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16

M16C/6N Group (M16C/6NL, M16C/6NN) Hardware Manual

RENESAS 16-BIT SINGLE-CHIP MICROCOMPUTER

M16C FAMILY / M16C/60 SERIES

Hardware Manual

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How to Use This Manual

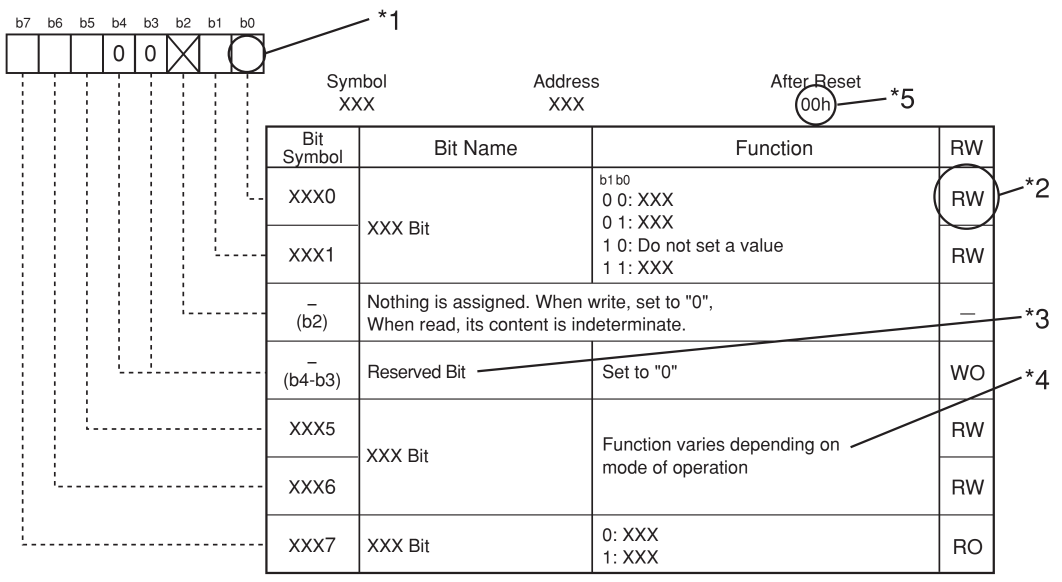
1. Introduction

This hardware manual provides detailed information on the M16C/6N Group (M16C/6NL, M16C/6NN) of microcomputers.
Users are expected to have basic knowledge of electric circuits, logical circuits and microcomputers.

2. Register Diagram

The symbols, and descriptions, used for bit function in each register are shown below.

XXX Register



Symbol	Address	After Reset
XXX	XXX	00h

Bit Symbol	Bit Name	Function	RW
XXX0	XXX Bit	b1 b0 0 0: XXX 0 1: XXX 1 0: Do not set a value 1 1: XXX	RW
XXX1			RW
– (b2)	Nothing is assigned. When write, set to "0", When read, its content is indeterminate.		–
– (b4-b3)	Reserved Bit	Set to "0"	WO
XXX5	XXX Bit	Function varies depending on mode of operation	RW
XXX6			RW
XXX7	XXX Bit	0: XXX 1: XXX	RO

*1

Blank: Set to “0” or “1” according to the application
0 : Set to “0”
1 : Set to “1”
X : Nothing is assigned

*2

RW : Read and write
RO : Read only
WO : Write only
– : Nothing is assigned

*3

• Reserved bit
Reserved bit. Set to specified value.

*4

• Nothing is assigned
Nothing is assigned to the bit concerned. As the bit may be use for future functions, set to “0” when writing to this bit.
• Do not set to this value
The operation is not guaranteed when a value is set.
• Function varies depending on mode of operation
Bit function varies depending on peripheral function mode.
Refer to respective register for each mode.

*5

Follow the text in each manual for binary and hexadecimal notations.

3. M16C Family Documents

The following documents were prepared for the M16C family [1].

Document	Contents
Short Sheet	Hardware overview
Data Sheet	Hardware overview and electrical characteristics
Hardware Manual	Hardware specifications (pin assignments, memory maps, peripheral specifications, electrical characteristics, timing charts)
Software Manual	Detailed description of assembly instructions and microcomputer performance of each instruction
Application Note	• Application examples of peripheral functions • Sample programs • Introduction to the basic functions in the M16C family • Programming method with Assembly and C languages
RENESAS TECHNICAL UPDATE	Preliminary report about the specification of a product, a document, etc.

NOTE:

1. Before using this material , please visit our website to verify that this is the most updated document available.

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Specifications written in this manual are believed to be accurate, but are not guaranteed to be entirely free of error. Specifications in this manual may be changed for functional or performance improvements. Please make sure your manual is the latest edition.

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The blank areas are reserved.

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03BFh			

Address	Register	Symbol	Page
03C0h	A/D Register 0	AD0	180
03C1h			
03C2h	A/D Register 1	AD1	
03C3h			
03C4h	A/D Register 2	AD2	
03C5h			
03C6h	A/D Register 3	AD3	
03C7h			
03C8h	A/D Register 4	AD4	
03C9h			
03CAh	A/D Register 5	AD5	
03CBh			
03CCh	A/D Register 6	AD6	
03CDh			
03CEh	A/D Register 7	AD7	
03CFh			
03D0h			
03D1h			
03D2h			
03D3h			
03D4h	A/D Control Register 2	ADCON2	180
03D5h			
03D6h	A/D Control Register 0	ADCON0	179,182,184
03D7h	A/D Control Register 1	ADCON1	186,188,190
03D8h	D/A Register 0	DA0	195
03D9h			
03DAh	D/A Register 1	DA1	195
03DBh			
03DCh	D/A Control Register	DACON	195
03DDh			
03DEh	Port P14 Control Register	PC14	231
03DFh	Pull-Up Control Register 3	PUR3	233
03E0h	Port P0 Register	P0	231
03E1h	Port P1 Register	P1	231
03E2h	Port P0 Direction Register	PD0	230
03E3h	Port P1 Direction Register	PD1	230
03E4h	Port P2 Register	P2	231
03E5h	Port P3 Register	P3	231
03E6h	Port P2 Direction Register	PD2	230
03E7h	Port P3 Direction Register	PD3	230
03E8h	Port P4 Register	P4	231
03E9h	Port P5 Register	P5	231
03EAh	Port P4 Direction Register	PD4	230
03EBh	Port P5 Direction Register	PD5	230
03ECh	Port P6 Register	P6	231
03EDh	Port P7 Register	P7	231
03EEh	Port P6 Direction Register	PD6	230
03EFh	Port P7 Direction Register	PD7	230
03F0h	Port P8 Register	P8	231
03F1h	Port P9 Register	P9	231
03F2h	Port P8 Direction Register	PD8	230
03F3h	Port P9 Direction Register	PD9	230
03F4h	Port P10 Register	P10	231
03F5h	Port P11 Register	P11	231
03F6h	Port P10 Direction Register	PD10	230
03F7h	Port P11 Direction Register	PD11	230
03F8h	Port P12 Register	P12	231
03F9h	Port P13 Register	P13	231
03FAh	Port P12 Direction Register	PD12	230
03FBh	Port P13 Direction Register	PD13	230
03FCh	Pull-up Control Register 0	PUR0	232
03FDh	Pull-up Control Register 1	PUR1	232
03FEh	Pull-up Control Register 2	PUR2	232
03FFh	Port Control Register	PCR	233

The blank areas are reserved.

M16C/6N Group (M16C/6NL, M16C/6NN)

SINGLE-CHIP 16-BIT CMOS MICROCOMPUTER

Rev.1.02
Jul 01, 2005

1. Overview

The M16C/6N Group (M16C/6NL, M16C/6NN) of single-chip microcomputers are built using the high-performance silicon gate CMOS process using an M16C/60 Series CPU core and are packaged in 100-pin and 128-pin plastic molded LQFP. These single-chip microcomputers operate using sophisticated instructions featuring a high level of instruction efficiency. With 1 Mbyte of address space, they are capable of executing instructions at high speed. Being equipped with one CAN (Controller Area Network) module in M16C/6N Group (M16C/6NL, M16C/6NN), the microcomputer is suited to car audio and industrial control systems. The CAN module complies with the 2.0B specification. In addition, this microcomputer contains a multiplier and DMAC which combined with fast instruction processing capability, makes it suitable for control of various OA and communication equipment which requires high-speed arithmetic/logic operations.

1.1 Applications

Car audio and industrial control systems, other

1.2 Performance Outline

Tables 1.1 and 1.2 list a performance outline of M16C/6N Group (M16C/6NL, M16C/6NN).

Table 1.1 Performance Outline of M16C/6N Group (100-pin Version: M16C/6NL)

Item			Performance
CPU	Number of Basic Instructions		91 instructions
	Minimum Instruction Execution Time		41.7ns (f(BCLK) = 24MHz, 1/1 prescaler, without software wait)
	Operation Mode		Single-chip mode
	Address Space		1 Mbyte
	Memory Capacity		See **Table 1.3 Product List**
Peripheral Function	Port		Input/Output: 87 pins, Input: 1 pin
	Multifunction Timer		Timer A: 16 bits × 5 channels Timer B: 16 bits × 6 channels Three-phase motor control circuit
	Serial I/O		3 channels Clock synchronous, UART, I^2C-bus [(1)], IEBus [(2)] 2 channels Clock synchronous
	A/D Converter		10-bit A/D converter: 1 circuit, 26 channels
	D/A Converter		8 bits × 2 channels
	DMAC		2 channels
	CRC Calculation Circuit		CRC-CCITT
	CAN Module		1 channel with 2.0B specification
	Watchdog Timer		15 bits × 1 channel (with prescaler)
	Interrupt		Internal: 30 sources, External: 9 sources Software: 4 sources, Priority level: 7 levels
	Clock Generating Circuit		4 circuits • Main clock oscillation circuit (*) • Sub clock oscillation circuit (*) • On-chip oscillator • PLL frequency synthesizer (*) Equipped with a built-in feedback resistor
	Oscillation Stop Detection Function		Main clock oscillation stop and re-oscillation detection function
Electrical Characteristics	Supply Voltage		VCC = 3.0 to 5.5V (f(BCLK) = 24MHz, 1/1 prescaler, without software wait)
	Power Consumption	Mask ROM	19mA (f(BCLK) = 24MHz, PLL operation, no division)
		Flash Memory	21mA (f(BCLK) = 24MHz, PLL operation, no division)
		Mask ROM	3μA (f(BCLK) = 32kHz, Wait mode, Oscillation capacity Low)
		Flash Memory	0.8μA (Stop mode, Topr = 25°C)
Flash Memory Version	Program/Erase Supply Voltage		3.3 ± 0.3V or 5.0 ± 0.5V
	Program and Erase Endurance		100 times
I/O Characteristics	I/O Withstand Voltage		5.0V
	Output Current		5mA
Operating Ambient Temperature			-40 to 85°C
Device Configuration			CMOS high performance silicon gate
Package			100-pin plastic mold LQFP

NOTES:
1. I^2C-bus is a registered trademark of Koninklijke Philips Electronics N.V.
2. IEBus is a registered trademark of NEC Electronics Corporation.

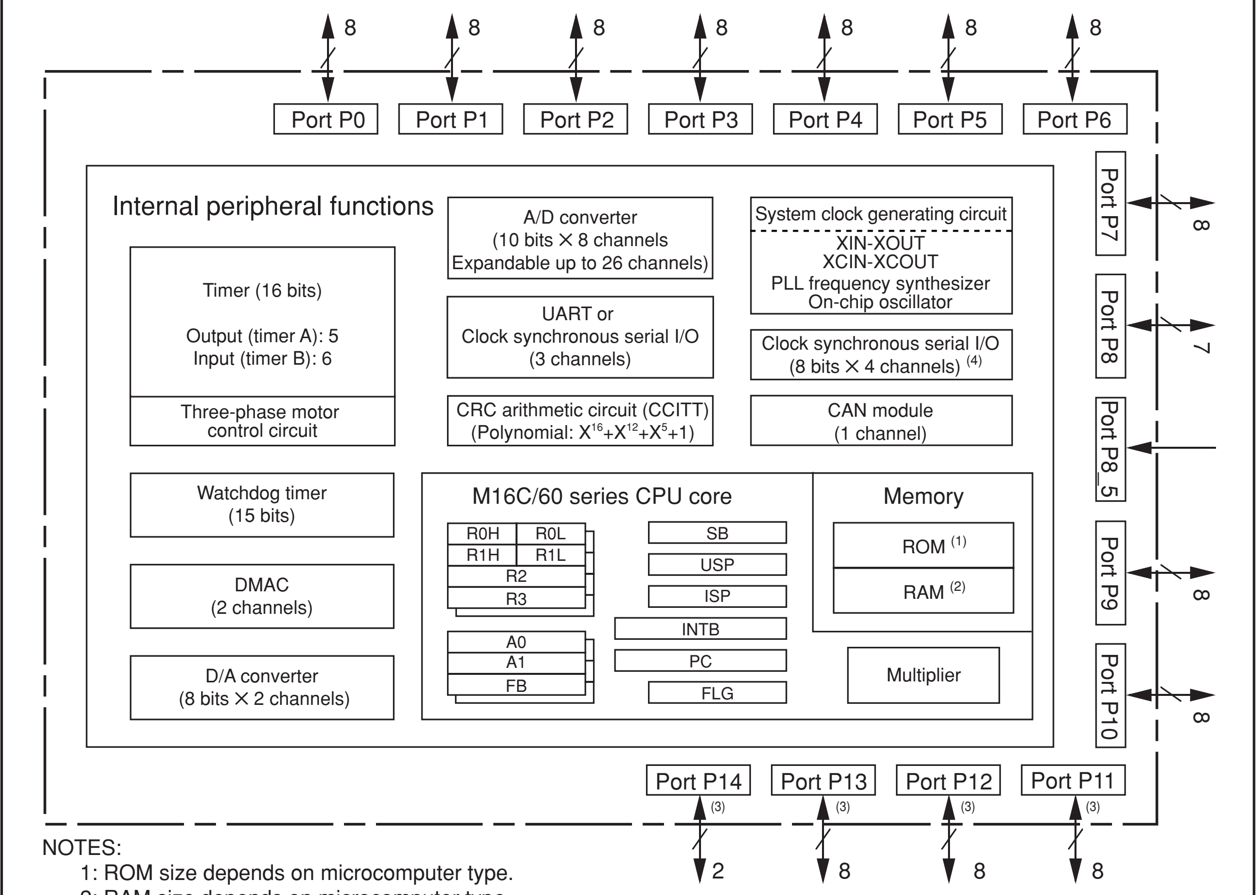
Table 1.2 Performance Outline of M16C/6N Group (128-pin Version: M16C/6NN)

Item			Performance
CPU	Number of Basic Instructions		91 instructions
	Minimum Instruction Execution Time		41.7ns (f(BCLK) = 24MHz, 1/1 prescaler, without software wait)
	Operation Mode		Single-chip mode
	Address Space		1 Mbyte
	Memory Capacity		See **Table 1.3 Product List**
Peripheral Function	Port		Input/Output: 113 pins, Input: 1 pin
	Multifunction Timer		Timer A: 16 bits × 5 channels Timer B: 16 bits × 6 channels Three-phase motor control circuit
	Serial I/O		3 channels Clock synchronous, UART, I²C-bus (1), IEBus (2) 4 channels Clock synchronous
	A/D Converter		10-bit A/D converter: 1 circuit, 26 channels
	D/A Converter		8 bits × 2 channels
	DMAC		2 channels
	CRC Calculation Circuit		CRC-CCITT
	CAN Module		1 channel with 2.0B specification
	Watchdog Timer		15 bits × 1 channel (with prescaler)
	Interrupt		Internal: 32 sources, External: 12 sources Software: 4 sources, Priority level: 7 levels
	Clock Generating Circuit		4 circuits • Main clock oscillation circuit (*) • Sub clock oscillation circuit (*) • On-chip oscillator • PLL frequency synthesizer (*) Equipped with a built-in feedback resistor
	Oscillation Stop Detection Function		Main clock oscillation stop and re-oscillation detection function
Electrical Characteristics	Supply Voltage		VCC = 3.0 to 5.5V (f(BCLK) = 24MHz, 1/1 prescaler, without software wait)
	Power Consumption	Mask ROM	19mA (f(BCLK) = 24MHz, PLL operation, no division)
		Flash Memory	21mA (f(BCLK) = 24MHz, PLL operation, no division)
		Mask ROM	3µA (f(BCLK) = 32kHz, Wait mode, Oscillation capacity Low)
		Flash Memory	0.8µA (Stop mode, Topr = 25°C)
Flash Memory Version	Program/Erase Supply Voltage		3.3 ± 0.3V or 5.0 ± 0.5V
	Program and Erase Endurance		100 times
I/O Characteristics	I/O Withstand Voltage		5.0V
	Output Current		5mA
Operating Ambient Temperature			-40 to 85°C
Device Configuration			CMOS high performance silicon gate
Package			128-pin plastic mold LQFP

NOTES:
1. I²C-bus is a registered trademark of Koninklijke Philips Electronics N.V.
2. IEBus is a registered trademark of NEC Electronics Corporation.

1.3 Block Diagram

Figure 1.1 shows a block diagram of M16C/6N Group (M16C/6NL, M16C/6NN).


Port P0
Port P1
Port P2
Port P3
Port P4
Port P5
Port P6
8
Port P7
Port P8
7
Port P8_5
Port P9
Port P10
Port P14
Port P13
Port P12
Port P11
(3)
2
Internal peripheral functions
Timer (16 bits)
Output (timer A): 5
Input (timer B): 6
Three-phase motor control circuit
A/D converter (10 bits × 8 channels Expandable up to 26 channels)
UART or Clock synchronous serial I/O (3 channels)
CRC arithmetic circuit (CCITT) (Polynomial: X16+X12+X5+1)
System clock generating circuit
XIN-XOUT
XCIN-XCOUT
PLL frequency synthesizer
On-chip oscillator
Clock synchronous serial I/O (8 bits × 4 channels) (4)
CAN module (1 channel)
Watchdog timer (15 bits)
DMAC (2 channels)
D/A converter (8 bits × 2 channels)
M16C/60 series CPU core
R0H R0L
R1H R1L
R2
R3
A0
A1
FB
SB
USP
ISP
INTB
PC
FLG
Memory
ROM (1)
RAM (2)
Multiplier

NOTES:
1: ROM size depends on microcomputer type.
2: RAM size depends on microcomputer type.
3: Ports P11 to P14 are only in the 128-pin version.
4: 8 bits × 2 channels in the 100-pin version.

Figure 1.1 Block Diagram

1.4 Product List

Table 1.3 lists the M16C/6N Group (M16C/6NL, M16C/6NN) products and Figure 1.2 shows the type numbers, memory sizes and packages.

Table 1.3 Product List As of Jul. 2005

Type No.	ROM Capacity	RAM Capacity	Package Type	Remarks
M306NLFHGP	384 K + 4 Kbytes	31 Kbytes	PLQP0100KB-A	Flash memory version
M306NNFHGP			PLQP0128KB-A	
M306NLFJGP (D)	512 K + 4 Kbytes	31 Kbytes	PLQP0100KB-A	
M306NNFJGP			PLQP0128KB-A	
M306NLME-XXXGP	192 Kbytes	16 Kbytes	PLQP0100KB-A	Mask ROM version
M306NNME-XXXGP			PLQP0128KB-A	
M306NLMG-XXXGP	256 Kbytes	20 Kbytes	PLQP0100KB-A	
M306NNMG-XXXGP			PLQP0128KB-A	

(D): Under development

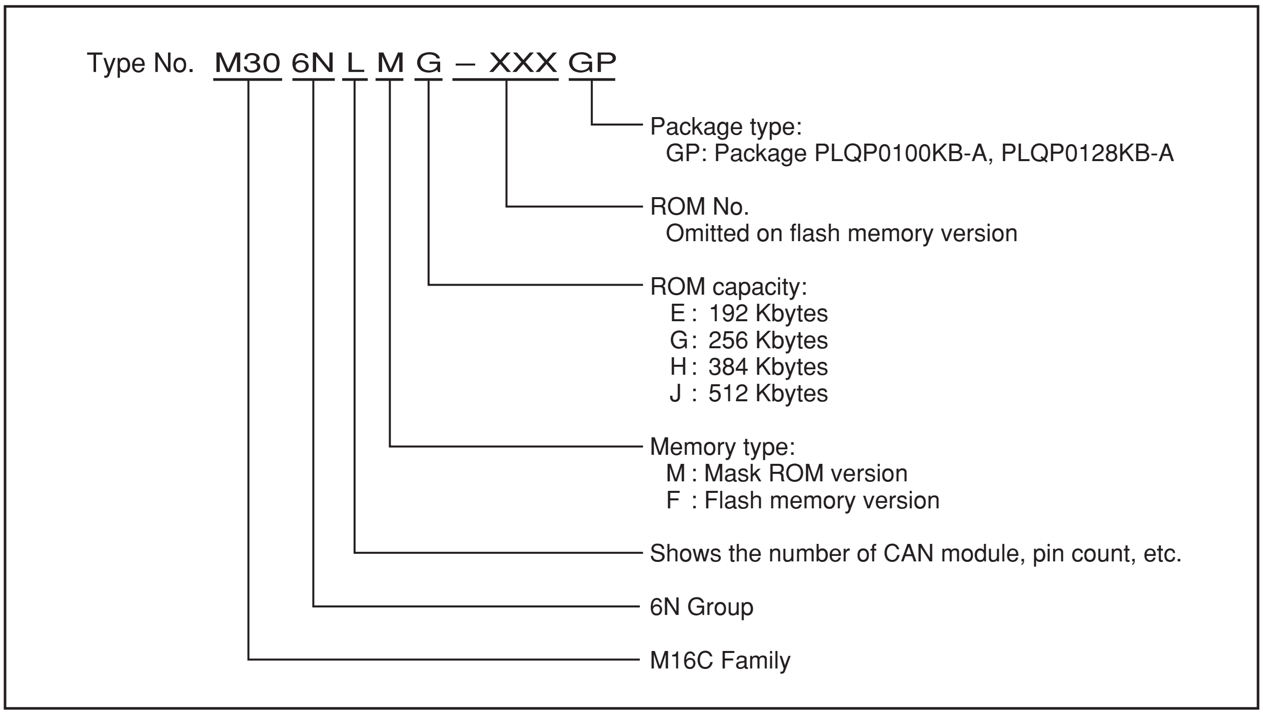
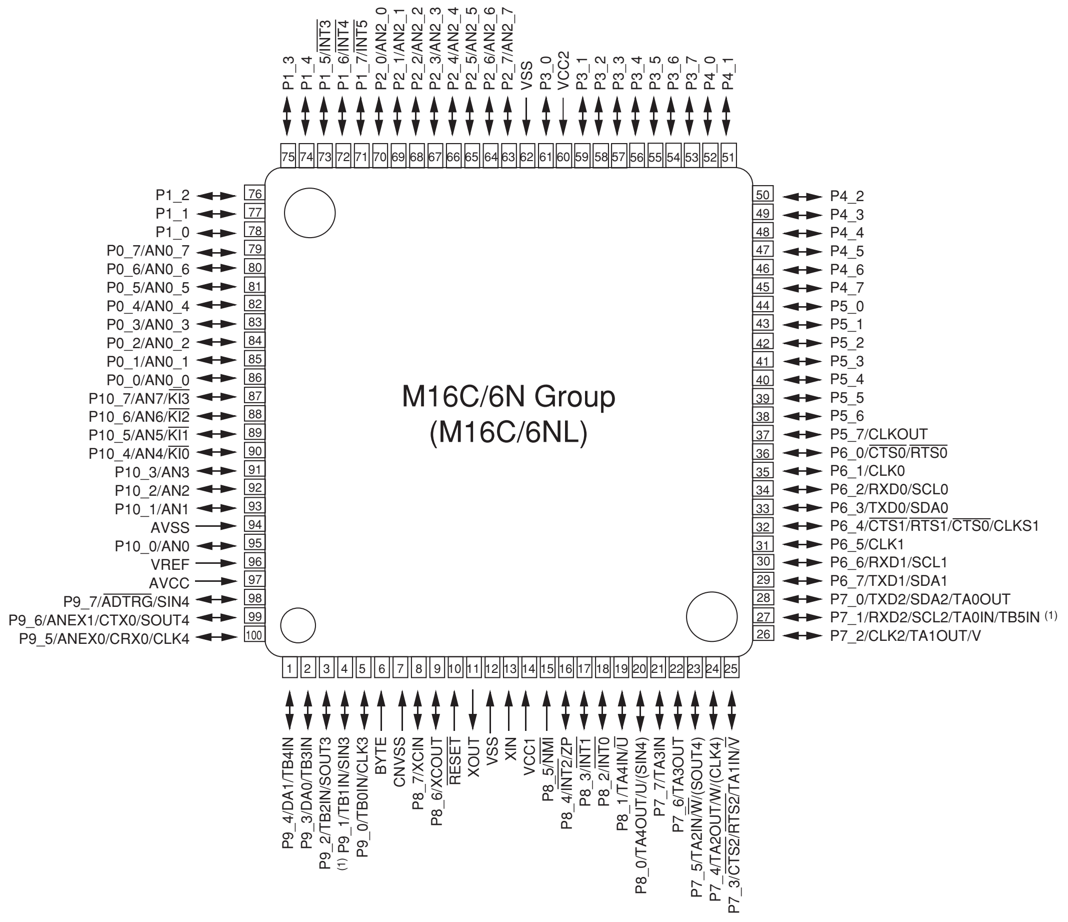


Figure 1.2 Type No., Memory Size, and Package

1.5 Pin Configuration

Figures 1.3 and 1.4 show the pin configuration (top view).

PIN CONFIGURATION (top view)

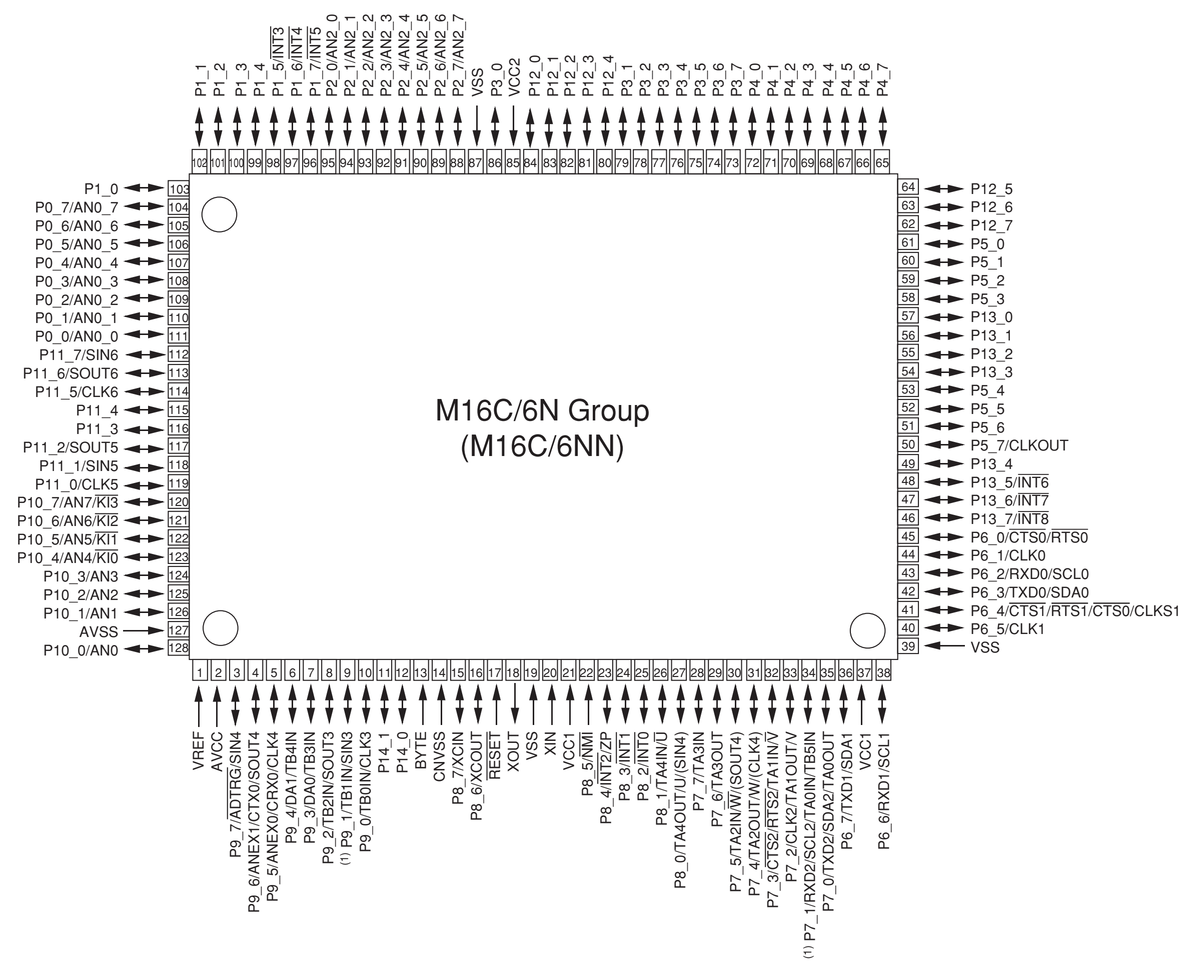


NOTE:
1. P7_1 and P9_1 are N channel open-drain pins.

Package: PLQP0100KB-A

Figure 1.3 Pin Configuration (Top View) (1)

PIN CONFIGURATION (top view)



NOTE:

1. P7_1 and P9_1 are N channel open-drain pins.

Package: PLQP0128KB-A

Figure 1.4 Pin Configuration (Top View) (2)

1.6 Pin Description

Tables 1.4 and 1.5 list the pin descriptions.

Table 1.4 Pin Description (100-pin and 128-pin Versions) (1)

Signal Name	Pin Name	I/O Type	Description
Power supply input	VCC1, VCC2, VSS	I	Apply 3.0 to 5.5V to the VCC1 and VCC2 pins and 0V to the VSS pin. The VCC apply condition is that VCC2 = VCC1 (1).
Analog power supply input	AVCC, AVSS	I	Applies the power supply for the A/D converter. Connect the AVCC pin to VCC1. Connect the AVSS pin to VSS.
Reset input	$\overline{\text{RESET}}$	I	The microcomputer is in a reset state when applying “L” to the this pin.
CNVSS	CNVSS	I	Connect this pin to VSS.
External data bus width select input	BYTE	I	Connect this pin to VSS.
Main clock input	XIN	I	I/O pins for the main clock oscillation circuit. Connect a ceramic resonator or crystal oscillator between XIN and XOUT (2).
Main clock output	XOUT	O	To use the external clock, input the clock from XIN and leave XOUT open.
Sub clock input	XCIN	I	I/O pins for a sub clock oscillation circuit. Connect a crystal oscillator between XCIN and XCOUT (2).
Sub clock output	XCOUT	O	To use the external clock, input the clock from XCIN and leave XCOUT open.
Clock output	CLKOUT	O	The clock of the same cycle as fC, f8, or f32 is output.
$\overline{\text{INT}}$ interrupt input	$\overline{\text{INT0}}$ to $\overline{\text{INT8}}$ (3)	I	Input pins for the $\overline{\text{INT}}$ interrupt.
NMI interrupt input	$\overline{\text{NMI}}$	I	Input pin for the $\overline{\text{NMI}}$ interrupt.
Key input interrupt input	$\overline{\text{KI0}}$ to $\overline{\text{KI3}}$	I	Input pins for the key input interrupt.
Timer A	TA0OUT to TA4OUT	I/O	These are timer A0 to timer A4 I/O pins.
	TA0IN to TA4IN	I	These are timer A0 to timer A4 input pins.
	ZP	I	Input pin for the Z-phase.
Timer B	TB0IN to TB5IN	I	These are timer B0 to timer B5 input pins.
Three-phase motor control output	U, $\overline{\text{U}}$, V, $\overline{\text{V}}$, W, $\overline{\text{W}}$	O	These are Three-phase motor control output pins.
Serial I/O	$\overline{\text{CTS0}}$ to $\overline{\text{CTS2}}$	I	These are send control input pins.
	$\overline{\text{RTS0}}$ to $\overline{\text{RTS2}}$	O	These are receive control output pins.
	CLK0 to CLK6 (3)	I/O	These are transfer clock I/O pins.
	RXD0 to RXD2	I	These are serial data input pins.
	SIN3 to SIN6 (3)	I	These are serial data input pins.
	TXD0 to TXD2	O	These are serial data output pins.
	SOUT3 to SOUT6 (3)	O	These are serial data output pins.
	CLKS1	O	This is output pin for transfer clock output from multiple pins function.
I^2C mode	SDA0 to SDA2	I/O	These are serial data I/O pins.
	SCL0 to SCL2	I/O	These are transfer clock I/O pins. (except SCL2 for the N-channel open drain output.)

I: Input O: Output I/O: Input/Output

NOTES:
1. In this manual, hereafter, VCC refers to VCC1 unless otherwise noted.
2. Ask the oscillator maker the oscillation characteristic.
3. $\overline{\text{INT6}}$ to $\overline{\text{INT8}}$, CLK5, CLK6, SIN5, SIN6, SOUT5, SOUT6 are only in the 128-pin version.

Table 1.5 Pin Description (100-pin and 128-pin Versions) (2)

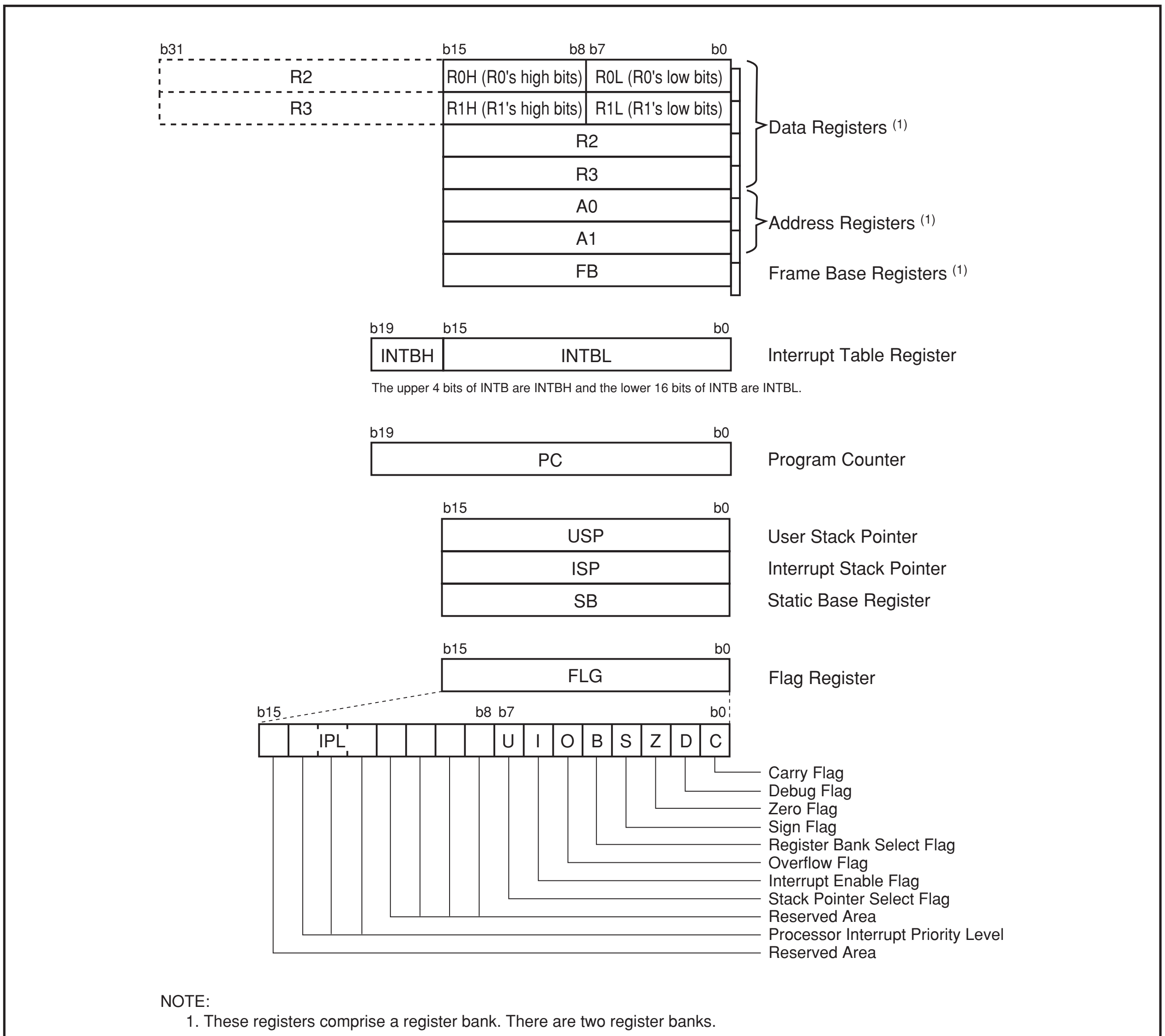
Signal Name	Pin Name	I/O Type	Description
Reference voltage input	VREF	I	Applies the reference voltage for the A/D converter and D/A converter.
A/D converter	AN0 to AN7 AN0_0 to AN0_7 AN2_0 to AN2_7	I	Analog input pins for the A/D converter.
	$\overline{\text{ADTRG}}$	I	This is an A/D trigger input pin.
	ANEX0	I/O	This is the extended analog input pin for the A/D converter, and is the output in external op-amp connection mode.
	ANEX1	I	This is the extended analog input pin for the A/D converter.
D/A converter	DA0, DA1	O	These are the output pins for the D/A converter.
CAN module	CRX0	I	This is the input pin for the CAN module.
	CTX0	O	This is the output pin for the CAN module.
I/O port	P0_0 to P0_7 P1_0 to P1_7 P2_0 to P2_7 P3_0 to P3_7 P4_0 to P4_7 P5_0 to P5_7 P6_0 to P6_7 P7_0 to P7_7 P8_0 to P8_4 P8_6, P8_7 P9_0 to P9_7 P10_0 to P10_7 P11_0 to P11_7 (1) P12_0 to P12_7 (1) P13_0 to P13_7 (1) P14_0, P14_1 (1)	I/O	8-bit I/O ports in CMOS, having a direction register to select an input or output. Each pin is set as an input port or output port. An input port can be set for a pull-up or for no pull-up in 4-bit unit by program. (except P7_1 and P9_1 for the N-channel open drain output.)
Input port	P8_5	I	Input pin for the $\overline{\text{NMI}}$ interrupt. Pin states can be read by the P8_5 bit in the P8 register.

I: Input O: Output I/O: Input/Output

NOTE:
1. Ports P11 to P14 are only in the 128-pin version.

2. Central Processing Unit (CPU)

Figure 2.1 shows the CPU registers. The CPU has 13 registers. Of these, R0, R1, R2, R3, A0, A1 and FB comprise a register bank. There are two register banks.



NOTE:
1. These registers comprise a register bank. There are two register banks.

Figure 2.1 CPU Registers

2.1 Data Registers (R0, R1, R2, and R3)

The R0 register consists of 16 bits, and is used mainly for transfers and arithmetic/logic operations. R1 to R3 are the same as R0.

The R0 register can be separated between high (R0H) and low (R0L) for use as two 8-bit data registers. R1H and R1L are the same as R0H and R0L. Conversely R2 and R0 can be combined for use as a 32-bit data register (R2R0). R3R1 is the same as R2R0.

2.2 Address Registers (A0 and A1)

The A0 register consists of 16 bits, and is used for address register indirect addressing and address register relative addressing. They also are used for transfers and arithmetic/logic operations. A1 is the same as A0.

In some instructions, A1 and A0 can be combined for use as a 32-bit address register (A1A0).

2.3 Frame Base Register (FB)

FB is configured with 16 bits, and is used for FB relative addressing.

2.4 Interrupt Table Register (INTB)

INTB is configured with 20 bits, indicating the start address of an interrupt vector table.

2.5 Program Counter (PC)

PC is configured with 20 bits, indicating the address of an instruction to be executed.

2.6 User Stack Pointer (USP), Interrupt Stack Pointer (ISP)

Stack pointer (SP) comes in two types: USP and ISP, each configured with 16 bits.
Your desired type of stack pointer (USP or ISP) can be selected by the U flag of FLG.

2.7 Static Base Register (SB)

SB is configured with 16 bits, and is used for SB relative addressing.

2.8 Flag Register (FLG)

FLG consists of 11 bits, indicating the CPU status.

2.8.1 Carry Flag (C Flag)

This flag retains a carry, borrow, or shift-out bit that has occurred in the arithmetic/logic unit.

2.8.2 Debug Flag (D Flag)

This flag is used exclusively for debugging purpose. During normal use, it must be set to “0”.

2.8.3 Zero Flag (Z Flag)

This flag is set to “1” when an arithmetic operation resulted in 0; otherwise, it is “0”.

2.8.4 Sign Flag (S Flag)

This flag is set to “1” when an arithmetic operation resulted in a negative value; otherwise, it is “0”.

2.8.5 Register Bank Select Flag (B Flag)

Register bank 0 is selected when this flag is “0” ; register bank 1 is selected when this flag is “1”.

2.8.6 Overflow Flag (O Flag)

This flag is set to “1” when the operation resulted in an overflow; otherwise, it is “0”.

2.8.7 Interrupt Enable Flag (I Flag)

This flag enables a maskable interrupt.
Maskable interrupts are disabled when the I flag is “0”, and are enabled when the I flag is “1”. The I flag is set to “0” when the interrupt request is accepted.

2.8.8 Stack Pointer Select Flag (U Flag)

ISP is selected when the U flag is “0” ; USP is selected when the U flag is “1”.
The U flag is set to “0” when a hardware interrupt request is accepted or an INT instruction for software interrupt Nos. 0 to 31 is executed.

2.8.9 Processor Interrupt Priority Level (IPL)

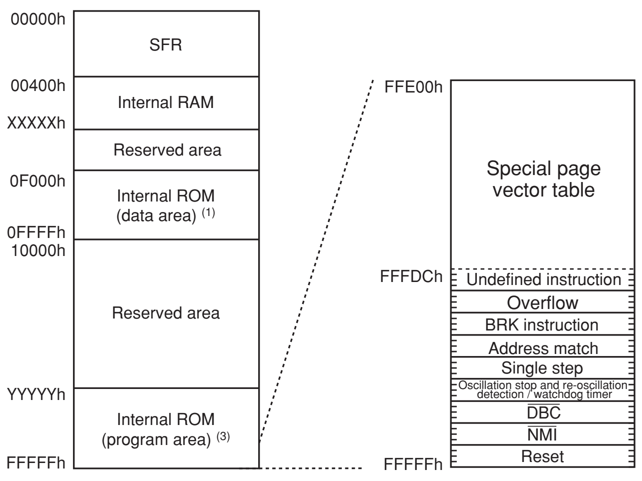
IPL is configured with three bits, for specification of up to eight processor interrupt priority levels from level 0 to level 7.
If a requested interrupt has priority greater than IPL, the interrupt request is enabled.

2.8.10 Reserved Area

When white to this bit, write “0”. When read, its content is indeterminate.

3. Memory

Figure 3.1 shows a memory map of the M16C/6N Group (M16C/6NL, M16C/6NN). The address space extends the 1 Mbyte from address 00000h to FFFFFh.
The internal ROM is allocated in a lower address direction beginning with address FFFFFh. For example, a 512-Kbyte internal ROM is allocated to the addresses from 80000h to FFFFFh.
As for the flash memory version, 4-Kbyte space (block A) exists in 0F000h to 0FFFFh. 4-Kbyte space is mainly for storing data. In addition to storing data, 4-Kbyte space also can store programs.
The fixed interrupt vector table is allocated to the addresses from FFFDCh to FFFFFh. Therefore, store the start address of each interrupt routine here.
The internal RAM is allocated in an upper address direction beginning with address 00400h. For example, a 31-Kbyte internal RAM is allocated to the addresses from 00400h to 07FFFh. In addition to storing data, the internal RAM also stores the stack used when calling subroutines and when interrupts are generated.
The SFR is allocated to the addresses from 00000h to 003FFh. Peripheral function control registers are located here. Of the SFR, any area which has no functions allocated is reserved for future use and cannot be used by users.
The special page vector table is allocated to the addresses from FFE00h to FFFDBh. This vector is used by the JMPS or JSRS instruction. For details, refer to **M16C/60 and M16C/20 Series Software Manual**.



Internal RAM	
Capacity	Address XXXXXh
16 Kbytes	043FFh
20 Kbytes	053FFh
31 Kbytes	07FFFh

Internal ROM (1)	
Capacity	Address YYYYYh
192 Kbytes	D0000h
256 Kbytes	C0000h
384 Kbytes	A0000h
512 Kbytes	80000h

NOTES:
1. As for the flash memory version, 4-Kbyte space (block A) exists.
2. Shown here is a memory map for the case where the PM13 bit in the PM1 register is "1".
   If the PM13 bit is set to "0", 15 Kbytes of the internal RAM and 192 Kbytes of the internal ROM can be used.
3. When using the masked ROM version, write nothing to internal ROM area.

Figure 3.1 Memory Map

4. Special Function Register (SFR)

SFR (Special Function Register) is the control register of peripheral functions.
Tables 4.1 to 4.12 list the SFR information.

Table 4.1 SFR Information (1)

Address	Register	Symbol	After Reset
0000h			
0001h			
0002h			
0003h			
0004h	Processor Mode Register 0	PM0	00h
0005h	Processor Mode Register 1	PM1	00001000b
0006h	System Clock Control Register 0	CM0	01001000b
0007h	System Clock Control Register 1	CM1	00100000b
0008h			
0009h	Address Match Interrupt Enable Register	AIER	XXXXXX00b
000Ah	Protect Register	PRCR	XX000000b
000Bh			
000Ch	Oscillation Stop Detection Register (1)	CM2	0X000000b
000Dh			
000Eh	Watchdog Timer Start Register	WDTS	XXh
000Fh	Watchdog Timer Control Register	WDC	00XXXXXXb
0010h	Address Match Interrupt Register 0	RMAD0	00h
0011h			00h
0012h			X0h
0013h			
0014h	Address Match Interrupt Register 1	RMAD1	00h
0015h			00h
0016h			X0h
0017h			
0018h			
0019h			
001Ah			
001Bh			
001Ch	PLL Control Register 0	PLC0	0001X010b
001Dh			
001Eh	Processor Mode Register 2	PM2	XXX00000b
001Fh			
0020h	DMA0 Source Pointer	SAR0	XXh
0021h			XXh
0022h			XXh
0023h			
0024h	DMA0 Destination Pointer	DAR0	XXh
0025h			XXh
0026h			XXh
0027h			
0028h	DMA0 Transfer Counter	TCR0	XXh
0029h			XXh
002Ah			
002Bh			
002Ch	DMA0 Control Register	DM0CON	00000X00b
002Dh			
002Eh			
002Fh			
0030h	DMA1 Source Pointer	SAR1	XXh
0031h			XXh
0032h			XXh
0033h			
0034h	DMA1 Destination Pointer	DAR1	XXh
0035h			XXh
0036h			XXh
0037h			
0038h	DMA1 Transfer Counter	TCR1	XXh
0039h			XXh
003Ah			
003Bh			
003Ch	DMA1 Control Register	DM1CON	00000X00b
003Dh			
003Eh			
003Fh			

X: Undefined

NOTES:
1. The CM20, CM21, and CM27 bits in the CM2 register do not change at oscillation stop detection reset.
2. The blank areas are reserved and cannot be accessed by users.

Table 4.2 SFR Information (2)

Address	Register	Symbol	After Reset
0040h			
0041h	CAN0 Wake-up Interrupt Control Register	C01WKIC	XXXXX000b
0042h	CAN0 Successful Reception Interrupt Control Register	C0RECIC	XXXXX000b
0043h	CAN0 Successful Transmission Interrupt Control Register	C0TRMIC	XXXXX000b
0044h	INT3 Interrupt Control Register	INT3IC	XX00X000b
0045h	Timer B5 Interrupt Control Register	TB5IC	XXXXX000b
	SI/O5 Interrupt Control Register (1)	S5IC	
0046h	Timer B4 Interrupt Control Register	TB4IC	XXXXX000b
	UART1 Bus Collision Detection Interrupt Control Register	U1BCNIC	
0047h	Timer B3 Interrupt Control Register	TB3IC	XXXXX000b
	UART0 Bus Collision Detection Interrupt Control Register	U0BCNIC	
0048h	SI/O4 Interrupt Control Register	S4IC	XX00X000b
	INT5 Interrupt Control Register	INT5IC	
0049h	SI/O3 Interrupt Control Register	S3IC	XX00X000b
	INT4 Interrupt Control Register	INT4IC	
004Ah	UART2 Bus Collision Detection Interrupt Control Register	U2BCNIC	XXXXX000b
004Bh	DMA0 Interrupt Control Register	DM0IC	XXXXX000b
004Ch	DMA1 Interrupt Control Register	DM1IC	XXXXX000b
004Dh	CAN0 Error Interrupt Control Register	C01ERRIC	XXXXX000b
004Eh	A/D Conversion Interrupt Control Register	ADIC	XXXXX000b
	Key Input Interrupt Control Register	KUPIC	
004Fh	UART2 Transmit Interrupt Control Register	S2TIC	XXXXX000b
0050h	UART2 Receive Interrupt Control Register	S2RIC	XXXXX000b
0051h	UART0 Transmit Interrupt Control Register	S0TIC	XXXXX000b
0052h	UART0 Receive Interrupt Control Register	S0RIC	XXXXX000b
0053h	UART1 Transmit Interrupt Control Register	S1TIC	XXXXX000b
0054h	UART1 Receive Interrupt Control Register	S1RIC	XXXXX000b
0055h	Timer A0 Interrupt Control Register	TA0IC	XXXXX000b
0056h	Timer A1 Interrupt Control Register	TA1IC	XXXXX000b
0057h	Timer A2 Interrupt Control Register	TA2IC	XX00X000b
	INT7 Interrupt Control Register (1)	INT7IC	
0058h	Timer A3 Interrupt Control Register	TA3IC	XX00X000b
	INT6 Interrupt Control Register (1)	INT6IC	
0059h	Timer A4 Interrupt Control Register	TA4IC	XXXXX000b
005Ah	Timer B0 Interrupt Control Register	TB0IC	XXXXX000b
	SI/O6 Interrupt Control Register (1)	S6IC	
005Bh	Timer B1 Interrupt Control Register	TB1IC	XX00X000b
	INT8 Interrupt Control Register (1)	INT8IC	
005Ch	Timer B2 Interrupt Control Register	TB2IC	XXXXX000b
005Dh	INT0 Interrupt Control Register	INT0IC	XX00X000b
005Eh	INT1 Interrupt Control Register	INT1IC	XX00X000b
005Fh	INT2 Interrupt Control Register	INT2IC	XX00X000b
0060h	CAN0 Message Box 0: Identifier / DLC		XXh
0061h			XXh
0062h			XXh
0063h			XXh
0064h			XXh
0065h			XXh
0066h	CAN0 Message Box 0: Data Field		XXh
0067h			XXh
0068h			XXh
0069h			XXh
006Ah			XXh
006Bh			XXh
006Ch			XXh
006Dh			XXh
006Eh	CAN0 Message Box 0: Time Stamp		XXh
006Fh			XXh
0070h	CAN0 Message Box 1: Identifier / DLC		XXh
0071h			XXh
0072h			XXh
0073h			XXh
0074h			XXh
0075h			XXh
0076h	CAN0 Message Box 1: Data Field		XXh
0077h			XXh
0078h			XXh
0079h			XXh
007Ah			XXh
007Bh			XXh
007Ch			XXh
007Dh			XXh
007Eh	CAN0 Message Box 1: Time Stamp		XXh
007Fh			XXh

X: Undefined

NOTES:
1. These registers exist only in the 128-pin version.
2. The blank area is reserved and cannot be accessed by users.

Table 4.3 SFR Information (3)

Address	Register	Symbol	After Reset
0080h	CAN0 Message Box 2: Identifier / DLC		XXh
0081h			XXh
0082h			XXh
0083h			XXh
0084h			XXh
0085h			XXh
0086h	CAN0 Message Box 2: Data Field		XXh
0087h			XXh
0088h			XXh
0089h			XXh
008Ah			XXh
008Bh			XXh
008Ch			XXh
008Dh			XXh
008Eh	CAN0 Message Box 2: Time Stamp		XXh
008Fh			XXh
0090h	CAN0 Message Box 3: Identifier / DLC		XXh
0091h			XXh
0092h			XXh
0093h			XXh
0094h			XXh
0095h			XXh
0096h	CAN0 Message Box 3: Data Field		XXh
0097h			XXh
0098h			XXh
0099h			XXh
009Ah			XXh
009Bh			XXh
009Ch			XXh
009Dh			XXh
009Eh	CAN0 Message Box 3: Time Stamp		XXh
009Fh			XXh
00A0h	CAN0 Message Box 4: Identifier / DLC		XXh
00A1h			XXh
00A2h			XXh
00A3h			XXh
00A4h			XXh
00A5h			XXh
00A6h	CAN0 Message Box 4: Data Field		XXh
00A7h			XXh
00A8h			XXh
00A9h			XXh
00AAh			XXh
00ABh			XXh
00ACh			XXh
00ADh			XXh
00AEh	CAN0 Message Box 4: Time Stamp		XXh
00AFh			XXh
00B0h	CAN0 Message Box 5: Identifier / DLC		XXh
00B1h			XXh
00B2h			XXh
00B3h			XXh
00B4h			XXh
00B5h			XXh
00B6h	CAN0 Message Box 5: Data Field		XXh
00B7h			XXh
00B8h			XXh
00B9h			XXh
00BAh			XXh
00BBh			XXh
00BCh			XXh
00BDh			XXh
00BEh	CAN0 Message Box 5: Time Stamp		XXh
00BFh			XXh

X: Undefined

Table 4.4 SFR Information (4)

Address	Register	Symbol	After Reset
00C0h	CAN0 Message Box 6: Identifier / DLC		XXh
00C1h			XXh
00C2h			XXh
00C3h			XXh
00C4h			XXh
00C5h			XXh
00C6h	CAN0 Message Box 6: Data Field		XXh
00C7h			XXh
00C8h			XXh
00C9h			XXh
00CAh			XXh
00CBh			XXh
00CCh			XXh
00CDh			XXh
00CEh	CAN0 Message Box 6: Time Stamp		XXh
00CFh			XXh
00D0h	CAN0 Message Box 7: Identifier / DLC		XXh
00D1h			XXh
00D2h			XXh
00D3h			XXh
00D4h			XXh
00D5h			XXh
00D6h	CAN0 Message Box 7: Data Field		XXh
00D7h			XXh
00D8h			XXh
00D9h			XXh
00DAh			XXh
00DBh			XXh
00DCh			XXh
00DDh			XXh
00DEh	CAN0 Message Box 7: Time Stamp		XXh
00DFh			XXh
00E0h	CAN0 Message Box 8: Identifier / DLC		XXh
00E1h			XXh
00E2h			XXh
00E3h			XXh
00E4h			XXh
00E5h			XXh
00E6h	CAN0 Message Box 8: Data Field		XXh
00E7h			XXh
00E8h			XXh
00E9h			XXh
00EAh			XXh
00EBh			XXh
00ECh			XXh
00EDh			XXh
00EEh	CAN0 Message Box 8: Time Stamp		XXh
00EFh			XXh
00F0h	CAN0 Message Box 9: Identifier / DLC		XXh
00F1h			XXh
00F2h			XXh
00F3h			XXh
00F4h			XXh
00F5h			XXh
00F6h	CAN0 Message Box 9: Data Field		XXh
00F7h			XXh
00F8h			XXh
00F9h			XXh
00FAh			XXh
00FBh			XXh
00FCh			XXh
00FDh			XXh
00FEh	CAN0 Message Box 9: Time Stamp		XXh
00FFh			XXh

X: Undefined

Table 4.5 SFR Information (5)

Address	Register	Symbol	After Reset
0100h	CAN0 Message Box 10: Identifier / DLC		XXh
0101h			XXh
0102h			XXh
0103h			XXh
0104h			XXh
0105h			XXh
0106h	CAN0 Message Box 10: Data Field		XXh
0107h			XXh
0108h			XXh
0109h			XXh
010Ah			XXh
010Bh			XXh
010Ch			XXh
010Dh			XXh
010Eh	CAN0 Message Box 10: Time Stamp		XXh
010Fh			XXh
0110h	CAN0 Message Box 11: Identifier / DLC		XXh
0111h			XXh
0112h			XXh
0113h			XXh
0114h			XXh
0115h			XXh
0116h	CAN0 Message Box 11: Data Field		XXh
0117h			XXh
0118h			XXh
0119h			XXh
011Ah			XXh
011Bh			XXh
011Ch			XXh
011Dh			XXh
011Eh	CAN0 Message Box 11: Time Stamp		XXh
011Fh			XXh
0120h	CAN0 Message Box 12: Identifier / DLC		XXh
0121h			XXh
0122h			XXh
0123h			XXh
0124h			XXh
0125h			XXh
0126h	CAN0 Message Box 12: Data Field		XXh
0127h			XXh
0128h			XXh
0129h			XXh
012Ah			XXh
012Bh			XXh
012Ch			XXh
012Dh			XXh
012Eh	CAN0 Message Box 12: Time Stamp		XXh
012Fh			XXh
0130h	CAN0 Message Box 13: Identifier / DLC		XXh
0131h			XXh
0132h			XXh
0133h			XXh
0134h			XXh
0135h			XXh
0136h	CAN0 Message Box 13: Data Field		XXh
0137h			XXh
0138h			XXh
0139h			XXh
013Ah			XXh
013Bh			XXh
013Ch			XXh
013Dh			XXh
013Eh	CAN0 Message Box 13: Time Stamp		XXh
013Fh			XXh

X: Undefined

Table 4.6 SFR Information (6)

Address	Register	Symbol	After Reset
0140h	CAN0 Message Box 14: Identifier /DLC		XXh
0141h			XXh
0142h			XXh
0143h			XXh
0144h			XXh
0145h			XXh
0146h	CAN0 Message Box 14: Data Field		XXh
0147h			XXh
0148h			XXh
0149h			XXh
014Ah			XXh
014Bh			XXh
014Ch			XXh
014Dh			XXh
014Eh	CAN0 Message Box 14: Time Stamp		XXh
014Fh			XXh
0150h	CAN0 Message Box 15: Identifier /DLC		XXh
0151h			XXh
0152h			XXh
0153h			XXh
0154h			XXh
0155h			XXh
0156h	CAN0 Message Box 15: Data Field		XXh
0157h			XXh
0158h			XXh
0159h			XXh
015Ah			XXh
015Bh			XXh
015Ch			XXh
015Dh			XXh
015Eh	CAN0 Message Box 15: Time Stamp		XXh
015Fh			XXh
0160h	CAN0 Global Mask Register	C0GMR	XXh
0161h			XXh
0162h			XXh
0163h			XXh
0164h			XXh
0165h			XXh
0166h	CAN0 Local Mask A Register	C0LMAR	XXh
0167h			XXh
0168h			XXh
0169h			XXh
016Ah			XXh
016Bh			XXh
016Ch	CAN0 Local Mask B Register	C0LMBR	XXh
016Dh			XXh
016Eh			XXh
016Fh			XXh
0170h			XXh
0171h			XXh
0172h			
0173h			
0174h			
0175h			
0176h			
0177h			
0178h			
0179h			
017Ah			
017Bh			
017Ch			
017Dh			
017Eh			
017Fh			

X: Undefined

NOTE:
1. The blank areas are reserved and cannot be accessed by users.

Table 4.7 SFR Information (7)

Address	Register	Symbol	After Reset
0180h			
0181h			
0182h			
0183h			
0184h			
0185h			
0186h			
0187h			
0188h			
0189h			
018Ah			
018Bh			
018Ch			
018Dh			
018Eh			
018Fh			
0190h			
0191h			
0192h			
0193h			
0194h			
0195h			
0196h			
0197h			
0198h			
0199h			
019Ah			
019Bh			
019Ch			
019Dh			
019Eh			
019Fh			
01A0h			
01A1h			
01A2h			
01A3h			
01A4h			
01A5h			
01A6h			
01A7h			
01A8h			
01A9h			
01AAh			
01ABh			
01ACh			
01ADh			
01AEh			
01AFh			
01B0h			
01B1h			
01B2h			
01B3h			
01B4h			
01B5h	Flash Memory Control Register 1 (1)	FMR1	0X00XX0Xb
01B6h			
01B7h	Flash Memory Control Register 0 (1)	FMR0	00000001b
01B8h	Address Match Interrupt Register 2	RMAD2	00h
01B9h			00h
01BAh			X0h
01BBh	Address Match Interrupt Enable Register 2	AIER2	XXXXXX00b
01BCh	Address Match Interrupt Register 3	RMAD3	00h
01BDh			00h
01BEh			X0h
01BFh			

X: Undefined

NOTES:
1. These registers are included in the flash memory version. Cannot be accessed by users in the mask ROM version.
2. The blank areas are reserved and cannot be accessed by users.

Table 4.8 SFR Information (8)

Address	Register	Symbol	After Reset
01C0h	Timer B3, B4, B5 Count Start Flag	TBSR	000XXXXXb
01C1h			
01C2h	Timer A1-1 Register	TA11	XXh
01C3h			XXh
01C4h	Timer A2-1 Register	TA21	XXh
01C5h			XXh
01C6h	Timer A4-1 Register	TA41	XXh
01C7h			XXh
01C8h	Three-Phase PWM Control Register 0	INVC0	00h
01C9h	Three-Phase PWM Control Register 1	INVC1	00h
01CAh	Three-Phase Output Buffer Register 0	IDB0	00h
01CBh	Three-Phase Output Buffer Register 1	IDB1	00h
01CCh	Dead Time Timer	DTT	XXh
01CDh	Timer B2 Interrupt Occurrence Frequency Set Counter	ICTB2	XXh
01CEh			
01CFh	Interrupt Cause Select Register 2	IFSR2	X0000000b
01D0h	Timer B3 Register	TB3	XXh
01D1h			XXh
01D2h	Timer B4 Register	TB4	XXh
01D3h			XXh
01D4h	Timer B5 Register	TB5	XXh
01D5h			XXh
01D6h	SI/O6 Transmit/Receive Register (1)	S6TRR	XXh
01D7h			
01D8h	SI/O6 Control Register (1)	S6C	01000000b
01D9h	SI/O6 Bit Rate Generator (1)	S6BRG	XXh
01DAh	SI/O3, 4, 5, 6 Transmit/Receive Register (2)	S3456TRR	XXXX0000b
01DBh	Timer B3 Mode Register	TB3MR	00XX0000b
01DCh	Timer B4 Mode Register	TB4MR	00XX0000b
01DDh	Timer B5 Mode Register	TB5MR	00XX0000b
01DEh	Interrupt Cause Select Register 0	IFSR0	00h
01DFh	Interrupt Cause Select Register 1	IFSR1	00h
01E0h	SI/O3 Transmit/Receive Register	S3TRR	XXh
01E1h			
01E2h	SI/O3 Control Register	S3C	01000000b
01E3h	SI/O3 Bit Rate Generator	S3BRG	XXh
01E4h	SI/O4 Transmit/Receive Register	S4TRR	XXh
01E5h			
01E6h	SI/O4 Control Register	S4C	01000000b
01E7h	SI/O4 Bit Rate Generator	S4BRG	XXh
01E8h	SI/O5 Transmit/Receive Register (1)	S5TRR	XXh
01E9h			
01EAh	SI/O5 Control Register (1)	S5C	01000000b
01EBh	SI/O5 Bit Rate Generator (1)	S5BRG	XXh
01ECh	UART0 Special Mode Register 4	U0SMR4	00h
01EDh	UART0 Special Mode Register 3	U0SMR3	000X0X0Xb
01EEh	UART0 Special Mode Register 2	U0SMR2	X0000000b
01EFh	UART0 Special Mode Register	U0SMR	X0000000b
01F0h	UART1 Special Mode Register 4	U1SMR4	00h
01F1h	UART1 Special Mode Register 3	U1SMR3	000X0X0Xb
01F2h	UART1 Special Mode Register 2	U1SMR2	X0000000b
01F3h	UART1 Special Mode Register	U1SMR	X0000000b
01F4h	UART2 Special Mode Register 4	U2SMR4	00h
01F5h	UART2 Special Mode Register 3	U2SMR3	000X0X0Xb
01F6h	UART2 Special Mode Register 2	U2SMR2	X0000000b
01F7h	UART2 Special Mode Register	U2SMR	X0000000b
01F8h	UART2 Transmit/Receive Mode Register	U2MR	00h
01F9h	UART2 Bit Rate Generator	U2BRG	XXh
01FAh	UART2 Transmit Buffer Register	U2TB	XXh
01FBh			XXh
01FCh	UART2 Transmit/Receive Control Register 0	U2C0	00001000b
01FDh	UART2 Transmit/Receive Control Register 1	U2C1	00000010b
01FEh	UART2 Receive Buffer Register	U2RB	XXh
01FFh			XXh

X: Undefined

NOTES:
1. These registers exist only in the 128-pin version.
2. The S5TRF and S6TRF bits in the S3456TRR register are used in the 128-pin version.
3. The blank areas are reserved and cannot be accessed by users.

Table 4.9 SFR Information (9)

Address	Register	Symbol	After Reset
0200h	CAN0 Message Control Register 0	C0MCTL0	00h
0201h	CAN0 Message Control Register 1	C0MCTL1	00h
0202h	CAN0 Message Control Register 2	C0MCTL2	00h
0203h	CAN0 Message Control Register 3	C0MCTL3	00h
0204h	CAN0 Message Control Register 4	C0MCTL4	00h
0205h	CAN0 Message Control Register 5	C0MCTL5	00h
0206h	CAN0 Message Control Register 6	C0MCTL6	00h
0207h	CAN0 Message Control Register 7	C0MCTL7	00h
0208h	CAN0 Message Control Register 8	C0MCTL8	00h
0209h	CAN0 Message Control Register 9	C0MCTL9	00h
020Ah	CAN0 Message Control Register 10	C0MCTL10	00h
020Bh	CAN0 Message Control Register 11	C0MCTL11	00h
020Ch	CAN0 Message Control Register 12	C0MCTL12	00h
020Dh	CAN0 Message Control Register 13	C0MCTL13	00h
020Eh	CAN0 Message Control Register 14	C0MCTL14	00h
020Fh	CAN0 Message Control Register 15	C0MCTL15	00h
0210h	CAN0 Control Register	C0CTLR	X0000001b
0211h			XX0X0000b
0212h	CAN0 Status Register	C0STR	00h
0213h			X0000001b
0214h	CAN0 Slot Status Register	C0SSTR	00h
0215h			00h
0216h	CAN0 Interrupt Control Register	C0ICR	00h
0217h			00h
0218h	CAN0 Extended ID Register	C0IDR	00h
0219h			00h
021Ah	CAN0 Configuration Register	C0CONR	XXh
021Bh			XXh
021Ch	CAN0 Receive Error Count Register	C0RECR	00h
021Dh	CAN0 Transmit Error Count Register	C0TECR	00h
021Eh	CAN0 Time Stamp Register	C0TSR	00h
021Fh			00h
0220h			
0221h			
0222h			
0223h			
0224h			
0225h			
0226h			
0227h			
0228h			
0229h			
022Ah			
022Bh			
022Ch			
022Dh			
022Eh			
022Fh			
0230h	CAN1 Control Register	C1CTLR	X0000001b
0231h			XX0X0000b
0232h			
0233h			
0234h			
0235h			
0236h			
0237h			
0238h			
0239h			
023Ah			
023Bh			
023Ch			
023Dh			
023Eh			
023Fh			

X: Undefined

NOTE:
1. The blank areas are reserved and cannot be accessed by users.

Table 4.10 SFR Information (10)

Address	Register	Symbol	After Reset
0240h			
0241h			
0242h	CAN0 Acceptance Filter Support Register	C0AFS	XXh
0243h			XXh
0244h			
0245h			
0246h			
0247h			
0248h			
0249h			
024Ah			
024Bh			
024Ch			
024Dh			
024Eh			
024Fh			
0250h			
0251h			
0252h			
0253h			
0254h			
0255h			
0256h			
0257h			
0258h			
0259h			
025Ah			
025Bh			
025Ch			
025Dh			
025Eh	Peripheral Clock Select Register	PCLKR	00h
025Fh	CAN0 Clock Select Register	CCLKR	00h
0260h			
0261h			
0262h			
0263h			
0264h			
0265h			
0266h			
0267h			
0268h			
0269h			
026Ah			
026Bh			
026Ch			
026Dh			
026Eh			
026Fh			
0270h to 0372h			
0373h			
0374h			
0375h			
0376h			
0377h			
0378h			
0379h			
037Ah			
037Bh			
037Ch			
037Dh			
037Eh			
037Fh			

X: Undefined

NOTE:
1. The blank areas are reserved and cannot be accessed by users.

Table 4.11 SFR Information (11)

Address	Register	Symbol	After Reset
0380h	Count Start Flag	TABSR	00h
0381h	Clock Prescaler Reset Flag	CPSRF	0XXXXXXXb
0382h	One-Shot Start Flag	ONSF	00h
0383h	Trigger Select Register	TRGSR	00h
0384h	Up/Down Flag	UDF	00h (1)
0385h			
0386h	Timer A0 Register	TA0	XXh
0387h			XXh
0388h	Timer A1 Register	TA1	XXh
0389h			XXh
038Ah	Timer A2 Register	TA2	XXh
038Bh			XXh
038Ch	Timer A3 Register	TA3	XXh
038Dh			XXh
038Eh	Timer A4 Register	TA4	XXh
038Fh			XXh
0390h	Timer B0 Register	TB0	XXh
0391h			XXh
0392h	Timer B1 Register	TB1	XXh
0393h			XXh
0394h	Timer B2 Register	TB2	XXh
0395h			XXh
0396h	Timer A0 Mode Register	TA0MR	00h
0397h	Timer A1 Mode Register	TA1MR	00h
0398h	Timer A2 Mode Register	TA2MR	00h
0399h	Timer A3 Mode Register	TA3MR	00h
039Ah	Timer A4 Mode Register	TA4MR	00h
039Bh	Timer B0 Mode Register	TB0MR	00XX0000b
039Ch	Timer B1 Mode Register	TB1MR	00XX0000b
039Dh	Timer B2 Mode Register	TB2MR	00XX0000b
039Eh	Timer B2 Special Mode Register	TB2SC	XXXXXX00b
039Fh			
03A0h	UART0 Transmit/Receive Mode Register	U0MR	00h
03A1h	UART0 Bit Rate Generator	U0BRG	XXh
03A2h	UART0 Transmit Buffer Register	U0TB	XXh
03A3h			XXh
03A4h	UART0 Transmit/Receive Control Register 0	U0C0	00001000b
03A5h	UART0 Transmit/Receive Control Register 1	U0C1	00XX0010b
03A6h	UART0 Receive Buffer Register	U0RB	XXh
03A7h			XXh
03A8h	UART1 Transmit/Receive Mode Register	U1MR	00h
03A9h	UART1 Bit Rate Generator	U1BRG	XXh
03AAh	UART1 Transmit Buffer Register	U1TB	XXh
03ABh			XXh
03ACh	UART1 Transmit/Receive Control Register 0	U1C0	00001000b
03ADh	UART1 Transmit/Receive Control Register 1	U1C1	00XX0010b
03AEh	UART1 Receive Buffer Register	U1RB	XXh
03AFh			XXh
03B0h	UART Transmit/Receive Control Register 2	UCON	X0000000b
03B1h			
03B2h			
03B3h			
03B4h			
03B5h			
03B6h			
03B7h			
03B8h	DMA0 Request Cause Select Register	DM0SL	00h
03B9h			
03BAh	DMA1 Request Cause Select Register	DM1SL	00h
03BBh			
03BCh	CRC Data Register	CRCD	XXh
03BDh			XXh
03BEh	CRC Input Register	CRCIN	XXh
03BFh			

X: Undefined

NOTES:
1. The TA2P to TA4P bits in the UDF register are set to "0" after reset. However, the contents in these bits are indeterminate when read.
2. The blank areas are reserved and cannot be accessed by users.

Table 4.12 SFR Information (12)

Address	Register	Symbol	After Reset
03C0h	A/D Register 0	AD0	XXh
03C1h			XXh
03C2h	A/D Register 1	AD1	XXh
03C3h			XXh
03C4h	A/D Register 2	AD2	XXh
03C5h			XXh
03C6h	A/D Register 3	AD3	XXh
03C7h			XXh
03C8h	A/D Register 4	AD4	XXh
03C9h			XXh
03CAh	A/D Register 5	AD5	XXh
03CBh			XXh
03CCh	A/D Register 6	AD6	XXh
03CDh			XXh
03CEh	A/D Register 7	AD7	XXh
03CFh			XXh
03D0h			
03D1h			
03D2h			
03D3h			
03D4h	A/D Control Register 2	ADCON2	00h
03D5h			
03D6h	A/D Control Register 0	ADCON0	00000XXXb
03D7h	A/D Control Register 1	ADCON1	00h
03D8h	D/A Register 0	DA0	00h
03D9h			
03DAh	D/A Register 1	DA1	00h
03DBh			
03DCh	D/A Control Register	DACON	00h
03DDh			
03DEh	Port P14 Control Register (1)	PC14	XX00XXXXb
03DFh	Pull-Up Control Register 3 (1)	PUR3	00h
03E0h	Port P0 Register	P0	XXh
03E1h	Port P1 Register	P1	XXh
03E2h	Port P0 Direction Register	PD0	00h
03E3h	Port P1 Direction Register	PD1	00h
03E4h	Port P2 Register	P2	XXh
03E5h	Port P3 Register	P3	XXh
03E6h	Port P2 Direction Register	PD2	00h
03E7h	Port P3 Direction Register	PD3	00h
03E8h	Port P4 Register	P4	XXh
03E9h	Port P5 Register	P5	XXh
03EAh	Port P4 Direction Register	PD4	00h
03EBh	Port P5 Direction Register	PD5	00h
03ECh	Port P6 Register	P6	XXh
03EDh	Port P7 Register	P7	XXh
03EEh	Port P6 Direction Register	PD6	00h
03EFh	Port P7 Direction Register	PD7	00h
03F0h	Port P8 Register	P8	XXh
03F1h	Port P9 Register	P9	XXh
03F2h	Port P8 Direction Register	PD8	00X00000b
03F3h	Port P9 Direction Register	PD9	00h
03F4h	Port P10 Register	P10	XXh
03F5h	Port P11 Register (1)	P11	XXh
03F6h	Port P10 Direction Register	PD10	00h
03F7h	Port P11 Direction Register (1)	PD11	00h
03F8h	Port P12 Register (1)	P12	XXh
03F9h	Port P13 Register (1)	P13	XXh
03FAh	Port P12 Direction Register (1)	PD12	00h
03FBh	Port P13 Direction Register (1)	PD13	00h
03FCh	Pull-up Control Register 0	PUR0	00h
03FDh	Pull-up Control Register 1	PUR1	00h
03FEh	Pull-up Control Register 2	PUR2	00h
03FFh	Port Control Register	PCR	00h

X: Undefined

NOTES:
1. These registers exist only in the128-pin version.
2. The blank areas are reserved and cannot be accessed by users.

5. Reset

Hardware reset, software reset, watchdog timer reset and oscillation stop detection reset are available to reset the microcomputer.

5.1 Hardware Reset

The microcomputer resets pins, the CPU and SFR by setting the $\overline{\text{RESET}}$ pin. If the supply voltage meets the recommended operating conditions, the microcomputer resets all pins when an "L" signal is applied to the $\overline{\text{RESET}}$ pin (see **Table 5.1 Pin Status When $\overline{\text{RESET}}$ Pin Level is "L"**). The oscillation circuit is also reset and the main clock starts oscillation. The microcomputer resets the CPU and SFR when the signal applied to the $\overline{\text{RESET}}$ pin changes low ("L") to high ("H"). The microcomputer executes the program in an address indicated by the reset vector. The internal RAM is not reset. When an "L" signal is applied to the $\overline{\text{RESET}}$ pin while writing data to the internal RAM, the internal RAM is in an indeterminate state.
Figure 5.1 shows an example of the reset circuit. Figure 5.2 shows a reset sequence. Table 5.1 lists pin states while the $\overline{\text{RESET}}$ pin is held low ("L"). Figure 5.3 shows CPU register states after reset. Refer to **4. SFR** for SFR states after reset.

5.1.1 Reset on a Stable Supply Voltage

(1) Apply "L" to the $\overline{\text{RESET}}$ pin
(2) Apply 20 or more clock cycles to the XIN pin
(3) Apply "H" to the $\overline{\text{RESET}}$ pin

5.1.2 Power-on Reset

(1) Apply "L" to the $\overline{\text{RESET}}$ pin
(2) Raise the supply voltage to the recommended operating level
(3) Insert td(P-R) ms as wait time for the internal voltage to stabilize
(4) Apply 20 or more clock cycles to the XIN pin
(5) Apply "H" to the $\overline{\text{RESET}}$ pin

5.2 Software Reset

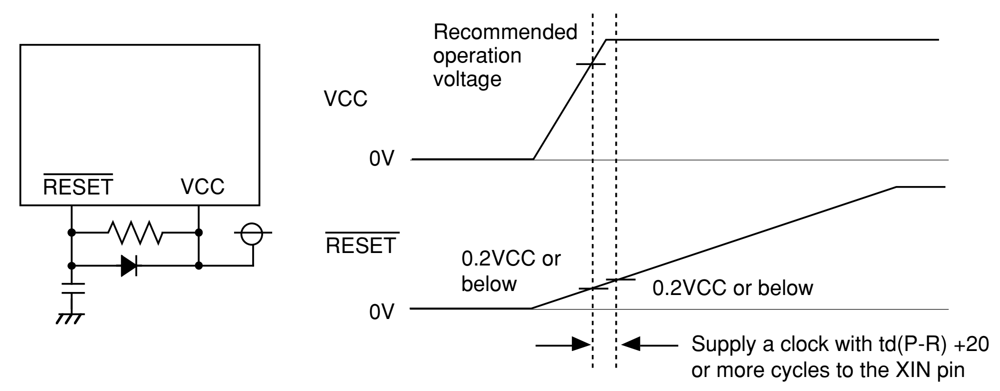
The microcomputer resets pins, the CPU and SFR when the PM03 bit in the PM0 register is set to "1" (microcomputer reset). Then the microcomputer executes the program in an address determined by the reset vector. Set the PM03 bit to "1" while the main clock is selected as the CPU clock and the main clock oscillation is stable. In the software reset, the microcomputer does not reset a part of the SFR. Refer to **4. SFR** for details.

5.3 Watchdog Timer Reset

The microcomputer resets pins, the CPU and SFR when the PM12 bit in the PM1 register is set to "1" (reset when watchdog timer underflows) and the watchdog timer underflows. Then the microcomputer executes the program in an address determined by the reset vector.
In the watchdog timer reset, the microcomputer does not reset a part of the SFR. Refer to **4. SFR** for details.

5.4 Oscillation Stop Detection Reset

The microcomputer resets and stops pins, the CPU and SFR when the CM27 bit in the CM2 register is "0" (reset at oscillation stop, re-oscillation detection), if it detects main clock oscillation circuit stop. Refer to **7.5 Oscillation Stop and Re-Oscillation Detection Function** for details.
In the oscillation stop detection reset, the microcomputer does not reset a part of the SFR. Refer to **4. SFR** for details.


RESET
VCC
VCC
Recommended operation voltage
0V
RESET
0.2VCC or below
0.2VCC or below
0V
Supply a clock with td(P-R) +20 or more cycles to the XIN pin

NOTE
1. Use the shortest possible wiring to connect external circuit.

Figure 5.1 Example Reset Circuit

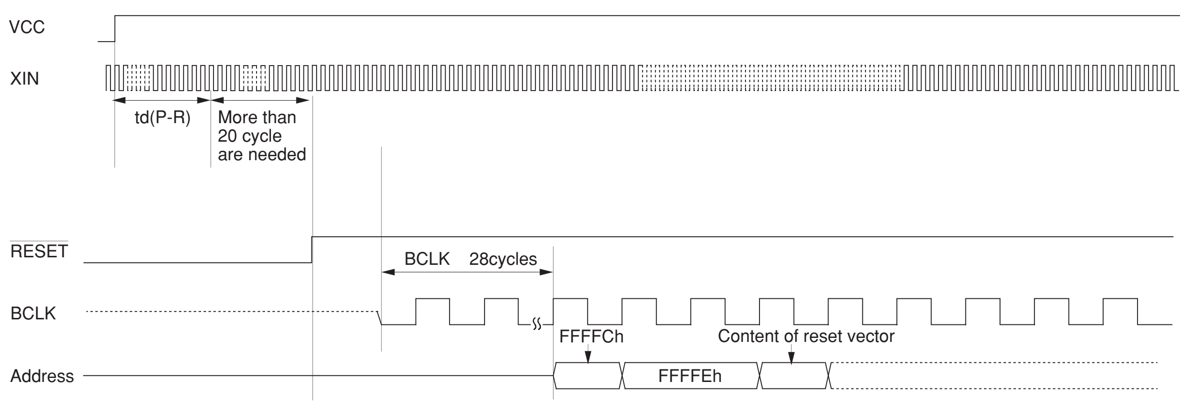


Figure 5.2 Reset Sequence

Table 5.1 Pin Status When $\overline{\text{RESET}}$ Pin Level is "L"

Pin Name	Status (CNVSS = VSS)
P0, P1, P2, P3, P4, P5, P6, P7, P8_0 to P8_4, P8_6, P8_7, P9, P10, P11, P12, P13, P14_0, P14_1 (2)	Input port

NOTE:
1. P11, P12, P13, P14_0 and P14_1 pins are only in the 128-pin version.

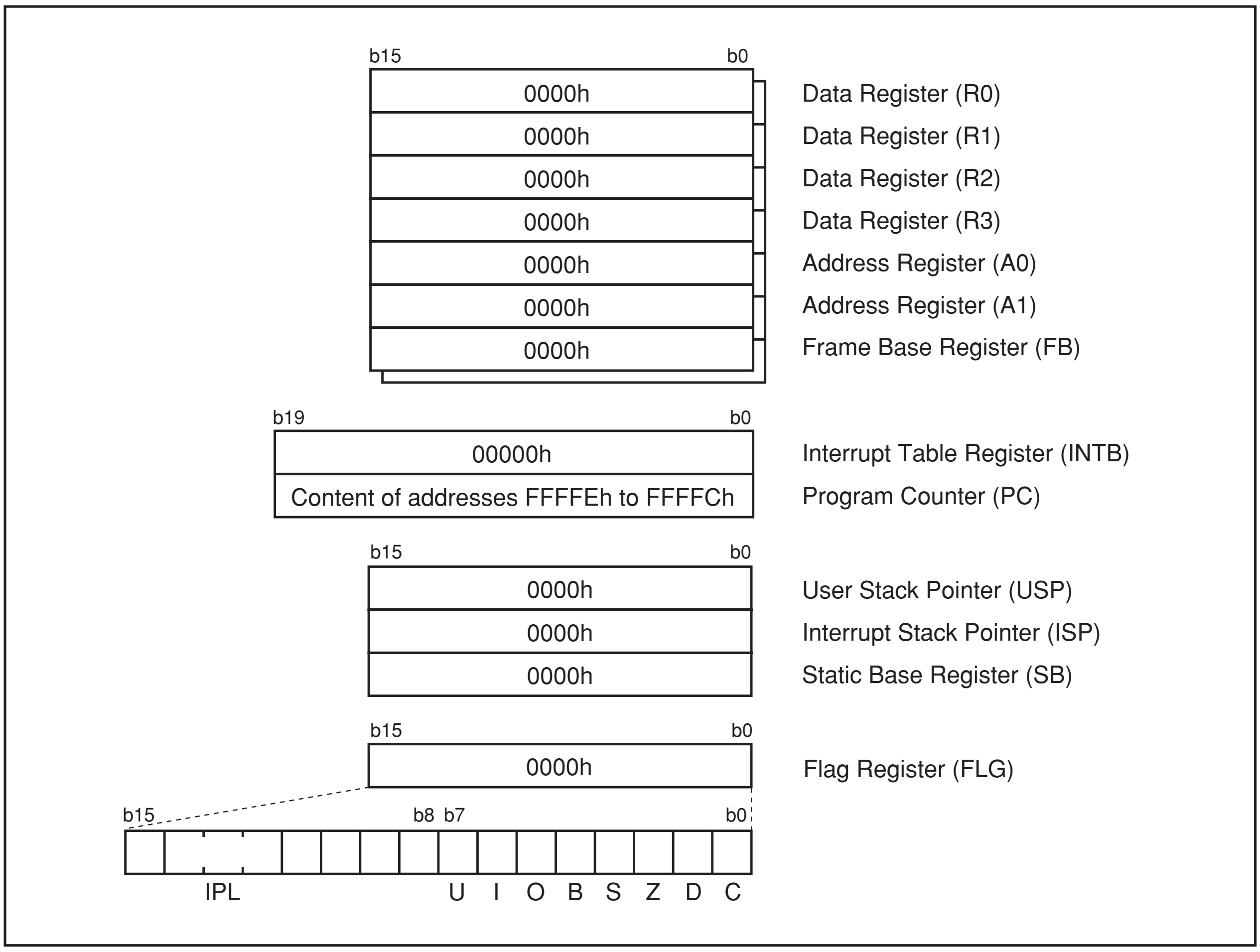


Figure 5.3 CPU Register Status After Reset

6. Processor Mode

Three processor mode is available single-chip mode only.

Figures 6.1 and 6.2 show the processor mode related registers. Figure 6.3 shows the memory map.

Processor Mode Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0
0	0	0	0		0	0	0

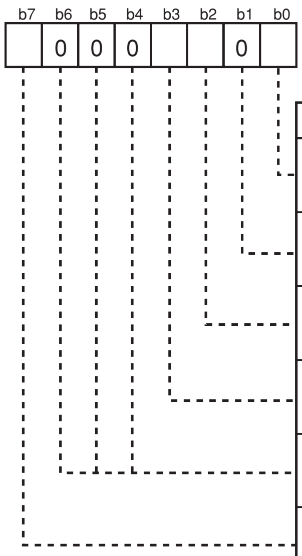
Symbol	Address	After Reset
PM0	0004h	00h

Bit Symbol	Bit Name	Function	RW
PM00	Processor Mode Bit	b1 b0 0 0 : Single-chip mode 0 1 : 1 0 : } Do not set a value 1 1 :	RW
PM01			RW
– (b2)	Reserved Bit	Set to "0"	RW
PM03	Software Reset Bit	Setting this bit to "1" resets the microcomputer. When read, its content is "0".	RW
– (b7-b4)	Reserved Bit	Set to "0"	RW

NOTE:
1. Write to this register after setting the PRC1 bit in the PRCR register to "1" (write enable).

Figure 6.1 PM0 Register

Processor Mode Register 1 (1)



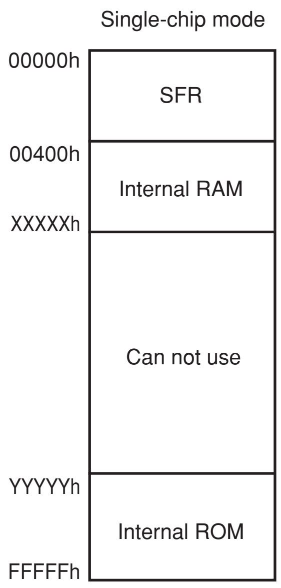
Symbol	Address	After Reset
PM1	0005h	00001000b

Bit Symbol	Bit Name	Function	RW
PM10	Data Block Enable Bit (2)	0 : Block A disable 1 : Block A enable	RW
– (b1)	Reserved Bit	Set to "0"	RW
PM12	Watchdog Timer Function Select Bit	0 : Watchdog timer interrupt 1 : Watchdog timer reset (3)	RW
PM13	Internal Reserved Area Expansion Bit (4)	See **NOTE 6**	RW
– (b6-b4)	Reserved Bit	Set to "0"	RW
PM17	Wait Bit (5)	0 : No wait state 1 : With wait state (1 wait)	RW

NOTES:
1. Write to this register after setting the PRC1 bit in the PRCR register to "1" (write enable).
2. Set the PM10 bit to "0" for Mask ROM version.
   For the flash memory version, when the PM10 bit is set to "1", addresses 0F000h to 0FFFFh can be used as internal ROM area. In addition, the PM10 bit is automatically set to "1" while the FMR01 bit in the FMR0 register is set to "1" (CPU rewrite mode).
3. The PM12 bit is set to "1" by writing a "1" in a program. (writing a "0" has no effect.)
4. Be sure to set this bit to "0" except for products with internal ROM area over 192 Kbytes.
   The PM13 bit is automatically set to "1" when the FMR01 bit is "1" (CPU rewrite mode).
5. When the PM17 bit is set to "1" (with wait state), one wait state is inserted when accessing the internal RAM or internal ROM.
6. The access area is changed by the PM13 bit as listed in the table below.

Access area		PM13 = 0	PM13 = 1
Internal	RAM	Up to addresses 00400h to 03FFFh (15 Kbytes)	The entire are is usable
	ROM	Up to addresses D0000h to FFFFFh (192 Kbytes)	The entire are is usable

Figure 6.2 PM1 Register



PM13 bit in PM1 register = 0 (1)

Internal RAM		Internal ROM	
Capacity	Address XXXXXh	Capacity	Address YYYYYh
16 Kbytes	03FFFh	192 Kbytes	D0000h
20 Kbytes	03FFFh	256 Kbytes	D0000h
31 Kbytes	03FFFh	384 Kbytes	D0000h
		512 Kbytes	D0000h

PM13 bit = 1

Internal RAM		Internal ROM	
Capacity	Address XXXXXh	Capacity	Address YYYYYh
16 Kbytes	043FFh	192 Kbytes	D0000h
20 Kbytes	053FFh	256 Kbytes	C0000h
31 Kbytes	07FFFh	384 Kbytes	A0000h
		512 Kbytes	80000h

NOTES:
1. If the PM13 bit in the PM1 register is set to "0", 15 Kbytes of the internal RAM and 192 Kbytes of the internal ROM can be used.
2. For the mask ROM version, set the PM10 bit in the PM1 register to "0" (block A disable).

Figure 6.3 Memory Map

7. Clock Generating Circuit

7.1 Types of Clock Generating Circuit

Four circuits are incorporated to generate the system clock signal:
- Main clock oscillation circuit
- Sub clock oscillation circuit
- On-chip oscillator
- PLL frequency synthesizer

Table 7.1 lists the clock generating circuit specifications. Figure 7.1 shows the clock generating circuit. Figures 7.2 to 7.8 show the clock-related registers.

Table 7.1 Clock Generating Circuit Specifications

Item	Main Clock Oscillation Circuit	Sub Clock Oscillation Circuit	On-chip Oscillator	PLL Frequency Synthesizer
Use of Clock	• CPU clock source • Peripheral function clock source	• CPU clock source • Clock source of Timer A, B	• CPU clock source • Peripheral function clock source • CPU and peripheral function clock sources when the main clock stops oscillating	• CPU clock source • Peripheral function clock source
Clock Frequency	0 to 16 MHz	32.768 kHz	About 1 MHz	16 MHz, 20 MHz, 24 MHz
Usable Oscillator	•Ceramic oscillator •Crystal oscillator	•Crystal oscillator	-	-
Pins to Connect Oscillator	XIN, XOUT	XCIN, XCOUT	-	-
Oscillation Stop and Re-Oscillation Detection Function	Available	Available	Available	Available
Oscillation Status After Reset	Oscillating	Stopped	Stopped	Stopped
Other	Externally derived clock can be input		-	-

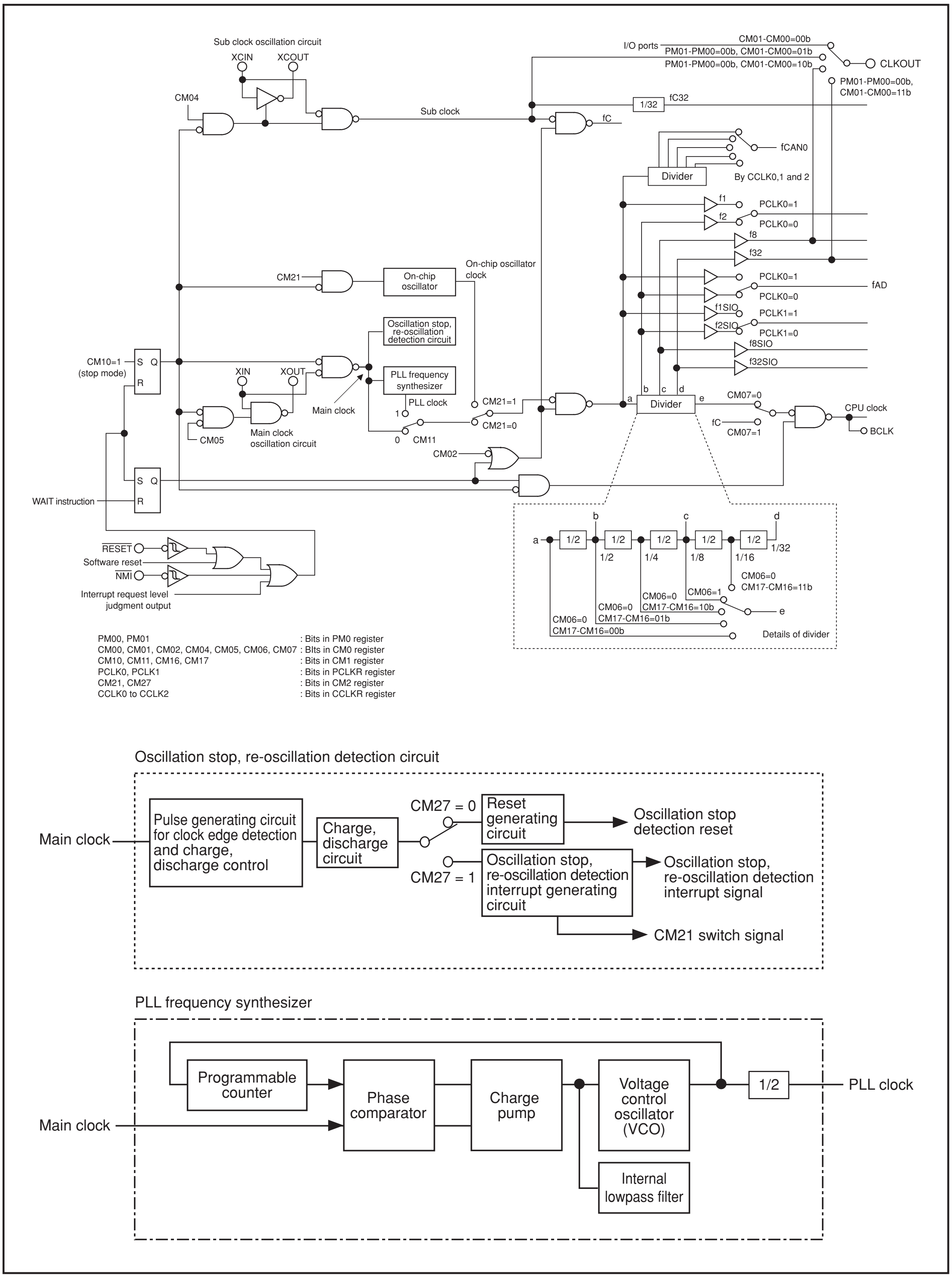
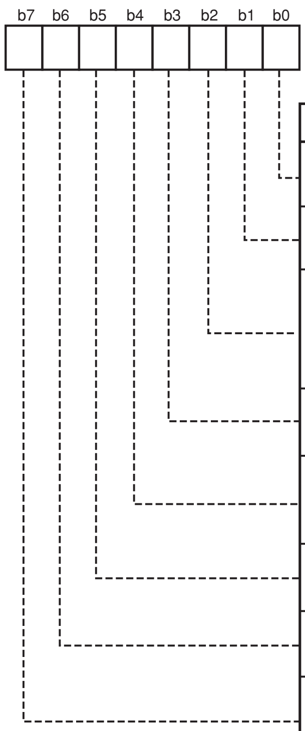

Sub clock oscillation circuit
XCIN
XCOUT
CM04
Sub clock
I/O ports
CM01-CM00=00b
PM01-PM00=00b, CM01-CM00=01b
PM01-PM00=00b, CM01-CM00=10b
CLKOUT
PM01-PM00=00b, CM01-CM00=11b
1/32
fC32
fC
fCAN0
Divider
By CCLK0,1 and 2
f1
f2
f8
f32
PCLK0=1
PCLK0=0
fAD
f1SIO
f2SIO
f8SIO
f32SIO
PCLK1=1
PCLK1=0
CM21
On-chip oscillator
On-chip oscillator clock
Oscillation stop, re-oscillation detection circuit
PLL frequency synthesizer
PLL clock
CM10=1 (stop mode)
S Q R
XIN
XOUT
Main clock
CM05
Main clock oscillation circuit
CM21=1
CM21=0
CM11
CM02
a b c d e
Divider
CM07=0
CM07=1
CPU clock
BCLK
WAIT instruction
RESET
Software reset
NMI
Interrupt request level judgment output
1/2 1/2 1/2 1/2 1/2
1/2 1/4 1/8 1/16 1/32
CM06=0 CM17-CM16=11b
CM06=1
CM06=0 CM17-CM16=10b
CM06=0 CM17-CM16=01b
CM06=0 CM17-CM16=00b
Details of divider
PM00, PM01 : Bits in PM0 register
CM00, CM01, CM02, CM04, CM05, CM06, CM07 : Bits in CM0 register
CM10, CM11, CM16, CM17 : Bits in CM1 register
PCLK0, PCLK1 : Bits in PCLKR register
CM21, CM27 : Bits in CM2 register
CCLK0 to CCLK2 : Bits in CCLKR register
Oscillation stop, re-oscillation detection circuit
Main clock
Pulse generating circuit for clock edge detection and charge, discharge control
Charge, discharge circuit
CM27 = 0
CM27 = 1
Reset generating circuit
Oscillation stop detection reset
Oscillation stop, re-oscillation detection interrupt generating circuit
Oscillation stop, re-oscillation detection interrupt signal
CM21 switch signal
PLL frequency synthesizer
Programmable counter
Phase comparator
Charge pump
Voltage control oscillator (VCO)
Internal lowpass filter
1/2
PLL clock

Figure 7.1 Clock Generating Circuit

System Clock Control Register 0 [(1)]



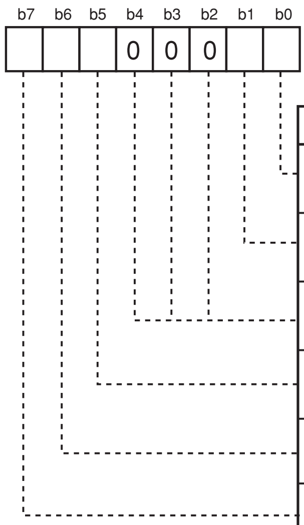
Symbol	Address	After Reset
CM0	0006h	01001000b

Bit Symbol	Bit Name	Function	RW
CM00	Clock Output Function Select Bit (Valid only in single-chip mode)	b1 b0 0 0 : I/O port P5_7 0 1 : fC output 1 0 : f8 output 1 1 : f32 output	RW
CM01			RW
CM02	WAIT Mode Peripheral Function Clock Stop Bit	0 : Do not stop peripheral function clock in wait mode 1 : Stop peripheral function clock in wait mode [(2)]	RW
CM03	XCIN-XCOUT Drive Capacity Select Bit [(3)]	0 : LOW 1 : HIGH	RW
CM04	Port XC Select Bit [(3)]	0 : I/O port P8_6, P8_7 1 : XCIN-XCOUT generation function [(4)]	RW
CM05	Main Clock Stop Bit [(5) (6) (7)]	0 : On 1 : Off [(8) (9)]	RW
CM06	Main Clock Division Select Bit 0 [(7) (10) (12)]	0 : CM16 and CM17 valid 1 : Division by 8 mode	RW
CM07	System Clock Select Bit [(6) (11)]	0 : Main clock, PLL clock, or on-chip oscillator clock 1 : Sub clock	RW

NOTES:
1. Write to this register after setting the PRC0 bit in the PRCR register to "1" (write enable).
2. The fC32 clock does not stop. During low-speed or low power dissipation mode, do not set this bit to "1" (peripheral clock turned off when in wait mode).
3. The CM03 bit is set to "1" (high) while the CM04 bit is set to "0" (I/O port) or when entered to stop mode.
4. To use a sub clock, set this bit to "1". Also make sure ports P8_6 and P8_7 are directed for input, with no pull-ups.
5. This bit is provided to stop the main clock when the low power dissipation mode or on-chip oscillator low power dissipation mode is selected. This bit cannot be used for detection as to whether the main clock stopped or not. To stop the main clock, set bits in the following order.
   (1) Set the CM07 bit to "1" (sub clock select) or the CM21 bit in the CM2 register to "1" (on-chip oscillator select) with the sub clock stably oscillating.
   (2) Set the CM20 bit in the CM2 register to "0" (oscillation stop, re-oscillation detection function disabled).
   (3) Set the CM05 bit to "1" (stop).
6. To use the main clock as the clock source for the CPU clock, set bits in the following order.
   (1) Set the CM05 bit to "0" (oscillate)
   (2) Wait until the main clock oscillation stabilizes.
   (3) Set the CM11, CM21 and CM07 bits all to "0".
7. When the CM21 bit = 0 (on-chip oscillator turned off) and the CM05 bit = 1 (main clock turned off), the CM06 bit is fixed to "1" (divide-by-8 mode) and the CM15 bit is fixed to "1" (drive capability High).
8. During external clock input, set the CM05 bit to "0" (oscillate).
9. When the CM05 bit is set to "1", the XOUT pin goes "H". Furthermore, because the internal feedback resistor remains connected, the XIN pin is pulled "H" to the same level as XOUT via the feedback resistor.
10. When entering stop mode from high- or medium-speed mode, on-chip oscillator mode or on-chip oscillator low power dissipation mode, the CM06 bit is set to "1" (divide-by-8 mode).
11. After setting the CM04 bit to "1" (XCIN-XCOUT oscillator function), wait until the sub clock oscillates stably before switching the CM07 bit from "0" to "1" (sub clock).
12. To return from on-chip oscillator mode to high-speed or medium-speed mode, set the CM06 and CM15 bits both to "1".

Figure 7.2 CM0 Register

System Clock Control Register 1 (1)



Symbol	Address	After Reset
CM1	0007h	00100000b

Bit Symbol	Bit Name	Function	RW
CM10	All Clock Stop Control Bit (2) (3)	0 : Clock on 1 : All clocks off (stop mode)	RW
CM11	System Clock Select Bit 1 (4)	0 : Main clock 1 : PLL clock (5)	RW
– (b4-b2)	Reserved Bit	Set to "0"	RW
CM15	XIN-XOUT Drive Capacity Select Bit (6)	0 : LOW 1 : HIGH	RW
CM16	Main Clock Division Select Bit 1 (7)	b7 b6 0 0 : No division mode 0 1 : Division by 2 mode 1 0 : Division by 4 mode 1 1 : Division by 16 mode	RW
CM17			RW

NOTES:
1. Write to this register after setting the PRC0 bit in the PRCR register to "1" (write enable)
2. If the CM10 bit is "1" (stop mode), XOUT goes "H" and the internal feedback resistor is disconnected. The XCIN and XCOUT pins are placed in the high-impedance state. When the CM11 bit is set to "1" (PLL clock), or the CM20 bit in the CM2 register is set to "1" (oscillation stop, re-oscillation detection function enabled), do not set the CM10 bit to "1".
3. When the PM22 bit in the PM2 register is set to "1" (watchdog timer count source is on-chip oscillator clock), writing to the CM10 bit has no effect.
4. Effective when the CM07 bit is "0" and the CM21 bit is "0".
5. After setting the PLC07 bit in the PLC0 register to "1" (PLL operation), wait until tsu(PLL) elapses before setting the CM11 bit to "1" (PLL clock).
6. When entering stop mode from high- or medium-speed mode, or when the CM05 bit is set to "1" (main clock turned off) in low-speed mode, the CM15 bit is set to "1" (drive capability high).
7. Effective when the CM06 bit is "0" (CM16 and CM17 bits enabled).

Figure 7.3 CM1 Register

Oscillation Stop Detection Register (1)

b7	b6	b5	b4	b3	b2	b1	b0
	☒	0	0				

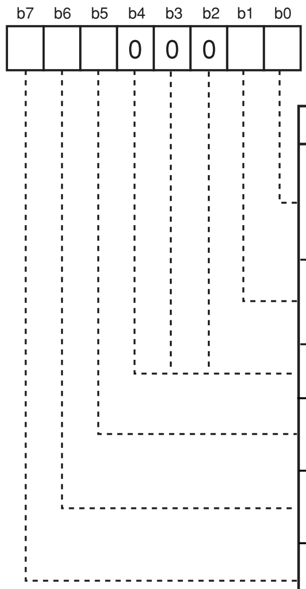
Symbol	Address	After Reset
CM2	000Ch	0X000000b (2)

Bit Symbol	Bit Name	Function	RW
CM20	Oscillation Stop, Re-Oscillation Detection Enable Bit (2) (3) (4)	0 : Oscillation stop, re-oscillation detection function disabled 1 : Oscillation stop, re-oscillation detection function enabled	RW
CM21	System Clock Select Bit 2 (2) (5) (6) (7) (8) (11)	0 : Main clock or PLL clock 1 : On-chip oscillator clock (On-chip oscillator oscillating)	RW
CM22	Oscillation Stop, Re-Oscillation Detection Flag (9)	0 : Main clock stop, re-oscillation not detected 1 : Main clock stop, re-oscillation detected	RW
CM23	XIN Monitor Flag (10)	0 : Main clock oscillating 1 : Main clock turned off	RO
– (b5-b4)	Reserved Bit	Set to "0"	RW
– (b6)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
CM27	Operation Select Bit (behavior if oscillation stop, re-oscillation is detected) (2)	0 : Oscillation stop detection reset 1 : Oscillation stop, re-oscillation detection interrupt	RW

NOTES:
1. Write to this register after setting the PRC0 bit in the PRCR register to "1" (write enable).
2. The CM20, CM21 and CM27 bits do not change at oscillation stop detection reset.
3. Set the CM20 bit to "0" (disable) before entering stop mode. After exiting stop mode, set the CM20 bit back to "1" (enable).
4. Set the CM20 bit to "0" (disable) before setting the CM05 bit in the CM0 register.
5. When the CM20 bit is "1" (oscillation stop, re-oscillation detection function enabled), the CM27 bit is "1" (oscillation stop, re-oscillation detection interrupt), and the CPU clock source is the main clock, the CM21 bit is set to "1" (on-chip oscillator clock) if the main clock stop is detected.
6. If the CM20 bit is "1" and the CM23 bit is "1" (main clock turned off), do not set the CM21 bit to "0".
7. Effective when the CM07 bit in the CM0 register is "0".
8. Where the CM20 bit is "1" (oscillation stop, re-oscillation detection function enabled), the CM27 bit is "1" (oscillation stop, re-oscillation detection interrupt), and the CM11 bit is "1" (the CPU clock source is PLL clock), the CM21 bit remains unchanged even when main clock stop is detected. If the CM22 bit is "0" under these conditions, an oscillation stop, re-oscillation detection interrupt request is generated at main clock stop detection; it is, therefore, necessary to set the CM21 bit to "1" (on-chip oscillator clock) inside the interrupt routine.
9. This bit is set to "1" when the main clock is detected to have stopped and when the main clock is detected to have restarted oscillating. When this bit changes state from "0" to "1", an oscillation stop and re-oscillation detection interrupt request is generated. Use this bit in an interrupt routine to discriminate the causes of interrupts between the oscillation stop and re-oscillation detection interrupt and the watchdog timer interrupt. This bit is set to "0" by writing "0" in a program. (Writing "1" has no effect. Nor is it set to "0" by an oscillation stop, re-oscillation detection interrupt request acknowledged.)
   If an oscillation stop or a re-oscillation is detected when the CM22 bit = 1, no oscillation stop and re-oscillation detection interrupt requests are generated.
10. Read the CM23 bit in an oscillation stop and re-oscillation detection interrupt handling routine to determine the main clock status.
11. When the CM21 bit = 0 (on-chip oscillator turned off) and the CM05 bit = 1 (main clock turned off), the CM06 bit is fixed to "1" (divide-by-8 mode) and the CM15 bit is fixed to "1" (drive capability High).

Figure 7.4 CM2 Register

Peripheral Clock Select Register (1)



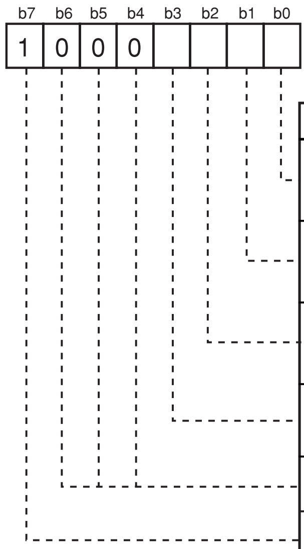
Symbol	Address	After Reset
PCLKR	025Eh	00h

Bit Symbol	Bit Name	Function	RW
PCLK0	Timers A, B, and A/D Clock Select Bit (Clock source for the timers A, B, the dead time timer and A/D)	0 : Divide-by-2 of fAD, f2 1 : fAD, f1	RW
PCLK1	SI/O Clock Select Bit (Clock source for UART0 to UART2, SI/O3 to SI/O6) (5)	0 : f2SIO 1 : f1SIO	RW
- (b4-b2)	Reserved Bit	Set to "0"	RW
PCLK5	Pin Function Swirch Bit	0: Normal mode 1: Swiching mode (4)	RW
PCLK6	Software Interrupt Number/SFR Location Switch Bit	0: Normal mode 1: Swiching mode (2)	RW
PCLK7	A/D Clock Direct Input Bit	0: Normal mode 1: Swiching mode (3)	RW

NOTES:
1. Write to this register after setting the PRC0 bit in the PRCR register to "1" (write enable).
2. If this bit is set to "1", the software interrupt number and SFR location can be changed as follows.
   (1) Software interrupt number of the key input interrupt in the vector table can be changed from 14 to 13.
   - No.13 is changed from the CAN0 error interrupt to the CAN0 error/key input interrupt.
   - No.14 is changed from the A/D/key input interrupt to the A/D interrupt.
   (2) Address of the KUPIC register in the SFR can be changed from 004Eh to 004Dh.
   - Address 004Dh is changed from the C01ERRIC register to the C01ERRIC/KUPIC register.
   - Address 004Eh is changed from the ADIC/KUPIC register to the ADIC register.
3. When this bit = 1, the A/D clock is set to divide-by-1 of fAD mode regardless of whether the PCLK0 bit is set.
4. When the PCLK5 bit and the SM43 bit in the S4C register = 1, the pin function of SI/O4 can be changed as follows.
   • P8_0/TA4OUT/U/(SIN4)
   • P7_5/TA2IN/$\overline{W}$/(SOUT4)
   • P7_4/TA2OUT/W/(CLK4)
5. SI/O5 and SI/O6 are only in the 128-pin version.

Figure 7.5 PCLKR Register

CAN0 Clock Select Register (1)



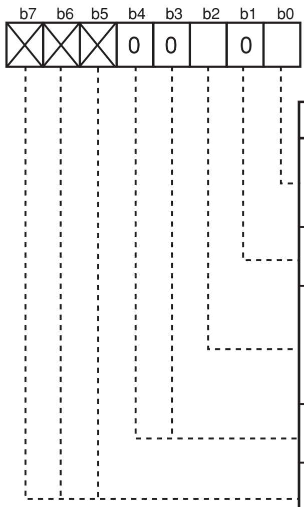
Symbol	Address	After Reset
CCLKR	025Fh	00h

Bit Symbol	Bit Name	Function	RW
CCLK0	CAN0 Clock Select Bits (2)	b2 b1 b0 0 0 0 No division 0 0 1 : Divide-by-2 0 1 0 : Divide-by-4 0 1 1 : Divide-by-8 1 0 0: Divide-by-16 1 0 1 : 1 1 0 : Do not set a value 1 1 1 :	RW
CCLK1			RW
CCLK2			RW
CCLK3	CAN0 CPU Interface Sleep Bit (3)	0: CAN0 CPU interface operating 1: CAN0 CPU interface in sleep	RW
- (b6-b4)	Reserved Bit	Set to "0"	RW
- (b7)	Reserved Bit	Set to "1"	RW

NOTES:
1. Write to this register after setting the PRC0 bit in the PRCR register to "1" (Write enabled).
2. Set to this bit after setting the C1CTLR register to "0020h", and set only when the Reset bit in the C0CTLR register = 1 (Reset/Initialization mode).
3. Before setting this bit to "1", set the Sleep bit in the C0CTLR register to "1" (Sleep mode enabled).

Figure 7.6 CCLKR Register

Processor Mode Register 2 (1)



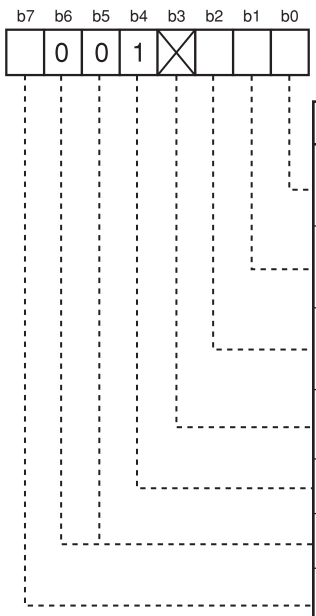
Symbol	Address	After Reset
PM2	001Eh	XXX00000b

Bit Symbol	Bit Name	Function	RW
PM20	Specifying Wait when Accessing SFR at PLL Operation (2)	0 : 2 waits 1 : 1 wait	RW
- (b1)	Reserved Bit	Set to "0"	RW
PM22	WDT Count Source Protective Bit (3) (4)	0 : CPU clock is used for the watchdog timer count source 1 : On-chip oscillator clock is used for the watchdog timer count source	RW
- (b4-b3)	Reserved Bit	Set to "0"	RW
- (b7-b5)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

NOTES:
1. Write to this register after setting the PRC1 bit in the PRCR register to "1" (write enable).
2. The PM20 bit become effective when the PLC07 bit in the PLC0 register is set to "1" (PLL on). Change the PM20 bit when the PLC07 bit is set to "0" (PLL off). Set the PM20 bit t "0" (2 waits) when PLL clock > 16MHz.
3. Once this bit is set to "1", it cannot be set to "0" in a program.
4. Setting the PM22 bit to "1" results in the following conditions:
   - The on-chip oscillator starts oscillating, and the on-chip oscillator clock becomes the watchdog timer count source.
   - The CM10 bit in the CM1 register is disabled against write. (Writing a "1" has no effect, nor is stop mode entered.)
   - The watchdog timer does not stop when in wait mode or hold state.

Figure 7.7 PM2 Register

PLL Control Register 0 (1)



Symbol	Address	After Reset
PLC0	001Ch	0001X010b

Bit Symbol	Bit Name	Function	RW
PLC00	PLL Multiplying Factor Select Bit (2)	b2 b1 b0 0 0 0 : Do not set a value 0 0 1 : Multiply by 2 0 1 0 : Multiply by 4 0 1 1 : Multiply by 6 1 0 0 : 1 0 1 : 1 1 0 : 1 1 1 : } Do not set a value	RW
PLC01			RW
PLC02			RW
– (b3)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
– (b4)	Reserved Bit	Set to "1"	RW
– (b6-b5)	Reserved Bit	Set to "0"	RW
PLC07	Operation Enable Bit (3)	0 : PLL Off 1 : PLL On	RW

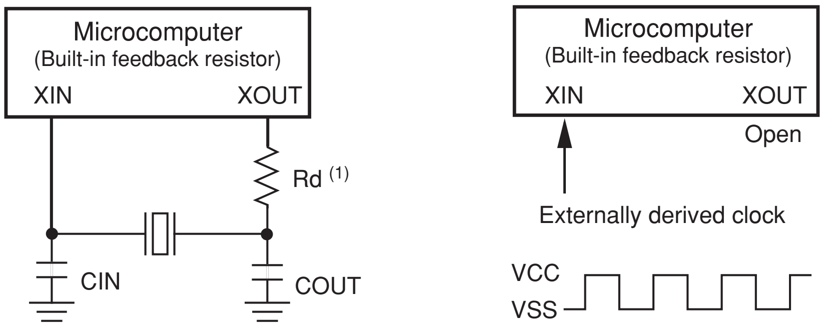
NOTES:
1. Write to this register after setting the PRC0 bit in the PRCR register to "1" (write enable).
2. This bit can only be modified when the PLC07 bit = 0 (PLL turned off). The value once written to this bit cannot be modified.
3. Before setting this bit to "1", set the CM07 bit in the CM0 register to "0" (main clock), set the CM17 to CM16 bits in the CM1 register to "00b" (main clock undivided mode), and set the CM06 bit in the CM0 register to "0" (CM16 and CM17 bits enable).

Figure 7.8 PLC0 Register

The following describes the clocks generated by the clock generating circuit.

7.1.1 Main Clock

The main clock is generated by the main clock oscillation circuit. This clock is used as the clock source for the CPU and peripheral function clocks. The main clock oscillator circuit is configured by connecting a resonator between the XIN and XOUT pins. The main clock oscillator circuit contains a feedback resistor, which is disconnected from the oscillator circuit during stop mode in order to reduce the amount of power consumed in the chip. The main clock oscillator circuit may also be configured by feeding an externally generated clock to the XIN pin. Figure 7.9 shows the examples of main clock connection circuit.
After reset, the main clock divided by 8 is selected for the CPU clock.
The power consumption in the chip can be reduced by setting the CM05 bit in the CM0 register to “1” (main clock oscillator circuit turned off) after switching the clock source for the CPU clock to a sub clock or on-chip oscillator clock. In this case, XOUT goes “H”. Furthermore, because the internal feedback resistor remains on, XIN is pulled “H” to XOUT via the feedback resistor. Note, that if an externally generated clock is fed into the XIN pin, the main clock cannot be turned off by setting the CM05 bit to “1” unless the sub clock is selected as a CPU clock. If necessary, use an external circuit to turn off the clock.
During stop mode, all clocks including the main clock are turned off. Refer to **7.4 Power Control**.

