

# **S3F80JB**

**8-BIT CMOS**

**MICROCONTROLLERS**

**USER'S MANUAL**

**Revision 1.1**



**ELECTRONICS**

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# Preface

The *S3F80JB Microcontroller User's Manual* is designed for application designers and programmers who are using *S3F80JB* microcontroller for application development. It is organized in two main parts:

Part I                      Programming Model                      Part II                      Hardware Descriptions

Part I contains software-related information to familiarize you with the microcontroller's architecture, programming model, instruction set, and interrupt structure. It has six chapters:

Chapter 1	Product Overview	Chapter 4	Control Registers
Chapter 2	Address Spaces	Chapter 5	Interrupt Structure
Chapter 3	Addressing Modes	Chapter 6	Instruction Set

Chapter 1, "Product Overview," is a high-level introduction to *S3F80JB* with general product descriptions, as well as detailed information about individual pin characteristics and pin circuit types.

Chapter 2, "Address Spaces," describes program and data memory spaces, the internal register file, and register addressing. Chapter 2 also describes working register addressing, as well as system stack and user-defined stack operations.

Chapter 3, "Addressing Modes," contains detailed descriptions of the addressing modes that are supported by the S3C8-series CPU.

Chapter 4, "Control Registers," contains overview tables for all mapped system and peripheral control register values, as well as detailed one-page descriptions in a standardized format. You can use these easy-to-read, alphabetically organized, register descriptions as a quick-reference source when writing programs.

Chapter 5, "Interrupt Structure," describes the *S3F80JB* interrupt structure in detail and further prepares you for additional information presented in the individual hardware module descriptions in Part II.

Chapter 6, "Instruction Set," describes the features and conventions of the instruction set used for all S3F8-series microcontrollers. Several summary tables are presented for orientation and reference. Detailed descriptions of each instruction are presented in a standard format. Each instruction description includes one or more practical examples of how to use the instruction when writing an application program.

A basic familiarity with the information in Part I will help you to understand the hardware module descriptions in Part II. If you are not yet familiar with the S3F8-series microcontroller family and are reading this manual for the first time, we recommend that you first read Chapters 1–3 carefully. Then, briefly look over the detailed information in Chapters 4, 5, and 6. Later, you can reference the information in Part I as necessary.

Part II "hardware Descriptions," has detailed information about specific hardware components of the *S3F80JB* microcontroller. Also included in Part II are electrical, mechanical, MTP, and development tools data. It has 14 chapters:

Chapter 7	Clock Circuits	Chapter 15	Embedded Flash Memory Interface
Chapter 8	RESET	Chapter 16	Low Voltage Detector
Chapter 9	I/O Ports	Chapter 17	Electrical Data-4MHz
Chapter 10	Basic Timer and Timer 0	Chapter 18	Electrical Data-8MHz
Chapter 11	Timer 1	Chapter 19	Mechanical Data
Chapter 12	Counter A	Chapter 20	Development Tools Data
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Two order forms are included at the back of this manual to facilitate customer order for *S3F80JB* microcontrollers: the Flash Factor Writing Order Form. You can photocopy these forms, fill them out, and then forward them to your local Samsung Sales Representative.

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P4CONH	Port 4 Control Register (High Byte) .....	4-35
P4CONL	Port 4 Control Register (Low Byte) .....	4-36
PP	Register Page Pointer .....	4-37
RP0	Register Pointer 0.....	4-38
RP1	Register Pointer 1.....	4-38
SPL	Stack Pointer (Low Byte).....	4-39
STOPCON	Stop Control Register .....	4-39
SYM	System Mode Register .....	4-40
T1CON	Timer 1 Control Register .....	4-42
T2CON	Timer 2 Control Register .....	4-43



# List of Instruction Descriptions

Instruction Mnemonic	Full Register Name	Page Number
ADC	Add with carry .....	6-14
ADD	Add.....	6-15
AND	Logical AND .....	6-16
BAND	Bit AND .....	6-17
BCP	Bit Compare .....	6-18
BITC	Bit Complement.....	6-19
BITR	Bit Reset.....	6-20
BITS	Bit Set .....	6-21
BOR	Bit OR .....	6-22
BTJRF	Bit Test, Jump Relative on False.....	6-23
BTJRT	Bit Test, Jump Relative on True .....	6-24
BXOR	Bit XOR .....	6-25
CALL	Call Procedure .....	6-26
CCF	Complement Carry Flag .....	6-27
CLR	Clear .....	6-28
COM	Complement.....	6-29
CP	Compare .....	6-30
CPIJE	Compare, Increment, and Jump on Equal.....	6-31
CPIJNE	Compare, Increment, and Jump on Non-Equal .....	6-32
DA	Decimal Adjust .....	6-33
DA	Decimal Adjust .....	6-34
DEC	Decrement.....	6-35
DECW	Decrement Word .....	6-36
DIV	Divide (Unsigned).....	6-38
DJNZ	Decrement and Jump if Non-Zero .....	6-39
EI	Enable Interrupts .....	6-40
ENTER	Enter .....	6-41
EXIT	Exit.....	6-42
IDLE	Idle Operation.....	6-43
INC	Increment .....	6-44
INCW	Increment Word.....	6-45
IRET	Interrupt Return .....	6-46
JP	Jump .....	6-47
JR	Jump Relative .....	6-48
LD	Load .....	6-49
LD	Load .....	6-50
LDB	Load Bit.....	6-51
LDC/LDE	Load Memory .....	6-52
LDC/LDE	Load Memory .....	6-53
LDCD/LDED	Load Memory and Decrement.....	6-54
LDCI/LDEI	Load Memory and Increment.....	6-55
LDCPD/LDEPD	Load Memory with Pre-Decrement.....	6-56
LDCPI/LDEPI	Load Memory with Pre-Increment.....	6-57
LDW	Load Word.....	6-58
MULT	Multiply (Unsigned).....	6-59

## List of Instruction Descriptions (Continued)

Instruction Mnemonic	Full Register Name	Page Number
NEXT	Next.....	6-60
NOP	No Operation .....	6-61
OR	Logical OR.....	6-62
POP	Pop From Stack.....	6-63
POPUD	Pop User Stack (Decrementing) .....	6-64
POPUI	Pop User Stack (Incrementing).....	6-65
PUSH	Push To Stack .....	6-66
PUSHUD	Push User Stack (Decrementing) .....	6-67
PUSHUI	Push User Stack (Incrementing).....	6-68
RCF	Reset Carry Flag .....	6-69
RET	Return.....	6-70
RL	Rotate Left.....	6-71
RLC	Rotate Left Through Carry .....	6-72
RR	Rotate Right .....	6-73
RRC	Rotate Right Through Carry.....	6-74
SB0	Select Bank 0 .....	6-75
SB1	Select Bank 1 .....	6-76
SBC	Subtract With Carry .....	6-77
SCF	Set Carry Flag .....	6-78
SRA	Shift Right Arithmetic .....	6-79
SRP/SRP0/SRP1	Set Register Pointer .....	6-80
STOP	Stop Operation .....	6-81
SUB	Subtract .....	6-82
SWAP	Swap Nibbles.....	6-83
TCM	Test Complement Under Mask .....	6-84
TM	Test Under Mask .....	6-85
WFI	Wait For Interrupt.....	6-86
XOR	Logical Exclusive OR.....	6-87

# 1

## PRODUCT OVERVIEW

### S3C8/S3F8-SERIES MICROCONTROLLERS

Samsung's S3C8/S3F8-series of 8-bit single-chip CMOS microcontrollers offers a fast and efficient CPU, a wide range of integrated peripherals, and various flash memory ROM sizes. Important CPU features include:

- Efficient register-oriented architecture
- Selectable CPU clock sources
- Idle and Stop power-down mode release by interrupts
- Built-in basic timer with watchdog function

A sophisticated interrupt structure recognizes up to eight interrupt levels. Each level can have one or more interrupt sources and vectors. Fast interrupt processing (within a minimum four CPU clocks) can be assigned to specific interrupt levels.

### S3F80JB MICROCONTROLLER

The S3F80JB single-chip CMOS microcontroller is fabricated using a highly advanced CMOS process and is based on Samsung's newest CPU architecture.

The S3F80JB is the microcontroller which has 64-Kbyte Flash Memory ROM.

Using a proven modular design approach, Samsung engineers developed S3F80JB by integrating the following peripheral modules with the powerful SAM8 RC core:

- Internal LVD circuit and 16 bit-programmable pins for external interrupts.
- One 8-bit basic timer for oscillation stabilization and watchdog function (system reset).
- One 8-bit Timer/counter with three operating modes.
- Two 16-bit timer/counters with selectable operating modes.
- 4-bit analog voltage comparator with four/three channels (internal/external reference).
- One 8-bit counter with auto-reload function and one-shot or repeat control.

The S3F80JB is a versatile general-purpose microcontroller, which is especially suitable for use as remote transmitter controller. It is currently available in a 32-pin SOP and 44-pin QFP package.

## FEATURES

### CPU

- SAM8 RC CPU core

### Memory

- Program memory:
  - 64-Kbyte Internal Flash Memory
  - Sector size: 128Bytes
  - 10years data retention
  - Fast Programming Time: Sector Erase: 10ms  
Byte Program: 32us
  - Byte Programmable
  - User programmable by 'LDC' instruction
  - Sector (128-bytes) Erase available
  - External serial programming support
  - Endurance: 10,000 Erase/Program cycles
  - Expandable OBPTM (On Board Program)
- Data memory: 272-byte general purpose RAM

### Instruction Set

- 78 instructions
- IDLE and STOP instructions added for power-down modes

### Instruction Execution Time

- 500 ns at 8-MHz  $f_{OSC}$  (minimum)

### Interrupts

- 24 interrupt sources with 18 vectors and 8 levels.

### I/O Ports

- Four 8-bit I/O ports (P0–P2 , P4) and 6-bit port (P3) for a total of 38 bit-programmable pins. (44-QFP)
- Four 8-bit I/O ports (P0–P2 , P4) and 4-bit port (P3) for a total of 36 bit-programmable pins. (42-SDIP)
- Three 8-bit I/O ports (P0–P2) and one 2-bit I/O port (P3) for a total of 26-bit programmable pins. (32-SOP)

### Carrier Frequency Generator

- One 8-bit counter with auto-reload function and one-shot or repeat control (Counter A)

### Basic Timer and Timer/Counters

- One programmable 8-bit basic timer (BT) for oscillation stabilization control or watchdog timer (software reset) function
- One 8-bit timer/counter (Timer 0) with three operating modes: Interval mode, Capture and PWM mode.
- One 16-bit timer/counter (Timer1) with two operating modes: Interval and Capture mode.
- One 16-bit timer/counter (Timer2) with two operating modes: Interval and Capture mode.

### Back-up Mode

- When  $V_{DD}$  is lower than  $V_{LVD}$ , the chip enters Back-up mode to block oscillation and reduce the current consumption.  
In S3F80JB, this function is disabled when operating state is "STOP mode".
- When reset pin is lower than Input Low Voltage ( $V_{IL}$ ), the chip enters Back-up mode to block oscillation and reduce the current consumption.

### Analog Voltage Comparator

- 4-bit resolution: 16-step variable reference voltage, 150mV Input Voltage Accuracy (worst case)
- 4-channel mode: CIN0-3, Internal reference voltage generator
- 3-channel mode: CIN0-2, External reference voltage source (CIN3) supply

### Low Voltage Detect Circuit

- Low voltage detect to get into Back-up mode and Reset  
2.15V (Typ)  $\pm$  200mV at 8MHz  
1.90V (Typ)  $\pm$  200mV at 4MHz
- Low voltage detect to control LVD\_Flag bit  
2.30V (Typ)  $\pm$  200mV at 8MHz  
2.15V (Typ)  $\pm$  200mV at 4MHz

### Operating Temperature Range

- $-25^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$

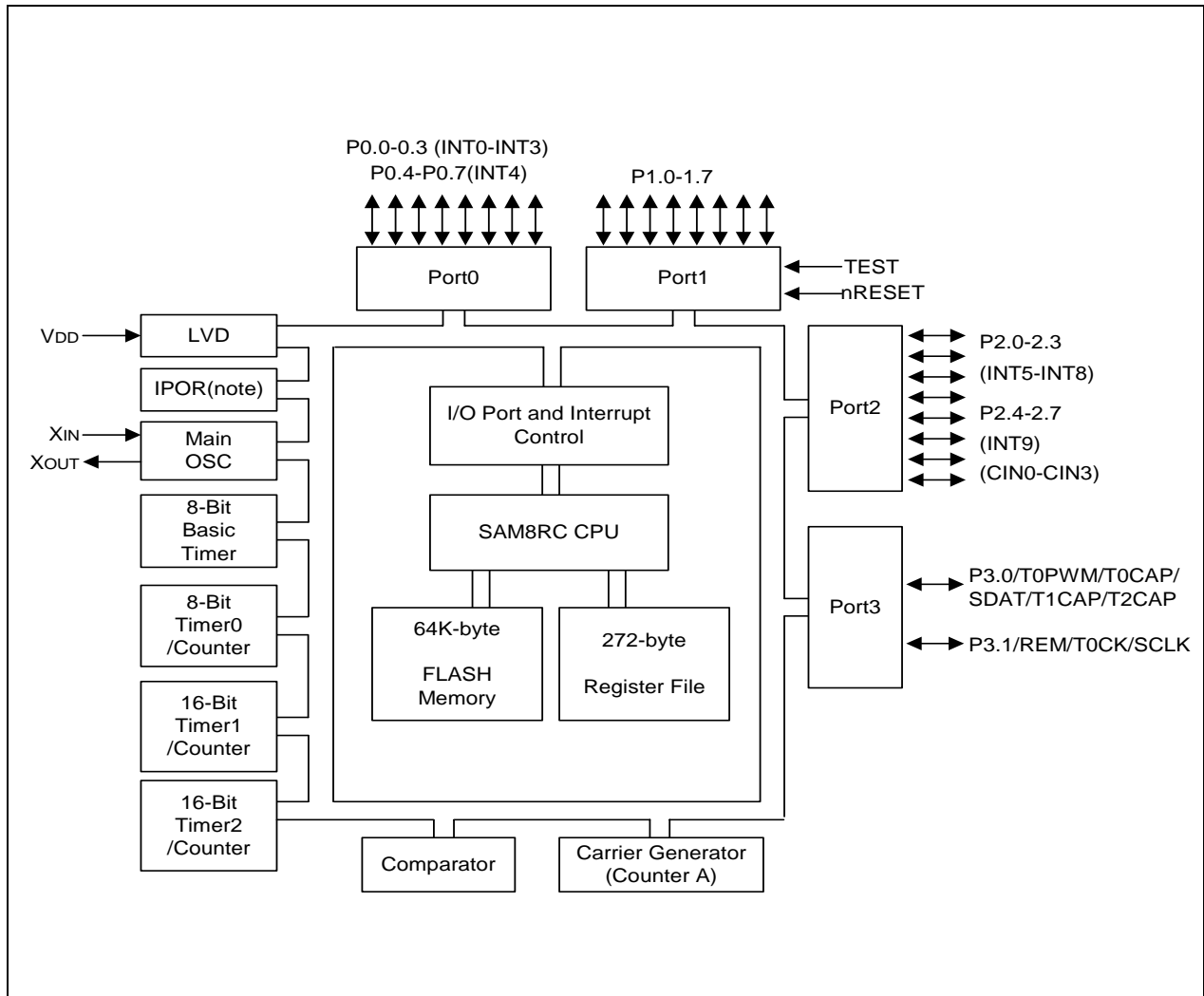
### Operating Voltage Range

- 1.95V to 3.6V at 8MHz

### Package Types

- 32-pin SOP
- 44-pin QFP

**BLOCK DIAGRAM (32-PIN PACKAGE)**

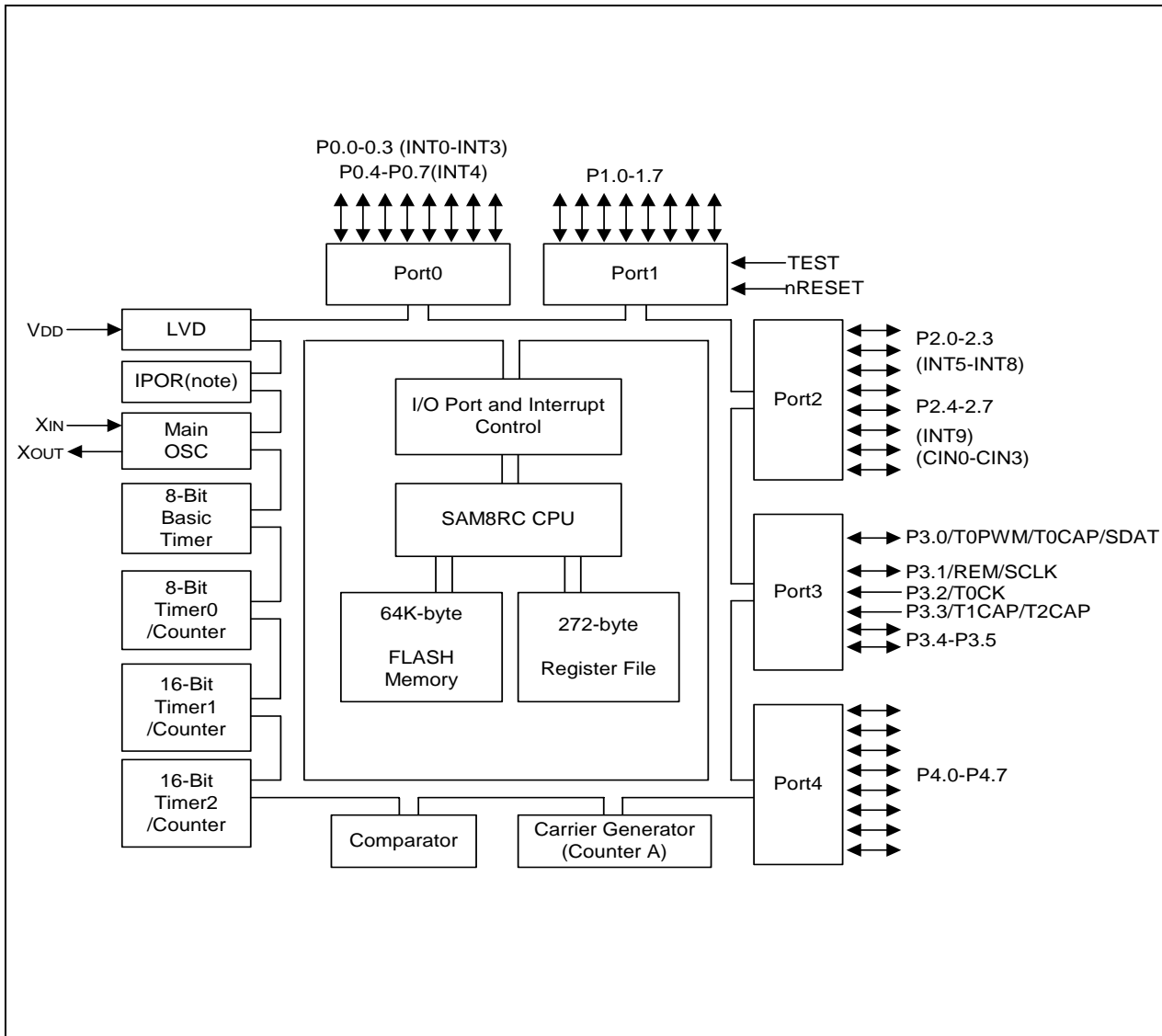


**Figure 1-1. Block Diagram (32-pin)**

**NOTE**

IPOR can be enabled or disabled by IPOR / LVD control bit in the smart option. (Refer to Figure 2-2)

**BLOCK DIAGRAM (44-PIN PACKAGE)**



**Figure 1-2. Block Diagram (44-pin)**

**NOTE**

IPOR can be enabled or disabled by IPOR / LVD control bit in the smart option. (Refer to Figure 2-2)

## PIN ASSIGNMENTS

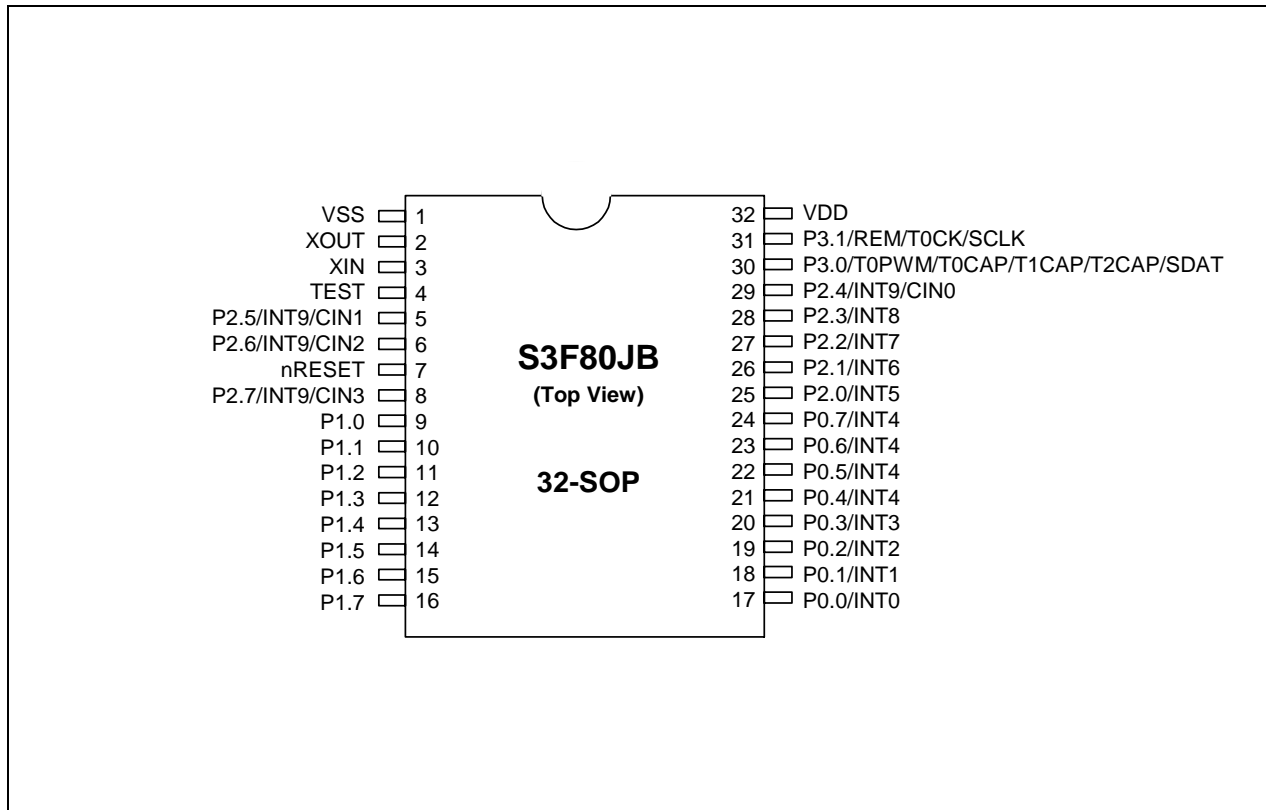
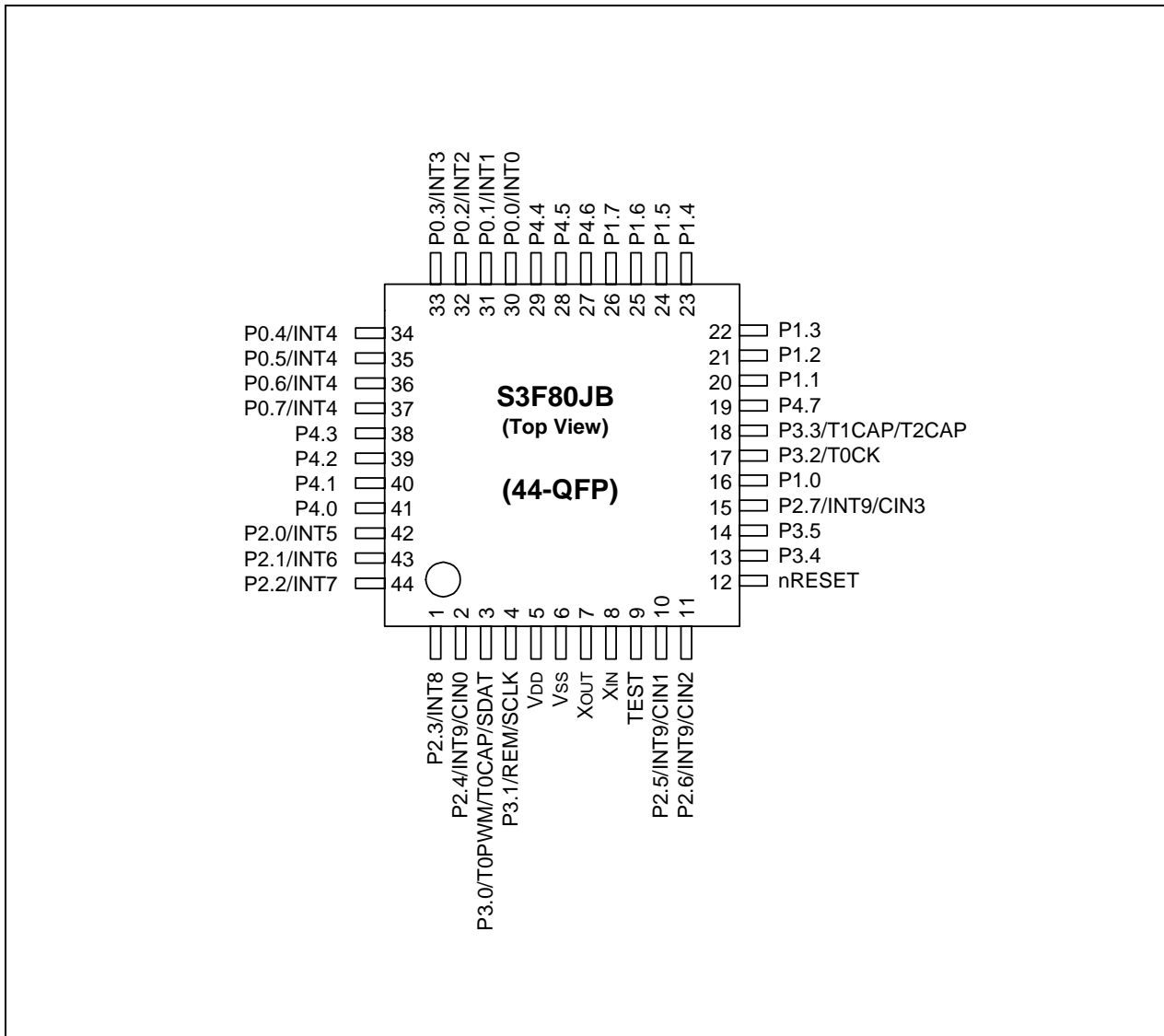


Figure 1-3. Pin Assignment Diagram (32-Pin SOP Package)

**PIN ASSIGNMENTS (Continued)**



**Figure 1-4. Pin Assignment Diagram (44-Pin QFP Package)**



Table 1-1. Pin Descriptions of 32-SOP

Pin Names	Pin Type	Pin Description	Circuit Type	32 Pin No.	Shared Functions
P0.0–P0.7	I/O	I/O port with bit-programmable pins. Configurable to input or push-pull output mode. Pull-up resistors are assignable by software. Pins can be assigned individually as external interrupt inputs with noise filters, interrupt enable/ disable, and interrupt pending control. SED&R (note) circuit built in P0 for STOP releasing.	1	17–24	Ext. INT (INT0–INT3) (INT4)
P1.0–P1.7	I/O	I/O port with bit-programmable pins. Configurable to input mode or output mode. Pin circuits are either push-pull or n-channel open-drain type.	2	9–16	–
P2.0–P2.3 P2.4–P2.7	I/O	I/O port with bit-programmable pins. Configurable to input or push-pull output mode. Pull-up resistors can be assigned by software. Pins can be assigned individually as external interrupt inputs with noise filters, interrupt enable/disable, and interrupt pending control. SED & R (note) circuit built in P2-P2.7 for STOP releasing. Also P2.4-P2.7 can be assigned individually as analog input pins for Comparator.	1	25–28 29,5,6,8	Ext. INT (INT5–INT8) (INT9) (CIN0-CIN3)
P3.0	I/O	I/O port with bit-programmable pin. Configurable to input mode, push-pull output mode, or n-channel open-drain output mode. Input mode with a pull-up resistor can be assigned by software. This port 3 pin has high current drive capability. Also P3.0 can be assigned individually as an output pin for TOPWM or input pin for T0CAP. In the tool mode, P3.0 is assigned as serial MTP interface pin; SDAT	3	30	T0PWM/T0CAP (SDAT)
P3.1	I/O	I/O port with bit-programmable pin. Configurable to input mode, push-pull output mode, or n-channel open-drain output mode. Input mode with a pull-up resistor can be assigned by software. This port 3 pin has high current drive capability. Also P3.1 can be assigned individually as an output pin for REM. In the tool mode, P3.1 is assigned as serial MTP interface pin; SCLK	4	31	REM (SCLK)
XOUT, XIN	–	System clock input and output pins	–	2,3	–
nRESET	I	System reset signal input pin and back-up mode input.	6	7	–
TEST	I	Test signal input pin (for factory use only; must be connected to V <sub>SS</sub> ).	–	4	–
VDD	–	Power supply input pin	–	32	–
VSS	–	Ground pin	–	1	–

**Table 1-2. Pin Descriptions of 44-QFP**

Pin Names	Pin Type	Pin Description	Circuit Type	44 Pin No.	Shared Functions
P0.0–P0.7	I/O	I/O port with bit-programmable pins. Configurable to input or push-pull output mode. Pull-up resistors can be assigned by software. Pins can be assigned individually as external interrupt inputs with noise filters, interrupt enable/disable, and interrupt pending control. SED & R(note)circuit built in P0 for STOP releasing.	1	30–37	Ext. INT (INT0–INT3) (INT4)
P1.0–P1.7	I/O	I/O port with bit-programmable pins. Configurable to input mode or output mode. Pin circuits are either push-pull or n-channel open-drain type.	2	16 20–26	–
P2.0–P2.3 P2.4–P2.7	I/O	I/O port with bit-programmable pins. Configurable to input or push-pull output mode. Pull-up resistors can be assigned by software. Pins can be assigned individually as external interrupt inputs with noise filters, interrupt enable/disable, and interrupt pending control. SED & R(note) circuit built in P2.4-P2.7 for STOP releasing. Also P2.4-P2.7 can be assigned individually as analog input pins for Comparator.	1	42–44 1, 2, 10,11, 15	Ext. INT (INT5–INT8) (INT9) (CIN0-CIN3)
P3.0	I/O	I/O port with bit-programmable pin. Configurable to input mode, push-pull output mode, or n-channel open-drain output mode. Input mode with a pull-up resistor can be assigned by software. This port 3pin has high current drive capability. Also P3.0 can be assigned individually as an output pin for T0PWM or input pin for T0CAP. In the tool mode, P3.0 is assigned as serial MTP interface pin; SDAT	3	3	T0PWM/T0CAP (SDAT)

**NOTE:** SED & R means “STOP Error Detect & Recovery”. The Stop Error Detect & Recovery Circuit is used to release stop mode and prevent abnormal-stop mode. Refer to page 8-11.

Table 1-2. Pin Descriptions of 44-QFP (Continued)

Pin Names	Pin Type	Pin Description	Circuit Type	44 Pin No.	Shared Functions
P3.1	I/O	I/O port with bit-programmable pin. Configurable to input mode, push-pull output mode, or n-channel open-drain output mode. Input mode with a pull-up resistor can be assigned by software. This port 3pin has high current drive capability. Also P3.1 can be assigned individually as an output pin for REM. In the tool mode, P3.1 is assigned as serial MTP interface pin; SCLK	4	4	REM (SCLK)
P3.2–P3.3	I	C-MOS Input port with a pull-up resistor	5	17 18	(T0CK) (T1CAP/T2CAP)
P3.4–P3.5	I/O	I/O port with bit-programmable pins. Configurable to input mode or output mode. Pin circuits are either push-pull or n-channel open-drain type. Pull-up resistors can be assigned by software.	2	13–14	–
P4.0–P4.7	I/O	I/O port with bit-programmable pins. Configurable to input mode or output mode. Pin circuits are either push-pull or n-channel open-drain type.	2	38–41 27–29 19	–
X <sub>OUT</sub> , X <sub>IN</sub>	–	System clock input and output pins	–	7,8	–
nRESET	I	System reset signal input pin and back-up mode input.	6	12	–
TEST	I	Test signal input pin (for factory use only; must be connected to V <sub>SS</sub> .)	–	9	–
V <sub>DD</sub>	–	Power supply input pin	–	5	–
V <sub>SS</sub>	–	Ground pin	–	6	–

PIN CIRCUITS

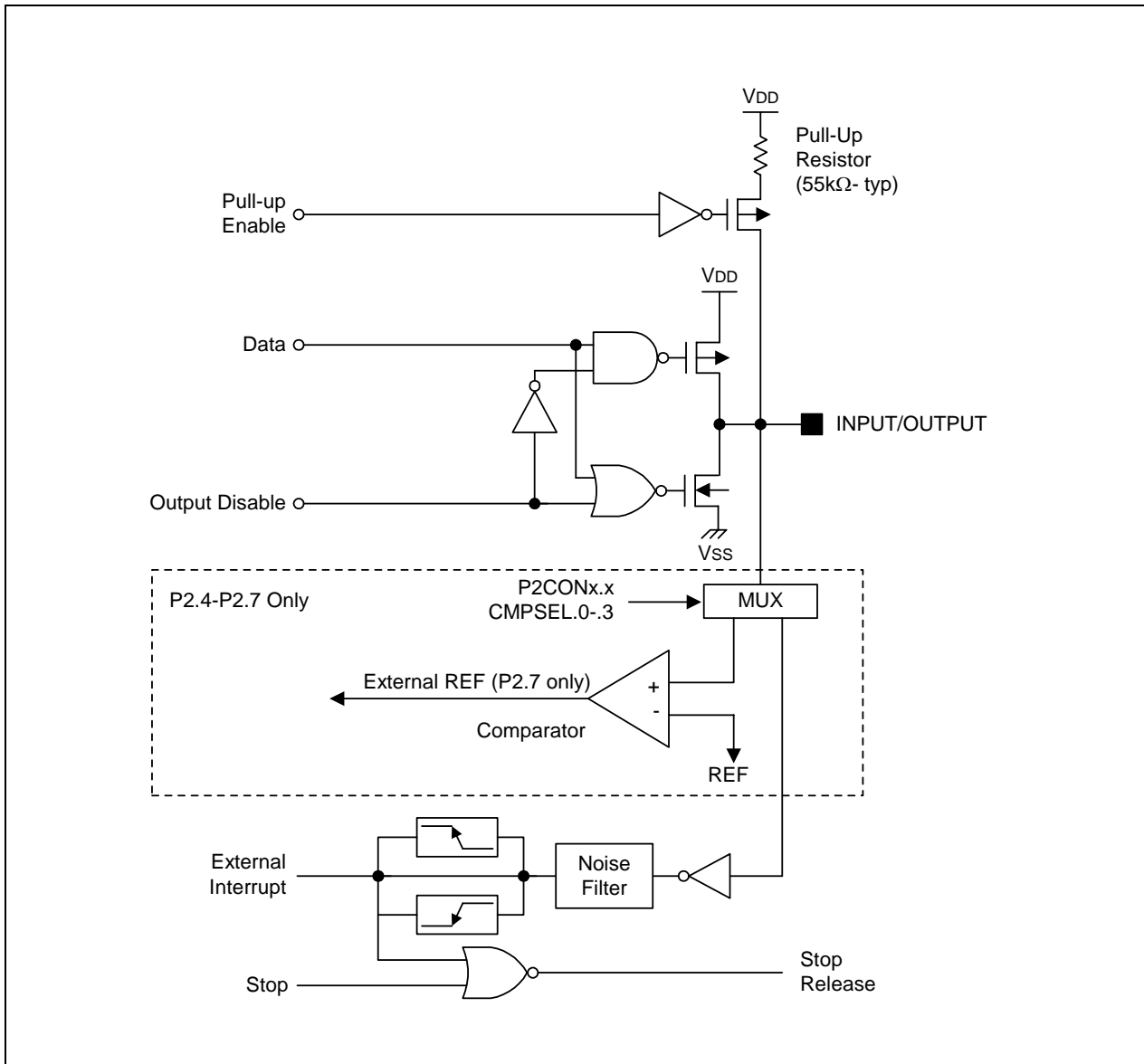


Figure 1-5. Pin Circuit Type 1 (Port 0 and Port2)

## PIN CIRCUITS (Continued)

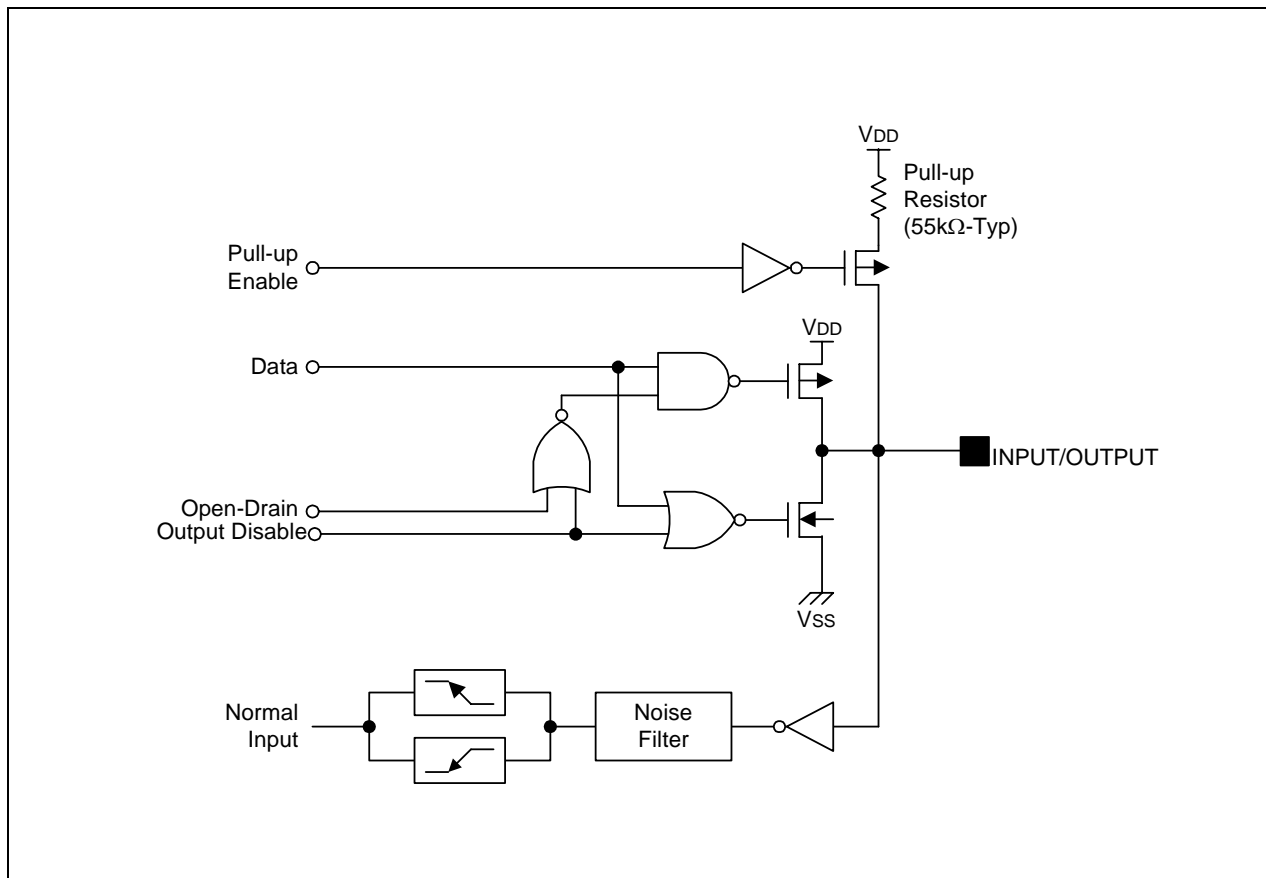


Figure 1-6. Pin Circuit Type 2 (Port 1, Port4, P3.4 and P3.5)

PIN CIRCUITS (Continued)

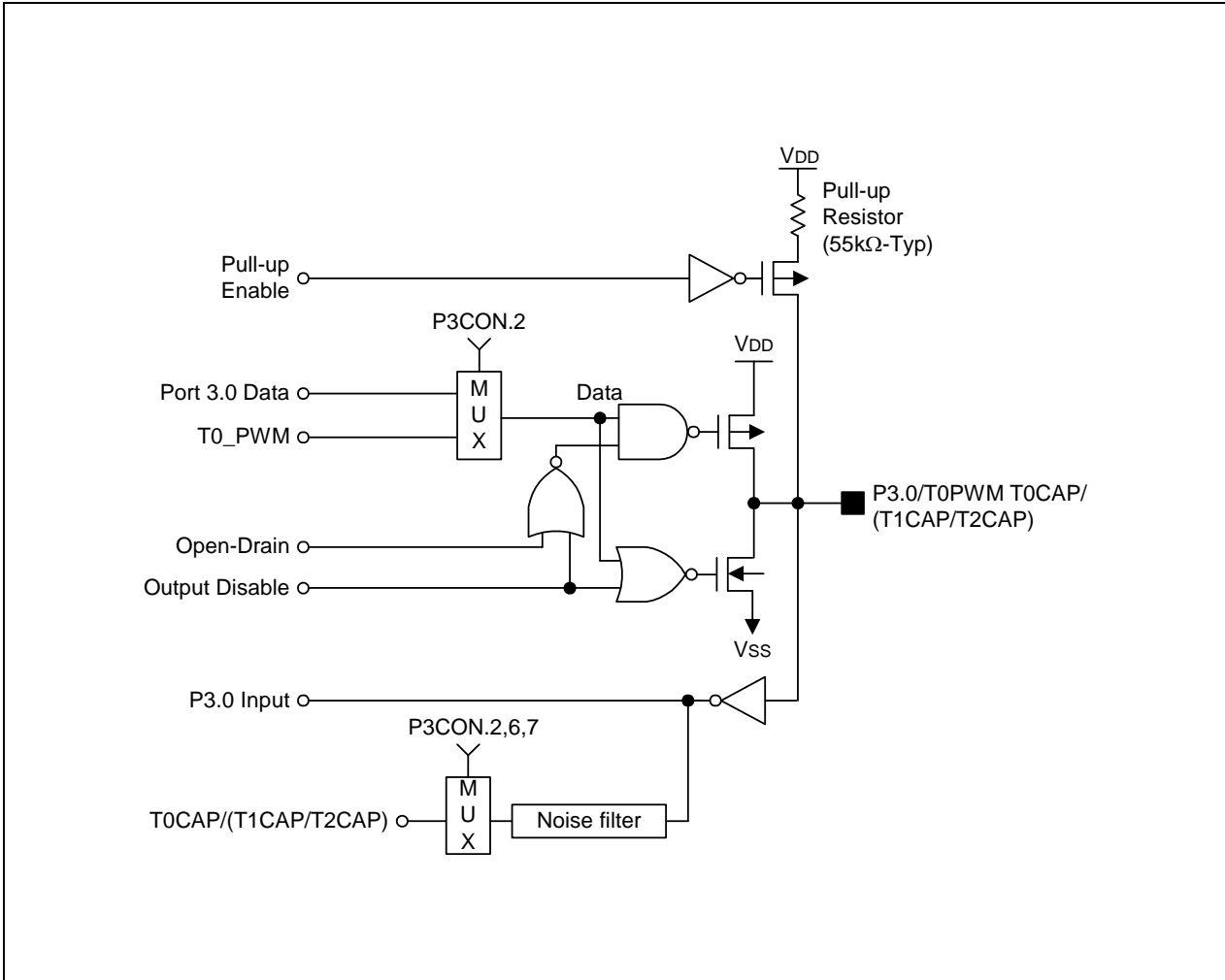
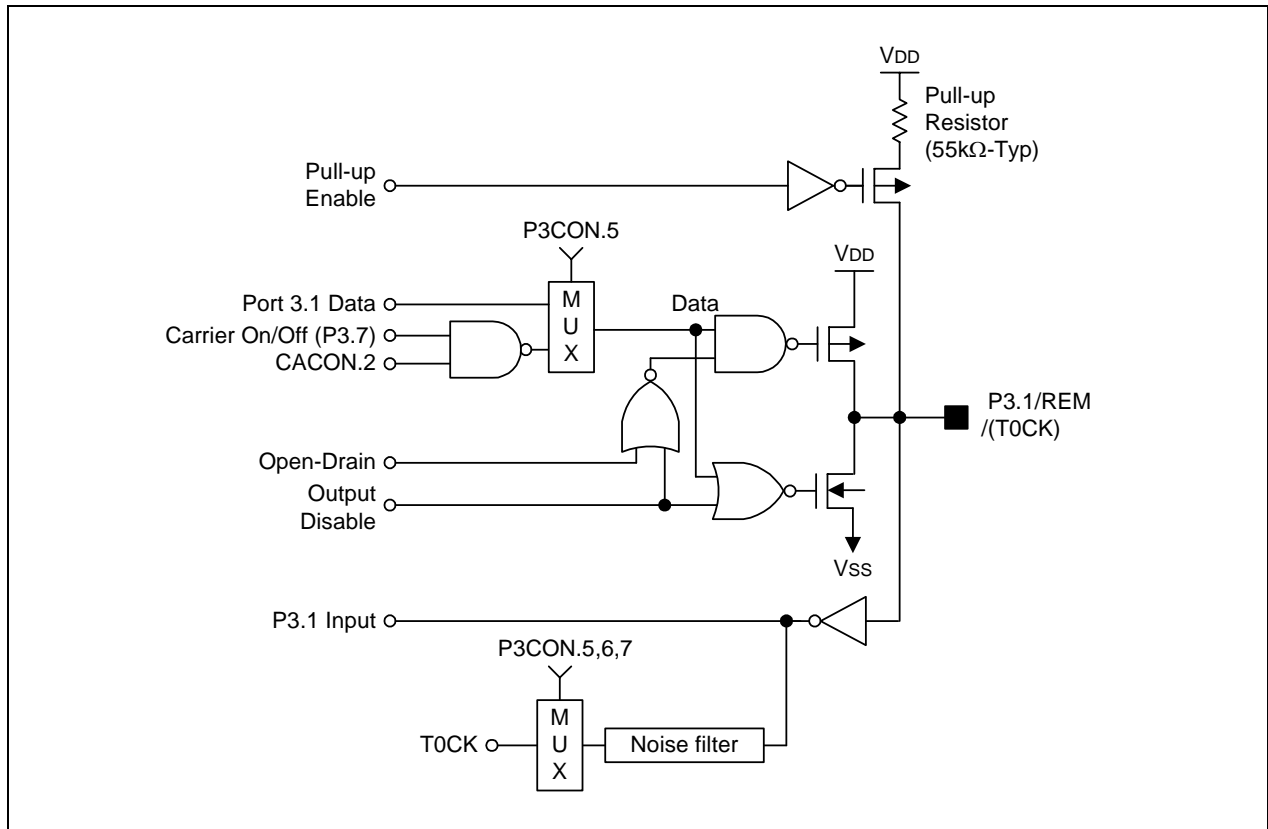
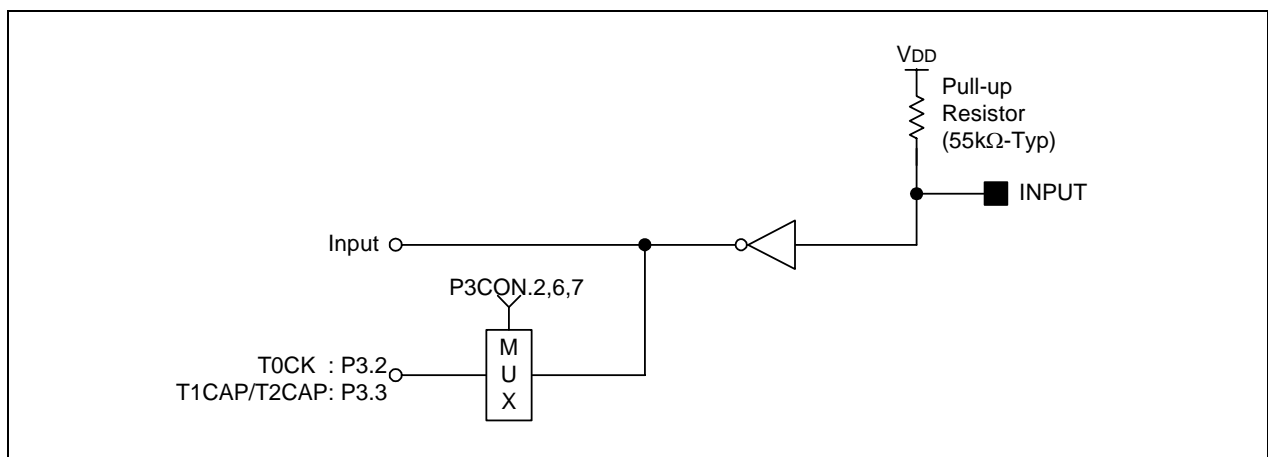


Figure 1-7. Pin Circuit Type 3 (P3.0)

**PIN CIRCUITS (Continued)**



**Figure 1-8. Pin Circuit Type 4 (P3.1)**



**Figure 1-9. Pin Circuit Type 5 (P3.2 and P3.3)**

PIN CIRCUITS (Continued)

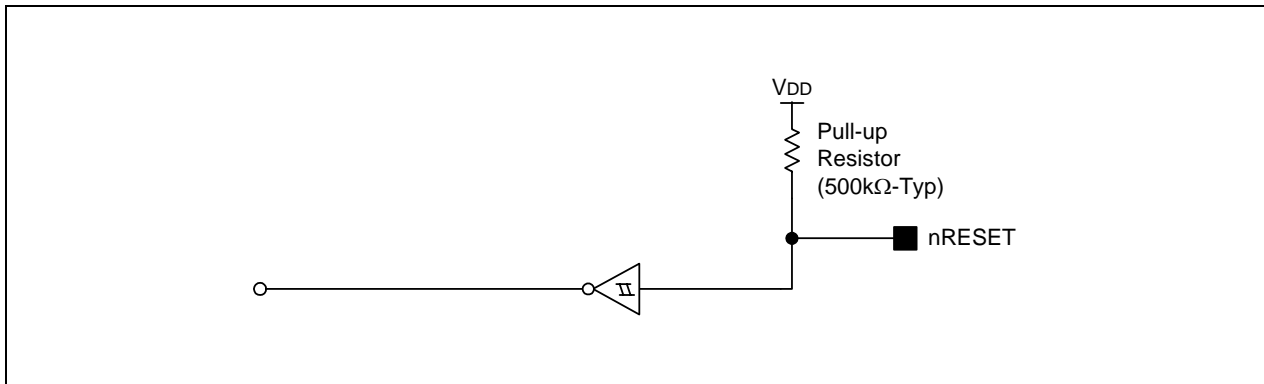


Figure 1-10. Pin Circuit Type 6 (nRESET)



# 2 ADDRESS SPACE

## OVERVIEW

The S3F80JB microcontroller has two types of address space:

- Internal program memory (Flash memory)
- Internal register file

A 16-bit address bus supports program memory operations. A separate 8-bit register bus carries addresses and data between the CPU and the register file.

The S3F80JB has a programmable internal 64-Kbytes Flash ROM. An external memory interface is not implemented.

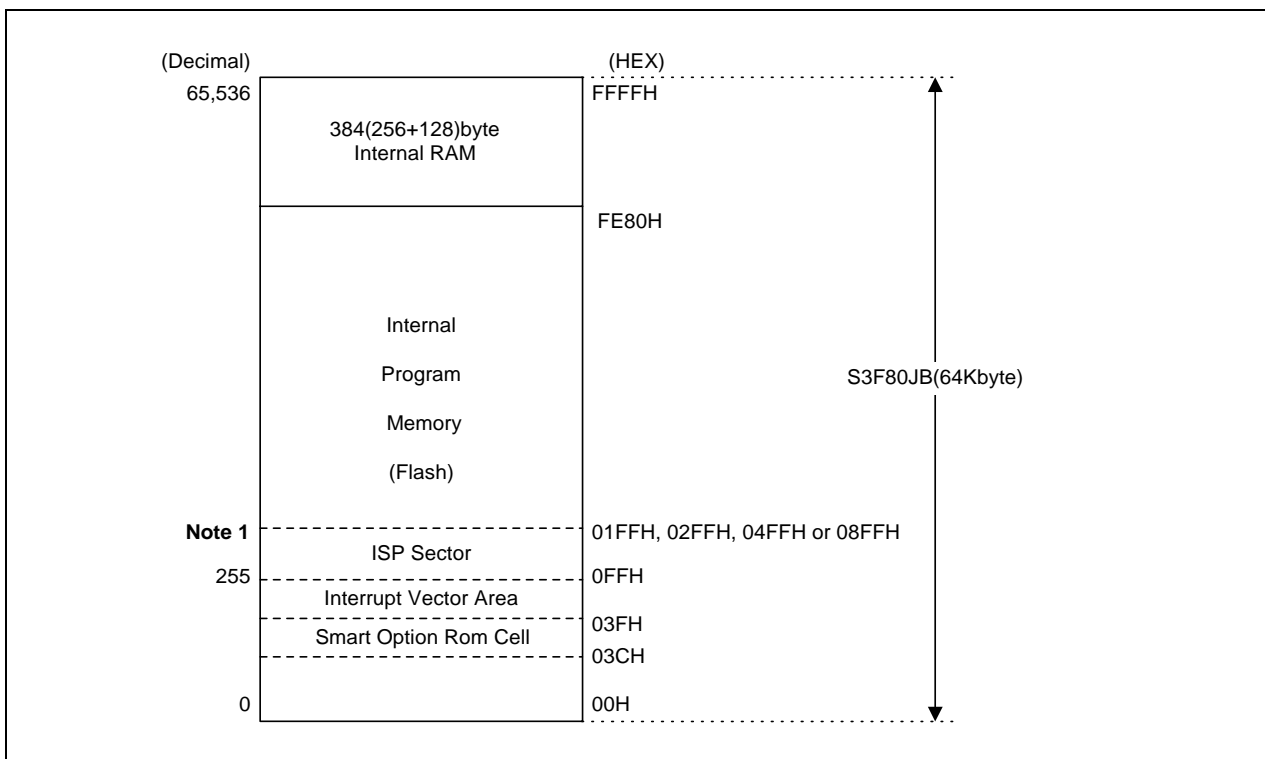
There are 333 mapped registers in the internal register file. Of these, 272 are for general-purpose use. ( This number includes a 16-byte working register common area that is used as a “scratch area” for data operations, a 192-byte prime register area, and a 64-byte area (Set 2) that is also used for stack operations). Twenty-two 8-bit registers are used for CPU and system control and 39 registers are mapped peripheral control and data registers.

## PROGRAM MEMORY

Program memory (Flash memory) stores program code or table data. The S3F80JB has 64-Kbyte of internal programmable Flash memory. The program memory address range is therefore 0000H–FFFFH of Flash memory (See Figure 2-1).

The first 256 bytes of the program memory (0H–0FFH) are reserved for interrupt vector addresses. Unused locations (0000H – 00FFH except 03CH, 03DH, 03EH and 03FH) in this address range can be used as normal program memory. The location 03CH, 03DH, 03EH and 03FH is used as smart option ROM cell. If you use the vector address area to store program code, be careful to avoid overwriting vector addresses stored in these locations.

The program memory address at which program execution starts after reset is 0100H(default). If you use ISP™ sectors as the ISP™ software storage, the reset vector address can be changed by setting the Smart Option. (Refer to Figure 2-2).



**Figure 2-1. Program Memory Address Space**

### NOTES:

1. The size of ISP™ sector can be varied by Smart Option. (Refer to Figure 2-2). According to the smart option setting related to the ISP, ISP reset vector address can be changed one of addresses to be select (200H, 300H, 500H or 900H).
2. ISP™ sector can store On Board Program Software (Refer to chapter 15. Embedded Flash Memory Interface).

## SMART OPTION

Smart option is the program memory option for starting condition of the chip. The program memory addresses used by smart option are from 003CH to 003FH. The S3F80JB only use 003EH and 003FH. User can write any value in the not used addresses (003CH and 003DH). The default value of smart option bits in program memory is 0FFH (IPOR disable, LVD enable in the stop mode, Normal reset vector address 100H, ISP protection disable). Before execution the program memory code, user can set the smart option bits according to the hardware option for user to want to select.

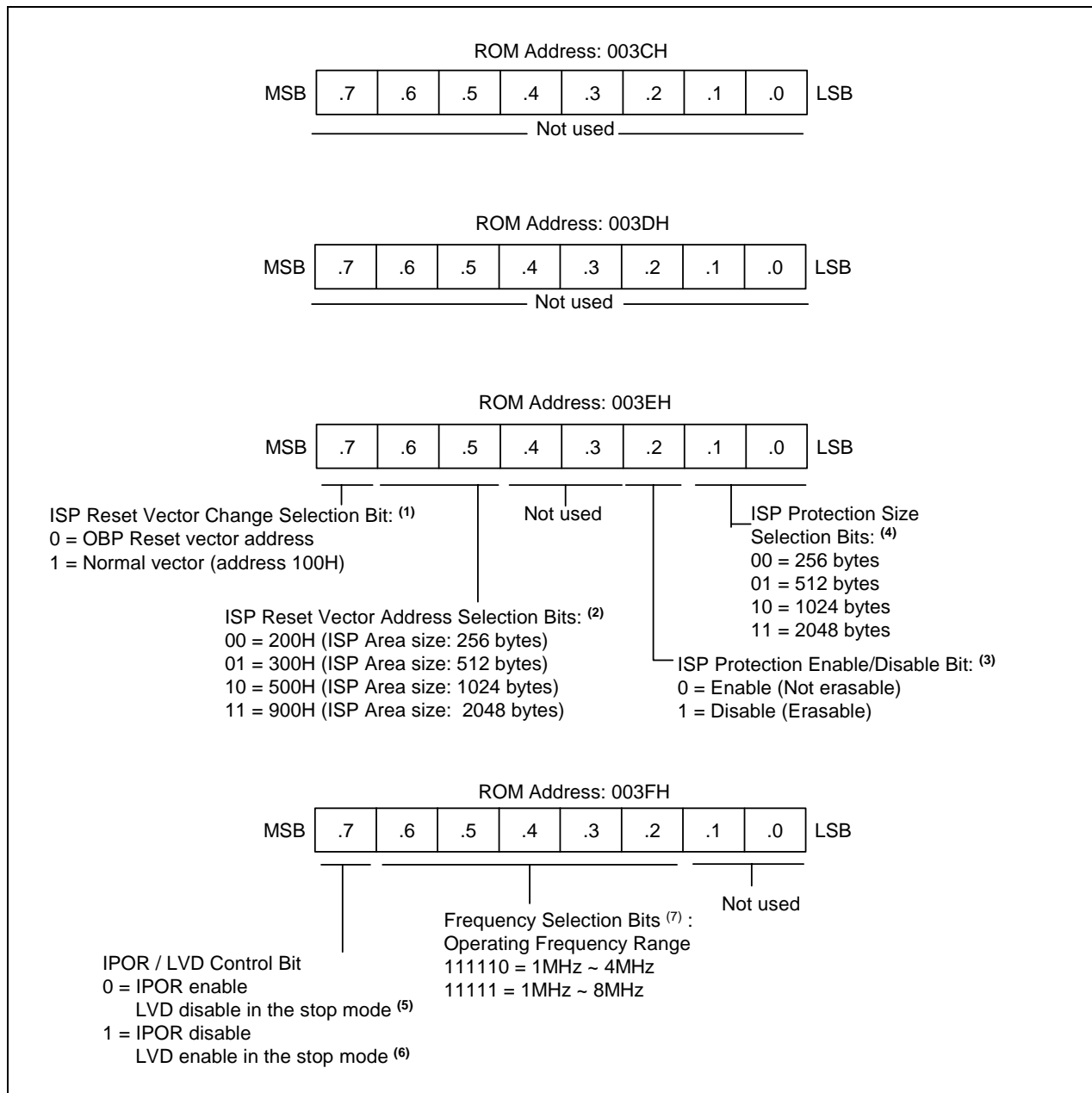


Figure 2-2. Smart Option

**NOTES**

1. By setting ISP Reset Vector Change Selection Bit (3EH.7) to '0', user can have the available ISP area.  
If ISP Reset Vector Change Selection Bit (3EH.7) is '1', 3EH.6 and 3EH.5 are meaningless.
2. If ISP Reset Vector Change Selection Bit (3EH.7) is '0', user must change ISP reset vector address from 0100H to some address which user want to set reset address (0200H, 0300H, 0500H or 0900H).  
If the reset vector address is 0200H, the ISP area can be assigned from 0100H to 01FFH (256bytes).  
If 0300H, the ISP area can be assigned from 0100H to 02FFH (512bytes).  
If 0500H, the ISP area can be assigned from 0100H to 04FFH (1024bytes).  
If 0900H, the ISP area can be assigned from 0100H to 08FFH (2048bytes).
3. If ISP Protection Enable/Disable Bit is '0', user can't erase or program the ISP area selected by 3EH.1 and 3EH.0 in flash memory.
4. User can select suitable ISP protection size by 3EH.1 and 3EH.0. If ISP Protection Enable/Disable Bit (3EH.2) is '1', 3EH.1 and 3EH.0 are meaningless.
5. If IPOR / LVD Control Bit (3FH.7) is '0', IPOR is enabled regardless of operating mode and LVD block is disabled in the STOP mode. So, the current consumption in the stop mode can be decreased by setting IPOR / LVD Control Bit (3FH.7) to '0'. Although LVD block is disabled, IPOR can make power on reset on the behalf of LVD. When CPU wakes up by any interrupts or reset sources, CPU comes back normal operating mode and LVD block is re-enabled automatically. But, user can't disable LVD in the normal operating mode.
6. If IPOR / LVD Control Bit (3FH.7) is '1', LVD block will not be disabled in the STOP mode. In this case, LVD can make power on reset and IPOR is disabled in the normal operating and STOP mode.
7. If Frequency Selection Bits (3FH.6-2) are '11110', operating max frequency is from 1MHz to 4MHz, and operating voltage range is from 1.7V to 3.6V. If Frequency Selection Bits (3FH.6-2) are '11111', operating max frequency is from 1MHz to 8MHz, and operating voltage range is from 1.95V to 3.6V.

## REGISTER ARCHITECTURE

In the S3F80JB implementation, the upper 64-byte area of register files is expanded two 64-byte areas, called set 1 and set 2. The upper 32-byte area of set 1 is further expanded two 32-byte register banks (bank 0 and bank 1), and the lower 32-byte area is a single 32-byte common area.

In case of S3F80JB the total number of addressable 8-bit registers is 333. Of these 333 registers, 22 bytes are for CPU and system control registers, 39 bytes are for peripheral control and data registers, 16 bytes are used as shared working registers, and 272 registers are for general-purpose use.

The extension of register space into separately addressable areas (sets, banks) is supported by various addressing mode restrictions: the select bank instructions, SB0 and SB1.

Specific register types and the area occupied in the S3F80JB internal register space are summarized in Table 2-1.

**Table 2-1. The Summary of S3F80JB Register Type**

Register Type	Number of Bytes
General-purpose registers (including the 16-byte common working register area, the 64-byte set 2 area and 192-byte prime register area of page 0)	272
CPU and system control registers	22
Mapped clock, peripheral, and I/O control and data registers (bank 0: 27 registers, bank 1: 12 registers)	39
<b>Total Addressable Bytes</b>	<b>333</b>

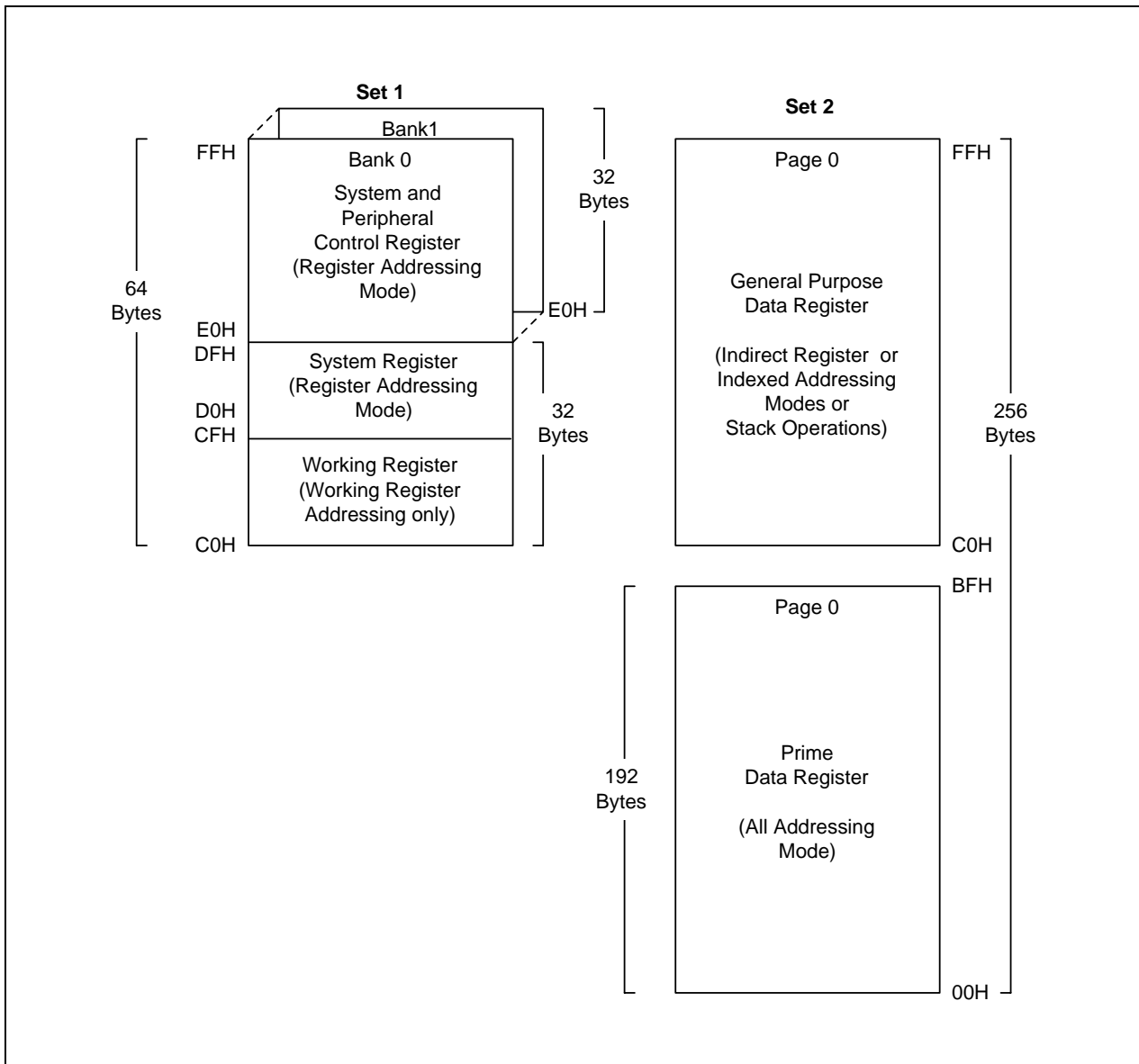
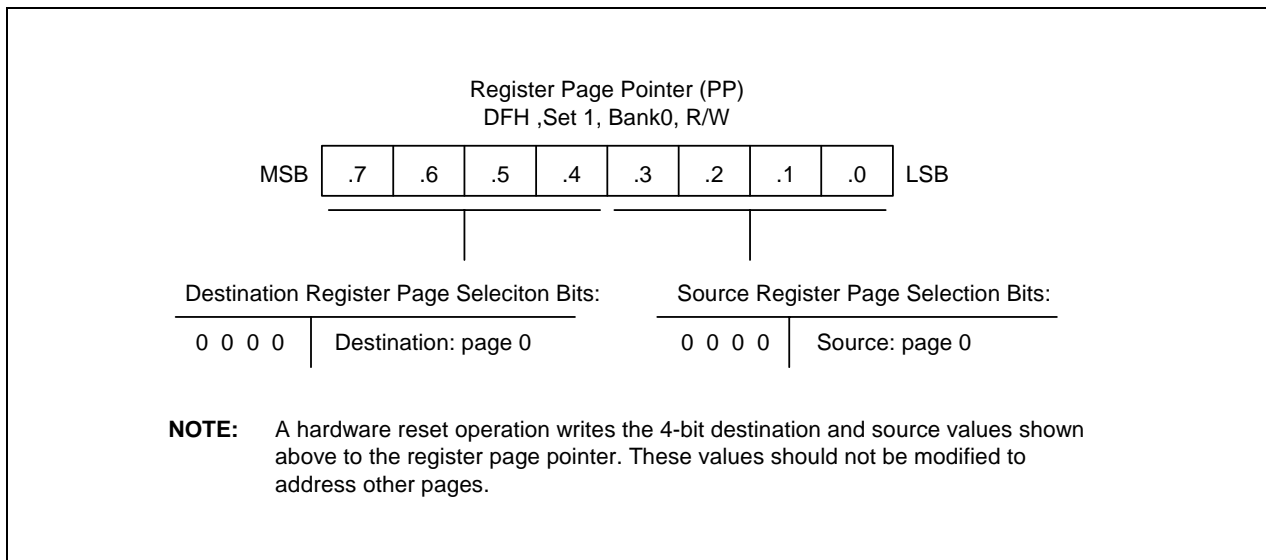


Figure 2-3. Internal Register File Organization

## REGISTER PAGE POINTER (PP)

The S3C8/S3F8-series architecture supports the logical expansion of the physical 333-byte internal register files (using an 8-bit data bus) into as many as 16 separately addressable register pages. Page addressing is controlled by the register page pointer PP (DFH, Set 1, Bank0). In the S3F80JB microcontroller, a paged register file expansion is not implemented and the register page pointer settings therefore always point to "page 0".

Following a reset, the page pointer's source value (lower nibble) and destination value (upper nibble) are always '0000' automatically. Therefore, S3F80JB is always selected page 0 as the source and destination page for register addressing. These page pointer (PP) register settings, as shown in Figure 2-4, should not be modified during normal operation.



**Figure 2-4. Register Page Pointer (PP)**

## REGISTER SET 1

The term set 1 refers to the upper 64 bytes of the register file, locations C0H–FFH.

The upper 32-byte area of this 64-byte space (E0H–FFH) is divided into two 32-byte register banks, bank 0 and bank 1. The set register bank instructions SB0 or SB1 are used to address one bank or the other. In the S3F80JB microcontroller, bank 1 is implemented. The set register bank instructions, SB0 or SB1, are used to address one bank or the other. A hardware reset operation always selects bank 0 addressing.

The upper two 32-byte area of set 1, bank 0, (E0H–FFH) contains 31 mapped system and peripheral control registers. Also, the upper 32-byte area of set1, bank1 (E0H–FFH) contains 16 mapped peripheral control register. The lower 32-byte area contains 15 system registers (D0H–DFH) and a 16-byte common working register area (C0H–CFH). You can use the common working register area as a “scratch” area for data operations being performed in other areas of the register file.

Registers in set 1 locations are directly accessible at all times using the Register addressing mode. The 16-byte working register area can only be accessed using working register addressing. (For more information about working register addressing, please refer to Chapter 3, “Addressing Modes.”)

## REGISTER SET 2

The same 64-byte physical space that is used for set 1 locations C0H–FFH is logically duplicated to add another 64 bytes of register space. This expanded area of the register file is called set 2. The set 2 locations (C0H–FFH) is accessible on page 0 in the S3F80JB register space.

The logical division of set 1 and set 2 is maintained by means of addressing mode restrictions: You can use only Register addressing mode to access set 1 locations; to access registers in set 2, you must use Register Indirect addressing mode or Indexed addressing mode.

The set 2 register area is commonly used for stack operations.



## PRIME REGISTER SPACE

The lower 192 bytes of the 256-byte physical internal register file (00H–BFH) are called the prime register space or, more simply, the prime area. You can access registers in this address using any addressing mode. (In other words, there is no addressing mode restriction for these registers, as is the case for set 1 and set 2 registers.). The prime register area on page 0 is immediately addressable following a reset.

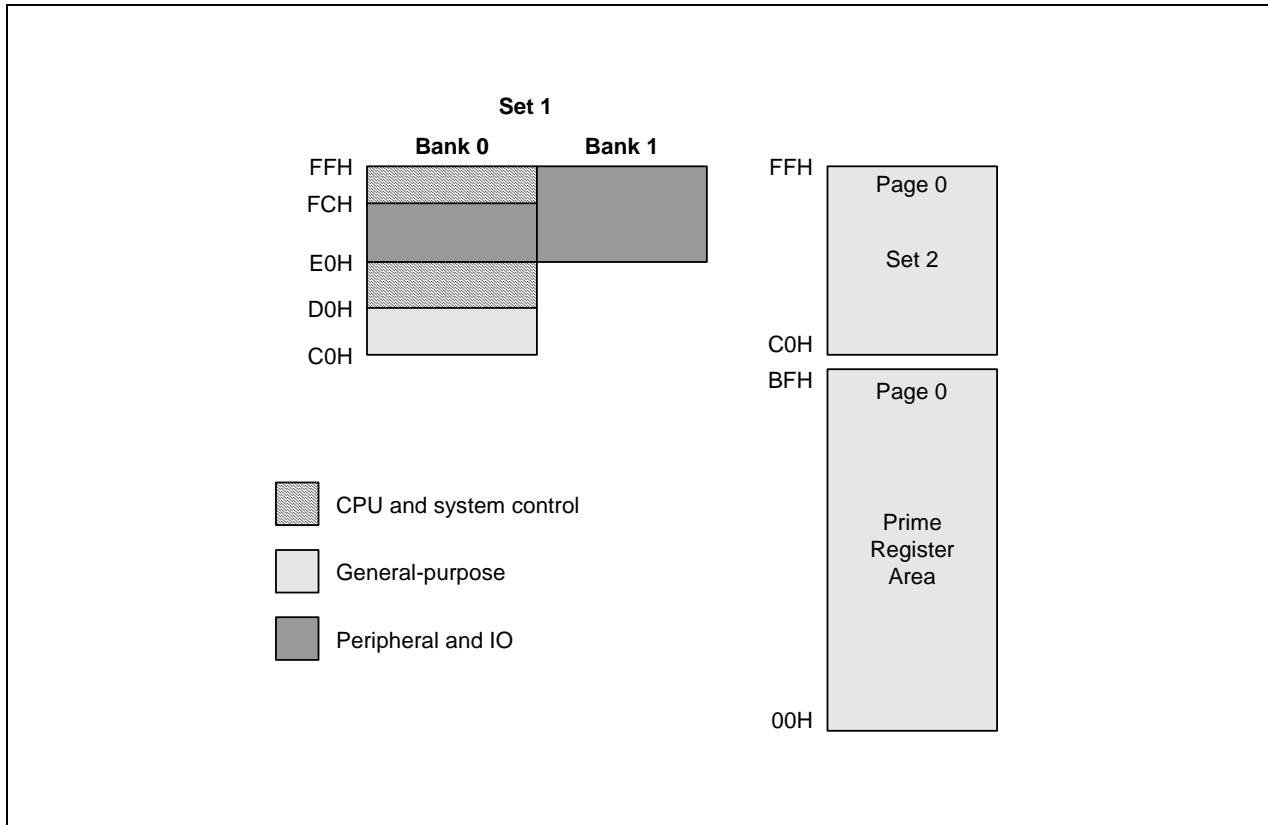


Figure 2-5. Set 1, Set 2, and Prime Area Register Map

## WORKING REGISTERS

Instructions can access specific 8-bit registers or 16-bit register pairs using either 4-bit or 8-bit address fields. When 4-bit working register addressing is used, the 256-byte register file can be seen by the programmer as consisting of 32 8-byte register groups or "slices." Each slice consists of eight 8-bit registers.

Using the two 8-bit register pointers, RP1 and RP0, two working register slices can be selected at any one time to form a 16-byte working register block. Using the register pointers, you can move this 16-byte register block anywhere in the addressable register file, except for the set 2 area.

The terms slice and block are used in this manual to help you visualize the size and relative locations of selected working register spaces:

- One working register *slice* is 8 bytes (eight 8-bit working registers; R0–R7 or R8–R15)
- One working register *block* is 16 bytes (sixteen 8-bit working registers; R0–R15)

All of the registers in an 8-byte working register slice have the same binary value for their five most significant address bits. This makes it possible for each register pointer to point to one of the 24 slices in the register file. The base addresses for the two selected 8-byte register slices are contained in register pointers RP0 and RP1.

After a reset, RP0 and RP1 always point to the 16-byte common area in set 1 (C0H–CFH).

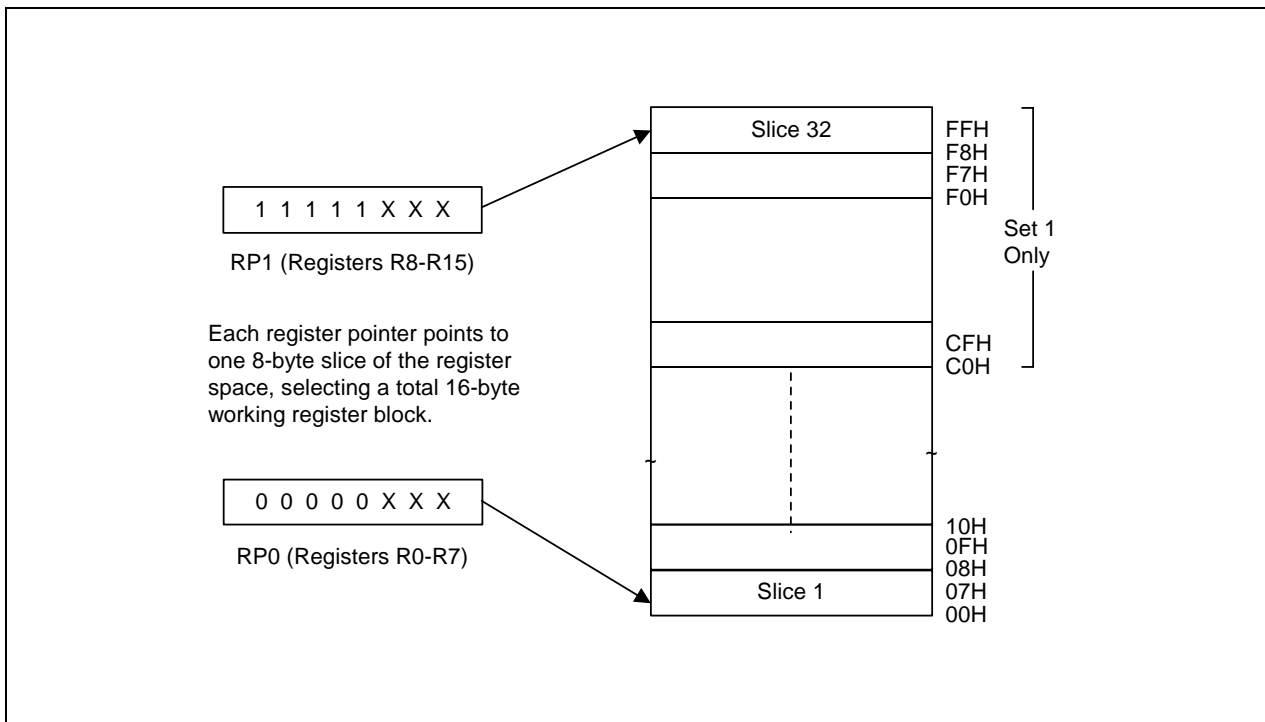


Figure 2-6. 8-Byte Working Register Areas (Slices)

## USING THE REGISTER POINTERS

Register pointers RP0 and RP1, mapped to addresses D6H and D7H in set 1, are used to select two movable 8-byte working register slices in the register file. After a reset, they point to the working register common area: RP0 points to addresses C0H–C7H, and RP1 points to addresses C8H–CFH.

To change a register pointer value, you load a new value to RP0 and/or RP1 using an SRP or LD instruction (see Figures 2-6 and 2-7).

With working register addressing, you can only access those two 8-bit slices of the register file that are currently pointed to by RP0 and RP1. You cannot, however, use the register pointers to select a working register space in set 2, C0H–FFH, because these locations can be accessed only using the Indirect Register or Indexed addressing modes.

The selected 16-byte working register block usually consists of two contiguous 8-byte slices. As a general programming guideline, we recommend that RP0 point to the "lower" slice and RP1 point to the "upper" slice (see Figure 2-6). In some cases, it may be necessary to define working register areas in different (non-contiguous) areas of the register file. In Figure 2-7, RP0 points to the "upper" slice and RP1 to the "lower" slice.

Because a register pointer can point to the either of the two 8-byte slices in the working register block, you can define the working register area very flexibly to support program requirements.

### PROGRAMMING TIP — Setting the Register Pointers

SRP	#70H	; RP0 ← 70H, RP1 ← 78H
SRP1	#48H	; RP0 ← no change, RP1 ← 48H,
SRP0	#0A0H	; RP0 ← A0H, RP1 ← no change
CLR	RP0	; RP0 ← 00H, RP1 ← no change
LD	RP1,#0F8H	; RP0 ← no change, RP1 ← 0F8H

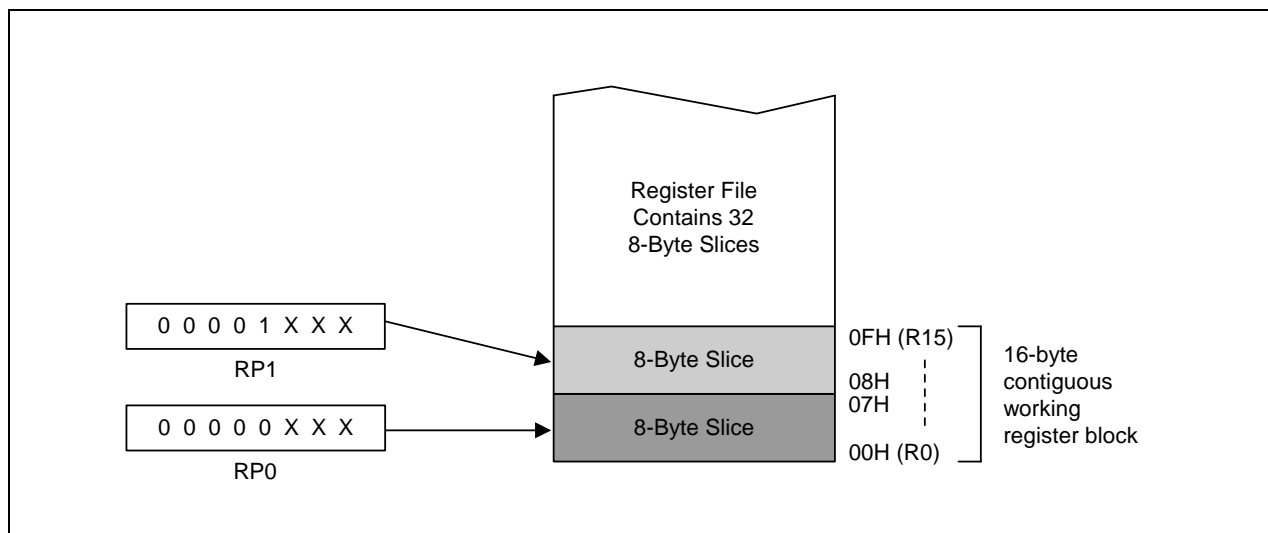


Figure 2-7. Contiguous 16-Byte Working Register Block

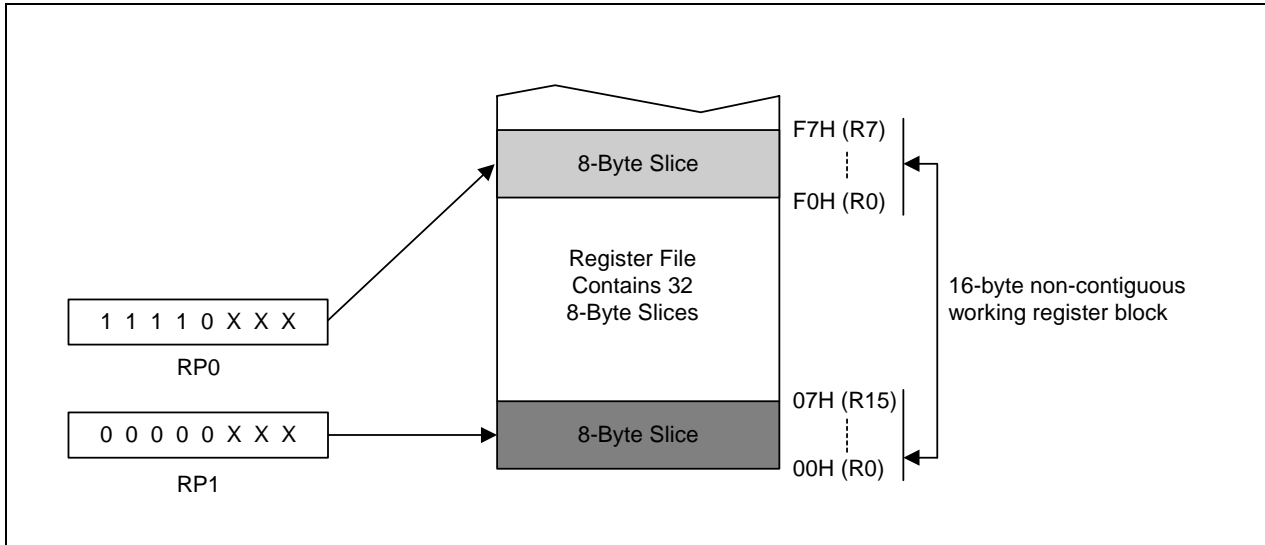


Figure 2-8. Non-Contiguous 16-Byte Working Register Block



**PROGRAMMING TIP — Using the RPs to Calculate the Sum of a Series of Registers**

Calculate the sum of registers 80H–85H using the register pointer. The register addresses 80H through 85H contains the values 10H, 11H, 12H, 13H, 14H, and 15 H, respectively:

```

SRP0    #80H           ; RP0 ← 80H
ADD     R0,R1          ; R0 ← R0 + R1
ADC     R0,R2          ; R0 ← R0 + R2 + C
ADC     R0,R3          ; R0 ← R0 + R3 + C
ADC     R0,R4          ; R0 ← R0 + R4 + C
ADC     R0,R5          ; R0 ← R0 + R5 + C

```

The sum of these six registers, 6FH, is located in the register R0 (80H). The instruction string used in this example takes 12 bytes of instruction code and its execution time is 36 cycles. If the register pointer is not used to calculate the sum of these registers, the following instruction sequence would have to be used:

```

ADD     80H,81H        ; 80H ← (80H) + (81H)
ADC     80H,82H        ; 80H ← (80H) + (82H) + C
ADC     80H,83H        ; 80H ← (80H) + (83H) + C
ADC     80H,84H        ; 80H ← (80H) + (84H) + C
ADC     80H,85H        ; 80H ← (80H) + (85H) + C

```

Now, the sum of the six registers is also located in register 80H. However, this instruction string takes 15 bytes of instruction code instead of 12 bytes, and its execution time is 50 cycles instead of 36 cycles.

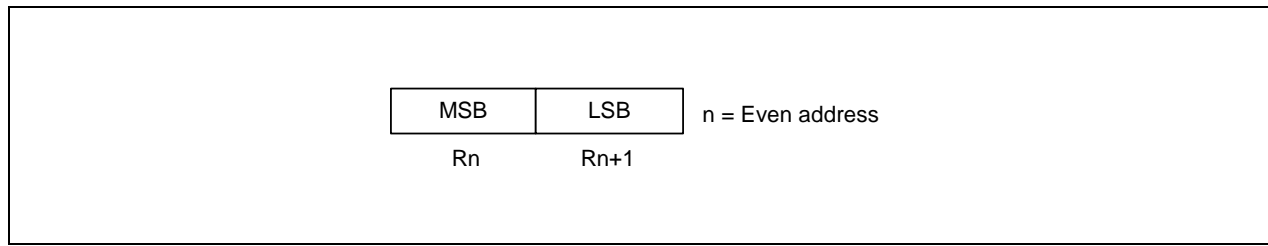
## REGISTER ADDRESSING

The S3C8-series register architecture provides an efficient method of working register addressing that takes full advantage of shorter instruction formats to reduce execution time.