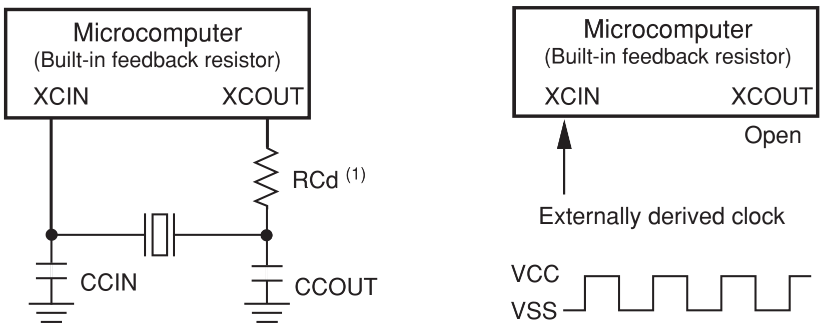


NOTE:
1. Place a damping resistor if required. The resistance will vary depending on the oscillator and the oscillation drive capacity setting. Use the value recommended by each oscillator the oscillator manufacturer.
When the oscillation drive capacity is set to low, check that oscillation is stable.
Also, place a feedback resistor between XIN and XOUT if the oscillator manufacturer recommends placing the resistor externally.

Figure 7.9 Examples of Main Clock Connection Circuit

7.1.2 Sub Clock

The sub clock is generated by the sub clock oscillation circuit. This clock is used as the clock source for the CPU clock, as well as the timer A and timer B count sources. In addition, an fC clock with the same frequency as that of the sub clock can be output from the CLKOUT pin.
The sub clock oscillator circuit is configured by connecting a crystal resonator between the XCIN and XCOUT pins. The sub clock oscillator circuit contains a feedback resistor, which is disconnected from the oscillator circuit during stop mode in order to reduce the amount of power consumed in the chip. The sub clock oscillator circuit may also be configured by feeding an externally generated clock to the XCIN pin. Figure 7.10 shows the examples of sub clock connection circuit.
After reset, the sub clock is turned off. At this time, the feedback resistor is disconnected from the oscillator circuit.
To use the sub clock for the CPU clock, set the CM07 bit in the CM0 register to “1 ” (sub clock) after the sub clock becomes oscillating stably.
During stop mode, all clocks including the sub clock are turned off. Refer to **7.4 Power Control**.



NOTE:
1. Place a damping resistor if required. The resistance will vary depending on the oscillator and the oscillation drive capacity setting. Use the value recommended by each oscillator the oscillator manufacturer.
When the oscillation drive capacity is set to low, check that oscillation is stable.
Also, place a feedback resistor between XCIN and XCOUT if the oscillator manufacturer recommends placing the resistor externally.

Figure 7.10 Examples of Sub Clock Connection Circuit

7.1.3 On-chip Oscillator Clock

This clock, approximately 1 MHz, is supplied by a on-chip oscillator. This clock is used as the clock source for the CPU and peripheral function clocks. In addition, if the PM22 bit in the PM2 register is “1” (on-chip oscillator clock for the watchdog timer count source), this clock is used as the count source for the watchdog timer (refer to **10.1 Count Source Protective Mode**).
After reset, the on-chip oscillator is turned off. It is turned on by setting the CM21 bit in the CM2 register to “1” (on-chip oscillator clock), and is used as the clock source for the CPU and peripheral function clocks, in place of the main clock. If the main clock stops oscillating when the CM20 bit in the CM2 register is “1” (oscillation stop, re-oscillation detection function enabled) and the CM27 bit is “1” (oscillation stop, re-oscillation detection interrupt), the on-chip oscillator automatically starts operating, supplying the necessary clock for the microcomputer.

7.1.4 PLL Clock

The PLL clock is generated by a PLL frequency synthesizer. This clock is used as the clock source for the CPU and peripheral function clocks. After reset, the PLL clock is turned off. The PLL frequency synthesizer is activated by setting the PLC07 bit to “1” (PLL operation). When the PLL clock is used as the clock source for the CPU clock, wait a fixed period of tsu(PLL) for the PLL clock to be stable, and then set the CM11 bit in the CM1 register to “1”.
Before entering wait mode or stop mode, be sure to set the CM11 bit to “0” (CPU clock source is the main clock). Furthermore, before entering stop mode, be sure to set the PLC07 bit in the PLC0 register to “0” (PLL stops). Figure 7.11 shows the procedure for using the PLL clock as the clock source for the CPU.
The PLL clock frequency is determined by the equation below.

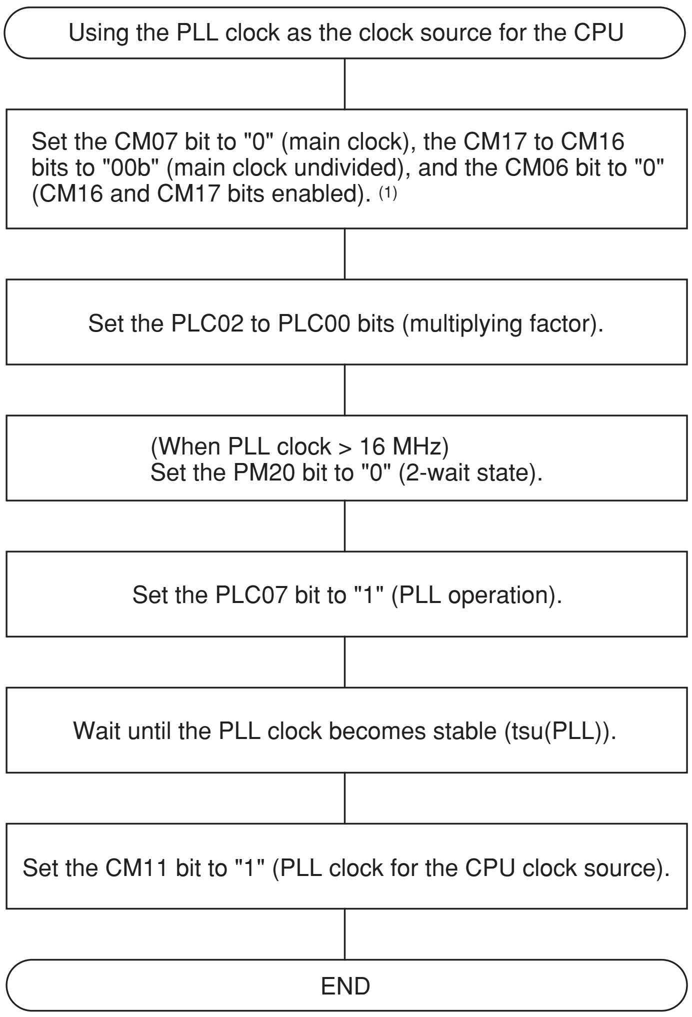
PLL clock frequency = f(XIN) $\times$ (multiplying factor set by the PLC02 to PLC00 bits in the PLC0 register)
(However, PLL clock frequency = 16 MHz, 20 MHz or 24 MHz)

The PLC02 to PLC00 bits can be set only once after reset. Table 7.2 shows the example for setting PLL clock frequencies.

Table 7.2 Example for Setting PLL Clock Frequencies

XIN (MHz)	PLC02	PLC01	PLC00	Multiply Factor	PLL Clock (MHz) (1)
8	0	0	1	2	16
4	0	1	0	4	
10	0	0	1	2	20
5	0	1	0	4	
12	0	0	1	2	24
6	0	1	0	4	
4	0	1	1	6	

NOTE:
1. PLL clock frequency = 16 MHz , 20 MHz or 24 MHz


Using the PLL clock as the clock source for the CPU
Set the CM07 bit to "0" (main clock), the CM17 to CM16 bits to "00b" (main clock undivided), and the CM06 bit to "0" (CM16 and CM17 bits enabled). (1)
Set the PLC02 to PLC00 bits (multiplying factor).
(When PLL clock > 16 MHz) Set the PM20 bit to "0" (2-wait state).
Set the PLC07 bit to "1" (PLL operation).
Wait until the PLL clock becomes stable (tsu(PLL)).
Set the CM11 bit to "1" (PLL clock for the CPU clock source).
END

NOTE:
1. PLL operation mode can be entered from high-speed mode.

Figure 7.11 Procedure to Use PLL Clock as CPU Clock Source

7.2 CPU Clock and Peripheral Function Clock

Two type clocks: CPU clock to operate the CPU and peripheral function clocks to operate the peripheral functions.

7.2.1 CPU Clock and BCLK

These are operating clocks for the CPU and watchdog timer.
The clock source for the CPU clock can be chosen to be the main clock, sub clock, on-chip oscillator clock or the PLL clock.
If the main clock or on-chip oscillator clock is selected as the clock source for the CPU clock, the selected clock source can be divided by 1 (undivided), 2, 4, 8 or 16 to produce the CPU clock. Use the CM06 bit in the CM0 register and the CM17 to CM16 bits in the CM1 register to select the divide-by-n value.
When the PLL clock is selected as the clock source for the CPU clock, the CM06 bit should be set to “0” and the CM17 to CM16 bits to “00b” (undivided).
After reset, the main clock divided by 8 provides the CPU clock.
Note that when entering stop mode from high- or medium-speed mode, on-chip oscillator mode or on-chip oscillator low power dissipation mode, or when the CM05 bit in the CM0 register is set to “1” (main clock turned off) in low-speed mode, the CM06 bit in the CM0 register is set to “1” (divide-by-8 mode).

7.2.2 Peripheral Function Clock (f1, f2, f8, f32, f1SIO, f2SIO, f8SIO, f32SIO, fAD, fCAN0, fC32)

These are operating clocks for the peripheral functions.
Two of these, fi (i = 1, 2, 8, 32) and fiSIO are derived from the main clock, PLL clock or on-chip oscillator clock by dividing them by i. The clock fi is used for timers A and B, and fiSIO is used for serial I/O. The f8 and f32 clocks can be output from the CLKOUT pin.
The fAD clock is produced from the main clock, PLL clock or on-chip oscillator clock, and is used for the A/D converter.
The fCAN0 clock is derived from the main clock, PLL clock or on-chip oscillator clock by dividing them by 1 (undivided), 2, 4, 8 or 16, and is used for the CAN module.
When the WAIT instruction is executed after setting the CM02 bit in the CM0 register to “1” (peripheral function clock turned off during wait mode), or when the microcomputer is in low power dissipation mode, the fi, fiSIO, fAD, and fCAN0 clocks are turned off [(1)].
The fC32 clock is derived from the sub clock, and is used for timers A and B. This clock can be used when the sub clock is activated.

NOTE
1. fCAN0 clock stops at “H” in CAN0 sleep mode.

7.3 Clock Output Function

The f8, f32 or fC clock can be output from the CLKOUT pin. Use the CM01 to CM00 bits in the CM0 register to select.

7.4 Power Control

Normal operation mode, wait mode and stop mode are provided as the power consumption control. All mode states, except wait mode and stop mode, are called normal operation mode in this document.

7.4.1 Normal Operation Mode

Normal operation mode is further classified into seven sub modes.
In normal operation mode, because the CPU clock and the peripheral function clocks both are on, the CPU and the peripheral functions are operating. Power control is exercised by controlling the CPU clock frequency. The higher the CPU clock frequency, the greater the processing capability. The lower the CPU clock frequency, the smaller the power consumption in the chip. If the unnecessary oscillator circuits are turned off, the power consumption is further reduced.
Before the clock sources for the CPU clock can be switched over, the new clock source to which switched must be oscillating stably. If the new clock source is the main clock, sub clock or PLL clock, allow a sufficient wait time in a program until it becomes oscillating stably.
Note that operation modes cannot be changed directly from low-speed or low power dissipation mode to on-chip oscillator or on-chip oscillator low power dissipation mode. Nor can operation modes be changed directly from on-chip oscillator or on-chip oscillator low power dissipation mode to low-speed or low power dissipation mode. Where the CPU clock source is changed from the on-chip oscillator to the main clock, change the operation mode to the medium-speed mode (divide-by-8 mode) after the clock was divided by 8 (the CM06 bit in the CM0 register was set to “1”) in the on-chip oscillator mode.

7.4.1.1 High-speed Mode

The main clock divided by 1 provides the CPU clock. If the sub clock is activated, fC32 can be used as the count source for timers A and B.

7.4.1.2 PLL Operation Mode

The main clock multiplied by 2, 4 or 6 provides the PLL clock, and this PLL clock serves as the CPU clock. If the sub clock is activated, fC32 can be used as the count source for timers A and B. PLL operation mode can be entered from high speed mode. If PLL operation mode is to be changed to wait or stop mode, first go to high speed mode before changing.

7.4.1.3 Medium-speed Mode

The main clock divided by 2, 4, 8 or 16 provides the CPU clock. If the sub clock is activated, fC32 can be used as the count source for timers A and B.

7.4.1.4 Low-speed Mode

The sub clock provides the CPU clock. The main clock is used as the clock source for the peripheral function clock when the CM21 bit in the CM2 register is set to “0” (on-chip oscillator turned off), and the on-chip oscillator clock is used when the CM21 bit is set to “1” (on-chip oscillator oscillating).
The fC32 clock can be used as the count source for timers A and B.

7.4.1.5 Low Power Dissipation Mode

In this mode, the main clock is turned off after being placed in low speed mode. The sub clock provides the CPU clock. The fC32 clock can be used as the count source for timers A and B.
Simultaneously when this mode is selected, the CM06 bit in the CM0 register becomes “1” (divide-by-8 mode). In the low power dissipation mode, do not change the CM06 bit. Consequently, the medium speed (divide-by-8) mode is to be selected when the main clock is operated next.

7.4.1.6 On-chip Oscillator Mode

The on-chip oscillator clock divided by 1 (undivided), 2, 4, 8 or 16 provides the CPU clock. The on-chip oscillator clock is also the clock source for the peripheral function clocks. If the sub clock is activated, fC32 can be used as the count source for timers A and B.

7.4.1.7 On-chip Oscillator Low Power Dissipation Mode

The main clock is turned off after being placed in on-chip oscillator mode. The CPU clock can be selected like in the on-chip oscillator mode. The on-chip oscillator clock is the clock source for the peripheral function clocks. If the sub clock is activated, fC32 can be used as the count source for timers A and B. When the operation mode is returned to the high- and medium-speed modes, set the CM06 bit in the CM0 register to “1” (divide-by-8 mode).

Table 7.3 lists the setting clock related bit and modes.

Table 7.3 Setting Clock Related Bit and Modes

Modes		CM2 Register	CM1 Register		CM0 Register			
		CM21	CM11	CM17, CM16	CM07	CM06	CM05	CM04
PLL Operation Mode		0	1	00b	0	0	0	-
High-Speed Mode		0	0	00b	0	0	0	-
Medium-Speed Mode	divided by 2	0	0	01b	0	0	0	-
	divided by 4	0	0	10b	0	0	0	-
	divided by 8	0	0	-	0	1	0	-
	divided by 16	0	0	11b	0	0	0	-
Low-Speed Mode		-	0	-	1	-	0	1
Low Power Dissipation Mode		0	0	-	1	1 (1)	1 (1)	1
On-chip Oscillator Mode	divided by 1	1	0	00b	0	0	0	-
	divided by 2	1	0	01b	0	0	0	-
	divided by 4	1	0	10b	0	0	0	-
	divided by 8	1	0	-	0	1	0	-
	divided by 16	1	0	11b	0	0	0	-
On-chip Oscillator Low power Dissipation Mode		1	0	(NOTE 2)	0	(NOTE 2)	1	-

-: “0” or “1”

NOTES:

1. When the CM05 bit is set to “1” (main clock turned off) in low-speed mode, the mode goes to low power dissipation mode and the CM06 bit is set to “1” (divide-by-8 mode) simultaneously.
2. The divide-by-n value can be selected the same way as in on-chip oscillator mode.

7.4.2 Wait Mode

In wait mode, the CPU clock is turned off, so are the CPU (because operated by the CPU clock) and the watchdog timer. However, if the PM22 bit in the PM2 register is “1” (on-chip oscillator clock for the watchdog timer count source), the watchdog timer remains active. Because the main clock, sub clock and on-chip oscillator clock all are on, the peripheral functions using these clocks keep operating.

7.4.2.1 Peripheral Function Clock Stop Function

If the CM02 bit in the CM0 register is “1” (peripheral function clocks turned off during wait mode), the f1, f2, f8, f32, f1SIO, f8SIO, f32SIO, fAD and fCAN0 clocks are turned off when in wait mode, with the power consumption reduced that much. However, fC32 remains on.

7.4.2.2 Entering Wait Mode

The microcomputer is placed into wait mode by executing the WAIT instruction.
When the CM11 bit = 1 (CPU clock source is the PLL clock), be sure to set the CM11 bit in the CM1 register to “0” (CPU clock source is the main clock) before going to wait mode. The power consumption of the chip can be reduced by setting the PLC07 bit in the PLC0 register to “0” (PLL stops).

7.4.2.3 Pin Status During Wait Mode

Table 7.4 lists the pin status during wait mode.

Table 7.4 Pin Status During Wait Mode

Pin		Single-Chip Mode
I/O Ports		Retains status before wait mode
CLKOUT	When fC selected	Does not stop
	When f8, f32 selected	•CM02 bit = 0: Does not stop •CM02 bit = 1: Retains status before wait mode

7.4.2.4 Exiting Wait Mode

The microcomputer is moved out of wait mode by a hardware reset, $\overline{\text{NMI}}$ interrupt or peripheral function interrupt.
If the microcomputer is to be moved out of wait mode by a hardware reset or $\overline{\text{NMI}}$ interrupt, set the peripheral function interrupt priority ILVL2 to ILVL0 bits to “000b” (interrupt disabled) before executing the WAIT instruction.
The peripheral function interrupts are affected by the CM02 bit. If the CM02 bit is “0” (peripheral function clocks not turned off during wait mode), peripheral function interrupts can be used to exit wait mode. If the CM02 bit is “1” (peripheral function clocks turned off during wait mode), the peripheral functions using the peripheral function clocks stop operating, so that only the peripheral functions clocked by external signals can be used to exit wait mode.
Table 7.5 lists the interrupts to exit wait mode.

Table 7.5 Interrupts to Exit Wait Mode

Interrupt	CM02 Bit = 0	CM02 Bit = 1
$\overline{\text{NMI}}$ Interrupt	Can be used	Can be used
Serial I/O Interrupt	Can be used when operating with internal or external clock	Can be used when operating with external clock
Key Input Interrupt	Can be used	Can be used
A/D Conversion Interrupt	Can be used in one-shot mode or single sweep mode	- (Do not use)
Timer A Interrupt Timer B interrupt	Can be used in all modes	Can be used in event counter mode or when the count source is fc32
$\overline{\text{INT}}$ Interrupt	Can be used	Can be used
CAN0 Wake-up Interrupt	Can be used in CAN sleep mode	Can be used in CAN sleep mode

If the microcomputer is to be moved out of wait mode by a peripheral function interrupt, set up the following before executing the WAIT instruction.

(1) Set the ILVL2 to ILVL0 bits in the interrupt control register, for peripheral function interrupts used to exit wait mode.
The ILVL2 to ILVL0 bits in all other interrupt control registers, for peripheral function interrupts not used to exit wait mode, are set to “000b” (interrupt disable).
(2) Set the I flag to “1”.
(3) Start operating the peripheral functions used to exit wait mode.
When the peripheral function interrupt is used, an interrupt routine is performed as soon as an interrupt request is acknowledged and the CPU clock is supplied again.

When the microcomputer exits wait mode by the peripheral function interrupt, the CPU clock is the same clock as the CPU clock executing the WAIT instruction.

7.4.3 Stop Mode

In stop mode, all oscillator circuits are turned off, so are the CPU clock and the peripheral function clocks. Therefore, the CPU and the peripheral functions clocked by these clocks stop operating. The least amount of power is consumed in this mode. If the voltage applied to VCC is VRAM or more, the internal RAM is retained.
However, the peripheral functions clocked by external signals keep operating. The following interrupts can be used to exit stop mode.

- $\overline{\text{NMI}}$ interrupt
- Key interrupt
- $\overline{\text{INT}}$ interrupt
- Timer A, Timer B interrupt (when counting external pulses in event counter mode)
- Serial I/O interrupt (when external clock is selected)
- CAN0 Wake-up interrupt (when CAN sleep mode is selected)

7.4.3.1 Entering Stop Mode

The microcomputer is placed into stop mode by setting the CM10 bit in the CM1 register to “1” (all clocks turned off). At the same time, the CM06 bit in the CM0 register is set to “1” (divide-by-8 mode) and the CM15 bit in the CM1 register is set to “1” (main clock oscillator circuit drive capability high).
Before entering stop mode, set the CM20 bit in the CM2 register to “0” (oscillation stop, re-oscillation detection function disabled).
Also, if the CM11 bit in the CM1 register is “1” (PLL clock for the CPU clock source), set the CM11 bit to “0” (main clock for the CPU clock source) and the PLC07 bit in the PLC0 register to “0” (PLL turned off) before entering stop mode.

7.4.3.2 Pin Status in Stop Mode

Table 7.6 lists the pin status in stop mode.

Table 7.6 Pin Status in Stop Mode

Pin		Single-Chip Mode
I/O Ports		Retains status before stop mode
CLKOUT	When fC selected	“H”
	When f8, f32 selected	Retains status before stop mode

7.4.3.3 Exiting Stop Mode

Stop mode is exited by a hardware reset, $\overline{\text{NMI}}$ interrupt or peripheral function interrupt.

When the hardware reset or $\overline{\text{NMI}}$ interrupt is used to exit wait mode, set all ILVL2 to ILVL0 bits in the interrupt control registers for the peripheral function interrupt to "000b" (interrupt disabled) before setting the CM10 bit in the CM1 register to "1".

When the peripheral function interrupt is used to exit stop mode, set the CM10 bit to "1" after the following settings are completed.

(1) The ILVL2 to ILVL0 bits in the interrupt control registers, for the peripheral function interrupt used to exit stop mode, must have larger value than that of the RLVL2 to RLVL0 bits.
The ILVL2 to ILVL0 bits in all other interrupt control registers, for the peripheral function interrupts which are not used to exit stop mode, must be set to "000b" (interrupt disabled).

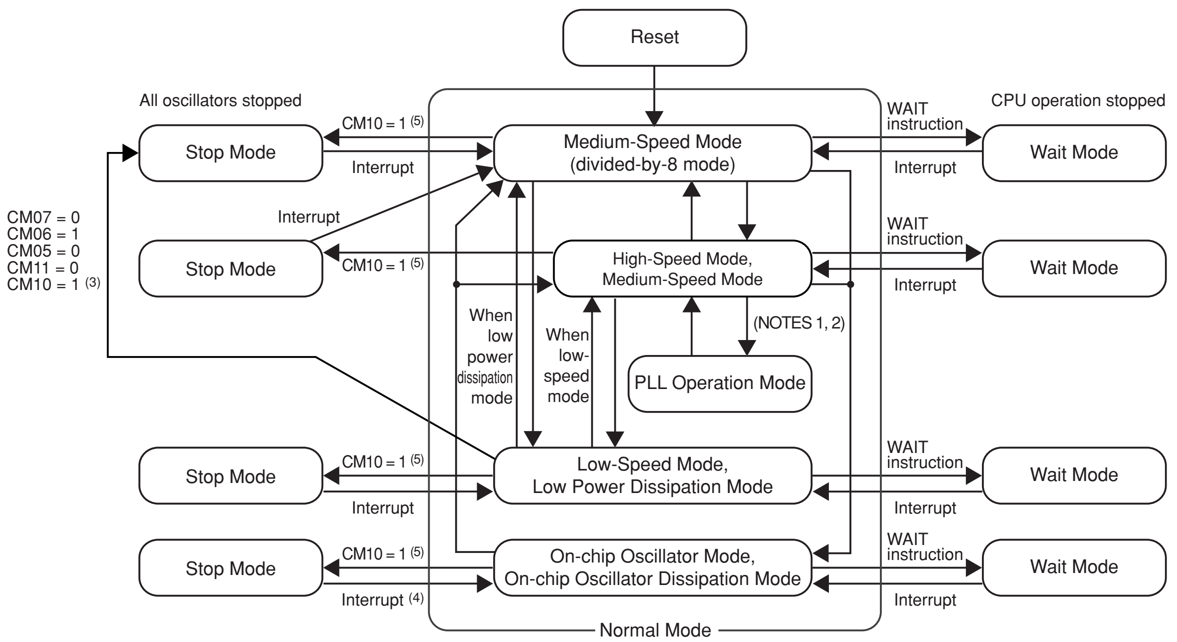
(2) Set the I flag to "1".

(3) Start operation of peripheral function being used to exit wait mode.
When exiting stop mode by the peripheral function interrupt, the interrupt routine is performed when an interrupt request is generated and the CPU clock is supplied again.

When stop mode is exited by the peripheral function interrupt or $\overline{\text{NMI}}$ interrupt, the CPU clock source is as follows, in accordance with the CPU clock source setting before the microcomputer had entered stop mode.

• When the sub clock is the CPU clock before entering stop mode: Sub clock
• When the main clock is the CPU clock source before entering stop mode: Main clock divided by 8
• When the on-chip oscillator clock is the CPU clock source before entering stop mode: On-chip oscillator clock divided by 8

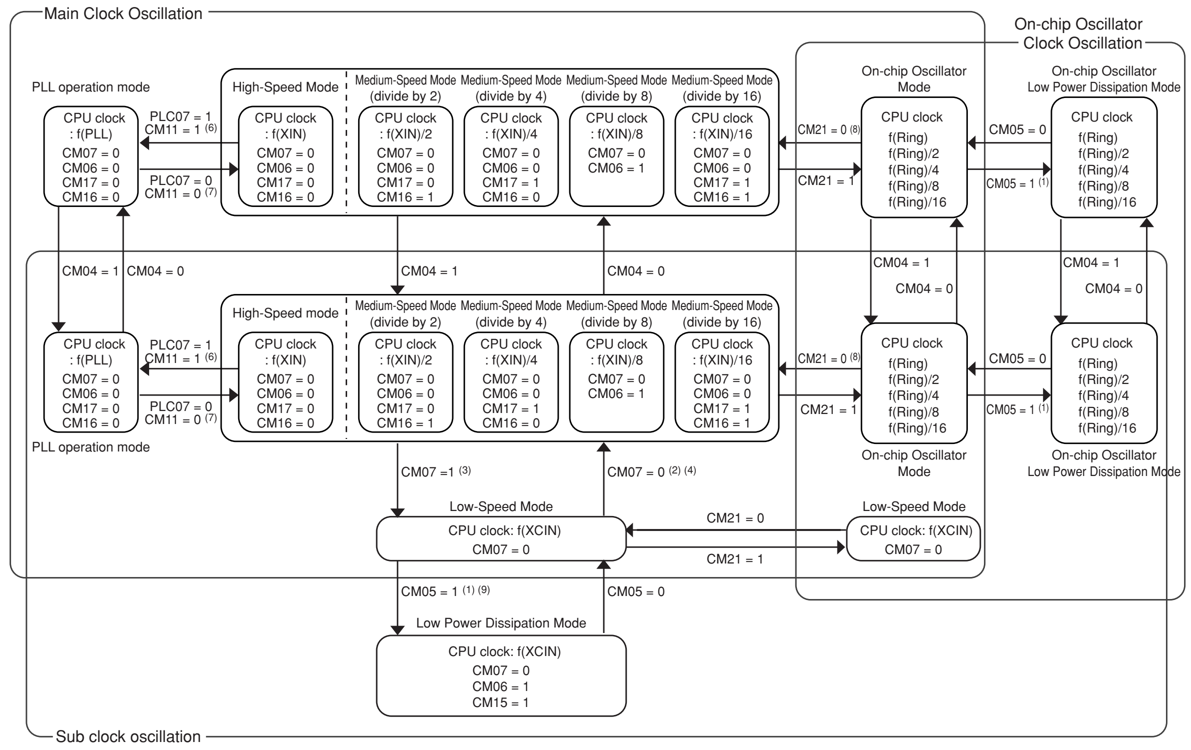
Figure 7.12 shows the state transition from normal operation mode to stop mode and wait mode. Figure 7.13 shows the state transition in normal operation mode.
Table 7.7 shows a state transition matrix describing allowed transition and setting. The vertical line shows current state and horizontal line show state after transition.



CM05, CM06, CM07: Bits in CM0 register
CM10, CM11: Bits in CM1 register

NOTES:
1. Do not go directly from PLL operation mode to wait or stop mode.
2. PLL operation mode can be entered from high-speed mode. Similarly, PLL operation mode can be changed back to high-speed mode.
3. Write to the CM0 and CM1 registers per 16 bits with the CM21 bit in the CM2 register = 0 (on-chip oscillator stops).
Since the operation starts from the main clock after exiting stop mode, the time until the CPU operates can be reduced.
4. The on-chip oscillator clock divided by 8 provides the CPU clock.
5. Before entering stop mode, be sure to set the CM20 bit in the CM2 register to "0" (oscillation stop, re-oscillation detection function disabled).

Figure 7.12 State Transition to Stop Mode and Wait Mode


Main Clock Oscillation
On-chip Oscillator Clock Oscillation
PLL operation mode
CPU clock : f(PLL) CM07 = 0 CM06 = 0 CM17 = 0 CM16 = 0
PLC07 = 1 CM11 = 1 (6)
PLC07 = 0 CM11 = 0 (7)
High-Speed Mode
CPU clock : f(XIN) CM07 = 0 CM06 = 0 CM17 = 0 CM16 = 0
Medium-Speed Mode (divide by 2)
CPU clock : f(XIN)/2 CM07 = 0 CM06 = 0 CM17 = 0 CM16 = 1
Medium-Speed Mode (divide by 4)
CPU clock : f(XIN)/4 CM07 = 0 CM06 = 0 CM17 = 1 CM16 = 0
Medium-Speed Mode (divide by 8)
CPU clock : f(XIN)/8 CM07 = 0 CM06 = 1
Medium-Speed Mode (divide by 16)
CPU clock : f(XIN)/16 CM07 = 0 CM06 = 0 CM17 = 1 CM16 = 1
On-chip Oscillator Mode
CPU clock f(Ring) f(Ring)/2 f(Ring)/4 f(Ring)/8 f(Ring)/16
On-chip Oscillator Low Power Dissipation Mode
CM21 = 0 (8)
CM21 = 1
CM05 = 0
CM05 = 1 (1)
CM04 = 1
CM04 = 0
High-Speed mode
CM07 =1 (3)
CM07 = 0 (2) (4)
Low-Speed Mode
CPU clock: f(XCIN) CM07 = 0
CM21 = 0
CM21 = 1
CM05 = 1 (1) (9)
CM05 = 0
Low Power Dissipation Mode
CPU clock: f(XCIN) CM07 = 0 CM06 = 1 CM15 = 1
Sub clock oscillation

CM04, CM05, CM06, CM07	: Bits in CM0 register
CM11, CM15, CM16, CM17	: Bits in CM1 register
CM20, CM21	: Bits in CM2 register
PLC07	: Bit in PLC0 register

NOTES:
1. Avoid making a transition when the CM20 bit is set to "1" (oscillation stop, re-oscillation detection function enabled).
   Set the CM20 bit to "0" (oscillation stop, re-oscillation detection function disabled) before transiting.
2. Wait for the main clock oscillation stabilization time.
3. Switch clock after oscillation of sub clock is sufficiently stable.
4. Change the CM17 and CM16 bits before changing the CM06 bit.
5. Transit in accordance with arrow.
6. The PM20 bit in the PM2 register become effective when the PLC07 bit is set to "1" (PLL on). Change the PM20 bit when the PLC07 bit is set to "0" (PLL off). Set the PM20 bit to "0" (2 waits) when PLL clock > 16 MHz.
   PM20 bit to "0" (SFR accessed with two wait states) before setting the PLC07 bit to "1" (PLL operation).
7. PLL operation mode can only be changed to high-speed mode.
8. Set the CM06 bit to "1" (division by 8 mode) before changing back the operation mode from on-chip oscillator mode to high- or middle-speed mode.
9. When the CM21 bit = 0 (on-chip oscillator turned off) and the CM05 bit = 1 (main clock turned off), the CM06 bit is fixed to "1" (divide-by-8 mode) and the CM15 bit is fixed to "1" (drive capability High).

Figure 7.13 State Transition in Normal Operation Mode

Table 7.7 Allowed Transition and Setting

		State after transition							
		High-Speed Mode, Medium-Speed Mode	Low-Speed Mode (2)	Low Power Dissipation Mode	PLL Operation Mode (2)	On-chip Oscillator Mode	On-chip Oscillator Low Power Dissipation Mode	Stop Mode	Wait Mode
Current state	High-Speed Mode, Medium-Speed Mode	(NOTE 8)	(9) (7)	–	(13) (3)	(15)	–	(16) (1)	(17)
	Low-Speed Mode (2)	(8)		(11) (1) (6)	–	–	–	(16) (1)	(17)
	Low Power Dissipation Mode	–	(10)		–	–	–	(16) (1)	(17)
	PLL Operation Mode (2)	(12) (3)	–	–		–	–	–	–
	On-chip Oscillator Mode	(14) (4)	–	–	–	(NOTE 8)	(11) (1)	(16) (1)	(17)
	On-chip Oscillator Low Power Dissipation Mode	–	–	–	–	(10)	(NOTE 8)	(16) (1)	(17)
	Stop Mode	(18) (5)	(18)	(18)	–	(18) (5)	(18) (5)		–
	Wait Mode	(18)	(18)	(18)	–	(18)	(18)	–	

-: Cannot transit
NOTES:
1. Avoid making a transition when the CM20 bit = 1 (oscillation stop, re-oscillation detection function enabled). Set the CM20 bit to “0” (oscillation stop, re-oscillation detection function disabled) before transiting.
2. On-chip oscillator clock oscillates and stops in low-speed mode. In this mode, the on-chip oscillator can be used as peripheral function clock. Sub clock oscillates and stops in PLL operation mode. In this mode, sub clock can be used as peripheral function clock.
3. PLL operation mode can only be entered from and changed to high-speed mode.
4. Set the CM06 bit to “1” (division by 8 mode) before transiting from on-chip oscillator mode to high- or medium-speed mode.
5. When exiting stop mode, the CM06 bit is set to “1” (division by 8 mode).
6. If the CM05 bit is set to “1” (main clock stop), then the CM06 bit is set to “1” (division by 8 mode).
7. A transition can be made only when sub clock is oscillating.
8. State transitions within the same mode (divide-by-n values changed or sub clock oscillation turned on or off) are shown in the table below.

		Sub Clock Oscillating					Sub Clock Turned Off				
		No Division	Divided by 2	Divided by 4	Divided by 8	Divided by 16	No Division	Divided by 2	Divided by 4	Divided by 8	Divided by 16
Sub Clock Oscillating	No Division		(4)	(5)	(7)	(6)	(1)	–	–	–	–
	Divided by 2	(3)		(5)	(7)	(6)	–	(1)	–	–	–
	Divided by 4	(3)	(4)		(7)	(6)	–	–	(1)	–	–
	Divided by 8	(3)	(4)	(5)		(6)	–	–	–	(1)	–
	Divided by 16	(3)	(4)	(5)	(7)		–	–	–	–	(1)
Sub Clock Turned Off	No Division	(2)	–	–	–	–		(4)	(5)	(7)	(6)
	Divided by 2	–	(2)	–	–	–	(3)		(5)	(7)	(6)
	Divided by 4	–	–	(2)	–	–	(3)	(4)		(7)	(6)
	Divided by 8	–	–	–	(2)	–	(3)	(4)	(5)		(6)
	Divided by 16	–	–	–	–	(2)	(3)	(4)	(5)	(7)	

9. ( ):setting method. See right table.

	Setting	Operation
(1)	CM04=0	Sub clock turned off
(2)	CM04=1	Sub clock oscillating

(3)	CM06=0
	CM17=0
	CM16=0
		CPU clock no division mode

(4)	CM06=0
	CM17=0
	CM16=1
		CPU clock division by 2 mode

(5)	CM06=0
	CM17=1
	CM16=0
		CPU clock division by 4 mode

(6)	CM06=0
	CM17=1
	CM16=1
		CPU clock division by 16 mode

(7)	CM06=1	CPU clock division by 8 mode
(8)	CM07=0	Main clock, PLL clock or on-chip oscillator clock selected
(9)	CM07=1	Sub clock selected
(10)	CM05=0	Main clock oscillating
(11)	CM05=1	Main clock turned off

(12)	PLC07=0
	CM11=0
		Main clock selected

(13)	PLC07=1
	CM11=1
		PLL clock selected

(14)	CM21=0	Main clock or PLL clock selected
(15)	CM21=1	On-chip oscillator clock selected
(16)	CM10=1	Transition to stop mode
(17)	WAIT instruction	Transition to wait mode
(18)	Hardware interrupt	Exit stop mode or wait mode

CM04, CM05, CM06, CM07	: Bits in CM0 register
CM10, CM11, CM16, CM17	: Bits in CM1 register
CM20, CM21	: Bits in CM2 register
PLC07	: Bit in PLC0 register

7.5 Oscillation Stop and Re-oscillation Detection Function

The oscillation stop and re-oscillation detection function is such that main clock oscillation circuit stop and re-oscillation are detected. At oscillation stop, re-oscillation detection, reset or oscillation stop, re-oscillation detection interrupt request are generated. Which one is to be generated can be selected using the CM27 bit in the CM2 register.
The oscillation stop and re-oscillation detection function can be enabled or disabled using the CM20 bit in the CM2 register.
Table 7.8 lists a specification overview of the oscillation stop and re-oscillation detection function.

Table 7.8 Specification Overview of Oscillation Stop and Re-oscillation Detection Function

Item	Specification
Oscillation Stop Detectable Clock and Frequency Bandwidth	f(XIN) ≥ 2 MHz
Enabling Condition for Oscillation Stop and Re-oscillation Detection Function	Set CM20 bit to “1” (enable)
Operation at Oscillation Stop, Re-oscillation Detection	•Reset occurs (when CM27 bit = 0) •Oscillation stop, re-oscillation detection interrupt occurs (when the CM27 bit =1)

7.5.1 Operation When CM27 Bit = 0 (Oscillation Stop Detection Reset)

Where main clock stop is detected when the CM20 bit is “1” (oscillation stop, re-oscillation detection function enabled), the microcomputer is initialized, coming to a halt (oscillation stop reset; refer to **4. SFR**, **5. Reset**).
This status is reset with hardware reset. Also, even when re-oscillation is detected, the microcomputer can be initialized and stopped; it is, however, necessary to avoid such usage (During main clock stop, do not set the CM20 bit to “1” and the CM27 bit to “0”).

7.5.2 Operation When CM27 Bit = 1 (Oscillation Stop, Re-oscillation Detection Interrupt)

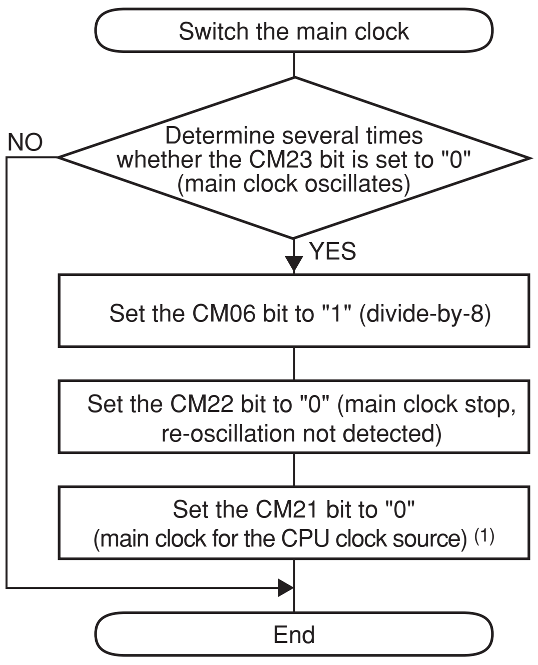
Where the main clock corresponds to the CPU clock source and the CM20 bit is “1” (oscillation stop, re-oscillation detection function enabled), the system is placed in the following state if the main clock comes to a halt:
• Oscillation stop, re-oscillation detection interrupt request is generated.
• The on-chip oscillator starts oscillation, and the on-chip oscillator clock becomes the clock source for CPU clock and peripheral functions in place of the main clock.
• CM21 bit = 1 (on-chip oscillator clock is the clock source for CPU clock)
• CM22 bit = 1 (main clock stop detected)
• CM23 bit = 1 (main clock stopped)

Where the PLL clock corresponds to the CPU clock source and the CM20 bit is “1”, the system is placed in the following state if the main clock comes to a halt: Since the CM21 bit remains unchanged, set it to “1” (on-chip oscillator clock) inside the interrupt routine.
• Oscillation stop, re-oscillation detection interrupt request is generated.
• CM22 bit = 1 (main clock stop detected)
• CM23 bit = 1 (main clock stopped)
• CM21 bit remains unchanged

Where the CM20 bit is “1”, the system is placed in the following state if the main clock re-oscillates from the stop condition:
• Oscillation stop, re-oscillation detection interrupt request is generated.
• CM22 bit = 1 (main clock re-oscillation detected)
• CM23 bit = 0 (main clock oscillation)
• CM21 bit remains unchanged

7.5.3 How to Use Oscillation Stop and Re-oscillation Detection Function

- The oscillation stop, re-oscillation detection interrupt shares the vector with the watchdog timer interrupt. If the oscillation stop, re-oscillation detection and watchdog timer interrupts both are used, read the CM22 bit in an interrupt routine to determine which interrupt source is requesting the interrupt.
- Where the main clock re-oscillated after oscillation stop, the clock source for CPU clock and peripheral function must be switched to the main clock in the program. Figure 7.14 shows the procedure to switch the clock source from the on-chip oscillator to the main clock.
- Simultaneously with oscillation stop, re-oscillation detection interrupt request occurrence, the CM22 bit becomes “1”. When the CM22 bit is set at “1”, oscillation stop, re-oscillation detection interrupt are disabled. By setting the CM22 bit to “0” in the program, oscillation stop, re-oscillation detection interrupt are enabled.
- If the main clock stops during low speed mode where the CM20 bit is “1”, an oscillation stop, re-oscillation detection interrupt request is generated. At the same time, the on-chip oscillator starts oscillating. In this case, although the CPU clock is derived from the sub clock as it was before the interrupt occurred, the peripheral function clocks now are derived from the on-chip oscillator clock.
- To enter wait mode while using the oscillation stop and re-oscillation detection function, set the CM02 bit to “0” (peripheral function clocks not turned off during wait mode).
- Since the oscillation stop and re-oscillation detection function is provided in preparation for main clock stop due to external factors, set the CM20 bit to “0” (oscillation stop, re-oscillation detection function disabled) where the main clock is stopped or oscillated in the program, that is where the stop mode is selected or the CM05 bit is altered.
- This function cannot be used if the main clock frequency is 2 MHz or less. In that case, set the CM20 bit to “0”.


Switch the main clock
Determine several times whether the CM23 bit is set to "0" (main clock oscillates)
NO
YES
Set the CM06 bit to "1" (divide-by-8)
Set the CM22 bit to "0" (main clock stop, re-oscillation not detected)
Set the CM21 bit to "0" (main clock for the CPU clock source) (1)
End

CM06 bit	: Bit in CM0 register
CM21, CM22, CM 23 bits	: Bits in CM2 register

NOTE:
1. If the clock source for CPU clock is to be changed to PLL clock, set to PLL operation mode after set to high-speed mode.

Figure 7.14 Procedure to Switch Clock Source from On-chip Oscillator to Main Clock

8. Protection

In the event that a program runs out of control, this function protects the important registers so that they will not be rewritten easily. Figure 8.1 shows the PRCR register. The following lists the registers protected by the PRCR register.

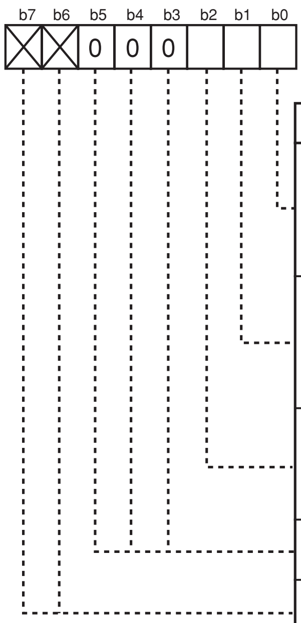
- The PRC0 bit protects the CM0, CM1, CM2, PLC0, PCLKR and CCLKR registers;
- The PRC1 bit protects the PM0, PM1, PM2, TB2SC, INVC0 and INVC1 registers;
- The PRC2 bit protects the PD7, PD9, S3C, S4C, S5C and S6C registers [1].

NOTE:

1. The S5C and S6C registers are only in the 128-pin version.

Set the PRC2 bit to "1" (write enabled) and then write to any address, and the PRC2 bit will be set to "0" (write protected). The registers protected by the PRC2 bit should be changed in the next instruction after setting the PRC2 bit to "1". Make sure no interrupts or DMA transfers will occur between the instruction in which the PRC2 bit is set to "1" and the next instruction. The PRC0 and PRC1 bits are not automatically set to "0" by writing to any address. They can only be set to "0" in a program.

Protect Register



Symbol	Address	After Reset
PRCR	000Ah	XX000000b

Bit Symbol	Bit Name	Function	RW
PRC0	Protect Bit 0	Enable write to CM0, CM1, CM2, PLC0, PCLKR, CCLKR registers 0 : Write protected 1 : Write enabled	RW
PRC1	Protect Bit 1	Enable write to PM0, PM1, PM2, TB2SC, INVC0, INVC1 registers 0 : Write protected 1 : Write enabled	RW
PRC2	Protect Bit 2	Enable write to PD7, PD9, S3C, S4C, S5C, S6C registers [2] 0 : Write protected 1 : Write enabled [1]	RW
– (b5-b3)	Reserved Bit	Set to "0"	RW
– (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

NOTES:

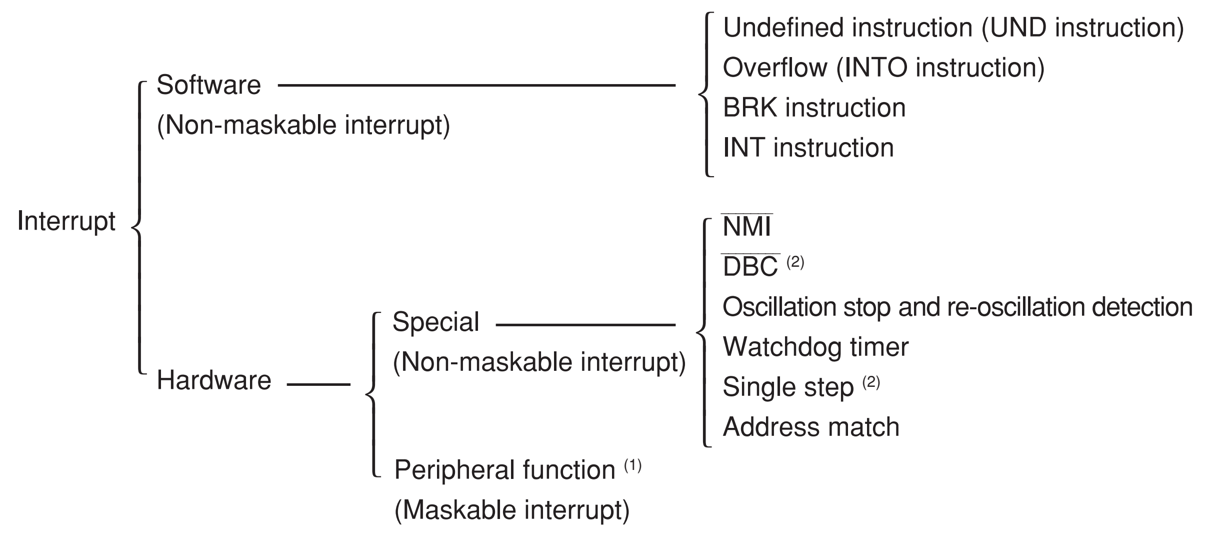
1. The PRC2 bit is set to "0" by writing to any address after setting it to "1". Other bits are not set to "0" by writing to any address, and must therefore be set in a program.
2. The S5C and S6C registers are only in the 128-pin version.

Figure 8.1 PRCR Register

9. Interrupt

9.1 Type of Interrupts

Figure 9.1 shows the types of interrupts.



NOTES:
1. The peripheral functions in the microcomputer are used to generate the peripheral interrupt.
2. Do not normally use this interrupt because it is provided exclusively for use by development support tools.

Figure 9.1 Interrupts

• Maskable Interrupt:	An interrupt which can be enabled (disabled) by the interrupt enable flag (I flag) or whose interrupt priority **can be changed** by priority level.
• Non-Maskable Interrupt:	An interrupt which cannot be enabled (disabled) by the interrupt enable flag (I flag) or whose interrupt priority **cannot be changed** by priority level.

9.2 Software Interrupts

A software interrupt occurs when executing certain instructions. Software interrupts are non-maskable interrupts.

9.2.1 Undefined Instruction Interrupt

An undefined instruction interrupt occurs when executing the UND instruction.

9.2.2 Overflow Interrupt

An overflow interrupt occurs when executing the INTO instruction with the O flag set to “1” (the operation resulted in an overflow). The following are instructions whose O flag changes by arithmetic:
ABS, ADC, ADCF, ADD, CMP, DIV, DIVU, DIVX, NEG, RMPA, SBB, SHA, SUB

9.2.3 BRK Interrupt

A BRK interrupt occurs when executing the BRK instruction.

9.2.4 INT Instruction Interrupt

An INT instruction interrupt occurs when executing the INT instruction. Software interrupt Nos. 0 to 63 can be specified for the INT instruction. Because software interrupt Nos. 1 to 31 are assigned to peripheral function interrupts, the same interrupt routine as for peripheral function interrupts can be executed by executing the INT instruction.
In software interrupt Nos. 0 to 31, the U flag is saved to the stack during instruction execution and is set to “0” (ISP selected) before executing an interrupt sequence. The U flag is restored from the stack when returning from the interrupt routine. In software interrupt Nos. 32 to 63, the U flag does not change state during instruction execution, and the SP then selected is used.

9.3 Hardware Interrupts

Hardware interrupts are classified into two types — special interrupts and peripheral function interrupts.

9.3.1 Special Interrupts

Special interrupts are non-maskable interrupts.

9.3.1.1 $\overline{\text{NMI}}$ Interrupt

An $\overline{\text{NMI}}$ interrupt is generated when input on the $\overline{\text{NMI}}$ pin changes state from high to low. For details, refer to **9.7 $\overline{\text{NMI}}$ Interrupt**.

9.3.1.2 $\overline{\text{DBC}}$ Interrupt

Do not normally use this interrupt because it is provided exclusively for use by development support tools.

9.3.1.3 Watchdog Timer Interrupt

Generated by the watchdog timer. Once a watchdog timer interrupt is generated, be sure to initialize the watchdog timer. For details about the watchdog timer, refer to **10. Watchdog Timer**.

9.3.1.4 Oscillation Stop and Re-oscillation Detection Interrupt

Generated by the oscillation stop and re-oscillation detection function. For details about the oscillation stop and re-oscillation detection function, refer to **7. Clock Generating Circuit**.

9.3.1.5 Single-Step Interrupt

Do not normally use this interrupt because it is provided exclusively for use by development support tools.

9.3.1.6 Address Match Interrupt

An address match interrupt is generated immediately before executing the instruction at the address indicated by the RMAD0 to RMAD3 registers that corresponds to one of the AIER0 or AIER1 bit in the AIER register or the AIER20 or AIER21 bit in the AIER2 register which is “1” (address match interrupt enabled). For details, refer to **9.10 Address Match Interrupt**.

9.3.2 Peripheral Function Interrupts

The peripheral function interrupt occurs when a request from the peripheral functions in the microcomputer is acknowledged. The peripheral function interrupt is a maskable interrupt. See **Table 9.2 Relocatable Vector Tables** about how the peripheral function interrupt occurs. Refer to the descriptions of each function for details.

9.4 Interrupts and Interrupt Vector

One interrupt vector consists of 4 bytes. Set the start address of each interrupt routine in the respective interrupt vectors. When an interrupt request is accepted, the CPU branches to the address set in the corresponding interrupt vector. Figure 9.2 shows the interrupt vector.

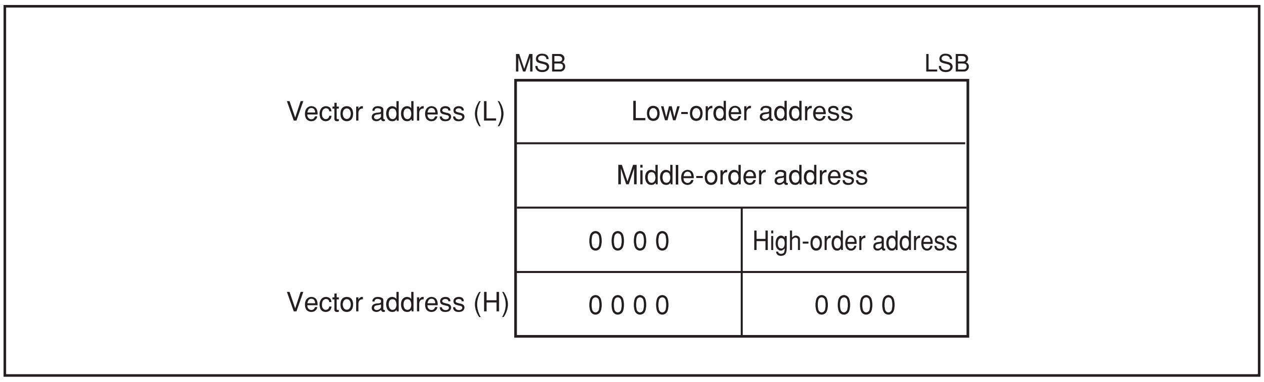


Figure 9.2 Interrupt Vector

9.4.1 Fixed Vector Tables

The fixed vector tables are allocated to the addresses from FFFDCh to FFFFFh. Table 9.1 lists the fixed vector tables. In the flash memory version of microcomputer, the vector addresses (H) of fixed vectors are used by the ID code check function. For details, refer to **20.2 Functions to Prevent Flash Memory from Rewriting**.

Table 9.1 Fixed Vector Tables

Interrupt Source	Vector table Addresses Address (L) to Address (H)	Reference
Undefined Instruction (UND instruction)	FFFDCh to FFFDFh	M16C/60, M16C/20 Series Software Manual
Overflow (INTO instruction)	FFFE0h to FFFE3h	
BRK Instruction (2)	FFFE4h to FFFE7h	
Address Match	FFFE8h to FFFEBh	9.10 Address Match Interrupt
Single Step (1)	FFFECh to FFFEFh	
Oscillation Stop and Re-oscillation Detection, Watchdog Timer	FFFF0h to FFFF3h	7. Clock Generating Circuit 10. Watchdog Timer
$\overline{\text{DBC}}$ (1)	FFFF4h to FFFF7h	
$\overline{\text{NMI}}$	FFFF8h to FFFFBh	9.7 $\overline{\text{NMI}}$ Interrupt
Reset	FFFFCh to FFFFFh	5. Reset

NOTES:
1. Do not normally use this interrupt because it is provided exclusively for use by development support tools.
2. If the contents of address FFFE7h is FFh, program execution starts from the address shown by the vector in the relocatable vector table.

9.4.2 Relocatable Vector Tables

The 256 bytes beginning with the start address set in the INTB register comprise a relocatable vector table area. Table 9.2 lists the relocatable vector tables. Setting an even address in the INTB register results in the interrupt sequence being executed faster than in the case of odd addresses.

Table 9.2 Relocatable Vector Tables

Interrupt Source	Vector Address [1] Address (L) to Address (H)	Software Interrupt Number	Reference
BRK Instruction [2]	+0 to +3 (0000h to 0003h)	0	M16C/60, M16C/20 Series Software Manual
CAN0 Wake-up [10]	+4 to +7 (0004h to 0007h)	1	18. CAN Module
CAN0 Successful Reception	+8 to +11 (0008h to 000Bh)	2	
CAN0 Successful Transmission	+12 to +15 (000Ch to 000Fh)	3	
$\overline{\text{INT3}}$	+16 to +19 (0010h to 0013h)	4	9.6 $\overline{\text{INT}}$ Interrupt
Timer B5, SI/O5 [11]	+20 to +23 (0014h to 0017h)	5	12. Timers
Timer B4, UART1 Bus Collision Detection [3] [9]	+24 to +27 (0018h to 001Bh)	6	14. Serial I/O
Timer B3, UART0 Bus Collision Detection [4] [9]	+28 to +31 (001Ch to 001Fh)	7	
SIO4, $\overline{\text{INT5}}$ [5]	+32 to +35 (0020h to 0023h)	8	14. Serial I/O
SIO3, $\overline{\text{INT4}}$ [6]	+36 to +39 (0024h to 0027h)	9	9.6 $\overline{\text{INT}}$ Interrupt
UART2 Bus Collision Detection [9]	+40 to +43 (0028h to 002Bh)	10	14. Serial I/O
DMA0	+44 to +47 (002Ch to 002Fh)	11	11. DMAC
DMA1	+48 to +51 (0030h to 0033h)	12	
CAN0 Error [10] [16]	+52 to +55 (0034h to 0037h)	13	18. CAN Module
A/D, Key Input [7] [16]	+56 to +59 (0038h to 003Bh)	14	15. A/D Convertor, 9.8 Key Input Interrupt
UART2 Transmission, NACK2 [8]	+60 to +63 (003Ch to 003Fh)	15	14. Serial I/O
UART2 Reception, ACK2 [8]	+64 to +67 (0040h to 0043h)	16	
UART0 Transmission, NACK0 [8]	+68 to +71 (0044h to 0047h)	17	
UART0 Reception, ACK0 [8]	+72 to +75 (0048h to 004Bh)	18	
UART1 Transmission, NACK1 [8]	+76 to +79 (004Ch to 004Fh)	19	
UART1 Reception, ACK1 [8]	+80 to +83 (0050h to 0053h)	20	
Timer A0	+84 to +87 (0054h to 0057h)	21	12. Timers
Timer A1	+88 to +91 (0058h to 005Bh)	22	
Timer A2, $\overline{\text{INT7}}$ [12]	+92 to +95 (005Ch to 005Fh)	23	12. Timers
Timer A3, $\overline{\text{INT6}}$ [13]	+96 to +99 (0060h to 0063h)	24	9.6 $\overline{\text{INT}}$ Interrupt
Timer A4	+100 to +103 (0064h to 0067h)	25	12. Timers
Timer B0, SI/O6 [14]	+104 to +107 (0068h to 006Bh)	26	12. Timers, 14. Serial I/O
Timer B1, $\overline{\text{INT8}}$ [15]	+108 to +111 (006Ch to 006Fh)	27	12. Timers, 9.6 $\overline{\text{INT}}$ Interrupt
Timer B2	+112 to +115 (0070h to 0073h)	28	12. Timers
$\overline{\text{INT0}}$	+116 to +119 (0074h to 0077h)	29	9.6 $\overline{\text{INT}}$ Interrupt
$\overline{\text{INT1}}$	+120 to +123 (0078h to 007Bh)	30	
$\overline{\text{INT2}}$	+124 to +127 (007Ch to 007Fh)	31	
INT Instruction Interrupt [2]	+128 to +131 (0080h to 0083h) to +252 to + 255 (00FCh to 00FFh)	32 to 63	M16C/60, M16C/20 Series Software Manual

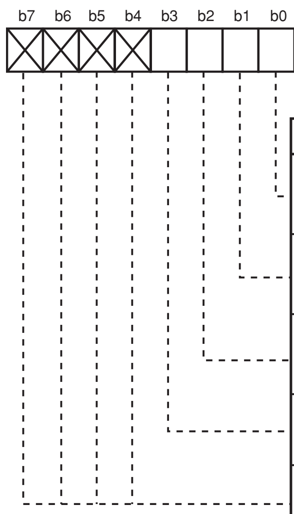
NOTES:
1. Address relative to address in INTB.
2. These interrupts cannot be disabled using the I flag.
3. Use the IFSR07 bit in the IFSR0 register to select.
4. Use the IFSR06 bit in the IFSR0 register to select.
5. Use the IFSR17 bit in the IFSR1 register to select. When using SI/O4, set the IFSR03 bit in the IFSR0 register to “1” (SI/O4) simultaneously.
6. Use the IFSR16 bit in the IFSR1 register to select. When using SI/O3, set the IFSR00 bit in the IFSR0 register to “1” (SI/O3) simultaneously.
7. Use the IFSR01 bit in the IFSR0 register to select.
8. During I^2C mode, NACK and ACK interrupts comprise the interrupt source.
9. Bus collision detection: During IE mode, this bus collision detection constitutes the cause of an interrupt.
   During I^2C mode, a start condition or a stop condition detection constitutes the cause of an interrupt.
10. Set the IFSR02 bit in the IFSR0 register to “0”.
11. Use the IFSR04 bit in the IFSR0 register to select.
    SI/O5 is only in the 128-pin version. In the 100-pin version, set the IFSR04 bit to “0” (Timer B5).
12. Use the IFSR20 bit in the IFSR2 register to select.
    $\overline{\text{INT7}}$ is only in the 128-pin version. In the 100-pin version, set the IFSR20 bit to “0” (Timer A2).
13. Use the IFSR21 bit in the IFSR2 register to select.
    $\overline{\text{INT6}}$ is only in the 128-pin version. In the 100-pin version, set the IFSR21 bit to “0” (Timer A3).
14. Use the IFSR05 bit in the IFSR0 register to select.
    SI/O6 is only in the 128-pin version. In the 100-pin version, set the IFSR05 bit to “0” (Timer B0).
15. Use the IFSR22 bit in the IFSR2 register to select.
    $\overline{\text{INT8}}$ is only in the 128-pin version. In the 100-pin version, set the IFSR22 bit to “0” (Timer B1).
16. If the PCLK6 bit in the PCLKR register is set to “1”, software interrupt number 13 can be changed to CAN0 error or key input interupt, and software interrupt number 14 can be changed to A/D interrupt. (The software interrupt number of key input is changed from 14 to 13.) Use the IFSR26 bit in the IFSR2 register to select when selecting CAN0 error or key input.

9.5 Interrupt Control

The following describes how to enable/disable the maskable interrupts, and how to set the priority in which order they are accepted. What is explained here does not apply to non-maskable interrupts.
Use the I flag in the FLG register, IPL, and the ILVL2 to ILVL0 bits in the each interrupt control register to enable/disable the maskable interrupts. Whether an interrupt is requested is indicated by the IR bit in the each interrupt control register.
Figures 9.3 and 9.4 show the interrupt control registers.

Interrupt Control Register [(1)]

Symbol	Address	After Reset
C01WKIC	0041h	XXXXX000b
C0RECIC	0042h	XXXXX000b
C0TRMIC	0043h	XXXXX000b
TB5IC/S5IC [(5)]	0045h	XXXXX000b
TB4IC/U1BCNIC [(2)]	0046h	XXXXX000b
TB3IC/U0BCNIC [(3)]	0047h	XXXXX000b
U2BCNIC	004Ah	XXXXX000b
DM0IC, DM1IC	004Bh, 004Ch	XXXXX000b
C01ERRIC [(6)]	004Dh	XXXXX000b
ADIC/KUPIC [(6)]	004Eh	XXXXX000b
S0TIC to S2TIC	0051h, 0053h, 004Fh	XXXXX000b
S0RIC to S2RIC	0052h, 0054h, 0050h	XXXXX000b
TA0IC, TA1IC	0055h, 0056h	XXXXX000b
TA4IC	0059h	XXXXX000b
TB0IC/S6IC [(7)]	005Ah	XXXXX000b
TB2IC	005Ch	XXXXX000b



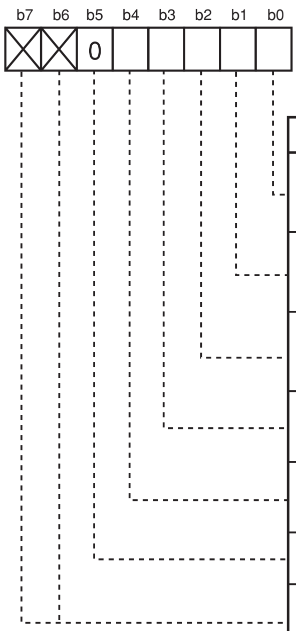
Bit Symbol	Bit Name	Function	RW
ILVL0	Interrupt Priority Level Select Bit	b2 b1 b0 0 0 0 : Level 0 (interrupt disabled) 0 0 1 : Level 1 0 1 0 : Level 2 0 1 1 : Level 3 1 0 0 : Level 4 1 0 1 : Level 5 1 1 0 : Level 6 1 1 1 : Level 7	RW
ILVL1			RW
ILVL2			RW
IR	Interrupt Request Bit	0 : Interrupt not requested 1 : Interrupt requested	RW [(4)]
– (b7-b4)	Noting is assigned. When write, set to "0". When read, their contents are indeterminate.		–

NOTES:
1. To rewrite the interrupt control registers, do so at a point that does not generate the interrupt request for that register. For details, refer to **22.7 Interrupt**.
2. Use the IFSR07 bit in the IFSR0 register to select.
3. Use the IFSR06 bit in the IFSR0 register to select.
4. This bit can only be reset by writing "0" (Do not write "1").
5. Use the IFSR04 bit in the IFSR0 register to select.
   The S5IC register is only in the 128-pin version. In the 100-pin version, set the IFSR04 bit to "0" (Timer B5).
6. If the PCLK6 bit in the PCLKR register is set to "1", C01ERRIC/KUPIC register can be assigned in an address 004Dh, and the ADIC register can be assigned in an address 004Eh. (SFR location of the KUPIC register is changed from address 004Eh to address 004Dh.)
7. Use the IFSR05 bit in the IFSR0 register to select.
   The S6IC register is only in the 128-pin version. In the 100-pin version, set the IFSR05 bit to "0" (Timer B0).

Figure 9.3 Interrupt Control Registers (1)

Interrupt Control Register (1)

Symbol	Address	After Reset
INT3IC	0044h	XX00X000b
S4IC/INT5IC (6)	0048h	XX00X000b
S3IC/INT4IC (7)	0049h	XX00X000b
INT0IC to INT2IC	005Dh to 005Fh	XX00X000b
TA2IC/INT7IC (8)	0057h	XX00X000b
TA3IC/INT6IC (9)	0058h	XX00X000b
TB1IC/INT8IC (10)	005Bh	XX00X000b



Bit Symbol	Bit Name	Function	RW
ILVL0	Interrupt Priority Level Select Bit	b2 b1 b0 0 0 0 : Level 0 (interrupt disabled) 0 0 1 : Level 1 0 1 0 : Level 2 0 1 1 : Level 3 1 0 0 : Level 4 1 0 1 : Level 5 1 1 0 : Level 6 1 1 1 : Level 7	RW
ILVL1			RW
ILVL2			RW
IR	Interrupt Request Bit	0 : Interrupt not requested 1 : Interrupt requested	RW (2)
POL	Polarity Select Bit	0 : Selects falling edge (3) (4) (5) 1 : Selects rising edge	RW
– (b5)	Reserved Bit	Set to "0"	RW
– (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

NOTES:
1. To rewrite the interrupt control registers, do so at a point that does not generate the interrupt request for that register. For details, refer to **22.7 Interrupt**.
2. This bit can only be reset by writing "0" (Do not write "1").
3. If the IFSR10 to IFSR15 bits in the IFSR1 register and the IFSR23 to IFSR25 bits in the IFSR2 register are "1" (both edges), set the POL bit in the INT0IC to INT8IC register to "0" (falling edge). INT6IC to INT8IC registers are in the 128-pin version.
4. Set the POL bit in the S3IC register to "0" (falling edge) when the IFSR00 bit in the IFSR0 register = 1 and the IFSR16 bit in the IFSR1 register = 0 (SI/O3 selected).
5. Set the POL bit in the S4IC register to "0" (falling edge) when the IFSR03 bit in the IFSR0 register = 1 and the IFSR17 bit in the IFSR1 register = 0 (SI/O4 selected).
6. Use the IFSR17 bit in the IFSR1 register to select.
7. Use the IFSR16 bit in the IFSR1 register to select.
8. Use the IFSR20 bit in the IFSR2 register to select.
   The INT7IC register is only in the 128-pin version. In the 100-pin version, set the IFSR20 bit to "0" (Timer A2).
9. Use the IFSR21 bit in the IFSR2 register to select.
   The INT6IC register is only in the 128-pin version. In the 100-pin version, set the IFSR21 bit to "0" (Timer A3).
10. Use the IFSR22 bit in the IFSR2 register to select.
    The INT8IC register is only in the 128-pin version. In the 100-pin version, set the IFSR22 bit to "0" (Timer B1).

Figure 9.4 Interrupt Control Registers (2)

9.5.1 I Flag

The I flag enables or disables the maskable interrupt. Setting the I flag to "1" (enabled) enables the maskable interrupt. Setting the I flag to "0" (disabled) disables all maskable interrupts.

9.5.2 IR Bit

The IR bit is set to "1" (interrupt requested) when an interrupt request is generated. Then, when the interrupt request is accepted and the CPU branches to the corresponding interrupt vector, the IR bit is set to "0" (interrupt not requested).
The IR bit can be set to "0" in a program. Note that do not write "1" to this bit.

9.5.3 ILVL2 to ILVL0 Bits and IPL

Interrupt priority levels can be set using the ILVL2 to ILVL0 bits.
Table 9.3 shows the settings of interrupt priority levels and Table 9.4 shows the interrupt priority levels enabled by the IPL.

The following are conditions under which an interrupt is accepted:
· I flag = 1
· IR bit = 1
· interrupt priority level > IPL

The I flag, IR bit, ILVL2 to ILVL0 bits and IPL are independent of each other. In no case do they affect one another.

Table 9.3 Settings of Interrupt Priority Levels

ILVL2 to ILVL0 Bits	Interrupt Priority Level	Priority Order
000b	Level 0 (Interrupt disabled)	-
001b	Level 1	Low
010b	Level 2	↓
011b	Level 3	
100b	Level 4	
101b	Level 5	
110b	Level 6	
111b	Level 7	High

Table 9.4 Interrupt Priority Levels Enabled by IPL

IPL	Enabled Interrupt Priority Levels
000b	Interrupt levels 1 and above are enabled
001b	Interrupt levels 2 and above are enabled
010b	Interrupt levels 3 and above are enabled
011b	Interrupt levels 5 and above are enabled
100b	Interrupt levels 5 and above are enabled
101b	Interrupt levels 6 and above are enabled
110b	Interrupt levels 7 and above are enabled
111b	All maskable interrupts are disabled

9.5.4 Interrupt Sequence

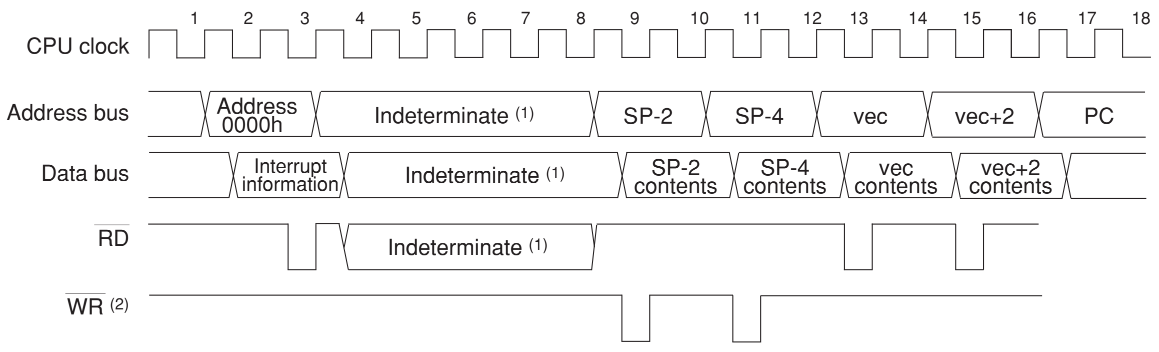
An interrupt sequence — what are performed over a period from the instant an interrupt is accepted to the instant the interrupt routine is executed — is described here.
If an interrupt request is generated during execution of an instruction, the processor determines its priority when the execution of the instruction is completed, and transfers control to the interrupt sequence from the next cycle. If an interrupt request is generated during execution of either the SMOVB, SMOVF, SSTR or RMPA instruction, the processor temporarily suspends the instruction being executed, and transfers control to the interrupt sequence.
The CPU behavior during the interrupt sequence is described below. Figure 9.5 shows time required for executing the interrupt sequence.

(1) The CPU obtains interrupt information (interrupt number and interrupt request level) by reading address 000000h. Then, the IR bit applicable to the interrupt information is set to "0" (interrupt requested).
(2) The FLG register, prior to an interrupt sequence, is saved to a temporary register (1) within the CPU.
(3) The I, D and U flags in the FLG register become as follows:
- The I flag is set to "0" (interrupt disabled)
- The D flag is set to "0" (single-step interrupt disabled)
- The U flag is set to "0" (ISP selected)

However, the U flag does not change state if an INT instruction for software interrupt Nos. 32 to 63 is executed.
(4) The temporary register within the CPU is saved to the stack.
(5) The PC is saved to the stack.
(6) The interrupt priority level of the acknowledged interrupt in IPL is set.
(7) The start address of the relevant interrupt routine set in the interrupt vector is stored in the PC.

After the interrupt sequence is completed, an instruction is executed from the starting address of the interrupt routine.

NOTE:
1. Temporary register cannot be modified by users.

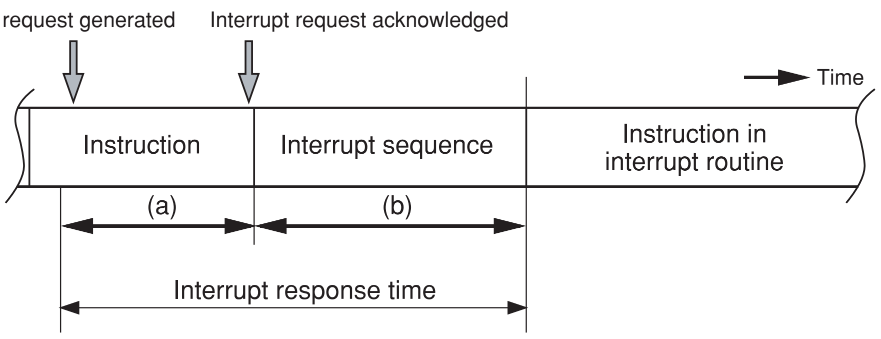


NOTES:
1. The indeterminate state depends on the instruction queue buffer.
A read cycle occurs when the instruction queue buffer is ready to accept instructions.
2. The $\overline{WR}$ signal timing shown here is for the case where the stack is located in the internal RAM.

Figure 9.5 Time Required for Executing Interrupt Sequence

9.5.5 Interrupt Response Time

Figure 9.6 shows the interrupt response time. The interrupt response or interrupt acknowledge time denotes a time from when an interrupt request is generated till when the first instruction in the interrupt routine is executed. Specifically, it consists of a time from when an interrupt request is generated till when the instruction then executing is completed ((a) on Figure 9.6) and a time during which the interrupt sequence is executed ((b) on Figure 9.6).


Interrupt request generated
Interrupt request acknowledged
Time
Instruction
Interrupt sequence
Instruction in interrupt routine
(a)
(b)
Interrupt response time

(a) A time from when an interrupt request is generated till when the instruction then executing is completed. The length of this time varies with the instruction being executed. The DIVX instruction requires the longest time, which is equal to 30 cycles (without wait state, the divisor being a register).
(b) A time during which the interrupt sequence is executed. For details, see the table below. Note, however, that the values in this table must be increased 2 cycles for the $\overline{\text{DBC}}$ interrupt and 1 cycle for the address match and single-step interrupts.

Interrupt Vector Address	SP Value	16-bit Bus, without Wait	8-bit Bus, without Wait
Even	Even	18 cycles	20 cycles
	Odd	19 cycles	
Odd	Even	19 cycles	
	Odd	20 cycles	

Figure 9.6 Interrupt response time

9.5.6 Variation of IPL when Interrupt Request is Accepted

When a maskable interrupt request is accepted, the interrupt priority level of the accepted interrupt is set in the IPL.
When a software interrupt or special interrupt request is accepted, one of the interrupt priority levels listed in Table 9.5 is set in the IPL. Table 9.5 shows the IPL values of software and special interrupts when they are accepted.

Table 9.5 IPL Level that is Set to IPL When A Software or Special Interrupt is Accepted

Interrupt Sources	Value that is Set to IPL
Oscillation Stop and Re-oscillation Detection, Watchdog Timer, $\overline{\text{NMI}}$	7
Software, Address Match, $\overline{\text{DBC}}$, Single-Step	Not changed

9.5.7 Saving Registers

In the interrupt sequence, the FLG register and PC are saved to the stack.
At this time, the 4 high-order bits of the PC and the 4 high-order (IPL) and 8 low-order bits in the FLG register, 16 bits in total, are saved to the stack first. Next, the 16 low-order bits of the PC are saved. Figure 9.7 shows the stack status before and after an interrupt request is accepted.
The other necessary registers must be saved in a program at the beginning of the interrupt routine. Use the PUSHM instruction, and all registers except SP can be saved with a single instruction.

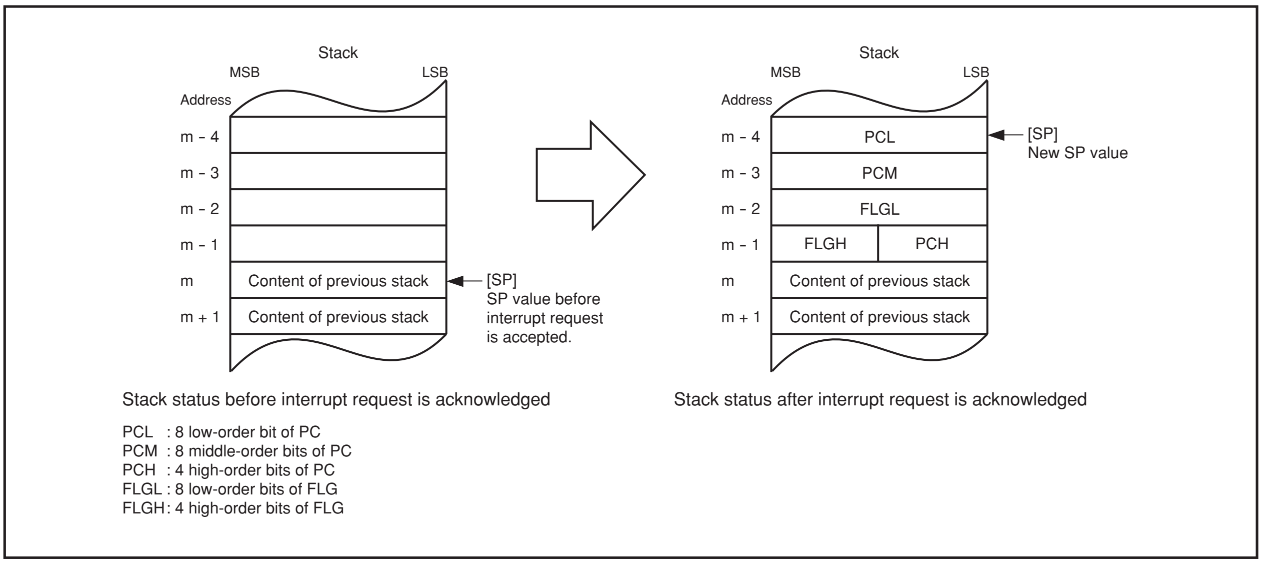

Stack
MSB
LSB
Address
m - 4
m - 3
m - 2
m - 1
m
m + 1
Content of previous stack
Content of previous stack
[SP]
SP value before interrupt request is accepted.
Stack status before interrupt request is acknowledged
PCL
PCM
FLGL
FLGH
PCH
[SP]
New SP value
Stack status after interrupt request is acknowledged
PCL : 8 low-order bit of PC
PCM : 8 middle-order bits of PC
PCH : 4 high-order bits of PC
FLGL : 8 low-order bits of FLG
FLGH: 4 high-order bits of FLG

Figure 9.7 Stack Status Before and After Acceptance of Interrupt Request

The operation of saving registers carried out in the interrupt sequence is dependent on whether the SP [(1)], at the time of acceptance of an interrupt request, is even or odd. If the SP (Note) is even, the FLG register and the PC are saved, 16 bits at a time. If odd, they are saved in two steps, 8 bits at a time. Figure 9.8 shows the operation of the saving registers.

NOTE:
1. When any INT instruction in software numbers 32 to 63 has been executed, this is the SP indicated by the U flag. Otherwise, it is the ISP.

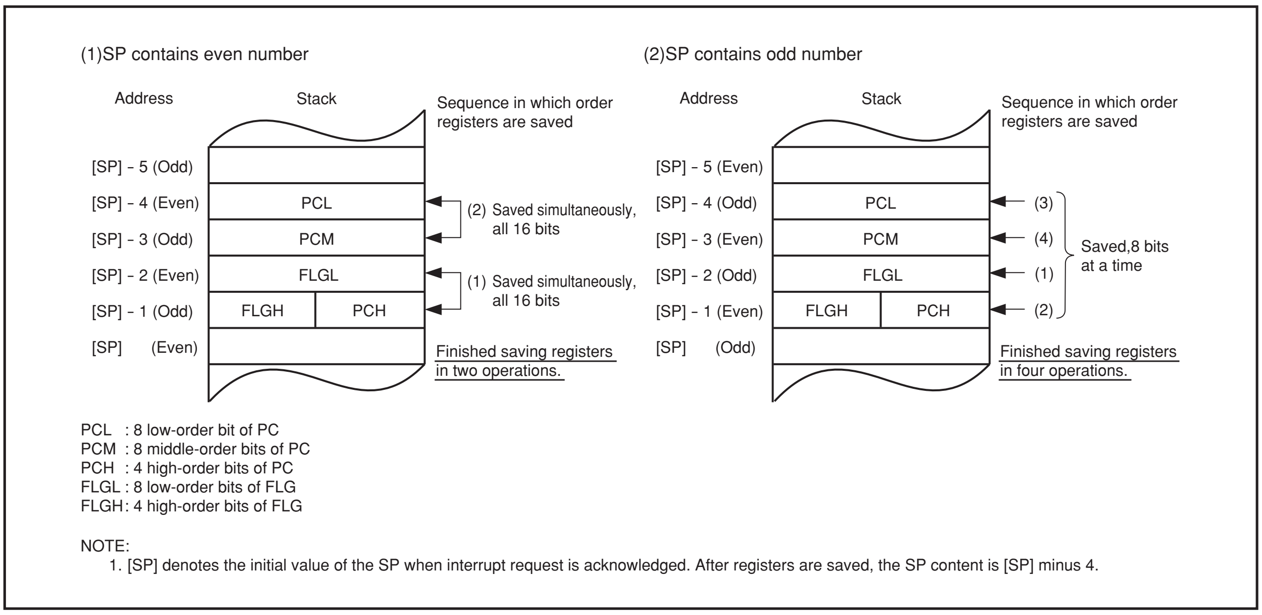

(1)SP contains even number
Address
Stack
Sequence in which order registers are saved
[SP] - 5 (Odd)
[SP] - 4 (Even)
[SP] - 3 (Odd)
[SP] - 2 (Even)
[SP] - 1 (Odd)
[SP] (Even)
PCL
PCM
FLGL
FLGH
PCH
(2) Saved simultaneously, all 16 bits
(1) Saved simultaneously, all 16 bits
Finished saving registers in two operations.
(2)SP contains odd number
[SP] - 5 (Even)
[SP] - 4 (Odd)
[SP] - 3 (Even)
[SP] - 2 (Odd)
[SP] - 1 (Even)
[SP] (Odd)
(3)
(4)
(1)
(2)
Saved,8 bits at a time
Finished saving registers in four operations.
PCL : 8 low-order bit of PC
PCM : 8 middle-order bits of PC
PCH : 4 high-order bits of PC
FLGL : 8 low-order bits of FLG
FLGH: 4 high-order bits of FLG
NOTE:
1. [SP] denotes the initial value of the SP when interrupt request is acknowledged. After registers are saved, the SP content is [SP] minus 4.

Figure 9.8 Operation of Saving Registers

9.5.8 Returning from an Interrupt Routine

The FLG register and PC in the state in which they were immediately before entering the interrupt sequence are restored from the stack by executing the REIT instruction at the end of the interrupt routine. Thereafter the CPU returns to the program which was being executed before accepting the interrupt request.
Return the other registers saved by a program within the interrupt routine using the POPM or similar instruction before executing the REIT instruction.

9.5.9 Interrupt Priority

If two or more interrupt requests are generated while executing one instruction, the interrupt request that has the highest priority is accepted.
For maskable interrupts (peripheral functions), any desired priority level can be selected using the ILVL2 to ILVL0 bits. However, if two or more maskable interrupts have the same priority level, their interrupt priority is resolved by hardware, with the highest priority interrupt accepted.
The watchdog timer and other special interrupts have their priority levels set in hardware. Figure 9.9 shows the priorities of hardware interrupts.
Software interrupts are not affected by the interrupt priority. If an instruction is executed, control branches invariably to the interrupt routine.

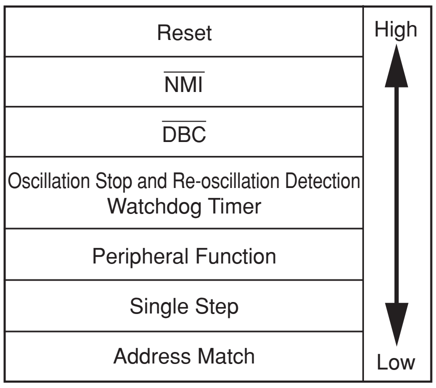
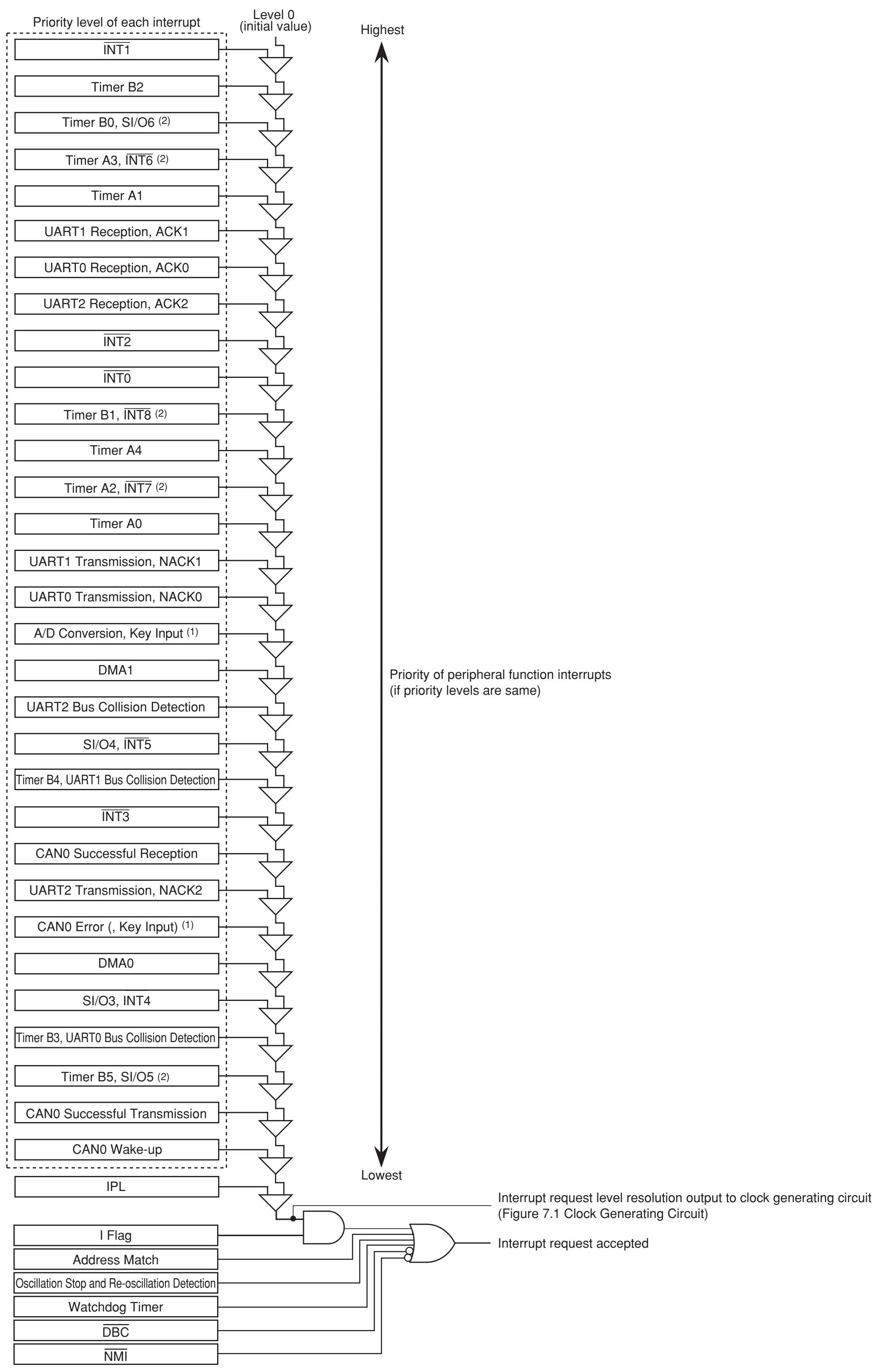


Figure 9.9 Hardware Interrupt Priority

9.5.10 Interrupt Priority Resolution Circuit

The interrupt priority resolution circuit is used to select the interrupt with the highest priority among those requested.
Figure 9.10 shows the circuit that judges the interrupt priority level.


Priority level of each interrupt
Level 0
(initial value)
Highest
INT1
Timer B2
Timer B0, SI/O6 (2)
Timer A3, INT6 (2)
Timer A1
UART1 Reception, ACK1
UART0 Reception, ACK0
UART2 Reception, ACK2
INT2
INT0
Timer B1, INT8 (2)
Timer A4
Timer A2, INT7 (2)
Timer A0
UART1 Transmission, NACK1
UART0 Transmission, NACK0
A/D Conversion, Key Input (1)
DMA1
UART2 Bus Collision Detection
SI/O4, INT5
Timer B4, UART1 Bus Collision Detection
INT3
CAN0 Successful Reception
UART2 Transmission, NACK2
CAN0 Error (, Key Input) (1)
DMA0
SI/O3, INT4
Timer B3, UART0 Bus Collision Detection
Timer B5, SI/O5 (2)
CAN0 Successful Transmission
CAN0 Wake-up
Priority of peripheral function interrupts
(if priority levels are same)
Lowest
IPL
Interrupt request level resolution output to clock generating circuit
(Figure 7.1 Clock Generating Circuit)
I Flag
Address Match
Oscillation Stop and Re-oscillation Detection
Watchdog Timer
DBC
NMI
Interrupt request accepted

NOTES:
1. If the PCLK6 bit in the PCLKR register is set to "1", the priority level of key input interrupt can be changed.
2. The SI/O5, SI/O6 and INT6 to INT8 registers are only in the 128-pin version.

Figure 9.10 Interrupts Priority Select Circuit

9.6 $\overline{\text{INT}}$ Interrupt

$\overline{\text{INTi}}$ interrupt (i = 0 to 8) (1) is triggered by the edges of external inputs. The edge polarity is selected using the IFSR10 to IFSR15 bits in the IFSR1 register and the IFSR23 to IFSR25 bits in the IFSR2 register. $\overline{\text{INT4}}$ share the interrupt vector and interrupt control register with SI/O3, $\overline{\text{INT5}}$ share with SI/O4, $\overline{\text{INT6}}$ share with Timer A3, $\overline{\text{INT7}}$ share with Timer A2, $\overline{\text{INT8}}$ share with Timer B1. To use the $\overline{\text{INT4}}$ to $\overline{\text{INT8}}$ interrupts (1), set the each bits as follows.

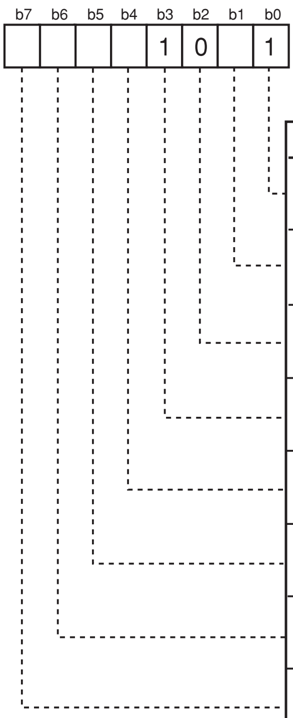
- To use the $\overline{\text{INT4}}$ interrupt: Set the IFSR16 bit in the IFSR1 register to “1” ($\overline{\text{INT4}}$).
- To use the $\overline{\text{INT5}}$ interrupt: Set the IFSR17 bit in the IFSR1 register to “1” ($\overline{\text{INT5}}$).
- To use the $\overline{\text{INT6}}$ interrupt: Set the IFSR21 bit in the IFSR2 register to “1” ($\overline{\text{INT6}}$). (1)
- To use the $\overline{\text{INT7}}$ interrupt: Set the IFSR20 bit in the IFSR2 register to “1” ($\overline{\text{INT7}}$). (1)
- To use the $\overline{\text{INT8}}$ interrupt: Set the IFSR22 bit in the IFSR2 register to “1” ($\overline{\text{INT8}}$). (1)

After modifying the IFSR16, IFSR17, IFSR20, IFSR21 and IFSR22 bits, set the corresponding IR bit to “0” (interrupt not requested) before enabling the interrupt.

NOTE:
1. $\overline{\text{INT6}}$ to $\overline{\text{INT8}}$ interrupts are only in the 128-pin version.

Figures 9.11 to 9.13 show the IFSR0, IFSR1 and IFSR2 registers.

Interrupt Request Cause Select Register 0



Symbol	Address	After Reset
IFSR0	01DEh	00h

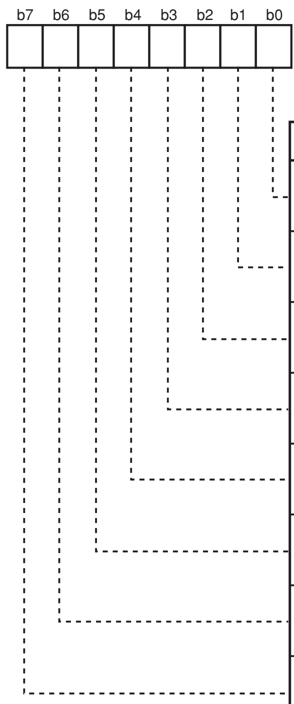
Bit Symbol	Bit Name	Function	RW
IFSR00	Interrupt Request Cause Select Bit	0 : Do not set a value 1 : SI/O3	RW
IFSR01	Interrupt Request Cause Select Bit (1)	0 : A/D conversion 1 : Key input	RW
IFSR02	Interrupt Request Cause Select Bit	0 : CAN0 wake-up or error 1 : Do not set a value	RW
IFSR03	Interrupt Request Cause Select Bit	0 : Do not set a value 1 : SI/O4	RW
IFSR04	Interrupt Request Cause Select Bit (2)	0 : Timer B5 1 : SI/O5	RW
IFSR05	Interrupt Request Cause Select Bit (3)	0 : Timer B0 1 : SI/O6	RW
IFSR06	Interrupt Request Cause Select Bit (4)	0 : Timer B3 1 : UART0 bus collision detection	RW
IFSR07	Interrupt Request Cause Select Bit (5)	0 : Timer B4 1 : UART1 bus collision detection	RW

NOTES:

1. When the PCLK6 bit in the PCLKR register = 0, A/D conversion and key input share the vector and interrupt control register. When using the A/D conversion interrupt, set the IFSR01 bit to "0" (A/D conversion). When using the key input interrupt, set the IFSR01 bit to "1" (key input).
2. Timer B5 and SI/O5 share the vector and interrupt control register. When using the timer B5 interrupt, set the IFSR04 bit to "0" (Timer B5). When using SI/O5 interrupt, set the IFSR04 bit to "1" (SI/O5). The SI/O5 interrupt is only in the 128-pin version. In the 100-pin version, set the IFSR04 bit to "0" (Timer B5).
3. Timer B0 and SI/O6 share the vector and interrupt control register. When using the timer B0 interrupt, set the IFSR05 bit to "0" (Timer B0). When using SI/O6 interrupt, set the IFSR05 bit to "1" (SI/O6). The SI/O6 interrupt is only in the 128-pin version. In the 100-pin version, set the IFSR05 bit to "0" (Timer B0).
4. Timer B3 and UART0 bus collision detection share the vector and interrupt control register.
   When using the timer B3 interrupt, set the IFSR06 bit to "0" (Tmer B3).
   When using UART0 bus collision detection, set the IFSR06 bit to "1" (UART0 bus collision detection).
5. Timer B4 and UART1 bus collision detection share the vector and interrupt control register.
   When using the timer B4 interrupt, set the IFSR07 bit to "0" (Timer B4).
   When using UART1 bus collision detection, set the IFSR07 bit to "1" (UART1 bus collision detection).

Figure 9.11 IFSR0 Register

Interrupt Request Cause Select Register 1



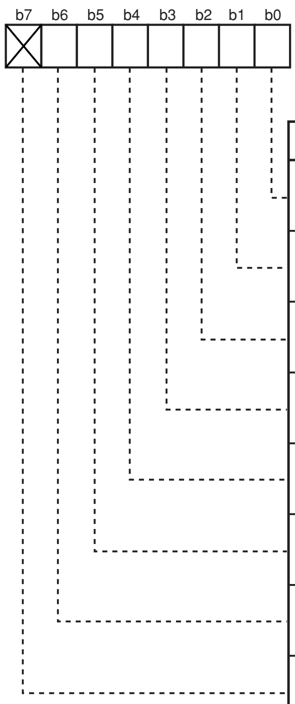
Symbol	Address	After Reset
IFSR1	01DFh	00h

Bit Symbol	Bit Name	Function	RW
IFSR10	INT0 Interrupt Polarity Switching Bit	0 : One edge 1 : Both edges [1]	RW
IFSR11	INT1 Interrupt Polarity Switching Bit	0 : One edge 1 : Both edges [1]	RW
IFSR12	INT2 Interrupt Polarity Switching Bit	0 : One edge 1 : Both edges [1]	RW
IFSR13	INT3 Interrupt Polarity Switching Bit	0 : One edge 1 : Both edges [1]	RW
IFSR14	INT4 Interrupt Polarity Switching Bit	0 : One edge 1 : Both edges [1]	RW
IFSR15	INT5 Interrupt Polarity Switching Bit	0 : One edge 1 : Both edges [1]	RW
IFSR16	Interrupt Request Cause Select Bit [2]	0 : SI/O3 [3] 1 : $\overline{\text{INT4}}$	RW
IFSR17	Interrupt Request Cause Select Bit [4]	0 : SI/O4 [5] 1 : $\overline{\text{INT5}}$	RW

NOTES:
1. When setting this bit to "1" (both edges), make sure the POL bit in the INT0IC to INT5IC register is set to "0" (falling edge).
2. SI/O3 and $\overline{\text{INT4}}$ share the vector and interrupt control register. When using SI/O3 interrupt, set the IFSR16 bit to "0" (SI/O3). When using $\overline{\text{INT4}}$ interrupt, set the IFSR16 bit to "1" ($\overline{\text{INT4}}$).
3. When setting this bit to "0" (SI/O3), make sure the IFSR00 bit in the IFSR0 register is set to "1" (SI/O3) simultaneously. And, make sure the POL bit in the S3IC register is set to "0" (falling edge).
4. SI/O4 and $\overline{\text{INT5}}$ share the vector and interrupt control register. When using SI/O4 interrupt, set the IFSR17 bit to "0" (SI/O4). When using $\overline{\text{INT5}}$ interrupt, set the IFSR17 bit to "1" ($\overline{\text{INT5}}$).
5. When setting this bit to "0" (SI/O4), make sure the IFSR03 bit in the IFSR0 register is set to "1" (SI/O4) simultaneously. And, make sure the POL bit in the S4IC register is set to "0" (falling edge).

Figure 9.12 IFSR1 Register

Interrupt Request Cause Select Register 2



Symbol	Address	After Reset
IFSR2	01CFh	X0000000b

Bit Symbol	Bit Name	Function	RW
IFSR20	Interrupt Request Cause Select Bit (2) (6)	0 : Timer A2 1 : $\overline{\text{INT7}}$	RW
IFSR21	Interrupt Request Cause Select Bit (3) (6)	0 : Timer A3 1 : $\overline{\text{INT6}}$	RW
IFSR22	Interrupt Request Cause Select Bit (4) (6)	0 : Timer B1 1 : $\overline{\text{INT8}}$	RW
IFSR23	INT6 Interrupt Polarity Switching Bit (1) (6)	0 : One edge 1 : Both edges	RW
IFSR24	INT7 Interrupt Polarity Switching Bit (1) (6)	0 : One edge 1 : Both edges	RW
IFSR25	INT8 Interrupt Polarity Switching Bit (1) (6)	0 : One edge 1 : Both edges	RW
IFSR26	Interrupt Request Cause Select Bit (5)	0 : CAN0 error 1 : key input	RW
- (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–

NOTES:

1. When setting this bit to "1" (both edges), make sure the POL bit in the INT6IC to INT8IC registers are set to "0" (falling edge). The INT6IC to INT8IC registers are only in the 128-pin version.
   In the 100-pin version, make sure the $\overline{\text{INT6}}$ to $\overline{\text{INT8}}$ interrupt polarity switching bitis set to "0" (falling edge).
2. Timer A2 and $\overline{\text{INT7}}$ share the vector and interrupt control register.
   When using the timer A2 interrupt, set the IFSR20 bit to "0" (Timer A2). When using $\overline{\text{INT7}}$ interrupt, set the IFSR20 bit to "1" ($\overline{\text{INT7}}$).
   The $\overline{\text{INT7}}$ interrupt is only in the 128-pin version. In the 100-pin version, set the IFSR20 bit to "0" (Timer A2).
3. Timer A3 and $\overline{\text{INT6}}$ share the vector and interrupt control register.
   When using the timer A3 interrupt, set the IFSR21 bit to "0" (Timer A3). When using $\overline{\text{INT6}}$ interrupt, set the IFSR21 bit to "1" ($\overline{\text{INT6}}$).
   The $\overline{\text{INT6}}$ interrupt is only in the 128-pin version. In the 100-pin version, set the IFSR21 bit to "0" (Timer A3).
4. Timer B1 and $\overline{\text{INT8}}$ share the vector and interrupt control register.
   When using the timer B1 interrupt, set the IFSR22 bit to "0" (Timer B1). When using $\overline{\text{INT8}}$ interrupt, set the IFSR22 bit to "1" ($\overline{\text{INT8}}$).
   The $\overline{\text{INT8}}$ interrupt is only in the 128-pin version. In the 100-pin version, set the IFSR22 bit to "0" (Timer B1).
5. When the PCLK6 bit in the PCLKR register = 1, CAN0 error and key input share the vector and interrupt control register. When using the CAN0 error interrupt, set the IFSR26 bit to "0" (CAN0 error). When using the key input interrupt, set the IFSR26 bit to "1" (key input).
6. When using the $\overline{\text{INT6}}$ to $\overline{\text{INT8}}$ interrupts, set these bits after settig the PU37 bit in the PUR3 register to "1".

Figure 9.13 IFSR2 Register

9.7 $\overline{\text{NMI}}$ Interrupt

An $\overline{\text{NMI}}$ interrupt request is generated when input on the $\overline{\text{NMI}}$ pin changes state from high to low. The $\overline{\text{NMI}}$ interrupt is a non-maskable interrupt.
The input level of this $\overline{\text{NMI}}$ interrupt input pin can be read by accessing the P8_5 bit in the P8 register.
This pin cannot be used as an input port.

9.8 Key Input Interrupt

Of P10_4 to P10_7, a key input interrupt request is generated when input on any of the P10_4 to P10_7 pins which has had the PD10_4 to PD10_7 bits in the PD10 register set to “0” (input) goes low. Key input interrupts can be used as a key-on wake up function, the function which gets the microcomputer out of wait or stop mode. However, if you intend to use the key input interrupt, do not use P10_4 to P10_7 as analog input ports. Figure 9.14 shows the block diagram of the key input interrupt. Note, however, that while input on any pin which has had the PD10_4 to PD10_7 bits set to “0” (input mode) is pulled low, inputs on all other pins of the port are not detected as interrupts.

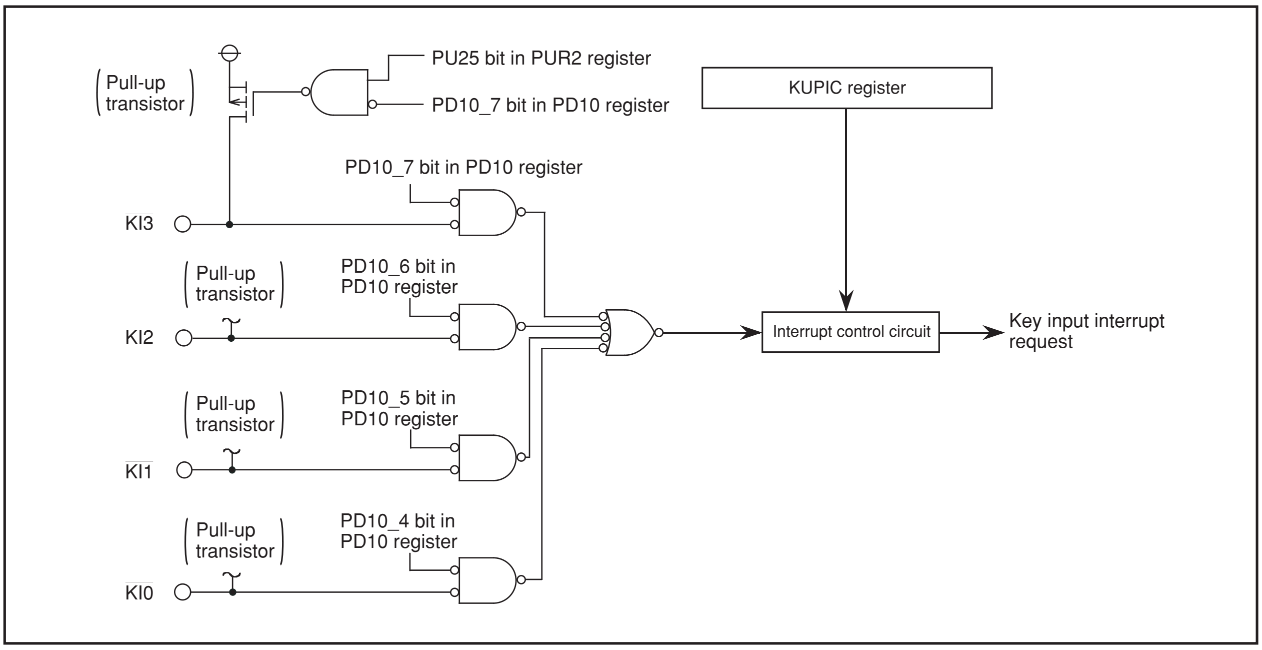

PU25 bit in PUR2 register
Pull-up transistor
PD10_7 bit in PD10 register
KUPIC register
PD10_7 bit in PD10 register
KI3
Pull-up transistor
PD10_6 bit in PD10 register
KI2
Interrupt control circuit
Key input interrupt request
Pull-up transistor
PD10_5 bit in PD10 register
KI1
Pull-up transistor
PD10_4 bit in PD10 register
KI0

Figure 9.14 Key Input Interrupt Block Diagram

9.9 CAN0 Wake-up Interrupt

CAN0 wake-up interrupt request is generated when a falling edge is input to CRX0. The CAN0 wake-up interrupt is enabled only when the PortEn bit = 1 (CTX/CRX function) and Sleep bit = 1 (Sleep mode enabled) in the C0CTLR register. Figure 9.15 shows the block diagram of the CAN0 wake-up interrupt. Please note that the wake-up message will be lost.

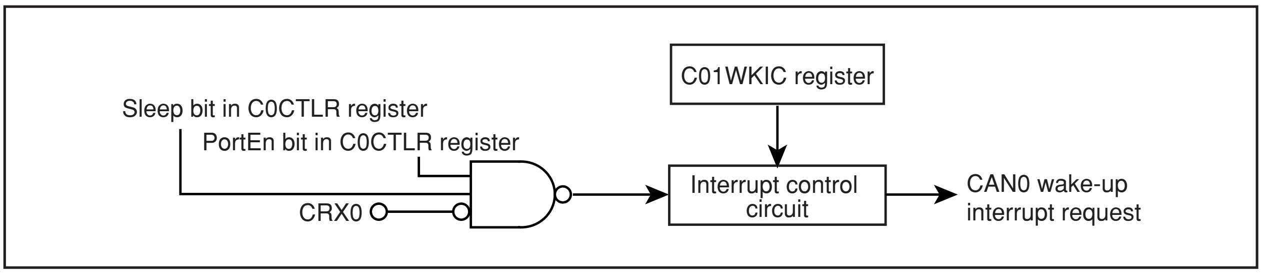

C01WKIC register
Sleep bit in C0CTLR register
PortEn bit in C0CTLR register
Interrupt control circuit
CAN0 wake-up interrupt request
CRX0

Figure 9.15 CAN0 Wake-up Interrupt Block Diagram

9.10 Address Match Interrupt

An address match interrupt request is generated immediately before executing the instruction at the address indicated by the RMADi register (i = 0 to 3). Set the start address of any instruction in the RMADi register. Use the AIER0 and AIER1 bits in the AIER register and the AIER20 and AIER21 bits in the AIER2 register to enable or disable the interrupt. Note that the address match interrupt is unaffected by the I flag and IPL. For address match interrupts, the value of the PC that is saved to the stack area varies depending on the instruction being executed (refer to **9.5.7 Saving Registers**). (The value of the PC that is saved to the stack area is not the correct return address.) Therefore, follow one of the methods described below to return from the address match interrupt.

• Rewrite the content of the stack and then use the REIT instruction to return.
• Restore the stack to its previous state before the interrupt request was accepted by using the POP or similar other instruction and then use a jump instruction to return.

Table 9.6 shows the value of the PC that is saved to the stack area when an address match interrupt request is accepted.
Table 9.7 shows the relationship between address match interrupt sources and associated registers.
Figure 9.16 shows the AIER, AIER2, and RMAD0 to RMAD3 registers.

Table 9.6 Value of PC That is Saved to Stack Area When Address Match Interrupt Request is Accepted

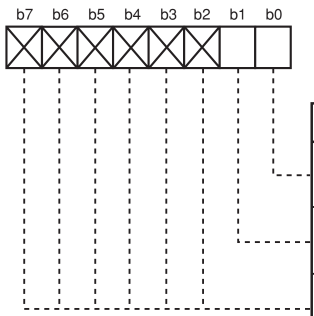
Instruction at Address Indicated by RMADi Register	Value of PC that is Saved to Stack Area
• 16-bit operation code • Instruction shown below among 8-bit operation code instructions ADD.B:S #IMM8,dest SUB.B:S #IMM8,dest AND.B:S #IMM8,dest OR.B:S #IMM8,dest MOV.B:S #IMM8,dest STZ.B:S #IMM8,dest STNZ.B:S #IMM8,dest STZX.B:S #IMM81,#IMM82,dest CMP.B:S #IMM8,dest PUSHM src POPM dest JMPS #IMM8 JSRS #IMM8 MOV.B:S #IMM,dest (However, dest = A0 or A1)	Address indicated by RMADi register + 2
Instructions other than the above	Address indicated by RMADi register + 1

Value of PC that is saved to stack area: Refer to **9.5.7 Saving Registers**.

Table 9.7 Relationship Between Address Match Interrupt Sources and Associated Registers

Address Match Interrupt Sources	Address Match Interrupt Enable Bit	Address Match Interrupt Register
Address Match Interrupt 0	AIER0	RMAD0
Address Match Interrupt 1	AIER1	RMAD1
Address Match Interrupt 2	AIER20	RMAD2
Address Match Interrupt 3	AIER21	RMAD3

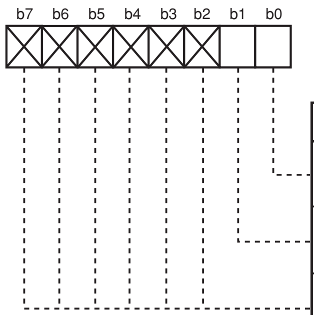
Address Match Interrupt Enable Register



Symbol	Address	After Reset
AIER	0009h	XXXXXX00b

Bit Symbol	Bit Name	Function	RW
AIER0	Address Match Interrupt 0 Enable Bit	0 : Interrupt disabled 1 : Interrupt enabled	RW
AIER1	Address Match Interrupt 1 Enable Bit	0 : Interrupt disabled 1 : Interrupt enabled	RW
- (b7-b2)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

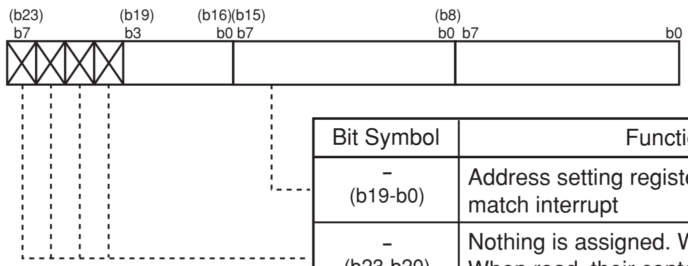
Address Match Interrupt Enable Register 2



Symbol	Address	After Reset
AIER2	01BBh	XXXXXX00b

Bit Symbol	Bit Name	Function	RW
AIER20	Address Match Interrupt 2 Enable Bit	0 : Interrupt disabled 1 : Interrupt enabled	RW
AIER21	Address Match Interrupt 3 Enable Bit	0 : Interrupt disabled 1 : Interrupt enabled	RW
- (b7-b2)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

Address Match Interrupt Register i (i = 0 to 3)



Symbol	Address	After Reset
RMAD0	0012h to 0010h	X00000h
RMAD1	0016h to 0014h	X00000h
RMAD2	01BAh to 01B8h	X00000h
RMAD3	01BEh to 01BCh	X00000h

Bit Symbol	Function	Setting Range	RW
- (b19-b0)	Address setting register for address match interrupt	00000h to FFFFFh	RW
- (b23-b20)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

Figure 9.16 AIER Register, AIER2 Register and RMAD0 to RMAD3 Registers

10. Watchdog Timer

The watchdog timer is the function of detecting when the program is out of control. Therefore, we recommend using the watchdog timer to improve reliability of a system. The watchdog timer contains a 15-bit counter which counts down the clock derived by dividing the CPU clock using the prescaler. Whether to generate a watchdog timer interrupt request or apply a watchdog timer reset as an operation to be performed when the watchdog timer underflows after reaching the terminal count can be selected using the PM12 bit in the PM1 register. The PM12 bit can only be set to "1" (watchdog timer reset). Once this bit is set to "1", it cannot be set to "0" (watchdog timer interrupt) in a program. Refer to **5.3 Watchdog Timer Reset** for details about watchdog timer reset.
When the main clock, on-chip oscillator clock or PLL clock is selected for CPU clock, the divide-by-n value for the prescaler can be selected to be 16 or 128. If a sub clock is selected for CPU clock, the divide-by-n value for the prescaler is always 2 no matter how the WDC7 bit is set. The period of watchdog timer can be calculated as given below. The period of watchdog timer is, however, subject to an error due to the prescaler.

With main clock, on-chip oscillator clock or PLL clock selected for CPU clock

$$\text{Watchdog timer period} = \frac{\text{Prescaler dividing (16 or 128)} \times \text{Watchdog timer count (32768)}}{\text{CPU clock}}$$

With sub clock selected for CPU clock

$$\text{Watchdog timer period} = \frac{\text{Prescaler dividing (2)} \times \text{Watchdog timer count (32768)}}{\text{CPU clock}}$$

For example, when CPU clock = 16 MHz and the divide-by-n value for the prescaler = 16, the watchdog timer period is approx. 32.8 ms.

The watchdog timer is initialized by writing to the WDTS register. The prescaler is initialized after reset. Note that the watchdog timer and the prescaler both are inactive after reset, so that the watchdog timer is activated to start counting by writing to the WDTS register.
In stop mode, wait mode and hold state, the watchdog timer and prescaler are stopped. Counting is resumed from the held value when the modes or state are released.
Figure 10.1 shows the block diagram of the watchdog timer. Figure 10.2 shows the watchdog timer-related registers.

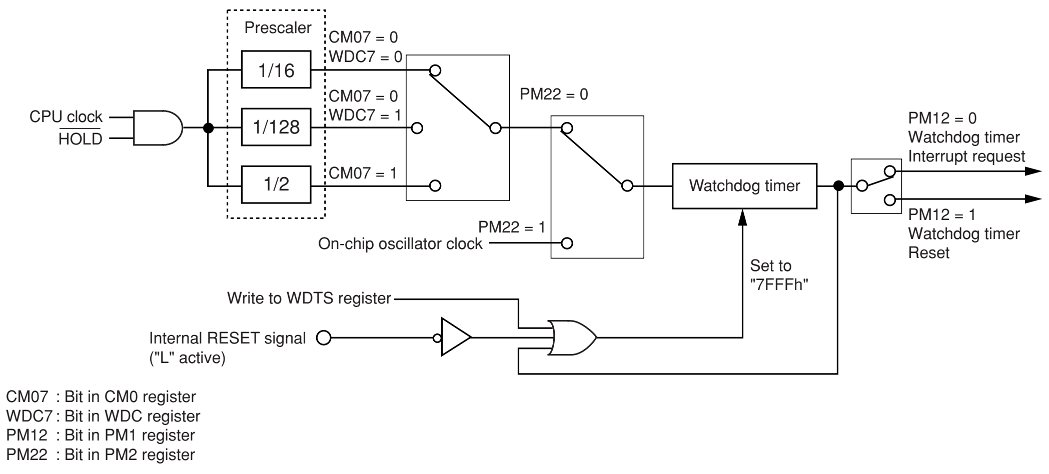
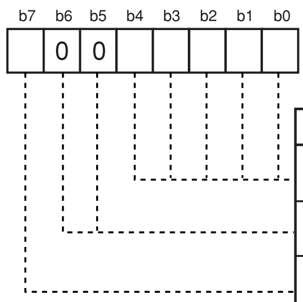


Figure 10.1 Watchdog Timer Block Diagram

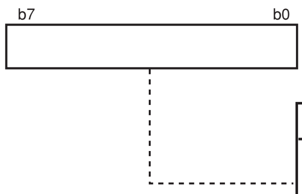
Watchdog Timer Control Register



Symbol	Address	After Reset
WDC	000Fh	00XXXXXXb

Bit Symbol	Bit Name	Function	RW
- (b4-b0)	High-order Bit of Watchdog Timer		RO
- (b6-b5)	Reserved Bit	Set to "0"	RW
WDC7	Prescaler Select Bit	0 : Divided by 16 1 : Divided by 128	RW

Watchdog Timer Start Register [(1)]



Symbol	Address	After Reset
WDTS	000Eh	Indeterminate

Function	RW
The watchdog timer is initialized and starts counting after a write instruction to this register. The watchdog timer value is always initialized to "7FFFh" regardless of whatever value is written.	WO

NOTE
1. Write to the WDTS register after the watchdog timer interrupt request is generated.