With Register (R) addressing mode, in which the operand value is the content of a specific register or register pair, you can access all locations in the register file except for set 2. With working register addressing, you use a register pointer to specify an 8-byte working register space in the register file and an 8-bit register within that space.

Registers are addressed either as a single 8-bit register or as a paired 16-bit register space. In a 16-bit register pair, the address of the first 8-bit register is always an even number and the address of the next register is always an odd number. The most significant byte of the 16-bit data is always stored in the even-numbered register; the least significant byte is always stored in the next (+ 1) odd-numbered register.

Working register addressing differs from Register addressing because it uses a register pointer to identify a specific 8-byte working register space in the internal register file and a specific 8-bit register within that space.



**Figure 2-9. 16-Bit Register Pair**

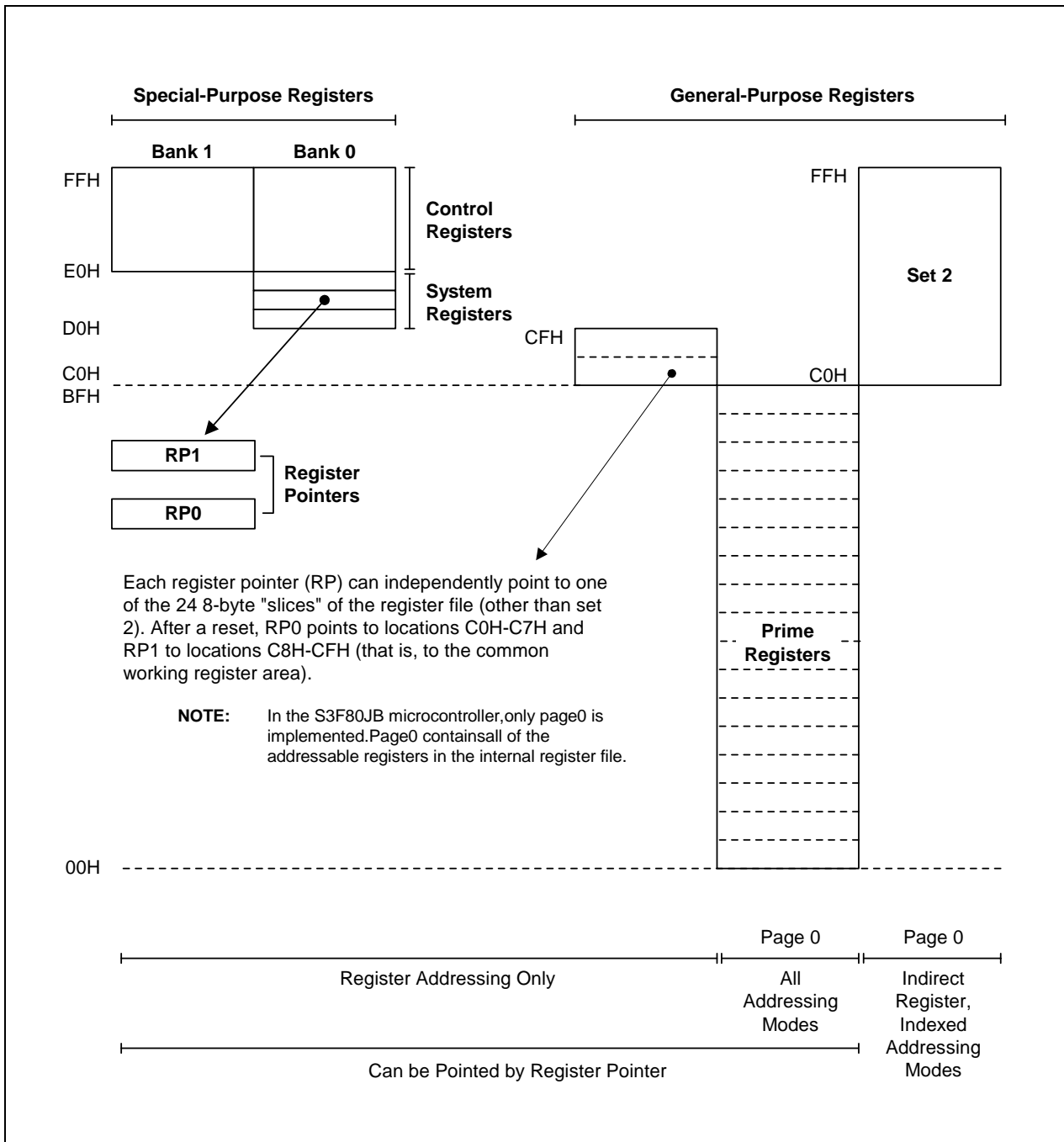


Figure 2-10. Register File Addressing

### COMMON WORKING REGISTER AREA (C0H–CFH)

After a reset, register pointers RP0 and RP1 automatically select two 8-byte register slices in set 1, locations C0H–CFH, as the active 16-byte working register block:

RP0 → C0H–C7H

RP1 → C8H–CFH

This 16-byte address range is called *common area*. That is, locations in this area can be used as working registers by operations that address any location on any page in the register file. Typically, these working registers serve as temporary buffers for data operations.

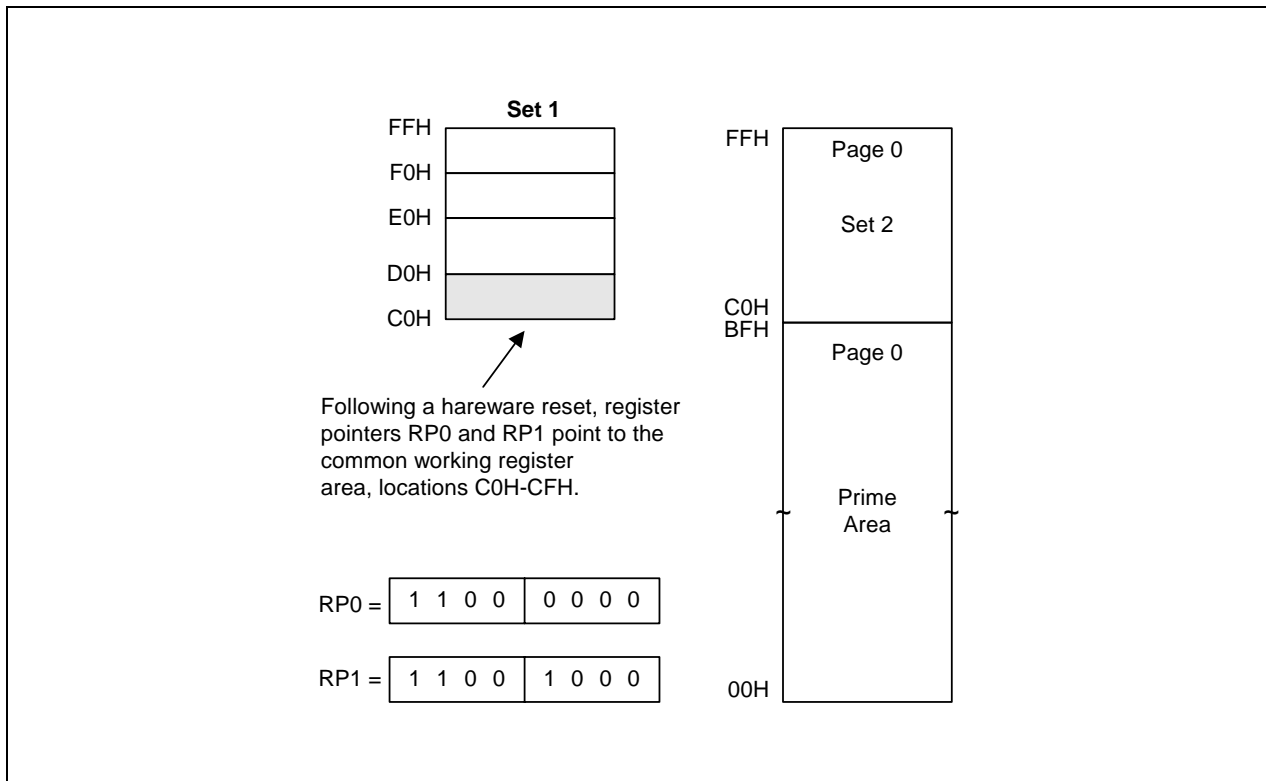


Figure 2-11. Common Working Register Area

### PROGRAMMING TIP — Addressing the Common Working Register Area

As the following examples show, you should access working registers in the common area, locations C0H–CFH, using working register addressing mode only.

#### Example 1:

```
LD      0C2H,40H      ; Invalid addressing mode!
```

Use working register addressing instead:

```
SRP      #0C0H
LD      R2,40H      ; R2 (C2H) ← the value in location 40H
```

#### Example 2:

```
ADD      0C3H,#45H   ; Invalid addressing mode!
```

Use working register addressing instead:

```
SRP      #0C0H
ADD      R3,#45H     ; R3 (C3H) ← R3 + 45H
```

### 4-BIT WORKING REGISTER ADDRESSING

Each register pointer defines a movable 8-byte slice of working register space. The address information stored in a register pointer serves as an addressing "window" that makes it possible for instructions to access working registers very efficiently using short 4-bit addresses. When an instruction addresses a location in the selected working register area, the address bits are concatenated in the following way to form a complete 8-bit address:

- The high-order bit of the 4-bit address selects one of the register pointers ("0" selects RP0; "1" selects RP1);
- The five high-order bits in the register pointer select an 8-byte slice of the register space;
- The three low-order bits of the 4-bit address select one of the eight registers in the slice.

As shown in Figure 2-11, the result of this operation is that the five high-order bits from the register pointer are concatenated with the three low-order bits from the instruction address to form the complete address. As long as the address stored in the register pointer remains unchanged, the three bits from the address will always point to an address in the same 8-byte register slice.

Figure 2-12 shows a typical example of 4-bit working register addressing. The high-order bit of the instruction 'INC R6' is "0", which selects RP0. The five high-order bits stored in RP0 (01110B) are concatenated with the three low-order bits of the instruction's 4-bit address (110B) to produce the register address 76H (01110110B).



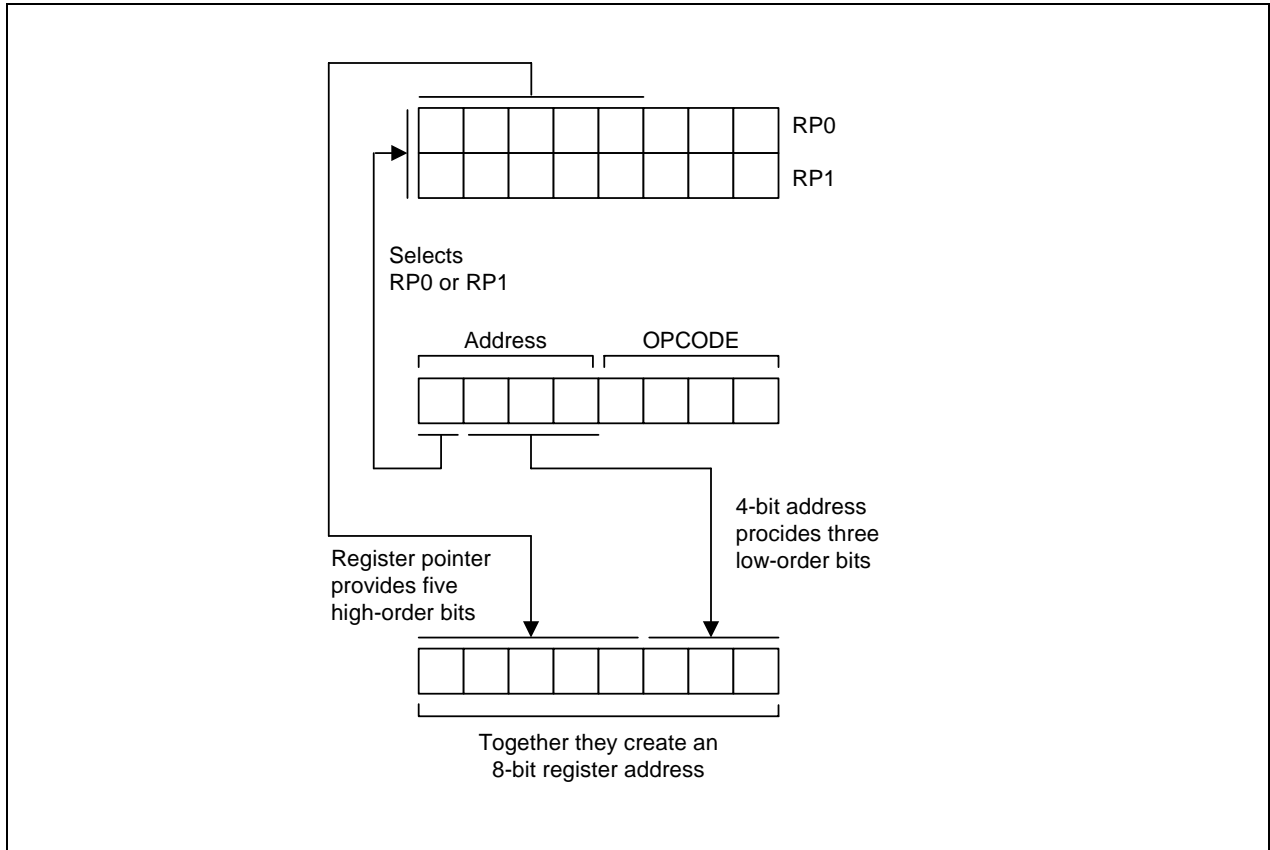


Figure 2-12. 4-Bit Working Register Addressing

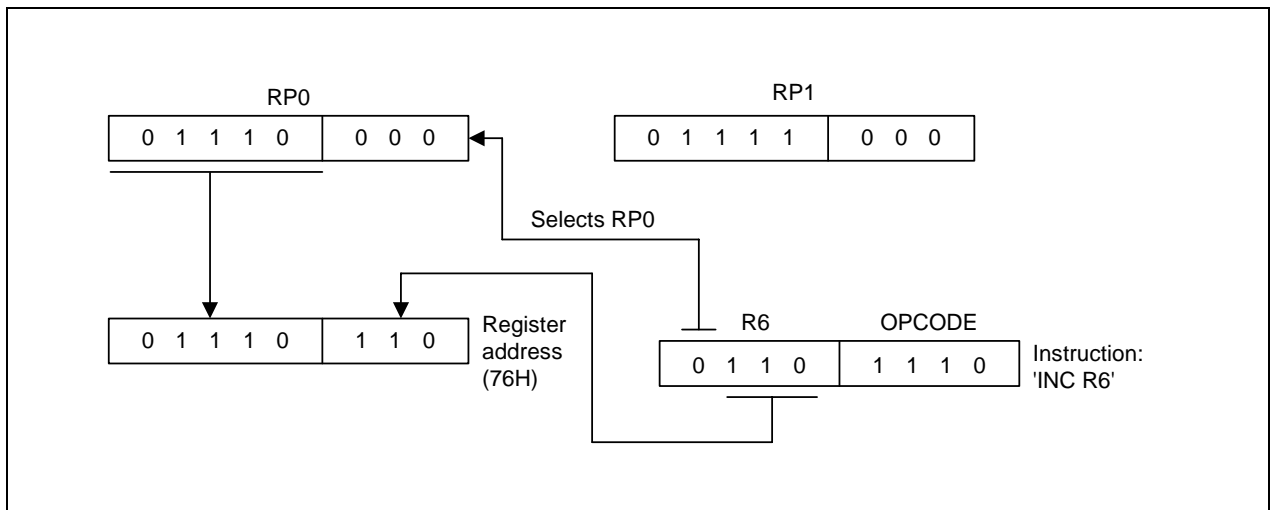


Figure 2-13. 4-Bit Working Register Addressing Example

## 8-BIT WORKING REGISTER ADDRESSING

You can also use 8-bit working register addressing to access registers in a selected working register area. To initiate 8-bit working register addressing, the upper four bits of the instruction address must contain the value 1100B. This 4-bit value (1100B) indicates that the remaining four bits have the same effect as 4-bit working register addressing.

As shown in Figure 2-13, the lower nibble of the 8-bit address is concatenated in much the same way as for 4-bit addressing: Bit 3 selects either RP0 or RP1, which then supplies the five high-order bits of the final address. The three low-order bits of the complete address are provided by the original instruction.

Figure 2-14 shows an example of 8-bit working register addressing. The four high-order bits of the instruction address (1100B) specify 8-bit working register addressing. Bit 4 ("1") selects RP1 and the five high-order bits in RP1 (10101B) become the five high-order bits of the register address. The three low-order bits of the register address (011) are provided by the three low-order bits of the 8-bit instruction address. The five-address bits from RP1 and the three address bits from the instruction are concatenated to form the complete register address, 0ABH (10101011B).

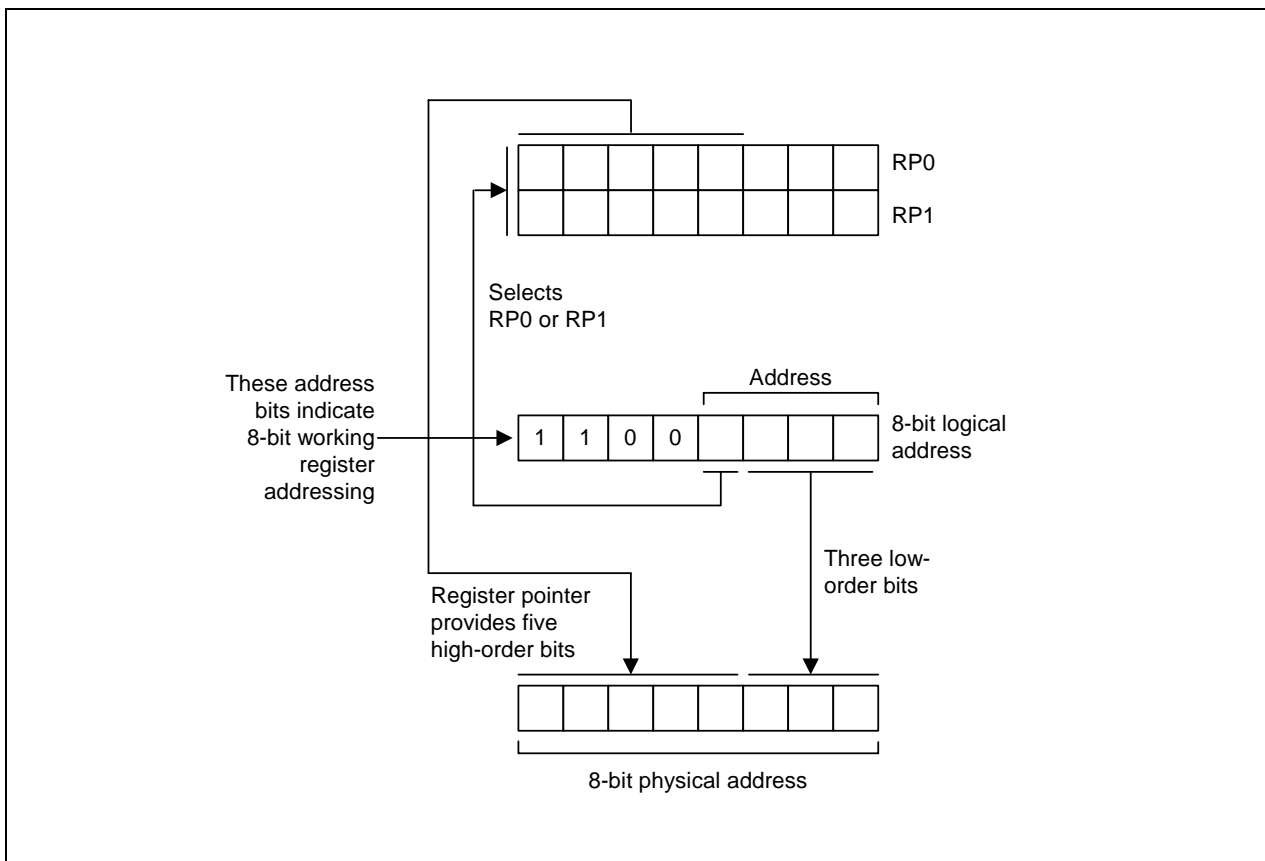


Figure 2-14. 8-Bit Working Register Addressing

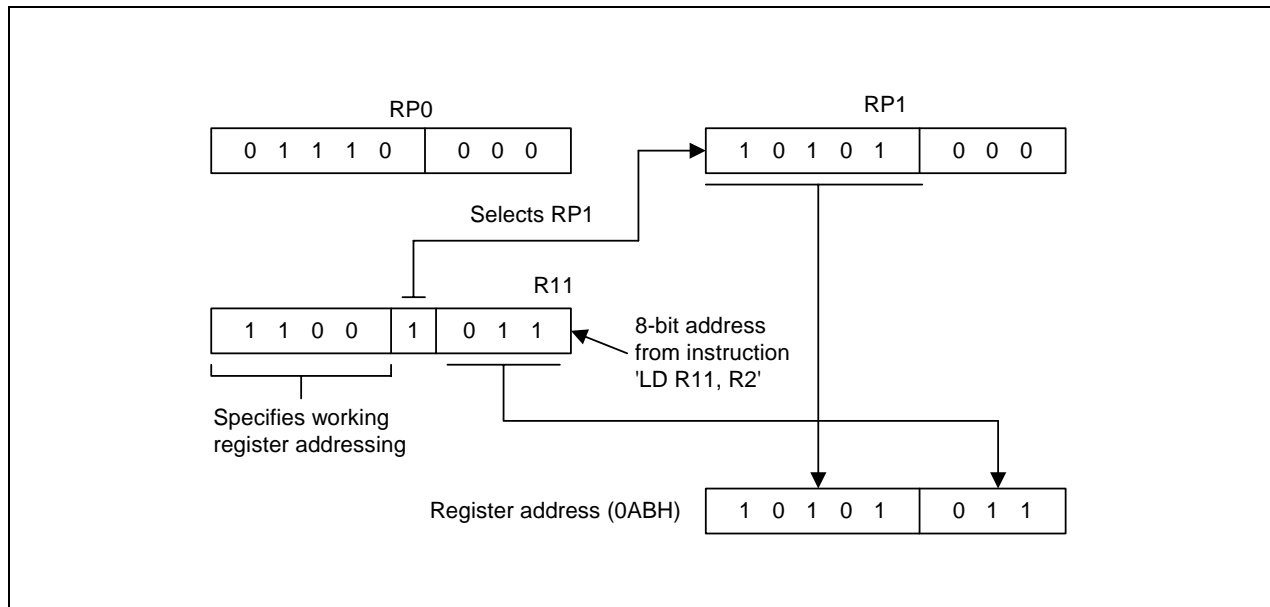


Figure 2-15. 8-Bit Working Register Addressing Example

## SYSTEM AND USER STACKS

S3C8-series microcontrollers use the system stack for subroutine calls and returns and to store data. The PUSH and POP instructions are used to control system stack operations. The S3F80JB architecture supports stack operations in the internal register file.

### Stack Operations

Return addresses for procedure calls, interrupts and data are stored on the stack. The contents of the PC are saved to stack by a CALL instruction and restored by the RET instruction. When an interrupt occurs, the contents of the PC and the FLAGS registers are pushed to the stack. The IRET instruction then pops these values back to their original locations. The stack address value is always decreased by one before a push operation and increased by one after a pop operation. The stack pointer (SP) always points to the stack frame stored on the top of the stack, as shown in Figure 2-15.

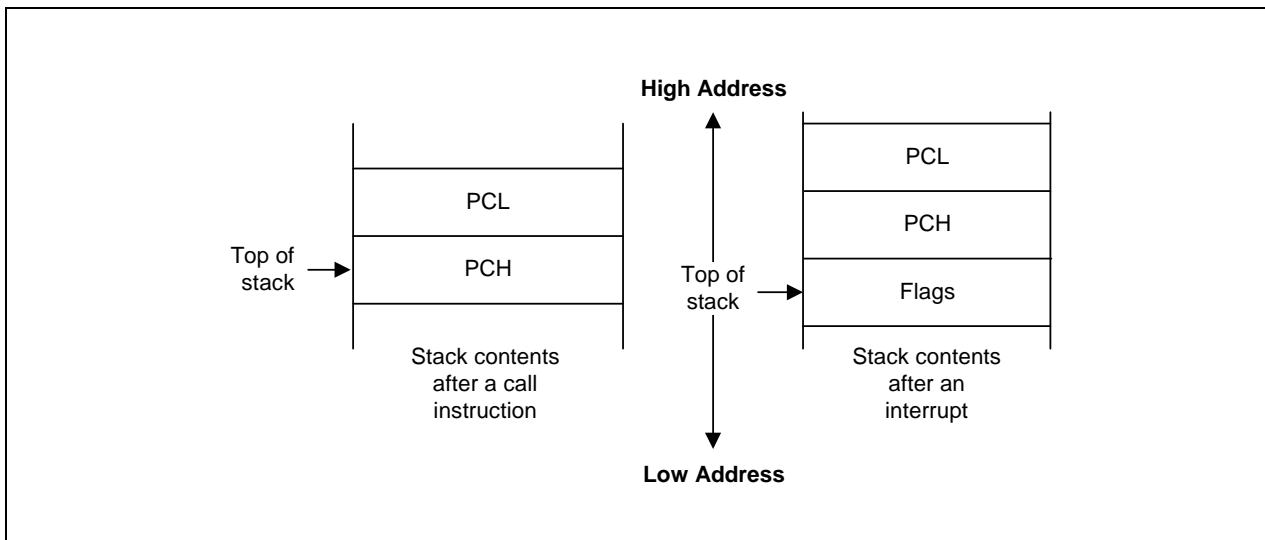


Figure 2-16. Stack Operations

### User-Defined Stacks

You can freely define stacks in the internal register file as data storage locations. The instructions PUSHUI, PUSHUD, POPUI, and POPUD support user-defined stack operations.

### Stack Pointers (SPL)

Register location D9H contains the 8-bit stack pointer (SPL) that is used for system stack operations. After a reset, the SPL value is undetermined. Because only internal memory 256-byte is implemented in The S3F80JB, the SPL must be initialized to an 8-bit value in the range 00–FFH.

 **PROGRAMMING TIP — Standard Stack Operations Using PUSH and POP**

The following example shows you how to perform stack operations in the internal register file using PUSH and POP instructions:

```
LD      SPL,#0FFH      ; SPL ← FFH
                          ; (Normally, the SPL is set to 0FFH by the initialization
                          ; routine)
.
.
.
PUSH   PP              ; Stack address 0FEH ← PP
PUSH   RP0             ; Stack address 0FDH ← RP0
PUSH   RP1             ; Stack address 0FCH ← RP1
PUSH   R3              ; Stack address 0FBH ← R3
.
.
.
POP    R3              ; R3 ← Stack address 0FBH
POP    RP1             ; RP1 ← Stack address 0FCH
POP    RP0             ; RP0 ← Stack address 0FDH
POP    PP              ; PP ← Stack address 0FEH
```

# 3

## ADDRESSING MODES

### OVERVIEW

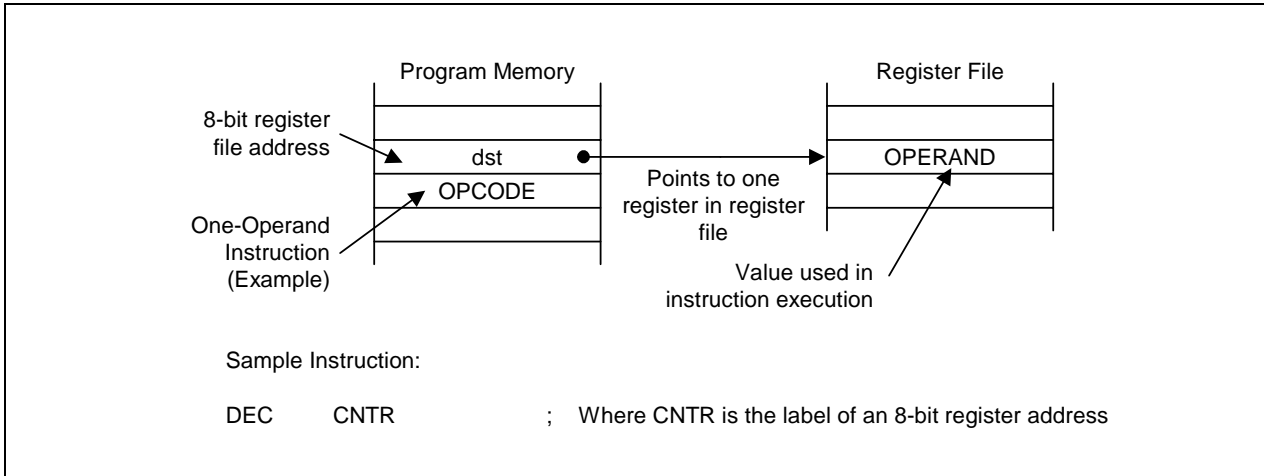
The program counter is used to fetch instructions that are stored in program memory for execution. Instructions indicate the operation to be performed and the data to be operated on. Addressing mode is the method used to determine the location of the data operand. The operands specified in instructions may be condition codes, immediate data, or a location in the register file, program memory, or data memory.

The S3C8/S3F8-series instruction set supports seven explicit addressing modes. Not all of these addressing modes are available for each instruction:

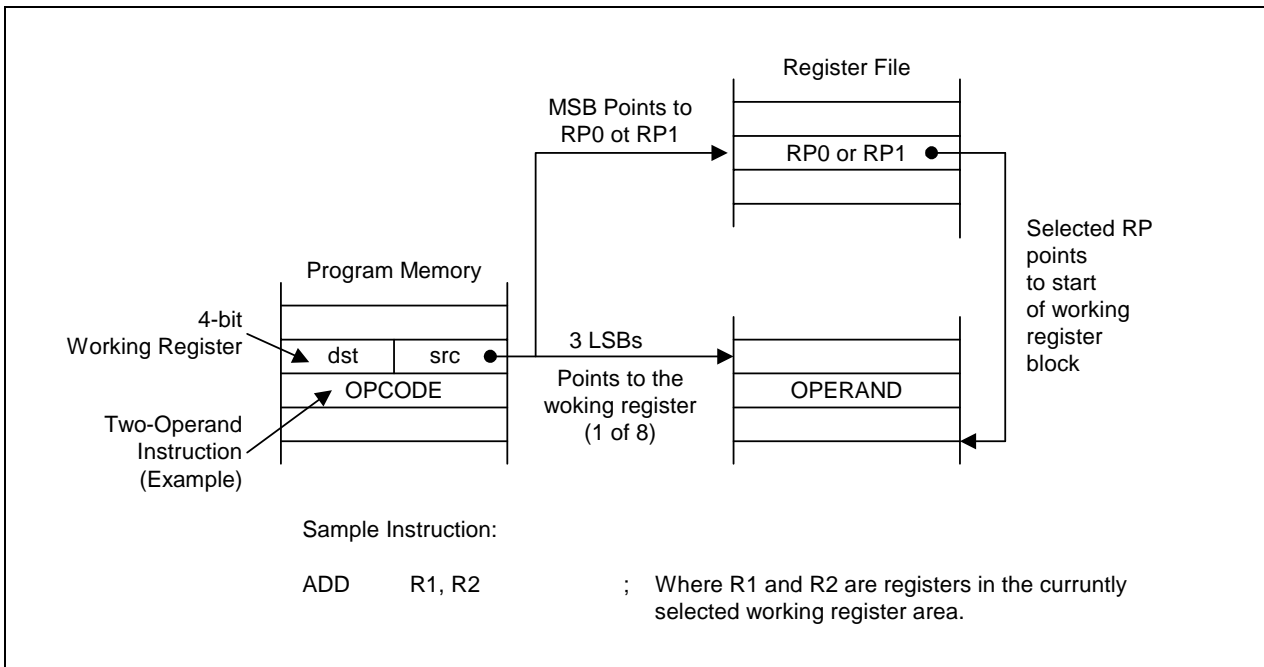
- Register (R)
- Indirect Register (IR)
- Indexed (X)
- Direct Address (DA)
- Indirect Address (IA)
- Relative Address (RA)
- Immediate (IM)

**REGISTER ADDRESSING MODE (R)**

In Register addressing mode, the operand is the content of a specified register or register pair (see Figure 3-1). Working register addressing differs from Register addressing because it uses a register pointer to specify an 8-byte working register space in the register file and an 8-bit register within that space (see Figure 3-2).



**Figure 3-1. Register Addressing**



**Figure 3-2. Working Register Addressing**

### INDIRECT REGISTER ADDRESSING MODE (IR)

In Indirect Register (IR) addressing mode, the content of the specified register or register pair is the address of the operand. Depending on the instruction used, the actual address may point to a register in the register file, to program memory (ROM), or to an external memory space, if implemented (see Figures 3-3 through 3-6).

You can use any 8-bit register to indirectly address another register. Any 16-bit register pair can be used to indirectly address another memory location. Remember, however, that locations C0H–FFH in set 1 cannot be accessed using Indirect Register addressing mode.

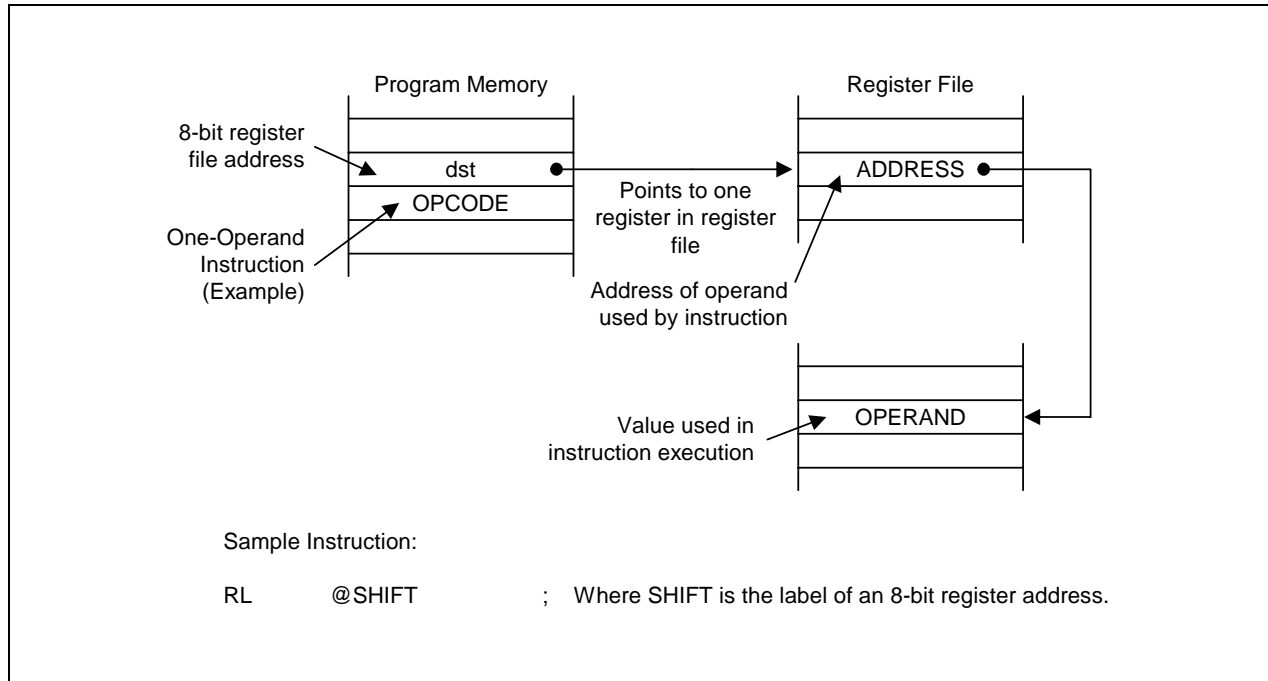


Figure 3-3. Indirect Register Addressing to Register File



INDIRECT REGISTER ADDRESSING MODE (Continued)

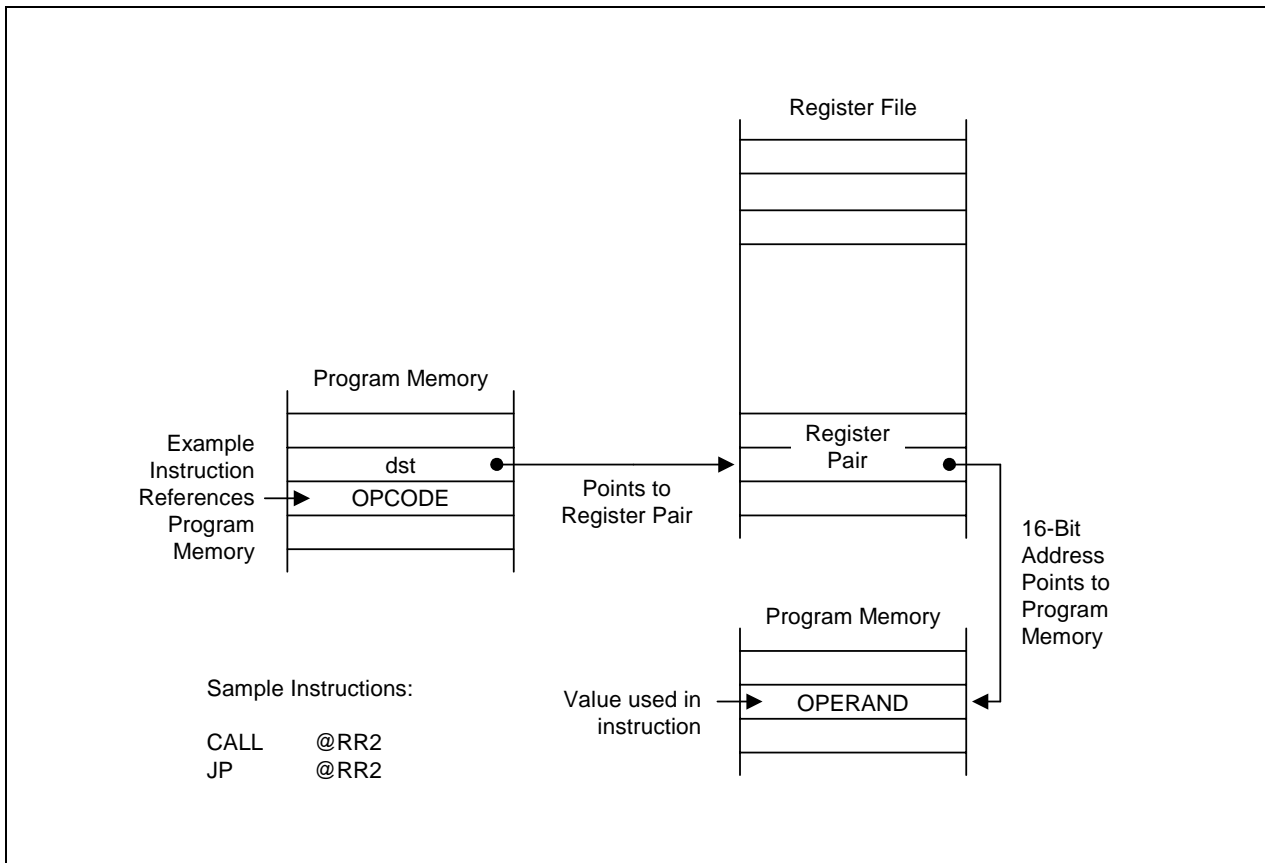


Figure 3-4. Indirect Register Addressing to Program Memory

## INDIRECT REGISTER ADDRESSING MODE (Continued)

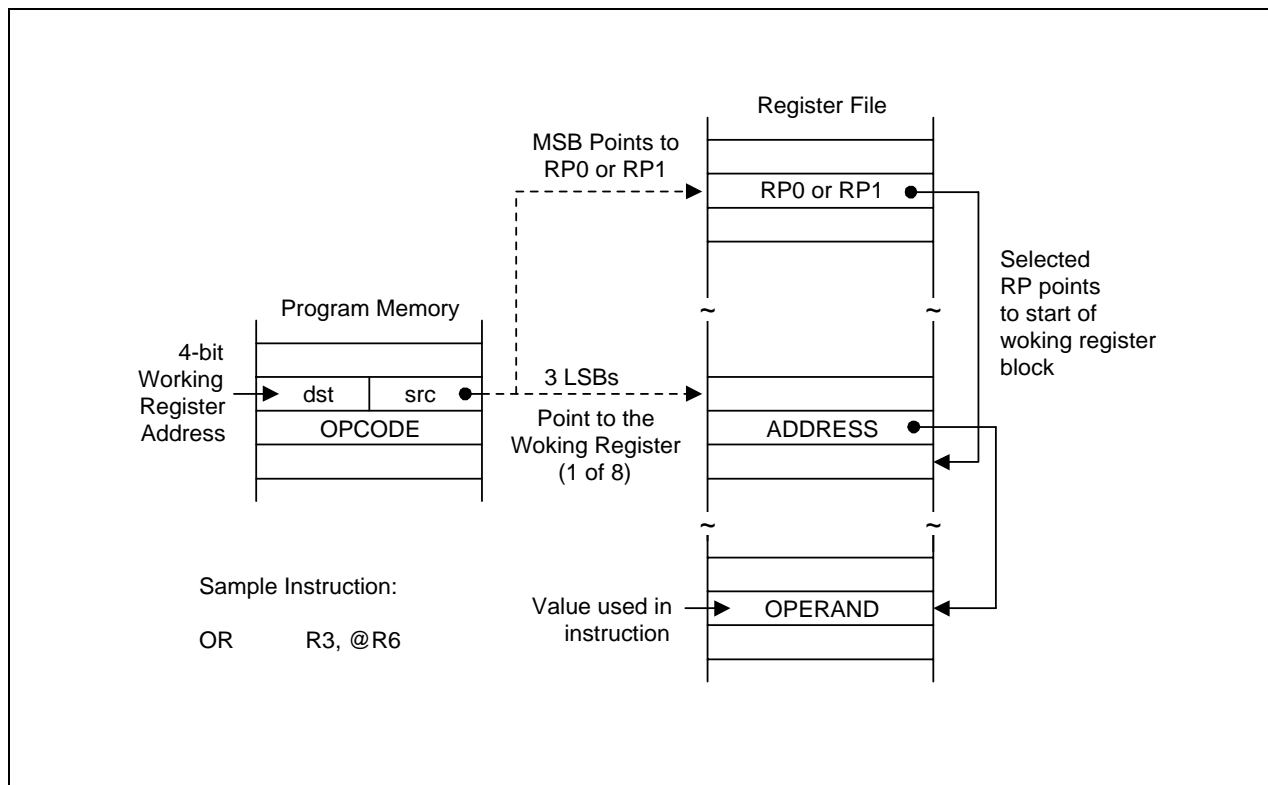


Figure 3-5. Indirect Working Register Addressing to Register File

INDIRECT REGISTER ADDRESSING MODE (Continued)

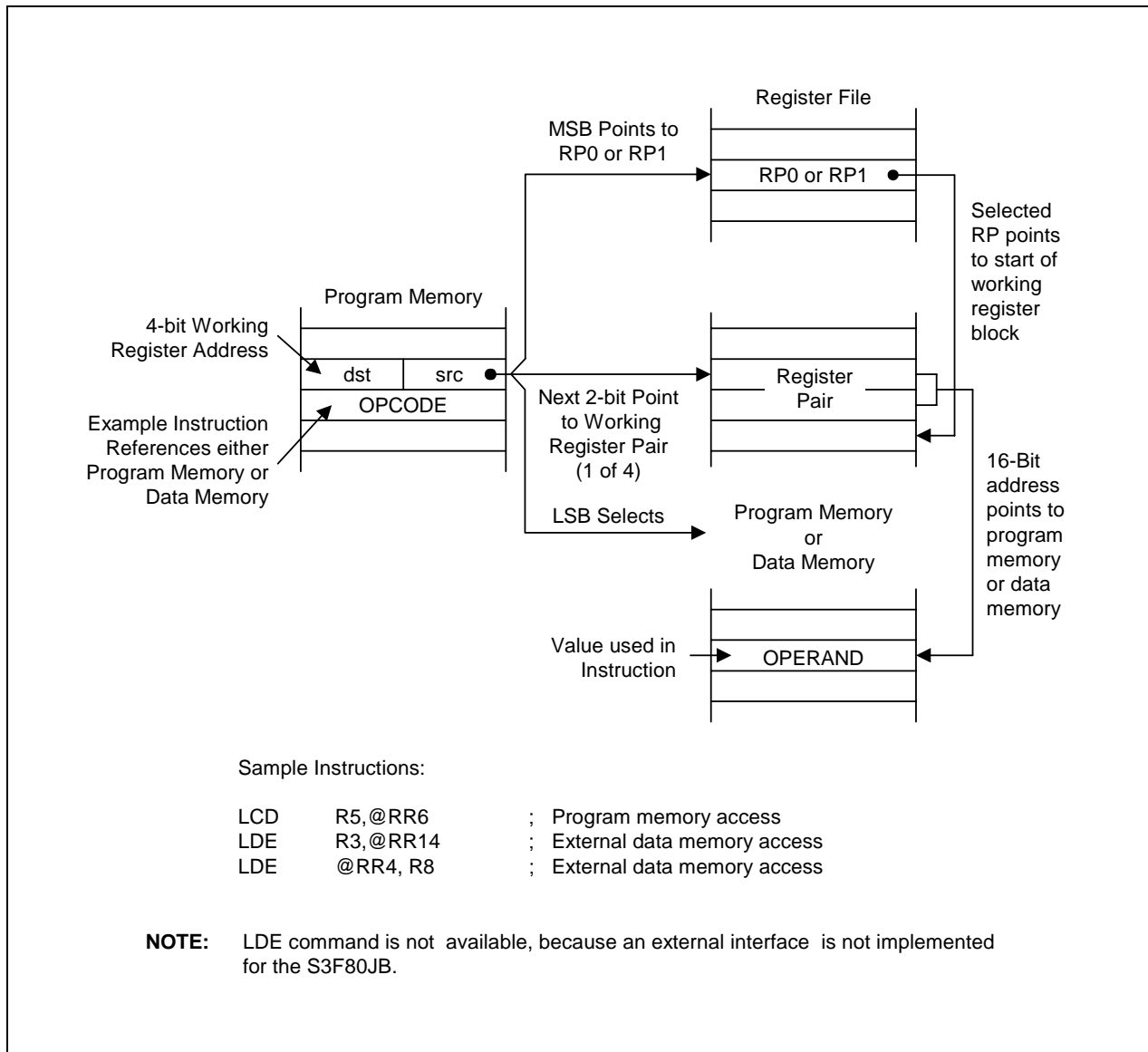


Figure 3-6. Indirect Working Register Addressing to Program or Data Memory

### INDEXED ADDRESSING MODE (X)

Indexed (X) addressing mode adds an offset value to a base address during instruction execution in order to calculate the effective operand address (see Figure 3–7). You can use Indexed addressing mode to access locations in the internal register file or in external memory (if implemented). You cannot, however, access locations C0H–FFH in set 1 using indexed addressing.

In short offset Indexed addressing mode, the 8-bit displacement is treated as a signed integer in the range –128 to +127. This applies to external memory accesses only (see Figure 3–8).

For register file addressing, an 8-bit base address provided by the instruction is added to an 8-bit offset contained in a working register. For external memory accesses, the base address is stored in the working register pair designated in the instruction. The 8-bit or 16-bit offset given in the instruction is then added to the base address (see Figure 3–9).

The only instruction that supports indexed addressing mode for the internal register file is the Load instruction (LD). The LDC and LDE instructions support indexed addressing mode for internal program memory and for external data memory (if implemented).

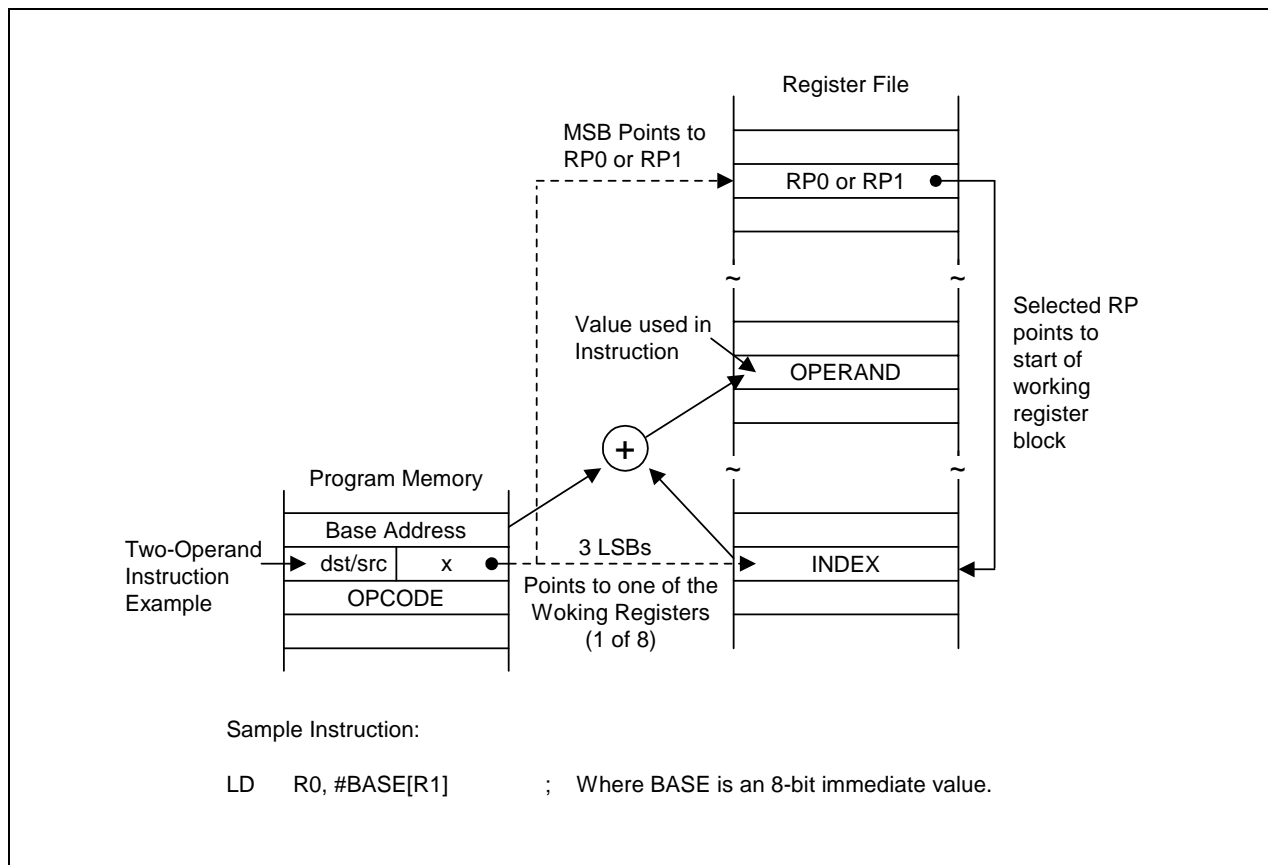


Figure 3-7. Indexed Addressing to Register File

INDEXED ADDRESSING MODE (Continued)

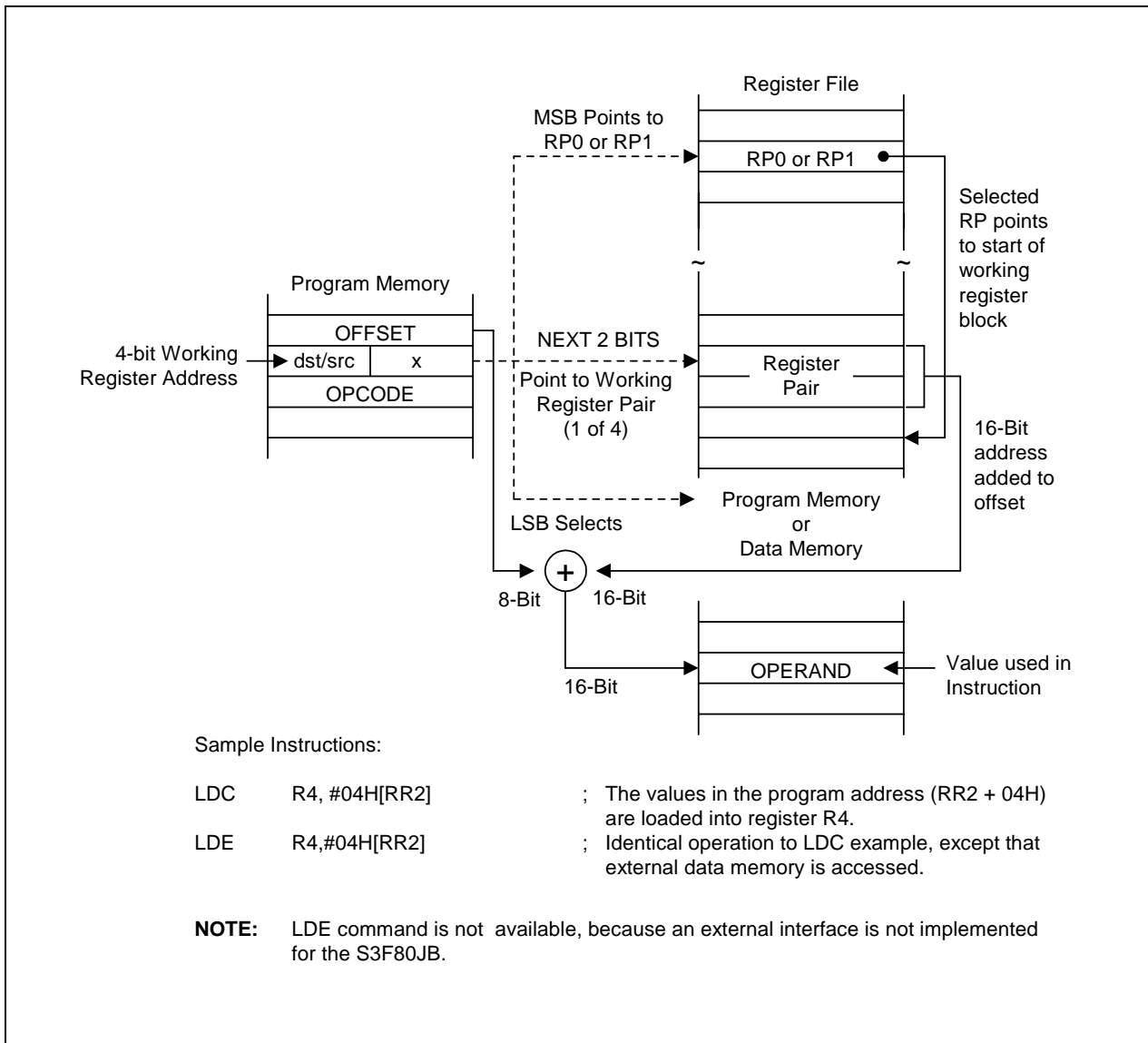


Figure 3-8. Indexed Addressing to Program or Data Memory with Short Offset

## INDEXED ADDRESSING MODE (Continued)

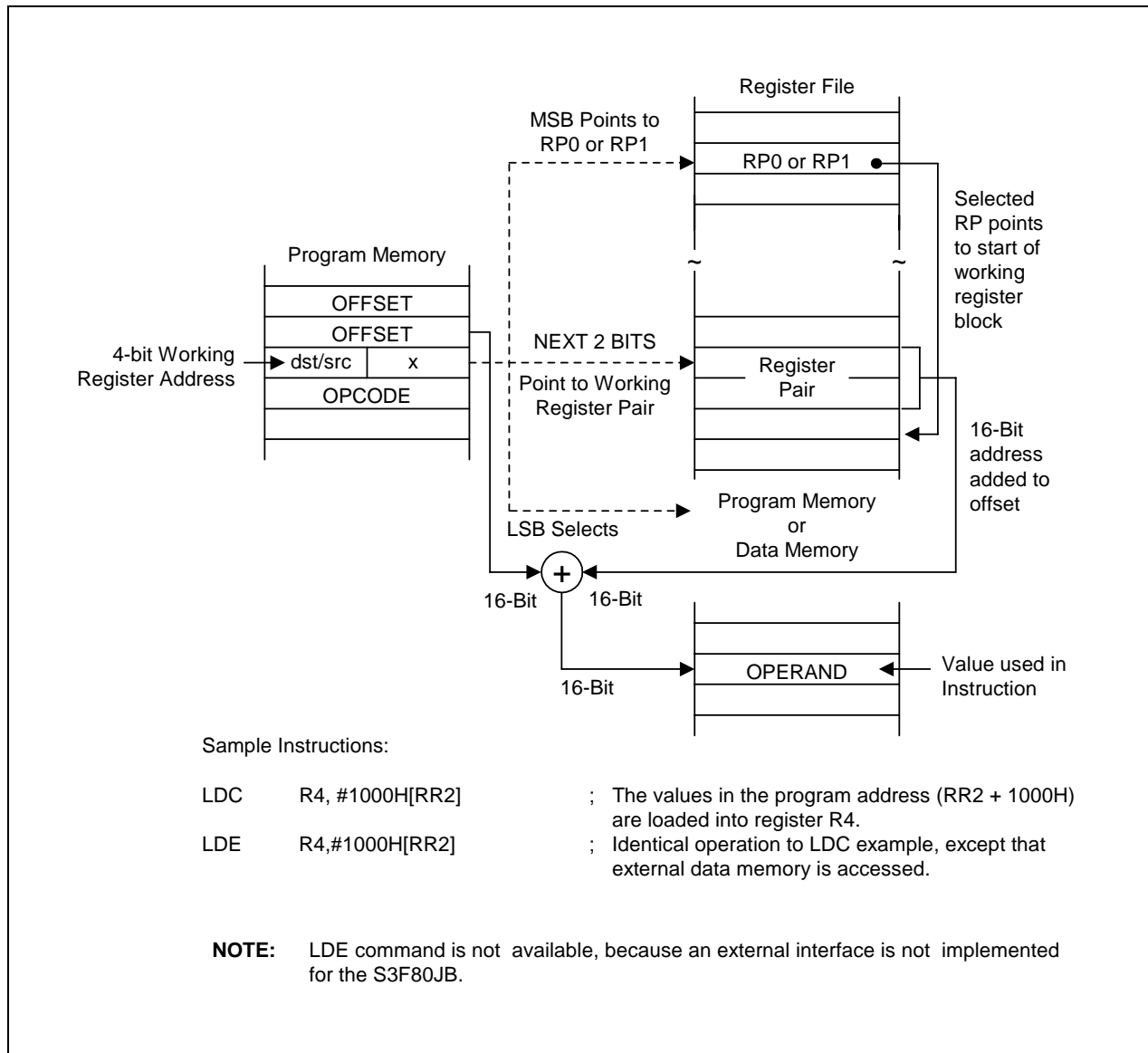
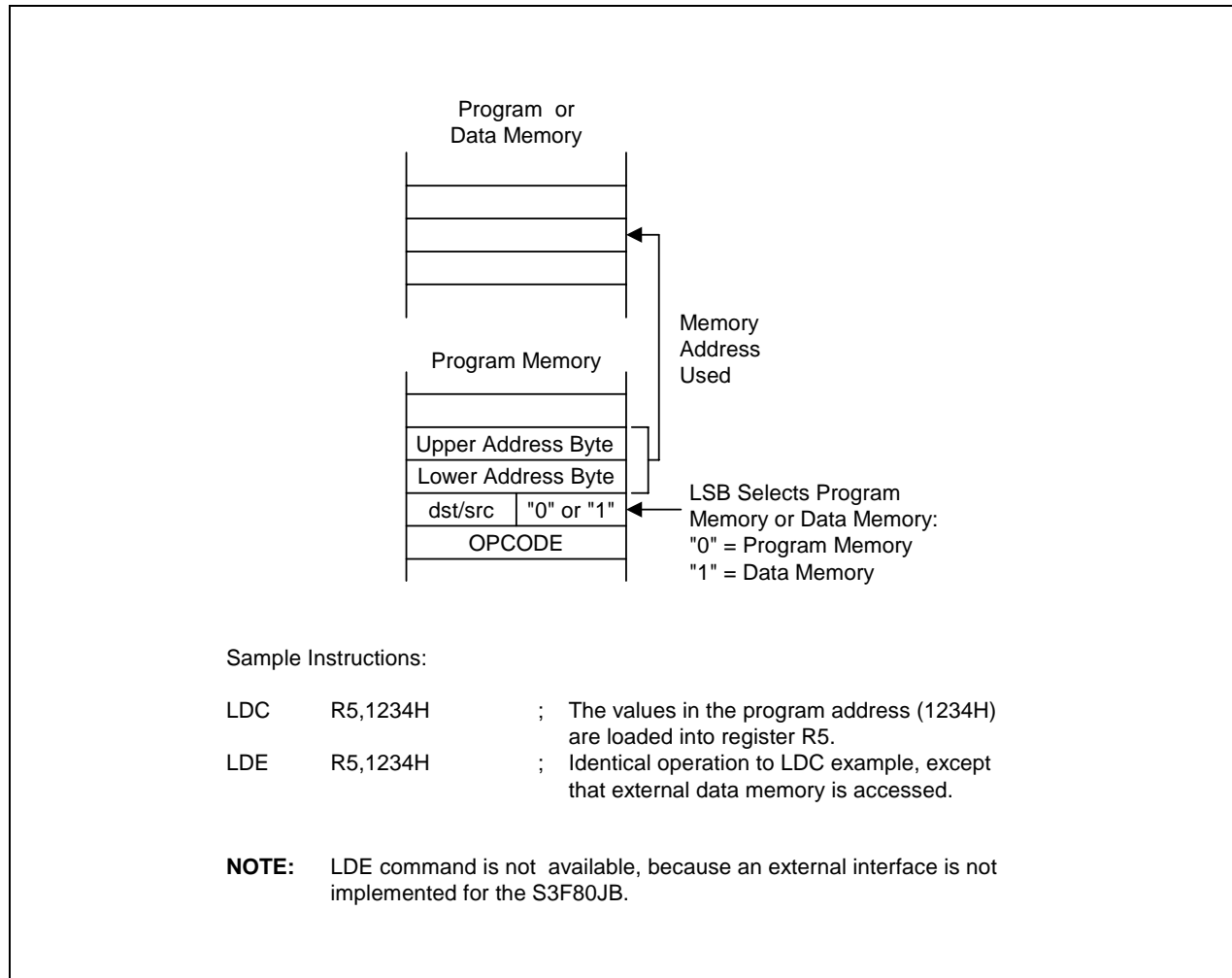


Figure 3-9. Indexed Addressing to Program or Data Memory

**DIRECT ADDRESS MODE (DA)**

In Direct Address (DA) mode, the instruction provides the operand's 16-bit memory address. Jump (JP) and Call (CALL) instructions use this addressing mode to specify the 16-bit destination address that is loaded into the PC whenever a JP or CALL instruction is executed.

The LDC and LDE instructions can use Direct Address mode to specify the source or destination address for Load operations to program memory (LDC) or to external data memory (LDE), if implemented.



**Figure 3-10. Direct Addressing for Load Instructions**

## DIRECT ADDRESS MODE (Continued)

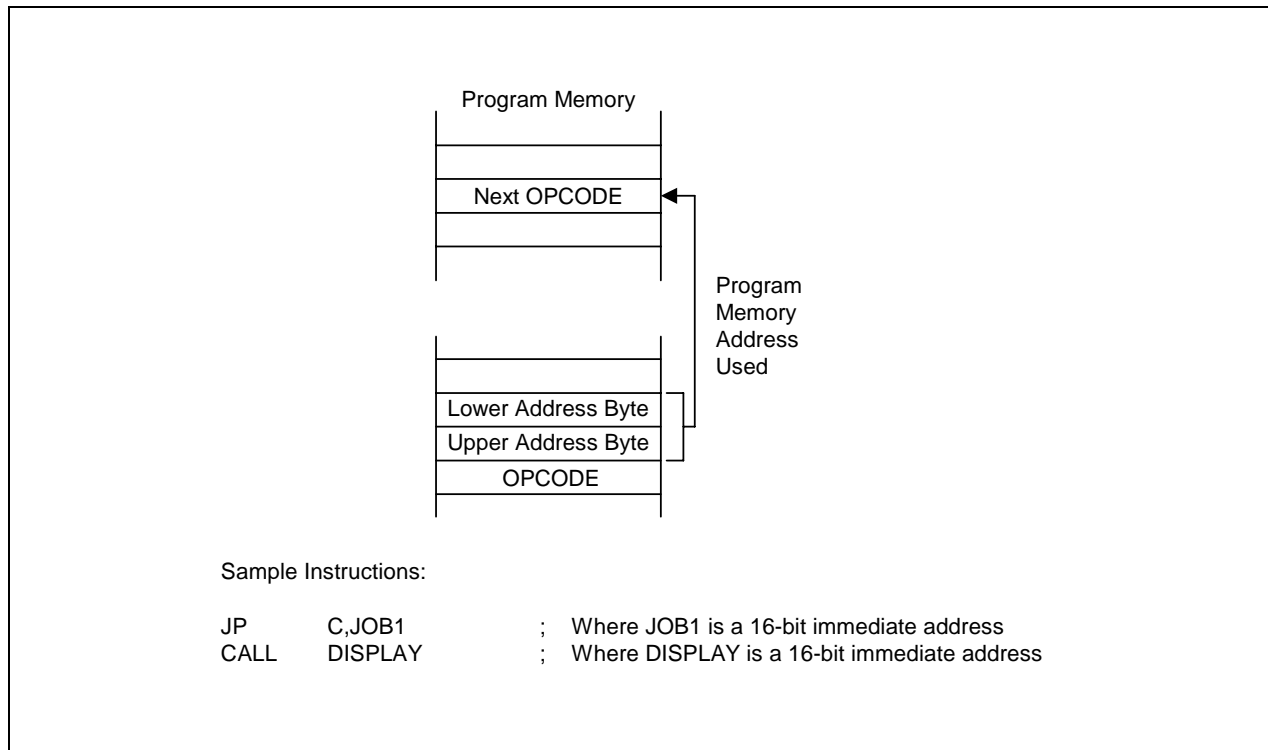


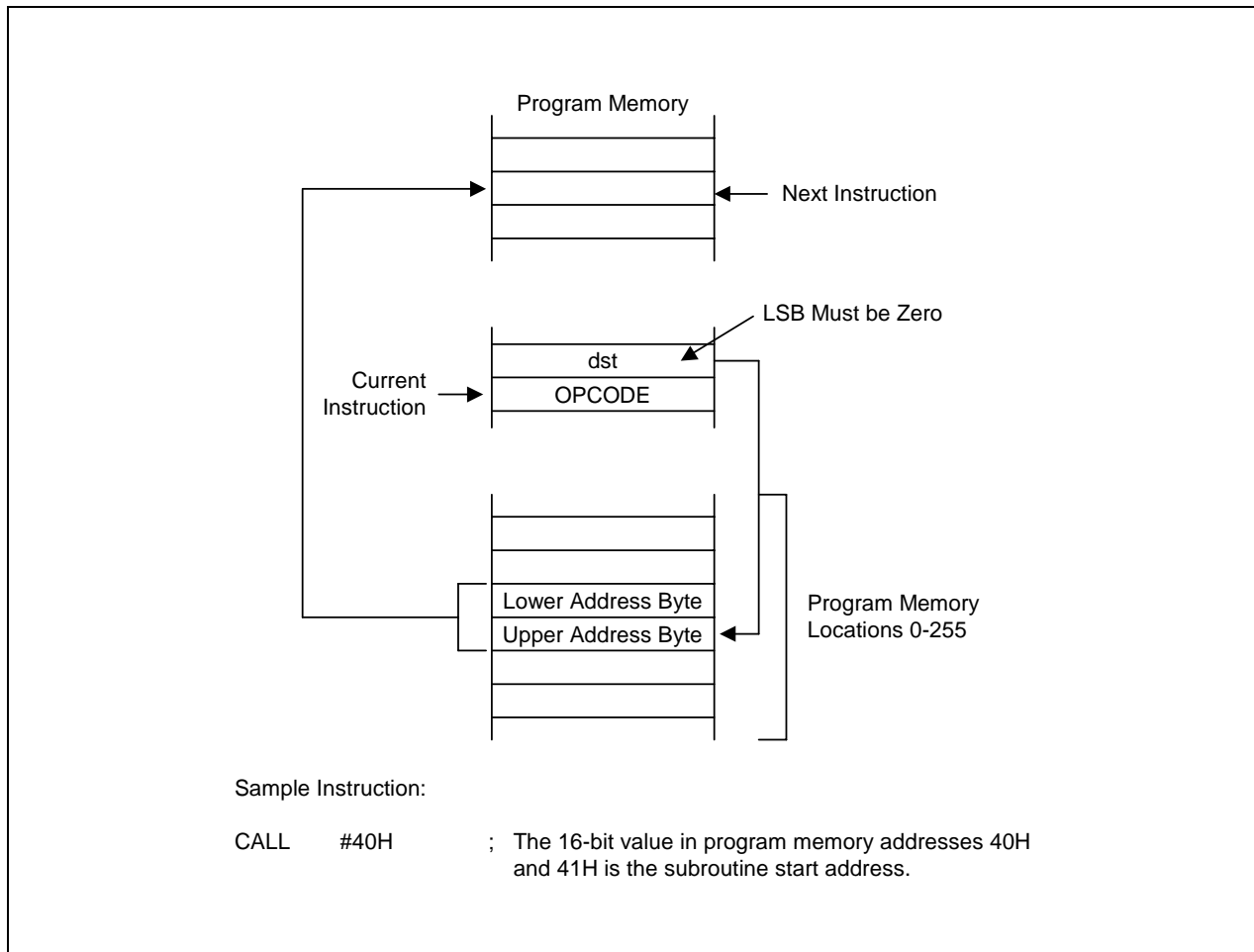
Figure 3-11. Direct Addressing for Call and Jump Instructions



**INDIRECT ADDRESS MODE (IA)**

In Indirect Address (IA) mode, the instruction specifies an address located in the lowest 256 bytes of the program memory. The selected pair of memory locations contains the actual address of the next instruction to be executed. Only the CALL instruction can use the Indirect Address mode.

Because the Indirect Address mode assumes that the operand is located in the lowest 256 bytes of program memory, only an 8-bit address is supplied in the instruction; the upper bytes of the destination address are assumed to be all zeros.



**Figure 3-12. Indirect Addressing**

### RELATIVE ADDRESS MODE (RA)

In Relative Address (RA) mode, a two's-complement signed displacement between  $-128$  and  $+127$  is specified in the instruction. The displacement value is then added to the current PC value. The result is the address of the next instruction to be executed. Before this addition occurs, the PC contains the address of the instruction immediately following the current instruction.

Several program control instructions use the Relative Address mode to perform conditional jumps. The instructions that support RA addressing are BTJRF, BTJRT, DJNZ, CPIJE, CPIJNE, and JR.

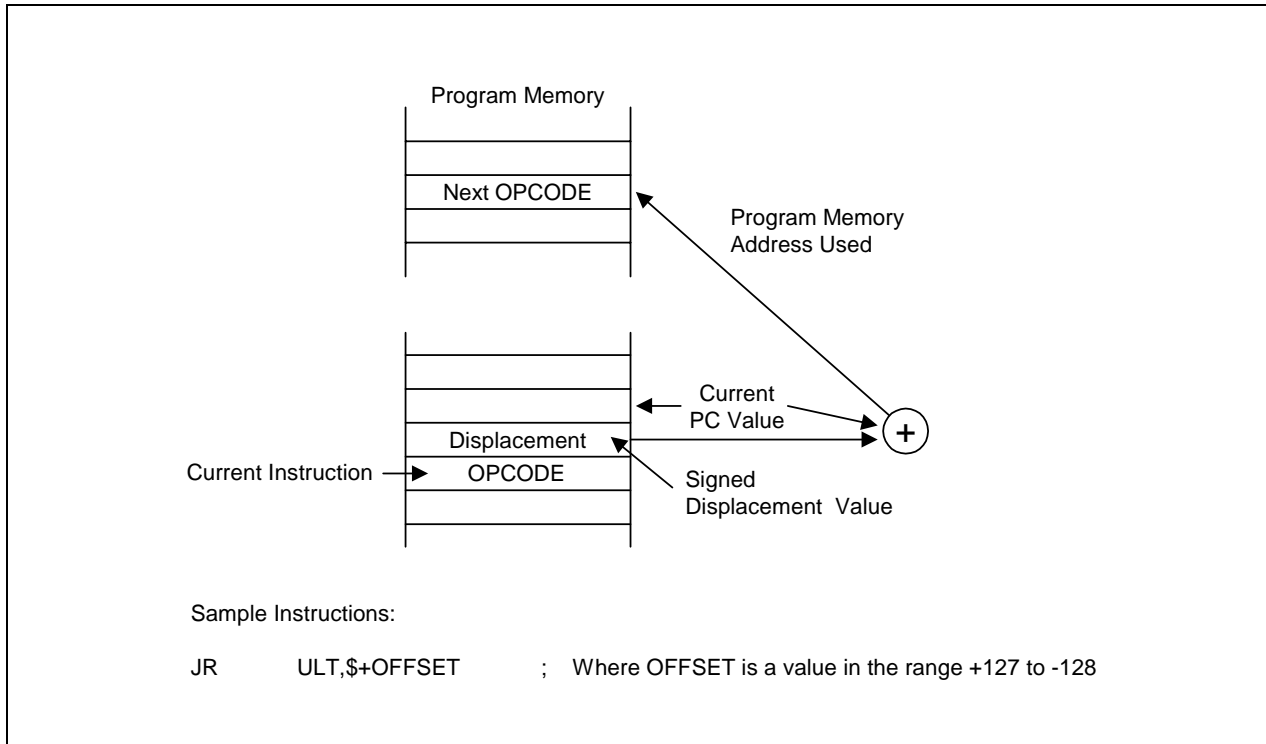
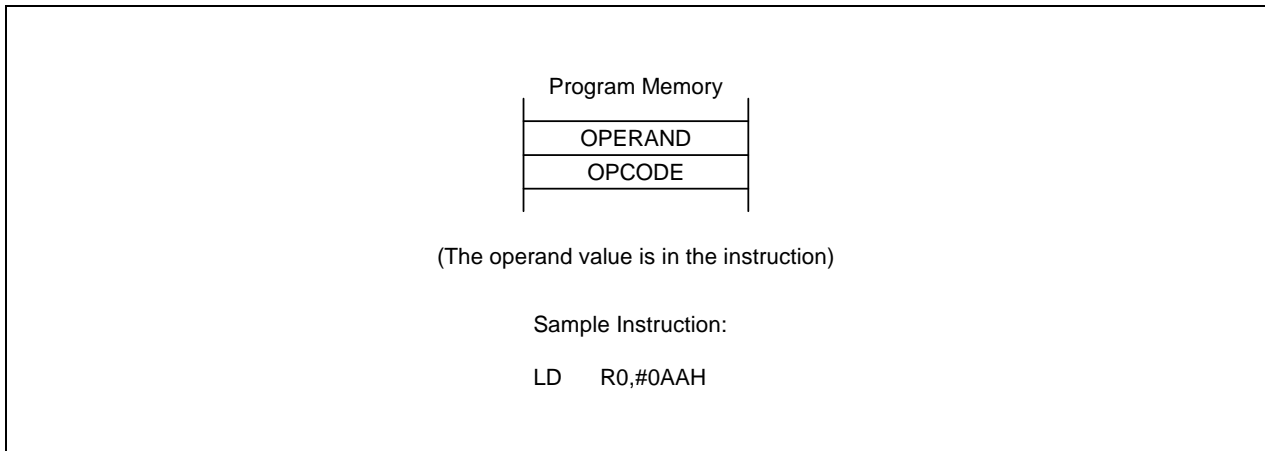


Figure 3-13. Relative Addressing

**IMMEDIATE MODE (IM)**

In Immediate (IM) mode, the operand value used in the instruction is the value supplied in the operand field itself. The operand may be one byte or one word in length, depending on the instruction used. Immediate addressing mode is useful for loading constant values into registers.



**Figure 3-14. Immediate Addressing**

# 4 CONTROL REGISTERS

## OVERVIEW

In this section, detailed descriptions of the S3F80JB control registers are presented in an easy-to-read format. You can use this section as a quick-reference source when writing application programs. Figure 4-1 illustrates the important features of the standard register description format.

Control register descriptions are arranged in alphabetical order (A-Z) according to the register mnemonic. More detailed information about control registers is presented in the context of the specific peripheral hardware descriptions in Part II of this manual.

Data and counter registers are not described in detail in this reference section. More information about all of the registers used by a specific peripheral is presented in the corresponding peripheral descriptions in Part II of this manual.

Table 4-1. Mapped Registers (Bank0, Set1)

Register Name	Mnemonic	Decimal	Hex	R/W
Timer 0 Counter	T0CNT	208	D0H	R (NOTE)
Timer 0 Data Register	T0DATA	209	D1H	R/W
Timer 0 Control Register	T0CON	210	D2H	R/W
Basic Timer Control Register	BTCON	211	D3H	R/W
Clock Control Register	CLKCON	212	D4H	R/W
System Flags Register	FLAGS	213	D5H	R/W
Register Pointer 0	RP0	214	D6H	R/W
Register Pointer 1	RP1	215	D7H	R/W
Location D8H is not mapped.				
Stack Pointer (Low Byte)	SPL	217	D9H	R/W
Instruction Pointer (High Byte)	IPH	218	DAH	R/W
Instruction Pointer (Low Byte)	IPL	219	DBH	R/W
Interrupt Request Register	IRQ	220	DCH	R (NOTE)
Interrupt Mask Register	IMR	221	DDH	R/W
System Mode Register	SYM	222	DEH	R/W
Register Page Pointer	PP	223	DFH	R/W
Port 0 Data Register	P0	224	E0H	R/W
Port 1 Data Register	P1	225	E1H	R/W
Port 2 Data Register	P2	226	E2H	R/W
Port 3 Data Register	P3	227	E3H	R/W
Port 4 Data Register	P4	228	E4H	R/W
Port 2 Interrupt Enable Register	P2INT	229	E5H	R/W
Port 2 Interrupt Pending Register	P2PND	230	E6H	R/W
Port 0 Pull-up Resistor Enable Register	P0PUR	231	E7H	R/W
Port 0 Control Register (High Byte)	P0CONH	232	E8H	R/W
Port 0 Control Register (Low Byte)	P0CONL	233	E9H	R/W
Port 1 Control Register (High Byte)	P1CONH	234	EAH	R/W
Port 1 Control Register (Low Byte)	P1CONL	235	EBH	R/W
Port 2 Control Register (High Byte)	P2CONH	236	ECH	R/W
Port 2 Control Register (Low Byte)	P2CONL	237	EDH	R/W
Port 2 Pull-up Enable Register	P2PUR	238	EEH	R/W
Port 3 Control Register	P3CON	239	EFH	R/W
Port 4 Control Register	P4CON	240	F0H	R/W
Port 0 Interrupt Enable Register	P0INT	241	F1H	R/W
Port 0 Interrupt Pending Register	P0PND	242	F2H	R/W

Table 4-1. Mapped Registers (Continued)

Register Name	Mnemonic	Decimal	Hex	R/W
Counter A Control Register	CACON	243	F3H	R/W
Counter A Data Register (High Byte)	CADATAH	244	F4H	R/W
Counter A Data Register (Low Byte)	CADATAL	245	F5H	R/W
Timer 1 Counter Register (High Byte)	T1CNTH	246	F6H	R (NOTE)
Timer 1 Counter Register (Low Byte)	T1CNTL	247	F7H	R (NOTE)
Timer 1 Data Register (High Byte)	T1DATAH	248	F8H	R/W
Timer 1 Data Register (Low Byte)	T1DATAL	249	F9H	R/W
Timer 1 Control Register	T1CON	250	FAH	R/W
STOP Control Register	STOPCON	251	FBH	W
Location FCH is not mapped.				
Basic Timer Counter	BTCNT	253	FDH	R (NOTE)
External Memory Timing Register	EMT	254	FEH	R/W
Interrupt Priority Register	IPR	255	FFH	R/W

**NOTE:** You cannot use a read-only register as a destination for the instructions OR, AND, LD, or LDB.

Table 4-2. Mapped Registers (Bank1, Set1)

Register Name	Mnemonic	Decimal	Hex	R/W
LVD Control Register	LVDCON	224	E0	R/W
Port 3 [4:5] Control Register	P345CON	225	E1	R/W
Port 4 Control Register (High Byte)	P4CONH	226	E2	R/W
Port 4 Control Register (Low Byte)	P4CONL	227	E3	R/W
Timer 2 Counter Register (High Byte)	T2CNTH	228	E4	R (NOTE)
Timer 2 Counter Register (Low Byte)	T2CNTL	229	E5	R (NOTE)
Timer 2 Data Register (High Byte)	T2DATAH	230	E6	R/W
Timer 2 Data Register (Low Byte)	T2DATAL	231	E7	R/W
Timer 2 Control Register	T2CON	232	E8	R/W
Comparator Mode Register	CMOD	233	E9	R/W
Comparison Result Register	CMPREG	234	EA	R (NOTE)
Comparator Input Selection Register	CMPSEL	235	EB	R/W
Flash Memory Sector Address Register (High Byte)	FMSECH	236	EC	R/W
Flash Memory Sector Address Register (Low Byte)	FMSECL	237	ED	R/W
Flash Memory User Programming Enable Register	FMUSR	238	EE	R/W
Flash Memory Control Register	FMCON	239	EF	R/W
Not mapped in address F0H to 0FFH.				

**NOTE:** You cannot use a read-only register as a destination for the instructions OR, AND, LD, or LDB.

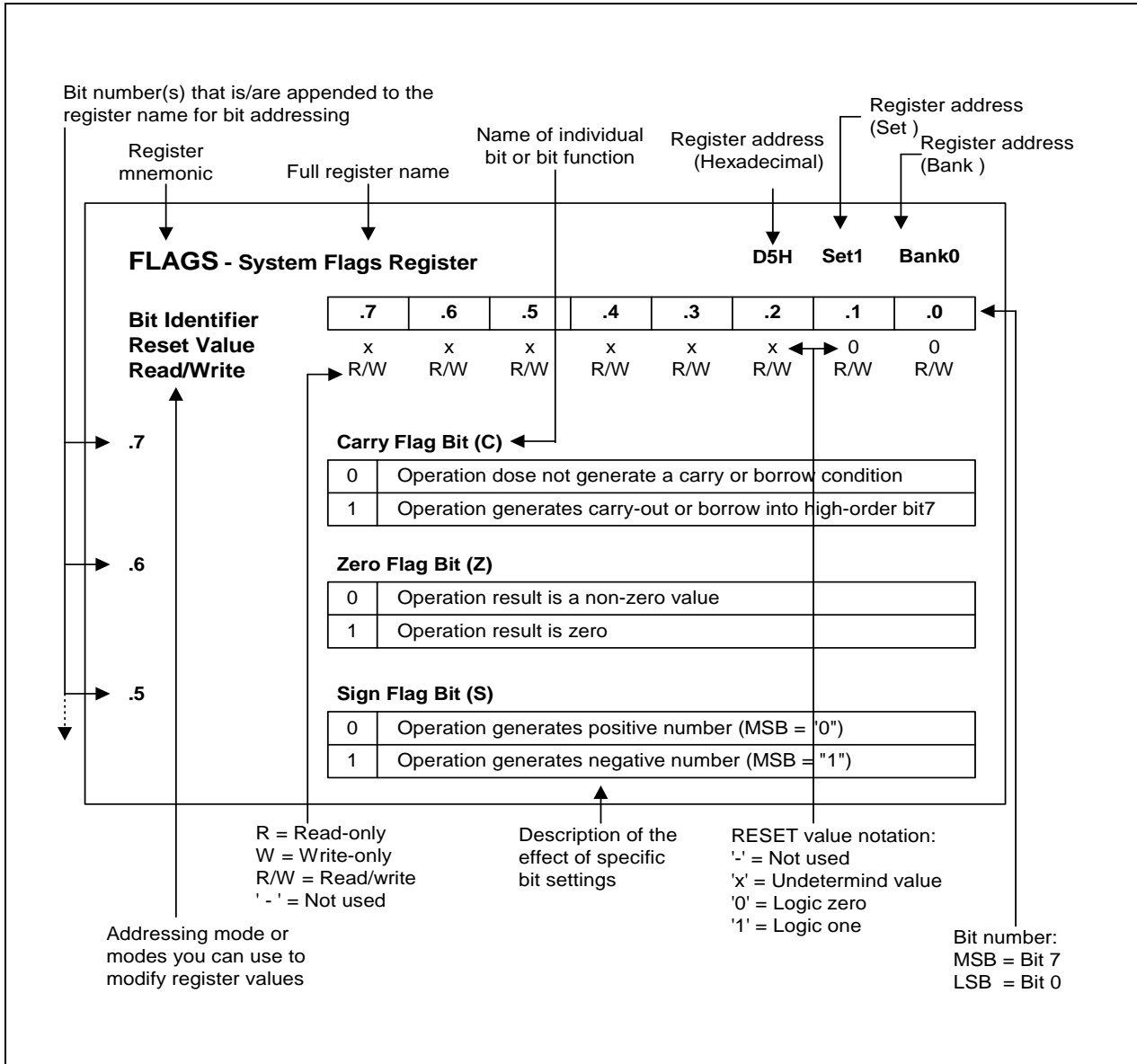


Figure 4-1. Register Description Format

**BTCON — Basic Timer Control Register****D3H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 – .4****Watchdog Timer Function Enable Bits (for System Reset)**

1	0	1	0	Disable watchdog timer function
Any other value				Enable watchdog timer function

**.3 and .2****Basic Timer Input Clock Selection Bits**

0	0	$f_{OSC}/4096$
0	1	$f_{OSC}/1024$
1	0	$f_{OSC}/128$
1	1	Not used for S3F80JB.

**.1****Basic Timer Counter Clear Bit (1)**

0	No effect
1	Clear the basic timer counter value

**.0****Clock Frequency Divider Clear Bit for Basic Timer and Timer 0 (2)**

0	No effect
1	Clear both block frequency dividers

**NOTES:**

- When you write a "1" to BTCON.1, the basic timer counter value is cleared to '00H'. Immediately following the write operation, the BTCON.1 value is automatically cleared to "0".
- When you write a "1" to BTCON.0, the corresponding frequency divider is cleared to '00H'. Immediately following the write operation, the BTCON.0 value is automatically cleared to "0".



**CACON** — Counter A Control Register

F3H Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****Counter A Input Clock Selection Bits**

0	0	$f_{OSC}$
0	1	$f_{OSC}/2$
1	0	$f_{OSC}/4$
1	1	$f_{OSC}/8$

**.5 and .4****Counter A Interrupt Timing Selection Bits**

0	0	Elapsed time for Low data value
0	1	Elapsed time for High data value
1	0	Elapsed time for combined Low and High data values
1	1	Not used for S3F80JB.

**.3****Counter A Interrupt Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.2****Counter A Start Bit**

0	Stop counter A
1	Start counter A

**.1****Counter A Mode Selection Bit**

0	One-shot mode
1	Repeating mode

**.0****Counter A Output Flip-Flop Control Bit**

0	Flip-Flop Low level (T-FF = Low)
1	Flip-flop High level (T-FF = High)

**CLKCON — System Clock Control Register****D4H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 – .5**

Not used for S3F80JB

**.4 and .3****CPU Clock (System Clock) Selection Bits <sup>(1)</sup>**

0	0	$f_{OSC}/16$
0	1	$f_{OSC}/8$
1	0	$f_{OSC}/2$
1	1	$f_{OSC}$ (non-divided)

**.2 – .0****Subsystem Clock Selection Bits <sup>(2)</sup>**

1	0	1	Not used for S3F80JB.
Other value			Select main system clock (MCLK)

**NOTES:**

1. After a reset, the slowest clock (divided by 16) is selected as the system clock. To select faster clock speeds, load the appropriate values to CLKCON.3 and CLKCON.4.
2. These selection bits CLKCON.0, .1, .2 are required only for systems that have a main clock and a subsystem clock. The S3F80JB uses only the main oscillator clock circuit. For this reason, the setting '101B' is invalid.

**CMOD — Comparator Mode Register****E9H Set1 Bank1**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****Comparator Enable Bit**

0	Comparator operation disable
1	Comparator operation enable

**.6****Conversion Timer Control Bit**

0	$8 \times 2^7 / f_{OSC}$ , 256 at 8 MHz
1	$8 \times 2^4 / f_{OSC}$ , 32 at 8 MHz

**.5****External Reference Selection Bit**

0	Internal reference, CIN0-3: Analog input
1	External reference, CIN0-2: Analog input, CIN3: Reference input

**.4**

Not used for S3F80JB.

**.3 – .0****Reference Voltage Selection Bits**Selected  $V_{REF} = V_{DD} \times (N + 0.5) / 16$ , N = 0 to 15**NOTE:** You can select the number of analog input pin for your purpose by setting the CMPSEL.

**CMPSEL — Comparator Input Selection Register****EBH Set1 Bank1**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	–	–	–	–	0	0	0	0
Read/Write	–	–	–	–	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7– .4**

Not used for S3F80JB.

**.3****P2.7 Function Selection Bit**

0	Normal I/O selection
1	Alternative function enable: CIN3

**.2****P2.6 Function Selection Bit**

0	Normal I/O selection
1	Alternative function enable: CIN2

**.1****P2.5 Function Selection Bit**

0	Normal I/O selection
1	Alternative function enable: CIN1

**.0****P2.4 Function Selection Bit**

0	Normal I/O selection
1	Alternative function enable: CIN0

**NOTE:** If a bit of CMPSEL is set to “1”(Comparator input is selected), the port pin is operated as comparator input regardless of the P2CONH settings.

**EMT — External Memory Timing Register** (NOTE)

FEH Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	1	1	1	1	1	0	–
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	–
<b>Addressing Mode</b>	Register addressing mode only							

**.7****External WAIT Input Function Enable Bit**

0	Disable WAIT input function for external device
1	Enable WAIT input function for external device

**.6****Slow Memory Timing Enable Bit**

0	Disable slow memory timing
1	Enable slow memory timing

**.5 and .4****Program Memory Automatic Wait Control Bits**

0	0	No wait
0	1	Wait one cycle
1	0	Wait two cycles
1	1	Wait three cycles

**.3 and .2****Data Memory Automatic Wait Control Bits**

0	0	No wait
0	1	Wait one cycle
1	0	Wait two cycles
1	1	Wait three cycles

**.1****Stack Area Selection Bit**

0	Select internal register file area
1	Select external data memory area

**.0**

Not used for S3F80JB

**NOTE:** The EMT register is not used for S3F80JB, because an external peripheral interface is not implemented in the S3F80JB. The program initialization routine should clear the EMT register to '00H' following a reset. Modification of EMT values during normal operation may cause a system malfunction.

**FLAGS — System Flags Register****D5H Set1 Bank0**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	x	x	x	x	x	x	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W
Addressing Mode	Register addressing mode only							

**.7****Carry Flag Bit (C)**

0	Operation does not generate a carry or borrow condition
1	Operation generates a carry-out or borrow into high-order bit 7

**.6****Zero Flag Bit (Z)**

0	Operation result is a non-zero value
1	Operation result is zero

**.5****Sign Flag Bit (S)**

0	Operation generates a positive number (MSB = "0")
1	Operation generates a negative number (MSB = "1")

**.4****Overflow Flag Bit (V)**

0	Operation result is $\leq +127$ or $\geq -128$
1	Operation result is $> +127$ or $< -128$

**.3****Decimal Adjust Flag Bit (D)**

0	Add operation completed
1	Subtraction operation completed

**.2****Half-Carry Flag Bit (H)**

0	No carry-out of bit 3 or no borrow into bit 3 by addition or subtraction
1	Addition generated carry-out of bit 3 or subtraction generated borrow into bit 3

**.1****Fast Interrupt Status Flag Bit (FIS)**

0	Interrupt return (IRET) in progress (when read)
1	Fast interrupt service routine in progress (when read)

**.0****Bank Address Selection Flag Bit (BA)**

0	Bank 0 is selected
1	Bank 1 is selected

**FMCON** — Flash Memory Control Register

EFH Set1 Bank1

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	–	–	–	0
Read/Write	R/W	R/W	R/W	R/W	–	–	–	R/W
Addressing Mode	Register addressing mode only							

.7 – .4

**Flash Memory Mode Selection Bits**

0101	Programming mode
1010	Erase mode
0110	Hard Lock mode (NOTE)
Others	Not used for S3F80JB

.3 – .1

Not used for S3F80JB

.0

**Flash Operation Start Bit (available for Erase and Hard Lock mode only)**

0	Operation stop
1	Operation start (auto clear bit)

**NOTE:** Hard Lock mode is one of the flash protection modes. Refer to page 15-18.

**FMSECH — Flash Memory Sector Address Register(High Byte) ECH Set1 Bank1**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

.7 – .0

**Flash Memory Sector Address (High Byte)**

Note: The high-byte flash memory sector address pointer value is the higher eight bits of the 16-bit pointer address.

**FMSECL — Flash Memory Sector Address Register(Low Byte) EDH Set1 Bank1**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

.7 – .0

**Flash Memory Sector Address (Low Byte)**

Note: The low-byte flash memory sector address pointer value is the lower eight bits of the 16-bit pointer address.

**FMUSR — Flash Memory User Programming Enable Register EEH Set1 Bank1**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

.7—0

**Flash Memory User Programming Enable Bits**

1	0	1	0	0	1	0	1	Enable user programming mode
Other values								Disable user programming mode

**NOTES:**

- To enable flash memory user programming, write 10100101B to FMUSR.
- To disable flash memory operation, write other value except 10100101B into FMUSR.



**IMR — Interrupt Mask Register**

DDH Set1 Bank0

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	x	x	x	x	x	x	x	x
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7 Interrupt Level 7 (IRQ7) Enable Bit; External Interrupts P0.7–P0.4**

0	Disable (mask)
1	Enable (un-mask)

**.6 Interrupt Level 6 (IRQ6) Enable Bit; External Interrupts P0.3–P0.0**

0	Disable (mask)
1	Enable (un-mask)

**.5 Interrupt Level 5 (IRQ5) Enable Bit; External Interrupts P2.7–P2.4**

0	Disable (mask)
1	Enable (un-mask)

**.4 Interrupt Level 4 (IRQ4) Enable Bit; External Interrupts P2.3–P2.0**

0	Disable (mask)
1	Enable (un-mask)

**.3 Interrupt Level 3 (IRQ3) Enable Bit; Timer 2 Match or Overflow**

0	Disable (mask)
1	Enable (un-mask)

**.2 Interrupt Level 2 (IRQ2) Enable Bit; Counter A Interrupt**

0	Disable (mask)
1	Enable (un-mask)

**.1 Interrupt Level 1 (IRQ1) Enable Bit; Timer 1 Match or Overflow**

0	Disable (mask)
1	Enable (un-mask)

**.0 Interrupt Level 0 (IRQ0) Enable Bit; Timer 0 Match or Overflow**

0	Disable (mask)
1	Enable (un-mask)

**IPH — Instruction Pointer (High Byte)****DAH Set1 Bank0**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	x	x	x	x	x	x	x	x
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7 – .1****Instruction Pointer Address (High Byte)**

The high-byte instruction pointer value is the upper eight bits of the 16-bit instruction pointer address (IP15–IP8). The lower byte of the IP address is located in the IPL register (DBH).

**IPL — Instruction Pointer (Low Byte)****DBH Set1 Bank0**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	x	x	x	x	x	x	x	x
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7 – .0****Instruction Pointer Address (Low Byte)**

The low-byte instruction pointer value is the lower eight bits of the 16-bit instruction pointer address (IP7–IP0). The upper byte of the IP address is located in the IPH register (DAH).

**IPR — Interrupt Priority Register**

FFH Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	x	x	x	x	x	x	x	x
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7, .4, and .1****Priority Control Bits for Interrupt Groups A, B, and C**

0	0	0	Group priority undefined
0	0	1	B > C > A
0	1	0	A > B > C
0	1	1	B > A > C
1	0	0	C > A > B
1	0	1	C > B > A
1	1	0	A > C > B
1	1	1	Group priority undefined

**.6****Interrupt Subgroup C Priority Control Bit**

0	IRQ6 > IRQ7
1	IRQ7 > IRQ6

**.5****Interrupt Group C Priority Control Bit**

0	IRQ5 > (IRQ6, IRQ7)
1	(IRQ6, IRQ7) > IRQ5

**.3****Interrupt Subgroup B Priority Control Bit (See Note)**

0	IRQ3 > IRQ4
1	IRQ4 > IRQ3

**.2****Interrupt Group B Priority Control Bit (See Note)**

0	IRQ2 > (IRQ3, IRQ4)
1	(IRQ3, IRQ4) > IRQ2

**.0****Interrupt Group A Priority Control Bit**

0	IRQ0 > IRQ1
1	IRQ1 > IRQ0

**NOTE:** The S3F80JB interrupt structure uses eight levels: IRQ0-IRQ7.

**IRQ — Interrupt Request Register****DCH Set1 Bank0**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	0	0	0	0
Read/Write	R	R	R	R	R	R	R	R
Addressing Mode	Register addressing mode only							

**.7 Level 7 (IRQ7) Request Pending Bit; External Interrupts P0.7–P0.4**

0	Not pending
1	Pending

**.6 Level 6 (IRQ6) Request Pending Bit; External Interrupts P0.3–P0.0**

0	Not pending
1	Pending

**.5 Level 5 (IRQ5) Request Pending Bit; External Interrupts P2.7–P2.4**

0	Not pending
1	Pending

**.4 Level 4 (IRQ4) Request Pending Bit; External Interrupts P2.3–P2.0**

0	Not pending
1	Pending

**.3 Level 3 (IRQ3) Request Pending Bit; Timer 2 Match/Capture or Overflow**

0	Not pending
1	Pending

**.2 Level 2 (IRQ2) Request Pending Bit; Counter A Interrupt**

0	Not pending
1	Pending

**.1 Level 1 (IRQ1) Request Pending Bit; Timer 1 Match/Capture or Overflow**

0	Not pending
1	Pending

**.0 Level 0 (IRQ0) Request Pending Bit; Timer 0 Match/Capture or Overflow**

0	Not pending
1	Pending

**LVDCON** — LVD Control Register

E0H Set1 Bank1

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	–	–	–	–	–	–	–	0
Read/Write	–	–	–	–	–	–	–	R/W
Addressing Mode	Register addressing mode only							

.7 – .1

Not used for S3F80JB.

.0

**LVD Flag (2.3V) Indicator Bit**

0	$V_{DD} \geq$ LVD_FLAG Level (2.3V)
1	$V_{DD} <$ LVD_FLAG Level (2.3V)

**NOTE:** When LVD detects LVD\_FLAG level (2.3V), LVDCON.0 flag bit is set automatically. When VDD is upper 2.3V, LVDCON.0 flag bit is cleared automatically.

**P0CONH** — Port 0 Control Register (High Byte)**E8H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P0.7/INT4 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.5 and .4****P0.6/INT4 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.3 and .2****P0.5/INT4 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.1 and .0****P0.4/INT4 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**NOTES:**

1. The INT4 external interrupts at the P0.7–P0.4 pins share the same interrupt level (IRQ7) and interrupt vector address (E8H).
2. You can assign pull-up resistors to individual port 0 pins by making the appropriate settings to the P0PUR register. (P0PUR.7 – P0PUR.4)

**P0CONL — Port 0 Control Register (Low Byte)****E9H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P0.3/INT3 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.5 and .4****P0.2/INT2 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.3 and .2****P0.1/INT1 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.1 and .0****P0.0/INT0 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**NOTES:**

1. The INT3–INT0 external interrupts at P0.3–P0.0 are interrupt level IRQ6. Each interrupt has a separate vector address.
2. You can assign pull-up resistors to individual port 0 pins by making the appropriate settings to the P0PUR register. (P0PUR.3 – P0PUR.0)

**POINT** — Port 0 External Interrupt Enable Register

F1H Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P0.7 External Interrupt (INT4) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.6****P0.6 External Interrupt (INT4) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.5****P0.5 External Interrupt (INT4) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.4****P0.4 External Interrupt (INT4) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.3****P0.3 External Interrupt (INT3) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.2****P0.2 External Interrupt (INT2) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.1****P0.1 External Interrupt (INT1) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.0****P0.0 External Interrupt (INT0) Enable Bit**

0	Disable interrupt
1	Enable interrupt





**POPND — Port 0 External Interrupt Pending Register****F2H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P0.7 External Interrupt (INT4) Pending Flag Bit (see Note)**

0	No P0.7 external interrupt pending (when read)
1	P0.7 external interrupt is pending (when read)

**.6****P0.6 External Interrupt (INT4) Pending Flag Bit**

0	No P0.6 external interrupt pending (when read)
1	P0.6 external interrupt is pending (when read)

**.5****P0.5 External Interrupt (INT4) Pending Flag Bit**

0	No P0.5 external interrupt pending (when read)
1	P0.5 external interrupt is pending (when read)

**.4****P0.4 External Interrupt (INT4) Pending Flag Bit**

0	No P0.4 external interrupt pending (when read)
1	P0.4 external interrupt is pending (when read)

**.3****P0.3 External Interrupt (INT3) Pending Flag Bit**

0	No P0.3 external interrupt pending (when read)
1	P0.3 external interrupt is pending (when read)

**.2****P0.2 External Interrupt (INT2) Pending Flag Bit**

0	No P0.2 external interrupt pending (when read)
1	P0.2 external interrupt is pending (when read)

**.1****P0.1 External Interrupt (INT1) Pending Flag Bit**

0	No P0.1 external interrupt pending (when read)
1	P0.1 external interrupt is pending (when read)

**.0****P0.0 External Interrupt (INT0) Pending Flag Bit**

0	No P0.0 external interrupt pending (when read)
1	P0.0 external interrupt is pending (when read)

**NOTE:** To clear an interrupt pending condition, write a “0” to the appropriate pending flag bit. Writing a “1” to an interrupt pending flag (POPND.7–0) has no effect.

**P0PUR — Port 0 Pull-up Resistor Enable Register****E7H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P0.7 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.6****P0.6 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.5****P0.5 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.4****P0.4 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.3****P0.3 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.2****P0.2 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.1****P0.1 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.0****P0.0 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**P1CONH** — Port 1 Control Register (High Byte)

EAH Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	1	1	1	1	1	1	1	1
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P1.7 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.5 and .4****P1.6 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.3 and .2****P1.5 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.1 and .0****P1.4 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**P1CONL — Port 1 Control Register (Low Byte)****EBH Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P1.3 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.5 and .4****P1.2 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.3 and .2****P1.1 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.1 and .0****P1.0 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**P2CONH — Port 2 Control Register (High Byte)****ECH Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P2.7/INT9 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.5 and .4****P2.6/INT9 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.3 and .2****P2.5/INT9 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.1 and .0****P2.4/INT9 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**NOTES:**

- Pull-up resistors can be assigned to individual port2 pins by making the appropriate settings to the P2PUR control register, location EEH, set 1, bank0.
- Analog comparator inputs (CIN0-CIN3) for P2.4-P2.7 can be assigned to individual port 2 pins by making the appropriate settings to the CMPSEL register, location EBH, set 1, bank1. If an analog comparator input is selected by the CMPSEL register, normal I/O inputs for P2.4-P2.7 are disconnected regardless of P2CONH register's setting value.

**P2CONL — Port 2 Control Register (Low Byte)**

EDH Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P2.3/INT8 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising edges and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.5 and .4****P2.2/INT7 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising edges and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.3 and .2****P2.1/INT6 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising edges and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**.1 and .0****P2.0/INT5 Mode Selection Bits**

0	0	C-MOS input mode; interrupt on falling edges
0	1	C-MOS input mode; interrupt on rising edges and falling edges
1	0	Push-pull output mode
1	1	C-MOS input mode; interrupt on rising edges

**NOTE:** Pull-up resistors can be assigned to individual port 2 pins by making the appropriate settings to the P2PUR control register, location EEH, set 1, bank0.

**P2INT — Port 2 External Interrupt Enable Register****E5H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P2.7 External Interrupt (INT9) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.6****P2.6 External Interrupt (INT9) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**5.****P2.5 External Interrupt (INT9) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.4****P2.4 External Interrupt (INT9) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.3****P2.3 External Interrupt (INT8) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.2****P2.2 External Interrupt (INT7) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.1****P2.1 External Interrupt (INT6) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**.0****P2.0 External Interrupt (INT5) Enable Bit**

0	Disable interrupt
1	Enable interrupt

**P2PND — Port 2 External Interrupt Pending Register****E6H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P2.7 External Interrupt (INT9) Pending Flag Bit (see Note)**

0	No P2.7 external interrupt pending (when read)
1	P2.7 external interrupt is pending (when read)

**.6****P2.6 External Interrupt (INT9) Pending Flag Bit**

0	No P2.6 external interrupt pending (when read)
1	P2.6 external interrupt is pending (when read)

**.5****P2.5 External Interrupt (INT9) Pending Flag Bit**

0	No P2.5 external interrupt pending (when read)
1	P2.5 external interrupt is pending (when read)

**.4****P2.4 External Interrupt (INT9) Pending Flag Bit**

0	No P2.4 external interrupt pending (when read)
1	P2.4 external interrupt is pending (when read)

**.3****P2.3 External Interrupt (INT8) Pending Flag Bit**

0	No P2.3 external interrupt pending (when read)
1	P2.3 external interrupt is pending (when read)

**.2****P2.2 External Interrupt (INT7) Pending Flag Bit**

0	No P2.2 external interrupt pending (when read)
1	P2.2 external interrupt is pending (when read)

**.1****P2.1 External Interrupt (INT6) Pending Flag Bit**

0	No P2.1 external interrupt pending (when read)
1	P2.1 external interrupt is pending (when read)

**.0****P2.0 External Interrupt (INT5) Pending Flag Bit**

0	No P2.0 external interrupt pending (when read)
1	P2.0 external interrupt is pending (when read)

**NOTE:** To clear an interrupt pending condition, write a “0” to the appropriate pending flag bit. Writing a “1” to an interrupt pending flag (P2PND.0–7) has no effect.





**P2PUR — Port 2 Pull-up Resistor Enable Register**

EEH Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P2.7 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.6****P2.6 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.5****P2.5 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.4****P2.4 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.3****P2.3 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.2****P2.2 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.1****P2.1 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**.0****P2.0 Pull-up Resistor Enable Bit**

0	Disable pull-up resistor
1	Enable pull-up resistor

**P3CON** — Port 3 Control Register

EFH Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****Package Selection and Alternative Function Select Bits**

0	0	32 pin package P3.0: T0PWM/T0CAP/T1CAP/T2CAP, P3.1: REM/T0CK
Others		42/44 pin package P3.0: T0PWM/T0CAP, P3.3: T1CAP/T2CAP P3.1: REM, P3.2: T0CK

**.5****P3.1 Function Selection Bit**

0	Normal I/O selection
1	Alternative function enable (REM/T0CK)

**.4 and .3****P3.1 Mode Selection Bits**

0	0	Schmitt trigger input mode
0	1	Open- drain output mode
1	0	Push pull output mode
1	1	Schmitt trigger input with pull up resistor.

**.2****Function Selection Bit for P3.0 & P3.3**

0	Normal I/O selection
1	Alternative function enable (P3.0: T0PWM/T0CAP, P3.3: T1CAP/T2CAP)

**.1 and .0****P3.0 Mode Selection Bits**

0	0	Schmitt trigger input mode
0	1	Open- drain output mode
1	0	Push pull output mode
1	1	Schmitt trigger input with pull up resistor.

**NOTES:**

1. The port 3 data register, P3, at location E3H, set1, bank0, contains seven bit values which correspond to the following Port 3 pin functions (bit 6 is not used for the S3F80JB):
  - a. Port3, bit 7: carrier signal on ("1") or off ("0").
  - b. Port3, bit 1,0: P3.1/REM/T0CK pin, bit 0: P3.0/T0PWM/T0CAP/T1CAP pin.
  - c. Port3, bit 3,2: P3.3, P3.2 are selected only to input pin with pull up resistor automatically.
  - d. Port3, bit 5,4: P3.5, P3.4 are selected into digital I/O by setting P345CON register at E1H, Set1, Bank1.
2. The alternative function enable/disable are enabled in accordance with function selection bit (bit5 and bit2).
3. In case of 42/44pin package, the pin assign for alternative functions can be selectable relating to mode selection bit (bit0, 1, 2, 3, 4 and 5)
4. Following Table is the specific example about the alternative function and pin assignment according to the each bit control of P3CON in 42/44pin package.

**Table 4-3. Each Function Description and Pin Assignment of P3CON in 42/44 Pin Package**

P3CON						Each Function Description and Assignment to P3.0–P3.3			
B5	B4	B3	B2	B1	B0	P3.0	P3.1	P3.2	P3.3
0	x	x	0	x	x	Normal I/O	Normal I/O	Normal Input	Normal Input
0	x	x	1	0	0	T0_CAP	Normal I/O	Normal Input	T1CAP/Normal Input
0	x	x	1	1	1	T0_CAP	Normal I/O	Normal Input	T1CAP/Normal Input
0	x	x	1	0	1	T0PWM	Normal I/O	Normal Input	T1CAP/Normal Input
0	x	x	1	1	0	T0PWM	Normal I/O	Normal Input	T1CAP/Normal Input
1	0	0	0	x	x	Normal I/O	Normal Input	T0CK	Normal Input
1	1	1	0	x	x	Normal I/O	Normal Input	T0CK	Normal Input
1	0	1	0	x	x	Normal I/O	REM	T0CK	Normal Input
1	1	0	0	x	x	Normal I/O	REM	T0CK	Normal Input
1	0	0	1	0	0	T0_CAP	Normal Input	T0CK/Normal Input	T1CAP/Normal Input
1	1	1	1	1	1	T0_CAP	Normal Input	T0CK/Normal Input	T1CAP/Normal Input
1	0	1	1	0	1	T0PWM	REM	T0CK/Normal Input	T1CAP/Normal Input
1	1	0	1	1	0	T0PWM	REM	T0CK/Normal Input	T1CAP/Normal Input
1	0	0	1	0	1	T0PWM	Normal Input	T0CK/Normal Input	T1CAP/Normal Input
1	1	1	1	1	0	T0PWM	Normal Input	T0CK/Normal Input	T1CAP/Normal Input
1	0	1	1	0	0	T0_CAP	REM	T0CK/Normal Input	T1CAP/Normal Input
1	1	0	1	1	1	T0_CAP	REM	T0CK/Normal Input	T1CAP/Normal Input

**P345CON — Port3[4:5] Control Register**

E1H Set1 Bank1

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	1	0	1	–	–	–	0
Read/Write	R/W	R/W	R/W	R/W	–	–	–	R/W
Addressing Mode	Register addressing mode only							

**.7 and .6****P3.5 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.5 and .4****P3.4 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.3 and .1**

Not used for S3F80JB.

**.0****Port 4 Control Register Selection Bit**

0	P4CON Register selection
1	P4CONH/P4CONL Register selection

**NOTE:** After CPU reset, P3.4 and P3.5 will be Open-drain output mode by the reset value of P345CON register at E1H, Set1, Bank1. P345CON will be initialized as “50h” to set P3.4 into the open-drain output mode after reset operation. Port4 control register P4CON will be selected by the reset value of P345CON.0 bit. If you use the Port4 input and output mode, set P345CON.0 to “1”.

**P4CON** — Port 4 Control Register

F0H Set1 Bank0

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7****P4.7 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.6****P4.6 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.5****P4.5 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.4****P4.4 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.3****P4.3 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.2****P4.2 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.1****P4.1 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**.0****P4.0 Mode Selection Bit**

0	Open-drain output mode
1	Push-pull output mode

**P4CONH — Port 4 Control Register (High Byte)****E2H Set1 Bank1**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	1	1	1	1	1	1	1	1
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P4.7 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.5 and .4****P4.6 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.3 and .2****P4.5 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.1 and .0****P4.4 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**NOTE:** After CPU reset, P4.7- P4.4 will be C-MOS input with pull up mode by the reset value of P4CONH register.

**P4CONL — Port 4 Control Register (Low Byte)****E3H Set1 Bank1**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	1	1	1	1	1	1	1	1
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****P4.3 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.5 and .4****P4.2 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.3 and .2****P4.1 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**.1 and .0****P4.0 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	C-MOS input with pull up mode

**NOTE:** After CPU reset, P4.3 – P4.0 will be C-MOS input with pull up mode by the reset value of P4CONL register.

**PP — Register Page Pointer****DFH Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 – .4****Destination Register Page Selection Bits**

0	0	0	0	Destination: page 0 (See Note)
---	---	---	---	--------------------------------

**.3 – .0****Source Register Page Selection Bits**

0	0	0	0	Source: page 0 (See Note)
---	---	---	---	---------------------------

**NOTE:** In the S3F80JB microcontroller, a paged expansion of the internal register file is not implemented. For this reason, only page 0 settings are valid. Register page pointer values for the source and destination register page are automatically set to '0000B' following a hardware reset. These values should not be changed during normal operation.



**RP0 — Register Pointer 0****D6H Set1 Bank0**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	1	1	0	0	0	–	–	–
Read/Write	R/W	R/W	R/W	R/W	R/W	–	–	–
Addressing Mode	Register addressing mode only							

**.7 – .3****Register Pointer 0 Address Value**

Register pointer 0 can independently point to one of the 248-byte working register areas in the register file. Using the register pointers RP0 and RP1, you can select two 8-byte register slices at one time as active working register space. After a reset, RP0 points to address C0H in register set 1, bank0, selecting the 8-byte working register slice C0H–C7H.

**.2 – .0**

Not used for S3F80JB.

**RP1 — Register Pointer 1****D7H Set1 Bank0**

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	1	1	0	0	1	–	–	–
Read/Write	R/W	R/W	R/W	R/W	R/W	–	–	–
Addressing Mode	Register addressing mode only							

**.7 – .3****Register Pointer 1 Address Value**

Register pointer 1 can independently point to one of the 248-byte working register areas in the register file. Using the register pointers RP0 and RP1, you can select two 8-byte register slices at one time as active working register space. After a reset, RP1 points to address C8H in register set 1, bank0, selecting the 8-byte working register slice C8H–CFH.

**.2 – .0**

Not used for S3F80JB.

**SPL — Stack Pointer (Low Byte)****D9H Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	x	x	x	x	x	x	x	x
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only.							

**.7 – .0****Stack Pointer Address (Low Byte)**

The SP value is undefined following a reset.
--

**STOPCON — Stop Control Register****FBH Set1 Bank0**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	W	W	W	W	W	W	W	W
<b>Addressing Mode</b>	Register addressing mode only							

**.7—0****Stop Control Register Enable Bits**

1	0	1	0	0	1	0	1	Enable STOP Mode
Other value								Disable STOP Mode

**NOTES:**

1. To get into STOP mode, stop control register must be enabled just before STOP instruction.
2. When STOP mode is released, stop control register (STOPCON) value is cleared automatically.
3. It is prohibited to write another value into STOPCON.

**SYM — System Mode Register**

DEH Set1 Bank0

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	–	–	x	x	x	0	0
Read/Write	R/W	–	–	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7****Tri-State External Interface Control Bit (1)**

0	Normal operation (disable tri-state operation)
1	Set external interface lines to high impedance (enable tri-state operation)

**.6 and .5**

Not used for S3F80JB (2)

**.4 – .2****Fast Interrupt Level Selection Bits (3)**

0	0	0	IRQ0
0	0	1	IRQ1
0	1	0	IRQ2
0	1	1	IRQ3
1	0	0	IRQ4
1	0	1	IRQ5
1	1	0	IRQ6
1	1	1	IRQ7

**.1****Fast Interrupt Enable Bit (4)**

0	Disable fast interrupt processing
1	Enable fast interrupt processing

**.0****Global Interrupt Enable Bit (5)**

0	Disable global interrupt processing
1	Enable global interrupt processing

**NOTES:**

1. Because an external interface is not implemented for the S3F80JB, SYM.7 must always be "0".
2. Although the SYM register is not used, SYM.5 should always be "0". If you accidentally write a "1" to this bit during normal operation, a system malfunction may occur.
3. You can select only one interrupt level at a time for fast interrupt processing.
4. Setting SYM.1 to "1" enables fast interrupt processing for the interrupt level currently selected by SYM.2–SYM.4.
5. Following a reset, you must enable global interrupt processing by executing an EI instruction (not by writing a "1" to SYM.0).

**T0CON**— Timer 0 Control Register

D2H Set 1 Bank0

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7 – .6****Timer 0 Input Clock Selection Bits**

0	0	$f_{OSC}/4096$
0	1	$f_{OSC}/256$
1	0	$f_{OSC}/8$
1	1	External clock input (at the T0CK pin, P3.1 or P3.2)

**.5 and .4****Timer 0 Operating Mode Selection Bits**

0	0	Interval timer mode (counter cleared by match signal)
0	1	Capture mode (rising edges, counter running, OVF interrupt can occur)
1	0	Capture mode (falling edges, counter running, OVF interrupt can occur)
1	1	PWM mode (Match and OVF interrupt can occur)

**.3****Timer 0 Counter Clear Bit**

0	No effect (when write)
1	Clear T0 counter, T0CNT (when write)

**.2****Timer 0 Overflow Interrupt Enable Bit (note)**

0	Disable T0 overflow interrupt
1	Enable T0 overflow interrupt

**.1****Timer 0 Match/Capture Interrupt Enable Bit**

0	Disable T0 match/capture interrupt
1	Enable T0 match/capture interrupt

**.0****Timer 0 Match/Capture Interrupt Pending Flag Bit**

0	No T0 match/capture interrupt pending (when read)
0	Clear T0 match/capture interrupt pending condition (when write)
1	T0 match/capture interrupt is pending (when read)
1	No effect (when write)

**NOTE:** A timer 0 overflow interrupt pending condition is automatically cleared by hardware. However, the timer 0 match/capture interrupt, IRQ0, vector FCH, must be cleared by the interrupt service routine (S/W).

**T1CON** — Timer 1 Control Register

FAH Set1 Bank0

Bit Identifier	.7	.6	.5	.4	.3	.2	.1	.0
Reset Value	0	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Addressing Mode	Register addressing mode only							

**.7 and .6****Timer 1 Input Clock Selection Bits**

0	0	$f_{OSC}/4$
0	1	$f_{OSC}/8$
1	0	$f_{OSC}/16$
1	1	Internal clock (counter A flip-flop, T-FF)

**.5 and .4****Timer 1 Operating Mode Selection Bits**

0	0	Interval timer mode (counter cleared by match signal)
0	1	Capture mode (rising edges, counter running, OVF can occur)
1	0	Capture mode (falling edges, counter running, OVF can occur)
1	1	Capture mode (rising and falling edges, counter running, OVF can occur)

**.3****Timer 1 Counter Clear Bit**

0	No effect (when write)
1	Clear T1 counter, T1CNT (when write)

**.2****Timer 1 Overflow Interrupt Enable Bit (note)**

0	Disable T1 overflow interrupt
1	Enable T1 overflow interrupt

**.1****Timer 1 Match/Capture Interrupt Enable Bit**

0	Disable T1 match/capture interrupt
1	Enable T1 match/capture interrupt

**.0****Timer 1 Match/Capture Interrupt Pending Flag Bit**

0	No T1 match/capture interrupt pending (when read)
0	Clear T1 match/capture interrupt pending condition (when write)
1	T1 match/capture interrupt is pending (when read)
1	No effect (when write)

**NOTE:** A timer 1 overflow interrupt pending condition is automatically cleared by hardware. However, the timer 1 match/capture interrupt, IRQ1, vector F6H, must be cleared by the interrupt service routine (S/W).

**T2CON** — Timer 2 Control Register**E8H Set1 Bank1**

<b>Bit Identifier</b>	<b>.7</b>	<b>.6</b>	<b>.5</b>	<b>.4</b>	<b>.3</b>	<b>.2</b>	<b>.1</b>	<b>.0</b>
<b>Reset Value</b>	0	0	0	0	0	0	0	0
<b>Read/Write</b>	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
<b>Addressing Mode</b>	Register addressing mode only							

**.7 and .6****Timer 2 Input Clock Selection Bits**

0	0	$f_{OSC}/4$
0	1	$f_{OSC}/8$
1	0	$f_{OSC}/16$
1	1	Internal clock (counter A flip-flop, T-FF)

**.5 and .4****Timer 2 Operating Mode Selection Bits**

0	0	Interval timer mode (counter cleared by match signal)
0	1	Capture mode (rising edges, counter running, OVF can occur)
1	0	Capture mode (falling edges, counter running, OVF can occur)
1	1	Capture mode (rising and falling edges, counter running, OVF can occur)

**.3****Timer 2 Counter Clear Bit**

0	No effect (when write)
1	Clear T2 counter, T2CNT (when write)

**.2****Timer 2 Overflow Interrupt Enable Bit (note)**

0	Disable T2 overflow interrupt
1	Enable T2 overflow interrupt

**.1****Timer 2 Match/Capture Interrupt Enable Bit**

0	Disable T2 match/capture interrupt
1	Enable T2 match/capture interrupt

**.0****Timer 2 Match/Capture Interrupt Pending Flag Bit**

0	No T2 match/capture interrupt pending (when read)
0	Clear T2 match/capture interrupt pending condition (when write)
1	T2 match/capture interrupt is pending (when read)
1	No effect (when write)

**NOTE:** A timer 2 overflow interrupt pending condition is automatically cleared by hardware. However, the timer 2 match/capture interrupt, IRQ3, vector F2H, must be cleared by the interrupt service routine (S/W).

# 5

## INTERRUPT STRUCTURE

### OVERVIEW

The S3C8/S3F8-series interrupt structure has three basic components: levels, vectors, and sources. The SAM8RC CPU recognizes up to eight interrupt levels and supports up to 128 interrupt vectors. When a specific interrupt level has more than one vector address, the vector priorities are established in hardware. A vector address can be assigned to one or more sources.

#### Levels

Interrupt levels are the main unit for interrupt priority assignment and recognition. All peripherals and I/O blocks can issue interrupt requests. In other words, peripheral and I/O operations are interrupt-driven. There are eight possible interrupt levels: IRQ0–IRQ7, also called level 0 – level 7. Each interrupt level directly corresponds to an interrupt request number (IRQn). The total number of interrupt levels used in the interrupt structure varies from device to device. The S3F80JB interrupt structure recognizes eight interrupt levels.

The interrupt level numbers 0 through 7 do not necessarily indicate the relative priority of the levels. They are simply identifiers for the interrupt levels that are recognized by the CPU. The relative priority of different interrupt levels is determined by settings in the interrupt priority register, IPR. Interrupt group and subgroup logic controlled by IPR register settings lets you define more complex priority relationships between different levels.

#### Vectors

Each interrupt level can have one or more interrupt vectors, or it may have no vector address assigned at all. The maximum number of vectors that can be supported for a given level is 128. (The actual number of vectors used for S3C8/S3F8-series devices is always much smaller.) If an interrupt level has more than one vector address, the vector priorities are set in hardware. The S3F80JB uses eighteen vectors. Two vector addresses are shared by four interrupt sources.

#### Sources

A source is any peripheral that generates an interrupt. A source can be an external pin or a counter overflow, for example. Each vector can have several interrupt sources. In the S3F80JB interrupt structure, there are 24 possible interrupt sources.

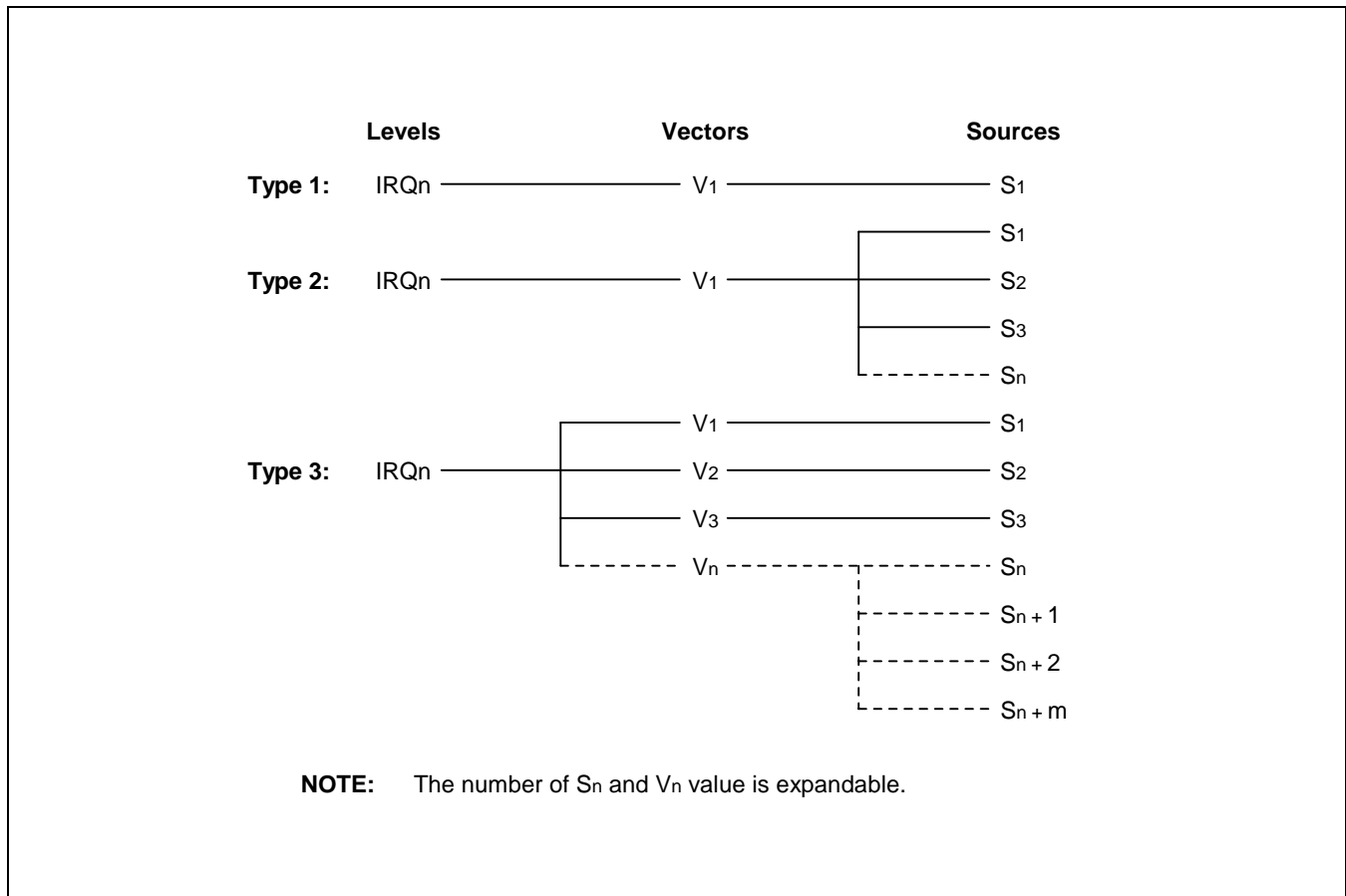
When a service routine starts, the respective pending bit is either cleared automatically by hardware or is must be cleared "manually" by program software. The characteristics of the source's pending mechanism determine which method is used to clear its respective pending bit.

**INTERRUPT TYPES**

The three components of the S3C8/S3F8-series interrupt structure described above — levels, vectors, and sources — are combined to determine the interrupt structure of an individual device and to make full use of its available interrupt logic. There are three possible combinations of interrupt structure components, called interrupt types 1, 2, and 3. The types differ in the number of vectors and interrupt sources assigned to each level (See Figure 5-1):

- Type 1: One level (IRQ<sub>n</sub>) + one vector (V<sub>1</sub>) + one source (S<sub>1</sub>)
- Type 2: One level (IRQ<sub>n</sub>) + one vector (V<sub>1</sub>) + multiple sources (S<sub>1</sub> – S<sub>n</sub>)
- Type 3: One level (IRQ<sub>n</sub>) + multiple vectors (V<sub>1</sub> – V<sub>n</sub>) + multiple sources (S<sub>1</sub> – S<sub>n</sub>, S<sub>n+1</sub> – S<sub>n+m</sub>)

In the S3F80JBmicrocontroller, all three interrupt types are implemented.



**Figure 5-1. S3C8/S3F8-Series Interrupt Types**



The S3F80JB microcontroller supports twenty-four interrupt sources. Sixteen of the interrupt sources have a corresponding interrupt vector address; the remaining eight interrupt sources share by two vector address. Eight interrupt levels are recognized by the CPU in this device-specific interrupt structure, as shown in Figure 5-2.

When multiple interrupt levels are active, the interrupt priority register (IPR) determines the order in which contending interrupts are to be serviced. If multiple interrupts occur within the same interrupt level, the interrupt with the lowest vector address is usually processed first (The relative priorities of multiple interrupts within a single level are fixed in hardware).

When the CPU grants an interrupt request, interrupt processing starts: All other interrupts are disabled and the program counter value and status flags are pushed to stack. The starting address of the service routine is fetched from the appropriate vector address (plus the next 8-bit value to concatenate the full 16-bit address) and the service routine is executed.

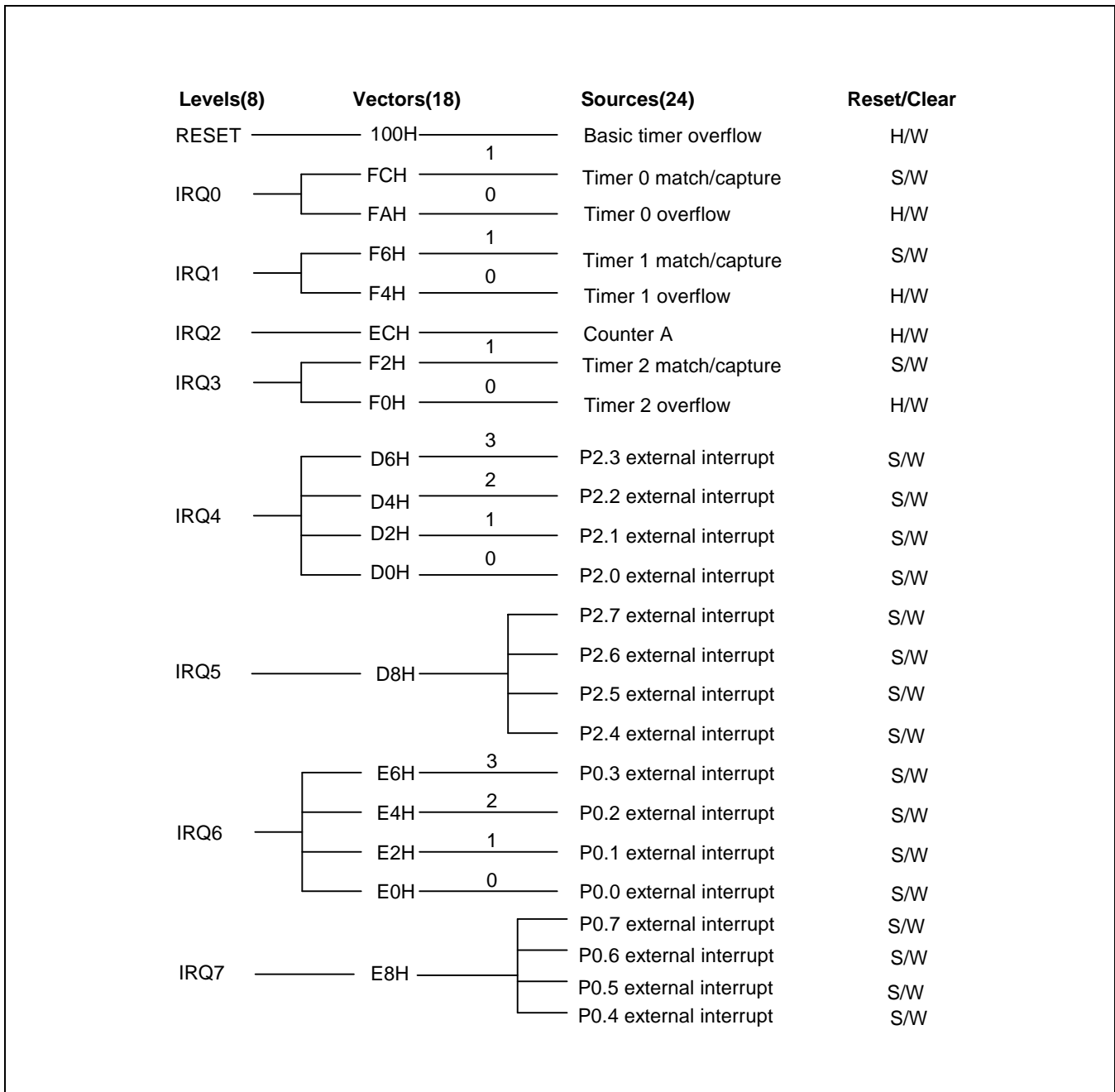


Figure 5-2. S3F80JB Interrupt Structure

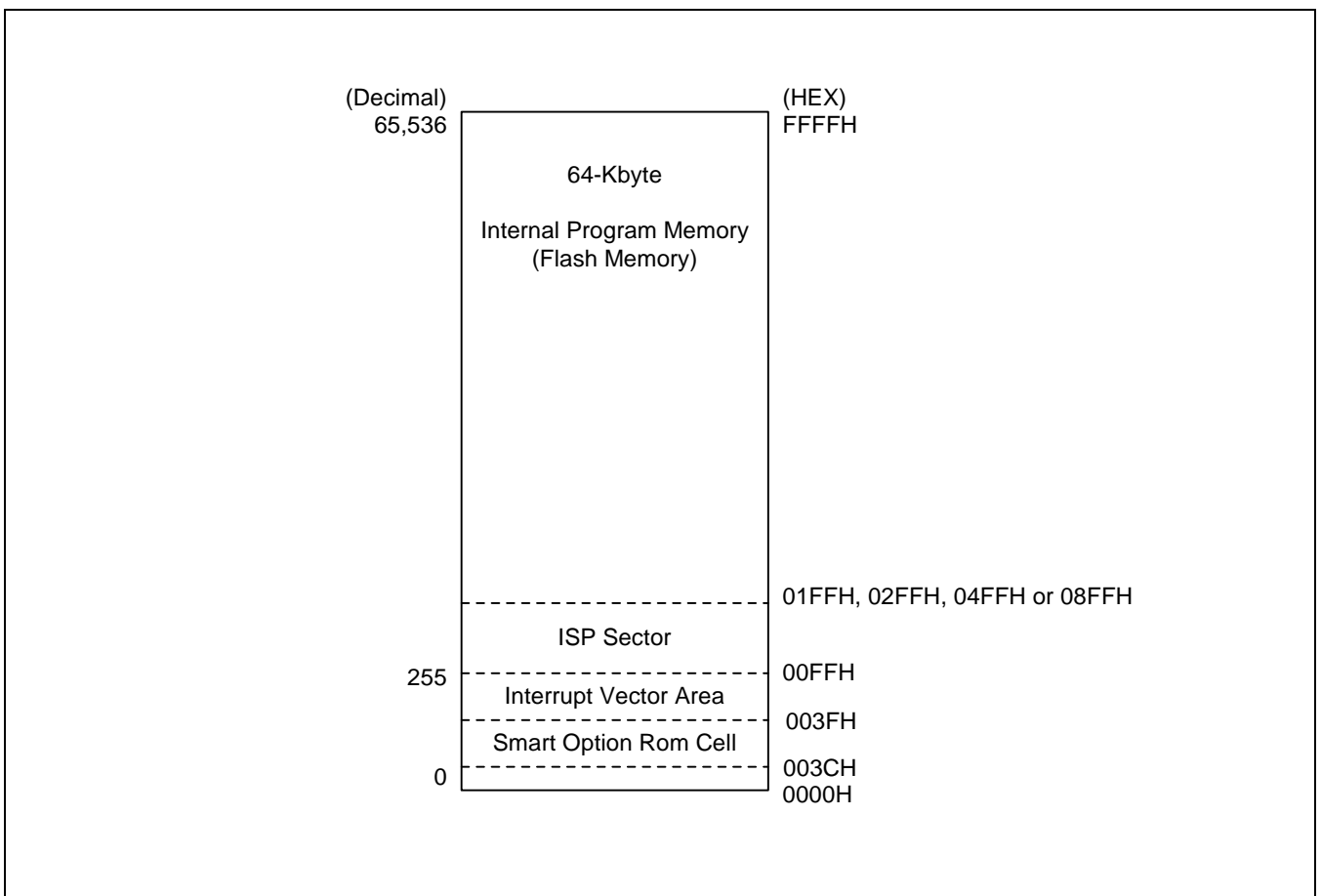
NOTE: Reset interrupt vector address (Basic timer overflow) can be varied by smart option.

**INTERRUPT VECTOR ADDRESSES**

All interrupt vector addresses for the S3F80JB interrupt structure are stored in the vector address area of the internal program memory ROM, 00H–FFH (See Figure 5-3).

You can allocate unused locations in the vector address area as normal program memory. If you do so, please be careful not to overwrite any of the stored vector addresses (Table 5-1 lists all vector addresses).

The program reset address in the ROM is 0100H. Reset address can be changed by smart option (Refer to Table 15-3 or Figure 2-2).



**Figure 5-3. ROM Vector Address Area**

Table 5-1. S3F80JB Interrupt Vectors

Vector Address		Interrupt Source	Request		Reset/Clear	
Decimal Value	Hex Value		Interrupt Level	Priority in Level	H/W	S/W
256	100H	Basic timer overflow/POR	RESET	–	√	
252	FCH	Timer 0 match/capture	IRQ0	1		√
250	FAH	Timer 0 overflow		0	√	
246	F6H	Timer 1 match/capture	IRQ1	1		√
244	F4H	Timer 1 overflow		0	√	
236	ECH	Counter A	IRQ2	–	√	
246	F2H	Timer 2 match/capture	IRQ3	1		√
244	F0H	Timer 2 overflow		0	√	
232	E8H	P0.7 external interrupt	IRQ7	–		√
232	E8H	P0.6 external interrupt		–		√
232	E8H	P0.5 external interrupt		–		√
232	E8H	P0.4 external interrupt		–		√
230	E6H	P0.3 external interrupt	IRQ6	3		√
228	E4H	P0.2 external interrupt		2		√
226	E2H	P0.1 external interrupt		1		√
224	E0H	P0.0 external interrupt		0		√
216	D8H	P2.7 external interrupt	IRQ5	–		√
216	D8H	P2.6 external interrupt		–		√
216	D8H	P2.5 external interrupt		–		√
216	D8H	P2.4 external interrupt		–		√
214	D6H	P2.3 external interrupt	IRQ4	3		√
212	D4H	P2.2 external interrupt		2		√
210	D2H	P2.1 external interrupt		1		√
208	D0H	P2.0 external interrupt		0		√

**NOTES:**

1. Interrupt priorities are identified in inverse order: '0' is highest priority, '1' is the next highest, and so on.
2. If two or more interrupts within the same level content, the interrupt with the lowest vector address usually has priority over one with a higher vector address. The priorities within a given level are fixed in hardware.
3. Reset (Basic timer overflow or POR) interrupt vector address can be changed by smart option (Refer to Table 15-3 or Figure 2-2).

## ENABLE/DISABLE INTERRUPT INSTRUCTIONS (EI, DI)

Executing the Enable Interrupts (EI) instruction globally enables the interrupt structure. All interrupts are then serviced as they occur, and according to the established priorities.

### NOTE:

The system initialization routine that is executed following a reset must always contain an EI instruction to globally enable the interrupt structure.

During normal operation, you can execute the DI (Disable Interrupt) instruction at any time to globally disable interrupt processing. The EI and DI instructions change the value of bit 0 in the SYM register. Although you can manipulate SYM.0 directly to enable or disable interrupts, we recommend that you use the EI and DI instructions instead.

## SYSTEM-LEVEL INTERRUPT CONTROL REGISTERS

In addition to the control registers for specific interrupt sources, four system-level registers control interrupt processing:

- The interrupt mask register, IMR, enables (un-masks) or disables (masks) interrupt levels.
- The interrupt priority register, IPR, controls the relative priorities of interrupt levels.
- The interrupt request register, IRQ, contains interrupt pending flags for each interrupt level (as opposed to each interrupt source).
- The system mode register, SYM, enables or disables global interrupt processing (SYM settings also enable fast interrupts and control the activity of external interface, if implemented).

**Table 5-2. Interrupt Control Register Overview**

Control Register	ID	R/W	Function Description
Interrupt Mask Register	IMR	R/W	Bit settings in the IMR register enable or disable interrupt processing for each of the eight interrupt levels: IRQ0–IRQ7.
Interrupt Priority Register	IPR	R/W	Controls the relative processing priorities of the interrupt levels. The eight levels of the S3F80JB are organized into three groups: A, B, and C. Group A is IRQ0 and IRQ1, group B is IRQ2, IRQ3 and IRQ4, and group C is IRQ5, IRQ6, and IRQ7.
Interrupt Request Register	IRQ	R	This register contains a request pending bit for each interrupt level.
System Mode Register	SYM	R/W	A dynamic global interrupt processing enables/disables, fast interrupt processing, and external interface control (an external memory interface is not implemented in the S3F80JB microcontroller).

## INTERRUPT PROCESSING CONTROL POINTS

Interrupt processing can therefore be controlled in two ways: globally or by a specific interrupt level and source. The system-level control points in the interrupt structure are, therefore:

- Global interrupt enable and disable (by EI and DI instructions or by a direct manipulation of SYM.0)
- Interrupt level enable/disable settings (IMR register)
- Interrupt level priority settings (IPR register)
- Interrupt source enable/disable settings in the corresponding peripheral control registers

### NOTE

When writing the part of your application program that handles the interrupt processing, be sure to include the necessary register file address (register pointer) information.

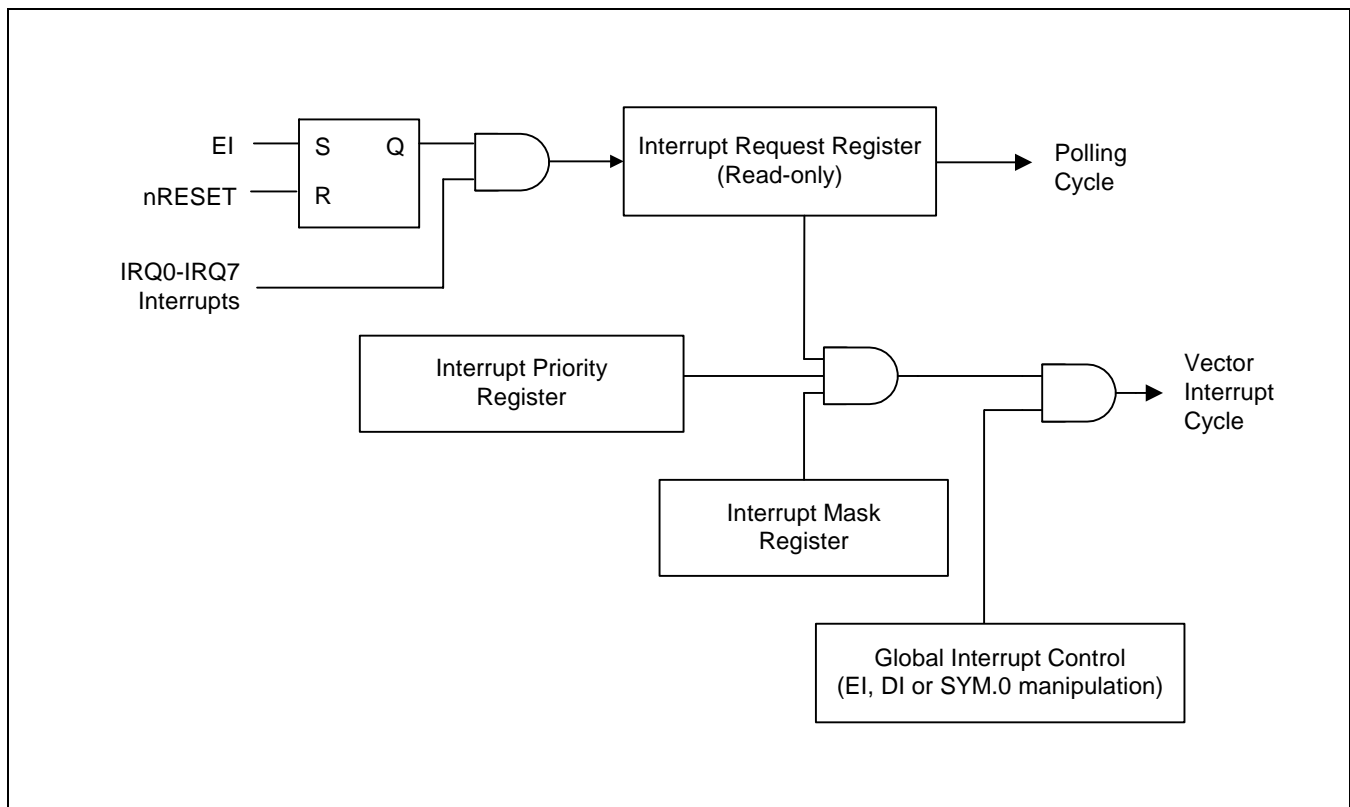


Figure 5-4. Interrupt Function Diagram

## PERIPHERAL INTERRUPT CONTROL REGISTERS

For each interrupt source there is one or more corresponding peripheral control registers that let you control the interrupt generated by that peripheral (See Table 5-3).

**Table 5-3. Vectored Interrupt Source Control and Data Registers**

Interrupt Source	Interrupt Level	Register(s)	Location(s) in Set 1	Bank
Timer 0 match/capture or Timer 0 overflow	IRQ0	T0CON (see Note) T0DATA	D2H D1H	Bank0
Timer 1 match/capture or Timer 1 overflow	IRQ1	T1CON (see Note) T1DATAH, T1DATAL	FAH F8H, F9H	Bank0
Counter A	IRQ2	CACON CADATAH, CADATAL	F3H F4H, F5H	Bank0
Timer 2 match/capture or Timer 2 overflow	IRQ3	T2CON (see Note) T2DATAH, T2DATAL	E8H E6H, E7H	Bank1
P0.7 external interrupt P0.6 external interrupt P0.5 external interrupt P0.4 external interrupt	IRQ7	P0CONH P0INT P0PND	E8H F1H F2H	Bank0
P0.3 external interrupt P0.2 external interrupt P0.1 external interrupt P0.0 external interrupt	IRQ6	P0CONL P0INT P0PND	E9H F1H F2H	Bank0
P2.7 external interrupt P2.6 external interrupt P2.5 external interrupt P2.4 external interrupt	IRQ5	P2CONH P2INT P2PND	ECH E5H E6H	Bank0
P2.3 external interrupt P2.2 external interrupt P2.1 external interrupt P2.0 external interrupt	IRQ4	P2CONL P2INT P2PND	EDH E5H E6H	Bank0

### NOTES:

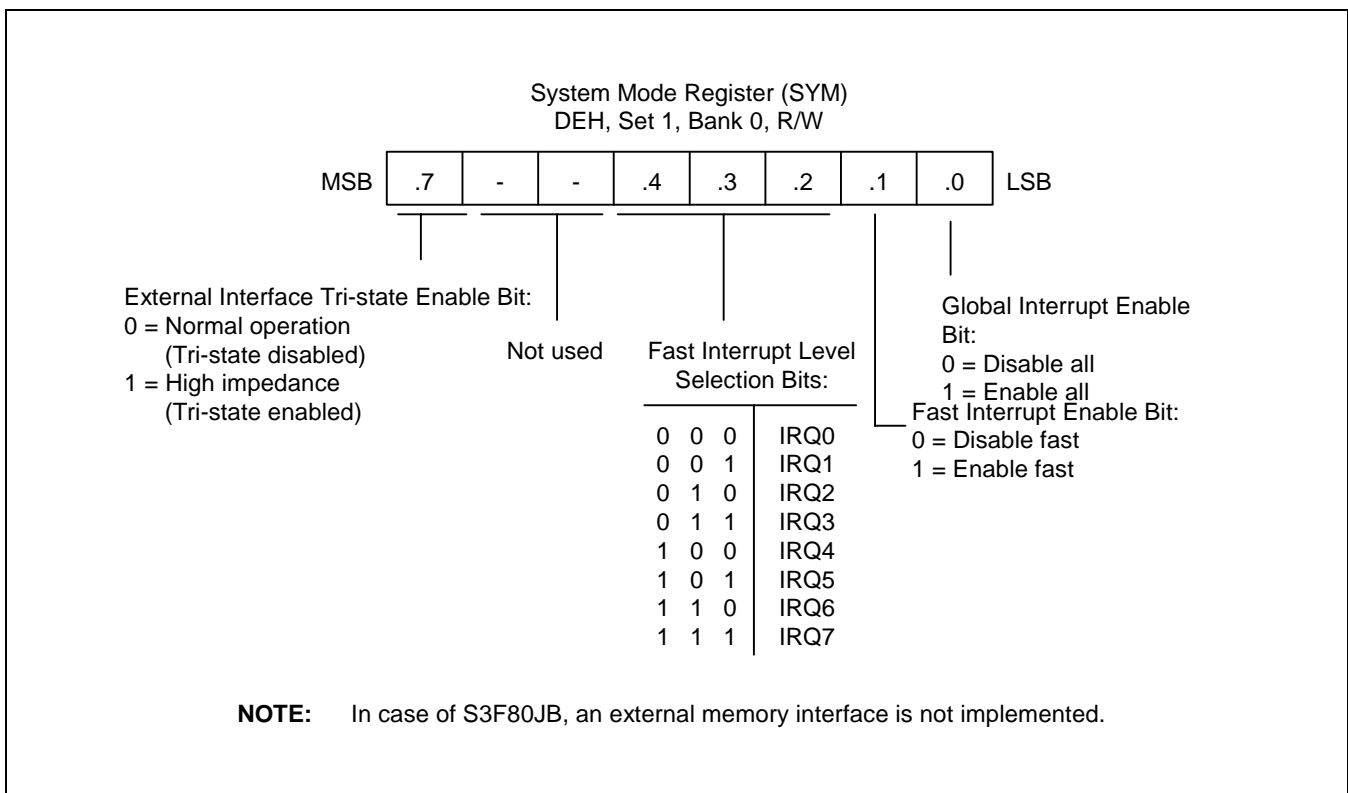
1. Because the timer 0, timer1 and timer 2 overflow interrupts are cleared by hardware, the T0CON, T1CON and T2CON registers control only the enable/disable functions. The T0CON, T1CON and T2CON registers contain enable/disable and pending bits for the timer 0, timer1 and timer2 match/capture interrupts, respectively.
2. If an interrupt is un-mask(Enable interrupt level) in the IMR register, the pending bit and enable bit of the interrupt should be written after a DI instruction is executed.

**SYSTEM MODE REGISTER (SYM)**

The system mode register, SYM (DEH, Set 1, Bank0), is used to globally enable and disable interrupt processing and to control fast interrupt processing (See Figure 5-5).

A reset clears SYM.7, SYM.1, and SYM.0 to "0". The 3-bit value, SYM.4–SYM.2, is for fast interrupt level selection and undetermined values after reset. SYM.6 and SYM5 are not used.

The instructions EI and DI enable and disable global interrupt processing, respectively, by modifying the bit 0 value of the SYM register. An Enable Interrupt (EI) instruction must be included in the initialization routine, which follows a reset operation, in order to enable interrupt processing. Although you can manipulate SYM.0 directly to enable and disable interrupts during normal operation, we recommend using the EI and DI instructions for this purpose.



**Figure 5-5. System Mode Register (SYM)**

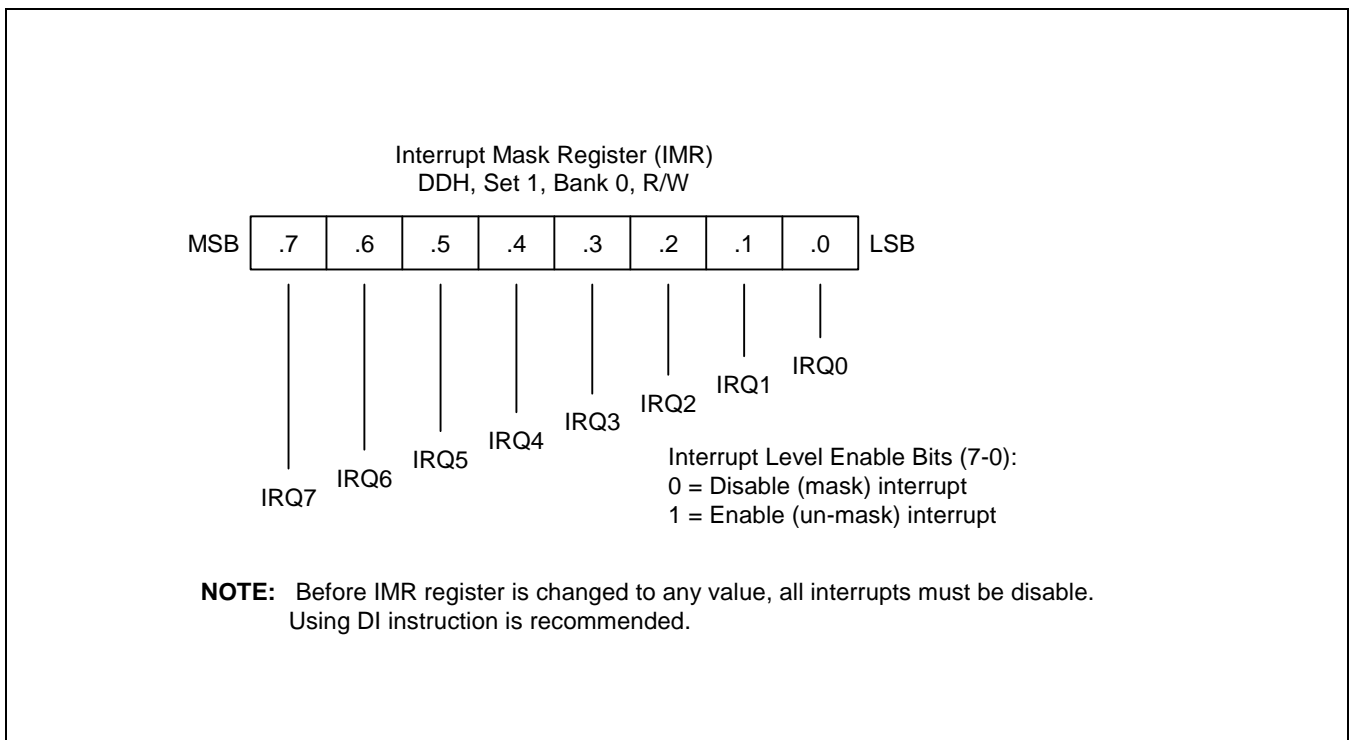


## INTERRUPT MASK REGISTER (IMR)

The interrupt mask register, IMR (DDH, Set 1, Bank0) is used to enable or disable interrupt processing for individual interrupt levels. After a reset, all IMR bit values are undetermined and must therefore be written to their required settings by the initialization routine.

Each IMR bit corresponds to a specific interrupt level: bit 1 to IRQ1, bit 2 to IRQ2, and so on. When the IMR bit of an interrupt level is cleared to "0", interrupt processing for that level is disabled (masked). When you set a level's IMR bit to "1", interrupt processing for the level is enabled (not masked).

The IMR register is mapped to register location DDH in set 1 and Bank0. Bit values can be read and written by instructions using the register addressing mode.



**Figure 5-6. Interrupt Mask Register (IMR)**

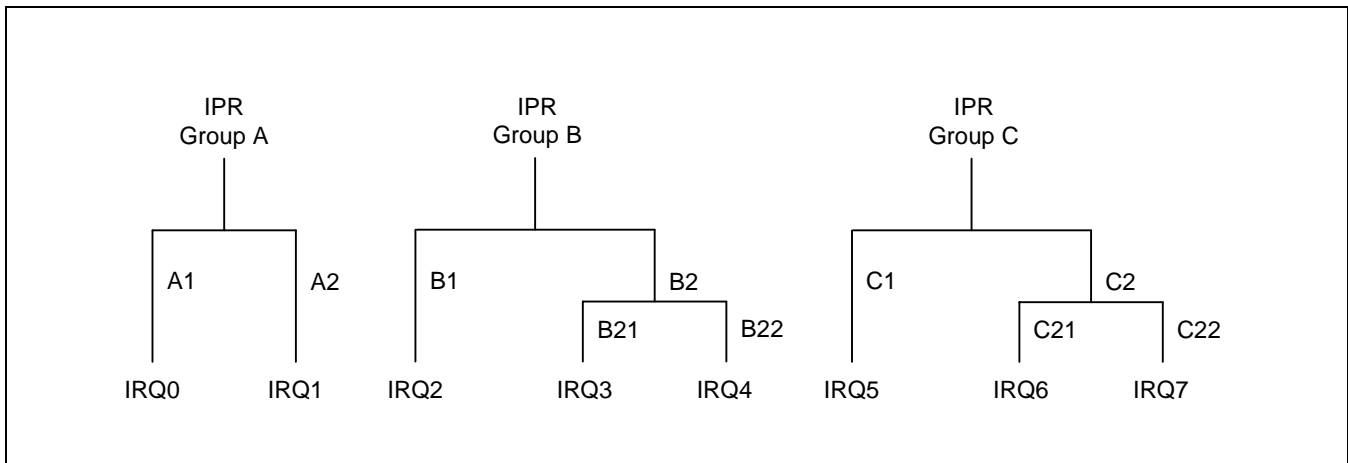
**INTERRUPT PRIORITY REGISTER (IPR)**

The interrupt priority register, IPR (FFH, Set 1, Bank 0), is used to set the relative priorities of the interrupt levels used in the microcontroller’s interrupt structure. After a reset, all IPR bit values are undetermined and must therefore be written to their required settings by the initialization routine.

When more than one interrupt source is active, the source with the highest priority level is serviced first. If both sources belong to the same interrupt level, the source with the lowest vector address usually has priority (This priority is fixed in hardware).

To support programming of the relative interrupt level priorities, they are organized into groups and subgroups by the interrupt logic. Please note that these groups (and subgroups) are used only by IPR logic for the IPR register priority definitions (see Figure 5–7):

- Group A    IRQ0, IRQ1
- Group B    IRQ2, IRQ3, IRQ4
- Group C    IRQ5, IRQ6, IRQ7



**Figure 5-7. Interrupt Request Priority Groups**

As you can see in Figure 5-8, IPR.7, IPR.4, and IPR.1 control the relative priority of interrupt groups A, B, and C. For example, the setting '001B' for these bits would select the group relationship B > C > A; the setting '101B' would select the relationship C > B > A.

The functions of the other IPR bit settings are as follows:

- IPR.5 controls the relative priorities of group C interrupts.
- Interrupt group B has a subgroup to provide an additional priority relationship between for interrupt levels 2, 3, and 4. IPR.3 defines the possible subgroup B relationships. IPR.2 controls interrupt group B.
- IPR.0 controls the relative priority setting of IRQ0 and IRQ1 interrupts.

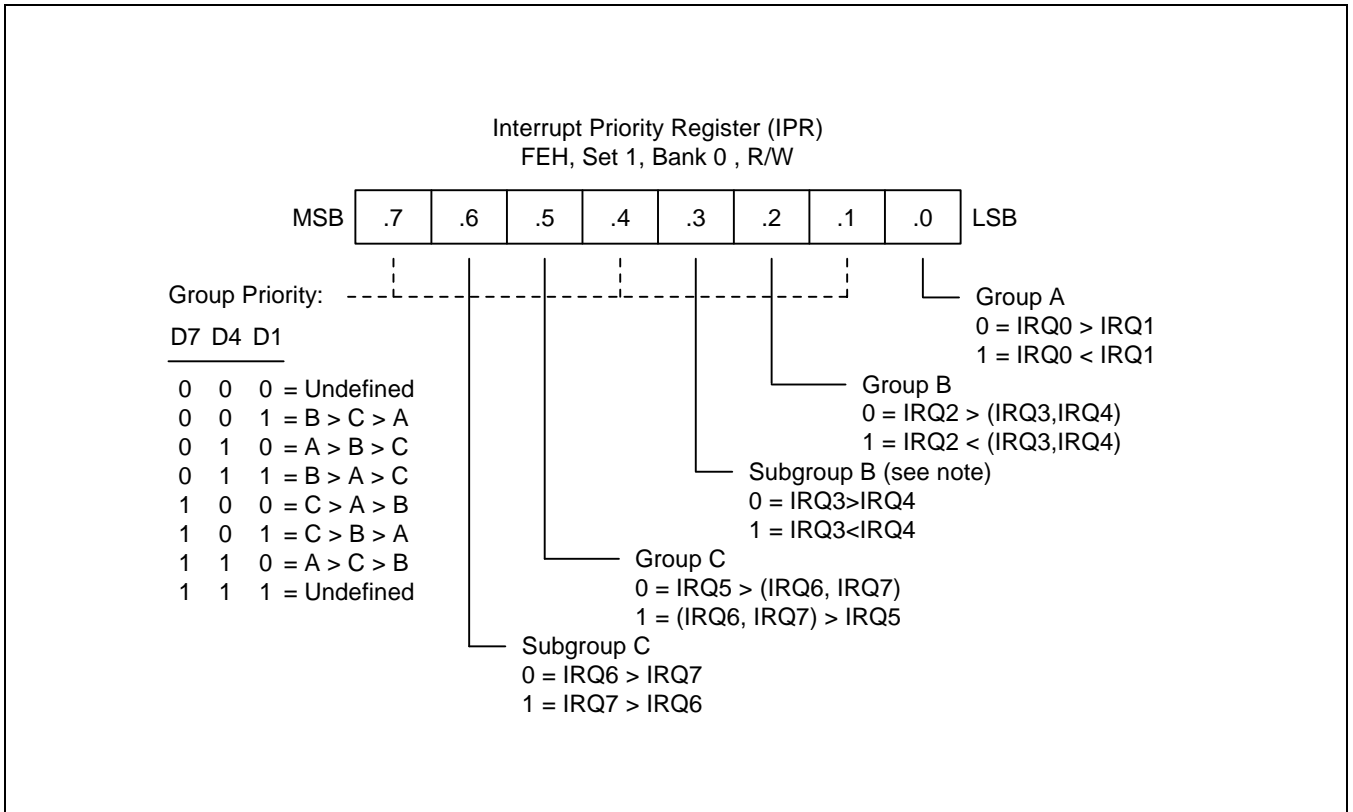


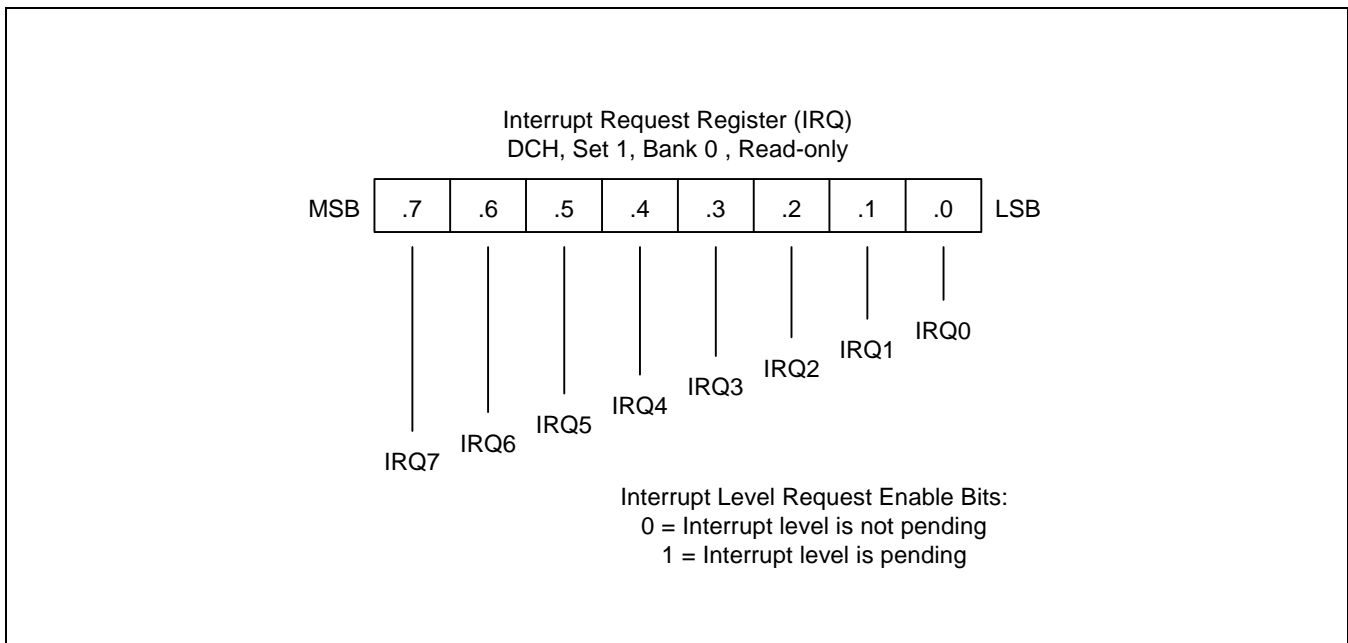
Figure 5-8. Interrupt Priority Register (IPR)

**INTERRUPT REQUEST REGISTER (IRQ)**

You can poll bit values in the interrupt request register, IRQ (DCH, Set 1, Bank0), to monitor interrupt request status for all levels in the microcontroller’s interrupt structure. Each bit corresponds to the interrupt level of the same number: bit 0 to IRQ0, bit 1 to IRQ1, and so on. A "0" indicates that no interrupt request is currently being issued for that level; a "1" indicates that an interrupt request has been generated for that level.

IRQ bit values are read-only addressable using Register addressing mode. You can read (test) the contents of the IRQ register at any time using bit or byte addressing to determine the current interrupt request status of specific interrupt levels. After a reset, all IRQ status bits are cleared to "0".

You can poll IRQ register values even if a DI instruction has been executed (that is, if global interrupt processing is disabled). If an interrupt occurs while the interrupt structure is disabled, the CPU will not service it. You can, however, still detect the interrupt request by polling the IRQ register. In this way, you can determine which events occurred while the interrupt structure was globally disabled.



**Figure 5-9. Interrupt Request Register (IRQ)**

## INTERRUPT PENDING FUNCTION TYPES

### Overview

There are two types of interrupt pending bits: One type is automatically cleared by hardware after the interrupt service routine is acknowledged and executed; the other type must be cleared by the interrupt service routine.

### Pending Bits Cleared Automatically by Hardware

For interrupt pending bits that are cleared automatically by hardware, interrupt logic sets the corresponding pending bit to "1" when a request occurs. It then issues an IRQ pulse to inform the CPU that an interrupt is waiting to be serviced. The CPU acknowledges the interrupt source by sending an IACK, executes the service routine, and clears the pending bit to "0". This type of pending bit is not mapped and cannot, therefore, be read or written by application software.

In the S3F80JB interrupt structure, the timer 0 overflow interrupt (IRQ0), the timer 1 overflow interrupt (IRQ1), the timer 2 overflow interrupt (IRQ3), and the counter A interrupt (IRQ2) belong to this category of interrupts whose pending condition is cleared automatically by hardware.

### Pending Bits Cleared by the Service Routine

The second type of pending bit must be cleared by program software. The service routine must clear the appropriate pending bit before a return-from-interrupt subroutine (IRET) occurs. To do this, a "0" must be written to the corresponding pending bit location in the source's mode or control register.

In the S3F80JB interrupt structure, pending conditions for all interrupt sources except the timer 0 overflow interrupt, the timer 1 overflow interrupt, the timer 2 overflow interrupt and the counter A borrow interrupt, must be cleared by the interrupt service routine.

### INTERRUPT SOURCE POLLING SEQUENCE

The interrupt request polling and servicing sequence is as follows:

1. A source generates an interrupt request by setting the interrupt request bit to "1".
2. The CPU polling procedure identifies a pending condition for that source.
3. The CPU checks the interrupt level of source.
4. The CPU generates an interrupt acknowledge signal.
5. Interrupt logic determines the interrupt's vector address.
6. The service routine starts and the source's pending bit is cleared to "0" (by hardware or by software).
7. The CPU continues polling for interrupt requests.

### INTERRUPT SERVICE ROUTINES

Before an interrupt request can be serviced, the following conditions must be met:

- Interrupt processing must be globally enabled (EI, SYM.0 = "1")
- The interrupt level must be enabled (IMR register - unmask)
- The interrupt level must have the highest priority if more than one level is currently requesting service
- The interrupt must be enabled at the interrupt's source (peripheral control register)

If all of the above conditions are met, the interrupt request is acknowledged at the end of the instruction cycle. The CPU then initiates an interrupt machine cycle that completes the following processing sequence:

1. Reset (clear to "0") the interrupt enable bit in the SYM register (SYM.0) to disable all subsequent interrupts.
2. Save the program counter (PC) and status flags to the system stack.
3. Branch to the interrupt vector to fetch the address of the service routine.
4. Pass control to the interrupt service routine.

When the interrupt service routine is completed, the CPU issues an Interrupt Return (IRET). The IRET restores the PC and status flags and sets SYM.0 to "1", allowing the CPU to process the next interrupt request.

## GENERATING INTERRUPT VECTOR ADDRESSES

The interrupt vector area in the ROM (except smart option ROM Cell- 003CH, 003DH, 003EH and 003FH) contains the addresses of interrupt service routines that correspond to each level in the interrupt structure. Vectored interrupt processing follows this sequence:

1. Push the program counter's low-byte value to the stack.
2. Push the program counter's high-byte value to the stack.
3. Push the FLAG register values to the stack.
4. Fetch the service routine's high-byte address from the vector location.
5. Fetch the service routine's low-byte address from the vector location.
6. Branch to the service routine specified by the concatenated 16-bit vector address.

### NOTE

A 16-bit vector address always begins at an even-numbered ROM address within the range 00H–FFH.

## NESTING OF VECTORED INTERRUPTS

It is possible to nest a higher-priority interrupt request while a lower-priority request is being serviced. To do this, you must follow these steps:

1. Push the current 8-bit interrupt mask register (IMR) value to the stack (PUSH IMR).
2. Load the IMR register with a new mask value that enables only the higher priority interrupt.
3. Execute an EI instruction to enable interrupt processing (a higher priority interrupt will be processed if it occurs).
4. When the lower-priority interrupt service routine ends, restore the IMR to its original value by returning the previous mask value from the stack (POP IMR).
5. Execute an IRET.

Depending on the application, you may be able to simplify the above procedure to some extent.

## INSTRUCTION POINTER (IP)

The instruction pointer (IP) is used by all S3C8/S3F8-series microcontrollers to control the optional high-speed interrupt processing feature called fast interrupts. The IP consists of register pair IPH(DAH Set1 Bank0) and IPL(DBH Set1 Bank0). The IP register names are IPH (high byte, IP15–IP8) and IPL (low byte, IP7–IP0).

## FAST INTERRUPT PROCESSING

The feature called *fast interrupt processing* lets you specify that an interrupt within a given level be completed in approximately six clock cycles instead of the usual 22 clock cycles. To select a specific interrupt level for fast interrupt processing, you write the appropriate 3-bit value to SYM.4–SYM.2. Then, to enable fast interrupt processing for the selected level, you set SYM.1 to “1”.

**FAST INTERRUPT PROCESSING (Continued)**

Two other system registers support fast interrupt processing:

- The instruction pointer (IP) contains the starting address of the service routine (and is later used to swap the program counter values), and
- When a fast interrupt occurs, the contents of the FLAGS register are stored in an unmapped, dedicated register called FLAGS' ("FLAGS prime").

**NOTE**

For the S3F80JB microcontroller, the service routine for any one of the eight interrupt levels: IRQ0–IRQ7, can be selected for fast interrupt processing.

**Procedure for Initiating Fast Interrupt**

To initiate fast interrupt processing, follow these steps:

1. Load the start address of the service routine into the instruction pointer (IP).
2. Load the interrupt level number (IRQn) into the fast interrupt selection field (SYM.4–SYM.2)
3. Write a "1" to the fast interrupt enable bit in the SYM register.

**Fast Interrupt Service Routine**

When an interrupt occurs in the level selected for fast interrupt processing, the following events occur:

1. The contents of the instruction pointer and the PC are swapped.
2. The FLAG register values are written to the FLAGS' ("FLAGS prime") register.
3. The fast interrupt status bit in the FLAGS register is set.
4. The interrupt is serviced.
5. Assuming that the fast interrupt status bit is set, when the fast interrupt service routine ends, the instruction pointer and PC values are swapped back.
6. The content of FLAGS' ("FLAGS prime") is copied automatically back to the FLAGS register.
7. The fast interrupt status bit in FLAGS is cleared automatically.

**Programming Guidelines**

Remember that the only way to enable/disable a fast interrupt is to set/clear the fast interrupt enable bit in the SYM register, SYM.1. Executing an EI or DI instruction globally enables or disables all interrupt processing, including fast interrupts. If you use fast interrupts, remember to load the IP with a new start address when the fast interrupt service routine ends.



# 6

## INSTRUCTION SET

### OVERVIEW

The SAM8 instruction set is specifically designed to support the large register files that are typical of most SAM8 microcontrollers. There are 78 instructions. The powerful data manipulation capabilities and features of the instruction set include:

- A full complement of 8-bit arithmetic and logic operations, including multiply and divide
- No special I/O instructions (I/O control/data registers are mapped directly into the register file)
- Decimal adjustment included in binary-coded decimal (BCD) operations
- 16-bit (word) data can be incremented and decremented
- Flexible instructions for bit addressing, rotate, and shift operations

### Data Types

The SAM8 CPU performs operations on bits, bytes, BCD digits, and two-byte words. Bits in the register file can be set, cleared, complemented and tested. Bits within a byte are numbered from 7 to 0, where bit 0 is the least significant (right-most) bit.

### Register Addressing

To access an individual register, an 8-bit address in the range 0-255 or the 4-bit address of a working register is specified. Paired registers can be used to construct 16-bit data or 16-bit program memory or data memory addresses. For detailed information about register addressing, please refer to Section 2, "Address Spaces."

### Addressing Modes

There are seven explicit addressing modes: Register (R), Indirect Register (IR), Indexed (X), Direct (DA), Relative (RA), Immediate (IM) and Indirect (IA). For detailed descriptions of these addressing modes, please refer to Section 3, "Addressing Modes."