Figure 10.2 WDC Register and WDTS Register

10.1 Count Source Protective Mode

In this mode, a on-chip oscillator clock is used for the watchdog timer count source. The watchdog timer can be kept being clocked even when CPU clock stops as a result of runaway.
Before this mode can be used, the following register settings are required:
(1) Set the PRC1 bit in the PRCR register to “1” (enable writes to the PM1 and PM2 registers).
(2) Set the PM12 bit in the PM1 register to “1” (reset when the watchdog timer underflows).
(3) Set the PM22 bit in the PM2 register to “1” (on-chip oscillator clock used for the watchdog timer count source).
(4) Set the PRC1 bit in the PRCR register to “0” (disable writes to the PM1 and PM2 registers).
(5) Write to the WDTS register (watchdog timer starts counting).

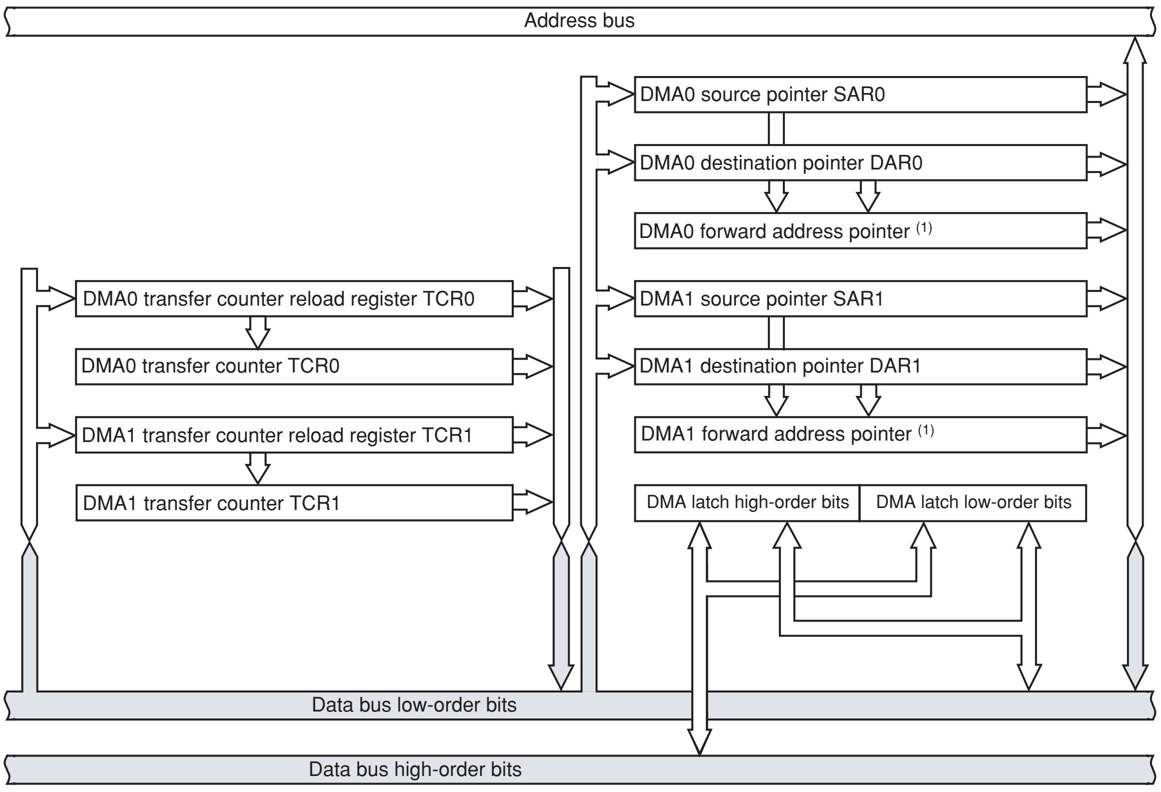
Setting the PM22 bit to “1” results in the following conditions:
• The on-chip oscillator starts oscillating, and the on-chip oscillator clock becomes the watchdog timer count source.

$$\text{Watchdog timer period} = \frac{\text{Watchdog timer count (32768)}}{\text{on-chip oscillator clock}}$$

• The CM10 bit in the CM1 register is disabled against write. (Writing a “1” has no effect, nor is stop mode entered.)
• The watchdog timer does not stop when in wait mode or hold state.

11. DMAC

The DMAC (Direct Memory Access Controller) allows data to be transferred without the CPU intervention. Two DMAC channels are included. Each time a DMA request occurs, the DMAC transfers one (8- or 16-bit) data from the source address to the destination address. The DMAC uses the same data bus as used by the CPU. Because the DMAC has higher priority of bus control than the CPU and because it makes use of a cycle steal method, it can transfer one word (16 bits) or one byte (8 bits) of data within a very short time after a DMA request is generated. Figure 11.1 shows the block diagram of the DMAC. Table 11.1 shows the DMAC specifications. Figures 11.2 to 11.4 show the DMAC related-registers.


Address bus
DMA0 source pointer SAR0
DMA0 destination pointer DAR0
DMA0 forward address pointer (1)
DMA0 transfer counter reload register TCR0
DMA0 transfer counter TCR0
DMA1 transfer counter reload register TCR1
DMA1 transfer counter TCR1
DMA1 source pointer SAR1
DMA1 destination pointer DAR1
DMA1 forward address pointer (1)
DMA latch high-order bits
DMA latch low-order bits
Data bus low-order bits
Data bus high-order bits

NOTE:
1. Pointer is incremented by a DMA request.

Figure 11.1 DMAC Block Diagram

A DMA request is generated by a write to the DSR bit in the DMiSL register (i = 0, 1), as well as by an interrupt request which is generated by any function specified by the DMS and DSEL3 to DSEL0 bits in the DMiSL register. However, unlike in the case of interrupt requests, DMA requests are not affected by the I flag and the interrupt control register, so that even when interrupt requests are disabled and no interrupt request can be accepted, DMA requests are always accepted. Furthermore, because the DMAC does not affect interrupts, the IR bit in the interrupt control register does not change state due to a DMA transfer.
A data transfer is initiated each time a DMA request is generated when the DMAE bit in the DMiCON register = 1 (DMA enabled). However, if the cycle in which a DMA request is generated is faster than the DMA transfer cycle, the number of transfer requests generated and the number of times data is transferred may not match. For details, refer to **11.4 DMA Request**.

Table 11.1 DMAC Specifications

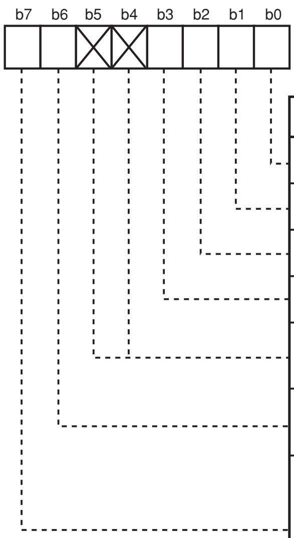
Item		Specification
No. of Channels		2 (cycle steal method)
Transfer Memory Space		• From any address in the 1-Mbyte space to a fixed address • From a fixed address to any address in the 1-Mbyte space • From a fixed address to a fixed address
Maximum No. of Bytes Transferred		128 Kbytes (with 16-bit transfer) or 64 Kbytes (with 8-bit transfer)
DMA Request Factors (1) (2)		Falling edge of $\overline{\text{INT0}}$ or $\overline{\text{INT1}}$ Both edge of $\overline{\text{INT0}}$ or $\overline{\text{INT1}}$ Timer A0 to timer A4 interrupt requests Timer B0 to timer B5 interrupt requests UART0 transfer, UART0 reception interrupt requests UART1 transfer, UART1 reception interrupt requests UART2 transfer, UART2 reception interrupt requests SI/O3, SI/O4 interrupt requests A/D conversion interrupt requests Software triggers
Channel Priority		DMA0 > DMA1 (DMA0 takes precedence)
Transfer Unit		8 bits or 16 bits
Transfer Address Direction		forward or fixed (The source and destination addresses cannot both be in the forward direction.)
Transfer Mode	Single Transfer	Transfer is completed when the DMAi transfer counter underflows after reaching the terminal count.
	Repeat Transfer	When the DMAi transfer counter underflows, it is reloaded with the value of the DMAi transfer counter reload register and a DMA transfer is continued with it.
DMA Interrupt Request Generation Timing		When the DMAi transfer counter underflowed
DMA Start Up		Data transfer is initiated each time a DMA request is generated when the The DMAE bit in the DMAiCON register = 1 (enabled).
DMA Shutdown	Single Transfer	• When the DMAE bit is set to “0” (disabled) • After the DMAi transfer counter underflows
	Repeat Transfer	When the DMAE bit is set to “0” (disabled)
Reload Timing for Forward Address Pointer and Transfer Counter		When a data transfer is started after setting the DMAE bit to “1” (enabled), the forward address pointer is reloaded with the value of the SARi or the DARi pointer whichever is specified to be in the forward direction and the DMAi transfer counter is reloaded with the value of the DMAi transfer counter reload register.

i = 0, 1

NOTES:

1. DMA transfer is not effective to any interrupt. DMA transfer is affected neither by the I flag nor by the interrupt control register.
2. The selectable causes of DMA requests differ with each channel.
3. Make sure that no DMAC-related registers (addresses 0020h to 003Fh) are accessed by the DMAC.

DMA0 Request Cause Select Register



Symbol	Address	After Reset
DM0SL	03B8h	00h

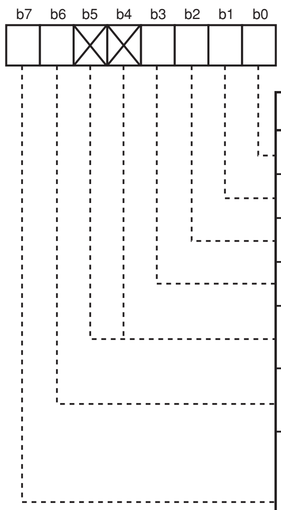
Bit Symbol	Bit Name	Function	RW
DSEL0	DMA Request Cause Select Bit	See **NOTE 1**	RW
DSEL1			RW
DSEL2			RW
DSEL3			RW
– (b5-b4)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		–
DMS	DMA Request Cause Expansion Select Bit	0 : Basic cause of request 1 : Extended cause of request	RW
DSR	Software DMA Request Bit	A DMA request is generated by setting this bit to "1" when the DMS bit is "0" (basic cause) and the DSEL3 to DSEL0 bits are "0001b" (software trigger). The value of this bit when read is "0".	RW

NOTE:
1. The causes of DMA0 requests can be selected by a combination of the DMS bit and the DSEL3 to DSEL0 bits in the manner described below.

DSEL3 to DSEL0 Bits	DMS = 0 (basic cause of request)	DMS = 1 (extended cause of request)
0000b	Falling edge of $\overline{\text{INT0}}$ pin	—
0001b	Software trigger	—
0010b	Timer A0	—
0011b	Timer A1	—
0100b	Timer A2	—
0101b	Timer A3	—
0110b	Timer A4	Two edges of $\overline{\text{INT0}}$ pin
0111b	Timer B0	Timer B3
1000b	Timer B1	Timer B4
1001b	Timer B2	Timer B5
1010b	UART0 transmit	—
1011b	UART0 receive	—
1100b	UART2 transmit	—
1101b	UART2 receive	—
1110b	A/D conversion	—
1111b	UART1 transmit	—

Figure 11.2 DM0SL Register

DMA1 Request Cause Select Register



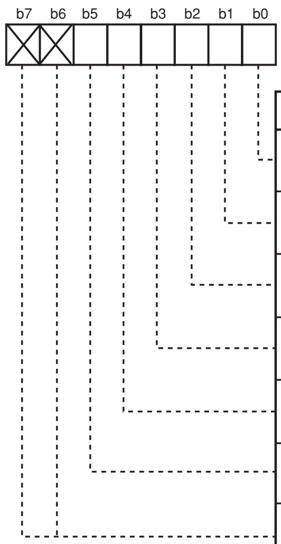
Symbol	Address	After Reset
DM1SL	03BAh	00h

Bit Symbol	Bit Name	Function	RW
DSEL0	DMA Request Cause Select Bit	See **NOTE 1**	RW
DSEL1			RW
DSEL2			RW
DSEL3			RW
- (b5-b4)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		-
DMS	DMA Request Cause Expansion Select Bit	0 : Basic cause of request 1 : Extended cause of request	RW
DSR	Software DMA Request Bit	A DMA request is generated by setting this bit to "1" when the DMS bit is "0" (basic cause) and the DSEL3 to DSEL0 bits are "0001b" (software trigger). The value of this bit when read is "0".	RW

NOTE:
1. The causes of DMA1 requests can be selected by a combination of the DMS bit and the DSEL3 to DSEL0 bits in the manner described below.

DSEL3 to DSEL0 Bits	DMS = 0 (basic cause of request)	DMS = 1 (extended cause of request)
0000b	Falling edge of $\overline{INT1}$ pin	—
0001b	Software trigger	—
0010b	Timer A0	—
0011b	Timer A1	—
0100b	Timer A2	—
0101b	Timer A3	SI/O3
0110b	Timer A4	SI/O4
0111b	Timer B0	Two edges of $\overline{INT1}$ pin
1000b	Timer B1	—
1001b	Timer B2	—
1010b	UART0 transmit	—
1011b	UART0 receive/ACK0	—
1100b	UART2 transmit	—
1101b	UART2 receive/ACK2	—
1110b	A/D conversion	—
1111b	UART1 transmit/ACK1	—

DMAi Control Register (i = 0, 1)



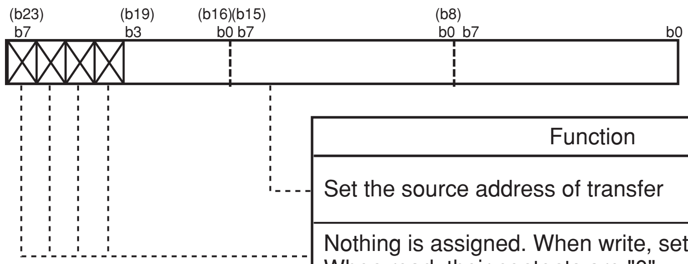
Symbol	Address	After Reset
DM0CON	002Ch	00000X00b
DM1CON	003Ch	00000X00b

Bit Symbol	Bit Name	Function	RW
DMBIT	Transfer Unit Bit Select Bit	0 : 16 bits 1 : 8 bits	RW
DMASL	Repeat Transfer Mode Select Bit	0 : Single transfer 1 : Repeat transfer	RW
DMAS	DMA Request Bit	0 : DMA not requested 1 : DMA requested	RW (1)
DMAE	DMA Enable Bit	0 : Disabled 1 : Enabled	RW
DSD	Source Address Direction Select Bit (2)	0 : Fixed 1 : Forward	RW
DAD	Destination Address Direction Select Bit (2)	0 : Fixed 1 : Forward	RW
- (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		-

NOTES:
1. The DMAS bit can be set to "0" by writing "0" in a program. (This bit remains unchanged even if "1" is written.)
2. At least one of the DAD and DSD bits must be "0" (address direction fixed).

Figure 11.3 DM1SL Register, DM0CON and DM1CON Registers

DMAi Source Pointer (i = 0, 1) (1)



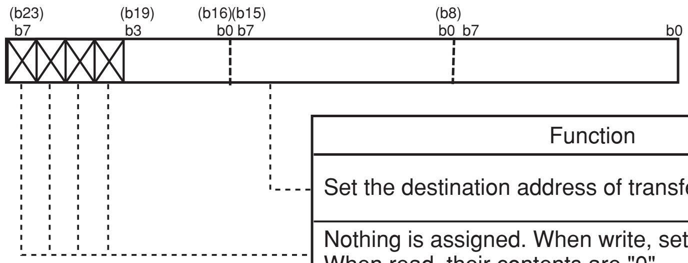
Symbol	Address	After Reset
SAR0	0022h to 0020h	Indeterminate
SAR1	0032h to 0030h	Indeterminate

Function	Setting Range	RW
Set the source address of transfer	00000h to FFFFFh	RW
Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

NOTE:

1. If the DSD bit in the DMiCON register is "0" (fixed), this register can only be written to when the DMAE bit in the DMiCON register is "0" (DMA disabled).
   If the DSD bit is "1" (forward direction), this register can be written to at any time.
   If the DSD bit is "1" and the DMAE bit is "1" (DMA enabled), the DMAi forward address pointer can be read from this register. Otherwise, the value written to it can be read.

DMAi Destination Pointer (i = 0, 1) (1)



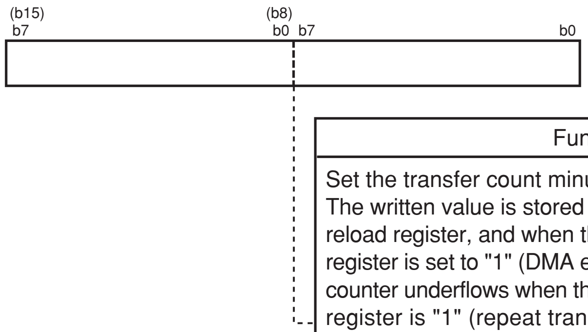
Symbol	Address	After Reset
DAR0	0026h to 0024h	Indeterminate
DAR1	0036h to 0034h	Indeterminate

Function	Setting Range	RW
Set the destination address of transfer	00000h to FFFFFh	RW
Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

NOTE:

1. If the DAD bit in the DMiCON register is "0" (fixed), this register can only be written to when the DMAE bit in the DMiCON register is "0" (DMA disabled).
   If the DAD bit is "1" (forward direction), this register can be written to at any time.
   If the DAD bit is "1" and the DMAE bit is "1" (DMA enabled), the DMAi forward address pointer can be read from this register. Otherwise, the value written to it can be read.

DMAi Transfer Counter (i = 0, 1)



Symbol	Address	After Reset
TCR0	0029h, 0028h	Indeterminate
TCR1	0039h, 0038h	Indeterminate

Function	Setting Range	RW
Set the transfer count minus 1. The written value is stored in the DMAi transfer counter reload register, and when the DMAE bit in the DMiCON register is set to "1" (DMA enabled) or the DMAi transfer counter underflows when the DMASL bit in the DMiCON register is "1" (repeat transfer), the value of the DMAi transfer counter reload register is transferred to the DMAi transfer counter. When read, the DMAi transfer counter is read.	0000h to FFFFh	RW

Figure 11.4 SAR0 and SAR1 Registers, DAR0 and DAR1 Registers, TCR0 and TCR1 Registers

11.1 Transfer Cycle

The transfer cycle consists of a memory or SFR read (source read) bus cycle and a write (destination write) bus cycle. The number of read and write bus cycles is affected by the source and destination addresses of transfer. The bus cycle itself is extended by a software wait.

11.1.1 Effect of Source and Destination Addresses

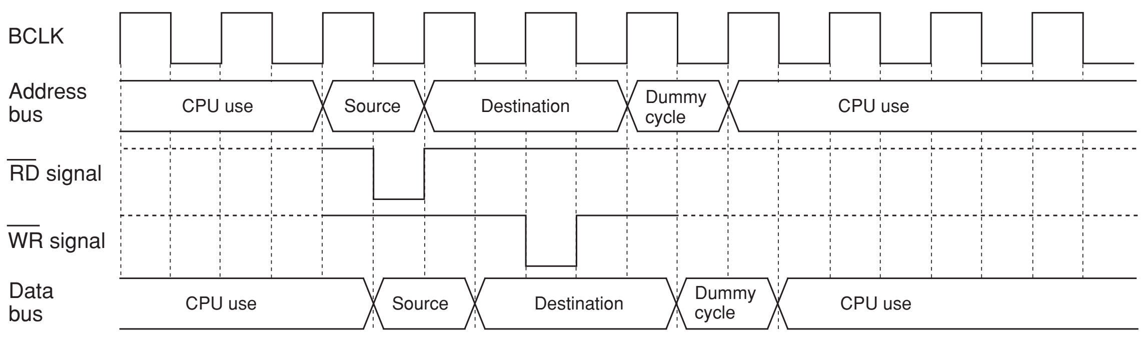
If the transfer unit and data bus both are 16 bits and the source address of transfer begins with an odd address, the source read cycle consists of one more bus cycle than when the source address of transfer begins with an even address.
Similarly, if the transfer unit and data bus both are 16 bits and the destination address of transfer begins with an odd address, the destination write cycle consists of one more bus cycle than when the destination address of transfer begins with an even address.

11.1.2 Effect of Software Wait

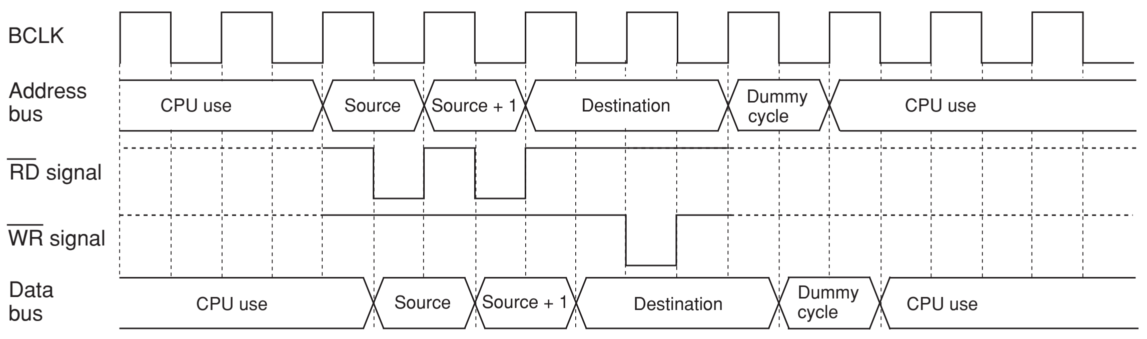
For memory or SFR accesses in which one or more software wait states are inserted, the number of bus cycles required for that access increases by an amount equal to software wait states.

Figure 11.5 shows the example of the cycles for a source read. For convenience, the destination write cycle is shown as one cycle and the source read cycles for the different conditions are shown. In reality, the destination write cycle is subject to the same conditions as the source read cycle, with the transfer cycle changing accordingly. When calculating transfer cycles, take into consideration each condition for the source read and the destination write cycle, respectively. For example, when data is transferred in 16- bit unit using an 8-bit bus ((2) on Figure 11.5), two source read bus cycles and two destination write bus cycles are required.

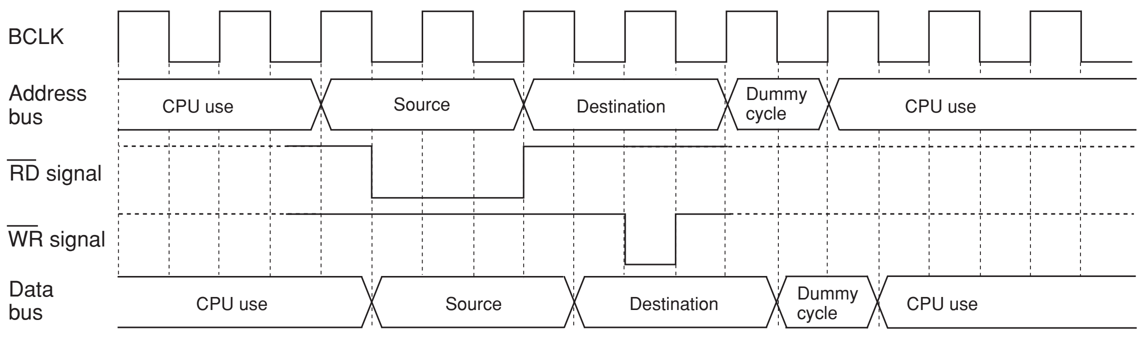
(1) When the transfer unit is 8 or 16 bits and the source of transfer is an even address



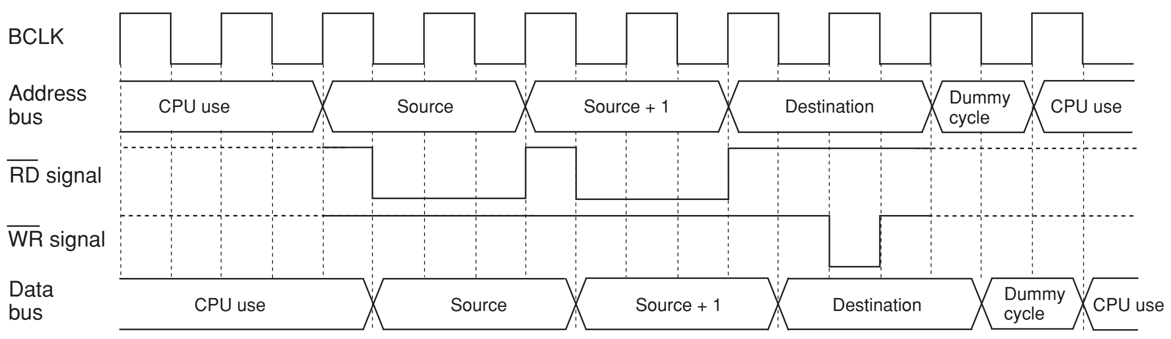
(2) When the transfer unit is 16 bits and the source address of transfer is an odd address, or when the transfer unit is 16 bits and an 8-bit bus is used



(3) When the source read cycle under condition (1) has one wait state inserted



(4) When the source read cycle under condition (2) has one wait state inserted



NOTE:
1. The same timing changes occur with the respective conditions at the destination as at the source.

Figure 11.5 Transfer Cycles for Source Read

11.2 DMA Transfer Cycles

Any combination of even or odd transfer read and write addresses is possible.
Table 11.2 shows the number of DMA transfer cycles. Table 11.3 shows the coefficient j, k.
The number of DMAC transfer cycles can be calculated as follows:

No. of transfer cycles per transfer unit = No. of read cycles $\times$ j + No. of write cycles $\times$ k

Table 11.2 DMA Transfer Cycles

Transfer Unit	Access Address	No. of Read Cycles	No. of Write Cycles
8-bit Transfer (DMBIT =1)	Even	1	1
	Odd	1	1
16-bit Transfer (DMBIT = 0)	Even	1	1
	Odd	2	2

Table 11.3 Coefficient j, k

	Internal ROM, RAM		SFR	
	No Wait	With Wait	1 Wait (1)	2 Waits (1)
j	1	2	2	3
k	1	2	2	3

NOTE:
1. Depends on the set value of the PM20 bit in the PM2 register.

11.3 DMA Enable

When a data transfer starts after setting the DMAE bit in the DMiCON register (i = 0, 1) to “1” (enabled), the DMAC operates as follows:

(1) Reload the forward address pointer with the SARi register value when the DSD bit in the DMiCON register is “1” (forward) or the DARi register value when the DAD bit in the DMiCON register is “1” (forward).

(2) Reload the DMAi transfer counter with the DMAi transfer counter reload register value.

If the DMAE bit is set to “1” again while it remains set, the DMAC performs the above operation. However, if a DMA request may occur simultaneously when the DMAE bit is being written, follow the steps below.

Step 1: Write “1” to the DMAE bit and DMAS bit in the DMiCON register simultaneously.

Step 2: Make sure that the DMAi is in an initial state as described above (1) and (2) in a program.

If the DMAi is not in an initial state, the above steps should be repeated.

11.4 DMA Request

The DMAC can generate a DMA request as triggered by the cause of request that is selected with the DMS and DSEL3 to DSEL0 bits in the DMiSL register (i = 0, 1) on either channel. Table 11.4 shows the timing at which the DMAS bit changes state.

Whenever a DMA request is generated, the DMAS bit is set to “1” (DMA requested) regardless of whether or not the DMAE bit is set. If the DMAE bit was set to “1” (enabled) when this occurred, the DMAS bit is set to “0” (DMA not requested) immediately before a data transfer starts. This bit cannot be set to “1” in a program (it can only be set to “0”).

The DMAS bit may be set to “1” when the DMS or the DSEL3 to DSEL0 bits change state. Therefore, always be sure to set the DMAS bit to “0” after changing the DMS or the DSEL3 to DSEL0 bits.

Because if the DMAE bit is “1”, a data transfer starts immediately after a DMA request is generated, the DMAS bit in almost all cases is “0” when read in a program. Read the DMAE bit to determine whether the DMAC is enabled.

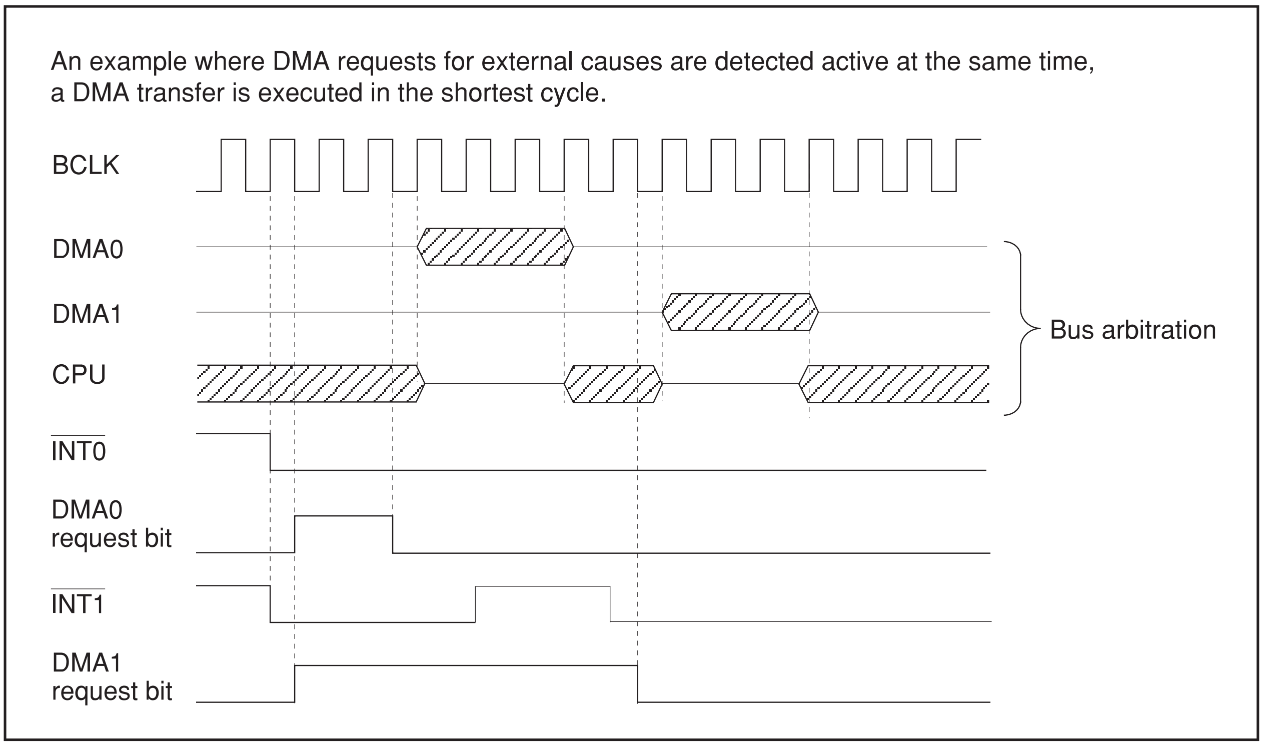
Table 11.4 Timing at Which DMAS bit Changes State

DMA Factor	DMAS Bit in DMiCON Register	
	Timing at which the bit is set to “1”	Timing at which the bit is set to “0”
Software Trigger	When the DSR bit in the DMiSL register is set to “1”	• Immediately before a data transfer starts • When set by writing “0” in a program
Peripheral Function	When the interrupt control register for the peripheral function that is selected by the DSEL3 to DSEL0 and DMS bits in the DMiSL register has its IR bit set to “1”.	

i = 0, 1

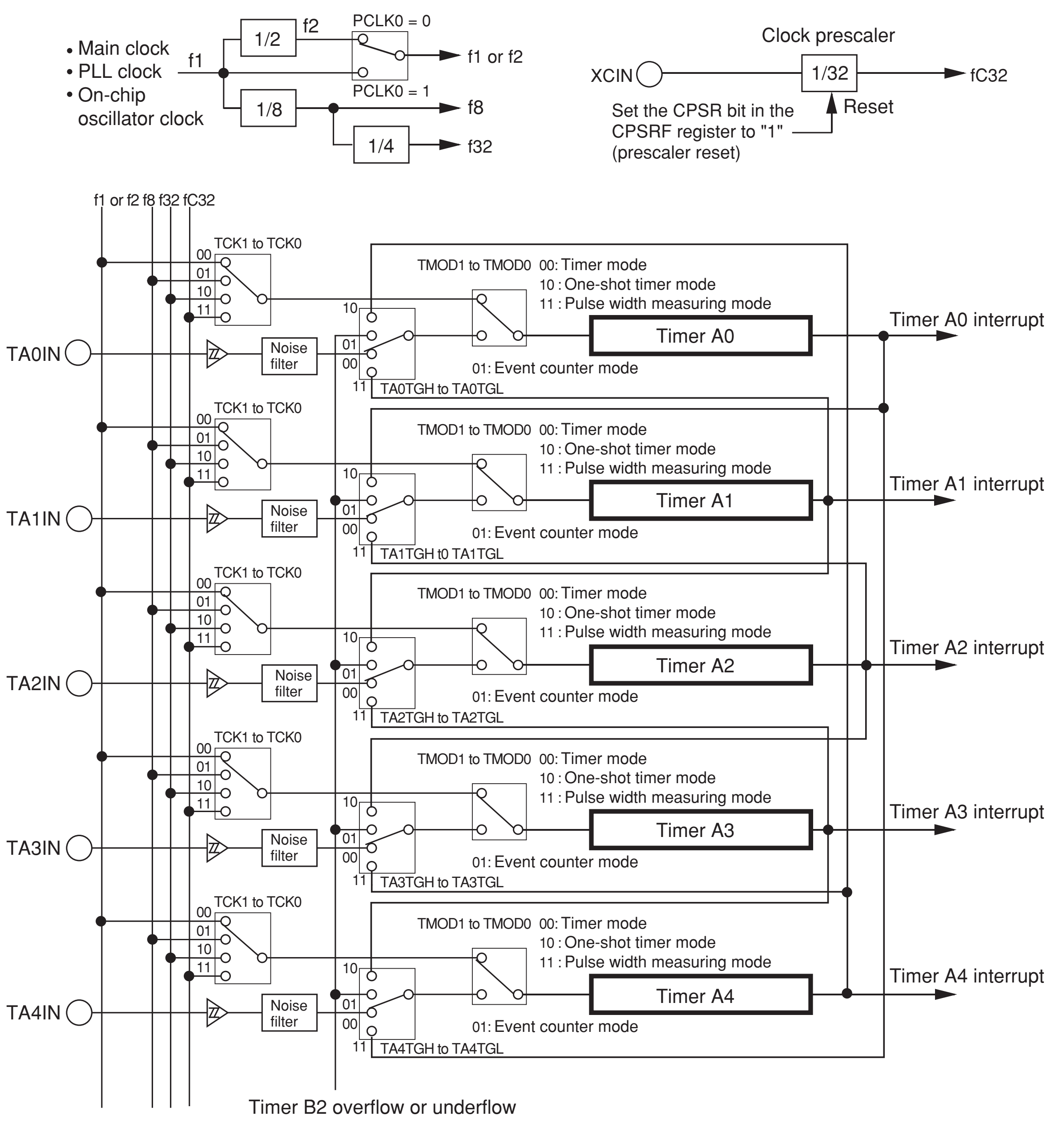
11.5 Channel Priority and DMA Transfer Timing

If both DMA0 and DMA1 are enabled and DMA transfer request signals from DMA0 and DMA1 are detected active in the same sampling period (one period from a falling edge to the next falling edge of BCLK), the DMAS bit on each channel is set to “1” (DMA requested) at the same time. In this case, the DMA requests are arbitrated according to the channel priority, DMA0 > DMA1.
The following describes DMAC operation when DMA0 and DMA1 requests are detected active in the same sampling period.
Figure 11.6 shows an example of DMA transfer effected by external factors.
In Figure 11.6, DMA0 request having priority is received first to start a transfer when a DMA0 request and DMA1 request are generated simultaneously. After one DMA0 transfer is completed, a bus arbitration is returned to the CPU. When the CPU has completed one bus access, a DMA1 transfer starts. After one DMA1 transfer is completed, the bus arbitration is again returned to the CPU.
In addition, DMA requests cannot be counted up since each channel has one DMAS bit. Therefore, when DMA requests, as DMA1 in Figure 11.6, occurs more than one time, the DMAS bit is set to “0” as soon as getting the bus arbitration. The bus arbitration is returned to the CPU when one transfer is completed.


An example where DMA requests for external causes are detected active at the same time, a DMA transfer is executed in the shortest cycle.
BCLK
DMA0
DMA1
CPU
$\overline{\text{INT0}}$
DMA0 request bit
$\overline{\text{INT1}}$
DMA1 request bit
Bus arbitration
Figure 11.6 DMA Transfer by External Factors

12. Timers

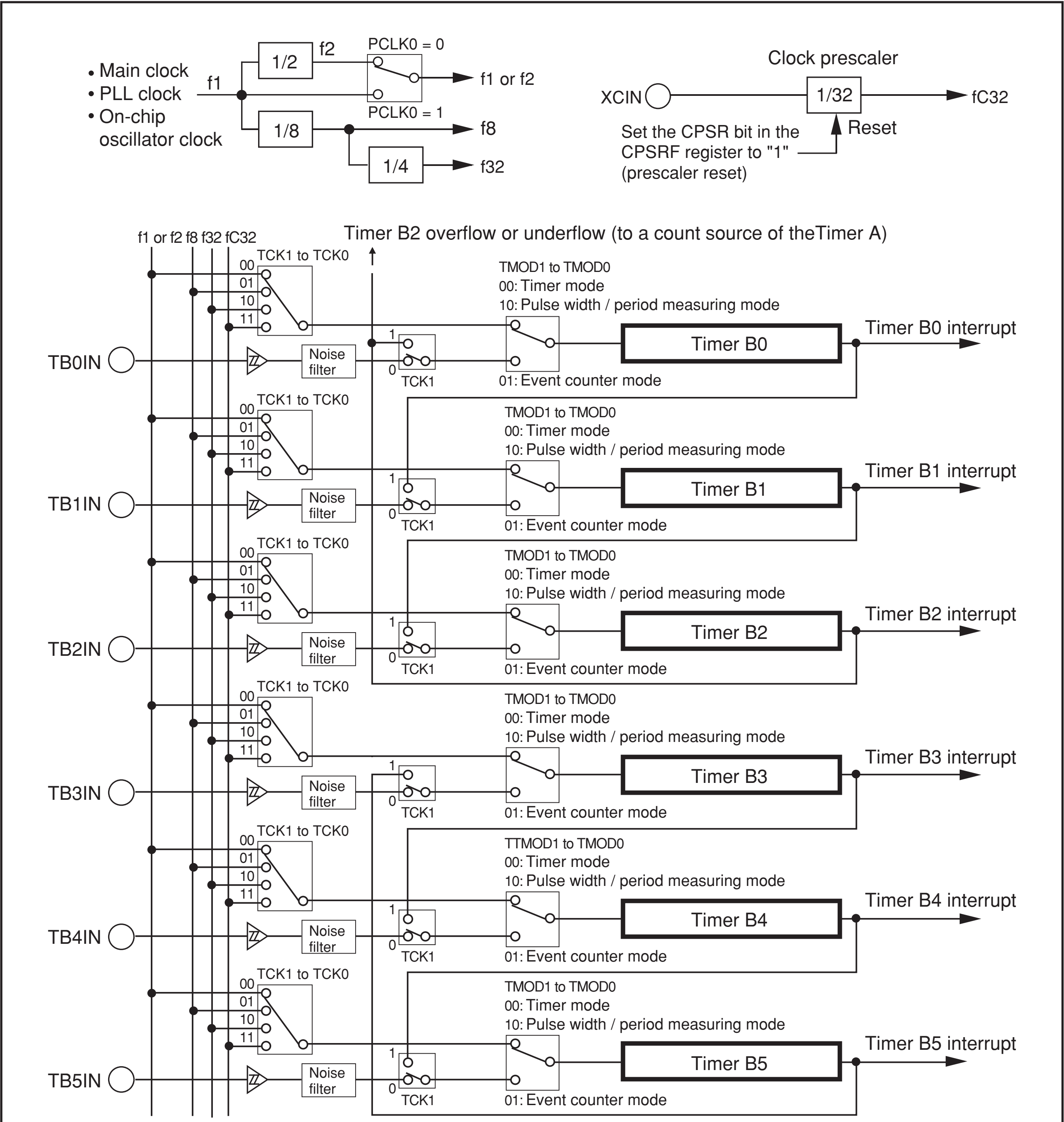
Eleven 16-bit timers, each capable of operating independently of the others, can be classified by function as either timer A (five) and timer B (six). The count source for each timer acts as a clock, to control such timer operations as counting, reloading, etc.
Figures 12.1 and 12.2 show block diagrams of Timer A and Timer B configuration, respectively.



PCLK0: Bit in PCLKR register
TCK1 to TCK0, TMOD1 to TMOD0: Bits in TAiMR register (i = 0 to 4)
TAiTGH to TAiTGL: Bits in ONSF register or TRGSR register

NOTE:
1. Be aware that TA0IN shares the pin with RXD2, SCL2 and TB5IN.

Figure 12.1 Timer A Configuration



PCLK0: Bit in PCLKR register
TCK1 to TCK0, TMOD1 to TMOD0: Bits in TBiMR register (i = 0 to 5)

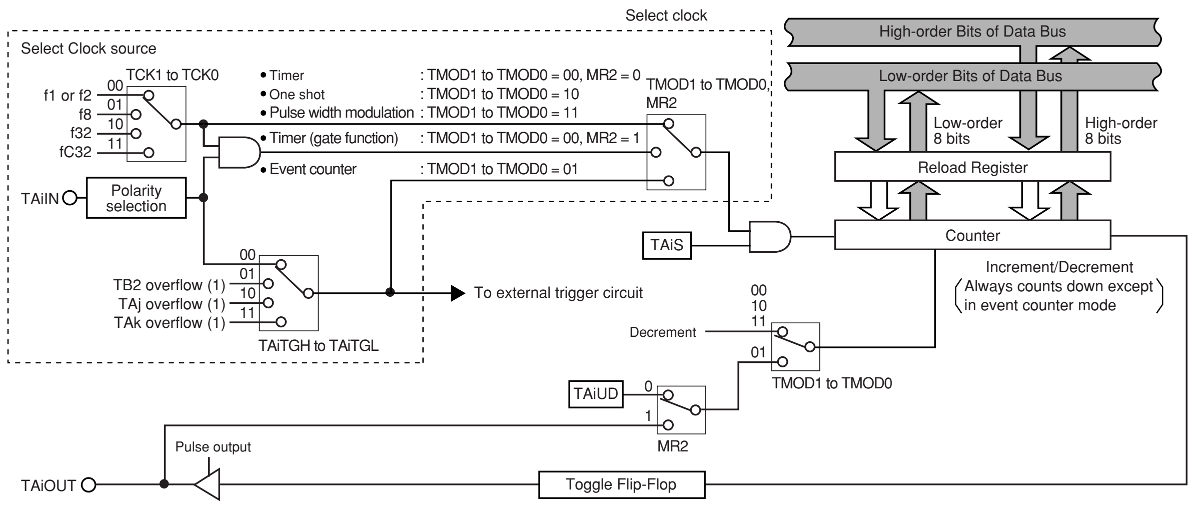
NOTE:
1. Be aware that TB5IN shares the pin with RXD2, SCL2 and TA0IN.

Figure 12.2 Timer B Configuration

12.1 Timer A

Figure 12.3 shows a block diagram of the timer A. Figures 12.4 to 12.6 show the timer A-related registers. The timer A supports the following four modes. Except in event counter mode, timers A0 to A4 all have the same function. Use the TMOD1 to TMOD0 bits in the TAiMR register (i = 0 to 4) to select the desired mode.

• Timer mode:	The timer counts an internal count source.
• Event counter mode:	The timer counts pulses from an external device or overflows and underflows of other timers.
• One-shot timer mode:	The timer outputs a pulse only once before it reaches the minimum count "0000h."
• Pulse width modulation mode:	The timer outputs pulses in a given width successively.


Select clock
Select Clock source
High-order Bits of Data Bus
Low-order Bits of Data Bus
TCK1 to TCK0
f1 or f2
f8
f32
fC32
00
01
10
11
• Timer : TMOD1 to TMOD0 = 00, MR2 = 0
• One shot : TMOD1 to TMOD0 = 10
• Pulse width modulation : TMOD1 to TMOD0 = 11
• Timer (gate function) : TMOD1 to TMOD0 = 00, MR2 = 1
• Event counter : TMOD1 to TMOD0 = 01
TMOD1 to TMOD0, MR2
Low-order 8 bits
High-order 8 bits
Reload Register
TAiIN
Polarity selection
TAiS
Counter
TB2 overflow (1)
TAj overflow (1)
TAk overflow (1)
TAiTGH to TAiTGL
To external trigger circuit
Increment/Decrement
Always counts down except in event counter mode
Decrement
00
10
11
01
TMOD1 to TMOD0
TAiUD
0
1
MR2
Pulse output
TAiOUT
Toggle Flip-Flop

TCK1 to TCK0, TMOD1 to TMOD0, MR2 to MR1: Bits in TAiMR register
TAiTGH to TAiTGL: Bits in ONSF register If i = 0, bits in TRGSR register if i = 1 to 4
TAiS: Bit in TABSR register
TAiUD: Bit in UDF register

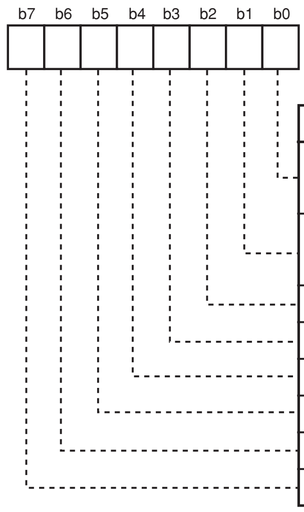
i = 0 to 4
j = i - 1except j = 4 when i = 0
k = i + 1 except k = 0 when i = 4

NOTE:
1. Overflow or underflow

TAi	Addresses	TAj	TAk
Timer A0	0387h - 0386h	Timer A4	Timer A1
Timer A1	0389h - 0388h	Timer A0	Timer A2
Timer A2	038Bh- 038Ah	Timer A1	Timer A3
Timer A3	038Dh- 038Ch	Timer A2	Timer A4
Timer A4	038Fh- 038Eh	Timer A3	Timer A0

Figure 12.3 Timer A Block Diagram

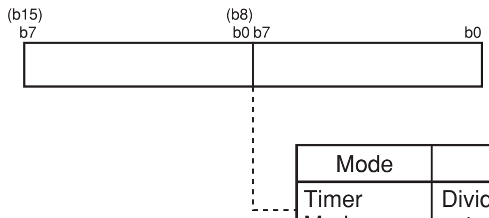
Timer Ai Mode Register (i = 0 to 4)



Symbol	Address	After Reset
TA0MR to TA4MR	0396h to 039Ah	00h

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 0 : Timer mode 0 1 : Event counter mode 1 0 : One-shot timer mode 1 1 : Pulse width modulation mode	RW
TMOD1			RW
MR0	Function varies with each operation mode		RW
MR1			RW
MR2			RW
MR3			RW
TCK0	Count Source Select Bit	Function varies with each operation mode	RW
TCK1			RW

Timer Ai Register (i = 0 to 4) (1)



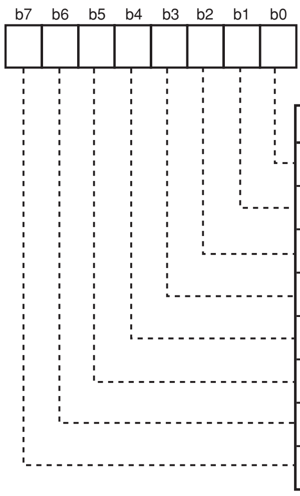
Symbol	Address	After Reset
TA0	0387h to 0386h	Indeterminate
TA1	0389h to 0388h	Indeterminate
TA2	038Bh to 038Ah	Indeterminate
TA3	038Dh to 038Ch	Indeterminate
TA4	038Fh to 038Eh	Indeterminate

Mode	Function	Setting Range	RW
Timer Mode	Divide the count source by n + 1 where n = set value	0000h to FFFFh	RW
Event Counter Mode	Divide the count source by FFFFh — n + 1 where n = set value when counting up or by n + 1 when counting down (2)	0000h to FFFFh	RW
One-shot Timer Mode	Divide the count source by n where n = set value and cause the timer to stop	0000h to FFFFh (3) (4)	WO
Pulse Width Modulation Mode (16-bit PWM)	Modify the pulse width as follows: PWM period: $(2^{16} - 1) / fj$ High level PWM pulse width: n / fj where n = set value, fj = count source frequency	0000h to FFFEh (4) (5)	WO
Pulse Width Modulation Mode (8-bit PWM)	Modify the pulse width as follows: PWM period: $(2^8 - 1) \times (m + 1)/ fj$ High level PWM pulse width: $(m + 1)n / fj$ where n = high-order address set value, m = low-order address set value, fj = count source frequency	00h to FEh (High-order address) 00h to FFh (Low-order address)	WO

NOTES:
1. The register must be accessed in 16-bit unit.
2. The timer counts pulses from an external device or overflows or underflows in other timers.
3. If the TAi register is set to "0000h", the counter does not work and timer Ai interrupt requests are not generated either. Furthermore, if "pulse output" is selected, no pulses are output from the TAiOUT pin.
4. Use the MOV instruction to write to the TAi register.
5. If the TAi register is set to "0000h", the pulse width modulator does not work, the output level on the TAiOUT pin remains low, and timer Ai interrupt requests are not generated either.
   The same applies when the 8 high-order bits in the TAi register are set to "00h" while operating as an 8-bit pulse width modulator.

Figure 12.4 TA0MR to TA4MR Registers and TA0 to TA4 Registers

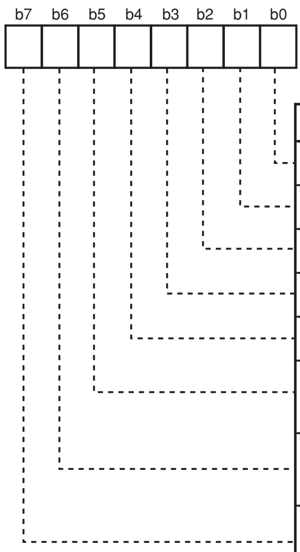
Count Start Flag



Symbol	Address	After Reset
TABSR	0380h	00h

Bit Symbol	Bit Name	Function	RW
TA0S	Timer A0 Count Start Flag	0 : Stops counting 1 : Starts counting	RW
TA1S	Timer A1 Count Start Flag		RW
TA2S	Timer A2 Count Start Flag		RW
TA3S	Timer A3 Count Start Flag		RW
TA4S	Timer A4 Count Start Flag		RW
TB0S	Timer B0 Count Start Flag		RW
TB1S	Timer B1 Count Start Flag		RW
TB2S	Timer B2 Count Start Flag		RW

Up/Down Flag (1)



Symbol	Address	After Reset
UDF	0384h	00h

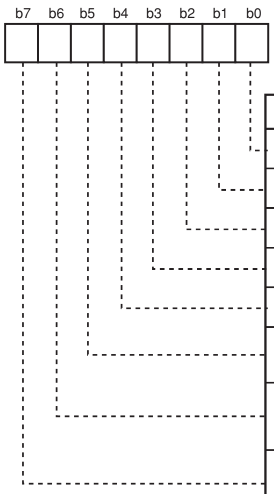
Bit Symbol	Bit Name	Function	RW
TA0UD	Timer A0 Up/Down Flag	0 : Down count 1 : Up count Enabled by setting the MR2 bit in the TAiMR register to "0" (= switching source in UDF register) during event counter mode.	RW
TA1UD	Timer A1 Up/Down Flag		RW
TA2UD	Timer A2 Up/Down Flag		RW
TA3UD	Timer A3 Up/Down Flag		RW
TA4UD	Timer A4 Up/Down Flag		RW
TA2P	Timer A2 Two-Phase Pulse Signal Processing Select Bit	0 : Two-phase pulse signal processing disabled 1 : Two-phase pulse signal processing enabled (2) (3)	WO
TA3P	Timer A3 Two-Phase Pulse Signal Processing Select Bit		WO
TA4P	Timer A4 Two-Phase Pulse Signal Processing Select Bit		WO

NOTES:

1. Use the MOV instruction to write to this register.
2. Make sure the port direction bits for the TA2IN to TA4IN and TA2OUT to TA4OUT pins are set to "0" (input mode).
3. When not using the two-phase pulse signal processing function, set the corresponding bit to timer A2 to timer A4 to "0".

Figure 12.5 TABSR Register and UDF Register

One-Shot Start Flag

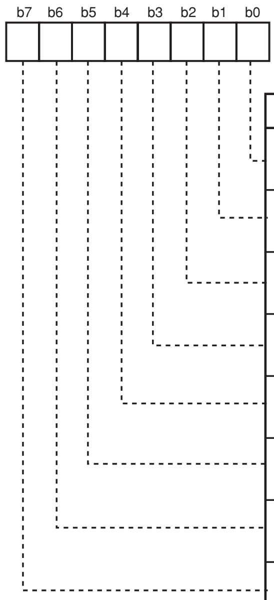


Symbol	Address	After Reset
ONSF	0382h	00h

Bit Symbol	Bit Name	Function	RW
TA0OS	Timer A0 One-Shot Start Flag	The timer starts counting by setting this bit to "1" while the TMOD1 to TMOD0 bits in the TAiMR register (i = 0 to 4) = 10b (one-shot timer mode) and the MR2 bit in the TAiMR register = 0 (TAiOS bit enabled). When read, its content is "0".	RW
TA1OS	Timer A1 One-Shot Start Flag		RW
TA2OS	Timer A2 One-Shot Start Flag		RW
TA3OS	Timer A3 One-Shot Start Flag		RW
TA4OS	Timer A4 One-Shot Start Flag		RW
TAZIE	Z-phase Input Enable Bit	0 : Z-phase input disabled 1 : Z-phase input enabled	RW
TA0TGL	Timer A0 Event/Trigger Select Bit	b7 b6 0 0 : Input on TA0IN is selected (1) 0 1 : TB2 is selected (2) 1 0 : TA4 is selected (2) 1 1 : TA1 is selected (2)	RW
TA0TGH			RW

NOTES:
1. Make sure the PD7_1 bit in the PD7 register is set to "0" (input mode).
2. Over flow or under flow.

Trigger Select Register

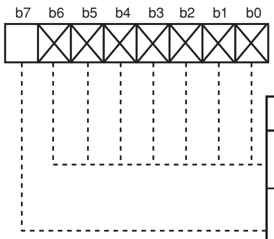


Symbol	Address	After Reset
TRGSR	0383h	00h

Bit Symbol	Bit Name	Function	RW
TA1TGL	Timer A1 Event/Trigger Select Bit	b1 b0 0 0 : Input on TA1IN is selected (1) 0 1 : TB2 is selected (2) 1 0 : TA0 is selected (2) 1 1 : TA2 is selected (2)	RW
TA1TGH			RW
TA2TGL	Timer A2 Event/Trigger Select Bit	b3 b2 0 0 : Input on TA2IN is selected (1) 0 1 : TB2 is selected (2) 1 0 : TA1 is selected (2) 1 1 : TA3 is selected (2)	RW
TA2TGH			RW
TA3TGL	Timer A3 Event/Trigger Select Bit	b5 b4 0 0 : Input on TA3IN is selected (1) 0 1 : TB2 is selected (2) 1 0 : TA2 is selected (2) 1 1 : TA4 is selected (2)	RW
TA3TGH			RW
TA4TGL	Timer A4 Event/Trigger Select Bit	b7 b6 0 0 : Input on TA4IN is selected (1) 0 1 : TB2 is selected (2) 1 0 : TA3 is selected (2) 1 1 : TA0 is selected (2)	RW
TA4TGH			RW

NOTES:
1. Make sure the port direction bits for the TA1IN to TA4IN pins are set to "0" (input mode).
2. Over flow or under flow.

Clock Prescaler Reset Flag



Symbol	Address	After Reset
CPSRF	0381h	0XXXXXXXb

Bit Symbol	Bit Name	Function	RW
— (b6-b0)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		—
CPSR	Clock Prescaler Reset Flag	Setting this bit to "1" initializes the prescaler for the timekeeping clock. (When read, its content is "0".)	RW

Figure 12.6 ONSF Register, TRGSR Register and CPSRF Register

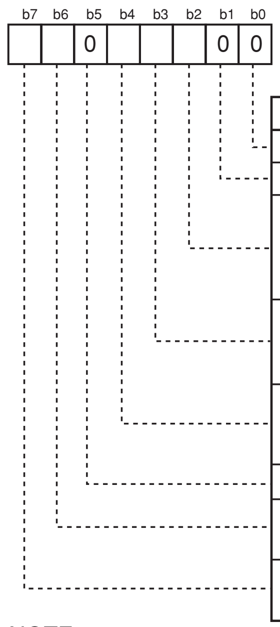
12.1.1 Timer Mode

In timer mode, the timer counts a count source generated internally. Table 12.1 lists specifications in timer mode. Figure 12.7 shows TAiMR register in timer mode.

Table 12.1 Specifications in Timer Mode

Item	Specification
Count Source	f1, f2, f8, f32, fC32
Count Operation	• Down-count • When the timer underflows, it reloads the reload register contents and continues counting
Divide Ratio	1/(n+1) n: set value of the TAi register 0000h to FFFFh
Count Start Condition	Set the TAiS bit in the TABSR register to "1" (start counting)
Count Stop Condition	Set the TAiS bit to "0" (stop counting)
Interrupt Request Generation Timing	Timer underflow
TAiIN Pin Function	I/O port or gate input
TAiOUT Pin Function	I/O port or pulse output
Read from Timer	Count value can be read by reading the TAi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to the TAi register is written to both reload register and counter • When counting (after 1st count source input) Value written to the TAi register is written to only reload register (Transferred to counter when reloaded next)
Select Function	• Gate function Counting can be started and stopped by an input signal to TAiIN pin • Pulse output function Whenever the timer underflows, the output polarity of TAiOUT pin is inverted. When TAiS bit is set to "0 " (stop counting), the pin outputs a low.

i = 0 to 4



Timer Ai Mode Register (i = 0 to 4)

Symbol	Address	After Reset
TA0MR to TA4MR	0396h to 039Ah	00h

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 0 : Timer mode	RW
TMOD1			RW
MR0	Pulse Output Function Select Bit	0 : Pulse is not output (TAiOUT pin is a normal port pin) 1 : Pulse is output (TAiOUT pin is a pulse output pin)	RW
MR1	Gate Function Select Bit	b4 b3 0 0 : } Gate function not available 0 1 : } (TAiIN pin functions as I/O port) 1 0 : Counts while input on the TAiIN pin is low (1) 1 1 : Counts while input on the TAiIN pin is high (1)	RW
MR2			RW
MR3	Set to "0" in timer mode		RW
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

NOTE:
1. The port direction bit for the TAiIN pin is set to "0" (input mode).

Figure 12.7 TA0MR to TA4MR Registers in Timer Mode

12.1.2 Event Counter Mode

In event counter mode, the timer counts pulses from an external device or overflows and underflows of other timers. Timers A2, A3 and A4 can count two-phase external signals. Table 12.2 lists specifications in event counter mode (when not processing two-phase pulse signal). Figure 12.8 shows TAiMR register in event counter mode (when not processing two-phase pulse signal). Table 12.3 lists specifications in event counter mode (when processing two-phase pulse signal with the timers A2, A3 and A4). Figure 12.9 shows TA2MR to TA4MR registers in event counter mode (when processing two-phase pulse signal with the timers A2, A3 and A4).

Table 12.2 Specifications in Event Counter Mode (when not processing two-phase pulse signal)

Item	Specification
Count Source	• External signals input to TAiIN pin (effective edge can be selected in program) • Timer B2 overflows or underflows, Timer Aj overflows or underflows, Timer Ak overflows or underflows
Count Operation	• Up-count or down-count can be selected by external signal or program • When the timer overflows or underflows, it reloads the reload register contents and continues counting. When operating in free-running mode, the timer continues counting without reloading.
Divided Ratio	1/ (FFFFh - n + 1) for up-count 1/ (n + 1) for down-count n : set value of the TAi register 0000h to FFFFh
Count Start Condition	Set the TAiS bit in the TABSR register to “1” (start counting)
Count Stop Condition	Set the TAiS bit to “0” (stop counting)
Interrupt Request Generation Timing	Timer overflow or underflow
TAiIN Pin Function	I/O port or count source input
TAiOUT Pin Function	I/O port, pulse output, or up/down-count select input
Read from Timer	Count value can be read by reading the TAi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to the TAi register is written to both reload register and counter • When counting (after 1st count source input) Value written to the TAi register is written to only reload register (Transferred to counter when reloaded next)
Select Function	• Free-run count function Even when the timer overflows or underflows, the reload register content is not reloaded to it • Pulse output function Whenever the timer underflows or underflows, the output polarity of TAiOUT pin is inverted. When TAiS bit is set to “0” (stop counting), the pin outputs a low.

i = 0 to 4
j = i - 1, except j = 4 if i = 0
k = i + 1, except k = 0 if i = 4

Timer Ai Mode Register (i = 0 to 4)
(When not using two-phase pulse signal processing)

b7	b6	b5	b4	b3	b2	b1	b0
		0				0	1

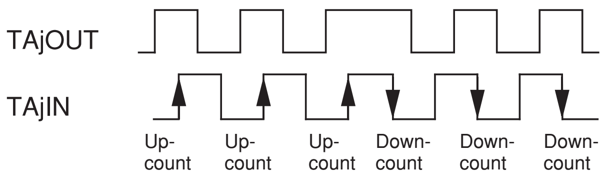
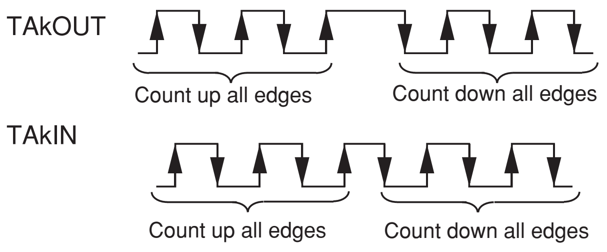
Symbol	Address	After Reset
TA0MR to TA4MR	0396h to 039Ah	00h

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 1 : Event counter mode (1)	RW
TMOD1			RW
MR0	Pulse Output Function Select Bit	0 : Pulse is not output (TAiOUT pin functions as I/O port) 1 : Pulse is output (TAiOUT pin functions as pulse output pin)	RW
MR1	Count Polarity Select Bit (2)	0 : Counts falling edge of external signal 1 : Counts rising edge of external signal	RW
MR2	Up/Down Switching Cause Select Bit	0 : UDF register 1 : Input signal to TAiOUT pin (3)	RW
MR3	Set to "0" in event counter mode		RW
TCK0	Count Operation Type Select Bit	0 : Reload type 1 : Free-run type	RW
TCK1	Can be "0" or "1" when not using two-phase pulse signal processing.		RW

NOTES:
1. During event counter mode, the count source can be selected using the ONSF and TRGSR registers.
2. Effective when the TAiTGH and TAiTGL bits in the ONSF or TRGSR register are "00b" (TAiIN pin input).
3. Count down when input on TAiOUT pin is low or count up when input on that pin is high. The port direction bit for TAiOUT pin is set to "0" (input mode).

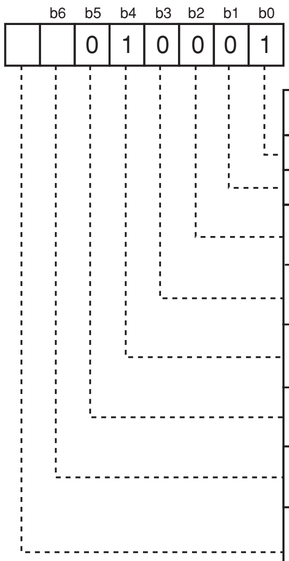
Figure 12.8 TA0MR to TA4MR Registers in Event Counter Mode (when not using two-phase pulse signal processing)

Table 12.3 Specifications in Event Counter Mode (when processing two-phase pulse signal with timers A2, A3 and A4)

Item	Specification
Count Source	• Two-phase pulse signals input to TAiIN or TAiOUT pins
Count Operation	• Up-count or down-count can be selected by two-phase pulse signal • When the timer overflows or underflows, it reloads the reload register contents and continues counting. When operating in free-running mode, the timer continues counting without reloading.
Divide Ratio	1/ (FFFFh - n + 1) for up-count 1/ (n + 1) for down-count n : set value of the TAi register 0000h to FFFFh
Count Start Condition	Set the TAiS bit in the TABSR register to “1” (start counting)
Count Stop Condition	Set the TAiS bit to “0” (stop counting)
Interrupt Request Generation Timing	Timer overflow or underflow
TAiIN Pin Function	Two-phase pulse input
TAiOUT Pin Function	Two-phase pulse input
Read from Timer	Count value can be read by reading the TAi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to TAi register is written to both reload register and counter • When counting (after 1st count source input) Value written to TAi register is written to reload register (Transferred to counter when reloaded next)
Select Function [(1)]	• Normal processing operation (timer A2 and timer A3) The timer counts up rising edges or counts down falling edges on TAjIN pin when input signals on TAjOUT pin is “H”.  TAjOUT TAjIN Up-count Up-count Up-count Down-count Down-count Down-count • Multiply-by-4 processing operation (timer A3 and timer A4) If the phase relationship is such that TAkIN pin goes “H” when the input signal on TAkOUT pin is “H”, the timer counts up rising and falling edges on TAkOUT and TAkIN pins. If the phase relationship is such that TAkIN pin goes “L” when the input signal on TAkOUT pin is “H”, the timer counts down rising and falling edges on TAkOUT and TAkIN pins.  TAkOUT Count up all edges Count down all edges TAkIN Count up all edges Count down all edges • Counter initialization by Z-phase input (timer A3) The timer count value is initialized to “0” by Z-phase input.

i = 2 to 4
j = 2, 3
k = 3, 4
NOTE:
1. Only timer A3 is selectable. Timer A2 is fixed to normal processing operation, and timer A4 is fixed to multiply-by-4 processing operation.

Timer Ai Mode Register (i = 2 to 4)
(When using two-phase pulse signal processing)



Symbol	Address	After Reset
TA2MR to TA4MR	0398h to 039Ah	00h

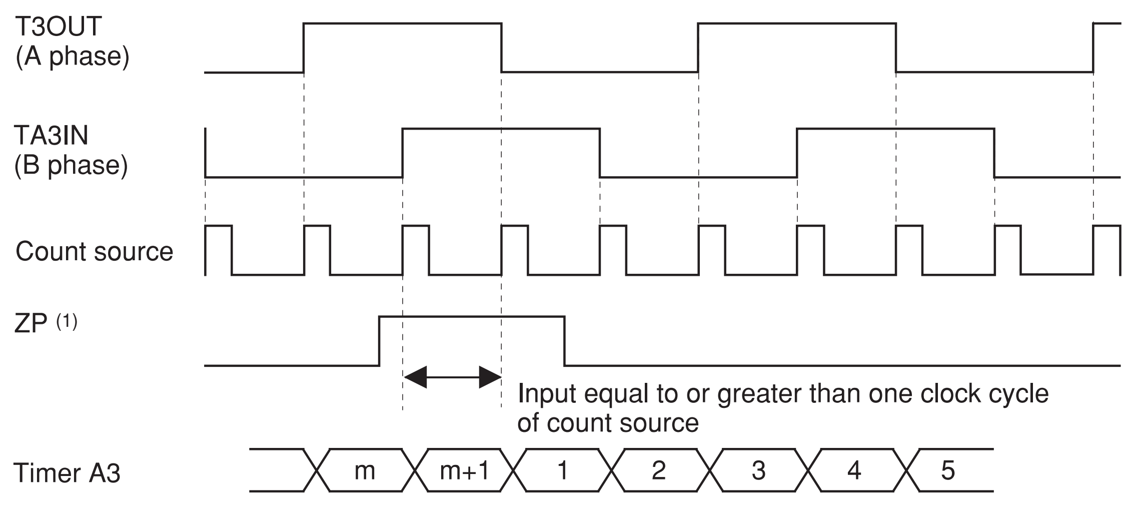
Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 1 : Event counter mode	RW
TMOD1			RW
MR0	To use two-phase pulse signal processing, set this bit to "0".		RW
MR1			RW
MR2	To use two-phase pulse signal processing, set this bit to "1".		RW
MR3	To use two-phase pulse signal processing, set this bit to "0".		RW
TCK0	Count Operation Type Select Bit	0 : Reload type 1 : Free-run type	RW
TCK1	Two-Phase Pulse Signal Processing Operation Select Bit (1) (2)	0 : Normal processing operation 1 : Multiply-by-4 processing operation	RW

NOTES:
1. The TCK1 bit is valid for the TA3MR register. No matter how this bit is set, timers A2 and A4 always operate in normal processing mode and x4 processing mode, respectively.
2. If two-phase pulse signal processing is desired, following register settings are required:
   - Set the TAiP bit in the UDF register to "1" (two-phase pulse signal processing function enabled).
   - Set the TAiTGH and TAiTGL bits in the TRGSR register to "00b" (TAiIN pin input).
   - Set the port direction bits for TAiIN and TAiOUT to "0" (input mode).

Figure 12.9 TA2MR to TA4MR Registers in Event Counter Mode (when using two-phase pulse signal processing with timer A2, A3 or A4)

12.1.2.1 Counter Initialization by Two-Phase Pulse Signal Processing

This function initializes the timer count value to “0” by Z-phase (counter initialization) input during two-phase pulse signal processing.
This function can only be used in timer A3 event counter mode during two-phase pulse signal processing, free-running type, x4 processing, with Z-phase entered from the ZP pin.
Counter initialization by Z-phase input is enabled by writing “0000h” to the TA3 register and setting the TAZIE bit in the ONSF register to “1” (Z-phase input enabled).
Counter initialization is accomplished by detecting Z-phase input edge. The active edge can be selected to be the rising or falling edge by using the POL bit in the INT2IC register. The Z-phase pulse width applied to the $\overline{\text{INT2}}$ pin must be equal to or greater than one clock cycle of the timer A3 count source.
The counter is initialized at the next count timing after recognizing Z-phase input. Figure 12.10 shows the relationship between the two-phase pulse (A phase and B phase) and the Z-phase.
If timer A3 overflow or underflow coincides with the counter initialization by Z-phase input, a timer A3 interrupt request is generated twice in succession. Do not use the timer A3 interrupt when using this function.



NOTE:
1. This timing diagram is for the case where the POL bit in the INT2IC register = 1 (rising edge).

Figure 12.10 Two-phase Pulse (A phase and B phase) and Z Phase

12.1.3 One-shot Timer Mode

In one-shot timer mode, the timer is activated only once by one trigger. When the trigger occurs, the timer starts up and continues operating for a given period. Table 12.4 lists specifications in one-shot timer mode. Figure 12.11 shows the TAiMR register in the one-shot timer mode.

Table 12.4 Specifications in One-shot Timer Mode

Item	Specification
Count Source	f1, f2, f8, f32, fC32
Count Operation	• Down-count • When the counter reaches 0000h, it stops counting after reloading a new value • If a trigger occurs when counting, the timer reloads a new count and restarts counting
Divide Ratio	1/n n : set value of the TAi register 0000h to FFFFh However, the counter does not work if the divide-by-n value is set to 0000h.
Count Start Condition	The TAiS bit in the TABSR register = 1 (start counting) and one of the following triggers occurs. • External trigger input from the TAiIN pin • Timer B2 overflow or underflow, Timer Aj overflow or underflow, Timer Ak overflow or underflow • The TAiOS bit in the ONSF register is set to “1” (timer starts)
Count Stop Condition	• When the counter is reloaded after reaching “0000h” • TAiS bit is set to “0” (stop counting)
Interrupt Request Generation Timing	When the counter reaches “0000h”
TAiIN Pin Function	I/O port or trigger input
TAiOUT Pin Function	I/O port or pulse output
Read from Timer	An indeterminate value is read by reading the TAi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to the TAi register is written to both reload register and counter • When counting (after 1st count source input) Value written to the TAi register is written to only reload register (Transferred to counter when reloaded next)
Select Function	• Pulse output function The timer outputs a low when not counting and a high when counting.

i = 0 to 4
j = i - 1, except j = 4 if i = 0
k = i + 1, except k = 0 if i = 4

Timer Ai Mode Register (i = 0 to 4)

b7	b6	b5	b4	b3	b2	b1	b0
		0				1	0

Symbol	Address	After Reset
TA0MR to TA4MR	0396h to 039Ah	00h

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 1 0 : One-shot timer mode	RW
TMOD1			RW
MR0	Pulse Output Function Select Bit	0 : Pulse is not output (TAiOUT pin functions as I/O port) 1 : Pulse is output (TAiOUT pin functions as a pulse output pin)	RW
MR1	External Trigger Select Bit (1)	0 : Falling edge of input signal to TAiIN pin (2) 1 : Rising edge of input signal to TAiIN pin (2)	RW
MR2	Trigger Select Bit	0 : TAiOS bit is enabled 1 : Selected by TAiTGH to TAiTGL bits	RW
MR3	Set to "0" in one-shot timer mode		RW
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

NOTES:
1. Effective when the TAiTGH and TAiTGL bits in the ONSF or TRGSR register are "00b" (TAiIN pin input).
2. The port direction bit for the TAiIN pin is set to "0" (input mode).

Figure 12.11 TAiMR Register in One-shot Timer Mode

12.1.4 Pulse Width Modulation (PWM) Mode

In pulse width modulation mode, the timer outputs pulses of a given width in succession. The counter functions as either 16-bit pulse width modulator or 8-bit pulse width modulator.
Table 12.5 lists specifications in pulse width modulation mode. Figure 12.12 shows TAiMR register in pulse width modulation mode.
Figures 12.13 and 12.14 show examples of how a 16-bit pulse width modulator operates and how an 8-bit pulse width modulator operates, respectively.

Table 12.5 Specifications in Pulse Width Modulation Mode

Item	Specification
Count Source	f1, f2, f8, f32, fC32
Count Operation	• Down-count (operating as an 8-bit or a 16-bit pulse width modulator) • The timer reloads a new value at a rising edge of PWM pulse and continues counting • The timer is not affected by a trigger that occurs during counting
16-bit PWM	• High level width n / fj n : set value of the TAi register • Cycle time $(2^{16}-1)$ / fj fixed fj : count source frequency (f1, f2, f8, f32, fC32)
8-bit PWM	• High level width n $\times$ (m+1) / fj n : set value of the TAi register high-order address • Cycle time $(2^{8}-1) \times (m+1)$ / fj m : set value of the TAi register low-order address
Count Start Condition	• The TAiS bit in the TABSR register is set to “1” (start counting) • The TAiS bit = 1 and external trigger input from the TAiIN pin • The TAiS bit = 1 and one of the following external triggers occurs Timer B2 overflow or underflow, Timer Aj overflow or underflow, Timer Ak overflow or underflow
Count Stop Condition	The TAiS bit is set to “0” (stop counting)
Interrupt Request Generation Timing	On the falling edge of the PWM pulse
TAiIN Pin Function	I/O port or trigger input
TAiOUT Pin Function	Pulse output
Read from Timer	An indeterminate value is read by reading the TAi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to the TAi register is written to both reload register and counter • When counting (after 1st count source input) Value written to the TAi register is written to only reload register (Transferred to counter when reloaded next)

i = 0 to 4
j = i - 1, except j = 4 if i = 0
k = i + 1, except k = 0 if i = 4

Timer Ai Mode Register (i = 0 to 4)

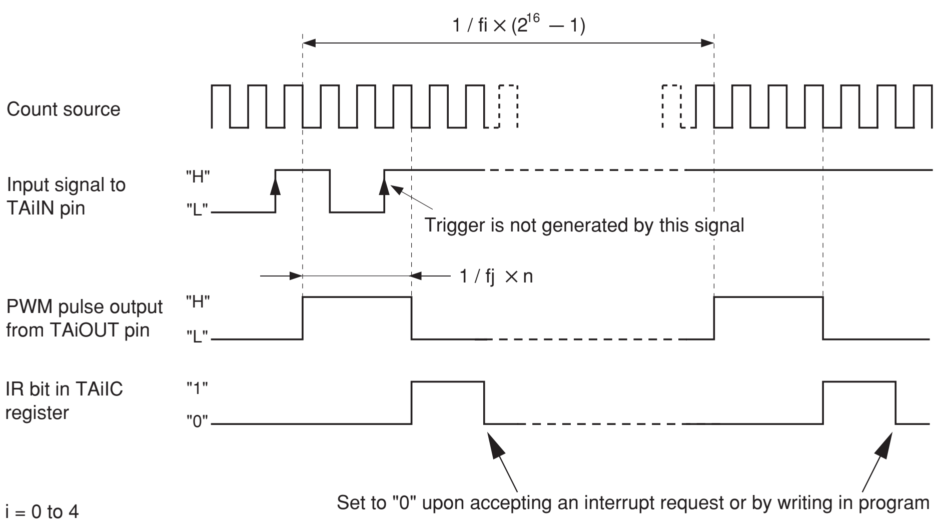
b7	b6	b5	b4	b3	b2	b1	b0
					1	1	1

Symbol	Address	After Reset
TA0MR to TA4MR	0396h to 039Ah	00h

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 1 1 : Pulse width modulation mode	RW
TMOD1			RW
MR0	Pulse Output Function Select Bit (3)	0 : Pulse is not output (TAiOUT pin is a normal port pin) 1 : Pulse is output (TAiOUT pin is a pulse output pin)	RW
MR1	External Trigger Select Bit (1)	0 : Falling edge of input signal to TAiIN pin (2) 1 : Rising edge of input signal to TAiIN pin (2)	RW
MR2	Trigger Select Bit	0 : Write "1" to TAiS bit in the TABSR register 1 : Selected by TAiTGH to TAiTGL bits	RW
MR3	16/8-Bit Pulse Width Modulation Mode Select Bit	0 : Functions as a 16-bit pulse width modulator 1 : Functions as an 8-bit pulse width modulator	RW
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

NOTES:
1. Effective when the TAiTGH and TAiTGL bits in the ONSF or TRGSR register are "00b" (TAiIN pin input).
2. The port direction bit for the TAiIN pin is set to "0" (input mode).
3. Set to "1" (pulse is output), PWM pulse is output.

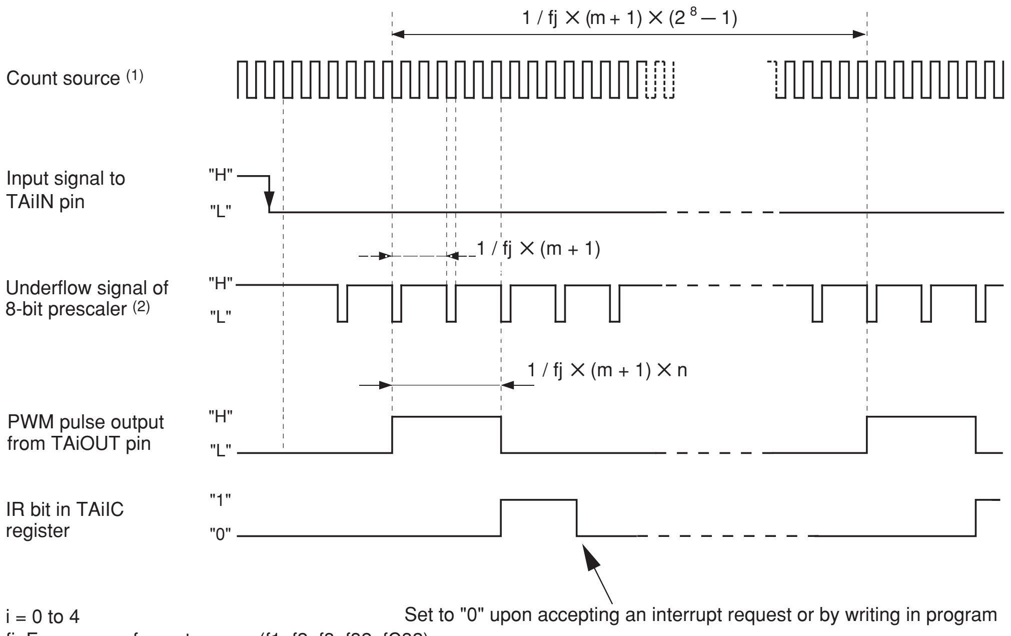
Figure 12.12 TA0MR to TA4MR Registers in Pulse Width Modulation Mode


1 / fi × (2^{16} – 1)
Count source
Input signal to TAiIN pin
"H"
"L"
Trigger is not generated by this signal
1 / fj × n
PWM pulse output from TAiOUT pin
"H"
"L"
IR bit in TAiIC register
"1"
"0"
Set to "0" upon accepting an interrupt request or by writing in program

i = 0 to 4
fj: Frequency of count source (f1, f2, f8, f32, fC32)

NOTES:
1. n = 0000h to FFFEh.
2. This timing diagram is the following case.
   • TAi register = 0003h
   • The TAiTGH and TAiTGL bits in the ONSF or TRGSR register = 00b (TAiIN pin input)
   • The MR1 bit in the TAiMR register = 1 (rising edge)
   • The MR2 bit in the TAiMR register = 1 (trigger selected by the TAiTGH and TAiTGL bits)

Figure 12.13 Example of 16-bit Pulse Width Modulator Operation


1 / fj × (m + 1) × (2^8 – 1)
Count source (1)
Input signal to TAiIN pin
"H"
"L"
1 / fj × (m + 1)
Underflow signal of 8-bit prescaler (2)
"H"
"L"
1 / fj × (m + 1) × n
PWM pulse output from TAiOUT pin
"H"
"L"
IR bit in TAiIC register
"1"
"0"
Set to "0" upon accepting an interrupt request or by writing in program

i = 0 to 4
fj: Frequency of count source (f1, f2, f8, f32, fC32)

NOTES:
1. The 8-bit prescaler counts the count source.
2. The 8-bit pulse width modulator counts the output from the 8-bit prescaler underflow signal.
3. m = 00h to FFh; n = 00h to FEh.
4. This timing diagram is the following case.
   • TAi register = 0202h
   • The TAiTGH and TAiTGL bits in the ONSF or TRGSR register = 00b (TAiIN pin input)
   • The MR1 bit in the TAiMR register = 0 (falling edge)
   • The MR2 bit in the TAiMR register = 1 (trigger selected by the TAiTGH and TAiTGL bits)

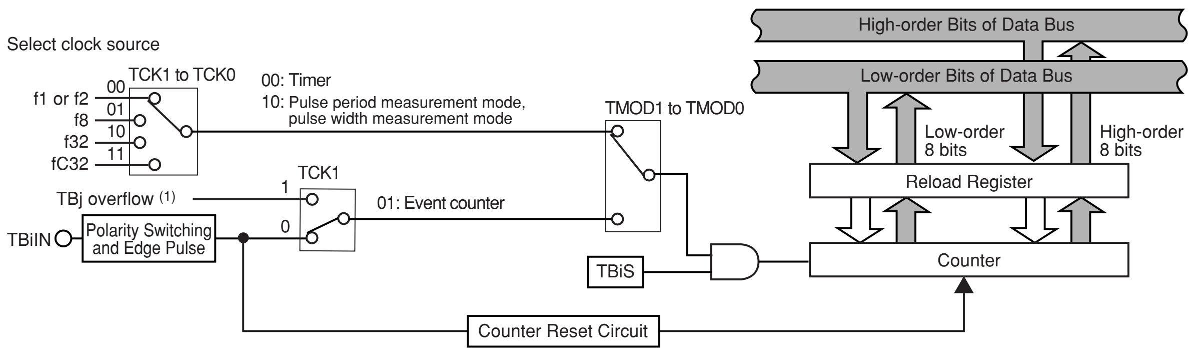
Figure 12.14 Example of 8-bit Pulse Width Modulator Operation

12.2 Timer B

Figure 12.15 shows a block diagram of the timer B. Figures 12.16 and 12.17 show the timer B-related registers.

Timer B supports the following three modes. Use the TMOD1 and TMOD0 bits in the TBiMR register (i = 0 to 5) to select the desired mode.

- Timer mode : The timer counts an internal count source.
- Event counter mode : The timer counts pulses from an external device or over flows or underflows of other timers.
- Pulse period/pulse width measuring mode : The timer measures pulse period or pulse width of an external signal.



TCK1 to TCK0, TMOD1 to TMOD0: Bits in TBiMR register
TBiS: Bit in TABSR register or TBSR register

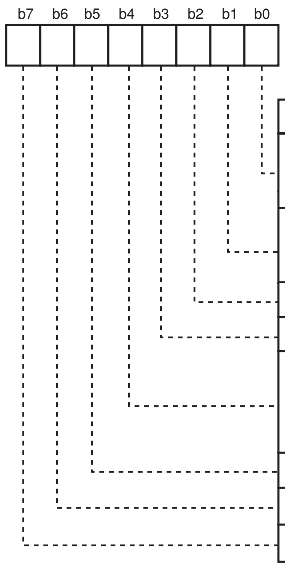
i = 0 to 5
j = i - 1 except j = 2 when i = 0, j = 5 when i = 3

NOTE:
1. Overflow or underflow

TBi	Addresses	TBj
Timer B0	0391h - 0390h	Timer B2
Timer B1	0393h - 0392h	Timer B0
Timer B2	0395h- 0394h	Timer B1
Timer B3	01D1h- 01D0h	Timer B5
Timer B4	01D3h- 01D2h	Timer B3
Timer B5	01D5h- 01D4h	Timer B4

Figure 12.15 Timer B Block Diagram

Timer Bi Mode Register (i = 0 to 5)

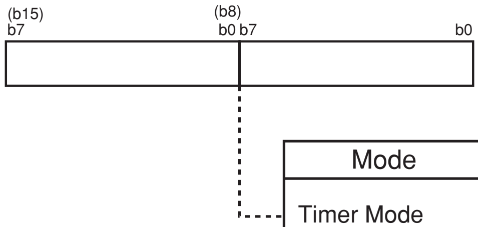


Symbol	Address	After Reset
TB0MR to TB2MR	039Bh to 039Dh	00XX0000b
TB3MR to TB5MR	01DBh to 01DDh	00XX0000b

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 0 : Timer mode 0 1 : Event counter mode 1 0 : Pulse period measurement mode, pulse width measurement mode 1 1 : Do not set a value	RW
TMOD1			RW
MR0	Function varies with each operation mode		RW
MR1			RW
MR2			RW (1) – (2)
MR3			RO
TCK0	Count Source Select Bit	Function varies with each operation mode	RW
TCK1			RW

NOTES:
1. Timer B0, timer B3.
2. Timer B1, timer B2, timer B4, timer B5.

Timer Bi Register (i = 0 to 5) (1)



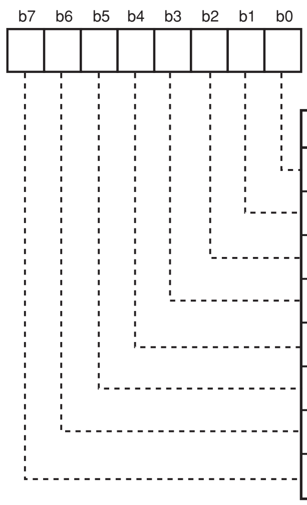
Symbol	Address	After Reset
TB0	0391h, 0390h	Indeterminate
TB1	0393h, 0392h	Indeterminate
TB2	0395h, 0394h	Indeterminate
TB3	01D1h, 01D0h	Indeterminate
TB4	01D3h, 01D2h	Indeterminate
TB5	01D5h, 01D4h	Indeterminate

Mode	Function	Setting Range	RW
Timer Mode	Divide the count source by n + 1 where n = set value	0000h to FFFFh	RW
Event Counter Mode	Divide the count source by n + 1 where n = set value (2)	0000h to FFFFh	RW
Pulse Period Modulation Mode, Pulse Width Modulation Mode	Measures a pulse period or width	——	RO

NOTES:
1. The register must be accessed in 16-bit unit.
2. The timer counts pulses from an external device or overflows or underflows of other timers.

Figure 12.16 TB0MR to TB5MR Registers and TB0 to TB5 Registers

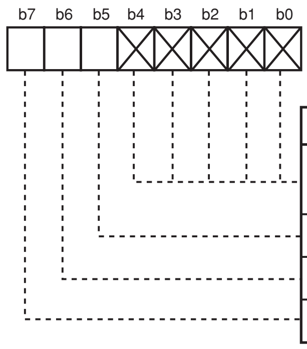
Count Start Flag



Symbol	Address	After Reset
TABSR	0380h	00h

Bit Symbol	Bit Name	Function	RW
TA0S	Timer A0 Count Start Flag	0 : Stops counting 1 : Starts counting	RW
TA1S	Timer A1 Count Start Flag		RW
TA2S	Timer A2 Count Start Flag		RW
TA3S	Timer A3 Count Start Flag		RW
TA4S	Timer A4 Count Start Flag		RW
TB0S	Timer B0 Count Start Flag		RW
TB1S	Timer B1 Count Start Flag		RW
TB2S	Timer B2 Count Start Flag		RW

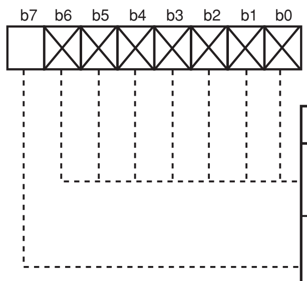
Timer B3, B4, B5 Count Start Flag



Symbol	Address	After Reset
TBSR	01C0h	000XXXXXb

Bit Symbol	Bit Name	Function	RW
- (b4-b0)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–
TB3S	Timer B3 Count Start Flag	0 : Stops counting 1 : Starts counting	RW
TB4S	Timer B4 Count Start Flag		RW
TB5S	Timer B5 Count Start Flag		RW

Clock Prescaler Reset Flag



Symbol	Address	After Reset
CPSRF	0381h	0XXXXXXXb

Bit Symbol	Bit Name	Function	RW
- (b6-b0)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–
CPSR	Clock Prescaler Reset Flag	Setting this bit to "1" initializes the prescaler for the timekeeping clock. (When read, the value of this bit is "0".)	RW

Figure 12.17 TABSR Register, TBSR Register and CPSRF Register

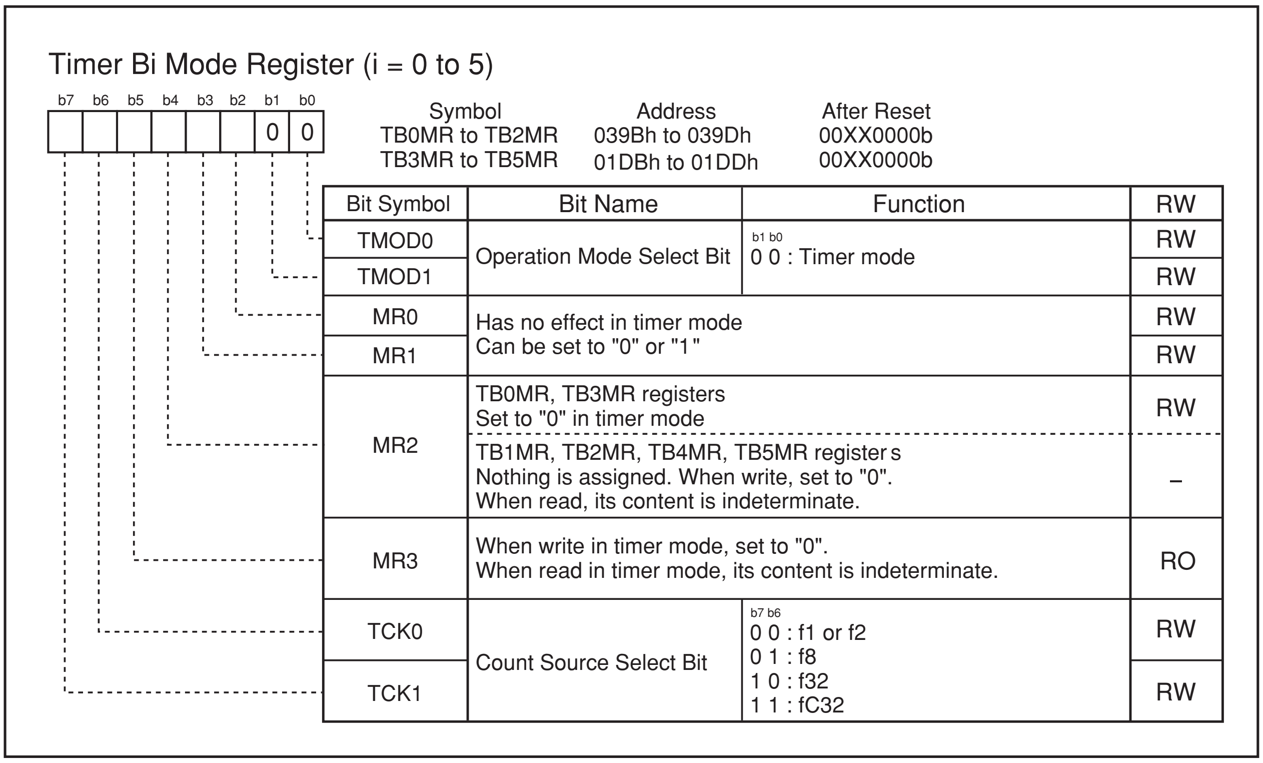
12.2.1 Timer Mode

In timer mode, the timer counts a count source generated internally.
Table 12.6 lists specifications in timer mode. Figure 12.18 shows TBiMR register in timer mode.

Table 12.6 Specifications in Timer Mode

Item	Specification
Count Source	f1, f2, f8, f32, fC32
Count Operation	• Down-count • When the timer underflows, it reloads the reload register contents and continues counting
Divide Ratio	1/(n+1) n: set value of the TBi register 0000h to FFFFh
Count Start Condition	Set the TBiS bit (1) to “1” (start counting)
Count Stop Condition	Set the TBiS bit to “0” (stop counting)
Interrupt Request Generation Timing	Timer underflow
TBiIN Pin Function	I/O port
Read from Timer	Count value can be read by reading the TBi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to the TBi register is written to both reload register and counter • When counting (after 1st count source input) Value written to the TBi register is written to only reload register (Transferred to counter when reloaded next)

i = 0 to 5
NOTE:
1. The TB0S to TB2S bits are assigned to the bit 5 to bit 7 in the TABSR register, and the TB3S to TB5S bits are assigned to the bit 5 to bit 7 in the TBSR register.



Symbol	Address	After Reset
TB0MR to TB2MR	039Bh to 039Dh	00XX0000b
TB3MR to TB5MR	01DBh to 01DDh	00XX0000b

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 0 : Timer mode	RW
TMOD1			RW
MR0	Has no effect in timer mode Can be set to "0" or "1"		RW
MR1			RW
MR2	TB0MR, TB3MR registers Set to "0" in timer mode		RW
	TB1MR, TB2MR, TB4MR, TB5MR registers Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
MR3	When write in timer mode, set to "0". When read in timer mode, its content is indeterminate.		RO
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

Figure 12.18 TB0MR to TB5MR Registers in Timer Mode

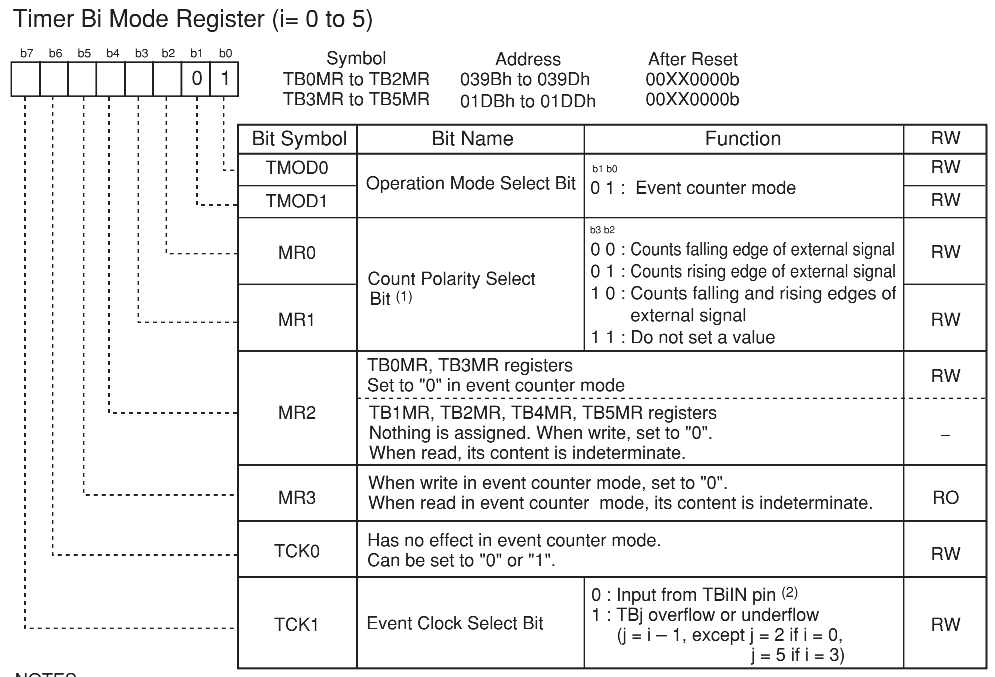
12.2.2 Event Counter Mode

In event counter mode, the timer counts pulses from an external device or overflows and underflows of other timers. Table 12.7 lists specifications in event counter mode. Figure 12.19 shows TBiMR register in event counter mode.

Table 12.7 Specifications in Event Counter Mode

Item	Specification
Count Source	• External signals input to TBiIN pin (effective edge can be selected in program) • Timer Bj overflow or underflow
Count Operation	• Down-count • When the timer underflows, it reloads the reload register contents and continues counting
Divide Ratio	1/(n+1) n: set value of the TBi register 0000h to FFFFh
Count Start Condition	Set TBiS bit (1) to “1” (start counting)
Count Stop Condition	Set TBiS bit to “0” (stop counting)
Interrupt Request Generation Timing	Timer underflow
TBiIN Pin Function	Count source input
Read from Timer	Count value can be read by reading the TBi register
Write to Timer	• When not counting and until the 1st count source is input after counting start Value written to the TBi register is written to both reload register and counter • When counting (after 1st count source input) Value written to the TBi register is written to only reload register (Transferred to counter when reloaded next)

i = 0 to 5
j = i - 1, except j = 2 if i = 0, j = 5 if i = 3
NOTE:
1. The TB0S to TB2S bits are assigned to the bit 5 to bit 7 in the TABSR register, and the TB3S to TB5S bits are assigned to the bit 5 to bit 7 in the TBSR register.



Symbol	Address	After Reset
TB0MR to TB2MR	039Bh to 039Dh	00XX0000b
TB3MR to TB5MR	01DBh to 01DDh	00XX0000b

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 0 1 : Event counter mode	RW
TMOD1			RW
MR0	Count Polarity Select Bit (1)	b3 b2 0 0 : Counts falling edge of external signal 0 1 : Counts rising edge of external signal 1 0 : Counts falling and rising edges of external signal 1 1 : Do not set a value	RW
MR1			RW
MR2	TB0MR, TB3MR registers Set to "0" in event counter mode		RW
	TB1MR, TB2MR, TB4MR, TB5MR registers Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
MR3	When write in event counter mode, set to "0". When read in event counter mode, its content is indeterminate.		RO
TCK0	Has no effect in event counter mode. Can be set to "0" or "1".		RW
TCK1	Event Clock Select Bit	0 : Input from TBiIN pin (2) 1 : TBj overflow or underflow (j = i – 1, except j = 2 if i = 0, j = 5 if i = 3)	RW

NOTES:
1. Effective when the TCK1 bit = 0 (input from TBiIN pin). If the TCK1 bit = 1 (TBj overflow or underflow), these bits can be set to "0" or "1".
2. The port direction bit for the TBiIN pin must be set to "0" (input mode).

Figure 12.19 TB0MR to TB5MR Registers in Event Counter Mode

12.2.3 Pulse Period and Pulse Width Measurement Mode

In pulse period and pulse width measurement mode, the timer measures pulse period or pulse width of an external signal. Table 12.8 lists specifications in pulse period and pulse width measurement mode. Figure 12.20 shows TBiMR register in pulse period and pulse width measurement mode. Figure 12.21 shows the operation timing when measuring a pulse period. Figure 12.22 shows the operation timing when measuring a pulse width.

Table 12.8 Specifications in Pulse Period and Pulse Width Measurement Mode

Item	Specification
Count Source	f1, f2, f8, f32, fC32
Count Operation	• Up-count • Counter value is transferred to reload register at an effective edge of measurement pulse. The counter value is set to “0000h” to continue counting.
Count Start Condition	Set the TBiS bit [1] to “1” (start counting)
Count Stop Condition	Set the TBiS bit to “0” (stop counting)
Interrupt Request Generation Timing	• When an effective edge of measurement pulse is input [2] • Timer overflow. When an overflow occurs, the MR3 bit in the TBiMR register is set to “1” (overflow) simultaneously. The MR3 bit is set to “0” (no overflow) by writing to the TBiMR register at the next count timing or later after the MR3 bit was set to “1”. At this time, make sure the TBiS bit is set to “1” (start counting).
TBiIN Pin Function	Measurement pulse input
Read from Timer	Contents of the reload register (measurement result) can be read by reading TBi register [3]
Write to Timer	Value written to the TBi register is written to neither reload register nor counter

i = 0 to 5

NOTES:

1. The TB0S to TB2S bits are assigned to the bit 5 to bit 7 in the TABSR register, and the TB3S to TB5S bits are assigned to the bit 5 to bit 7 in the TBSR register.
2. Interrupt request is not generated when the first effective edge is input after the timer started counting.
3. Value read from the TBi register is indeterminate until the second valid edge is input after the timer starts counting.

Timer Bi Mode Register (i = 0 to 5)

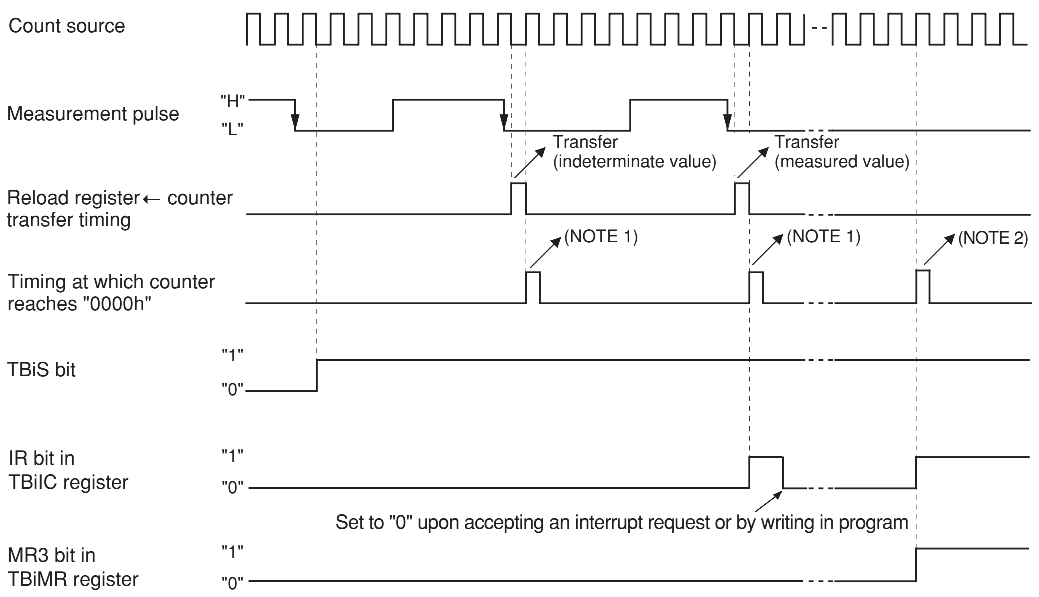
b7	b6	b5	b4	b3	b2	b1	b0
						1	0

Symbol	Address	After Reset
TB0MR to TB2MR	039Bh to 039Dh	00XX0000b
TB3MR to TB5MR	01DBh to 01DDh	00XX0000b

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	b1 b0 1 0 : Pulse period / pulse width measurement mode	RW
TMOD1			RW
MR0	Measurement Mode Select Bit	b3 b2 0 0 : Pulse period measurement (Measurement between a falling edge and the next falling edge of measured pulse) 0 1 : Pulse period measurement (Measurement between a rising edge and the next rising edge of measured pulse) 1 0 : Pulse width measurement (Measurement between a falling edge and the next rising edge of measured pulse and between a rising edge and the next falling edge) 1 1 : Do not set a value	RW
MR1			RW
MR2	TB0MR and TB3MR registers Set to "0" in pulse period and pulse width measurement mode		RW
	TB1MR, TB2MR, TB4MR, TB5MR registers Nothing is assigned. When write, set to "0". When read, its content turns out to be indeterminate.		–
MR3	Timer Bi Overflow Flag (1)	0 : Timer did not overflow 1 : Timer has overflown	RO
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

NOTE:
1. This flag is indeterminate after reset. When the TBiS bit = 1 (start counting), the MR3 bit is set to "0" (no overflow) by writing to the TBiMR register at the next count timing or later after the MR3 bit was set to "1" (overflow). The MR3 bit cannot be set to "1" in a program. The TB0S to TB2S bits are assigned to the bit 5 to bit 7 in the TABSR register, and the TB3S to TB5S bits are assigned to the bit 5 to bit 7 in the TBSR register.

Figure 12.20 TB0MR to TB5MR Registers in Pulse Period and Pulse Width Measurement Mode

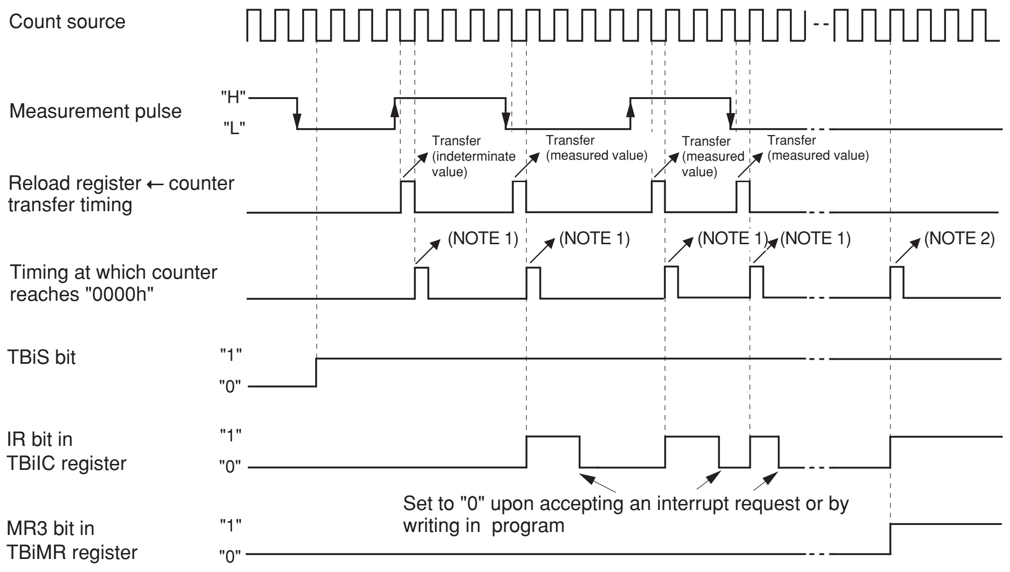

Count source
Measurement pulse
"H"
"L"
Transfer (indeterminate value)
Transfer (measured value)
Reload register ← counter transfer timing
(NOTE 1)
(NOTE 1)
(NOTE 2)
Timing at which counter reaches "0000h"
TBiS bit
"1"
"0"
IR bit in TBiIC register
"1"
"0"
Set to "0" upon accepting an interrupt request or by writing in program
MR3 bit in TBiMR register
"1"
"0"

The TB0S to TB2S bits are assigned to bit 5 to bit 7 in the TABSR register, and the TB3S to TB5S bits are assigned to bit 5 to bit 7 in the TBSR register.

i = 0 to 5

NOTES:
1. Counter is initialized at completion of measurement.
2. Timer has overflown.
3. This timing diagram is for the case where the MR1 to MR0 bits in the TBiMR register are "00b" (measure the interval from falling edge to falling edge of the measurement pulse).

Figure 12.21 Operation Timing When Measuring Pulse Period


Count source
Measurement pulse
"H"
"L"
Transfer (indeterminate value)
Transfer (measured value)
Transfer (measured value)
Transfer (measured value)
Reload register ← counter transfer timing
(NOTE 1)
(NOTE 1)
(NOTE 1)
(NOTE 1)
(NOTE 2)
Timing at which counter reaches "0000h"
TBiS bit
"1"
"0"
IR bit in TBiIC register
"1"
"0"
Set to "0" upon accepting an interrupt request or by writing in program
MR3 bit in TBiMR register
"1"
"0"

The TB0S to TB2S bits are assigned to bit 5 to bit 7 in the TABSR register, and the TB3S to TB5S bits are assigned to bit 5 to bit 7 in the TBSR register.

i = 0 to 5

NOTES:
1. Counter is initialized at completion of measurement.
2. Timer has overflown.
3. This timing diagram is for the case where the MR1 to MR0 bits in the TBiMR register are "10b" (measure the interval from a falling edge to the next rising edge and the interval from a rising edge to the next falling edge of the measurement pulse).

Figure 12.22 Operation Timing When Measuring Pulse Width

13. Three-Phase Motor Control Timer Function

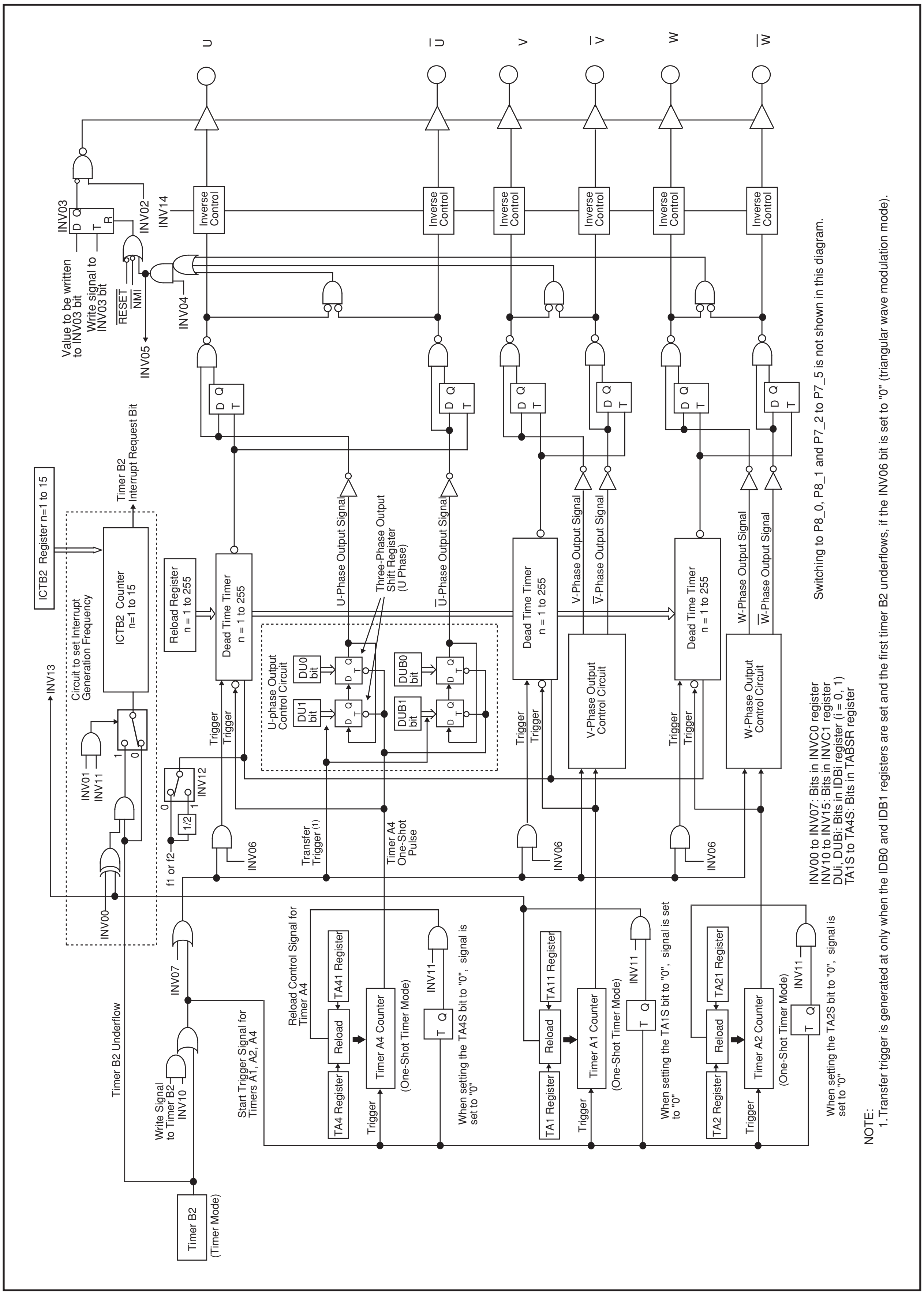
Timers A1, A2, A4 and B2 can be used to output three-phase motor drive waveforms. Table 13.1 lists the specifications of the three-phase motor control timer function. Figure 13.1 shows the block diagram for three-phase motor control timer function. Also, the related registers are shown on Figures 13.2 to 13.8.

Table 13.1 Three-Phase Motor Control Timer Function Specifications

Item	Specification
Three-Phase Waveform Output Pin	Six pins (U, $\overline{U}$, V, $\overline{V}$, W, $\overline{W}$)
Forced Cutoff Input [(1)]	Input “L” to $\overline{NMI}$ pin
Used Timers	Timer A4, A1, A2 (used in the one-shot timer mode) • Timer A4: U- and $\overline{U}$-phase waveform control • Timer A1: V- and $\overline{V}$-phase waveform control • Timer A2: W- and $\overline{W}$-phase waveform control Timer B2 (used in the timer mode) • Carrier wave cycle control Dead time timer (3 eight-bit timer and shared reload register) • Dead time control
Output Waveform	Triangular wave modulation, Sawtooth wave modification • Enable to output “H” or “L” for one cycle • Enable to set positive-phase level and negative-phase level respectively
Carrier Wave Cycle	Triangular wave modulation: count source × (m+1) × 2 Sawtooth wave modulation: count source × (m+1) m: Setting value of the TB2 register, 0 to 65535 Count source: f1, f2, f8, f32, fC32
Three-Phase PWM Output Width	Triangular wave modulation: count source × n × 2 Sawtooth wave modulation: count source × n n: Setting value of the TA4, TA1 and TA2 registers (of the TA4, TA41, TA1, TA11, TA2 and TA21 registers when setting the INV11 bit to “1”), 1 to 65535 Count source: f1, f2, f8, f32, fC32
Dead Time	Count source × p, or no dead time p: Setting value of the DTT register, 1 to 255 Count source: f1, f2, f1 divided by 2, f2 divided by 2
Active Level	Enable to select “H” or “L”
Positive and Negative-Phase Concurrent Active Disable Function	Positive and negative-phases concurrent active disable function Positive and negative-phases concurrent active detect function
Interrupt Frequency	For Timer B2 interrupt, select a carrier wave cycle-to-cycle basis through 15 times carrier wave cycle-to-cycle basis

NOTE:
1. Forced cutoff with $\overline{NMI}$ input is effective when the IVPCR1 bit in the TB2SC register is set to “1” (three-phase output forcible cutoff by $\overline{NMI}$ input enabled). If an “L” signal is applied to the $\overline{NMI}$ pin when the IVPCR1 bit is “1”, the related pins go to a high-impedance state regardless of which functions of those pins are being used.