Table 6-1. Instruction Group Summary

Mnemonic	Operands	Instruction
<b>Load Instructions</b>		
CLR	dst	Clear
LD	dst, src	Load
LDB	dst, src	Load bit
LDE	dst, src	Load external data memory
LDC	dst, src	Load program memory
LDED	dst, src	Load external data memory and decrement
LDCD	dst, src	Load program memory and decrement
LDEI	dst, src	Load external data memory and increment
LDCI	dst, src	Load program memory and increment
LDEPD	dst, src	Load external data memory with pre-decrement
LDCPD	dst, src	Load program memory with pre-decrement
LDEPI	dst, src	Load external data memory with pre-increment
LDCPI	dst, src	Load program memory with pre-increment
LDW	dst, src	Load word
POP	dst	Pop from stack
POPUD	dst, src	Pop user stack (decrementing)
POPUI	dst, src	Pop user stack (incrementing)
PUSH	Src	Push to stack
PUSHUD	dst, src	Push user stack (decrementing)
PUSHUI	dst, src	Push user stack (incrementing)

Table 6-1. Instruction Group Summary (Continued)

Mnemonic	Operands	Instruction
<b>Arithmetic Instructions</b>		
ADC	dst,src	Add with carry
ADD	dst,src	Add
CP	dst,src	Compare
DA	dst	Decimal adjust
DEC	dst	Decrement
DECW	dst	Decrement word
DIV	dst,src	Divide
INC	dst	Increment
INCW	dst	Increment word
MULT	dst,src	Multiply
SBC	dst,src	Subtract with carry
SUB	dst,src	Subtract
<b>Logic Instructions</b>		
AND	dst,src	Logical AND
COM	dst	Complement
OR	dst,src	Logical OR
XOR	dst,src	Logical exclusive OR

Table 6-1. Instruction Group Summary (Continued)

Mnemonic	Operands	Instruction
<b>Program Control Instructions</b>		
BTJRF	dst,src	Bit test and jump relative on false
BTJRT	dst,src	Bit test and jump relative on true
CALL	dst	Call procedure
CPIJE	dst,src	Compare, increment and jump on equal
CPIJNE	dst,src	Compare, increment and jump on non-equal
DJNZ	r,dst	Decrement register and jump on non-zero
ENTER		Enter
EXIT		Exit
IRET		Interrupt return
JP	cc,dst	Jump on condition code
JP	dst	Jump unconditional
JR	cc,dst	Jump relative on condition code
NEXT		Next
RET		Return
WFI		Wait for interrupt
<b>Bit Manipulation Instructions</b>		
BAND	dst,src	Bit AND
BCP	dst,src	Bit compare
BITC	dst	Bit complement
BITR	dst	Bit reset
BITS	dst	Bit set
BOR	dst,src	Bit OR
BXOR	dst,src	Bit XOR
TCM	dst,src	Test complement under mask
TM	dst,src	Test under mask

Table 6-1. Instruction Group Summary (Concluded)

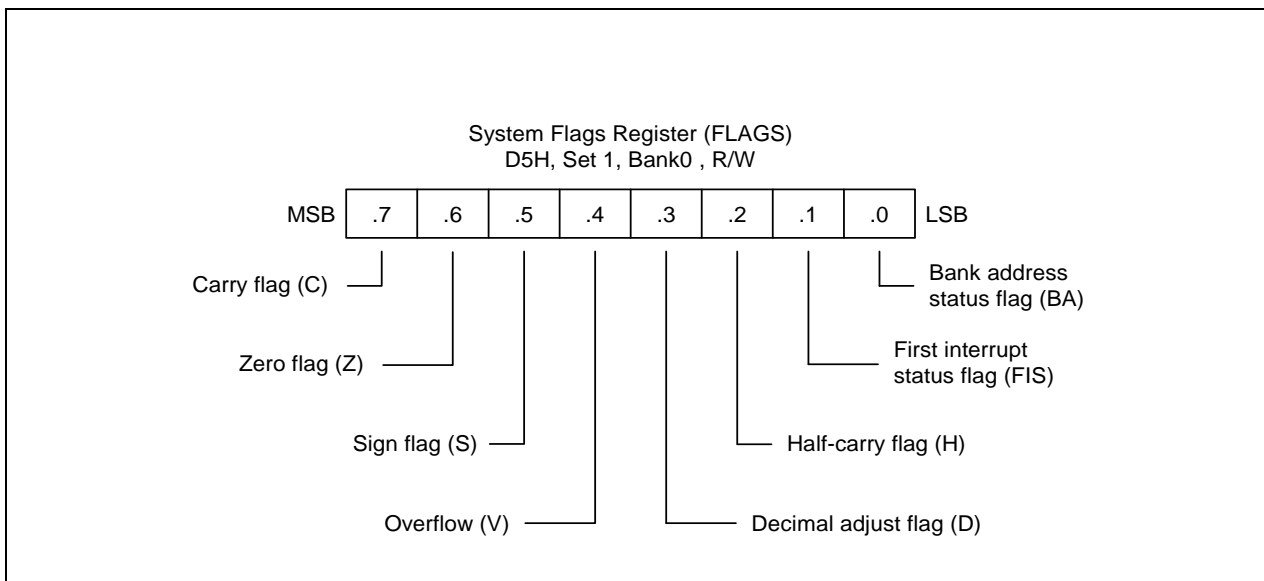
Mnemonic	Operands	Instruction
<b>Rotate and Shift Instructions</b>		
RL	dst	Rotate left
RLC	dst	Rotate left through carry
RR	dst	Rotate right
RRC	dst	Rotate right through carry
SRA	dst	Shift right arithmetic
SWAP	dst	Swap nibbles
<b>CPU Control Instructions</b>		
CCF		Complement carry flag
DI		Disable interrupts
EI		Enable interrupts
IDLE		Enter Idle mode
NOP		No operation
RCF		Reset carry flag
SB0		Set bank 0
SB1		Set bank 1
SCF		Set carry flag
SRP	src	Set register pointers
SRP0	src	Set register pointer 0
SRP1	src	Set register pointer 1
STOP		Enter Stop mode

## FLAGS REGISTER (FLAGS)

The flags register FLAGS contains eight bits that describe the current status of CPU operations. Four of these bits, FLAGS.7–FLAGS.4, can be tested and used with conditional jump instructions; two others FLAGS.3 and FLAGS.2 are used for BCD arithmetic.

The FLAGS register also contains a bit to indicate the status of fast interrupt processing (FLAGS.1) and a bank address status bit (FLAGS.0) to indicate whether bank 0 or bank 1 is currently being addressed. FLAGS register can be set or reset by instructions as long as its outcome does not affect the flags, such as, Load instruction.

Logical and Arithmetic instructions such as, AND, OR, XOR, ADD, and SUB can affect the Flags register. For example, the AND instruction updates the Zero, Sign and Overflow flags based on the outcome of the AND instruction. If the AND instruction uses the Flags register as the destination, then simultaneously, two write will occur to the Flags register producing an unpredictable result.



**Figure 6-1. System Flags Register (FLAGS)**

**FLAG DESCRIPTIONS****C Carry Flag (FLAGS.7)**

The C flag is set to "1" if the result from an arithmetic operation generates a carry-out from or a borrow to the bit 7 position (MSB). After rotate and shift operations, it contains the last value shifted out of the specified register. Program instructions can set, clear, or complement the carry flag.

**Z Zero Flag (FLAGS.6)**

For arithmetic and logic operations, the Z flag is set to "1" if the result of the operation is zero. For operations that test register bits, and for shift and rotate operations, the Z flag is set to "1" if the result is logic zero.

**S Sign Flag (FLAGS.5)**

Following arithmetic, logic, rotate, or shift operations, the sign bit identifies the state of the MSB of the result. A logic zero indicates a positive number and a logic one indicates a negative number.

**V Overflow Flag (FLAGS.4)**

The V flag is set to "1" when the result of a two's-complement operation is greater than + 127 or less than - 128. It is also cleared to "0" following logic operations.

**D Decimal Adjust Flag (FLAGS.3)**

The DA bit is used to specify what type of instruction was executed last during BCD operations, so that a subsequent decimal adjust operation can execute correctly. The DA bit is not usually accessed by programmers, and cannot be used as a test condition.

**H Half-Carry Flag (FLAGS.2)**

The H bit is set to "1" whenever an addition generates a carry-out of bit 3, or when a subtraction borrows out of bit 4. It is used by the Decimal Adjust (DA) instruction to convert the binary result of a previous addition or subtraction into the correct decimal (BCD) result. The H flag is seldom accessed directly by a program.

**FIS Fast Interrupt Status Flag (FLAGS.1)**

The FIS bit is set during a fast interrupt cycle and reset during the IRET following interrupt servicing. When set, it inhibits all interrupts and causes the fast interrupt return to be executed when the IRET instruction is executed.

**BA Bank Address Flag (FLAGS.0)**

The BA flag indicates which register bank in the set 1 area of the internal register file is currently selected, bank 0 or bank 1. The BA flag is cleared to "0" (select bank 0) when you execute the SB0 instruction and is set to "1" (select bank 1) when you execute the SB1 instruction.

## INSTRUCTION SET NOTATION

Table 6-2. Flag Notation Conventions

Flag	Description
C	Carry flag
Z	Zero flag
S	Sign flag
V	Overflow flag
D	Decimal-adjust flag
H	Half-carry flag
0	Cleared to logic zero
1	Set to logic one
*	Set or cleared according to operation
–	Value is unaffected
x	Value is undefined

Table 6-3. Instruction Set Symbols

Symbol	Description
dst	Destination operand
src	Source operand
@	Indirect register address prefix
PC	Program counter
IP	Instruction pointer
FLAGS	Flags register (D5H)
RP	Register pointer
#	Immediate operand or register address prefix
H	Hexadecimal number suffix
D	Decimal number suffix
B	Binary number suffix
opc	Opcode



Table 6-4. Instruction Notation Conventions

Notation	Description	Actual Operand Range
cc	Condition code	See list of condition codes in Table 6-6.
r	Working register only	Rn (n = 0–15)
rb	Bit (b) of working register	Rn.b (n = 0–15, b = 0–7)
r0	Bit 0 (LSB) of working register	Rn (n = 0–15)
rr	Working register pair	RRp (p = 0, 2, 4, ..., 14)
R	Register or working register	reg or Rn (reg = 0–255, n = 0–15)
Rb	Bit 'b' of register or working register	reg.b (reg = 0–255, b = 0–7)
RR	Register pair or working register pair	reg or RRp (reg = 0–254, even number only, where p = 0, 2, ..., 14)
IA	Indirect addressing mode	addr (addr = 0–254, even number only)
Ir	Indirect working register only	@Rn (n = 0–15)
IR	Indirect register or indirect working register	@Rn or @reg (reg = 0–255, n = 0–15)
Irr	Indirect working register pair only	@RRp (p = 0, 2, ..., 14)
Irr	Indirect register pair or indirect working register pair	@RRp or @reg (reg = 0–254, even only, where p = 0, 2, ..., 14)
X	Indexed addressing mode	#reg [Rn] (reg = 0–255, n = 0–15)
XS	Indexed (short offset) addressing mode	#addr [RRp] (addr = range –128 to +127, where p = 0, 2, ..., 14)
xl	Indexed (long offset) addressing mode	#addr [RRp] (addr = range 0–65535, where p = 0, 2, ..., 14)
da	Direct addressing mode	addr (addr = range 0–65535)
ra	Relative addressing mode	addr (addr = number in the range +127 to –128 that is an offset relative to the address of the next instruction)
im	Immediate addressing mode	#data (data = 0–255)
iml	Immediate (long) addressing mode	#data (data = range 0–65535)

Table 6-5. Opcode Quick Reference

OPCODE MAP									
LOWER NIBBLE (HEX)									
	-	0	1	2	3	4	5	6	7
<b>U</b>	0	DEC R1	DEC IR1	ADD r1,r2	ADD r1,lr2	ADD R2,R1	ADD IR2,R1	ADD R1,IM	BOR r0-Rb
	<b>P</b>	1	RLC R1	RLC IR1	ADC r1,r2	ADC r1,lr2	ADC R2,R1	ADC IR2,R1	ADC R1,IM
<b>P</b>		2	INC R1	INC IR1	SUB r1,r2	SUB r1,lr2	SUB R2,R1	SUB IR2,R1	SUB R1,IM
	<b>E</b>	3	JP IRR1	SRP/0/1 IM	SBC r1,r2	SBC r1,lr2	SBC R2,R1	SBC IR2,R1	SBC R1,IM
<b>R</b>		4	DA R1	DA IR1	OR r1,r2	OR r1,lr2	OR R2,R1	OR IR2,R1	OR R1,IM
	<b>N</b>	5	POP R1	POP IR1	AND r1,r2	AND r1,lr2	AND R2,R1	AND IR2,R1	AND R1,IM
<b>I</b>		6	COM R1	COM IR1	TCM r1,r2	TCM r1,lr2	TCM R2,R1	TCM IR2,R1	TCM R1,IM
	<b>B</b>	7	PUSH R2	PUSH IR2	TM r1,r2	TM r1,lr2	TM R2,R1	TM IR2,R1	TM R1,IM
<b>B</b>		8	DECW RR1	DECW IR1	PUSHUD IR1,R2	PUSHUI IR1,R2	MULT R2,RR1	MULT IR2,RR1	MULT IM,RR1
	<b>L</b>	9	RL R1	RL IR1	POPUD IR2,R1	POPUI IR2,R1	DIV R2,RR1	DIV IR2,RR1	DIV IM,RR1
<b>E</b>		A	INCW RR1	INCW IR1	CP r1,r2	CP r1,lr2	CP R2,R1	CP IR2,R1	CP R1,IM
	<b>H</b>	B	CLR R1	CLR IR1	XOR r1,r2	XOR r1,lr2	XOR R2,R1	XOR IR2,R1	XOR R1,IM
<b>E</b>		C	RRC R1	RRC IR1	CPIJE lr,r2,RA	LDC r1,lr2	LDW RR2,RR1	LDW IR2,RR1	LDW RR1,IML
	<b>X</b>	D	SRA R1	SRA IR1	CPIJNE lrr,r2,RA	LDC r2,lr1	CALL IA1		LD IR1,IM
<b>X</b>		E	RR R1	RR IR1	LDCD r1,lrr2	LDCI r1,lrr2	LD R2,R1	LD R2,IR1	LD R1,IM
		F	SWAP R1	SWAP IR1	LDCPD r2,lrr1	LDCPI r2,lrr1	CALL IRR1	LD IR2,R1	CALL DA1

Table 6-5. Opcode Quick Reference (Continued)

OPCODE MAP									
LOWER NIBBLE (HEX)									
	–	8	9	A	B	C	D	E	F
<b>U</b>	0	LD r1,R2	LD r2,R1	DJNZ r1,RA	JR cc,RA	LD r1,IM	JP cc,DA	INC r1	NEXT
<b>P</b>	1	↓	↓	↓	↓	↓	↓	↓	ENTER
<b>P</b>	2								EXIT
<b>E</b>	3								WFI
<b>R</b>	4								SB0
	5								SB1
<b>N</b>	6								IDLE
<b>I</b>	7	↓	↓	↓	↓	↓	↓	↓	STOP
<b>B</b>	8								DI
<b>B</b>	9								EI
<b>L</b>	A								RET
<b>E</b>	B								IRET
	C								RCF
<b>H</b>	D	↓	↓	↓	↓	↓	↓	↓	SCF
<b>E</b>	E								CCF
<b>X</b>	F	LD r1,R2	LD r2,R1	DJNZ r1,RA	JR cc,RA	LD r1,IM	JP cc,DA	INC r1	NOP

## CONDITION CODES

The op-code of a conditional jump always contains a 4-bit field called the condition code (cc). This specifies under which conditions it is to execute the jump. For example, a conditional jump with the condition code for "equal" after a compare operation only jumps if the two operands are equal. Condition codes are listed in Table 6-6.

The carry (C), zero (Z), sign (S), and overflow (V) flags are used to control the operation of conditional jump instructions.

**Table 6-6. Condition Codes**

Binary	Mnemonic	Description	Flags Set
0000	F	Always false	–
1000	T	Always true	–
0111 (note)	C	Carry	C = 1
1111 (note)	NC	No carry	C = 0
0110 (note)	Z	Zero	Z = 1
1110 (note)	NZ	Not zero	Z = 0
1101	PL	Plus	S = 0
0101	MI	Minus	S = 1
0100	OV	Overflow	V = 1
1100	NOV	No overflow	V = 0
0110 (note)	EQ	Equal	Z = 1
1110 (note)	NE	Not equal	Z = 0
1001	GE	Greater than or equal	(S XOR V) = 0
0001	LT	Less than	(S XOR V) = 1
1010	GT	Greater than	(Z OR (S XOR V)) = 0
0010	LE	Less than or equal	(Z OR (S XOR V)) = 1
1111 (note)	UGE	Unsigned greater than or equal	C = 0
0111 (note)	ULT	Unsigned less than	C = 1
1011	UGT	Unsigned greater than	(C = 0 AND Z = 0) = 1
0011	ULE	Unsigned less than or equal	(C OR Z) = 1

### NOTES:

1. It indicates condition codes that are related to two different mnemonics but which test the same flag. For example, Z and EQ are both true if the zero flag (Z) is set, but after an ADD instruction, Z would probably be used; after a CP instruction, however, EQ would probably be used.
2. For operations involving unsigned numbers, the special condition codes UGE, ULT, UGT, and ULE must be used.

**INSTRUCTION DESCRIPTIONS**

This section contains detailed information and programming examples for each instruction in the SAM8 instruction set. Information is arranged in a consistent format for improved readability and for fast referencing. The following information is included in each instruction description:

- Instruction name (mnemonic)
- Full instruction name
- Source/destination format of the instruction operand
- Shorthand notation of the instruction's operation
- Textual description of the instruction's effect
- Specific flag settings affected by the instruction
- Detailed description of the instruction's format, execution time, and addressing mode(s)
- Programming example(s) explaining how to use the instruction

## ADC — Add with carry

**ADC**            dst,src

**Operation:**     $dst \leftarrow dst + src + c$

The source operand, along with the setting of the carry flag, is added to the destination operand and the sum is stored in the destination. The contents of the source are unaffected. Two's-complement addition is performed. In multiple precision arithmetic, this instruction permits the carry from the addition of low-order operands to be carried into the addition of high-order operands.

**Flags:**

- C:** Set if there is a carry from the most significant bit of the result; cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurs, that is, if both operands are of the same sign and the result is of the opposite sign; cleared otherwise.
- D:** Always cleared to "0".
- H:** Set if there is a carry from the most significant bit of the low-order four bits of the result; cleared otherwise.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src		2	4	12	r    r
				6	13	r    lr
opc	src	dst	3	6	14	R    R
				6	15	R    IR
opc	dst	src	3	6	16	R    IM

**Examples:**    Given: R1 = 10H, R2 = 03H, C flag = "1", register 01H = 20H, register 02H = 03H, and register 03H = 0AH:

```

ADC  R1,R2      →   R1 = 14H, R2 = 03H
ADC  R1,@R2     →   R1 = 1BH, R2 = 03H
ADC  01H,02H    →   Register 01H = 24H, register 02H = 03H
ADC  01H,@02H   →   Register 01H = 2BH, register 02H = 03H
ADC  01H,#11H   →   Register 01H = 32H

```

In the first example, destination register R1 contains the value 10H, the carry flag is set to "1", and the source working register R2 contains the value 03H. The statement "ADC R1,R2" adds 03H and the carry flag value ("1") to the destination value 10H, leaving 14H in register R1.

## ADD — Add

**ADD** dst,src

**Operation:**  $dst \leftarrow dst + src$

The source operand is added to the destination operand and the sum is stored in the destination. The contents of the source are unaffected. Two's-complement addition is performed.

**Flags:**

- C:** Set if there is a carry from the most significant bit of the result; cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if both operands are of the same sign and the result is of the opposite sign; cleared otherwise.
- D:** Always cleared to "0".
- H:** Set if a carry from the low-order nibble occurred.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr dst	Mode src
opc	dst   src	2	4	02	r	r
			6	03	r	lr
opc	src	3	6	04	R	R
			6	05	R	IR
opc	dst	3	6	06	R	IM

**Examples:** Given: R1 = 12H, R2 = 03H, register 01H = 21H, register 02H = 03H, register 03H = 0AH:

```

ADD  R1,R2      →   R1 = 15H, R2 = 03H
ADD  R1,@R2     →   R1 = 1CH, R2 = 03H
ADD  01H,02H    →   Register 01H = 24H, register 02H = 03H
ADD  01H,@02H   →   Register 01H = 2BH, register 02H = 03H
ADD  01H,#25H   →   Register 01H = 46H

```

In the first example, destination working register R1 contains 12H and the source working register R2 contains 03H. The statement "ADD R1,R2" adds 03H to 12H, leaving the value 15H in register R1.

## AND — Logical AND

**AND** dst,src

**Operation:** dst ← dst AND src

The source operand is logically ANDed with the destination operand. The result is stored in the destination. The AND operation results in a "1" bit being stored whenever the corresponding bits in the two operands are both logic ones; otherwise a "0" bit value is stored. The contents of the source are unaffected.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Always cleared to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src	2	4	52	r r
			6	53	r lr
opc	src	3	6	54	R R
			6	55	R IR
opc	dst	3	6	56	R IM

**Examples:** Given: R1 = 12H, R2 = 03H, register 01H = 21H, register 02H = 03H, register 03H = 0AH:

```

AND R1,R2      → R1 = 02H, R2 = 03H
AND R1,@R2     → R1 = 02H, R2 = 03H
AND 01H,02H    → Register 01H = 01H, register 02H = 03H
AND 01H,@02H   → Register 01H = 00H, register 02H = 03H
AND 01H,#25H   → Register 01H = 21H

```

In the first example, destination working register R1 contains the value 12H and the source working register R2 contains 03H. The statement "AND R1,R2" logically ANDs the source operand 03H with the destination operand value 12H, leaving the value 02H in register R1.



## BAND — Bit AND

**BAND** dst,src.b

**BAND** dst.b,src

**Operation:**  $dst(0) \leftarrow dst(0) \text{ AND } src(b)$   
 or  
 $dst(b) \leftarrow dst(b) \text{ AND } src(0)$

The specified bit of the source (or the destination) is logically ANDed with the zero bit (LSB) of the destination (or source). The resultant bit is stored in the specified bit of the destination. No other bits of the destination are affected. The source is unaffected.

**Flags:**  
**C:** Unaffected.  
**Z:** Set if the result is "0"; cleared otherwise.  
**S:** Cleared to "0".  
**V:** Undefined.  
**D:** Unaffected.  
**H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   b   0	src	3	6	67	r0 Rb
opc	src   b   1	dst	3	6	67	Rb r0

**NOTE:** In the second byte of the 3-byte instruction formats, the destination (or source) address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Examples:** Given: R1 = 07H and register 01H = 05H:

BAND R1,01H.1 → R1 = 06H, register 01H = 05H

BAND 01H.1,R1 → Register 01H = 05H, R1 = 07H

In the first example, source register 01H contains the value 05H (0000101B) and destination working register R1 contains 07H (0000111B). The statement "BAND R1,01H.1" ANDs the bit 1 value of the source register ("0") with the bit 0 value of register R1 (destination), leaving the value 06H (0000110B) in register R1.

## BCP — Bit Compare

**BCP** dst,src.b

**Operation:** dst(0) – src(b)

The specified bit of the source is compared to (subtracted from) bit zero (LSB) of the destination. The zero flag is set if the bits are the same; otherwise it is cleared. The contents of both operands are unaffected by the comparison.

**Flags:**

- C:** Unaffected.
- Z:** Set if the two bits are the same; cleared otherwise.
- S:** Cleared to "0".
- V:** Undefined.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   b   0	src	3	6	17	r0 Rb

**NOTE:** In the second byte of the instruction format, the destination address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Example:** Given: R1 = 07H and register 01H = 01H:

BCP R1,01H.1 → R1 = 07H, register 01H = 01H

If destination working register R1 contains the value 07H (00000111B) and the source register 01H contains the value 01H (00000001B), the statement "BCP R1,01H.1" compares bit one of the source register (01H) and bit zero of the destination register (R1). Because the bit values are not identical, the zero flag bit (Z) is cleared in the FLAGS register (0D5H).

## BITC — Bit Complement

**BITC**          dst.b

**Operation:**    dst(b) ← NOT dst(b)

This instruction complements the specified bit within the destination without affecting any other bits in the destination.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Cleared to "0".
- V:** Undefined.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst   b   0	2	4	57	rb

**NOTE:** In the second byte of the instruction format, the destination address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Example:**      Given: R1 = 07H

BITC R1.1 → R1 = 05H

If working register R1 contains the value 07H (00000111B), the statement "BITC R1.1" complements bit one of the destination and leaves the value 05H (00000101B) in register R1. Because the result of the complement is not "0", the zero flag (Z) in the FLAGS register (0D5H) is cleared.

## BITR — Bit Reset

**BITR**            dst.b

**Operation:**    dst(b) ← 0

The BITR instruction clears the specified bit within the destination without affecting any other bits in the destination.

**Flags:**        No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst   b   0	2	4	77	rb

**NOTE:** In the second byte of the instruction format, the destination address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Example:**     Given: R1 = 07H:

BITR R1.1 → R1 = 05H

If the value of working register R1 is 07H (00000111B), the statement "BITR R1.1" clears bit one of the destination register R1, leaving the value 05H (00000101B).

## BITS — Bit Set

**BITS**          dst.b

**Operation:**    dst(b) ← 1

The BITS instruction sets the specified bit within the destination without affecting any other bits in the destination.

**Flags:**        No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst   b   1	2	4	77	rb

**NOTE:** In the second byte of the instruction format, the destination address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Example:**     Given: R1 = 07H:

BITS R1.3 → R1 = 0FH

If working register R1 contains the value 07H (00000111B), the statement "BITS R1.3" sets bit three of the destination register R1 to "1", leaving the value 0FH (00001111B).

## BOR — Bit OR

**BOR** dst,src.b

**BOR** dst.b,src

**Operation:**  $dst(0) \leftarrow dst(0) \text{ OR } src(b)$   
 or  
 $dst(b) \leftarrow dst(b) \text{ OR } src(0)$

The specified bit of the source (or the destination) is logically ORed with bit zero (LSB) of the destination (or the source). The resulting bit value is stored in the specified bit of the destination. No other bits of the destination are affected. The source is unaffected.

**Flags:**  
**C:** Unaffected.  
**Z:** Set if the result is "0"; cleared otherwise.  
**S:** Cleared to "0".  
**V:** Undefined.  
**D:** Unaffected.  
**H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   b   0	src	3	6	07	r0 Rb
opc	src   b   1	dst	3	6	07	Rb r0

**NOTE:** In the second byte of the 3-byte instruction formats, the destination (or source) address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit.

**Examples:** Given: R1 = 07H and register 01H = 03H:

BOR R1, 01H.1 → R1 = 07H, register 01H = 03H  
 BOR 01H.2, R1 → Register 01H = 07H, R1 = 07H

In the first example, destination working register R1 contains the value 07H (00000111B) and source register 01H the value 03H (00000011B). The statement "BOR R1,01H.1" logically ORs bit one of register 01H (source) with bit zero of R1 (destination). This leaves the same value (07H) in working register R1.

In the second example, destination register 01H contains the value 03H (00000011B) and the source working register R1 the value 07H (00000111B). The statement "BOR 01H.2,R1" logically ORs bit two of register 01H (destination) with bit zero of R1 (source). This leaves the value 07H in register 01H.

## BTJRF — Bit Test, Jump Relative on False

**BTJRF** dst,src.b

**Operation:** If src(b) is a "0", then  $PC \leftarrow PC + dst$

The specified bit within the source operand is tested. If it is a "0", the relative address is added to the program counter and control passes to the statement whose address is now in the PC; otherwise, the instruction following the BTJRF instruction is executed.

**Flags:** No flags are affected.

**Format:**

(Note 1)			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src   b   0	dst	3	10	37	RA rb

**NOTE:** In the second byte of the instruction format, the source address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Example:** Given: R1 = 07H:

BTJRF SKIP,R1.3 → PC jumps to SKIP location

If working register R1 contains the value 07H (00000111B), the statement "BTJRF SKIP,R1.3" tests bit 3. Because it is "0", the relative address is added to the PC and the PC jumps to the memory location pointed to by the SKIP. (Remember that the memory location must be within the allowed range of + 127 to - 128.)

## BTJRT — Bit Test, Jump Relative on True

**BTJRT** dst,src.b

**Operation:** If src(b) is a "1", then  $PC \leftarrow PC + dst$

The specified bit within the source operand is tested. If it is a "1", the relative address is added to the program counter and control passes to the statement whose address is now in the PC; otherwise, the instruction following the BTJRT instruction is executed.

**Flags:** No flags are affected.

**Format:**

(Note 1)			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src   b   1	dst	3	10	37	RA rb

**NOTE:** In the second byte of the instruction format, the source address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Example:** Given: R1 = 07H:

BTJRT SKIP,R1.1

If working register R1 contains the value 07H (00000111B), the statement "BTJRT SKIP,R1.1" tests bit one in the source register (R1). Because it is a "1", the relative address is added to the PC and the PC jumps to the memory location pointed to by the SKIP. (Remember that the memory location must be within the allowed range of +127 to -128.)



## BXOR — Bit XOR

**BXOR** dst,src.b

**BXOR** dst.b,src

**Operation:**  $\text{dst}(0) \leftarrow \text{dst}(0) \text{ XOR } \text{src}(b)$   
 or  
 $\text{dst}(b) \leftarrow \text{dst}(b) \text{ XOR } \text{src}(0)$

The specified bit of the source (or the destination) is logically exclusive-ORed with bit zero (LSB) of the destination (or source). The result bit is stored in the specified bit of the destination. No other bits of the destination are affected. The source is unaffected.

**Flags:**  
**C:** Unaffected.  
**Z:** Set if the result is "0"; cleared otherwise.  
**S:** Cleared to "0".  
**V:** Undefined.  
**D:** Unaffected.  
**H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   b   0	src	3	6	27	r0 Rb
opc	src   b   1	dst	3	6	27	Rb r0

**NOTE:** In the second byte of the 3-byte instruction formats, the destination (or source) address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Examples:** Given: R1 = 07H (00000111B) and register 01H = 03H (00000011B):

BXOR R1,01H.1 → R1 = 06H, register 01H = 03H

BXOR 01H.2,R1 → Register 01H = 07H, R1 = 07H

In the first example, destination working register R1 has the value 07H (00000111B) and source register 01H has the value 03H (00000011B). The statement "BXOR R1,01H.1" exclusive-ORs bit one of register 01H (source) with bit zero of R1 (destination). The result bit value is stored in bit zero of R1, changing its value from 07H to 06H. The value of source register 01H is unaffected.





## CCF — Complement Carry Flag

### CCF

**Operation:**  $C \leftarrow \text{NOT } C$

The carry flag (C) is complemented. If  $C = "1"$ , the value of the carry flag is changed to logic zero; if  $C = "0"$ , the value of the carry flag is changed to logic one.

**Flags:** **C:** Complementated.  
No other flags are affected.

### Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4	EF

**Example:** Given: The carry flag = "0":

CCF

If the carry flag = "0", the CCF instruction complements it in the FLAGS register (0D5H), changing its value from logic zero to logic one.

## CLR — Clear

CLR           dst

**Operation:**   dst ← "0"

The destination location is cleared to "0".

**Flags:**       No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	B0	R
			4	B1	IR

**Examples:**   Given: Register 00H = 4FH, register 01H = 02H, and register 02H = 5EH:

CLR  00H  →     Register 00H = 00H

CLR  @01H →     Register 01H = 02H, register 02H = 00H

In Register (R) addressing mode, the statement "CLR 00H" clears the destination register 00H value to 00H. In the second example, the statement "CLR @01H" uses Indirect Register (IR) addressing mode to clear the 02H register value to 00H.

## COM — Complement

**COM**            dst

**Operation:**    dst ← NOT dst

The contents of the destination location are complemented (one's complement); all "1s" are changed to "0s", and vice-versa.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Always reset to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	60	R
			4	61	IR

**Examples:**    Given: R1 = 07H and register 07H = 0F1H:

COM R1    →    R1 = 0F8H

COM @R1 →    R1 = 07H, register 07H = 0EH

In the first example, destination working register R1 contains the value 07H (00000111B). The statement "COM R1" complements all the bits in R1: all logic ones are changed to logic zeros, and vice-versa, leaving the value 0F8H (11111000B).

In the second example, Indirect Register (IR) addressing mode is used to complement the value of destination register 07H (11110001B), leaving the new value 0EH (00001110B).

## CP — Compare

**CP** dst,src

**Operation:** dst – src

The source operand is compared to (subtracted from) the destination operand, and the appropriate flags are set accordingly. The contents of both operands are unaffected by the comparison.

**Flags:**

- C:** Set if a "borrow" occurred (src > dst); cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src		2	4	A2	r r
				6	A3	r lr
opc	src	dst	3	6	A4	R R
				6	A5	R IR
opc	dst	src	3	6	A6	R IM

**Examples:** 1. Given: R1 = 02H and R2 = 03H:

CP R1,R2 → Set the C and S flags

Destination working register R1 contains the value 02H and source register R2 contains the value 03H. The statement "CP R1,R2" subtracts the R2 value (source/subtrahend) from the R1 value (destination/minuend). Because a "borrow" occurs and the difference is negative, C and S are "1".

2. Given: R1 = 05H and R2 = 0AH:

```

CP   R1,R2
JP   UGE,SKIP
INC  R1
SKIP LD  R3,R1

```

In this example, destination working register R1 contains the value 05H which is less than the contents of the source working register R2 (0AH). The statement "CP R1,R2" generates C = "1" and the JP instruction does not jump to the SKIP location. After the statement "LD R3,R1" executes, the value 06H remains in working register R3.

## CPIJE — Compare, Increment, and Jump on Equal

**CPIJE** dst,src,RA

**Operation:** If  $\text{dst} - \text{src} = "0"$ ,  $\text{PC} \leftarrow \text{PC} + \text{RA}$   
 $\text{lr} \leftarrow \text{lr} + 1$

The source operand is compared to (subtracted from) the destination operand. If the result is "0", the relative address is added to the program counter and control passes to the statement whose address is now in the program counter. Otherwise, the instruction immediately following the CPIJE instruction is executed. In either case, the source pointer is incremented by one before the next instruction is executed.

**Flags:** No flags are affected.

**Format:**

				Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	RA	3	12	C2	r lr

**NOTE:** Execution time is 18 cycles if the jump is taken or 16 cycles if it is not taken.

**Example:** Given: R1 = 02H, R2 = 03H, and register 03H = 02H:

CPIJE R1,@R2,SKIP → R2 = 04H, PC jumps to SKIP location

In this example, working register R1 contains the value 02H, working register R2 the value 03H, and register 03 contains 02H. The statement "CPIJE R1,@R2,SKIP" compares the @R2 value 02H (00000010B) to 02H (00000010B). Because the result of the comparison is *equal*, the relative address is added to the PC and the PC then jumps to the memory location pointed to by SKIP. The source register (R2) is incremented by one, leaving a value of 04H. (Remember that the memory location must be within the allowed range of +127 to -128.)

## CPIJNE — Compare, Increment, and Jump on Non-Equal

**CPIJNE** dst,src,RA

**Operation:** If  $dst - src = 0$ ,  $PC \leftarrow PC + RA$   
 $lr \leftarrow lr + 1$

The source operand is compared to (subtracted from) the destination operand. If the result is not "0", the relative address is added to the program counter and control passes to the statement whose address is now in the program counter; otherwise the instruction following the CPIJNE instruction is executed. In either case the source pointer is incremented by one before the next instruction.

**Flags:** No flags are affected.

**Format:**

				Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	RA	3	12	D2	r lr

**NOTE:** Execution time is 18 cycles if the jump is taken or 16 cycles if it is not taken.

**Example:** Given: R1 = 02H, R2 = 03H, and register 03H = 04H:

CPIJNER1,@R2,SKIP → R2 = 04H, PC jumps to SKIP location

Working register R1 contains the value 02H, working register R2 (the source pointer) the value 03H, and general register 03 the value 04H. The statement "CPIJNE R1,@R2,SKIP" subtracts 04H (00000100B) from 02H (00000010B). Because the result of the comparison is *non-equal*, the relative address is added to the PC and the PC then jumps to the memory location pointed to by SKIP. The source pointer register (R2) is also incremented by one, leaving a value of 04H. (Remember that the memory location must be within the allowed range of +127 to -128.)



## DA — Decimal Adjust

DA            dst

Operation:    dst ← DA dst

The destination operand is adjusted to form two 4-bit BCD digits following an addition or subtraction operation. For addition (ADD, ADC) or subtraction (SUB, SBC), the following table indicates the operation performed. (The operation is undefined if the destination operand was not the result of a valid addition or subtraction of BCD digits):

Instruction	Carry Before DA	Bits 4–7 Value (Hex)	H Flag Before DA	Bits 0–3 Value (Hex)	Number Added to Byte	Carry After DA
	0	0–9	0	0–9	00	0
	0	0–8	0	A–F	06	0
	0	0–9	1	0–3	06	0
ADD	0	A–F	0	0–9	60	1
ADC	0	9–F	0	A–F	66	1
	0	A–F	1	0–3	66	1
	1	0–2	0	0–9	60	1
	1	0–2	0	A–F	66	1
	1	0–3	1	0–3	66	1
	0	0–9	0	0–9	00 = – 00	0
SUB	0	0–8	1	6–F	FA = – 06	0
SBC	1	7–F	0	0–9	A0 = – 60	1
	1	6–F	1	6–F	9A = – 66	1

**Flags:**

- C:** Set if there was a carry from the most significant bit; cleared otherwise (see table).
- Z:** Set if result is "0"; cleared otherwise.
- S:** Set if result bit 7 is set; cleared otherwise.
- V:** Undefined.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode
opc	dst	2	4	40	R
			4	41	IR

## DA — Decimal Adjust

DA (Continued)

**Example:** Given: Working register R0 contains the value 15 (BCD), working register R1 contains 27 (BCD), and address 27H contains 46 (BCD):

```
ADD    R1,R0    ;    C ← "0", H ← "0", Bits 4–7 = 3, bits 0–3 = C, R1 ← 3CH
DA     R1       ;    R1 ← 3CH + 06
```

If addition is performed using the BCD values 15 and 27, the result should be 42. The sum is incorrect, however, when the binary representations are added in the destination location using standard binary arithmetic:

```
  0 0 0 1  0 1 0 1    15
+ 0 0 1 0  0 1 1 1    27
-----
  0 0 1 1  1 1 0 0    = 3CH
```

The DA instruction adjusts this result so that the correct BCD representation is obtained:

```
  0 0 1 1  1 1 0 0
+ 0 0 0 0  0 1 1 0
-----
  0 1 0 0  0 0 1 0    = 42
```

Assuming the same values given above, the statements

```
SUB    27H,R0;    C ← "0", H ← "0", Bits 4–7 = 3, bits 0–3 = 1
DA     @R1 ;      @R1 ← 31–0
```

leave the value 31 (BCD) in address 27H (@R1).

## DEC — Decrement

DEC           dst

**Operation:**   dst ← dst – 1

The contents of the destination operand are decremented by one.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	00	R
			4	01	IR

**Examples:**   Given: R1 = 03H and register 03H = 10H:

DEC R1    →   R1 = 02H

DEC @R1 →   Register 03H = 0FH

In the first example, if working register R1 contains the value 03H, the statement "DEC R1" decrements the hexadecimal value by one, leaving the value 02H. In the second example, the statement "DEC @R1" decrements the value 10H contained in the destination register 03H by one, leaving the value 0FH.

## DECW — Decrement Word

**DECW**      dst

**Operation:**    dst ← dst – 1

The contents of the destination location (which must be an even address) and the operand following that location are treated as a single 16-bit value that is decremented by one.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	8	80	RR
			8	81	IR

**Examples:**    Given: R0 = 12H, R1 = 34H, R2 = 30H, register 30H = 0FH, and register 31H = 21H:

DECW RR0    →    R0 = 12H, R1 = 33H

DECW @R2    →    Register 30H = 0FH, register 31H = 20H

In the first example, destination register R0 contains the value 12H and register R1 the value 34H. The statement "DECW RR0" addresses R0 and the following operand R1 as a 16-bit word and decrements the value of R1 by one, leaving the value 33H.

**NOTE:**        A system malfunction may occur if you use a Zero flag (FLAGS.6) result together with a DECW instruction. To avoid this problem, we recommend that you use DECW as shown in the following example:

```

LOOP: DECW RR0
      LD   R2,R1
      OR   R2,R0
      JR   NZ,LOOP
  
```

## DI — Disable Interrupts

DI

**Operation:** SYM (0) ← 0

Bit zero of the system mode control register, SYM.0, is cleared to "0", globally disabling all interrupt processing. Interrupt requests will continue to set their respective interrupt pending bits, but the CPU will not service them while interrupt processing is disabled.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)
opc	1	4	8F

**Example:** Given: SYM = 01H:

DI

If the value of the SYM register is 01H, the statement "DI" leaves the new value 00H in the register and clears SYM.0 to "0", disabling interrupt processing.

Before changing IMR, interrupt pending and interrupt source control register, be sure DI state.

## DIV — Divide (Unsigned)

**DIV** dst,src

**Operation:** dst ÷ src  
 dst (UPPER) ← REMAINDER  
 dst (LOWER) ← QUOTIENT

The destination operand (16 bits) is divided by the source operand (8 bits). The quotient (8 bits) is stored in the lower half of the destination. The remainder (8 bits) is stored in the upper half of the destination. When the quotient is  $\geq 2^8$ , the numbers stored in the upper and lower halves of the destination for quotient and remainder are incorrect. Both operands are treated as unsigned integers.

**Flags:**  
**C:** Set if the V flag is set and quotient is between  $2^8$  and  $2^9 - 1$ ; cleared otherwise.  
**Z:** Set if divisor or quotient = "0"; cleared otherwise.  
**S:** Set if MSB of quotient = "1"; cleared otherwise.  
**V:** Set if quotient is  $\geq 2^8$  or if divisor = "0"; cleared otherwise.  
**D:** Unaffected.  
**H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	26/10	94	RR R
				26/10	95	RR IR
				26/10	96	RR IM

**NOTE:** Execution takes 10 cycles if the divide-by-zero is attempted; otherwise it takes 26 cycles.

**Examples:** Given: R0 = 10H, R1 = 03H, R2 = 40H, register 40H = 80H:

DIV RR0,R2 → R0 = 03H, R1 = 40H  
 DIV RR0,@R2 → R0 = 03H, R1 = 20H  
 DIV RR0,#20H → R0 = 03H, R1 = 80H

In the first example, destination working register pair RR0 contains the values 10H (R0) and 03H (R1), and register R2 contains the value 40H. The statement "DIV RR0,R2" divides the 16-bit RR0 value by the 8-bit value of the R2 (source) register. After the DIV instruction, R0 contains the value 03H and R1 contains 40H. The 8-bit remainder is stored in the upper half of the destination register RR0 (R0) and the quotient in the lower half (R1).

## DJNZ — Decrement and Jump if Non-Zero

**DJNZ**      r,dst

**Operation:**     $r \leftarrow r - 1$

                  If  $r \neq 0$ ,  $PC \leftarrow PC + \text{dst}$

The working register being used as a counter is decremented. If the contents of the register are not logic zero after decrementing, the relative address is added to the program counter and control passes to the statement whose address is now in the PC. The range of the relative address is +127 to -128, and the original value of the PC is taken to be the address of the instruction byte following the DJNZ statement.

**NOTE:** In case of using DJNZ instruction, the working register being used as a counter should be set at the one of location 0C0H to 0CFH with SRP, SRP0, or SRP1 instruction.

**Flags:**            No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
r	opc	dst	2	8 (jump taken)	rA
			8 (no jump)	r = 0 to F	

**Example:**      Given: R1 = 02H and LOOP is the label of a relative address:

```
SRP    #0C0H
DJNZ  R1,LOOP
```

DJNZ is typically used to control a "loop" of instructions. In many cases, a label is used as the destination operand instead of a numeric relative address value. In the example, working register R1 contains the value 02H, and LOOP is the label for a relative address.

The statement "DJNZ R1, LOOP" decrements register R1 by one, leaving the value 01H. Because the contents of R1 after the decrement are non-zero, the jump is taken to the relative address specified by the LOOP label.

## EI — Enable Interrupts

EI

**Operation:** SYM (0) ← 1

An EI instruction sets bit zero of the system mode register, SYM.0 to "1". This allows interrupts to be serviced as they occur (assuming they have highest priority). If an interrupt's pending bit was set while interrupt processing was disabled (by executing a DI instruction), it will be serviced when you execute the EI instruction.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)
opc	1	4	9F

**Example:** Given: SYM = 00H:

EI

If the SYM register contains the value 00H, that is, if interrupts are currently disabled, the statement "EI" sets the SYM register to 01H, enabling all interrupts. (SYM.0 is the enable bit for global interrupt processing.)



## ENTER — Enter

### ENTER

**Operation:**

```

SP ← SP - 2
@SP ← IP
IP ← PC
PC ← @IP
IP ← IP + 2
  
```

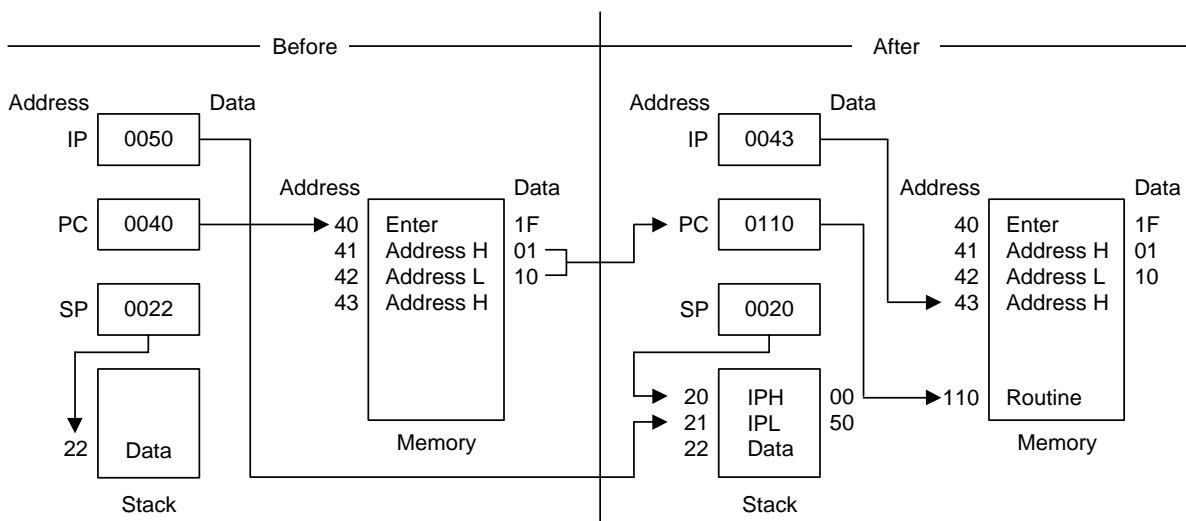
This instruction is useful when implementing threaded-code languages. The contents of the instruction pointer are pushed to the stack. The program counter (PC) value is then written to the instruction pointer. The program memory word that is pointed to by the instruction pointer is loaded into the PC, and the instruction pointer is incremented by two.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)
opc	1	14	1F

**Example:** The diagram below shows one example of how to use an ENTER statement.



# EXIT — Exit

## EXIT

**Operation:**

```

IP ← @SP
SP ← SP + 2
PC ← @IP
IP ← IP + 2
    
```

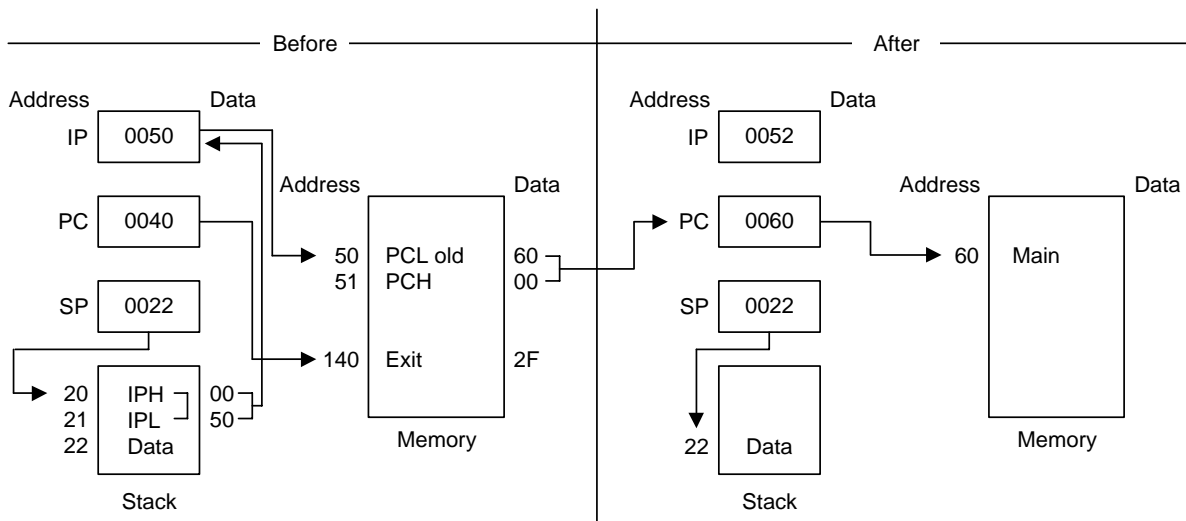
This instruction is useful when implementing threaded-code languages. The stack value is popped and loaded into the instruction pointer. The program memory word that is pointed to by the instruction pointer is then loaded into the program counter, and the instruction pointer is incremented by two.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)
opc	1	14 (internal stack) 16 (internal stack)	2F

**Example:** The diagram below shows one example of how to use an EXIT statement.



## IDLE — Idle Operation

### IDLE

#### Operation:

The IDLE instruction stops the CPU clock while allowing system clock oscillation to continue. Idle mode can be released by an interrupt request (IRQ) or an external reset operation.

**Flags:** No flags are affected.

#### Format:

	Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	1	4	6F	–	–

**Example:** The instruction  
IDLE  
stops the CPU clock but not the system clock.

## INC — Increment

**INC**            dst

**Operation:**     $\text{dst} \leftarrow \text{dst} + 1$

The contents of the destination operand are incremented by one.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

	Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
dst   opc	1	4	rE r = 0 to F	r
opc   dst	2	4	20	R
		4	21	IR

**Examples:**    Given: R0 = 1BH, register 00H = 0CH, and register 1BH = 0FH:

INC    R0    →    R0 = 1CH

INC    00H   →    Register 00H = 0DH

INC    @R0   →    R0 = 1BH, register 01H = 10H

In the first example, if destination working register R0 contains the value 1BH, the statement "INC R0" leaves the value 1CH in that same register.

The next example shows the effect an INC instruction has on register 00H, assuming that it contains the value 0CH.

In the third example, INC is used in Indirect Register (IR) addressing mode to increment the value of register 1BH from 0FH to 10H.

## INCW — Increment Word

**INCW**        dst

**Operation:**    dst ← dst + 1

The contents of the destination (which must be an even address) and the byte following that location are treated as a single 16-bit value that is incremented by one.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	8	A0	RR
			8	A1	IR

**Examples:**    Given: R0 = 1AH, R1 = 02H, register 02H = 0FH, and register 03H = 0FFH:

INCW RR0    →    R0 = 1AH, R1 = 03H

INCW @R1    →    Register 02H = 10H, register 03H = 00H

In the first example, the working register pair RR0 contains the value 1AH in register R0 and 02H in register R1. The statement "INCW RR0" increments the 16-bit destination by one, leaving the value 03H in register R1. In the second example, the statement "INCW @R1" uses Indirect Register (IR) addressing mode to increment the contents of general register 03H from 0FFH to 00H and register 02H from 0FH to 10H.

**NOTE:**        A system malfunction may occur if you use a Zero (Z) flag (FLAGS.6) result together with an INCW instruction. To avoid this problem, we recommend that you use INCW as shown in the following example:

```

LOOP:  INCW   RR0
        LD    R2,R1
        OR   R2,R0
        JR   NZ,LOOP

```

## IRET — Interrupt Return

IRET	<u>IRET (Normal)</u>	<u>IRET (Fast)</u>
<b>Operation:</b>	$\text{FLAGS} \leftarrow @\text{SP}$ $\text{SP} \leftarrow \text{SP} + 1$ $\text{PC} \leftarrow @\text{SP}$ $\text{SP} \leftarrow \text{SP} + 2$ $\text{SYM}(0) \leftarrow 1$	$\text{PC} \leftrightarrow \text{IP}$ $\text{FLAGS} \leftarrow \text{FLAGS}'$ $\text{FIS} \leftarrow 0$

This instruction is used at the end of an interrupt service routine. It restores the flag register and the program counter. It also re-enables global interrupts. A "normal IRET" is executed only if the fast interrupt status bit (FIS, bit one of the FLAGS register, 0D5H) is cleared (= "0"). If a fast interrupt occurred, IRET clears the FIS bit that was set at the beginning of the service routine.

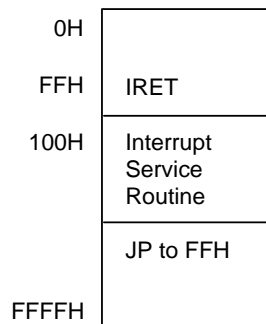
**Flags:** All flags are restored to their original settings (that is, the settings before the interrupt occurred).

**Format:**

IRET (Normal)	Bytes	Cycles	Opcode (Hex)
opc	1	10 (internal stack) 12 (internal stack)	BF

IRET (Fast)	Bytes	Cycles	Opcode (Hex)
opc	1	6	BF

**Example:** In the figure below, the instruction pointer is initially loaded with 100H in the main program before interrupts are enabled. When an interrupt occurs, the program counter and instruction pointer are swapped. This causes the PC to jump to address 100H and the IP to keep the return address. The last instruction in the service routine normally is a jump to IRET at address FFH. This causes the instruction pointer to be loaded with 100H "again" and the program counter to jump back to the main program. Now, the next interrupt can occur and the IP is still correct at 100H.



**NOTE:** In the fast interrupt example above, if the last instruction is not a jump to IRET, you must pay attention to the order of the last two instructions. The IRET cannot be immediately preceded by a clearing of the interrupt status (as with a reset of the IPR register).

## JP — Jump

JP cc,dst (Conditional)

JP dst (Unconditional)

**Operation:** If cc is true, PC ← dst

The conditional JUMP instruction transfers program control to the destination address if the condition specified by the condition code (cc) is true; otherwise, the instruction following the JP instruction is executed. The unconditional JP simply replaces the contents of the PC with the contents of the specified register pair. Control then passes to the statement addressed by the PC.

**Flags:** No flags are affected.

**Format:** (1)

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
(2)					
cc   opc	dst	3	8	ccD	DA
cc = 0 to F					
opc	dst	2	8	30	IRR

**NOTES:**

1. The 3-byte format is used for a conditional jump and the 2-byte format for an unconditional jump.
2. In the first byte of the three-byte instruction format (conditional jump), the condition code and the opcode are both four bits.

**Examples:** Given: The carry flag (C) = "1", register 00 = 01H, and register 01 = 20H:

JP C,LABEL\_W → LABEL\_W = 1000H, PC = 1000H

JP @00H → PC = 0120H

The first example shows a conditional JP. Assuming that the carry flag is set to "1", the statement "JP C,LABEL\_W" replaces the contents of the PC with the value 1000H and transfers control to that location. Had the carry flag not been set, control would then have passed to the statement immediately following the JP instruction.

The second example shows an unconditional JP. The statement "JP @00" replaces the contents of the PC with the contents of the register pair 00H and 01H, leaving the value 0120H.

## JR — Jump Relative

**JR** cc,dst

**Operation:** If cc is true,  $PC \leftarrow PC + dst$

If the condition specified by the condition code (cc) is true, the relative address is added to the program counter and control passes to the statement whose address is now in the program counter; otherwise, the instruction following the JR instruction is executed. (See list of condition codes).

The range of the relative address is +127, -128, and the original value of the program counter is taken to be the address of the first instruction byte following the JR statement.

**Flags:** No flags are affected.

**Format:**

(1)	Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
cc   opc   dst	2	6	ccB	RA
cc = 0 to F				

**NOTE:** In the first byte of the two-byte instruction format, the condition code and the opcode are each four bits.

**Example:** Given: The carry flag = "1" and LABEL\_X = 1FF7H:

JR C,LABEL\_X → PC = 1FF7H

If the carry flag is set (that is, if the condition code is true), the statement "JR C,LABEL\_X" will pass control to the statement whose address is now in the PC. Otherwise, the program instruction following the JR would be executed.



## LD — Load

LD dst,src

**Operation:** dst ← src

The contents of the source are loaded into the destination. The source's contents are unaffected.

**Flags:** No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>	
dst   opc		src	2	4	rC	r	IM	
				4	r8	r	R	
src   opc		dst	2	4	r9	R	r	
								r = 0 to F
opc		dst   src	2	4	C7	r	lr	
				4	D7	lr	r	
opc		src		3	6	E4	R	R
opc		dst		3	6	E6	R	IM
opc		src		3	6	F5	IR	R
opc		dst   src		3	6	87	r	x [r]
opc		src   dst		3	6	97	x [r]	r

## LD — Load

LD (Continued)

**Examples:** Given: R0 = 01H, R1 = 0AH, register 00H = 01H, register 01H = 20H, register 02H = 02H, LOOP = 30H, and register 3AH = 0FFH:

LD	R0,#10H	→	R0 = 10H
LD	R0,01H	→	R0 = 20H, register 01H = 20H
LD	01H,R0	→	Register 01H = 01H, R0 = 01H
LD	R1,@R0	→	R1 = 20H, R0 = 01H
LD	@R0,R1	→	R0 = 01H, R1 = 0AH, register 01H = 0AH
LD	00H,01H	→	Register 00H = 20H, register 01H = 20H
LD	02H,@00H	→	Register 02H = 20H, register 00H = 01H
LD	00H,#0AH	→	Register 00H = 0AH
LD	@00H,#10H	→	Register 00H = 01H, register 01H = 10H
LD	@00H,02H	→	Register 00H = 01H, register 01H = 02, register 02H = 02H
LD	R0,#LOOP[R1]	→	R0 = 0FFH, R1 = 0AH
LD	#LOOP[R0],R1	→	Register 31H = 0AH, R0 = 01H, R1 = 0AH

## LDB — Load Bit

**LDB** dst,src.b

**LDB** dst.b,src

**Operation:**  $\text{dst}(0) \leftarrow \text{src}(b)$   
 or  
 $\text{dst}(b) \leftarrow \text{src}(0)$

The specified bit of the source is loaded into bit zero (LSB) of the destination, or bit zero of the source is loaded into the specified bit of the destination. No other bits of the destination are affected. The source is unaffected.

**Flags:** No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   b   0	src	3	6	47	r0 Rb
opc	src   b   1	dst	3	6	47	Rb r0

**NOTE:** In the second byte of the instruction formats, the destination (or source) address is four bits, the bit address 'b' is three bits, and the LSB address value is one bit in length.

**Examples:** Given: R0 = 06H and general register 00H = 05H:

LDB R0,00H.2 → R0 = 07H, register 00H = 05H

LDB 00H.0,R0 → R0 = 06H, register 00H = 04H

In the first example, destination working register R0 contains the value 06H and the source general register 00H the value 05H. The statement "LD R0,00H.2" loads the bit two value of the 00H register into bit zero of the R0 register, leaving the value 07H in register R0.

In the second example, 00H is the destination register. The statement "LD 00H.0,R0" loads bit zero of register R0 to the specified bit (bit zero) of the destination register, leaving 04H in general register 00H.

## LDC/LDE — Load Memory

**LDC/LDE** dst,src

**Operation:** dst ← src

This instruction loads a byte from program or data memory into a working register or vice-versa. The source values are unaffected. LDC refers to program memory and LDE to data memory. The assembler makes 'lrr' or 'rr' values an even number for program memory and odd an odd number for data memory.

**Flags:** No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>	<u>src</u>
1.	opc   dst   src	2	10	C3	r	lrr
2.	opc   src   dst	2	10	D3	lrr	r
3.	opc   dst   src   XS	3	12	E7	r	XS [rr]
4.	opc   src   dst   XS	3	12	F7	XS [rr]	r
5.	opc   dst   src   XL <sub>L</sub>   XL <sub>H</sub>	4	14	A7	r	XL [rr]
6.	opc   src   dst   XL <sub>L</sub>   XL <sub>H</sub>	4	14	B7	XL [rr]	r
7.	opc   dst   0000   DA <sub>L</sub>   DA <sub>H</sub>	4	14	A7	r	DA
8.	opc   src   0000   DA <sub>L</sub>   DA <sub>H</sub>	4	14	B7	DA	r
9.	opc   dst   0001   DA <sub>L</sub>   DA <sub>H</sub>	4	14	A7	r	DA
10.	opc   src   0001   DA <sub>L</sub>   DA <sub>H</sub>	4	14	B7	DA	r

**NOTES:**

1. The source (src) or working register pair [rr] for formats 5 and 6 cannot use register pair 0–1.
2. For formats 3 and 4, the destination address 'XS [rr]' and the source address 'XS [rr]' are each one byte.
3. For formats 5 and 6, the destination address 'XL [rr]' and the source address 'XL [rr]' are each two bytes.
4. The DA and r source values for formats 7 and 8 are used to address program memory; the second set of values, used in formats 9 and 10, are used to address data memory.

## LDC/LDE — Load Memory

LDC/LDE (Continued)

**Examples:** Given: R0 = 11H, R1 = 34H, R2 = 01H, R3 = 04H; Program memory locations 0103H = 4FH, 0104H = 1A, 0105H = 6DH, and 1104H = 88H. External data memory locations 0103H = 5FH, 0104H = 2AH, 0105H = 7DH, and 1104H = 98H:

LDC	R0,@RR2	; R0 ← contents of program memory location 0104H ; R0 = 1AH, R2 = 01H, R3 = 04H
LDE	R0,@RR2	; R0 ← contents of external data memory location 0104H ; R0 = 2AH, R2 = 01H, R3 = 04H
LDC (note)	@RR2,R0	; 11H (contents of R0) is loaded into program memory ; location 0104H (RR2), ; working registers R0, R2, R3 → no change
LDE	@RR2,R0	; 11H (contents of R0) is loaded into external data memory ; location 0104H (RR2), ; working registers R0, R2, R3 → no change
LDC	R0,#01H[RR2]	; R0 ← contents of program memory location 0105H ; (01H + RR2), ; R0 = 6DH, R2 = 01H, R3 = 04H
LDE	R0,#01H[RR2]	; R0 ← contents of external data memory location 0105H ; (01H + RR2), R0 = 7DH, R2 = 01H, R3 = 04H
LDC (note)	#01H[RR2],R0	; 11H (contents of R0) is loaded into program memory location ; 0105H (01H + 0104H)
LDE	#01H[RR2],R0	; 11H (contents of R0) is loaded into external data memory ; location 0105H (01H + 0104H)
LDC	R0,#1000H[RR2]	; R0 ← contents of program memory location 1104H ; (1000H + 0104H), R0 = 88H, R2 = 01H, R3 = 04H
LDE	R0,#1000H[RR2]	; R0 ← contents of external data memory location 1104H ; (1000H + 0104H), R0 = 98H, R2 = 01H, R3 = 04H
LDC	R0,1104H	; R0 ← contents of program memory location 1104H, R0 = 88H
LDE	R0,1104H	; R0 ← contents of external data memory location 1104H, ; R0 = 98H
LDC (note)	1105H,R0	; 11H (contents of R0) is loaded into program memory location ; 1105H, (1105H) ← 11H
LDE	1105H,R0	; 11H (contents of R0) is loaded into external data memory ; location 1105H, (1105H) ← 11H

**NOTE:** These instructions are not supported by masked ROM type devices.

## LDCD/LDED — Load Memory and Decrement

**LDCD/LDED** dst,src

**Operation:** dst ← src  
rr ← rr – 1

These instructions are used for user stacks or block transfers of data from program or data memory to the register file. The address of the memory location is specified by a working register pair. The contents of the source location are loaded into the destination location. The memory address is then decremented. The contents of the source are unaffected.

LDCD references program memory and LDED references external data memory. The assembler makes 'lrr' an even number for program memory and an odd number for data memory.

**Flags:** No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src	2	10	E2	r lrr

**Examples:** Given: R6 = 10H, R7 = 33H, R8 = 12H, program memory location 1033H = 0CDH, and external data memory location 1033H = 0DDH:

LDCD R8,@RR6 ; 0CDH (contents of program memory location 1033H) is loaded  
; into R8 and RR6 is decremented by one  
; R8 = 0CDH, R6 = 10H, R7 = 32H (RR6 ← RR6 – 1)

LDED R8,@RR6 ; 0DDH (contents of data memory location 1033H) is loaded  
; into R8 and RR6 is decremented by one (RR6 ← RR6 – 1)  
; R8 = 0DDH, R6 = 10H, R7 = 32H

## LDCI/LDEI — Load Memory and Increment

**LDCI/LDEI** dst,src

**Operation:** dst ← src

rr ← rr + 1

These instructions are used for user stacks or block transfers of data from program or data memory to the register file. The address of the memory location is specified by a working register pair. The contents of the source location are loaded into the destination location. The memory address is then incremented automatically. The contents of the source are unaffected.

LDCI refers to program memory and LDEI refers to external data memory. The assembler makes 'lrr' even for program memory and odd for data memory.

**Flags:** No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>	<u>src</u>
opc	dst   src	2	10	E3	r	lrr

**Examples:** Given: R6 = 10H, R7 = 33H, R8 = 12H, program memory locations 1033H = 0CDH and 1034H = 0C5H; external data memory locations 1033H = 0DDH and 1034H = 0D5H:

```
LDCI    R8,@RR6    ; 0CDH (contents of program memory location 1033H) is loaded
          ; into R8 and RR6 is incremented by one (RR6 ← RR6 + 1)
          ; R8 = 0CDH, R6 = 10H, R7 = 34H
```

```
LDEI    R8,@RR6    ; 0DDH (contents of data memory location 1033H) is loaded
          ; into R8 and RR6 is incremented by one (RR6 ← RR6 + 1)
          ; R8 = 0DDH, R6 = 10H, R7 = 34H
```

## LDCPD/LDEPD — Load Memory with Pre-Decrement

LDCPD/  
LDEPD      dst,src

**Operation:**     $rr \leftarrow rr - 1$   
                   $dst \leftarrow src$

These instructions are used for block transfers of data from program or data memory from the register file. The address of the memory location is specified by a working register pair and is first decremented. The contents of the source location are then loaded into the destination location. The contents of the source are unaffected.

LDCPD refers to program memory and LDEPD refers to external data memory. The assembler makes 'lrr' an even number for program memory and an odd number for external data memory.

**Flags:**        No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src   dst	2	14	F2	lrr      r

**Examples:**    Given: R0 = 77H, R6 = 30H, and R7 = 00H:

```
LDCPD  @RR6,R0      ; (RR6 ← RR6 - 1)
                ; 77H (contents of R0) is loaded into program memory location
                ; 2FFFH (3000H - 1H)
                ; R0 = 77H, R6 = 2FH, R7 = 0FFH
```

```
LDEPD  @RR6,R0      ; (RR6 ← RR6 - 1)
                ; 77H (contents of R0) is loaded into external data memory
                ; location 2FFFH (3000H - 1H)
                ; R0 = 77H, R6 = 2FH, R7 = 0FFH
```



## LDCPI/LDEPI — Load Memory with Pre-Increment

LDCPI/  
LDEPI      dst,src

**Operation:**     $rr \leftarrow rr + 1$   
                   $dst \leftarrow src$

These instructions are used for block transfers of data from program or data memory from the register file. The address of the memory location is specified by a working register pair and is first incremented. The contents of the source location are loaded into the destination location. The contents of the source are unaffected.

LDCPI refers to program memory and LDEPI refers to external data memory. The assembler makes 'lrr' an even number for program memory and an odd number for data memory.

**Flags:**        No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src   dst	2	14	F3	lrr    r

**Examples:**    Given: R0 = 7FH, R6 = 21H, and R7 = 0FFH:

```
LDCPI    @RR6,R0        ; (RR6 ← RR6 + 1)
                          ; 7FH (contents of R0) is loaded into program memory
                          ; location 2200H (21FFH + 1H)
                          ; R0 = 7FH, R6 = 22H, R7 = 00H
```

```
LDEPI    @RR6,R0        ; (RR6 ← RR6 + 1)
                          ; 7FH (contents of R0) is loaded into external data memory
                          ; location 2200H (21FFH + 1H)
                          ; R0 = 7FH, R6 = 22H, R7 = 00H
```

## LDW — Load Word

**LDW** dst,src

**Operation:** dst ← src

The contents of the source (a word) are loaded into the destination. The contents of the source are unaffected.

**Flags:** No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	8	C4	RR RR
				8	C5	RR IR
opc	dst	src	4	8	C6	RR IML

**Examples:** Given: R4 = 06H, R5 = 1CH, R6 = 05H, R7 = 02H, register 00H = 1AH, register 01H = 02H, register 02H = 03H, and register 03H = 0FH:

LDW RR6,RR4 → R6 = 06H, R7 = 1CH, R4 = 06H, R5 = 1CH

LDW 00H,02H → Register 00H = 03H, register 01H = 0FH,  
register 02H = 03H, register 03H = 0FH

LDW RR2,@R7 → R2 = 03H, R3 = 0FH,

LDW 04H,@01H → Register 04H = 03H, register 05H = 0FH

LDW RR6,#1234H → R6 = 12H, R7 = 34H

LDW 02H,#0FEDH → Register 02H = 0FH, register 03H = 0EDH

In the second example, please note that the statement "LDW 00H,02H" loads the contents of the source word 02H, 03H into the destination word 00H, 01H. This leaves the value 03H in general register 00H and the value 0FH in register 01H.

The other examples show how to use the LDW instruction with various addressing modes and formats.

## MULT — Multiply (Unsigned)

**MULT** dst,src

**Operation:**  $dst \leftarrow dst \times src$

The 8-bit destination operand (even register of the register pair) is multiplied by the source operand (8 bits) and the product (16 bits) is stored in the register pair specified by the destination address. Both operands are treated as unsigned integers.

**Flags:**

- C:** Set if result is  $> 255$ ; cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if MSB of the result is a "1"; cleared otherwise.
- V:** Cleared.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	22	84	RR R
				22	85	RR IR
				22	86	RR IM

**Examples:** Given: Register 00H = 20H, register 01H = 03H, register 02H = 09H, register 03H = 06H:

MULT 00H, 02H → Register 00H = 01H, register 01H = 20H, register 02H = 09H

MULT 00H, @01H → Register 00H = 00H, register 01H = 0C0H

MULT 00H, #30H → Register 00H = 06H, register 01H = 00H

In the first example, the statement "MULT 00H,02H" multiplies the 8-bit destination operand (in the register 00H of the register pair 00H, 01H) by the source register 02H operand (09H). The 16-bit product, 0120H, is stored in the register pair 00H, 01H.

# NEXT — Next

## NEXT

**Operation:** PC ← @ IP  
 IP ← IP + 2

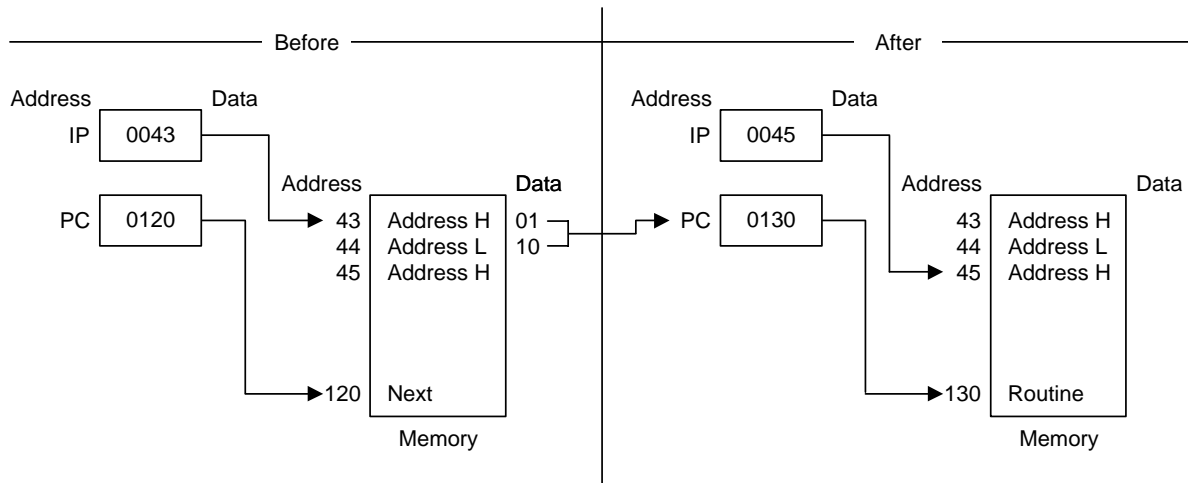
The NEXT instruction is useful when implementing threaded-code languages. The program memory word that is pointed to by the instruction pointer is loaded into the program counter. The instruction pointer is then incremented by two.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)
opc	1	10	0F

**Example:** The following diagram shows one example of how to use the NEXT instruction.



## NOP — No Operation

### NOP

**Operation:** No action is performed when the CPU executes this instruction. Typically, one or more NOPs are executed in sequence in order to effect a timing delay of variable duration.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)	
<table border="1"><tr><td>opc</td></tr></table>	opc	1	4	FF
opc				

**Example:** When the instruction

NOP

is encountered in a program, no operation occurs. Instead, there is a delay in instruction execution time.

## OR — Logical OR

**OR** dst,src

**Operation:** dst ← dst OR src

The source operand is logically ORed with the destination operand and the result is stored in the destination. The contents of the source are unaffected. The OR operation results in a "1" being stored whenever either of the corresponding bits in the two operands is a "1"; otherwise a "0" is stored.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Always cleared to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr dst	Mode src
opc	dst   src	2	4	42	r	r
			6	43	r	lr
opc	src	3	6	44	R	R
			6	45	R	IR
opc	dst	3	6	46	R	IM

**Examples:** Given: R0 = 15H, R1 = 2AH, R2 = 01H, register 00H = 08H, register 01H = 37H, and register 08H = 8AH:

```
OR    R0,R1    →    R0 = 3FH, R1 = 2AH
OR    R0,@R2   →    R0 = 37H, R2 = 01H, register 01H = 37H
OR    00H,01H  →    Register 00H = 3FH, register 01H = 37H
OR    01H,@00H →    Register 00H = 08H, register 01H = 0BFH
OR    00H,#02H →    Register 00H = 0AH
```

In the first example, if working register R0 contains the value 15H and register R1 the value 2AH, the statement "OR R0,R1" logical-ORs the R0 and R1 register contents and stores the result (3FH) in destination register R0.

The other examples show the use of the logical OR instruction with the various addressing modes and formats.

## POP — Pop From Stack

**POP**            dst

**Operation:**    dst ← @SP

SP ← SP + 1

The contents of the location addressed by the stack pointer are loaded into the destination. The stack pointer is then incremented by one.

**Flags:**        No flags affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	8	50	R
			8	51	IR

**Examples:**    Given: Register 00H = 01H, register 01H = 1BH, SPH (0D8H) = 00H, SPL (0D9H) = 0FBH, and stack register 0FBH = 55H:

POP    00H        →    Register 00H = 55H, SP = 00FCH

POP    @00H      →    Register 00H = 01H, register 01H = 55H, SP = 00FCH

In the first example, general register 00H contains the value 01H. The statement "POP 00H" loads the contents of location 00FBH (55H) into destination register 00H and then increments the stack pointer by one. Register 00H then contains the value 55H and the SP points to location 00FCH.

## POPUD — Pop User Stack (Decrementing)

**POPUD** dst,src

**Operation:** dst ← src  
IR ← IR – 1

This instruction is used for user-defined stacks in the register file. The contents of the register file location addressed by the user stack pointer are loaded into the destination. The user stack pointer is then decremented.

**Flags:** No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	8	92	R IR

**Example:** Given: Register 00H = 42H (user stack pointer register), register 42H = 6FH, and register 02H = 70H:

POPUD 02H,@00H → Register 00H = 41H, register 02H = 6FH, register 42H = 6FH

If general register 00H contains the value 42H and register 42H the value 6FH, the statement "POPUD 02H,@00H" loads the contents of register 42H into the destination register 02H. The user stack pointer is then decremented by one, leaving the value 41H.



## POPUI — Pop User Stack (Incrementing)

**POPUI**      dst,src

**Operation:**    dst ← src  
                   IR ← IR + 1

The POPUI instruction is used for user-defined stacks in the register file. The contents of the register file location addressed by the user stack pointer are loaded into the destination. The user stack pointer is then incremented.

**Flags:**        No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	8	93	R    IR

**Example:**     Given: Register 00H = 01H and register 01H = 70H:

POPUI    02H,@00H    →    Register 00H = 02H, register 01H = 70H, register 02H = 70H

If general register 00H contains the value 01H and register 01H the value 70H, the statement "POPUI 02H,@00H" loads the value 70H into the destination general register 02H. The user stack pointer (register 00H) is then incremented by one, changing its value from 01H to 02H.

## PUSH — Push To Stack

**PUSH** src

**Operation:** SP ← SP - 1  
@SP ← src

A PUSH instruction decrements the stack pointer value and loads the contents of the source (src) into the location addressed by the decremented stack pointer. The operation then adds the new value to the top of the stack.

**Flags:** No flags are affected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	src	2	8 (internal clock)	70	R
			8 (external clock)		
			8 (internal clock)		
			8 (external clock)	71	IR

**Examples:** Given: Register 40H = 4FH, register 4FH = 0AAH, SPH = 00H, and SPL = 00H:

PUSH 40H → Register 40H = 4FH, stack register 0FFH = 4FH, SPH = 0FFH, SPL = 0FFH

PUSH @40H → Register 40H = 4FH, register 4FH = 0AAH, stack register 0FFH = 0AAH, SPH = 0FFH, SPL = 0FFH

In the first example, if the stack pointer contains the value 0000H, and general register 40H the value 4FH, the statement "PUSH 40H" decrements the stack pointer from 0000 to 0FFFFH. It then loads the contents of register 40H into location 0FFFFH and adds this new value to the top of the stack.

## PUSHUD — Push User Stack (Decrementing)

**PUSHUD**     dst,src

**Operation:**     $IR \leftarrow IR - 1$

$dst \leftarrow src$

This instruction is used to address user-defined stacks in the register file. PUSHUD decrements the user stack pointer and loads the contents of the source into the register addressed by the decremented stack pointer.

**Flags:**         No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst	src	3	8	82	IR    R

**Example:**     Given: Register 00H = 03H, register 01H = 05H, and register 02H = 1AH:

PUSHUD @00H,01H →     Register 00H = 02H, register 01H = 05H, register 02H = 05H

If the user stack pointer (register 00H, for example) contains the value 03H, the statement "PUSHUD @00H,01H" decrements the user stack pointer by one, leaving the value 02H. The 01H register value, 05H, is then loaded into the register addressed by the decremented user stack pointer.

## PUSHUI — Push User Stack (Incrementing)

**PUSHUI**      dst,src

**Operation:**     $IR \leftarrow IR + 1$   
                    $dst \leftarrow src$

This instruction is used for user-defined stacks in the register file. PUSHUI increments the user stack pointer and then loads the contents of the source into the register location addressed by the incremented user stack pointer.

**Flags:**        No flags are affected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst	src	3	8	83	IR    R

**Example:**     Given: Register 00H = 03H, register 01H = 05H, and register 04H = 2AH:

PUSHUI @00H,01H →     Register 00H = 04H, register 01H = 05H, register 04H = 05H

If the user stack pointer (register 00H, for example) contains the value 03H, the statement "PUSHUI @00H,01H" increments the user stack pointer by one, leaving the value 04H. The 01H register value, 05H, is then loaded into the location addressed by the incremented user stack pointer.

## RCF — Reset Carry Flag

**RCF**          RCF

**Operation:**     $C \leftarrow 0$

The carry flag is cleared to logic zero, regardless of its previous value.

**Flags:**        **C:**      Cleared to "0".

No other flags are affected.

**Format:**

	<b>Bytes</b>	<b>Cycles</b>	<b>Opcode (Hex)</b>
opc	1	4	CF

**Example:**      Given: C = "1" or "0":

The instruction RCF clears the carry flag (C) to logic zero.

## RET — Return

### RET

**Operation:** PC ← @SP  
 SP ← SP + 2

The RET instruction is normally used to return to the previously executing procedure at the end of a procedure entered by a CALL instruction. The contents of the location addressed by the stack pointer are popped into the program counter. The next statement that is executed is the one that is addressed by the new program counter value.

**Flags:** No flags are affected.

### Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	8 (internal stack) 10 (internal stack)	AF

**Example:** Given: SP = 00FCH, (SP) = 101AH, and PC = 1234:

RET → PC = 101AH, SP = 00FEH

The statement "RET" pops the contents of stack pointer location 00FCH (10H) into the high byte of the program counter. The stack pointer then pops the value in location 00FEH (1AH) into the PC's low byte and the instruction at location 101AH is executed. The stack pointer now points to memory location 00FEH.

## RL — Rotate Left

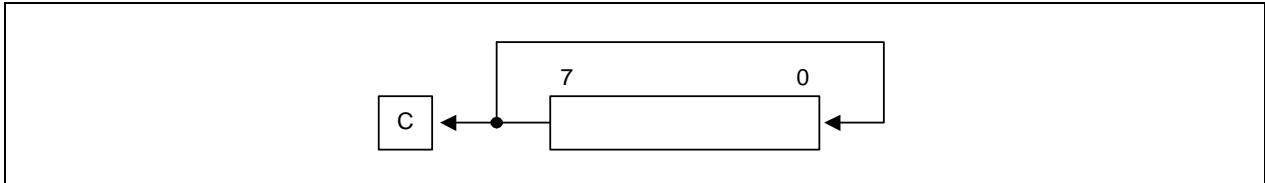
RL            dst

**Operation:**     $C \leftarrow \text{dst}(7)$

$\text{dst}(0) \leftarrow \text{dst}(7)$

$\text{dst}(n + 1) \leftarrow \text{dst}(n), n = 0-6$

The contents of the destination operand are rotated left one bit position. The initial value of bit 7 is moved to the bit zero (LSB) position and also replaces the carry flag.



**Flags:**

- C:** Set if the bit rotated from the most significant bit position (bit 7) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	90	R
			4	91	IR

**Examples:**    Given: Register 00H = 0AAH, register 01H = 02H and register 02H = 17H:

RL        00H        →        Register 00H = 55H, C = "1"

RL        @01H      →        Register 01H = 02H, register 02H = 2EH, C = "0"

In the first example, if general register 00H contains the value 0AAH (10101010B), the statement "RL 00H" rotates the 0AAH value left one bit position, leaving the new value 55H (01010101B) and setting the carry and overflow flags.

## RLC — Rotate Left Through Carry

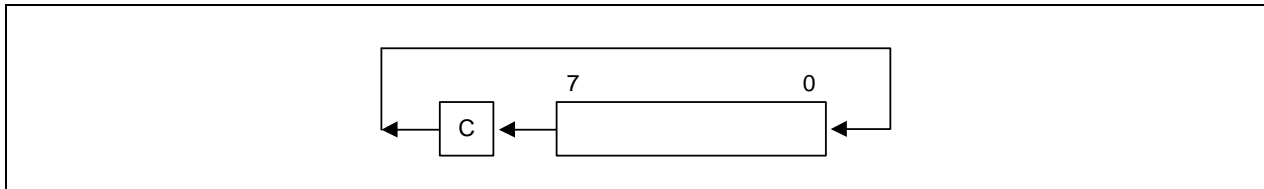
RLC            dst

**Operation:**    dst (0) ← C

                  C ← dst (7)

                  dst (n + 1) ← dst (n), n = 0–6

The contents of the destination operand with the carry flag are rotated left one bit position. The initial value of bit 7 replaces the carry flag (C); the initial value of the carry flag replaces bit zero.



**Flags:**

- C:** Set if the bit rotated from the most significant bit position (bit 7) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the sign of the destination changed during rotation; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	10	R
			4	11	IR

**Examples:**    Given: Register 00H = 0AAH, register 01H = 02H, and register 02H = 17H, C = "0":

RLC    00H            →    Register 00H = 54H, C = "1"

RLC    @01H          →    Register 01H = 02H, register 02H = 2EH, C = "0"

In the first example, if general register 00H has the value 0AAH (10101010B), the statement "RLC 00H" rotates 0AAH one bit position to the left. The initial value of bit 7 sets the carry flag and the initial value of the C flag replaces bit zero of register 00H, leaving the value 55H (01010101B). The MSB of register 00H resets the carry flag to "1" and sets the overflow flag.



## RR — Rotate Right

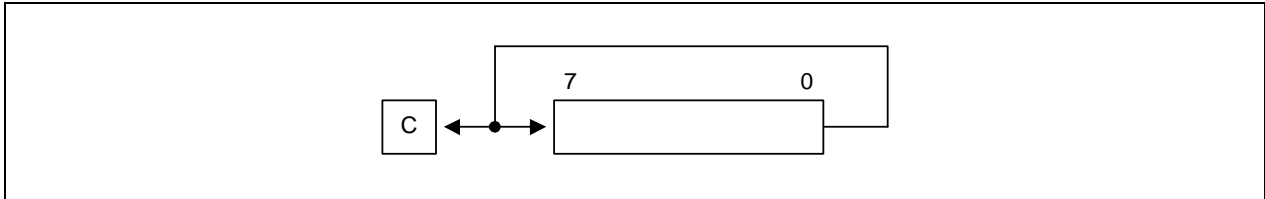
RR            dst

**Operation:**     $C \leftarrow \text{dst}(0)$

$\text{dst}(7) \leftarrow \text{dst}(0)$

$\text{dst}(n) \leftarrow \text{dst}(n + 1), n = 0-6$

The contents of the destination operand are rotated right one bit position. The initial value of bit zero (LSB) is moved to bit 7 (MSB) and also replaces the carry flag (C).



**Flags:**

- C:** Set if the bit rotated from the least significant bit position (bit zero) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the sign of the destination changed during rotation; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	E0	R
			4	E1	IR

**Examples:**    Given: Register 00H = 31H, register 01H = 02H, and register 02H = 17H:

RR      00H      →      Register 00H = 98H, C = "1"

RR      @01H     →      Register 01H = 02H, register 02H = 8BH, C = "1"

In the first example, if general register 00H contains the value 31H (00110001B), the statement "RR 00H" rotates this value one bit position to the right. The initial value of bit zero is moved to bit 7, leaving the new value 98H (10011000B) in the destination register. The initial bit zero also resets the C flag to "1" and the sign flag and overflow flag are also set to "1".

## RRC — Rotate Right Through Carry

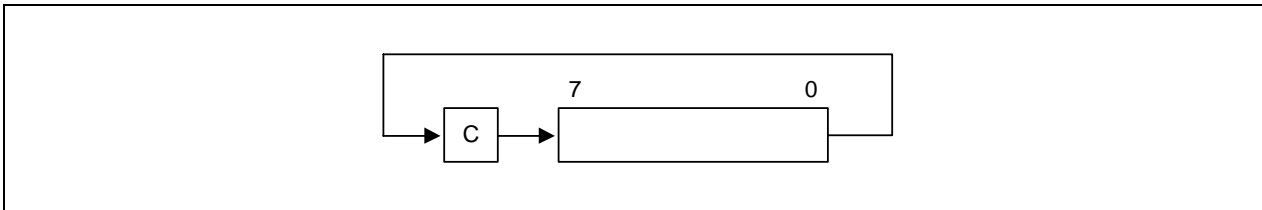
RRC            dst

**Operation:**    dst (7) ← C

                  C ← dst (0)

                  dst (n) ← dst (n + 1), n = 0–6

The contents of the destination operand and the carry flag are rotated right one bit position. The initial value of bit zero (LSB) replaces the carry flag; the initial value of the carry flag replaces bit 7 (MSB).



**Flags:**

- C:** Set if the bit rotated from the least significant bit position (bit zero) was "1".
- Z:** Set if the result is "0" cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the sign of the destination changed during rotation; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	C0	R
			4	C1	IR

**Examples:**    Given: Register 00H = 55H, register 01H = 02H, register 02H = 17H, and C = "0":

RRC    00H            →    Register 00H = 2AH, C = "1"

RRC    @01H         →    Register 01H = 02H, register 02H = 0BH, C = "1"

In the first example, if general register 00H contains the value 55H (01010101B), the statement "RRC 00H" rotates this value one bit position to the right. The initial value of bit zero ("1") replaces the carry flag and the initial value of the C flag ("1") replaces bit 7. This leaves the new value 2AH (00101010B) in destination register 00H. The sign flag and overflow flag are both cleared to "0".

## SB0 — Select Bank 0

### SB0

**Operation:** BANK ← 0

The SB0 instruction clears the bank address flag in the FLAGS register (FLAGS.0) to logic zero, selecting bank 0 register addressing in the set 1 area of the register file.

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)
opc	1	4	4F

**Example:** The statement

SB0

clears FLAGS.0 to "0", selecting bank 0 register addressing.

## SB1 — Select Bank 1

### SB1

**Operation:** BANK  $\leftarrow$  1

The SB1 instruction sets the bank address flag in the FLAGS register (FLAGS.0) to logic one, selecting bank 1 register addressing in the set 1 area of the register file. (Bank 1 is not implemented in some KS88-series microcontrollers.)

**Flags:** No flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)	
<table border="1"><tr><td>opc</td></tr></table>	opc	1	4	5F
opc				

**Example:** The statement

SB1

sets FLAGS.0 to "1", selecting bank 1 register addressing, if implemented.

## SBC — Subtract With Carry

**SBC** dst,src

**Operation:**  $dst \leftarrow dst - src - c$

The source operand, along with the current value of the carry flag, is subtracted from the destination operand and the result is stored in the destination. The contents of the source are unaffected. Subtraction is performed by adding the two's-complement of the source operand to the destination operand. In multiple precision arithmetic, this instruction permits the carry ("borrow") from the subtraction of the low-order operands to be subtracted from the subtraction of high-order operands.

**Flags:**

- C:** Set if a borrow occurred ( $src > dst$ ); cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the operands were of opposite sign and the sign of the result is the same as the sign of the source; cleared otherwise.
- D:** Always set to "1".
- H:** Cleared if there is a carry from the most significant bit of the low-order four bits of the result; set otherwise, indicating a "borrow".