Related pins:
- P7_2/CLK2/TA1OUT/V
- P7_3/$\overline{CTS2}$/$\overline{RTS2}$/TA1IN/$\overline{V}$
- P7_4/TA2OUT/W/(CLK4)
- P7_5/TA2IN/$\overline{W}$/(SOUT4)
- P8_0/TA4OUT/U(SIN4)
- P8_1/TA4IN/$\overline{U}$


U
$\overline{U}$
V
$\overline{V}$
W
$\overline{W}$
Inverse Control
INV03
INV02
INV14
INV04
INV05
Value to be written to INV03 bit
Write signal to INV03 bit
$\overline{RESET}$
$\overline{NMI}$
D Q T R
ICTB2 Register n=1 to 15
Timer B2 Interrupt Request Bit
Circuit to set Interrupt Generation Frequency
ICTB2 Counter n=1 to 15
INV13
INV01
INV11
INV00
Reload Register n = 1 to 255
Dead Time Timer n = 1 to 255
U-Phase Output Signal
Three-Phase Output Shift Register (U Phase)
$\overline{U}$-Phase Output Signal
U-phase Output Control Circuit
DU0 bit
DU1 bit
DUB0 bit
DUB1 bit
V-Phase Output Signal
$\overline{V}$-Phase Output Signal
V-Phase Output Control Circuit
W-Phase Output Signal
$\overline{W}$-Phase Output Signal
W-Phase Output Control Circuit
Trigger
INV12
1/2
f1 or f2
INV06
Transfer Trigger (1)
Timer A4 One-Shot Pulse
INV07
Timer B2 Underflow
Write Signal to Timer B2
INV10
Start Trigger Signal for Timers A1, A2, A4
Reload Control Signal for Timer A4
TA4 Register
Reload
TA41 Register
Timer A4 Counter
(One-Shot Timer Mode)
When setting the TA4S bit to "0", signal is set to "0"
TA1 Register
TA11 Register
Timer A1 Counter
When setting the TA1S bit to "0", signal is set to "0"
TA2 Register
TA21 Register
Timer A2 Counter
When setting the TA2S bit to "0", signal is set to "0"
Timer B2
(Timer Mode)

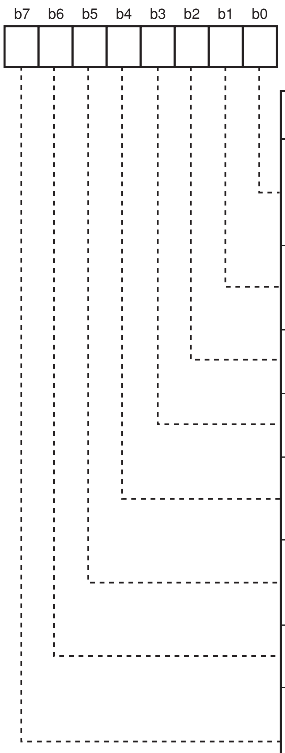
Switching to P8_0, P8_1 and P7_2 to P7_5 is not shown in this diagram.

INV00 to INV07: Bits in INVC0 register
INV10 to INV15: Bits in INVC1 register
DUi, DUBi: Bits in IDBi register (i = 0, 1)
TA1S to TA4S: Bits in TABSR register

NOTE:
1. Transfer trigger is generated at only when the IDB0 and IDB1 registers are set and the first timer B2 underflows, if the INV06 bit is set to "0" (triangular wave modulation mode).

Figure 13.1 Three-Phase Motor Control Timer Function Block Diagram

Three-Phase PWM Control Register 0 (1)



Symbol	Address	After Reset
INVC0	01C8h	00h

Bit Symbol	Bit Name	Function	RW
INV00	Interrupt Enable Output Polarity Select Bit	0: The ICTB2 counter is incremented by one on the rising edge of the timer A1 reload control signal 1: The ICTB2 counter is incremented by one on the falling edge of the timer A1 reload control signal (2)	RW
INV01	Interrupt Enable Output Specification Bit (3)	0: ICTB2 counter is incremented by one when timer B2 underflows 1: Selected by the INV00 bit (2)	RW
INV02	Mode Select Bit (4)	0: No three-phase control timer functions 1: Three-phase control timer function (5)	RW
INV03	Output Control Bit	0: Disables three-phase control timer output (5) 1: Enables three-phase control timer output (6)	RW
INV04	Positive and Negative-Phases Concurrent Active Disable Function Enable Bit	0: Enables concurrent active output 1: Disables concurrent active output	RW
INV05	Positive and Negative-Phases Concurrent Active Output Detect Flag	0: Not detected 1: Detected (7)	RW
INV06	Modulation Mode Select (8)	0: Triangular wave modulation mode 1: Sawtooth wave modulation mode (9)	RW
INV07	Software Trigger Select Bit	Transfer trigger is generated when the INV07 bit is set to "1". Trigger to the dead time timer is also generated when setting the INV06 bit to "1". Its value is "0" when read.	RW

NOTES:
1. Set the INVC0 register after the PRC1 bit in the PRCR register is set to "1" (write enable).
   Rewrite the INV00 to INV02 and INV06 bits when the timers A1, A2, A4 and B2 stop.
2. The INV00 and INV01 bits are enabled only when the INV11 bit is set to "1" (three-phase mode 1). The ICTB2 counter is incremented by one every time the timer B2 underflows, regardless of INV00 and INV01 bit settings, when the INV11 bit is set to "0" (three-phase mode 0).
   When setting the INV01 bit to "1", set the timer A1 count start flag before the first timer B2 underflow.
   When the INV00 bit is set to "1", the first interrupt is generated when the timer B2 underflows *n-1* times, if *n* is the value set in the ICTB2 counter. Subsequent interrupts are generated every *n* times the timer B2 underflows.
3. Set the INV01 bit to "1" after setting the ICTB2 register .
4. Set the INV02 bit to "1" to operate the dead time timer, U-, V-and W-phase output control circuits and ICTB2 counter.
5. When the INV02 bit is set to "1" (three-phase control timer functions) and the INV03 bit to "0" (three-phase control timer output disabled), U, $\overline{U}$, V, $\overline{V}$, W and $\overline{W}$ pins, including pins shared with other output functions, enter a high-impedance state.
6. The INV03 bit is set to "0" when the followings occurs :
   - Reset
   - A concurrent active state occurs while INV04 bit is set to "1"
   - The INV03 bit is set to "0" by program
   - A signal applied to the $\overline{NMI}$ pin changes "H" to "L"
7. The INV05 bit cannot be set to "1" by program. Set the INV04 bit to "0", as well, when setting the INV05 bit to "0".
8. The following table describes how the INV06 bit works.

Item	INV06 = 0	INV06 = 1
Mode	Triangular wave modulation mode	Sawtooth wave modulation mode
Timing to Transfer from the IDB0 and IDB1 Registers to Three-Phase Output Shift Register	Transferred once by generating a transfer trigger after setting the IDB0 and IDB1 registers	Transferred every time a transfer trigger is generated
Timing to Trigger the Dead Time Timer when the INV16 Bit=0	On the falling edge of a one-shot pulse of the timer A1, A2 or A4	By a transfer trigger, or the falling edge of a one-shot pulse of the timer A1, A2 or A4
INV13 Bit	Enabled when the INV11 bit=1 and the INV06 bit=0	Disabled

   Transfer trigger : Timer B2 underflows and write to the INV07 bit, or write to the TB2 register when INV10 = 1
9. When the INV06 bit is set to "1", set the INV11 bit to "0" (three-phase mode 0) and the PWCON bit in the TB2SC register to "0" (reload timer B2 with timer B2 underflow).

Figure 13.2 INVC0 Register

Three-Phase PWM Control Register 1[1]

b7	b6	b5	b4	b3	b2	b1	b0
0							

Symbol	Address	After Reset
INVC1	01C9h	00h

Bit Symbol	Bit Name	Function	RW
INV10	Timer A1, A2 and A4 Start Trigger Select Bit	0: Timer B2 underflow 1: Timer B2 underflow and write to the timer B2	RW
INV11	Timer A1-1, A2-1, A4-1 Control Bit [2]	0: Three-phase mode 0 [3] 1: Three-phase mode 1	RW
INV12	Dead Time Timer Count Source Select Bit	0 : f1 or f2 1 : f1 divided-by-2 or f2 divided-by-2	RW
INV13	Carrier Wave Detect Flag [4]	0: Timer A1 reload control signal is "0" 1: Timer A1 reload control signal is "1"	RO
INV14	Output Polarity Control Bit	0 : Active "L" of an output waveform 1 : Active "H" of an output waveform	RW
INV15	Dead Time Disable Bit	0: Enables dead time 1: Disables dead time	RW
INV16	Dead Time Timer Trigger Select Bit	0: Falling edge of a one-shot pulse of the timer A1, A2, A4 [5] 1: Rising edge of the three-phase output shift register (U-, V-, W-phase)	RW
– (b7)	Reserved Bit	Set to "0"	RW

NOTES:
1. Rewrite the INVC1 register after the PRC1 bit in the PRCR register is set to "1" (write enable). The timers A1, A2, A4, and B2 must be stopped during rewrite.
2. The following table lists how the INV11 bit works.

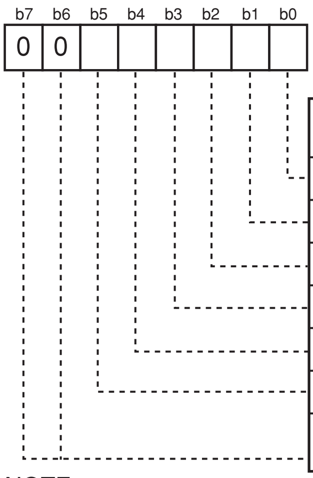
Item	INV11 = 0	INV11 = 1
Mode	Three-phase mode 0	Three-phase mode 1
TA11, TA21 and TA41 Registers	Not used	Used
INV00 and INV01 Bit	Disabled. The ICTB2 counter is incremented whenever the timer B2 underflows	Enabled
INV13 Bit	Disabled	Enabled when INV11=1 and INV06=0

3. When the INV06 bit is set to "1" (sawtooth wave modulation mode), set the INV11 bit to "0" (three-phase mode 0). Also, when the INV11 bit is set to "0", set the PWCON bit in the TB2SC register to "0" (timer B2 is reloaded when the timer B2 underflows).
4. The INV13 bit is enabled only when the INV06 bit is set to "0" (Triangular wave modulation mode) and the INV11 bit to "1" (three-phase mode 1).
5. If the following conditions are all met, set the INV16 bit to "1" (rising edge of the three-phase output shift register).
   - The INV15 bit is set to "0" (dead time timer enabled)
   - The Dij bit (i=U, V or W, j=0, 1) and DiBj bit always have different values when the INV03 bit is set to "1". (The positive-phase and negative-phase always output opposite level signals.)

   If above conditions are not met, set the INV16 bit to "0" (falling edge of a one-shot pulse of the timer A1, A2, A4).

Figure 13.3 INVC1 Register

Three-Phase Output Buffer Register i (i = 0, 1) (1)

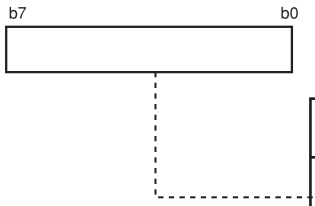


Symbol	Address	After Reset
IDB0, IDB1	01CAh, 01CBh	00h

Bit Symbol	Bit Name	Function	RW
DUi	U-Phase Output Buffer i	Write output level 0: Active level 1: Inactive level When read, the value of the three-phase shift register is read.	RW
DUBi	$\overline{U}$-Phase Output Buffer i		RW
DVi	V-Phase Output Buffer i		RW
DVBi	$\overline{V}$-Phase Output Buffer i		RW
DWi	W-Phase Output Buffer i		RW
DWBi	$\overline{W}$-Phase Output Buffer i		RW
– (b7-b6)	Reserved Bit	Set to "0"	RO

NOTE:
1. Values of the IDB0 and IDB1 registers are transferred to the three-phase output shift register by a transfer trigger.
   After the transfer trigger occurs, the values written in the IDB0 register determine each phase output signal first. Then the value written in the IDB1 register on the falling edge of timers A1, A2 and A4 one-shot pulse determines each phase output signal.

Dead Time Timer (1) (2)



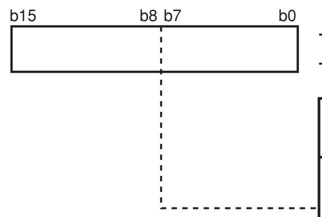
Symbol	Address	After Reset
DTT	01CCh	Indeterminate

Function	Setting Range	RW
If setting value is *n*, the timer stops when counting *n* times a count source selected by the INV12 bit in the INVC1 register after start trigger occurs. Positive or negative phase, which changes from inactive level to active level, shifts when the dead time timer stops.	1 to 255	WO

NOTES:
1. Use the MOV instruction to set the DTT register.
2. The DTT register is enabled when the INV15 bit in the INVC1 register is set to "0" (dead time enabled). No dead time can be set when the INV15 bit is set to "1" (dead time disabled). The INV06 bit in the INVC0 register determines start trigger of the DTT register.

Figure 13.4 IDB0 and IDB1 Registers and DTT Register

Timer Ai, Ai-1 Register (i = 1, 2, 4) (1) (2) (3) (4) (5) (6)

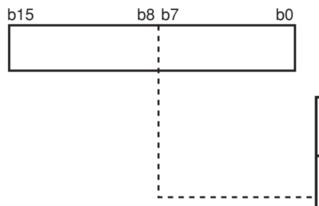


Symbol	Address	After Reset
TA1, TA2, TA4	0389h - 0388h, 038Bh - 038Ah, 038Fh - 038Eh	Indeterminate
TA11, TA21, TA41 (7)	01C3h - 01C2h, 01C5h - 01C4h, 01C7h - 01C6h	Indeterminate

Function	Setting Range	RW
If setting value is n, the timer stops when the nth count source is counted after a start trigger is generated. Positive phase changes to negative phase, and vice versa, when the timers A1, A2 and A4 stop.	0000h to FFFFh	WO

NOTES:
1. Use a 16-bit data for read and write.
2. If the TAi or TAi1 register is set to "0000h", no counters start and no timer Ai interrupt is generated.
3. Use the MOV instruction to set the TAi and TAi1 registers.
4. When the INV15 bit in the INVC1 register is set to "0" (dead timer enabled), phase switches from an inactive level to an active level when the dead time timer stops.
5. When the INV11 bit in the INVC1 register is set to "0" (three-phase mode 0), the value of the TAi register is transferred to the reload register by a timer Ai start trigger.
   When the INV11 bit is set to "1" (three-phase mode 1), the value of the TAi1 register is first transferred to the reload register by a timer Ai start trigger. Then, the value of the TAi register is transferred by the next trigger. The values of the TAi1 and TAi registers are transferred alternately to the reload register with every timer Ai start trigger.
6. Do not write to these registers when the timer B2 underflows.
7. Follow the procedure below to set the TAi1 register.
   (a) Write value to the TAi1 register,
   (b) Wait one timer Ai count source cycle, and
   (c) Write the same value as (a) to the TAi1 register.

Timer B2 Register (1)



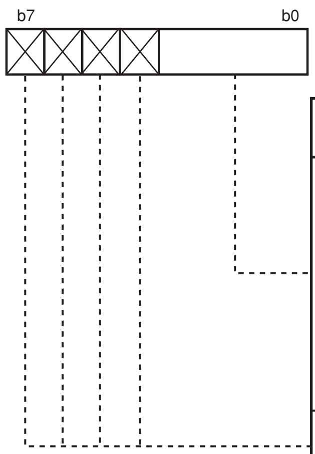
Symbol	Address	After Reset
TB2	0395h - 0394h	Indeterminate

Function	Setting Range	RW
If setting value is *n*, count source is divided by *n*+1. The timers A1, A2 and A4 start every time an underflow occurs.	0000h to FFFFh	RW

NOTE:
1. Use a 16-bit data for read and write.

Figure 13.5 TA1, TA2, TA4, TA11, TA21 and TA41 Registers, and TB2 Register

Timer B2 Interrupt Occurrence Frequency Set Counter (1) (2) (3)

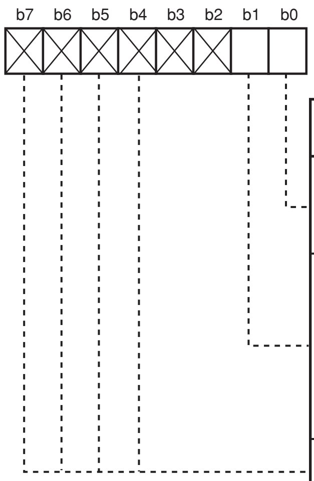


Symbol	Address	After Reset
ICTB2	01CDh	Indeterminate

Function	Setting Range	RW
When the INV01 bit in the INVC0 register is set to "0" (the ICTB2 counter increments whenever the timer B2 underflows) and the setting value is *n*, the timer B2 interrupt is generated every *n*th time timer B2 underflow occurs. When the INV01 bit is set to "1" (the INV00 bit selects count timing of the ICTB2 counter) and setting value is *n*, the timer B2 interrupt is generated every *n*th time timer B2 underflow meeting the condition selected in the INV00 bit occurs.	1 to 15	WO
Nothing is assigned. When write, set to "0".		—

NOTES:
1. Use the MOV instruction to set the ICTB2 register.
2. If the INV01 bit is set to "1", set the ICTB2 register when the TB2S bit is set to "0" (timer B2 counter stopped), If the INV01 bit is set to "0" and the TB2S bit to "1" (timer B2 counter start), do not set the ICTB2 register when the timer B2 underflows.
3. If the INV00 bit is set to "1", the first interrupt is generated when the timer B2 underflows *n-1* times, *n* being the value set in the ICTB2 counter. Subsequent interrupts are generated every *n* times the timer B2 underflows.

Timer B2 Special Mode Register (1)



Symbol	Address	After Reset
TB2SC	039Eh	XXXXXX00b

Bit Symbol	Bit Name	Function	RW
PWCOM	Timer B2 Reload Timing Switching Bit	0 : Timer B2 underflow 1 : Timer A output at odd-numbered occurrences (2)	RW
IVPCR1	Three-Phase Output Port $\overline{\text{NMI}}$ Control Bit 1 (3)	0 : Three-phase output forcible cutoff by $\overline{\text{NMI}}$ input (high-impedance) disabled 1 : Three-phase output forcible cutoff by $\overline{\text{NMI}}$ input (high-impedance) enabled	RW
– (b7-b2)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

NOTES:
1. Write to this register after setting the PRC1 bit in the PRCR register to "1" (write enabled).
2. If the INV11 bit in the INVC1 register is "0" (three-phase mode 0) or the INV06 bit in the INVC0 register is "1" (sawtooth wave modulation mode), set this bit to "0" (timer B2 underflow).
3. Related pins are U(P8_0/TA4OUT/(SIN4)), $\overline{\text{U}}$(P8_1/TA4IN), V(P7_2/CLK2/TA1OUT), $\overline{\text{V}}$(P7_3/$\overline{\text{CTS2}}$/$\overline{\text{RTS2}}$/TA1IN), W(P7_4/TA2OUT/(CLK4)), $\overline{\text{W}}$(P7_5/TA2IN/(SOUT4)). If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit = 1, the target pins go to a high-impedance state regardless of which functions of those pins are being used.
   After forced interrupt (cutoff), input "H" to the $\overline{\text{NMI}}$ pin and set the IVPCR1 bit to "0": this forced cutoff will be reset.

Figure 13.6 ICTB2 Register and TB2SC Register

Trigger Select Register

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
TRGSR	0383h	00h

Bit Symbol	Bit Name	Function	RW
TA1TGL	Timer A1 Event/Trigger Select Bit	Set to "01b" (TB2 underflow) before using a V-phase output control circuit	RW
TA1TGH			RW
TA2TGL	Timer A2 Event/Trigger Select Bit	Set to "01b" (TB2 underflow) before using a W-phase output control circuit	RW
TA2TGH			RW
TA3TGL	Timer A3 Event/Trigger Select Bit	b5 b4 0 0 : Selects an input to the TA3IN pin (1) 0 1 : Selects TB2 (2) 1 0 : Selects TA2 (2) 1 1 : Selects TA4 (2)	RW
TA3TGH			RW
TA4TGL	Timer A4 Event/Trigger Select Bit	Set to "01b" (TB2 underflow) before using a U-phase output control circuit	RW
TA4TGH			RW

NOTES:
1. Set the corresponding port direction bit to "0" (input mode).
2. Overflow or underflow.

Count Start Flag

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
TABSR	0380h	00h

Bit Symbol	Bit Name	Function	RW
TA0S	Timer A0 Count Start Flag	0 : Stops counting 1 : Starts counting	RW
TA1S	Timer A1 Count Start Flag		RW
TA2S	Timer A2 Count Start Flag		RW
TA3S	Timer A3 Count Start Flag		RW
TA4S	Timer A4 Count Start Flag		RW
TB0S	Timer B0 Count Start Flag		RW
TB1S	Timer B1 Count Start Flag		RW
TB2S	Timer B2 Count Start Flag		RW

Figure 13.7 TRGSR Register and TRBSR Register

Timer Ai Mode Register (i = 1, 2, 4)

b7	b6	b5	b4	b3	b2	b1	b0
		0	1	0	0	1	0

Symbol	Address	After Reset
TA1MR, TA2MR, TA4MR	0397h, 0398h, 039Ah	00h

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	Set to "10b" (one-shot timer mode) with the three-phase motor control timer function	RW
TMOD1			RW
MR0	Pulse Output Function Select Bit	Set to "0" with the three-phase motor control timer function	RW
MR1	External Trigger Select Bit	Set to "0" with the three-phase motor control timer function	RW
MR2	Trigger Select Bit	Set to "1" (selected by the TRGSR register) with the three-phase motor control timer function	RW
MR3	Set to "0" with the three-phase motor control timer function		RW
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

Timer B2 Mode Register

b7	b6	b5	b4	b3	b2	b1	b0
			0			0	0

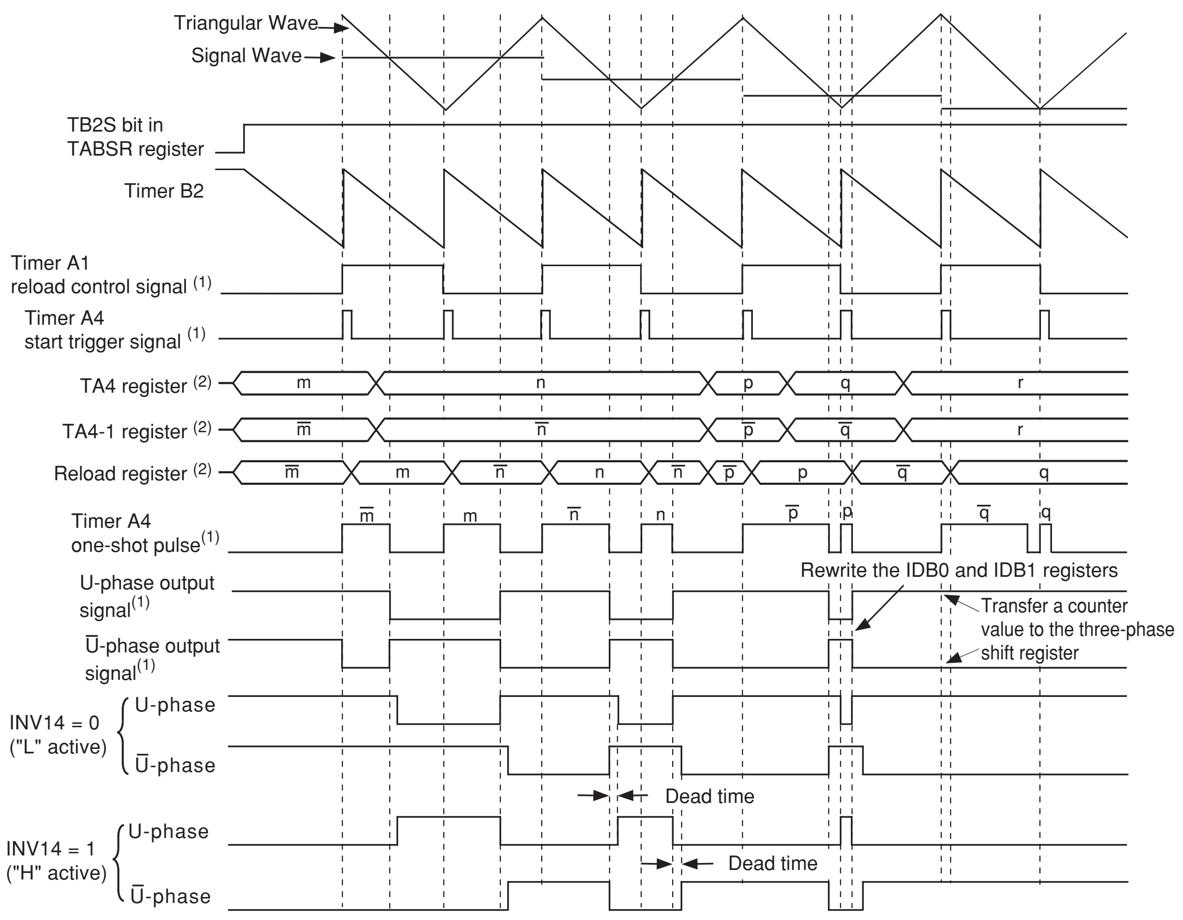
Symbol	Address	After Reset
TB2MR	039Dh	00XX0000b

Bit Symbol	Bit Name	Function	RW
TMOD0	Operation Mode Select Bit	Set to "00b" (timer mode) when using the three-phase motor control timer function	RW
TMOD1			RW
MR0	Disabled when using the three-phase motor control timer function. When write, set to "0". When read, its content is indeterminate.		RW
MR1			RW
MR2	Set to "0" when using three-phase motor control timer function		RW
MR3	When write in three-phase motor control timer function, set to "0". When read in three-phase motor control timer function, its content is indeterminate.		RO
TCK0	Count Source Select Bit	b7 b6 0 0 : f1 or f2 0 1 : f8 1 0 : f32 1 1 : fC32	RW
TCK1			RW

Figure 13.8 TA1MR, TA2MR and TA4MR Registers, and TB2MR Register

The three-phase motor control timer function is enabled by setting the INV02 bit in the INVC0 register to “1”. When this function is selected, timer B2 is used to control the carrier wave, and timers A4, A1 and A2 are used to control three-phase PWM outputs (U, $\overline{U}$, V, $\overline{V}$, W and $\overline{W}$). The dead time is controlled by a dedicated dead-time timer. Figure 13.9 shows the example of triangular modulation waveform and Figure 13.10 shows the example of sawtooth modulation waveform.

Triangular waveform as a Carrier Wave


Triangular Wave
Signal Wave
TB2S bit in TABSR register
Timer B2
Timer A1 reload control signal (1)
Timer A4 start trigger signal (1)
TA4 register (2)
m
n
p
q
r
TA4-1 register (2)
$\overline{m}$
$\overline{n}$
$\overline{p}$
$\overline{q}$
r
Reload register (2)
$\overline{m}$ m $\overline{n}$ n $\overline{n}$ $\overline{p}$ p $\overline{q}$ q
Timer A4 one-shot pulse(1)
$\overline{m}$ m $\overline{n}$ n $\overline{p}$ p $\overline{q}$ q
Rewrite the IDB0 and IDB1 registers
Transfer a counter value to the three-phase shift register
U-phase output signal(1)
$\overline{U}$-phase output signal(1)
INV14 = 0 ("L" active)
U-phase
$\overline{U}$-phase
Dead time
INV14 = 1 ("H" active)
U-phase
$\overline{U}$-phase
Dead time

INV00, INV01: Bits in the INVC0 register
INV11, INV14: Bits in the INVC1 register

NOTES:
1. Internal signals. See **Figure 13.1 Three-Phase Motor Control Timer Functions Block Diagram**.
2. Applies only when the INV11 bit is set to "1" (three-phase mode).

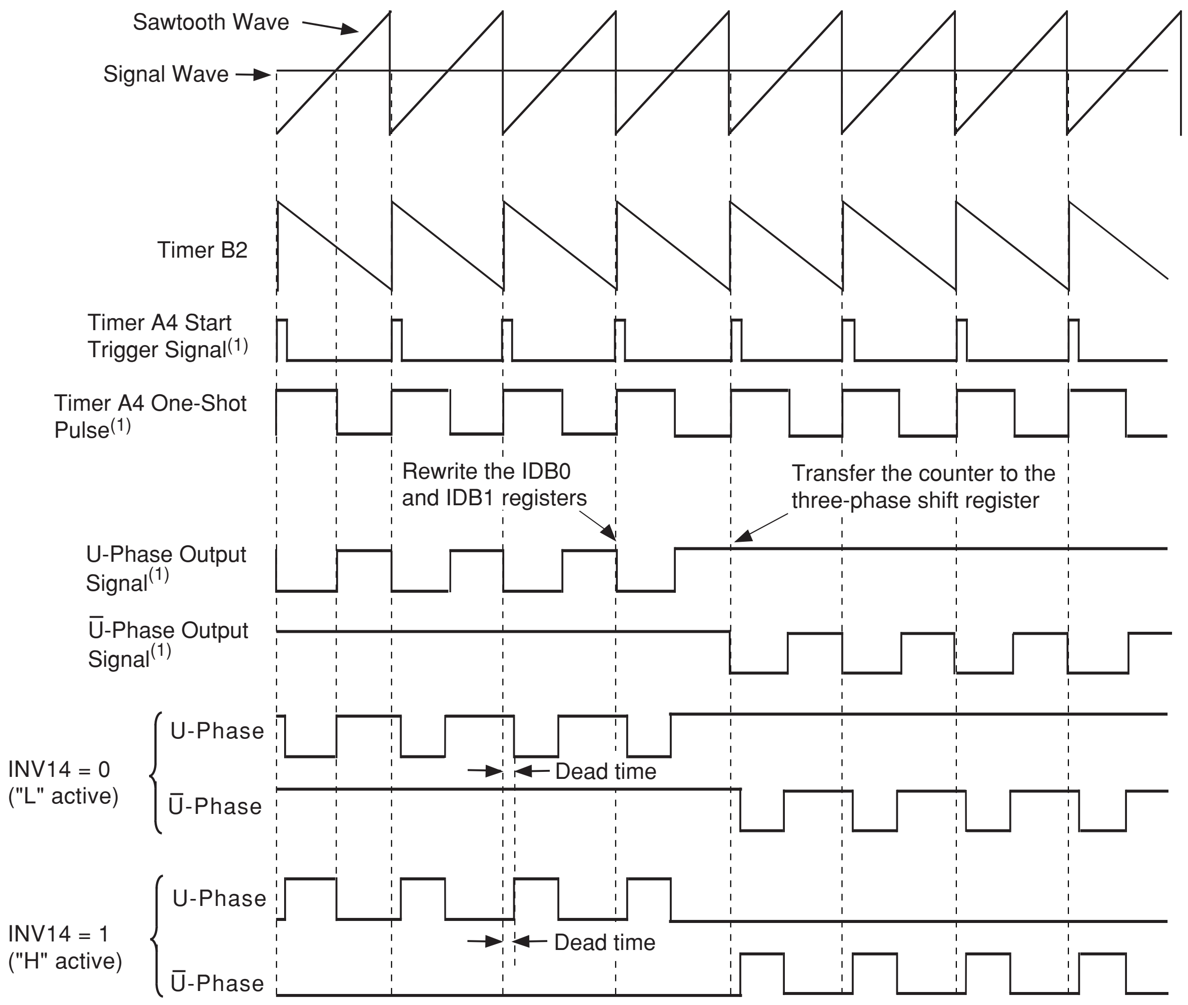
The above applies to INVC0 = 00XX11XXb and INVC1 = 010XXXX0b (X varies depending on each system.)
Examples of PWM output change are

(a) When INV11=1 (three-phase mode 1)
- INV01=0 and ICTB2=2h (The timer B2 interrupt is generated with every second timer B2 underflow) or INV01= 1, INV00=1 and ICTB2=1h (The timer B2 interrupt is generated on the falling edge of the timer A reload control signal)
- Default value of the timer: TA41=$\overline{m}$, TA4=m
  The TA4 and TA41 registers are changed whenever the timer B2 interrupt is generated.
  First time: TA41=$\overline{n}$, TA4=n.
  Second time: TA41=$\overline{p}$, TA4=p.
- Default value of the IDB0 and IDB1 registers
  DU0=1, DUB0=0, DU1=0, DUB1=1
  They are changed to DU0=1, DUB0=0, DU1=1, DUB1=0 by the third timer B2 interrupt.

(b) When INV11=0 (three-phase mode 0)
- INV01=0, ICTB2=1h (The timer B2 interrupt is generated whenever the timer B2 underflows)
- Default value of the timer: TA4=$\overline{m}$
  The TA4 register is changed whenever the timer B2 interrupt is generated.
  First time: TA4=m. Second time: TA4=$\overline{n}$.
  Third time: TA4=n. Fourth time: TA=$\overline{p}$.
  Fifth time: TA4=p.
- Default value of the IDB0 and IDB1 registers:
  DU0=1, DUB0=0, DU1=0, DUB1=1
  They are changed to DU0=1, DUB0=0, DU1=1, DUB1=0 by the sixth timer B2 interrupt.

Figure 13.9 Triangular Wave Modulation Operation

Sawtooth Waveform as a Carrier Wave



INV14: Bits in the INVC1 register

NOTES:

1. Internal signals. See **Figure 13.1 Three-Phase Motor Control Timer Functions Block Diagram**.

The above applies to INVC0 = 01XX110Xb and INVC1 = 010XXX00b (X varies depending on each system.)
The examples of PWM output change are
- Default value of the IDB0 and IDB1 registers: DU0=0, DUB0=1, DU1=1, DUB1=1
  They are changed to DU0=1, DUB0=0, DU1=1, DUB1=1 by the timer B2 interrupt.

Figure 13.10 Sawtooth Wave Modulation Operation

14. Serial I/O

Serial I/O is configured with 7 channels: UART0 to UART2 and SI/O3 to SI/O6 (1).

NOTE:

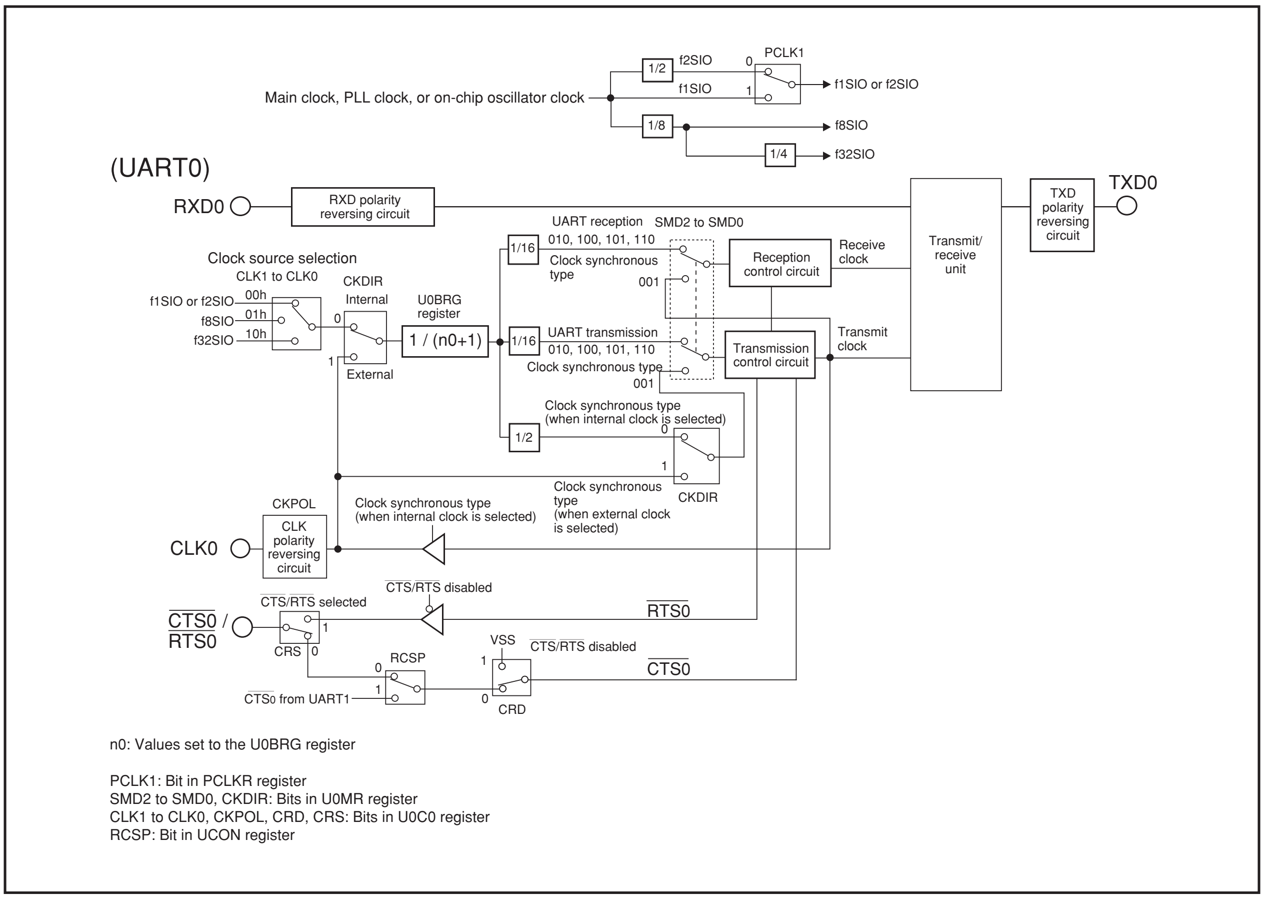
1. 100-pin version supports 5 channels; UART0 to UART2, SI/O3, SI/O4
   128-pin version supports 7 channels; UART0 to UART2, SI/O3 to SI/O6

14.1 UARTi (i = 0 to 2)

UARTi each have an exclusive timer to generate a transfer clock, so they operate independently of each other. Figures 14.1 to 14.3 show the block diagram of UARTi. Figure 14.4 shows the block diagram of the UARTi transmit/receive.

UARTi has the following modes:
- Clock synchronous serial I/O mode
- Clock asynchronous serial I/O mode (UART mode).
- Special mode 1 (I^2C mode)
- Special mode 2
- Special mode 3 (Bus collision detection function, IE mode)
- Special mode 4 (SIM mode) : UART2

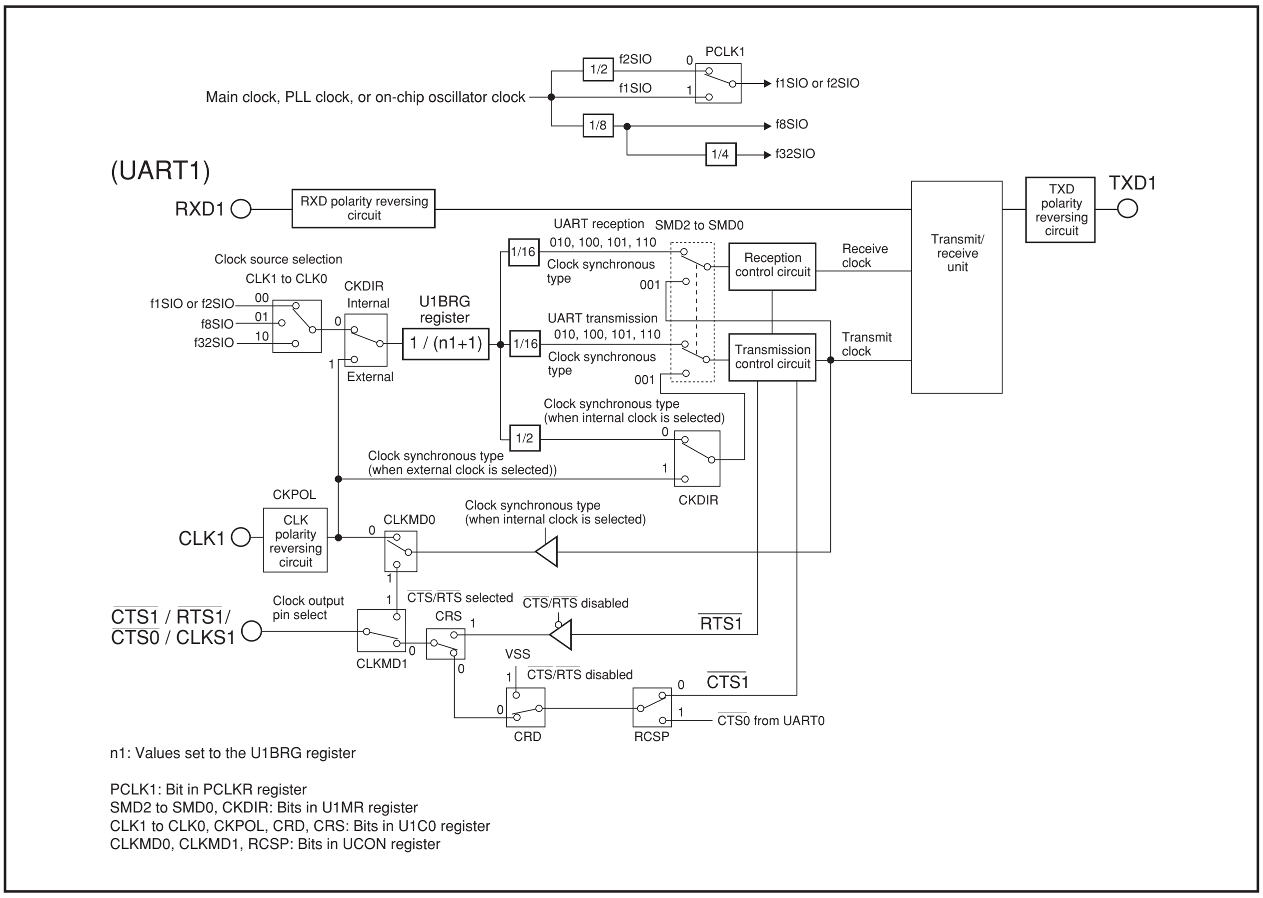
Figures 14.5 to 14.10 show the UARTi-related registers.
Refer to tables listing each mode for register setting.



n0: Values set to the U0BRG register

PCLK1: Bit in PCLKR register
SMD2 to SMD0, CKDIR: Bits in U0MR register
CLK1 to CLK0, CKPOL, CRD, CRS: Bits in U0C0 register
RCSP: Bit in UCON register

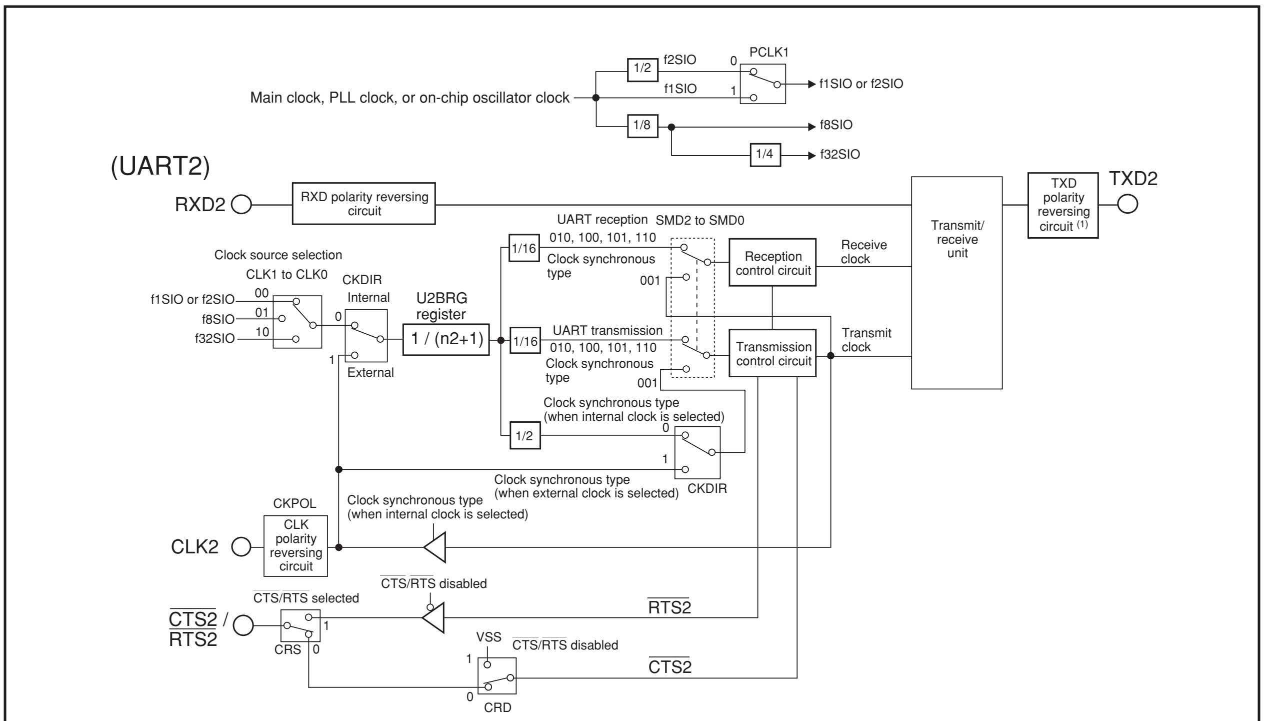
Figure 14.1 UART0 Block Diagram



n1: Values set to the U1BRG register

PCLK1: Bit in PCLKR register
SMD2 to SMD0, CKDIR: Bits in U1MR register
CLK1 to CLK0, CKPOL, CRD, CRS: Bits in U1C0 register
CLKMD0, CLKMD1, RCSP: Bits in UCON register

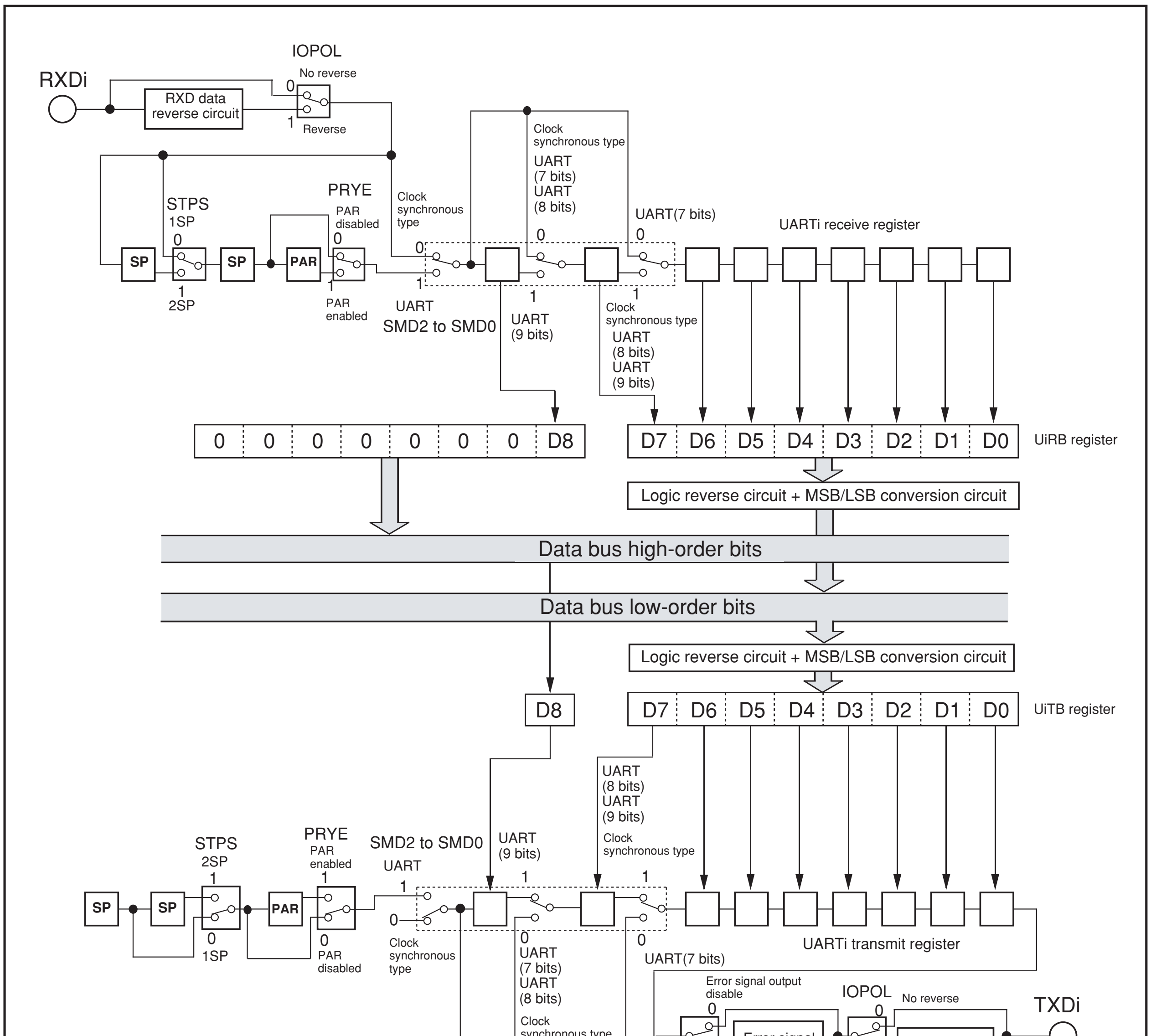
Figure 14.2 UART1 Block Diagram



n2: Values set to the U2BRG register

PCLK1: Bit in PCLKR register
SMD2 to SMD0, CKDIR: Bits in U2MR register
CLK1 to CLK0, CKPOL, CRD, CRS: Bits in U2C0 register

Figure 14.3 UART2 Block Diagram

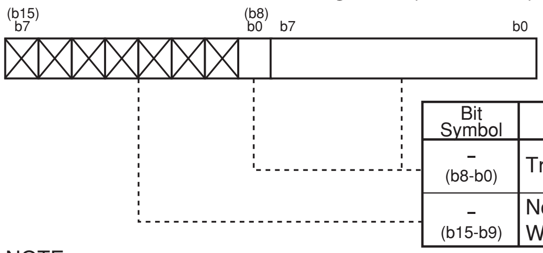


i = 0 to 2

SP: Stop bit
PAR: Parity bit
SMD2 to SMD0, STPS, PRYE, IOPOL, CKDIR: Bits in UiMR register
CLK1 to CLK0, CKPOL, CRD, CRS: Bits in UiC0 register
UiERE: Bit in UiC1 register

Figure 14.4 UARTi Transmit/Receive Unit

UARTi Transmit Buffer Register (i = 0 to 2) (1)

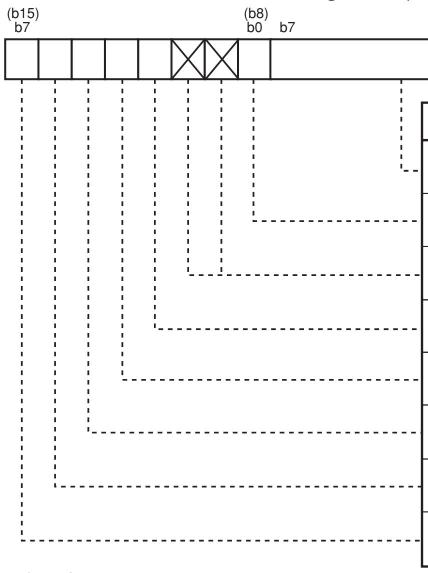


Symbol	Address	After Reset
U0TB	03A3h to 03A2h	Indeterminate
U1TB	03ABh to 03AAh	Indeterminate
U2TB	01FBh to 01FAh	Indeterminate

Bit Symbol	Function	RW
- (b8-b0)	Transmit data	WO
- (b15-b9)	Nothing is assigned When write, set to "0". When read, their contents are indeterminate.	-

NOTE:
1. Use the MOV instruction to write to this register.

UARTi Receive Buffer Register (i = 0 to 2)

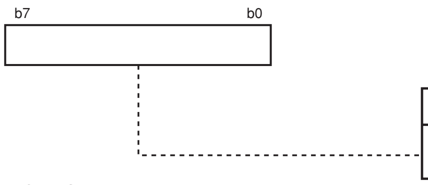


Symbol	Address	After Reset
U0RB	03A7h to 03A6h	Indeterminate
U1RB	03AFh to 03AEh	Indeterminate
U2RB	01FFh to 01FEh	Indeterminate

Bit Symbol	Bit Name	Function	RW
- (b7-b0)	-	Receive data (D7 to D0)	RO
- (b8)	-	Receive data (D8)	RO
- (b10-b9)	Nothing is assigned When write, set to "0". When read, their contents are "0".		-
ABT	Arbitration Lost Detecting Flag (1)	0 : Not detected 1 : Detected	RW
OER	Overrun Error Flag (2)	0 : No overrun error 1 : Overrun error found	RO
FER	Framing Error Flag (2)	0 : No framing error 1 : Framing error found	RO
PER	Parity Error Flag (2)	0 : No parity error 1 : Parity error found	RO
SUM	Error Sum Flag (2)	0 : No error 1 : Error found	RO

NOTES:
1. The ABT bit is set to "0" by writing "0" in a program. (Writing "1" has no effect.)
2. When the SMD2 to SMD0 bits in the UiMR register = 000b (serial I/O disabled) or the RE bit in the UiC1 register = 0 (reception disabled), all of the SUM, PER, FER and OER bits are set to "0" (no error). The SUM bit is set to "0" (no error) when all of the PER, FER and OER bits are = 0 (no error).
Also, the PER and FER bits are set to "0" by reading the lower byte of the UiRB register.

UARTi Bit Rate Generator Register (i = 0 to 2) (1) (2)



Symbol	Address	After Reset
U0BRG	03A1h	Indeterminate
U1BRG	03A9h	Indeterminate
U2BRG	01F9h	Indeterminate

Bit Symbol	Function	Setting Range	RW
- (b7-b0)	Assuming that set value = n, UiBRG divides the count source by n + 1	00h to FFh	WO

NOTES:
1. Write to this register while serial I/O is neither transmitting nor receiving.
2. Use the MOV instruction to write to this register.

Figure 14.5 U0TB to U2TB Registers, U0RB to U2RB Registers, and U0BRG to U2BRG Registers

UARTi Transmit/Receive Mode Register (i = 0 to 2)

Symbol	Address	After Reset
U0MR to U2MR	03A0h, 03A8h, 01F8h	00h

Bit Symbol	Bit Name	Function	RW
SMD0	Serial I/O Mode Select Bit (1)	b2 b1 b0 0 0 0 : Serial I/O disabled 0 0 1 : Clock synchronous serial I/O mode 0 1 0 : I^2C mode (2) 1 0 0 : UART mode transfer data 7-bit long 1 0 1 : UART mode transfer data 8-bit long 1 1 0 : UART mode transfer data 9-bit long Do not set a value except above	RW
SMD1			RW
SMD2			RW
CKDIR	Internal/External Clock Select Bit	0 : Internal clock 1 : External clock (3)	RW
STPS	Stop Bit Length Select Bit	0 : 1 stop bit 1 : 2 stop bits	RW
PRY	Odd/Even Parity Select Bit	Effective when the PRYE bit = 1 0 : Odd parity 1 : Even parity	RW
PRYE	Parity Enable Bit	0 : Parity disabled 1 : Parity enabled	RW
IOPOL	TXD, RXD I/O Polarity Reverse Bit	0 : No reverse 1 : Reverse	RW

NOTES:
1. To receive data, set the corresponding port direction bit for each RXDi pin to "0" (input mode).
2. Set the corresponding port direction bit for SCL and SDA pins to "0" (input mode).
3. Set the corresponding port direction bit for each CLKi pin to "0" (input mode).

UARTi Transmit/Receive Control Register 0 (i = 0 to 2)

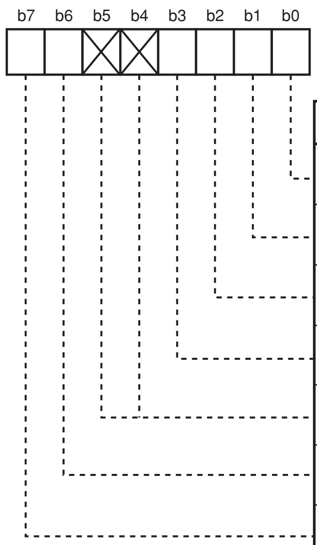
Symbol	Address	After Reset
U0C0 to U2C0	03A4h, 03ACh, 01FCh	00001000b

Bit Symbol	Bit Name	Function	RW
CLK0	BRG Count Source Select Bit	b1 b0 0 0 : f1SIO or f2SIO is selected 0 1 : f8SIO is selected 1 0 : f32SIO is selected 1 1 : Do not set a value	RW
CLK1			RW
CRS	$\overline{CTS}/\overline{RTS}$ Function Select Bit (1)	Effective when CRD = 0 0 : $\overline{CTS}$ function is selected (2) 1 : $\overline{RTS}$ function is selected	RW
TXEPT	Transmit Register Empty Flag	0 : Data present in transmit register (during transmission) 1 : No data present in transmit register (transmission completed)	RO
CRD	$\overline{CTS}/\overline{RTS}$ Disable Bit	0 : $\overline{CTS}/\overline{RTS}$ function enabled 1 : CTS/RTS function disabled (P6_0, P6_4, P7_3 can be used as I/O ports)	RW
NCH	Data Output Select Bit (3)	0 : TXDi/SDAi and SCLi pins are CMOS output 1 : TXDi/SDAi and SCLi pins are N channel open-drain output	RW
CKPOL	CLK Polarity Select Bit	0 : Transmit data is output at falling edge of transfer clock and receive data is input at rising edge 1 : Transmit data is output at rising edge of transfer clock and receive data is input at falling edge	RW
UFORM	Transfer Format Select Bit (4)	0 : LSB first 1 : MSB first	RW

NOTES:
1. $\overline{CTS1}/\overline{RTS1}$ can be used when the CLKMD1 bit in the UCON register = 0 (only CLK1 output) and the RCSP bit in the UCON register = 0 ($\overline{CTS0}/\overline{RTS0}$ not separated).
2. Set the corresponding port direction bit for each $\overline{CTSi}$ pin to "0" (input mode)
3. SCL2(P7_1) is N channel open-drain output. The NCH bit in the U2C0 register is N channel open-drain output regardless of the NCH bit.
4. The UFORM bit is enabled when the SMD2 to SMD0 bits in the UiMR register are set to "001b" (clock synchronous serial I/O mode), or "101b" (UART mode, 8-bit transfer data).
Set this bit to "1" when the SMD2 to SMD0 bits are set to "010b" (I^2C mode), and to "0" when the SMD2 to SMD0 bits are set to "100b" (UART mode, 7-bit transfer data) or "110b" (UART mode, 9-bit transfer data).

Figure 14.6 U0MR to U2MR Registers and U0C0 to U2C0 Registers

UARTj Transmit/Receive Control Register 1 (j = 0, 1)

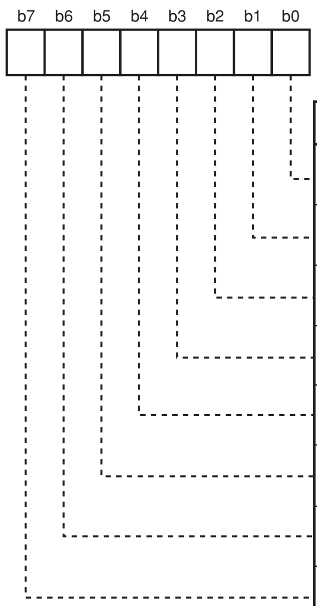


Symbol	Address	After Reset
U0C1, U1C1	03A5h, 03ADh	00XX0010b

Bit Symbol	Bit Name	Function	RW
TE	Transmit Enable Bit	0 : Transmission disabled 1 : Transmission enabled	RW
TI	Transmit Buffer Empty Flag	0 : Data present in the UjTB register 1 : No data present in the UjTB register	RO
RE	Receive Enable Bit	0 : Reception disabled 1 : Reception enabled	RW
RI	Receive Complete Flag	0 : No data present in the UjRB register 1 : Data present in the UjRB register	RO
– (b5-b4)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–
UjLCH	Data Logic Select Bit (1)	0 : No reverse 1 : Reverse	RW
UjERE	Error Signal Output Enable Bit	0 : Output disabled 1 : Output enabled	RW

NOTE:
1. The UjLCH bit is enabled when the SMD2 to SMD0 bits in the UjMR register are set to "001b" (clock synchronous serial I/O mode), "100b" (UART mode, 7-bit transfer data) or "101b" (UART mode, 8-bit transfer data).
Set this bit to "0" when the SMD2 to SMD0 bits are set to "010b" (I^{2}C mode) or "110b" (UART mode, 9-bit transfer data).

UART2 Transmit/Receive Control Register 1



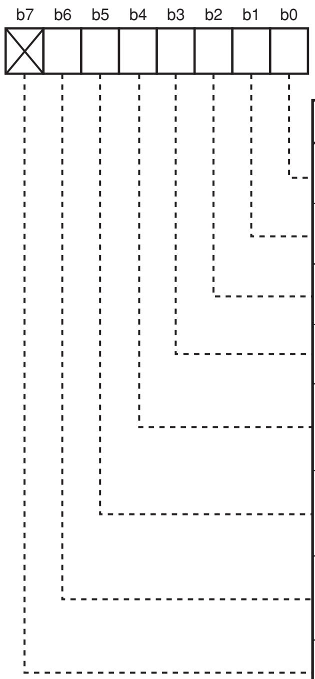
Symbol	Address	After Reset
U2C1	01FDh	00000010b

Bit Symbol	Bit Name	Function	RW
TE	Transmit Enable Bit	0 : Transmission disabled 1 : Transmission enabled	RW
TI	Transmit Buffer Empty Flag	0 : Data present in U2TB register 1 : No data present in U2TB register	RO
RE	Receive Enable Bit	0 : Reception disabled 1 : Reception enabled	RW
RI	Receive Complete Flag	0 : No data present in U2RB register 1 : Data present in U2RB register	RO
U2IRS	UART2 Transmit Interrupt Cause Select Bit	0 : Transmit buffer empty (TI bit = 1) 1 : Transmit is completed (TXEPT bit = 1)	RW
U2RRM	UART2 Continuous Receive Mode Enable Bit	0 : Continuous receive mode disabled 1 : Continuous receive mode enabled	RW
U2LCH	Data Logic Select Bit (1)	0 : No reverse 1 : Reverse	RW
U2ERE	Error Signal Output Enable Bit	0 : Output disabled 1 : Output enabled	RW

NOTE:
1. The U2LCH bit is enabled when the SMD2 to SMD0 bits in the U2MR register are set to "001b" (clock synchronous serial I/O mode), "100b" (UART mode, 7-bit transfer data) or "101b" (UART mode, 8-bit transfer data).
Set this bit to "0" when the SMD2 to SMD0 bits are set to "010b" (I^{2}C mode) or "110b" (UART mode, 9-bit transfer data) .

Figure 14.7 U0C1, U1C1 Registers and U2C1 Register

UART Transmit/Receive Control Register 2

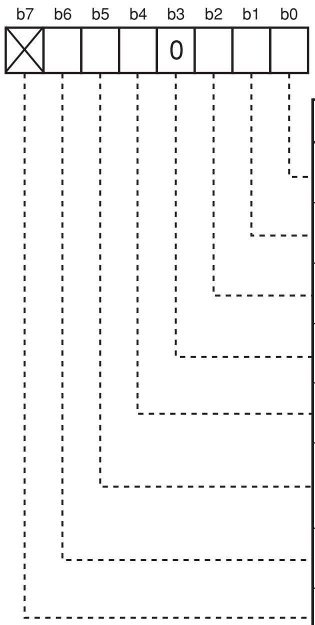


Symbol	Address	After Reset
UCON	03B0h	X0000000b

Bit Symbol	Bit Name	Function	RW
U0IRS	UART0 Transmit Interrupt Cause Select Bit	0 : Transmit buffer empty (TI bit = 1) 1 : Transmission completed (TXEPT bit = 1)	RW
U1IRS	UART1 Transmit Interrupt Cause Select Bit	0 : Transmit buffer empty (TI bit = 1) 1 : Transmission completed (TXEPT bit = 1)	RW
U0RRM	UART0 Continuous Receive Mode Enable Bit	0 : Continuous receive mode disabled 1 : Continuous receive mode enabled	RW
U1RRM	UART1 Continuous Receive Mode Enable Bit	0 : Continuous receive mode disabled 1 : Continuous receive mode enabled	RW
CLKMD0	UART1 CLK/CLKS Select Bit 0	Effective when the CLKMD1 bit = 1 0 : Clock output from CLK1 1 : Clock output from CLKS1	RW
CLKMD1	UART1 CLK/CLKS Select Bit 1 (1)	0 : CLK output is only CLK1 1 : Transfer clock output from multiple pins function selected	RW
RCSP	Separate UART0 $\overline{CTS}/\overline{RTS}$ Bit	0 : $\overline{CTS}/\overline{RTS}$ shared pin 1 : $\overline{CTS}/\overline{RTS}$ separated ($\overline{CTS0}$ supplied from the P6_4 pin)	RW
– (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–

NOTE:
1. When using multiple transfer clock output pins, make sure the following conditions are met:
   • The CKDIR bit in the U1MR register = 0 (internal clock)

UARTi Special Mode Register (i = 0 to 2)



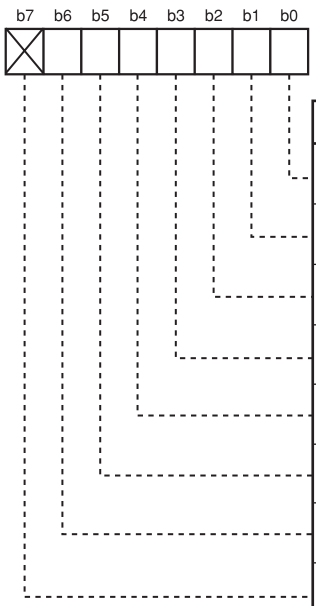
Symbol	Address	After Reset
U0SMR to U2SMR	01EFh, 01F3h, 01F7h	X0000000b

Bit Symbol	Bit Name	Function	RW
IICM	I2C Mode Select Bit	0 : Other than I2C mode 1 : I2C mode	RW
ABC	Arbitration Lost Detecting Flag Control Bit	0 : Update per bit 1 : Update per byte	RW
BBS	Bus Busy Flag	0 : STOP condition detected 1 : START condition detected (busy)	RW (1)
– (b3)	Reserved Bit	Set to "0"	RW
ABSCS	Bus Collision Detect Sampling Clock Select Bit	0 : Rising edge of transfer clock 1 : Underflow signal of timer Aj (2)	RW
ACSE	Auto Clear Function Select Bit of Transmit Enable Bit	0 : No auto clear function 1 : Auto clear at occurrence of bus collision	RW
SSS	Transmit Start Condition Select Bit	0 : Not synchronized to RXDi 1 : Synchronized to RXDi (3)	RW
– (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–

NOTES:
1. The BBS bit is set to "0" by writing "0" in a program. (Writing "1" has no effect.).
2. Underflow signal of timer A3 in UART0, underflow signal of timer A4 in UART1, underflow signal of timer A0 in UART2.
3. When a transfer begins, the SSS bit is set to "0" (not synchronized to RXDi).

Figure 14.8 UCON Register and U0SMR to U2SMR Registers

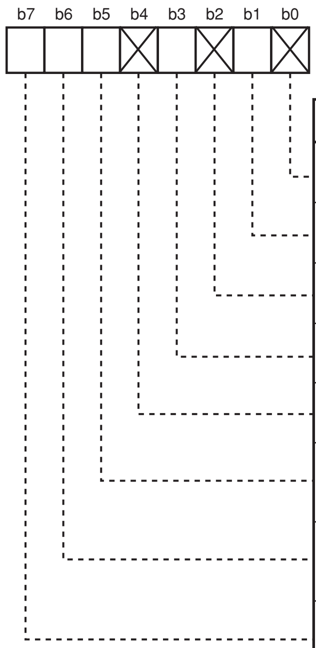
UARTi Special Mode Register 2 (i = 0 to 2)



Symbol	Address	After Reset
U0SMR2 to U2SMR2	01EEh, 01F2h, 01F6h	X0000000b

Bit Symbol	Bit Name	Function	RW
IICM2	I^{2}C Mode Select Bit 2	See **Table 14.12 I^{2}C Mode Functions**	RW
CSC	Clock-Synchronous Bit	0 : Disabled 1 : Enabled	RW
SWC	SCL Wait Output Bit	0 : Disabled 1 : Enabled	RW
ALS	SDA Output Stop Bit	0 : Disabled 1 : Enabled	RW
STAC	UARTi Initialization Bit	0 : Disabled 1 : Enabled	RW
SWC2	SCL Wait Output Bit 2	0: Transfer clock 1: "L" output	RW
SDHI	SDA Output Disable Bit	0: Enabled 1: Disabled (high-impedance)	RW
– (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–

UARTi Special Mode Register 3 (i = 0 to 2)



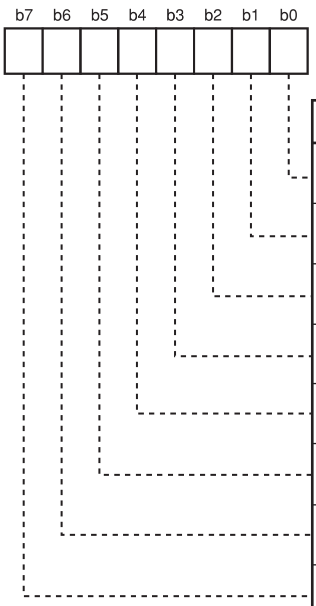
Symbol	Address	After Reset
U0SMR3 to U2SMR3	01EDh, 01F1h, 01F5h	000X0X0Xb

Bit Symbol	Bit Name	Function	RW
– (b0)	Nothing is assigned When write, set to "0". When read, its content is indeterminate.		–
CKPH	Clock Phase Set Bit	0 : Without clock delay 1 : With clock delay	RW
– (b2)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
NODC	Clock Output Select Bit	0 : CLKi is CMOS output 1 : CLKi is N channel open-drain output	RW
– (b4)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
DL0	SDAi Digital Delay Setup Bit (1) (2)	b7 b6 b5 0 0 0 : Without delay 0 0 1 : 1 to 2 cycle(s) of UiBRG count source 0 1 0 : 2 to 3 cycles of UiBRG count source 0 1 1 : 3 to 4 cycles of UiBRG count source 1 0 0 : 4 to 5 cycles of UiBRG count source 1 0 1 : 5 to 6 cycles of UiBRG count source 1 1 0 : 6 to 7 cycles of UiBRG count source 1 1 1 : 7 to 8 cycles of UiBRG count source	RW
DL1			RW
DL2			RW

NOTES:
1. The DL2 to DL0 bits are used to generate a delay in SDAi output by digital means during I^{2}C mode.
   In other than I^{2}C mode, set these bits to "000b" (no delay).
2. The amount of delay varies with the load on SCLi and SDAi pins. Also, when using an external clock, the amount of delay increases by about 100 ns.

Figure 14.9 U0SMR2 to U2SMR2 Registers and U0SMR3 to U2SMR3 Registers

UARTi Special Mode Register 4 (i = 0 to 2)



Symbol	Address	After Reset
U0SMR4 to U2SMR4	01ECh, 01F0h, 01F4h	00h

Bit Symbol	Bit Name	Function	RW
STAREQ	Start Condition Generate Bit (1)	0 : Clear 1 : Start	RW
RSTAREQ	Restart Condition Generate Bit (1)	0 : Clear 1 : Start	RW
STPREQ	Stop Condition Generate Bit (1)	0 : Clear 1 : Start	RW
STSPSEL	SCL,SDA Output Select Bit	0 : Start and stop conditions not output 1 : Start and stop conditions output	RW
ACKD	ACK Data Bit	0 : ACK 1 : NACK	RW
ACKC	ACK Data Output Enable Bit	0 : Serial I/O data output 1 : ACK data output	RW
SCLHI	SCL Output Stop Enable Bit	0 : Disabled 1 : Enabled	RW
SWC9	SCL Wait Bit 3	0 : SCL "L" hold disabled 1 : SCL "L" hold enabled	RW

NOTE:
1. Set to "0" when each condition is generated.

Figure 14.10 U0SMR4 to U2SMR4 Registers

14.1.1 Clock Synchronous Serial I/O Mode

The clock synchronous serial I/O mode uses a transfer clock to transmit and receive data. Table 14.1 lists the specifications of the clock synchronous serial I/O mode. Table 14.2 lists the registers used in clock synchronous serial I/O mode and the register values set.

Table 14.1 Clock Synchronous Serial I/O Mode Specifications

Item	Specification
Transfer Data Format	Transfer data length: 8 bits
Transfer Clock	The CKDIR bit in the UiMR register = 0 (internal clock) : fj/ 2(n+1) • fj = f1SIO, f2SIO, f8SIO, f32SIO. n: Setting value of the UiBRG register 00h to FFh The CKDIR bit = 1 (external clock) : Input from CLKi pin
Transmission, Reception Control	Selectable from $\overline{\text{CTS}}$ function, $\overline{\text{RTS}}$ function or $\overline{\text{CTS}}/\overline{\text{RTS}}$ function disabled
Transmission Start Condition	Before transmission can start, the following requirements must be met (1) • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in the UiTB register) • If $\overline{\text{CTS}}$ function is selected, input on the $\overline{\text{CTSi}}$ pin = L
Reception Start Condition	Before reception can start, the following requirements must be met (1) • The RE bit in the UiC1 register = 1 (reception enabled) • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in the UiTB register)
Interrupt Request Generation Timing	For transmission, one of the following conditions can be selected • The UiIRS bit (2) = 0 (transmit buffer empty): when transferring data from the UiTB register to the UARTi transmit register (at start of transmission) • The UiIRS bit =1 (transfer completed): when the serial I/O finished sending data from the UARTi transmit register For reception • When transferring data from the UARTi receive register to the UiRB register (at completion of reception)
Error Detection	Overrun error (3) This error occurs if the serial I/O started receiving the next data before reading the UiRB register and received the 7th bit of the next data
Select Function	• CLK polarity selection Transfer data input/output can be selected to occur synchronously with the rising or the falling edge of the transfer clock • LSB first, MSB first selection Whether to start sending/receiving data beginning with bit 0 or beginning with bit 7 can be selected • Continuous receive mode selection Reception is enabled immediately by reading the UiRB register • Switching serial data logic This function reverses the logic value of the transmit/receive data • Transfer clock output from multiple pins selection (UART1) The output pin can be selected in a program from two UART1 transfer clock pins that have been set • Separate $\overline{\text{CTS}}/\overline{\text{RTS}}$ pins (UART0) $\overline{\text{CTS0}}$ and $\overline{\text{RTS0}}$ are input/output from separate pins

i = 0 to 2

NOTES:
1. When an external clock is selected, the conditions must be met while if the CKPOL bit in the UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock), the external clock is in the high state; if the CKPOL bit in the UiC0 register = 1 (transmit data output at the rising edge and the receive data taken in at the falling edge of the transfer clock), the external clock is in the low state.
2. The U0IRS and U1IRS bits respectively are bits 0 and 1 in the UCON register; the U2IRS bit is bit 4 in the U2C1 register.
3. If an overrun error occurs, the value of UiRB register will be indeterminate. The IR bit in the SiRIC register does not change.

Table 14.2 Registers to Be Used and Settings in Clock Synchronous Serial I/O Mode

Register	Bit	Function
UiTB (1)	0 to 7	Set transmission data
UiRB (1)	0 to 7	Reception data can be read
	OER	Overrun error flag
UiBRG	0 to 7	Set a transfer rate
UiMR (1)	SMD2 to SMD0	Set to “001b”
	CKDIR	Select the internal clock or external clock
	IOPOL	Set to “0”
UiC0	CLK1 to CLK0	Select the count source for the UiBRG register
	CRS	Select $\overline{\text{CTS}}$ or $\overline{\text{RTS}}$ to use
	TXEPT	Transmit register empty flag
	CRD	Enable or disable the $\overline{\text{CTS}}$ or $\overline{\text{RTS}}$ function
	NCH	Select TXDi pin output mode
	CKPOL	Select the transfer clock polarity
	UFORM	Select the LSB first or MSB first
UiC1	TE	Set this bit to “1” to enable transmission/reception
	TI	Transmit buffer empty flag
	RE	Set this bit to “1” to enable reception
	RI	Reception complete flag
	U2IRS (2)	Select the source of UART2 transmit interrupt
	U2RRM (2)	Set this bit to “1” to use continuous receive mode
	UiLCH	Set this bit to “1” to use inverted data logic
	UiERE	Set to “0”
UiSMR	0 to 7	Set to “0”
UiSMR2	0 to 7	Set to “0”
UiSMR3	0 to 2	Set to “0”
	NODC	Select clock output mode
	4 to 7	Set to “0”
UiSMR4	0 to 7	Set to “0”
UCON	U0IRS, U1IRS	Select the source of UART0/UART1 transmit interrupt
	U0RRM, U1RRM	Set this bit to “1” to use continuous receive mode
	CLKMD0	Select the transfer clock output pin when the CLKMD1 bit = 1
	CLKMD1	Set this bit to “1” to output UART1 transfer clock from two pins
	RCSP	Set this bit to “1” to accept as input the UART0 $\overline{\text{CTS0}}$ signal from the P6_4 pin
	7	Set to “0”

i = 0 to 2

NOTES:

1. Not all register bits are described above. Set those bits to “0” when writing to the registers in clock synchronous serial I/O mode.
2. Set the bit 4 and bit 5 in the U0C1 and U1C1 registers to “0”. The U0IRS, U1IRS, U0RRM and U1RRM bits are in the UCON register.

Table 14.3 lists the functions of the input/output pins during clock synchronous serial I/O mode. Table 14.3 shows pin functions for the case where the multiple transfer clock output pin select function is deselected. Table 14.4 lists the P6_4 pin functions during clock synchronous serial I/O mode.
Note that for a period from when the UARTi operation mode is selected to when transfer starts, the TXDi pin outputs an “H”.
Figure 14.11 shows the transmit/receive timings during clock synchronous serial I/O mode.

Table 14.3 Pin Functions (When Not Select Multiple Transfer Clock Output Pin Function)

Pin Name	Function	Method of Selection
TXDi (P6_3, P6_7, P7_0)	Serial Data Output	(Outputs dummy data when performing reception only)
RXDi (P6_2, P6_6, P7_1)	Serial Data Input	PD6_2 and PD6_6 bits in PD6 register = 0 PD7_1 bit in PD7 register = 0 (Can be used as an input port when performing transmission only)
CLKi (P6_1, P6_5, P7_2)	Transfer Clock Output	CKDIR bit in UiMR register = 0
	Transfer Clock Input	CKDIR bit = 1 PD6_1 and PD6_5 bits in PD6 register = 0 PD7_2 bit in PD7 register = 0
$\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ (P6_0, P6_4, P7_3)	$\overline{\text{CTS}}$ Input	CRD bit in UiC0 register = 0 CRS bit in UiC0 register = 0 PD6_0 and PD6_4 bits in PD6 register = 0 PD7_3 bit in PD7 register = 0
	$\overline{\text{RTS}}$ Output	CRD bit = 0 CRS bit = 1
	I/O Port	CRD bit = 1

i = 0 to 2

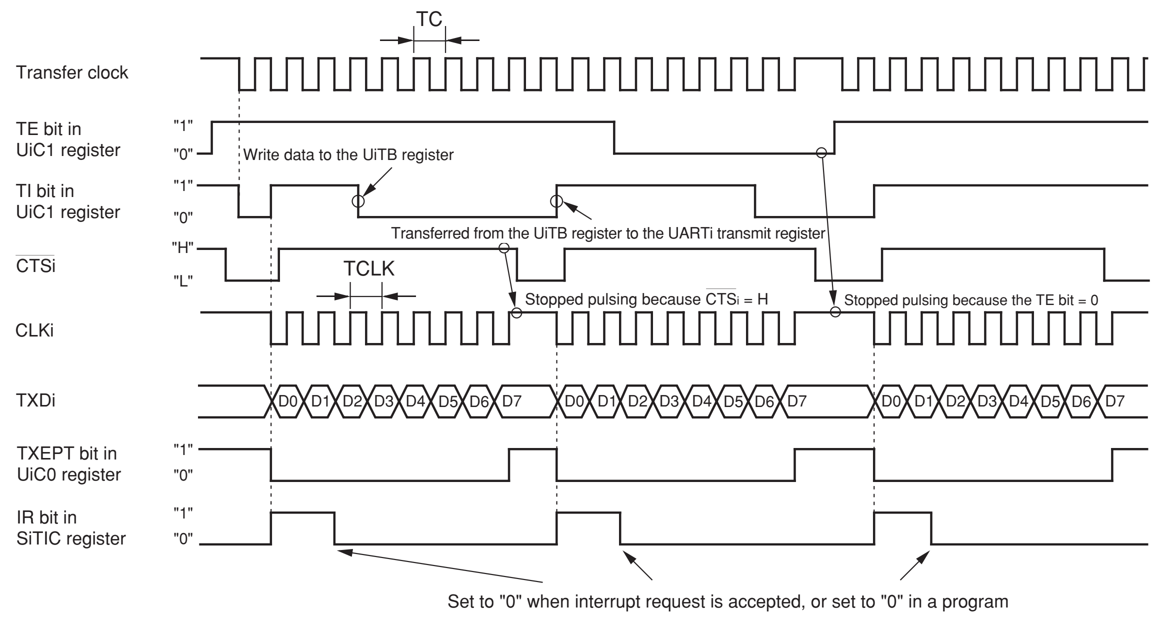
Table 14.4 P6_4 Pin Functions

Pin Function	Bit set Value					
	U1C0 Register		UCON Register			PD6 Register
	CRD bit	CRS bit	RCSP bit	CLKMD1 bit	CLKMD0 bit	PD6_4 bit
P6_4	1	-	0	0	-	Input: 0, Output: 1
$\overline{\text{CTS1}}$	0	0	0	0	-	0
$\overline{\text{RTS1}}$	0	1	0	0	-	-
$\overline{\text{CTS0}}$ (1)	0	0	1	0	-	0
CLKS1	-	-	-	1 (2)	1	-

-: “0” or “1”

NOTES:
1. In addition to this, set the CRD bit in the U0C0 register to “0” ($\overline{\text{CTS0}}$/$\overline{\text{RTS0}}$ enabled) and the CRS bit in the U0C0 register to “1” ($\overline{\text{RTS0}}$ selected).
2. When the CLKMD1 bit = 1 and the CLKMD0 bit = 0, the following logic levels are output:
   • High if the CLKPOL bit in the U1C0 register = 0
   • Low if the CLKPOL bit = 1

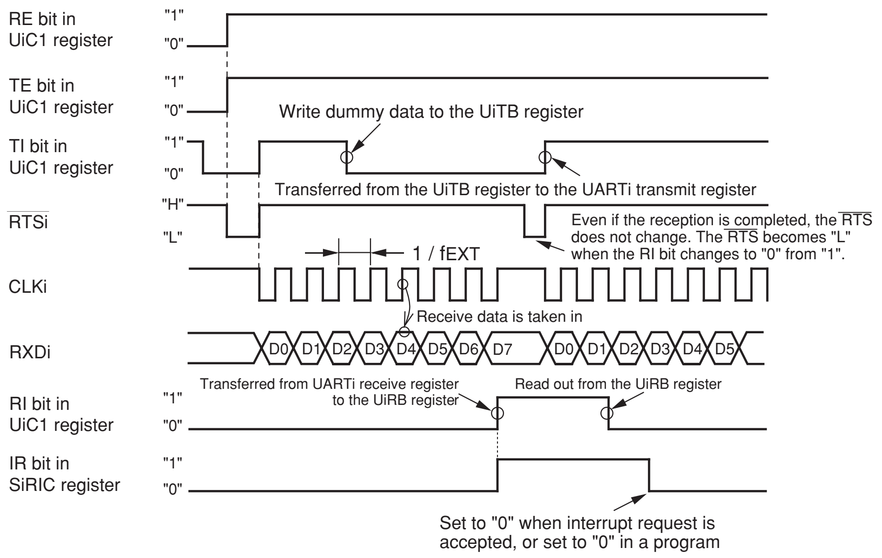
(1) Example of Transmit Timing (when internal clock is selected)


TC
Transfer clock
TE bit in UiC1 register
"1"
"0"
Write data to the UiTB register
TI bit in UiC1 register
Transferred from the UiTB register to the UARTi transmit register
CTSi
"H"
"L"
TCLK
Stopped pulsing because CTSi = H
Stopped pulsing because the TE bit = 0
CLKi
TXDi
D0 D1 D2 D3 D4 D5 D6 D7
TXEPT bit in UiC0 register
IR bit in SiTIC register
Set to "0" when interrupt request is accepted, or set to "0" in a program

TC = TCLK = 2(n + 1) / fj
fj: frequency of UiBRG count source (f1SIO, f2SIO, f8SIO, f32SIO)
n: value set to the UiBRG register
i = 0 to 2

The above timing diagram applies to the case where the register bits are set as follows:
- CKDIR bit in UiMR register = 0 (internal clock)
- CRD bit in UiC0 register = 0 (CTS/RTS enabled), CRS bit in UiC0 register = 0 (CTS selected)
- CKPOL bit in UiC0 register = 0 (transmit data output at the falling edge and receive data taken in at the rising edge of the transfer clock)
- UiRS bit = 0 (an interrupt request occurs when the transmit buffer becomes empty):
  U0IRS bit is bit 0 in UCON register
  U1IRS bit is bit 1 in UCON register
  U2IRS bit is bit 4 in U2C1 register

(2) Example of Receive Timing (when external clock is selected)


RE bit in UiC1 register
"1"
"0"
TE bit in UiC1 register
TI bit in UiC1 register
Write dummy data to the UiTB register
Transferred from the UiTB register to the UARTi transmit register
RTSi
"H"
"L"
Even if the reception is completed, the RTS does not change. The RTS becomes "L" when the RI bit changes to "0" from "1".
1 / fEXT
CLKi
Receive data is taken in
RXDi
D0 D1 D2 D3 D4 D5 D6 D7
Transferred from UARTi receive register to the UiRB register
Read out from the UiRB register
RI bit in UiC1 register
IR bit in SiRIC register
Set to "0" when interrupt request is accepted, or set to "0" in a program

The above timing diagram applies to the case where the register bits are set as follows:
- CKDIR bit in UiMR register = 1 (external clock)
- CRD bit in UiC0 register = 0 (CTS/RTS enabled), CRS bit = 1 (RTS selected)
- CKPOL bit in UiC0 register = 0 (transmit data output at the falling edge and receive data taken in at the rising edge of the transfer clock)

fEXT: frequency of external clock

Make sure the following conditions are met when input to the CLKi pin before receiving data is high:
- TE bit in UiC1 register = 1 (transmission enabled)
- RE bit in UiC1 register = 1 (reception enabled)
- Write dummy data to the UiTB register

Figure 14.11 Transmit and Receive Operation

14.1.1.1 Counter Measure for Communication Error Occurs

If a communication error occurs while transmitting or receiving in clock synchronous serial I/O mode, follow the procedures below.

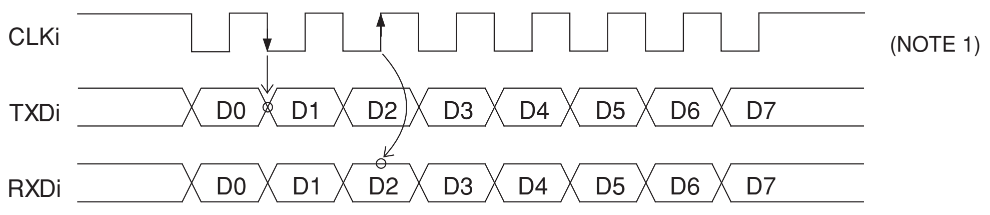
• Resetting the UiRB register (i = 0 to 2)
  (1) Set the RE bit in the UiC1 register to “0” (reception disabled)
  (2) Set the SMD2 to SMD0 bits in the UiMR register to “000b” (serial I/O disabled)
  (3) Set the SMD2 to SMD0 bits in the UiMR register to “001b” (clock synchronous serial I/O mode)
  (4) Set the RE bit in the UiC1 register to “1” (reception enabled)

• Resetting the UiTB register (i = 0 to 2)
  (1) Set the SMD2 to SMD0 bits in the UiMR register to “000b” (serial I/O disabled)
  (2) Set the SMD2 to SMD0 bits in the UiMR register to “001b” (clock synchronous serial I/O mode)
  (3) “1” (transmission enabled) is written to the TE bit in the UiC1 register, regardless of the TE bit

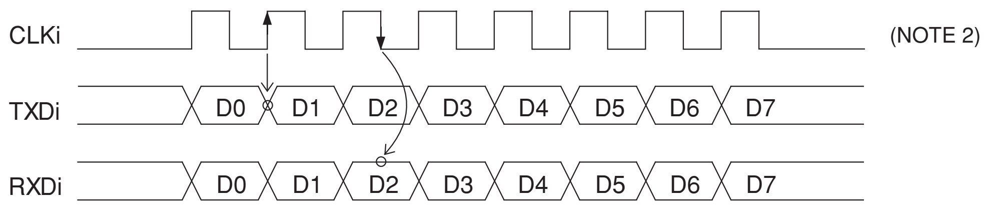
14.1.1.2 CLK Polarity Select Function

Use the CKPOL bit in the UiC0 register (i = 0 to 2) to select the transfer clock polarity. Figure 14.12 shows the polarity of the transfer clock.

(1) When the CKPOL bit in the UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock)



(2) When the CKPOL bit in the UiC0 register = 1 (transmit data output at the rising edge and the receive data taken in at the falling edge of the transfer clock)



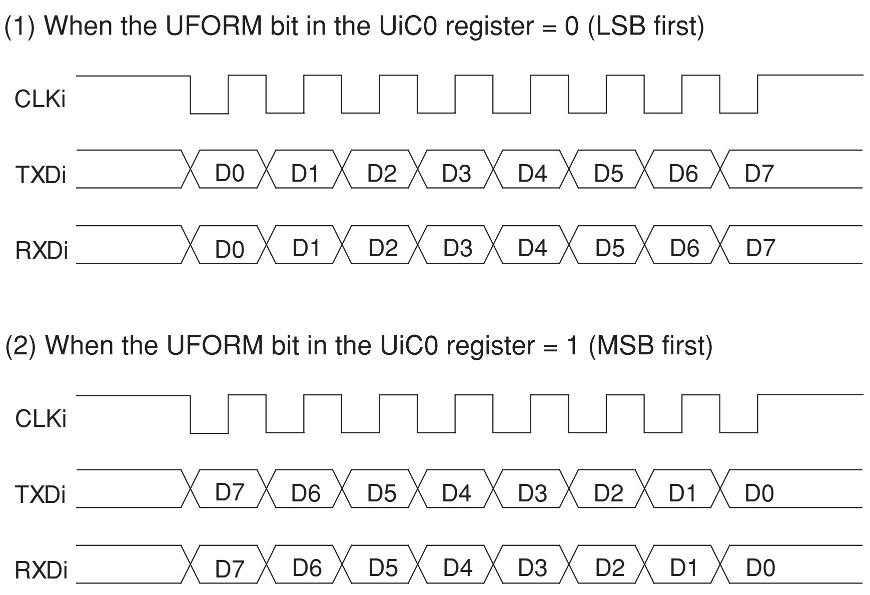
i = 0 to 2
* This applies to the case where the UFORM bit in the UiC0 register = 0 (LSB first) and the UiLCH bit in the UiC1 register = 0 (no reverse).

NOTES:
1. When not transferring, the CLKi pin outputs a high signal.
2. When not transferring, the CLKi pin outputs a low signal.

Figure 14.12 Transfer Clock Polarity

14.1.1.3 LSB First/MSB First Select Function

Use the UFORM bit in the UiC0 register (i = 0 to 2) to select the transfer format.
Figure 14.13 shows the transfer format.


(1) When the UFORM bit in the UiC0 register = 0 (LSB first)
CLKi
TXDi
D0 D1 D2 D3 D4 D5 D6 D7
RXDi
D0 D1 D2 D3 D4 D5 D6 D7
(2) When the UFORM bit in the UiC0 register = 1 (MSB first)
CLKi
TXDi
D7 D6 D5 D4 D3 D2 D1 D0
RXDi
D7 D6 D5 D4 D3 D2 D1 D0

i = 0 to 2

* This applies to the case where the CKPOL bit in the UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock) and the UiLCH bit in the UiC1 register = 0 (no reverse).

Figure 14.13 Transfer Format

14.1.1.4 Continuous Receive Mode

In continuous receive mode, receive operation becomes enable when the receive buffer register is read. It is not necessary to write dummy data into the transmit buffer register to enable receive operation in this mode. However, a dummy read of the receive buffer register is required when starting the operation mode.

When the UiRRM bit (i = 0 to 2) = 1 (continuous receive mode), the TI bit in the UiC1 register is set to “0” (data present in UiTB register) by reading the UiRB register. In this case, i.e., UiRRM bit = 1, do not write dummy data to the UiTB register in a program. The U0RRM and U1RRM bits are bit 2 and bit 3 in the UCON register, respectively, and the U2RRM bit is bit 5 in the U2C1 register.

14.1.1.5 Serial Data Logic Switching Function

When the UiLCH bit in the UiC1 register (i = 0 to 2) = 1 (reverse), the data written to the UiTB register has its logic reversed before being transmitted. Similarly, the received data has its logic reversed when read from the UiRB register. Figure 14.14 shows serial data logic.

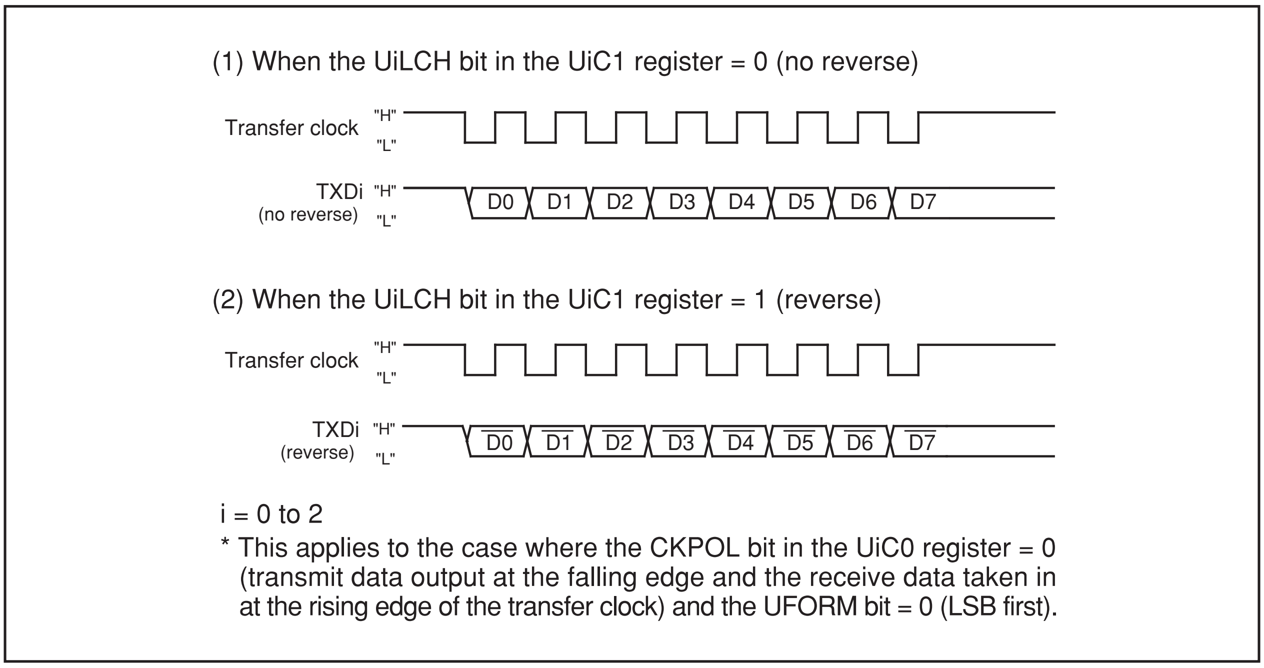

(1) When the UiLCH bit in the UiC1 register = 0 (no reverse)
Transfer clock
"H"
"L"
TXDi
(no reverse)
D0 D1 D2 D3 D4 D5 D6 D7
(2) When the UiLCH bit in the UiC1 register = 1 (reverse)
Transfer clock
TXDi
(reverse)
$\overline{D0}$ $\overline{D1}$ $\overline{D2}$ $\overline{D3}$ $\overline{D4}$ $\overline{D5}$ $\overline{D6}$ $\overline{D7}$
i = 0 to 2
* This applies to the case where the CKPOL bit in the UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock) and the UFORM bit = 0 (LSB first).

Figure 14.14 Serial Data Logic Switching

14.1.1.6 Transfer Clock Output From Multiple Pins (UART1)

Use the CLKMD1 to CLKMD0 bits in the UCON register to select one of the two transfer clock output pins. Figure 14.15 shows the transfer clock output from the multiple pins function usage. This function can be used when the selected transfer clock for UART1 is an internal clock.

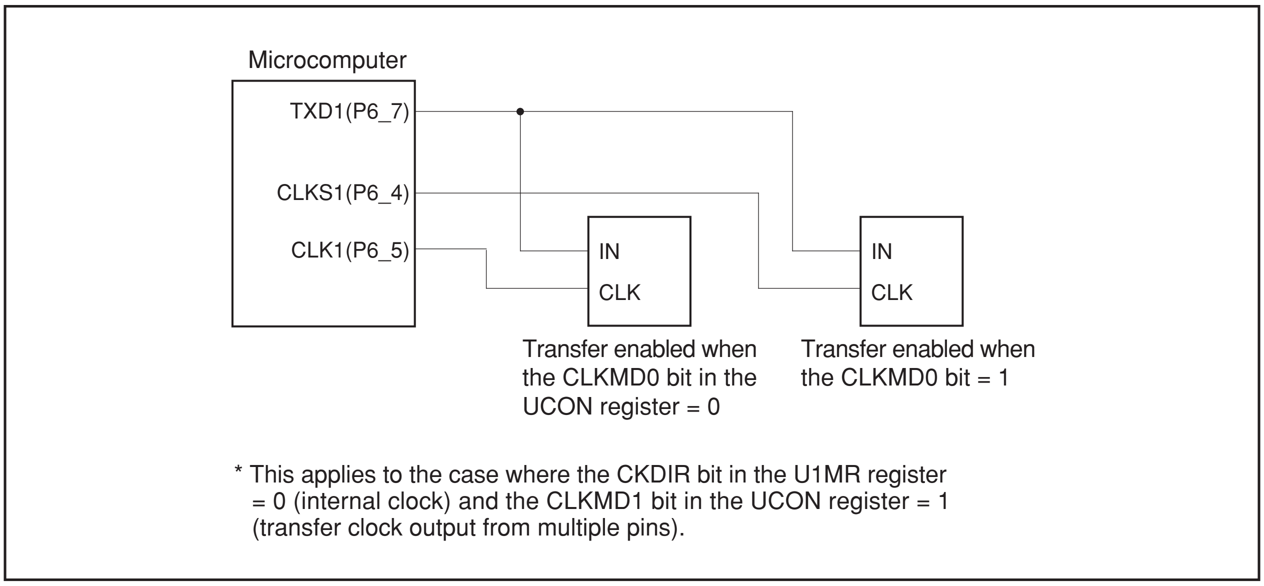

Microcomputer
TXD1(P6_7)
CLKS1(P6_4)
CLK1(P6_5)
IN
CLK
IN
CLK
Transfer enabled when the CLKMD0 bit in the UCON register = 0
Transfer enabled when the CLKMD0 bit = 1
* This applies to the case where the CKDIR bit in the U1MR register = 0 (internal clock) and the CLKMD1 bit in the UCON register = 1 (transfer clock output from multiple pins).

Figure 14.15 Transfer Clock Output From Multiple Pins

14.1.1.7 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ Function

When the $\overline{\text{CTS}}$ function is used transmit and receive operation start when "L" is applied to the $\overline{\text{CTSi}}$/RTSi (i = 0 to 2) pin. Transmit and receive operation begins when the $\overline{\text{CTSi}}$/RTSi pin is held "L". If the "L" signal is switched to "H" during a transmit or receive operation, the operation stops before the next data.

When the $\overline{\text{RTS}}$ function is used, the CTSi/$\overline{\text{RTSi}}$ pin outputs on "L" signal when the microcomputer is ready to receive. The output level becomes "H" on the first falling edge of the CLKi pin.

• CRD bit in UiC0 register = 1 ($\overline{\text{CTS}}$/$\overline{\text{RTS}}$ function disabled) $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ pin is programmable I/O function
• CRD bit = 0, CRS bit in UiC0 register = 0 ($\overline{\text{CTS}}$ function is selected) $\overline{\text{CTSi}}$/RTSi pin is $\overline{\text{CTS}}$ function
• CRD bit = 0, CRS bit = 1 ($\overline{\text{RTS}}$ function is selected) CTSi/$\overline{\text{RTSi}}$ pin is $\overline{\text{RTS}}$ function

14.1.1.8 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ Separate Function (UART0)

This function separates $\overline{\text{CTS0}}$/$\overline{\text{RTS0}}$, outputs $\overline{\text{RTS0}}$ from the P6_0 pin, and accepts as input the $\overline{\text{CTS0}}$ from the P6_4 pin. To use this function, set the register bits as shown below.

• CRD bit in U0C0 register = 0 (enables UART0 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$)
• CRS bit in U0C0 register = 1 (outputs UART0 $\overline{\text{RTS}}$)
• CRD bit in U1C0 register = 0 (enables UART1 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$)
• CRS bit in U1C0 register = 0 (inputs UART1 $\overline{\text{CTS}}$)
• RCSP bit in UCON register = 1 (inputs $\overline{\text{CTS0}}$ from the P6_4 pin)
• CLKMD1 bit in UCON register = 0 (CLKS1 not used)

Note that when using the $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ separate function, UART1 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ separate function cannot be used.

Figure 14.16 shows $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ separate function usage.

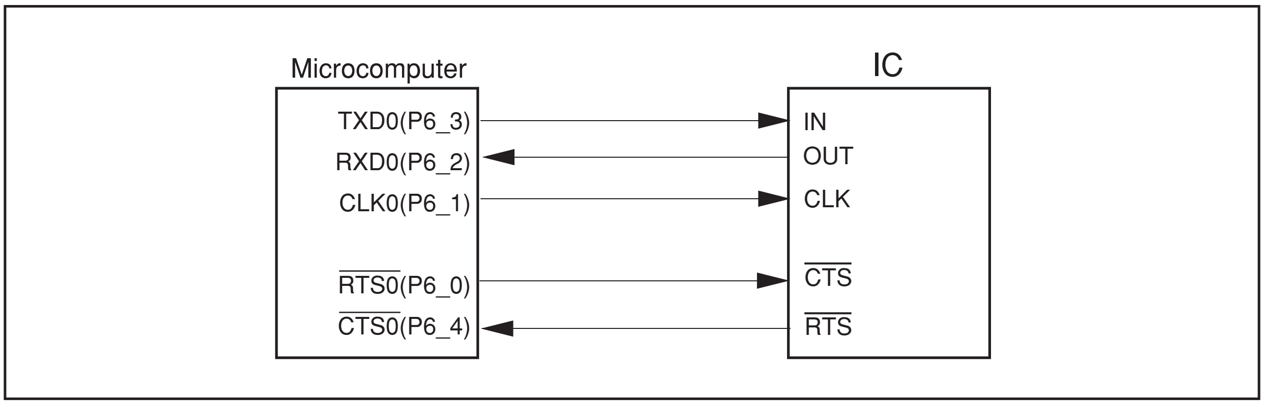


Figure 14.16 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ Separate Function

14.1.2 Clock Asynchronous Serial I/O (UART) Mode

The UART mode allows transmitting and receiving data after setting the desired transfer rate and transfer data format. Tables 14.5 lists the specifications of the UART mode. Table 14.6 lists the registers used in UART mode and the register values set.

Table 14.5 UART Mode Specifications

Item	Specification
Transfer Data Format	• Character bit (transfer data): Selectable from 7, 8 or 9 bits • Start bit: 1 bit • Parity bit: Selectable from odd, even, or none • Stop bit: Selectable from 1 or 2 bits
Transfer Clock	• CKDIR bit in UiMR register = 0 (internal clock) : fj/ 16(n+1) fj = f1SIO, f2SIO, f8SIO, f32SIO. n: Setting value of the UiBRG register 00h to FFh • The CKDIR bit = 1 (external clock) : fEXT/16(n+1) fEXT: Input from CLKi pin. n :Setting value of the UiBRG register 00h to FFh
Transmission, Reception Control	Selectable from $\overline{\text{CTS}}$ function, $\overline{\text{RTS}}$ function or $\overline{\text{CTS}}/\overline{\text{RTS}}$ function disabled
Transmission Start Condition	Before transmission can start, the following requirements must be met • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in UiTB register) • If $\overline{\text{CTS}}$ function is selected, input on the $\overline{\text{CTSi}}$ pin = L
Reception Start Condition	Before reception can start, the following requirements must be met • The RE bit in the UiC1 register = 1 (reception enabled) • Start bit detection
Interrupt Request Generation Timing	For transmission, one of the following conditions can be selected • The UiIRS bit (1) = 0 (transmit buffer empty): when transferring data from the UiTB register to the UARTi transmit register (at start of transmission) • The UiIRS bit =1 (transfer completed): when the serial I/O finished sending data from the UARTi transmit register For reception • When transferring data from the UARTi receive register to the UiRB register (at completion of reception)
Error Detection	• Overrun error (2) This error occurs if the serial I/O started receiving the next data before reading the UiRB register and received the bit one before the last stop bit of the next data • Framing error (3) This error occurs when the number of stop bits set is not detected • Parity error (3) This error occurs when if parity is enabled, the number of 1's in parity and character bits does not match the number of 1's set • Error sum flag This flag is set to "1" when any of the overrun, framing, or parity errors occur
Select Function	• LSB first, MSB first selection Whether to start sending/receiving data beginning with bit 0 or beginning with bit 7 can be selected • Serial data logic switch This function reverses the logic of the transmit/receive data. The start and stop bits are not reversed. • TXD, RXD I/O polarity switch This function reverses the polarities of the TXD pin output and RXD pin input. The logic levels of all I/O data is reversed. • Separate $\overline{\text{CTS}}/\overline{\text{RTS}}$ pins (UART0) $\overline{\text{CTS0}}$ and $\overline{\text{RTS0}}$ are input/output from separate pins

i = 0 to 2

NOTES:
1. The U0IRS and U1IRS bits are bits 0 and 1 in the UCON register. The U2IRS bit is bit 4 in the U2C1 register.
2. If an overrun error occurs, the value of the UiRB register will be indeterminate. The IR bit in the SiRIC register does not change.
3. The timing at which the framing error flag and the parity error flag are set is detected when data is transferred from the UARTi receive register to the UiRB register.

Table 14.6 Registers to Be Used and Settings in UART Mode

Register	Bit	Function
UiTB	0 to 8	Set transmission data (1)
UiRB	0 to 8	Reception data can be read (1)
	OER,FER,PER,SUM	Error flag
UiBRG	0 to 7	Set a transfer rate
UiMR	SMD2 to SMD0	Set these bits to “100b” when transfer data is 7-bit long
		Set these bits to “101b” when transfer data is 8-bit long
		Set these bits to “110b” when transfer data is 9-bit long
	CKDIR	Select the internal clock or external clock
	STPS	Select the stop bit
	PRY, PRYE	Select whether parity is included and whether odd or even
	IOPOL	Select the TXD/RXD input/output polarity
UiC0	CLK0, CLK1	Select the count source for the UiBRG register
	CRS	Select $\overline{\text{CTS}}$ or $\overline{\text{RTS}}$ to use
	TXEPT	Transmit register empty flag
	CRD	Enable or disable the $\overline{\text{CTS}}$ or $\overline{\text{RTS}}$ function
	NCH	Select TXDi pin output mode
	CKPOL	Set to “0”
	UFORM	LSB first or MSB first can be selected when transfer data is 8-bit long. Set this bit to “0” when transfer data is 7- or 9-bit long.
UiC1	TE	Set this bit to “1” to enable transmission
	TI	Transmit buffer empty flag
	RE	Set this bit to “1” to enable reception
	RI	Reception complete flag
	U2IRS (2)	Select the source of UART2 transmit interrupt
	U2RRM (2)	Set to “0”
	UiLCH	Set this bit to “1” to use inverted data logic
	UiERE	Set to “0”
UiSMR	0 to 7	Set to “0”
UiSMR2	0 to 7	Set to “0”
UiSMR3	0 to 7	Set to “0”
UiSMR4	0 to 7	Set to “0”
UCON	U0IRS, U1IRS	Select the source of UART0/UART1 transmit interrupt
	U0RRM, U1RRM	Set to “0”
	CLKMD0	Invalid because the CLKMD1 bit = 0
	CLKMD1	Set to “0”
	RCSP	Set this bit to “1” to accept as input the UART0 $\overline{\text{CTS0}}$ signal from the P6_4 pin
	7	Set to “0”

i = 0 to 2

NOTES:

1. The bits used for transmit/receive data are as follows:
   - Bit 0 to bit 6 when transfer data is 7-bit long
   - Bit 0 to bit 7 when transfer data is 8-bit long
   - Bit 0 to bit 8 when transfer data is 9-bit long.
2. Set bit 4 to bit 5 in the U0C1 and U1C1 registers to “0”. The U0IRS, U1IRS, U0RRM and U1RRM bits are included in the UCON register.

Table 14.7 lists the functions of the input/output pins during UART mode. Table 14.8 lists the P6_4 pin functions during UART mode. Note that for a period from when the UARTi operation mode is selected to when transfer starts, the TXDi pin outputs an “H”.

Figure 14.17 shows the typical transmit timings in UART mode. Figure 14.18 shows the typical receive timing in UART mode.

Table 14.7 I/O Pin Functions

Pin Name	Function	Method of Selection
TXDi (P6_3, P6_7, P7_0)	Serial Data Output	(Outputs “H” when performing reception only)
RXDi (P6_2, P6_6, P7_1)	Serial Data Input	PD6_2 and PD6_6 bits in PD6 register = 0 PD7_1 bit in PD7 register = 0 (Can be used as an input port when performing transmission only)
CLKi (P6_1, P6_5, P7_2)	I/O Port	CKDIR bit in UiMR register = 0
	Transfer Clock Input	CKDIR bit in UiMR register = 1 PD6_1 and PD6_5 bits in PD6 register = 0 PD7_2 bit in PD7 register = 0
$\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ (P6_0, P6_4, P7_3)	$\overline{\text{CTS}}$ Input	CRD bit in UiC0 register = 0 CRS bit in UiC0 register = 0 PD6_0 and PD6_4 bits in PD6 register = 0 PD7_3 bit in PD7 register = 0
	$\overline{\text{RTS}}$ Output	CRD bit = 0 CRS bit = 1
	I/O Port	CRD bit = 1

i = 0 to 2

Table 14.8 P6_4 Pin Functions

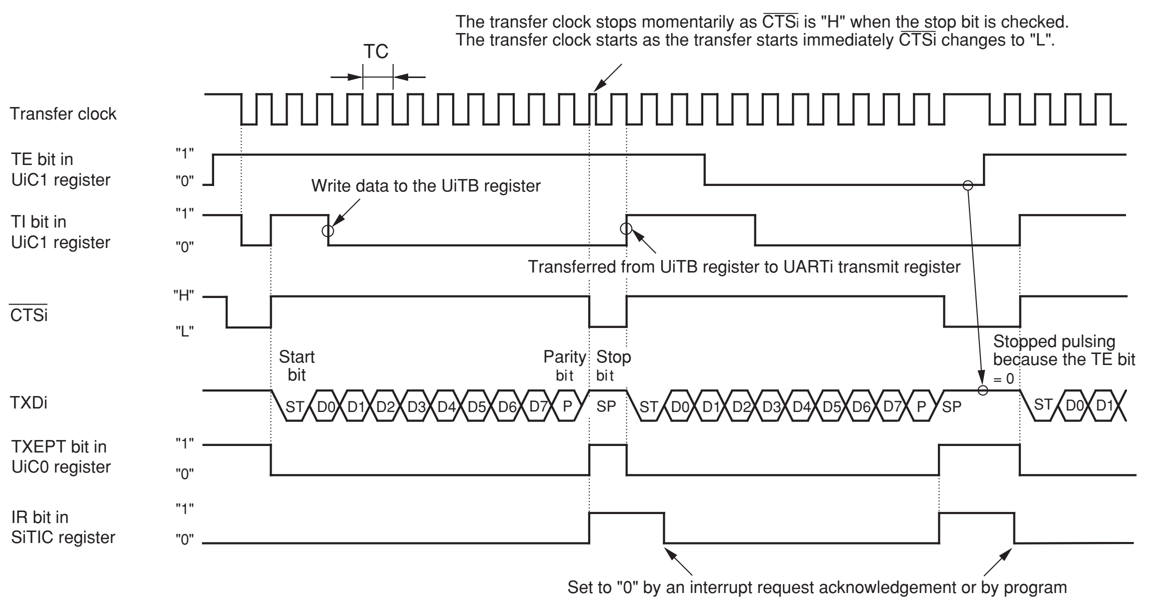
Pin Function	Bit set Value				
	U1C0 Register		UCON Register		PD6 Register
	CRD bit	CRS bit	RCSP bit	CLKMD1 bit	PD6_4 bit
P6_4	1	-	0	0	Input: 0, Output: 1
$\overline{\text{CTS1}}$	0	0	0	0	0
$\overline{\text{RTS1}}$	0	1	0	0	-
$\overline{\text{CTS0}}$ (1)	0	0	1	0	0

-: “0” or “1”

NOTE:

1. In addition to this, set the CRD bit in the U0C0 register to “0” ($\overline{\text{CTS0}}$/$\overline{\text{RTS0}}$ enabled) and the CRS bit in the U0C0 register to “1” ($\overline{\text{RTS0}}$ selected).

(1) Example of Transmit Timing when Transfer Data is 8-bit Long (parity enabled, one stop bit)

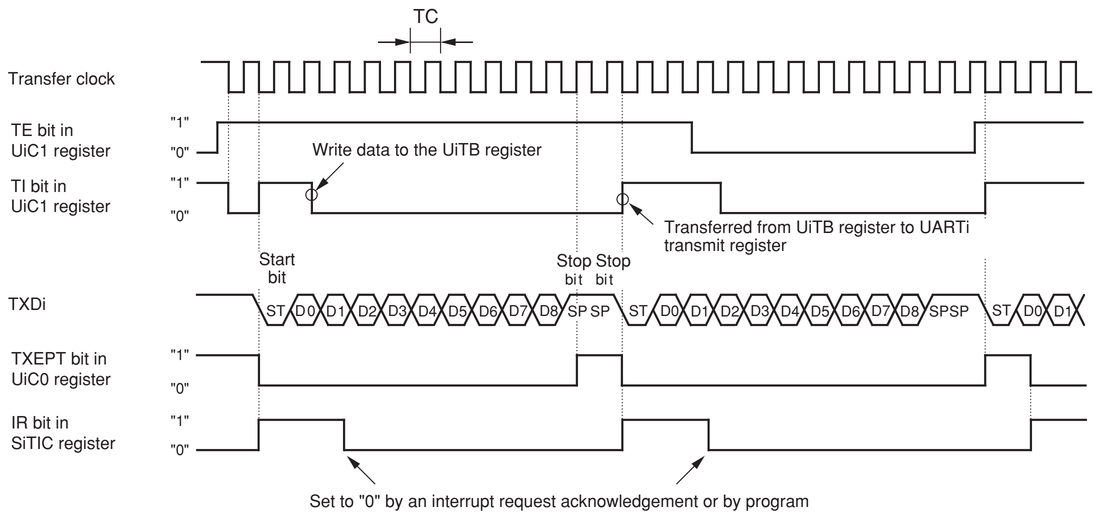

The transfer clock stops momentarily as CTSi is "H" when the stop bit is checked.
The transfer clock starts as the transfer starts immediately CTSi changes to "L".
TC
Transfer clock
TE bit in UiC1 register
"1"
"0"
Write data to the UiTB register
TI bit in UiC1 register
Transferred from UiTB register to UARTi transmit register
CTSi
"H"
"L"
Start bit
Parity bit
Stop bit
Stopped pulsing because the TE bit = 0
TXDi
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
TXEPT bit in UiC0 register
IR bit in SiTIC register
Set to "0" by an interrupt request acknowledgement or by program

The above timing diagram applies to the case where the register bits are set as follows:
- PRYE bit in UiMR register = 1 (parity enabled)
- STPS bit in UiMR register = 0 (1 stop bit)
- CRD bit in UiC0 register = 0 (CTS/RTS enabled), and CRS bit = 0 (CTS selected)
- UiIRS bit = 1 (an interrupt request occurs when transmit completed):
  U0IRS bit is bit 0 in UCON register
  U1IRS bit is bit 1 in UCON register
  U2IRS bit is bit 4 in U2C1 register

TC = 16 (n + 1) / fj or 16 (n + 1) / fEXT
fj : frequency of UiBRG count source (f1SIO, f2SIO, f8SIO, f32SIO)
fEXT : frequency of UiBRG count source (external clock)
n : value set to UiBRG

i = 0 to 2

(2) Example of Transmit Timing when Transfer Data is 9-bit Long (parity disabled, two stop bits)

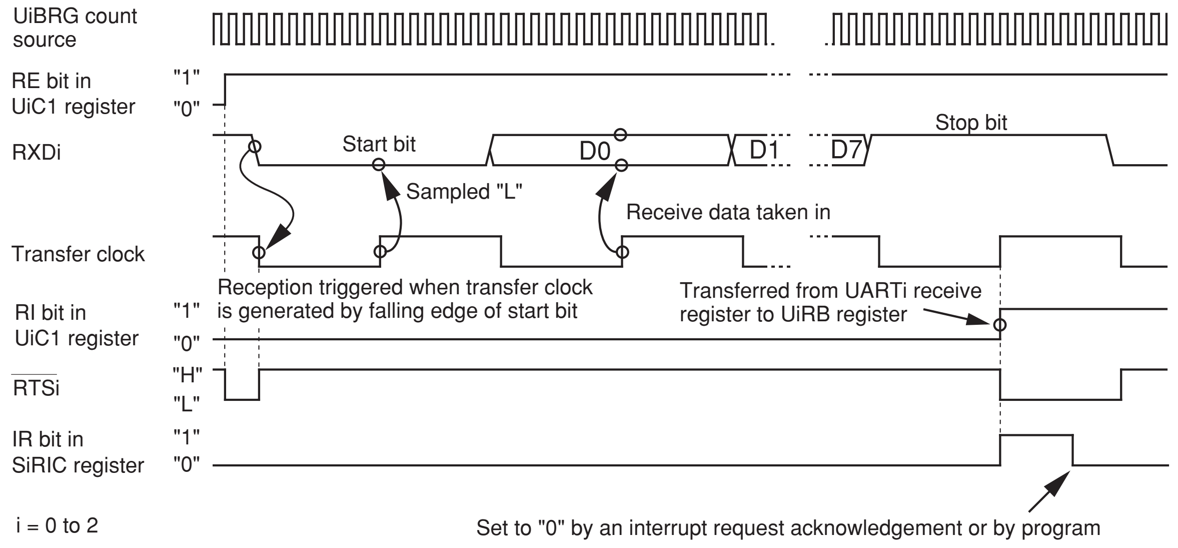

TC
Transfer clock
TE bit in UiC1 register
"1"
"0"
Write data to the UiTB register
TI bit in UiC1 register
Transferred from UiTB register to UARTi transmit register
Start bit
Stop bit
Stop bit
TXDi
ST D0 D1 D2 D3 D4 D5 D6 D7 D8 SP SP
TXEPT bit in UiC0 register
IR bit in SiTIC register
Set to "0" by an interrupt request acknowledgement or by program

The above timing diagram applies to the case where the register bits are set as follows:
- PRYE bit in UiMR register = 0 (parity disabled)
- STPS bit in UiMR register = 1 (2 stop bits)
- CRD bit in UiC0 register = 1 (CTS/RTS disabled)
- UiIRS bit = 0 (an interrupt request occurs when transmit buffer becomes empty):
  U0IRS bit is bit 0 in UCON register
  U1IRS bit is bit 1 in UCON register
  U2IRS bit is bit 4 in U2C1 register

TC = 16 (n + 1) / fj or 16 (n + 1) / fEXT
fj : frequency of UiBRG count source (f1SIO, f2SIO, f8SIO, f32SIO)
fEXT: frequency of UiBRG count source (external clock)
n : value set to UiBRG
i = 0 to 2

Figure 14.17 Transmit Operation

• Example of Receive Timing when Transfer Data is 8-bit Long (parity disabled, one stop bit)


UiBRG count source
RE bit in UiC1 register
"1"
"0"
RXDi
Start bit
D0
D1
D7
Stop bit
Sampled "L"
Receive data taken in
Transfer clock
Reception triggered when transfer clock is generated by falling edge of start bit
Transferred from UARTi receive register to UiRB register
RI bit in UiC1 register
"1"
"0"
RTSi
"H"
"L"
IR bit in SiRIC register
"1"
"0"
i = 0 to 2
Set to "0" by an interrupt request acknowledgement or by program

The above timing diagram applies to the case where the register bits are set as follows:
- PRYE bit in UiMR register = 0 (parity disabled)
- STPS bit in UiMR register = 0 (1 stop bit)
- CRD bit in UiC0 register = 0 ($\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ enabled) and CRS bit = 1 ($\overline{\text{RTSi}}$ selected)

Figure 14.18 Receive Operation

14.1.2.1 Bit Rates

In UART mode, the frequency set by the UiBRG register (i = 0 to 2) divided by 16 become the bit rates. Table 14.9 lists example of bit rates and settings.

Table 14.9 Example of Bit Rates and Settings

Bit-rate (bps)	Count source of BRG	Peripheral function clock: 16MHz		Peripheral function clock: 24MHz	
		Set value of BRG: n	Actual time (bps)	Set value of BRG: n	Actual time (bps)
1200	f8	103 (67h)	1202	155 (9Bh)	1202
2400	f8	51 (33h)	2404	77 (4Dh)	2404
4800	f8	25 (19h)	4808	38 (26h)	4808
9600	f1	103 (67h)	9615	155 (9Bh)	9615
14400	f1	68 (44h)	14493	103 (67h)	14423
19200	f1	51 (33h)	19231	77 (4Dh)	19231
28800	f1	34 (22h)	28571	51 (33h)	28846
31250	f1	31 (1Fh)	31250	47 (2Fh)	31250
38400	f1	25 (19h)	38462	38 (26h)	38462
51200	f1	19 (13h)	50000	28 (1Ch)	51724

14.1.2.2 Counter Measure for Communication Error Occurs

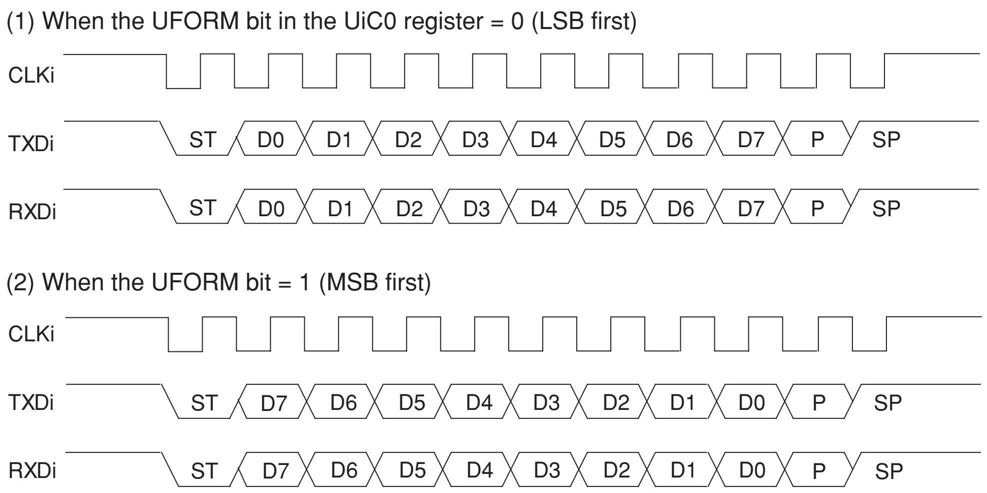
If a communication error occurs while transmitting or receiving in UART mode, follow the procedures below.

- Resetting the UiRB register (i = 0 to 2)
  - (1) Set the RE bit in the UiC1 register to "0" (reception disabled)
  - (2) Set the RE bit in the UiC1 register to "1" (reception enabled)

- Resetting the UiTB register (i = 0 to 2)
  - (1) Set the SMD2 to SMD0 bits in the UiMR register to "000b" (Serial I/O disabled)
  - (2) Set the SMD2 to SMD0 bits in the UiMR register to "001b", "101b", "110b".
  - (3) "1" (transmission enabled) is written to the TE bit in the UiC1 register, regardless of the TE bit

14.1.2.3 LSB First/MSB First Select Function

As shown in Figure 14.19, use the UFORM bit in the UiC0 register to select the transfer format. This function is valid when transfer data is 8-bit long.


(1) When the UFORM bit in the UiC0 register = 0 (LSB first)
CLKi
TXDi
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
RXDi
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
(2) When the UFORM bit = 1 (MSB first)
CLKi
TXDi
ST D7 D6 D5 D4 D3 D2 D1 D0 P SP
RXDi
ST D7 D6 D5 D4 D3 D2 D1 D0 P SP

i = 0 to 2

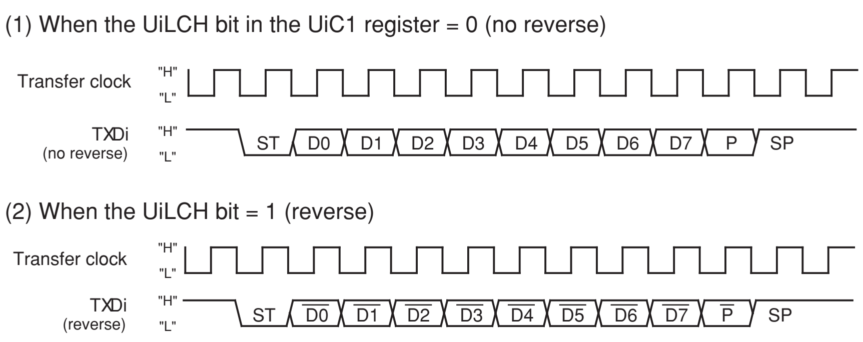
ST: Start bit
P: Parity bit
SP: Stop bit

NOTE:
1. This applies to the case where the register bits are set as follows:
   - CKPOL bit in UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock)
   - UiLCH bit in UiC1 register = 0 (no reverse)
   - STPS bit in UiMR register = 0 (1 stop bit)
   - PRYE bit in UiMR register = 1 (parity enabled)

Figure 14.19 Transfer Format

14.1.2.4 Serial Data Logic Switching Function

The data written to the UiTB register has its logic reversed before being transmitted. Similarly, the received data has its logic reversed when read from the UiRB register. Figure 14.20 shows serial data logic.


(1) When the UiLCH bit in the UiC1 register = 0 (no reverse)
Transfer clock
"H"
"L"
TXDi
(no reverse)
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
(2) When the UiLCH bit = 1 (reverse)
Transfer clock
TXDi
(reverse)
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP

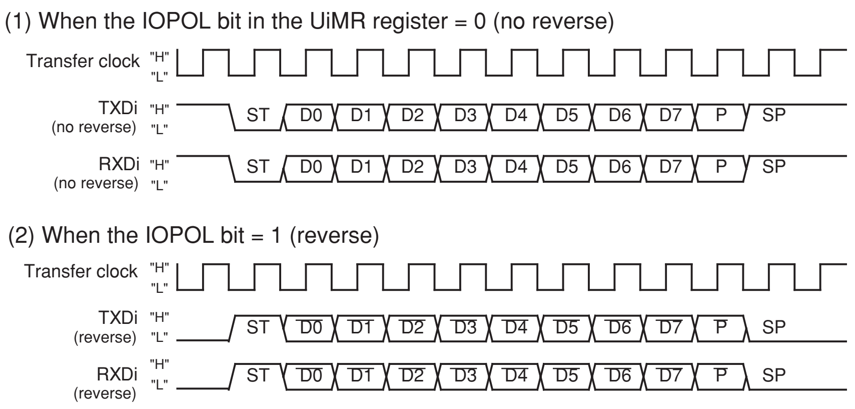
i = 0 to 2
ST: Start bit
P: Parity bit
SP: Stop bit

NOTE:
1. This applies to the case where the register bit are set as follows:
• CKPOL bit in UiC0 register = 0 (transmit data output at the falling edge of the transfer clock)
• UFORM bit in UiC0 register = 0 (LSB first)
• STPS bit in UiMR register = 0 (1 stop bit)
• PRYE bit in UiMR register = 1 (parity enabled)

Figure 14.20 Serial Data Logic Switching

14.1.2.5 TXD and RXD I/O Polarity Inverse Function

This function inverses the polarities of the TXDi pin output and RXDi pin input. The logic levels of all input/output data (including the start, stop and parity bits) are inversed. Figure 14.21 shows the TXD and RXD input/output polarity inverse.


(1) When the IOPOL bit in the UiMR register = 0 (no reverse)
Transfer clock
TXDi
(no reverse)
RXDi
(no reverse)
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
(2) When the IOPOL bit = 1 (reverse)
Transfer clock
TXDi
(reverse)
RXDi
(reverse)
"H"
"L"

i = 0 to 2
ST: Start bit
P: Parity bit
SP: Stop bit

NOTE:
1. This applies to the case where the register bits are set as follows:
• UFORM bit in UiC0 register = 0 (LSB first)
• STPS bit in UiMR register = 0 (1 stop bit)
• PRYE bit in UiMR register = 1 (parity enabled)

Figure 14.21 TXD and RXD I/O Polarity Inverse

14.1.2.6 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ Function

When the $\overline{\text{CTS}}$ function is used transmit operation start when "L" is applied to the $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ (i = 0 to 2) pin. Transmit operation begins when the $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ pin is held "L". If the "L" signal is switched to "H" during a transmit operation, the operation stops before the next data.
When the $\overline{\text{RTS}}$ function is used, the $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ pin outputs on "L" signal when the microcomputer is ready to receive. The output level becomes "H" on the first falling edge of the CLKi pin.

- CRD bit in UiC0 register = 1 (disables UART0 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ function) $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ pin is programmable I/O function
- CRD bit = 0, CRS bit in UiC0 register= 0 ($\overline{\text{CTS}}$ function is selected) $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ pin is $\overline{\text{CTS}}$ function
- CRD bit = 0, CRS bit = 1 ($\overline{\text{RTS}}$ function is selected) $\overline{\text{CTSi}}$/$\overline{\text{RTSi}}$ pin is $\overline{\text{RTS}}$ function

14.1.2.7 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ Separate Function (UART0)

This function separates $\overline{\text{CTS0}}$/$\overline{\text{RTS0}}$, outputs $\overline{\text{RTS0}}$ from the P6_0 pin, and accepts as input the $\overline{\text{CTS0}}$ from the P6_4 pin. To use this function, set the register bits as shown below.

- CRD bit in U0C0 register = 0 (enables UART0 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$)
- CRS bit in U0C0 register = 1 (outputs UART0 $\overline{\text{RTS}}$)
- CRD bit in U1C0 register = 0 (enables UART1 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$)
- CRS bit in U1C0 register = 0 (inputs UART1 $\overline{\text{CTS}}$)
- RCSP bit in UCON register = 1 (inputs $\overline{\text{CTS}}$0 from the P6_4 pin)
- CLKMD1 bit in UCON register = 0 (CLKS1 not used)

Note that when using the $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ separate function, UART1 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ separate function cannot be used.
Figure 14.22 shows $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ separate function usage.

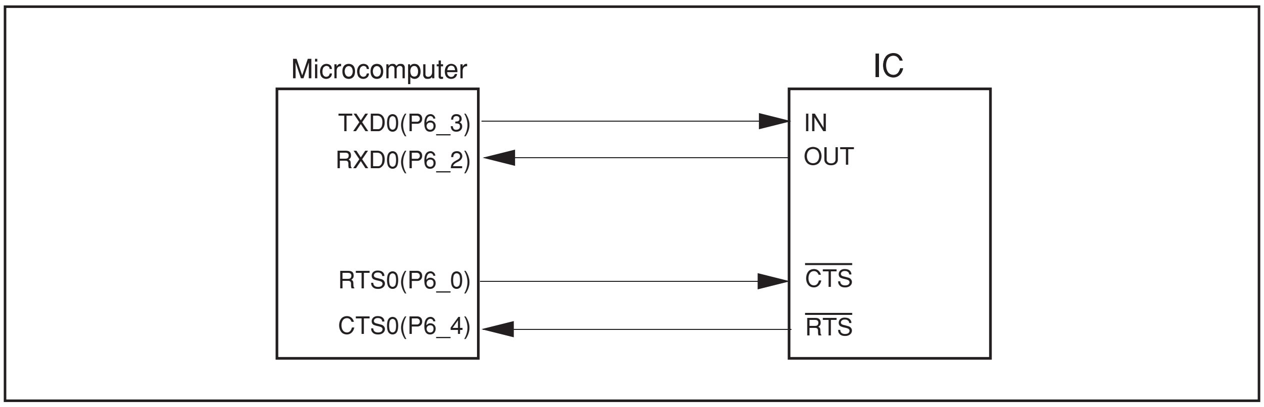


Figure 14.22 $\overline{\text{CTS}}$/$\overline{\text{RTS}}$ Separate Function

14.1.3 Special Mode 1 (I^{2}C Mode)

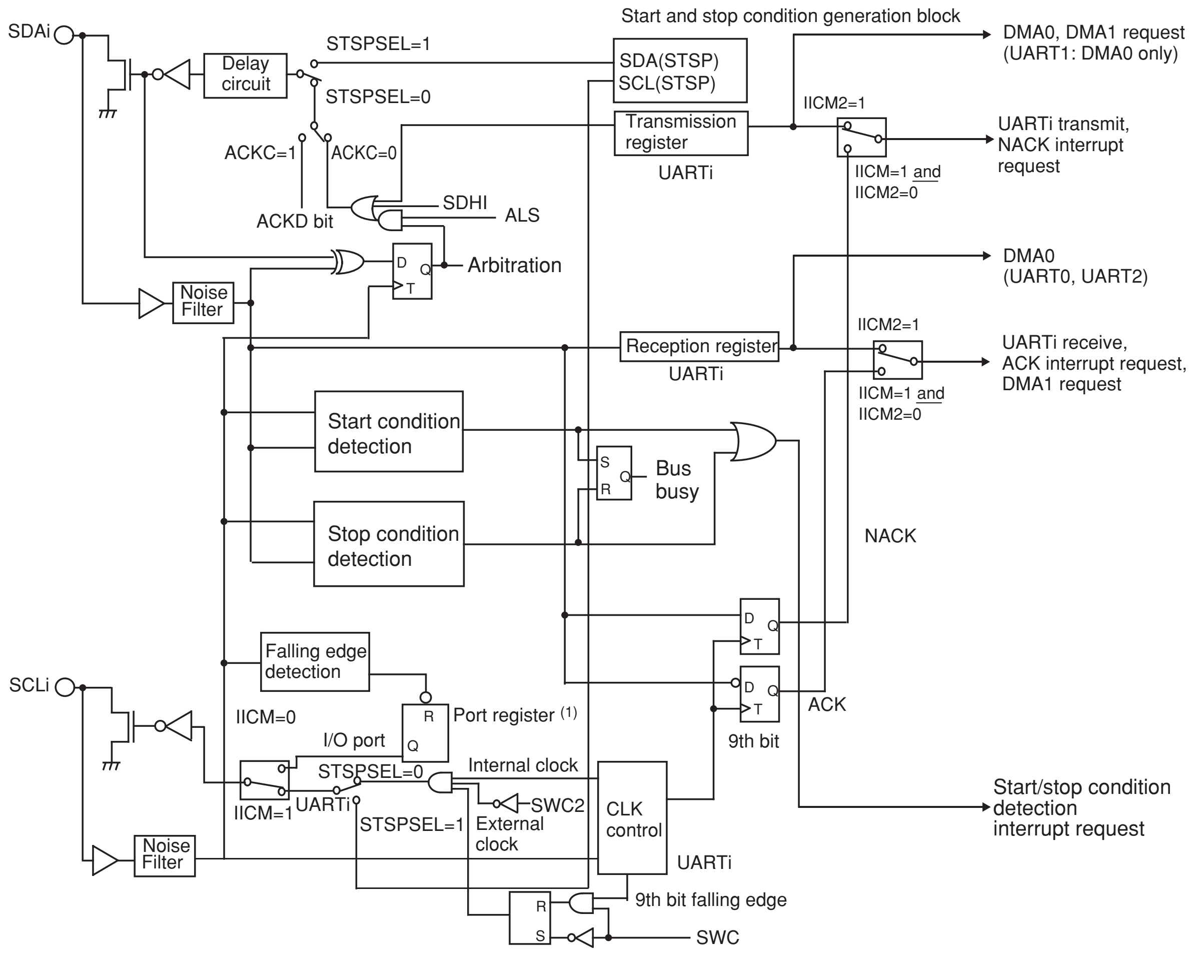
I^{2}C mode is provided for use as a simplified I^{2}C interface compatible mode. Table 14.10 lists the specifications of the I^{2}C mode. Figure 14.23 shows the block diagram for I^{2}C mode. Table 14.11 lists the registers used in the I^{2}C mode and the register values set. Table 14.12 lists the funcitons in I^{2}C mode. Figure 14.24 shows the transfer to the UiRB register and interrupt timing.

As shown in Table 14.12, the microcomputer is placed in I^{2}C mode by setting the SMD2 to SMD0 bits to “010b” and the IICM bit to “1”. Because SDAi transmit output has a delay circuit attached, SDAi output does not change state until SCLi goes low and remains stably low.

Table 14.10 I^{2}C Mode Specifications

Item	Specification
Transfer Data Format	Transfer data length: 8 bits
Transfer Clock	• During master The CKDIR bit in the UiMR register = 0 (internal clock) : fj/ 2(n+1) fj = f1SIO, f2SIO, f8SIO, f32SIO. n: Setting value of the UiBRG register 00h to FFh • During slave The CKDIR bit = 1 (external clock) : Input from SCLi pin
Transmission Start Condition	Before transmission can start, the following requirements must be met (1) • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in the UiTB register)
Reception Start Condition	Before reception can start, the following requirements must be met (1) • The RE bit in the UiC1 register = 1 (reception enabled) • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in the UiTB register)
Interrupt Request Generation Timing	When start or stop condition is detected, acknowledge undetected, and acknowledge detected
Error Detection	Overrun error (2) This error occurs if the serial I/O started receiving the next data before reading the UiRB register and received the 8th bit of the next data
Select Function	• Arbitration lost Timing at which the ABT bit in the UiRB register is updated can be selected • SDAi digital delay No digital delay or a delay of 2 to 8 UiBRG count source clock cycles selectable • Clock phase setting With or without clock delay selectable

i = 0 to 2
NOTES:
1. When an external clock is selected, the conditions must be met while the external clock is in the high state.
2. If an overrun error occurs, the value of UiRB register will be indeterminate. The IR bit in the SiRIC register does not change.



This diagram applies to the case where the SMD2 to SMD0 bits in the UiMR register = 010b and the IICM bit in the UiSMR register = 1.

i = 0 to 2

IICM: Bit in UiSMR register
IICM2, SWC, ALS, SWC2, SDHI: Bits in UiSMR2 register
STSPSEL, ACKD, ACKC: Bits in UiSMR4 register

NOTE:
1. If the IICM bit =1, the pins can be read even when the PD6_2, PD6_6 or PD7_1 bit = 1 (output mode).

Figure 14.23 I^{2}C Mode Block Diagram

Table 14.11 Registers to Be Used and Settings in I^2C Mode

Register	Bit	Function	
		Master	Slave
UiTB (1)	0 to 7	Set transmission data	
UiRB (1)	0 to 7	Reception data can be read	
	8	ACK or NACK is set in this bit	
	ABT	Arbitration lost detection flag	Invalid
	OER	Overrun error flag	
UiBRG	0 to 7	Set a transfer rate	Invalid
UiMR (1)	SMD2 to SMD0	Set to “010b”	
	CKDIR	Set to “0”	Set to “1”
	IOPOL	Set to “0”	
UiC0	CLK1, CLK0	Select the count source for the UiBRG register	Invalid
	CRS	Invalid because the CRD bit = 1	
	TXEPT	Transmit register empty flag	
	CRD	Set to “1”	
	NCH	Set to “1”	
	CKPOL	Set to “0”	
	UFORM	Set to “1”	
UiC1	TE	Set this bit to “1” to enable transmission	
	TI	Transmit buffer empty flag	
	RE	Set this bit to “1” to enable reception	
	RI	Reception complete flag	
	U2IRS (2)	Invalid	
	U2RRM (2), UiLCH, UiERE	Set to “0”	
UiSMR	IICM	Set to “1”	
	ABC	Select the timing at which arbitration-lost is detected	Invalid
	BBS	Bus busy flag	
	3 to 7	Set to “0”	
UiSMR2	IICM2	See **Table 14.12 I^2C Mode Functions**	
	CSC	Set this bit to “1” to enable clock synchronization	Set to “0”
	SWC	Set this bit to “1” to have SCLi output fixed to “L” at the falling edge of the 9th bit of clock	
	ALS	Set this bit to “1” to have SDAi output stopped when arbitration-lost is detected	Set to “0”
	STAC	Set to “0”	Set this bit to “1” to initialize UARTi at start condition detection
	SWC2	Set this bit to “1” to have SCLi output forcibly pulled low	
	SDHI	Set this bit to “1” to disable SDAi output	
	7	Set to “0”	
UiSMR3	0, 2, 4 and NODC	Set to “0”	
	CKPH	See **Table 14.12 I^2C Mode Functions**	
	DL2 to DL0	Set the amount of SDAi digital delay	
UiSMR4	STAREQ	Set this bit to “1” to generate start condition	Set to “0”
	RSTAREQ	Set this bit to “1” to generate restart condition	Set to “0”
	STPREQ	Set this bit to “1” to generate stop condition	Set to “0”
	STSPSEL	Set this bit to “1” to output each condition	Set to “0”
	ACKD	Select ACK or NACK	
	ACKC	Set this bit to “1” to output ACK data	
	SCLHI	Set this bit to “1” to have SCLi output stopped when stop condition is detected	Set to “0”
	SWC9	Set to “0”	Set this bit to “1” to set the SCLi to “L” hold at the falling edge of the 9th bit of clock
IFSR0	IFSR06, ISFR07	Set to “1”	
UCON	U0IRS, U1IRS	Invalid	
	2 to 7	Set to “0”	

i = 0 to 2

NOTES:

1. Not all register bits are described above. Set those bits to “0” when writing to the registers in I^2C mode.
2. Set the bit 4 and bit 5 in the U0C1 and U1C1 registers to “0”. The U0IRS, U1IRS, U0RRM and U1RRM bits are in the UCON register.

Table 14.12 I^{2}C Mode Functions

Function	Clock Synchronous Serial I/O Mode (SMD2 to SMD0 = 001b, IICM = 0)	I^{2}C Mode (SMD2 to SMD0 = 010b, IICM = 1)			
		IICM2 = 0 (NACK/ACK interrupt)		IICM2 = 1 (UART transmit/receive interrupt)	
		CKPH = 0 (No clock delay)	CKPH = 1 (Clock delay)	CKPH = 0 (No clock delay)	CKPH = 1 (Clock delay)
Factor of Interrupt Number 6, 7 and 10 (1) (5) (7)	-	Start condition detection or stop condition detection (See Table **14.13 STSPSEL Bit Functions**)			
Factor of Interrupt Number 15, 17 and 19 (1) (6)	UARTi transmission Transmission started or completed (selected by UiIRS)	No acknowledgment detection (NACK) Rising edge of SCLi 9th bit		UARTi transmission Rising edge of SCLi 9th bit	UARTi transmission Falling edge of SCLi next to the 9th bit
Factor of Interrupt Number 16, 18 and 20 (1) (6)	UARTi reception When 8th bit received CKPOL = 0 (rising edge) CKPOL = 1 (falling edge)	Acknowledgment detection (ACK) Rising edge of SCLi 9th bit		UARTi reception Falling edge of SCLi 9th bit	
Timing for Transferring Data from UART Reception Shift Register to UiRB Register	CKPOL = 0 (rising edge) CKPOL = 1 (falling edge)	Rising edge of SCLi 9th bit		Falling edge of SCLi 9th bit	Falling and rising edges of SCLi 9th bit
UARTi Transmission Output Delay	Not delayed	Delayed			
Functions of P6_3, P6_7 and P7_0 Pins	TXDi output	SDAi input/output			
Functions of P6_2, P6_6 and P7_1 Pins	RXDi input	SCLi input/output			
Functions of P6_1, P6_5 and P7_2 Pins	CLKi input or output selected	- (Cannot be used in I^{2}C mode)			
Noise Filter Width	15 ns	200 ns			
Read RXDi and SCLi Pins Levels	Possible when the corresponding port direction bit = 0	Always possible no matter how the corresponding port direction bit is set			
Initial Value of TXDi and SDAi Outputs	CKPOL = 0 (H) CKPOL = 1 (L)	The value set in the port register before setting I^{2}C mode (2)			
Initial and End Value of SCLi	-	H	L	H	L
DMA1 Factor (6)	UARTi reception	Acknowledgment detection (ACK)		UARTi reception Falling edge of SCLi 9th bit	
Store Received Data	1st to 8th bits of the received data are stored into bit 7 to bit 0 in the UiRB register			1st to 7th bits of the received data are stored into bit 6 to bit 0 in the UiRB register, 8th bit is stored into bit 8 in the UiRB register	1st to 8th bits are stored into bit 7 to bit 0 in UiRB register (3)
Read Received Data	The UiRB register status is read				Bit 6 to bit 0 in the UiRB register (4) are read as bit 7 to bit 1. Bit 8 in the UiRB register is read as bit 0.

i = 0 to 2
NOTES:
1. If the source or cause of any interrupt is changed, the IR bit in the interrupt control register for the changed interrupt may inadvertently be set to "1" (interrupt requested). (Refer to **22.7 Interrupts**.)
   If one of the bits shown below is changed, the interrupt source, the interrupt timing, etc. change. Therefore, always be sure to set the IR bit to "0" (interrupt not requested) after changing those bits.
   • SMD2 to SMD0 bits in UiMR register • IICM bit in UiSMR register
   • IICM2 bit in UiSMR2 register • CKPH bit in UiSMR3 register
2. Set the initial value of SDAi output while the SMD2 to SMD0 bits in the UiMR register = 000b (serial I/O disabled).
3. Second data transfer to the UiRB register (rising edge of SCLi 9th bit)
4. First data transfer to the UiRB register (falling edge of SCLi 9th bit)
5. See **Figure 14.26 STSPSEL Bit Functions**.
6. See **Figure 14.24 Transfer to UiRB Register and Interrupt Timing**.
7. When using UART0, be sure to set the IFSR06 bit in the IFSR0 register to "1" (cause of interrupt: UART0 bus collision detection).
   When using UART1, be sure to set the IFSR07 bit in the IFSR0 register to "1" (cause of interrupt: UART1 bus collision detection).

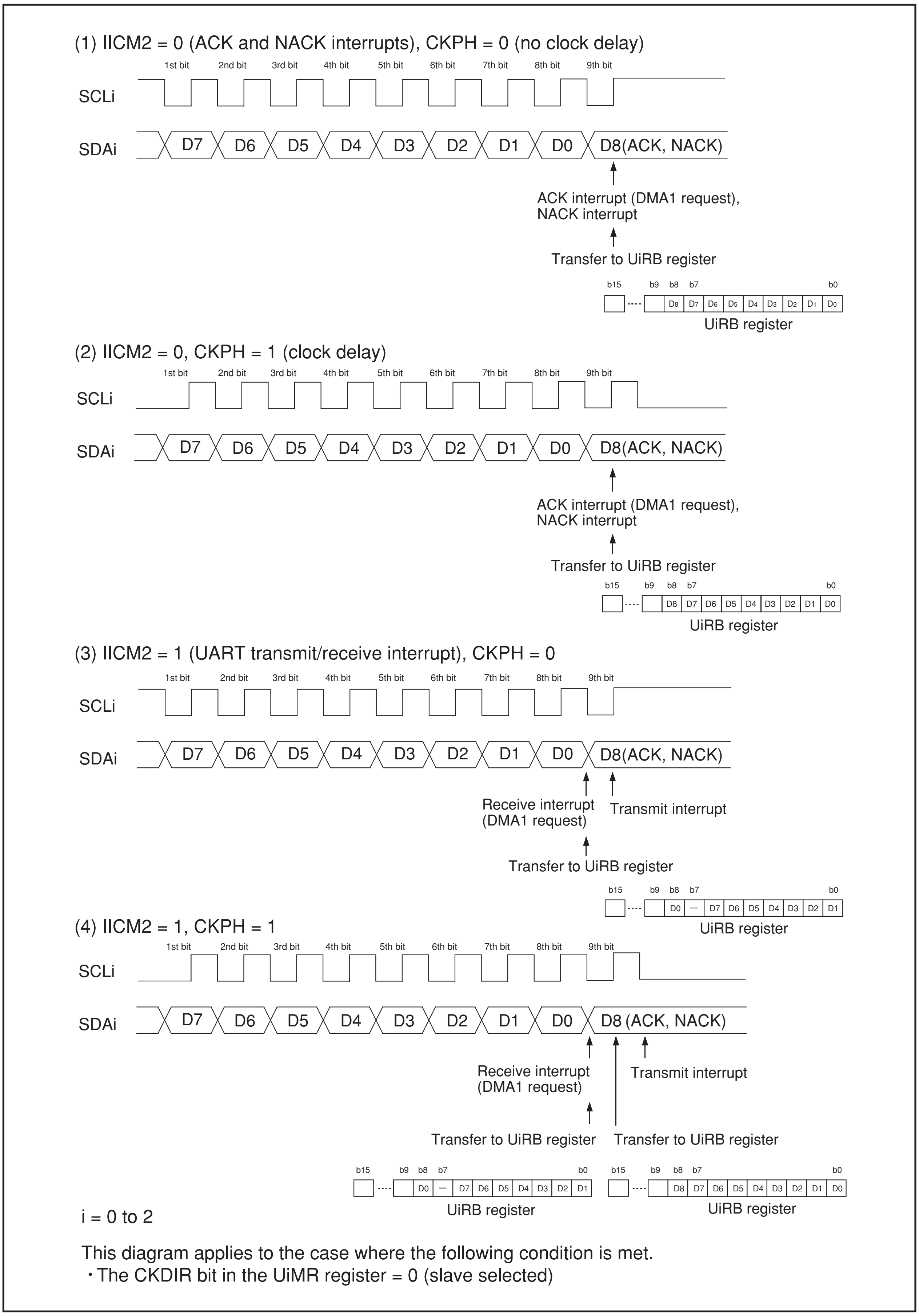

(1) IICM2 = 0 (ACK and NACK interrupts), CKPH = 0 (no clock delay)
1st bit 2nd bit 3rd bit 4th bit 5th bit 6th bit 7th bit 8th bit 9th bit
SCLi
SDAi
D7 D6 D5 D4 D3 D2 D1 D0 D8(ACK, NACK)
ACK interrupt (DMA1 request), NACK interrupt
Transfer to UiRB register
b15 b9 b8 b7 b0
D8 D7 D6 D5 D4 D3 D2 D1 D0
UiRB register
(2) IICM2 = 0, CKPH = 1 (clock delay)
ACK interrupt (DMA1 request), NACK interrupt
Transfer to UiRB register
UiRB register
(3) IICM2 = 1 (UART transmit/receive interrupt), CKPH = 0
Receive interrupt (DMA1 request)
Transmit interrupt
Transfer to UiRB register
D0 — D7 D6 D5 D4 D3 D2 D1
UiRB register
(4) IICM2 = 1, CKPH = 1
D8 (ACK, NACK)
Receive interrupt (DMA1 request)
Transmit interrupt
Transfer to UiRB register
Transfer to UiRB register
UiRB register
UiRB register
i = 0 to 2
This diagram applies to the case where the following condition is met.
・The CKDIR bit in the UiMR register = 0 (slave selected)

Figure 14.24 Transfer to UiRB Register and Interrupt Timing

14.1.3.1 Detection of Start and Stop Condition

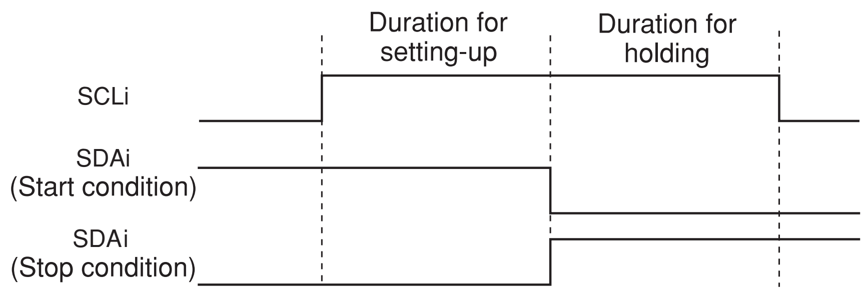
Whether a start or a stop condition has been detected is determined.

A start condition-detected interrupt request is generated when the SDAi pin changes state from high to low while the SCLi pin is in the high state. A stop condition-detected interrupt request is generated when the SDAi pin changes state from low to high while the SCLi pin is in the high state.

Figure 14.25 shows the detection of start and stop condition.

Because the start and stop condition-detected interrupts share the interrupt control register and vector, check the BBS bit in the UiSMR register to determine which interrupt source is requesting the interrupt.

3 to 6 cycles < duration for setting-up (1)
3 to 6 cycles < duration for holding (1)



i = 0 to 2

NOTE:
1. When the PCLK1 bit in the PCLKR register = 1, this is the cycle number of f1SIO, and when the PCLK1 bit = 0, this is the cycle number of f2SIO.

Figure 14.25 Detection of Start and Stop Condition

14.1.3.2 Output of Start and Stop Condition

A start condition is generated by setting the STAREQ bit in the UiSMR4 register (i = 0 to 2) to “1” (start).

A restart condition is generated by setting the RSTAREQ bit in the UiSMR4 register to “1” (start).

A stop condition is generated by setting the STPREQ bit in the UiSMR4 register to “1” (start).

The output procedure is described below.

(1) Set the STAREQ bit, RSTAREQ bit or STPREQ bit to “1” (start).

(2) Set the STSPSEL bit in the UiSMR4 register to “1” (output).

Table 14.13 and Figure 14.26 show the functions of the STSPSEL bit.

Table 14.13 STSPSEL Bit Functions

Function	STSPSEL Bit = 0	STSPSEL Bit = 1
Output of SCLi and SDAi Pins	Output of transfer clock and data Output of start/stop condition is accomplished by a program using ports (not automatically generated in hardware)	Output of a start/stop condition according to the STAREQ, RSTAREQ and STPREQ bits
Start/Stop Condition Interrupt Request Generation Timing	Start/stop condition detection	Finish generating start/stop condition

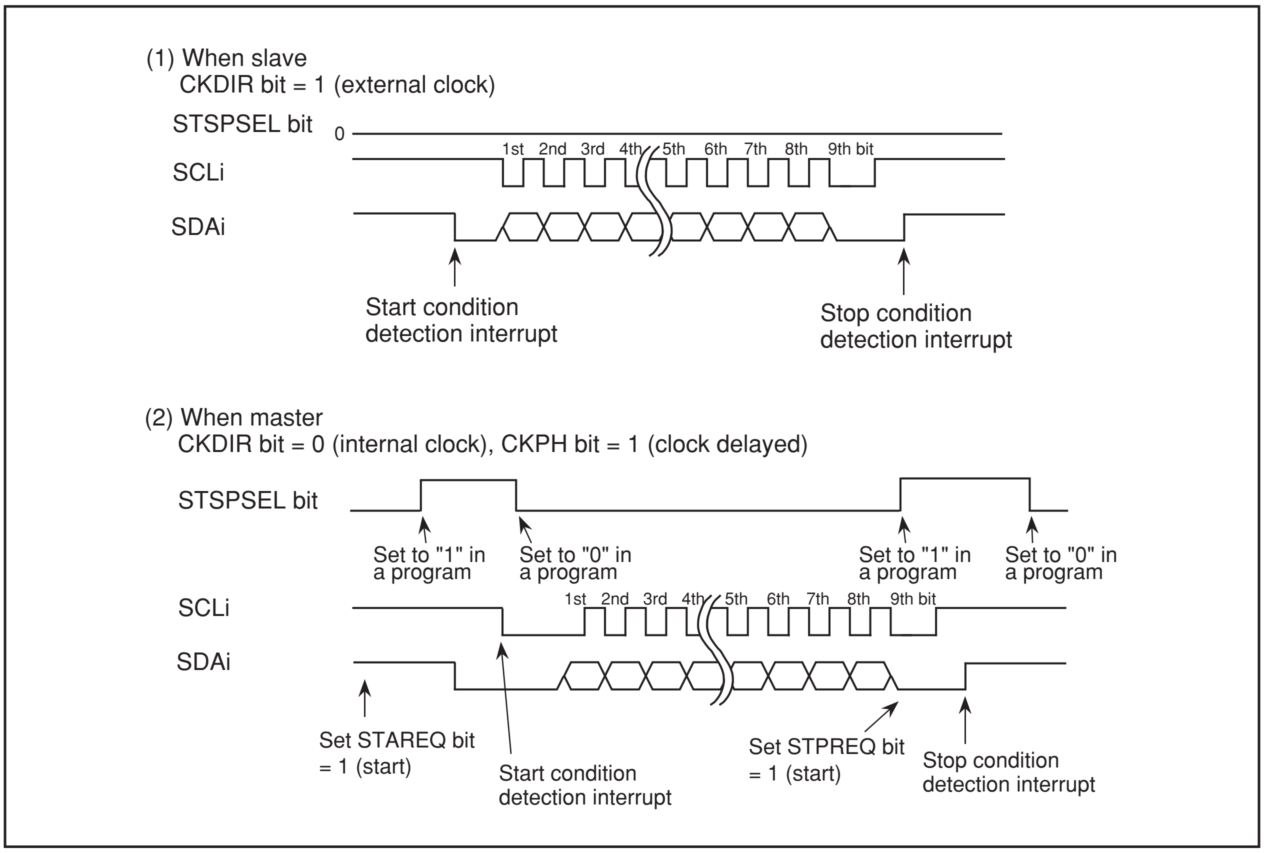

(1) When slave
CKDIR bit = 1 (external clock)
STSPSEL bit
0
SCLi
1st 2nd 3rd 4th 5th 6th 7th 8th 9th bit
SDAi
Start condition detection interrupt
Stop condition detection interrupt
(2) When master
CKDIR bit = 0 (internal clock), CKPH bit = 1 (clock delayed)
STSPSEL bit
Set to "1" in a program
Set to "0" in a program
Set to "1" in a program
Set to "0" in a program
SCLi
1st 2nd 3rd 4th 5th 6th 7th 8th 9th bit
SDAi
Set STAREQ bit = 1 (start)
Start condition detection interrupt
Set STPREQ bit = 1 (start)
Stop condition detection interrupt

Figure 14.26 STSPSEL Bit Functions

14.1.3.3 Arbitration

Unmatching of the transmit data and SDAi pin input data is checked synchronously with the rising edge of SCLi. Use the ABC bit in the UiSMR register to select the timing at which the ABT bit in the UiRB register is updated. If the ABC bit = 0 (updated per bit), the ABT bit is set to “1” at the same time unmatching is detected during check, and is set to “0” when not detected. In cases when the ABC bit is set to “1”, if unmatching is detected even once during check, the ABT bit is set to “1” (unmatching detected) at the falling edge of the clock pulse of 9th bit. If the ABT bit needs to be updated per byte, set the ABT bit to “0” (undetected) after detecting acknowledge in the first byte, before transferring the next byte.

Setting the ALS bit in the UiSMR2 register to “1” (SDA output stop enabled) causes arbitration-lost to occur, in which case the SDAi pin is placed in the high-impedance state at the same time the ABT bit is set to “1” (unmatching detected).

14.1.3.4 Transfer Clock

Data is transmitted/received using a transfer clock like the one shown in Figure 14.24.
The CSC bit in the UiSMR2 register is used to synchronize the internally generated clock (internal SCLi) and an external clock supplied to the SCLi pin. In cases when the CSC bit is set to “1” (clock synchronization enabled), if a falling edge on the SCLi pin is detected while the internal SCLi is high, the internal SCLi goes low, at which time the value of the UiBRG register is reloaded with and starts counting in the low-level interval. If the internal SCLi changes state from low to high while the SCLi pin is low, counting stops, and when the SCLi pin goes high, counting restarts.
In this way, the UARTi transfer clock is comprised of the logical product of the internal SCLi and SCLi pin signal. The transfer clock works from a half period before the falling edge of the internal SCLi 1st bit to the rising edge of the 9th bit. To use this function, select an internal clock for the transfer clock.
The SWC bit in the UiSMR2 register allows to select whether the SCLi pin should be fixed to or freed from low-level output at the falling edge of the 9th clock pulse.
If the SCLHI bit in the UiSMR4 register is set to “1” (enabled), SCLi output is turned off (placed in the high-impedance state) when a stop condition is detected.
Setting the SWC2 bit in the UiSMR2 register = 1 (0 output) makes it possible to forcibly output a low-level signal from the SCLi pin even while sending or receiving data. Setting the SWC2 bit to “0” (transfer clock) allows the transfer clock to be output from or supplied to the SCLi pin, instead of outputting a low-level signal.
If the SWC9 bit in the UiSMR4 register is set to “1” (SCL hold low enabled) when the CKPH bit in the UiSMR3 register = 1, the SCLi pin is fixed to low-level output at the falling edge of the clock pulse next to the ninth. Setting the SWC9 bit = 0 (SCL hold low disabled) frees the SCLi pin from low-level output.

14.1.3.5 SDA Output

The data written to bit 7 to bit 0 (D7 to D0) in the UiTB register is sequentially output beginning with D7. The ninth bit (D8) is ACK or NACK.
The initial value of SDAi transmit output can only be set when IICM = 1 (I^2C mode) and the SMD2 to SMD0 bits in the UiMR register = 000b (serial I/O disabled).
The DL2 to DL0 bits in the UiSMR3 register allow to add no delays or a delay of 2 to 8 UiBRG count source clock cycles to SDAi output.
Setting the SDHI bit in the UiSMR2 register = 1 (SDA output disabled) forcibly places the SDAi pin in the high-impedance state. Do not write to the SDHI bit synchronously with the rising edge of the UARTi transfer clock. This is because the ABT bit may inadvertently be set to “1” (detected).

14.1.3.6 SDA Input

When the IICM2 bit = 0, the 1st to 8th bits (D7 to D0) of received data are stored in the bit 7 to bit 0 in the UiRB register. The 9th bit (D8) is ACK or NACK.
When the IICM2 bit = 1, the 1st to 7th bits (D7 to D1) of received data are stored in the bit 6 to bit 0 in the UiRB register and the 8th bit (D0) is stored in the bit 8 in the UiRB register. Even when the IICM2 bit = 1, providing the CKPH bit = 1, the same data as when the IICM2 bit = 0 can be read out by reading the UiRB register after the rising edge of the corresponding clock pulse of 9th bit.

14.1.3.7 ACK and NACK

If the STSPSEL bit in the UiSMR4 register is set to “0” (start and stop conditions not generated) and the ACKC bit in the UiSMR4 register is set to “1” (ACK data output), the value of the ACKD bit in the UiSMR4 register is output from the SDAi pin.

If the IICM2 bit = 0, a NACK interrupt request is generated if the SDAi pin remains high at the rising edge of the 9th bit of transmit clock pulse. An ACK interrupt request is generated if the SDAi pin is low at the rising edge of the 9th bit of transmit clock pulse.

If ACKi is selected for the cause of DMA1 request, a DMA transfer can be activated by detection of an acknowledge.

14.1.3.8 Initialization of Transmission/Reception

If a start condition is detected while the STAC bit = 1 (UARTi initialization enabled), the serial I/O operates as described below.

- The transmit shift register is initialized, and the content of the UiTB register is transferred to the transmit shift register. In this way, the serial I/O starts sending data synchronously with the next clock pulse applied. However, the UARTi output value does not change state and remains the same as when a start condition was detected until the first bit of data is output synchronously with the input clock.
- The receive shift register is initialized, and the serial I/O starts receiving data synchronously with the next clock pulse applied.
- The SWC bit is set to “1” (SCL wait output enabled). Consequently, the SCLi pin is pulled low at the falling edge of the ninth clock pulse.

Note that when UARTi transmission/reception is started using this function, the TI bit does not change state. Note also that when using this function, the selected transfer clock should be an external clock.

14.1.4 Special Mode 2

Multiple slaves can be serially communicated from one master. Transfer clock polarity and phase are selectable. Table 14.14 lists the specifications of Special Mode 2. Figure 14.27 shows communication control example for Special Mode 2. Table 14.15 lists the registers used in Special Mode 2 and the register values set.

Table 14.14 Special Mode 2 Specifications

Item	Specification
Transfer data format	Transfer data length: 8 bits
Transfer clock	• Master mode The CKDIR bit in the UiMR register = 0 (internal clock) : fj/ 2(n+1) fj = f1SIO, f2SIO, f8SIO, f32SIO. n: Setting value of the UiBRG register 00h to FFh • Slave mode The CKDIR bit = 1 (external clock selected) : Input from CLKi pin
Transmit/receive control	Controlled by input/output ports
Transmission start condition	Before transmission can start, the following requirements must be met (1) • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in the UiTB register)
Reception start condition	Before reception can start, the following requirements must be met (1) • The RE bit in the UiC1 register = 1 (reception enabled) • The TE bit in the UiC1 register = 1 (transmission enabled) • The TI bit in the UiC1 register = 0 (data present in the UiTB register)
Interrupt Request Generation Timing	For transmission, one of the following conditions can be selected • The UiIRS bit (2) = 0 (transmit buffer empty): when transferring data from the UiTB register to the UARTi transmit register (at start of transmission) • The UiIRS bit =1 (transfer completed): when the serial I/O finished sending data from the UARTi transmit register For reception • When transferring data from the UARTi receive register to the UiRB register (at completion of reception)
Error detection	Overrun error (3) This error occurs if the serial I/O started receiving the next data before reading the UiRB register and received the 7th bit of the next data
Select function	Clock phase setting Selectable from four combinations of transfer clock polarities and phases

i = 0 to 2

NOTES:

1. When an external clock is selected, the conditions must be met while if the CKPOL bit in the UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock), the external clock is in the high state; if the CKPOL bit = 1 (transmit data output at the rising edge and the receive data taken in at the falling edge of the transfer clock), the external clock is in the low state.
2. The U0IRS and U1IRS bits respectively are bits 0 and 1 in the UCON register ; the U2IRS bit is bit 4 in the U2C1 register.
3. If an overrun error occurs, the value of UiRB register will be indeterminate. The IR bit in SiRIC register does not change.

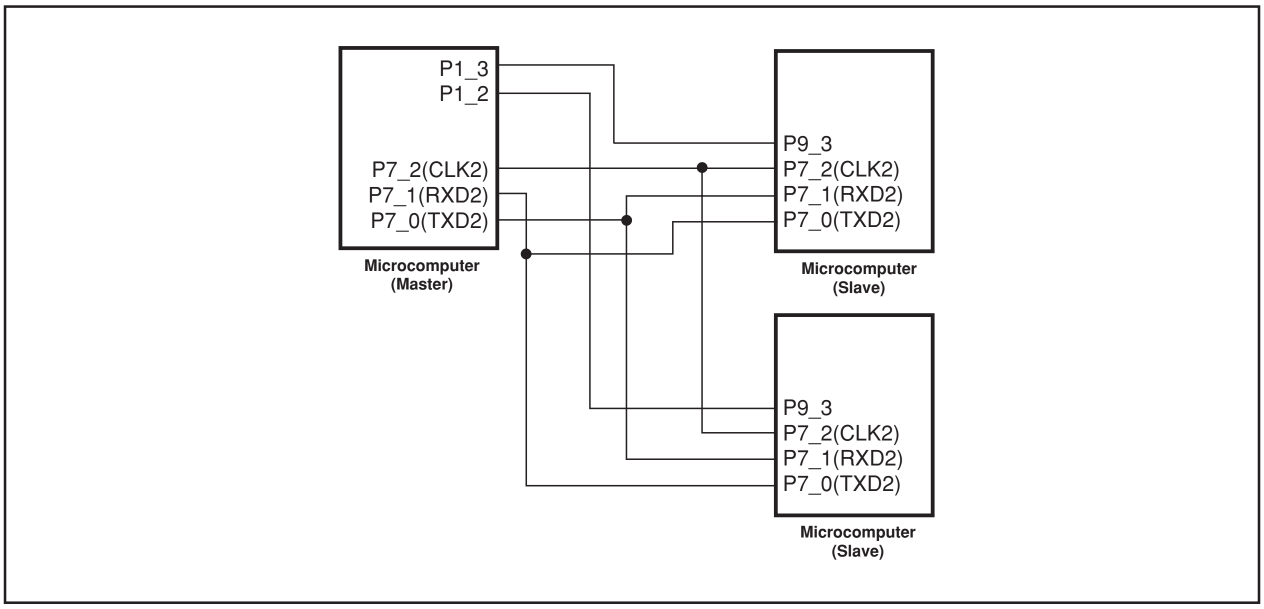


Figure 14.27 Serial Bus Communication Control Example (UART2)

Table 14.15 Registers to Be Used and Settings in Special Mode 2

Register	Bit	Function
UiTB [(1)]	0 to 7	Set transmission data
UiRB [(1)]	0 to 7	Reception data can be read
	OER	Overrun error flag
UiBRG	0 to 7	Set a transfer rate
UiMR [(1)]	SMD2 to SMD0	Set to “001b”
	CKDIR	Set this bit to “0” for master mode or “1” for slave mode
	IOPOL	Set to “0”
UiC0	CLK1, CLK0	Select the count source for the UiBRG register
	CRS	Invalid because the CRD bit = 1
	TXEPT	Transmit register empty flag
	CRD	Set to “1”
	NCH	Select TXDi pin output format
	CKPOL	Clock phases can be set in combination with the CKPH bit in the UiSMR3 register
	UFORM	Set to “0”
UiC1	TE	Set this bit to “1” to enable transmission
	TI	Transmit buffer empty flag
	RE	Set this bit to “1” to enable reception
	RI	Reception complete flag
	U2IRS [(2)]	Select UART2 transmit interrupt cause
	U2RRM [(2)], UiLCH, UiERE	Set to “0”
UiSMR	0 to 7	Set to “0”
UiSMR2	0 to 7	Set to “0”
UiSMR3	CKPH	Clock phases can be set in combination with the CKPOL bit in the UiC0 register
	NODC	Set to “0”
	0, 2, 4 to 7	Set to “0”
UiSMR4	0 to 7	Set to “0”
UCON	U0IRS, U1IRS	Select UART0 and UART1 transmit interrupt cause
	U0RRM, U1RRM	Set to “0”
	CLKMD0	Invalid because the CLKMD1 bit = 0
	CLKMD1, RCSP, 7	Set to “0”

i = 0 to 2

NOTES:

1. Not all register bits are described above. Set those bits to “0” when writing to the registers in Special Mode 2.
2. Set the bit 4 and bit 5 in the U0C1 and U1C1 registers to “0”. The U0IRS, U1IRS, U0RRM and U1RRM bits are in the UCON register.

14.1.4.1 Clock Phase Setting Function

One of four combinations of transfer clock phases and polarities can be selected using the CKPH bit in the UiSMR3 register and the CKPOL bit in the UiC0 register.
Make sure the transfer clock polarity and phase are the same for the master and salves to be communicated.
Figure 14.28 shows the transmission and reception timing in master (internal clock).
Figure 14.29 shows the transmission and reception timing (CKPH = 0) in slave (external clock).
Figure 14.30 shows the transmission and reception timing (CKPH = 1) in slave (external clock).

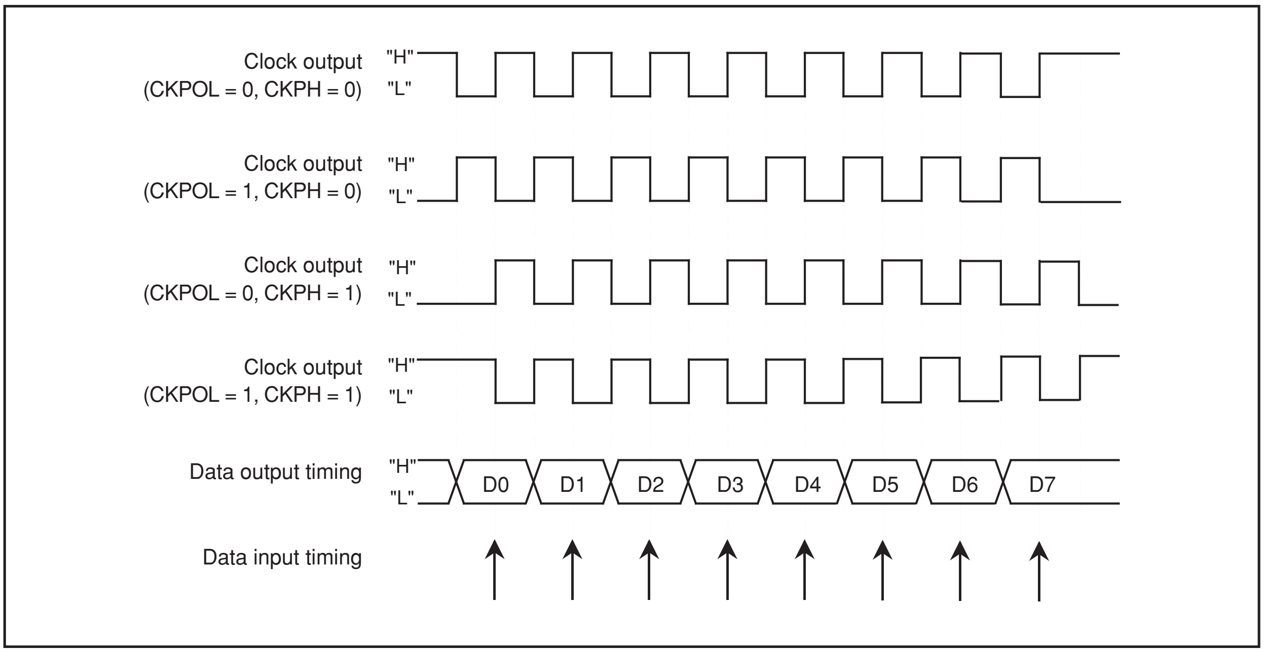


Figure 14.28 Transmission and Reception Timing in Master Mode (Internal Clock)

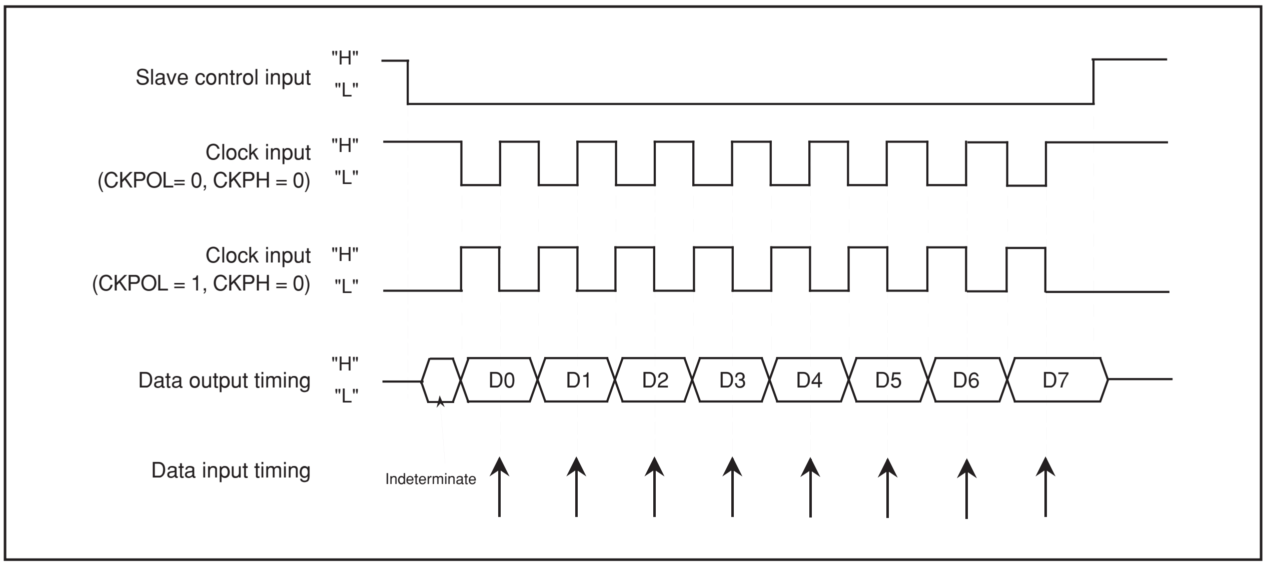


Figure 14.29 Transmission and Reception Timing (CKPH = 0) in Slave Mode (External Clock)

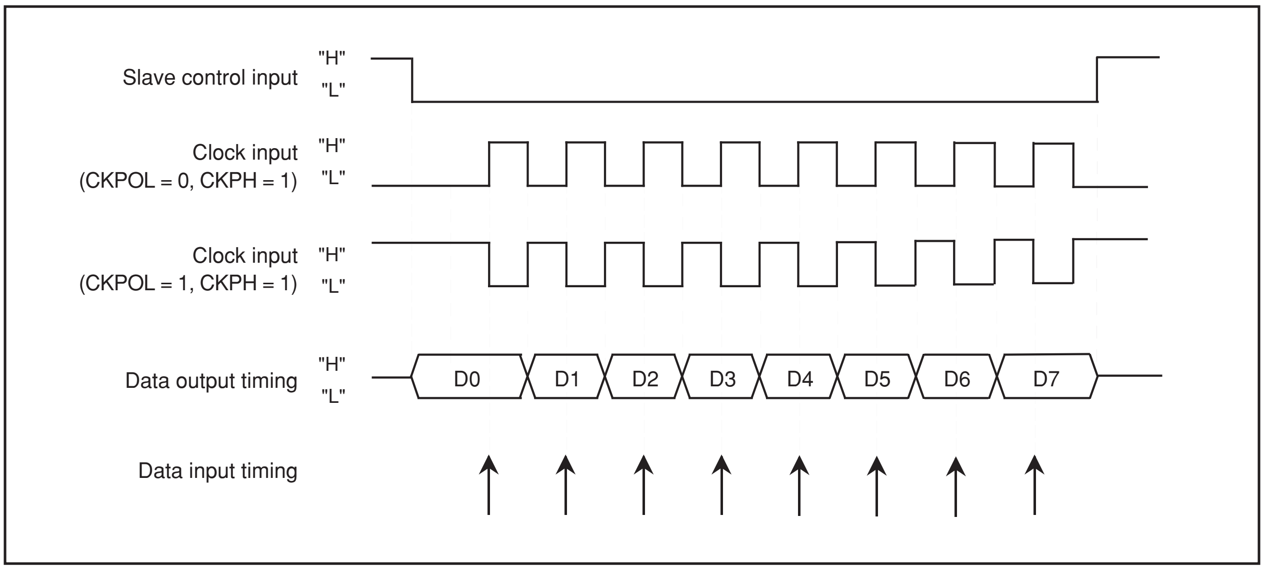


Figure 14.30 Transmission and Reception Timing (CKPH = 1) in Slave Mode (External Clock)

14.1.5 Special Mode 3 (IE Mode)

In this mode, one bit of IEBus is approximated with one byte of UART mode waveform.

Table 14.16 lists the registers used in IE mode and the register values set. Figure 14.31 shows the functions of bus collision detect function related bits.

If the TXDi pin (i = 0 to 2) output level and RXDi pin input level do not match, a UARTi bus collision detect interrupt request is generated.

Use the IFSR06 and IFSR07 bits in the IFSR0 register to enable the UART0/UART1 bus collision detect function.

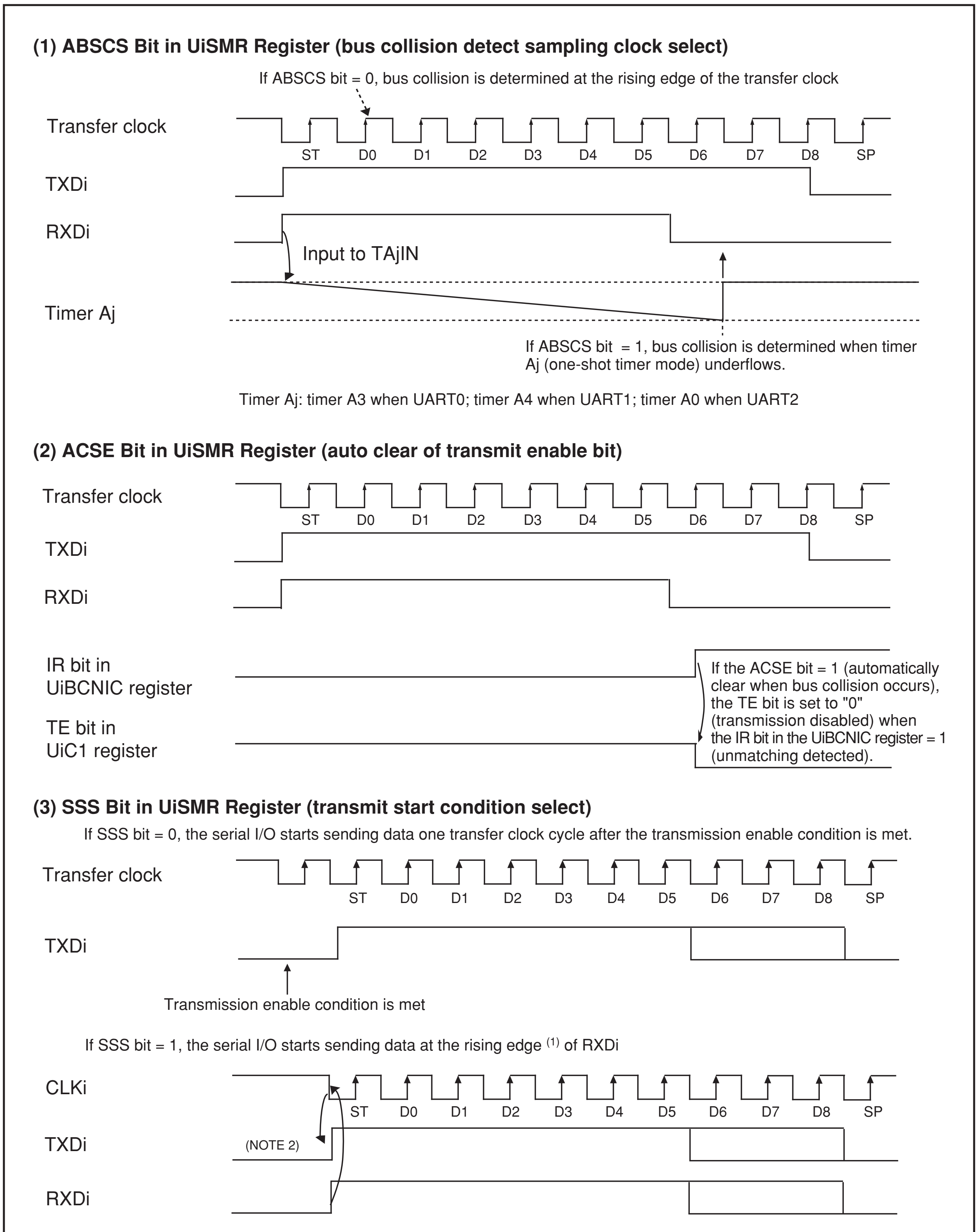
Table 14.16 Registers to Be Used and Settings in IE Mode

Register	Bit	Function
UiTB	0 to 8	Set transmission data
UiRB [(1)]	0 to 8	Reception data can be read
	OER,FER,PER,SUM	Error flag
UiBRG	0 to 7	Set a transfer rate
UiMR	SMD2 to SMD0	Set to “110b”
	CKDIR	Select the internal clock or external clock
	STPS	Set to “0”
	PRY	Invalid because the PRYE bit = 0
	PRYE	Set to “0”
	IOPOL	Select the TXD/RXD input/output polarity
UiC0	CLK1, CLK0	Select the count source for the UiBRG register
	CRS	Invalid because the CRD bit = 1
	TXEPT	Transmit register empty flag
	CRD	Set to “1”
	NCH	Select TXDi pin output mode
	CKPOL	Set to “0”
	UFORM	Set to “0”
UiC1	TE	Set this bit to “1” to enable transmission
	TI	Transmit buffer empty flag
	RE	Set this bit to “1” to enable reception
	RI	Reception complete flag
	U2IRS [(2)]	Select the source of UART2 transmit interrupt
	U2RRM [(2)], UiLCH, UiERE	Set to “0”
UiSMR	0 to 3, 7	Set to “0”
	ABSCS	Select the sampling timing at which to detect a bus collision
	ACSE	Set this bit to “1” to use the auto clear function of transmit enable bit
	SSS	Select the transmit start condition
UiSMR2	0 to 7	Set to “0”
UiSMR3	0 to 7	Set to “0”
UiSMR4	0 to 7	Set to “0”
IFSR0	IFSR06, IFSR07	Set to “1”
UCON	U0IRS, U1IRS	Select the source of UART0/UART1 transmit interrupt
	U0RRM, U1RRM	Set to “0”
	CLKMD0	Invalid because the CLKMD1 bit = 0
	CLKMD1, RCSP, 7	Set to “0”

i= 0 to 2

NOTES:

1. Not all register bits are described above. Set those bits to “0” when writing to the registers in IE mode.
2. Set the bit 4 and bit 5 in the U0C1 and U1C1 registers to “0”. The U0IRS, U1IRS, U0RRM and U1RRM bits are in the UCON register.


(1) ABSCS Bit in UiSMR Register (bus collision detect sampling clock select)
If ABSCS bit = 0, bus collision is determined at the rising edge of the transfer clock
Transfer clock
ST D0 D1 D2 D3 D4 D5 D6 D7 D8 SP
TXDi
RXDi
Input to TAjIN
Timer Aj
If ABSCS bit = 1, bus collision is determined when timer Aj (one-shot timer mode) underflows.
Timer Aj: timer A3 when UART0; timer A4 when UART1; timer A0 when UART2
(2) ACSE Bit in UiSMR Register (auto clear of transmit enable bit)
Transfer clock
ST D0 D1 D2 D3 D4 D5 D6 D7 D8 SP
TXDi
RXDi
IR bit in UiBCNIC register
TE bit in UiC1 register
If the ACSE bit = 1 (automatically clear when bus collision occurs), the TE bit is set to "0" (transmission disabled) when the IR bit in the UiBCNIC register = 1 (unmatching detected).
(3) SSS Bit in UiSMR Register (transmit start condition select)
If SSS bit = 0, the serial I/O starts sending data one transfer clock cycle after the transmission enable condition is met.
Transfer clock
ST D0 D1 D2 D3 D4 D5 D6 D7 D8 SP
TXDi
Transmission enable condition is met
If SSS bit = 1, the serial I/O starts sending data at the rising edge (1) of RXDi
CLKi
ST D0 D1 D2 D3 D4 D5 D6 D7 D8 SP
TXDi
(NOTE 2)
RXDi

NOTES:
1. The falling edge of RXDi when IOPOL bit = 0; the rising edge of RXDi when IOPOL bit = 1.
2. The transmit condition must be met before the falling edge (1) of RXDi.

i = 0 to 2
This diagram applies to the case where IOPOL bit =1 (reversed)

Figure 14.31 Bus Collision Detect Function-Related Bits

14.1.6 Special Mode 4 (SIM Mode) (UART2)

Based on UART mode, this is an SIM interface compatible mode. Direct and inverse formats can be implemented, and this mode allows to output a low from the TXD2 pin when a parity error is detected. Table 14.17 lists the specifications of SIM mode. Table 14.18 lists the registers used in the SIM mode and the register values set. Figure 14.32 shows the typical transmit/receive timing in SIM mode.

Table 14.17 SIM Mode Specifications

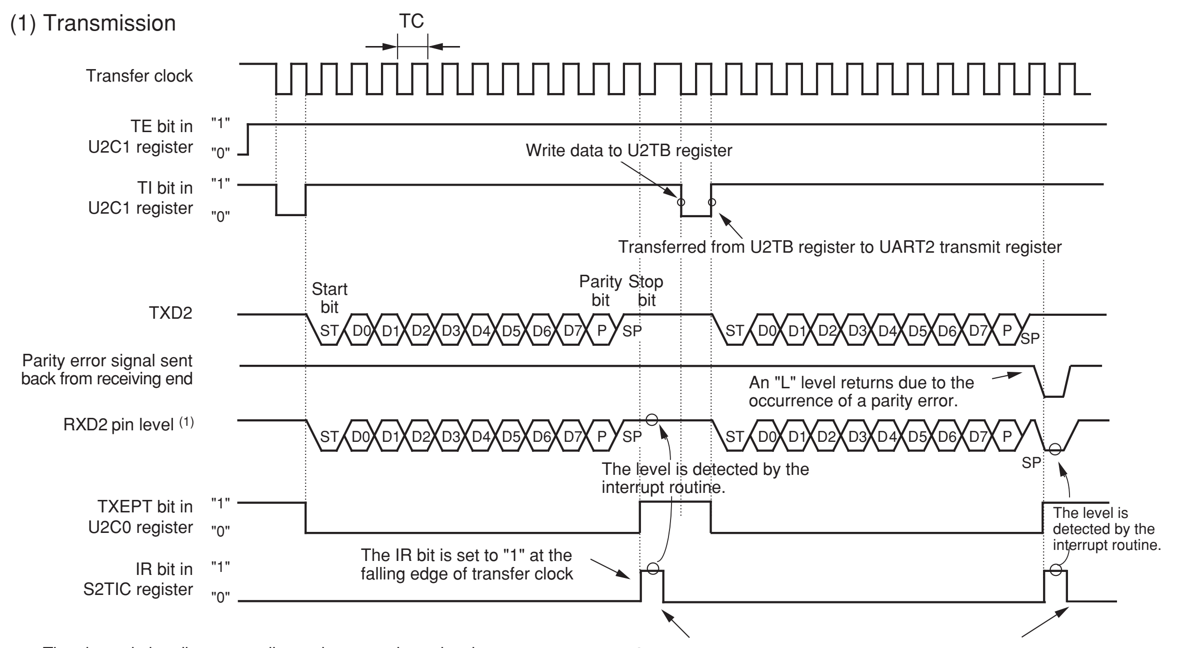
Item	Specification
Transfer data format	• Direct format • Inverse format
Transfer clock	• The CKDIR bit in the U2MR register = 0 (internal clock) : fi/ 16(n+1) fi = f1SIO, f2SIO, f8SIO, f32SIO. n: Setting value of the U2BRG register 00h to FFh • The CKDIR bit = 1 (external clock) : fEXT/16(n+1) fEXT: Input from CLK2 pin. n: Setting value of the U2BRG register 00h to FFh
Transmission start condition	Before transmission can start, the following requirements must be met • The TE bit in the U2C1 register = 1 (transmission enabled) • The TI bit in the U2C1 register = 0 (data present in the U2TB register)
Reception start condition	Before reception can start, the following requirements must be met • The RE bit in the U2C1 register = 1 (reception enabled) • Start bit detection
Interrupt request generation timing [(2)]	• For transmission When the serial I/O finished sending data from the U2TB transfer register (U2IRS bit = 1) • For reception When transferring data from the UART2 receive register to the U2RB register (at completion of reception)
Error detection	• Overrun error [(1)] This error occurs if the serial I/O started receiving the next data before reading the U2RB register and received the bit one before the last stop bit of the next data • Framing error [(3)] This error occurs when the number of stop bits set is not detected • Parity error [(3)] During reception, if a parity error is detected, parity error signal is output from the TXD2 pin. During transmission, a parity error is detected by the level of input to the RXD2 pin when a transmission interrupt occurs • Error sum flag This flag is set to “1” when any of the overrun, framing, and parity errors is encountered

NOTES:
1. If an overrun error occurs, the value of the U2RB register will be indeterminate. The IR bit in the S2RIC register does not change.
2. A transmit interrupt request is generated by setting the U2IRS bit in the U2C1 register to “1” (transmit is completed) and U2ERE bit to “1” (error signal output) after reset. Therefore, when using SIM mode, set the IR bit to “0” (interrupt not requested) after setting these bits.
3. The timing at which the framing error flag and the parity error flag are set is detected when data is transferred from the UARTi receive register to the UiRB register.

Table 14.18 Registers to Be Used and Settings in SIM Mode

Register	Bit	Function
U2TB [(1)]	0 to 7	Set transmission data
U2RB [(1)]	0 to 7	Reception data can be read
	OER,FER,PER,SUM	Error flag
U2BRG	0 to 7	Set a transfer rate
U2MR	SMD2 to SMD0	Set to “101b”
	CKDIR	Select the internal clock or external clock
	STPS	Set to “0”
	PRY	Set this bit to “1” for direct format or “0” for inverse format
	PRYE	Set to “1”
	IOPOL	Set to “0”
U2C0	CLK1, CLK0	Select the count source for the U2BRG register
	CRS	Invalid because the CRD bit = 1
	TXEPT	Transmit register empty flag
	CRD	Set to “1”
	NCH	Set to “0”
	CKPOL	Set to “0”
	UFORM	Set this bit to “0” for direct format or “1” for inverse format
U2C1	TE	Set this bit to “1” to enable transmission
	TI	Transmit buffer empty flag
	RE	Set this bit to “1” to enable reception
	RI	Reception complete flag
	U2IRS	Set to “1”
	U2RRM	Set to “0”
	U2LCH	Set this bit to “0” for direct format or “1” for inverse format
	U2ERE	Set to “1”
U2SMR [(1)]	0 to 3	Set to “0”
U2SMR2	0 to 7	Set to “0”
U2SMR3	0 to 7	Set to “0”
U2SMR4	0 to 7	Set to “0”

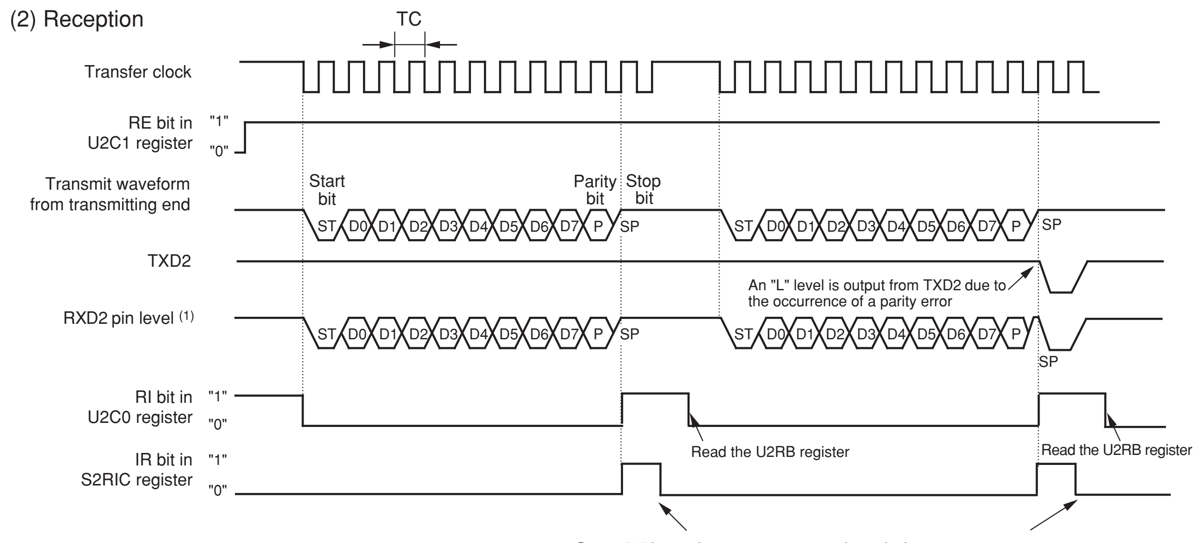
NOTE:
1. Not all register bits are described above. Set those bits to “0” when writing to the registers in SIM mode.


(1) Transmission
TC
Transfer clock
TE bit in U2C1 register
"1"
"0"
Write data to U2TB register
TI bit in U2C1 register
Transferred from U2TB register to UART2 transmit register
Start bit
Parity bit
Stop bit
TXD2
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
Parity error signal sent back from receiving end
An "L" level returns due to the occurrence of a parity error.
RXD2 pin level (1)
The level is detected by the interrupt routine.
TXEPT bit in U2C0 register
The level is detected by the interrupt routine.
IR bit in S2TIC register
The IR bit is set to "1" at the falling edge of transfer clock
Set to "0" by an interrupt request acknowledgement or a program

The above timing diagram applies to the case where data is transferred in the direct format.
- STPS bit in U2MR register = 0 (1 stop bit)
- PRY bit in U2MR register = 1 (even parity)
- UFORM bit in U2C0 register = 0 (LSB first)
- U2LCH bit in U2C1 register = 0 (no reverse)
- U2IRS bit in U2C1 register = 1 (transmit is completed)

TC = 16 (n + 1) / fi or 16 (n + 1) / fEXT
fi : frequency of U2BRG count source (f1SIO, f2SIO, f8SIO, f32SIO)
fEXT: frequency of U2BRG count source (external clock)
n : value set to U2BRG

NOTE:
1. Because TXD2 and RXD2 are connected, a composite waveform, consisting of the TXD2 output and the parity error signal sent back from receiving end, is generated.


(2) Reception
TC
Transfer clock
RE bit in U2C1 register
"1"
"0"
Transmit waveform from transmitting end
Start bit
Parity bit
Stop bit
ST D0 D1 D2 D3 D4 D5 D6 D7 P SP
TXD2
An "L" level is output from TXD2 due to the occurrence of a parity error
RXD2 pin level (1)
RI bit in U2C0 register
Read the U2RB register
Read the U2RB register
IR bit in S2RIC register
Set to "0" by an interrupt request acknowledgement or a program

The above timing diagram applies to the case where data is received in the direct format.
- STPS bit in U2MR register = 0 (1 stop bit)
- PRY bit in U2MR register = 1 (even parity)
- UFORM bit in U2C0 register = 0 (LSB first)
- U2LCH bit in U2C1 register = 0 (no reverse)
- U2IRS bit in U2C1 register = 1 (transmit is completed)

TC = 16 (n + 1) / fi or 16 (n + 1) / fEXT
fi : frequency of U2BRG count source (f1SIO, f2SIO, f8SIO, f32SIO)
fEXT: frequency of U2BRG count source (external clock)
n : value set to U2BRG

NOTE:
1. Because TXD2 and RXD2 are connected, a composite waveform, consisting of transmit waveform from the transmitting end and parity error signal from receiving end, is generated.

Figure 14.32 Transmit and Receive Timing in SIM Mode

Figure 14.33 shows the example of connecting the SIM interface. Connect TXD2 and RXD2 and apply pull-up.

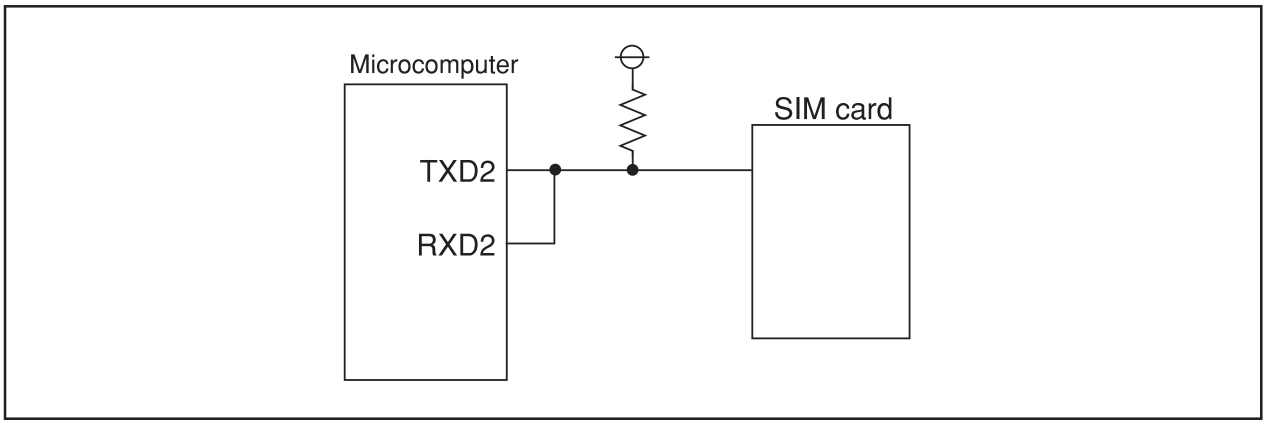
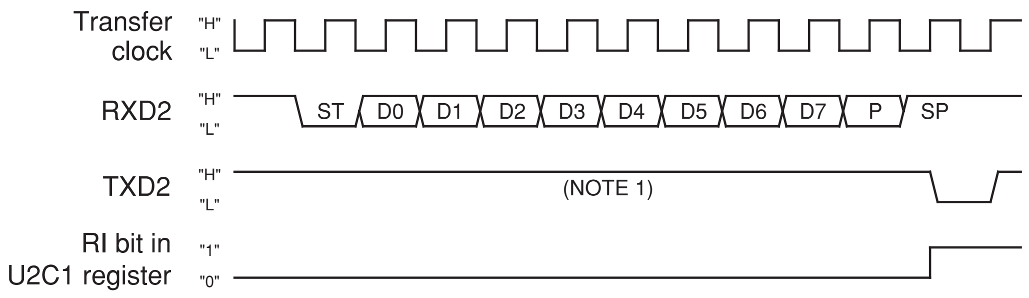


Figure 14.33 SIM Interface Connection

14.1.6.1 Parity Error Signal Output

The parity error signal is enabled by setting the U2ERE bit in the U2C1 register to “1”.
The parity error signal is output when a parity error is detected while receiving data. This is achieved by pulling the TXD2 output low with the timing shown in Figure 14.32. If the R2RB register is read while outputting a parity error signal, the PER bit is set to “0” and at the same time the TXD2 output is returned high.
When transmitting, a transmission-finished interrupt request is generated at the falling edge of the transfer clock pulse that immediately follows the stop bit. Therefore, whether a parity signal has been returned can be determined by reading the port that shares the RXD2 pin in a transmission-finished interrupt service routine.

Figure 14.34 shows the output timing of the parity error signal



This timing diagram applies to the case where the direct format is implemented.

ST: Start bit
P: Even Parity
SP: Stop bit

NOTE:
1: The output of microcomputer is in the high-impedance state (pulled up externally).

Figure 14.34 Parity Error Signal Output Timing

14.1.6.2 Format

When direct format, set the PRY bit in the U2MR register to “1”, the UFORM bit in the U2C0 register to “0” and the U2LCH bit in the U2C1 register to “0”.
When inverse format, set the PRY bit to “0”, UFORM bit to “1” and U2LCH bit to “1”.
Figure 14.35 shows the SIM interface format.

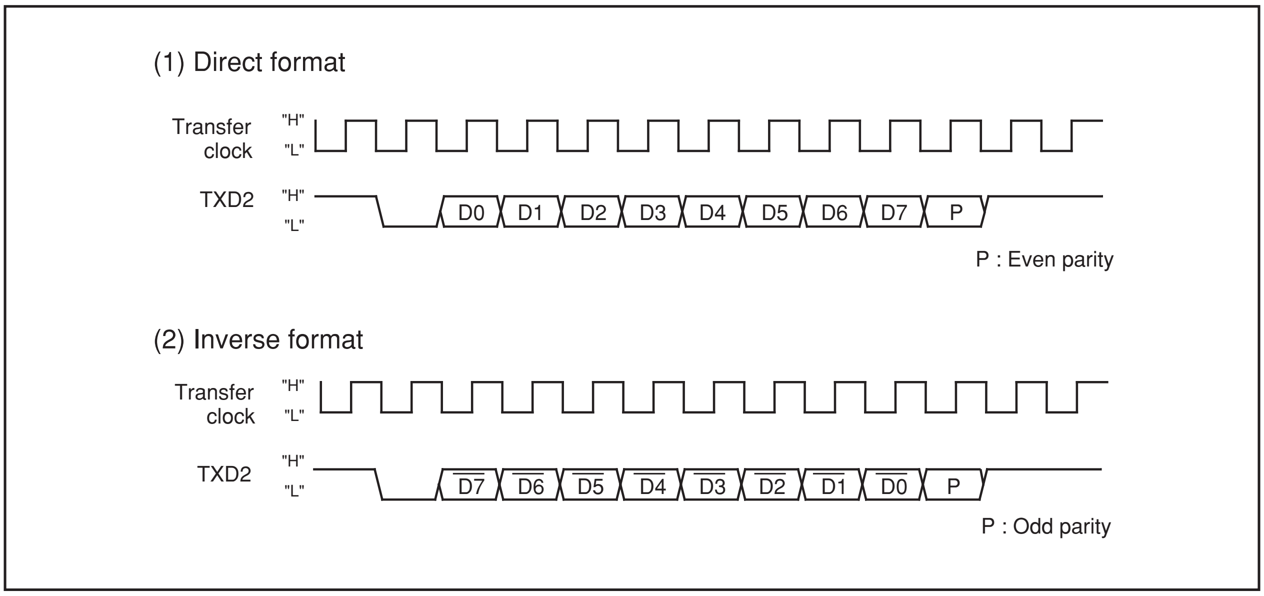

(1) Direct format
Transfer clock
TXD2
"H"
"L"
D0 D1 D2 D3 D4 D5 D6 D7 P
P : Even parity
(2) Inverse format
Transfer clock
TXD2
"H"
"L"
$\overline{D7}$ $\overline{D6}$ $\overline{D5}$ $\overline{D4}$ $\overline{D3}$ $\overline{D2}$ $\overline{D1}$ $\overline{D0}$ P
P : Odd parity

Figure 14.35 SIM Interface Format

14.2 SI/Oi (i = 3 to 6) (1)

SI/Oi is exclusive clock-synchronous serial I/Os.

Figure 14.36 shows the block diagram of SI/Oi, and Figures 14.37 and 14.38 show the SI/Oi-related registers.Table 14.19 lists the specifications of SI/Oi.

NOTE:

1. 100-pin version supports SI/O3 and SI/O4.
   128-pin version supports SI/O3, SI/O4, SI/O5 and SI/O6.

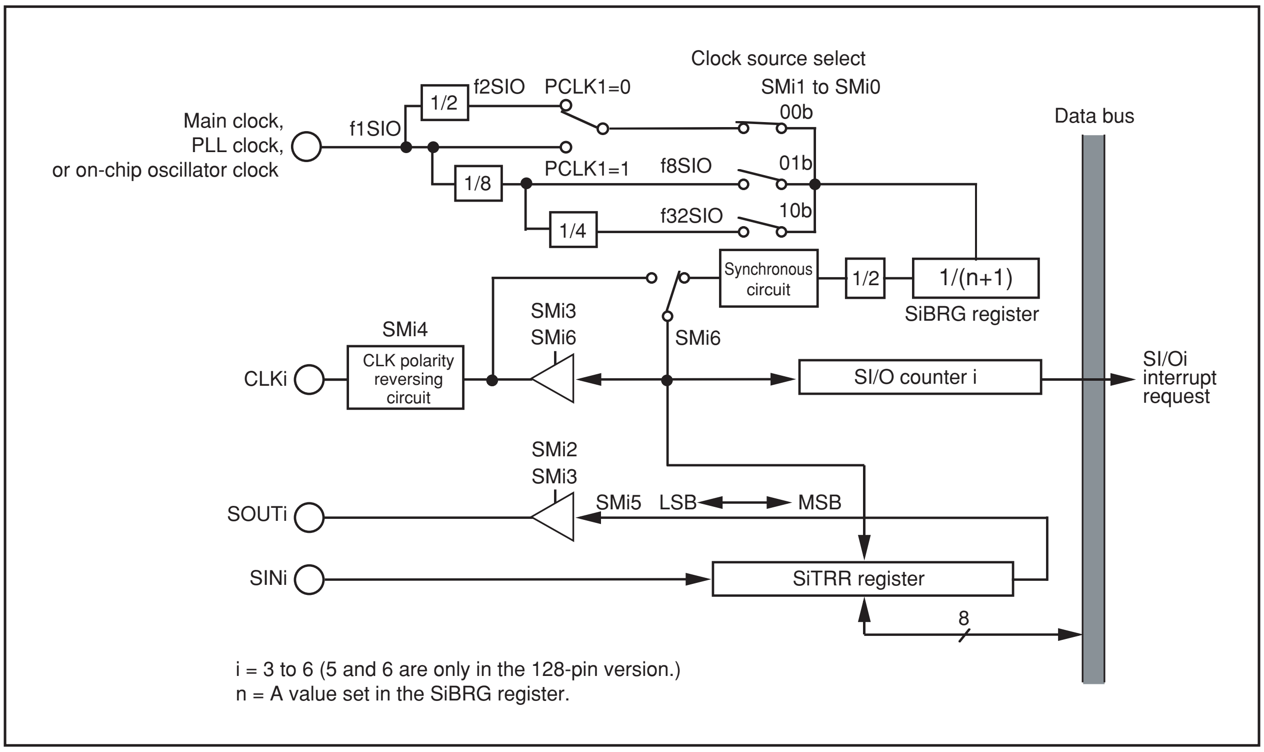
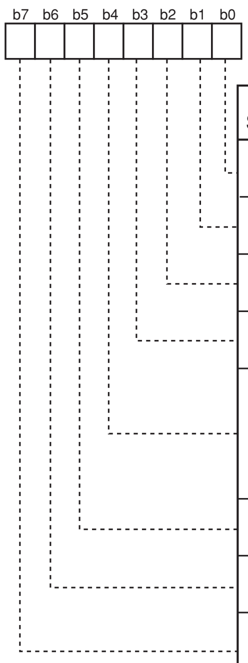


Figure 14.36 SI/Oi Block Diagram

SI/Oi Control Register (i = 3 to 6) [(1)]

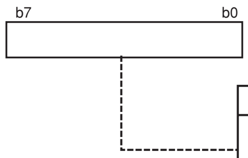


Symbol	Address	After Reset
S3C	01E2h	01000000b
S4C	01E6h	01000000b
S5C [(6)]	01EAh	01000000b
S6C [(6)]	01D8h	01000000b

Bit Symbol	Bit Name	Description	RW
SMi0	Internal Synchronous Clock Select Bit	b1 b0 0 0 : Selecting f1SIO or f2SIO 0 1 : Selecting f8SIO 1 0 : Selecting f32SIO 1 1 : Do not set a value	RW
SMi1			RW
SMi2	SOUTi Output Disable Bit [(4)]	0 : SOUTi output 1 : SOUTi output disabled (high-impedance)	RW
SMi3	S I/Oi Port Select Bit [(5)]	0 : Input/output port 1 : SOUTi output, CLKi function	RW
SMi4	CLK Polarity Select Bit	0 : Transmit data is output at falling edge of transfer clock and receive data is input at rising edge 1 : Transmit data is output at rising edge of transfer clock and receive data is input at falling edge	RW
SMi5	Transfer Direction Select Bit	0 : LSB first 1 : MSB first	RW
SMi6	Synchronous Clock Select Bit	0 : External clock [(2)] 1 : Internal clock [(3)]	RW
SMi7	SOUTi Initial Value Set Bit	Effective when the SMi3 bit = 0 0 : "L" output 1 : "H" output	RW

NOTES:
1. Make sure this register is written to by the next instruction after setting the PRC2 bit in the PRCR register to "1" (write enabled).
2. Set the SMi3 bit to "1" (SOUTi output, CLKi function) and the corresponding port direction bit to "0" (input mode).
3. Set the SMi3 bit to "1" (SOUTi output, CLKi function).
4. When the SM32, SM52 or SM62 bit = 1, the corresponding pin is placed in the high-impedance state regardless of which functions of those pins are being used.
   SI/O4 is effective when the SM43 bit = 1 (SOUT4 output, CLK4 function).
5. When using SI/O4, set the SM43 bit to "1" (SOUT4 output, CLK4 function) and the corresponding port direction bit for SOUT4 pin to "0" (input mode).
6. The S5C and S6C registers are only in the 128-pin version. When using the S5C and S6C registers, set these registers after setting the PU37 bit in the PUR3 register to "1" (Pins P11 to P14 are usable).

SI/Oi Bit Rate Generator (i = 3 to 6) [(1)] [(2)]

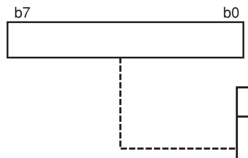


Symbol	Address	After Reset
S3BRG	01E3h	Indeterminate
S4BRG	01E7h	Indeterminate
S5BRG [(3)]	01EBh	Indeterminate
S6BRG [(3)]	01D9h	Indeterminate

Description	Setting Range	RW
Assuming that set value = n, SiBRG divides the count source by n + 1	00h to FFh	WO

NOTES:
1. Write to this register while serial I/O is neither transmitting nor receiving.
2. Use the MOV instruction to write to this register.
3. The S5BRG and S6BRG registers are only in the 128-pin version.

SI/Oi Transmit/Receive Register (i = 3 to 6) [(1)] [(2)]



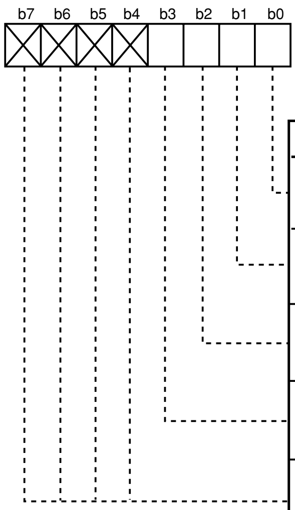
Symbol	Address	After Reset
S3TRR	01E0h	Indeterminate
S4TRR	01E4h	Indeterminate
S5TRR [(3)]	01E8h	Indeterminate
S6TRR [(3)]	01D6h	Indeterminate

Description	RW
Transmission/reception starts by writing transmit data to this register. After transmission/reception finishes, reception data can be read by reading this register.	RW

NOTES:
1. Write to this register while serial I/O is neither transmitting nor receiving.
2. To receive data, set the corresponding port direction bit for SINi to "0" (input mode).
3. The S5TRR and S6TRR registers are only in the 128-pin version.

Figure 14.37 S3C to S6C Registers, S3BRG to S6BRG Registers, and S3TRR to S6TRR Registers

SI/O3, 4, 5, 6 Transmit/Receive Register (1) (2)



Symbol	Address	After Reset
S3456TRR	01DAh	XXXX0000b

Bit Symbol	Bit Name	Function	RW
S3TRF	SI/O3 Transmit/Receive Complete Flag	0 : During transmission/reception 1 : Transmission/reception completed	RW
S4TRF	SI/O4 Transmit/Receive Complete Flag	0 : During transmission/reception 1 : Transmission/reception completed	RW
S5TRF	SI/O5 Transmit/Receive Complete Flag	0 : During transmission/reception 1 : Transmission/reception completed	RW
S6TRF	SI/O6 Transmit/Receive Complete Flag	0 : During transmission/reception 1 : Transmission/reception completed	RW
- (b7-b4)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

NOTES:
1. The S3TRF to S6TRF bits can only be reset by writing to "0".
   (The S5TRF and S6TRF bits are only in the 128-pin version.)
2. When setting the S3TRF to S6TRF bits to "0", use the MOV instruction to write to the these bits after setting to "0" the bit set to "0" and setting other bits to "1".

Figure 14.38 S3456TRR Register

Table 14.19 SI/Oi Specifications

Item	Specification
Transfer Data Format	Transfer data length: 8 bits
Transfer clock	• SMi6 bit in SiC register = 1 (internal clock) : fj/ 2(n+1) fj = f1SIO, f8SIO, f32SIO. n = Setting value of SiBRG register 00h to FFh • SMi6 bit = 0 (external clock) : Input from CLKi pin (1)
Transmission/Reception Start Condition	Before transmission/reception can start, the following requirements must be met Write transmit data to the SiTRR register (2) (3)
Interrupt Request Generation Timing	• When SMi4 bit in SiC register = 0 The rising edge of the last transfer clock pulse (4) • When SMi4 bit = 1 The falling edge of the last transfer clock pulse (4)
CLKi Pin Function	I/O port, transfer clock input, transfer clock output
SOUTi Pin Function	I/O port, transmit data output, high-impedance
SINi Pin Function	I/O port, receive data input
Select Function	• LSB first or MSB first selection Whether to start sending/receiving data beginning with bit 0 or beginning with bit 7 can be selected • Function for setting an SOUTi initial value set function When the SMi6 bit in the SiC register = 0 (external clock), the SOUTi pin output level while not transmitting can be selected. • CLK polarity selection Whether transmit data is output/input timing at the rising edge or falling edge of transfer clock can be selected.

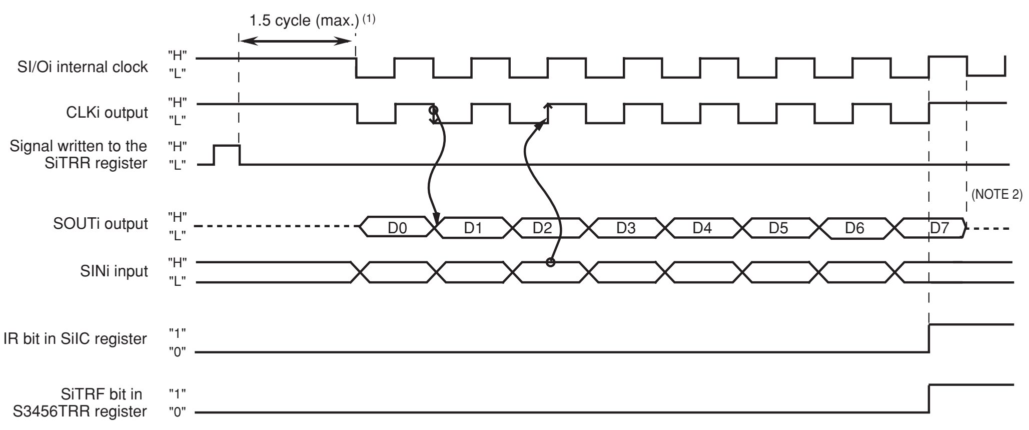
i = 3 to 6 (5 and 6 are only in the 128-pin version.)

NOTES:

1. To set the SMi6 bit in the SiC register to “0” (external clock), follow the procedure described below.
   - If the SMi4 bit in the SiC register = 0, write transmit data to the SiTRR register while input on the CLKi pin is high. The same applies when rewriting the SMi7 bit in the SiC register.
   - If the SMi4 bit = 1, write transmit data to the SiTRR register while input on the CLKi pin is low. The same applies when rewriting the SMi7 bit.
   - Because shift operation continues as long as the transfer clock is supplied to the SI/Oi circuit, stop the transfer clock after supplying eight pulses. If the SMi6 bit = 1 (internal clock), the transfer clock automatically stops.
2. Unlike UART0 to UART2, SI/Oi is not separated between the transfer register and buffer. Therefore, do not write the next transmit data to the SiTRR register during transmission.
3. When the SMi6 bit = 1 (internal clock), SOUTi retains the last data for a 1/2 transfer clock period after completion of transfer and, thereafter, goes to a high-impedance state. However, if transmit data is written to the SiTRR register during this period, SOUTi immediately goes to a high-impedance state, with the data hold time thereby reduced.
4. When the SMi6 bit = 1 (internal clock), the transfer clock stops in the high state if the SMi4 bit = 0, or stops in the low state if the SMi4 bit = 1.

14.2.1 SI/Oi Operation Timing

Figure 14.39 shows the SI/Oi operation timing.



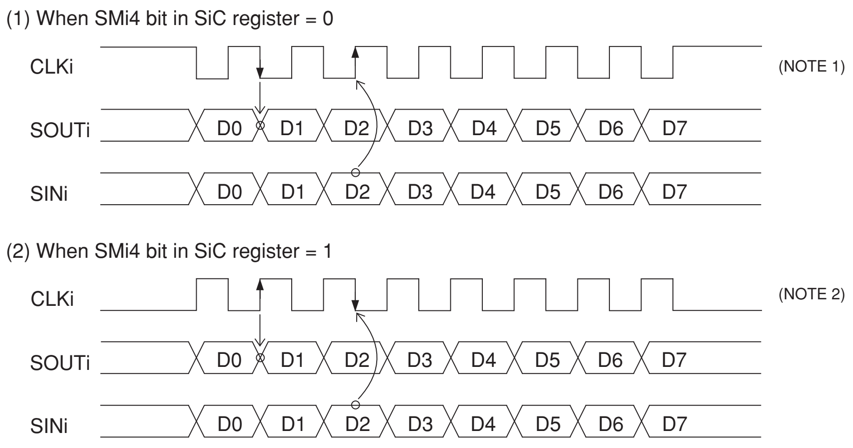
i = 3 to 6 (5 and 6 are only in the 128-pin version.)
* This diagram applies to the case where the bits in the SiC register are set as follows:
- SMi2 = 0 (SOUTi output)
- SMi3 = 1 (SOUTi output, CLKi function)
- SMi4 = 0 (transmit data output at the falling edge and receive data input at the rising edge of the transfer clock)
- SMi5 = 0 (LSB first)
- SMi6 = 1 (internal clock)

NOTES:
1. If the SMi6 bit = 1 (internal clock), the serial I/O starts sending or receiving data a maximum of 1.5 transfer clock cycles after writing to the SiTRR register.
2. When the SMi6 bit = 1 (internal clock), the SOUTi pin is placed in the high-impedance state after the transfer finishes.

Figure 14.39 SI/Oi Operation Timing

14.2.2 CLK Polarity Selection

The SMi4 bit in the SiC register allows selection of the polarity of the transfer clock.
Figure 14.40 shows the polarity of the transfer clock.


(1) When SMi4 bit in SiC register = 0
CLKi
SOUTi
SINi
(NOTE 1)
D0
D1
D2
D3
D4
D5
D6
D7
(2) When SMi4 bit in SiC register = 1
CLKi
SOUTi
SINi
(NOTE 2)

i = 3 to 6 (5 and 6 are only in the 128-pin version.)
*This diagram applies to the case where the bits in the SiC register are set as follows:
- SMi5 = 0 (LSB first)
- SMi6 = 1 (internal clock)

NOTES:
1. When the SMi6 bit = 1 (internal clock), a high level is output from the CLKi pin if not transferring data.
2. When the SMi6 bit = 1 (internal clock), a low level is output from the CLKi pin if not transferring data.

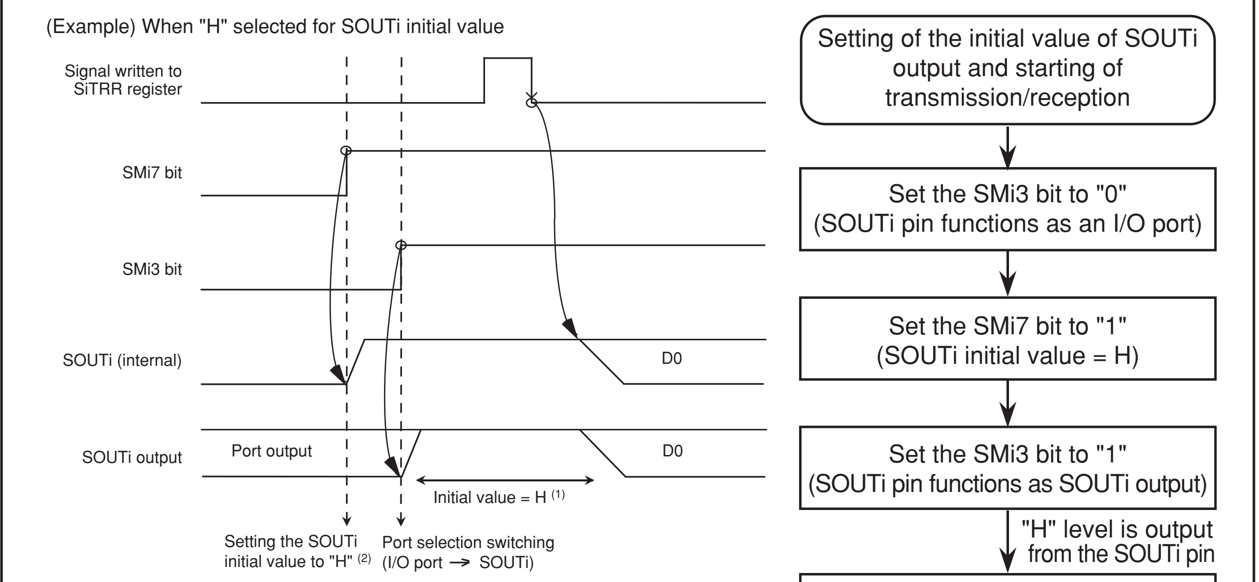
Figure 14.40 Polarity of Transfer Clock

14.2.3 Functions for Setting an SOUTi Initial Value

If the SMi6 bit in the SiC register = 0 (external clock), the SOUTi pin output can be fixed high or low when not transferring [1]. Figure 14.41 shows the timing chart for setting an SOUTi initial value and how to set it.

NOTE:

1. When CAN0 function is selected, P7_4, P7_5 and P8_0 can be used as input/output pins for SI/O4. When CAN0 function is not selected, P9_5, P9_6 and P9_7 can be used as input/output pis for SI/O4.


(Example) When "H" selected for SOUTi initial value
Signal written to SiTRR register
SMi7 bit
SMi3 bit
SOUTi (internal)
SOUTi output
Port output
D0
D0
Initial value = H (1)
Setting the SOUTi initial value to "H" (2)
Port selection switching (I/O port → SOUTi)
Setting of the initial value of SOUTi output and starting of transmission/reception
Set the SMi3 bit to "0" (SOUTi pin functions as an I/O port)
Set the SMi7 bit to "1" (SOUTi initial value = H)
Set the SMi3 bit to "1" (SOUTi pin functions as SOUTi output)
"H" level is output from the SOUTi pin
Write to the SiTRR register
Serial transmit/reception starts

i = 3 to 6 (5 and 6 are only in the 128-pin version.)
* This diagram applies to the case where the bits in the SiC register are set as follows:
- SMi2 = 0 (SOUTi output)
- SMi5 = 0 (LSB first)
- SMi6 = 0 (external clock)

NOTES:
1. If the SMi6 bit = 1 (internal clock) or if the SMi2 bit = 1 (SOUTi output disabled), this output goes to the high-impedance state.
2. SOUTi can only be initialized when input on the CLKi pin is in the high state if the SMi4 bit in the SiC register = 0 (transmit data output at the falling edge of the transfer clock) or in the low state if the SMi4 bit = 1 (transmit data output at the rising edge of the transfer clock).

Figure 14.41 SOUTi's Initial Value Setting

15. A/D Converter

The microcomputer contains one A/D converter circuit based on 10-bit successive approximation method configured with a capacitive-coupling amplifier. The analog inputs share the pins with P10_0 to P10_7, P9_5, P9_6, P0_0 to P0_7, and P2_0 to P2_7. Similarly, $\overline{\text{ADTRG}}$ input shares the pin with P9_7. Therefore, when using these inputs, make sure the corresponding port direction bits are set to “0” (input mode).
When not using the A/D converter, set the VCUT bit to “0” (VREF unconnected), so that no current will flow from the VREF pin into the resistor ladder, helping to reduce the power consumption of the chip.
The A/D conversion result is stored in the ADi register’s bits for ANi, AN0_i, and AN2_i pins (i = 0 to 7).
Table 15.1 shows the performance of the A/D converter. Figure 15.1 shows the block diagram of the A/D converter, and Figures 15.2 and 15.3 show the A/D converter-related registers.

Table 15.1 A/D Converter Performance

Item	Performance
Method of A/D Conversion	Successive approximation (capacitive coupling amplifier)
Analog Input Voltage (1)	0V to AVCC (VCC)
Operating Clock φAD (2)	fAD, divide-by-2 of fAD, divide-by-3 of fAD, divide-by-4 of fAD, divide-by-6 of fAD, divide-by-12 of fAD
Resolution	8 bits or 10 bits (selectable)
Integral Nonlinearity Error	When AVCC = VREF = 5 V • With 8-bit resolution: ±2LSB • With 10-bit resolution AN0 to AN7 input, AN0_0 to AN0_7 input and AN2_0 to AN2_7 input: ±3LSB ANEX0 and ANEX1 input (including mode in which external operation amp is selected): ±7LSB When AVCC = VREF = 3.3 V • With 8-bit resolution: ±2LSB • With 10-bit resolution AN0 to AN7 input, AN0_0 to AN0_7 input and AN2_0 to AN2_7 input: ±5LSB ANEX0 and ANEX1 input (including mode in which external operation amp is selected): ±7LSB
Operating Modes	One-shot mode, repeat mode, single sweep mode, repeat sweep mode 0, and repeat sweep mode 1
Analog Input Pins	8 pins (AN0 to AN7) + 2 pins (ANEX0 and ANEX1) + 8 pins (AN0_0 to AN0_7) + 8 pins (AN2_0 to AN2_7)
A/D Conversion Start Condition	• Software trigger The ADST bit in the ADCON0 register is set to “1” (A/D conversion starts) • External trigger (retriggerable) Input on the $\overline{\text{ADTRG}}$ pin changes state from high to low after the ADST bit is set to “1” (A/D conversion starts)
Conversion Speed Per Pin	• Without sample and hold function 8-bit resolution: 49 φAD cycles, 10-bit resolution: 59 φAD cycles • With sample and hold function 8-bit resolution: 28 φAD cycles, 10-bit resolution: 33 φAD cycles

NOTES:
1. Does not depend on use of sample and hold function.
2. φAD frequency must be 10 MHz or less.
   When sample & hold function is disabled, φAD frequency must be 250 kHz or more.
   When sample & hold function is enabled, φAD frequency must be 1 MHz or more.

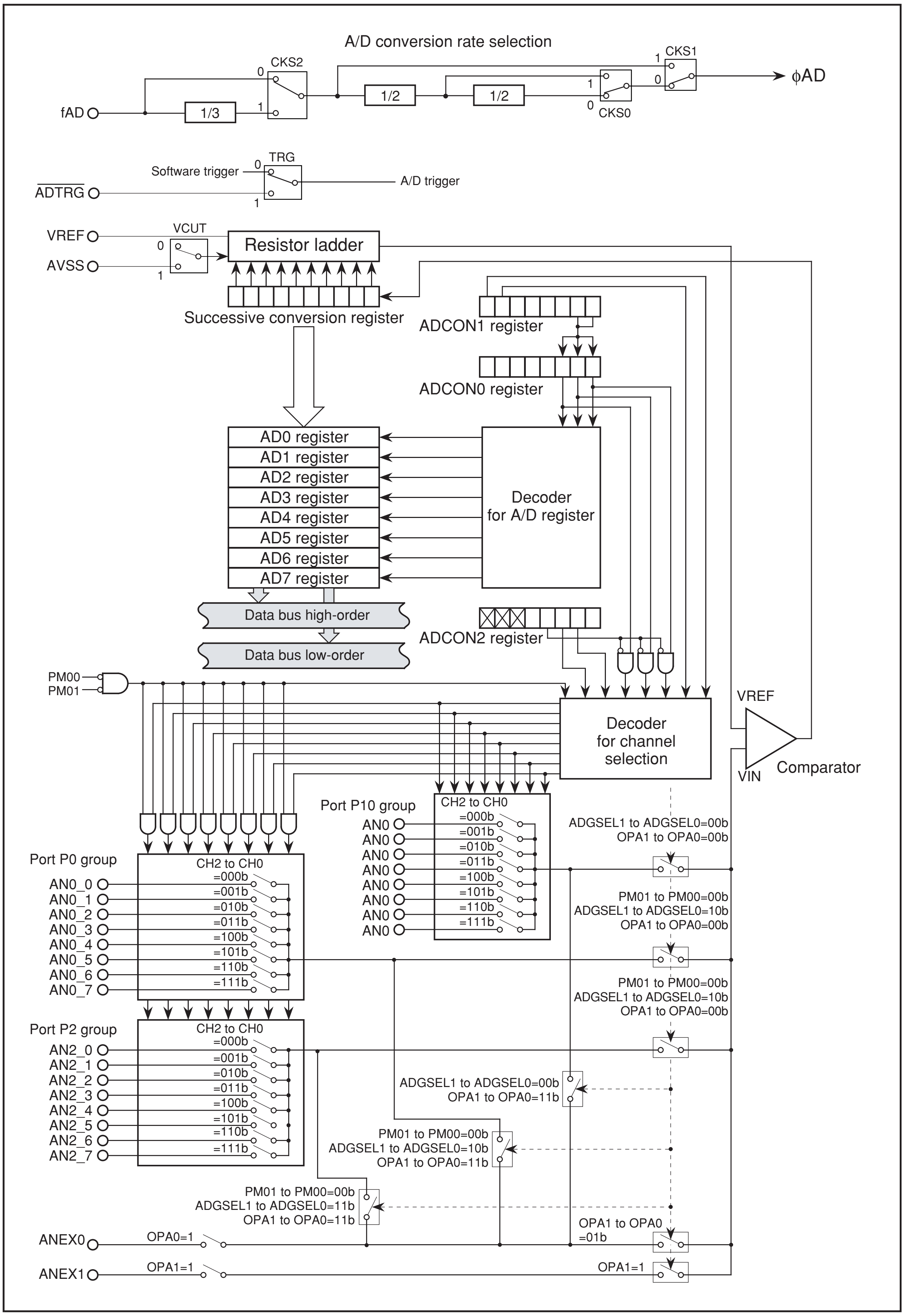


Figure 15.1 A/D Converter Block Diagram

A/D Control Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0

Symbol	Address	After Reset
ADCON0	03D6h	00000XXXb

Bit Symbol	Bit Name	Function	RW
CH0	Analog Input Pin Select Bit	Function varies with each operation mode	RW
CH1			RW
CH2			RW
MD0	A/D Operation Mode Select Bit 0	b4 b3 0 0 : One-shot mode 0 1 : Repeat mode 1 0 : Single sweep mode 1 1 : Repeat sweep mode 0 or Repeat sweep mode 1	RW
MD1			RW
TRG	Trigger Select Bit	0 : Software trigger 1 : $\overline{\text{ADTRG}}$ trigger	RW
ADST	A/D Conversion Start Flag	0 : A/D conversion disabled 1 : A/D conversion started	RW
CKS0	Frequency Select Bit 0	Refer to **NOTE 2 for ADCON2 Register**	RW

NOTE:
1. If the ADCON0 register is rewritten during A/D conversion, the conversion result will be indeterminate.

A/D Control Register 1 (1)

b7	b6	b5	b4	b3	b2	b1	b0

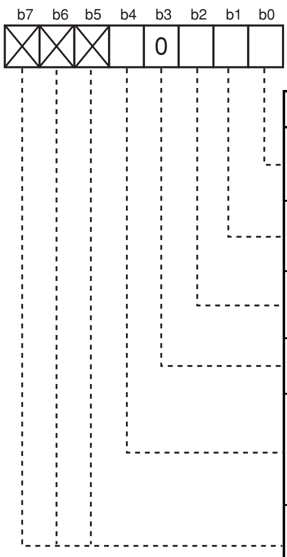
Symbol	Address	After Reset
ADCON1	03D7h	00h

Bit symbol	Bit name	Function	RW
SCAN0	A/D Sweep Pin Select Bit	Function varies with each operation mode	RW
SCAN1			RW
MD2	A/D Operation Mode Select Bit 1	0 : Any mode other than repeat sweep mode 1 1 : Repeat sweep mode 1	RW
BITS	8/10-Bit Mode Select Bit	0 : 8-bit mode 1 : 10-bit mode	RW
CKS1	Frequency Select Bit 1	Refer to **NOTE 2 for ADCON2 Register**	RW
VCUT	VREF Connect Bit (2)	0 : VREF not connected 1 : VREF connected	RW
OPA0	External Op-Amp Connection Mode Bit	Function varies with each operation mode	RW
OPA1			RW

NOTES:
1. If the ADCON1 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. If the VCUT bit is reset from "0" (VREF unconnected) to "1" (VREF connected), wait for 1 µs or more before starting A/D conversion.