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst   src</td> </tr> </table>	opc	dst   src			2	4	32	r r	
	opc	dst   src							
				6	33	r lr			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">src</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	src	dst			3	6	34	R R
	opc	src	dst						
				6	35	R IR			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst</td> <td style="padding: 2px 10px;">src</td> </tr> </table>	opc	dst	src			3	6	36	R IM
opc	dst	src							

**Examples:** Given: R1 = 10H, R2 = 03H, C = "1", register 01H = 20H, register 02H = 03H, and register 03H = 0AH:

SBC	R1,R2	→	R1 = 0CH, R2 = 03H
SBC	R1,@R2	→	R1 = 05H, R2 = 03H, register 03H = 0AH
SBC	01H,02H	→	Register 01H = 1CH, register 02H = 03H
SBC	01H,@02H	→	Register 01H = 15H, register 02H = 03H, register 03H = 0AH
SBC	01H,#8AH	→	Register 01H = 95H; C, S, and V = "1"

In the first example, if working register R1 contains the value 10H and register R2 the value 03H, the statement "SBC R1,R2" subtracts the source value (03H) and the C flag value ("1") from the destination (10H) and then stores the result (0CH) in register R1.

## SCF — Set Carry Flag

### SCF

**Operation:**  $C \leftarrow 1$   
The carry flag (C) is set to logic one, regardless of its previous value.

**Flags:** **C:** Set to "1".  
No other flags are affected.

**Format:**

	Bytes	Cycles	Opcode (Hex)	
<table border="1"><tr><td>opc</td></tr></table>	opc	1	4	DF
opc				

**Example:** The statement  
SCF  
sets the carry flag to logic one.

## SRA — Shift Right Arithmetic

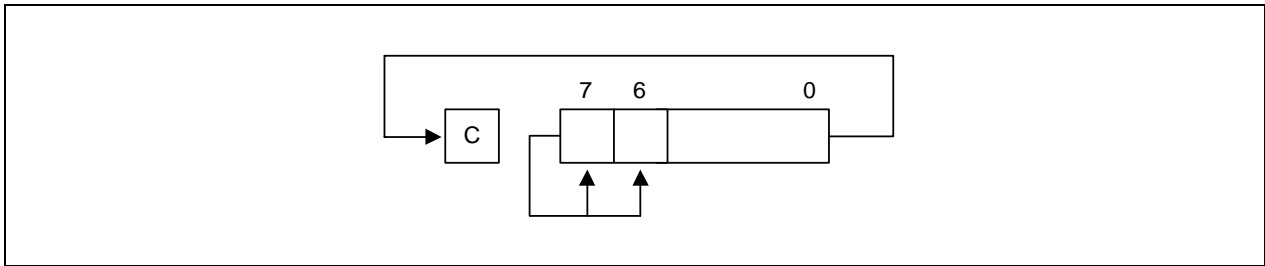
SRA            dst

**Operation:**    dst (7) ← dst (7)

                  C ← dst (0)

                  dst (n) ← dst (n + 1), n = 0–6

An arithmetic shift-right of one bit position is performed on the destination operand. Bit zero (the LSB) replaces the carry flag. The value of bit 7 (the sign bit) is unchanged and is shifted into bit position 6.



**Flags:**

- C:** Set if the bit shifted from the LSB position (bit zero) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Always cleared to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	D0	R
			4	D1	IR

**Examples:**    Given: Register 00H = 9AH, register 02H = 03H, register 03H = 0BCH, and C = "1":

SRA    00H            →    Register 00H = 0CD, C = "0"

SRA    @02H          →    Register 02H = 03H, register 03H = 0DEH, C = "0"

In the first example, if general register 00H contains the value 9AH (10011010B), the statement "SRA 00H" shifts the bit values in register 00H right one bit position. Bit zero ("0") clears the C flag and bit 7 ("1") is then shifted into the bit 6 position (bit 7 remains unchanged). This leaves the value 0CDH (11001101B) in destination register 00H.





## STOP — Stop Operation

### STOP

#### Operation:

The STOP instruction stops the both the CPU clock and system clock and causes the microcontroller to enter Stop mode. During Stop mode, the contents of on-chip CPU registers, peripheral registers, and I/O port control and data registers are retained. Stop mode can be released by an external reset operation or by external interrupts. For the reset operation, the RESET pin must be held to Low level until the required oscillation stabilization interval has elapsed.

**Flags:** No flags are affected.

#### Format:

	Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	1	4	7F	–	–

**Example:** The statement  
 STOP  
 halts all microcontroller operations.

## SUB — Subtract

**SUB** dst,src

**Operation:**  $dst \leftarrow dst - src$

The source operand is subtracted from the destination operand and the result is stored in the destination. The contents of the source are unaffected. Subtraction is performed by adding the two's complement of the source operand to the destination operand.

**Flags:**

- C:** Set if a "borrow" occurred; cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the operands were of opposite signs and the sign of the result is of the same as the sign of the source operand; cleared otherwise.
- D:** Always set to "1".
- H:** Cleared if there is a carry from the most significant bit of the low-order four bits of the result; set otherwise indicating a "borrow".

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src	2	4	22	r r
			6	23	r lr
opc	src	3	6	24	R R
			6	25	R IR
opc	dst	3	6	26	R IM

**Examples:** Given: R1 = 12H, R2 = 03H, register 01H = 21H, register 02H = 03H, register 03H = 0AH:

```

SUB   R1,R2    →   R1 = 0FH, R2 = 03H
SUB   R1,@R2   →   R1 = 08H, R2 = 03H
SUB   01H,02H  →   Register 01H = 1EH, register 02H = 03H
SUB   01H,@02H →   Register 01H = 17H, register 02H = 03H
SUB   01H,#90H →   Register 01H = 91H; C, S, and V = "1"
SUB   01H,#65H →   Register 01H = 0BCH; C and S = "1", V = "0"

```

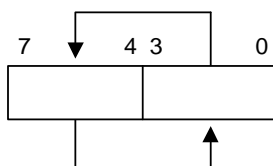
In the first example, if working register R1 contains the value 12H and if register R2 contains the value 03H, the statement "SUB R1,R2" subtracts the source value (03H) from the destination value (12H) and stores the result (0FH) in destination register R1.

## SWAP — Swap Nibbles

**SWAP** dst

**Operation:** dst (0 – 3) ↔ dst (4 – 7)

The contents of the lower four bits and upper four bits of the destination operand are swapped.



**Flags:**

- C:** Undefined.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Undefined.
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	F0	R
			4	F1	IR

**Examples:** Given: Register 00H = 3EH, register 02H = 03H, and register 03H = 0A4H:

SWAP 00H → Register 00H = 0E3H

SWAP @02H → Register 02H = 03H, register 03H = 4AH

In the first example, if general register 00H contains the value 3EH (00111110B), the statement "SWAP 00H" swaps the lower and upper four bits (nibbles) in the 00H register, leaving the value 0E3H (11100011B).

## TCM — Test Complement Under Mask

**TCM** dst,src

**Operation:** (NOT dst) AND src

This instruction tests selected bits in the destination operand for a logic one value. The bits to be tested are specified by setting a "1" bit in the corresponding position of the source operand (mask). The TCM statement complements the destination operand, which is then ANDed with the source mask. The zero (Z) flag can then be checked to determine the result. The destination and source operands are unaffected.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Always cleared to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src	2	4	62	r r
			6	63	r lr
opc	src	3	6	64	R R
			6	65	R IR
opc	dst	3	6	66	R IM

**Examples:** Given: R0 = 0C7H, R1 = 02H, R2 = 12H, register 00H = 2BH, register 01H = 02H, and register 02H = 23H:

TCM	R0,R1	→	R0 = 0C7H, R1 = 02H, Z = "1"
TCM	R0,@R1	→	R0 = 0C7H, R1 = 02H, register 02H = 23H, Z = "0"
TCM	00H,01H	→	Register 00H = 2BH, register 01H = 02H, Z = "1"
TCM	00H,@01H	→	Register 00H = 2BH, register 01H = 02H, register 02H = 23H, Z = "1"
TCM	00H,#34	→	Register 00H = 2BH, Z = "0"

In the first example, if working register R0 contains the value 0C7H (11000111B) and register R1 the value 02H (00000010B), the statement "TCM R0,R1" tests bit one in the destination register for a "1" value. Because the mask value corresponds to the test bit, the Z flag is set to logic one and can be tested to determine the result of the TCM operation.

## TM — Test Under Mask

**TM** dst,src

**Operation:** dst AND src

This instruction tests selected bits in the destination operand for a logic zero value. The bits to be tested are specified by setting a "1" bit in the corresponding position of the source operand (mask), which is ANDed with the destination operand. The zero (Z) flag can then be checked to determine the result. The destination and source operands are unaffected.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Always reset to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst   src	2	4	72	r r
			6	73	r lr
opc	src   dst	3	6	74	R R
			6	75	R IR
opc	dst   src	3	6	76	R IM

**Examples:** Given: R0 = 0C7H, R1 = 02H, R2 = 18H, register 00H = 2BH, register 01H = 02H, and register 02H = 23H:

TM	R0,R1	→	R0 = 0C7H, R1 = 02H, Z = "0"
TM	R0,@R1	→	R0 = 0C7H, R1 = 02H, register 02H = 23H, Z = "0"
TM	00H,01H	→	Register 00H = 2BH, register 01H = 02H, Z = "0"
TM	00H,@01H	→	Register 00H = 2BH, register 01H = 02H, register 02H = 23H, Z = "0"
TM	00H,#54H	→	Register 00H = 2BH, Z = "1"

In the first example, if working register R0 contains the value 0C7H (11000111B) and register R1 the value 02H (00000010B), the statement "TM R0,R1" tests bit one in the destination register for a "0" value. Because the mask value does not match the test bit, the Z flag is cleared to logic zero and can be tested to determine the result of the TM operation.

## WFI — Wait For Interrupt

### WFI

#### Operation:

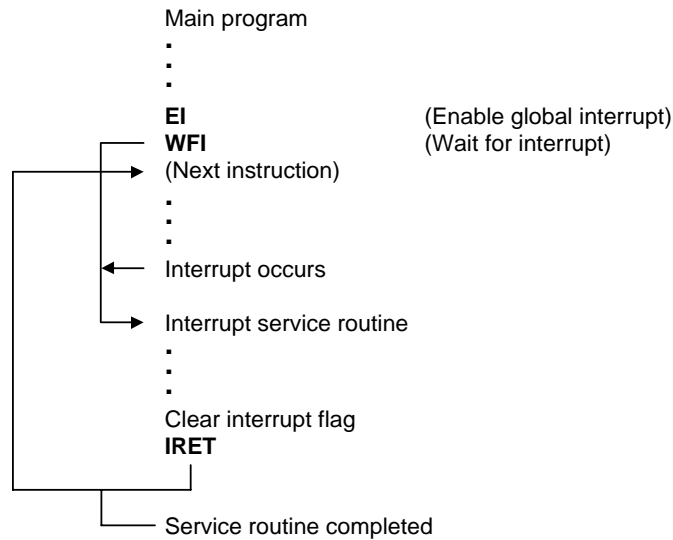
The CPU is effectively halted until an interrupt occurs, except that DMA transfers can still take place during this wait state. The WFI status can be released by an internal interrupt, including a fast interrupt .

**Flags:** No flags are affected.

#### Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4n ( n = 1, 2, 3, ... )	3F

**Example:** The following sample program structure shows the sequence of operations that follow a "WFI" statement:



## XOR — Logical Exclusive OR

**XOR** dst,src

**Operation:** dst ← dst XOR src

The source operand is logically exclusive-ORed with the destination operand and the result is stored in the destination. The exclusive-OR operation results in a "1" bit being stored whenever the corresponding bits in the operands are different; otherwise, a "0" bit is stored.

**Flags:**

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Always reset to "0".
- D:** Unaffected.
- H:** Unaffected.

**Format:**

			Bytes	Cycles	Opcode (Hex)	Addr dst	Mode src			
<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 50%;">opc</td> <td style="width: 50%;">dst   src</td> </tr> </table>	opc	dst   src			2	4	B2	r	r	
	opc	dst   src								
				6	B3	r	lr			
<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 33%;">opc</td> <td style="width: 33%;">src</td> <td style="width: 33%;">dst</td> </tr> </table>	opc	src	dst			3	6	B4	R	R
	opc	src	dst							
				6	B5	R	IR			
<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 33%;">opc</td> <td style="width: 33%;">dst</td> <td style="width: 33%;">src</td> </tr> </table>	opc	dst	src			3	6	B6	R	IM
opc	dst	src								

**Examples:** Given: R0 = 0C7H, R1 = 02H, R2 = 18H, register 00H = 2BH, register 01H = 02H, and register 02H = 23H:

XOR R0,R1 → R0 = 0C5H, R1 = 02H

XOR R0,@R1 → R0 = 0E4H, R1 = 02H, register 02H = 23H

XOR 00H,01H → Register 00H = 29H, register 01H = 02H

XOR 00H,@01H → Register 00H = 08H, register 01H = 02H, register 02H = 23H

XOR 00H,#54H → Register 00H = 7FH

In the first example, if working register R0 contains the value 0C7H and if register R1 contains the value 02H, the statement "XOR R0,R1" logically exclusive-ORs the R1 value with the R0 value and stores the result (0C5H) in the destination register R0.

# 7

## CLOCK CIRCUITS

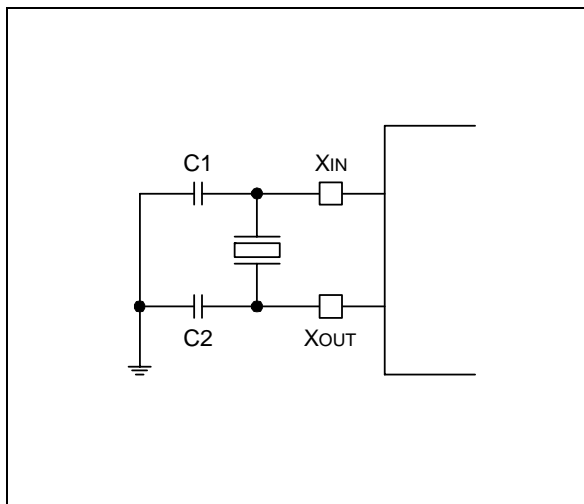
### OVERVIEW

The clock frequency for the S3F80JB can be generated by an external crystal or supplied by an external clock source. The clock frequency for the S3F80JB can range from 1MHz to 8 MHz. The maximum CPU clock frequency, as determined by CLKCON register, is 8 MHz. The  $X_{IN}$  and  $X_{OUT}$  pins connect the external oscillator or clock source to the on-chip clock circuit.

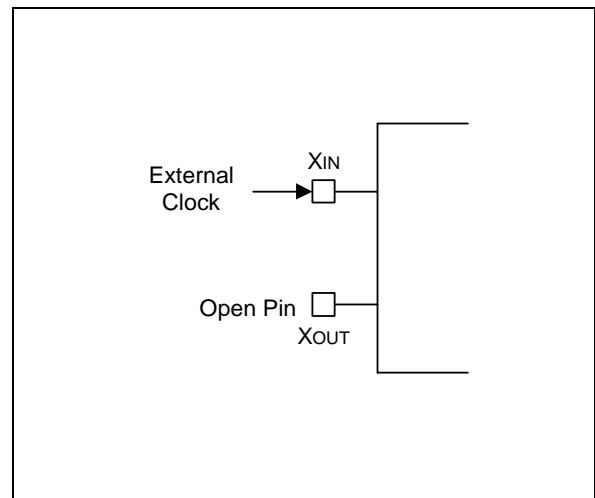
### SYSTEM CLOCK CIRCUIT

The system clock circuit has the following components:

- External crystal or ceramic resonator oscillation source (or an external clock)
- Oscillator stop and wake-up functions
- Programmable frequency divider for the CPU clock ( $f_{OSC}$  divided by 1, 2, 8, or 16)
- Clock circuit control register, CLKCON



**Figure 7-1. Main Oscillator Circuit  
(External Crystal or Ceramic Resonator)**



**Figure 7-2. External Clock Circuit**



### CLOCK STATUS DURING POWER-DOWN MODES

The two power-down modes, Stop mode and Idle mode, affect the system clock as follows:

- In Stop mode, the main oscillator is halted. When stop mode is released, the oscillator starts by a reset operation or by an external interrupt. To enter the stop mode, STOPCON (STOP Control Register) has to be loaded with value, #0A5H before STOP instruction execution. After recovering from the stop mode by a reset or an external interrupt, STOPCON register is automatically cleared.
- In Idle mode, the internal clock signal is gated away from the CPU, but continues to be supplied to the interrupt structure, timer 0, timer 1, counter A and so on. Idle mode is released by a reset or by an interrupt (external or internally generated).

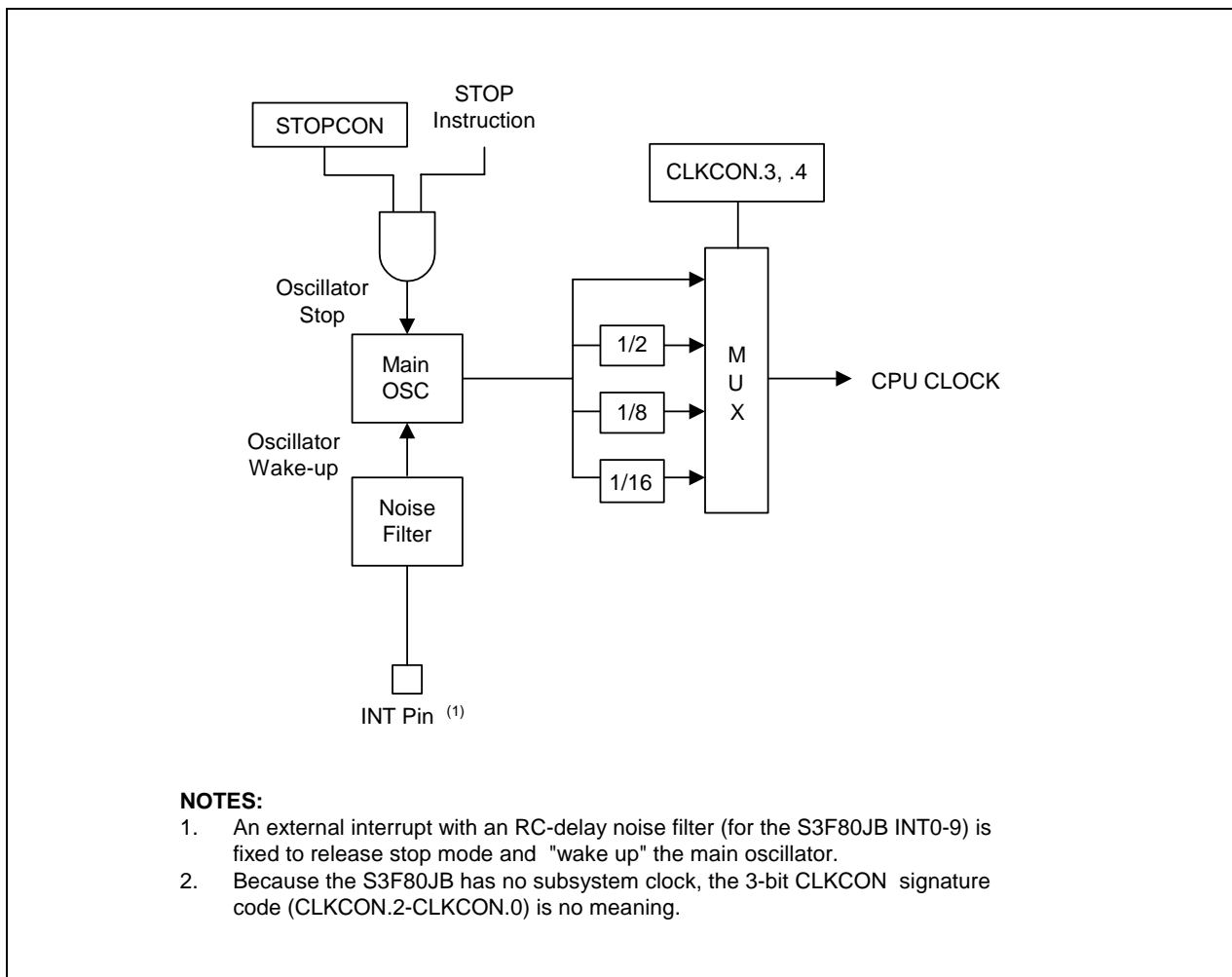


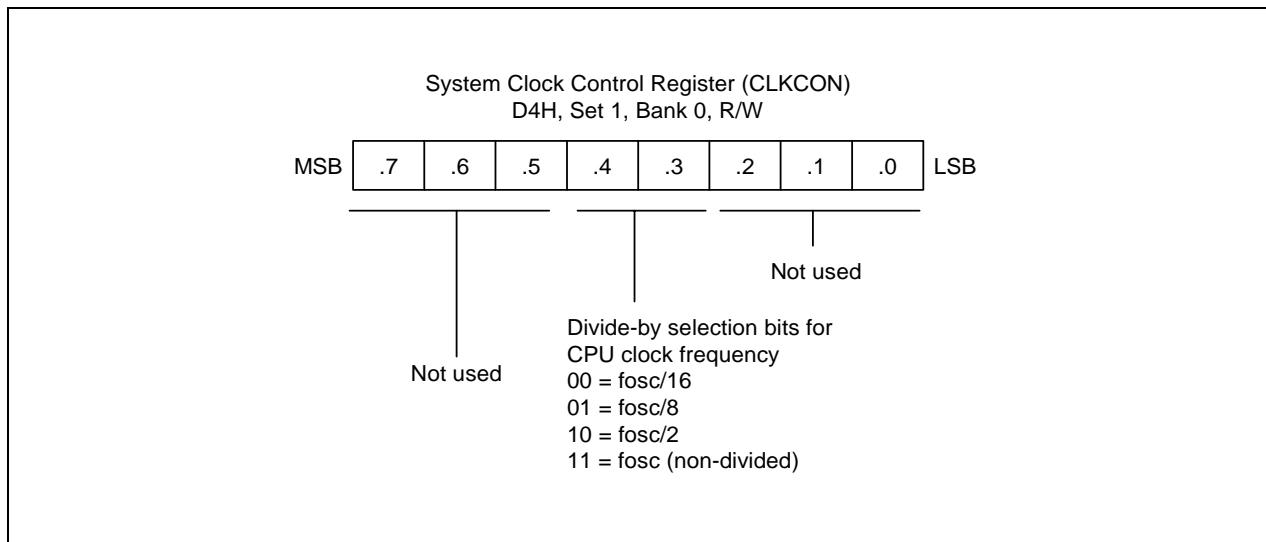
Figure 7-3. System Clock Circuit Diagram

### SYSTEM CLOCK CONTROL REGISTER (CLKCON)

The system clock control register, CLKCON, is located in address D4H, Set1, Bank0. It is read/write addressable and has the following functions:

- Oscillator frequency divide-by value

The CLKCON.7 - .5 and CLKCON.2- .0 Bit are not used in S3F80JB. After a reset, the main oscillator is activated, and the  $f_{OSC/16}$  (the slowest clock speed) is selected as the CPU clock. If necessary, you can then increase the CPU clock speed to  $f_{OSC}$ ,  $f_{OSC/2}$ ,  $f_{OSC/8}$  or  $f_{OSC/16}$ .



**Figure 7-4. System Clock Control Register (CLKCON)**

# 8

## RESET

### OVERVIEW

Resetting the MCU is the function to start processing by generating reset signal using several reset schemes. During reset, most control and status are forced to initial values and the program counter is loaded from the reset vector. In case of S3F80JB, reset vector can be changed by smart option. (Refer to the page 2-3 or 15-5).

### RESET SOURCES

The S3F80JB has six-different system reset sources as following

- **The External Reset Pin (nRESET):** When the nRESET pin transiting from VIL (low input level of reset pin) to VIH (high input level of reset pin), the reset pulse is generated on the condition of "VDD  $\geq$  VLVD" in any operation mode.
- **Watch Dog Timer (WTD):** When watchdog timer enables in normal operating, a reset is generated whenever the basic timer overflow occurs.
- **Low Voltage Detect (LVD):** When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '1', and VDD is changed in condition for LVD operation regardless of operation mode, reset occurs. Although IPOR/LVD Control Bit (smart option bit [7] @03FH) is set to '0', if the operation mode is not in STOP mode, reset signal is generated by LVD.
- **Internal Power-ON Reset (IPOR):** When IPOR/LVD Control Bit (smart option bit[7] @ 03FH) is set to '0', and VDD is changed in condition for IPOR operation in STOP Mode, a reset is generated.
- **External Interrupt (INT0-INT9):** When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0' and chip is in stop mode, if external interrupt is enabled, external interrupts by P0 and P2 generate the reset signal.
- **STOP Error Detection & Recovery (SED&R):** When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0' and chip is in stop or abnormal state, the falling edge input of P0 or P2.4-P2.7 generates the reset signal regardless of external interrupt enable/disable.

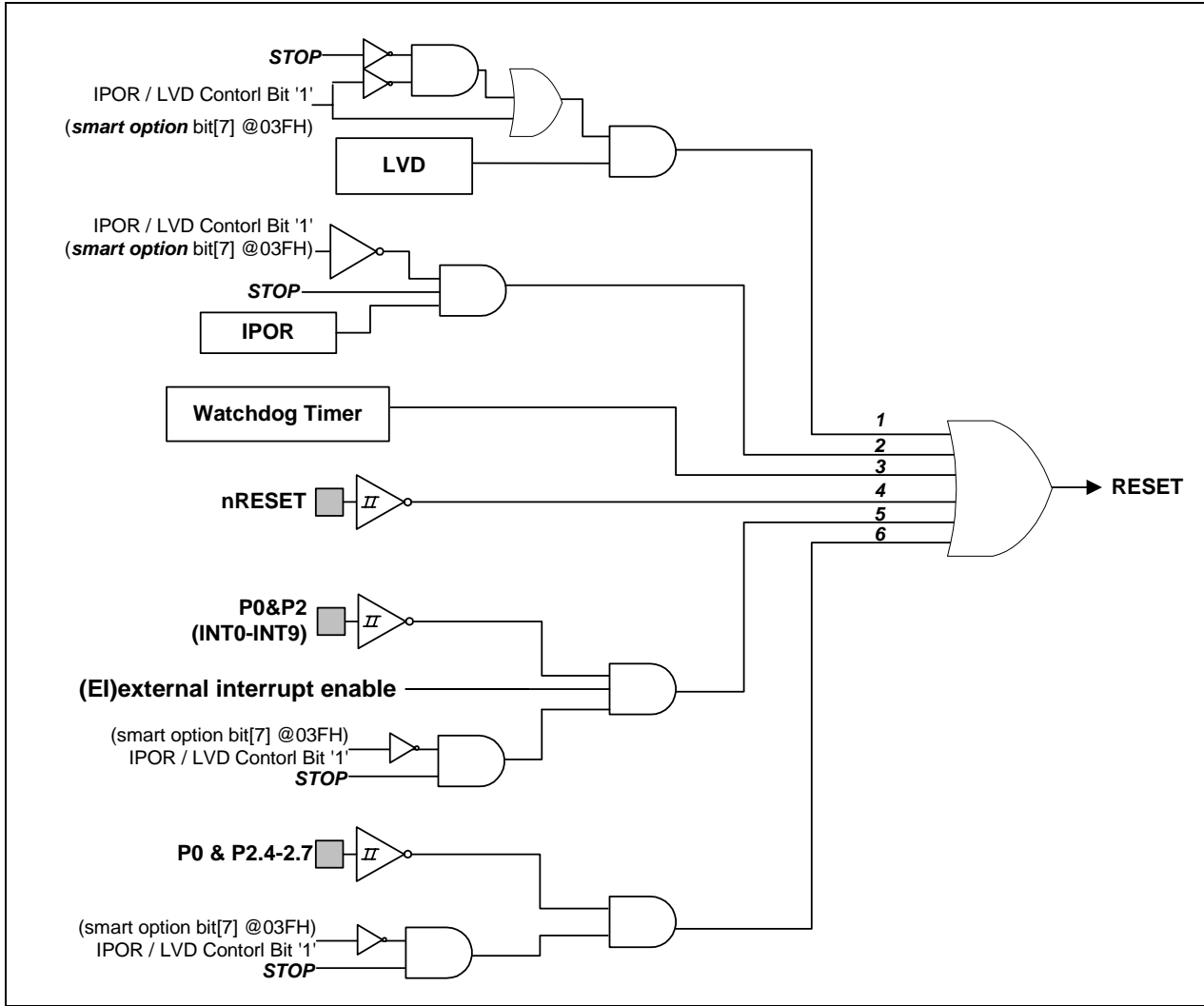


Figure 8-1. RESET Sources of The S3F80JB

1. When IPOR/LVD Control Bit of smart option is set to '1', the rising edge detection of LVD circuit while rising of VDD passes the level of VLVD.
2. When IPOR/LVD Control Bit of smart option is set to '0' and mode is in STOP Mode, reset is generated by internal power-on reset.
3. Basic Timer over-flow for watchdog timer. See the chapter 11. Basic Timer and Timer 0 for more understanding.
4. The reset pulse generation by transiting of reset pin (nRESET) from low level to high level on the condition that VDD is higher level state than VLVD (Low level Detect Voltage).
5. When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0' and chip is in stop mode, external interrupt input by P0 and P2 regardless of external interrupt enable/disable generates the reset signal.

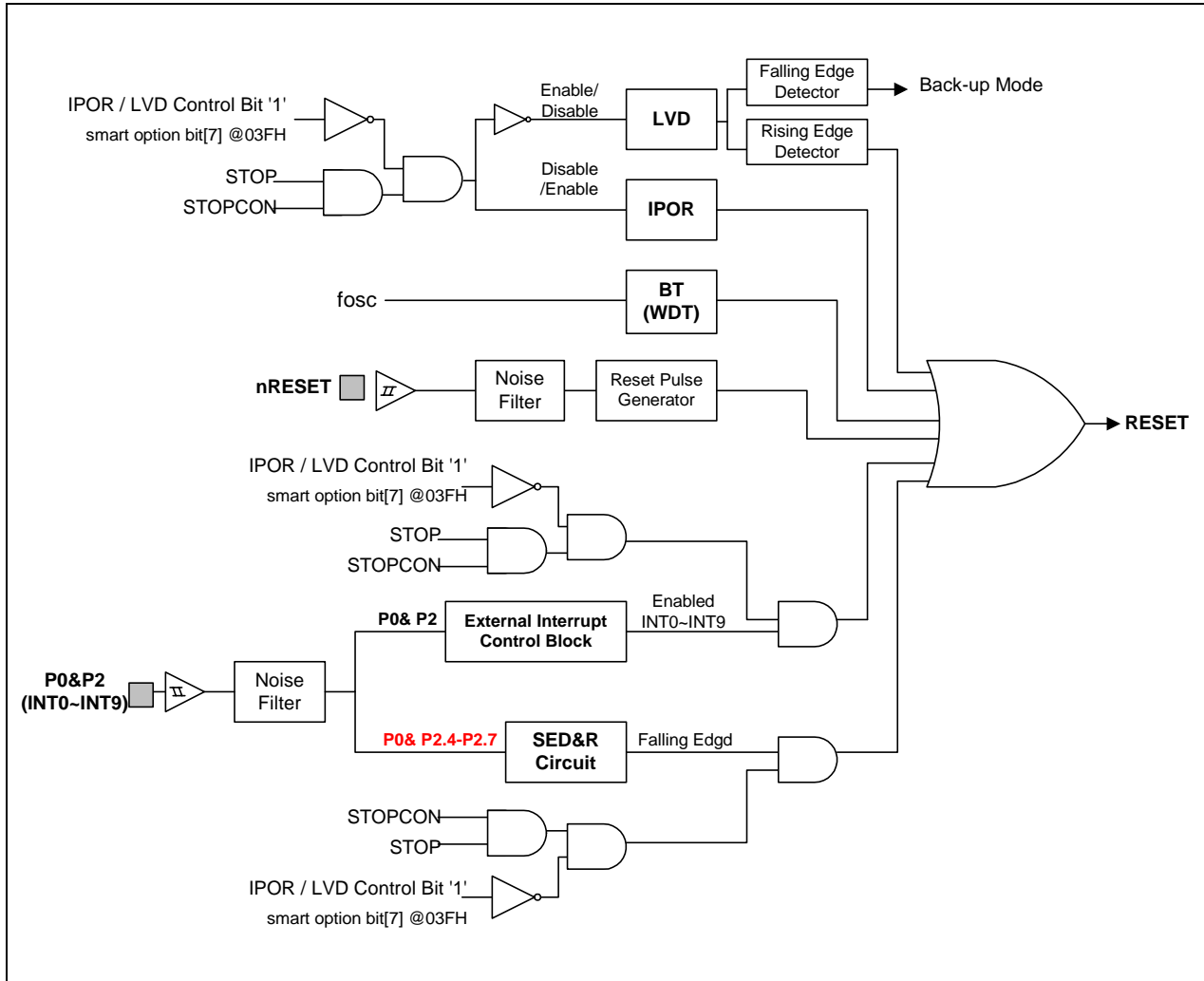


Figure 8-2. RESET Block Diagram of The S3F80JB

## RESET MECHANISM

The interlocking work of reset pin and LVD circuit supplies two operating modes: back-up mode input, and system reset input. Back-up mode input automatically creates a chip stop state when the reset pin is set to low level or the voltage at  $V_{DD}$  is lower than  $V_{LVD}$ . When the reset pin is at a high state and the LVD circuit detects rising edge of  $V_{DD}$  on the point  $V_{LVD}$ , the reset pulse generator makes a reset pulse, and system reset occurs. When the operating mode is in STOP mode and IPOR / LVD control bit of smart option is '0', the LVD circuit is disabled to reduce the current consumption under 6uA instead of 20uA (at  $V_{DD} = 3.6$  V). Therefore, although the voltage at  $V_{DD}$  is lower than  $V_{LVD}$ , the chip doesn't go into back-up mode when the operating state is in stop mode and reset pin is High level ( $V_{reset} > V_{IH}$ ).

## EXTERNAL RESET PIN

When the nRESET pin transiting from  $V_{IL}$  (low input level of reset pin) to  $V_{IH}$  (high input level of reset pin), the reset pulse is generated on the condition of " $V_{DD} \geq V_{LVD}$ ".

## WATCH DOG TIMER RESET

The watchdog timer that can recover to normal operation from abnormal function is built in S3F80JB. Watchdog timer generates a system reset signal, if Basic Timer Counter (BTCNT) isn't cleared within a specific time by program. For more understanding of the watchdog timer function, please see the chapter 11, Basic Timer and Timer0.

## LVD RESET

The Low Voltage Detect Circuit (LVD) is built on the S3F80JB product to generate a system reset when IPOR/LVD Control Bit of smart option is set to '1' regardless of operation mode. So if IPOR / LVD Control Bit of smart option is set to '1' and the operating status is stop mode, LVD can make a system reset. When the voltage at  $V_{DD}$  is falling down and passing  $V_{LVD}$ , the chip go into back-up mode at the moment " $V_{DD} = V_{LVD}$ ". And the voltage at  $V_{DD}$  is rising up, the reset pulse is occurred at the moment " $V_{DD} \geq V_{LVD}$ ".

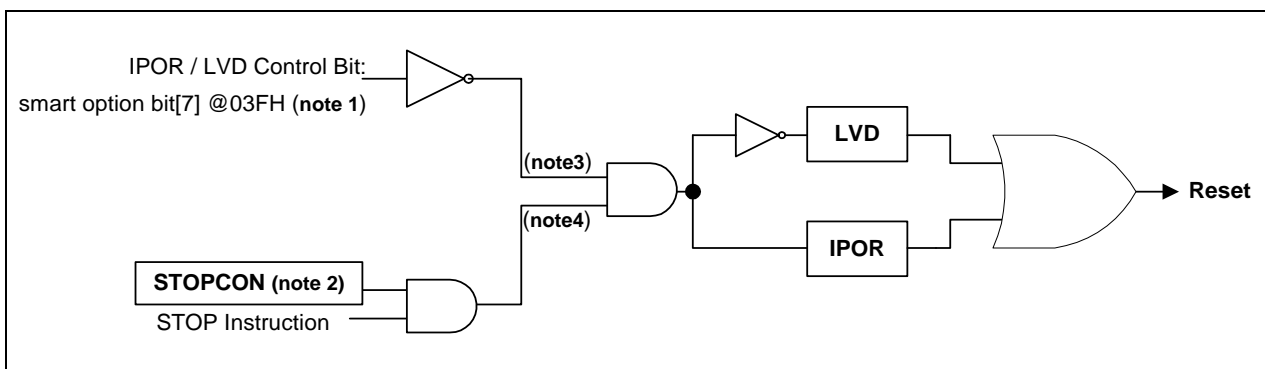


Figure 8-3. RESET Block Diagram by LVD for The S3F80JB in Stop Mode

## NOTES

1. IPOR / LVD Control Bit is one of smart option bits assigned address 03FH. User can enable / disable LVD in the stop mode by manipulating this bit. When the value is '1', LVD always operate in the normal and stop mode. When the value is '0', LVD is disabled in the stop mode. But, LVD is enabled in the normal operating mode.
2. CPU can enter stop mode by setting STOPCON (Stop Control Register) into 0A5H before execution STOP instruction.
3. This signal is output of IPOR/LVD Control Bit setting. So that is one of two cases; one is LVD enable in STOP mode, the other is LVD disable in STOP mode.
4. This signal is output relating to STOP mode. If STOPCON has 0A5H, and STOP instruction is executed, that output signal makes S3F80JB enter STOP mode. So that is one of two statuses; one is STOP mode, the other is not STOP mode.
5. In S3F80JB, one between LVD and IPOR is selected as reset source by IPOR / LVD Control Bit setting value of smart option in the stop mode. If the setting value is '0', LVD can be disabled by STOP instruction. Instead of LVD, IPOR is enabled. If the setting value is '1', LVD is enabled regardless of executing STOP instruction and IPOR is disabled.

## INTERNAL POWER-ON RESET

The power-on reset circuit is built on the S3F80JB product. During a power-on reset, the voltage at  $V_{DD}$  goes to high level and the schmitt-trigger input of POR circuit is forced to low level and then to high level. The power-on reset circuit makes a reset signal whenever the power supply voltage is powering-up and the schmitt-trigger input senses the low level. This on-chip POR circuit consists of an internal resistor, an internal capacitor, and a schmitt-trigger input transistor. IPOR can be enabled by setting IPOR / LVD control bit of smart option to '0'.

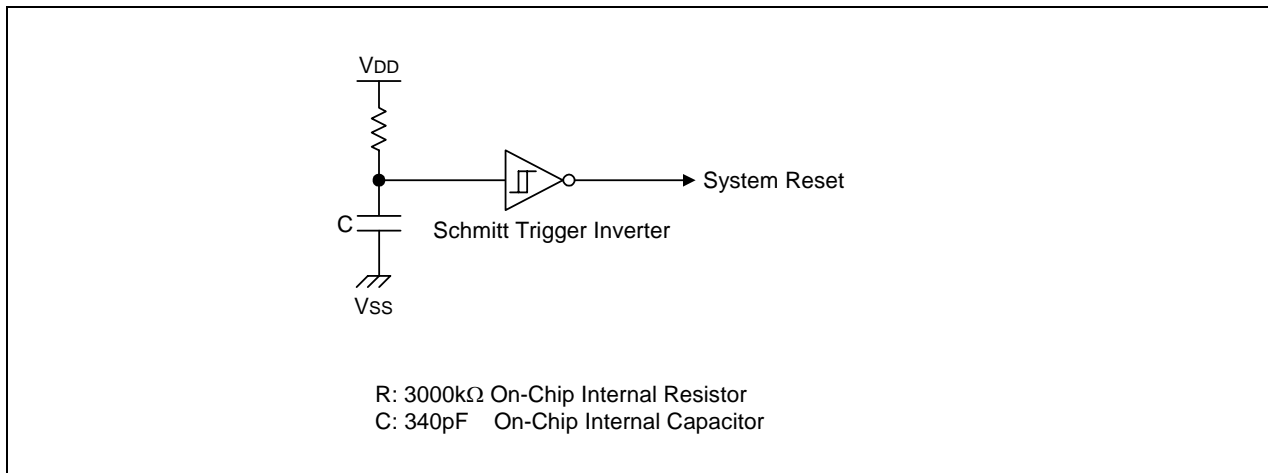


Figure 8-4. Internal Power-On Reset Circuit

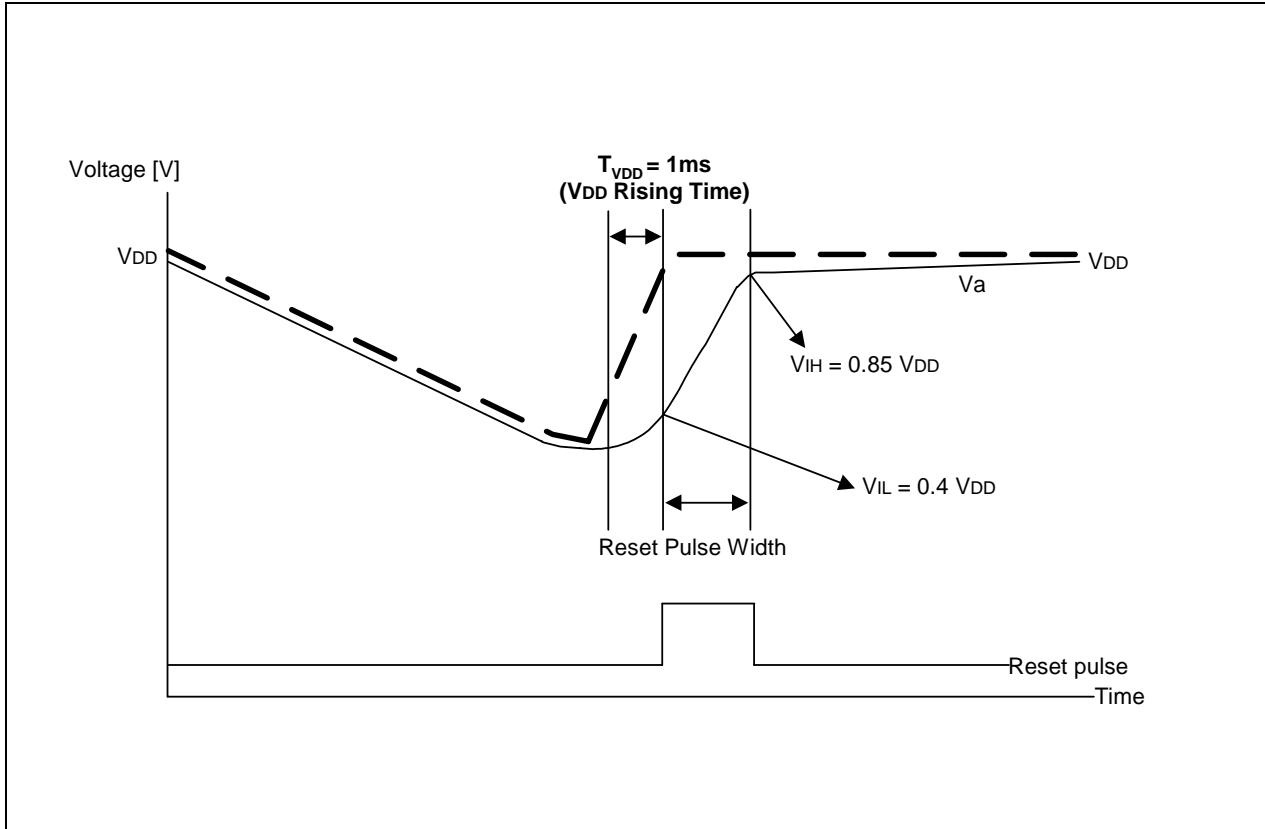


Figure 8-5. Timing Diagram for Internal Power-On Reset Circuit

#### NOTE

The system reset operation depends on the interlocking work of the reset pin, LVD circuit and Internal POR. The LVD circuit can be disabled and enabled in the stop mode by smart option. If 3FH.7 is '1', LVD circuit is always enabled. In this case the system reset by LVD circuit occurs in stop mode. But, if 3FH.7 is '0', the system reset by LVD circuit doesn't occur in stop mode. Refer to page 2-3 relating to the smart option. The rising time of VDD must be less than 1ms. If not, IPOR can't detect power on reset.



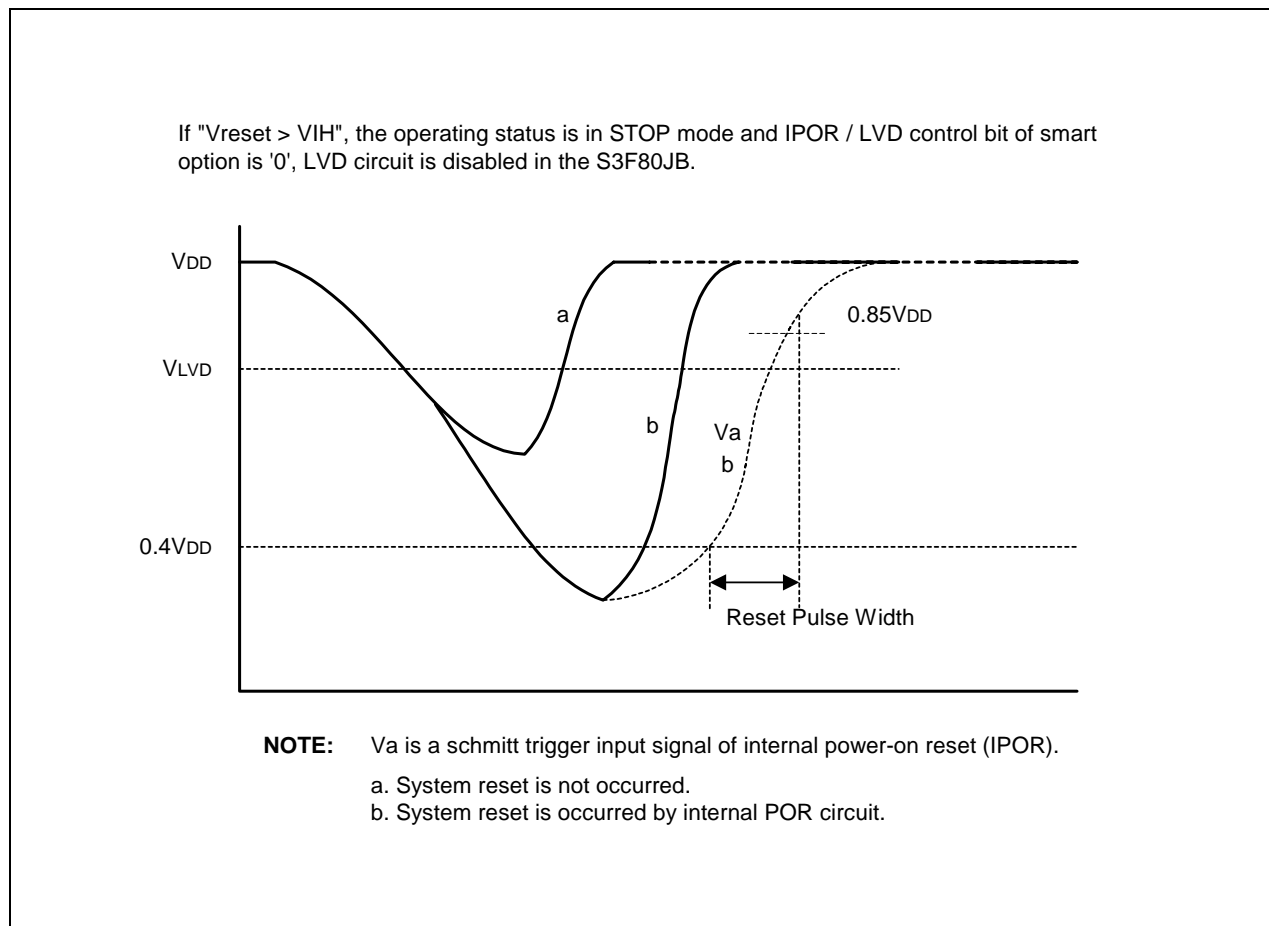


Figure 8-6. Reset Timing Diagram for The S3F80JB in STOP mode by IPOR

### EXTERNAL INTERRUPT RESET

When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0' and chip is in stop mode, if external interrupt is occurred by among the enabled external interrupt sources, from INT0 to INT9, reset signal is generated.

**STOP ERROR DETECTION & RECOVERY**

When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0' and chip is in stop or abnormal state, the falling edge input of P0 and P2.4-P2.7 generates the reset signal.

Refer to following table and figure for more information.

**Table 8-1. Reset Condition in STOP Mode When IPOR / LVD Control Bit is "1" (always LVD-On)**

Condition			Reset Source	System Reset
Slope of $V_{DD}$	$V_{DD}$	The voltage level of reset pin ( $V_{reset}$ )		
Rising up from $V_{DD} < V_{LVD}$	$V_{DD} \geq V_{LVD}$	$V_{reset} \geq V_{IH}$	LVD circuit	System reset occurs
	$V_{DD} \geq V_{LVD}$	$V_{reset} < V_{IH}$	–	No system reset
	$V_{DD} < V_{LVD}$	Transition from " $V_{reset} < V_{IL}$ " to " $V_{IH} < V_{reset}$ "	–	No system reset
Standstill ( $V_{DD} \geq V_{LVD}$ )	$V_{DD} \geq V_{LVD}$	Transition from " $V_{reset} < V_{IL}$ " to " $V_{IH} < V_{reset}$ "	Reset pin	System reset occurs

**Table 8-2. Reset Condition in STOP Mode When IPOR / LVD Control Bit is "0"**

Condition			Reset Source	System Reset
Slope of $V_{DD}$	$V_{DD}$	The voltage level of reset pin ( $V_{reset}$ )		
Rising up from $0.4 V_{DD} < V_{DD} < V_{LVD}$	$V_{DD} \geq V_{LVD}$	$V_{reset} \geq V_{IH}$	–	No system reset
	$V_{DD} > V_{LVD}$	$V_{reset} < V_{IH}$	–	No system reset
	$V_{DD} < V_{LVD}$	Transition from " $V_{reset} < V_{IL}$ " to " $V_{IH} < V_{reset}$ "	–	No system reset
Rising up from $V_{DD} < 0.4V_{DD}$	$V_{DD} \geq V_{LVD}$	$V_{reset} \geq V_{IH}$	Internal POR	System reset occurs
	$V_{DD} > V_{LVD}$	$V_{reset} < V_{IH}$	–	No system reset
	$V_{DD} < V_{LVD}$	Transition from " $V_{reset} < V_{IL}$ " to " $V_{IH} < V_{reset}$ "	–	No system reset
Standstill ( $V_{DD} \geq V_{LVD}$ )	$V_{DD} \geq V_{LVD}$	Transition from " $V_{reset} < V_{IL}$ " to " $V_{IH} < V_{reset}$ "	Reset pin	System reset occurs

**NOTE:** IPOR / LVD control bit is included in smart option at address 003FH. (3FH.7)



## POWER-DOWN MODES

The power down mode of S3F80JB are described following that:

- Idle mode
- Back- up mode
- Stop mode

### IDLE MODE

Idle mode is invoked by the instruction IDLE (op-code 6FH). In Idle mode, CPU operations are halted while some peripherals remain active. During Idle mode, the internal clock signal is gated away from the CPU and from all but the following peripherals, which remain active:

- Interrupt logic
- Basic Timer
- Timer 0
- Timer 1
- Timer 2
- Counter A
- Comparator

I/O port pins retain the state (input or output) they had at the time Idle mode was entered.

### IDLE Mode Release

You can release Idle mode in one of two ways:

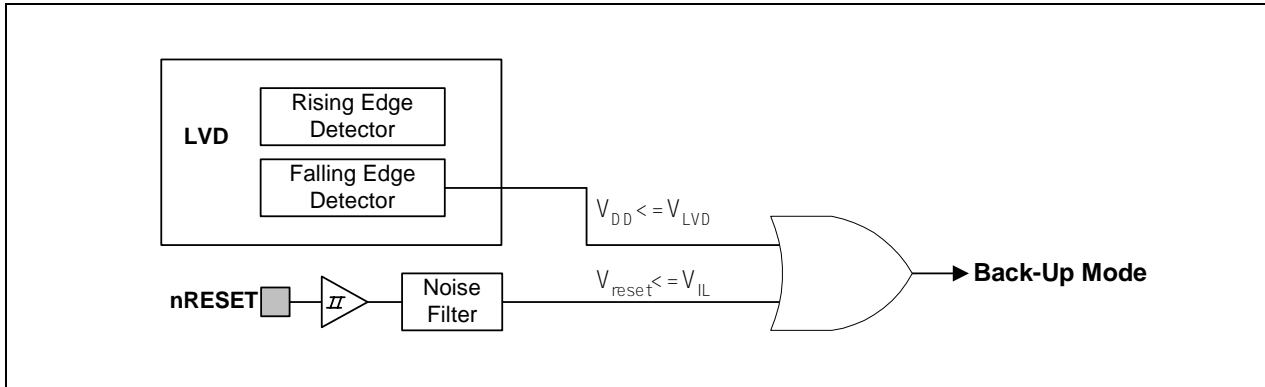
1. Execute a reset. All system and peripheral control registers are reset to their default values and the contents of all data registers are retained. The reset automatically selects the slowest clock (1/16) because of the hardware reset value for the CLKCON register. If all interrupts are masked in the IMR register, a reset is the only way you can release Idle mode.
2. Activate any enabled interrupt; internal or external. When you use an interrupt to release Idle mode, the 2-bit CLKCON.4/CLKCON.3 value remains unchanged, and the currently selected clock value is used. The interrupt is then serviced. When the return-from-interrupt condition (IRET) occurs, the instruction immediately following the one which initiated Idle mode is executed.

### NOTE

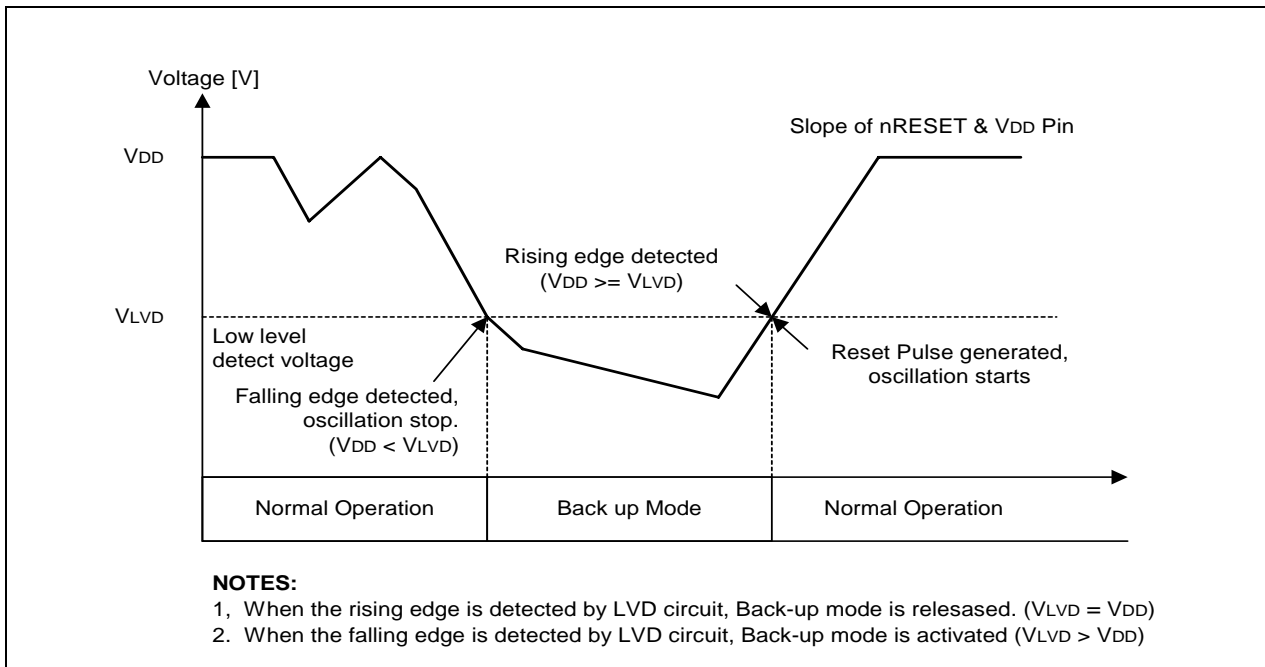
Only external interrupts built in to the pin circuit can be used to release stop mode. To release Idle mode, you can use either an external interrupt or an internally-generated interrupt.

**BACK-UP MODE**

For reducing current consumption, S3F80JB goes into Back-up mode. If external reset pin is low state or a falling level of  $V_{DD}$  is detected by LVD circuit on the point of  $V_{LVD}$ , chip goes into the back-up mode. Because CPU and peripheral operation were stopped due to oscillation stop, the supply current is reduced. In back-up mode, chip cannot be released from stop state by any interrupt. The only way to release back-up mode is the system-reset operation by interactive work of reset pin and LVD circuit. The system reset of watchdog timer is not occurred in back up mode.



**Figure 8-7. Block Diagram for Back-up Mode**



**Figure 8-8. Timing Diagram for Back-up Mode Input and Released by LVD**

## STOP MODE

STOP mode is invoked by executing the instruction 'STOP', after setting the stop control register (STOPCON). In STOP mode, the operation of the CPU and all peripherals is halted. That is, the on-chip main oscillator stops and the current consumption can be reduced. All system functions stop when the clock "freezes," but data stored in the internal register file is retained. STOP mode can be released in one of two ways: by a system reset or by an external interrupt. After releasing from STOP mode, the value of stop control register (STOPCON) is cleared automatically.

### PROGRAMMING TIP – To Enter STOP Mode

This example shows how to enter the stop mode.

```

                ORG  0000H    Reset address
                .
                .
                .
                JP    T, START
ENTER_STOP:
                LD    STOPCON, #0A5H
                STOP
                NOP
                NOP
                NOP
                RET

                ORG  0100H-3
                JP    T, START

START:         ORG  0100H      ; Reset address
                LD    BTCON, #03 ; Clear basic timer counter.
                .
                .
                .
MAIN:          NOP
                .
                .
                .
                CALL  ENTER_STOP ; Enter the STOP mode
                .
                .
                .
                LD    BTCON,#02H ; Clear basic timer counter.
                JP    T,MAIN
                .
                .
                .

```

## SOURCES TO RELEASE STOP MODE

Stop mode is released when following sources go active:

- System Reset by external reset pin (nRESET)
- System Reset by Internal Power-On Reset (IPOR)
- Low Voltage Detector (LVD)
- External Interrupt (INT0-INT9)
- SED & R circuit

### Using nRESET Pin to Release STOP Mode

Stop mode is released when the system reset signal goes active by nRESET Pin: all system and peripheral control registers are reset to their default hardware values and the contents of all data registers are retained. When the oscillation stabilization interval has elapsed, the CPU starts the system initialization routine by fetching the program instruction stored in reset address.

### Using IPOR to Release STOP Mode

Stop mode is released when the system reset signal goes active by internal power-on reset (IPOR). IPOR is enabled when IPOR/LVD Control Bit is set to '0', and chip status is in stop mode by executing 'STOP' instruction. All system and peripheral control registers are reset to their default hardware values and contents of all data registers are unknown states. When the oscillation stabilization interval has elapsed, the CPU starts the system initialization routine by fetching the program instruction stored in reset address.

### Using LVD to Release STOP Mode

When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '1', and VDD is changed in condition for LVD operation in stop mode, stop mode is released and reset occurs.

### Using an External Interrupt to Release STOP Mode

External interrupts can be used to release stop mode. When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0' and external interrupt is enabled, S3F80JB is released stop mode and generated reset signal. On the other hand, when IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '1', S3F80JB is only released stop mode and isn't generated reset signal. To wake-up from stop mode by external interrupt from INT0 to INT9, external interrupt should be enabled by setting corresponding control registers or instructions.

Please note the following conditions for Stop mode release:

- If you release Stop mode using an external interrupt, the current values in system and peripheral control registers are unchanged.
- If you use an external interrupt for Stop mode release, you can also program the duration of the oscillation stabilization interval. To do this, you must make the appropriate control and clock settings before entering Stop mode.
- If you use an interrupt to release Stop mode, the bit-pair setting for CLKCON.4/CLKCON.3 remains unchanged and the currently selected clock value is used.

**SED&R (Stop Error Detect and Recovery)**

The Stop Error Detect & Recovery circuit is used to release stop mode and prevent abnormal - stop mode that can be occurred by battery bouncing. It executes two functions in related to the internal logic of P0 and P2.4-P2.7. One is releasing from stop status by switching the level of input port (P0 or P2.4-P2.7) and the other is keeping the chip from the stop mode when the chip is in abnormal status.

— Releasing from stop mode

When IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '0', if falling edge input signal enters in through Port0 or P2.4-P2.7, S3F80JB is released stop mode and generate reset signal. On the other hand, when IPOR/LVD Control Bit (smart option bit [7] @ 03FH) is set to '1', S3F80JB is only released stop mode. Reset doesn't occur. When the falling edge of a pin on Port0 and P2.4-P2.7 is entered, the chip is released from stop mode even though external interrupt is disabled.

— Keeping the chip from entering abnormal - stop mode

This circuit detects the abnormal status by checking the port (P0 and P2.4-P2.7) status. If the chip is in abnormal status it keeps from entering stop mode.

**NOTE**

In case of P2.0-2.3, SED&R circuit isn't implemented. So although 4pins, P2.0-2.3, have the falling edge input signal in stop mode, if external interrupt is disabled, the stop state of S3F80JB is unchanged. Do not use stop mode if you are using an external clock source because Xin input must be cleared internally to VSS to reduce current leakage.

## SYSTEM RESET OPERATION

System reset starts the oscillation circuit, synchronize chip operation with CPU clock, and initialize the internal CPU and peripheral modules. This procedure brings the S3F80JB into a known operating status. To allow time for internal CPU clock oscillation to stabilize, the reset pulse generator must be held to active level for a minimum time interval after the power supply comes within tolerance. The minimum required reset operation for a oscillation stabilization time is 16 oscillation clocks. All system and peripheral control registers are then reset to their default hardware values (See Tables 8-3).

In summary, the following sequence of events occurs during a reset operation:

- All interrupts are disabled.
- The watch-dog function (Basic Timer) is enabled.
- Port 0,2 and 3 are set to input mode and all pull-up resistors are disabled for the I/O port pin circuits.
- Peripheral control and data register settings are disabled and reset to their default hardware values. (See Table 8-3.)
- The program counter (PC) is loaded with the program reset address in the ROM, 0100H.
- When the programmed oscillation stabilization time interval has elapsed, the instruction stored in reset address is fetched and executed.

### NOTE

To program the duration of the oscillation stabilization interval, you make the appropriate settings to the basic timer control register, BTCON, before entering Stop mode. Also, if you do not want to use the basic timer watchdog function (which causes a system reset if a basic timer counter overflow occurs), you can disable it by writing '1010B' to the upper nibble of BTCON. But we recommend you should use it to prevent the chip malfunction.



## HARDWARE RESET VALUES

Tables 8-3 list the reset values for CPU and system registers, peripheral control registers, and peripheral data registers following a reset operation. The following notation is used to represent reset values:

- A "1" or a "0" shows the reset bit value as logic one or logic zero, respectively.
- An 'x' means that the bit value is undefined after a reset.
- A dash ('-') means that the bit is either not used or not mapped (but a 0 is read from the bit position)

**Table 8-3. Set 1, Bank 0 Register Values After Reset**

Register Name	Mnemonic	Address		Bit Values After Reset								
		Dec	Hex	7	6	5	4	3	2	1	0	
Timer 0 Counter Register	T0CNT	208	D0H	0	0	0	0	0	0	0	0	0
Timer 0 Data Register	T0DATA	209	D1H	1	1	1	1	1	1	1	1	1
Timer 0 Control Register	T0CON	210	D2H	0	0	0	0	0	0	0	0	0
Basic Timer Control Register	BTCON	211	D3H	0	0	0	0	0	0	0	0	0
Clock Control Register	CLKCON	212	D4H	0	0	0	0	0	0	0	0	0
System Flags Register	FLAGS	213	D5H	x	x	x	x	x	x	x	0	0
Register Pointer 0	RP0	214	D6H	1	1	0	0	0	-	-	-	-
Register Pointer 1	RP1	215	D7H	1	1	0	0	1	-	-	-	-
Location D8H (SPH) is not mapped.												
Stack Pointer (Low Byte)	SPL	217	D9H	x	x	x	x	x	x	x	x	x
Instruction Pointer (High Byte)	IPH	218	DAH	x	x	x	x	x	x	x	x	x
Instruction Pointer (Low Byte)	IPL	219	DBH	x	x	x	x	x	x	x	x	x
Interrupt Request Register (Read-Only)	IRQ	220	DCH	0	0	0	0	0	0	0	0	0
Interrupt Mask Register	IMR	221	DDH	x	x	x	x	x	x	x	x	x
System Mode Register	SYM	222	DEH	0	-	-	x	x	x	0	0	0
Register Page Pointer	PP	223	DFH	0	0	0	0	0	0	0	0	0
Port 0 Data Register	P0	224	E0H	0	0	0	0	0	0	0	0	0
Port 1 Data Register	P1	225	E1H	0	0	0	0	0	0	0	0	0
Port 2 Data Register	P2	226	E2H	0	0	0	0	0	0	0	0	0
Port 3 Data Register	P3	227	E3H	0	-	0	0	1	1	0	0	0
Port 4 Data Register	P4	228	E4H	0	0	0	0	0	0	0	0	0
Port 2 Interrupt Enable Register	P2INT	229	E5H	0	0	0	0	0	0	0	0	0
Port 2 Interrupt Pending Register	P2PND	230	E6H	0	0	0	0	0	0	0	0	0
Port 0 Pull-up Enable Register	P0PUR	231	E7H	0	0	0	0	0	0	0	0	0
Port 0 Control Register (High Byte)	P0CONH	232	E8H	0	0	0	0	0	0	0	0	0
Port 0 Control Register (Low Byte)	P0CONL	233	E9H	0	0	0	0	0	0	0	0	0

**Table 8-3. Set 1, Bank 0 Register Values After Reset (Continued)**

Register Name	Mnemonic	Address		Bit Values After Reset								
		Dec	Hex	7	6	5	4	3	2	1	0	
Port 1 Control Register (High Byte)	P1CONH	234	EAH	1	1	1	1	1	1	1	1	1
Port 1 Control Register (Low Byte)	P1CONL	235	EBH	0	0	0	0	0	0	0	0	0
Port 2 Control Register (High Byte)	P2CONH	236	ECH	0	0	0	0	0	0	0	0	0
Port 2 Control Register (Low Byte)	P2CONL	237	EDH	0	0	0	0	0	0	0	0	0
Port 2 Pull-up Enable Register	P2PUR	238	EEH	0	0	0	0	0	0	0	0	0
Port 3 Control Register	P3CON	239	EFH	0	0	0	0	0	0	0	0	0
Port 4 Control Register	P4CON	240	F0H	0	0	0	0	0	0	0	0	0
Port 0 Interrupt Enable Register	P0INT	241	F1H	0	0	0	0	0	0	0	0	0
Port 0 Interrupt Pending Register	P0PND	242	F2H	0	0	0	0	0	0	0	0	0
Counter A Control Register	CACON	243	F3H	0	0	0	0	0	0	0	0	0
Counter A Data Register (High Byte)	CADATAH	244	F4H	1	1	1	1	1	1	1	1	1
Counter A Data Register (Low Byte)	CADATAL	245	F5H	1	1	1	1	1	1	1	1	1
Timer 1 Counter Register (High Byte)	T1CNTH	246	F6H	0	0	0	0	0	0	0	0	0
Timer 1 Counter Register (Low Byte)	T1CNTL	247	F7H	0	0	0	0	0	0	0	0	0
Timer 1 Data Register (High Byte)	T1DATAH	248	F8H	1	1	1	1	1	1	1	1	1
Timer 1 Data Register (Low Byte)	T1DATAL	249	F9H	1	1	1	1	1	1	1	1	1
Timer 1 Control Register	T1CON	250	FAH	0	0	0	0	0	0	0	0	0
STOP Control Register	STOPCON	251	FBH	0	0	0	0	0	0	0	0	0
Locations FCH is not mapped. ( For factory test )												
Basic Timer Counter	BTCNT	253	FDH	0	0	0	0	0	0	0	0	0
External Memory Timing Register	EMT	254	FEH	0	1	1	1	1	1	1	0	–
Interrupt Priority Register	IPR	255	FFH	x	x	x	x	x	x	x	x	x

**NOTES:**

1. Although the SYM register is not used, SYM.5 should always be “0”. If you accidentally write a 1 to this bit during normal operation, a system malfunction may occur.
2. Except for T0CNTH, T0CNTL, IRQ, T1CNTH, T1CNTL, T2CNTH, T2CNTL, and BTCNT, which are read-only, all registers in set 1 are read/write addressable.
3. You cannot use a read-only register as a destination field for the instructions OR, AND, LD, and LDB.

Table 8-4. Set 1, Bank 1 Register Values After Reset

Register Name	Mnemonic	Address		Bit Values After Reset								
		Dec	Hex	7	6	5	4	3	2	1	0	
LVD Control Register	LVDCON	224	E0H	–	–	–	–	–	–	–	–	0
Port 3 [4:5] Control Register	P345CON	225	E1H	0	1	0	1	0	0	0	0	0
Port 4 Control Register (High Byte)	P4CONH	226	E2H	1	1	1	1	1	1	1	1	1
Port 4 Control Register (Low Byte)	P4CONL	227	E3H	1	1	1	1	1	1	1	1	1
Timer 2 Counter Register (High Byte)	T2CNTH	228	E4H	0	0	0	0	0	0	0	0	0
Timer 2 Counter Register (Low Byte)	T2CNTL	229	E5H	0	0	0	0	0	0	0	0	0
Timer 2 Data Register (High Byte)	T2DATAH	230	E6H	1	1	1	1	1	1	1	1	1
Timer 2 Data Register (Low Byte)	T2DATAL	231	E7H	1	1	1	1	1	1	1	1	1
Timer 2 Control Register	T2CON	232	E8H	0	0	0	0	0	0	0	0	0
Comparator Mode Register	CMOD	233	E9H	0	0	0	0	0	0	0	0	0
Comparison Result Register	COMPREG	234	EAH	0	0	0	0	0	0	0	0	0
Comparator Input Selection Register	CMPSEL	235	EBH	–	–	–	–	0	0	0	0	0
Flash Memory Sector Address Register (High Byte)	FMSECH	236	ECH	0	0	0	0	0	0	0	0	0
Flash Memory Sector Address Register (Low byte)	FMSECL	237	EDH	0	0	0	0	0	0	0	0	0
Flash Memory User Programming Enable Register	FMUSR	238	EEH	0	0	0	0	0	0	0	0	0
Flash Memory Control Register	FMCON	239	EFH	0	0	0	0	–	–	–	–	0

**NOTES:**

1. P345CON will be initialized as "50H" to set P3.4 and P3.5 into open drain output mode after reset operation.
2. S3F80JB has P4CONH, P4CONL and P4CON as port4 control registers. P4CONH and P4CONL will be initialized as the C-MOS input with pull up mode after reset. On the other hand, P4CON will be initialized as open-drain output mode. After reset, status of port4 is decided by P345CON.0 bit. So port4 reset status will be initialized as open-drain output mode.

**Table 8-5. Reset Generation According to the Condition of Smart Option**

Mode	Reset Source		Smart option7th bit @3FH			
			1		0	
Normal Operating	Reset Pin		O	Reset	O	Reset
	Watch Dog Timer Enable		O	Reset	O	Reset
	IPOR		X	Continue	X	Continue
	LVD		O	Reset	O	Reset
	External Interrupt (EI) P0 and P2		X	External ISR	X	External ISR
	External Interrupt (DI) P0 and P2		X	Continue	X	Continue
Stop Mode	Reset Pin		O	Reset	O	Reset
	Watch Dog Timer Enable		X	STOP	X	STOP
	IPOR		X	STOP	O	STOP Release and Reset
	LVD		O	STOP Release and Reset	X	STOP
	External Interrupt (EI-Enable) P0 and P2		X	STOP Release and External ISR	O	STOP Release and Reset
	SED&R	P0 & P2.4-2.7	X	STOP Release and Continue	O	STOP Release and Reset
P2.0-2.3		X	STOP	X	STOP	

**NOTES**

1. 'X' means that a corresponding reset source don't generate reset signal. 'O' means that a corresponding reset source generates reset signal.
2. 'Reset' means that reset signal is generated and chip reset occurs,
3. 'Continue' means that it executes the next instruction continuously without ISR execution.
4. 'External ISR' means that chip executes the interrupt service routine of generated external interrupt source.
5. 'STOP ' means that the chip is in stop state.
6. 'STOP Release and External ISR' means that chip executes the external interrupt service routine of generated external interrupt source after STOP released.
7. 'STOP Release and Continue' means that executes the next instruction continuously after STOP released.

**RECOMMENDATION FOR UNUSUED PINS**

To reduce overall power consumption, please configure unused pins according to the guideline description Table 8-6.

**Table 8-6. Guideline for Unused Pins to Reduced Power Consumption**

Pin Name	Recommend	Example
Port 0	<ul style="list-style-type: none"> <li>• Set Input mode</li> <li>• Enable Pull-up Resister</li> <li>• No Connection for Pins</li> </ul>	<ul style="list-style-type: none"> <li>• P0CONH ← # 00H or 0FFH</li> <li>• P0CONL ← # 00H or 0FFH</li> <li>• P0PUR ← # 0FFH</li> </ul>
Port 1	<ul style="list-style-type: none"> <li>• Set Open-Drain Output mode</li> <li>• Set P1 Data Register to #00H.</li> <li>• Disable Pull-up Resister</li> <li>• No Connection for Pins</li> </ul>	<ul style="list-style-type: none"> <li>• P1CONH ← # 55H</li> <li>• P1CONL ← # 55H</li> <li>• P1 ← # 00H</li> </ul>
Port 2	<ul style="list-style-type: none"> <li>• Set Push-pull Output mode</li> <li>• Set P2 Data Register to #00H.</li> <li>• Disable Pull-up resister</li> <li>• No Connection for Pins</li> </ul>	<ul style="list-style-type: none"> <li>• P2CONH ← # 0AAH</li> <li>• P2CONL ← # 0AAH</li> <li>• P2 ← # 00H</li> <li>• P2PUR ← # 00H</li> </ul>
P3.0–3.1	<ul style="list-style-type: none"> <li>• Set Push-pull Output mode</li> <li>• Set P3 Data Register to #00H.</li> <li>• No Connection for Pins</li> </ul>	<ul style="list-style-type: none"> <li>• P3CON ← # 11010010B</li> <li>• P3 ← # 00H</li> </ul>
P3.2– P3.3	–	<ul style="list-style-type: none"> <li>• No connection</li> </ul>
P3.4–P3.5	<ul style="list-style-type: none"> <li>• Set Push-pull Output mode</li> <li>• Set P3.4 and P3.5 Data Register to #00H.</li> <li>• No Connection for Pins</li> </ul>	<ul style="list-style-type: none"> <li>• P345CON ← # A0H</li> <li>• P3 ← # 00H</li> </ul>
Port 4	<ul style="list-style-type: none"> <li>• Set Push-pull Output mode</li> <li>• Set P4 Data Register to #00H.</li> <li>• No Connection for Pins</li> </ul>	<ul style="list-style-type: none"> <li>• P4CONH ← # 0AAH</li> <li>• P4CONL ← # 0AAH</li> <li>• P4 ← # 00H</li> </ul>
TEST	<ul style="list-style-type: none"> <li>• Connect to V<sub>SS</sub>.</li> </ul>	–

**SUMMARY TABLE OF BACK-UP MODE, STOP MODE, AND RESET STATUS**

For more understanding, please see the below description Table 8-7.

**Table 8-7. Summary of Each Mode**

Item/Mode	Back-up	Reset Status	Stop
Approach Condition	<ul style="list-style-type: none"> <li>External nRESET pin is low level state or V<sub>DD</sub> is lower than V<sub>LVD</sub></li> </ul>	<ul style="list-style-type: none"> <li>External nRESET pin is on rising edge.</li> <li>The rising edge at VDD is detected by LVD circuit. (When VDD ≥ V<sub>LVD</sub>)</li> <li>Watch-dog timer overflow signal is activated.</li> </ul>	<ul style="list-style-type: none"> <li>STOPCON ← # A5H STOP ( LD STOPCON,#0A5H ) ( STOP)</li> </ul>
Port status	<ul style="list-style-type: none"> <li>All I/O port is floating status except for P3.2 and P3.3</li> <li>All port becomes input mode but is blocked.</li> <li>Disable all pull-up resistor except for P3.2 and P3.3</li> </ul>	<ul style="list-style-type: none"> <li>All I/O port is floating status except P3.2 and P3.3.</li> <li>Disable all pull-up resistor except P3.2 and P3.3.</li> </ul>	<ul style="list-style-type: none"> <li>All port is keep the previous status.</li> <li>Output port data is not changed.</li> </ul>
Control Register	<ul style="list-style-type: none"> <li>All control register and system register are initialized as list of Table 8-3.</li> </ul>	<ul style="list-style-type: none"> <li>All control register and system register are initialized as list of Table 8-3.</li> </ul>	-
Releasing Condition	<ul style="list-style-type: none"> <li>External nRESET pin is high (rising edge).</li> <li>The rising edge of LVD circuit is generated.</li> </ul>	<ul style="list-style-type: none"> <li>After passing an oscillation warm-up time</li> </ul>	<ul style="list-style-type: none"> <li>External interrupt, or reset</li> <li>SED &amp; R Circuit.</li> </ul>
Others	<ul style="list-style-type: none"> <li>There is no current consumption in chip.</li> </ul>	<ul style="list-style-type: none"> <li>There can be input leakage current in chip.</li> </ul>	<ul style="list-style-type: none"> <li>It depends on control program</li> </ul>

# 9

## I/O PORTS

### OVERVIEW

The S3F80JB microcontroller has two kinds of package and different I/O number relating to the package type:

44-QFP package has five bit-programmable I/O ports, P0–P3 and P4. Four ports, P0–P2 and P4, are 8-bit ports and P3 is a 6-bit port. This gives a total of 38 I/O pins.

32-SOP package has four bit-programmable I/O ports, P0–P3. Three ports, P0–P2, are 8-bit ports and P3 is a 2-bit port. This gives a total of 26 I/O pins.

Each port is bit-programmable and can be flexibly configured to meet application design requirements. The CPU accesses ports by directly writing or reading port registers. No special I/O instructions are required.

For IR applications, port0, port1, and port2 are usually configured to the keyboard matrix and port 3 is used to IR drive pins.

Table 9-1, 9-2 and 9-3 give you a general overview of S3F80JB I/O port functions.

Table 9-1. S3F80JB Port Configuration Overview (44-QFP)

Port	Configuration Options
Port 0	8-bit general-purpose I/O port; Input or push-pull output; external interrupt input on falling edges, rising edges, or both edges; all P0 pin circuits have noise filters and interrupt enable/disable register (P0INT) and pending control register (P0PND); Pull-up resistors can be assigned to individual P0 pins using P0PUR register settings. This port is dedicated for key input in IR controller application.
Port 1	8-bit general-purpose I/O port; Input without or with pull-up, open-drain output, or push-pull output. This port is dedicated for key output in IR controller application.
Port 2	8-bit general-purpose I/O port; Input or push-pull output. The P2 pins, P2.0–P2.7, can be used as external interrupt inputs and have noise filters. The P2INT register is used to enable/disable interrupts and P2PND bits can be polled by software for interrupt pending control. Pull-up resistors can be assigned to individual P2 pins using P2PUR register settings. Also P2.4-P2.7 can be assigned individually as analog input pin for comparator.
P3.0–P3.1	P3.0 is configured input functions (Input mode, with or without pull-up, for normal input or T0CAP) or output functions (push-pull or open-drain output mode, for normal output or T0PWM). P3.1 is configured input functions (Input mode, with or without pull-up, for normal input) or output functions (push-pull or open-drain output mode, for normal output or REM function). P3.1 is dedicated for IR drive pin and P3.0 can be used for indicator LED drive.
P3.2–P3.3	P3.2 is configured only input pin with pull-up resistor (for normal input or T0CK function). P3.3 is configured only input pin with pull-up resistor (for normal input, T1CAP function, or T2CAP function). P3.3 can be used for IR signal capture pin with T1CAP function or T2CAP function.
P3.4–P3.5	2-bit general-purpose I/O port; Input without or with pull-up, open-drain output, or push-pull output.
P3.7	P3.7 is not configured for I/O pin and it only used to control carrier signal on/off.
Port 4	8-bit general-purpose I/O port; Input without or with pull-up, open-drain output, or push-pull output. This port is dedicated for key output in IR controller application.



**Table 9-3. S3F80JB Port Configuration Overview (32-SOP)**

Port	Configuration Options
Port 0	8-bit general-purpose I/O port; Input or push-pull output; external interrupt input on falling edges, rising edges, or both edges; all P0 pin circuits have noise filters and interrupt enable/disable register (P0INT) and pending control register (P0PND); Pull-up resistors can be assigned to individual P0 pins using P0PUR register settings. This port is dedicated for key input in IR controller application.
Port 1	8-bit general-purpose I/O port; Input without or with pull-up, open-drain output, or push-pull output. This port is dedicated for key output in IR controller application.
Port 2	8-bit general-purpose I/O port; Input or push-pull output. The P2 pins, P2.0–P2.7, can be used as external interrupt inputs and have noise filters. The P2INT register is used to enable/disable interrupts and P2PND bits can be polled by software for interrupt pending control. Pull-up resistors can be assigned to individual P2 pins using P2PUR register settings. Also P2.4-P2.7 can be assigned individually as analog input pin for comparator.
P3.0–P3.1	2-bit I/O port; P3.0 and P3.1 are configured input functions (Input mode, with or without pull-up, for T0CK, T0CAP or T1CAP) or output functions (push-pull or open-drain output mode, or for REM and T0PWM). P3.1 is dedicated for IR drive pin and P3.0 can be used for indicator LED drive.
P3.7	P3.7 is not configured for I/O pin and it only used to control carrier signal on/off.

## PORT DATA REGISTERS

Table 9-4 gives you an overview of the register locations of all four S3F80JB I/O port data registers. Data registers for ports 0,1,2 and 4 have the general format shown in Figure 9-1.

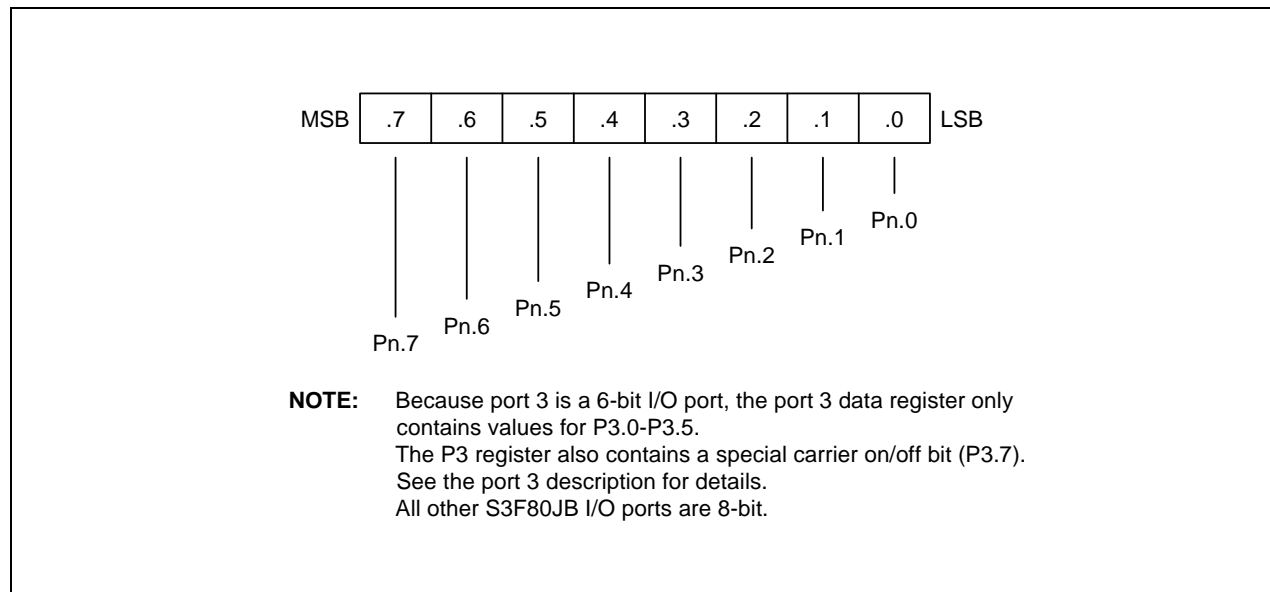
### NOTE

The data register for port 3, P3, contains 6-bits for P3.0–P3.5, and an additional status bit (P3.7) for carrier signal on/off.

**Table 9-4. Port Data Register Summary**

Register Name	Mnemonic	Decimal	Hex	Location	R/W
Port 0 data register	P0	224	E0H	Set 1, Bank 0	R/W
Port 1 data register	P1	225	E1H	Set 1, Bank 0	R/W
Port 2 data register	P2	226	E2H	Set 1, Bank 0	R/W
Port 3 data register	P3	227	E3H	Set 1, Bank 0	R/W
Port 4 data register	P4	228	E4H	Set 1, Bank 0	R/W

Because port 3 is a 6-bit I/O port, the port 3 data register only contains values for P3.0 – P3.5. The P3 register also contains a special carrier on/off bit (P3.7). See the port3 description for details. All other I/O ports are 8-bit.



**Figure 9-1. S3F80JB I/O Port Data Register Format**

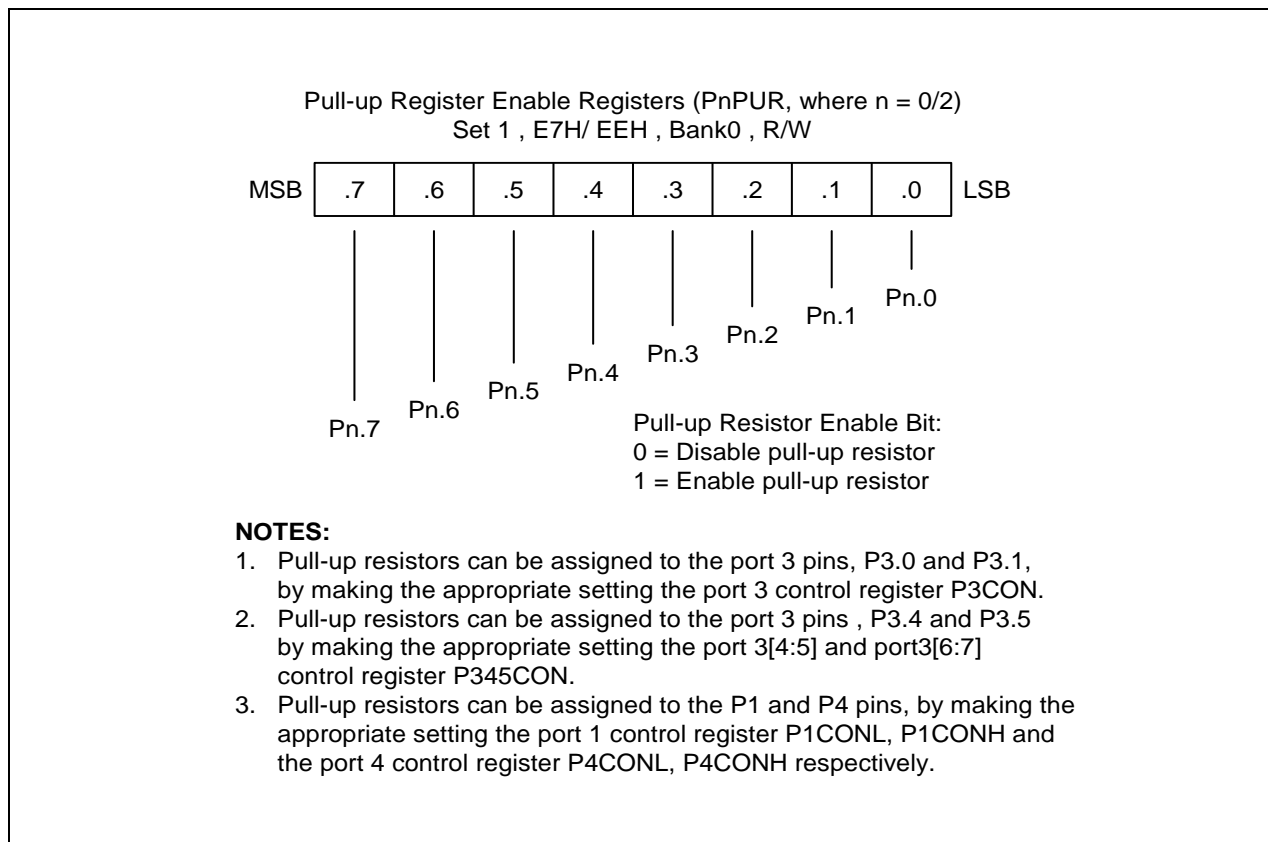
## PULL-UP RESISTOR ENABLE REGISTERS

You can assign pull-up resistors to the pin circuits of individual pins in port0 and port2. To do this, you make the appropriate settings to the corresponding pull-up resistor enable registers; P0PUR and P2PUR. These registers are located in set 1, bank 0 at locations E7H and EEH, respectively, and are read/write accessible using Register addressing mode.