Figure 15.2 ADCON0 Register and ADCON1 Register

A/D Control Register 2 (1)



Symbol	Address	After Reset
ADCON2	03D4h	00h

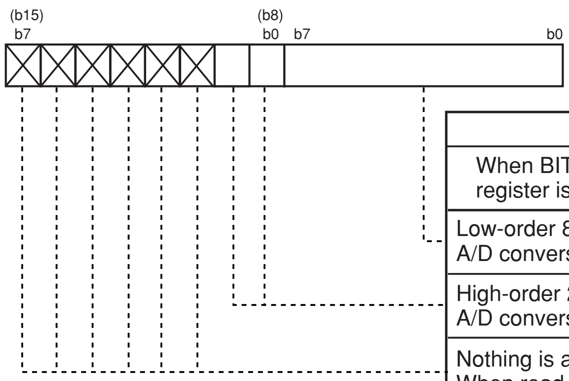
Bit Symbol	Bit Name	Function	RW
SMP	A/D Conversion Method Select Bit	0 : Without sample and hold 1 : With sample and hold	RW
ADGSEL0	A/D Input Group Select Bit	b2 b1 0 0 : Port P10 group is selected 0 1 : Do not set a value 1 0 : Port P0 group is selected 1 1 : Port P2 group is selected	RW
ADGSEL1			RW
- (b3)	Reserved Bit	Set to "0"	RW
CKS2	Frequency Select Bit 2 (2)	0 : Selects fAD, divide-by-2 of fAD, or divide-by-4 of fAD. 1 : Selects divide-by-3 of fAD, divide-by-6 of fAD, or divide-by-12 of fAD.	RW
- (b7-b5)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

NOTES:
1. If the ADCON2 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. The ϕAD frequency must be 10 MHz or less. The selected ϕAD frequency is determined by a combination of the CKS0 bit in the ADCON0 register, the CKS1 bit in the ADCON1 register, and the CKS2 bit in the ADCON2 register.

CKS2	CKS1	CKS0	ϕAD
0	0	0	Divide-by-4 of fAD
0	0	1	Divide-by-2 of fAD
0	1	0	fAD
0	1	1	
1	0	0	Divide-by-12 of fAD
1	0	1	Divide-by-6 of fAD
1	1	0	Divide-by-3 of fAD
1	1	1	

A/D Register i (i = 0 to 7)

Symbol	Address	After Reset
AD0	03C1h to 03C0h	Indeterminate
AD1	03C3h to 03C2h	Indeterminate
AD2	03C5h to 03C4h	Indeterminate
AD3	03C7h to 03C6h	Indeterminate
AD4	03C9h to 03C8h	Indeterminate
AD5	03CBh to 03CAh	Indeterminate
AD6	03CDh to 03CCh	Indeterminate
AD7	03CFh to 03CEh	Indeterminate



Function		RW
When BITS bit in ADCON1 register is "1" (10-bit mode)	When BITS bit is "0" (8-bit mode)	
Low-order 8 bits of A/D conversion result	A/D conversion result	RO
High-order 2 bits of A/D conversion result	When read, the content is indeterminate.	RO
Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

Figure 15.3 ADCON2 Register, and AD0 to AD7 Registers

15.1 Mode Description

15.1.1 One-shot Mode

In one-shot mode, analog voltage applied to a selected pin is A/D converted once. Table 15.2 lists the specifications of one-shot mode. Figure 15.4 shows the ADCON0 and ADCON1 registers in one-shot mode.

Table 15.2 One-shot Mode Specifications

Item	Specification
Function	The CH2 to CH0 bits in the ADCON0 register, the ADGSEL1 to ADGSEL0 bits in the ADCON2 register and the OPA1 to OPA0 bits in the ADCON1 register select a pin Analog voltage applied to the pin is converted to a digital code once.
A/D Conversion Start Condition	• When the TRG bit in the ADCON0 register is "0" (software trigger) The ADST bit in the ADCON0 register is set to "1" (A/D conversion starts) • When the TRG bit is "1" ($\overline{\text{ADTRG}}$ trigger) Input on the $\overline{\text{ADTRG}}$ pin changes state from high to low after the ADST bit is set to "1" (A/D conversion starts)
A/D Conversion Stop Condition	• Completion of A/D conversion (If a software trigger is selected, the ADST bit is set to "0" (A/D conversion halted).) • Set the ADST bit to "0"
Interrupt Request Generation Timing	Completion of A/D conversion
Analog Input Pin	Select one pin from AN0 to AN7, AN0_0 to AN0_7, AN2_0 to AN2_7, ANEX0 to ANEX1
Reading of Result of A/D Converter	Read one of the AD0 to AD7 registers that corresponds to the selected pin

A/D Control Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0
			0	0			

Symbol	Address	After Reset
ADCON0	03D6h	00000XXXb

Bit Symbol	Bit Name	Function	RW
CH0	Analog Input Pin Select Bit	b2 b1 b0 0 0 0 : AN0 is selected 0 0 1 : AN1 is selected 0 1 0 : AN2 is selected 0 1 1 : AN3 is selected 1 0 0 : AN4 is selected 1 0 1 : AN5 is selected 1 1 0 : AN6 is selected 1 1 1 : AN7 is selected (2) (3)	RW
CH1			RW
CH2			RW
MD0	A/D Operation Mode Select Bit 0	b4 b3 0 0 : One-shot mode (3)	RW
MD1			RW
TRG	Trigger Select Bit	0 : Software trigger 1 : $\overline{\text{ADTRG}}$ trigger	RW
ADST	A/D Conversion Start Flag	0 : A/D conversion disabled 1 : A/D conversion started	RW
CKS0	Frequency Select Bit 0	Refer to **NOTE 2 for ADCON2 Register**	RW

NOTES:
1. If the ADCON0 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. AN0_0 to AN_7, and AN2_0 to AN2_7 can be used in same way as AN0 to AN7. Use the ADGSEL1 to ADGSEL0 bits in the ADCON2 register to select the desired pin.
3. After rewriting the MD1 to MD0 bits, set the CH2 to CH0 bits over again using another instruction.

A/D Control Register 1 (1)

b7	b6	b5	b4	b3	b2	b1	b0
		1			0		

Symbol	Address	After Reset
ADCON1	03D7h	00h

Bit Symbol	Bit Name	Function	RW
SCAN0	A/D Sweep Pin Select Bit	Invalid in one-shot mode	RW
SCAN1			RW
MD2	A/D Operation Mode Select Bit 1	Set to "0" when one-shot mode is selected	RW
BITS	8/10-Bit Mode Select Bit	0 : 8-bit mode 1 : 10-bit mode	RW
CKS1	Frequency Select Bit 1	Refer to **NOTE 2 for ADCON2 Register**	RW
VCUT	VREF Connect Bit (2)	1 : VREF connected	RW
OPA0	External Op-Amp Connection Mode Bit	b7 b6 0 0 : ANEX0 and ANEX1 are not used 0 1 : ANEX0 input is A/D converted 1 0 : ANEX1 input is A/D converted 1 1 : External op-amp connection mode	RW
OPA1			RW

NOTES:
1. If the ADCON1 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. If the VCUT bit is reset from "0" (VREF unconnected) to "1" (VREF connected), wait for 1 µs or more before starting A/D conversion.

Figure 15.4 ADCON0 Register and ADCON1 Register in One-shot Mode

15.1.2 Repeat Mode

In repeat mode, analog voltage applied to a selected pin is repeatedly converted to a digital code. Table 15.3 lists the specifications of repeat mode. Figure 15.5 shows the ADCON0 and ADCON1 registers in repeat mode.

Table 15.3 Repeat Mode Specifications

Item	Specification
Function	The CH2 to CH0 bits in the ADCON0 register, the ADGSEL1 to ADGSEL0 bits in the ADCON2 register and the OPA1 to OPA0 bits in the ADCON1 register select a pin. Analog voltage applied to this pin is repeatedly converted to a digital code.
A/D Conversion Start Condition	• When the TRG bit in the ADCON0 register is "0" (software trigger) The ADST bit in the ADCON0 register is set to "1" (A/D conversion starts) • When the TRG bit is "1" ($\overline{\text{ADTRG}}$ trigger) Input on the $\overline{\text{ADTRG}}$ pin changes state from high to low after the ADST bit is set to "1" (A/D conversion starts)
A/D Conversion Stop Condition	Set the ADST bit to "0" (A/D conversion halted)
Interrupt Request Generation Timing	None generated
Analog Input Pin	Select one pin from AN0 to AN7, AN0_0 to AN0_7, AN2_0 to AN2_7, ANEX0 to ANEX1
Reading of Result of A/D Converter	Read one of the AD0 to AD7 registers that corresponds to the selected pin

A/D Control Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0
			0	1			

Symbol	Address	After Reset
ADCON0	03D6h	00000XXXb

Bit Symbol	Bit Name	Function	RW
CH0	Analog Input Pin Select Bit	b2 b1 b0 0 0 0 : AN0 is selected 0 0 1 : AN1 is selected 0 1 0 : AN2 is selected 0 1 1 : AN3 is selected 1 0 0 : AN4 is selected 1 0 1 : AN5 is selected 1 1 0 : AN6 is selected 1 1 1 : AN7 is selected (2) (3)	RW
CH1			RW
CH2			RW
MD0	A/D Operation Mode Select Bit 0	b4 b3 0 1 : Repeat mode (3)	RW
MD1			RW
TRG	Trigger Select Bit	0 : Software trigger 1 : $\overline{\text{ADTRG}}$ trigger	RW
ADST	A/D Conversion Start Flag	0 : A/D conversion disabled 1 : A/D conversion started	RW
CKS0	Frequency Select Bit 0	Refer to **NOTE 2 for ADCON2 Register**	RW

NOTES:
1. If the ADCON0 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. AN0_0 to AN_7, and AN2_0 to AN2_7 can be used in same way as AN0 to AN7. Use the ADGSEL1 to ADGSEL0 bits in the ADCON2 register to select the desired pin.
3. After rewriting the MD1 to MD0 bits, set the CH2 to CH0 bits over again using another instruction.

A/D Control Register 1 (1)

b7	b6	b5	b4	b3	b2	b1	b0
		1			0		

Symbol	Address	After Reset
ADCON1	03D7h	00h

Bit Symbol	Bit Name	Function	RW
SCAN0	A/D Sweep Pin Select Bit	Invalid in repeat mode	RW
SCAN1			RW
MD2	A/D Operation Mode Select Bit 1	Set to "0" when repeat mode is selected	RW
BITS	8/10-Bit Mode Select Bit	0 : 8-bit mode 1 : 10-bit mode	RW
CKS1	Frequency Select Bit 1	Refer to **NOTE 2 for ADCON2 Register**	RW
VCUT	VREF Connect Bit (2)	1 : VREF connected	RW
OPA0	External Op-Amp Connection Mode Bit	b7 b6 0 0 : ANEX0 and ANEX1 are not used 0 1 : ANEX0 input is A/D converted 1 0 : ANEX1 input is A/D converted 1 1 : External op-amp connection mode	RW
OPA1			RW

NOTES:
1. If the ADCON1 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. If the VCUT bit is reset from "0" (VREF unconnected) to "1" (VREF connected), wait for 1 µs or more before starting A/D conversion.

Figure 15.5 ADCON0 Register and ADCON1 Register in Repeat Mode

15.1.3 Single Sweep Mode

In single sweep mode, analog voltage that is applied to selected pins is converted one-by-one to a digital code. Table 15.4 lists the specifications of single sweep mode. Figure 15.6 shows the ADCON0 and ADCON1 registers in single sweep mode.

Table 15.4 Single Sweep Mode Specifications

Item	Specification
Function	The SCAN1 to SCAN0 bits in the ADCON1 register and the ADGSEL1 to ADGSEL0 bits in the ADCON2 register select pins. Analog voltage applied to this pins is converted one-by-one to a digital code.
A/D Conversion Start Condition	• When the TRG bit in the ADCON0 register is "0" (software trigger) The ADST bit in the ADCON0 register is set to "1" (A/D conversion starts) • When the TRG bit is "1" ($\overline{\text{ADTRG}}$ trigger) Input on the $\overline{\text{ADTRG}}$ pin changes state from high to low after the ADST bit is set to "1" (A/D conversion starts)
A/D Conversion Stop Condition	• Completion of A/D conversion (If a software trigger is selected, the ADST bit is set to "0" (A/D conversion halted).) • Set the ADST bit to "0"
Interrupt Request Generation Timing	Completion of A/D conversion
Analog Input Pin	Select from AN0 to AN1 (2 pins), AN0 to AN3 (4 pins), AN0 to AN5 (6 pins), AN0 to AN7 (8 pins) (1)
Reading of Result of A/D Converter	Read one of the AD0 to AD7 registers that corresponds to the selected pin

NOTE:
1. AN0_0 to AN0_7, and AN2_0 to AN2_7 can be used in the same way as AN0 to AN7.

A/D Control Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0
			1	0			

Symbol	Address	After Reset
ADCON0	03D6h	00000XXXb

Bit Symbol	Bit Name	Function	RW
CH0	Analog Input Pin Select Bit	Invalid in single sweep mode	RW
CH1			RW
CH2			RW
MD0	A/D Operation Mode Select Bit 0	b4 b3 1 0 : Single sweep mode	RW
MD1			RW
TRG	Trigger Select Bit	0 : Software trigger 1 : $\overline{\text{ADTRG}}$ trigger	RW
ADST	A/D Conversion Start Flag	0 : A/D conversion disabled 1 : A/D conversion started	RW
CKS0	Frequency Select Bit 0	Refer to **NOTE 2 for ADCON2 Register**	RW

NOTE:
1. If the ADCON0 register is rewritten during A/D conversion, the conversion result will be indeterminate.

A/D Control Register 1 (1)

b7	b6	b5	b4	b3	b2	b1	b0
		1			0		

Symbol	Address	After Reset
ADCON1	03D7h	00h

Bit Symbol	Bit Name	Function	RW
SCAN0	A/D Sweep Pin Select Bit	When single sweep mode is selected b1 b0 0 0 : AN0, AN1 (2 pins) 0 1 : AN0 to AN3 (4 pins) 1 0 : AN0 to AN5 (6 pins) 1 1 : AN0 to AN7 (8 pins) (2)	RW
SCAN1			RW
MD2	A/D Operation Mode Select Bit 1	Set to "0" when single sweep mode is selected	RW
BITS	8/10-Bit Mode Select Bit	0 : 8-bit mode 1 : 10-bit mode	RW
CKS1	Frequency Select Bit 1	Refer to **NOTE 2 for ADCON2 Register**	RW
VCUT	VREF Connect Bit (3)	1 : VREF connected	RW
OPA0	External Op-Amp Connection Mode Bit	b7 b6 0 0 : ANEX0 and ANEX1 are not used 0 1 : Do not set a value 1 0 : Do not set a value 1 1 : External op-amp connection mode	RW
OPA1			RW

NOTES:
1. If the ADCON1 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. AN0_0 to AN_7, and AN2_0 to AN2_7 can be used in same way as AN0 to AN7. Use the ADGSEL1 to ADGSEL0 bits in the ADCON2 register to select the desired pin.
3. If the VCUT bit is reset from "0" (VREF unconnected) to "1" (VREF connected), wait for 1 µs or more before starting A/D conversion.

Figure 15.6 ADCON0 Register and ADCON1 Register in Single Sweep Mode

15.1.4 Repeat Sweep Mode 0

In repeat sweep mode 0, analog voltage applied to selected pins is repeatedly converted to a digital code. Table 15.5 lists the specifications of repeat sweep mode 0. Figure 15.7 shows the ADCON0 and ADCON1 registers in repeat sweep mode 0.

Table 15.5 Repeat Sweep Mode 0 Specifications

Item	Specification
Function	The SCAN1 to SCAN0 bits in the ADCON1 register and the ADGSEL1 to ADGSEL0 bits in the ADCON2 register select pins. Analog voltage applied to the pins is repeatedly converted to a digital code.
A/D Conversion Start Condition	• When the TRG bit in the ADCON0 register is "0" (software trigger) The ADST bit in the ADCON0 register is set to "1" (A/D conversion starts) • When the TRG bit is "1" ($\overline{\text{ADTRG}}$ trigger) Input on the $\overline{\text{ADTRG}}$ pin changes state from high to low after the ADST bit is set to "1" (A/D conversion starts)
A/D Conversion Stop Condition	Set the ADST bit to "0" (A/D conversion halted)
Interrupt Request Generation Timing	None generated
Analog Input Pin	Select from AN0 to AN1 (2 pins), AN0 to AN3 (4 pins), AN0 to AN5 (6 pins), AN0 to AN7 (8 pins) (1)
Reading of Result of A/D Converter	Read one of the AD0 to AD7 registers that corresponds to the selected pin

NOTE:
1. AN0_0 to AN0_7, and AN2_0 to AN2_7 can be used in the same way as AN0 to AN7.

A/D Control Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0
			1	1			

Symbol	Address	After Reset
ADCON0	03D6h	00000XXXb

Bit Symbol	Bit Name	Function	RW
CH0	Analog Input Pin Select Bit	Invalid in repeat sweep mode 0	RW
CH1			RW
CH2			RW
MD0	A/D Operation Mode Select Bit 0	b4 b3 1 1 : Repeat sweep mode 0 or Repeat sweep mode 1	RW
MD1			RW
TRG	Trigger Select Bit	0 : Software trigger 1 : ADTRG trigger	RW
ADST	A/D Conversion Start Flag	0 : A/D conversion disabled 1 : A/D conversion started	RW
CKS0	Frequency Select Bit 0	Refer to **NOTE 2 for ADCON2 Register**	RW

NOTE:
1. If the ADCON0 register is rewritten during A/D conversion, the conversion result will be indeterminate.

A/D Control Register 1 (1)

b7	b6	b5	b4	b3	b2	b1	b0
		1			0		

Symbol	Address	After reset
ADCON1	03D7h	00h

Bit Symbol	Bit Name	Function	RW
SCAN0	A/D Sweep Pin Select Bit	When repeat sweep mode 0 is selected b1 b0 0 0 : AN0, AN1 (2 pins) 0 1 : AN0 to AN3 (4 pins) 1 0 : AN0 to AN5 (6 pins) 1 1 : AN0 to AN7 (8 pins) (2)	RW
SCAN1			RW
MD2	A/D Operation Mode Select Bit 1	Set to "0" when repeat sweep mode 0 is selected	RW
BITS	8/10-Bit Mode Select Bit	0 : 8-bit mode 1 : 10-bit mode	RW
CKS1	Frequency Select Bit 1	Refer to **NOTE 2 for ADCON2 Register**	RW
VCUT	VREF Connect Bit (3)	1 : VREF connected	RW
OPA0	External Op-Amp Connection Mode Bit	b7 b6 0 0 : ANEX0 and ANEX1 are not used 0 1 : Do not set a value 1 0 : Do not set a value 1 1 : External op-amp connection mode	RW
OPA1			RW

NOTES:
1. If the ADCON1 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. AN0_0 to AN_7, and AN2_0 to AN2_7 can be used in same way as AN0 to AN7. Use the ADGSEL1 to ADGSEL0 bits in the ADCON2 register to select the desired pin.
3. If the VCUT bit is reset from "0" (VREF unconnected) to "1" (VREF connected), wait for 1 µs or more before starting A/D conversion.

Figure 15.7 ADCON0 Register and ADCON1 Register in Repeat Sweep Mode 0

15.1.5 Repeat Sweep Mode 1

In repeat sweep mode 1, analog voltage selectively applied to all pins is repeatedly converted to a digital code. Table 15.6 lists the specifications of repeat sweep mode 1. Figure 15.8 shows the ADCON0 and ADCON1 registers in repeat sweep mode 1.

Table 15.6 Repeat Sweep Mode 1 Specifications

Item	Specification
Function	The input voltages on all pins selected by the ADGSEL1 to ADGSEL0 bits in the ADCON2 register are A/D converted repeatedly, with priority given to pins selected by the SCAN1 to SCAN0 bits in the ADCON1 register and ADGSEL1 to ADGSEL0 bits. Example : If AN0 selected, input voltages are A/D converted in order of AN0 → AN1 → AN0 → AN2 → AN0 → AN3, and so on.
A/D Conversion Start Condition	• When the TRG bit in the ADCON0 register is "0" (software trigger) The ADST bit in the ADCON0 register is set to "1" (A/D conversion starts) • When the TRG bit is "1" ($\overline{\text{ADTRG}}$ trigger) Input on the $\overline{\text{ADTRG}}$ pin changes state from high to low after the ADST bit is set to "1" (A/D conversion starts)
A/D Conversion Stop Condition	Set the ADST bit to "0" (A/D conversion halted)
Interrupt Request Generation Timing	None generated
Analog Input Pins to be Given Priority when A/D Converted	Select from AN0 (1 pin), AN0 to AN1 (2 pins), AN0 to AN2 (3 pins), AN0 to AN3 (4 pins) (1)
Reading of Result of A/D Converter	Read one of the AD0 to AD7 registers that corresponds to the selected pin

NOTE:
1. AN0_0 to AN0_7, and AN2_0 to AN2_7 can be used in the same way as AN0 to AN7.

A/D Control Register 0 (1)

b7	b6	b5	b4	b3	b2	b1	b0
			1	1			

Symbol	Address	After Reset
ADCON0	03D6h	00000XXXb

Bit Symbol	Bit Name	Function	RW
CH0	Analog Input Pin Select Bit	Invalid in repeat sweep mode 1	RW
CH1			RW
CH2			RW
MD0	A/D Operation Mode Select Bit 0	b4 b3 1 1 : Repeat sweep mode 0 or Repeat sweep mode 1	RW
MD1			RW
TRG	Trigger Select Bit	0 : Software trigger 1 : ADTRG trigger	RW
ADST	A/D Conversion Start Flag	0 : A/D conversion disabled 1 : A/D conversion started	RW
CKS0	Frequency Select Bit 0	Refer to **NOTE 2 for ADCON2 Register**	RW

NOTE:
1. If the ADCON0 register is rewritten during A/D conversion, the conversion result will be indeterminate.

A/D Control Register 1 (1)

b7	b6	b5	b4	b3	b2	b1	b0
		1			1		

Symbol	Address	After Reset
ADCON1	03D7h	00h

Bit Symbol	Bit Name	Function	RW
SCAN0	A/D Sweep Pin Select Bit	When repeat sweep mode 1 is selected b1 b0 0 0 : AN0 (1 pin) 0 1 : AN0, AN1 (2 pins) 1 0 : AN0 to AN2 (3 pins) 1 1 : AN0 to AN3 (4 pins) (2)	RW
SCAN1			RW
MD2	A/D Operation Mode Select Bit 1	Set to "1" when repeat sweep mode 1 is selected	RW
BITS	8/10-Bit Mode Select Bit	0 : 8-bit mode 1 : 10-bit mode	RW
CKS1	Frequency Select Bit 1	Refer to **NOTE 2 for ADCON2 Register**	RW
VCUT	VREF Connect Bit (3)	1 : VREF connected	RW
OPA0	External Op-Amp Connection Mode Bit	b7 b6 0 0 : ANEX0 and ANEX1 are not used 0 1 : Do not set a value 1 0 : Do not set a value 1 1 : External op-amp connection mode	RW
OPA1			RW

NOTES:
1. If the ADCON1 register is rewritten during A/D conversion, the conversion result will be indeterminate.
2. AN0_0 to AN_7, and AN2_0 to AN2_7 can be used in same way as AN0 to AN7. Use the ADGSEL1 to ADGSEL0 bits in the ADCON2 register to select the desired pin.
3. If the VCUT bit is reset from "0" (VREF unconnected) to "1" (VREF connected), wait for 1 µs or more before starting A/D conversion.

Figure 15.8 ADCON0 Register and ADCON1 Register in Repeat Sweep Mode 1

15.2 Function

15.2.1 Resolution Select Function

The desired resolution can be selected using the BITS bit in the ADCON1 register. If the BITS bit is set to "1" (10-bit conversion accuracy), the A/D conversion result is stored in the bit 0 to bit 9 in the ADi register (i = 0 to 7). If the BITS bit is set to "0" (8-bit conversion accuracy), the A/D conversion result is stored in the bit 0 to bit 7 in the ADi register.

15.2.2 Sample and Hold

If the SMP bit in the ADCON2 register is set to "1" (with sample-and-hold), the conversion speed per pin is increased to 28 ϕAD cycles for 8-bit resolution or 33 ϕAD cycles for 10-bit resolution. Sample-and-hold is effective in all operation modes. Select whether or not to use the sample and hold function before starting A/D conversion.

15.2.3 Extended Analog Input Pins

In one-shot and repeat modes, the ANEX0 and ANEX1 pins can be used as analog input pins. Use the OPA1 to OPA0 bits in the ADCON1 register to select whether or not use ANEX0 and ANEX1.
The A/D conversion results of ANEX0 and ANEX1 inputs are stored in the AD0 and AD1 registers, respectively.

15.2.4 External Operation Amplifier (Op-Amp) Connection Mode

Multiple analog inputs can be amplified using a single external op-amp via the ANXE0 and ANEX1 pins. Set the OPA1 to OPA0 bits in the ADCON1 register to "11b" (external op-amp connection mode). The inputs from ANi (i = 0 to 7) (1) are output from the ANEX0 pin. Amplify this output with an external op-amp before sending it back to the ANEX1 pin. The A/D conversion result is stored in the corresponding ADi register. The A/D conversion speed depends on the response characteristics of the external op-amp. Figure 15.9 shows an example of how to connect the pins in external operation amp.

NOTE:
1. AN0_i and AN2_i can be used the same as ANi.

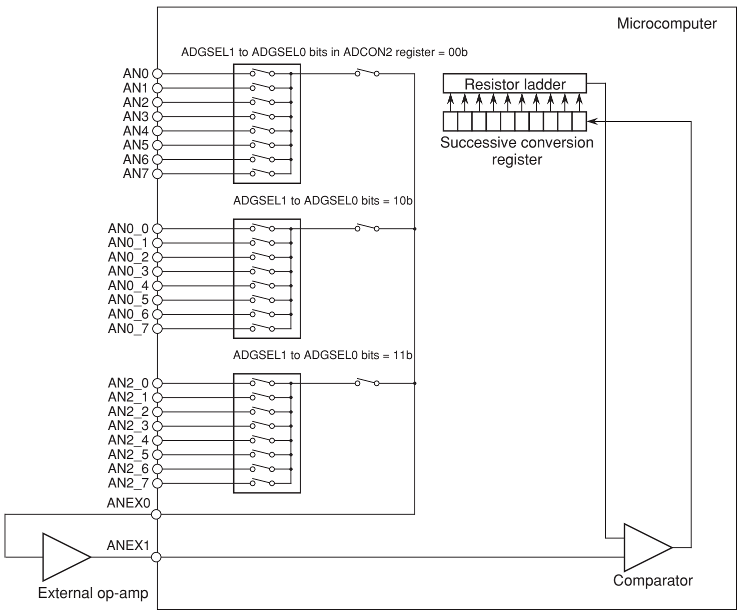


Figure 15.9 External Op-Amp Connection

15.2.5 Current Consumption Reducing Function

When not using the A/D converter, its resistor ladder and reference voltage input pin (VREF) can be separated using the VCUT bit in the ADCON1 register. When separated, no current will flow from the VREF pin into the resistor ladder, helping to reduce the power consumption of the chip.
To use the A/D converter, set the VCUT bit to “1” (VREF connected) and then set the ADST bit in the ADCON0 register to “1” (A/D conversion start). The VCUT and ADST bits cannot be set to “1” at the same time. Nor can the VCUT bit be set to “0” (VREF unconnected) during A/D conversion.
Note that this does not affect VREF for the D/A converter (irrelevant).

15.2.6 Output Impedance of Sensor under A/D Conversion

To carry out A/D conversion properly, charging the internal capacitor C shown in Figure 15.10 has to be completed within a specified period of time. T (sampling time) as the specified time. Let output impedance of sensor equivalent circuit be R0, microcomputer’s internal resistance be R, precision (error) of the A/D converter be X, and the A/D converter’s resolution be Y (Y is 1024 in the 10-bit mode, and 256 in the 8-bit mode).

VC is generally $\mathrm{VC} = \mathrm{VIN}\{1 - e^{-\frac{1}{C\,(R0 + R)}t}\}$

And when t = T, $\mathrm{VC}=\mathrm{VIN} - \frac{X}{Y}\mathrm{VIN}=\mathrm{VIN}(1 - \frac{X}{Y})$

$$e^{-\frac{1}{C\,(R0 + R)}T} = \frac{X}{Y}$$

$$-\frac{1}{C\,(R0 + R)}T = \ln\frac{X}{Y}$$

Hence, $R0 = -\dfrac{T}{C \bullet \ln\frac{X}{Y}} - R$

Figure 15.10 shows analog input pin and external sensor equivalent circuit.
When the difference between VIN and VC becomes 0.1LSB, we find impedance R0 when voltage between pins VC changes from 0 to VIN-(0.1/1024) VIN in time T. (0.1/1024) means that A/D precision drop due to insufficient capacitor charge is held to 0.1LSB at time of A/D conversion in the 10-bit mode. Actual error however is the value of absolute precision added to 0.1LSB. When f(XIN) = 10 MHz, T = 0.3 µs in the A/D conversion mode with sample & hold. Output impedance R0 for sufficiently charging capacitor C within time T is determined as follows.

T = 0.3 µs, R = 7.8 kΩ, C = 1.5 pF, X = 0.1, and Y = 1024. Hence,

$$R0 = -\frac{0.3 \times 10^{-6}}{1.5 \times 10^{-12} \bullet \ln\frac{0.1}{1024}} - 7.8 \times 10^{3} \fallingdotseq 13.9 \times 10^{3}$$

Thus, the allowable output impedance of the sensor circuit capable of thoroughly driving the A/D converter turns out to be approximately 13.9 kΩ.

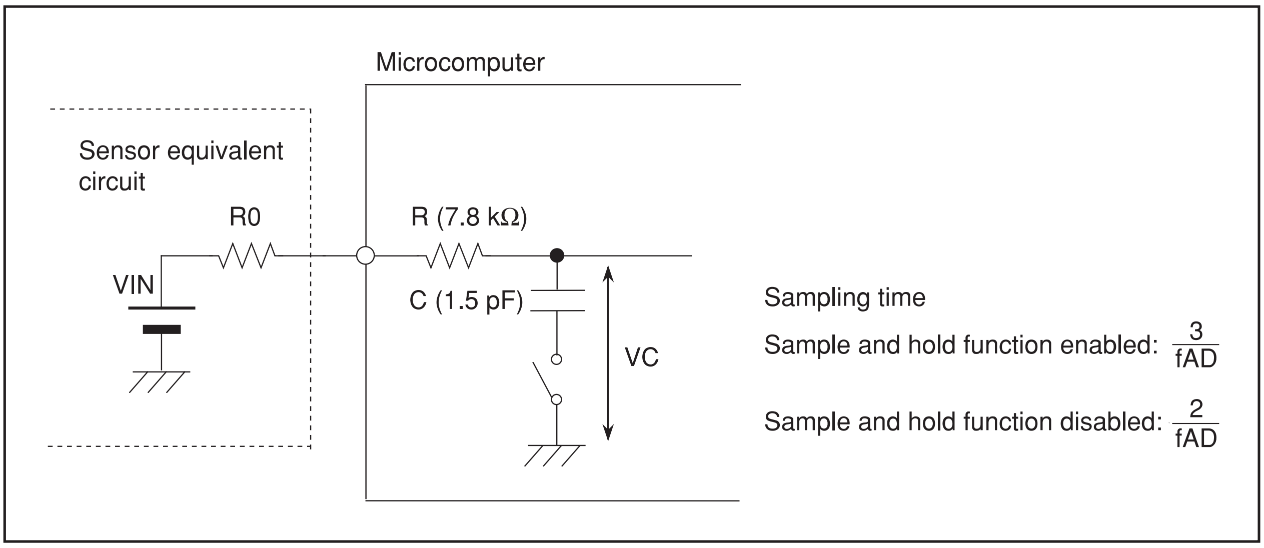

Microcomputer
Sensor equivalent circuit
R0
VIN
R (7.8 kΩ)
C (1.5 pF)
VC
Sampling time
Sample and hold function enabled: $\frac{3}{fAD}$
Sample and hold function disabled: $\frac{2}{fAD}$

Figure 15.10 Analog Input Pin and External Sensor Equivalent Circuit

16. D/A Converter

This is an 8-bit, R-2R type D/A converter. These are two independent D/A converters.
D/A conversion is performed by writing to the DAi register (i = 0, 1). To output the result of conversion, set the DAiE bit in the DACON register to “1” (output enabled). Before D/A conversion can be used, the corresponding port direction bit must be set to “0” (input mode). Setting the DAiE bit to “1” removes a pull-up from the corresponding port.
Output analog voltage (V) is determined by a set value (n : decimal) in the DAi register.

$$V = VREF \times n / 256 \quad (n = 0 \text{ to } 255)$$

VREF : reference voltage

Table 16.1 lists the performance of the D/A converter. Figure 16.1 shows the block diagram of the D/A converter. Figure 16.2 shows the D/A converter-related registers. Figure 16.3 shows the D/A converter equivalent circuit.

Table 16.1 D/A Converter Performance

Item	Performance
D/A conversion Method	R-2R method
Resolution	8 bits
Analog Output Pin	2 (DA0 and DA1)

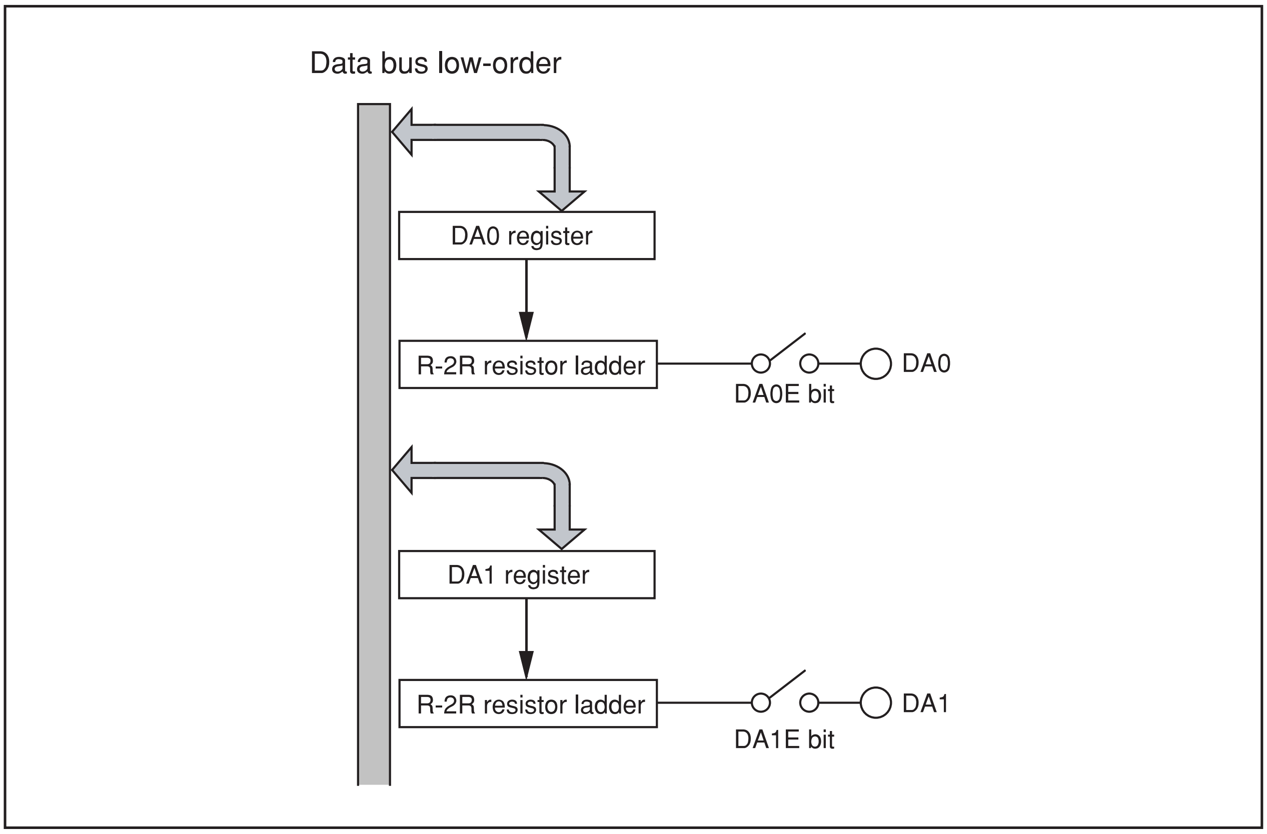
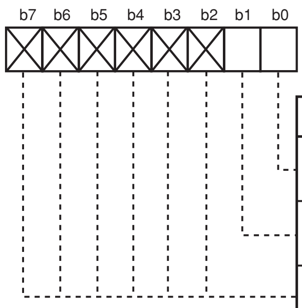


Figure 16.1 D/A Converter Block Diagram



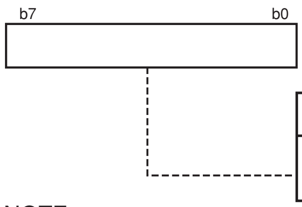
D/A Control Register (1)

Symbol	Address	After Reset
DACON	03DCh	00h

Bit Symbol	Bit Name	Function	RW
DA0E	D/A0 Output Enable Bit	0 : Output disabled 1 : Output enabled	RW
DA1E	D/A1 Output Enable Bit	0 : Output disabled 1 : Output enabled	RW
– (b7-b2)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

NOTE:
1. When not using the D/A converter, set the DAiE bit (i = 0, 1) to "0" (output disabled) to reduce the unnecessary current consumption in the chip and set the DAi register to "00h" to prevent current from flowing into the R-2R resistor ladder.

D/A Register i (i = 0, 1) (1)

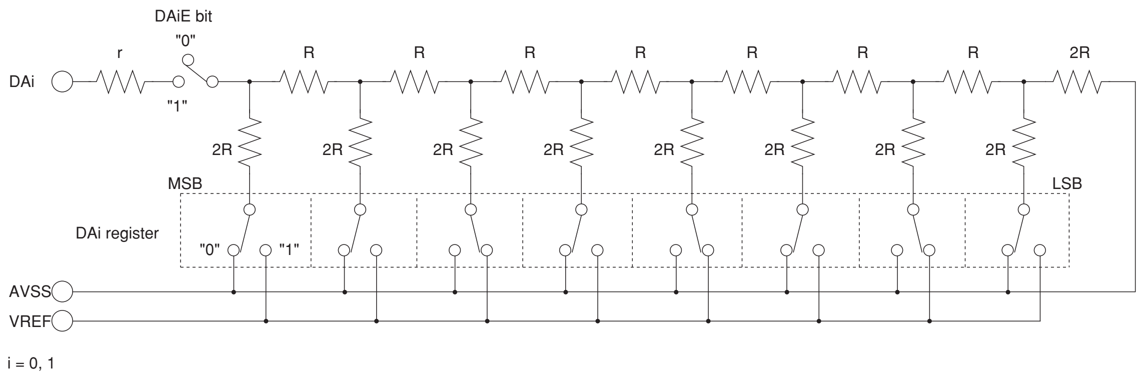


Symbol	Address	After Reset
DA0	03D8h	00h
DA1	03DAh	00h

Function	RW
Output value of D/A conversion	RW

NOTE:
1. When not using the D/A converter, set the DAiE bit (i = 0, 1) to "0" (output disabled) to reduce the unnecessary current consumption in the chip and set the DAi register to "00h" to prevent current from flowing into the R-2R resistor ladder.

Figure 16.2 DACON Register, DA0 and DA1 Registers



NOTE:
1. The above diagram shows an instance in which the DAi register is assigned "2Ah".

Figure 16.3 D/A Converter Equivalent Circuit

17. CRC Calculation

The Cyclic Redundancy Check (CRC) operation detects an error in data blocks. The microcomputer uses a generator polynomial of CRC-CCITT ($X^{16} + X^{12} + X^5 + 1$) to generate CRC code.
The CRC code consists of 16 bits which are generated for each data block in given length, separated in 8-bit unit. After the initial value is set in the CRCD register, the CRC code is set in that register each time one byte of data is written to the CRCIN register. CRC code generation for one-byte data is finished in two cycles.
Figure 17.1 shows the block diagram of the CRC circuit. Figure 17.2 shows the CRC-related registers.
Figure 17.3 shows the calculation example using the CRC operation.

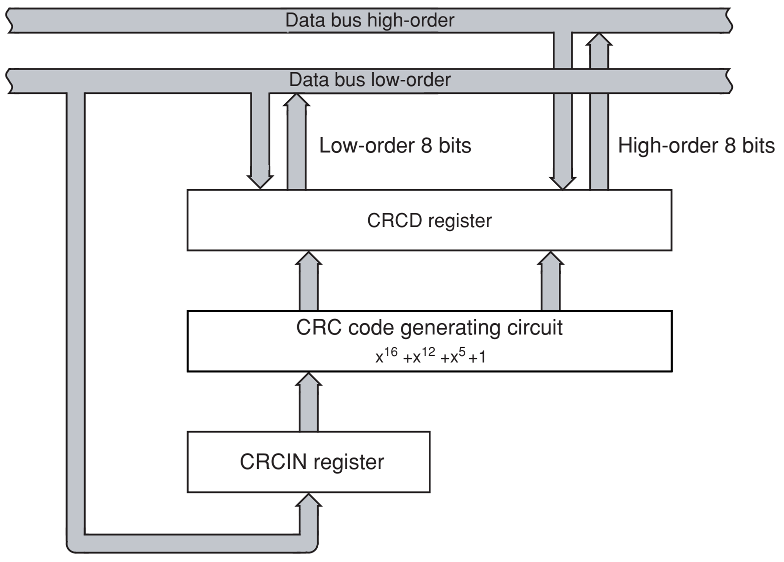
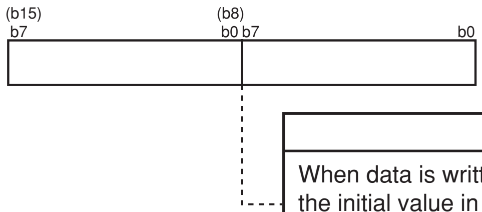


Figure 17.1 CRC Circuit Block Diagram

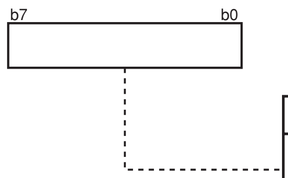
CRC Data Register



Symbol	Address	After Reset
CRCD	03BDh to 03BCh	Indeterminate

Function	Setting Range	RW
When data is written to the CRCIN register after setting the initial value in the CRCD register, the CRC code can be read out from the CRCD register.	0000h to FFFFh	RW

CRC Input Register



Symbol	Address	After Reset
CRCIN	03BEh	Indeterminate

Function	Setting Range	RW
Data input	00h to FFh	RW

Figure 17.2 CRCD Register and CRCIN Register

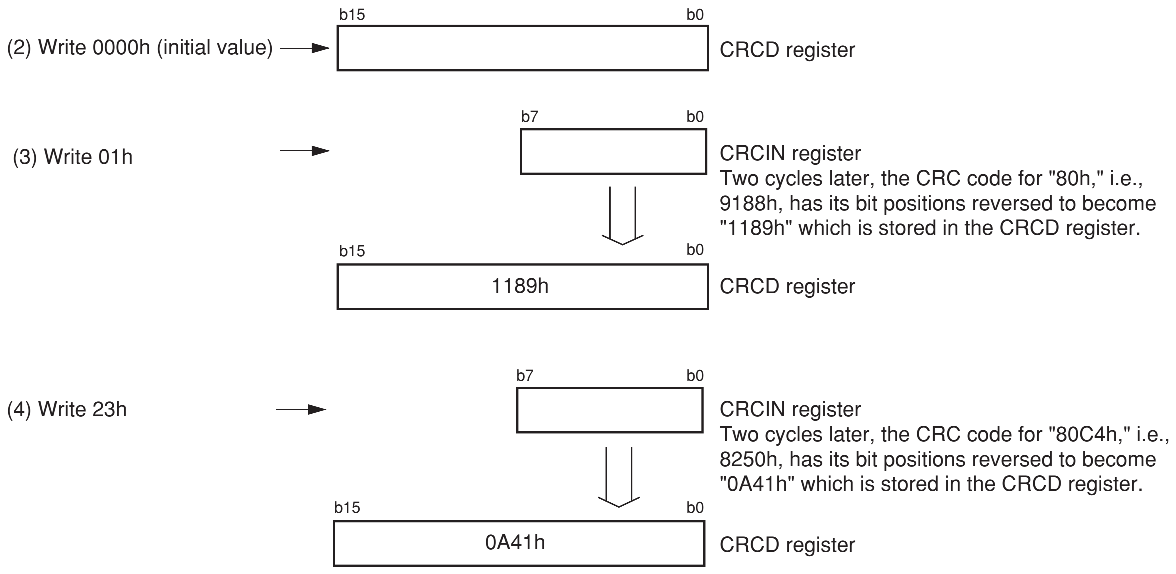
Setup procedure and CRC operation when generating CRC code "80C4h"

- CRC operation performed by the M16C

CRC code: Remainder of a division in which the value written to the CRCIN register with its bit positions reversed is divided by the generator polynomial
Generator polynomial: $X^{6}+X^{12}+X^{5}+1$(1 0001 0000 0010 0001b)

- Setting procedure

(1) Reverse the bit positions of the value "80C4h" by program in 1-byte unit.
"80h" → "01h", "C4h" → "23h"


(2) Write 0000h (initial value)
b15
b0
CRCD register
(3) Write 01h
b7
b0
CRCIN register
Two cycles later, the CRC code for "80h," i.e., 9188h, has its bit positions reversed to become "1189h" which is stored in the CRCD register.
b15
b0
1189h
CRCD register
(4) Write 23h
b7
b0
CRCIN register
Two cycles later, the CRC code for "80C4h," i.e., 8250h, has its bit positions reversed to become "0A41h" which is stored in the CRCD register.
b15
b0
0A41h
CRCD register

- Details of CRC operation

n the case of (3) above, the value written to the CRCIN register "01h (00000001b)" has its bit positions reversed to become "10000000b". The value "1000 0000 0000 0000 0000 0000b" derived from that by adding 16 digits and the initial value of the CRCD register, "0000h" are added. The result is divided by the generator polynomial using modulo-2 arithmetic.

```
                                     1000  1000
  1  0001  0000  0010  0001 | 1000  0000  0000  0000  0000  0000  <- Data
  ^                           1000  1000  0001  0000  1
Generator polynomial          ---------------------------
                                    1000  0001  0000  1000  0
                                    1000  1000  0001  0000  1
                                    -------------------------
                                          1001  0001  1000 1000
                                          ^
                                       CRC code
```

Modulo-2 operation is operation that complies with the law given below.

0 + 0 = 0
0 + 1 = 1
1 + 0 = 1
1 + 1 = 0
-1 = 1

The value "0001 0001 1000 1001b (1189h)" derived from the remainder "1001 0001 1000 1000b (9188h)" by reversing its bit positions may be read from the CRCD register.

If operation (4) above is performed subsequently, the value written to the CRCIN register "23h (00100011b)" has its bit positions reversed to become "11000100b". The value "1100 0100 0000 0000 0000 0000b" derived from that by adding 16 digits and the remainder in (3) "1001 0001 1000 1000b" which is left in the CRCD register are added, the result of which is divided by the generator polynomial using modulo-2 arithmetic.
The value "0000 1010 0100 0001b (0A41h)" derived from the remainder by reversing its bit positions may be read from the CRCD register.

Figure 17.3 CRC Calculation

18. CAN Module

The CAN (Controller Area Network) module for the M16C/6N Group (M16C/6NL, M16C/6NN) of microcomputers is a communication controller implementing the CAN 2.0B protocol. The M16C/6N Group (M16C/6NL, M16C/6NN) contains one CAN module which can transmit and receive messages in both standard (11-bit) ID and extended (29-bit) ID formats.
Figure 18.1 shows a block diagram of the CAN module.
External CAN bus driver and receiver are required.

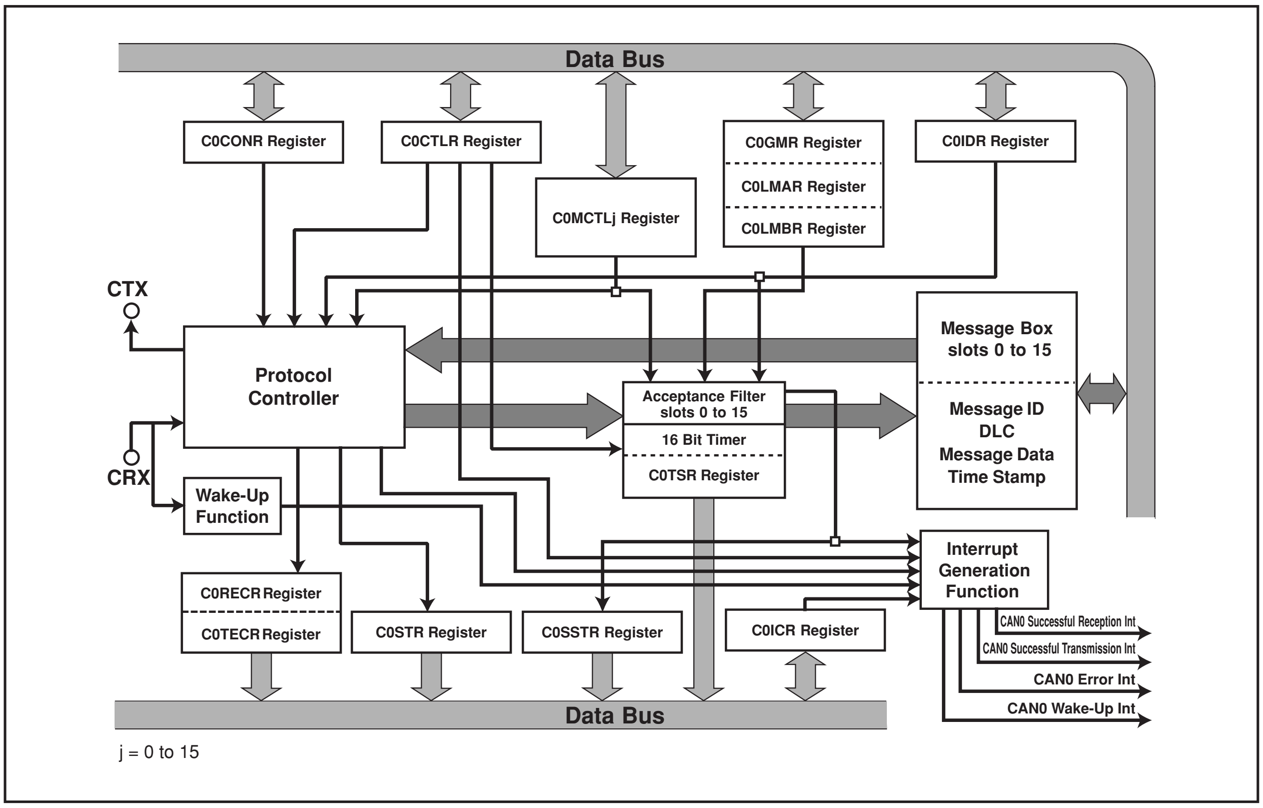


Figure 18.1 CAN Module Block Diagram

CTX/CRX:	CAN I/O pins.
Protocol controller:	This controller handles the bus arbitration and the CAN protocol services, i.e. bit timing, stuffing, error status etc.
Message box:	This memory block consists of 16 slots that can be configured either as transmitter or receiver. Each slot contains an individual ID, data length code, a data field (8 bytes) and a time stamp.
Acceptance filter:	This block performs filtering operation for received messages. For the filtering operation, the C0GMR register, the C0LMAR register, or the C0LMBR register is used.
16 bit timer:	Used for the time stamp function. When the received message is stored in the message memory, the timer value is stored as a time stamp.
Wake-up function:	CAN0 wake-up interrupt request is generated by a message from the CAN bus.
Interrupt generation function:	The interrupt requests are generated by the CAN module. CAN0 successful reception interrupt, CAN0 successful transmission interrupt, CAN0 error interrupt and CAN0 wake-up interrupt.

18.1 CAN Module-Related Registers

The CAN0 module has the following registers.

18.1.1 CAN Message Box

A CAN module is equipped with 16 slots (16 bytes or 8 words each). Slots 14 and 15 can be used as Basic CAN.

- Priority of the slots: The smaller the number of the slot, the higher the priority, in both transmission and reception.
- A program can define whether a slot is defined as transmitter or receiver.

18.1.2 Acceptance Mask Registers

A CAN module is equipped with 3 masks for the acceptance filter.

- CAN0 global mask register (C0GMR register: 6 bytes)
  Configuration of the masking condition for acceptance filtering processing to slots 0 to 13
- CAN0 local mask A register (C0LMAR register: 6 bytes)
  Configuration of the masking condition for acceptance filtering processing to slot 14
- CAN0 local mask B register (C0LMBR register: 6 bytes)
  Configuration of the masking condition for acceptance filtering processing to slot 15

18.1.3 CAN SFR Registers

- CAN0 message control register j (j = 0 to 15) (C0MCTLj register: 8 bits $\times$ 16)
  Control of transmission and reception of a corresponding slot
- CANi control register (i = 0, 1) (CiCTLR register: 16 bits)
  Control of the CAN protocol
- CAN0 status register (C0STR register: 16 bits)
  Indication of the protocol status
- CAN0 slot status register (C0SSTR register: 16 bits)
  Indication of the status of contents of each slot
- CAN0 interrupt control register (C0ICR register: 16 bits)
  Selection of “interrupt enabled or disabled” for each slot
- CAN0 extended ID register (C0IDR register: 16 bits)
  Selection of ID format (standard or extended) for each slot
- CAN0 configuration register (C0CONR register: 16 bits)
  Configuration of the bus timing
- CAN0 receive error count register (C0RECR register: 8 bits)
  Indication of the error status of the CAN module in reception: the counter value is incremented or decremented according to the error occurrence.
- CAN0 transmit error count register (C0TECR register: 8 bits)
  Indication of the error status of the CAN module in transmission: the counter value is incremented or decremented according to the error occurrence.
- CAN0 time stamp register (C0TSR register: 16 bits)
  Indication of the value of the time stamp counter
- CAN0 acceptance filter support register (C0AFS register: 16 bits)
  Decoding the received ID for use by the acceptance filter support unit

Explanation of each register is given below.

18.2 CAN0 Message Box

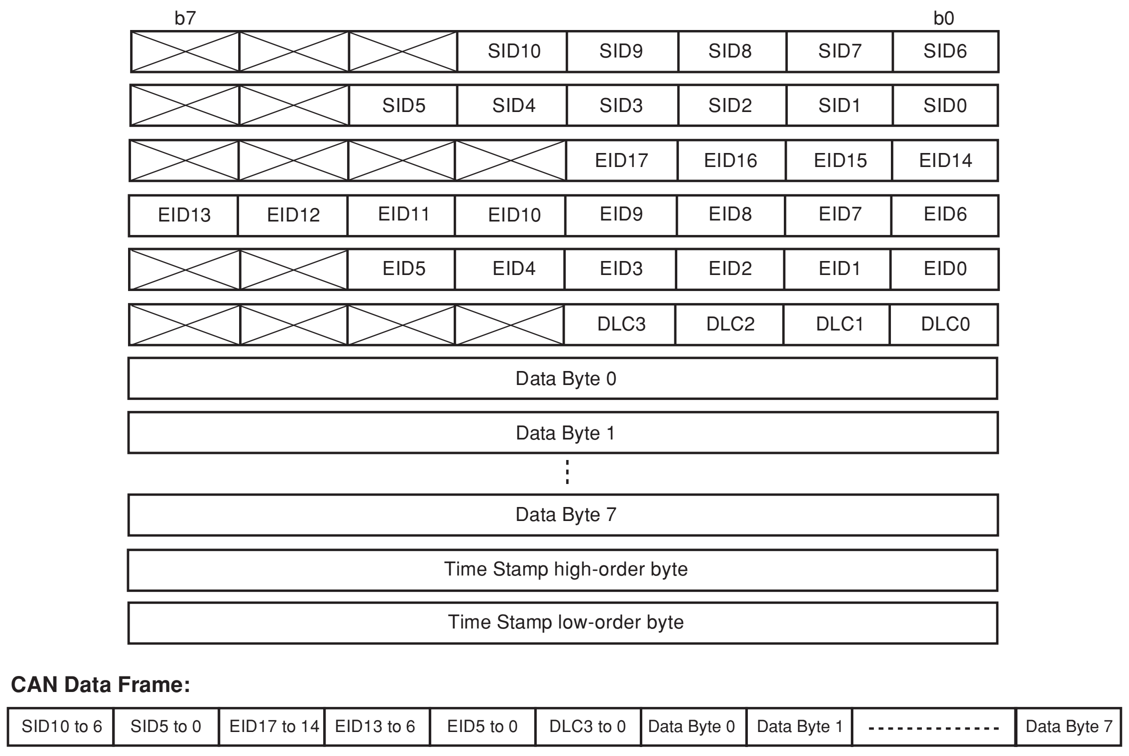
Table 18.1 shows the memory mapping of the CAN0 message box.
It is possible to access to the message box in byte or word.
Mapping of the message contents differs from byte access to word access. Byte access or word access can be selected by the MsgOrder bit of the C0CTLR register.

Table 18.1 Memory Mapping of CAN0 Message Box

Address	Message Content (Memory Mapping)	
	Byte access (8 bits)	Word access (16 bits)
0060h + n • 16 + 0	SID10 to SID6	SID5 to SID0
0060h + n • 16 + 1	SID5 to SID0	SID10 to SID6
0060h + n • 16 + 2	EID17 to EID14	EID13 to EID6
0060h + n • 16 + 3	EID13 to EID6	EID17 to EID14
0060h + n • 16 + 4	EID5 to EID0	Data Length Code (DLC)
0060h + n • 16 + 5	Data Length Code (DLC)	EID5 to EID0
0060h + n • 16 + 6	Data byte 0	Data byte 1
006016 + n • 16 + 7 ⋮ 0060h + n • 16 + 13	Data byte 1 ⋮ Data byte 7	Data byte 0 ⋮ Data byte 6
0060h + n • 16 + 14	Time stamp high-order byte	Time stamp low-order byte
0060h + n • 16 + 15	Time stamp low-order byte	Time stamp high-order byte

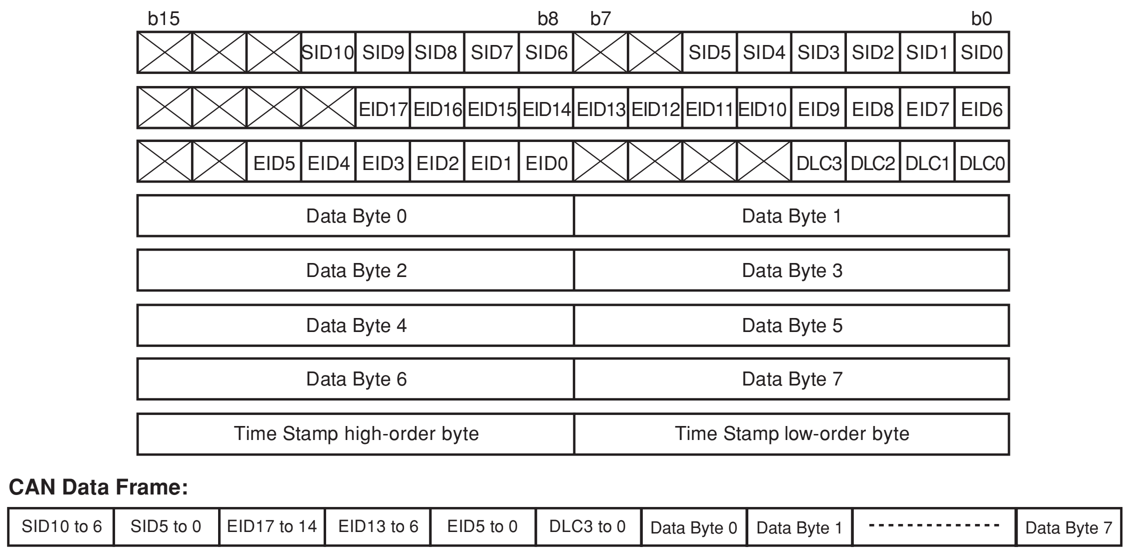
n = 0 to 15: the number of the slot

Figures 18.2 and 18.3 show the bit mapping in each slot in byte access and word access. The content of each slot remains unchanged unless transmission or reception of a new message is performed.



NOTE:
1. When ☒ is read, the value is the one written upon the transmission slot configuration.
The value is "0" when read on the reception slot configuration.

Figure 18.2 Bit Mapping in Byte Access



NOTE:
1. When ☒ is read, the value is the one written upon the transmission slot configuration.
The value is "0" when read on the reception slot configuration.

Figure 18.3 Bit Mapping in Word Access

18.3 Acceptance Mask Registers

Figures 18.4 and 18.5 show the C0GMR register, the C0LMAR register, and the C0LMBR register, in which bit mapping in byte access and word access are shown.

b7							b0	Addresses CAN0	
⊠	⊠	⊠	SID10	SID9	SID8	SID7	SID6	0160h	C0GMR register
⊠	⊠	SID5	SID4	SID3	SID2	SID1	SID0	0161h	
⊠	⊠	⊠	⊠	EID17	EID16	EID15	EID14	0162h	
EID13	EID12	EID11	EID10	EID9	EID8	EID7	EID6	0163h	
⊠	⊠	EID5	EID4	EID3	EID2	EID1	EID0	0164h	
⊠	⊠	⊠	SID10	SID9	SID8	SID7	SID6	0166h	C0LMAR register
⊠	⊠	SID5	SID4	SID3	SID2	SID1	SID0	0167h	
⊠	⊠	⊠	⊠	EID17	EID16	EID15	EID14	0168h	
EID13	EID12	EID11	EID10	EID9	EID8	EID7	EID6	0169h	
⊠	⊠	EID5	EID4	EID3	EID2	EID1	EID0	016Ah	
⊠	⊠	⊠	SID10	SID9	SID8	SID7	SID6	016Ch	C0LMBR register
⊠	⊠	SID5	SID4	SID3	SID2	SID1	SID0	016Dh	
⊠	⊠	⊠	⊠	EID17	EID16	EID15	EID14	016Eh	
EID13	EID12	EID11	EID10	EID9	EID8	EID7	EID6	016Fh	
⊠	⊠	EID5	EID4	EID3	EID2	EID1	EID0	0170h	

NOTES:
1. ⊠ is undefined.
2. These registers can be written in CAN reset/initialization mode of the CAN module.

Figure 18.4 Bit Mapping of Mask Registers in Byte Access

b15							b8	b7							b0	Addresses CAN0	
⊠	⊠	⊠	SID10	SID9	SID8	SID7	SID6	⊠	⊠	SID5	SID4	SID3	SID2	SID1	SID0	0160h	C0GMR register
⊠	⊠	⊠	⊠	EID17	EID16	EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8	EID7	EID6	0162h	
⊠	⊠	EID5	EID4	EID3	EID2	EID1	EID0	⊠	⊠	⊠	⊠	⊠	⊠	⊠	⊠	0164h	
⊠	⊠	⊠	SID10	SID9	SID8	SID7	SID6	⊠	⊠	SID5	SID4	SID3	SID2	SID1	SID0	0166h	C0LMAR register
⊠	⊠	⊠	⊠	EID17	EID16	EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8	EID7	EID6	0168h	
⊠	⊠	EID5	EID4	EID3	EID2	EID1	EID0	⊠	⊠	⊠	⊠	⊠	⊠	⊠	⊠	016Ah	
⊠	⊠	⊠	SID10	SID9	SID8	SID7	SID6	⊠	⊠	SID5	SID4	SID3	SID2	SID1	SID0	016Ch	C0LMBR register
⊠	⊠	⊠	⊠	EID17	EID16	EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8	EID7	EID6	016Eh	
⊠	⊠	EID5	EID4	EID3	EID2	EID1	EID0	⊠	⊠	⊠	⊠	⊠	⊠	⊠	⊠	0170h	

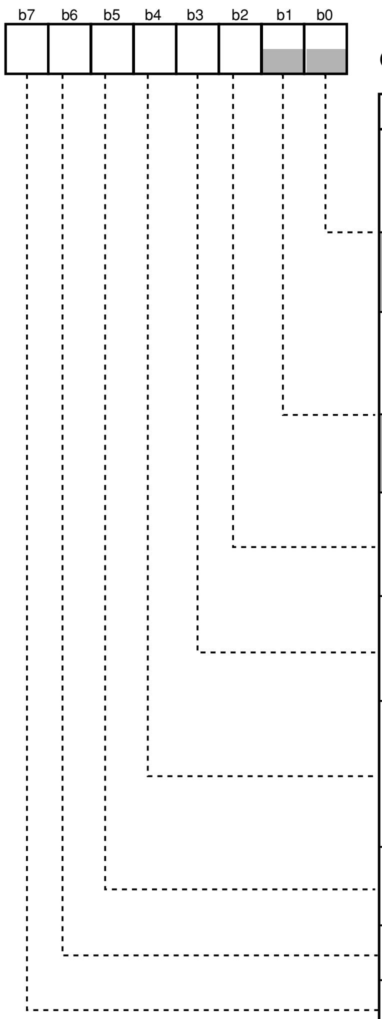
NOTES:
1. ⊠ is undefined.
2. These registers can be written in CAN reset/initialization mode of the CAN module.

Figure 18.5 Bit Mapping of Mask Registers in Word Access

18.4 CAN SFR Registers

Figures 18.6 to 18.12 show the CAN SFR registers.

CAN0 Message Control Register j (j = 0 to 15) (4)



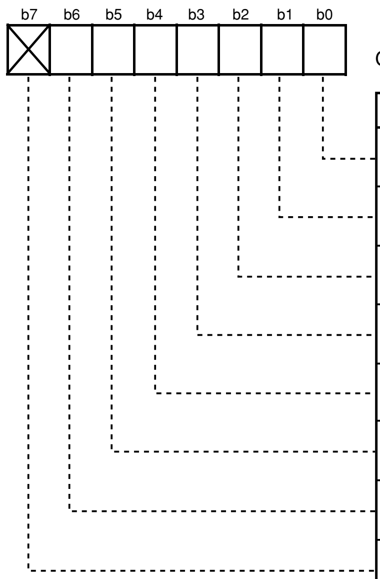
Symbol	Address	After Reset
C0MCTL0 to C0MCTL15	0200h to 020Fh	00h

Bit Symbol	Bit Name	Function	RW
NewData	Successful Reception Flag	When set to reception slot 0: The content of the slot is read or still under processing by the CPU. 1 The CAN module has stored new data in the slot.	RO (1)
SentData	Successful Transmission Flag	When set to transmission slot 0: Transmission is not started or completed yet. 1: Transmission is successfully completed.	RO (1)
InvalData	"Under Reception" Flag	When set to reception slot 0: The message is valid. 1: The message is invalid. (The message is being updated.)	RO
TrmActive	"Under Transmission" Flag	When set to transmission slot 0: Waiting for bus idle or completion of arbitration. 1: Transmitting	RO
MsgLost	Overwrite Flag	When set to reception slot 0: No message has been overwritten in this slot. 1: This slot already contained a message, but it has been overwritten by a new one.	RO (1)
RemActive	Remote Frame Transmission/ Reception Status Flag (2)	0: Data frame transmission/reception status 1: Remote frame transmission/reception status	RW
RspLock	Auto Response Lock Mode Select Bit	When set to reception remote frame slot 0: After a remote frame is received, it will be answered automatically. 1: After a remote frame is received, no transmission will be started as long as this bit is set to "1". (Not responding)	RW
Remote	Remote Frame Corresponding Slot Select Bit	0: Slot not corresponding to remote frame 1: Slot corresponding to remote frame	RW
RecReq	Reception Slot Request Bit (3)	0: Not reception slot 1: Reception slot	RW
TrmReq	Transmission Slot Request Bit (3)	0: Not transmission slot 1: Transmission slot	RW

NOTES:
1. As for write, only writing "0" is possible. The value of each bit is written when the CAN module enters the respective state.
2. In Basic CAN mode, slots 14 and 15 serve as data format identification flag.
The RemActive bit is set to "0" if the data frame is received and it is set to "1" if the remote frame is received.
3. One slot cannot be defined as reception slot and transmission slot at the same time.
4. This register can not be set in CAN reset/initialization mode of the CAN module.

Figure 18.6 C0MCTLj Register

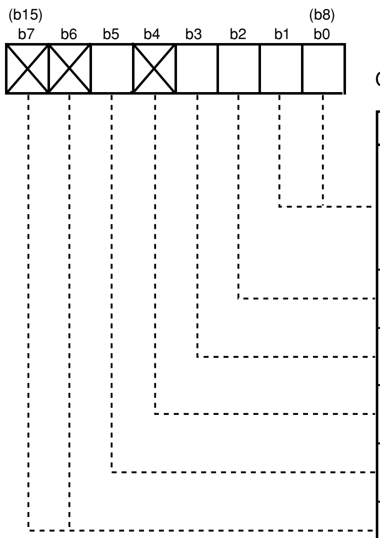
CAN0 Control Register



Symbol C0CTLR | Address 0210h | After Reset X0000001b

Bit Symbol	Bit Name	Function	RW
Reset	CAN Module Reset Bit (1)	0: Operation mode 1: Reset/initialization mode	RW
LoopBack	Loop Back Mode Select Bit (2)	0: Loop back mode disabled 1: Loop back mode enabled	RW
MsgOrder	Message Order Select Bit (2)	0: Word access 1: Byte access	RW
BasicCAN	Basic CAN Mode Select Bit (2)	0: Basic CAN mode disabled 1: Basic CAN mode enabled	RW
BusErrEn	Bus Error Interrupt Enable Bit (2)	0: Bus error interrupt disabled 1: Bus error interrupt enabled	RW
Sleep	Sleep Mode Select Bit (2) (3)	0: Sleep mode disabled 1: Sleep mode enabled; clock supply stopped	RW
PortEn	CAN Port Enable Bit (2) (3)	0: I/O port function 1: CTX/CRX function	RW
– (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–

NOTES:
1. When the Reset bit is set to "1" (CAN reset/initialization mode), check that the State_Reset bit in the C0STR register is set to "1" (Reset mode).
2. Change this bit only in the CAN reset/initialization mode.
3. When using CAN0 wake-up interrupt, set these bits to "1".



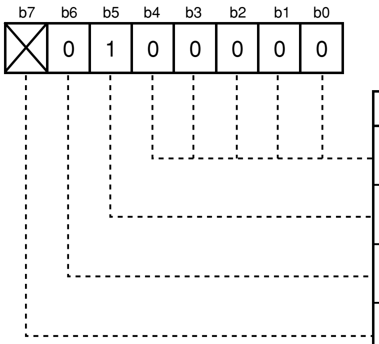
Symbol C0CTLR | Address 0211h | After Reset XX0X0000b

Bit Symbol	Bit Name	Function	RW
TSPreScale	Time Stamp Prescaler (3)	b1 b0 0 0: Period of 1 bit time 0 1: Period of 1/2 bit time 1 0: Period of 1/4 bit time 1 1: Period of 1/8 bit time	RW
TSReset	Time Stamp Counter Reset Bit (1)	0: Nothing is occurred. 1: Force reset of the time stamp counter	RW
RetBusOff	Return From Bus Off Command Bit (2)	0: Nothing is occurred. 1: Force return from bus off	RW
– (b4)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
RXOnly	Listen-Only Mode Select Bit (3)	0: Listen-only mode disabled 1: Listen-only mode enabled (4)	RW
– (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		–

NOTES:
1. When the TSReset bit = 1, the C0TSR register is set to "0000h". After this, the bit is automatically set to "0".
2. When the RetBusOff bit = 1, the C0RECR and C0TECR registers are set to "00h". After this, this bit is automatically set to "0".
3. Change this bit only in the CAN reset/initialization mode.
4. When the listen-only mode is selected, do not request the transmission.

Figure 18.7 C0CTLR Register

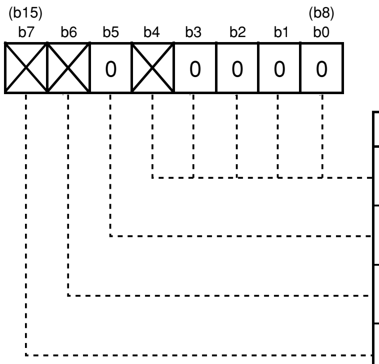
CAN1 Control Register (1)



Symbol	Address	After Reset
C1CTLR	0230h	X0000001b

Bit Symbol	Bit Name	Function	RW
— (b4-b0)	Reserved Bit	Set to "0"	RW
— (b5)	Reserved Bit	Set to "1"	RW
— (b6)	Reserved Bit	Set to "0"	RW
— (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		—

NOTE:
1. Make sure "0020h" is set to this register (addresses 0230h, 0231h). Moreover, make sure the CCLKR register is set after setting "0020h" to this register.

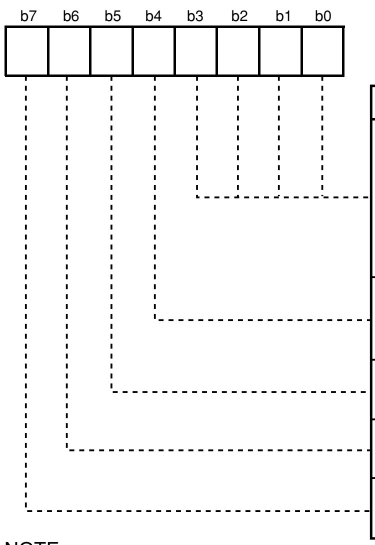


Symbol	Address	After Reset
C1CTLR	0231h	XX0X0000b

Bit Symbol	Bit Name	Function	RW
— (b3-b0)	Reserved Bit	Set to "0"	RW
— (b4)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		—
— (b5)	Reserved Bit	Set to "0"	RW
— (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		—

Figure 18.8 C1CTLR Register

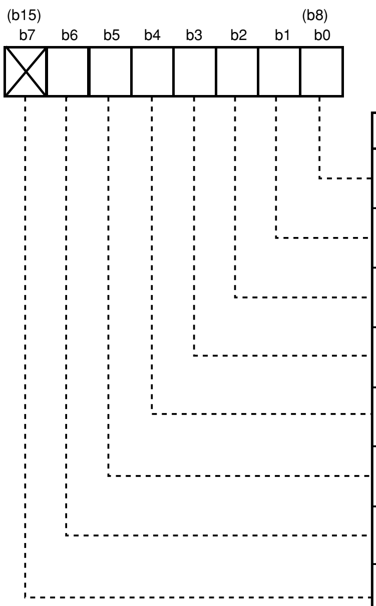
CAN0 Status Register



Symbol	Address	After Reset
C0STR	0212h	00h

Bit Symbol	Bit Name	Function	RW
MBOX	Active Slot Bits (1)	b3 b2 b1 b0 0 0 0 0 : Slot 0 0 0 0 1 : Slot 1 0 0 1 0 : Slot 2 : 1 1 1 0 : Slot 14 1 1 1 1 : Slot 15	RO
TrmSucc	Successful Transmission Flag (1)	0: No [successful] transmission 1: The CAN module has transmitted a message successfully.	RO
RecSucc	Successful Reception Flag (1)	0: No [successful] reception 1: CAN module received a message successfully.	RO
TrmState	Transmission Flag (Transmitter)	0: CAN module is idle or receiver. 1: CAN module is transmitter.	RO
RecState	Reception Flag (Receiver)	0: CAN module is idle or transmitter. 1: CAN module is receiver.	RO

NOTE:
1. These bits can be changed only when a slot which an interrupt is enabled by the C0ICR register is transmitted or received successfully.

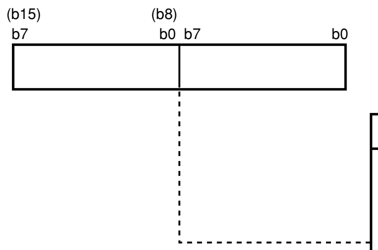


Symbol	Address	After Reset
C0STR	0213h	X0000001b

Bit Symbol	Bit Name	Function	RW
State_Reset	Reset State Flag	0: Operation mode 1: Reset mode	RO
State_ LoopBack	Loop Back State Flag	0: Not Loop back mode 1: Loop back mode	RO
State_ MsgOrder	Message Order State Flag	0:Word access 1: Byte access	RO
State_ BasicCAN	Basic CAN Mode State Flag	0: Not Basic CAN mode 1: Basic CAN mode	RO
State_ BusError	Bus Error State Flag	0: No error has occurred. 1: A CAN bus error has occurred.	RO
State_ ErrPass	Error Passive State Flag	0: CAN module is not in error passive state. 1: CAN module is in error passive state.	RO
State_ BusOff	Error Bus Off State Flag	0: CAN module is not in error bus off state. 1: CAN module is in error bus off state.	RO
— (b7)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		—

Figure 18.9 C0STR Register

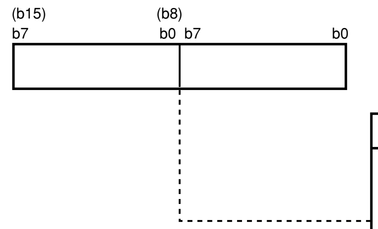
CAN0 Slot Status Register



Symbol	Address	After Reset
C0SSTR	0215h, 0214h	0000h

Function	Setting Values	RW
Slot status bits Each bit corresponds to the slot with the same number.	0: Reception slot The message has been read. Transmission slot Transmission is not completed. 1: Reception slot The message has not been read. Transmission slot Transmission is completed.	RO

CAN0 Interrupt Control Register [(1)]

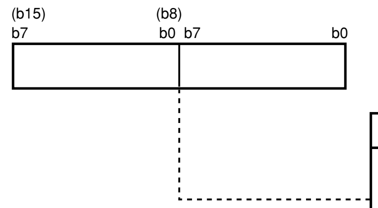


Symbol	Address	After Reset
C0ICR	0217h, 0216h	0000h

Function	Setting Values	RW
Interrupt enable bits: Each bit corresponds with a slot with the same number. Enabled/disabled of successful transmission interrupt or successful reception interrupt can be selected.	0: Interrupt disabled 1: Interrupt enabled	RW

NOTE:
1. This register can not be set in CAN reset/initialization mode of the CAN module.

CAN0 Extended ID Register [(1)]



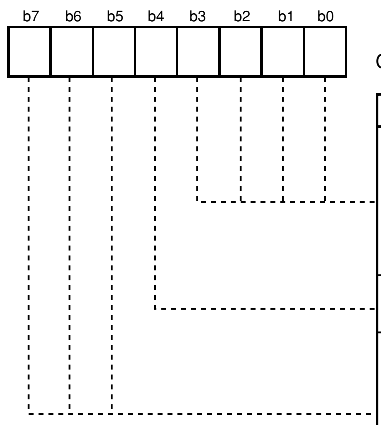
Symbol	Address	After Reset
C0IDR	0219h, 0218h	0000h

Function	Setting Values	RW
Extended ID bits: Each bit corresponds with a slot with the same number. Selection of the ID format that each slot handles.	0: Standard ID 1: Extended ID	RW

NOTE:
1. This register can not be set in CAN reset/initialization mode of the CAN module.

Figure 18.10 C0SSTR Register, C0ICR Register and C0IDR Register

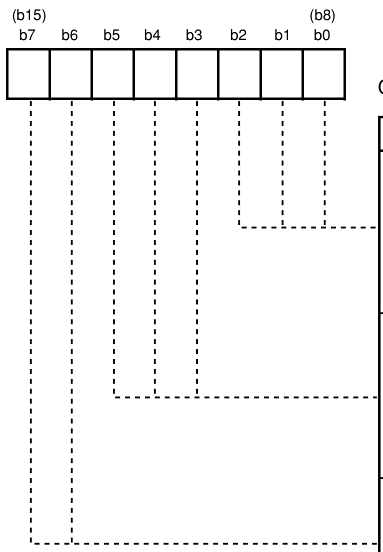
CAN0 Configuration Register



Symbol	Address	After Reset
C0CONR	021Ah	Indeterminate

Bit Symbol	Bit Name	Function	RW
BRP	Prescaler Division Ratio Select Bits	b3 b2 b1 b0 0 0 0 0 : Divide-by-1 of fCAN 0 0 0 1 : Divide-by-2 of fCAN 0 0 1 0 : Divide-by-3 of fCAN ⋮ 1 1 1 0 : Divide-by-15 of fCAN 1 1 1 1 : Divide-by-16 of fCAN (1)	RW
SAM	Sampling Control Bit	0 : One time sampling 1 : Three times sampling	RW
PTS	Propagation Time Segment Control Bits	b7 b6 b5 0 0 0 : 1Tq 0 0 1 : 2Tq 0 1 0 : 2Tq ⋮ 1 1 0 : 7Tq 1 1 1 : 8Tq	RW

NOTE:
1. fCAN serves for the CAN clock. The period is decided by configuration of the CCLKi bit (i = 0 to 2) in the CCLKR register.

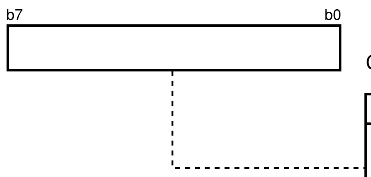


Symbol	Address	After Reset
C0CONR	021Bh	Indeterminate

Bit Symbol	Bit Name	Function	RW
PBS1	Phase Buffer Segment 1 Control Bits	b2 b1b0 0 0 0 : Do not set a value 0 0 1 : 2Tq 0 1 0 : 3Tq ⋮ 1 1 0 : 7Tq 1 1 1 : 8Tq	RW
PBS2	Phase Buffer Segment 2 Control Bits	b5 b4 b3 0 0 0 : Do not set a value 0 0 1 : 2Tq 0 1 0 : 3Tq ⋮ 1 1 0 : 7Tq 1 1 1 : 8Tq	RW
SJW	Resynchronization Jump Width Control Bits	b7 b6 0 0 : 1Tq 0 1 : 2Tq 1 0 : 3Tq 1 1 : 4Tq	RW

Figure 18.11 C0CONR Register

CAN0 Receive Error Count Register

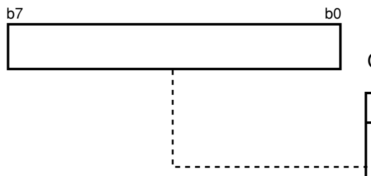


Symbol	Address	After Reset
C0RECR	021Ch	00h

Function	Counter Value	RW
Reception error counting function The value is incremented or decremented according to the CAN module's error status.	00h to FFh (1)	RO

NOTE:
1. The value is indeterminate in bus off state.

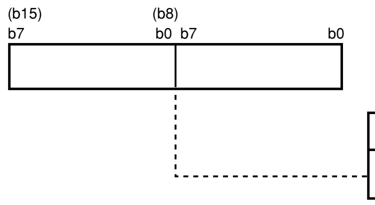
CAN0 Transmit Error Count Register



Symbol	Address	After Reset
C0TECR	021Dh	00h

Function	Counter Value	RW
Transmission error counting function The value is incremented or decremented according to the CAN module's error status.	00h to FFh	RO

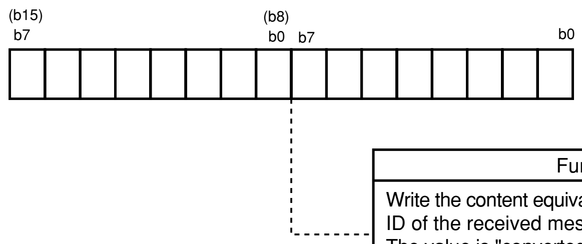
CAN0 Time Stamp Register



Symbol	Address	After Reset
C0TSR	021Fh, 021Eh	0000h

Function	Counter Value	RW
Time stamp function	0000h to FFFFh	RO

CAN0 Acceptance Filter Support Register



Symbol	Address	After Reset
C0AFS	0243h, 0242h	Indeterminate

Function	Setting Values	RW
Write the content equivalent to the standard frame ID of the received message. The value is "converted standard frame ID" when read.	Standard frame ID	RW

Figure 18.12 C0RECR Register, C0TECR Register, C0TSR Register and C0AFS Register

18.5 Operational Modes

The CAN module has the following four operational modes.
- CAN Reset/Initialization Mode
- CAN Operation Mode
- CAN Sleep Mode
- CAN Interface Sleep Mode

Figure 18.13 shows transition between operational modes.

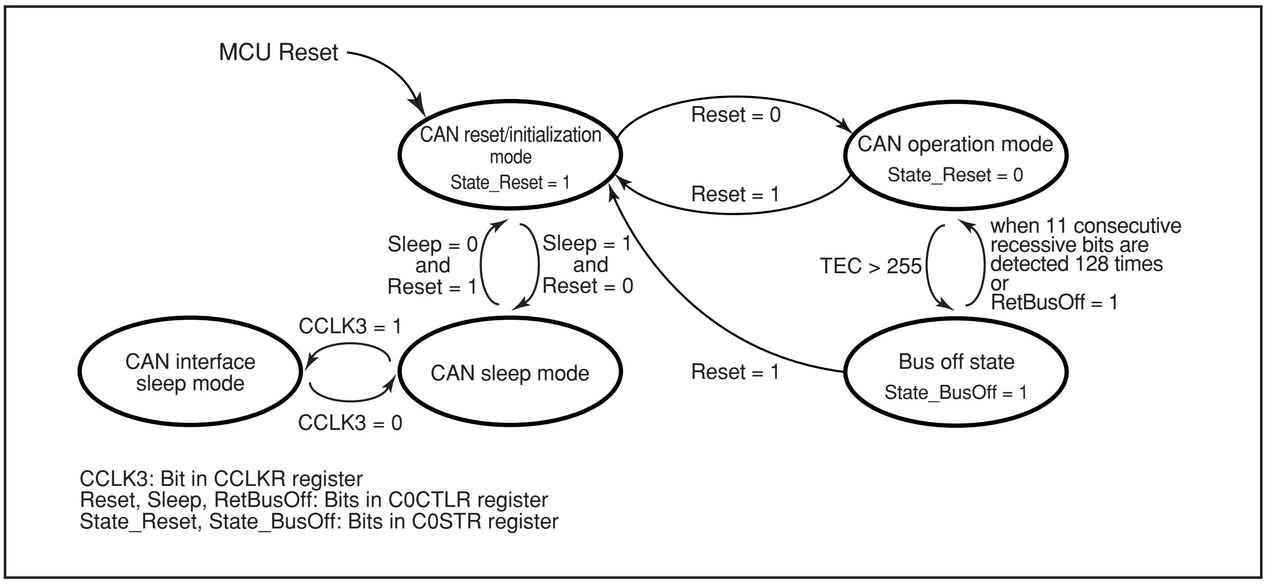

MCU Reset
CAN reset/initialization mode
State_Reset = 1
Reset = 0
Reset = 1
CAN operation mode
State_Reset = 0
Sleep = 0 and Reset = 1
Sleep = 1 and Reset = 0
TEC > 255
when 11 consecutive recessive bits are detected 128 times or RetBusOff = 1
CCLK3 = 1
CAN interface sleep mode
CAN sleep mode
CCLK3 = 0
Reset = 1
Bus off state
State_BusOff = 1
CCLK3: Bit in CCLKR register
Reset, Sleep, RetBusOff: Bits in C0CTLR register
State_Reset, State_BusOff: Bits in C0STR register

Figure 18.13 Transition Between Operational Modes

18.5.1 CAN Reset/Initialization Mode

The CAN reset/initialization mode is activated upon MCU reset or by setting the Reset bit in the C0CTLR register to "1". If the Reset bit is set to "1", check that the State_Reset bit in the C0STR register is set to "1".
Entering the CAN reset/initialization mode initiates the following functions by the module:
- CAN communication is impossible.
- When the CAN reset/initialization mode is activated during an ongoing transmission in operation mode, the module suspends the mode transition until completion of the transmission (successful, arbitration loss, or error detection). Then, the State_Reset bit is set to "1", and the CAN reset/initialization mode is activated.
- The C0MCTLj (j = 0 to 15), C0STR, C0ICR, C0IDR, C0RECR, C0TECR and C0TSR registers are initialized. All these registers are locked to prevent CPU modification.
- The C0CTLR, C0CONR, C0GMR, C0LMAR and C0LMBR registers and the CAN0 message box retain their contents and are available for CPU access.

18.5.2 CAN Operation Mode

The CAN operation mode is activated by setting the Reset bit in the C0CTLR register to “0”. If the Reset bit is set to “0”, check that the State_Reset bit in the C0STR register is set to “0”.

If 11 consecutive recessive bits are detected after entering the CAN operation mode, the module initiates the following functions:

- The module's communication functions are released and it becomes an active node on the network and may transmit and receive CAN messages.
- Release the internal fault confinement logic including receive and transmit error counters. The module may leave the CAN operation mode depending on the error counts.

Within the CAN operation mode, the module may be in three different sub modes, depending on which type of communication functions are performed:

- Module idle : The modules receive and transmit sections are inactive.
- Module receives : The module receives a CAN message sent by another node.
- Module transmits : The module transmits a CAN message. The module may receive its own message simultaneously when the LoopBack bit in the C0CTLR register = 1 (Loop back mode enabled).

Figure 18.14 shows sub modes of the CAN operation mode.

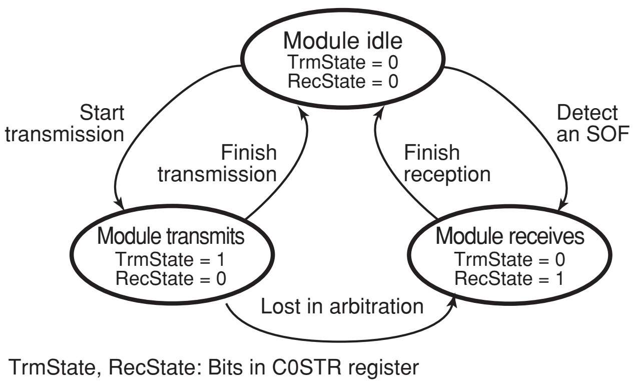


Figure 18.14 Sub Modes of CAN Operation Mode

18.5.3 CAN Sleep Mode

The CAN sleep mode is activated by setting the Sleep bit to “1” and the Reset bit to “0” in the C0CTLR register. It should never be activated from the CAN operation mode but only via the CAN reset/initialization mode.

Entering the CAN sleep mode instantly stops the clock supply to the module and thereby reduces power dissipation.

18.5.4 CAN Interface Sleep Mode

The CAN interface sleep mode is activated by setting the CCLK3 bit in the CCLKR register to “1”. It should never be activated but only via the CAN sleep mode.

Entering the CAN interface sleep mode instantly stops the clock supply to the CPU Interface in the module and thereby reduces power dissipation.

18.5.5 Bus Off State

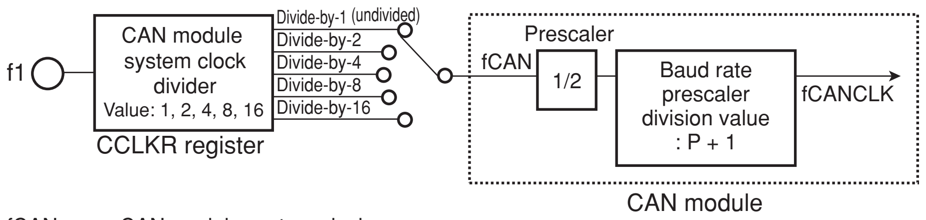
The bus off state is entered according to the fault confinement rules of the CAN specification. When returning to the CAN operation mode from the bus off state, the module has the following two cases.
In this time, the value of any CAN registers, except C0STR, C0RECR and C0TECR registers, does not change.

(1) When 11 consecutive recessive bits are detected 128 times
The module enters instantly into error active state and the CAN communication becomes possible immediately.

(2) When the RetBusOff bit in the C0CTLR register = 1 (Force return from buss off)
The module enters instantly into error active state, and the CAN communication becomes possible again after 11 consecutive recessive bits are detected.

18.6 Configuration CAN Module System Clock

The M16C/6N Group (M16C/6NL, M16C/6NN) has a CAN module system clock select circuit.
Configuration of the CAN module system clock can be done through manipulating the CCLKR register and the BRP bit in the C0CONR register.
For the CCLKR register, refer to **7. Clock Generating Circuit**.
Figure 18.15 shows a block diagram of the clock generating circuit of the CAN module system.



fCAN	: CAN module system clock
P	: The value written in the BRP bit in the C0CONR register. P = 0 to 15
fCANCLK	: CAN communication clock fCANCLK = fCAN/2(P + 1)

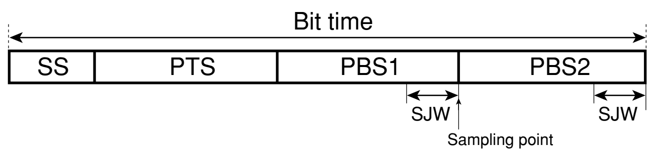
Figure 18.15 Block Diagram of CAN Module System Clock Generating Circuit

18.7 Bit Timing Configuration

The bit time consists of the following four segments:

- Synchronization segment (SS)
  This serves for monitoring a falling edge for synchronization.
- Propagation time segment (PTS)
  This segment absorbs physical delay on the CAN network which amounts to double the total sum of delay on the CAN bus, the input comparator delay, and the output driver delay.
- Phase buffer segment 1 (PBS1)
  This serves for compensating the phase error. When the falling edge of the bit falls later than expected, the segment can become longer by the maximum of the value defined in SJW.
- Phase buffer segment 2 (PBS2)
  This segment has the same function as the phase buffer segment 1. When the falling edge of the bit falls earlier than expected, the segment can become shorter by the maximum of the value defined in SJW.

Figure 18.16 shows the bit timing.



The range of each segment: Bit time = 8 to 25Tq
SS = 1Tq
PTS = 1Tq to 8Tq
PBS1 = 2Tq to 8Tq
PBS2 = 2Tq to 8Tq
SJW = 1Tq to 4Tq

Configuration of PBS1 and PBS2: $PBS1 \geq PBS2$
$PBS1 \geq SJW$
$PBS2 \geq 2$ when $SJW = 1$
$PBS2 \geq SJW$ when $2 \leq SJW \leq 4$

Figure 18.16 Bit Timing

18.8 Bit-rate

Bit-rate depends on f1, the division value of the CAN module system clock, the division value of the baud rate prescaler, and the number of Tq of one bit.
Table 18.2 shows the examples of bit-rate.

Table 18.2 Examples of Bit-rate

Bit-rate	24MHz	20MHz	16MHz	10MHz	8MHz
1Mbps	12Tq (1)	10Tq (1)	8Tq (1)	–	–
500kbps	12Tq (2)	10Tq (2)	8Tq (2)	10Tq (1)	8Tq (1)
	24Tq (1)	20Tq (1)	16Tq (1)	–	–
125kbps	12Tq (8)	10Tq (8)	8Tq (8)	10Tq (4)	8Tq (4)
	16Tq (6)	20Tq (4)	16Tq (4)	20Tq (2)	16Tq (2)
	24Tq (4)	–	–	–	–
83.3kbps	12Tq (12)	10Tq (12)	8Tq (12)	10Tq (6)	8Tq (6)
	16Tq (9)	20Tq (6)	16Tq (6)	20Tq (3)	16Tq (3)
	24Tq (6)	–	–	–	–
33.3kbps	12Tq (30)	10Tq (30)	8Tq (30)	10Tq (15)	8Tq (15)
	24Tq (15)	20Tq (15)	16Tq (15)	–	–

NOTE:
1. The number in ( ) indicates a value of "fCAN division value" multiplied by "baud rate prescaler division value".

■ Calculation of Bit-rate

$$\frac{\text{f1}}{2 \times \text{"fCAN division value}^{(1)}\text{"} \times \text{"baud rate prescaler division value}^{(2)}\text{"} \times \text{"number of Tq of one bit"}}$$

NOTES:
1. fCAN division value = 1, 2, 4, 8, 16
   fCAN division value: a value selected in the CCLKR register
2. Baud rate prescaler division value = P + 1 (P: 0 to 15)
   P: a value selected in the BRP bit in the C0CONR register

18.9 Acceptance Filtering Function and Masking Function

These functions serve the users to select and receive a facultative message. The C0GMR register, the C0LMAR register, and the C0LMBR register can perform masking to the standard ID and the extended ID of 29 bits. The C0GMR register corresponds to slots 0 to 13, the C0LMAR register corresponds to slot 14, and the C0LMBR register corresponds to slot 15. The masking function becomes valid to 11 bits or 29 bits of a received ID according to the value in the corresponding slot of the C0IDR register upon acceptance filtering operation. When the masking function is employed, it is possible to receive a certain range of IDs. Figure 18.17 shows correspondence of the mask registers and slots, Figure 18.18 shows the acceptance function.

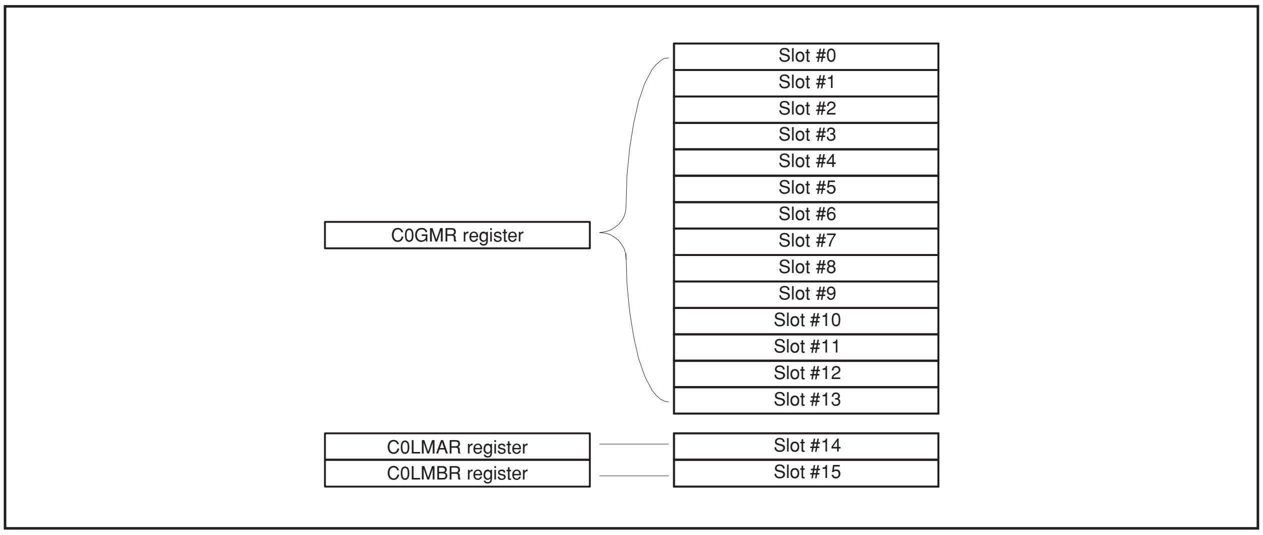


Figure 18.17 Correspondence of Mask Registers to Slots

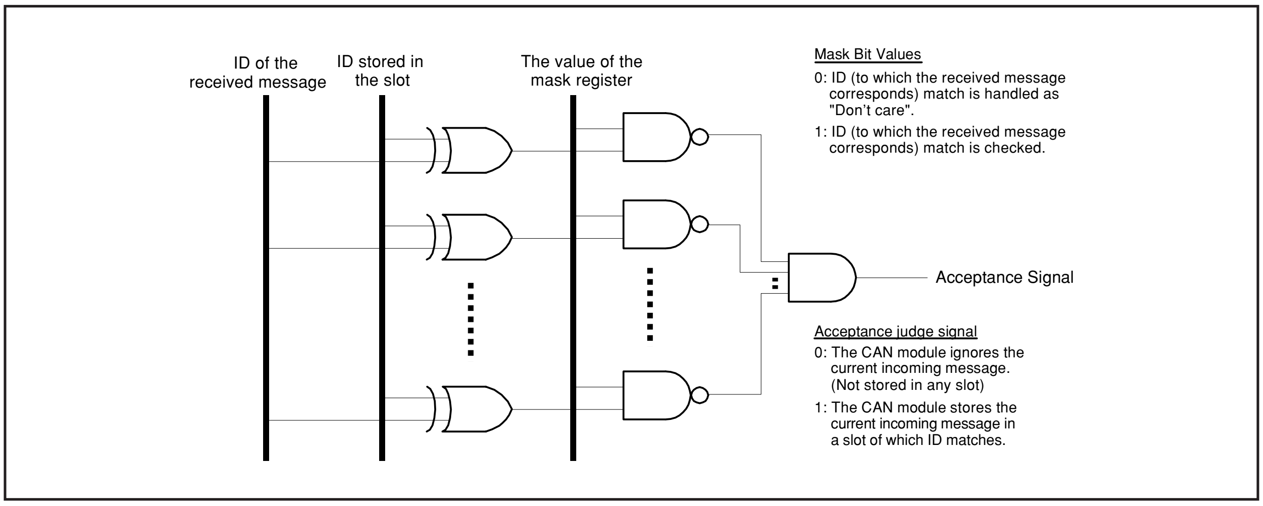

ID of the received message
ID stored in the slot
The value of the mask register
Mask Bit Values
0: ID (to which the received message corresponds) match is handled as "Don't care".
1: ID (to which the received message corresponds) match is checked.
Acceptance Signal
Acceptance judge signal
0: The CAN module ignores the current incoming message. (Not stored in any slot)
1: The CAN module stores the current incoming message in a slot of which ID matches.

Figure 18.18 Acceptance Function

When using the acceptance function, note the following points.
(1) When one ID is defined in two slots, the one with a smaller number alone is valid.
(2) When it is configured that slots 14 and 15 receive all IDs with Basic CAN mode, slots 14 and 15 receive all IDs which are not stored into slots 0 to 13.

18.10 Acceptance Filter Support Unit (ASU)

The acceptance filter support unit has a function to judge valid/invalid of a received ID through table search. The IDs to receive are registered in the data table; a received ID is stored in the C0AFS register, and table search is performed with a decoded received ID. The acceptance filter support unit can be used for the IDs of the standard frame only.

The acceptance filter support unit is valid in the following cases.
- When the ID to receive cannot be masked by the acceptance filter.
  (Example) IDs to receive: 078h, 087h, 111h
- When there are too many IDs to receive; it would take too much time to filter them by software.

Figure 18.19 shows the write and read of the C0AFS register in word access.

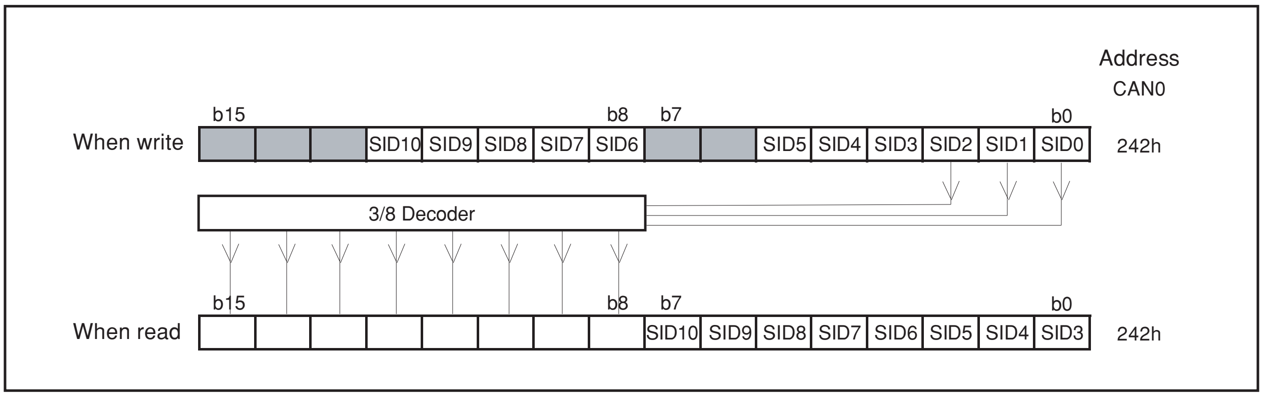


Figure 18.19 Write/read of C0AFS Register in Word Access

18.11 Basic CAN Mode

When the BasicCAN bit in the C0CTLR register is set to “1” (Basic CAN mode enabled), slots 14 and 15 correspond to Basic CAN mode. In normal operation mode, each slot can handle only one type message at a time, either a data frame or a remote frame by setting C0MCTLj regisrer (j = 0 to 15). However, in Basic CAN mode, slots 14 and 15 can receive both types of message at the same time.
When slots 14 and 15 are defined as reception slots in Basic CAN mode, received messages are stored in slots 14 and 15 alternately.
Which type of message has been received can be checked by the RemActive bit in the C0MCTLj register.
Figure 18.20 shows the operation of slots 14 and 15 in Basic CAN mode.

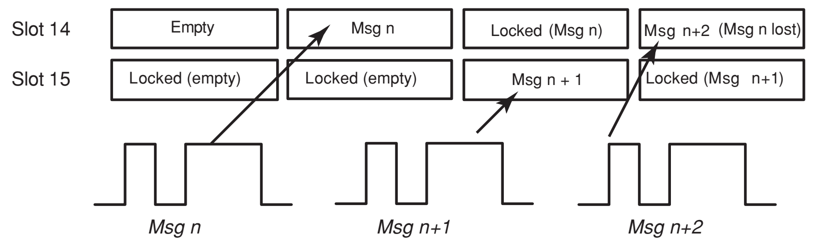


Figure 18.20 Operation of Slots 14 and 15 in Basic CAN Mode

When using Basic CAN mode, note the following points.
(1) Setting of Basic CAN mode has to be done in CAN reset/initialization mode.
(2) Select the same ID for slots 14 and 15. Also, setting of the C0LMAR and C0LMBR register has to be the same.
(3) Define slots 14 and 15 as reception slot only.
(4) There is no protection available against message overwrite. A message can be overwritten by a new message.
(5) Slots 0 to 13 can be used in the same way as in normal CAN operation mode.

18.12 Return from Bus Off Function

When the protocol controller enters bus off state, it is possible to make it forced return from bus off state by setting the RetBusOff bit in the C0CTLR register to “1” (Force return from bus off). At this time, the error state changes from bus off state to error active state. If the RetBusOff bit is set to “1”, the C0RECR and C0TECR registers are initialized and the State_BusOff bit in the C0STR register is set to “0” (CAN module is not in error bus off state). However, registers of the CAN module such as C0CONR register and the content of each slot are not initialized.

18.13 Time Stamp Counter and Time Stamp Function

When the C0TSR register is read, the value of the time stamp counter at the moment is read. The period of the time stamp counter reference clock is the same as that of 1 bit time that is configured by the C0CONR register. The time stamp counter functions as a free run counter.
The 1 bit time period can be divided by 1 (undivided), 2, 4 or 8 to produce the time stamp counter reference clock. Use the TSPreScale bit in the C0CTLR register to select the divide-by-n value.
The time stamp counter is equipped with a register that captures the counter value when the protocol controller regards it as a successful reception. The captured value is stored when a time stamp value is stored in a reception slot.

18.14 Listen-Only Mode

When the RXOnly bit in the C0CTLR register is set to "1", the module enters listen-only mode.
In listen-only mode, no transmission, such as data frames, error frames, and ACK response, is performed to bus.
When listen-only mode is selected, do not request the transmission.

18.15 Reception and Transmission

Table 18.3 shows configuration of CAN reception and transmission mode.

Table 18.3 Configuration of CAN Reception and Transmission Mode

TrmReq	RecReq	Remote	RspLock	Communication Mode of Slot
0	0	-	-	Communication environment configuration mode: configure the communication mode of the slot.
0	1	0	0	Configured as a reception slot for a data frame.
1	0	1	0	Configured as a transmission slot for a remote frame. (At this time the RemActive = 1.) After completion of transmission, this functions as a reception slot for a data frame. (At this time the RemActive = 0.) However, when an ID that matches on the CAN bus is detected before remote frame transmission, this immediately functions as a reception slot for a data frame.
1	0	0	0	Configured as a transmission slot for a data frame.
0	1	1	1/0	Configured as a reception slot for a remote frame. (At this time the RemActive = 1.) After completion of reception, this functions as a transmission slot for a data frame. (At this time the RemActive = 0.) However, transmission does not start as long as RspLock bit remains “1”; thus no automatic response. Response (transmission) starts when the RspLock bit is set to “0”.

TrmReq, RecReq, Remote, RspLock, RemActive, RspLock: Bits in C0MCTLj register (j = 0 to 15)

When configuring a slot as a reception slot, note the following points.

(1) Before configuring a slot as a reception slot, be sure to set the C0MCTLj register to “00h”.

(2) A received message is stored in a slot that matches the condition first according to the result of reception mode configuration and acceptance filtering operation. Upon deciding in which slot to store, the smaller the number of the slot is, the higher priority it has.

(3) In normal CAN operation mode, when a CAN module transmits a message of which ID matches, the CAN module never receives the transmitted data. In loop back mode, however, the CAN module receives back the transmitted data. In this case, the module does not return ACK.

When configuring a slot as a transmission slot, note the following points.

(1) Before configuring a slot as a transmission slot, be sure to set the C0MCTLj registers to “00h”.

(2) Set the TrmReq bit in the C0MCTLj register to “0” (not transmission slot) before rewriting a transmission slot.

(3) A transmission slot should not be rewritten when the TrmActive bit in the C0MCTLj register is “1” (transmitting).
If it is rewritten, an indeterminate data will be transmitted.

18.15.1 Reception

Figure 18.21 shows the behavior of the module when receiving two consecutive CAN messages, that fit into the slot of the shown C0MCTLj register (j = 0 to 15) and leads to losing/overwriting of the first message.

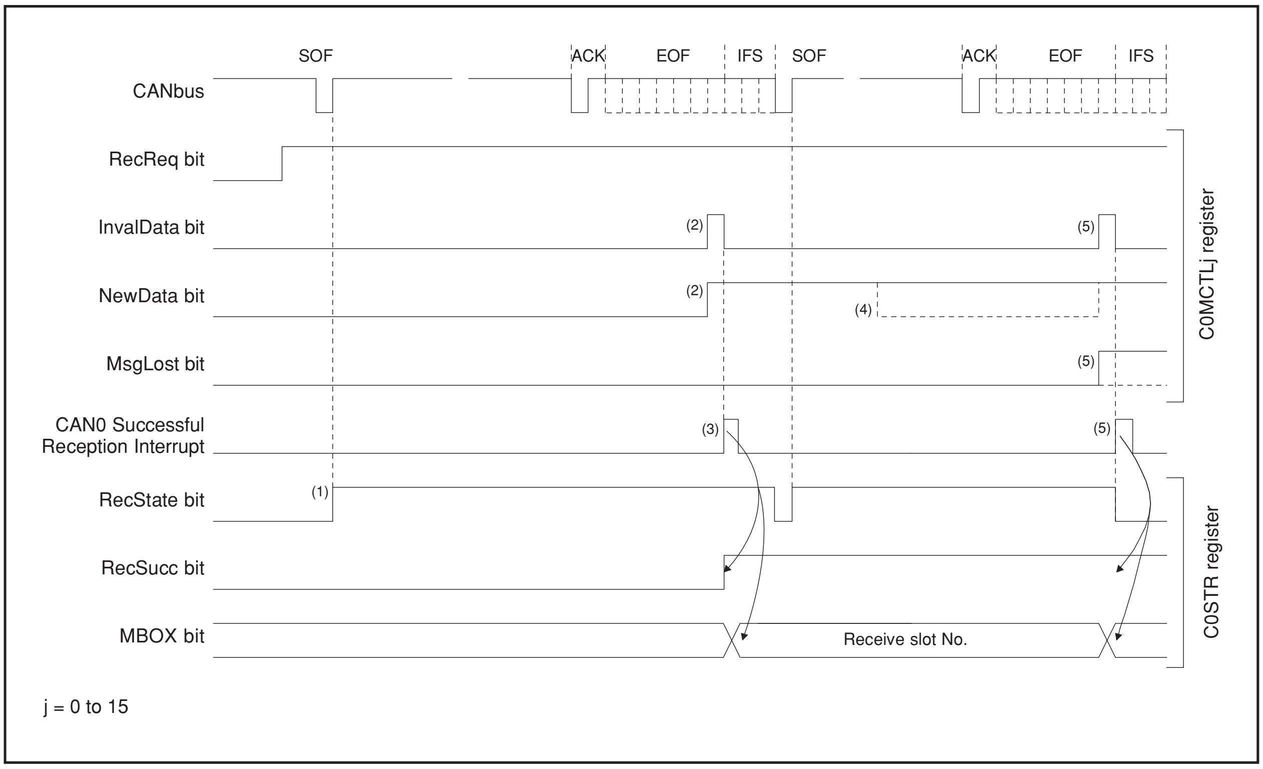


Figure 18.21 Timing of Receive Data Frame Sequence

(1) On monitoring a SOF on the CAN bus the RecState bit in the C0STR register becomes “1” (CAN module is receiver) immediately, given the module has no transmission pending.

(2) After successful reception of the message, the NewData bit in the C0MCTLj register of the receiving slot becomes “1” (stored new data in slot). The InvalData bit in the C0MCTLj register becomes “1” (message is being updated) at the same time and the InvalData bit becomes “0” (message is valid) again after the complete message was transferred to the slot.

(3) When the interrupt enable bit in the C0ICR register of the receiving slot = 1 (interrupt enabled), the CAN0 successful reception interrupt request is generated and the MBOX bit in the C0STR register is changed. It shows the slot number where the message was stored and the RecSucc bit in the C0STR register is active.

(4) Read the message out of the slot after setting the New Data bit to “0” (the content of the slot is read or still under processing by the CPU) by a program.

(5) If the NewData bit is set to “0” by a program or the next CAN message is received successfully before the receive request for the slot is canceled, the MsgLost bit in the C0MCTLj register is set to “1” (message has been overwritten). The new received message is transferred to the slot. Generating of an interrupt request and change of the C0STR register are same as in 3).

18.15.2 Transmission

Figure 18.22 shows the timing of the transmit sequence.

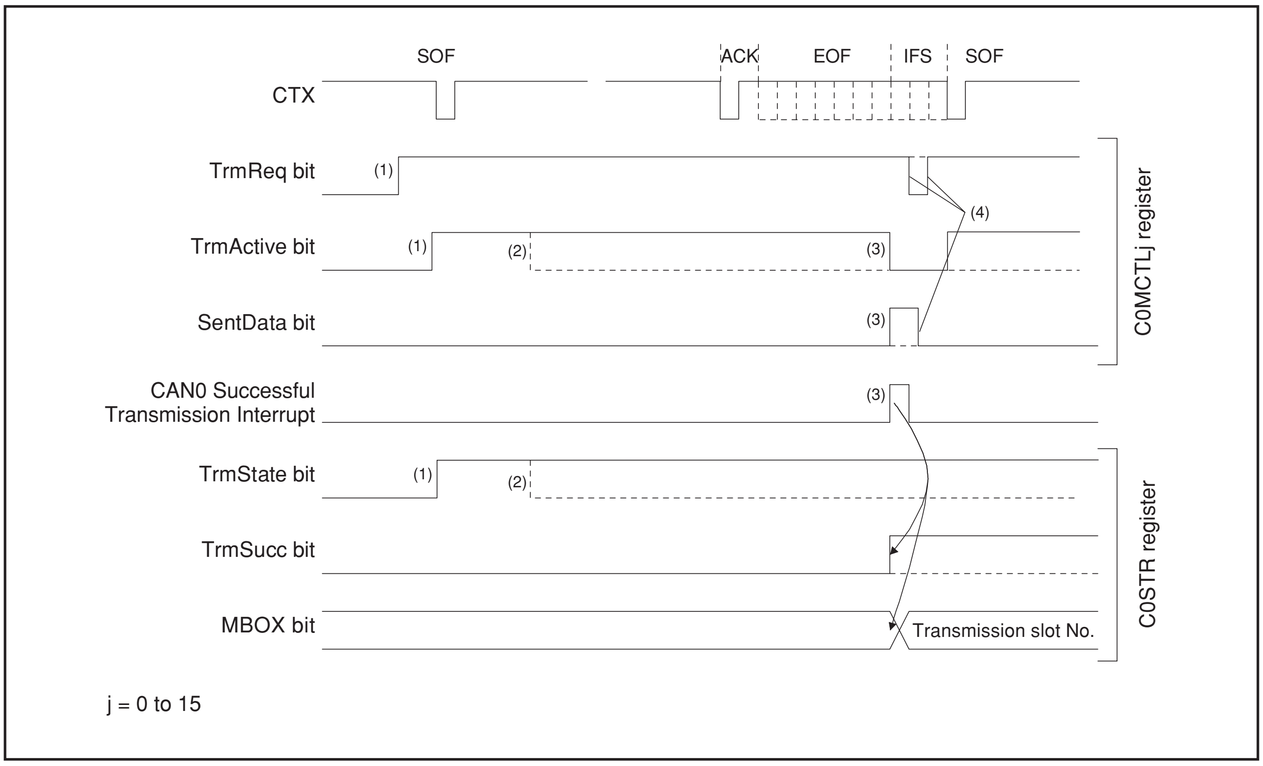


Figure 18.22 Timing of Transmit Sequence

(1) If the TrmReq bit in the C0MCTLj register (j = 0 to 15) is set to “1” (Transmission slot) in the bus idle state, the TrmActive bit in the C0MCTLj register and the TrmState bit in the C0STR register are set to “1” (Transmitting/Transmitter), and CAN module starts the transmission.

(2) If the arbitration is lost after the CAN module starts the transmission, the TrmActive and TrmState bits are set to “0”.

(3) If the transmission has been successful without lost in arbitration, the SentData bit in the C0MCTLj register is set to “1” (Transmission is successfully completed) and TrmActive bit is set to “0” (Waiting for bus idle or completion of arbitration). And when the interrupt enable bits in the C0ICR register = 1 (Interrupt enabled), CAN0 successful transmission interrupt request is generated and the MBOX (the slot number which transmitted the message) and TrmSucc bit in the C0STR register are changed.

(4) When starting the next transmission, set the SentData and TrmReq bits to “0”. And set the TrmReq bit to “1” after checking that the SentData and TrmReq bits are set to “0”.

18.16 CAN Interrupt

The CAN module provides the following CAN interrupts.

- CAN0 Successful Reception Interrupt
- CAN0 Successful Transmission Interrupt
- CAN0 Error Interrupt: Error Passive State
  Error BusOff State
  Bus Error (this feature can be disabled separately)
- CAN0 Wake-up Interrupt

When the CPU detects the CAN0 successful reception/transmission interrupt request, the MBOX bit in the C0STR register must be read to determine which slot has generated the interrupt request.

19. Programmable I/O Ports

The programmable input/output ports (hereafter referred to simply as I/O ports) consist of 87 lines P0 to P10 in the 100-pin version and consist of 113 lines P0 to P14 in the 128-pin version. Each port can be set for input or output every line by using a direction register, and can also be chosen to be or not be pulled high every 4 lines. P8_5 is an input-only port and does not have a pull-up resistor. Port P8_5 shares the pin with $\overline{\text{NMI}}$, so that the $\overline{\text{NMI}}$ input level can be read from the P8_5 bit in the P8 register.
Table 19.1 lists the number of pins of the I/O ports of each package. Figures 19.1 to 19.5 show the I/O ports. Figure19.6 shows the I/O pins.
Each pin functions as an I/O port or a peripheral function input/output pin.
For details on how to set peripheral functions, refer to each functional description in this manual. If any pin is used as a peripheral function input, SI/O4 output or D/A converter output pin, set the direction bit for that pin to “0” (input mode). Any pin used as an output pin for peripheral functions other than the SI/O4 and D/A converter is directed for output no matter how the corresponding direction bit is set.

Table 19.1 Number of Pins of I/O Ports of Each Package

	128-pin Version	100-pin Version
I/O Ports	P0_0 to P0_7	P0_0 to P0_7
	P1_0 to P1_7	P1_0 to P1_7
	P2_0 to P2_7	P2_0 to P2_7
	P3_0 to P3_7	P3_0 to P3_7
	P4_0 to P4_7	P4_0 to P4_7
	P5_0 to P5_7	P5_0 to P5_7
	P6_0 to P6_7	P6_0 to P6_7
	P7_0 to P7_7	P7_0 to P7_7
	P8_0 to P8_4, P8_6, P8_7	P8_0 to P8_4, P8_6, P8_7
	(P8_5 is an input port)	(P8_5 is an input port)
	P9_0 to P9_7	P9_0 to P9_7
	P10_0 to P10_7	P10_0 to P10_7
	P11_0 to P11_7	
	P12_0 to P12_7	
	P13_0 to P13_7	
	P14_0, P14_1	
Total	113 pins	87 pins

19.1 PDi Register (100-pin Version: i = 0 to 10, 128-pin Version: i = 0 to 13)

Figure19.7 shows the PDi register.
This register selects whether the I/O port is to be used for input or output. The bits in this register correspond one for one to each port.
No direction register bit for P8_5 is available.

19.2 Pi Register (100-pin Version: i = 0 to 10, 128-pin Version: i = 0 to 13), PC14 Register

Figure19.8 shows the Pi register.
Data input/output to and from external devices are accomplished by reading and writing to the Pi register. The Pi register consists of a port latch to hold the input/output data and a circuit to read the pin status. For ports set for input mode, the input level of the pin can be read by reading the corresponding Pi register, and data can be written to the port latch by writing to the Pi register.
For ports set for output mode, the port latch can be read by reading the corresponding Pi register, and data can be written to the port latch by writing to the Pi register. The data written to the port latch is output from the pin. The bits in the Pi register correspond one for one to each port.
About the port P14 (128-pin version), Figure19.8 shows the PC14 register.

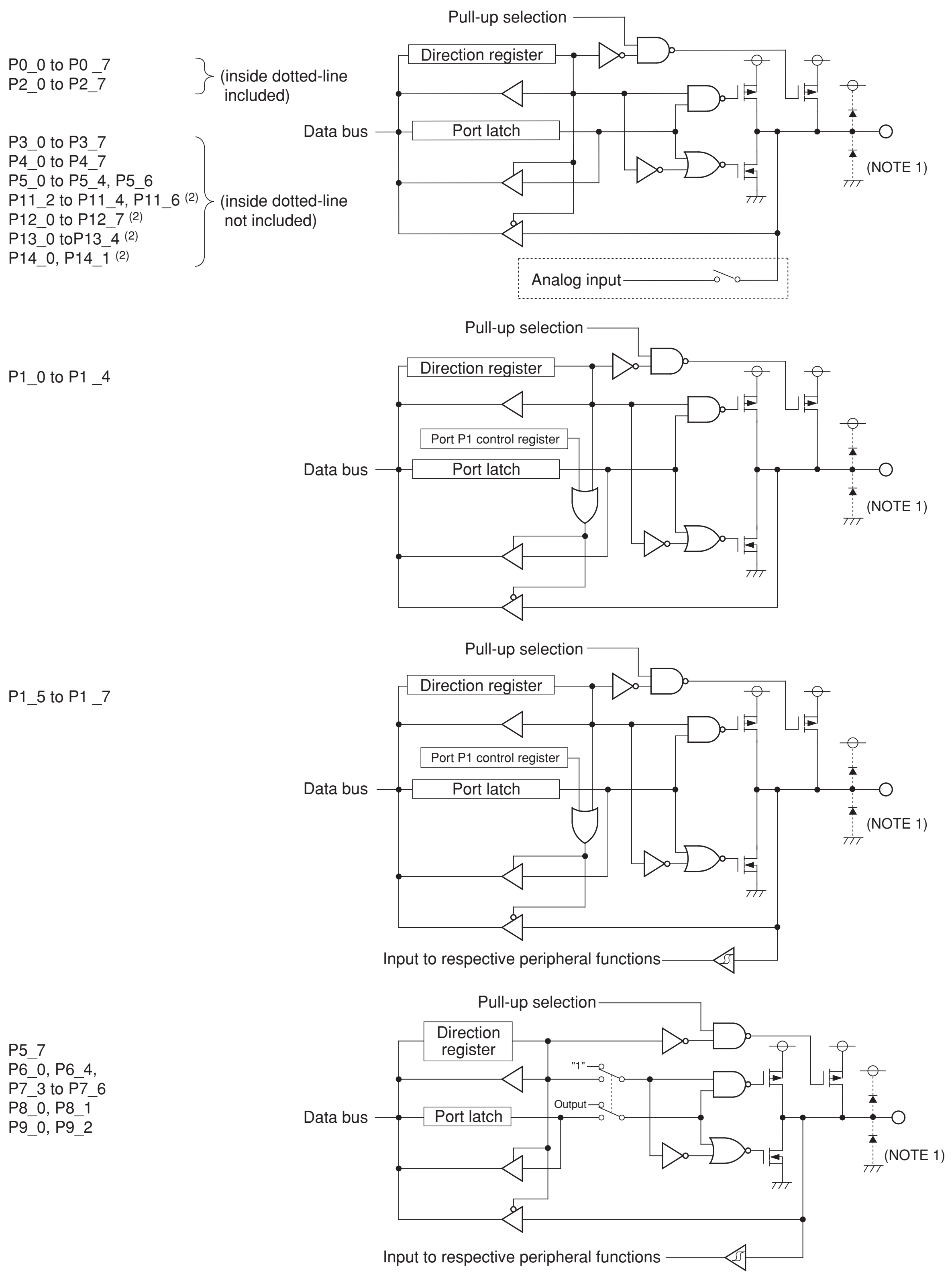
19.3 PURj Register (100-pin Version: j = 0 to 2, 128-pin Version: j = 0 to 3)

Figures 19.9 and 19.10 show the PURj register.
The PURj register bits can be used to select whether or not to pull the corresponding port high in 4-bit unit. The port selected to be pulled high has a pull-up resistor connected to it when the direction bit is set for input mode.
When using the ports P11 to P14, set the PUR37 bit in the PUR3 register to “1” (P11 to P14 are usable).

19.4 PCR Register

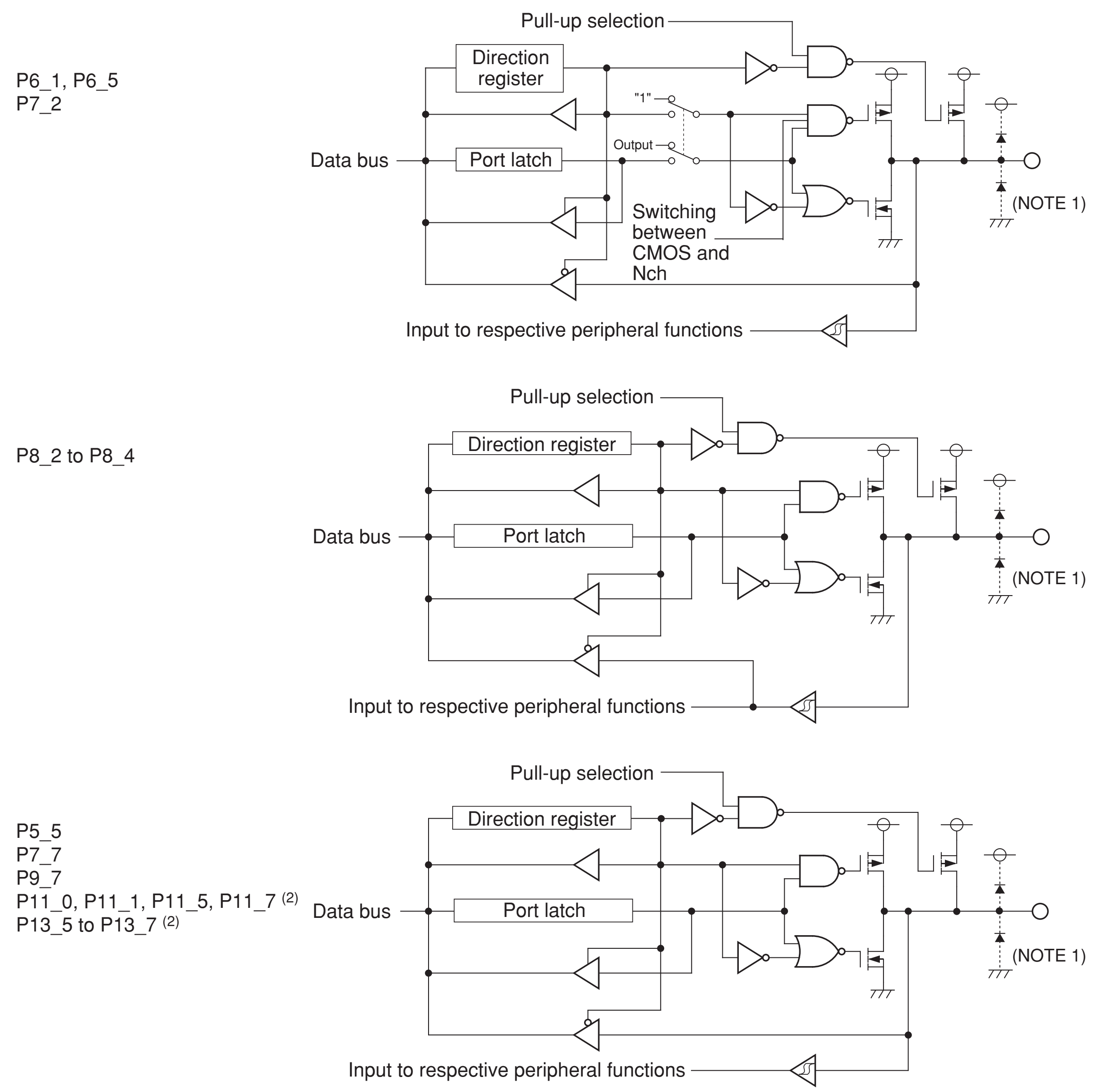
Figure19.11 shows the PCR register.
When the P1 register is read after setting the PCR0 bit in the PCR register to “1”, the corresponding port latch can be read no matter how the PD1 register is set.

Table 19.2 lists an example connection of unused pins. Figure19.12 shows an example connection of unused pins.



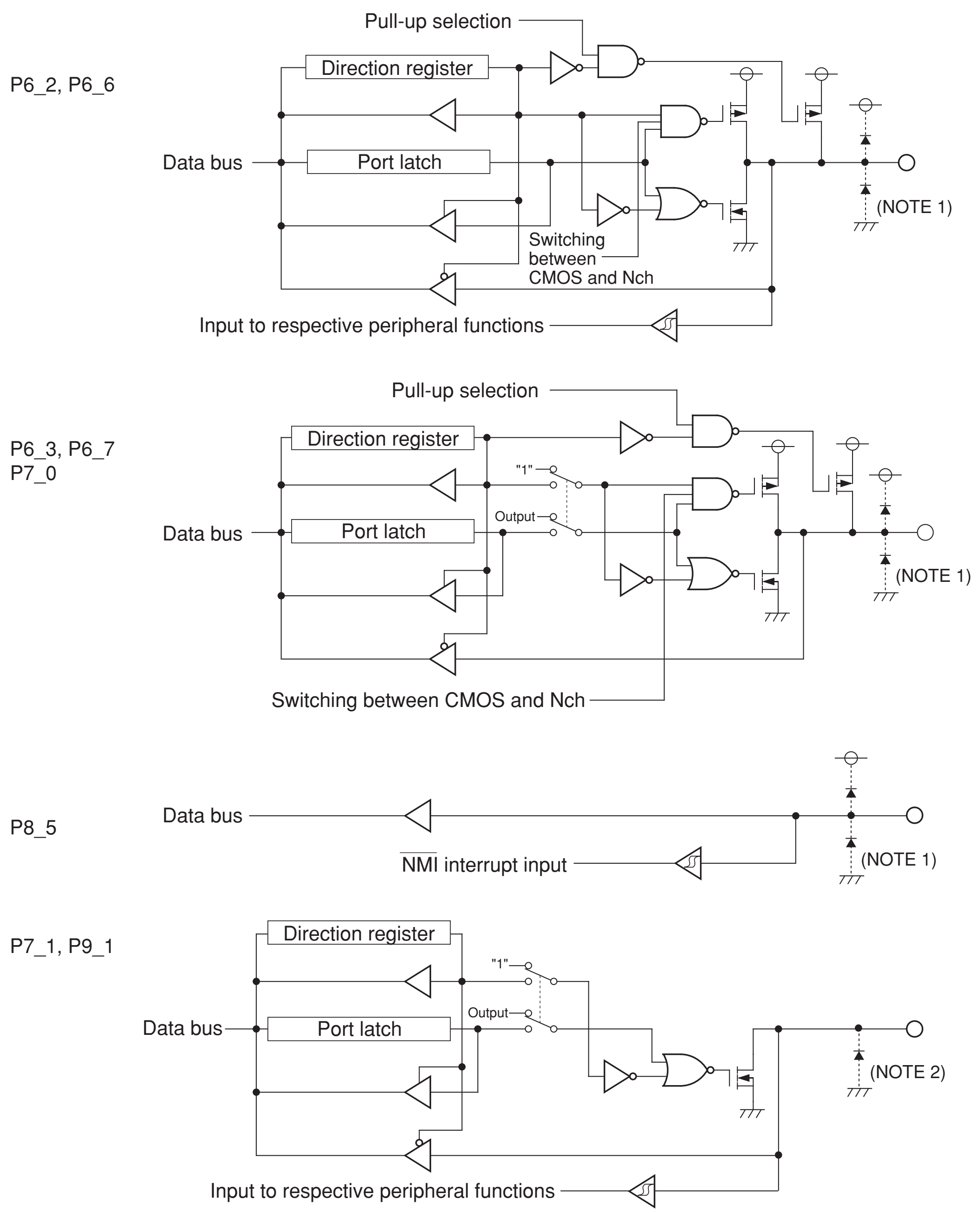
NOTES:
1. ·····◄····· Symbolizes a parasitic diode.
Make sure the input voltage on each port will not exceed VCC.
2. P11 to P14 are only in the 128-pin version.

Figure19.1 I/O Ports (1)



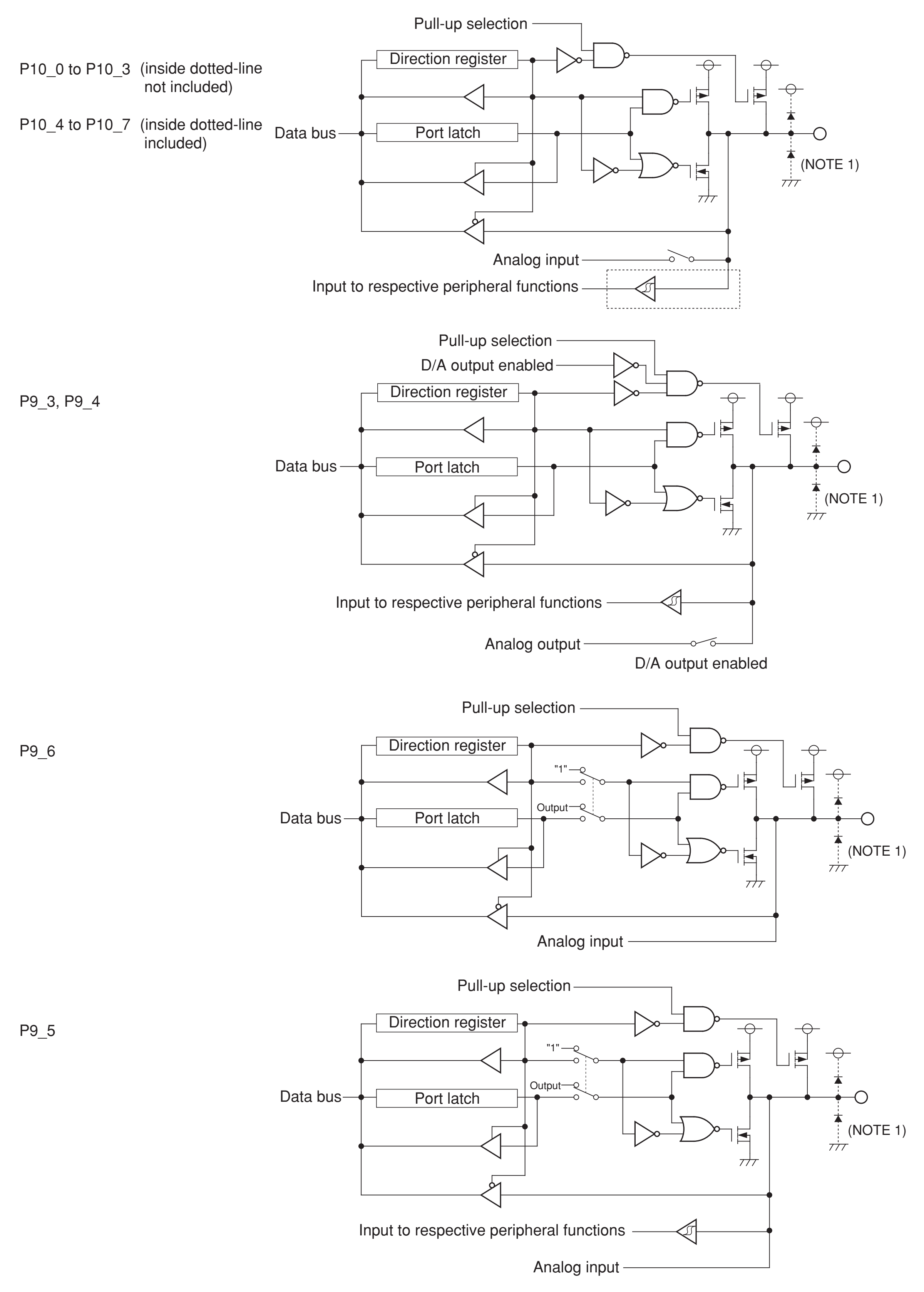
NOTES:
1. ┈┈◂┈┈ Symbolizes a parasitic diode.
   Make sure the input voltage on each port will not exceed VCC.
2. P11 to P13 are only in the 128-pin version.

Figure19.2 I/O Ports (2)



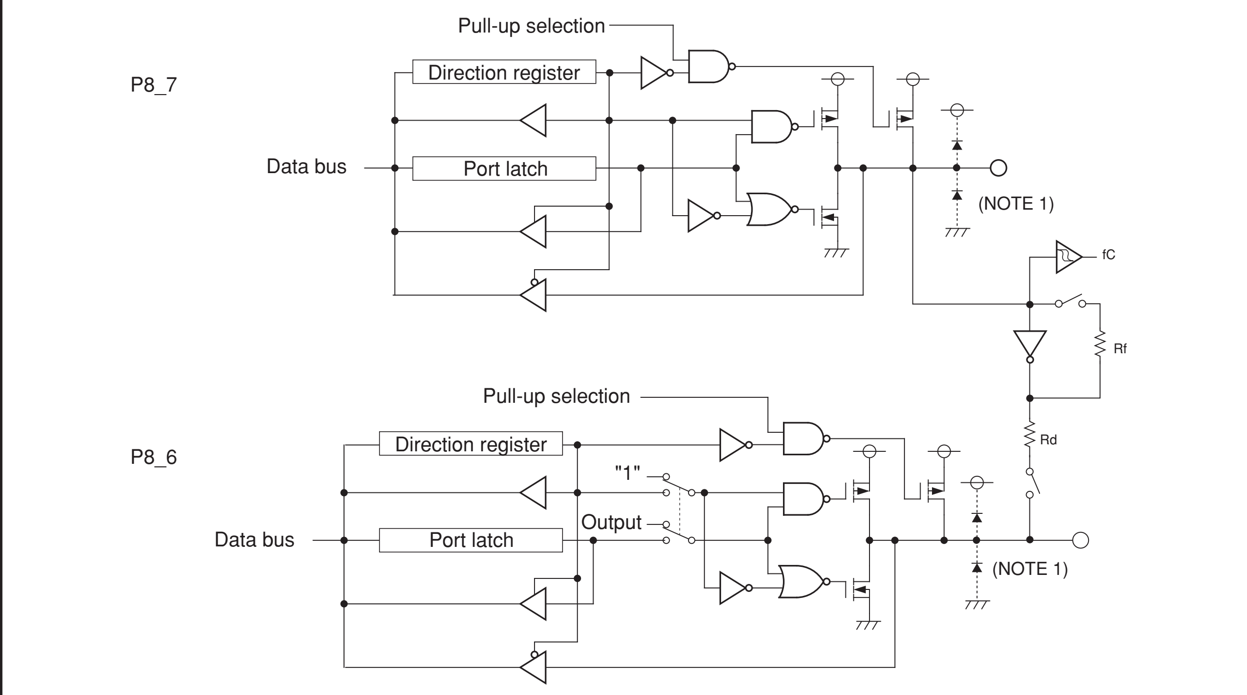
NOTES:
1. Symbolizes a parasitic diode.
Make sure the input voltage on each port will not exceed VCC.
2. Symbolizes a parasitic diode.

Figure19.3 I/O Ports (3)



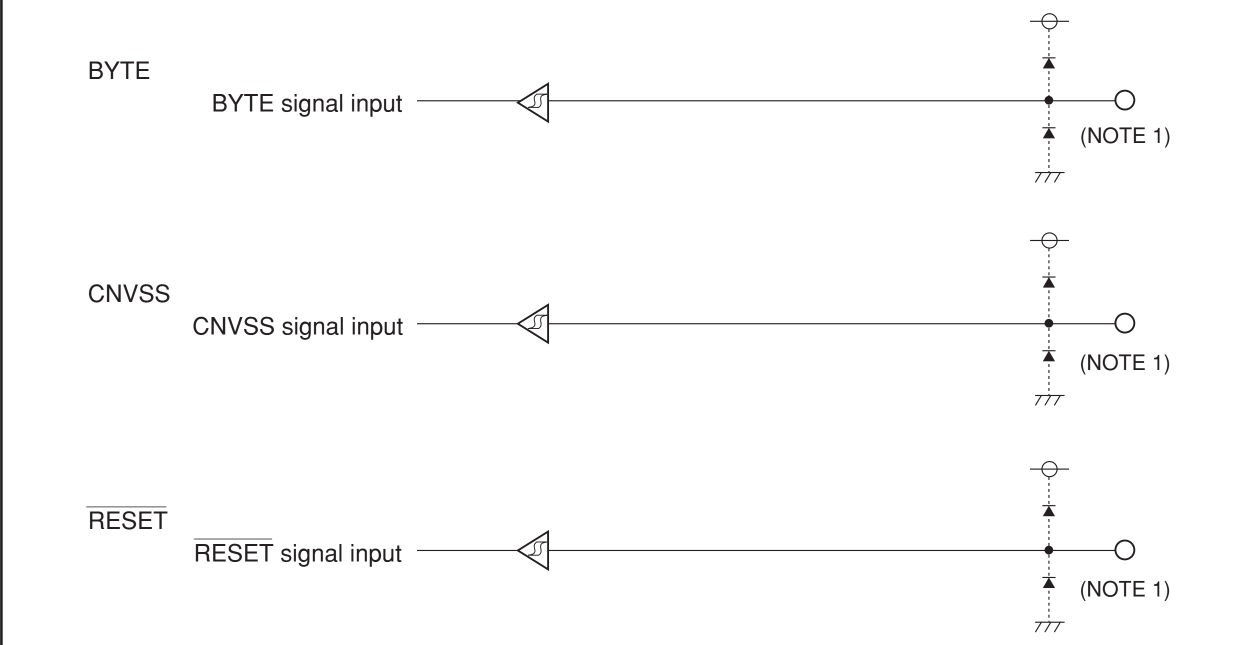
NOTE:
1. ····▶|···· Symbolizes a parasitic diode.
Make sure the input voltage on each port will not exceed VCC.

Figure19.4 I/O Ports (4)



NOTE:
1. ┈┈◂┈┈ Symbolizes a parasitic diode.
Make sure the input voltage on each port will not exceed VCC.

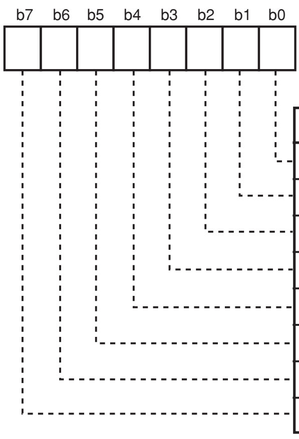
Figure19.5 I/O Ports (5)



NOTE:
1. ┈┈◂┈┈ Symbolizes a parasitic diode.
Make sure the input voltage on each port will not exceed VCC.

Figure19.6 I/O Pins

Port Pi Direction Register (i = 0 to 7, 9 to 13) (1) (2)

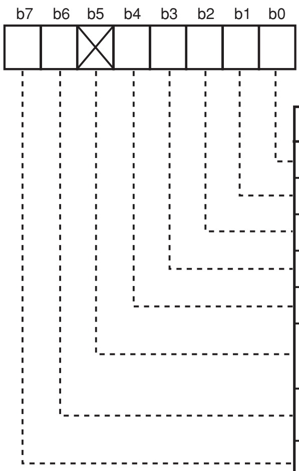


Symbol	Address	After Reset
PD0 to PD3	03E2h, 03E3h, 03E6h, 03E7h	00h
PD4 to PD7	03EAh, 03EBh, 03EEh, 03EFh	00h
PD9 to PD12 (3)	03F3h, 03F6h, 03F7h, 03FAh	00h
PD13 (3)	03FBh	00h

Bit Symbol	Bit Name	Function	RW
PDi_0	Port Pi_0 Direction Bit	0 : Input mode (Functions as an input port) 1 : Output mode (Functions as an output port)	RW
PDi_1	Port Pi_1 Direction Bit		RW
PDi_2	Port Pi_2 Direction Bit		RW
PDi_3	Port Pi_3 Direction Bit		RW
PDi_4	Port Pi_4 Direction Bit		RW
PDi_5	Port Pi_5 Direction Bit		RW
PDi_6	Port Pi_6 Direction Bit		RW
PDi_7	Port Pi_7 Direction Bit		RW

NOTES:
1. Make sure the PD7 and PD9 registers are written to by the next instruction after setting the PRC2 bit in the PRCR register to "1" (write enabled).
2. When using the ports P11 to P13, set the PU37 bit in the PUR3 register to "1" (usable).
3. The PD11 to PD13 registers are only in the 128-pin version.

Port P8 Direction Register

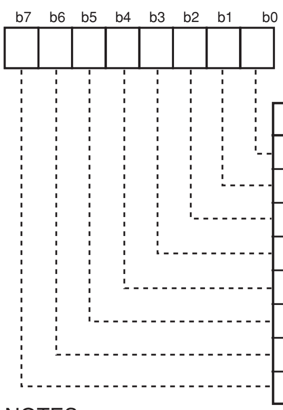


Symbol	Address	After Reset
PD8	03F2h	00X00000b

Bit Symbol	Bit Name	Function	RW
PD8_0	Port P8_0 Direction Bit	0 : Input mode (Functions as an input port) 1 : Output mode (Functions as an output port)	RW
PD8_1	Port P8_1 Direction Bit		RW
PD8_2	Port P8_2 Direction Bit		RW
PD8_3	Port P8_3 Direction Bit		RW
PD8_4	Port P8_4 Direction Bit		RW
– (b5)	Nothing is assigned. When write, set to "0". When read, its content is indeterminate.		–
PD8_6	Port P8_6 Direction Bit	0 : Input mode (Functions as an input port) 1 : Output mode (Functions as an output port)	RW
PD8_7	Port P8_7 Direction Bit		RW

Figure19.7 PD0 to PD13 Registers

Port Pi Register (i = 0 to 7, 9 to 13) (1) (2)

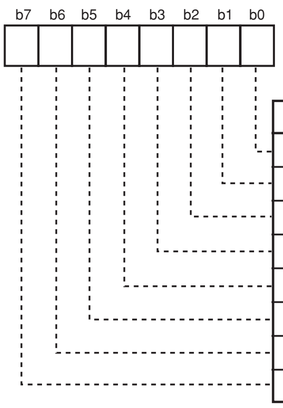


Symbol	Address	After Reset
P0 to P3	03E0h, 03E1h, 03E4h, 03E5h	Indeterminate
P4 to P7	03E8h, 03E9h, 03ECh, 03EDh	Indeterminate
P9 to P12 (3)	03F1h, 03F4h, 03F5h, 03F8h	Indeterminate
P13 (3)	03F9h	Indeterminate

Bit Symbol	Bit Name	Function	RW
Pi_0	Port Pi_0 Bit	The pin level on any I/O port which is set for input mode can be read by reading the corresponding bit in this register. The pin level on any I/O port which is set for output mode can be controlled by writing to the corresponding bit in this register. 0 : "L" level 1 : "H" level	RW
Pi_1	Port Pi_1 Bit		RW
Pi_2	Port Pi_2 Bit		RW
Pi_3	Port Pi_3 Bit		RW
Pi_4	Port Pi_4 Bit		RW
Pi_5	Port Pi_5 Bit		RW
Pi_6	Port Pi_6 Bit		RW
Pi_7	Port Pi_7 Bit		RW

NOTES:
1. Since P7_1 and P9_1 are N channel open-drain ports, the data is high-impedance.
2. When using the ports P11 to P13, set the PU37 bit in the PUR3 register to "1" (usable).
   If this bit is set to "0" (unusable), the P11 to P13 regisrers are set to "00h".
3. The P11 to P13 registers are only in the 128-pin version.

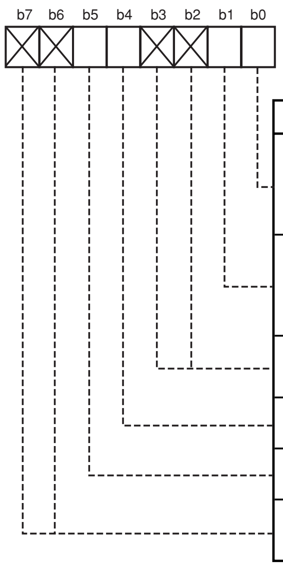
Port P8 Register



Symbol	Address	After Reset
P8	03F0h	Indeterminate

Bit symbol	Bit name	Function	RW
P8_0	Port P8 _0 Bit	The pin level on any I/O port which is set for input mode can be read by reading the corresponding bit in this register. The pin level on any I/O port which is set for output mode can be controlled by writing to the corresponding bit in this register. (Except for P8_5.) 0 : "L" level 1 : "H" level	RW
P8_1	Port P8 _1 Bit		RW
Pi8_2	Port P8 _2 Bit		RW
P8_3	Port P8 _3 Bit		RW
P8_4	Port P8 _4 Bit		RW
P8_5	Port P8 _5 Bit		RO
P8_6	Port P8 _6 Bit		RW
P8_7	Port P8 _7 Bit		RW

Port P14 Control Regisrer (128-pin version) (1)



Symbol	Address	After Reset
PC14	03DEh	XX00XXXXb

Bit Symbol	Bit Name	Function	RW
P140	Port P14_0 Bit	The pin level on any I/O port which is set for input mode can be read by reading the corresponding bit in this register. The pin level on any I/O port which isset for output mode can be controlled by writing to the corresponding bit in this register. 0 : "L" level 1 : "H" level	RW
P141	Port P14_1 Bit		RW
- (b3-b2)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		-
PD140	Port P14_0 Direction Bit	0 : Input mode (Functions as an input port) 1 : Output mode (Functions as an output port)	RW
PD141	Port P14_1 Direction Bit		RW
- (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are indeterminate.		-

NOTE:
1. When using the port P14, set the PU37 bit in the PUR3 register to "1" (usable).

Figure19.8 P0 to P13 Registers and PC14 Register

Pull-up Control Register 0

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
PUR0	03FCh	00h

Bit Symbol	Bit Name	Function	RW
PU00	P0_0 to P0_3 Pull-Up	0 : Not pulled high 1 : Pulled high (1)	RW
PU01	P0_4 to P0_7 Pull-Up		RW
PU02	P1_0 to P1_3 Pull-Up		RW
PU03	P1_4 to P1_7 Pull-Up		RW
PU04	P2_0 to P2_3 Pull-Up		RW
PU05	P2_4 to P2_7 Pull-Up		RW
PU06	P3_0 to P3_3 Pull-Up		RW
PU07	P3_4 to P3_7 Pull-Up		RW

NOTE:
1. The pin for which this bit is "1" (pulled high) and the direction bit is "0" (input mode) is pulled high.

Pull-up Control Register 1

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
PUR1	03FDh	00h

Bit Symbol	Bit Name	Function	RW
PU10	P4_0 to P4_3 Pull-Up	0 : Not pulled high 1 : Pulled high (2)	RW
PU11	P4_4 to P4_7 Pull-Up		RW
PU12	P5_0 to P5_3 Pull-Up		RW
PU13	P5_4 to P5_7 Pull-Up		RW
PU14	P6_0 to P6_3 Pull-Up		RW
PU15	P6_4 to P6_7 Pull-Up		RW
PU16	P7_0, P7_2 and P7_3 Pull-Up (1)		RW
PU17	P7_4 to P7_7 Pull-Up		RW

NOTES:
1. The P7_1 pin does not have pull-up.
2. The pin for which this bit is "1" (pulled high) and the direction bit is "0" (input mode) is pulled high.

Pull-up Control Register 2

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
PUR2	03FEh	00h

Bit Symbol	Bit Name	Function	RW
PU20	P8_0 to P8_3 Pull-Up	0 : Not pulled high 1 : Pulled high (3)	RW
PU21	P8_4, P8_6 and P8_7 Pull-Up (1)		RW
PU22	P9_0, P9_2 and P9_3 Pull-Up (2)		RW
PU23	P9_4 to P9_7 Pull-Up		RW
PU24	P10_0 to P10_3 Pull-Up		RW
PU25	P10_4 to P10_7 Pull-Up		RW
– (b7-b6)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

NOTES:
1. The P8_5 pin does not have pull-up.
2. The P9_1 pin does not have pull-up.
3. The pin for which this bit is "1" (pulled high) and the direction bit is "0" (input mode) is pulled high.

Figure19.9 PUR0 Register, PUR1 Register and PUR2 Register

Pull-up Control Register 3 (128-pin version)

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
PUR3	03DFh	00h

Bit Symbol	Bit Name	Function	RW
PU30	P11_0 to P11_3 Pull-Up	0 : Not pulled high 1 : Pulled high (1)	RW
PU31	P11_4 to P11_7 Pull-Up		RW
PU32	P12_0 to P12_3 Pull-Up		RW
PU33	P12_4 to P12_7 Pull-Up		RW
PU34	P13_0 to P13_3 Pull-Up		RW
PU35	P13_4 to P13_7 Pull-Up		RW
PU36	P14_0, P14_1 Pull-Up		RW
PU37	P11 to P14 Enabling Bit	0 : Unusable (2) 1 : Usable	RW

NOTES:
1. The pin for which this bit is "1" (pulled high) and the direction bit is "0" (input mode) is pulled high.
2. If the PU37 bit is set to "0" (unusable), the P11 to P14 regisrers are set to "00h".

Figure19.10 PUR3 Register

Port Control Register

b7 b6 b5 b4 b3 b2 b1 b0

Symbol	Address	After Reset
PCR	03FFh	00h

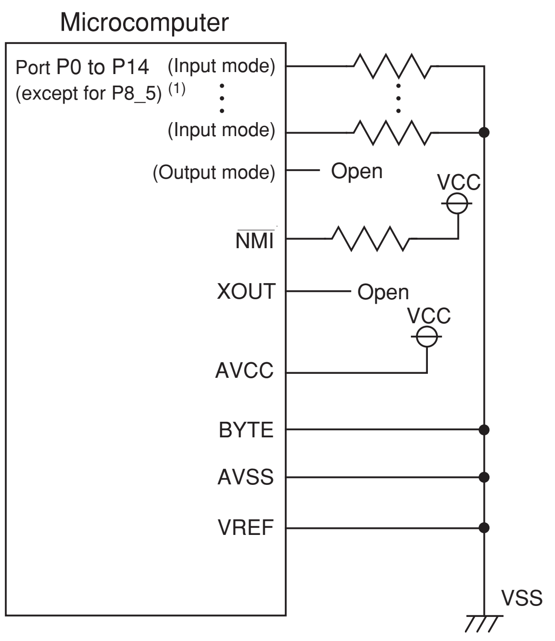
Bit Symbol	Bit Name	Function	RW
PCR0	Port P1 Control Bit	Operation performed when the P1 register is read 0 : When the port is set for input, the input levels of P1_0 to P1_7 pins are read. When set for output, the port latch is read. 1 : The port latch is read regardless of whether the port is set for input or output.	RW
- (b7-b1)	Nothing is assigned. When write, set to "0". When read, their contents are "0".		–

Figure19.11 PCR Register

Table 19.2 Unassigned Pin Handling

Pin Name	Connection
Ports P0 to P7, P8_0 to P8_4, P8_6, P8_7, P9 to P14 (5)	After setting for input mode, connect every pin to VSS via a resistor (pull-down); or after setting for output mode, leave these pins open. (1) (2) (3)
XOUT (4)	Open
$\overline{\text{NMI}}$(P8_5)	Connect via resistor to VCC (pull-up)
AVCC	Connect to VCC
AVSS, VREF, BYTE	Connect to VSS

NOTES:
1. When setting the port for output mode and leave it open, be aware that the port remains in input mode until it is switched to output mode in a program after reset. For this reason, the voltage level on the pin becomes indeterminate, causing the power supply current to increase while the port remains in input mode. Furthermore, by considering a possibility that the contents of the direction registers could be changed by noise or noise-induced runaway, it is recommended that the contents of the direction registers be periodically reset in software, for the increased reliability of the program.
2. Make sure the unused pins are processed with the shortest possible wiring from the microcomputer pins (within 2 cm).
3. When the ports P7_1 and P9_1 are set for output mode, make sure a low-level signal is output from the pins. The ports P7_1 and P9_1 are N-channel open-drain outputs.
4. With external clock input to XIN pin.
5. The ports P11 to P14 are only in the 128-pin version. When not using all of the P11 to p14 pins may be left open by setting the PU37 bit in the PUR3 register to "0" (P11 to P14 unusable), without causing any problem.



NOTE:
1. The ports P11 to P14 are only in the 128-pin version. When not using all of the P11 to p14 pins may be left open by setting the PU37 bit in the PUR3 register to "0" (P11 to P14 unusable), without causing any problem.

Figure 19.12 Unassigned Pins Handling

20. Flash Memory Version

Aside from the built-in flash memory, the flash memory version microcomputer has the same functions as the masked ROM version.

In the flash memory version, the flash memory can perform in four rewrite mode: CPU rewrite mode, standard serial I/O mode, parallel I/O mode and CAN I/O mode.

Table 20.1 lists the specifications of the flash memory version. See **Tables 1.1 and 1.2 Performance outline**, for the items not listed in Table 20.1). Table 20.2 shows the outline of flash memory rewrite mode.

Table 20.1 Flash Memory Version Specifications

Item		Specifications
Flash Memory Operating Mode		4 modes (CPU rewrite, standard serial I/O, parallel I/O, CAN I/O)
Erase Block	User ROM Area	See **Figure 20.1 Flash Memory Block Diagram**
	Boot ROM Area	1 block (4 Kbytes) (1)
Program Method		In units of word, in units of byte (2)
Erase Method		Collective erase, block erase
Program and Erase Control Method		Program and erase controlled by software command
Protect Method		Lock bit protects each block
Number of Commands		8 commands
Program and Erase Endurance (3)		100 times
ROM Code Protection		Parallel I/O , standard serial I/O and CAN I/O modes are supported.

NOTES:
1. The boot ROM area contains a standard serial I/O mode and CAN I/O mode rewrite control program which is stored in it when shipped from the factory. This area can only be rewritten in parallel I/O mode.
2. Can be programmed in byte units in only parallel I/O mode.
3. Definition of program and erase endurance
   The programming and erasure times are defined to be per-block erasure times. For example, assume a case where a 4K-byte block A is programmed in 2,048 operations by writing one word at a time and erased thereafter. In this case, the block is reckoned as having been programmed and erased once.
   If a product is guaranteed of 100 times of programming and erasure, each block in it can be erased up to 100 times.

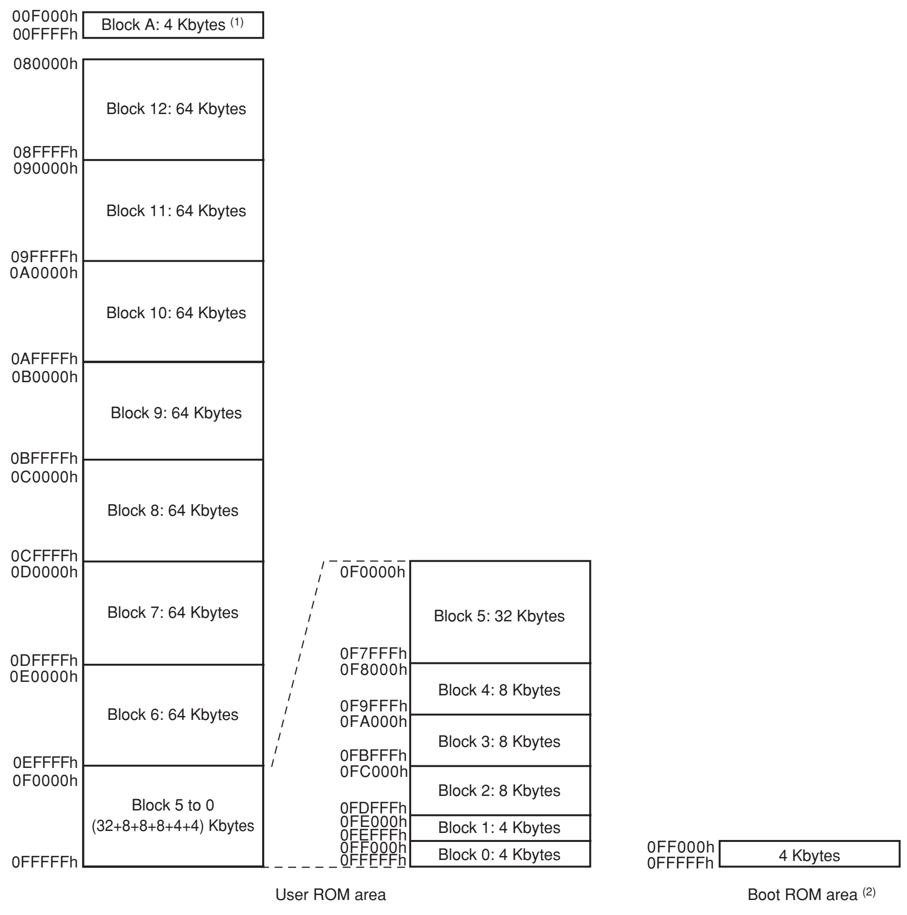
Table 20.2 Flash Memory Rewrite Modes Overview

Flash Memory Rewrite Mode	CPU Rewrite Mode (1)	Standard Serial I/O Mode	Parallel I/O Mode	CAN I/O Mode
Function	The user ROM area is rewritten when the CPU executes software commands. EW0 mode: Rewrite in areas other than flash memory (2) EW1 mode: Can be rewritten in the flash memory	The user ROM area is rewritten using a dedicated serial programmer. Standard serial I/O mode 1: Clock synchronous serial I/O Standard serial I/O mode 2: UART (3)	The boot ROM and user ROM areas are rewritten using a dedicated parallel programmer.	The user ROM area is rewritten busing a dedicated CAN programmer.
Areas which can be Rewritten	User ROM area	User ROM area	User ROM area Boot ROM area	User ROM area
Operation Mode	Single-chip mode Boot mode (EW0 mode)	Boot mode	Parallel I/O mode	Boot mode
ROM Programmer	None	Serial programmer	Parallel programmer	CAN programmer

NOTES:
1. The PM13 bit remains set to “1” while the FMR01 bit in the FMR0 register = 1 (CPU rewrite mode enabled). The PM13 bit is reverted to its original value by setting the FMR01 bit to “0” (CPU rewrite mode disabled). However, if the PM13 bit is changed during CPU rewrite mode, its changed value is not reflected until after the FMR01 bit is set to “0”.
2. When in CPU rewrite mode, the PM10 and PM13 bits in the PM1 register are set to “1”. The rewrite control program can only be executed in the internal RAM area.
3. When using the standard serial I/O mode 2, make sure a main clock input oscillation frequency is set to 5 MHz, 10 MHz or 16 MHz.

20.1 Memory Map

The flash memory contains the user ROM area and a boot ROM area. The user ROM area has space to store the microcomputer operating program a separate 4-Kbyte space as the block A.
Figure 20.1 shows the block diagram of flash memory.
The user ROM area is divided into several blocks, each of which can individually be protected (locked) against programming or erasure. The user ROM area can be rewritten in all of CPU rewrite, standard serial I/O mode, parallel I/O mode and CAN I/O mode. Block A is enabled for use by setting the PM10 bit in the PM1 register to “1” (block A enabled).
The boot ROM area is located at the same addresses as the user ROM area. It can only be rewritten in parallel I/O mode (refer to **20.1.1 Boot Mode**). A program in the boot ROM area is executed after a hardware reset occurs while an “H ” signal is applied to the CNVSS and P5_0 pins and an “L” signal is applied to the P5_5 pin (refer to **20.1.1 Boot Mode**). A program in the user ROM area is executed after a hardware reset occurs while an “L” signal is applied to the CNVSS pin. However, the boot ROM area cannot be read.



NOTES:
1. Block A can be made usable by setting the PM10 bit in the PM1 register to "1" (block A enabled).
   Block A cannot be erased by the erase all unlocked block command. Use the block erase command to erase it.
2. The boot ROM area can only be rewritten in parallel I/O mode.
3. To specify a block, use an even address in that block.

Figure 20.1 Flash Memory Block Diagram

20.1.1 Boot Mode

The microcomputer enters boot mode when a hardware reset occurs while an “H ” signal is applied to the CNVSS and P5_0 pins and an “L ” signal is applied to the P5_5 pin. A program in the boot ROM area is executed.
In boot mode, the FMR05 bit in the FMR0 register selects access to the boot ROM area or the user ROM area.
The rewrite control program for standard serial I/O mode is stored in the boot ROM area before shipment. The boot ROM area can be rewritten in parallel I/O mode only. If any rewrite control program using erase-write mode (EW0 mode) is written in the boot ROM area, the flash memory can be rewritten according to the system implemented.

20.2 Functions to Prevent Flash Memory from Rewriting

The flash memory has a built-in ROM code protect function for parallel I/O mode and a built-in ID code check function for standard serial I/O mode and CAN I/O mode to prevent the flash memory from reading or rewriting.

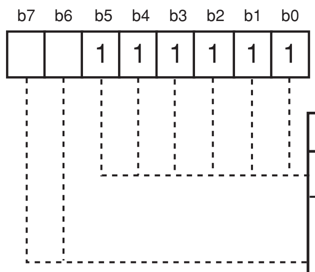
20.2.1 ROM Code Protect Function

The ROM code protect function inhibits the flash memory from being read or rewritten during parallel I/O mode. Figure 20.2 shows the ROMCP register. The ROMCP register is located in the user ROM area.
The ROM code protect function is enabled when the ROMCR bits are set to other than “11b ”. In this case, set the bit 5 to bit 0 to “111111b ”.
When exiting ROM code protect, erase the block including the ROMCP register by the CPU rewrite mode or the standard serial I/O mode or CAN I/O mode.

20.2.2 ID Code Check Function

Use the ID code check function in standard serial I/O mode and CAN I/O mode. The ID code sent from the serial programmer is compared with the ID code written in the flash memory for a match. If the ID codes do not match, commands sent from the serial programmer are not accepted. However, if the four bytes of the reset vector are “FFFFFFFFh”, ID codes are not compared, allowing all commands to be accepted.
The ID codes are 7-byte data stored consecutively, starting with the first byte, into addresses 0FFFDFh, 0FFFE3h, 0FFFEBh, 0FFFEFh, 0FFFF3h, 0FFFF7h, and 0FFFFBh. The flash memory must have a program with the ID codes set in these addresses.
Figure 20.3 shows the ID code store addresses.

ROM Code Protect Control Address



Symbol	Address	Value when Shipped
ROMCP	0FFFFFh	FFh (1)

Bit Symbol	Bit Name	Function	RW
- (b5-b0)	Reserved Bit	Set to "1"	RW
ROMCP1	ROM Code Protect Level 1 Set Bit (1) (2) (3) (4)	b7 b6 0 0 : 0 1 : } Protect enabled 1 0 : 1 1 : Protect disabled	RW RW

NOTES:
1. If a memory block that including ROMCP register is erased, the ROMCP register is set to "FFh".
2. If the ROMCP1 bit is set to other than "11b" (ROM code protect enabled), the flash memory is disabled against reading and rewriting in parallel I/O mode.
3. When the ROMCP1 bit is set to other than "11b", set the bit 5 to bit 0 to "111111b". If the bit 5 to bit 0 are set to other than "111111b", ROM code protect function may not become effective even if the RPMCP1 bit is set to other than "11b".
4. When exiting ROM code protect, erase the block including the ROMCP register by CPU rewrite mode or standard serial I/O or CAN I/O mode.

Figure 20.2 ROMCP Register

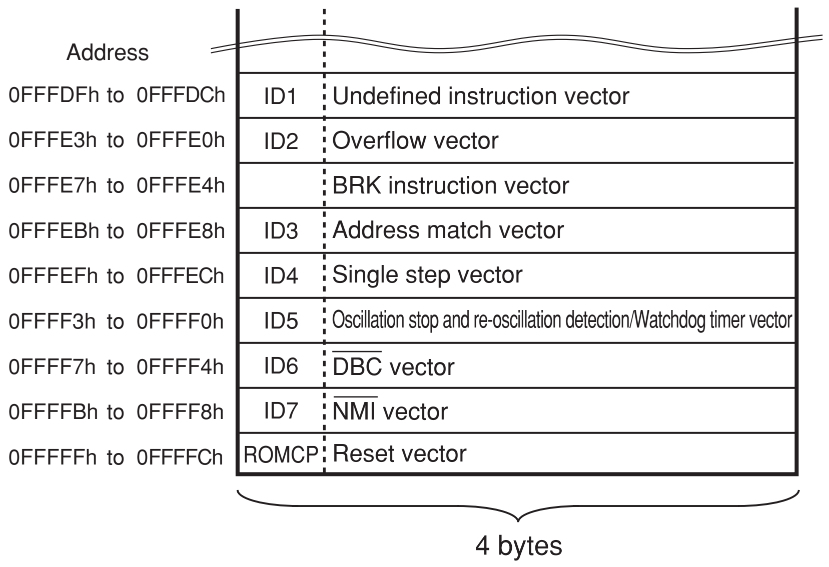


Figure 20.3 Address for ID Code Stored

20.3 CPU Rewrite Mode

In CPU rewrite mode, the user ROM area can be rewritten when the CPU executes software commands. The user ROM area can be rewritten with the microcomputer is mounted on a board without using a parallel, serial or CAN programmer.
In CPU rewrite mode, only the user ROM area shown in Figure 20.1 can be rewritten. The boot ROM area cannot be rewritten. Program and the block erase command are executed only in the user ROM area.
Erase-write 0 (EW0) mode and erase-write 1 (EW1) mode are provided as CPU rewrite mode.
Table 20.3 lists the differences between EW0 and EW1 modes.

Table 20.3 EW0 Mode and EW1 Mode

Item	EW0 Mode	EW1 Mode
Operation Mode	• Single chip mode • Boot mode	Single chip mode
Space where Rewrite Control Program can be Placed	• User ROM area • Boot ROM area	User ROM area
Space where Rewrite Control Program can be Executed	The rewrite control program must be transferred to any space other than the flash memory (e.g., RAM) before being executed (2)	The rewrite control program can be executed in the user ROM area
Space which can be Rewritten	User ROM area	User ROM area However, this excludes blocks with the rewrite control program
Software Command Restriction	None	• Program and block erase commands cannot be executed in a block having the rewrite control program. • Erase all unlocked block command cannot be executed when the lock bit in a block having the rewrite control program is set to "1" (unlocked) or when the FMR02 bit in the FMR0 register is set to "1" (lock bit disabled). • Read status register command cannot be used
Modes after Program or Erasing	Read status register mode	Read array mode
CPU Status during Auto Write and Auto Erase	Operating	Maintains hold state (I/O ports maintains the state before the command was executed) (1)
Flash Memory Status Detection	•Read the FMR00, FMR06 and FMR07 bits in the FMR0 register by program •Execute the read status register command to read the SR7, SR5, and SR4 bits in the status register	Read the FMR00, FMR06 and FMR07 bits in the FMR0 register by program

NOTES:
1. Do not generate an interrupts (except $\overline{\text{NMI}}$ and watchdog timer interrupts) and DMA transfer.
2. When in CPU rewrite mode, the PM10 and PM13 bits in the PM1 register are set to "1". The rewrite control program can only be executed in the internal RAM area.

20.3.1 EW0 Mode

The microcomputer enters CPU rewrite mode by setting the FMR01 bit in the FMR0 register to “1” (CPU rewrite mode enabled) and is ready to accept commands. EW0 mode is selected by setting the FMR11 bit in the FMR1 register to “0”. To set the FMR01 bit to “1”, set to “1” after first writing “0”.
The software commands control programming and erasing. The FMR0 register or the status register indicates whether a program or erase operation is completed as expected or not.

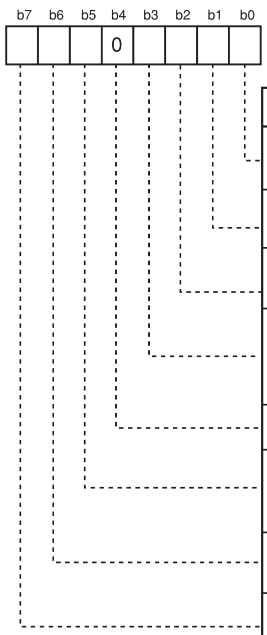
20.3.2 EW1 Mode

EW1 mode is selected by setting FMR11 bit to “1” (by writing “0” and then “1” in succession) after setting the FMR01 bit to “1” (by writing “0” and then “1” in succession). (Both bits must be set to “0” first before setting to “1”.)
The FMR0 register indicates whether or not a program or erase operation has been completed as expected. The status register cannot be read in EW1 mode.

20.3.3 FMR0, FMR1 Registers

Figure 20.4 shows FMR0 and FMR1 registers.

Flash Memory Control Register 0

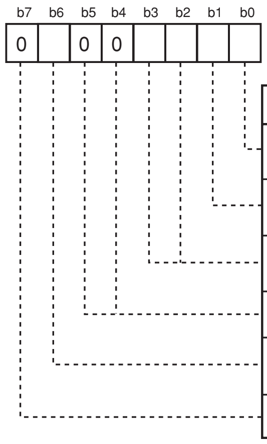


Symbol	Address	After Reset
FMR0	01B7h	00000001b

Bit Symbol	Bit Name	Function	RW
FMR00	$RY/\overline{BY}$ Status Flag	0 : Busy (being written or erased) (1) 1 : Ready	RO
FMR01	CPU Rewrite Mode Select Bit (2)	0 : Disables CPU rewrite mode 1 : Enables CPU rewrite mode	RW
FMR02	Lock Bit Disable Select Bit (3)	0: Enables lock bit 1: Disables lock bit	RW
FMSTP	Flash Memory Stop Bit (4) (5)	0 Enables flash memory operation 1: Stops flash memory operation (placed in low power dissipation mode, flash memory initialized)	RW
– (b4)	Reserved Bit	Set to "0"	RW
FMR05	User ROM Area Select Bit (4) (Effective in only boot mode)	0 : Boot ROM area is accessed 1 : User ROM area is accessed	RW
FMR06	Program Status Flag (6)	0 : Terminated normally 1 : Terminated in error	RO
FMR07	Erase Status Flag (6)	0 : Terminated normally 1 : Terminated in error	RO

NOTES:
1.This status includes writing or reading with the lock bit program or read lock bit status command.
2. To set this bit to "1", write "0" and then "1" in succession. Make sure no interrupts or no DMA transfers will occur before writing "1" after writing "0".
Write to this bit when the $\overline{NMI}$ pin is in the high state. Also, while in EW0 mode, write to this bit from a program in other than the flash memory.
To set this bit to "0", in a read array mode.
3. To set this bit to "1", write "0" and then "1" in succession when the FMR01 bit = 1. Make sure no interrupts or no DMA transfers will occur before writing "1" after writing "0".
4. Write to this bit from a program in other than the flash memory.
5. Effective when the FMR01 bit = 1 (CPU rewrite mode). If the FMR01 bit = 0, although the FMSTP bit can be set to "1" by writing "1" in a program, the flash memory is neither placed in lo power dissipation state nor initialized.
6. This bit is set to "0" by executing the clear status command.

Flash Memory Control Register 1



Symbol	Address	After Reset
FMR1	01B5h	0X00XX0Xb

Bit Symbol	Bit Name	Function	RW
– (b0)	Reserved Bit	The value in this bit when read is indeterminate.	RO
FMR11	EW1 Mode Select Bit (1)	0 : EW0 mode 1 : EW1 mode	RW
– (b3-b2)	Reserved Bit	The value in this bit when read is indeterminate.	RO
– (b5-b4)	Reserved Bit	Set to "0"	RW
FMR16	Lock Bit Status Flag	0 : Lock 1 : Unlock	RO
– (b7)	Reserved Bit	Set to "0"	RW

NOTE:
1. To set this bit to "1", write "0" and then "1" in succession when the FMR01 bit in the FMR0 register = 1. Make sure no interrupts or no DMA transfers will occur before writing "1" after writing "0".
Write to this bit when the $\overline{NMI}$ pin is in the high state.
The FMR01 and FMR11 bits both are set to "0" by setting the FMR01 bit to "0".

Figure 20.4 FMR0 Register and FMR1 Register

20.3.3.1 FMR00 Bit

This bit indicates the flash memory operating status. It is set to “0” while the program, block erase, erase all unlocked block, lock bit program, or read lock bit status command is being executed; otherwise, it is set to “1”.

20.3.3.2 FMR01 Bit

The microcomputer can accept commands when the FMR01 bit is set to “1” (CPU rewrite mode). Set the FMR05 bit to “1” (user ROM area access) as well if in boot mode.

20.3.3.3 FMR02 Bit

The lock bit is disabled by setting the FMR02 bit to “1” (lock bit disabled). (Refer to **20.3.6 Data Protect Function**.) The lock bit is enabled by setting the FMR02 bit to “0” (lock bit enabled).
The FMR02 bit does not change the lock bit status but disables the lock bit function. If the block erase or erase all unlocked block command is executed when the FMR02 bit is set to “1”, the lock bit status changes “0” (locked) to “1” (unlocked) after command execution is completed.

20.3.3.4 FMSTP Bit

This bit resets the flash memory control circuits and minimizes power consumption in the flash memory. Access to the flash memory is disabled when the FMSTP bit is set to “1”. Set the FMSTP bit by program in a space other than the flash memory.
Set the FMSTP bit to “1” if one of the followings occurs:
• A flash memory access error occurs while erasing or programming in EW0 mode (FMR00 bit does not switch back to “1” (ready))
• Low power dissipation mode or on-chip oscillator low power dissipation mode is entered
Figure 20.7 shows a flow chart illustrating how to start and stop the flash memory before and after entering low power dissipation mode. Follow the procedure on this flow chart.
When entering stop or wait mode, the flash memory is automatically turned off. When exiting stop or wait mode, the flash memory is turned back on. The FMR0 register does not need to be set.

20.3.3.5 FMR05 Bit

This bit selects the boot ROM or user ROM area in boot mode. Set to “0” to access (read) the boot ROM area or to “1” (user ROM access) to access (read, write or erase) the user ROM area.

20.3.3.6 FMR06 Bit

This is a read-only bit indicating an auto program operation state. The FMR06 bit is set to “1” when a program error occurs; otherwise, it is set to “0”. Refer to **20.3.8 Full Status Check**.

20.3.3.7 FMR07 Bit

This is a read-only bit indicating the auto erase operation status. The FMR07 bit is set to “1” when an erase error occurs; otherwise, it is set to “0”. For details, refer to **20.3.8 Full Status Check**.

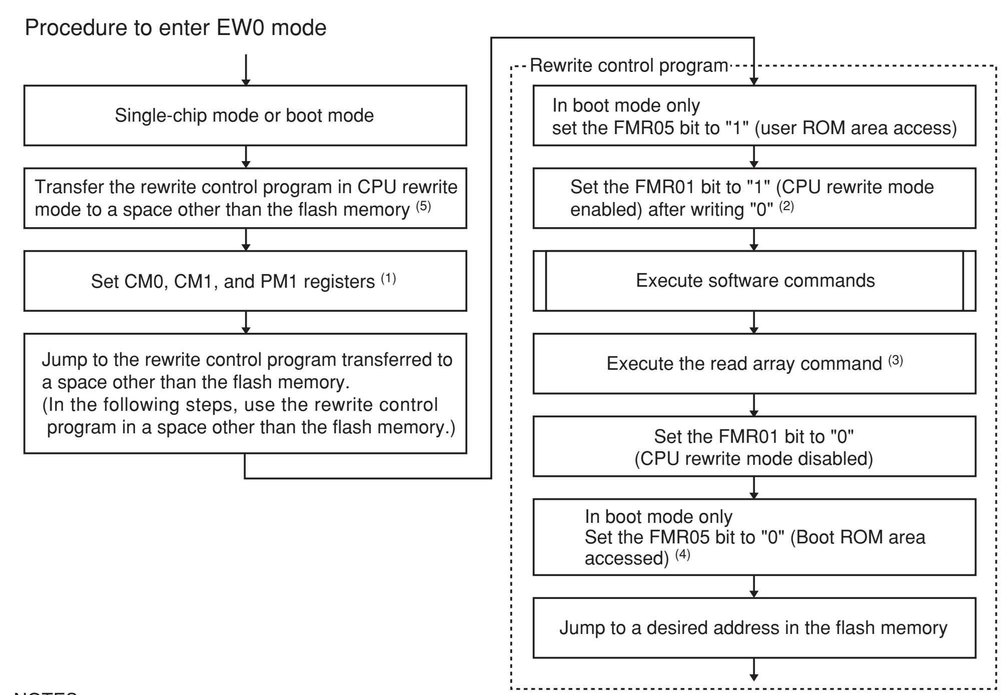
20.3.3.8 FMR11 Bit

EW0 mode is entered by setting the FMR11 bit to “0” (EW0 mode).
EW1 mode is entered by setting the FMR11 bit to “1” (EW1 mode).

20.3.3.9 FMR16 Bit

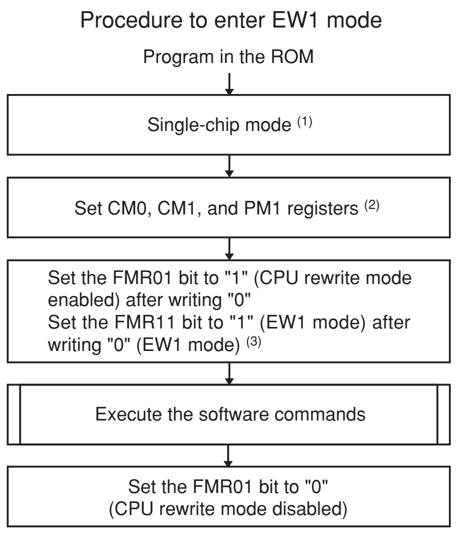
This is a read-only bit indicating the execution result of the read lock bit status command. When the block, where the read lock bit status command is executed, is locked, the FMR16 bit is set to “0”.
When the block, where the read lock bit status command is executed, is unlocked, the FMR16 bit is set to “1”.

Figure 20.5 shows how to enter and exit EW0 mode. Figure 20.6 show how to enter and exit EW1 mode.


Procedure to enter EW0 mode
Single-chip mode or boot mode
Transfer the rewrite control program in CPU rewrite mode to a space other than the flash memory (5)
Set CM0, CM1, and PM1 registers (1)
Jump to the rewrite control program transferred to a space other than the flash memory.
(In the following steps, use the rewrite control program in a space other than the flash memory.)
Rewrite control program
In boot mode only set the FMR05 bit to "1" (user ROM area access)
Set the FMR01 bit to "1" (CPU rewrite mode enabled) after writing "0" (2)
Execute software commands
Execute the read array command (3)
Set the FMR01 bit to "0" (CPU rewrite mode disabled)
In boot mode only Set the FMR05 bit to "0" (Boot ROM area accessed) (4)
Jump to a desired address in the flash memory

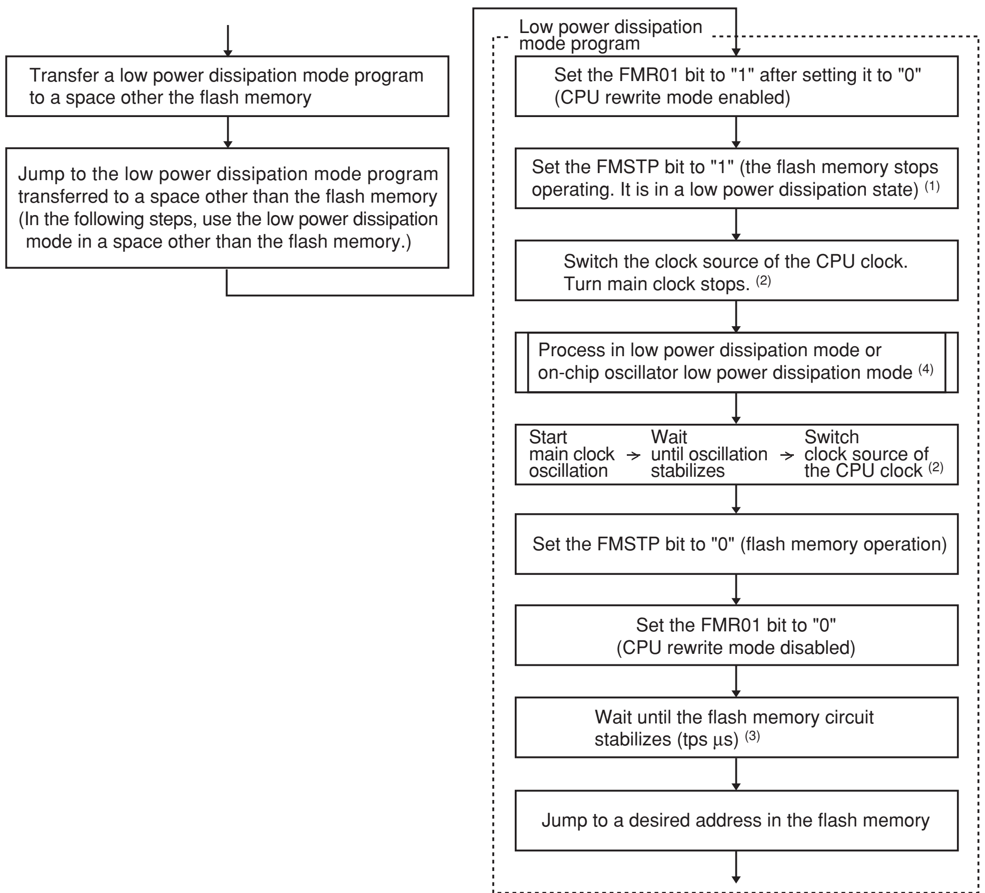
NOTES:
1. In CPU rewrite mode, set the CM06 bit in the CM0 register and CM17 to CM16 bits in the CM1 register to CPU clock frequency of 10 MHz or less. Set the PM17 bit in the PM1 register to "1" (with wait state).
2. Set the FMR01 bit to "1" immediately after setting it to "0". Do not generate an interrupts or DMA transfer between setting the bit to "0" and setting it to "1".
Set the bit to "0" if setting to "0". Set this bit in a space other than the flash memory while the $\overline{\text{NMI}}$ pin is held "H".
3. Exit CPU rewrite mode after executing the read array command.
4. When CPU rewrite mode is exited while the FMR05 bit is set to "1", the user ROM area can be accessed.
5. When in CPU rewrite mode, the PM10 and PM13 bits in the PM1 register are set to "1". The rewrite control program can only be executed in the internal RAM area.

Figure 20.5 Setting and Resetting of EW0 Mode


Procedure to enter EW1 mode
Program in the ROM
Single-chip mode (1)
Set CM0, CM1, and PM1 registers (2)
Set the FMR01 bit to "1" (CPU rewrite mode enabled) after writing "0"
Set the FMR11 bit to "1" (EW1 mode) after writing "0" (EW1 mode) (3)
Execute the software commands
Set the FMR01 bit to "0" (CPU rewrite mode disabled)

NOTES:
1. In EW1 mode, do not enter the boot mode.
2. In CPU rewrite mode, set the CM06 bit in the CM0 register and the CM17 to CM16 bits in the CM1 register to CPU clock frequency of 10.0 MHz or less. Set the PM17 bit in the PM1 register to "1" (with wait state).
3. Set the FMR01 bit to "1" immediately after setting it to "0". Do not generate an interrupt or a DMA transfer between setting the bit to "0" and setting it to "1".
Set the FMR11 bit to "1" immediately after setting it to "0" while the FMR01 bit is set to "1".
Do not generate an interrupt or a DMA transfer between setting the FMR11 bit to "0" and setting it to "1".
Set the FMR01 and FMR11 bits while "H" is applied to the $\overline{\text{NMI}}$ pin.

Figure 20.6 Setting and Resetting of EW1 Mode


Transfer a low power dissipation mode program to a space other the flash memory
Jump to the low power dissipation mode program transferred to a space other than the flash memory (In the following steps, use the low power dissipation mode in a space other than the flash memory.)
Low power dissipation mode program
Set the FMR01 bit to "1" after setting it to "0" (CPU rewrite mode enabled)
Set the FMSTP bit to "1" (the flash memory stops operating. It is in a low power dissipation state) (1)
Switch the clock source of the CPU clock. Turn main clock stops. (2)
Process in low power dissipation mode or on-chip oscillator low power dissipation mode (4)
Start main clock oscillation → Wait until oscillation stabilizes → Switch clock source of the CPU clock (2)
Set the FMSTP bit to "0" (flash memory operation)
Set the FMR01 bit to "0" (CPU rewrite mode disabled)
Wait until the flash memory circuit stabilizes (tps µs) (3)
Jump to a desired address in the flash memory

NOTES:
1. Set the FMSTP bit in the FMR0 register to "1" after setting the FMR01 bit in the FMR0 register to "1" (CPU rewrite mode).
2. Wait until clock stabilizes to switch clock source of the CPU clock to the main clock or sub clock.
3. Add tps µs wait time by program. Do not access the flash memory during this wait time.
4. Before entering wait mode or stop mode, be sure to set the FMR01 bit to "0" (CPU rewrite disabled).

Figure 20.7 Processing Before and After Low Power Dissipation Mode

20.3.4 Precautions on CPU Rewrite Mode

20.3.4.1 Operating Speed

Set the CM06 bit in the CM0 register and the CM17 to CM16 bits in the CM1 register to clock frequency of 10 MHz or less before entering CPU rewrite mode (EW0 or EW1 mode). Also, set the PM17 bit in the PM1 register to “1” (with wait state).

20.3.4.2 Prohibited Instructions

The following instructions cannot be used in EW0 mode because the CPU tries to read data in flash memory: UND instruction, INTO instruction, JMPS instruction, JSRS instruction, and BRK instruction

20.3.4.3 Interrupts (EW0 Mode)

- To use interrupts having vectors in a relocatable vector table, the vectors must be relocated to the RAM area.
- The $\overline{\text{NMI}}$ and watchdog timer interrupts are available since the FMR0 and FMR1 registers are forcibly reset when either interrupt request is generated. Allocate the jump addresses for each interrupt service routines to the fixed vector table. Flash memory rewrite operation is aborted when the $\overline{\text{NMI}}$ or watchdog timer interrupt request is generated. Execute the rewrite program again after exiting the interrupt routine.
- The address match interrupt is not available since the CPU tries to read data in the flash memory.

20.3.4.4 Interrupts (EW1 Mode)

- Do not acknowledge any interrupts with vectors in the relocatable vector table or address match interrupt during the auto program or auto erase period.
- Do not use the watchdog timer interrupt.
- The $\overline{\text{NMI}}$ interrupt is available since the FMR0 and FMR1 registers are forcibly reset when the interrupt request is generated. Allocate the jump address for the interrupt service routine to the fixed vector table. Flash memory rewrite operation is aborted when the $\overline{\text{NMI}}$ interrupt request is generated. Execute the rewrite program again after exiting the interrupt service routine.

20.3.4.5 How to Access

To set the FMR01, FMR02 or FMR11 bit to “1”, write “1” after first setting the bit to “0”. Do not generate an interrupt or a DMA transfer between the instruction to set the bit to “0” and the instruction to set the bit to “1”. Set the bit while an “H” signal is applied to the $\overline{\text{NMI}}$ pin.

20.3.4.6 Rewriting in User ROM Area (EW0 Mode)

The supply voltage drops while rewriting the block where the rewrite control program is stored, the flash memory cannot be rewritten because the rewrite control program is not correctly rewritten. If this error occurs, rewrite the user ROM area while in standard serial I/O mode or parallel I/O mode or CAN I/O mode.

20.3.4.7 Rewriting in User ROM Area (EW1 Mode)

Avoid rewriting any block in which the rewrite control program is stored.

20.3.4.8 DMA Transfer

In EW1 mode, do not perform a DMA transfer while the FMR00 bit in the FMR0 register is set to “0” (auto programming or auto erasing).

20.3.4.9 Writing Command and Data

Write commands and data to even addresses in the user ROM area.

20.3.4.10 Wait Mode

When entering wait mode, set the FMR01 bit in the FMR0 register to “0” (CPU rewrite mode disabled) before executing the WAIT instruction.

20.3.4.11 Stop Mode

When entering stop mode, the following settings are required:

- Set the FMR01 bit to “0” (CPU rewrite mode disabled). Disable DMA transfer before setting the CM10 bit to “1” (stop mode).
- Execute the instruction to set the CM10 bit to “1” (stop mode) and then the JMP.B instruction.

```
  Example program     BSET       0, CM1       ; Stop mode
                      JMP.B      L1
                L1:
                      Program after exiting stop mode
```

20.3.4.12 Low Power Dissipation Mode and On-chip Oscillator Low Power Dissipation Mode

If the CM05 bit is set to “1” (main clock stopped), do not execute the following commands:

- Program
- Block erase
- Erase all unlocked blocks
- Lock bit program software command
- Read lock bit status

20.3.5 Software Commands

Software commands are described below. The command code and data must be read and written in 16-bit unit, to and from even addresses in the user ROM area. When writing command code, the high-order 8 bits (D15 to D8) are ignored.
Table 20.4 lists the software commands.

Table 20.4 Software Commands

Software Command	First Bus Cycle			Second Bus Cycle		
	Mode	Address	Data (D15 to D0)	Mode	Address	Data (D15 to D0)
Read Array	Write	×	xxFFh	-	-	-
Read Status Register	Write	×	xx70h	Read	×	SRD
Clear Status Register	Write	×	xx50h	-	-	-
Program	Write	WA	xx40h	Write	WA	WD
Block Erase	Write	×	xx20h	Write	BA	xxD0h
Erase All Unlocked Block (1)	Write	×	xxA7h	Write	×	xxD0h
Lock Bit Program	Write	BA	xx77h	Write	BA	xxD0h
Read Lock Bit Status	Write	×	xx71h	Write	BA	xxD0h

SRD:data in SRD register (D7 to D0)
WA: Address to be written (The address specified in the first bus cycle is the same even address as the address specified in the second bus cycle.)
WD: 16-bit write data
BA: Highest-order block address (must be an even address)
×: Any even address in the user ROM area
xx: High-order 8 bits of command code (ignored)
NOTE
1. It is only blocks 0 to 12 that can be erased by the erase all unlocked block command.
Block A cannot be erased. The block erase command must be used to erase the block A.

20.3.5.1 Read Array Command (FFh)

The read array command reads the flash memory.
By writing command code “xxFFh” in the first bus cycle, read array mode is entered. Content of a specified address can be read in 16-bit unit after the next bus cycle.
The microcomputer remains in read array mode until another command is written. Therefore, contents from multiple addresses can be read consecutively.

20.3.5.2 Read Status Register Command (70h)

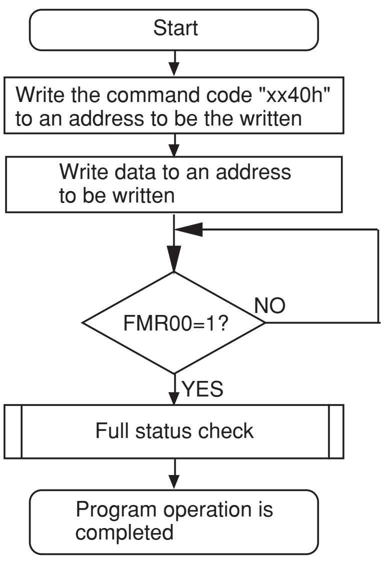
The read status register command reads the status register (refer to **20.3.7 Status Register (SRD Register)** for detail).
By writing command code “xx70h” in the first bus cycle, the status register can be read in the second bus cycle. Read an even address in the user ROM area.
Do not execute this command in EW1 mode.

20.3.5.3 Clear Status Register Command (50h)

The clear status register command clears the status register.
By writing “xx50h” in the first bus cycle, the FMR07, FMR06 bits in the FMR0 register are set to “00b” and the SR5, SR4 bits in the status register are set to “00b”.

20.3.5.4 Program Command (40h)

The program command writes 2-byte data to the flash memory.
By writing “xx40h” in the first bus cycle and data to the write address in the second bus cycle, an auto program operation (data program and verify) will start. The address value specified in the first bus cycle must be the same even address as the write address specified in the second bus cycle.
The FMR00 bit in the FMR0 register indicates whether an auto program operation has been completed. The FMR00 bit is set to “0” (busy) during auto program and to “1” (ready) when an auto program operation is completed.
After the completion of an auto program operation, the FMR06 bit in the FMR0 register indicates whether or not the auto program operation has been completed as expected. (Refer to **20.3.8 Full Status Check.**)
An address that is already written cannot be altered or rewritten.
Figure 20.8 shows a flow chart of the program command programming.
The lock bit protects each block from being programmed inadvertently. (Refer to **20.3.6 Data Protect Function.**)
In EW1 mode, do not execute this command on the block where the rewrite control program is allocated.
In EW0 mode, the microcomputer enters read status register mode as soon as an auto program operation starts. The status register can be read. The SR7 bit in the status register is set to “0” at the same time an auto program operation starts. It is set to “1” when auto program operation is completed. The microcomputer remains in read status register mode until the read array command is written. After completion of an auto program operation, the status register indicates whether or not the auto program operation has been completed as expected.

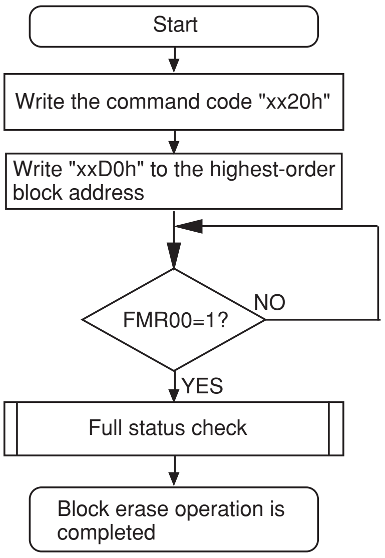

Start
Write the command code "xx40h" to an address to be the written
Write data to an address to be written
FMR00=1?
NO
YES
Full status check
Program operation is completed

NOTE:
1. Write the command code and data to even addresses.

Figure 20.8 Program Command

20.3.5.5 Block Erase Command

The block erase command erases each block.
By writing “xx20h” in the first bus cycle and “xxD0h” to the highest-order even address of a block in the second bus cycle, an auto erase operation (erase and verify) will start in the specified block.
The FMR00 bit in the FMR0 register indicates whether an auto erase operation has been completed.
The FMR00 bit is set to “0” (busy) during auto erase and to “1” (ready) when the auto erase operation is completed.
After the completion of an auto erase operation, the FMR07 bit in the FMR0 register indicates whether or not the auto erase operation has been completed as expected. (Refer to **20.3.8 Full Status Check**.)
Figure 20.9 shows a flow chart of the block erase command programming.
The lock bit protects each block from being programmed inadvertently. (Refer to **20.3.6 Data Protect Function**.)
In EW1 mode, do not execute this command on the block where the rewrite control program is allocated.
In EW0 mode, the microcomputer enters read status register mode as soon as an auto erase operation starts. The status register can be read. The SR7 bit in the status register is set to “0” at the same time an auto erase operation starts. It is set to “1” when an auto erase operation is completed. The microcomputer remains in read status register mode until the read array command or read lock bit status command is written.


Start
Write the command code "xx20h"
Write "xxD0h" to the highest-order block address
FMR00=1?
NO
YES
Full status check
Block erase operation is completed

NOTE:
1. Write the command code and data to even addresses.

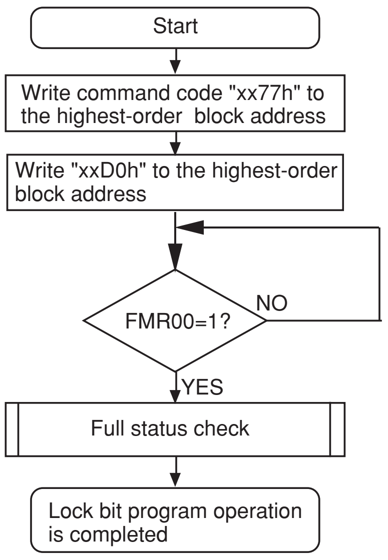
Figure 20.9 Block Erase Command

20.3.5.6 Erase All Unlocked Block

The erase all unlocked block command erases all blocks except the block A.
By writing “xxA7h” in the first bus cycle and “xxD0h” in the second bus cycle, an auto erase (erase and verify) operation will run continuously in all blocks except the block A.
The FMR00 bit in the FMR0 register indicates whether an auto erase operation has been completed.
After the completion of an auto erase operation, the FMR07 bit in the FMR0 register indicates whether or not the auto erase operation has been completed as expected.
The lock bit can protect each block from being programmed inadvertently. (Refer to **20.3.6 Data Protect Function**.)
In EW1 mode, do not execute this command when the lock bit for any block storing the rewrite control program is set to “1” (unlocked) or when the FMR02 bit in the FMR0 register is set to “1” (lock bit disabled).
In EW0 mode, the microcomputer enters read status register mode as soon as an auto erase operation starts. The status register can be read. The SR7 bit in the status register is set to “0” (busy) at the same time an auto erase operation starts. It is set to “1” (ready) when an auto erase operation is completed. The microcomputer remains in read status register mode until the read array command or read lock bit status command is written.
Only blocks 0 to 12 can be erased by the erase all unlocked block command. The block A cannot be erased. Use the block erase command to erase the block A.

20.3.5.7 Lock Bit Program Command

The lock bit program command sets the lock bit for a specified block to “0” (locked).
By writing “xx77h” in the first bus cycle and “xxD0h” to the highest-order even address of a block in the second bus cycle, the lock bit for the specified block is set to “0”. The address value specified in the first bus cycle must be the same highest-order even address of a block specified in the second bus cycle.
Figure 20.10 shows a flow chart of the lock bit program command programming. Execute read lock bit status command to read lock bit state (lock bit data).
The FMR00 bit in the FMR0 register indicates whether a lock bit program operation is completed.
Refer to **20.3.6 Data Protect Function** for details on lock bit functions and how to set it to “1” (unlocked).


Start
Write command code "xx77h" to the highest-order block address
Write "xxD0h" to the highest-order block address
FMR00=1?
NO
YES
Full status check
Lock bit program operation is completed

NOTE:
1. Write the command code and data to even addresses.

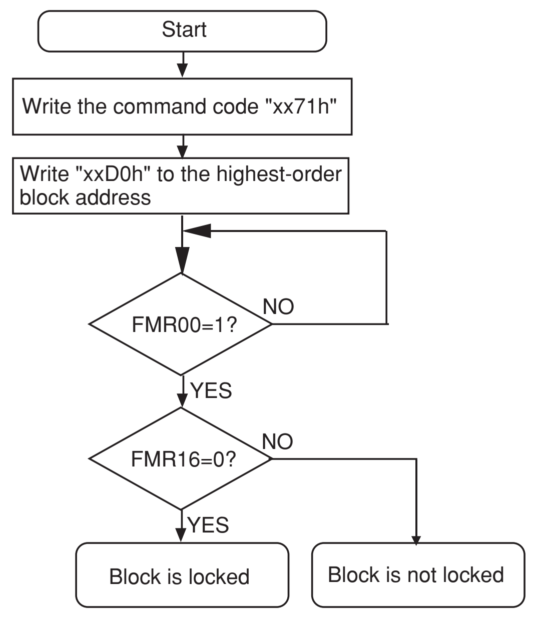
Figure 20.10 Lock Bit Program Command

20.3.5.8 Read Lock Bit Status Command (71h)

The read lock bit status command reads the lock bit state of a specified block.

By writing “xx71h” in the first bus cycle and “xxD0h” to the highest-order even address of a block in the second bus cycle, the FMR16 bit in the FMR1 register stores information on whether or not the lock bit of a specified block is locked. Read the FMR16 bit after the FMR00 bit in the FMR0 register is set to “1” (ready).

Figure 20.11 shows a flow chart of the read lock bit status command programming.


Start
Write the command code "xx71h"
Write "xxD0h" to the highest-order block address
FMR00=1?
NO
YES
FMR16=0?
NO
YES
Block is locked
Block is not locked

NOTE:
1. Write the command code and data to even addresses.

Figure 20.11 Read Lock Bit Status Command

20.3.6 Data Protect Function

Each block in the flash memory has a nonvolatile lock bit. The lock bit is enabled by setting the FMR02 bit in the FMR0 register to “0” (lock bit enabled). The lock bit allows each block to be individually protected (locked) against program and erase. This helps prevent data from being inadvertently written to or erased from the flash memory.
• When the lock bit status is set to “0”, the block is locked (block is protected against program and erase).
• When the lock bit status is set to “1”, the block is not locked (block can be programmed or erased).

The lock bit status is set to “0” (locked) by executing the lock bit program command and to “1” (unlocked) by erasing the block. The lock bit status cannot be set to “1” by any commands.
The lock bit status can be read by the read lock bit status command.

The lock bit function is disabled by setting the FMR02 bit to “1”. All blocks are unlocked. However, individual lock bit status remains unchanged. The lock bit function is enabled by setting the FMR02 bit to “0”. Lock bit status is retained.
If the block erase or erase all unlocked block command is executed while the FMR02 bit is set to “1”, the target block or all blocks are erased regardless of lock bit status. The lock bit status of each block are set to “1” after an erase operation is completed.
Refer to **20.3.5 Software Commands** for details on each command.

20.3.7 Status Register (SRD Register)

The status register indicates the flash memory operation state and whether or not an erase or program operation is completed as expected. The FMR00, FMR06 and FMR07 bits in the FMR0 register indicate status register states.
Table 20.5 shows the status register.
In EW0 mode, the status register can be read when the followings occur.
• Any even address in the user ROM area is read after writing the read status register command
• Any even address in the user ROM area is read from when the program, block erase, erase all unlocked block, or lock bit program command is executed until when the read array command is executed.

20.3.7.1 Sequencer Status (SR7 and FMR00 Bits)

The sequence status indicates the flash memory operation state. It is set to “0” while the program, block erase, erase all unlocked block, lock bit program, or read lock bit status command is being executed; otherwise, it is set to “1”.

20.3.7.2 Erase Status (SR5 and FMR07 Bits)

Refer to **20.3.8 Full Status Check**.

20.3.7.3 Program Status (SR4 and FMR06 Bits)

Refer to **20.3.8 Full Status Check**.

Table 20.5 Status Register

Bits in Status Register	Bits in FMR0 Register	Status Name	Contents		Value after Reset
			"0"	"1"	
SR7 (D7)	FMR00	Sequencer status	Busy	Ready	1
SR6 (D6)	-	Reserved	-	-	-
SR5 (D5)	FMR07	Erase status	Terminated normally	Terminated in error	0
SR4 (D4)	FMR06	Program status	Terminated normally	Terminated in error	0
SR3 (D3)	-	Reserved	-	-	-
SR2 (D2)	-	Reserved	-	-	-
SR1 (D1)	-	Reserved	-	-	-
SR0 (D0)	-	Reserved	-	-	-

D7 to D0: These data bus are read when the read status register command is executed.

NOTE:

1. The FMR07 bit (SR5) and FMR06 bit (SR4) are set to "0" by executing the clear status register command. When the FMR07 bit (SR5) or FMR06 bit (SR4) is set to "1", the program, block erase, erase all unlocked block, and lock bit program commands are not accepted.

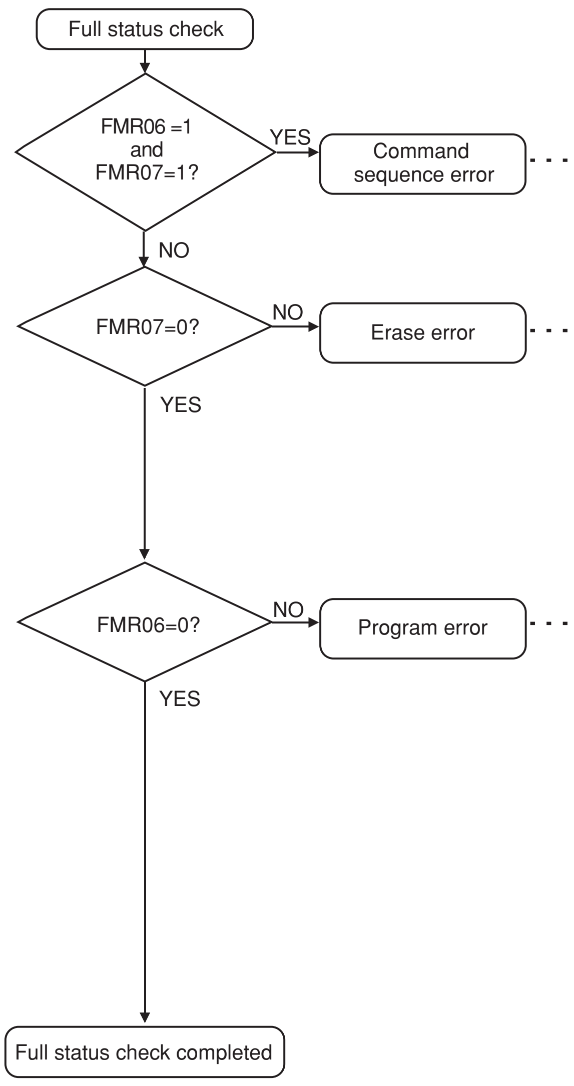
20.3.8 Full Status Check

If an error occurs when a program or erase operation is completed, the FMR06, FMR07 bits in the FMR0 register are set to “1”, indicating a specific error. Therefore, execution results can be confirmed by checking these bits (full status check).
Table 20.6 lists errors and FMR0 register state. Figure 20.12 shows a flow chart of the full status check and handling procedure for each error.

Table 20.6 Errors and FMR0 Register Status

FRM00 Register (Status Register) Status		Error	Error Occurrence Conditions
FMR07 bit (SR5)	FMR06 bit (SR4)		
1	1	Command Sequence error	• Command is written incorrectly • A value other than “xxD0h” or “xxFFh” is written in the second bus cycle of the lock bit program, block erase or erase all unlocked block command [(1)]
1	0	Erase error	• The block erase command is executed on a locked block [(2)] • The block erase or erase all unlocked block command is executed on an unlock block and auto erase operation is not completed as expected
0	1	Program error	• The program command is executed on locked blocks [(2)] • The program command is executed on unlocked blocks but program operation is not completed as expected • The lock bit program command is executed but program operation is not completed as expected

NOTES:
1. The flash memory enters read array mode by writing command code “xxFFh” in the second bus cycle of these commands. The command code written in the first bus cycle becomes invalid.
2. When the FMR02 bit in the FMR0 register is set to “1” (lock bit disabled), no error occurs even under the conditions above.



Command sequence error:
(1) Execute the clear status register command and set the SR4 and SR5 bits to "0" (completed as expected).
(2) Rewrite command and execute again.

Erase error:
(1) Execute the clear status register command and set the SR5 bit to "0".
(2) Execute the lock bit read status command. Set the FMR02 bit in the FMR0 register to "1" (lock bit disabled) if the lock bit in the block where the error occurred is set to "0" (locked).
(3) Execute the block erase or erase all unlocked block command again.

NOTE: If similar error occurs, that block cannot be used.
If the lock bit is set to "1" (unlocked) in (2) above, that block cannot be used.

Program error:
[When a program operation is executed]
(1) Execute the clear status register command and set the SR4 bit to "0" (completed as expected).
(2) Execute the read lock bit status command and set the FMR02 bit to "1" if the lock bit in the block where the error occurred is set to "0".
(3) Execute the program command again.

NOTE: When a similar error occurs, that block cannot be used.
If the lock bit is set to "1" in (2) above, that block cannot be used.

[When a lock bit program operation is executed]
(1) Execute the clear status register command and set the SR4 bit to "0".
(2) Set the FMR02 bit to "1".
(3) Execute the block erase command to erase the block where the error occurred.
(4) Execute the lock bit program command again.

NOTE: If similar error occurs, that block cannot be used.

FMR06, FMR07: Bits in FMR0 register

NOTE:
1. When either FMR06 or FMR07 bit is set to "1" (terminated by error), the program, block erase, erase all unlocked block, lock bit program and read lock bit status commands cannot be accepted.
Execute the clear status register command before each command.

Figure 20.12 Full Status Check and Handling Procedure for Each Error

20.4 Standard Serial I/O Mode

In standard serial I/O mode, the serial programmer supporting the M16C/6N Group (M16C/6NL, M16C/6NN) can be used to rewrite the flash memory user ROM area in the microcomputer mounted on a board. For more information about the serial programmer, contact your serial programmer manufacturer. Refer to the user's manual included with your serial programmer for instructions.
Table 20.7 lists pin functions for standard serial I/O mode. Figures 20.13 and 20.14 show pin connections for standard serial I/O mode.

20.4.1 ID Code Check Function

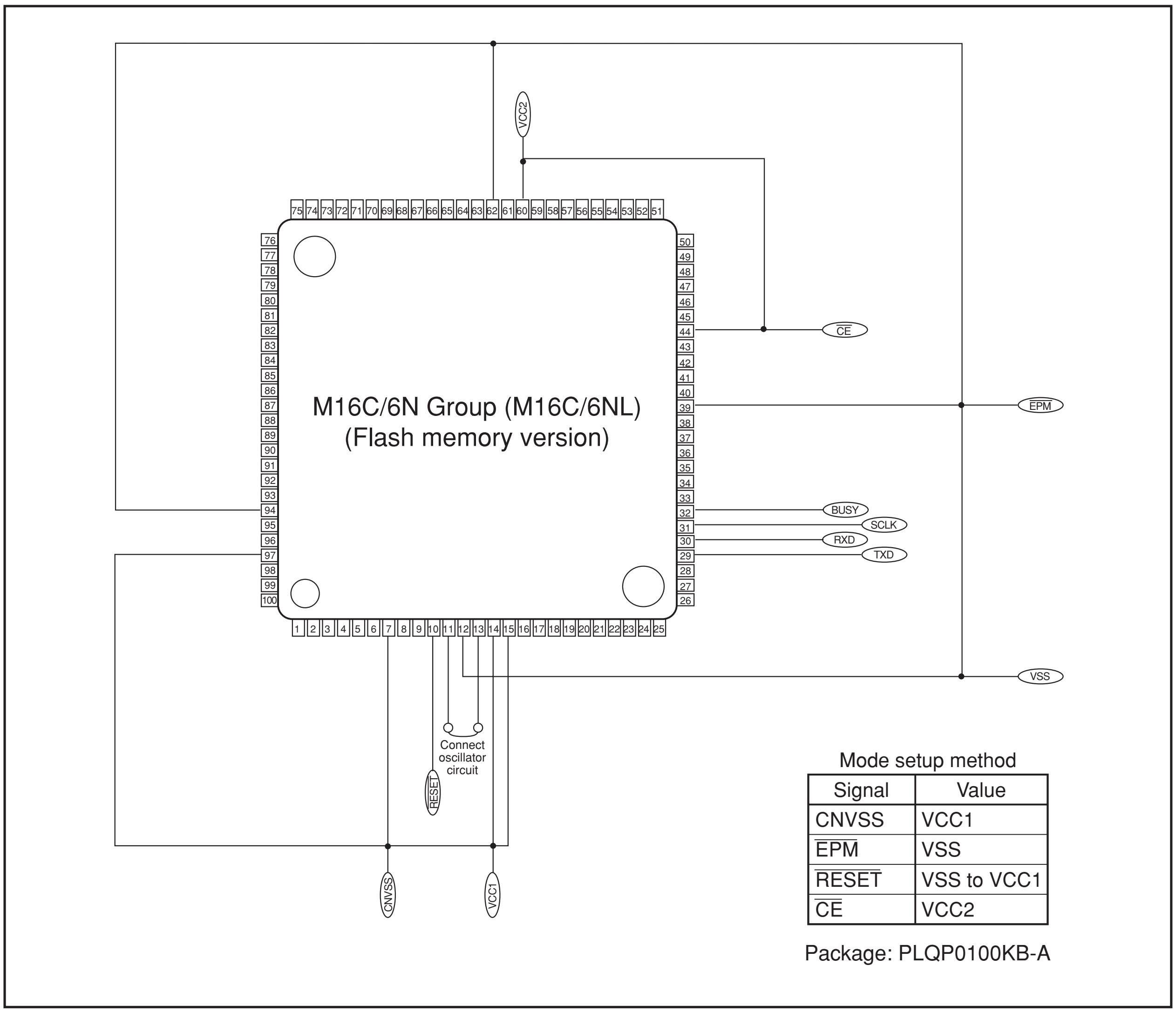
The ID code check function determines whether the ID codes sent from the serial programmer matches those written in the flash memory. (Refer to **20.2 Functions to Prevent Flash Memory from Rewriting**.)

Table 20.7 Pin Functions for Standard Serial I/O Mode

Pin	Name	I/O	Description
VCC1, VCC2, VSS	Power supply input		Apply the voltage guaranteed for Program and Erase to VCC1 pin and VCC2 to VCC2 pin. The VCC apply condition is that VCC2 = VCC1. Apply 0 V to VSS pin.
CNVSS	CNVSS	I	Connect to VCC1 pin.
$\overline{\text{RESET}}$	Reset input	I	Reset input pin. While $\overline{\text{RESET}}$ pin is "L" level, input 20 cycles or longer clock to XIN pin.
XIN	Clock input	I	Connect a ceramic resonator or crystal oscillator between XIN and XOUT pins. To input an externally generated clock, input it to XIN pin and open XOUT pin.
XOUT	Clock output	O	
BYTE	BYTE	I	Connect this pin to VCC1 or VSS.
AVCC, AVSS	Analog power supply input		Connect AVCC to VCC1 and AVSS to VSS, respectively.
VREF	Reference voltage input	I	Enter the reference voltage for A/D and D/A converters from this pin.
P0_0 to P0_7	Input port P0	I	Input “H” or “L” level signal or open.
P1_0 to P1_7	Input port P1	I	Input “H” or “L” level signal or open.
P2_0 to P2_7	Input port P2	I	Input “H” or “L” level signal or open.
P3_0 to P3_7	Input port P3	I	Input “H” or “L” level signal or open.
P4_0 to P4_7	Input port P4	I	Input “H” or “L” level signal or open.
P5_0	$\overline{\text{CE}}$ input	I	Input “H” level signal.
P5_1 to P5_4, P5_6, P5_7	Input port P5	I	Input “H” or “L” level signal or open.
P5_5	$\overline{\text{EPM}}$ input	I	Input “L” level signal.
P6_0 to P6_3	Input port P6	I	Input “H” or “L” level signal or open.
P6_4/$\overline{\text{RTS1}}$	BUSY output	O	Standard serial I/O mode 1: BUSY signal output pin Standard serial I/O mode 2: Monitors the boot program operation check signal output pin.
P6_5/CLK1	SCLK input	I	Standard serial I/O mode 1: Serial clock input pin. Standard serial I/O mode 2: Input “L”.
P6_6/RXD1	RXD input	I	Serial data input pin
P6_7/TXD1	TXD output	O	Serial data output pin (1)
P7_0 to P7_7	Input port P7	I	Input “H” or “L” level signal or open.
P8_0 to P8_4, P8_6, P8_7	Input port P8	I	Input “H” or “L” level signal or open.
P8_5/$\overline{\text{NMI}}$	$\overline{\text{NMI}}$ input	I	Connect this pin to VCC1.
P9_0 to P9_4, P9_7	Input port P9	I	Input “H” or “L” level signal or open.
P9_5/CRX0	CRX input	I	Input “H” or “L” level signal or connect to a CAN transceiver.
P9_6/CTX0	CTX output	O	Input “H” level signal, open or connect to a CAN transceiver.
P10_0 to P10_7	Input port P10	I	Input “H” or “L” level signal or open.
P11_0 to P11_7 (2)	Input port P11	I	Input “H” or “L” level signal or open.
P12_0 to P12_7 (2)	Input port P12	I	Input “H” or “L” level signal or open.
P13_0 to P13_7 (2)	Input port P13	I	Input “H” or “L” level signal or open.
P14_0, P14_1 (2)	Input port P14	I	Input “H” or “L” level signal or open.

NOTES:

1. When using standard serial I/O mode 1, the TXD pin must be held high while the $\overline{\text{RESET}}$ pin is pulled low. Therefore, connect this pin to VCC1 via a resistor. Because this pin is directed for data output after reset, adjust the pull-up resistance value in the system so that data transfers will not be affected.
2. The pins P11 to P14 are only in the 128-pin version.

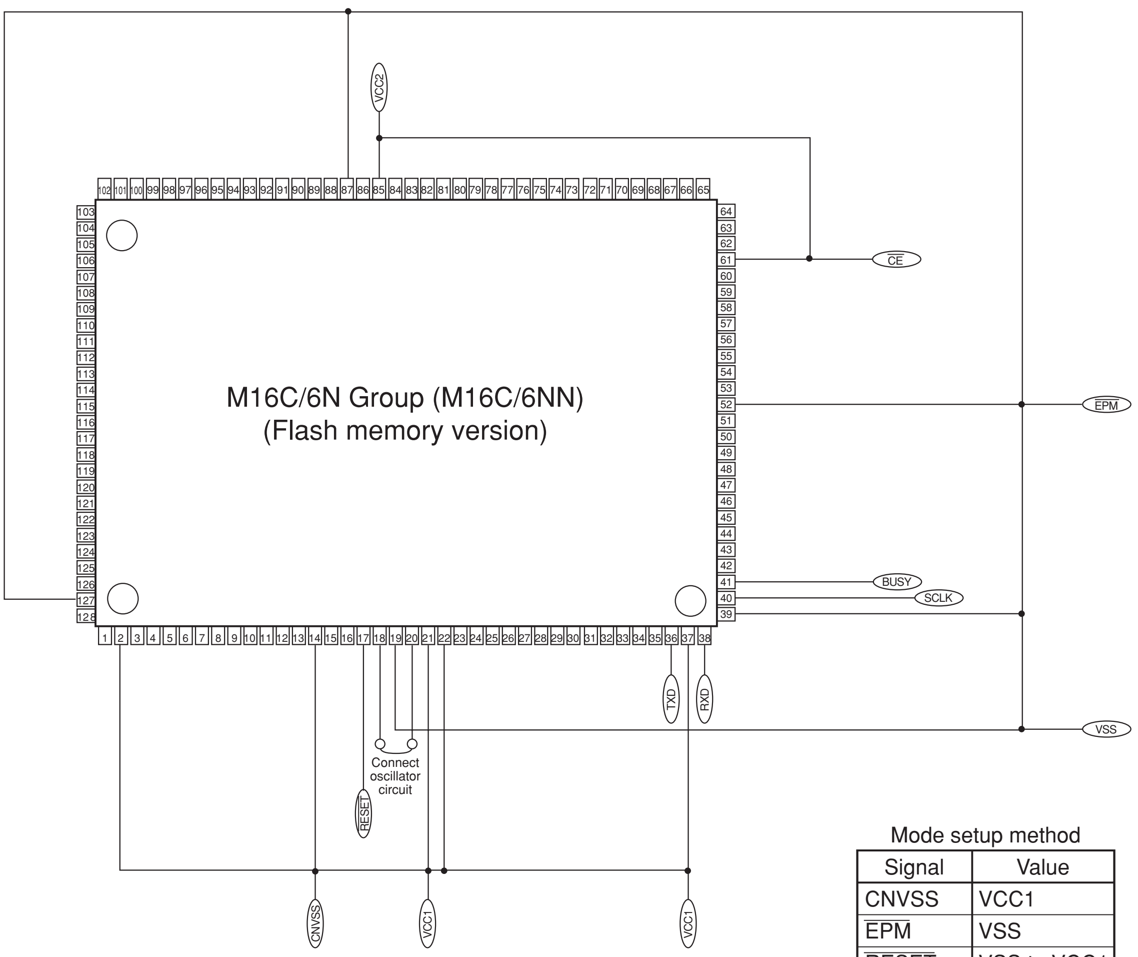


Mode setup method

Signal	Value
CNVSS	VCC1
$\overline{\text{EPM}}$	VSS
$\overline{\text{RESET}}$	VSS to VCC1
$\overline{\text{CE}}$	VCC2

Package: PLQP0100KB-A

Figure 20.13 Pin Connections for Standard Serial I/O Mode (1)



Mode setup method

Signal	Value
CNVSS	VCC1
$\overline{\text{EPM}}$	VSS
$\overline{\text{RESET}}$	VSS to VCC1
$\overline{\text{CE}}$	VCC2

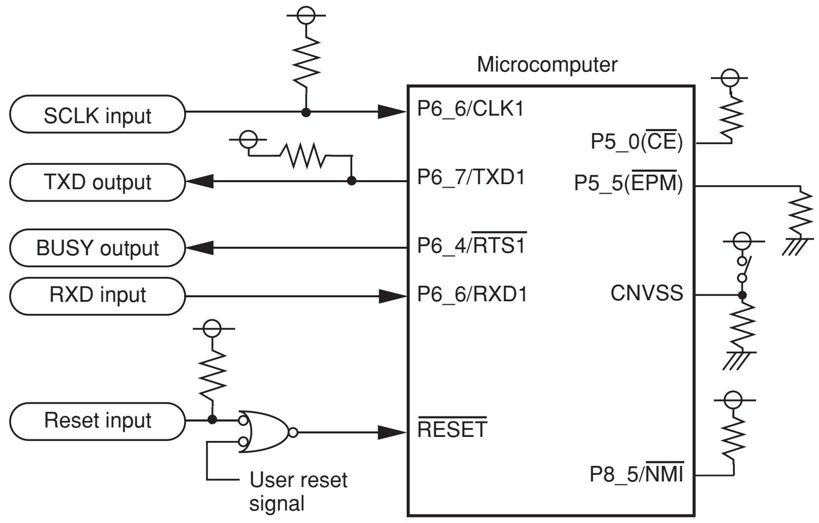
Package: PLQP0128KB-A

Figure 20.14 Pin Connections for Standard Serial I/O Mode (2)

20.4.2 Example of Circuit Application in Standard Serial I/O Mode

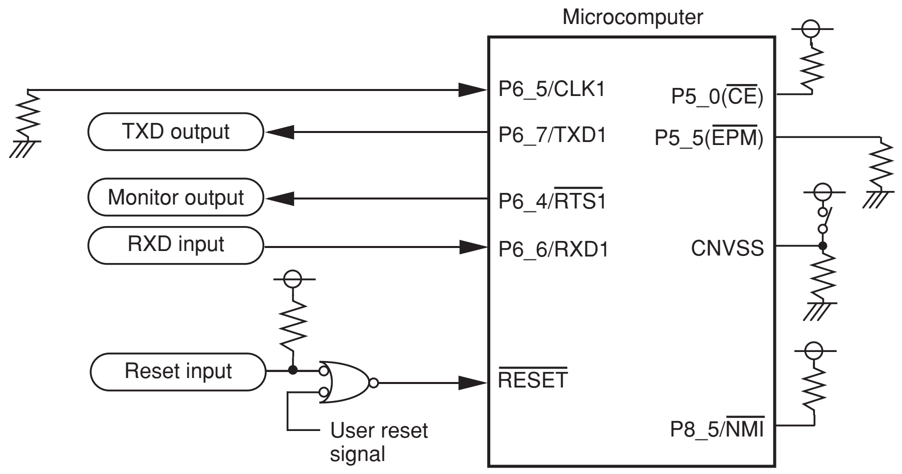
Figures 20.15 and 20.16 show example of circuit application in standard serial I/O mode 1 and mode 2, respectively. Refer to the user's manual of your serial programmer to handle pins controlled by a serial programmer.

Note that when using the standard serial I/O mode 2, make sure a main clock input oscillation frequency is set to 5 MHz, 10 MHz or 16 MHz.


Microcomputer
SCLK input
TXD output
BUSY output
RXD input
Reset input
User reset signal
P6_6/CLK1
P6_7/TXD1
P6_4/$\overline{\text{RTS1}}$
P6_6/RXD1
$\overline{\text{RESET}}$
P5_0($\overline{\text{CE}}$)
P5_5($\overline{\text{EPM}}$)
CNVSS
P8_5/$\overline{\text{NMI}}$

NOTES:
1. Control pins and external circuitry will vary according to programmer. For more information, refer to the programmer manual.
2. In this example, modes are switched between single-chip mode and standard serial I/O mode by controlling the CNVSS input with a switch.
3. If in standard standard serial I/O mode 1 there is a possibility that the user reset signal will go low during standard serial I/O mode, break the connection between the user reset signal and $\overline{\text{RESET}}$ pin by using, for example, a jumper switch.

Figure 20.15 Circuit Application in Standard Serial I/O Mode 1


Microcomputer
TXD output
Monitor output
RXD input
Reset input
User reset signal
P6_5/CLK1
P6_7/TXD1
P6_4/$\overline{\text{RTS1}}$
P6_6/RXD1
$\overline{\text{RESET}}$
P5_0($\overline{\text{CE}}$)
P5_5($\overline{\text{EPM}}$)
CNVSS
P8_5/$\overline{\text{NMI}}$

NOTES:
1. In this example, modes are switched between single-chip mode and standard serial I/O mode by controlling the CNVSS input with a switch.

Figure 20.16 Circuit Application in Standard Serial I/O Mode 2

20.5 Parallel I/O Mode

In parallel I/O mode, the user ROM area and the boot ROM area can be rewritten by a parallel programmer supporting the M16C/6N Group (M16C/6NL, M16C/6NN). Contact your parallel programmer manufacturer for more information on the parallel programmer. Refer to the user's manual included with your parallel programmer for instructions.

20.5.1 User ROM and Boot ROM Areas

An erase block operation in the boot ROM area is applied to only one 4-Kbyte block. The rewrite control program in standard serial I/O and CAN I/O modes are written in the boot ROM area before shipment. Do not rewrite the boot ROM area if using the serial programmer.
In parallel I/O mode, the boot ROM area is located in addresses 0FF000h to 0FFFFFh. Rewrite this address range only if rewriting the boot ROM area. (Do not access addresses other than addresses 0FF000h to 0FFFFFh.)

20.5.2 ROM Code Protect Function

The ROM code protect function prevents the flash memory from being read and rewritten in parallel I/O mode. (Refer to **20.2 Functions to Prevent Flash Memory from Rewriting**.)

20.6 CAN I/O Mode

In CAN I/O mode, the CAN programmer supporting the M16C/6N Group (M16C/6NL, M16C/6NN) can be used to rewrite the flash memory user ROM area in the microcomputer mounted on a board. For more information about the CAN programmer, contact your CAN programmer manufacturer. Refer to the user's manual included with your CAN programmer for instructions.
Table 20.8 lists pin functions for CAN I/O mode. Figures 20.17 and 20.18 show pin connections for CAN I/O mode.

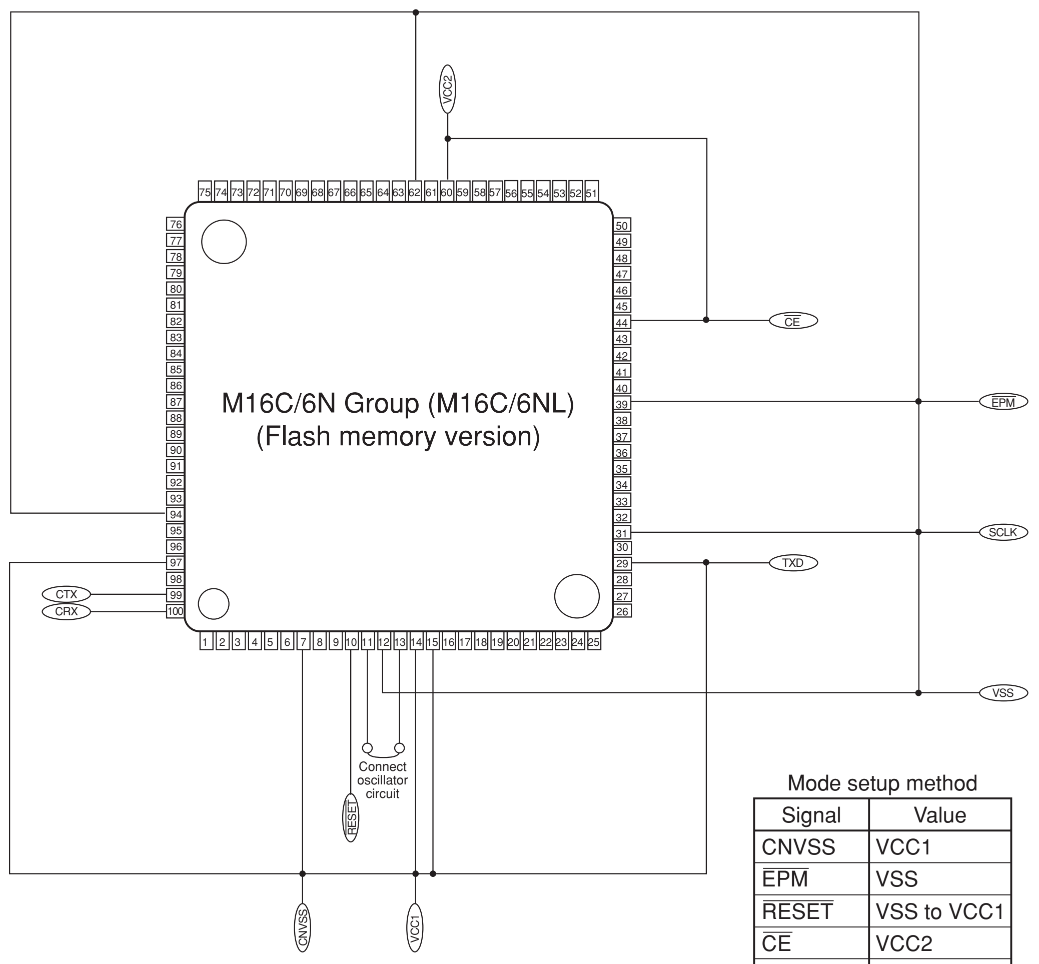
20.6.1 ID Code Check Function

The ID code check function determines whether the ID codes sent from the CAN programmer matches those written in the flash memory. (Refer to **20.2 Functions to Prevent Flash Memory from Rewriting**.)

Table 20.8 Pin Functions for CAN I/O Mode

Pin	Name	I/O	Description
VCC1, VCC2, VSS	Power supply input		Apply the voltage guaranteed for Program and Erase to VCC1 pin and VCC2 to VCC2 pin. The VCC apply condition is that VCC2 = VCC1. Apply 0 V to VSS pin.
CNVSS	CNVSS	I	Connect to VCC1 pin.
$\overline{\text{RESET}}$	Reset input	I	Reset input pin. While $\overline{\text{RESET}}$ pin is "L" level, input 20 cycles or longer clock to XIN pin.
XIN	Clock input	I	Connect a ceramic resonator or crystal oscillator between XIN and XOUT pins. To input an externally generated clock, input it to XIN pin and open XOUT pin.
XOUT	Clock output	O	
BYTE	BYTE	I	Connect this pin to VCC1 or VSS.
AVCC, AVSS	Analog power supply input		Connect AVCC to VCC1 and AVSS to VSS, respectively.
VREF	Reference voltage input	I	Enter the reference voltage for A/D and D/A converters from this pin.
P0_0 to P0_7	Input port P0	I	Input "H" or "L" level signal or open.
P1_0 to P1_7	Input port P1	I	Input "H" or "L" level signal or open.
P2_0 to P2_7	Input port P2	I	Input "H" or "L" level signal or open.
P3_0 to P3_7	Input port P3	I	Input "H" or "L" level signal or open.
P4_0 to P4_7	Input port P4	I	Input "H" or "L" level signal or open.
P5_0	$\overline{\text{CE}}$ input	I	Input "H" level signal.
P5_1 to P5_4, P5_6, P5_7	Input port P5	I	Input "H" or "L" level signal or open.
P5_5	$\overline{\text{EPM}}$ input	I	Input "L" level signal.
P6_0 to P6_4, P6_6	Input port P6	I	Input "H" or "L" level signal or open.
P6_5/CLK1	SCLK input	I	Input "L" level signal.
P6_7/TXD1	TXD output	O	Input "H" level signal.
P7_0 to P7_7	Input port P7	I	Input "H" or "L" level signal or open.
P8_0 to P8_4, P8_6, P8_7	Input port P8	I	Input "H" or "L" level signal or open.
P8_5/$\overline{\text{NMI}}$	$\overline{\text{NMI}}$ input	I	Connect this pin to VCC1.
P9_0 to P9_4, P9_7	Input port P9	I	Input "H" or "L" level signal or open.
P9_5/CRX0	CRX input	I	Connect to a CAN transceiver.
P9_6/CTX0	CTX output	O	Connect to a CAN transceiver.
P10_0 to P10_7	Input port P10	I	Input "H" or "L" level signal or open.
P11_0 to P11_7 (1)	Input port P11	I	Input "H" or "L" level signal or open.
P12_0 to P12_7 (1)	Input port P12	I	Input "H" or "L" level signal or open.
P13_0 to P13_7 (1)	Input port P13	I	Input "H" or "L" level signal or open.
P14_0, P14_1 (1)	Input port P14	I	Input "H" or "L" level signal or open.