You can assign a pull-up resistor to the port 1 and port 4 pins, using basic port configuration setting in the P1CONH, P1CONL, P4CONH, and P4CONL.

You can assign a pull-up resistor to the port 3 pins, P3.0, P3.1, P3.4, and P3.5 in the input mode using basic port configuration setting in the P3CON and P345CON registers.

P3.2–P3.3 are configured only input pins with pull-up resistor.



**Figure 9-2. Pull-up Resistor Enable Registers (Port 0 and Port 2 only)**

# 10

## BASIC TIMER and TIMER 0

### OVERVIEW

The S3F80JB has two default timers: the 8-bit basic timer and the 8-bit general-purpose timer/counter. The 8-bit timer/counter is called timer 0.

### BASIC TIMER (BT)

You can use the basic timer (BT) in two different ways:

- As a watch-dog timer to provide an automatic reset mechanism in the event of a system malfunction
- To signal the end of the required oscillation stabilization interval after a reset or a Stop mode release.

The functional components of the basic timer block are:

- Clock frequency divider ( $f_{OSC}$  divided by 4096, 1024 or 128) with multiplexer
- 8-bit basic timer counter, BTCNT (FDH, Set 1, Bank0, Read-only)
- Basic timer control register, BTCON (D3H, Set 1, Bank0, R/W)

### TIMER 0

Timer 0 has three operating modes, one of which you select using the appropriate T0CON setting:

- Interval timer mode
- Capture input mode with a rising or falling edge trigger at the P3.0 pin
- PWM mode

Timer 0 has the following functional components:

- Clock frequency divider ( $f_{OSC}$  divided by 4096, 256 or 8) with multiplexer
- External clock input pin (T0CK)
- 8-bit timer 0 counter (T0CNT), 8-bit comparator, and 8-bit reference data register (T0DATA)
- I/O pins for capture input (T0CAP) or match output
- Timer 0 overflow interrupt (IRQ0, vector FAH) and match/capture interrupt (IRQ0, vector FCH) generation
- Timer 0 control register, T0CON (D2H, Set 1, Bank0, R/W)

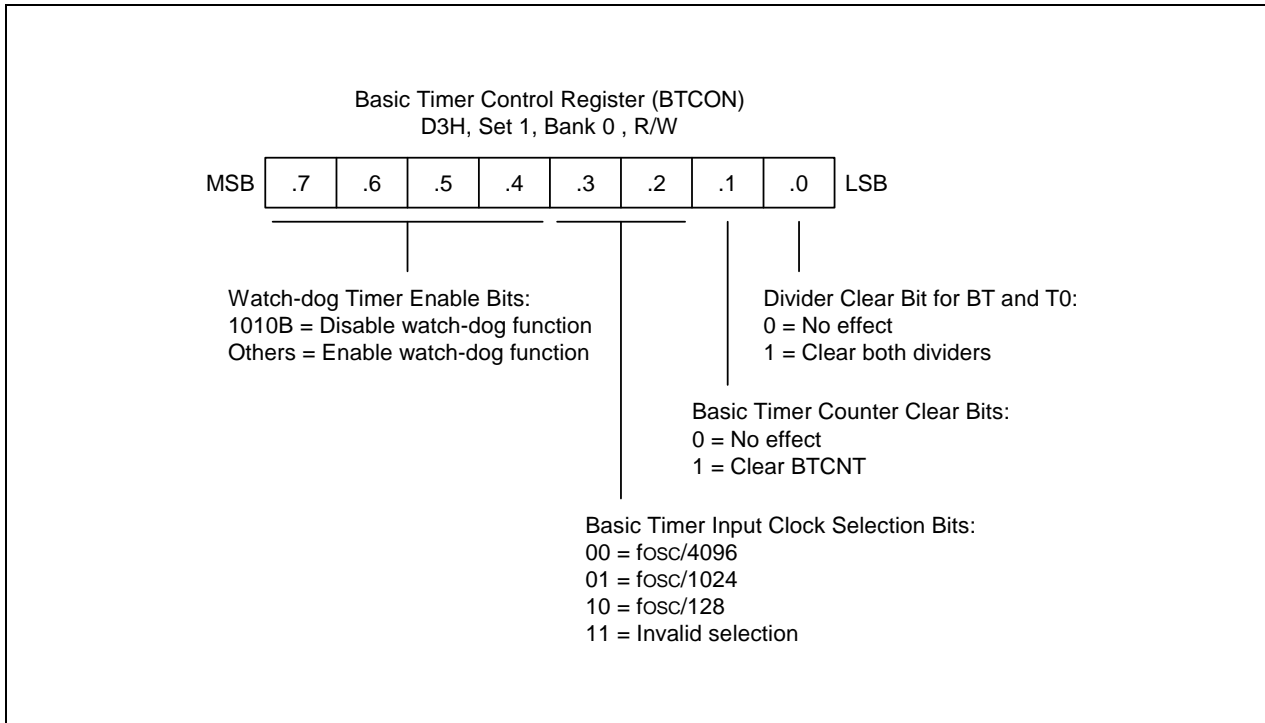
### NOTE

The CPU clock should be faster than basic timer clock and timer 0 clock.

**BASIC TIMER CONTROL REGISTER (BTCON)**

The basic timer control register, BTCON, is used to select the input clock frequency, to clear the basic timer counter and frequency dividers, and to enable or disable the watch-dog timer function. It is located in Set 1 and Bank0, address D3H, and is read/write addressable using register addressing mode.

A reset clears BTCON to '00H'. This enables the watch-dog function and selects a basic timer clock frequency of fOSC/4096. To disable the watch-dog function, you must write the signature code '1010B' to the basic timer register control bits BTCON.7–BTCON.4. For improved reliability, using the watch-dog timer function is recommended in remote controllers and hand-held product applications.



**Figure 10-1. Basic Timer Control Register (BTCON)**

## BASIC TIMER FUNCTION DESCRIPTION

### Watch-dog Timer Function

You can program the basic timer overflow signal (BTOVF) to generate a reset by setting BTCON.7–BTCON.4 to any value other than '1010B'. (The '1010B' value disables the watch-dog function.) A reset clears BTCON to '00H', automatically enabling the watch-dog timer function. A reset also selects the CPU clock (as determined by the current CLKCON register setting), divided by 4096, as the BT clock.

A reset is generated whenever the basic timer overflow occurs. During normal operation, the application program must prevent the overflow, and the accompanying reset operation, from occurring. To do this, the BTCNT value must be cleared (by writing a "1" to BTCON.1) at regular intervals.

If a system malfunction occurs due to circuit noise or some other error condition, the BT counter clear operation will not be executed and a basic timer overflow will occur, initiating a reset. In other words, during normal operation, the basic timer overflow loop (a bit 7 overflow of the 8-bit basic timer counter, BTCNT) is always broken by a BTCNT clear instruction. If a malfunction does occur, a reset is triggered automatically.

### Oscillation Stabilization Interval Timer Function

You can also use the basic timer to program a specific oscillation stabilization interval following a reset or when Stop mode has been released by an external interrupt.

In Stop mode, whenever a reset or an external interrupt occurs, the oscillator starts. The BTCNT value then starts increasing at the rate of  $f_{OSC}/4096$  (for reset), or at the rate of the preset clock source (for an external interrupt). When BTCNT.3 overflows, a signal is generated to indicate that the stabilization interval has elapsed and to gate the clock signal off to the CPU so that it can resume normal operation.

In summary, the following events occur when Stop mode is released:

1. During Stop mode, a power-on reset or an external interrupt occurs to trigger the Stop mode release and oscillation starts.
2. If a power-on reset occurred, the basic timer counter will increase at the rate of  $f_{OSC}/4096$ . If an external interrupt is used to release Stop mode, the BTCNT value increases at the rate of the preset clock source.
3. Clock oscillation stabilization interval begins and continues until bit 3 of the basic timer counter overflows.
4. When a BTCNT.3 overflow occurs, normal CPU operation resumes.

**TIMER 0 CONTROL REGISTER (T0CON)**

You use the timer 0 control register, T0CON, to

- Select the timer 0 operating mode (interval timer, capture mode, or PWM mode)
- Select the timer 0 input clock frequency
- Clear the timer 0 counter, T0CNT
- Enable the timer 0 overflow interrupt or timer 0 match/capture interrupt
- Clear timer0 match/capture interrupt pending conditions

T0CON is located in Set 1, Bank0, at address D2H, and is read/write addressable using register addressing mode.

A reset clears T0CON to '00H'. This sets timer 0 to normal interval timer mode, selects an input clock frequency of  $f_{OSC}/4096$ , and disables all timer 0 interrupts. You can clear the timer 0 counter at any time during normal operation by writing a "1" to T0CON.3.

The timer 0 overflow interrupt (T0OVF) is interrupt level IRQ0 and has the vector address FAH. When a timer0 overflow interrupt occurs and is serviced by the CPU, the pending condition is cleared automatically by hardware.

To enable the timer 0 mach/capture interrupt (IRQ0, vector FCH), you must write T0CON.1 to "1". To detect a match/capture interrupt pending condition, the application program polls T0CON.0. When a "1" is detected, a timer0 match or capture interrupt is pending. When the interrupt request has been serviced, the pending condition must be cleared by software by writing a "0" to the timer0 interrupt pending bit, T0CON.0.

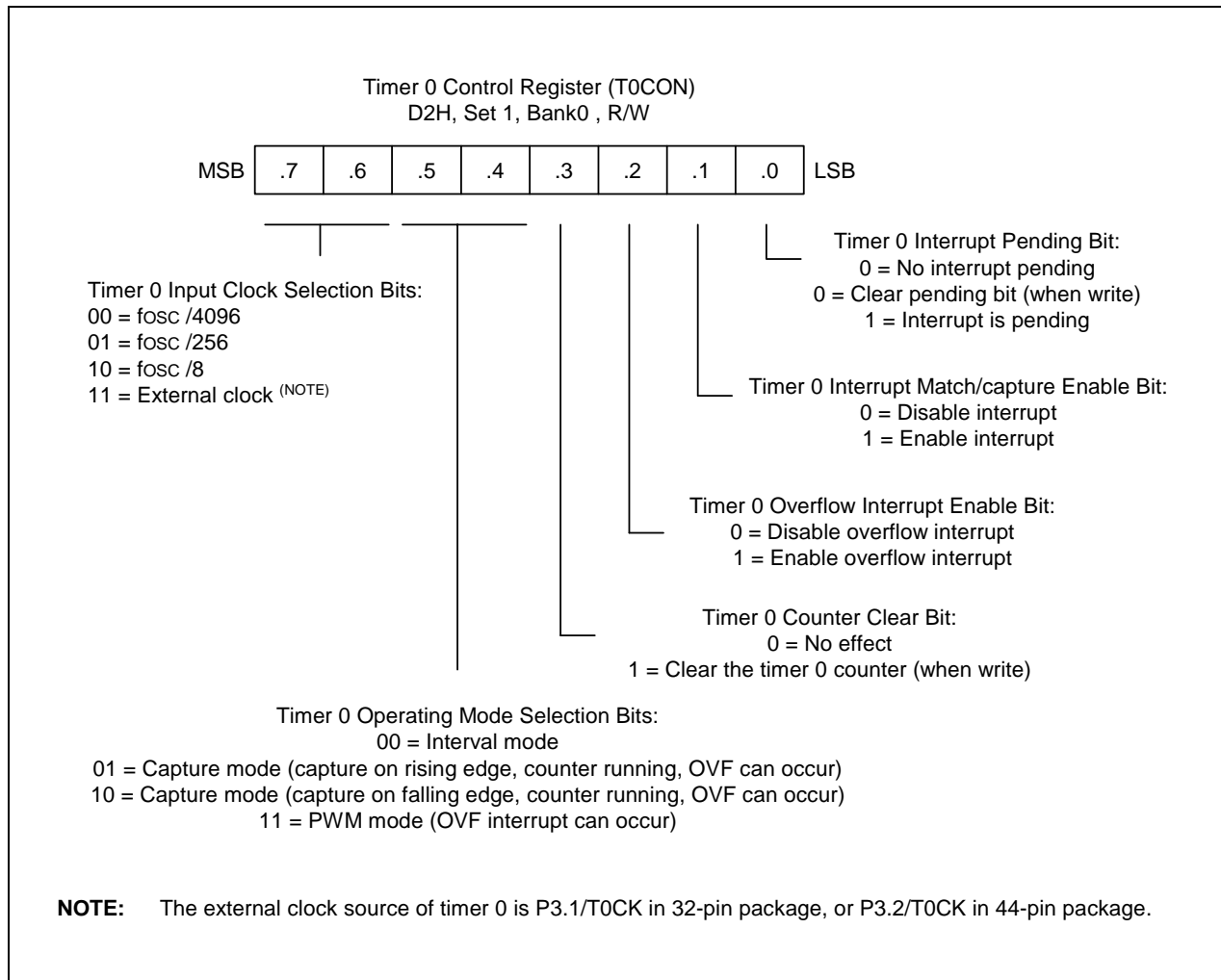


Figure 10-2. Timer 0 Control Register (T0CON)

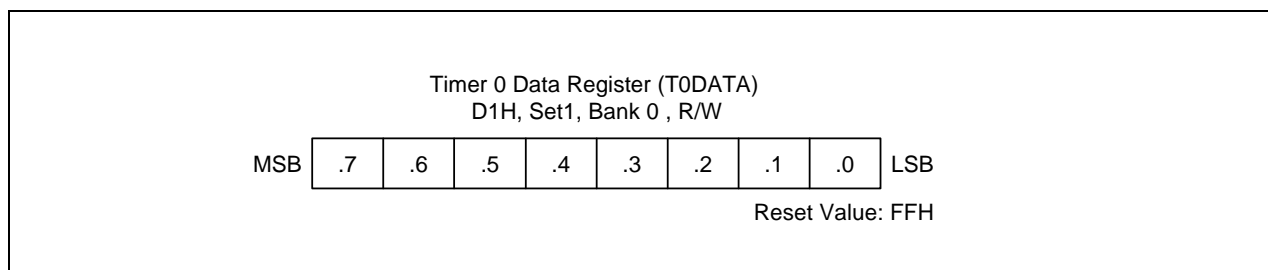


Figure 10-3. Timer 0 DATA Register (T0DATA)



**TIMER 0 FUNCTION DESCRIPTION**

**Timer 0 Interrupts (IRQ0, Vectors FAH and FCH)**

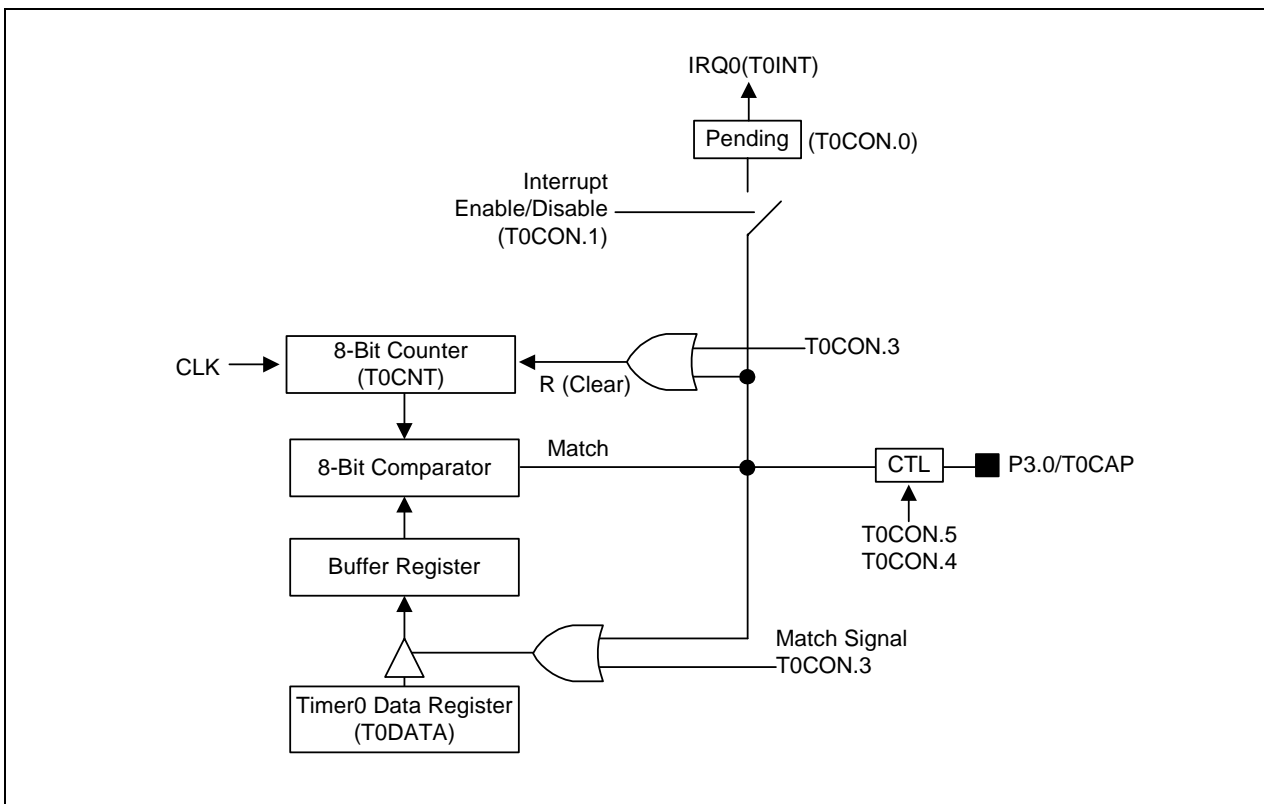
The timer 0 module can generate two interrupts: the timer 0 overflow interrupt (T0OVF), and the timer 0 match/capture interrupt (T0INT). T0OVF is interrupt with level IRQ0 and vector FAH. T0INT also belongs to interrupt level IRQ0, but is assigned the separate vector address, FCH.

A timer 0 overflow interrupt (T0OVF) pending condition is automatically cleared by hardware when it has been serviced. The T0INT pending condition must, however, be cleared by the application's interrupt service routine by writing a "1" to the T0CON.0 interrupt pending bit.

**Interval Timer Mode**

In interval timer mode, a match signal is generated when the counter value is identical to the value written to the T0 reference data register, T0DATA. The match signal generates a timer 0 match interrupt (T0INT, vector FCH) and clears the counter.

If, for example, you write the value '10H' to T0DATA, '0BH' to T0CON, the counter will increment until it reaches '10H'. At this point, the T0 interrupt request is generated. And after the counter value is reset, counting resumes. With each match, the level of the signal at the timer 0 output pin is inverted (See Figure 10-4).

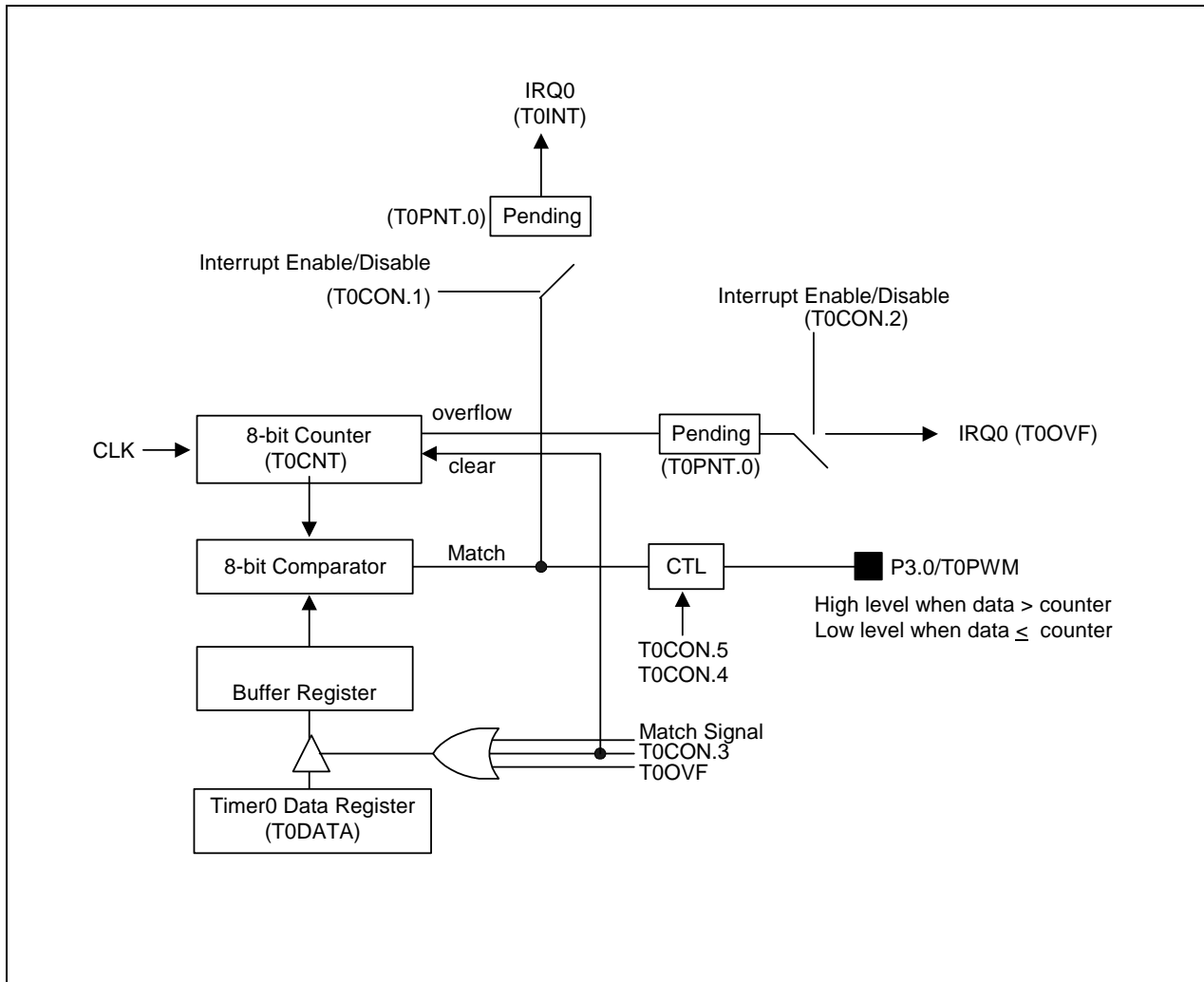


**Figure 10-4. Simplified Timer 0 Function Diagram: Interval Timer Mode**

**Pulse Width Modulation Mode**

Pulse width modulation (PWM) mode lets you program the width (duration) of the pulse that is output at the TOPWM pin. As in interval timer mode, a match signal is generated when the counter value is identical to the value written to the timer 0 data register. In PWM mode, however, the match signal does not clear the counter. Instead, it runs continuously, overflowing at 'FFH', and then continues incrementing from '00H'.

Although you can use the match signal to generate a timer 0 overflow interrupt, interrupts are not typically used in PWM-type applications. Instead, the pulse at the TOPWM pin is held to low level as long as the reference data value is less than or equal to ( $\leq$ ) the counter value and then the pulse is held to high level for as long as the data value is greater than ( $>$ ) the counter value. One pulse width is equal to  $t_{CLK} \times 256$  (See Figure 10-5).



**Figure 10-5. Simplified Timer 0 Function Diagram: PWM Mode**

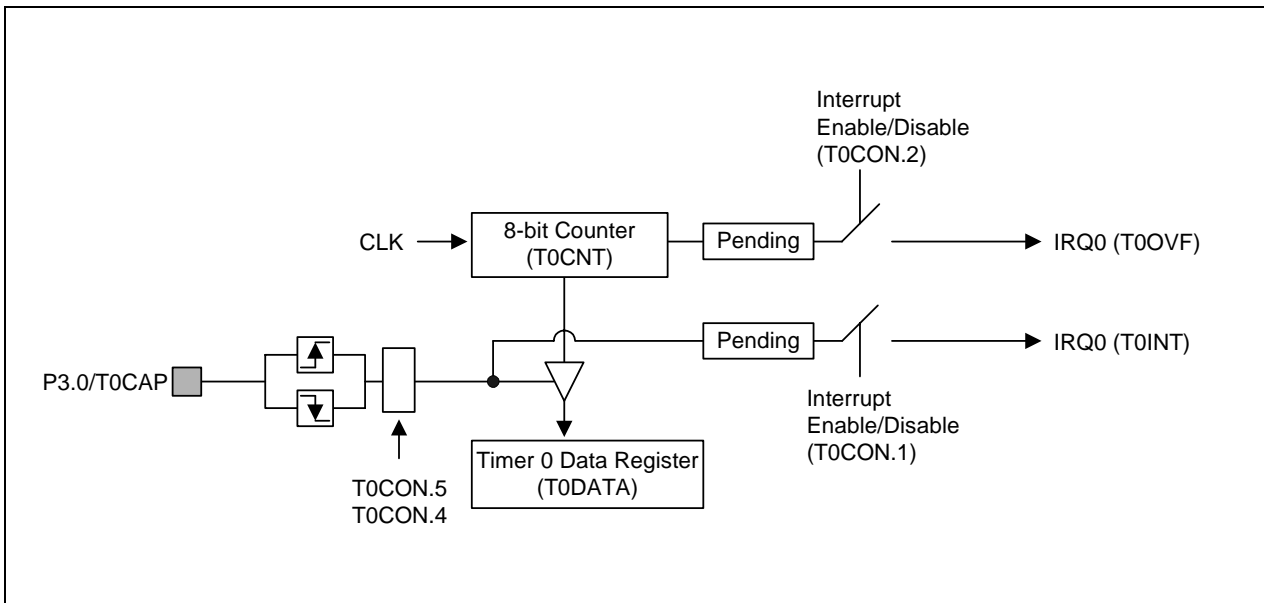
**Capture Mode**

In capture mode, a signal edge that is detected at the T0CAP pin opens a gate and loads the current counter value into the T0 data register. You can select rising or falling edges to trigger this operation.

Timer 0 also gives you capture input source: the signal edge at the T0CAP pin. You select the capture input by setting the value of the timer 0 capture input selection bit in the port 3 control register, P3CON.2, (set 1, bank 0, EFH). When P3CON.2 is “1”, the T0CAP input is selected. When P3CON.2 is set to “0”, normal I/O port (P3.0) is selected.

Both kinds of timer 0 interrupts can be used in capture mode: the timer 0 overflow interrupt is generated whenever a counter overflow occurs; the timer 0 match/capture interrupt is generated whenever the counter value is loaded into the T0 data register.

By reading the captured data value in T0DATA, and assuming a specific value for the timer 0 clock frequency, you can calculate the pulse width (duration) of the signal that is being input at the T0CAP pin (See Figure 10-6).



**Figure 10-6. Simplified Timer 0 Function Diagram: Capture Mode**

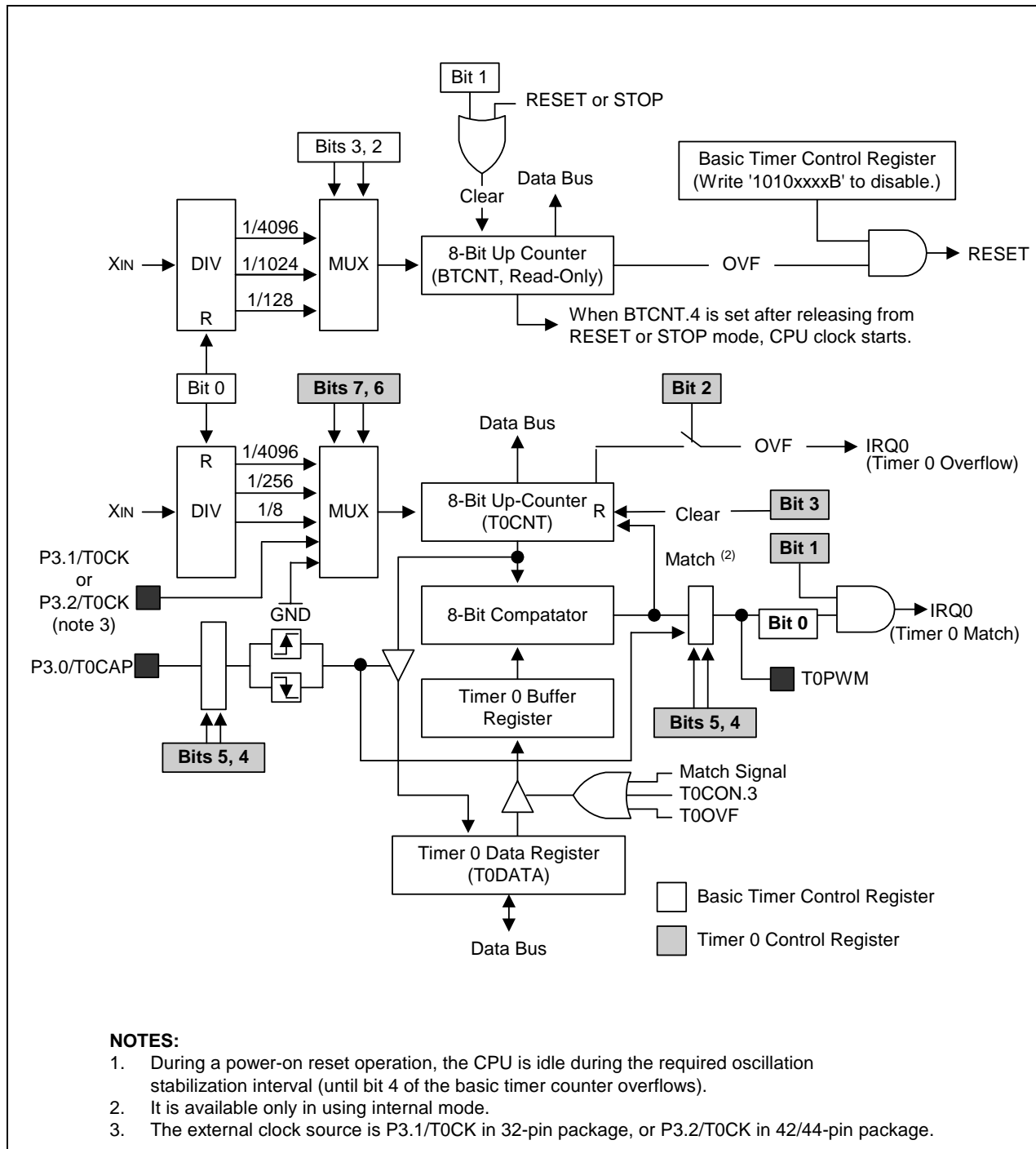



Figure 10-7. Basic Timer and Timer 0 Block Diagram

 **PROGRAMMING TIP — Configuring the Basic Timer**

This example shows how to configure the basic timer to sample specifications:

```

        ORG    0100H

RESET   DI                ; Disable all interrupts
        LD     BTCON,#0AAH ; Disable the watchdog timer
        LD     CLKCON,#18H ; Non-divided clock
        CLR    SYM         ; Disable global and fast interrupts
        CLR    SPL        ; Stack pointer low byte → "0"
                          ; Stack area starts at 0FFH
        .
        .
        .
        SRP    #0C0H      ; Set register pointer → 0C0H
        EI                ; Enable interrupts
        .
        .
        .
MAIN    LD     BTCON,#52H  ; Enable the watchdog timer
                          ; Basic timer clock: fOSC/4096
                          ; Clear basic timer counter
        NOP
        NOP
        .
        .
        .
        JP     T,MAIN
        .
        .
        .
```

 **PROGRAMMING TIP — Programming Timer 0**

This sample program sets timer 0 to interval timer mode, sets the frequency of the oscillator clock, and determines the execution sequence which follows a timer 0 interrupt. The program parameters are as follows:

- Timer 0 is used in interval mode; the timer interval is set to 4 milliseconds
- Oscillation frequency is 6 MHz
- General register 60H (page 0) → 60H + 61H + 62H + 63H + 64H (page 0) is executed after a timer 0 interrupt

```

                                VECTOR 00FAH,T0OVER    ; Timer 0 overflow interrupt
                                VECTOR 00FCH ,T0INT     ; Timer 0 match/capture interrupt

RESET:  ORG  0100H
        DI                                ; Disable all interrupts
        LD  BTCON,#0AAH                   ; Disable the watchdog timer
        LD  CLKCON,#18H                   ; Select non-divided clock
        CLR SYM                           ; Disable global and fast interrupts
        CLR SPL                           ; Stack pointer low byte → "0"
                                           ; Stack area starts at 0FFH
        .
        .
        .
        LD  T0CON,#4BH                    ; Write '00100101B'
                                           ; Input clock is fOSC/256
                                           ; Interval timer mode
                                           ; Enable the timer 0 interrupt
                                           ; Disable the timer 0 overflow interrupt
        LD  T0DATA,#5DH                   ; Set timer interval to 4 milliseconds
                                           ; (6 MHz/256) ÷ (93 + 1) = 0.25 kHz (4 ms)

        SRP #0C0H                         ; Set register pointer → 0C0H
        EI                                ; Enable interrupts
        .
        .
        .
T0INT:  PUSH RP0                          ; Save RP0 to stack
        SRP0 #60H                         ; RP0 ← 60H
        INC R0                            ; R0 ← R0 + 1
        ADD R2,R0                         ; R2 ← R2 + R0
        ADC R3,R2                         ; R3 ← R3 + R2 + Carry
        ADC R4,R0                         ; R4 ← R4 + R0 + Carry

```

(Continued on next page)

 **PROGRAMMING TIP — Programming Timer 0 (Continued)**

```
CP    R0,#32H           ; 50 × 4 = 200 ms
JR    ULT,NO_200MS_SET
BITS  R1.2             ; Bit setting (61.2H)
```

NO\_200MS\_SET:

```
LD    T0CON,#42H       ; Clear pending bit
POP   RP0              ; Restore register pointer 0 value
```

```
T0OVER    IRET          ; Return from interrupt service routine
```

# 11

## TIMER 1

### OVERVIEW

The S3F80JB microcontroller has a 16-bit timer/counter called Timer 1 (T1). For universal remote controller applications, Timer 1 can be used to generate the envelope pattern for the remote controller signal. Timer 1 has the following components:

- One control register, T1CON (FAH, Set 1, Bank0, R/W)
- Two 8-bit counter registers, T1CNTH and T1CNTL (F6H and F7H, Set 1, Bank0, Read-only)
- Two 8-bit reference data registers, T1DATAH and T1DATAL (F8H and F9H, Set 1, Bank0, R/W)
- One 16-bit comparator

You can select one of the following clock sources as the Timer 1 clock:

- Oscillator frequency ( $f_{OSC}$ ) divided by 4, 8, or 16
- Internal clock input from the counter A module (counter A flip/flop output)

You can use Timer 1 in three ways:

- As a normal free run counter, generating a Timer 1 overflow interrupt (IRQ1, vector F4H) at programmed time intervals.
- To generate a Timer 1 match interrupt (IRQ1, vector F6H) when the 16-bit Timer 1 count value matches the 16-bit value written to the reference data registers.
- To generate a Timer 1 capture interrupt (IRQ1, vector F6H) when a triggering condition exists at the P3.2 pin for 44 package; at the P3.0 for 32 package (You can select a rising edge, a falling edge, or both edges as the trigger).

In the S3F80JB interrupt structure, the Timer 1 overflow interrupt has higher priority than the Timer 1 match or capture interrupt.

### NOTE

The CPU clock should be faster than timer 1 clock.



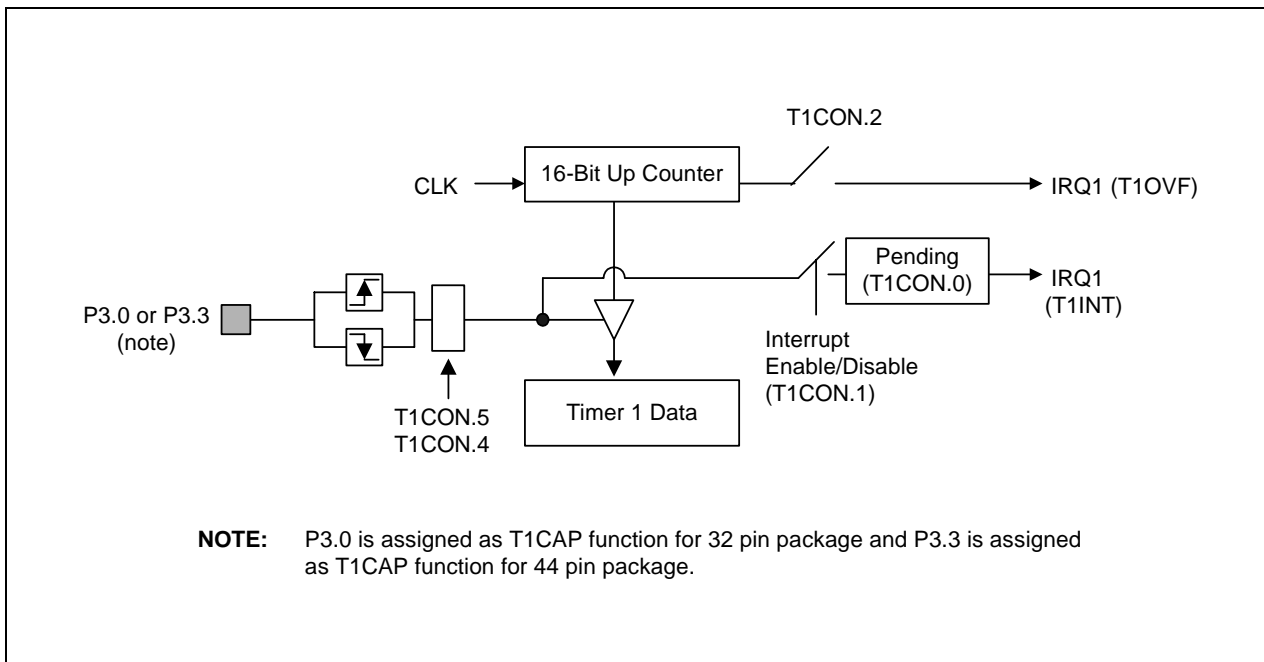
**TIMER 1 OVERFLOW INTERRUPT**

Timer 1 can be programmed to generate an overflow interrupt (IRQ1, F4H) whenever an overflow occurs in the 16-bit up counter. When you set the Timer 1 overflow interrupt enable bit, T1CON.2, to “1”, the overflow interrupt is generated each time the 16-bit up counter reaches ‘FFFFH’. After the interrupt request is generated, the counter value is automatically cleared to ‘00H’ and up counting resumes. By writing a “1” to T1CON.3, you can clear/reset the 16-bit counter value at any time during program operation.

**TIMER 1 CAPTURE INTERRUPT**

Timer 1 can be used to generate a capture interrupt (IRQ1, vector F6H) whenever a triggering condition is detected at the P3.0 pin for 32 pin package and P3.3 pin for 44 pin package. The T1CON.5 and T1CON.4 bit-pair setting is used to select the trigger condition for capture mode operation: rising edges, falling edges, or both signal edges.

In capture mode, program software can poll the Timer 1 match/capture interrupt pending bit, T1CON.0, to detect when a Timer 1 capture interrupt pending condition exists (T1CON.0 = “1”). When the interrupt request is acknowledged by the CPU and the service routine starts, the interrupt service routine for vector F6H must clear the interrupt pending condition by writing a “0” to T1CON.0.



**Figure 11-1. Simplified Timer 1 Function Diagram: Capture Mode**

### TIMER 1 MATCH INTERRUPT

Timer 1 can also be used to generate a match interrupt (IRQ1, vector F6H) whenever the 16-bit counter value matches the value that is written to the Timer 1 reference data registers, T1DATAH and T1DATAL. When a match condition is detected by the 16-bit comparator, the match interrupt is generated, the counter value is cleared, and up counting resumes from '00H'.

In match mode, program software can poll the Timer 1 match/capture interrupt pending bit, T1CON.0, to detect when a Timer 1 match interrupt pending condition exists (T1CON.0 = "1"). When the interrupt request is acknowledged by the CPU and the service routine starts, the interrupt service routine for vector F6H must clear the interrupt pending condition by writing a "0" to T1CON.0.

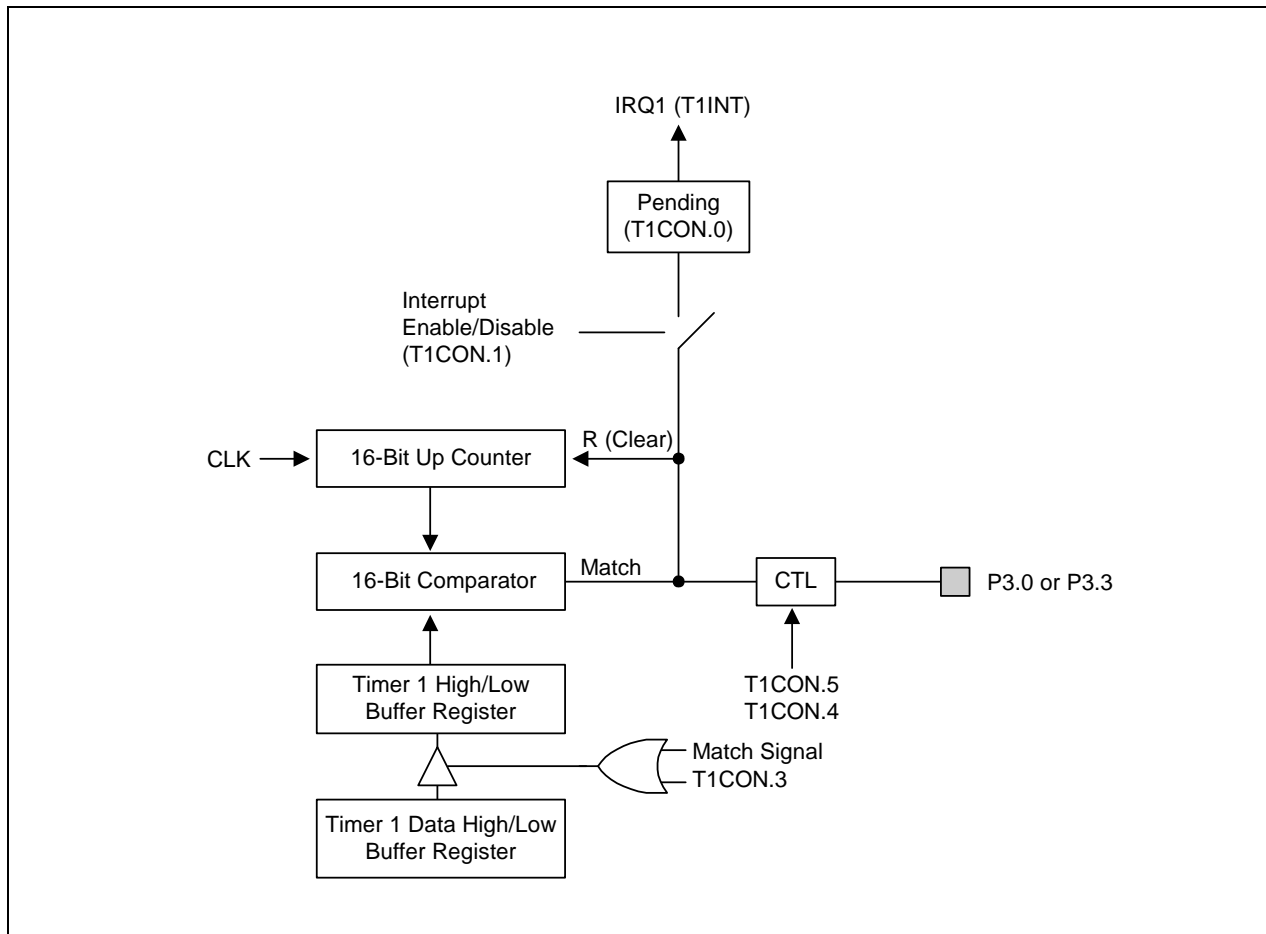


Figure 11-2. Simplified Timer 1 Function Diagram: Interval Timer Mode

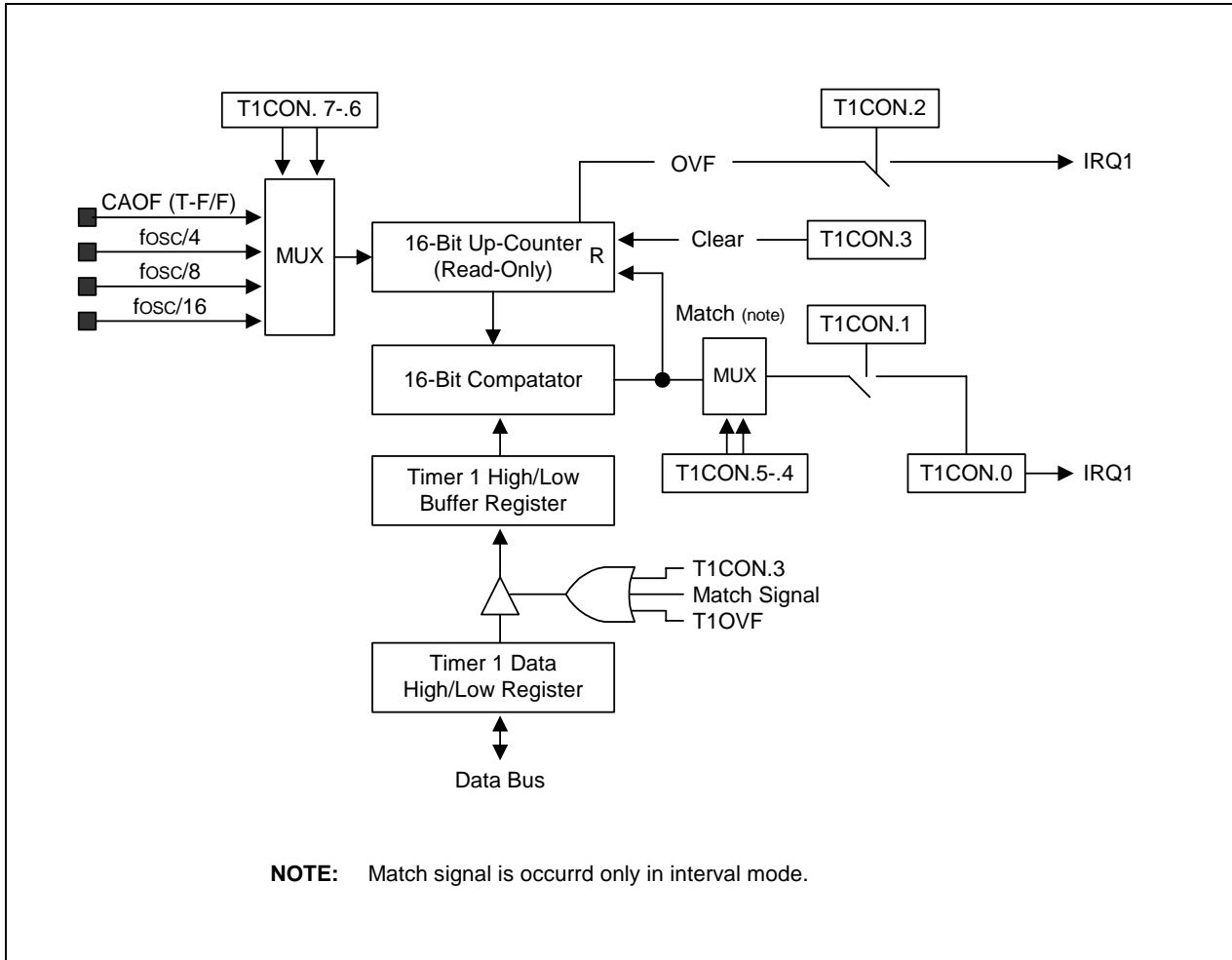


Figure 11-3. Timer 1 Block Diagram

### TIMER 1 CONTROL REGISTER (T1CON)

The Timer 1 control register, T1CON, is located in Set 1, FAH, Bank0 and is read/write addressable. T1CON contains control settings for the following T1 functions:

- Timer 1 input clock selection
- Timer 1 operating mode selection
- Timer 1 16-bit down counter clear
- Timer 1 overflow interrupt enable/disable
- Timer 1 match or capture interrupt enable/disable
- Timer 1 interrupt pending control (read for status, write to clear)

A reset operation clears T1CON to '00H', selecting fosc divided by 4 as the T1 clock, configuring Timer 1 as a normal interval Timer, and disabling the Timer 1 interrupts.

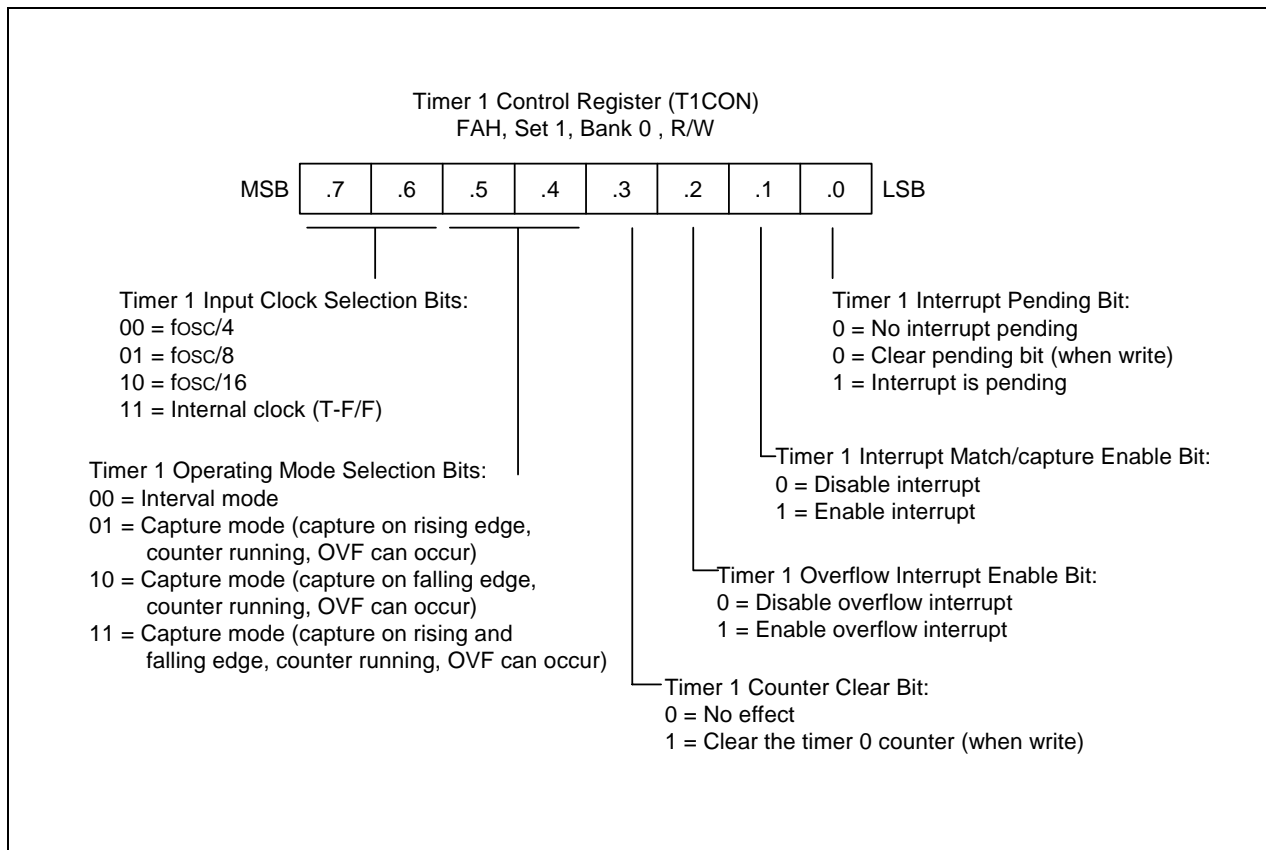


Figure 11-4. Timer 1 Control Register (T1CON)

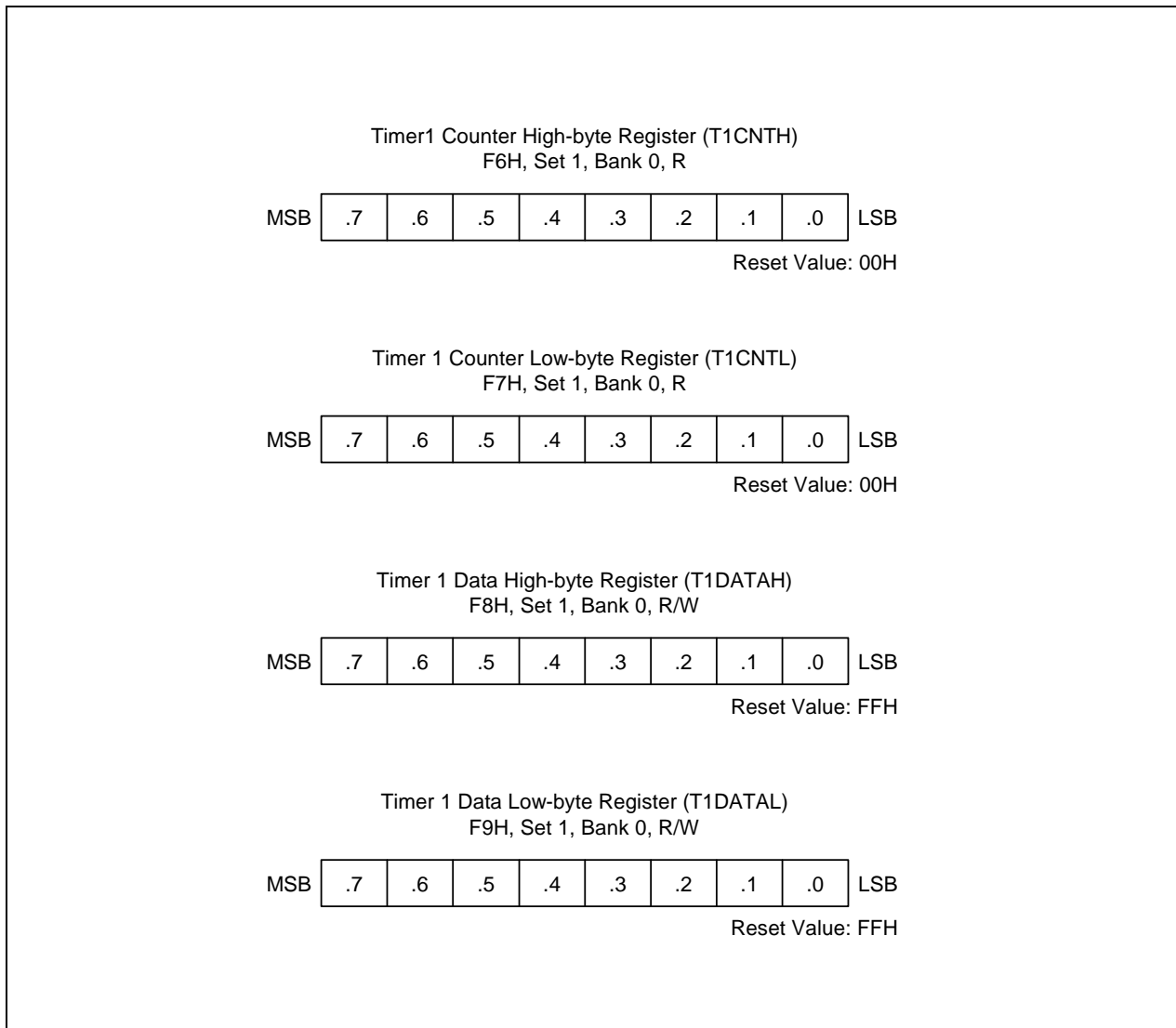


Figure 11-5. Timer 1 Registers (T1CNTH, T1CNTL, T1DATAH, T1DATAL)

# 12 COUNTER A

## OVERVIEW

The S3F80JB microcontroller has one 8-bit counter called counter A. Counter A, which can be used to generate the carrier frequency, has the following components (See Figure 12-1):

- Counter A control register, CACON
- 8-bit down counter with auto-reload function
- Two 8-bit reference data registers, CADATAH and CADATAL

Counter A has two functions:

- As a normal interval timer, generating a counter A interrupt (IRQ2, vector ECH) at programmed time intervals.
- To supply a clock source to the 16-bit timer/counter module, Timer 1, for generating the Timer 1 overflow interrupt.

### NOTE

The CPU clock should be faster than count A clock.

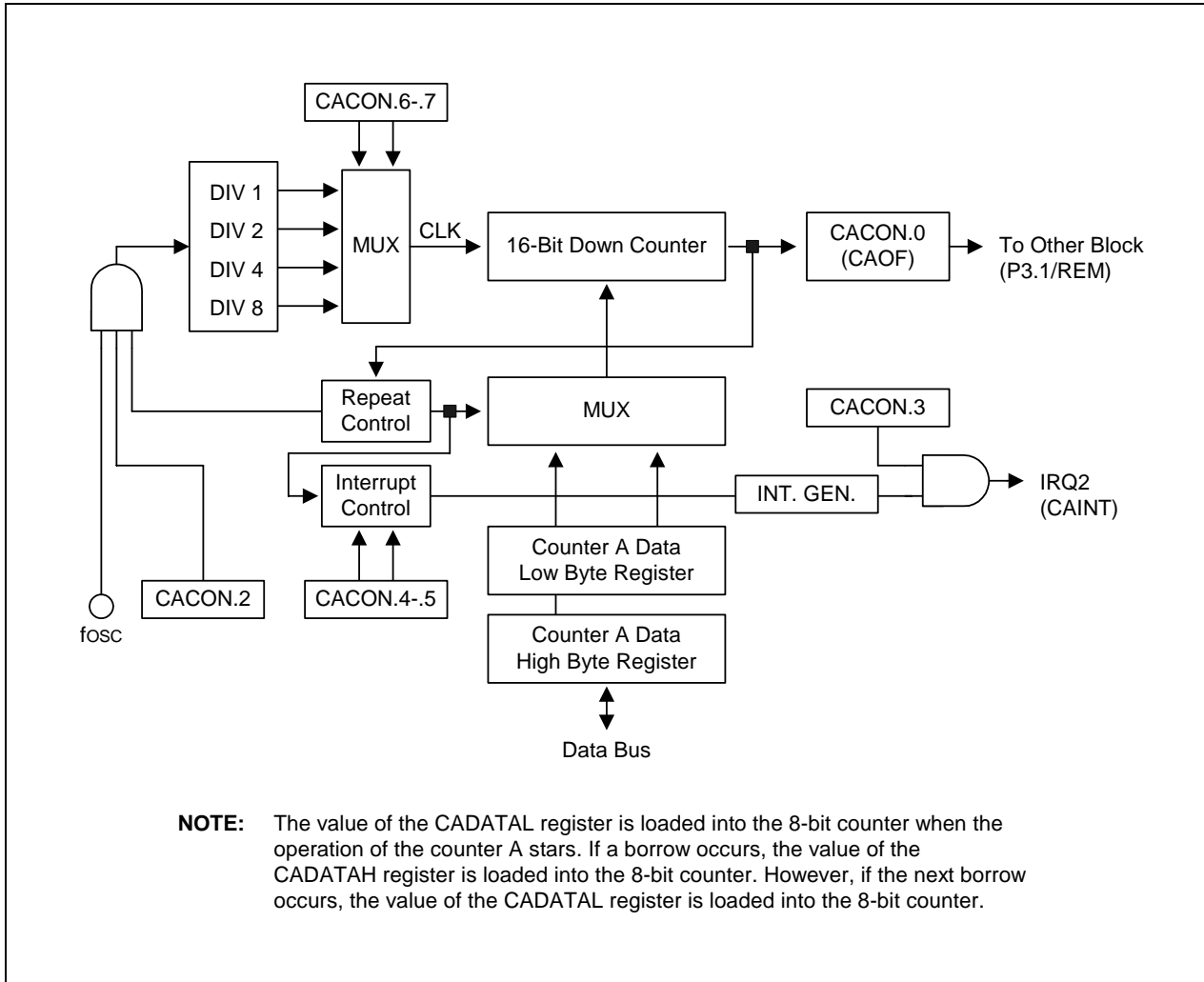
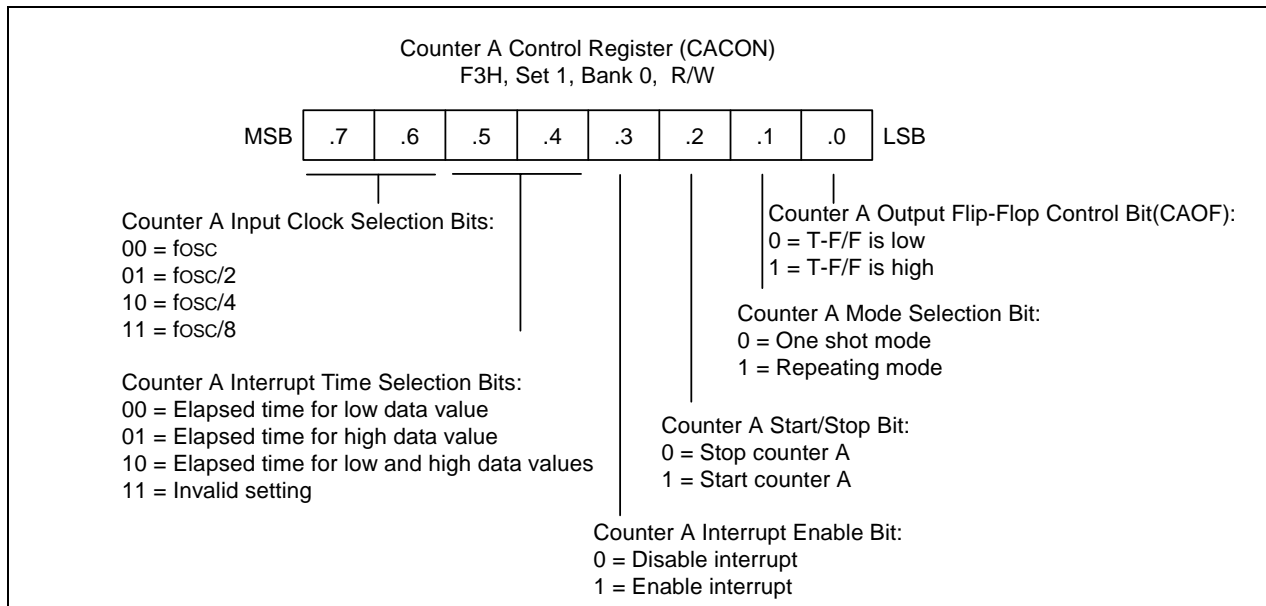


Figure 12-1. Counter A Block Diagram

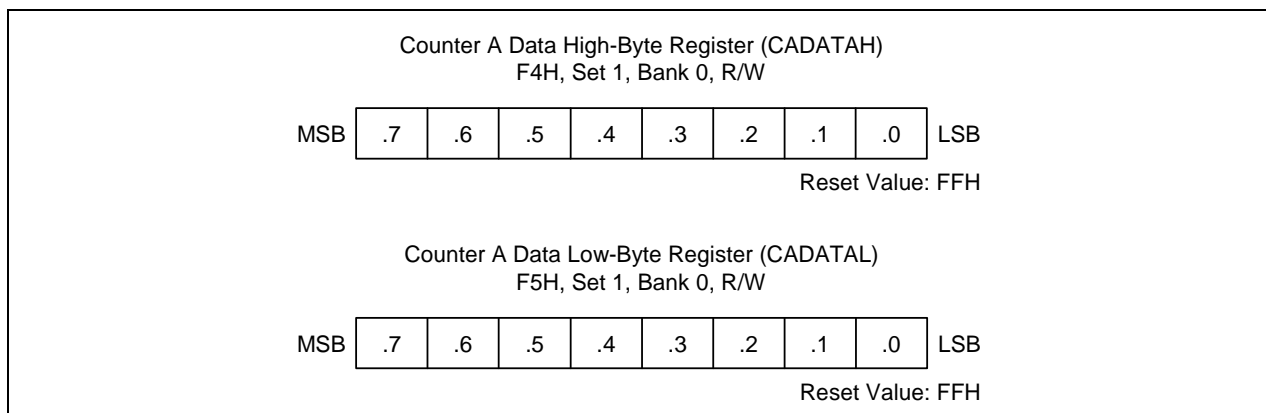
### COUNTER A CONTROL REGISTER (CACON)

The counter A control register, CACON, is located in F3H, Set 1, Bank 0, and is read/write addressable. CACON contains control settings for the following functions (See Figure 12-2):

- Counter A clock source selection
- Counter A interrupt enable/disable
- Counter A interrupt pending control (read for status, write to clear)
- Counter A interrupt time selection



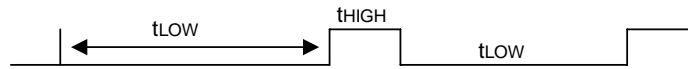
**Figure 12-2. Counter A Control Register (CACON)**



**Figure 12-3. Counter A Registers**



## COUNTER A PULSE WIDTH CALCULATIONS



To generate the above repeated waveform consisted of low period time,  $t_{LOW}$ , and high period time,  $t_{HIGH}$ .

When CAOF = 0,

$$t_{LOW} = (CADATAL + 2) \times 1/Fx. 0H < CADATAL < 100H, \text{ where } Fx = \text{the selected clock.}$$

$$t_{HIGH} = (CADATAH + 2) \times 1/Fx. 0H < CADATAH < 100H, \text{ where } Fx = \text{the selected clock.}$$

When CAOF = 1,

$$t_{LOW} = (CADATAH + 2) \times 1/Fx. 0H < CADATAH < 100H, \text{ where } Fx = \text{the selected clock.}$$

$$t_{HIGH} = (CADATAL + 2) \times 1/Fx. 0H < CADATAL < 100H, \text{ where } Fx = \text{the selected clock.}$$

To make  $t_{LOW} = 24 \text{ us}$  and  $t_{HIGH} = 15 \text{ us}$ .  $f_{OSC} = 4 \text{ MHz}$ ,  $FX = 4 \text{ MHz}/4 = 1 \text{ MHz}$

[Method 1] When CAOF = 0,

$$t_{LOW} = 24 \text{ us} = (CADATAL + 2) / FX = (CADATAL + 2) \times 1\text{us}, \text{ CADATAL} = 22.$$

$$t_{HIGH} = 15 \text{ us} = (CADATAH + 2) / FX = (CADATAH + 2) \times 1\text{us}, \text{ CADATAH} = 13.$$

[Method 2] When CAOF = 1,

$$t_{HIGH} = 15 \text{ us} = (CADATAL + 2) / FX = (CADATAL + 2) \times 1\text{us}, \text{ CADATAL} = 13.$$

$$t_{LOW} = 24 \text{ us} = (CADATAH + 2) / FX = (CADATAH + 2) \times 1\text{us}, \text{ CADATAH} = 22.$$

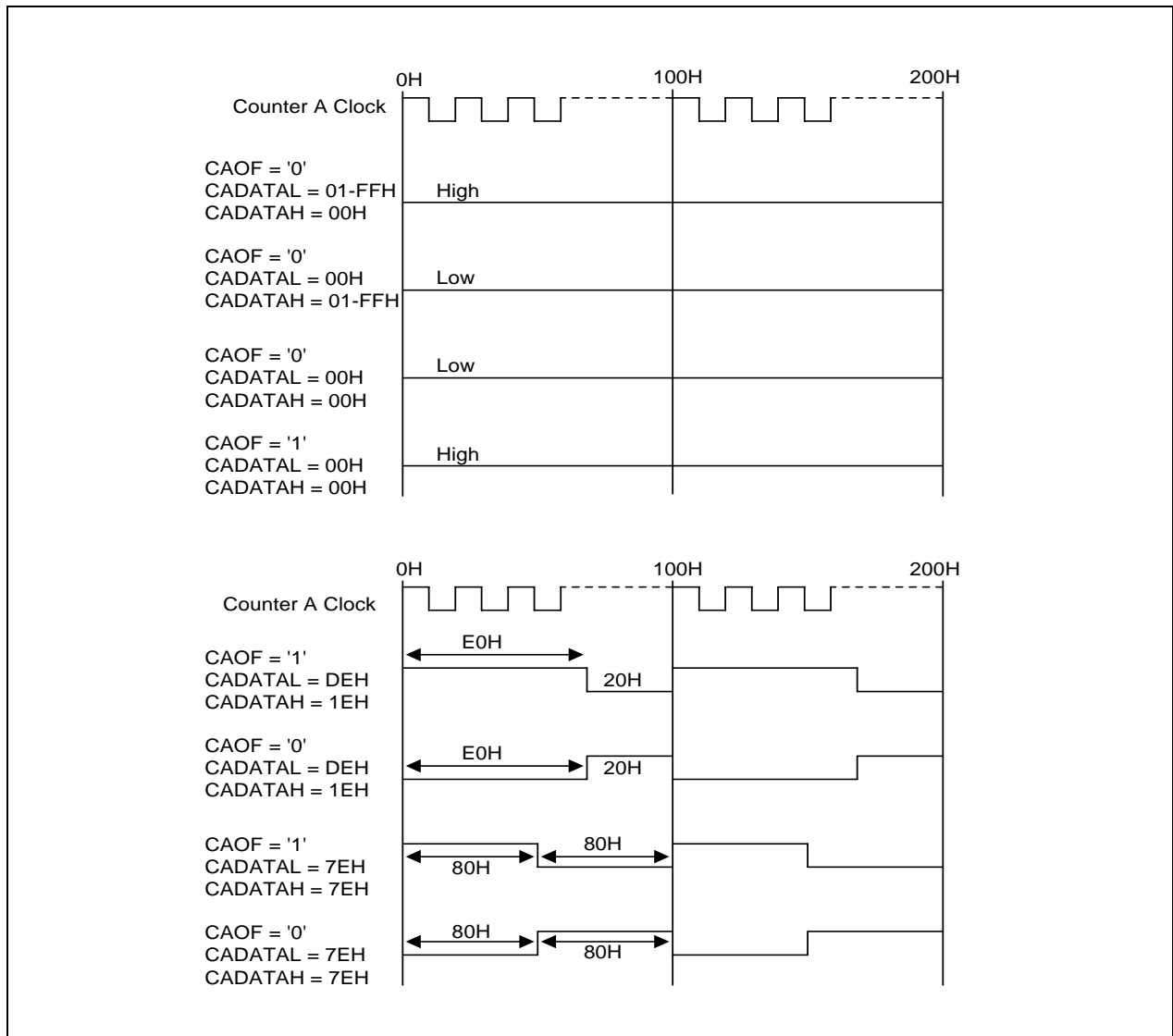
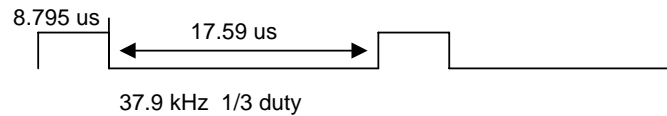


Figure 12-4. Counter A Output Flip-Flop Waveforms in Repeat Mode

 **PROGRAMMING TIP — To generate 38 kHz, 1/3duty signal through P3.1**

This example sets Counter A to the repeat mode, sets the oscillation frequency as the Counter A clock source, and CADATAH and CADATAL to make a 38 kHz, 1/3 Duty carrier frequency. The program parameters are:



- Counter A is used in repeat mode
- Oscillation frequency is 4 MHz (0.25 μs)
- CADATAH =  $8.795 \mu\text{s} / 0.25 \mu\text{s} = 35.18$ , CADATAL =  $17.59 \mu\text{s} / 0.25 \mu\text{s} = 70.36$
- Set P3.1 C-MOS push-pull output and CAOF mode.
- 44 pin package

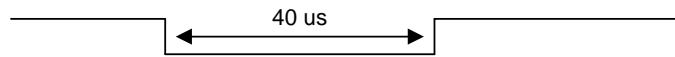
```

START:    ORG    0100H                ; Reset address
          DI
          .
          .
          LD    CADATAL,#(70-2)      ; Set 17.5 ms
          LD    CADATAH,#(35-2)      ; Set 8.75 ms
          .
          LD    P3CON,#11110010B    ; Set P3 to C-MOS push-pull output.
          .                          ; Set P3.1 to REM output
          LD    CACON,#00000110B    ; Clock Source → Fosc
          .
          .                          ; Disable Counter A interrupt.
          .                          ; Select repeat mode for Counter A.
          .                          ; Start Counter A operation.
          .                          ; Set Counter A Output Flip-flop(CAOF) high.
          .
          LD    P3,#80H              ; Set P3.7(Carrier On/Off) to high.
          .                          ; This command generates 38 kHz, 1/3duty pulse signal
          .                          ; through P3.1
          .
          .
          .

```

 **PROGRAMMING TIP — To generate a one-pulse signal through P3.1**

This example sets Counter A to the one shot mode, sets the oscillation frequency as the Counter A clock source, and CADATAH and CADATAL to make a 40  $\mu$ s width pulse. The program parameters are:



- Counter A is used in one-shot mode
- Oscillation frequency is 4 MHz ( 1 clock = 0.25  $\mu$ s)
- CADATAH = 40  $\mu$ s / 0.25  $\mu$ s = 160, CADATAL = 1
- Set P3.1 C-MOS push-pull output and CAOF mode.
- 44 pin package

```

START:      ORG    0100H                ; Reset address
            DI
            .
            .
            LD    CADATAH,# (160-2)    ; Set 40 ms
            LD    CADATAL,# 1         ; Set any value except 00H
            ;
            LD    P3CON,#11110010B    ; Set P3 to C-MOS push-pull output.
            ; Set P3.1 to REM output
            ;
            LD    CACON,#00000001B    ; Clock Source → Fosc
            ; Disable Counter A interrupt.
            ; Select one shot mode for Counter A.
            ; Stop Counter A operation.
            LD    P3,#80H              ; Set Counter A Output Flip-Flop (CAOF) high
            ; Set P3.7(Carrier On/Off) to high.
            .
            .
            .
Pulse_out:  LD    CACON,#00000101B    ; Start Counter A operation
            ; to make the pulse at this point.
            .
            .
            .
            ; After the instruction is executed, 0.75 ms is required
            ; before the falling edge of the pulse starts.

```

# 13

## TIMER 2

### OVERVIEW

The S3F80JB microcontroller has a 16-bit timer/counter called Timer 2 (T2). For universal remote controller applications, timer 2 can be used to generate the envelope pattern for the remote controller signal. Timer 2 has the following components:

- One control register, T2CON (E8H, Set 1, Bank1, R/W)
- Two 8-bit counter registers, T2CNTH and T2CNTL (E4H and E5H, Set1, Bank1, Read only)
- Two 8-bit reference data registers, T2DATAH and T2DATAL (E6H and E7H, Set 1, Bank1, R/W)
- One 16-bit comparator

You can select one of the following clock sources as the timer 2 clock:

- Oscillator frequency ( $f_{OSC}$ ) divided by 4, 8, or 16
- Internal clock input from the counter A module (counter A flip/flop output)

You can use Timer 2 in three ways:

- As a normal free run counter, generating a timer 2 overflow interrupt (IRQ3, vector F0H) at programmed time intervals.
- To generate a timer 2 match interrupt (IRQ3, vector F2H) when the 16-bit timer 2 count value matches the 16-bit value written to the reference data registers.
- To generate a timer 2 capture interrupt (IRQ3, vector F2H) when a triggering condition exists at the P3.2 pin for 44 package; at the P3.0 for 32 package (You can select a rising edge, a falling edge, or both edges as the trigger).

In the S3F80JB interrupt structure, the timer 2 overflow interrupt has higher priority than the timer 2 match or capture interrupt.

### NOTE

The CPU clock should be faster than timer 2 clock.

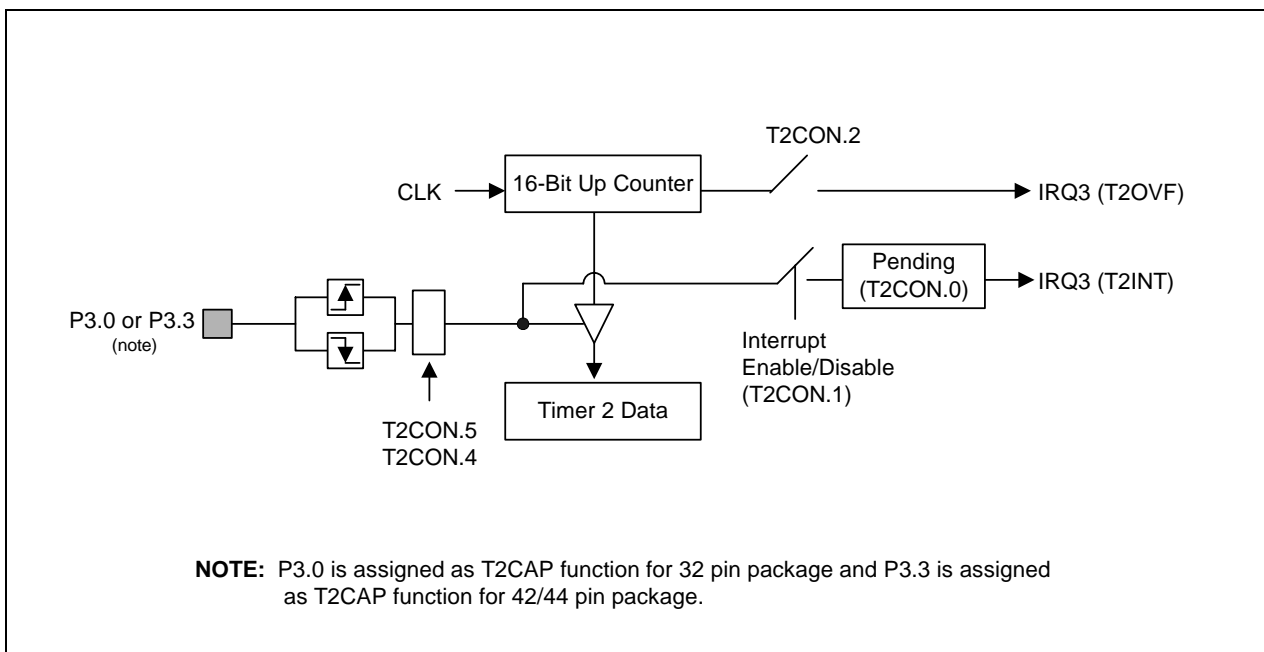
**TIMER 2 OVERFLOW INTERRUPT**

Timer 2 can be programmed to generate an overflow interrupt (IRQ3, F0H) whenever an overflow occurs in the 16-bit up counter. When you set the timer 2 overflow interrupt enable bit, T2CON.2, to "1", the overflow interrupt is generated each time the 16-bit up counter reaches 'FFFFH'. After the interrupt request is generated, the counter value is automatically cleared to '00H' and up counting resumes. By writing a "1" to T2CON.3, you can clear/reset the 16-bit counter value at any time during program operation.

**TIMER 2 CAPTURE INTERRUPT**

Timer 2 can be used to generate a capture interrupt (IRQ3, vector F2H) whenever a triggering condition is detected at the P3.0 pin for 32 pin package and P3.3 pin for 44 pin package. The T2CON.5 and T2CON.4 bit-pair setting is used to select the trigger condition for capture mode operation: rising edges, falling edges, or both signal edges.

In capture mode, program software can poll the timer 2 match/capture interrupt pending bit, T2CON.0, to detect when a timer 2 capture interrupt pending condition exists (T2CON.0 = "1"). When the interrupt request is acknowledged by the CPU and the service routine starts, the interrupt service routine for vector F2H must clear the interrupt pending condition by writing a "0" to T2CON.0.



**Figure 13-1. Simplified Timer 2 Function Diagram: Capture Mode**

### TIMER 2 MATCH INTERRUPT

Timer 2 can also be used to generate a match interrupt (IRQ3, vector F2H) whenever the 16-bit counter value matches the value that is written to the timer 2 reference data registers, T2DATAH and T2DATAL. When a match condition is detected by the 16-bit comparator, the match interrupt is generated, the counter value is cleared, and up counting resumes from '00H'.

In match mode, program software can poll the timer 2 match/capture interrupt pending bit, T2CON.0, to detect when a timer 2 match interrupt pending condition exists (T2CON.0 = "1"). When the interrupt request is acknowledged by the CPU and the service routine starts, the interrupt service routine for vector F2H must clear the interrupt pending condition by writing a "0" to T2CON.0.

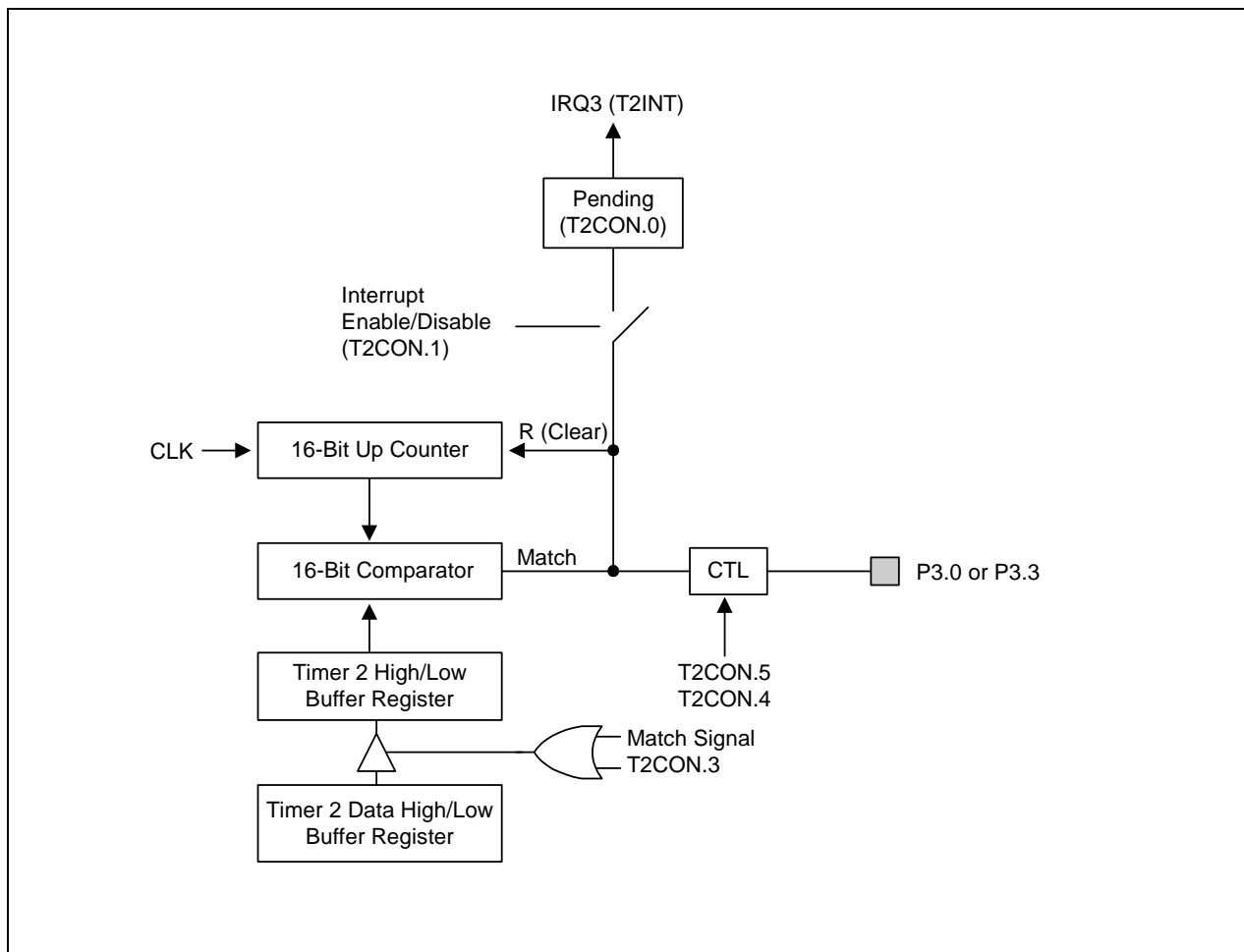


Figure 13-2. Simplified Timer 2 Function Diagram: Interval Timer Mode

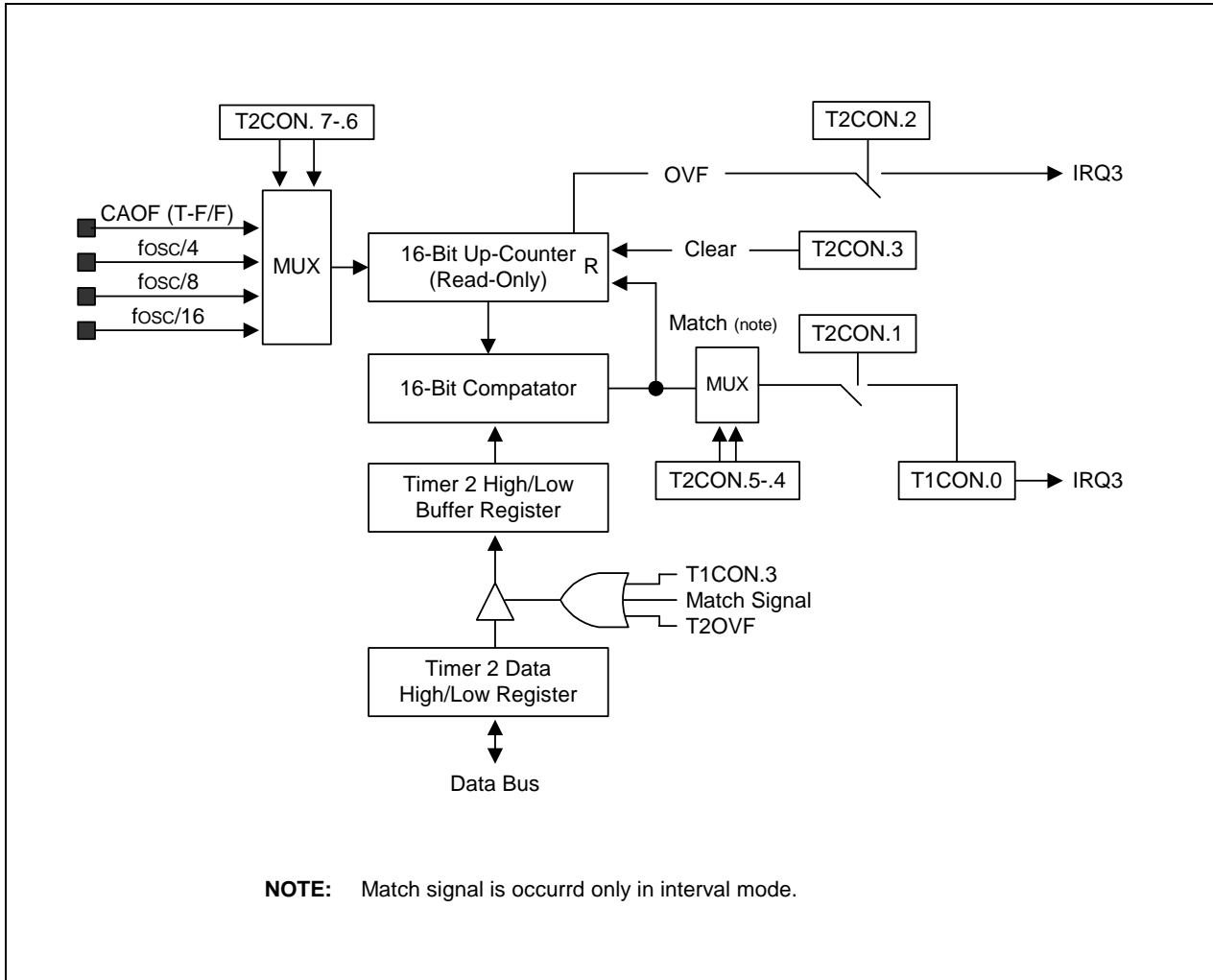


Figure 13-3. Timer 2 Block Diagram



### TIMER 2 CONTROL REGISTER (T2CON)

The timer 2 control register, T2CON, is located in address E8H, Bank1, Set 1 and is read/write addressable. T2CON contains control settings for the following T2 functions:

- Timer 2 input clock selection
- Timer 2 operating mode selection
- Timer 2 16-bit down counter clear
- Timer 2 overflow interrupt enable/disable
- Timer 2 match or capture interrupt enable/disable
- Timer 2 interrupt pending control (read for status, write to clear)

A reset operation clears T2CON to '00H', selecting fosc divided by 4 as the T2 clock, configuring timer 2 as a normal interval timer, and disabling the timer 2 interrupts.