NOTE:
1. The pins P11 to P14 are only in the 128-pin version.

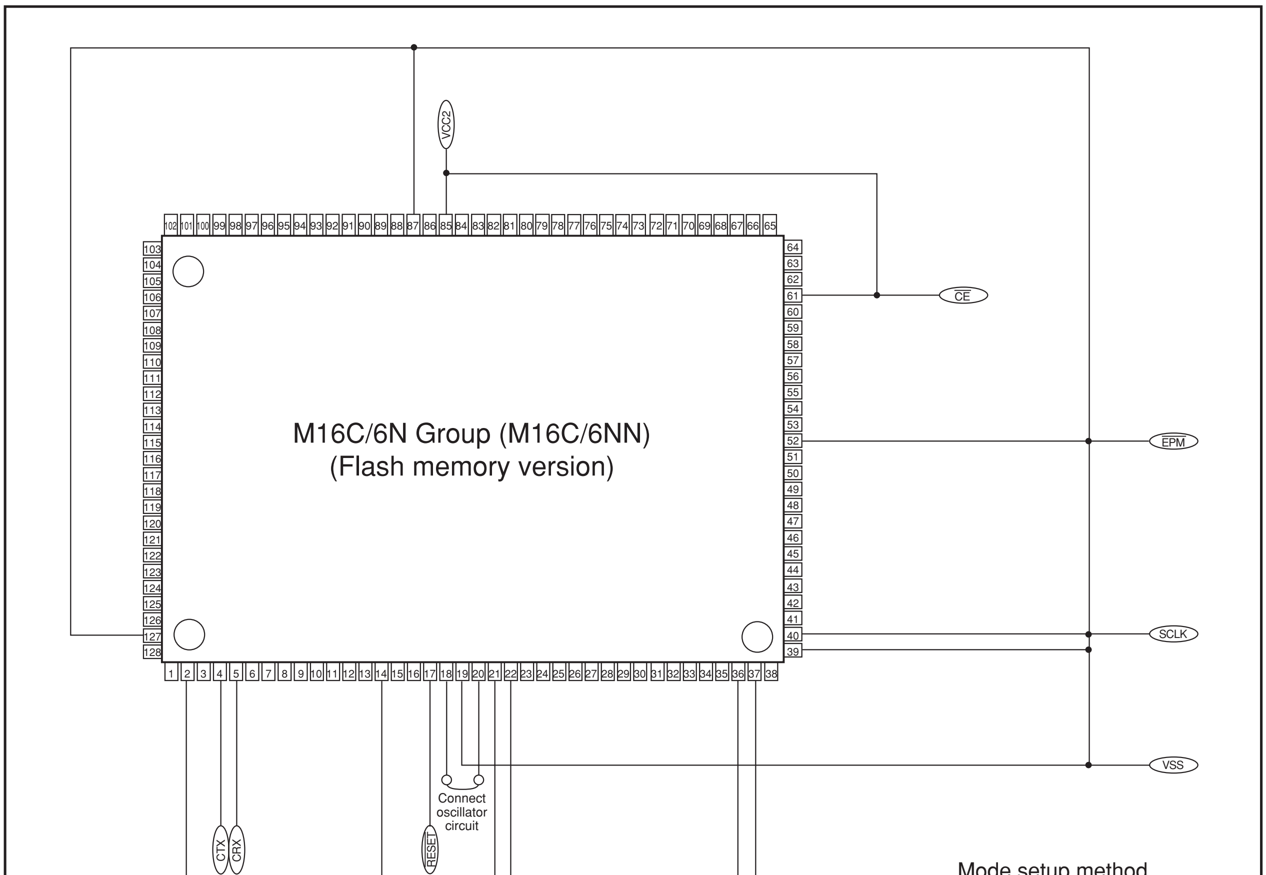


Mode setup method

Signal	Value
CNVSS	VCC1
$\overline{\text{EPM}}$	VSS
$\overline{\text{RESET}}$	VSS to VCC1
$\overline{\text{CE}}$	VCC2
SCLK	VSS
TXD	VCC1

Package: PLQP0100KB-A

Figure 20.17 Pin Connections for CAN I/O Mode (1)



Mode setup method

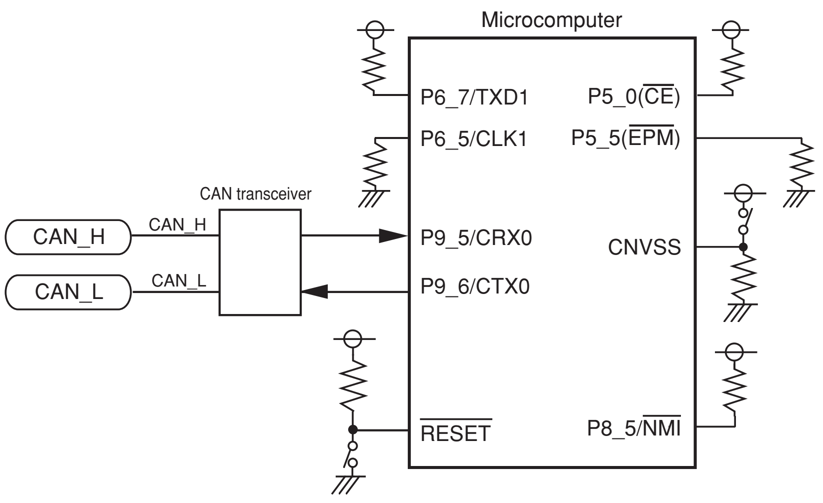
Signal	Value
CNVSS	VCC1
$\overline{\text{EPM}}$	VSS
$\overline{\text{RESET}}$	VSS to VCC1
$\overline{\text{CE}}$	VCC2
SCLK	VSS
TXD	VCC1

Package: PLQP0128KB-A

Figure 20.18 Pin Connections for CAN I/O Mode (2)

20.6.2 Example of Circuit Application in CAN I/O Mode

Figure 20.19 shows example of circuit application in CAN I/O mode. Refer to the user's manual of your CAN programmer to handle pins controlled by a CAN programmer.



NOTES:
1. Control pins and external circuitry will vary according to programmer. For more information, refer to the programmer manual.
2. In this example, modes are switched between single-chip mode and CAN I/O mode by controlling the CNVSS input with a switch.

Figure 20.19 Circuit Application in CAN I/O Mode

21. Electrical Characteristics

Table 21.1 Absolute Maximum Ratings

Symbol	Parameter		Condition	Rated Value	Unit
V_{CC}	Supply Voltage (VCC1 = VCC2)		VCC = AVCC	–0.3 to 6.5	V
AV_{CC}	Analog Supply Voltage		VCC = AVCC	–0.3 to 6.5	V
V_I	Input Voltage	$\overline{\text{RESET}}$, CNVSS, BYTE, P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1, VREF, XIN		–0.3 to VCC+0.3	V
		P7_1, P9_1		–0.3 to 6.5	V
V_O	Output Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1, XOUT		–0.3 to VCC+0.3	V
		P7_1, P9_1		–0.3 to 6.5	V
P_d	Power Dissipation		Topr = 25°C	700	mW
T_{opr}	Operating Ambient Temperature	When the Microcomputer is Operating		–40 to 85	°C
		Flash Program Erase		0 to 60	
T_{stg}	Storage Temperature			–65 to 150	°C

NOTE:
1. Ports P11 to P14 are only in the 128-pin version.

Table 21.2 Recommended Operating Conditions (1) [(1)]

Symbol	Parameter		Standard			Unit
			Min.	Typ.	Max.	
V_{CC}	Supply Voltage (VCC1 = VCC2)		3.0	5.0	5.5	V
AV_{CC}	Analog Supply Voltage			V_{CC}		V
V_{SS}	Supply Voltage			0		V
AV_{SS}	Analog Supply Voltage			0		V
V_{IH}	HIGH Input Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1, XIN, $\overline{\text{RESET}}$, CNVSS, BYTE	$0.8V_{CC}$		V_{CC}	V
		P7_1, P9_1	$0.8V_{CC}$		6.5	V
V_{IL}	LOW Input Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1, XIN, $\overline{\text{RESET}}$, CNVSS, BYTE	0		$0.2V_{CC}$	V
$I_{OH(peak)}$	HIGH Peak Output Current	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1			–10.0	mA
$I_{OH(avg)}$	HIGH Average Output Current	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1			–5.0	mA
$I_{OL(peak)}$	LOW Peak Output Current	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1			10.0	mA
$I_{OL(avg)}$	LOW Average Output Current	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1			5.0	mA

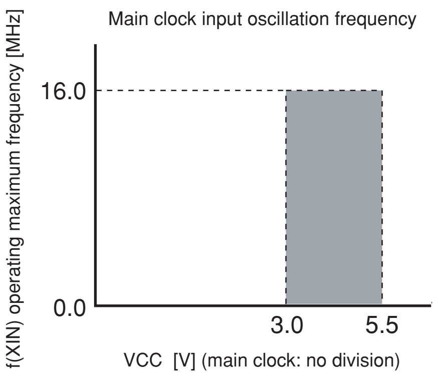
NOTES:

1. Referenced to VCC = 3.0 to 5.5V at Topr = –40 to 85°C unless otherwise specified.
2. The mean output current is the mean value within 100 ms.
3. The total $I_{OL(peak)}$ for ports P0, P1, P2, P8_6, P8_7, P9, P10, P11, P14_0 and P14_1 must be 80mA max.
   The total $I_{OL(peak)}$ for ports P3, P4, P5, P6, P7, P8_0 to P8_4, P12 and P13 must be 80mA max.
   The total $I_{OH(peak)}$ for ports P0, P1, and P2 must be –40mA max.
   The total $I_{OH(peak)}$ for ports P3, P4, P5, P12 and P13 must be –40mA max.
   The total $I_{OH(peak)}$ for ports P6, P7 and P8_0 to P8_4 must be –40mA max.
   The total $I_{OH(peak)}$ for ports P8_6, P8_7, P9, P10, P11, P14_0 and P14_1 must be –40mA max.
4. P11 to P14 are only in the 128-pin version.

Table 21.3 Recommended Operating Conditions (2) [(1)]

Symbol	Parameter				Standard			Unit
					Min.	Typ.	Max.	
f(XIN)	Main Clock Input Oscillation Frequency [(2) (3) (4)]	No Wait	Mask ROM Version Flash Memory Version	VCC = 3.0 to 5.5V	0		16	MHz
f(XCIN)	Sub Clock Oscillation Frequency					32.768	50	kHz
f(Ring)	On-chip Oscillation Frequency					1		MHz
f(PLL)	PLL Clock Oscillation Frequency				16		24	MHz
f(BCLK)	CPU Operation Clock			VCC = 3.0 to 5.5V	0		24	MHz
$t_{su(PLL)}$	PLL Frequency Synthesizer Stabilization Wait Time						20	ms
$f_{(ripple)}$	Power Supply Ripple Allowable Frequency (VCC)						10	kHz
$V_{P-P(ripple)}$	Power Supply Ripple Allowable Amplitude Voltage			VCC = 5V			0.5	V
				VCC = 3V			0.3	
$V_{CC(\|\Delta V/\Delta T\|)}$	Power Supply Ripple Rising/Falling Gradient			VCC = 5V			0.3	V/ms
				VCC = 3V			0.3	

NOTES:
1. Referenced to VCC = 3.0 to 5.5V at Topr = –40 to 85°C unless otherwise specified.
2. Relationship between main clock oscillation frequency and supply voltage is shown right.
3. Execute program/erase of flash memory by VCC = 3.3 ± 0.3 V or VCC = 5.0 ± 0.5 V.
4. When using 16MHz and over, use PLL clock. PLL clock oscillation frequency which can be used is 16MHz, 20MHz or 24MHz.



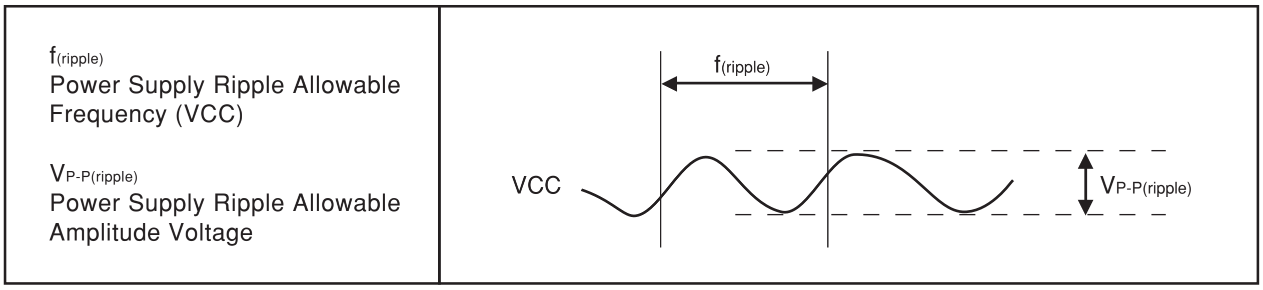

f(ripple)
Power Supply Ripple Allowable Frequency (VCC)
VP-P(ripple)
Power Supply Ripple Allowable Amplitude Voltage
f(ripple)
VCC
VP-P(ripple)

Figure 21.1 Timing of Voltage Fluctuation

Table 21.4 Electrical Characteristics (1) [1]

Symbol	Parameter			Measuring Condition	Standard			Unit
					Min.	Typ.	Max.	
V_{OH}	HIGH Output Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1		I_{OH} = –5mA	V_{CC}-2.0		V_{CC}	V
V_{OH}	HIGH Output Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1		I_{OH} = –200μA	V_{CC}-0.3		V_{CC}	V
V_{OH}	HIGH Output Voltage	XOUT	HIGHPOWER	I_{OH} = –1mA	3.0		V_{CC}	V
			LOWPOWER	I_{OH} = –0.5mA	3.0		V_{CC}	
	HIGH Output Voltage	XCOUT	HIGHPOWER	With no load applied		2.5		V
			LOWPOWER	With no load applied		1.6		
V_{OL}	LOW Output Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1		I_{OL} = 5mA			2.0	V
V_{OL}	LOW Output Voltage	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1		I_{OL} = 200μA			0.45	V
V_{OL}	LOW Output Voltage	XOUT	HIGHPOWER	I_{OL} = 1mA			2.0	V
			LOWPOWER	I_{OL} = 0.5mA			2.0	
	LOW Output Voltage	XCOUT	HIGHPOWER	With no load applied		0		V
			LOWPOWER	With no load applied		0		
V_{T+}-V_{T-}	Hysteresis	TA0IN to TA4IN, TB0IN to TB5IN, $\overline{\text{INT0}}$ to $\overline{\text{INT8}}$, $\overline{\text{NMI}}$, $\overline{\text{ADTRG}}$, $\overline{\text{CTS0}}$ to $\overline{\text{CTS2}}$, SCL0 to SCL2, SDA0 to SDA2, CLK0 to CLK6, TA0OUT to TA4OUT, $\overline{\text{KI0}}$ to $\overline{\text{KI3}}$, RXD0 to RXD2, SIN3 to SIN6			0.2		1.0	V
V_{T+}-V_{T-}	Hysteresis	$\overline{\text{RESET}}$			0.2		2.5	V
V_{T+}-V_{T-}	Hysteresis	XIN			0.2		0.8	V
I_{IH}	HIGH Input Current	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1, XIN, $\overline{\text{RESET}}$, CNVSS, BYTE		V_I = 5V			5.0	μA
I_{IL}	LOW Input Current	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0 to P7_7, P8_0 to P8_7, P9_0 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1, XIN, $\overline{\text{RESET}}$, CNVSS, BYTE		V_I = 0V			–5.0	μA
R_{PULLUP}	Pull-up Resistance	P0_0 to P0_7, P1_0 to P1_7, P2_0 to P2_7, P3_0 to P3_7, P4_0 to P4_7, P5_0 to P5_7, P6_0 to P6_7, P7_0, P7_2 to P7_7, P8_0 to P8_4, P8_6, P8_7, P9_0, P9_2 to P9_7, P10_0 to P10_7, P11_0 to P11_7, P12_0 to P12_7, P13_0 to P13_7, P14_0, P14_1		V_I = 0V	30	50	170	kΩ
R_{fXIN}	Feedback Resistance	XIN				1.5		MΩ
R_{fXCIN}	Feedback Resistance	XCIN				15		MΩ
V_{RAM}	RAM Retention Voltage			At stop mode	2.0			V

NOTES:
1. Referenced to VCC = 3.0 to 5.5V, VSS = 0V at Topr = –40 to 85°C, f(BCLK) = 24MHz unless otherwise specified.
2. P11 to P14, $\overline{\text{INT6}}$ to $\overline{\text{INT8}}$, CLK5, CLK6, SIN5 and SIN6 are only in the 128-pin version.

Table 21.5 Electrical Characteristics (2) [1]

Symbol	Parameter		Measuring Condition		Standard			Unit
					Min.	Typ.	Max.	
ICC	Power Supply Current (VCC = 3.0 to 5.5V)	Output pins are open and other pins are VSS.	Mask ROM	f(BCLK) = 24MHz, PLL operation, No division		19	33	mA
				On-chip oscillation, No division		1		mA
			Flash Memory	f(BCLK) = 24MHz, PLL operation, No division		21	35	mA
				On-chip oscillation, No division		1.8		mA
			Flash Memory Program	f(BCLK) = 10MHz, VCC = 5V		15		mA
			Flash Memory Erase	f(BCLK) = 10MHz, VCC = 5V		25		mA
			Mask ROM	f(BCLK) = 32kHz, Low power dissipation mode, ROM [2]		25		µA
			Flash Memory	f(BCLK) = 32kHz, Low power dissipation mode, RAM [2]		25		µA
				f(BCLK) = 32kHz, Low power dissipation mode, Flash memory [2]		420		µA
			Mask ROM Flash Memory	On-chip oscillation, Wait mode		50		µA
				f(BCLK) = 32kHz, Wait mode (3), Oscillation capacity High		8.5		µA
				f(BCLK) = 32kHz, Wait mode (3), Oscillation capacity Low		3.0		µA
				Stop mode, Topr = 25°C		0.8	3.0	µA

NOTES:
1. Referenced to VCC = 3.0 to 5.5V, VSS = 0V at Topr = –40 to 85°C, f(BCLK) = 24MHz unless otherwise specified.
2. This indicates the memory in which the program to be executed exists.
3. With one timer operated using fC32.

Table 21.6 A/D Conversion Characteristics [(1)]

Symbol	Parameter		Measuring Condition		Standard Min.	Standard Typ.	Standard Max.	Unit
–	Resolution		VREF = VCC				10	Bit
INL	Integral Nonlinearity Error	10 bits	VREF = VCC = 5V	ANEX0, ANEX1 input, AN0 to AN7 input, AN0_0 to AN0_7 input, AN2_0 to AN2_7 input			±3	LSB
				External operation amp connection mode			±7	LSB
			VREF = VCC = 3.3V	ANEX0, ANEX1 input, AN0 to AN7 input, AN0_0 to AN0_7 input, AN2_0 to AN2_7 input			±5	LSB
				External operation amp connection mode			±7	LSB
		8 bits	VREF = AVCC = VCC = 3.3V				±2	LSB
–	Absolute Accuracy	10 bits	VREF = VCC = 5V	ANEX0, ANEX1 input, AN0 to AN7 input, AN0_0 to AN0_7 input, AN2_0 to AN2_7 input			±3	LSB
				External operation amp connection mode			±7	LSB
			VREF = VCC = 3.3V	ANEX0, ANEX1 input, AN0 to AN7 input, AN0_0 to AN0_7 input, AN2_0 to AN2_7 input			±5	LSB
				External operation amp connection mode			±7	LSB
		8 bits	VREF = AVCC = VCC = 3.3V				±2	LSB
DNL	Differential Nonlinearity Error						±1	LSB
–	Offset Error						±3	LSB
–	Gain Error						±3	LSB
R_{LADDER}	Resistor Ladder		VREF = VCC		10		40	kΩ
t_{CONV}	10-bit Conversion Time, Sample & Hold function Available		VREF = VCC = 5V, ϕAD = 10MHz		3.3			μs
	8-bit Conversion time, Sample & Hold function Available		VREF = VCC = 5V, ϕAD = 10MHz		2.8			μs
t_{SAMP}	Sampling Time				0.3			μs
V_{REF}	Reference Voltage				2.0		V_{CC}	V
V_{IA}	Analog Input Voltage				0		V_{REF}	V

NOTES:
1. Referenced to VCC = AVCC = VREF = 3.3 to 5.5V, VSS = AVSS = 0V, –40 to 85°C unless otherwise specified.
2. ϕAD frequency must be 10MHz or less.
3. When sample & hold function is disabled, ϕAD frequency must be 250kHz or more in addition to a limit of NOTE 2.
When sample & hold function is enabled, ϕAD frequency must be 1MHz or more in addition to a limit of NOTE 2.

Table 21.7 D/A conversion Characteristics [(1)]

Symbol	Parameter	Measuring Condition	Standard Min.	Standard Typ.	Standard Max.	Unit
–	Resolution				8	Bits
–	Absolute Accuracy				1.0	%
t_{su}	Setup Time				3	μs
R_O	Output Resistance		4	10	20	kΩ
I_{VREF}	Reference Power Supply Input Current	(NOTE 2)			1.5	mA

NOTES:
1. Referenced to VCC = AVCC = VREF = 3.3 to 5.5V, VSS = AVSS = 0V, –40 to 85°C unless otherwise specified.
2. This applies when using one D/A converter, with the DAi register (i = 0, 1) for the unused D/A converter set to “00h”.
The resistor ladder of the A/D converter is not included. Also, the current I_{VREF} always flows even though VREF may have been set to be unconnected by the ADCON1 register.

Table 21.8 Flash Memory Version Electrical Characteristics [1]

Symbol	Parameter	Standard			Unit
		Min.	Typ.	Max.	
-	Word Program Time		30	200	µs
-	Block Erase Time		1	4	s
-	Erase All Unlocked Blocks Time		1 × n [2]	4 × n [2]	s
-	Lock Bit Program Time		30	200	µs
t_{ps}	Flash Memory Circuit Stabilization Wait Time			15	µs

NOTES:
1. Referenced to VCC = 4.5 to 5.5V, 3.0 to 3.6V, Topr = 0 to 60°C unless otherwise specified.
2. n denotes the number of blocks to erase.

Table 21.9 Flash Memory Version Program/Erase Voltage and Read Operation Voltage Characteristics (at Topr = 0 to 60°C)

Flash Program, Erase Voltage	Flash Read Operation Voltage
VCC = 3.3 ± 0.3V or 5.0 ± 0.5V	VCC = 3.0 to 5.5V

Table 21.10 Power Supply Circuit Timing Characteristics

Symbol	Parameter	Measuring Condition	Standard			Unit
			Min.	Typ.	Max.	
$t_{d(P-R)}$	Time for Internal Power Supply Stabilization During Powering-On	VCC = 3.0 to 5.5V			2	ms
$t_{d(R-S)}$	STOP Release Time				150	µs
$t_{d(W-S)}$	Low Power Dissipation Mode Wait Mode Release Time				150	µs

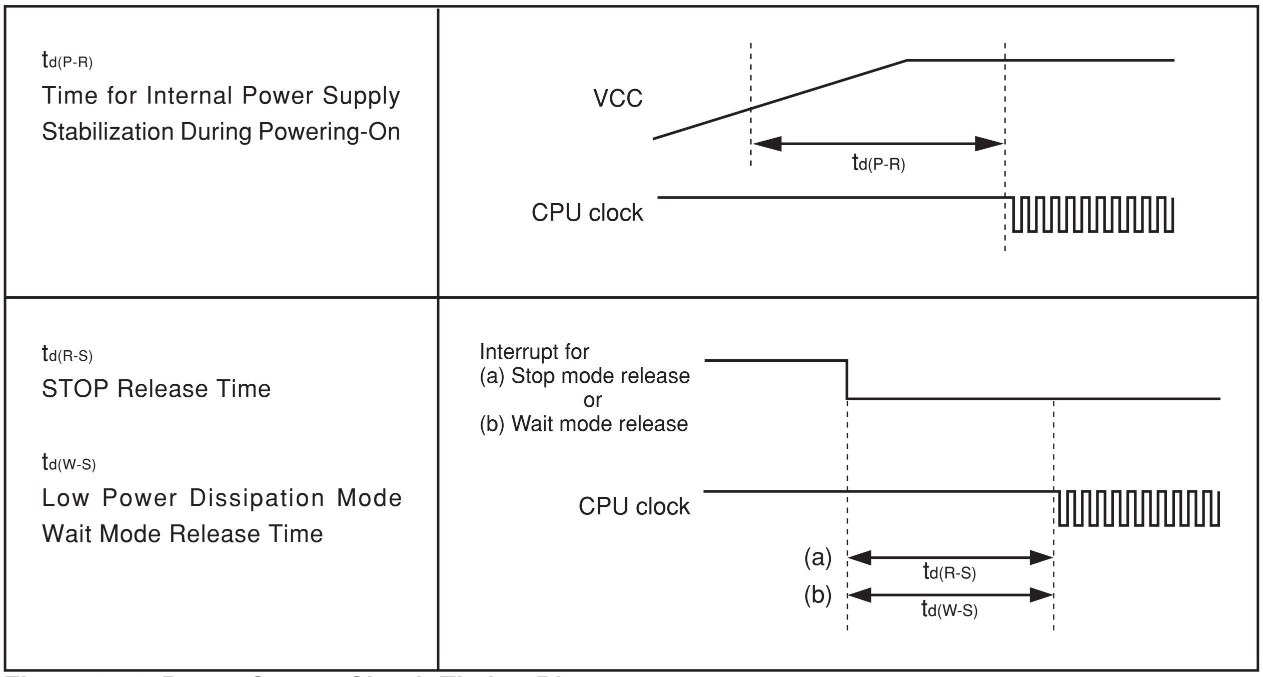


Figure 21.2 Power Supply Circuit Timing Diagram

Timing Requirements
(Referenced to VCC = 5V, VSS = 0V, at Topr = –40 to 85°C unless otherwise specified)

Table 21.11 External Clock Input (XIN Input)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
t_C	External Clock Input Cycle Time	62.5		ns
$t_{w(H)}$	External Clock Input HIGH Pulse Width	25		ns
$t_{w(L)}$	External Clock Input LOW Pulse Width	25		ns
t_r	External Clock Rise Time		15	ns
t_f	External Clock Fall Time		15	ns

Table 21.12 Timer A Input (Counter Input in Event Counter Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TA)}$	TAiIN Input Cycle Time	100		ns
$t_{w(TAH)}$	TAiIN Input HIGH Pulse Width	40		ns
$t_{w(TAL)}$	TAiIN Input LOW Pulse Width	40		ns

Table 21.13 Timer A Input (Gating Input in Timer Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TA)}$	TAiIN Input Cycle Time	400		ns
$t_{w(TAH)}$	TAiIN Input HIGH Pulse Width	200		ns
$t_{w(TAL)}$	TAiIN Input LOW Pulse Width	200		ns

Table 21.14 Timer A Input (External Trigger Input in One-shot Timer Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TA)}$	TAiIN Input Cycle Time	200		ns
$t_{w(TAH)}$	TAiIN Input HIGH Pulse Width	100		ns
$t_{w(TAL)}$	TAiIN Input LOW Pulse Width	100		ns

Table 21.15 Timer A Input (External Trigger Input in Pulse Width Modulation Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{w(TAH)}$	TAiIN Input HIGH Pulse Width	100		ns
$t_{w(TAL)}$	TAiIN Input LOW Pulse Width	100		ns

Table 21.16 Timer A Input (Counter Increment/decrement Input in Event Counter Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(UP)}$	TAiOUT Input Cycle Time	2000		ns
$t_{w(UPH)}$	TAiOUT Input HIGH Pulse Width	1000		ns
$t_{w(UPL)}$	TAiOUT Input LOW Pulse Width	1000		ns
$t_{su(UP-TIN)}$	TAiOUT Input Setup Time	400		ns
$t_{h(TIN-UP)}$	TAiOUT Input Hold Time	400		ns

Table 21.17 Timer A Input (Two-phase Pulse Input in Event Counter Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TA)}$	TAiIN Input Cycle Time	800		ns
$t_{su(TAIN-TAOUT)}$	TAiOUT Input Setup Time	200		ns
$t_{su(TAOUT-TAIN)}$	TAiIN Input Setup Time	200		ns

Timing Requirements
(Referenced to VCC = 5V, VSS = 0V, at Topr = –40 to 85°C unless otherwise specified)

Table 21.18 Timer B Input (Counter Input in Event Counter Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TB)}$	TBiIN Input Cycle Time (counted on one edge)	100		ns
$t_{w(TBH)}$	TBiIN Input HIGH Pulse Width (counted on one edge)	40		ns
$t_{w(TBL)}$	TBiIN Input LOW Pulse Width (counted on one edge)	40		ns
$t_{c(TB)}$	TBiIN Input Cycle Time (counted on both edges)	200		ns
$t_{w(TBH)}$	TBiIN Input HIGH Pulse Width (counted on both edges)	80		ns
$t_{w(TBL)}$	TBiIN Input LOW Pulse Width (counted on both edges)	80		ns

Table 21.19 Timer B Input (Pulse Period Measurement Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TB)}$	TBiIN Input Cycle Time	400		ns
$t_{w(TBH)}$	TBiIN Input HIGH Pulse Width	200		ns
$t_{w(TBL)}$	TBiIN Input LOW Pulse Width	200		ns

Table 21.20 Timer B Input (Pulse Width Measurement Mode)

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(TB)}$	TBiIN Input Cycle Time	400		ns
$t_{w(TBH)}$	TBiIN Input HIGH Pulse Width	200		ns
$t_{w(TBL)}$	TBiIN Input LOW Pulse Width	200		ns

Table 21.21 A/D Trigger Input

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{C(AD)}$	$\overline{\text{ADTRG}}$ Input Cycle Time (trigger able minimum)	1000		ns
$t_{w(ADL)}$	$\overline{\text{ADTRG}}$ Input LOW Pulse Width	125		ns

Table 21.22 Serial I/O

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{c(CK)}$	CLKi Input Cycle Time	200		ns
$t_{w(CKH)}$	CLKi Input HIGH Pulse Width	100		ns
$t_{w(CKL)}$	CLKi Input LOW Pulse Width	100		ns
$t_{d(C-Q)}$	TXDi Output Delay Time		80	ns
$t_{h(C-Q)}$	TXDi Hold Time	0		ns
$t_{su(D-C)}$	RXDi Input Setup Time	70		ns
$t_{h(C-D)}$	RXDi Input Hold Time	90		ns

Table 21.23 External Interrupt $\overline{\text{INTi}}$ Input

Symbol	Parameter	Standard		Unit
		Min.	Max.	
$t_{w(INH)}$	$\overline{\text{INTi}}$ Input HIGH Pulse Width	250		ns
$t_{w(INL)}$	$\overline{\text{INTi}}$ Input LOW Pulse Width	250		ns

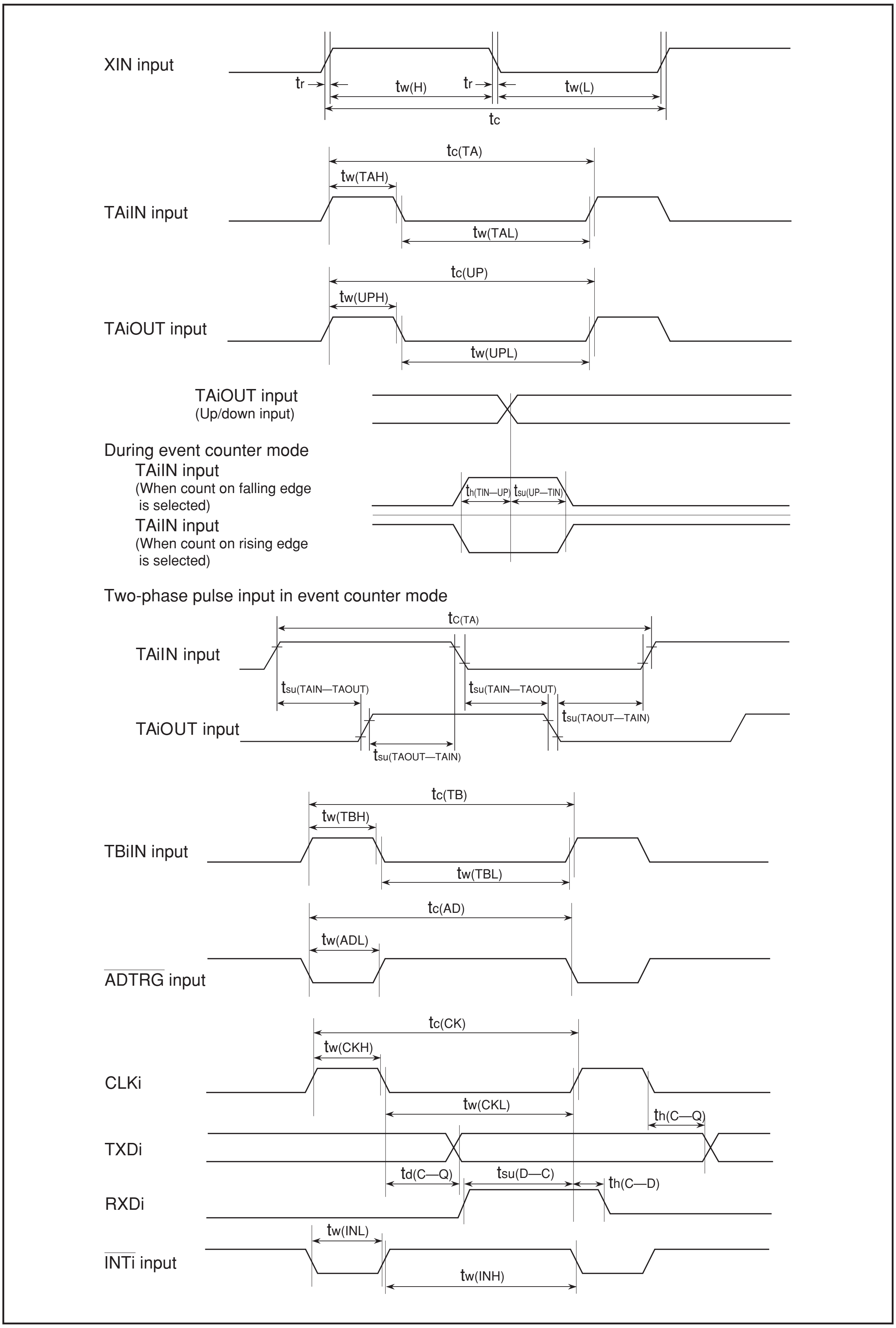


Figure 21.3 Timing Diagram

22. Usage Precaution

22.1 SFR

There is the SFR which can not be read (containg bits that will result in unknown data when read). Please set these registers to their previous values with the instructions other than the read modify write instructions.
Table 22.1 lists the registers contain bits that will result in unknown data when read and Table 22.2 lists the instruction table for read modify write.

Table 22.1 Registers Contain Bits that Will Result in Unknown Data When Read

Register Name	Symbol	Address
Timer A1-1 Register (1)	TA11	01C3h, 01C2h
Timer A2-1 Register (1)	TA21	01C5h, 01C4h
Timer A4-1 Register (1)	TA41	01C7h, 01C6h
Dead Time Timer	DTT	01CCh
Timer B2 Interrupt Occurrences Frequency Set Counter	ICTB2	01CDh
SI/O6 Bit Rate Generator (2)	S6BRG	01D9h
SI/O3 Bit Rate Generator	S3BRG	01E3h
SI/O4 Bit Rate Generator	S4BRG	01E7h
SI/O5 Bit Rate Generator (2)	S5BRG	01EBh
UART2 Bit Rate Generator	U2BRG	01F9h
UART2 Transmit Buffer Register	U2TB	01FBh, 01FAh
Up-Down Flag	UDF	0384h
Timer A0 Register (3)	TA0	0387h, 0386h
Timer A1 Register (1) (3)	TA1	0389h, 0388h
Timer A2 Register (1) (3)	TA2	038Bh, 038Ah
Timer A3 Register (3)	TA3	038Dh, 038Ch
Timer A4 Register (1) (3)	TA4	038Fh, 038Eh
UART0 Bit Rate Generator	U0BRG	03A1h
UART0 Transmit Buffer Register	U0TB	03A3h, 03A2h
UART1 Bit Rate Generator	U1BRG	03A9h
UART1 Transmit Buffer Register	U1TB	03ABh, 03AAh

NOTES:
1. It is affected only in three-phase motor control timer function.
2. These registers are only in the 128-pin version.
3. It is affected only in one-shot timer mode and pulse width modulation mode.

Table 22.2 Instruction Table for Read Modify Write

Function	Mnemonic
Bit Manipulation	BCLR, BNOT, BSET, BTSTC, BTSTS
Shift	RCLC, RORC, ROT, SHA, SHL
Arithmetic	ABS, ADC, ADCF, ADD, DEC, EXTS, INC, MUL, MULU, NEG, SBB, SUB
Logical	AND, NOT, OR, XOR
Jump	ADJNZ, SBJNZ

22.2 External Clock

Do not stop the external clock when it is connected to the XIN pin and the main clock is selected as the CPU clock.

22.3 PLL Frequency Synthesizer

Stabilize supply voltage so that the standard of the power supply ripple is met. (Refer to **21. Electrical characteristics**.)

22.4 Power Control

When exiting stop mode by hardware reset, set $\overline{\text{RESET}}$ pin to “L” until a main clock oscillation is stabilized.

Set the MR0 bit in the TAiMR register (i = 0 to 4) to “0” (pulse is not output) to use the timer A to exit stop mode.

Insert more than four NOP instructions after an WAIT instruction or a instruction to set the CM10 bit in the CM1 register to “1” (all clock stopped). When shifting to wait mode or stop mode, an instruction queue reads ahead to the next instruction to halt a program by an WAIT instruction and an instruction to set the CM10 bit to “1”. The next instruction may be executed before entering wait mode or stop mode, depending on a combination of instruction and an execution timing.

In the main clock oscillation or low power dissipation mode, set the CM02 bit in the CM0 register to “0” (do not stop peripheral function clock in wait mode) before shifting to stop mode.

When entering wait mode by executing the WAIT instruction after writing to addresses 03FDh to 03FFh or internal RAM area, execute the JMP.B instruction between writing to corresponding area and the executing the WAIT instruction.
If DMA transfer may occur between executing the JMP.B instruction and the WAIT instruction, set the DMAE bit (DMA enable bit) in the DMiCOM register (i = 0, 1) to “0” (disabled) before ececuting the WAIT instruction.

```
Example program  MOV.B    #55H, 0601H     ; Write to internal RAM area
                 JMP.B    L1
            L1:
                 FSET     I               ; Enable interrupt
                 WAIT                     ; Enter to wait mode
```

When using the interrupt to exit stop mode, the fifth instruction (1) from the instruction to enter the stop mode may be executed before executing a program of the interrupt to exit stop mode.
If this execution causes no problem with the system, there are no need for measures to be taken (2).
If such a situation presents a problem, execute the JMP.B instruction subsequent to the instruction which sets the CM10 bit to “1” (stop mode).

```
Example program  BSET     0, CM1     ; Stop mode
                 JMP.B    L1
            L1:
                 Program after exiting stop mode
```

NOTES:
1. Insert more than four NOP instructions after the instruction shifting to wait mode or stop mode.
2. In the flash memory version, be sure to execute the measures. For details, refer to **22.18.2 Stop Mode**.

Wait for main clock oscillation stabilization time, before switching the clock source for CPU clock to the main clock.
Similarly, wait until the sub clock oscillates stably before switching the clock source for CPU clock to the sub clock.

Suggestions to reduce power consumption.

Ports

The processor retains the state of each I/O port even when it goes to wait mode or to stop mode. A current flows in active I/O ports. A pass current flows in input ports that high-impedance state. When entering wait mode or stop mode, set non-used ports to input and stabilize the potential.

A/D converter

When A/D conversion is not performed, set the VCUT bit in the ADCON1 register to “0” (VREF not connection). When A/D conversion is performed, start the A/D conversion at least 1 µs or longer after setting the VCUT bit to “1” (VREF connection).

D/A converter

When not performing D/A conversion, set the DAiE bit (i = 0, 1) in the DACON register to “0” (input disabled) and DAi register to “00h”.

Switching the oscillation-driving capacity

Set the driving capacity to “LOW” when oscillation is stable.

22.5 Oscillation Stop, Re-oscillation Detection Function

If the following conditions are all met, the following restriction occur in operation of oscillation stop, re-oscillation stop detection interrupt.

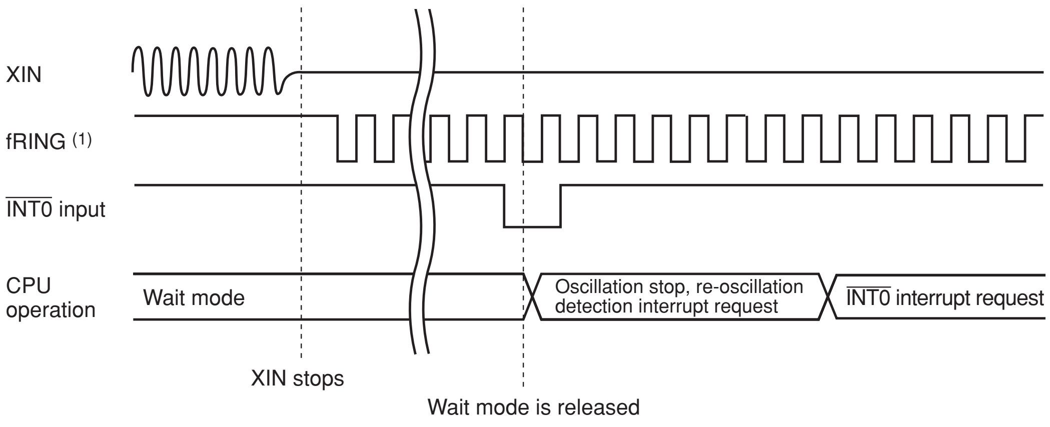
Conditions

- CM20 bit in CM2 register =1 (oscillation stop, re-oscillation stop detection function enabled)
- CM27 bit in CM2 register =1 (oscillation stop, re-oscillation stop detection interrupt)
- CM02 bit in CM0 register =0 (do not stop peripheral function clock in wait mode)
- Enter wait mode from high-speed or middle-speed mode

Restriction

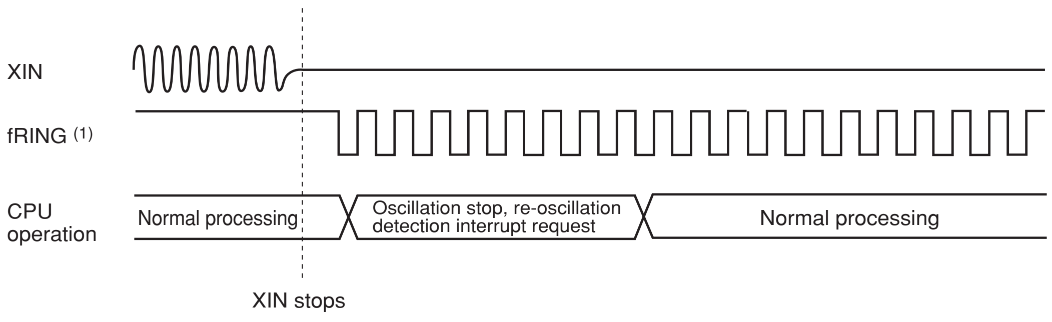
If the oscillation of XIN stops during wait mode, the oscillation stop, re-oscillation stop detection interrupt request is generated after the microcomputer is moved out of wait mode, without starting immediately.

Figures 22.1 and 22.2 show the operation timing at oscillation stop, re-oscillation stop detection.


XIN
fRING (1)
$\overline{\text{INT0}}$ input
CPU operation
Wait mode
Oscillation stop, re-oscillation detection interrupt request
$\overline{\text{INT0}}$ interrupt request
XIN stops
Wait mode is released

NOTE:
1. This clock is generated by the on-chip oscillator. It is not supplies after reset.
The operating clock can changes from on-chip oscillator clock (on-chip oscillation oscillating) to BCLK by using osciclation stop, re-oscillation detection function or setting the CM21 bit in the CM2 register.

Figure 22.1 Operation Timing at Oscillation Stop, Re-oscillation Stop Detection at Wait Mode (when moving out of wait mode by using $\overline{\text{INT0}}$ interrupt)



NOTE:
1. This clock is generated by the on-chip oscillator. It is not supplies after reset.
The operating clock can changes from on-chip oscillator clock (on-chip oscillation oscillating) to BCLK by using osciclation stop, re-oscillation detection function or setting the CM21 bit in the CM2 register.

Figure 22.2 Operation Timing at Oscillation Stop, Re-oscillation Stop Detection at Normal Processing

22.6 Protection

Set the PRC2 bit to “1” (write enabled) and then write to any address, and the PRC2 bit will be set to “0” (write protected). The registers protected by the PRC2 bit should be changed in the next instruction after setting the PRC2 bit to “1”. Make sure no interrupts or no DMA transfers will occur between the instruction in which the PRC2 bit is set to “1” and the next instruction.

22.7 Interrupt

22.7.1 Reading Address 00000h

Do not read the address 00000h in a program. When a maskable interrupt request is accepted, the CPU reads interrupt information (interrupt number and interrupt request priority level) from the address 00000h during the interrupt sequence. At this time, the IR bit for the accepted interrupt is set to “0”.
If the address 00000h is read in a program, the IR bit for the interrupt which has the highest priority among the enabled interrupts is set to “0”. This causes a problem that the interrupt is canceled, or an unexpected interrupt request is generated.

22.7.2 Setting SP

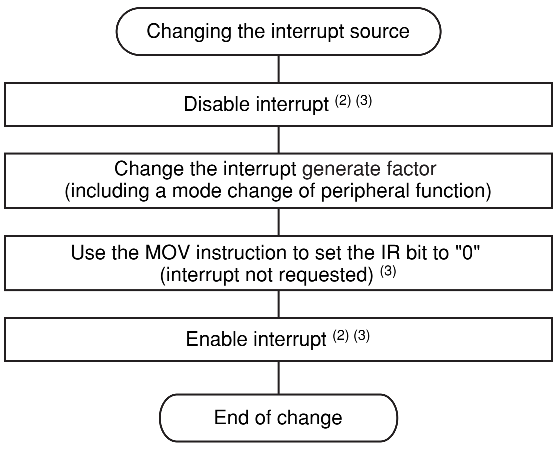
Set any value in the SP (USP, ISP) before accepting an interrupt. The SP (USP, ISP) is set to “0000h” after reset. Therefore, if an interrupt is accepted before setting any value in the SP (USP, ISP), the program may go out of control.
Especially when using $\overline{\text{NMI}}$ interrupt, set a value in the ISP at the beginning of the program. For the first and only the first instruction after reset, all interrupts including $\overline{\text{NMI}}$ interrupt are disabled.

22.7.3 $\overline{\text{NMI}}$ Interrupt

- The $\overline{\text{NMI}}$ interrupt cannot be disabled. If this interrupt is unused, connect the $\overline{\text{NMI}}$ pin to VCC via a resistor (pull-up).
- The input level of the $\overline{\text{NMI}}$ pin can be read by accessing the P8_5 bit in the P8 register. Note that the P8_5 bit can only be read when determining the pin level in $\overline{\text{NMI}}$ interrupt routine.
- Stop mode cannot be entered into while input on the $\overline{\text{NMI}}$ pin is low. This is because while input on the $\overline{\text{NMI}}$ pin is low the CM10 bit in the CM1 register is fixed to “0”.
- Do not go to wait mode while input on the $\overline{\text{NMI}}$ pin is low. This is because when input on the $\overline{\text{NMI}}$ pin goes low, the CPU stops but CPU clock remains active; therefore, the current consumption in the chip does not drop. In this case, normal condition is restored by an interrupt generated thereafter.
- The low and high level durations of the input signal to the $\overline{\text{NMI}}$ pin must each be 2 CPU clock cycles + 300 ns or more.

22.7.4 Changing Interrupt Generate Factor

If the interrupt generate factor is changed, the IR bit of the interrupt control register for the changed interrupt may inadvertently be set to “1” (interrupt requested). If you changed the interrupt generate factor for an interrupt that needs to be used, be sure to set the IR bit for that interrupt to “0” (interrupt not requested).
Changing the interrupt generate factor referred to here means any act of changing the source, polarity or timing of the interrupt assigned to each software interrupt number. Therefore, if a mode change of any peripheral function involves changing the generate factor, polarity or timing of an interrupt, be sure to set the IR bit for that interrupt to “0” (interrupt not requested) after making such changes. Refer to the description of each peripheral function for details about the interrupts from peripheral functions.
Figure 22.3 shows the procedure for changing the interrupt generate factor.


Changing the interrupt source
Disable interrupt (2) (3)
Change the interrupt generate factor (including a mode change of peripheral function)
Use the MOV instruction to set the IR bit to "0" (interrupt not requested) (3)
Enable interrupt (2) (3)
End of change

IR bit: A bit in the interrupt control register for the interrupt whose interrupt generate factor is to be changed

NOTES:
1. The above settings must be executed individually. Do not execute two or more settings simultaneously (using one instruction).
2. Use the I flag for the $\overline{\text{INTi}}$ interrupt (i = 0 to 8; 6 to 8 are only in the 128-pin version). For the interrupts from peripheral functions other than the $\overline{\text{INTi}}$ interrupt, turn off the peripheral function that is the source of the interrupt in order not to generate an interrupt request before changing the interrupt generate factor. In this case, if the maskable interrupts can all be disabled without causing a problem, use the I flag. Otherwise, use the corresponding ILVL2 to ILVL0 bit for the interrupt whose interrupt generate factor is to be changed.
3. Refer to **22.7.6 Rewrite Interrupt Control Register** for details about the instructions to use and the notes to be taken for instruction execution.

Figure 22.3 Procedure for Changing Interrupt Generate Factor

22.7.5 $\overline{\text{INT}}$ Interrupt

- Either an “L” level of at least tW(INH) or an “H” level of at least tW(INL) width is necessary for the signal input to pins $\overline{\text{INT0}}$ to $\overline{\text{INT8}}$ (1) regardless of the CPU operation clock.
- If the POL bit in the INT0IC to INT8IC registers (2), the IFSR10 to IFSR15 bits in the IFSR1 register or the IFSR23 to IFSR25 bits (3) in the IFSR2 register are changed, the IR bit may inadvertently set to “1” (interrupt requested). Be sure to set the IR bit to “0” (interrupt not requested) after changing any of those register bits.

NOTES:
1. The pins $\overline{\text{INT6}}$ to $\overline{\text{INT8}}$ are only in the 128-pin version.
2. The INT6IC to INT8IC registers are only in the 128-pin version.
3. The IFSR23 to IFSR25 bits are effective only in the128-pin version. In the 100-pin version, these bits are set to “0” (one edge).

22.7.6 Rewrite Interrupt Control Register

(a) The interrupt control register for any interrupt should be modified in places where no interrupt requests may be generated. Otherwise, disable the interrupt before rewriting the interrupt control register.

(b) To rewrite the interrupt control register for any interrupt after disabling that interrupt, be careful with the instruction to be used.

Changing any bit other than IR bit

If while executing an instruction, an interrupt request controlled by the register being modified is generated, the IR bit of the register may not be set to “1” (interrupt requested), with the result that the interrupt request is ignored. If such a situation presents a problem, use the instructions shown below to modify the register.

Usable instructions: AND, OR, BCLR, BSET

Changing IR bit

Depending on the instruction used, the IR bit may not always be set to “0” (interrupt not requested). Therefore, be sure to use the MOV instruction to set the IR bit to “0”.

(c) When using the I flag to disable an interrupt, refer to the sample program fragments shown below as you set the I flag. (Refer to (b) for details about rewrite the interrupt control registers in the sample program fragments.)

Examples 1 through 3 show how to prevent the I flag from being set to “1” (interrupt enabled) before the interrupt control register is rewritten, owing to the effects of the internal bus and the instruction queue buffer.

Example 1: Using the NOP instruction to keep the program waiting until the interrupt control register is modified

```
INT_SWITCH1:
    FCLR    I               ; Disable interrupt.
    AND.B   #00h, 0055h     ; Set the TA0IC register to “00h”.
    NOP                     ;
    NOP
    FSET    I               ; Enable interrupt.
```

The number of the NOP instruction is as follows.

- The PM20 bit in the PM2 register = 1 (1 wait) : 2
- The PM20 bit = 0 (2 waits) : 3
- When using HOLD function : 4

Example 2: Using the dummy read to keep the FSET instruction waiting

```
INT_SWITCH2:
    FCLR    I               ; Disable interrupt.
    AND.B   #00h, 0055h     ; Set the TA0IC register to “00h”.
    MOV.W   MEM, R0         ; Dummy read.
    FSET    I               ; Enable interrupt.
```

Example 3: Using the POPC instruction to changing the I flag

```
INT_SWITCH3:
    PUSHC   FLG
    FCLR    I               ; Disable interrupt.
    AND.B   #00h, 0055h     ; Set the TA0IC register to “00h”.
    POPC    FLG             ; Enable interrupt.
```

22.7.7 Watchdog Timer Interrupt

Initialize the watchdog timer after the watchdog timer interrupt request is generated.

22.8 DMAC

22.8.1 Write to DMAE Bit in DMiCON Register (i = 0, 1)

When both of the conditions below are met, follow the steps below.

Conditions

• The DMAE bit is set to “1” again while it remains set (DMAi is in an active state).
• A DMA request may occur simultaneously when the DMAE bit is being written.

Step 1: Write “1” to the DMAE bit and DMAS bit in the DMiCON register simultaneously (1).
Step 2: Make sure that the DMAi is in an initial state (2) in a program.
If the DMAi is not in an initial state, the above steps should be repeated.

NOTES:

1. The DMAS bit remains unchanged even if “1” is written. However, if “0” is written to this bit, it is set to “0” (DMA not requested). In order to prevent the DMAS bit from being modified to “0, “1” should be written to the DMAS bit when “1” is written to the DMAE bit. In this way the state of the DMAS bit immediately before being written can be maintained.
   Similarly, when writing to the DMAE bit with a read-modify-write instruction, “1” should be written to the DMAS bit in order to maintain a DMA request which is generated during execution.

2. Read the TCRi register to verify whether the DMAi is in an initial state. If the read value is equal to a value which was written to the TCRi register before DMA transfer start, the DMAi is in an initial state. (If a DMA request occurs after writing to the DMAE bit, the value written to the TCRi register is “1”.) If the read value is a value in the middle of transfer, the DMAi is not in an initial state.

22.9 Timers

22.9.1 Timer A

22.9.1.1 Timer A (Timer Mode)

The timer remains idle after reset. Set the mode, count source, counter value, etc. using the TAiMR (i = 0 to 4) register and the TAi register before setting the TAiS bit in the TABSR register to “1” (count starts). Always make sure the TAiMR register is modified while the TAiS bit remains “0” (count stops) regardless whether after reset or not.

While counting is in progress, the counter value can be read out at any time by reading the TAi register. However, if the counter is read at the same time it is reloaded, the value “FFFFh” is read. Also, if the counter is read before it starts counting after a value is set in the TAi register while not counting, the set value is read.

If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{\text{NMI}}$ pin enabled), the TA1OUT, TA2OUT and TA4OUT pins go to a high-impedance state.

22.9.1.2 Timer A (Event Counter Mode)

The timer remains idle after reset. Set the mode, count source, counter value, etc. using the TAiMR (i = 0 to 4) register, the TAi register, the UDF register, the TAZIE, TA0TGL and TA0TGH bits in the ONSF register and the TRGSR register before setting the TAiS bit in the TABSR register to “1” (count starts). Always make sure the TAiMR register, the UDF register, the TAZIE, TA0TGL and TA0TGH bits in the ONSF register and the TRGSR register are modified while the TAiS bit remains “0” (count stops) regardless whether after reset or not.

While counting is in progress, the counter value can be read out at any time by reading the TAi register. However, “FFFFh” can be read in underflow, while reloading, and “0000h” in overflow. When setting the TAi register to a value during a counter stop, the setting value can be read before a counter starts counting. Also, if the counter is read before it starts counting after a value is set in the TAi register while not counting, the set value is read.

If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{\text{NMI}}$ pin enabled), the TA1OUT, TA2OUT and TA4OUT pins go to a high-impedance state.

22.9.1.3 Timer A (One-shot Timer Mode)

The timer remains idle after reset. Set the mode, count source, counter value, etc. using the TAiMR (i = 0 to 4) register, the TAi register, the TA0TGL and TA0TGH bits in the ONSF register and the TRGSR register before setting the TAiS bit in the TABSR register to “1” (count starts).
Always make sure the TAiMR register, the TA0TGL and TA0TGH bits and the TRGSR register are modified while the TAiS bit remains “0” (count stops) regardless whether after reset or not.

When setting the TAiS bit to “0” (count stop), the followings occur:
• A counter stops counting and a content of reload register is reloaded.
• TAiOUT pin outputs “L”.
• After one cycle of the CPU clock, the IR bit in the TAiIC register is set to “1” (interrupt request).

Output in one-shot timer mode synchronizes with a count source internally generated. When an external trigger has been selected, one-cycle delay of a count source as maximum occurs between a trigger input to TAiIN pin and output in one-shot timer mode.

The IR bit is set to “1” when timer operation mode is set with any of the following procedures:
• Select one-shot timer mode after reset.
• Change an operation mode from timer mode to one-shot timer mode.
• Change an operation mode from event counter mode to one-shot timer mode.
To use the Timer Ai interrupt (the IR bit), set the IR bit to “0” after the changes listed above have been made.

When a trigger occurs, while counting, a counter reloads the reload register to continue counting after generating a re-trigger and counting down once. To generate a trigger while counting, generate a second trigger between occurring the previous trigger and operating longer than one cycle of a timer count source.

When the external trigger is selected as count start condition, do not input again the external trigger between 300 ns before the counter reachs “0000h”.

If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{\text{NMI}}$ pin enabled), the TA1OUT, TA2OUT and TA4OUT pins go to a high-impedance state.

22.9.1.4 Timer A (Pulse Width Modulation Mode)

The timer remains idle after reset. Set the mode, count source, counter value, etc. using the TAiMR (i = 0 to 4) register, the TAi register, the TA0TGL and TA0TGH bits in the ONSF register and the TRGSR register before setting the TAiS bit in the TABSR register to “1” (count starts).
Always make sure the TAiMR register, the TA0TGL and TA0TGH bits in the ONSF register and the TRGSR register are modified while the TAiS bit remains “0” (count stops) regardless whether after reset or not.

The IR bit is set to “1” when setting a timer operation mode with any of the following procedures:
• Select the pulse width modulation mode after reset.
• Change an operation mode from timer mode to pulse width modulation mode.
• Change an operation mode from event counter mode to pulse width modulation mode.
To use the Timer Ai interrupt (the IR bit), set the IR bit to “0” by program after the above listed changes have been made.

When setting TAiS bit to “0” (count stop) during PWM pulse output, the following action occurs:
• Stop counting.
• When TAiOUT pin is output “H”, output level is set to “L” and the IR bit is set to “1”.
• When TAiOUT pin is output “L”, both output level and the IR bit remain unchanged.

If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{\text{NMI}}$ pin enabled), the TA1OUT, TA2OUT and TA4OUT pins go to a high-impedance state.

22.9.2 Timer B

22.9.2.1 Timer B (Timer Mode)

The timer remains idle after reset. Set the mode, count source, counter value, etc. using the TBiMR (i = 0 to 5) register and TBi register before setting the TBiS bit (1) in the TABSR or the TBSR register to "1" (count starts).
Always make sure the TBiMR register is modified while the TBiS bit remains "0" (count stops) regardless whether after reset or not.

NOTE:
1. The TB0S to TB2S bits are the bits 5 to 7 in the TABSR register, the TB3S to TB5S bits are the bits 5 to 7 in the TBSR register.

A value of a counter, while counting, can be read in the TBi register at any time. "FFFFh" is read while reloading. Setting value is read between setting values in the TBi register at count stop and starting a counter.

22.9.2.2 Timer B (Event Counter Mode)

The timer remains idle after reset. Set the mode, count source, counter value, etc. using the TBiMR (i = 0 to 5) register and TBi register before setting the TBiS bit in the TABSR or the TBSR register to "1" (count starts).
Always make sure the TBiMR register is modified while the TBiS bit remains "0" (count stops) regardless whether after reset or not.

The counter value can be read out on-the-fly at any time by reading the TBi register. However, if this register is read at the same time the counter is reloaded, the read value is always "FFFFh." If the TBi register is read after setting a value in it while not counting but before the counter starts counting, the read value is the one that has been set in the register.

22.9.2.3 Timer B (Pulse Period/pulse Width Measurement Mode)

The timer remains idle after reset. Set the mode, count source, etc. using the TBiMR (i = 0 to 5) register before setting the TBiS bit in the TABSR or TBSR register to “1” (count starts).
Always make sure the TBiMR register is modified while the TBiS bit remains “0” (count stops) regardless whether after reset or not. To set the MR3 bit to “0” by writing to the TBiMR register while the TBiS bit = 1 (count starts), be sure to write the same value as previously written to the TM0D0, TM0D1, MR0, MR1, TCK0 and TCK1 bits and a 0 to the MR2 bit.

The IR bit in the TBiIC register goes to “1” (interrupt request), when an effective edge of a measurement pulse is input or timer Bi is overflowed. The factor of interrupt request can be determined by use of the MR3 bit in the TBiMR register within the interrupt routine.

If the source of interrupt cannot be identified by the MR3 bit such as when the measurement pulse input and a timer overflow occur at the same time, use another timer to count the number of times Timer B has overflowed.

To set the MR3 bit to “0” (no overflow), set the TBiMR register with setting the TBiS bit to “1” and counting the next count source after setting the MR3 bit to “1” (overflow).

Use the IR bit in the TBiIC register to detect only overflows. Use the MR3 bit only to determine the interrupt factor within the interrupt routine.

When a count is started and the first effective edge is input, an indeterminate value is transferred to the reload register. At this time, Timer Bi interrupt request is not generated.

A value of the counter is indeterminate at the beginning of a count. The MR3 bit may be set to “1” and Timer Bi interrupt request may be generated between a count start and an effective edge input.

For pulse width measurement, pulse widths are successively measured. Use program to check whether the measurement result is an “H” level width or an “L” level width.

22.10 Thee-Phase Motor Control Timer Function

If there is a possibility that you may write data to TAi-1 register (i = 1, 2, 4) near Timer B2 overflow, read the value of TB2 register, verify that there is sufficient time until Timer B2 overflows, before doing an immediate write to TAi-1 register.
In order to shorten the period from reading TB2 register to writing data to TAi-1 register, ensure that no interrupt will be processed during this period.
If there is not enough time till Timer B2 overflows, only write to TAi-1 register after Timer B2 overflowed.

22.11 Serial I/O

22.11.1 Clock Synchronous Serial I/O Mode

22.11.1.1 Transmission/reception

With an external clock selected, and choosing the $\overline{\text{RTS}}$ function, the output level of the $\overline{\text{RTSi}}$ pin goes to "L" when the data-receivable status becomes ready, which informs the transmission side that the reception has become ready. The output level of the $\overline{\text{RTSi}}$ pin goes to "H" when reception starts. So if the $\overline{\text{RTSi}}$ pin is connected to the $\overline{\text{CTSi}}$ pin on the transmission side, the circuit can transmission and reception data with consistent timing. With the internal clock, the $\overline{\text{RTS}}$ function has no effect.

If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{\text{NMI}}$ pin enabled), the $\overline{\text{RTS2}}$ and CLK2 pins go to a high-impedance state.

22.11.1.2 Transmission

When an external clock is selected, the conditions must be met while if the CKPOL bit in the UiC0 register = 0 (transmit data output at the falling edge and the receive data taken in at the rising edge of the transfer clock), the external clock is in the high state; if the CKPOL bit = 1 (transmit data output at the rising edge and the receive data taken in at the falling edge of the transfer clock), the external clock is in the low state.
• The TE bit in the UiC1 register = 1 (transmission enabled)
• The TI bit in the UiC1 register = 0 (data present in UiTB register)
• If $\overline{\text{CTS}}$ function is selected, input on the $\overline{\text{CTSi}}$ pin = L

22.11.1.3 Reception

In operating the clock synchronous serial I/O, operating a transmitter generates a shift clock. Fix settings for transmission even when using the device only for reception. Dummy data is output to the outside from the TXDi (i = 0 to 2) pin when receiving data.

When an internal clock is selected, set the TE bit in the UiC1 register to "1" (transmission enabled) and write dummy data to the UiTB register, and the shift clock will thereby be generated. When an external clock is selected, set the TE bit to "1" and write dummy data to the UiTB register, and the shift clock will be generated when the external clock is fed to the CLKi input pin.

When successively receiving data, if all bits of the next receive data are prepared in the UARTi receive register while the RI bit in the UiC1 register = 1 (data present in the UiRB register), an overrun error occurs and the OER bit in the UiRB register is set to "1" (overrun error occurred). In this case, because the content of the UiRB register is indeterminate, a corrective measure must be taken by programs on the transmit and receive sides so that the valid data before the overrun error occurred will be retransmitted. Note that when an overrun error occurred, the IR bit in the SiRIC register does not change state.

To receive data in succession, set dummy data in the lower-order byte of the UiTB register every time reception is made.

When an external clock is selected, the conditions must be met while if the CKPOL bit = 0, the external clock is in the high state; if the CKPOL bit = 1, the external clock is in the low state.
• The RE bit in the UiC1 register = 1 (reception enabled)
• The TE bit in the UiC1 register = 1 (transmission enabled)
• The TI bit in the UiC1 register = 0 (data present in the UiTB register)

22.11.2 Special Modes

22.11.2.1 Special Mode 1 (I^{2}C Mode)

When generating start, stop and restart conditions, set the STSPSEL bit in the UiSMR4 register to “0” (start and stop conditions not output) and wait for more than half cycle of the transfer clock before setting each condition generate bit (STAREQ, RSTAREQ and STPREQ bits) from “0” (clear) to “1” (start).

22.11.2.2 Special Mode 2

If a low-level signal is applied to the $\overline{\text{NMI}}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{\text{NMI}}$ pin enabled), the $\overline{\text{RTS2}}$ and CLK2 pins go to a high-impedance state.

22.11.2.3 Special Mode 4 (SIM Mode)

A transmit interrupt request is generated by setting the U2IRS bit in the U2C1 register to “1” (transmission complete) and U2ERE bit in the U2C1 register to “1” (error signal output) after reset. Therefore, when using SIM mode, be sure to set the IR bit to “0” (no interrupt request) after setting these bits.

22.11.3 SI/Oi (i = 3 to 6) [1]

The SOUTi default value which is set to the SOUTi pin by the SMi7 in the SiC register bit approximately 10ns may be output when changing the SMi3 bit in the SiC register from “0” (I/O port) to “1” (SOUTi output and CLKi function) while the SMi2 bit in the SiC register to “0” (SOUTi output) and the SMi6 bit is set to “1” (internal clock). And then the SOUTi pin is held high-impedance.
If the level which is output from the SOUTi pin is a problem when changing the SMi3 bit from “0” to “1”, set the default value of the SOUTi pin by the SMi7 bit.

NOTE:
1. SI/O5 and SI/O6 are only in the 128-pin version.

22.12 A/D Converter

Set the ADCON0 (except bit 6), ADCON1 and ADCON2 registers when A/D conversion is stopped (before a trigger occurs).

When the VCUT bit in the ADCON1 register is changed from “0” (VREF not connected) to “1” (VREF connected), start A/D conversion after passing 1 µs or longer.

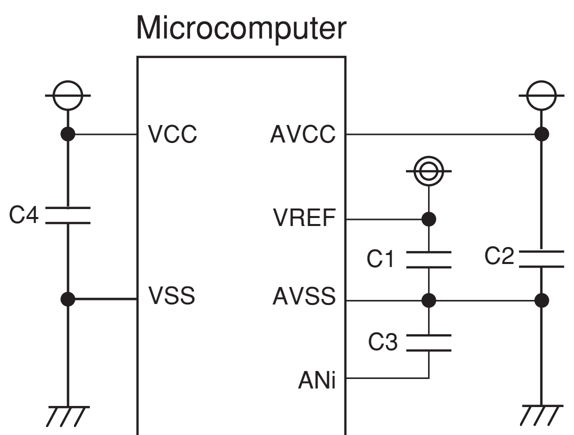
To prevent noise-induced device malfunction or latch-up, as well as to reduce conversion errors, insert capacitors between the AVCC, VREF, and analog input pins (ANi (i = 0 to 7), AN0_i, and AN2_i) each and the AVSS pin. Similarly, insert a capacitor between the VCC pin and the VSS pin. Figure 22.4 shows an example connection of each pin.

Make sure the port direction bits for those pins that are used as analog inputs are set to “0” (input mode). Also, if the TGR bit in the ADCON0 register = 1 (external trigger), make sure the port direction bit for the $\overline{\text{ADTRG}}$ pin is set to “0” (input mode).

When using key input interrupt, do not use any of the four AN4 to AN7 pins as analog inputs. (A key input interrupt request is generated when the A/D input voltage goes low.)

The ϕAD frequency must be 10 MHz or less. Without sample-and-hold function, limit the ϕAD frequency to 250 kHz or more. With the sample and hold function, limit the ϕAD frequency to 1 MHz or more.

When changing an A/D operation mode, select analog input pin again in the CH2 to CH0 bits in the ADCON0 register and the SCAN1 to SCAN0 bits in the ADCON1 register.



ANi: ANi, AN0_i, and AN2_i (i =0 to 7)

NOTES:
1. C1 ≥ 0.47 µF, C2 ≥ 0.47 µF, C3 ≥ 100 pF, C4 ≥ 0.1 µF (reference).
2. Use thick and shortest possible wiring to connect capacitors.

Figure 22.4 Use of Capacitors to Reduce Noise

If the CPU reads the ADi register at the same time the conversion result is stored in the ADi register after completion of A/D conversion, an incorrect value may be stored in the ADi register. This problem occurs when a divide-by-n clock derived from the main clock or a sub clock is selected for CPU clock.

- When operating in one-shot or single-sweep mode
  Check to see that A/D conversion is completed before reading the target ADi register. (Check the IR bit in the ADIC register to see if A/D conversion is completed.)
- When operating in repeat mode or repeat sweep mode 0 or 1
  Use the main clock for CPU clock directly without dividing it.

If A/D conversion is forcibly terminated while in progress by setting the ADST bit in the ADCON0 register to “0” (A/D conversion halted), the conversion result of the A/D converter is indeterminate. The contents of ADi registers irrelevant to A/D conversion may also become indeterminate. If while A/D conversion is underway the ADST bit is set to “0” in a program, ignore the values of all ADi registers.

When setting the ADST bit to “0” in single sweep mode during A/D conversion and A/D conversion is aborted, disable the interrupt before setting the ADST bit to “0”.

22.13 CAN Module

22.13.1 Reading C0STR Register

The CAN module on the M16C/6N Group (M16C/6NL, M16C/6NN) updates the status of the C0STR register in a certain period. When the CPU and the CAN module access to the C0STR register at the same time, the CPU has the access priority; the access from the CAN module is disabled. Consequently, when the updating period of the CAN module matches the access period from the CPU, the status of the CAN module cannot be updated. (See **Figure 22.5 When Updating Period of CAN Module Matches Access Period from CPU**.)
Accordingly, be careful about the following points so that the access period from the CPU should not match the updating period of the CAN module:

(a) There should be a wait time of 3fCAN or longer (see **Table 22.3 CAN Module Status Updating Period**) before the CPU reads the C0STR register. (See **Figure 22.6 With a Wait Time of 3fCAN Before CPU Read**.)
(b) When the CPU polls the C0STR register, the polling period must be 3fCAN or longer. (See **Figure 22.7 When Polling Period of CPU is 3fCAN or Longer**.)

Table 22.3 CAN Module Status Updating Period

3fCAN Period = 3 × XIN (Original Oscillation Period) × Division Value of CAN Clock (CCLK)	
(Example 1) Condition XIN 16 MHz CCLK: Divided by 1	3fCAN period = 3 × 62.5 ns × 1 = 187.5 ns
(Example 2) Condition XIN 16 MHz CCLK: Divided by 2	3fCAN period = 3 × 62.5 ns × 2 = 375 ns
(Example 3) Condition XIN 16 MHz CCLK: Divided by 4	3fCAN period = 3 × 62.5 ns × 4 = 750 ns
(Example 4) Condition XIN 16 MHz CCLK: Divided by 8	3fCAN period = 3 × 62.5 ns × 8 = 1.5 µs
(Example 5) Condition XIN 16 MHz CCLK: Divided by 16	3fCAN period = 3 × 62.5 ns × 16 = 3 µs

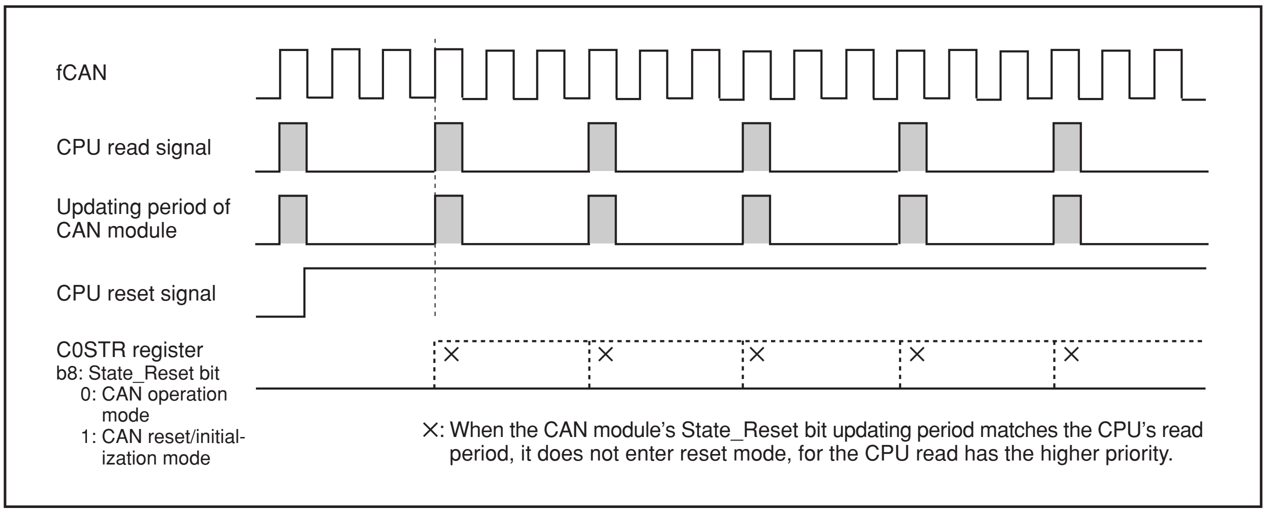

fCAN
CPU read signal
Updating period of CAN module
CPU reset signal
C0STR register
b8: State_Reset bit
0: CAN operation mode
1: CAN reset/initial-ization mode
×: When the CAN module's State_Reset bit updating period matches the CPU's read period, it does not enter reset mode, for the CPU read has the higher priority.

Figure 22.5 When Updating Period of CAN Module Matches Access Period from CPU

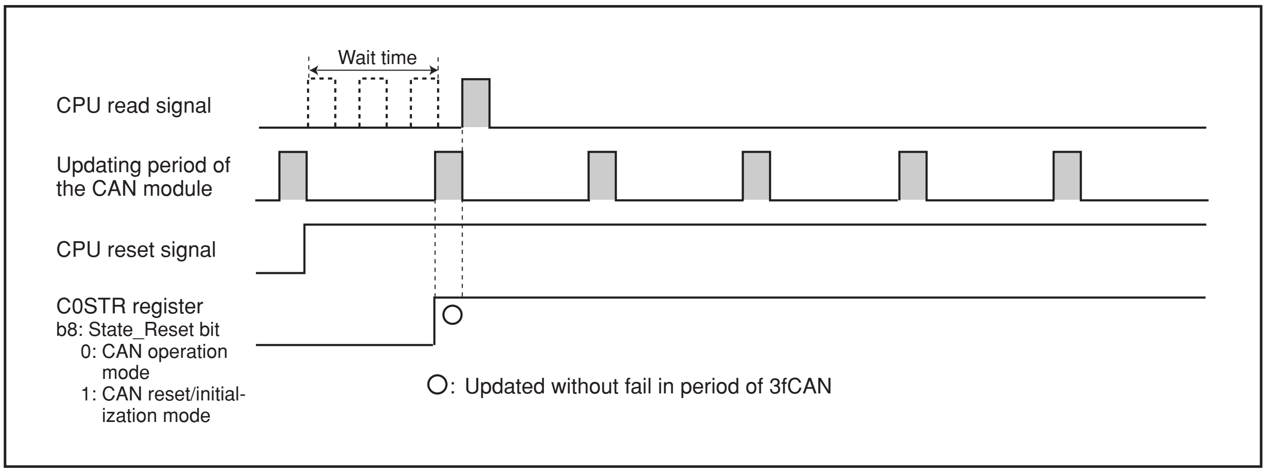

Wait time
CPU read signal
Updating period of the CAN module
CPU reset signal
C0STR register
b8: State_Reset bit
0: CAN operation mode
1: CAN reset/initial-ization mode
○: Updated without fail in period of 3fCAN

Figure 22.6 With a Wait Time of 3fCAN Before CPU Read

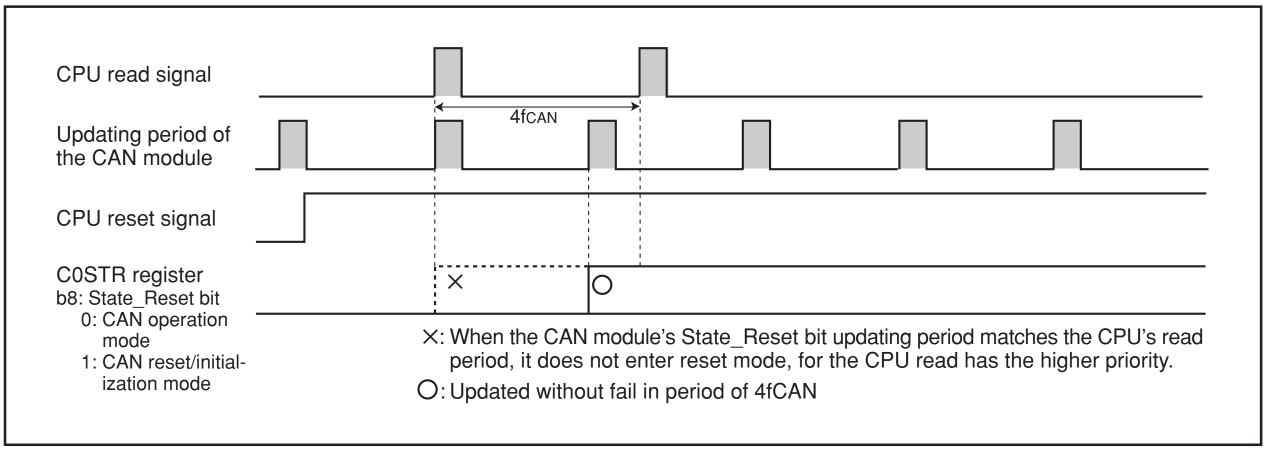

CPU read signal
4fCAN
Updating period of the CAN module
CPU reset signal
C0STR register
b8: State_Reset bit
0: CAN operation mode
1: CAN reset/initial-ization mode
×: When the CAN module's State_Reset bit updating period matches the CPU's read period, it does not enter reset mode, for the CPU read has the higher priority.
○: Updated without fail in period of 4fCAN

Figure 22.7 When Polling Period of CPU is 3fCAN or Longer

22.13.2 Performing CAN Configuration

If the Reset bit in the C0CTLR register is changed from “0” (operation mode) to “1” (reset/initialization mode) in order to place the CAN module from CAN operation mode into CAN reset/initialization mode, always be sure to check that the State_Reset bit in the C0STR register is set to “1” (reset mode).
Similarly, if the Reset bit is changed from “1” to “0” in order to place the CAN module from CAN reset/initialization mode into CAN operation mode, always be sure to check that the State_Reset bit is set to “0” (operation mode).
The procedure is described below.

To place CAN Module from CAN Operation Mode into CAN Reset/Initialization Mode

- Change the Reset bit from “0” to “1”.
- Check that the State_Reset bit is set to “1”.

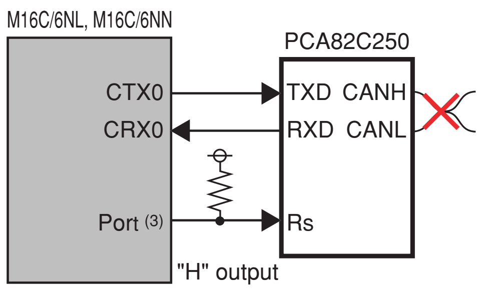
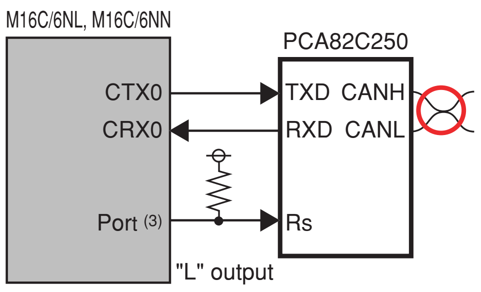
To place CAN Module from CAN Reset/Initialization Mode into CAN Operation Mode

- Change the Reset bit from “1” to “0”.
- Check that the State_Reset bit is set to “0”.

22.13.3 Suggestions to Reduce Power Consumption

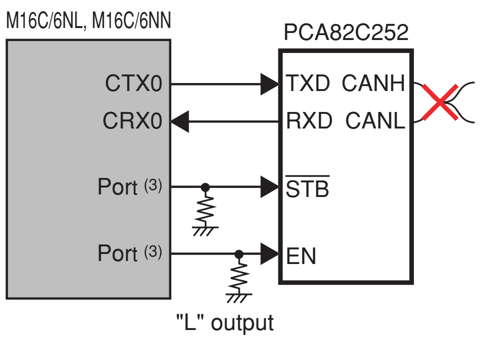
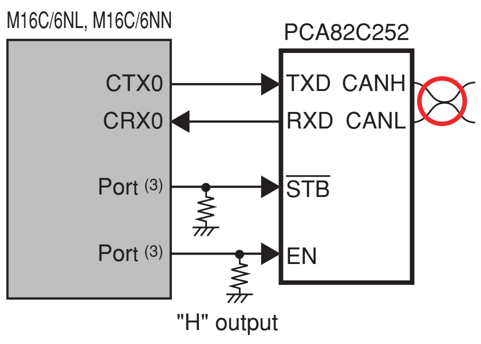
When not performing CAN communication, the operation mode of CAN transceiver should be set to “standby mode” or “sleep mode”.
When performing CAN communication, the power consumption in CAN transceiver in not performing CAN communication can be substantially reduced by controlling the operation mode pins of CAN transceiver.
Tables 22.4 and 22.5 show recommended pin connections.

Table 22.4 Recommended Pin Connections (In case of PCA82C250: Philips product)

	Standby Mode	High-speed Mode
Rs Pin (1)	“H”	“L”
Power Consumption in CAN Transceiver (2)	less than 170 µA	less than 70 mA
CAN Communication	impossible	possible
Connection	 M16C/6NL, M16C/6NN PCA82C250 CTX0 CRX0 Port (3) TXD CANH RXD CANL Rs "H" output	 M16C/6NL, M16C/6NN PCA82C250 CTX0 CRX0 Port (3) TXD CANH RXD CANL Rs "L" output

NOTES:
1. The pin which controls the operation mode of CAN transceiver.
2. In case of Ta = 25 °C
3. Connect to enabled port to control CAN transceiver.

Table 22.5 Recommended Pin Connections (In case of PCA82C252: Philips product)

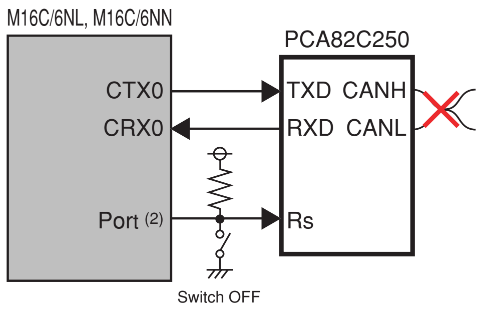
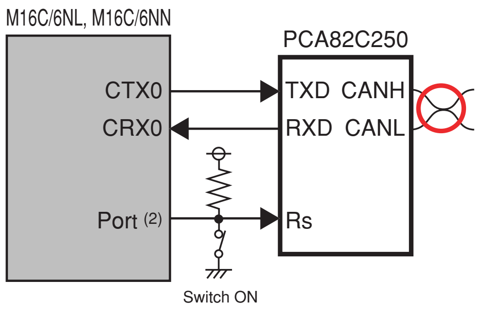
	Sleep Mode	Normal Operation Mode
$\overline{\text{STB}}$ Pin (1)	“L”	“H”
EN Pin (1)	“L”	“H”
Power Consumption in CAN Transceiver (2)	less than 50 µA	less than 35 mA
CAN Communication	impossible	possible
Connection	 M16C/6NL, M16C/6NN PCA82C252 CTX0 CRX0 Port (3) Port (3) TXD CANH RXD CANL STB EN "L" output	 M16C/6NL, M16C/6NN PCA82C252 CTX0 CRX0 Port (3) Port (3) TXD CANH RXD CANL STB EN "H" output

NOTES:
1. The pin which controls the operation mode of CAN transceiver.
2. Ta = 25 °C
3. Connect to enabled port to control CAN transceiver.

22.13.4 CAN Transceiver in Boot Mode

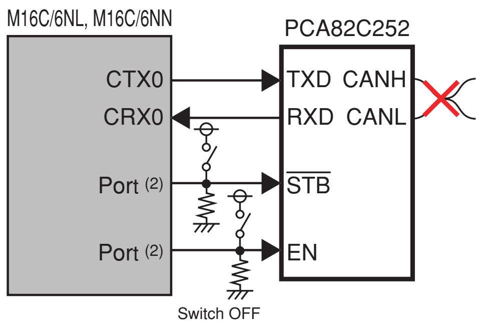
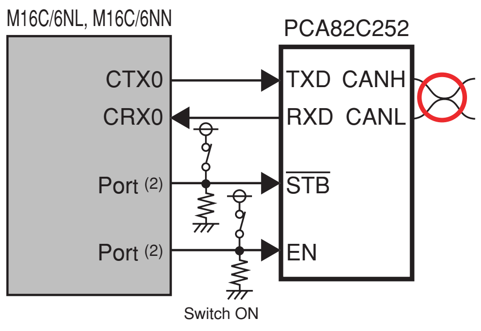
When programming the flash memory in boot mode via CAN bus, the operation mode of CAN transceiver should be set to "high-speed mode" or "normal operation mode". If the operation mode is controlled by the microcomputer, CAN transceiver must be set the operation mode to "high-speed mode" or "normal operation mode" before programming the flash memory by changing the switch etc. Tables 22.6 and 22.7 show pin connections of CAN transceiver.

Table 22.6 Pin Connections of CAN Transceiver (In case of PCA82C250: Philips product)

	Standby Mode	High-speed Mode
Rs Pin [(1)]	"H"	"L"
CAN Communication	impossible	possible
Connection	 M16C/6NL, M16C/6NN PCA82C250 CTX0 CRX0 Port (2) TXD CANH RXD CANL Rs Switch OFF	 M16C/6NL, M16C/6NN PCA82C250 CTX0 CRX0 Port (2) TXD CANH RXD CANL Rs Switch ON

NOTES:
1. The pin which controls the operation mode of CAN transceiver.
2. Connect to enabled port to control CAN transceiver.

Table 22.7 Pin Connections of CAN Transceiver (In case of PCA82C252: Philips product)

	Sleep Mode	Normal Operation Mode
$\overline{\text{STB}}$ Pin [(1)]	"L"	"H"
EN Pin [(1)]	"L"	"H"
CAN Communication	impossible	possible
Connection	 M16C/6NL, M16C/6NN PCA82C252 CTX0 CRX0 Port (2) Port (2) TXD CANH RXD CANL $\overline{\text{STB}}$ EN Switch OFF	 M16C/6NL, M16C/6NN PCA82C252 CTX0 CRX0 Port (2) Port (2) TXD CANH RXD CANL $\overline{\text{STB}}$ EN Switch ON

NOTES:
1. The pin which controls the operation mode of CAN transceiver.
2. Connect to enabled port to control CAN transceiver.

22.14 Programmable I/O Ports

If a low-level signal is applied to the $\overline{NMI}$ pin when the IVPCR1 bit in the TB2SC register = 1 (three-phase output forcible cutoff by input on $\overline{NMI}$ pin enabled), the P7_2 to P7_5, P8_0 and P8_1 pins go to a high-impedance state.

Setting the SM32 bit in the S3C register to “1” causes the P9_2 pin to go to a high-impedance state.
Setting the SM42 bit in the S4C register to “1” causes the P9_6 pin to go to a high-impedance state [1].
Setting the SM52 bit in the S5C register to “1” causes the P11_2 pin to go to a high-impedance state [2].
Setting the SM62 bit in the S6C register to “1” causes the P11_6 pin to go to a high-impedance state [2].

NOTES:
1. When using SI/O4, set the SM43 bit in the S4C register to “1” (SOUT4 output, CLK4 function) and the port direction bit corresponding for SOUT4 pin to “0” (input mode).
2. The S5C and S6C registers are only in the 128-pin version. When using these registers, set these registers after setting the PU37 bit in the PUR3 registger to “1” (Pins P11 to P14 are usable).

The input threshold voltage of pins differs between programmable I/O ports and peripheral functions. Therefore, if any pin is shared by a programmable I/O port and a peripheral function and the input level at this pin is outside the range of recommended operating conditions VIH and VIL (neither “high” nor “low”), the input level may be determined differently depending on which side—the programmable I/O port or the peripheral function—is currently selected.

When changing the PD14_i bit (i = 0, 1) in the PC14 register from “0” (input port) to “1” (output port), follow the procedures below.

	Setting Procedure	
(1) Set P14_i bit	:MOV.B #000000$\underline{01}$b, PC14	; P14_i bit setting
(2) Change PD14_i bit to “1” by MOV instruction	:MOV.B #00$\underline{11}$00$\underline{01}$b, PC14	; Change to output port

22.15 Dedicated Input Pin

When dedicated input pin voltage is larger than VCC pin voltage, latch up occurs.
When different power supplied to the system, and input voltage of unused dedicated input pin is larger than voltage of VCC pin, connect dedicated input pin to VCC via resistor (approximately 1kΩ).
Figure 22.8 shows the circuit connection.
This note is also applicable when VINPUT exceeds VCC during power-up.
The resistor is not necessary when VCC pin voltage is same or larger than dedicated input pin voltage.

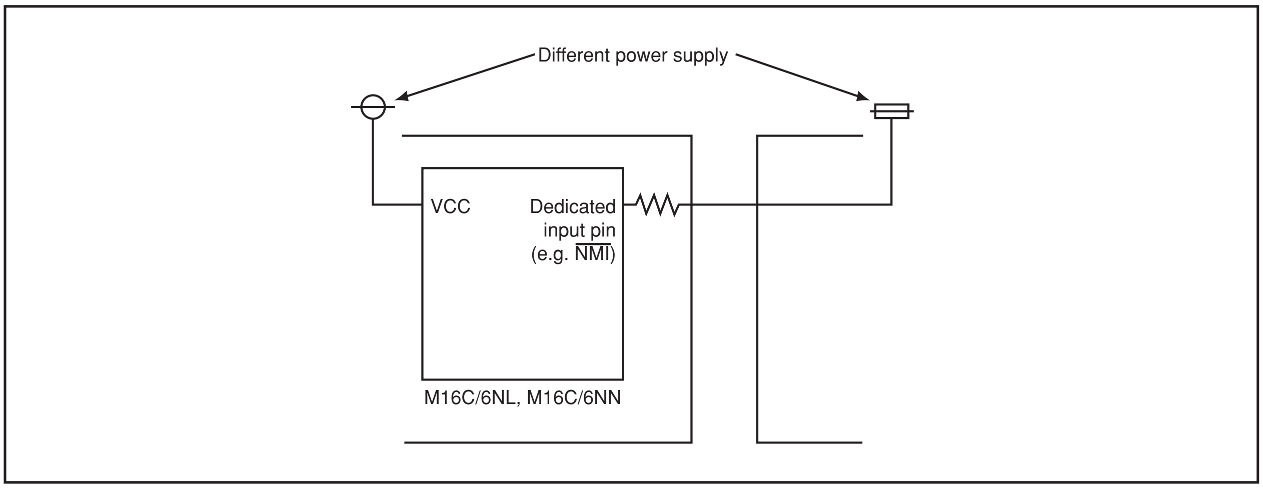


Figure 22.8 Circuit Connection

22.16 Electrical Characteristic Differences Between Mask ROM and Flash Memory Version Microcomputers

Flash memory version and mask ROM version may have different characteristics, operating margin, noise tolerated dose, noise width dose in electrical characteristics due to internal ROM, different layout pattern, etc. When switching to the mask ROM version, conduct equivalent tests as system evaluation tests conducted in the flash memory version.

22.17 Mask ROM Version

When using the masked ROM version, write nothing to internal ROM area.

22.18 Flash Memory Version

22.18.1 Functions to Prevent Flash Memory from Rewriting

ID codes are stored in addresses 0FFFDFh, 0FFFE3h, 0FFFEBh, 0FFFEFh, 0FFFF3h, 0FFFF7h, and 0FFFFBh. If wrong data are written to theses addresses, the flash memory cannot be read or written in standard serial I/O mode and CAN I/O mode.
The ROMCP register is mapped in address 0FFFFFh. If wrong data is written to this address, the flash memory cannot be read or written in parallel I/O mode.
In the flash memory version of microcomputer, these addresses are allocated to the vector addresses (H) of fixed vectors.

22.18.2 Stop Mode

When entering stop mode, the following settings are required:
- Set the FMR01 bit to “0” (CPU rewrite mode disabled). Disable DMA transfer before setting the CM10 bit to “1” (stop mode).
- Execute the instruction to set the CM10 bit to “1” (stop mode) and then the JMP.B instruction.

```
Example program       BSET        0, CM1        ; Stop mode
                      JMP.B       L1
                  L1:
                      Program after exiting stop mode
```

22.18.3 Wait Mode

When entering wait mode, set the FMR01 bit in the FMR0 register to “0” (CPU rewrite mode disabled) before executing the WAIT instruction.

22.18.4 Low Power Dissipation Mode and On-Chip Oscillator Low Power Dissipation Mode

If the CM05 bit is set to “1” (main clock stopped), do not execute the following commands:
- Program
- Block erase
- Erase all unlocked blocks
- Lock bit program software command
- Read lock bit status

22.18.5 Writing Command and Data

Write commands and data to even addresses in the user ROM area.

22.18.6 Program Command

By writing “xx40h” in the first bus cycle and data to the write address in the second bus cycle, an auto program operation (data program and verify) will start. The address value specified in the first bus cycle must be the same even address as the write address specified in the second bus cycle.

22.18.7 Lock Bit Program Command

By writing “xx77h” in the first bus cycle and “xxD0h” to the highest-order even address of a block in the second bus cycle, the lock bit for the specified block is set to “0”. The address value specified in the first bus cycle must be the same highest-order even address of a block specified in the second bus cycle.

22.18.8 Operation Speed

Set the CM06 bit in the CM0 register and the CM17 to CM16 bits in the CM1 register to clock frequency of 10 MHz or less before entering CPU rewrite mode (EW0 or EW1 mode). Also, set the PM17 bit in the PM1 register to “1” (with wait state).

22.18.9 Prohibited Instructions

The following instructions cannot be used in EW0 mode because the CPU tries to read data in flash memory: UND instruction, INTO instruction, JMPS instruction, JSRS instruction, and BRK instruction

22.18.10 Interrupt

EW0 Mode

To use interrupts having vectors in a relocatable vector table, the vectors must be relocated to the RAM area.

- The $\overline{\text{NMI}}$ and watchdog timer interrupts are available since the FMR0 and FMR1 registers are forcibly reset when either interrupt request is generated. Allocate the jump addresses for each interrupt service routines to the fixed vector table. Flash memory rewrite operation is aborted when the $\overline{\text{NMI}}$ or watchdog timer interrupt request is generated. Execute the rewrite program again after exiting the interrupt routine.
- The address match interrupt is not available since the CPU tries to read data in the flash memory.

EW1 Mode

- Do not acknowledge any interrupts with vectors in the relocatable vector table or address match interrupt during the auto program or auto erase period.
- Do not use the watchdog timer interrupt.
- The $\overline{\text{NMI}}$ interrupt is available since the FMR0 and FMR1 registers are forcibly reset when the interrupt request is generated. Allocate the jump address for the interrupt service routine to the fixed vector table. Flash memory rewrite operation is aborted when the $\overline{\text{NMI}}$ interrupt request is generated. Execute the rewrite program again after exiting the interrupt service routine.

22.18.11 How to Access

To set the FMR01, FMR02 or FMR11 bit to “1”, write “1” after first setting the bit to “0”. Do not generate an interrupt or a DMA transfer between the instruction to set the bit to “0” and the instruction to set the bit to “1”. Set the bit while an “H” signal is applied to the $\overline{\text{NMI}}$ pin.

22.18.12 Rewriting in User ROM Area

EW0 Mode

The supply voltage drops while rewriting the block where the rewrite control program is stored, the flash memory cannot be rewritten because the rewrite control program is not correctly rewritten. If this error occurs, rewrite the user ROM area while in standard serial I/O mode or parallel I/O mode or CAN I/O mode.

EW1 Mode

Avoid rewriting any block in which the rewrite control program is stored.

22.18.13 DMA Transfer

In EW1 mode, do not perform a DMA transfer while the FMR00 bit in the FMR0 register is set to “0” (auto programming or auto erasing).

22.19 Flash Memory Programming Using Boot Program

When programming the internal flash memory using boot program, be careful about the pins state and connection as follows.

22.19.1 Programming Using Serial I/O Mode

CTX0 pin : This pin automatically outputs “H” level.
CRX0 pin : Connect to CAN transceiver or connect via resister to VCC (pull-up)
Figure 22.9 shows a pin connection example for programming using serial I/O mode.

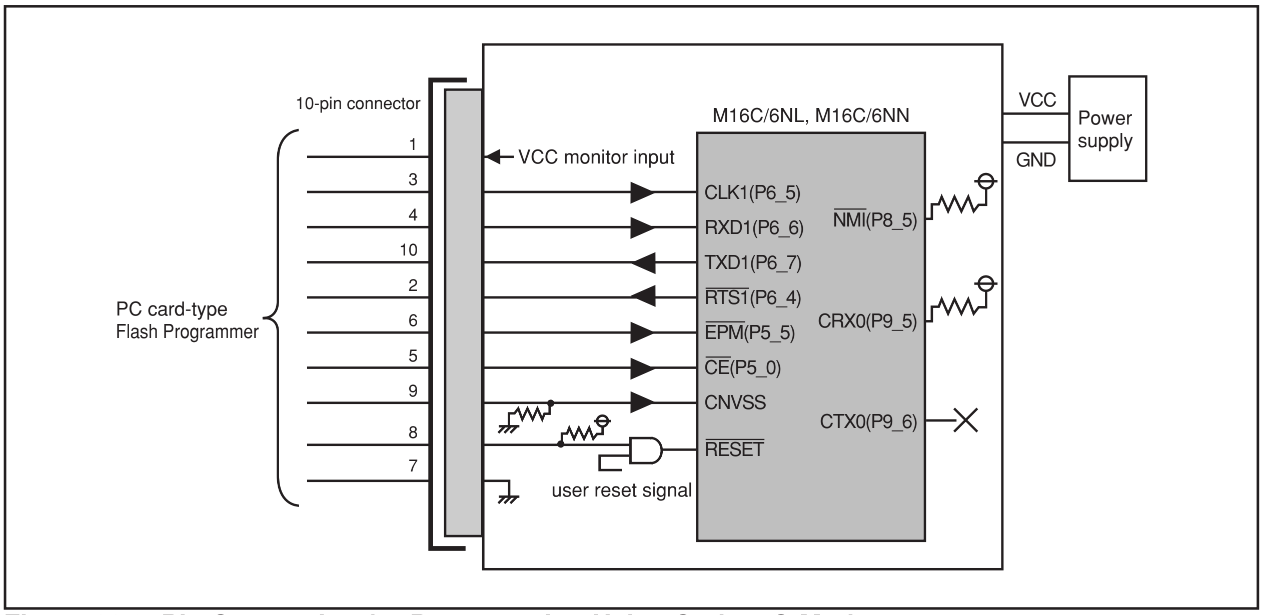


Figure 22.9 Pin Connection for Programming Using Serial I/O Mode

22.19.2 Programming Using CAN I/O Mode

$\overline{RTS1}$ pin : This pin automatically outputs “H” and “L” level.
Figure 22.10 shows a pin connection example for programming using CAN I/O mode.

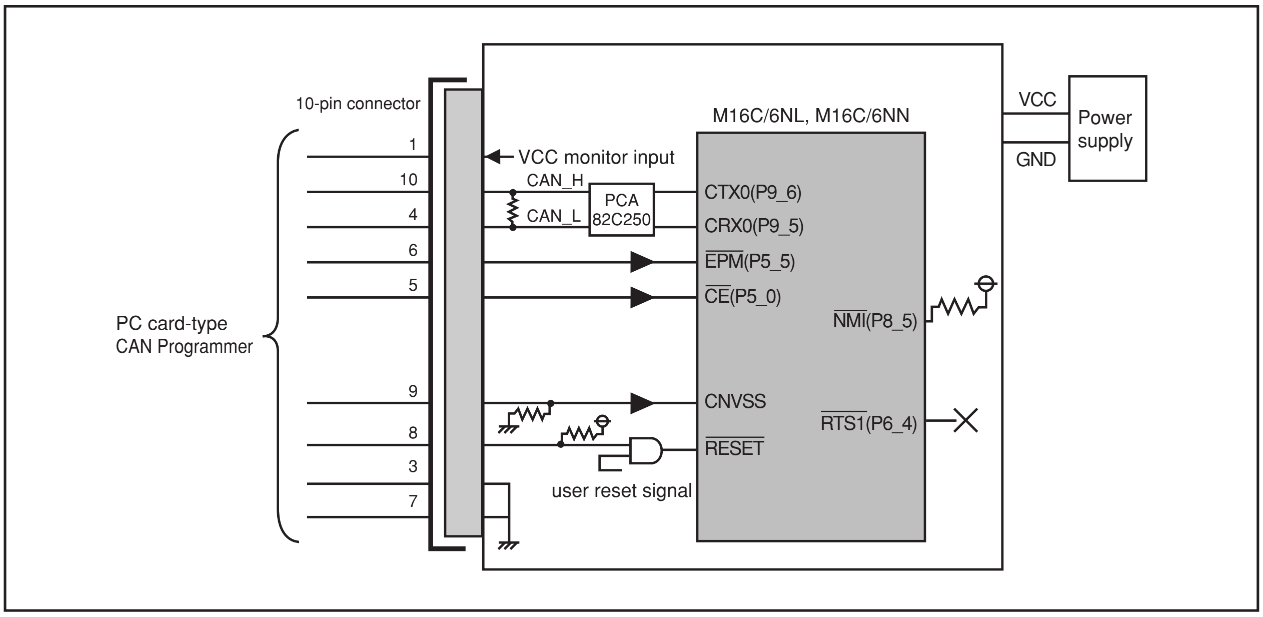


Figure 22.10 Pin Connection for Programming Using CAN I/O Mode

22.20 Noise

Connect a bypass capacitor (approximately 0.1 μF) across the VCC1 and VSS pins, and VCC2 and VSS pins using the shortest and thicker possible wiring. Figure 22.11 shows the bypass capacitor connection.

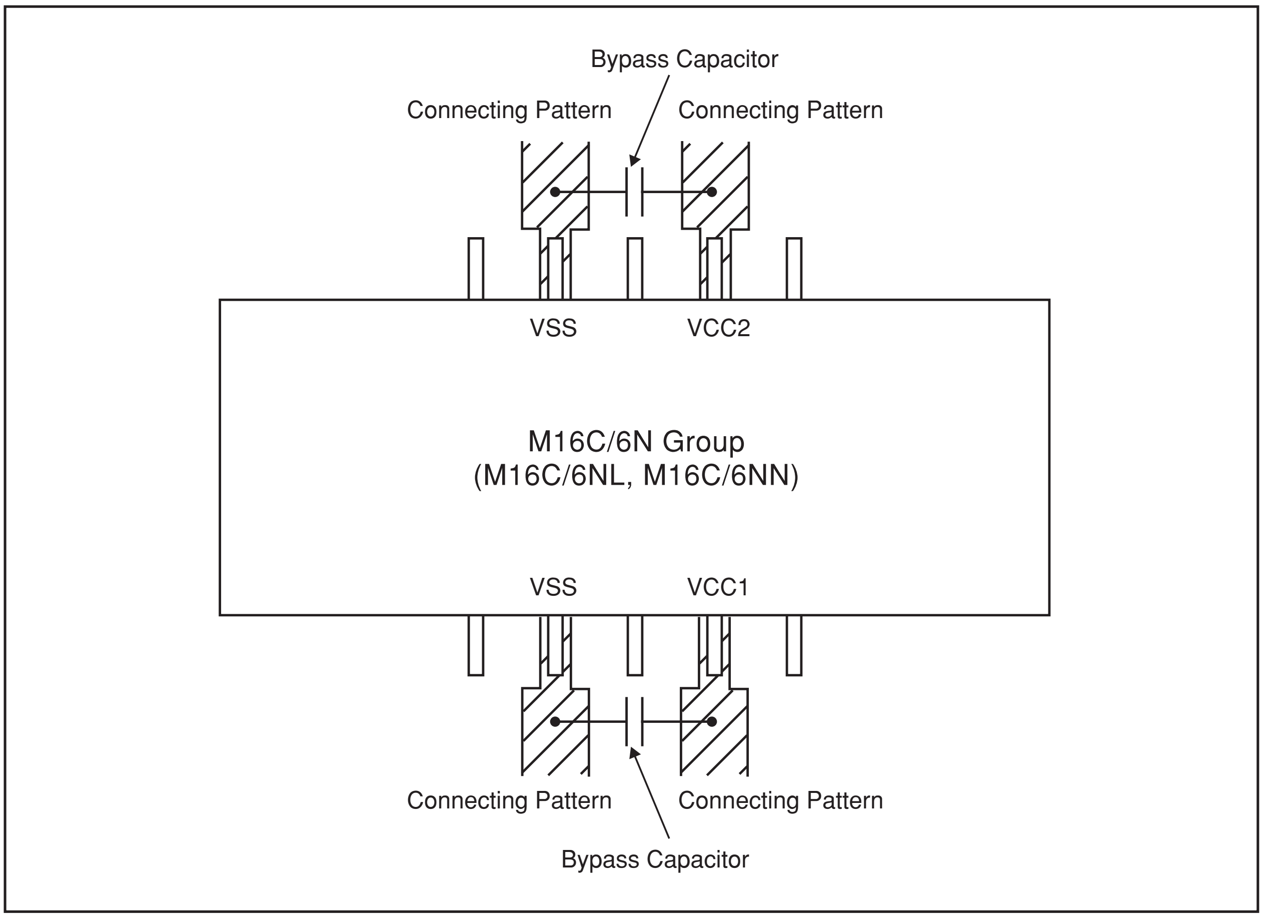
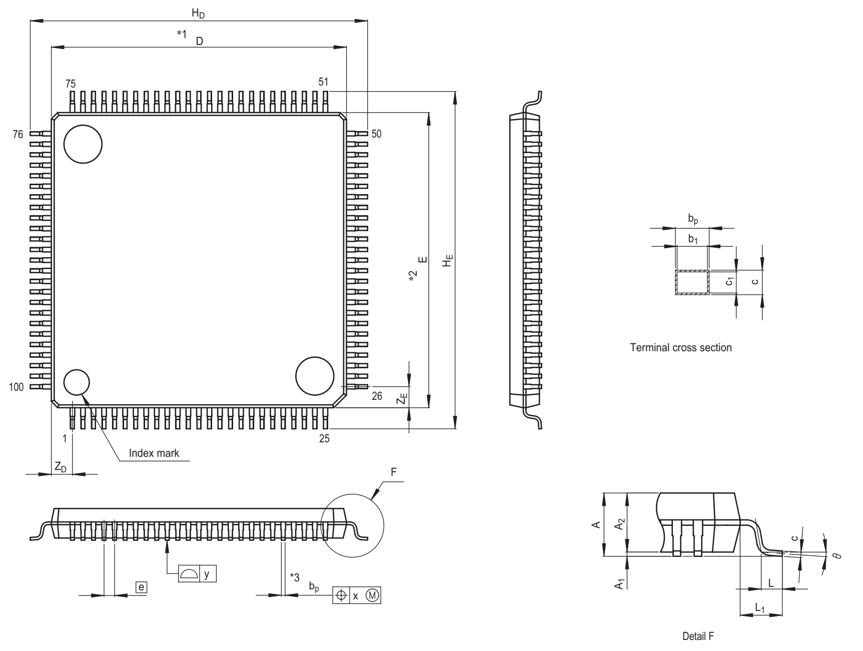


Figure 22.11 Bypass Capacitor Connection

Appendix 1. Package Dimensions

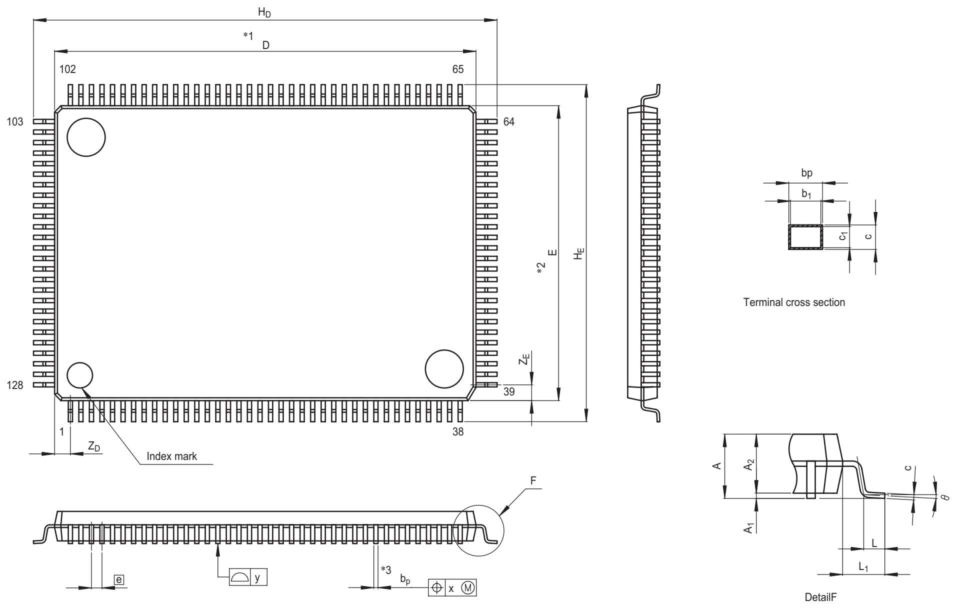
JEITA Package Code	RENESAS Code	Previous Code	MASS[Typ.]
P-LQFP100-14x14-0.50	PLQP0100KB-A	100P6Q-A / FP-100U / FP-100UV	0.6g



NOTE)
1. DIMENSIONS "*1" AND "*2" DO NOT INCLUDE MOLD FLASH.
2. DIMENSION "*3" DOES NOT INCLUDE TRIM OFFSET.

Reference Symbol	Dimension in Millimeters		
	Min	Nom	Max
D	13.9	14.0	14.1
E	13.9	14.0	14.1
A_2	—	1.4	—
H_D	15.8	16.0	16.2
H_E	15.8	16.0	16.2
A	—	—	1.7
A_1	0.05	0.1	0.15
b_p	0.15	0.20	0.25
b_1	—	0.18	—
c	0.09	0.145	0.20
c_1	—	0.125	—
θ	0°	—	8°
e	—	0.5	—
x	—	—	0.08
y	—	—	0.08
Z_D	—	1.0	—
Z_E	—	1.0	—
L	0.35	0.5	0.65
L_1	—	1.0	—

JEITA Package Code	RENESAS Code	Previous Code	MASS[Typ.]
P-LQFP128-14x20-0.50	PLQP0128KB-A	128P6Q-A	0.9g



NOTE)
1. DIMENSIONS "*1" AND "*2" DO NOT INCLUDE MOLD FLASH.
2. DIMENSION "*3" DOES NOT INCLUDE TRIM OFFSET.

Reference Symbol	Dimension in Millimeters		
	Min	Nom	Max
D	19.9	20.0	20.1
E	13.9	14.0	14.1
A_2	—	1.4	—
H_D	21.8	22.0	22.2
H_E	15.8	16.0	16.2
A	—	—	1.7
A_1	0.05	0.125	0.2
b_p	0.17	0.22	0.27
b_1	—	0.20	—
c	0.09	0.145	0.20
c_1	—	0.125	—
θ	0°	—	8°
e	—	0.5	—
x	—	—	0.10
y	—	—	0.10
Z_D	—	0.75	—
Z_E	—	0.75	—
L	0.35	0.5	0.65
L_1	—	1.0	—

Register Index

REVISION HISTORY	M16C/6N Group (M16C/6NL, M16C/6NN) Hardware Manual

Rev.	Date	Description	
		Page	Summary
1.00	Sep. 30, 2004	–	First edition issued
1.01	Nov. 01, 2004	–	Revised edition issued * Revised parts and revised contents are as follows (except for expressional change).
		267	Table 21.2 Recommended Operating Conditions (1) • $I_{OH(peak)}$: Unit is revised from “V” to “mA”.
		268	Table 21.3 Recommended Operating Conditions (2) • NOTE 3: “VCC = 3.0 ± 0.3 V” is revised to “VCC = 3.3 ± 0.3 V”.
		288	22.9.1.2 Timer A (Event Counter Mode) is revised.
1.02	Jul. 01, 2005	–	Revised edition issued * Revised parts and revised contents are as follows (except for expressional change).
		5	Table 1.3 Product List is revised.
		13	FIgure 4.1 SFR Information (1): The value of After Reset in CM2 Register is revised.
		19	Figure 4.7 SFR Information (7): NOTE 1 is revised.
		35	Figure 7.4 CM2 Register: The value of After Reset is revised.
		51	Figure 7.13 State Transition in Normal Operation Mode: NOTE 7 is revised.
		74	9.10 Address Match Interrupt: After of 13th line • “Note that when using the external bus in 8-bit width, no address match interrupts can be used for external areas.” is deleted.
		172	Figure 14.37 (upper) SiC Register: NOTE 4 is revised.
		203	Figure 18.6 C0MCTLj Registers • RemActive bit: Function is revised. • RspLock bit: Bit Name is revised. • NOTE 2 is revised.
		204	Figure 18.7 C0CTLR Registers (upper) • LoopBack bit: The expression of Function is revised. • BasicCAN bit: The expression of Function is revised. Figure 18.7 C0CTLR Registers (lower) • TSPreScale bit: Bit Symbol is revised. (“Bit1, Bit0” is deleted.) • TSReset bit: The expression of Function is revised. • RetBusOff bit: The expression of Function is revised. • RXOnly bit: The expression of Function is revised.
		206	Figure 18.9 C0STR Registers (upper): NOTE 1 is deleted. Figure 18.9 C0STR Registers (lower) • State_LoopBack bit: The expression of Function is revised. • State_BasicCAN bit: The expression of Function is revised.
		209	Figure 18.12 C0RECR Register, C0TECR Register, C0TSR Register and C0AFS Register • C0RECR Register: NOTE 2 is deleted. • C0TECR Register: NOTE 1 is deleted. • C0TSR Register: NOTE 1 is deleted.
		220	18.15.1 Reception (1): “(refer to 18.15.2 Transmission)” is deleted.
		225	Figure 19.1 I/O Ports (1): “P7_0” in 4th figure is deleted.
		227	Figure 19.3 I/O Ports (3): “P7_0” is added to middle figure.

Rev.	Date	Description	
		Page	Summary
1.02	Jul. 01, 2005	229	Figure 19.6 I/O Pins: NOTE 1 is deleted.
		269	Table 21.4 Electrical Characteristics (1)
			• Measuring Condition of V_{OL} is revised from “L_{OL} = –200µA” to “L_{OL} = 200µA”.
		270	Table 21.5 Electrical Characteristics (2): Mask ROM (5th item)
			• “f(XCIN)” is changed to “(f(BCLK)).
		271	Table 21.6 A/D Conversion Characteristics: “Tolerance Level Impedance” is deleted.
		304	22.14 Programmable I/O Ports: last 1 to 2 lines
			• (1) Setting Procedure is revised from “#00010000b” to “#00000001b”.
			• (2) Setting Procedure is revised from “#00010011b” to “#00110001b”.

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