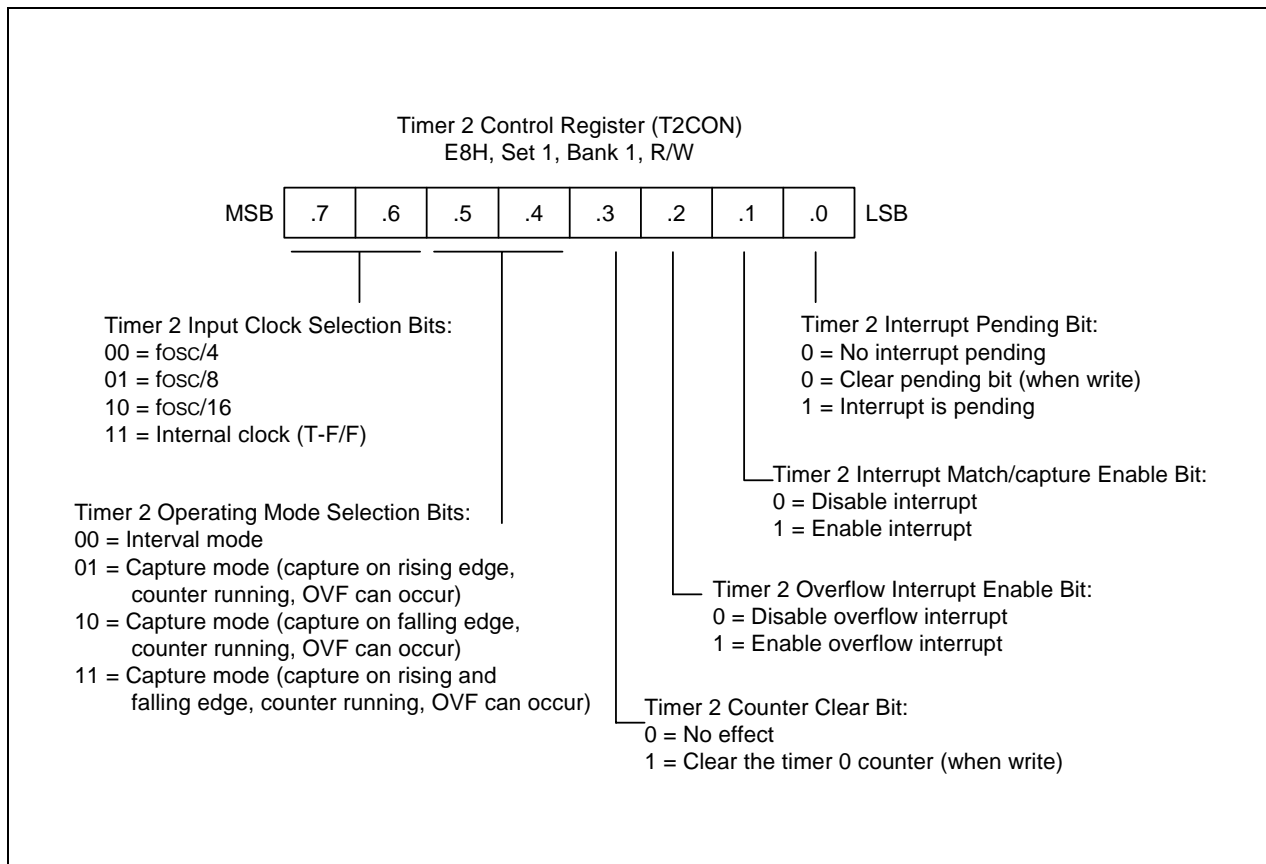


Figure 13-4. Timer 2 Control Register (T2CON)

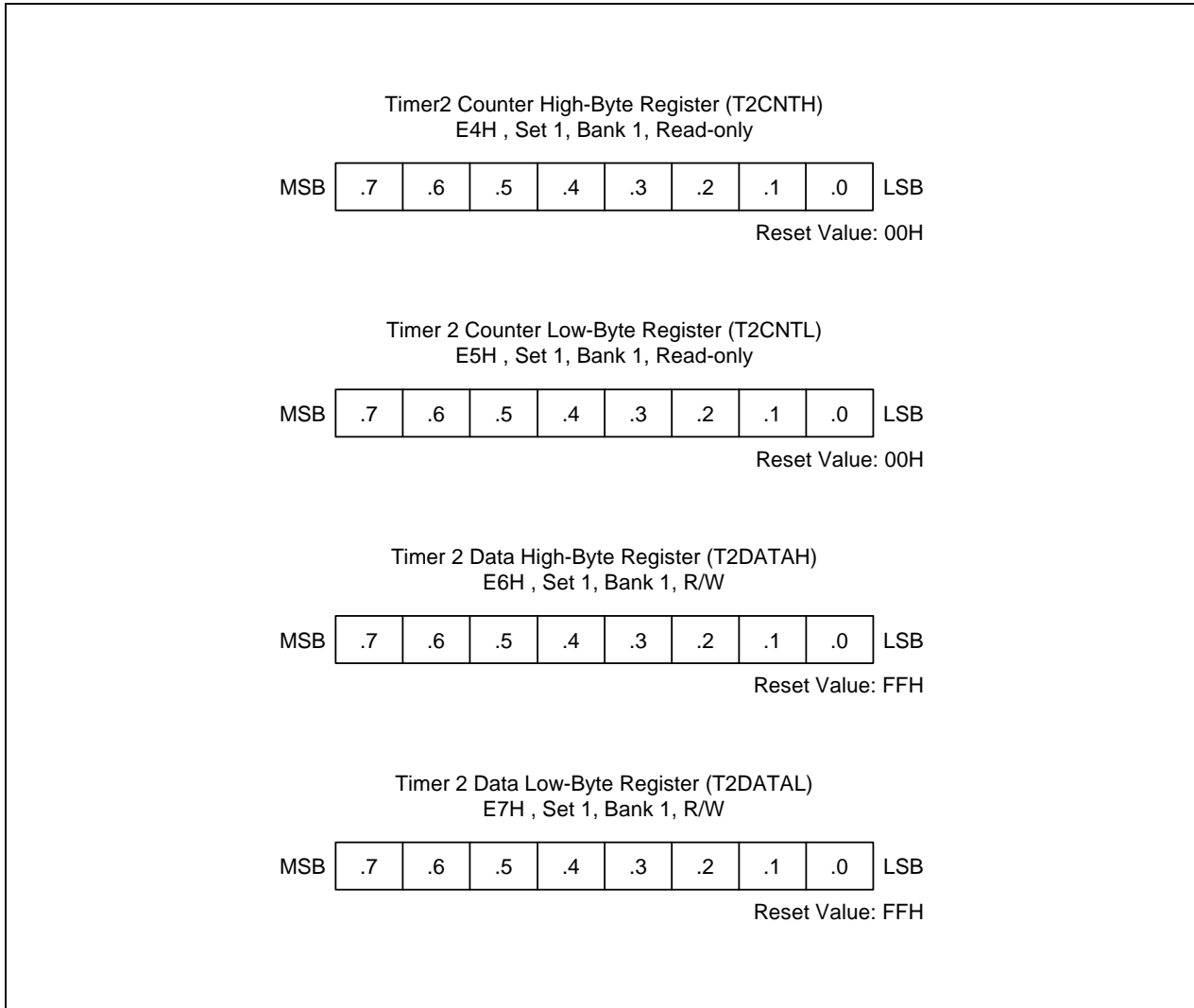


Figure 13-5. Timer 2 Registers (T2CNTH, T2CNTL, T2DATAH, T2DATAL)

# 14

## COMPARATOR

### OVERVIEW

P2.4, P2.5, P2.6 and P2.7 can be used as analog input pins for a comparator. The reference voltage for the 4-channel comparator can be supplied either internally or externally at P2.7. When an internal reference voltage is used, four channels (P2.4–P2.7) are used for analog inputs and the internal reference voltage is varied in 16 levels. If an external reference voltage is input at P2.7, the other P2.4, P2.5 and 2.6 pins are used for analog inputs.

When a conversion is completed, the result is saved in the comparison result register CMPREG (EAH, Set1, Bank1, Read-only). The initial values of the CMPREG are undefined and the comparator operation is disabled by a reset. The comparator module has the following components:

- Comparator
- Internal reference voltage generator (4-bit resolution)
- External reference voltage source at P2.7
- Comparator mode register (CMOD)
- Comparison result register (CMPREG)
- Comparison input selection register (CMPSEL)

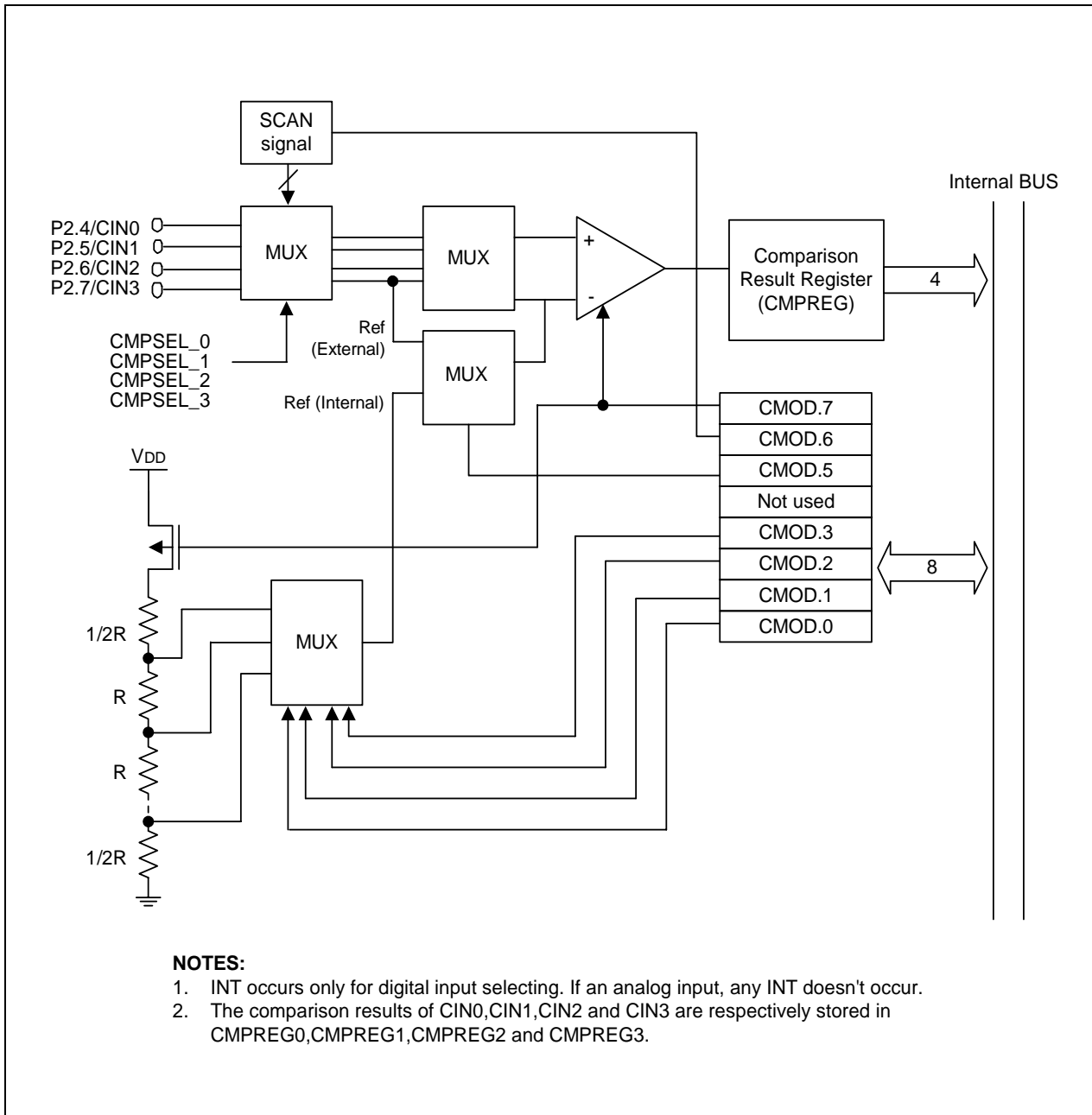


Figure 14-1. Comparator Block Diagram for The S3F80JB

## COMPARATOR OPERATION

The comparator compares input analog voltage at CIN0–CIN3 with an external or internal reference voltage ( $V_{REF}$ ) that is selected by the CMOD register. The result is written to the comparison result register CMPREG at address EAH, Set1, Bank1. The comparison result at internal reference is calculated as follows:

If "1" Analog input voltage  $\geq V_{REF} + 150 \text{ mV}$

If "0" Analog input voltage  $\leq V_{REF} - 150 \text{ mV}$

To obtain a comparison result, the data must be read out from the CMPREG register after  $V_{REF}$  is updated by changing the CMOD value after a conversion time has elapsed.

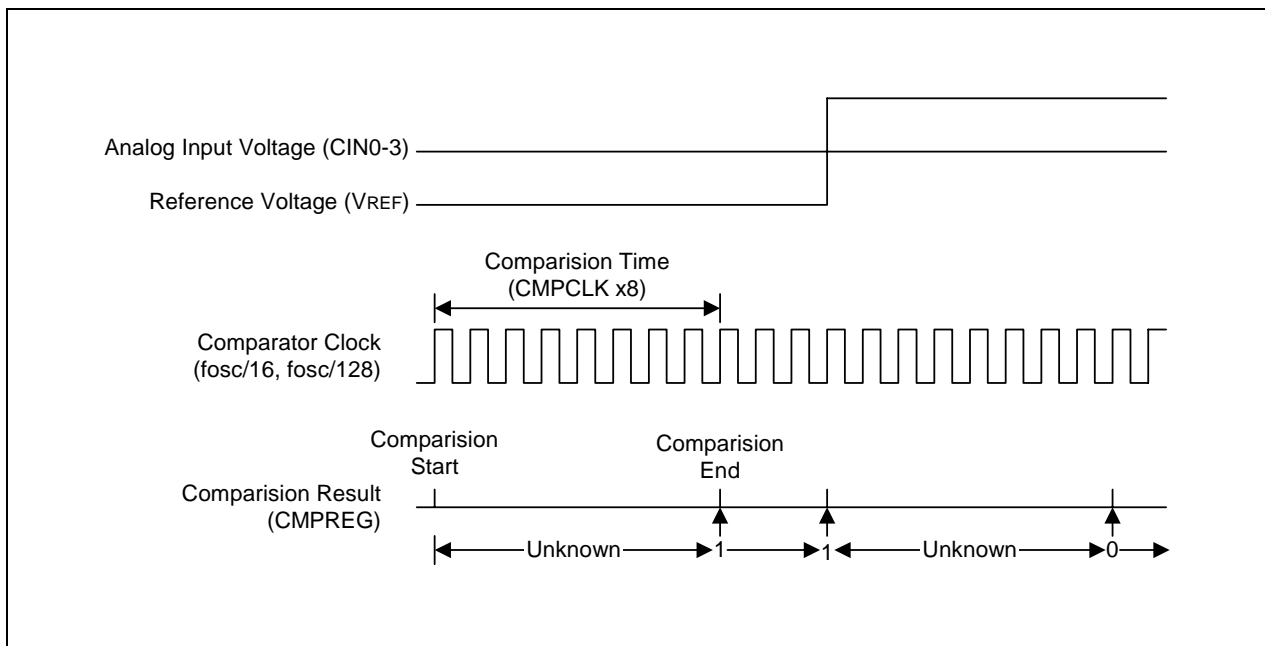
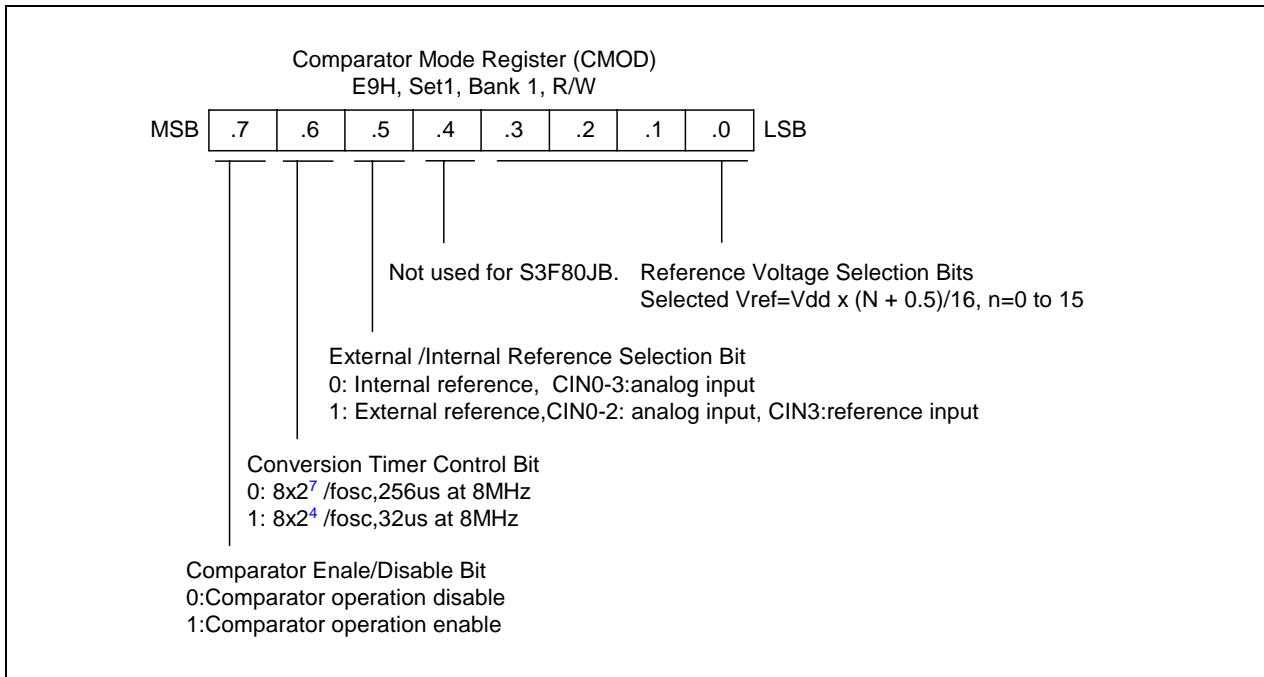
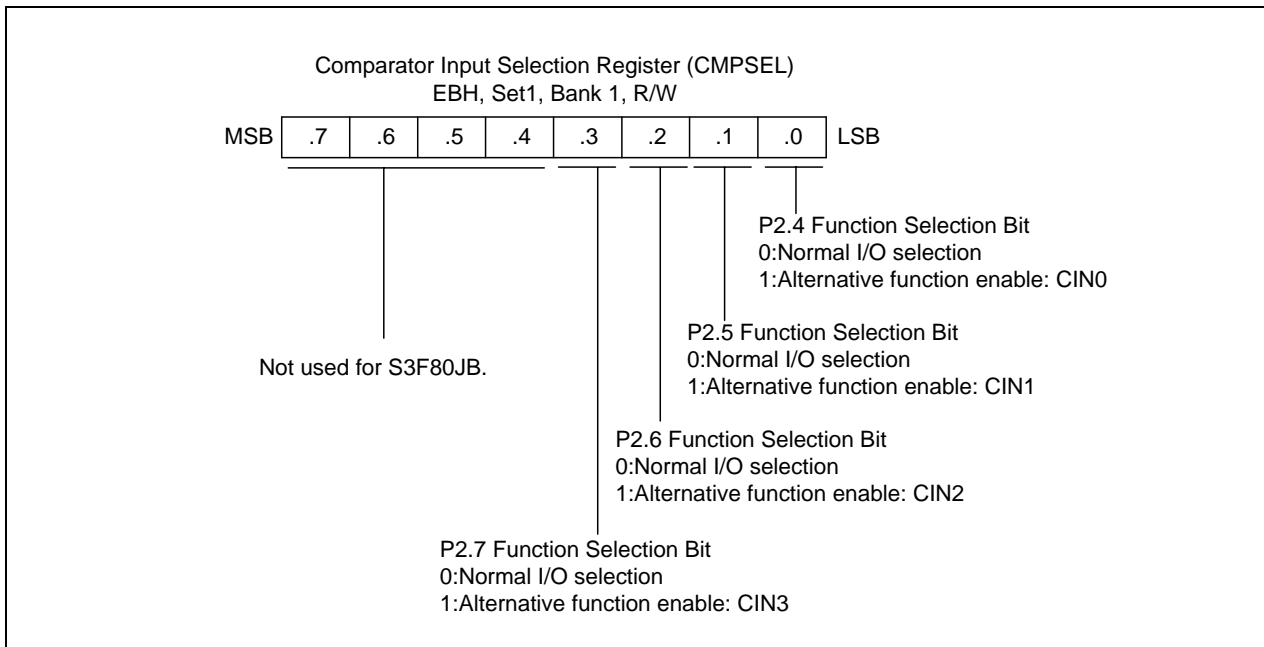


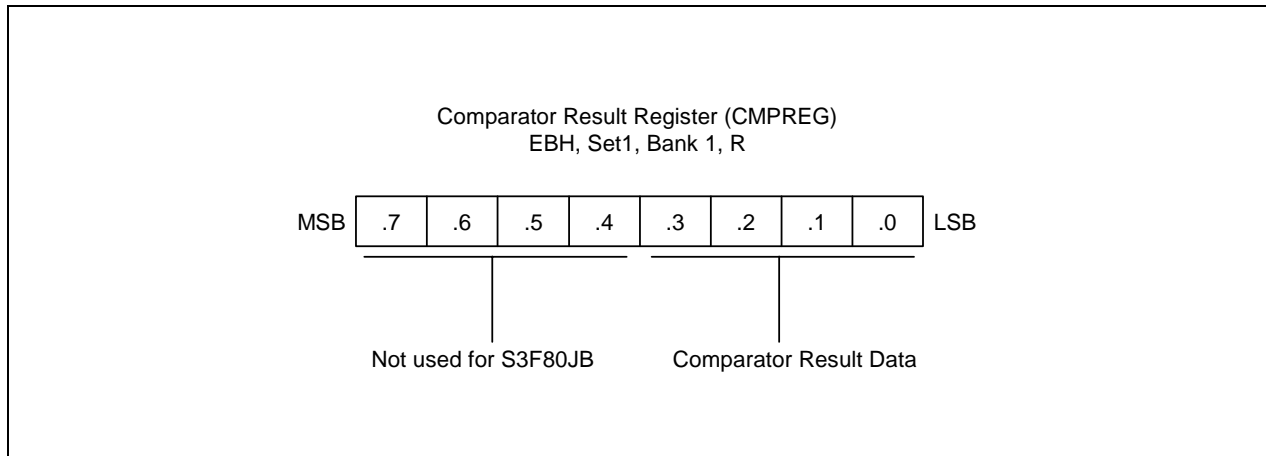
Figure 14-2. Conversion Characteristics



**Figure 14-3. Comparator Mode Register (CMOD)**



**Figure 14-4. Comparator Input Selection Register (CMPSEL)**



**Figure 14-5. Comparator Result Register (CMPREG)**

# 15

## EMBEDDED FLASH MEMORY INTERFACE

### OVERVIEW

The S3F80JB has an on-chip flash memory internally instead of masked ROM. The flash memory is accessed by instruction 'LDC'. This is a sector erasable and a byte programmable flash. User can program the data in a flash memory area any time you want. The S3F80JB 's embedded 64K-byte memory has two operating features as below:

- User Program Mode
- Tool Program Mode

### Flash ROM Configuration

The S3F80JB flash memory consists of 512sectors. Each sector consists of 128bytes. So, the total size of flash memory is 512x128 bytes (64KB). User can erase the flash memory by a sector unit at a time and write the data into the flash memory by a byte unit at a time.

- 64Kbyte Internal flash memory
- Sector size: 128-Bytes
- 10years data retention
- Fast programming Time:
  - Sector Erase: 10ms (min)
  - Byte Program: 32us (min)
- Byte programmable
- User programmable by 'LDC' instruction
- Sector (128-Bytes) erase available
- External serial programming support
- Endurance: 10,000 Erase/Program cycles (min)
- Expandable OBPTM (On Board Program)



### User Program Mode

This mode supports sector erase, byte programming, byte read and one protection mode (Hard Lock Protection). The S3F80JB has the internal pumping circuit to generate high voltage. Therefore, 12.5V into V<sub>pp</sub> (TEST) pin is not needed. To program a flash memory in this mode several control registers will be used.

There are four kind functions in user program mode – programming, reading, sector erase, and one protection mode (Hard lock protection).

### Tool Program Mode

This mode is for erasing and programming full area of flash memory by external programming tools. The 6 pins of S3F80JB are connected to a programming tool and then internal flash memory of S3F80JB can be programmed by Serial OTP/MTP Tools, SPW2 plus single programmer or GW-PRO2 gang programmer and so on. The other modules except flash memory module are at a reset state. This mode doesn't support the sector erase but chip erase (all flash memory erased at a time) and two protection modes (Hard lock protection/ Read protection). The read protection mode is available only in tool program mode. So in order to make a chip into read protection, you need to select a read protection option when you write a program code to a chip in tool program mode by using a programming tool. After read protect, all data of flash memory read "00". This protection is released by chip erase execution in the tool program mode.

**Table 15-1. Descriptions of Pins Used to Read/Write the Flash in Tool Program Mode**

Normal Chip Pin Name	During Programming			
	Pin Name	Pin No.	I/O	Function
P3.0	SDAT	3[30]	I/O	Serial data pin. Output port when reading and input port when writing. SDAT (P3.0) can be assigned as an input or push-pull output port.
P3.1	SCLK	4[31]	I	Serial clock pin. Input only pin.
TEST	TEST	9[4]	I	Tool mode selection when TEST pin sets Logic value '1'. If user uses the flash writer tool mode (ex.spw2+ etc.), user should connect TEST pin to V <sub>DD</sub> . (S3F80JB supplies high voltage 12.5V by internal high voltage generation circuit.)
nRESET	nRESET	12[7]	I	Chip Initialization
V <sub>DD</sub> , V <sub>SS</sub>	V <sub>DD</sub> , V <sub>SS</sub>	5[32], 6[1]	–	Power supply pin for logic circuit. V <sub>DD</sub> should be tied to +3.3 V during programming.

**NOTE:** [ ] means 32SOP package.

## ISP™ (ON-BOARD PROGRAMMING) SECTOR

ISP™ sectors located in program memory area can store On Board Program Software (Boot program code for upgrading application code by interfacing with I/O port pin). The ISP™ sectors can't be erased or programmed by 'LDC' instruction for the safety of On Board Program Software.

The ISP sectors are available only when the ISP enable/disable bit is set 0, that is, enable ISP at the Smart Option. If you don't like to use ISP sector, this area can be used as a normal program memory (can be erased or programmed by 'LDC' instruction) by setting ISP disable bit ("1") at the Smart Option. Even if ISP sector is selected, ISP sector can be erased or programmed in the tool program mode by serial programming tools.

The size of ISP sector can be varied by settings of smart option (Refer to Figure 2-2 and Table 15-2). You can choose appropriate ISP sector size according to the size of On Board Program Software.

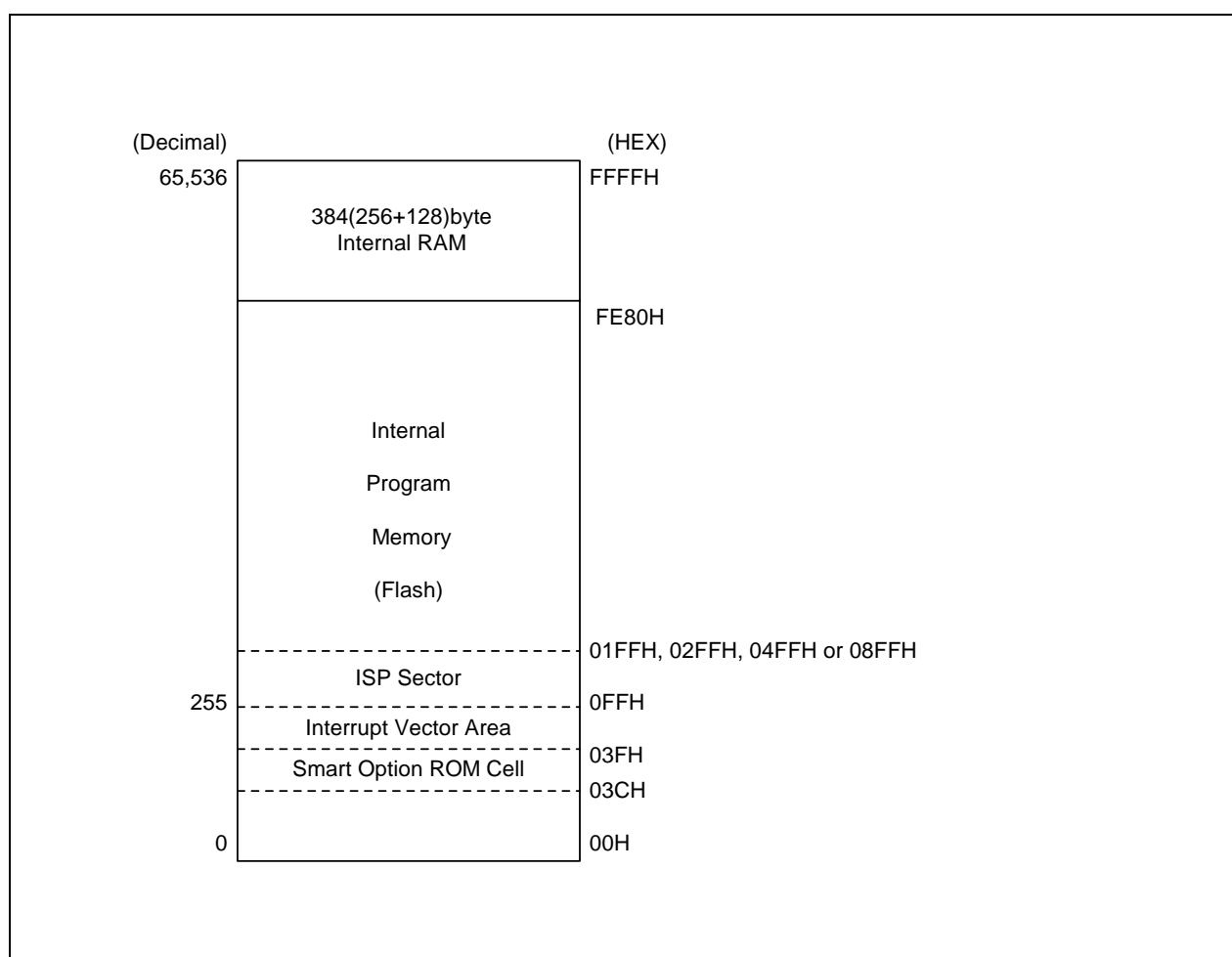
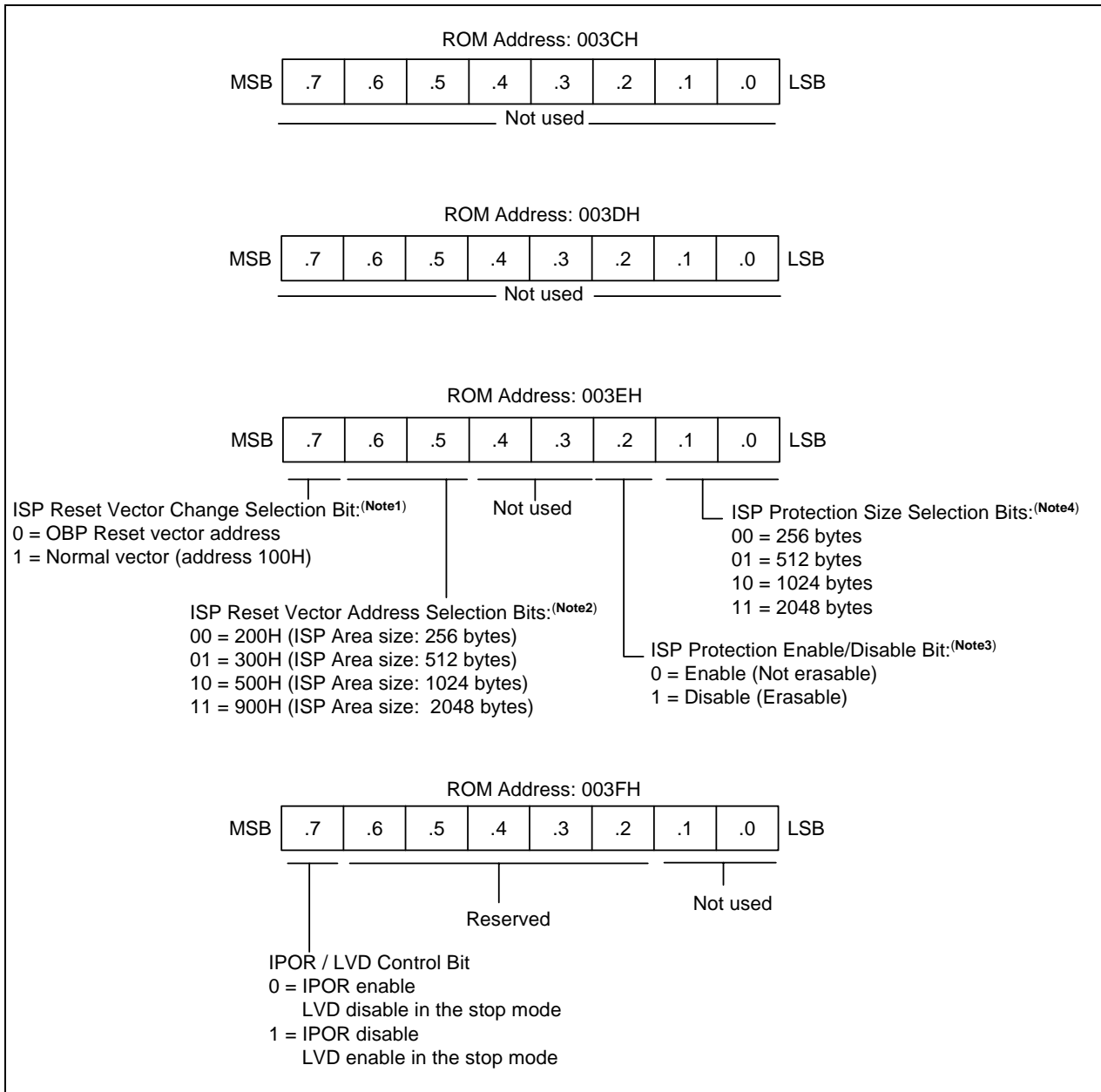


Figure 15-1. Program Memory Address Space

**SMART OPTION**

Smart option is the program memory option for starting condition of the chip. The program memory addresses used by smart option are from 003CH to 003FH. The S3F80JB only use 003EH and 003FH. User can write any value in the not used addresses (003CH and 003DH). The default value of smart option bits in program memory is 0FFH (IPOR disable, LVD enable in the stop mode, Normal reset vector address 100H, ISP protection disable). Before execution the program memory code, user can set the smart option bits according to the hardware option for user to want to select.



**Figure 15-2. Smart Option**

## NOTES

- By setting ISP Reset Vector Change Selection Bit (3EH.7) to '0', user can have the available ISP area.  
If ISP Reset Vector Change Selection Bit (3EH.7) is '1', 3EH.6 and 3EH.5 are meaningless.
- If ISP Reset Vector Change Selection Bit (3EH.7) is '0', user must change ISP reset vector address from 0100H to some address which user want to set reset address (0200H, 0300H, 0500H or 0900H).  
If the reset vector address is 0200H, the ISP area can be assigned from 0100H to 01FFH (256bytes).  
If 0300H, the ISP area can be assigned from 0100H to 02FFH (512bytes). If 0500H, the ISP area can be from 0100H to 04FFH (1024bytes). If 0900H, the ISP area can be from 0100H to 08FFH (2048bytes).
- If ISP Protection Enable/Disable Bit is '0', user can't erase or program the ISP area selected by 3EH.1 and 3EH.0 in flash memory.
- User can select suitable ISP protection size by 3EH.1 and 3EH.0. If ISP Protection Enable/Disable Bit (3EH.2) is '1', 3EH.1 and 3EH.0 are meaningless.

Table 15-2. ISP Sector Size

Smart Option (003EH) ISP Size Selection Bit			Area of ISP Sector	ISP Sector Size
Bit 2	Bit 1	Bit 0		
1	x	x	0	0
0	0	0	100H – 1FFH (256 Bytes)	256 Bytes
0	0	1	100H – 2FFH (512 Bytes)	512 Bytes
0	1	0	100H – 4FFH (1024 Bytes)	1024 Bytes
0	1	1	100H – 8FFH (2048 Bytes)	2048 Bytes

**NOTE:** The area of the ISP sector selected by smart option bit (3EH.2 – 3EH.0) can't be erased and programmed by 'LDC' instruction in user program mode.

## ISP RESET VECTOR AND ISP SECTOR SIZE

If you use ISP sectors by setting the ISP enable/disable bit to "0" and the reset vector selection bit to "0" at the smart option, you can choose the reset vector address of CPU as shown in Table 15-3 by setting the ISP reset vector address selection bits. (Refer to Figure 2-2 Smart Option).

Table 15-3. Reset Vector Address

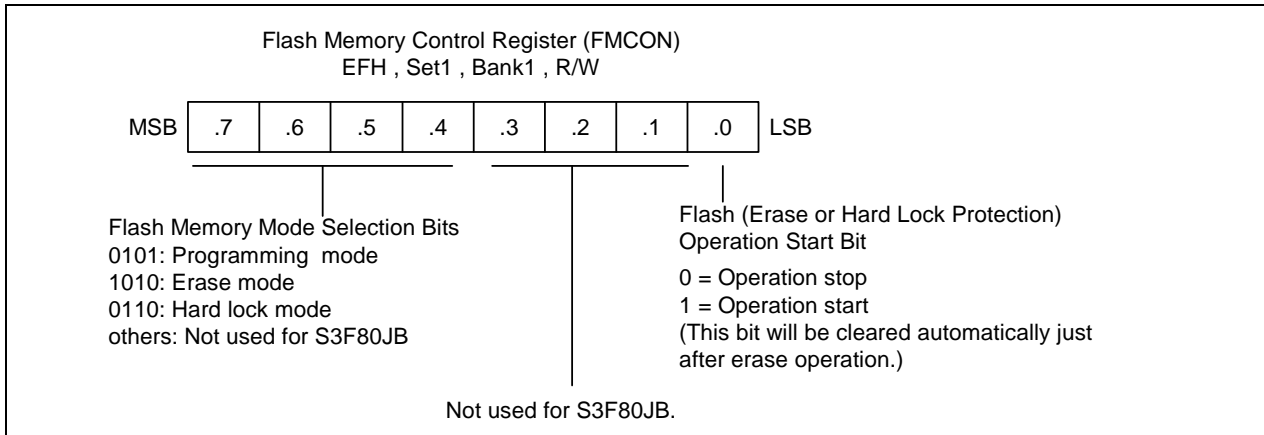
Smart Option (003EH) ISP Reset Vector Address Selection Bit			Reset Vector Address after POR	Usable Area for ISP Sector	ISP Sector Size
Bit 7	Bit 6	Bit 5			
1	x	x	0100H	0	0
0	0	0	0200H	100H – 1FFH	256 Bytes
0	0	1	0300H	100H – 2FFH	512 Bytes
0	1	0	0500H	100H – 4FFH	1024 Bytes
0	1	1	0900H	100H – 8FFH	2048 Bytes

**NOTE:** The selection of the ISP reset vector address by Smart Option (003EH.7 – 003EH.5) is not dependent of the selection of ISP sector size by Smart Option (003EH.2 – 003EH.0).

## FLASH MEMORY CONTROL REGISTERS (USER PROGRAM MODE)

### FLASH MEMORY CONTROL REGISTER (FMCON)

FMCON register is available only in user program mode to select the flash memory operation mode; sector erase, byte programming, and to make the flash memory into a hard lock protection.

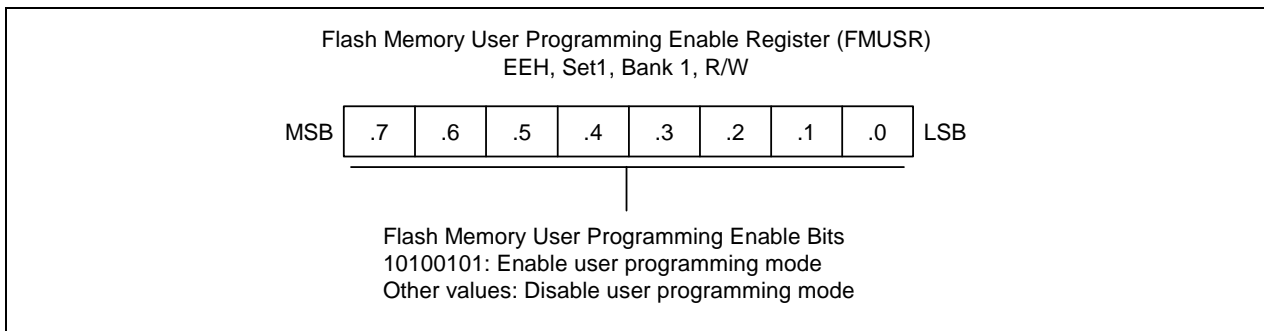


**Figure 15-3. Flash Memory Control Register (FMCON)**

The bit 0 of FMCON register (FMCON.0) is a bit for the operation start of Erase and Hard Lock Protection. Therefore, operation of Erase and Hard Lock Protection is activated when you set FMCON.0 to "1". If you write FMCON.0 to 1 for erasing, CPU is stopped automatically for erasing time (min.10ms). After erasing time, CPU is restarted automatically. When you read or program a byte data from or into flash memory, this bit is not needed to manipulate.

### FLASH MEMORY USER PROGRAMMING ENABLE REGISTER (FMUSR)

The FMUSR register is used for a safe operation of the flash memory. This register will protect undesired erase or program operation from malfunctioning of CPU caused by an electrical noise. After reset, the user-programming mode is disabled, because the value of FMUSR is "00000000B" by reset operation. If necessary to operate the flash memory, you can use the user programming mode by setting the value of FMUSR to "10100101B". The other value of "10100101B", user program mode is disabled.

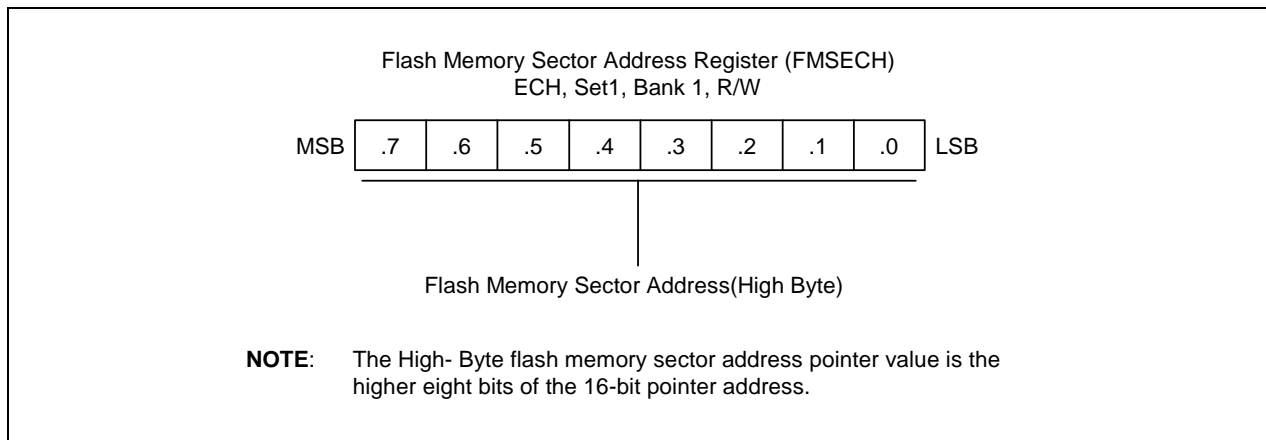


**Figure 15-4. Flash Memory User Programming Enable Register (FMUSR)**

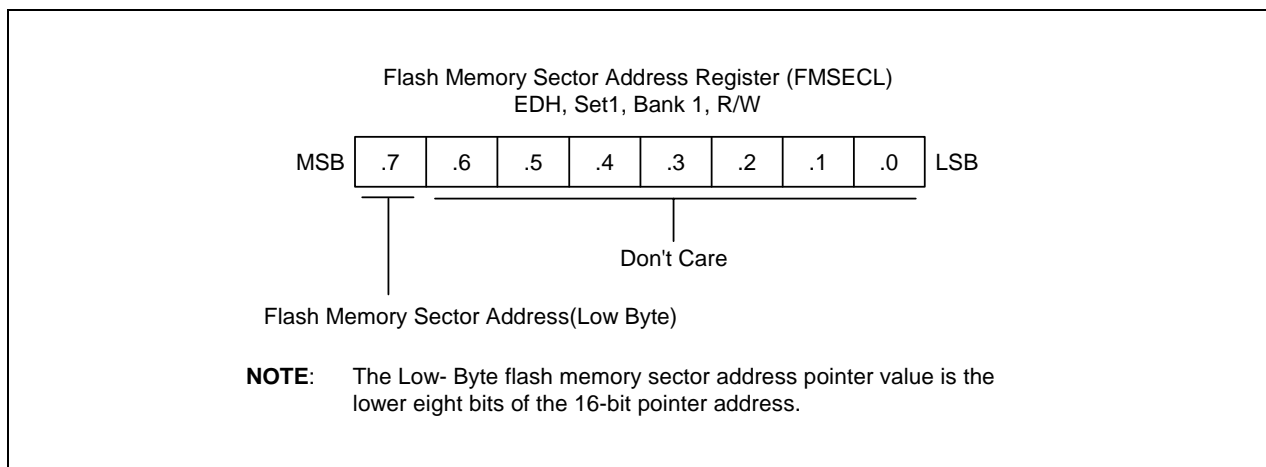
## FLASH MEMORY SECTOR ADDRESS REGISTERS

There are two sector address registers for the erase or programming flash memory. The FMSECL (Flash Memory Sector Address Register Low Byte) indicates the low byte of sector address and FMSECH (Flash Memory Address Sector Register High Byte) indicates the high byte of sector address. The FMSECH is needed for S3F80JB because it has 512 sectors.

One sector consists of 128-bytes. Each sector's address starts XX00H or XX80H, that is, a base address of sector is XX00H or XX80H. So bit .6-.0 of FMSECL don't mean whether the value is '1' or '0'. We recommend that it is the simplest way to load the sector base address into FMSECH and FMSECL register. When programming the flash memory, user should program after loading a sector base address, which is located in the destination address to write data into FMSECH and FMSECL register. If the next operation is also to write one byte data, user should check whether next destination address is located in the same sector or not. In case of other sectors, user should load sector address to FMSECH and FMSECL Register according to the sector. (Refer to page 15-16 PROGRAMMING TIP — Programming)



**Figure 15-5. Flash Memory Sector Address Register (FMSECH)**



**Figure 15-6. Flash Memory Sector Address Register (FMSECL)**

## SECTOR ERASE

User can erase a flash memory partially by using sector erase function only in user program mode. The only unit of flash memory to be erased in the user program mode is a sector.

The program memory of S3F80JB, 64Kbytes flash memory, is divided into 512 sectors. Every sector has all 128-byte sizes. So the sector to be located destination address should be erased first to program a new data (one byte) into flash memory. Minimum 10ms' delay time for the erase is required after setting sector address and triggering erase start bit (FMCON.0). Sector erase is not supported in tool program modes (MDS mode tool or programming tool).

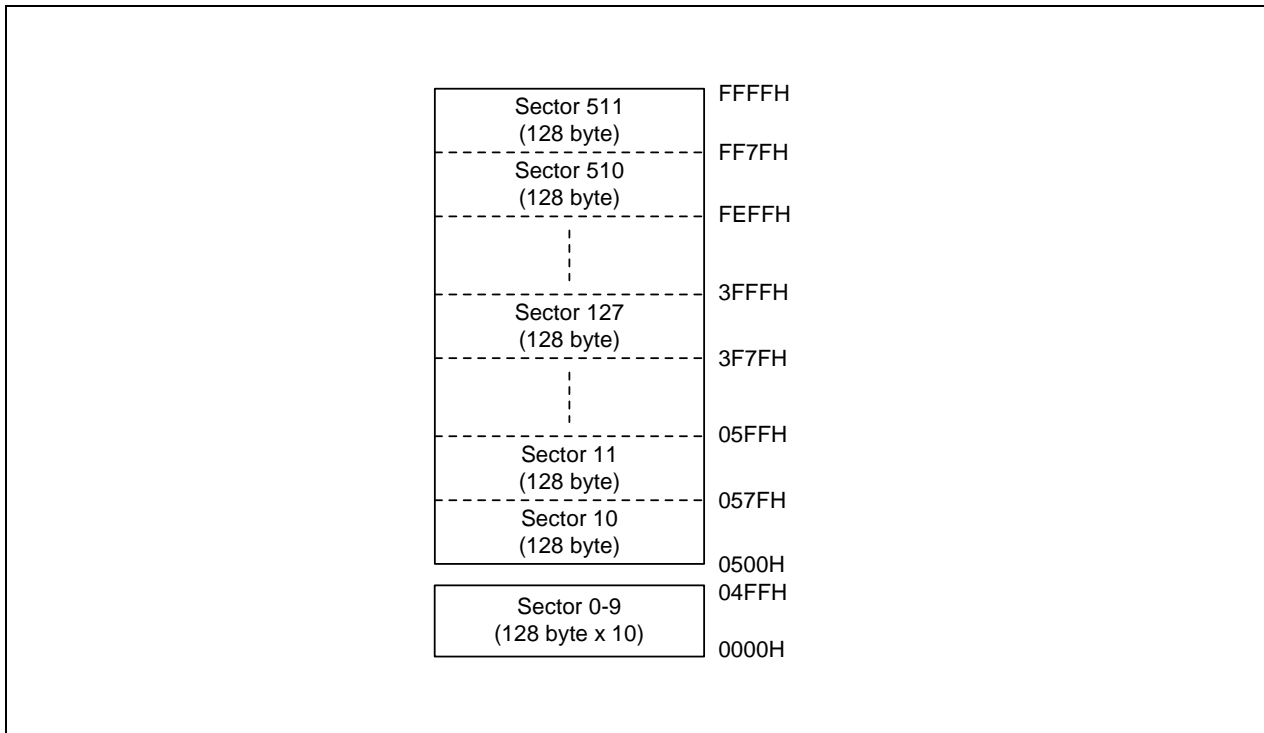


Figure 15-7. Sector Configurations in User Program Mode

### The Sector Erase Procedure in User Program Mode

1. Set Flash Memory User Programming Enable Register (FMUSR) to “10100101B”.
2. Set Flash Memory Sector Address Register (FMSECH and FMSECL).
3. Set Flash Memory Control Register (FMCON) to “10100001B”.
4. Set Flash Memory User Programming Enable Register (FMUSR) to “00000000B”.

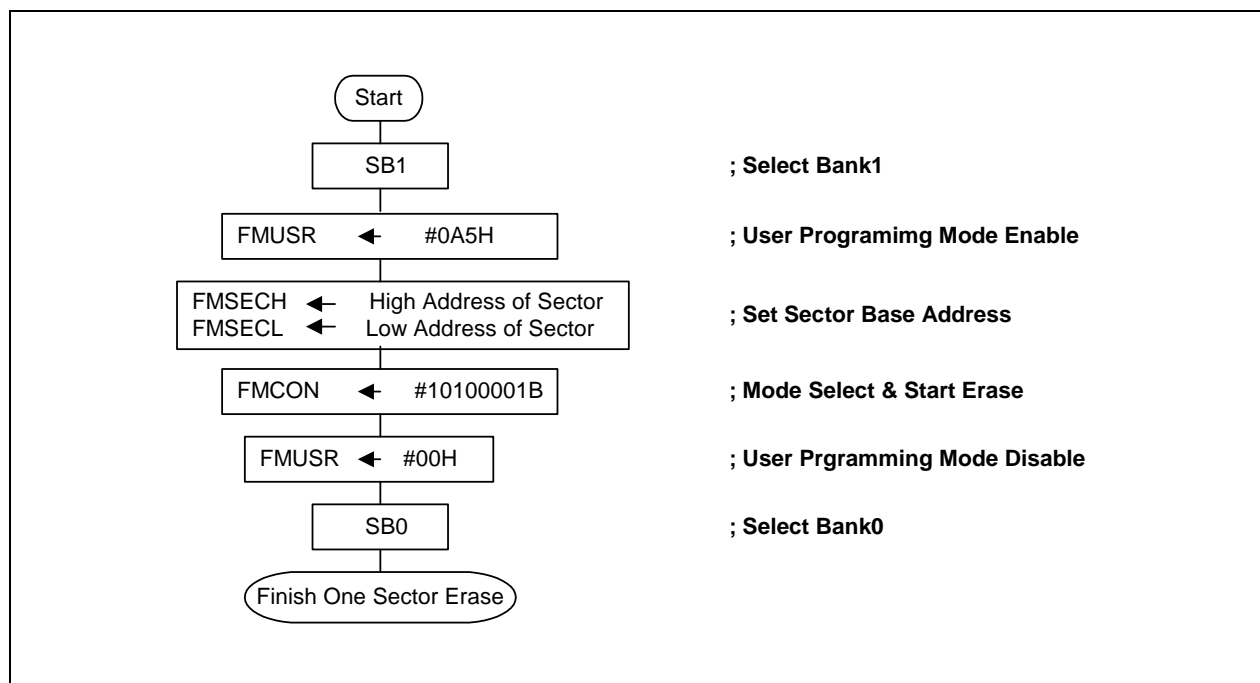


Figure 15-8. Sector Erase Flowchart in User Program Mode

### NOTES

1. If user erases a sector selected by Flash Memory Sector Address Register FMSECH and FMSECL, FMUSR should be enabled just before starting sector erase operation. And to erase a sector, Flash Operation Start Bit of FMCON register is written from operation stop '0' to operation start '1'. That bit will be cleared automatically just after the corresponding operation completed. In other words, when S3F80JB is in the condition that flash memory user programming enable bits is enabled and executes start operation of sector erase, it will get the result of erasing selected sector as user's a purpose and Flash Operation Start Bit of FMCON register is also clear automatically.
2. If user executes sector erase operation with FMUSR disabled, FMCON.0 bit, Flash Operation Start Bit, remains 'high', which means start operation, and is not cleared even though next instruction is executed. So user should be careful to set FMUSR when executing sector erase, for no effect on other flash sectors.



 **PROGRAMMING TIP — Sector Erase**

**Case1. Erase one sector**

```

      •
      •
ERASE_ONESECTOR:
      SB1
      LD  FMUSR,#0A5H           ; User program mode enable
      LD  FMSECH,#40H         ; Set sector address 4000H,sector 128,
      LD  FMSECL,#00H         ; among sector 0~511
      LD  FMCON,#10100001B    ; Select erase mode enable & Start sector erase

ERASE_STOP:   LD  FMUSR,#00H     ; User program mode disable
              SB0

```

**Case2.Erase flash memory space from Sector (n) to Sector (n + m)**

```

      •
      •
;;Pre-define the number of sector to erase

      LD  SecNumH,#00H         ; Set sector number
      LD  SecNumL,#128        ; Selection the sector128 ( base address 4000H )
      LD  R6,#01H             ; Set the sector range (m) to erase
      LD  R7,#7DH             ; into High-byte(R6) and Low-byte(R7)
      LD  R2,SecNumH
      LD  R3,SecNumL

ERASE_LOOP:  CALL  SECTOR_ERASE
              XOR  P4,#11111111B ; Display ERASE_LOOP cycle
              INCW RR2
              LD  SecNumH,R2
              LD  SecNumL,R3
              DECW RR6
              LD  R8,R6
              OR  R8,R7
              CP  R8,#00H
              JP  NZ,ERASE_LOOP
      •
      •

```

```
SECTOR_ERASE:
    LD      R12,SecNumH
    LD      R14,SecNumL
    MULT   RR12,#80H      ; Calculation the base address of a target sector
    MULT   RR14,#80H      ; The size of one sector is 128-bytes
    ADD    R13,R14
                                ; BTJRF FLAGS.7,NOCARRY
                                ; INC    R12
NOCARRY:
    LD      R10,R13
    LD      R11,R15
ERASE_START:
    SB1
    LD      FMUSR,#0A5H    ; User program mode enable
    LD      FMSECH,R10    ; Set sector address
    LD      FMSECL,R11
    LD      FMCON,#10100001B ; Select erase mode enable & Start sector erase
ERASE_STOP:
    LD      FMUSR,#00H    ; User program mode disable
    SB0
    RET
```

## PROGRAMMING

A flash memory is programmed in one-byte unit after sector erase. The write operation of programming starts by 'LDC' instruction.

### The program procedure in user program mode

1. Must erase target sectors before programming.
2. Set Flash Memory User Programming Enable Register (FMUSR) to "10100101B".
3. Set Flash Memory Control Register (FMCON) to "0101000XB".
4. Set Flash Memory Sector Address Register (FMSECH and FMSECL) to the sector base address of destination address to write data.
5. Load a transmission data into a working register.
6. Load a flash memory upper address into upper register of pair working register.
7. Load a flash memory lower address into lower register of pair working register.
8. Load transmission data to flash memory location area on 'LDC' instruction by indirectly addressing mode
9. Set Flash Memory User Programming Enable Register (FMUSR) to "00000000B".

### NOTE

In programming mode, it doesn't care whether FMCON.0's value is "0" or "1".

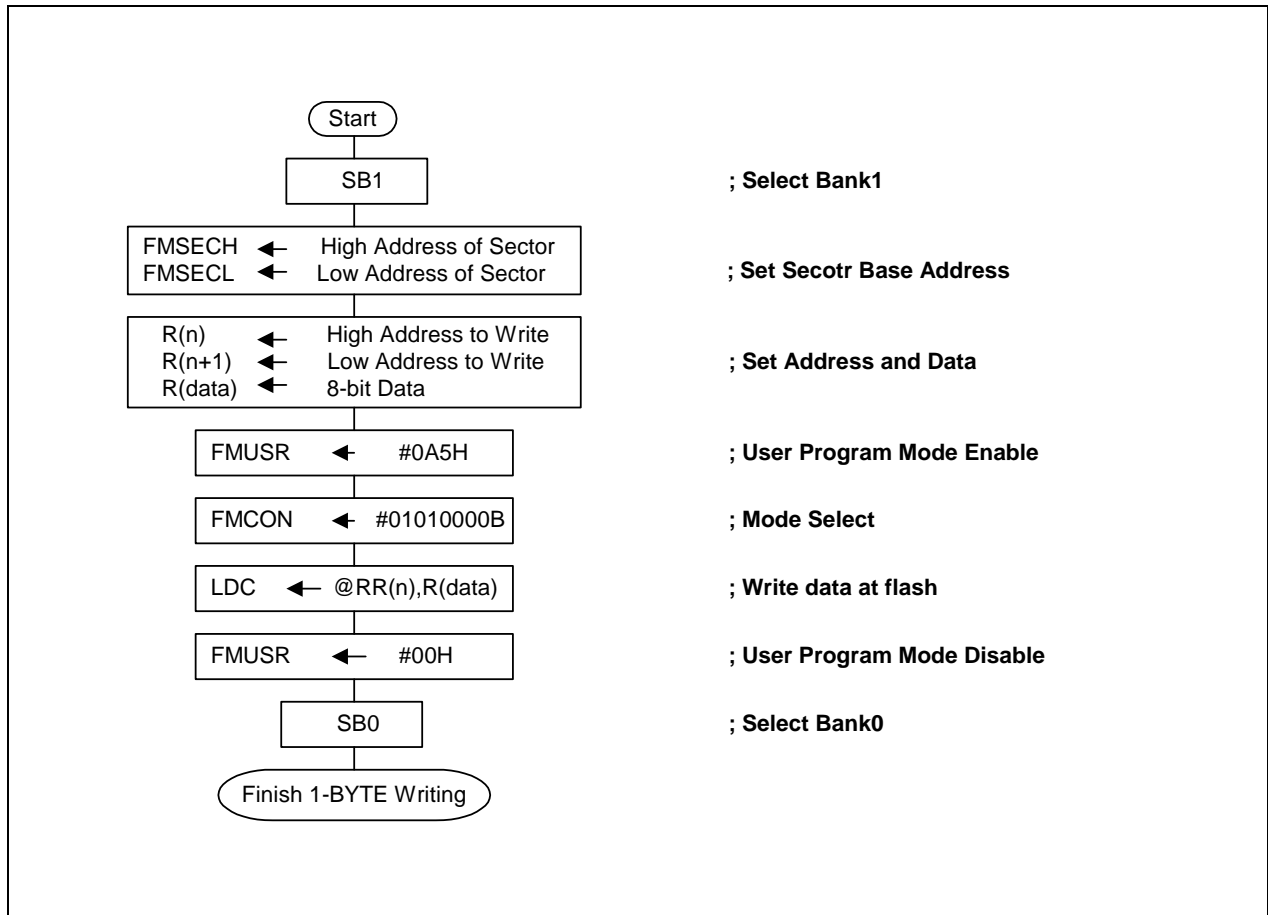


Figure 15-9. Byte Program Flowchart in a User Program Mode

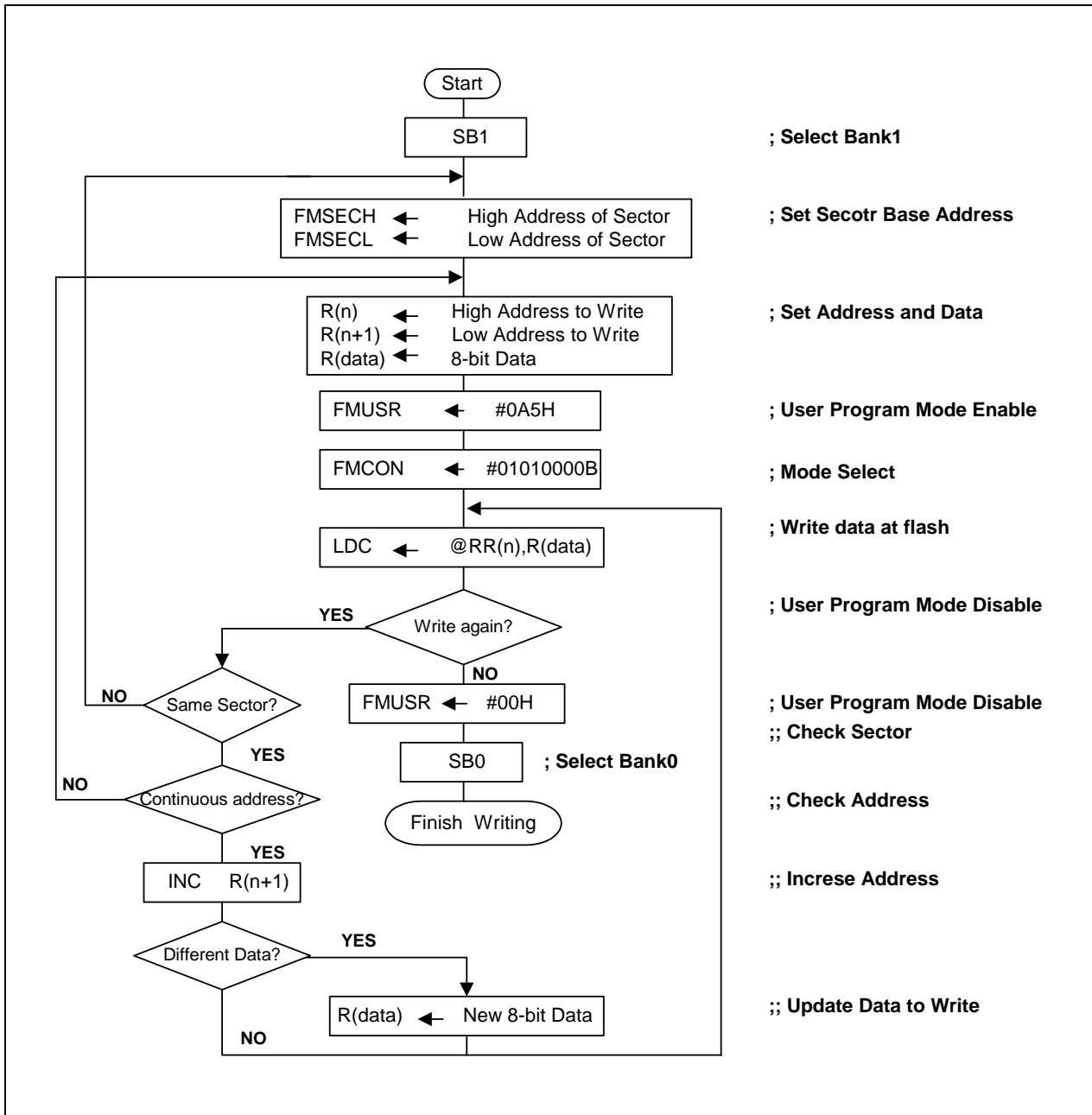


Figure 15-10. Program Flowchart in a User Program Mode

## PROGRAMMING TIP — Programming

### Case1. 1-Byte Programming

```

.
.
WR_BYTE:                                ; Write data "AAH" to destination address 4010H
SB1
LD    FMUSR,#0A5H                        ; User program mode enable
LD    FMCON,#01010000B                  ; Selection programming mode
LD    FMSECH, #40H                       ; Set the base address of sector (4000H)
LD    FMSECL, #00H
LD    R9,#0AAH                           ; Load data "AA" to write
LD    R10,#40H                            ; Load flash memory upper address into upper register of pair working
                                           ; register
LD    R11,#10H                           ; Load flash memory lower address into lower register of pair working
                                           ; register
LDC   @RR10,R9                            ; Write data 'AAH' at flash memory location (4010H)

LD    FMUSR,#00H                          ; User program mode disable
SB0

```

### Case2. Programming in the same sector

```

.
.
WR_INSECTOR:                             ; RR10-->Address copy (R10 –high address,R11-low address)

LD    R0,#40H

SB1
LD    FMUSR,#0A5H                        ; User program mode enable
LD    FMCON,#01010000B                  ; Selection programming mode and Start programming
LD    FMSECH,#40H                       ; Set the base address of sector located in target address to write data
LD    FMSECL,#00H                       ; The sector 128's base address is 4000H.
LD    R9,#33H                            ; Load data "33H" to write
LD    R10,#40H                            ; Load flash memory upper address into upper register of pair working
                                           ; register
LD    R11,#40H                            ; Load flash memory lower address into lower register of pair working
                                           ; register

WR_BYTE:
LDC   @RR10,R9                            ; Write data '33H' at flash memory location
INC   R11                                  ; Reset address in the same sector by INC instruction
DJNZ  R0,WR_BYTE                          ; Check whether the end address for programming reach 407FH or not.

LD    FMUSR,#00H                          ; User Program mode disable
SB0

```

**Case3. Programming to the flash memory space located in other sectors**

```

•
•
WR_INSECTOR2:
LD      R0,#40H
LD      R1,#40H

SB1
LD      FMUSR,#0A5H      ; User program mode enable
LD      FMCON,#0101000B ; Selection programming mode and Start programming
LD      FMSECH,#01H     ; Set the base address of sector located in target address to write data
LD      FMSECL,#00H     ; The sector 2's base address is 100H
LD      R9,#0CCH        ; Load data "CCH" to write
LD      R10,#01H        ; Load flash memory upper address into upper register of pair working
                                ; register
LD      R11,#40H        ; Load flash memory lower address into lower register of pair working
                                ; register
CALL    WR_BYTE

LD      R0,#40H
WR_INSECTOR50:
LD      FMSECH,#19H     ; Set the base address of sector located in target address to write data
LD      FMSECL,#00H     ; The sector 50's base address is 1900H
LD      R9,# 55H        ; Load data "55H" to write
LD      R10,#19H        ; Load flash memory upper address into upper register of pair working
                                ; register
LD      R11,#40H        ; Load flash memory lower address into lower register of pair working
                                ; register
CALL    WR_BYTE

WR_INSECTOR128:
LD      FMSECH,#40H     ; Set the base address of sector located in target address to write data
LD      FMSECL,#00H     ; The sector 128's base address is 4000H
LD      R9,#0A3H        ; Load data "A3H" to write
LD      R10,#40H        ; Load flash memory upper address into upper register of pair working
                                ; register
LD      R11,#40H        ; Load flash memory lower address into lower register of pair working
                                ; register

WR_BYTE1:
LDC     @RR10,R9        ; Write data 'A3H' at flash memory location
INC     R11
DJNZ   R1,WR_BYTE1

LD      FMUSR,#00H     ; User Program mode disable
SB0
•
•
WR_BYTE:
LDC     @RR10,R9        ; Write data written by R9 at flash memory location
INC     R11
DJNZ   R0,WR_BYTE
RET

```

## READING

The read operation starts by 'LDC' instruction.

### The program procedure in user program mode

1. Load a flash memory upper address into upper register of pair working register.
2. Load a flash memory lower address into lower register of pair working register.
3. Load receive data from flash memory location area on 'LDC' instruction by indirectly addressing mode

### PROGRAMMING TIP — Reading

```

      •
      •
      LD      R2,#03H      ; Load flash memory's upper address
                          ; to upper register of pair working register
      LD      R3,#00H      ; Load flash memory's lower address
                          ; to lower register of pair working register

LOOP:  LDC      R0,@RR2    ; Read data from flash memory location
                          ; (Between 300H and 3FFH)
      INC      R3
      CP      R3,#0FFH
      JP      NZ,LOOP
      •
      •
      •
      •

```



## HARD LOCK PROTECTION

User can set Hard Lock Protection by writing '0110B' in FMCON7-4. This function prevents the changes of data in a flash memory area. If this function is enabled, the user cannot write or erase the data in a flash memory area. This protection can be released by the chip erase execution in the tool program mode. In terms of user program mode, the procedure of setting Hard Lock Protection is following that. In tool mode, the manufacturer of serial tool writer could support Hardware Protection. Please refer to the manual of serial program writer tool provided by the manufacturer.

### The program procedure in user program mode

1. Set Flash Memory User Programming Enable Register (FMUSR) to "10100101B".
2. Set Flash Memory Control Register (FMCON) to "01100001B".
3. Set Flash Memory User Programming Enable Register (FMUSR) to "00000000B".



### PROGRAMMING TIP — Hard Lock Protection

```
•
•
SB1
LD      FMUSR,#0A5H      ; User program mode enable
LD      FMCON,#01100001B ; Select Hard Lock Mode and Start protection
LD      FMUSR,#00H      ; User program mode disable
SB0
•
•
```

# 16

## LOW VOLTAGE DETECTOR

### OVERVIEW

The S3F80JB micro-controller has a built-in Low Voltage Detector (LVD) circuit, which allows LVD and LVD\_FLAG detection of power voltage. The S3F80JB has two options in LVD and LVD\_FLAG voltage level according to the operating frequency to be set by smart option (Refer to the page 2-4).

Operating Frequency 4MHz:

- Low voltage detect level for Backup Mode and Reset (LVD): 1.9V (Typ)  $\pm$  200mV
- Low voltage detect level for Flash Flag Bit (LVD\_FLAG): 2.15V (Typ)  $\pm$  200mV

Operating Frequency 8MHz:

- Low voltage detect level for Backup Mode and Reset (LVD): 2.15V (Typ)  $\pm$  200mV
- Low voltage detect level for Flash Flag Bit (LVD\_FLAG): 2.3V (Typ)  $\pm$  200mV

After power-on, LVD block is always enabled. LVD block is only disable when executed STOP instruction with a smart option setting. The LVD block of S3F80JB consists of two comparators and a resistor string. One of comparators is for LVD detection, and the other is for LVD\_FLAG detection.

### LVD

LVD circuit supplies two operating modes by one comparator: back-up mode input and system reset input. The S3F80JB can enter the back-up mode and generate the reset signal by the LVD level (note1) detection using LVD circuit. When LVD circuit detects the LVD level (note1) in falling power, S3F80JB enters the Back-up mode. Back-up mode input automatically creates a chip stop state. When LVD circuit detects the LVD level (note1) in rising power, the system reset occurs. When the reset pin is at a high state and the LVD circuit detects rising edge of  $V_{DD}$  on the point  $V_{LVD}$ , the reset pulse generator makes a reset pulse, and system reset occurs. This reset by LVD circuit is one of the S3F80JB reset sources. (Refer to the page 8-3 for more.)

### LVD FLAG

The other comparator's output makes LVD indicator flag bit '1' or '0'. That is used to indicate low voltage level (note2). When the power voltage is below the LVD\_FLAG level, the bit 0 of LVDCON register is set '1'. When the power voltage is above the LVD\_FLAG level, the bit 0 of LVDCON register is set '0' automatically. LVDCON.0 can be used flag bit to indicate low battery in IR application or others.

NOTES

1. When smart option bit is set "1", operating frequency is selected 8MHz and LVD voltage level is 2.3V. On the other hand, when smart option bit is set "0", operating frequency is selected 4MHz and LVD voltage level is 2.15V.
2. When smart option bit is set "1", operating frequency is selected 8MHz and LVD\_FLAG voltage level is 2.15V. On the other hand, when smart option bit is set "0", operating frequency is selected 4MHz and LVD\_FLAG voltage level is 1.9V.
3. A term of LVD is a symbol of parameter that means 'Low Level Detect Voltage for Back-Up Mode'.
4. A term of LVD\_FLAG is a symbol of parameter that means 'Low Level Detect Voltage for Flag Indicator'.
5. In case of 8MHz operating frequency, the voltage gap between LVD and LVD\_FLAG is 150mV. In case of 4MHz operating frequency, the voltage gap between LVD and LVD\_FLAG is 250mV.

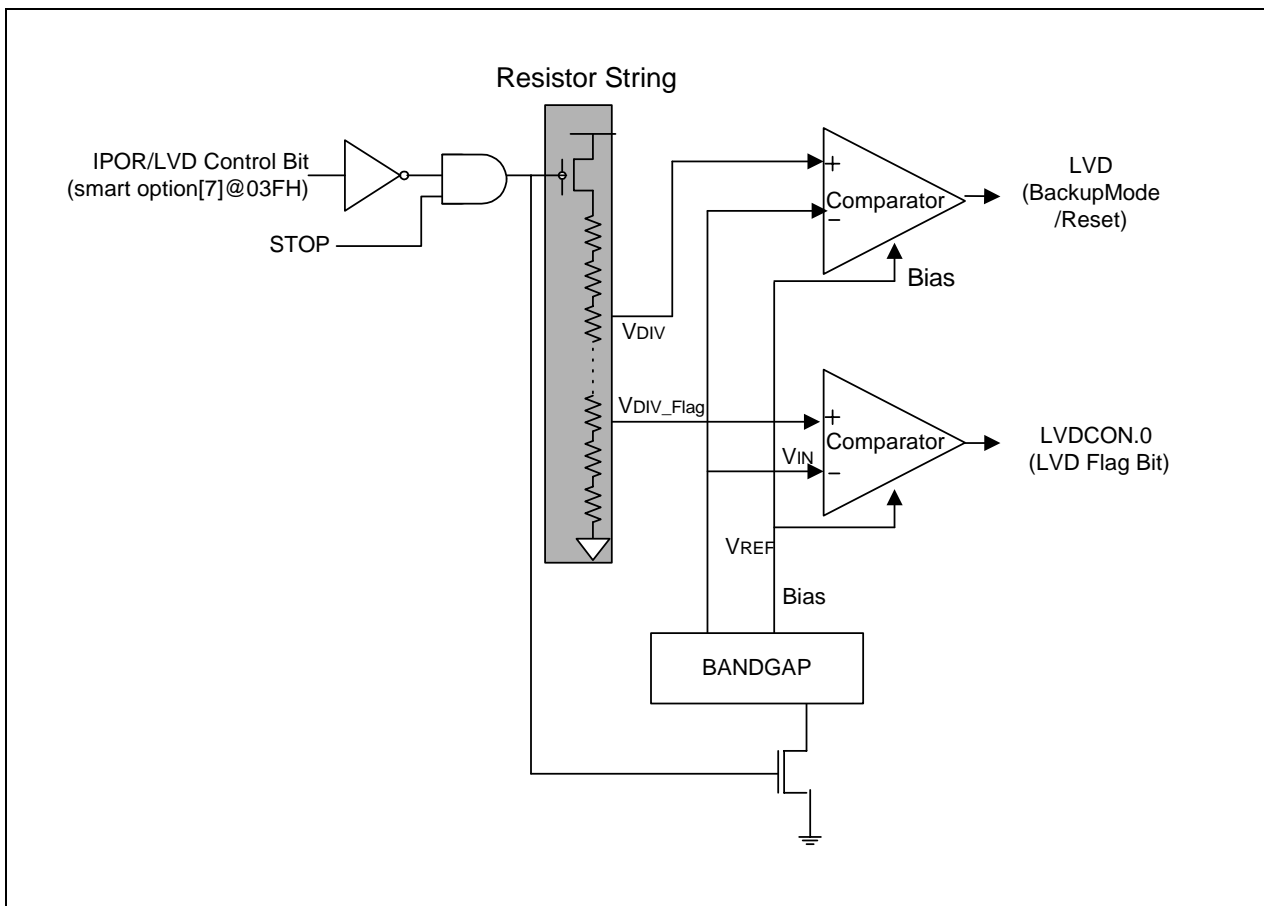
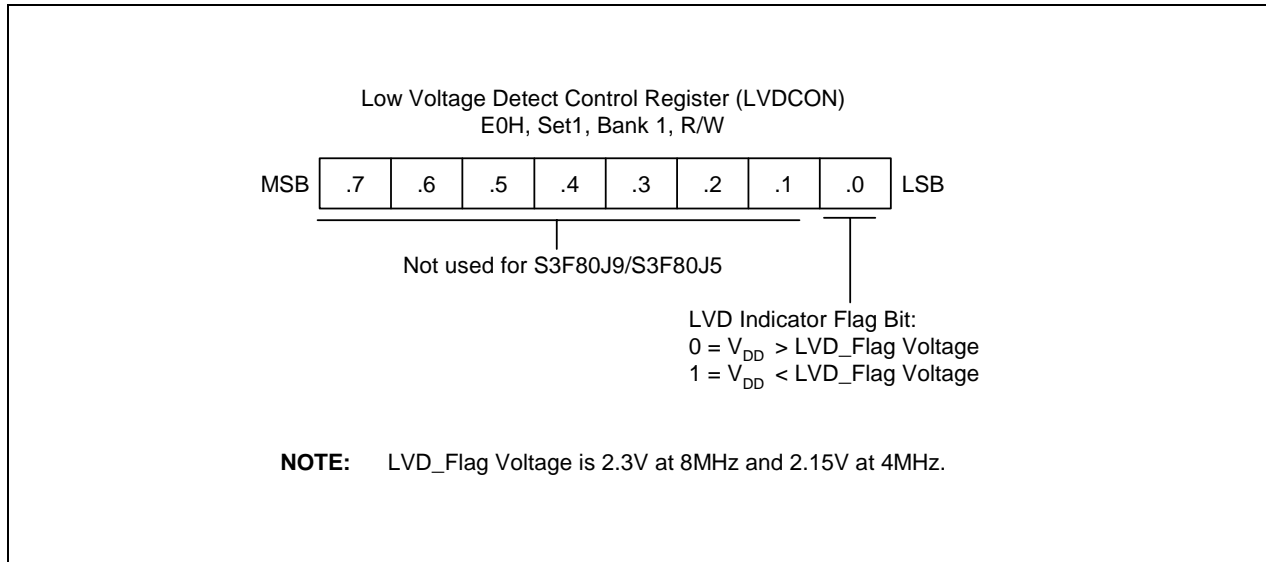


Figure 16-1. Low Voltage Detect (LVD) Block Diagram

**LOW VOLTAGE DETECTOR CONTROL REGISTER (LVDCON)**

LVDCON.0 is used flag bit to indicate low battery in IR application or others. When LVD circuit detects LVD\_FLAG, LVDCON.0 flag bit is set automatically. The reset value of LVDCON is #00H.



**Figure 16-2. Low Voltage Detect Control Register (LVDCON)**

# 17

## ELECTRICAL DATA – 4MHz

### OVERVIEW

In this section, S3F80JB electrical characteristics are presented in tables and graphs. The information is arranged in the following order:

- Absolute Maximum Ratings
- D.C. Electrical Characteristics
- Characteristics of Low Voltage Detect Circuit
- Data Retention Supply Voltage in Stop Mode
- Stop Mode Release Timing When Initiated by an External Interrupt
- Stop Mode Release Timing When Initiated by a Reset
- Stop Mode Release Timing When Initiated by a LVD
- Input/Output Capacitance
- A.C. Electrical Characteristics
- Input Timing for External Interrupts
- Input Timing for Reset
- Oscillation Characteristics
- Oscillation Stabilization Time
- Operating Voltage Range
- A.C. Electrical Characteristics for Internal Flash ROM

Table 17-1. Absolute Maximum Ratings

(T<sub>A</sub> = 25 °C)

Parameter	Symbol	Conditions	Rating	Unit
Supply Voltage	V <sub>DD</sub>	–	– 0.3 to + 3.8	V
Input Voltage	V <sub>IN</sub>	–	– 0.3 to V <sub>DD</sub> + 0.3	V
Output Voltage	V <sub>O</sub>	All output pins	– 0.3 to V <sub>DD</sub> + 0.3	V
Output Current High	I <sub>OH</sub>	One I/O pin active	– 18	mA
		All I/O pins active	– 60	
Output Current Low	I <sub>OL</sub>	One I/O pin active	+ 30	mA
		All I/O pins active	+ 150	
Operating Temperature	T <sub>A</sub>	–	– 25 to + 85	°C
Storage Temperature	T <sub>STG</sub>	–	– 65 to + 150	°C
Electrostatic Discharge	V <sub>ESD</sub>	HBM	2000	V
		MM	200	

Table 17-2. D.C. Electrical Characteristics

(T<sub>A</sub> = – 25 °C to + 85 °C, V<sub>DD</sub> = 1.7 V to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Operating Voltage	V <sub>DD</sub>	F <sub>OSC</sub> = 4 MHz	1.7	–	3.6	V
Input High Voltage	V <sub>IH1</sub>	All input pins except V <sub>IH2</sub> and V <sub>IH3</sub>	0.8 V <sub>DD</sub>	–	V <sub>DD</sub>	V
	V <sub>IH2</sub>	nRESET	0.85 V <sub>DD</sub>		V <sub>DD</sub>	
	V <sub>IH3</sub>	X <sub>IN</sub>	V <sub>DD</sub> – 0.3		V <sub>DD</sub>	
Input Low Voltage	V <sub>IL1</sub>	All input pins except V <sub>IL2</sub> and V <sub>IL3</sub>	0	–	0.2 V <sub>DD</sub>	V
	V <sub>IL2</sub>	nRESET			0.2 V <sub>DD</sub>	
	V <sub>IL3</sub>	X <sub>IN</sub>			0.3	
Output High Voltage	V <sub>OH1</sub>	V <sub>DD</sub> = 2.1 V, I <sub>OH</sub> = – 6mA Port 3.1 only	V <sub>DD</sub> – 1.0	–	–	V
	V <sub>OH2</sub>	V <sub>DD</sub> = 2.1 V, I <sub>OH</sub> = – 2.2mA P3.0 and P2.0-2.3	V <sub>DD</sub> – 1.0			
	V <sub>OH3</sub>	V <sub>DD</sub> = 2.35 V, I <sub>OH</sub> = – 1mA Port0, Port1, P2.4-2.7, P3.4-3.5 and Port4	V <sub>DD</sub> – 1.0			

Table 17-2. D.C. Electrical Characteristics (Continued)

(T<sub>A</sub> = -25 °C to +85 °C, V<sub>DD</sub> = 1.7 V to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Output Low Voltage	V <sub>OL1</sub>	V <sub>DD</sub> = 2.1 V, I <sub>OL</sub> = 12mA Port 3.1 only	-	0.4	0.5	V
	V <sub>OL2</sub>	V <sub>DD</sub> = 2.1 V, I <sub>OL</sub> = 5mA P3.0 and P2.0-2.3		0.4	0.5	
	V <sub>OL3</sub>	V <sub>DD</sub> = 2.35 V, I <sub>OH</sub> = -1mA Port0, Port1, P2.4-2.7, P3.4-3.5 and Port4		0.4	1.0	
Input High Leakage Current	I <sub>LIH1</sub>	V <sub>IN</sub> = V <sub>DD</sub> All input pins except I <sub>LIH2</sub> and X <sub>OUT</sub>	-	-	1	μA
	I <sub>LIH2</sub>	V <sub>IN</sub> = V <sub>DD</sub> , X <sub>IN</sub>			20	
Input Low Leakage Current	I <sub>LIL1</sub>	V <sub>IN</sub> = 0 V All input pins except I <sub>LIL2</sub> and X <sub>OUT</sub>	-	-	-1	μA
	I <sub>LIL2</sub>	V <sub>IN</sub> = 0 V, X <sub>IN</sub>			-20	
Output High Leakage Current	I <sub>LOH</sub>	V <sub>OUT</sub> = V <sub>DD</sub> All output pins	-	-	1	μA
Output Low Leakage Current	I <sub>LOL</sub>	V <sub>OUT</sub> = 0 V All output pins	-	-	-1	μA
Pull-Up Resistors	R <sub>L1</sub>	V <sub>IN</sub> = 0 V, V <sub>DD</sub> = 2.1 V T <sub>A</sub> = 25°C, Ports 0-4	40	90	150	kΩ
	R <sub>L2</sub>	V <sub>IN</sub> = 0 V, V <sub>DD</sub> = 2.1 V T <sub>A</sub> = 25°C, nRESET	200	700	1200	kΩ
Feed Back Resistor	R <sub>FD</sub>	V <sub>IN</sub> = V <sub>DD</sub> , V <sub>DD</sub> = 2.1 V T <sub>A</sub> = 25°C, X <sub>IN</sub>	500	900	1500	kΩ

**Table 17-2. D.C. Electrical Characteristics (Continued)**(T<sub>A</sub> = -25 °C to +85 °C, V<sub>DD</sub> = 1.7 V to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Supply Current (note)	I <sub>DD1</sub>	Operating Mode V <sub>DD</sub> = 3.6 V 4 MHz crystal	–	5	9	mA
	I <sub>DD2</sub>	Idle Mode V <sub>DD</sub> = 3.6 V 4 MHz crystal	–	1.0	2.5	
	I <sub>DD3</sub>	Stop Mode LVD OFF, V <sub>DD</sub> = 3.6 V	–	1	6	uA
		Stop Mode LVD ON, V <sub>DD</sub> = 3.6 V	–	10	20	

**NOTE:** Supply current does not include current drawn through internal pull-up resistors or external output current loads.**Table 17-3. Characteristics of Low Voltage Detect Circuit**(T<sub>A</sub> = -25 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Hysteresys voltage of LVD (Slew Rate of LVD)	ΔV	–	–	100	300	mV
Low level detect voltage for back-up mode	LVD	–	1.7	1.9	2.1	V
Low level detect voltage for flag indicator	LVD_FLAG	–	1.95	2.15	2.35	V

**NOTE:** The voltage gap between LVD and LVD FLAG is 250mV.**Table 17-4. Data Retention Supply Voltage in Stop Mode**(T<sub>A</sub> = -25 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Data retention supply voltage	V <sub>DDDR</sub>	–	1.5	–	3.6	V
Data retention supply current	I <sub>DDDR</sub>	V <sub>DDDR</sub> = 1.5 V Stop Mode	–	–	1	μA



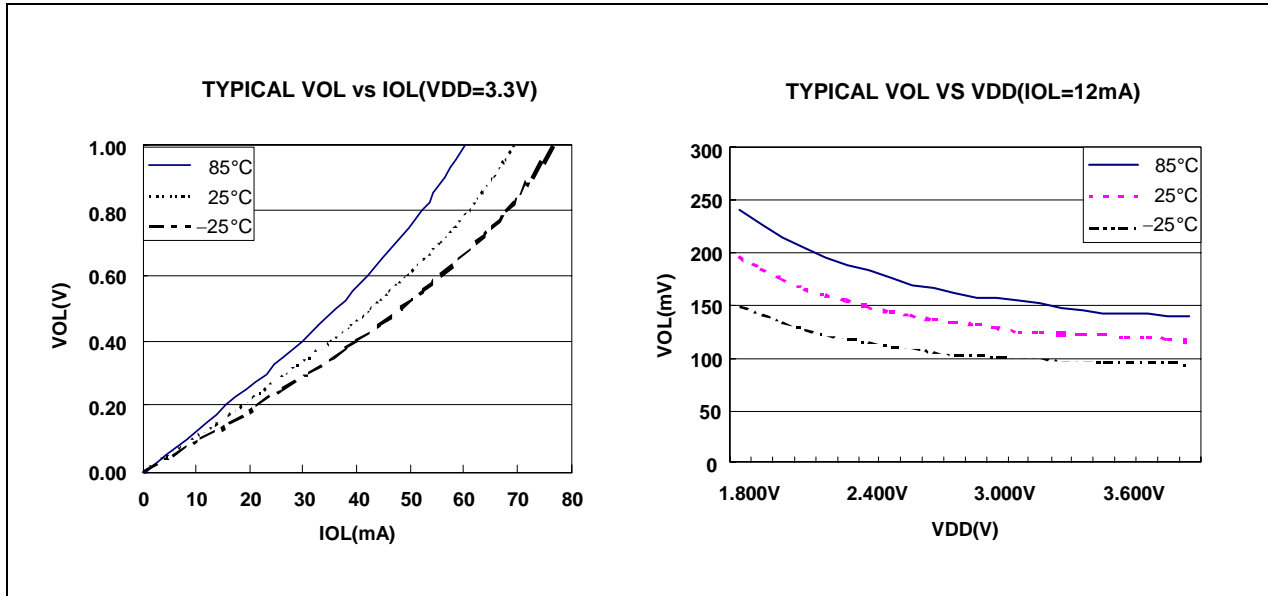


Figure 17-1. Typical Low-Side Driver (Sink) Characteristics (P3.1 only)

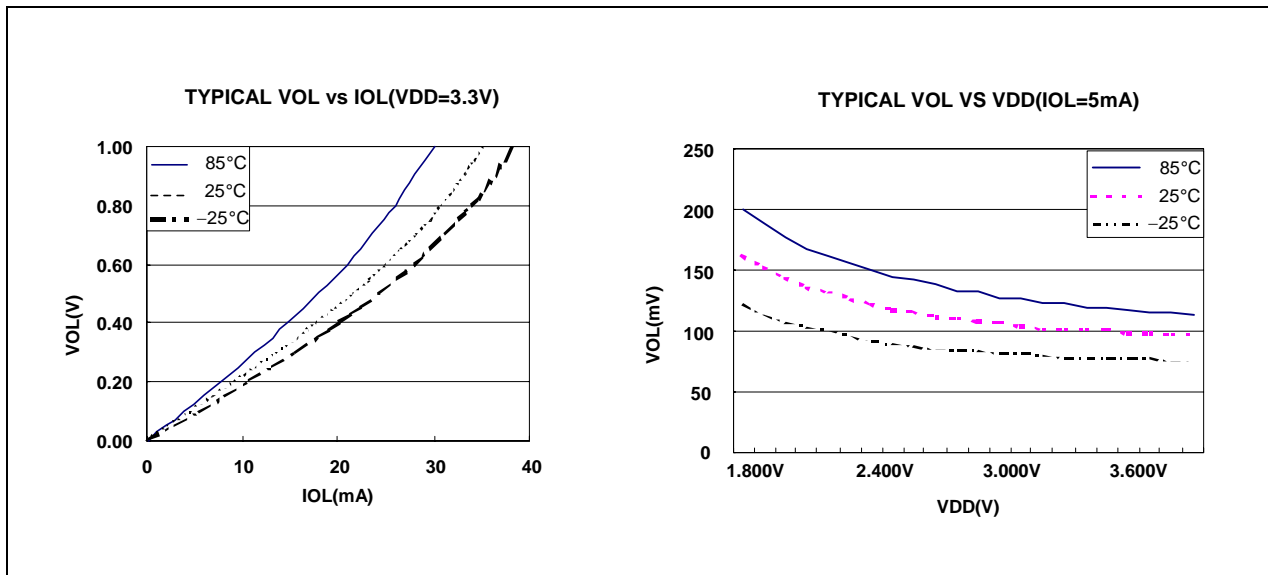


Figure 17-2. Typical Low-Side Driver (Sink) Characteristics (P3.0 and P2.0-2.3)

NOTE: Figure 17-1 and 17-2 are characterized and not tested on each device.

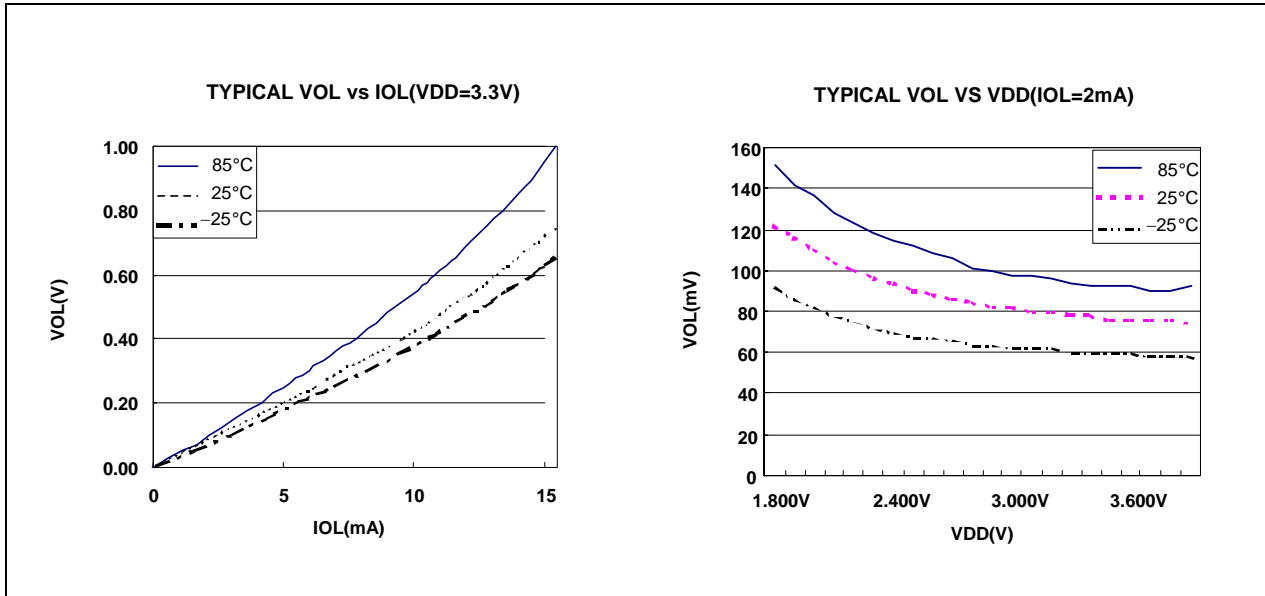


Figure 17-3. Typical Low-Side Driver (Sink) Characteristics (Port0, Port1, P2.4-2.7, P3.4-P3.5 and Port4)

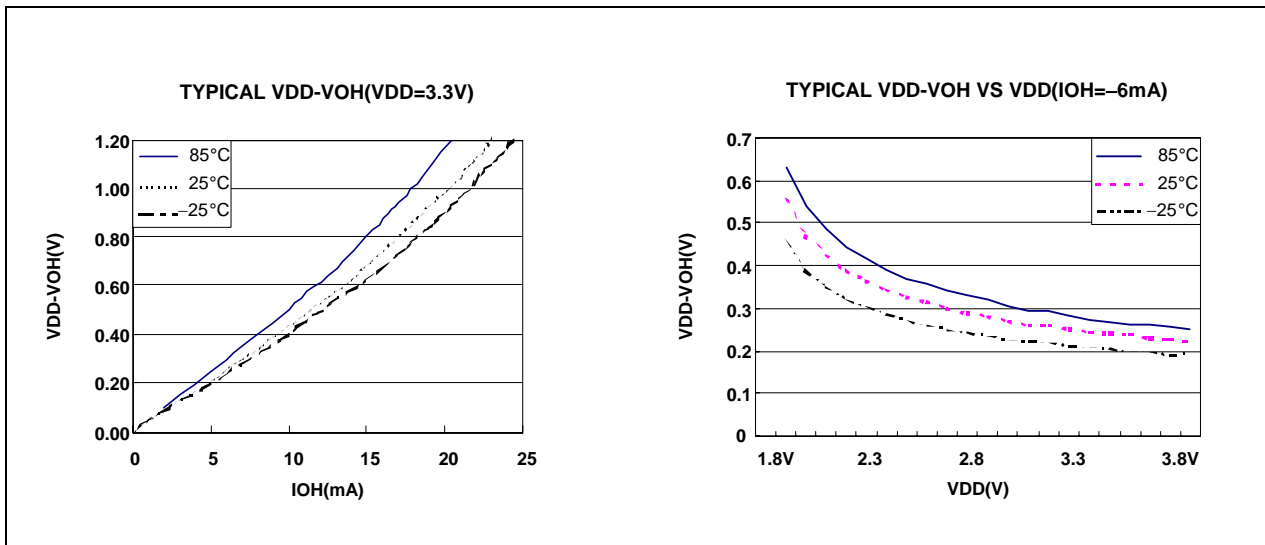


Figure 17-4. Typical High-Side Driver (Source) Characteristics (P3.1 only)

NOTE: Figure 17-3 and 17-4 are characterized and not tested on each device.

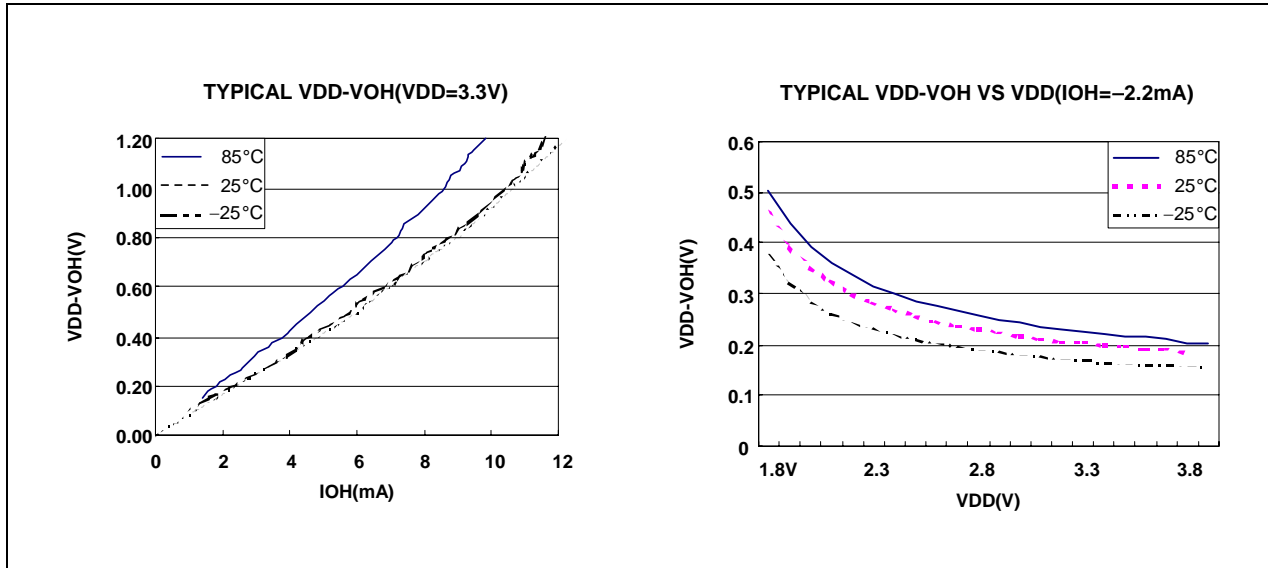


Figure 17-5. Typical High-Side Driver (Source) Characteristics (P3.0 and P2.0-2.3)

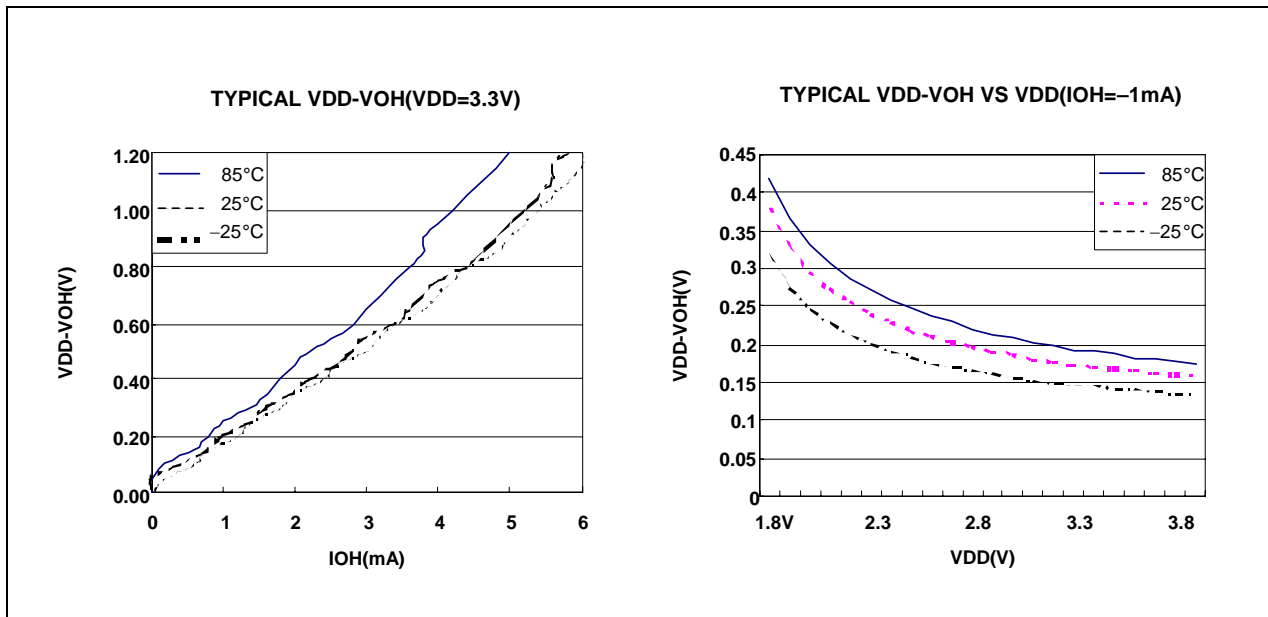


Figure 17-6. Typical High-Side Driver (Source) Characteristics (Port0, Port1, P2.4-2.7, P3.4-P3.5 and Port4)

NOTE: Figure 17-5 and 17-6 are characterized and not tested on each device.

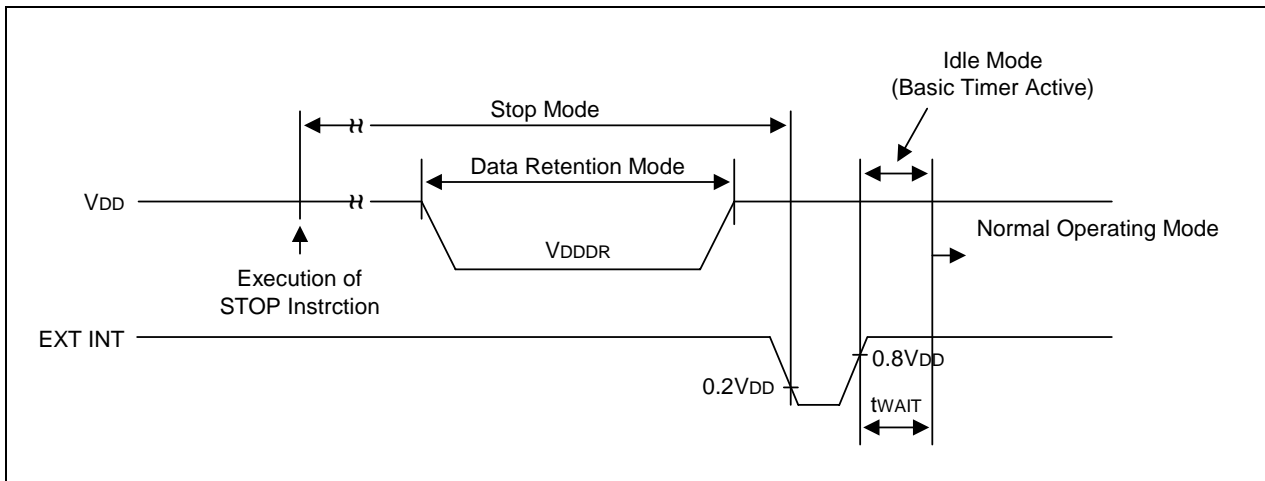


Figure 17-7. Stop Mode Release Timing When Initiated by an External Interrupt

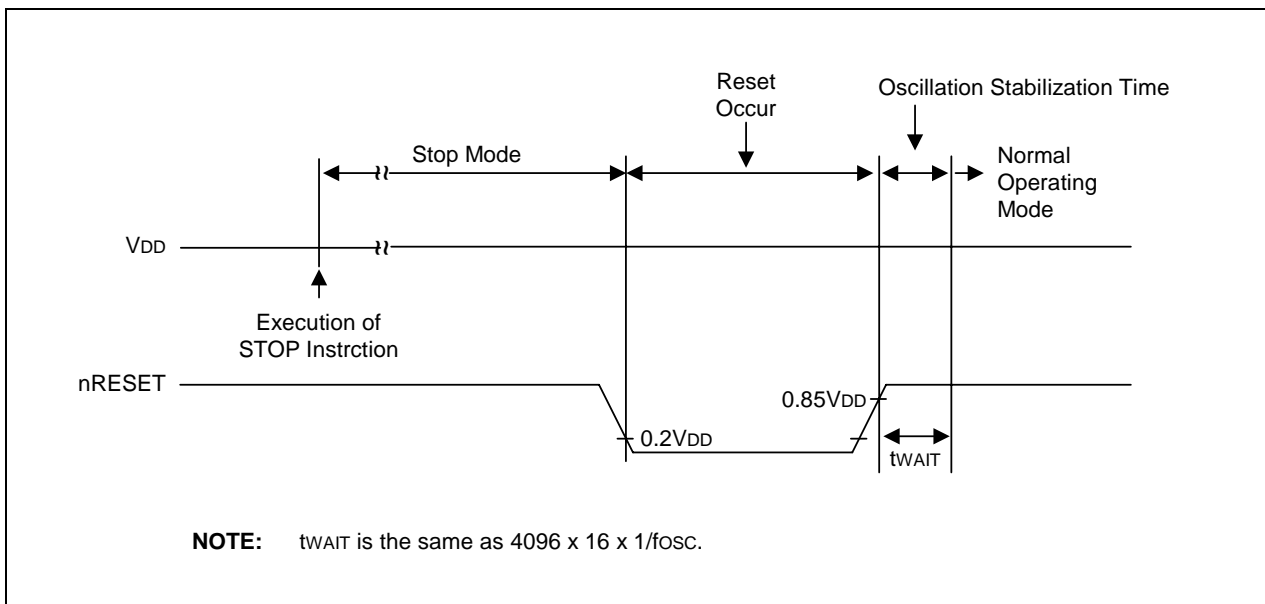


Figure 17-8. Stop Mode Release Timing When Initiated by a Reset

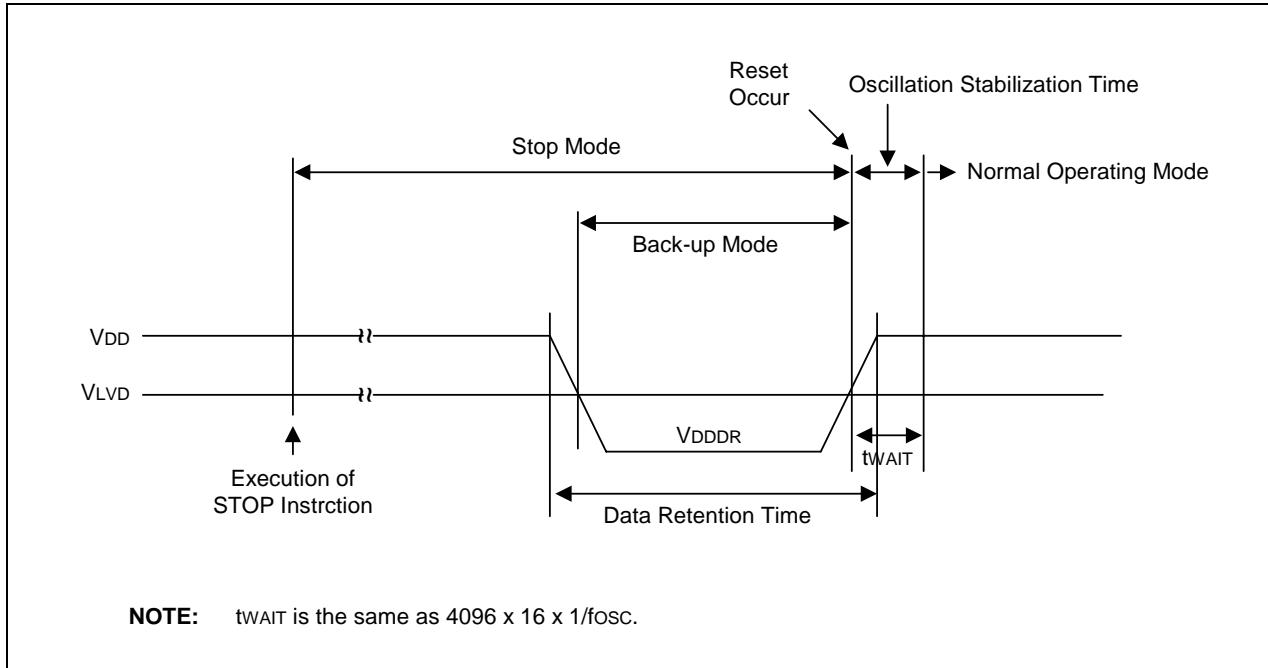


Figure 17-9. Stop Mode Release Timing When Initiated by a LVD

Table 17-5. Input/Output Capacitance

( $T_A = -25\text{ }^\circ\text{C}$  to  $+85\text{ }^\circ\text{C}$ )

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Input Capacitance	$C_{IN}$	f = 1 MHz $V_{DD} = 0\text{ V}$ , unmeasured pins are connected to $V_{SS}$	-	-	10	pF
Output Capacitance	$C_{OUT}$					
I/O Capacitance	$C_{IO}$					

Table 17-6. A.C. Electrical Characteristics

( $T_A = -25\text{ }^\circ\text{C}$  to  $+85\text{ }^\circ\text{C}$ )

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Interrupt Input High, Low Width	$t_{INTH}$ , $t_{INTL}$	P0.0–P0.7, P2.0–P2.7 $V_{DD} = 3.6\text{ V}$	200	300	-	ns
nRESET Input Low Width	$t_{RSL}$	Input $V_{DD} = 3.6\text{ V}$	1000	-	-	

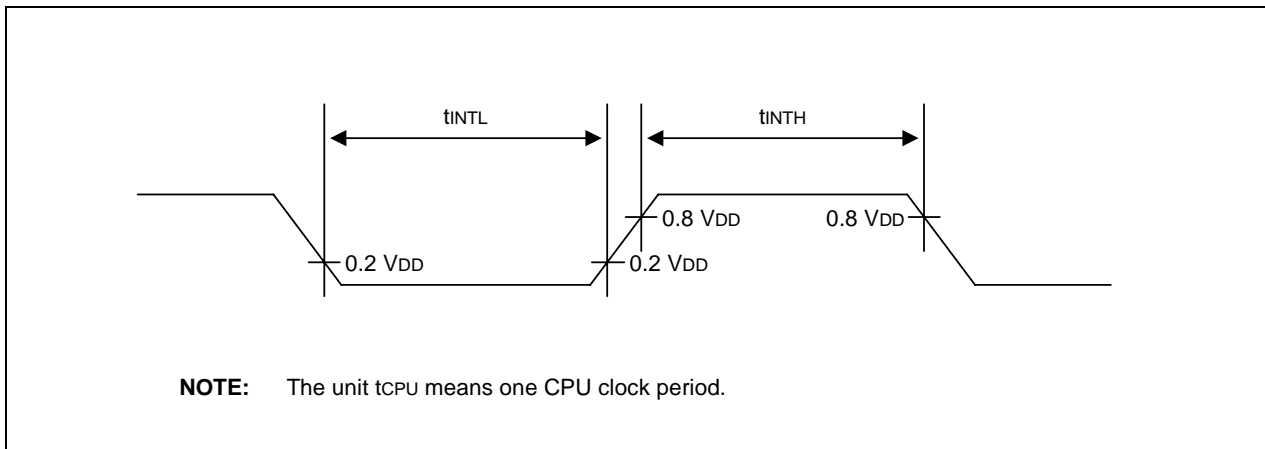


Figure 17-10. Input Timing for External Interrupts (Port 0 and Port 2)

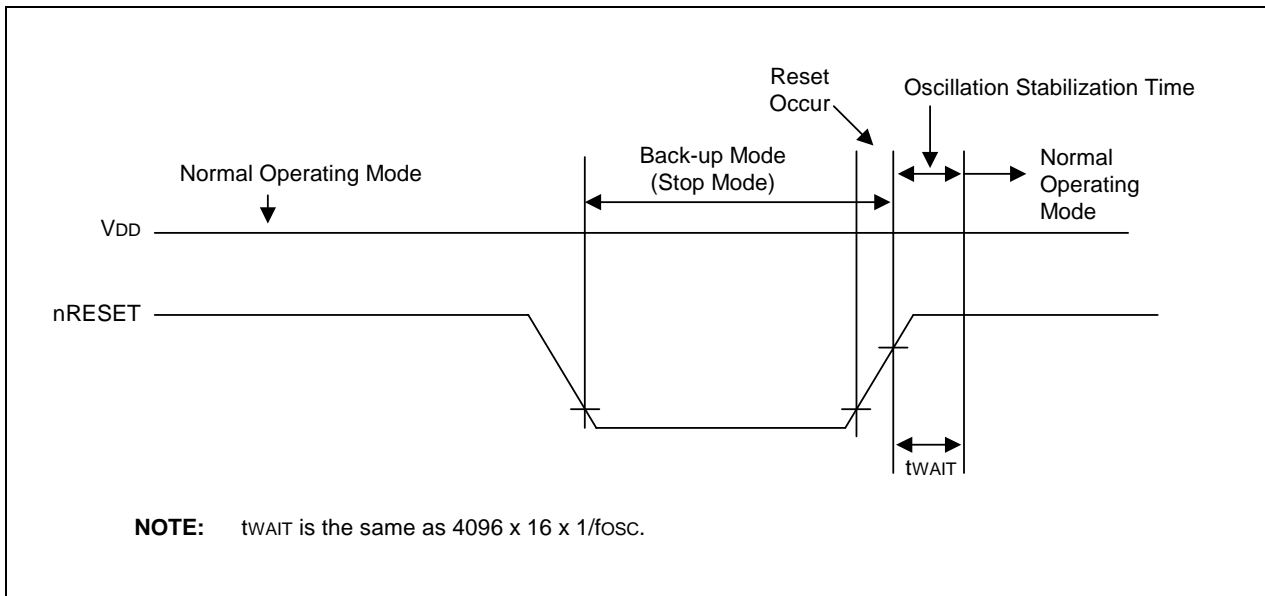


Figure 17-11. Input Timing for Reset (nRESET Pin)

Table 17-7. Oscillation Characteristics

(T<sub>A</sub> = -25 °C to +85 °C)

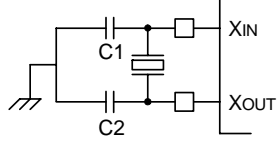
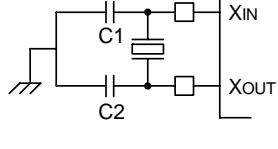
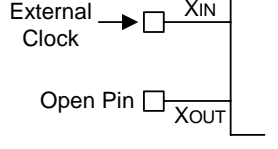
Oscillator	Clock Circuit	Conditions	Min	Typ	Max	Unit
Crystal		CPU clock oscillation frequency	1	-	4	MHz
Ceramic		CPU clock oscillation frequency	1	-	4	MHz
External Clock		X <sub>IN</sub> input frequency	1	-	4	MHz

Table 17-8. Oscillation Stabilization Time

(T<sub>A</sub> = -25 °C to +85 °C, V<sub>DD</sub> = 3.6 V)

Oscillator	Test Condition	Min	Typ	Max	Unit
Main crystal	f <sub>OSC</sub> > 400 kHz	–	–	20	ms
Main ceramic	Oscillation stabilization occurs when V <sub>DD</sub> is equal to the minimum oscillator voltage range.	–	–	10	ms
External clock (main system)	X <sub>IN</sub> input High and Low width (t <sub>XH</sub> , t <sub>XL</sub> )	25	–	500	ns
Oscillator stabilization wait time	t <sub>WAIT</sub> when released by a reset <sup>(1)</sup>	–	2 <sup>16</sup> /f <sub>OSC</sub>	–	ms
	t <sub>WAIT</sub> when released by an interrupt <sup>(2)</sup>	–	–	–	ms

**NOTES:**

- f<sub>OSC</sub> is the oscillator frequency.
- The duration of the oscillation stabilization time (t<sub>WAIT</sub>) when it is released by an interrupt is determined by the setting in the basic timer control register, BTCON.



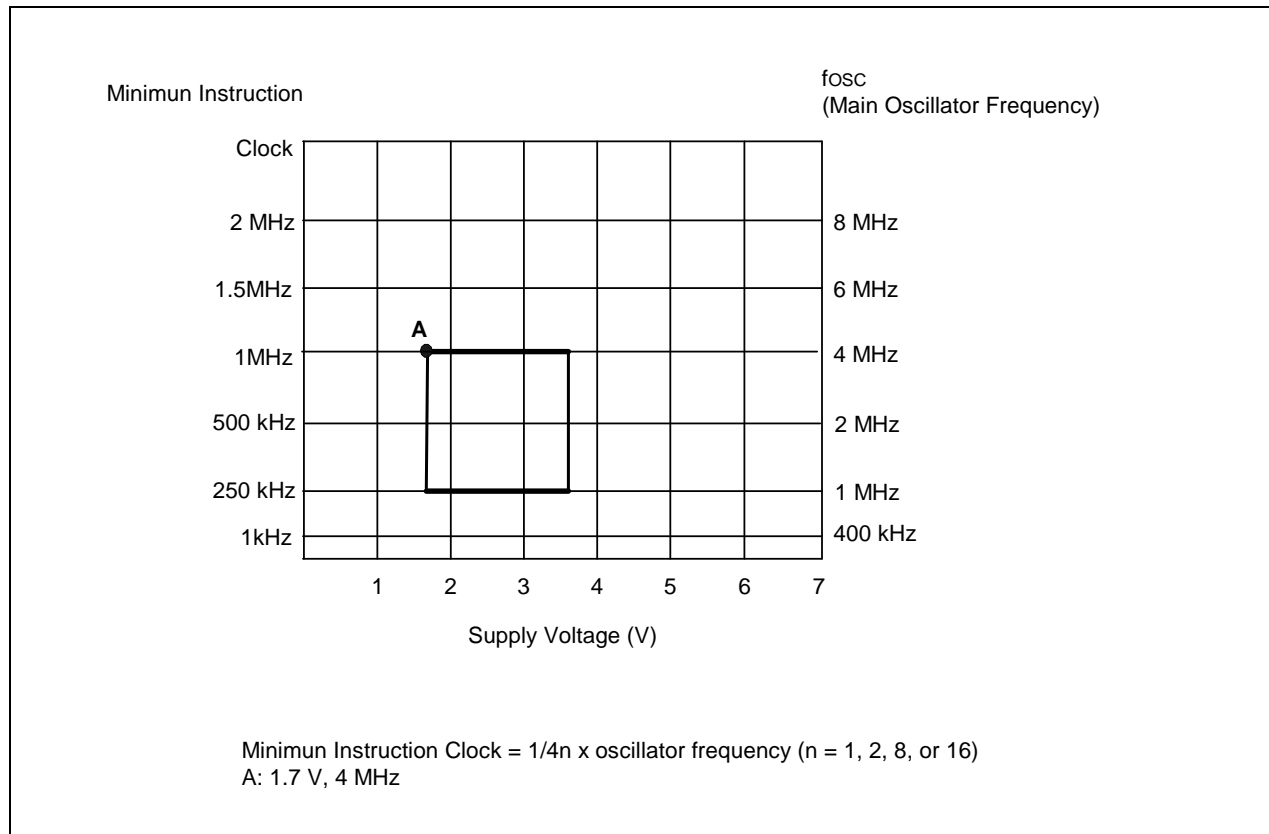


Figure 17-12. Operating Voltage Range of S3F80J9

Table 17-9. AC Electrical Characteristics for Internal Flash ROM

( $T_A = -25\text{ }^\circ\text{C}$  to  $+85\text{ }^\circ\text{C}$ )

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Flash Write/Erase Voltage	Fwe		1.95	–	3.6	V
Flash Read Voltage	Frv		1.7	–	3.6	V
Programming Time <sup>(1)</sup>	Ftp		32	–	60	$\mu\text{S}$
Sector Erasing Time <sup>(2)</sup>	Ftp1		10	–	20	mS
Chip Erasing Time <sup>(3)</sup>	Ftp2		50	–	100	mS
Data Access Time	F <sub>tRS</sub>	$V_{DD} = 2.0\text{ V}$	–	250	–	nS
Number of Writing/Erasing	FNwe	–	10,000	–	–	Times
Data Retention	Ftdr	–	10	–	–	Years

**NOTES:**

1. The programming time is the time during which one byte (8-bit) is programmed.
2. The Sector erasing time is the time during which all 128-bytes of one sector block is erased.
3. In the case of S3F80J9, the chip erasing is available in Tool Program Mode only.

# 18

## ELECTRICAL DATA – 8MHZ

### OVERVIEW

In this section, S3F80JB electrical characteristics are presented in tables and graphs. The information is arranged in the following order:

- Absolute Maximum Ratings
- D.C. Electrical Characteristics
- Characteristics of Low Voltage Detect Circuit
- Data Retention Supply Voltage in Stop Mode
- Typical Low-Side Driver (Sink) Characteristics
- Typical High-Side Driver (Source) Characteristics
- Stop Mode Release Timing When Initiated by an External Interrupt
- Stop Mode Release Timing When Initiated by a Reset
- Stop Mode Release Timing When Initiated by a LVD
- Input/Output Capacitance
- A.C. Electrical Characteristics
- Input Timing for External Interrupts
- Input Timing for Reset
- Comparator Electrical Characteristics
- Oscillation Characteristics
- Oscillation Stabilization Time
- Operating Voltage Range
- A.C. Electrical Characteristics for Internal Flash ROM

Table 18-1. Absolute Maximum Ratings

 $(T_A = 25\text{ }^\circ\text{C})$ 

Parameter	Symbol	Conditions	Rating	Unit
Supply Voltage	$V_{DD}$	–	– 0.3 to + 3.8	V
Input Voltage	$V_{IN}$	–	– 0.3 to $V_{DD} + 0.3$	V
Output Voltage	$V_O$	All output pins	– 0.3 to $V_{DD} + 0.3$	V
Output Current High	$I_{OH}$	One I/O pin active	– 18	mA
		All I/O pins active	– 60	
Output Current Low	$I_{OL}$	One I/O pin active	+ 30	mA
		All I/O pins active	+ 150	
Operating Temperature	$T_A$	–	– 25 to + 85	$^\circ\text{C}$
Storage Temperature	$T_{STG}$	–	– 65 to + 150	$^\circ\text{C}$
Electrostatic discharge	$V_{ESD}$	HBM	2000	V
		MM	200	

Table 18-2. D.C. Electrical Characteristics

 $(T_A = -25\text{ }^\circ\text{C}$  to  $+85\text{ }^\circ\text{C}$ ,  $V_{DD} = 1.95\text{ V}$  to  $3.6\text{ V}$ )

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Operating Voltage	$V_{DD}$	$F_{OSC} = 8\text{ MHz}$	1.95	–	3.6	V
Input High Voltage	$V_{IH1}$	All input pins except $V_{IH2}$ and $V_{IH3}$	$0.8 V_{DD}$	–	$V_{DD}$	V
	$V_{IH2}$	nRESET	$0.85 V_{DD}$		$V_{DD}$	
	$V_{IH3}$	$X_{IN}$	$V_{DD} - 0.3$		$V_{DD}$	
Input Low Voltage	$V_{IL1}$	All input pins except $V_{IL2}$ and $V_{IL3}$	0	–	$0.2 V_{DD}$	V
	$V_{IL2}$	nRESET			$0.2 V_{DD}$	
	$V_{IL3}$	$X_{IN}$			0.3	
Output High Voltage	$V_{OH1}$	$V_{DD} = 2.35\text{ V}$ , $I_{OH} = -6\text{ mA}$ Port 3.1 only	$V_{DD} - 0.7$	–	–	V
	$V_{OH2}$	$V_{DD} = 2.35\text{ V}$ , $I_{OH} = -2.2\text{ mA}$ P3.0 and P2.0-2.3	$V_{DD} - 0.7$			
	$V_{OH3}$	$V_{DD} = 2.35\text{ V}$ , $I_{OH} = -1\text{ mA}$ Port0, Port1, P2.4-2.7, P3.4-3.5 and Port4	$V_{DD} - 1.0$			

Table 18-2. D.C. Electrical Characteristics (Continued)

(T<sub>A</sub> = -25 °C to +85 °C, V<sub>DD</sub> = 1.95 V to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Output Low Voltage	V <sub>OL1</sub>	V <sub>DD</sub> = 2.35 V, I <sub>OL</sub> = 12mA Port 3.1 only	-	0.4	0.5	V
	V <sub>OL2</sub>	V <sub>DD</sub> = 2.35 V, I <sub>OL</sub> = 5mA P3.0 and P2.0-2.3		0.4	0.5	
	V <sub>OL3</sub>	V <sub>DD</sub> = 2.35 V, I <sub>OL</sub> = 2mA Port0, Port1, P2.4-2.7, P3.4-3.5 and Port4		0.4	1.0	
Input High Leakage Current	I <sub>LIH1</sub>	V <sub>IN</sub> = V <sub>DD</sub> All input pins except I <sub>LIH2</sub> and X <sub>OUT</sub>	-	-	1	μA
	I <sub>LIH2</sub>	V <sub>IN</sub> = V <sub>DD</sub> , X <sub>IN</sub>			20	
Input Low Leakage Current	I <sub>LIL1</sub>	V <sub>IN</sub> = 0 V All input pins except I <sub>LIL2</sub> and X <sub>OUT</sub>	-	-	-1	μA
	I <sub>LIL2</sub>	V <sub>IN</sub> = 0 V, X <sub>IN</sub>			-20	
Output High Leakage Current	I <sub>LOH</sub>	V <sub>OUT</sub> = V <sub>DD</sub> All output pins	-	-	1	μA
Output Low Leakage Current	I <sub>LOL</sub>	V <sub>OUT</sub> = 0 V All output pins	-	-	-1	μA
Pull-Up Resistors	R <sub>L1</sub>	V <sub>IN</sub> = 0 V, V <sub>DD</sub> = 2.35 V T <sub>A</sub> = 25°C, Ports 0-4	44	70	95	kΩ
	R <sub>L2</sub>	V <sub>IN</sub> = 0 V, V <sub>DD</sub> = 2.35 V T <sub>A</sub> = 25°C, nRESET	200	500	1000	kΩ
Feedback Resistor	R <sub>fd</sub>	V <sub>IN</sub> = V <sub>DD</sub> , V <sub>DD</sub> = 2.35V T <sub>A</sub> = 25°C, X <sub>IN</sub>	300	700	1500	kΩ

**Table 18-2. D.C. Electrical Characteristics (Continued)**(T<sub>A</sub> = -25 °C to +85 °C, V<sub>DD</sub> = 1.95 V to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Supply Current (note)	I <sub>DD1</sub>	Operating Mode V <sub>DD</sub> = 3.6 V 8 MHz crystal	–	5	9	mA
	I <sub>DD2</sub>	Idle Mode V <sub>DD</sub> = 3.6 V 8 MHz crystal	–	1.0	2.5	
	I <sub>DD3</sub>	Stop Mode LVD OFF, V <sub>DD</sub> = 3.6 V	–	1	6	μA
Stop Mode LVD ON, V <sub>DD</sub> = 3.6 V		–	10	20		

**NOTE:** Supply current does not include current drawn through internal pull-up resistors or external output current loads.**Table 18-3. Characteristics of Low Voltage Detect Circuit**(T<sub>A</sub> = -25 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Hysteresis Voltage of LVD (Slew Rate of LVD)	ΔV	–	–	100	300	mV
Low Level Detect Voltage For Back-Up Mode	LVD	–	1.95	2.15	2.35	V
Low Level Detect Voltage For Flag Indicator	LVD_FLAG	–	2.1	2.3	2.5	V

**NOTE:** The voltage gap between LVD and LVD FLAG is 150mV.**Table 18-4. Data Retention Supply Voltage in Stop Mode**(T<sub>A</sub> = -25 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Data Retention Supply Voltage	V <sub>DDDR</sub>	–	1.5	–	3.6	V
Data Retention Supply Current	I <sub>DDDR</sub>	V <sub>DDDR</sub> = 1.5 V Stop Mode	–	–	1	μA

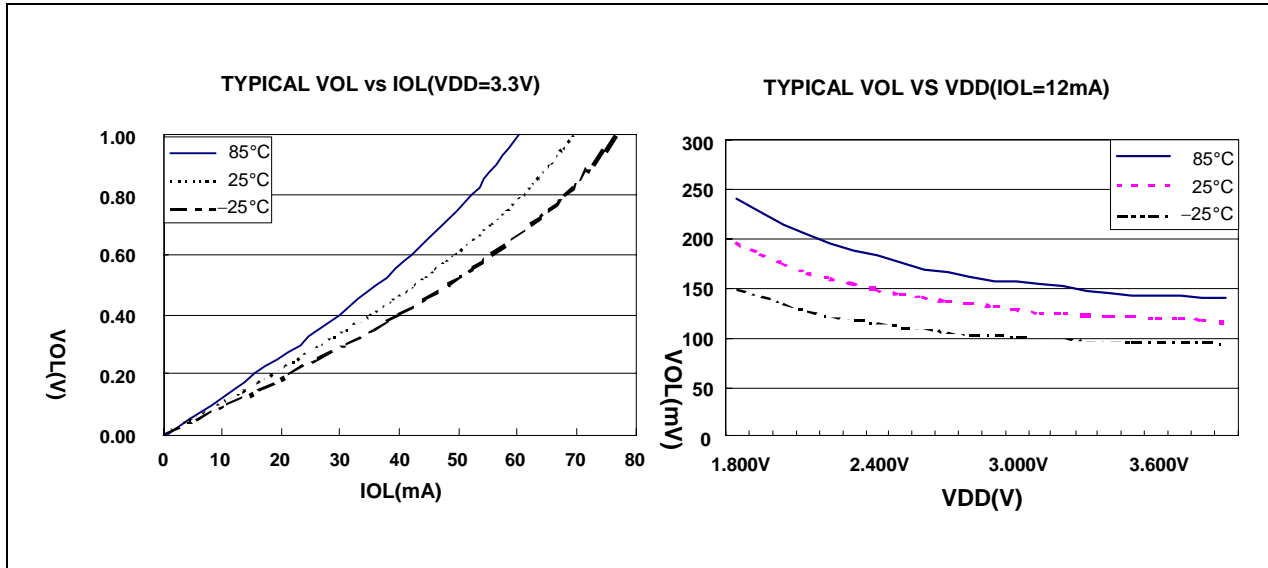


Figure 18-1. Typical Low-Side Driver (Sink) Characteristics (P3.1 only)

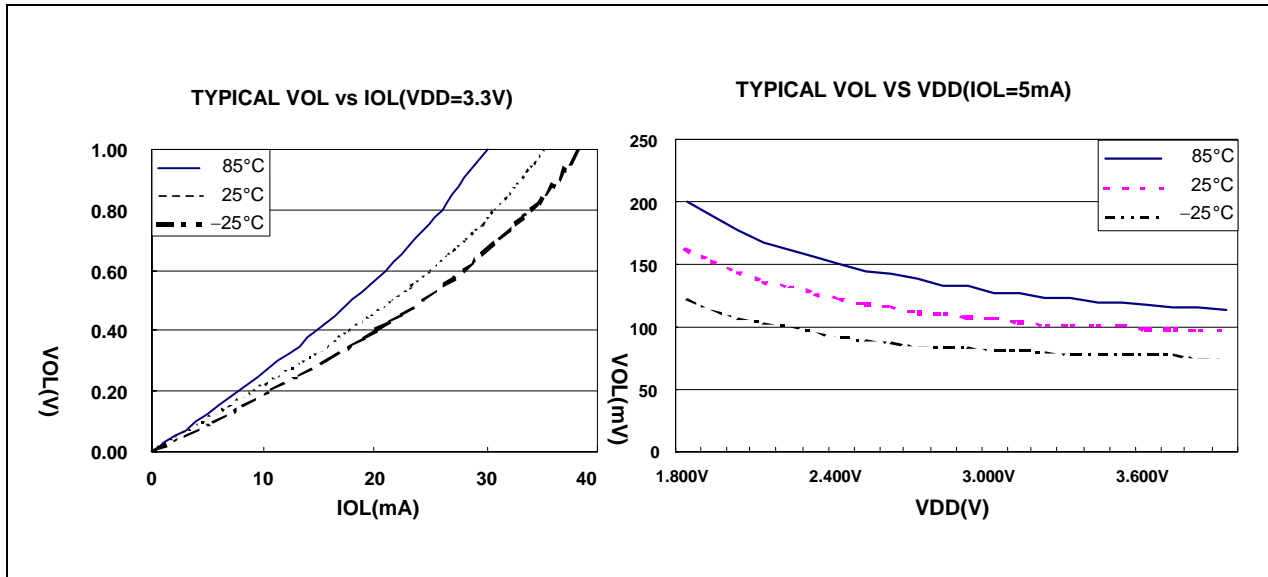


Figure 18-2. Typical Low-Side Driver (Sink) Characteristics (P3.0 and P2.0-2.3)

NOTE: Figure 18-1 and 18-2 are characterized and not tested on each device.

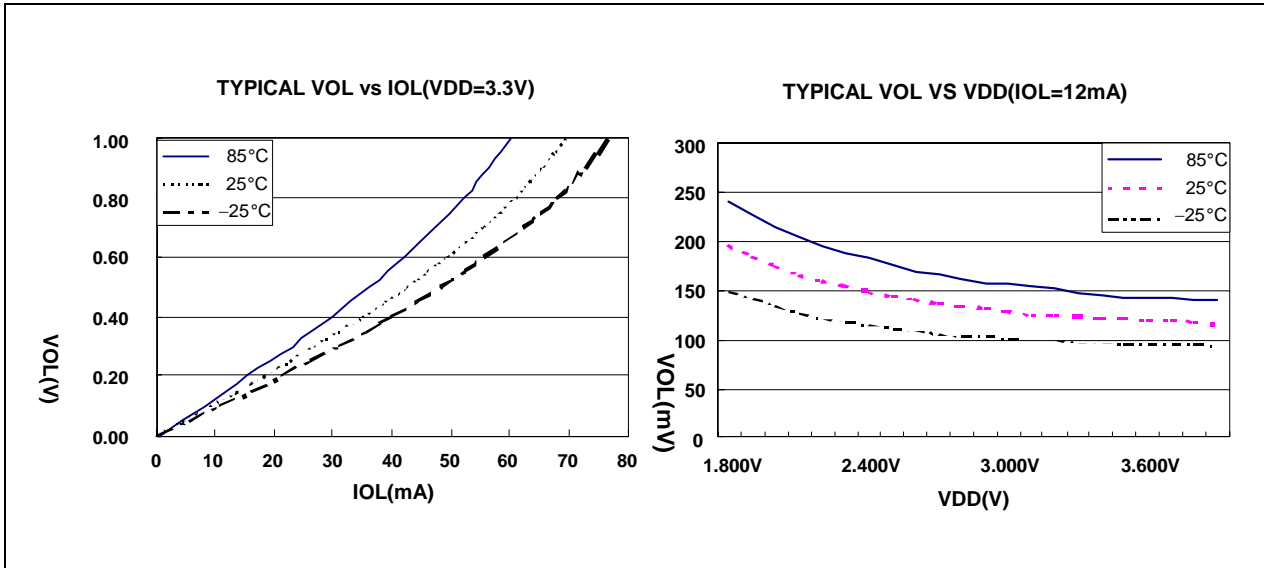


Figure 18-3. Typical Low-Side Driver (Sink) Characteristics (Port0, Port1, P2.4-2.7, P3.4-P3.5 and Port4)

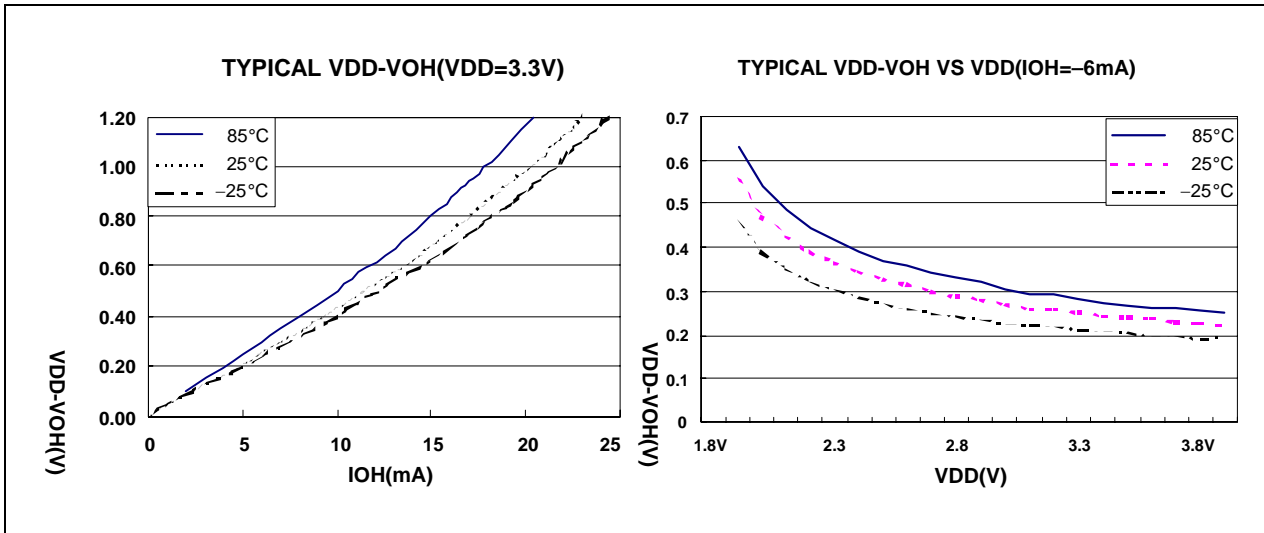


Figure 18-4. Typical High-Side Driver (Source) Characteristics (P3.1 only)

NOTE: Figure 18-3 and 18-4 are characterized and not tested on each device.

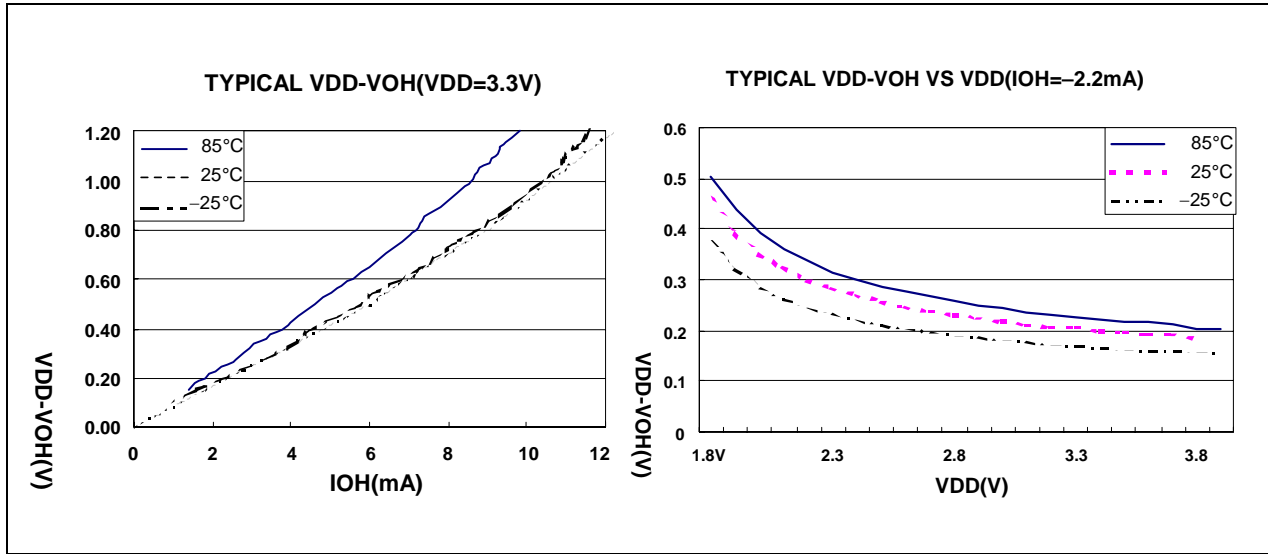


Figure 18-5. Typical High-Side Driver (Source) Characteristics (P3.0 and P2.0-2.3)

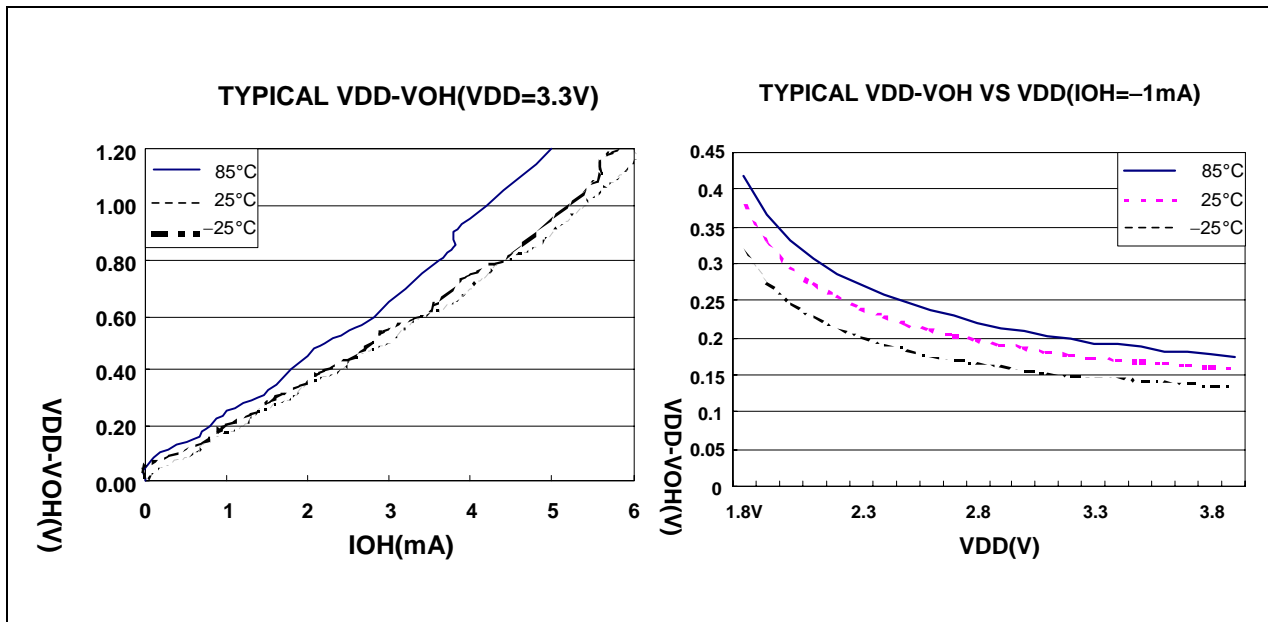


Figure 18-6. Typical High-Side Driver (Source) Characteristics (Port0, Port1, P2.4-2.7, P3.4-P3.5 and Port4)

NOTE: Figure 18-5 and 18-6 are characterized and not tested on each device.



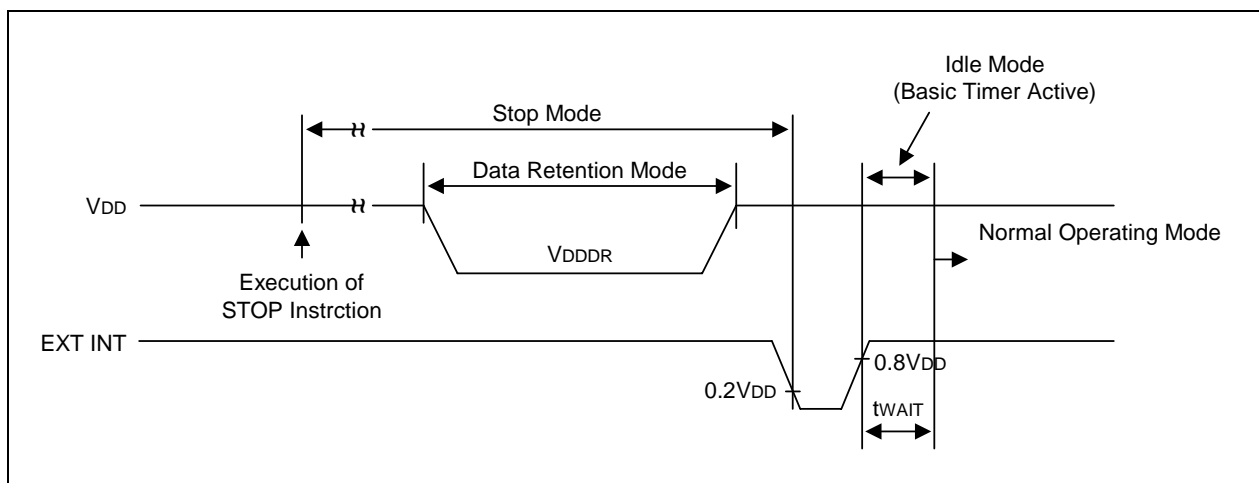
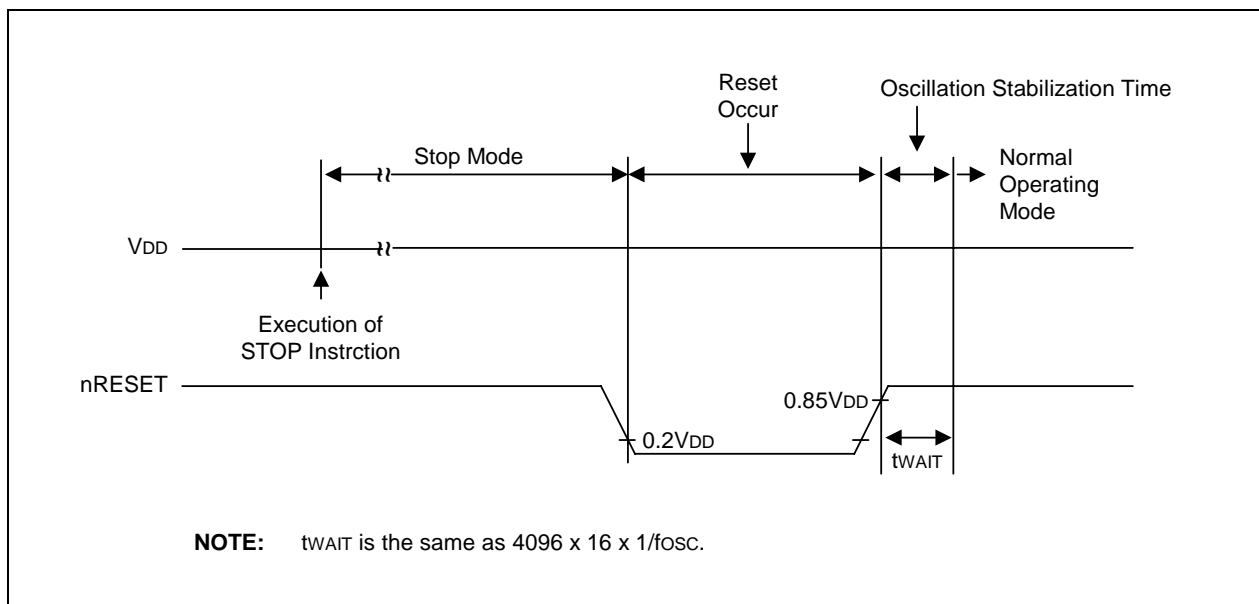


Figure 18-7. Stop Mode Release Timing When Initiated by an External Interrupt



NOTE: tWAIT is the same as  $4096 \times 16 \times 1/f_{osc}$ .

Figure 18-8. Stop Mode Release Timing When Initiated by a Reset

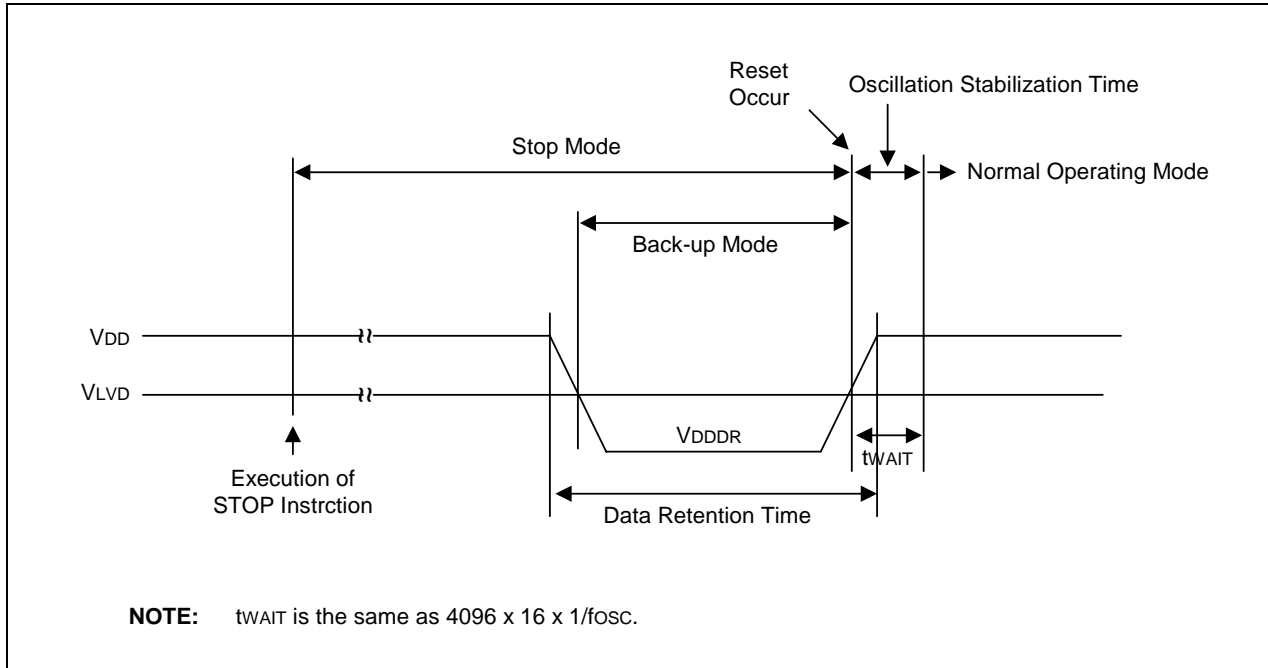


Figure 18-9. Stop Mode Release Timing When Initiated by a LVD

Table 18-5. Input/Output Capacitance

( $T_A = -25\text{ }^\circ\text{C}$  to  $+85\text{ }^\circ\text{C}$ )

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Input Capacitance	$C_{IN}$	f = 1 MHz $V_{DD} = 0\text{ V}$ , unmeasured pins are connected to $V_{SS}$	-	-	10	pF
Output Capacitance	$C_{OUT}$					
I/O Capacitance	$C_{IO}$					

Table 18-6. A.C. Electrical Characteristics

( $T_A = -25\text{ }^\circ\text{C}$  to  $+85\text{ }^\circ\text{C}$ )

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Interrupt Input High, Low Width	$t_{INTH}$ , $t_{INTL}$	P0.0–P0.7, P2.0–P2.7 $V_{DD} = 3.6\text{ V}$	200	300	-	ns
nRESET Input Low Width	$t_{RSL}$	Input $V_{DD} = 3.6\text{ V}$	1000	-	-	

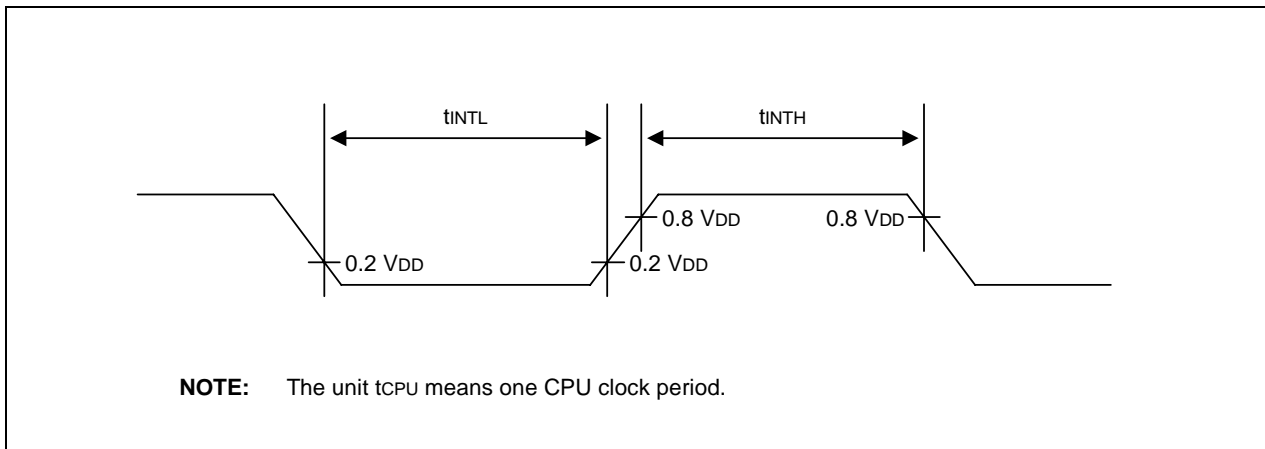


Figure 18-10. Input Timing for External Interrupts (Port 0 and Port 2)

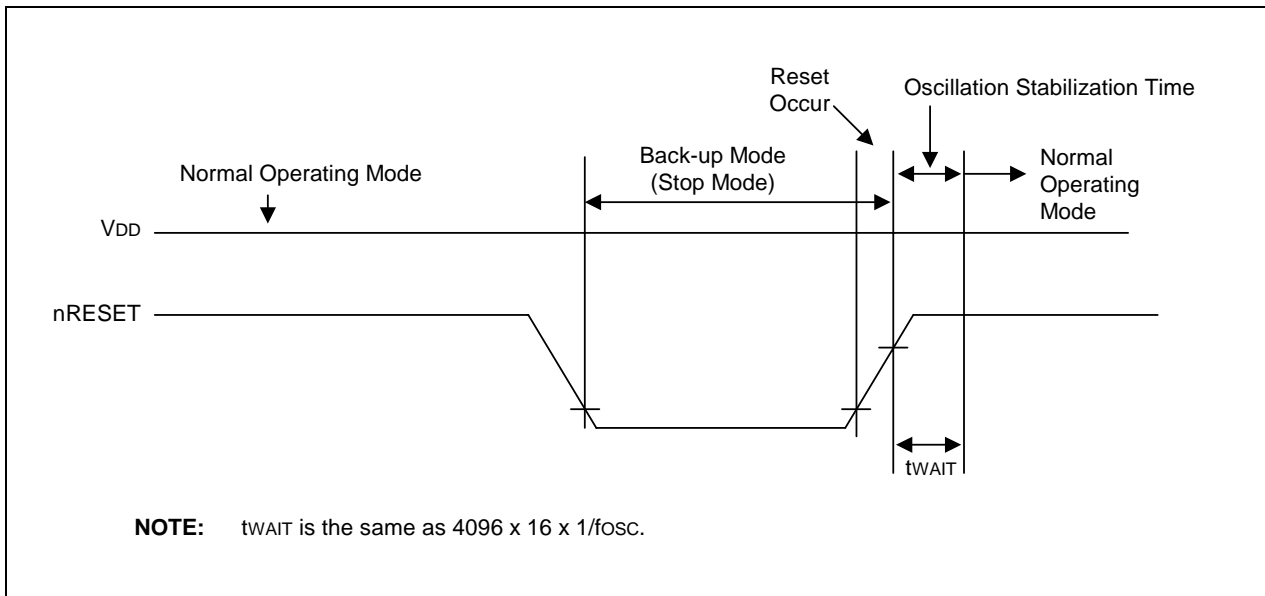


Figure 18-11. Input Timing for Reset (nRESET Pin)

**Table 18-7. Comparator Electrical Characteristics**(T<sub>A</sub> = -25°C to +85°C, V<sub>DD</sub> = 1.95 V to 3.6 V, V<sub>SS</sub> = 0 V)

Parameter	Symbol	Condition	Min	Typ	Max	Units
Input voltage range	–	–	0	–	V <sub>DD</sub>	V
Reference voltage range	V <sub>REF</sub>	–	0	–	V <sub>DD</sub>	V
Input voltage	Internal	V <sub>CIN1</sub>	–	–	± 150	mV
Accuracy	External	V <sub>CIN2</sub>	–	–	± 150	mV
Input leakage current	I <sub>CIN</sub> , I <sub>REF</sub>	–	– 3	–	3	μA

**Table 18-8. Oscillation Characteristics**(T<sub>A</sub> = -25 °C to + 85 °C)

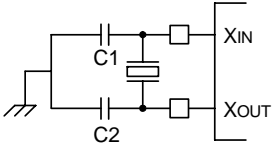
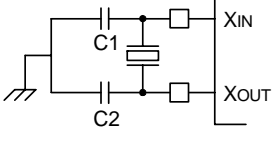
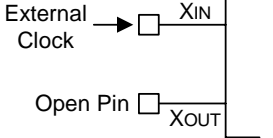
Oscillator	Clock Circuit	Conditions	Min	Typ	Max	Unit
Crystal		CPU clock oscillation frequency	1	–	8	MHz
Ceramic		CPU clock oscillation frequency	1	–	8	MHz
External Clock		X <sub>IN</sub> input frequency	1	–	8	MHz

Table 18-9. Oscillation Stabilization Time

(T<sub>A</sub> = -25 °C to + 85 °C, V<sub>DD</sub> = 3.6 V)

Oscillator	Test Condition	Min	Typ	Max	Unit
Main crystal	f <sub>OSC</sub> > 400 kHz	–	–	20	ms
Main ceramic	Oscillation stabilization occurs when V <sub>DD</sub> is equal to the minimum oscillator voltage range.	–	–	10	ms
External clock (main system)	X <sub>IN</sub> input High and Low width (t <sub>XH</sub> , t <sub>XL</sub> )	25	–	500	ns
Oscillator stabilization wait time	t <sub>WAIT</sub> when released by a reset <sup>(1)</sup>	–	2 <sup>16</sup> /f <sub>OSC</sub>	–	ms
	t <sub>WAIT</sub> when released by an interrupt <sup>(2)</sup>	–	–	–	ms

**NOTES:**

- f<sub>OSC</sub> is the oscillator frequency.
- The duration of the oscillation stabilization time (t<sub>WAIT</sub>) when it is released by an interrupt is determined by the setting in the basic timer control register, BTCON.

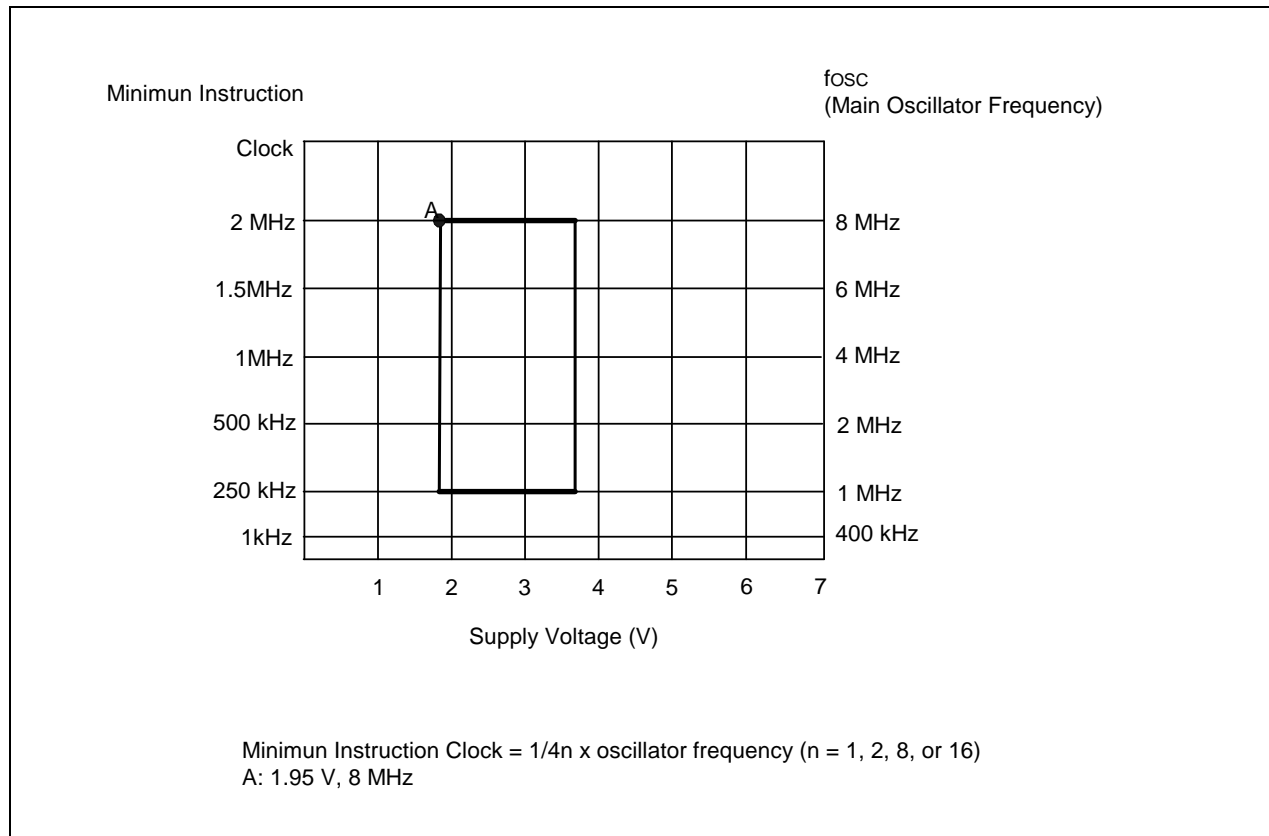


Figure 18-12. Operating Voltage Range of S3F80JB

Table 18-10. AC Electrical Characteristics for Internal Flash ROM

(T<sub>A</sub> = -25 °C to + 85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Flash Erase/Write/Read Voltage	Fewrv	V <sub>DD</sub>	1.95	3.3	3.6	V
Programming Time <sup>(1)</sup>	Ftp	V <sub>DD</sub> = 2.0 V	32	–	60	μS
Sector Erasing Time <sup>(2)</sup>	Ftp1		10	–	20	mS
Chip Erasing Time <sup>(3)</sup>	Ftp2		50	–	100	mS
Data Access Time	F <sub>tRS</sub>	V <sub>DD</sub> = 2.0 V	–	250	–	nS
Number of Writing/Erasing	FNwe	–	10,000	–	–	Times
Data Retention	Ftdr	–	10	–	–	Years

- The programming time is the time during which one byte (8-bit) is programmed.
- The Sector erasing time is the time during which all 128-bytes of one sector block is erased.
- In the case of S3F80JB, the chip erasing is available in Tool Program Mode only.

## NOTES





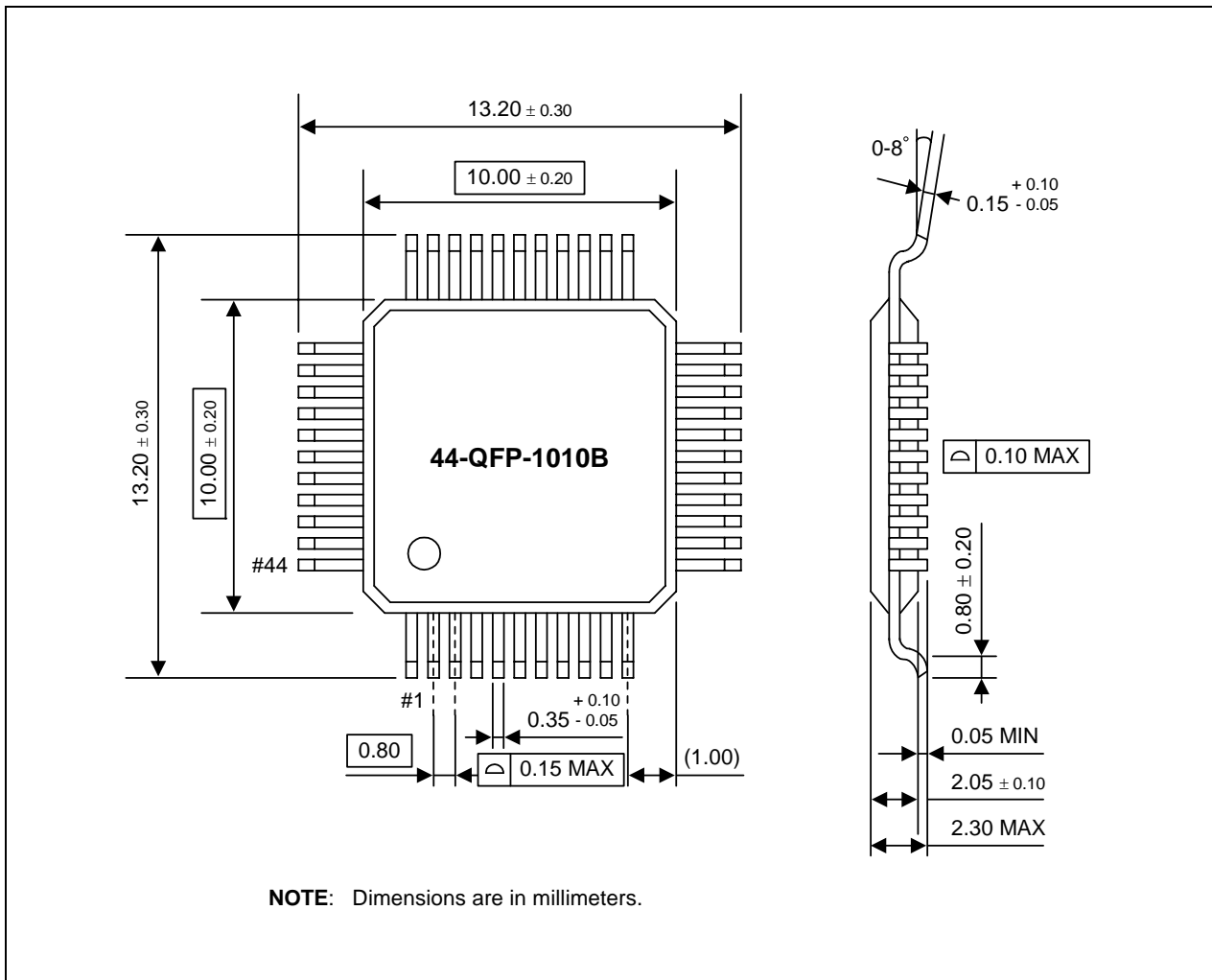


Figure 19-2. 44-Pin QFP Package Dimension

# 20

## DEVELOPMENT TOOLS DATA

### OVERVIEW

Samsung provides a powerful and easy-to-use development support system on a turnkey basis. The development support system is composed of a host system, debugging tools, and supporting software. For a host system, any standard computer that employs Win95/98/2000/XP as its operating system can be used. A sophisticated debugging tool is provided both in hardware and software: the powerful in-circuit emulator, OPENice-i500, for the S3C7-, S3C9-, and S3C8- microcontroller families. Samsung also offers supporting software that includes, debugger, an assembler, and a program for setting options.

### TARGET BOARDS

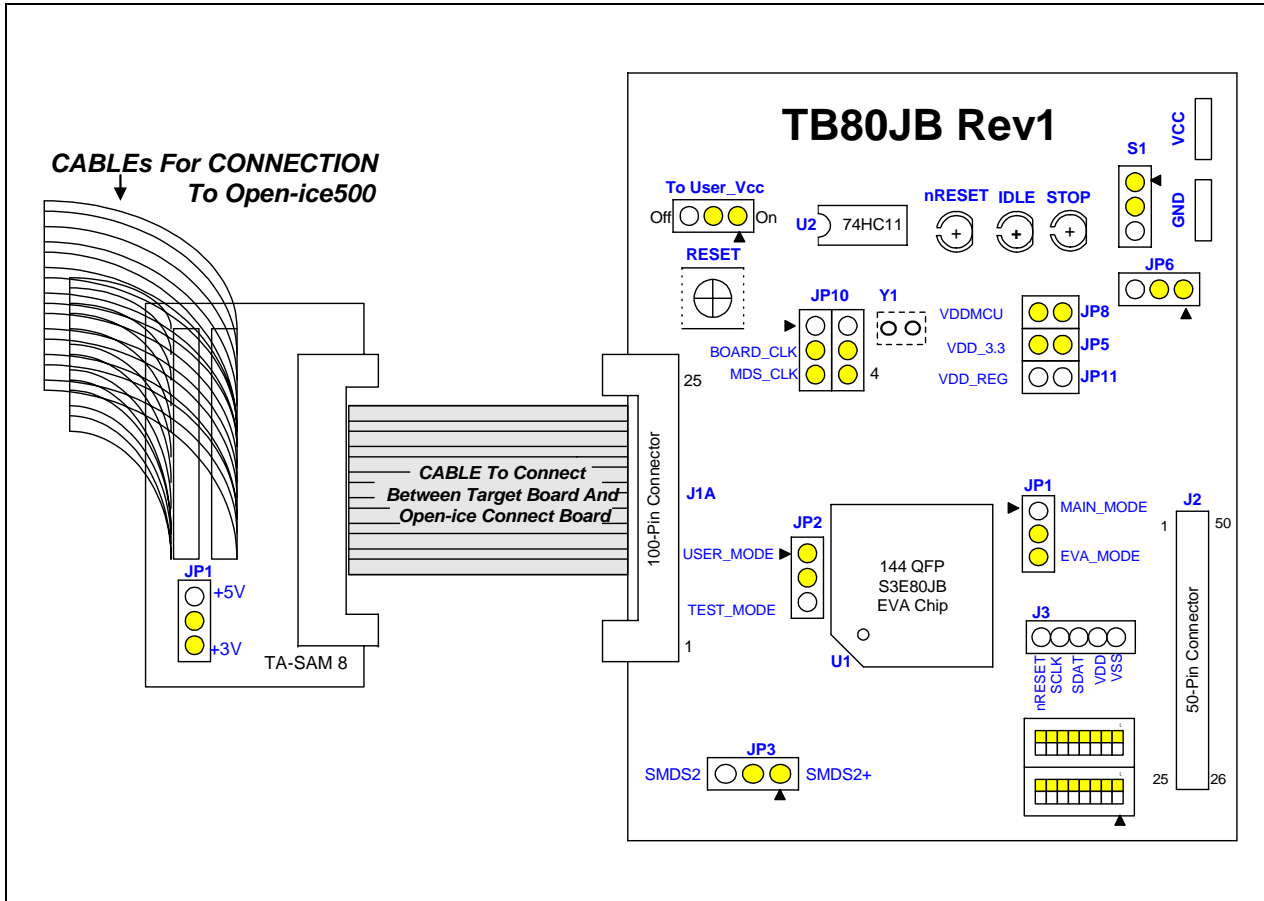
Target boards are available for all the S3C8/S3F8-series microcontrollers. All the required target system cables and adapters are included on the device-specific target board. TB80JB is a specific target board for the S3F80JB development.

### PROGRAMMING SOCKET ADAPTER

When you program S3F80JB's flash memory by using an emulator or OTP/MTP writer, you need a specific writer socket adapter for S3F80JB. In case of S3F80JB, there are SA-44QFP and SA-32SOP socket adapters for its 44-QFP and 32-SOP packages respectively. (Refer to Flash Application Notes)

**TB80JB TARGET BOARD**

The TB80JB target board is used for the S3F80JB microcontrollers. It is supported by OPENice-i500 (In-Circuit Emulator).



**Figure 20-1. TB80JB Target Board Configuration**

**NOTE**

1. S3E80JB should be supplied 3.3V. So jumpers and switches in both OPENice-i500 connect board and target board of S3E80JB (TB80JB) should be set as like this description. In that case, regulator in TB80JB is not used.
2. The symbol '◀' marks start point of jumper signals.

Table 20-1. Components Consisting of S3F80JB Target Board

Block	Symbols	
OPEN-i500 Connector	J1A	Connection debugging signals between emulator and 80JB EVA target board.
TEST Board Connector	J2	Connection between target board and remocon application board.
RESET Block	RESET Push Switch	Generation low active reset signal of 80JB EVA-chip
POWER Block	VCC, GND, S, nRESET LED	Generation 3.3V with 5V power inserted from external power source or open -ice (recommend).
STOP/IDLE Display	IDLE, STOP LED	Indicate the status of STOP or IDLE
FLASH Serial Writing	J3	Signal for writing flash ROM in tool mode. Don't use these in user mode.
MODE Selection	JP1, JP2	Selection of Flash tool/user mode and Eva/Main-chip mode

Table 20-2. Default Setting of the Jumper in S3F80JB Target Board

JP#	Description	1-2 connection	2-3 connection	Setting
S1	Target board power source	Open-ice power		Join 1-2
JP1	Target board mode selection	H: Main-Mode	L: EVA-Mode	Join 2-3
JP2	Operation Mode	H: User Mode	L: Test-Mode	Join 1-2
JP3	MDS version	SMDS2	SMDS2+	Join 2-3
JP5	Board peripheral power connection	Board peripheral power connection		Connect
JP6	When supplied 5V in target board, generation of 3.3V using regulator.	In case of selection 3.3V between open-ice powers, connect core without a step of regulation.	In case of selection 5V between open-ice powers, connect regulator to generate 3.3V	Join 2-3
JP8	80JB V <sub>DD</sub> power connection	80JB V <sub>DD</sub> power connection		Connect
JP10	Clock source selection	When using the internal clock source which is generated from OPENice-i500, join connector 2-3 and 4-5 pin. If user wants to use the external clock source like a crystal, user should change the jumper setting from 1-2 to 5-6 and connect Y1 to an external clock source.		
JP11	Regulator 3.3 Volt-Out connection	Connection between regulator out voltage and 80JB's Power V <sub>DD</sub> when using the regulator. When debugging with Openice-i500, JP11 don't need to be connect.		
SW2	Smart option at address 3EH	Dip switch for smart option. These 1byte are mapped address 3EH for special function. Refer to the page 2-3.		
SW3	Smart option at address 3FH	Dip switch for smart option. These 1byte are mapped address 3FH for special function. Refer to the page 2-3.		
Y1	External clock source	Connecting point for external clock source like a crystal.		
J3	Header for flash serial programming signals	To program an internal flash, connect the signals with flash writer tool.		J3
To User_Vcc	Target System is supplied V <sub>DD</sub>	Target Board is not supplied V <sub>DD</sub> to Target System.	Target Board is supplied V <sub>DD</sub> to Target System.	Join 2-3

**NOTE:** S3F80JB Target board consists of 74HC11N, regulator and other components. In case of 74HC11N, typical operating voltage is 5V. So 80jb target board includes a regulator for 3.3V generation. As you know, S3F80JB typical operating voltage is 3.3V. Although open-i500 supports 3.3 V for target board 's power source, we recommend that you connect jumper of open-i500 power source to 5V. Check the interface board's jumper status between emulator and target board.

– **nRESET LED**

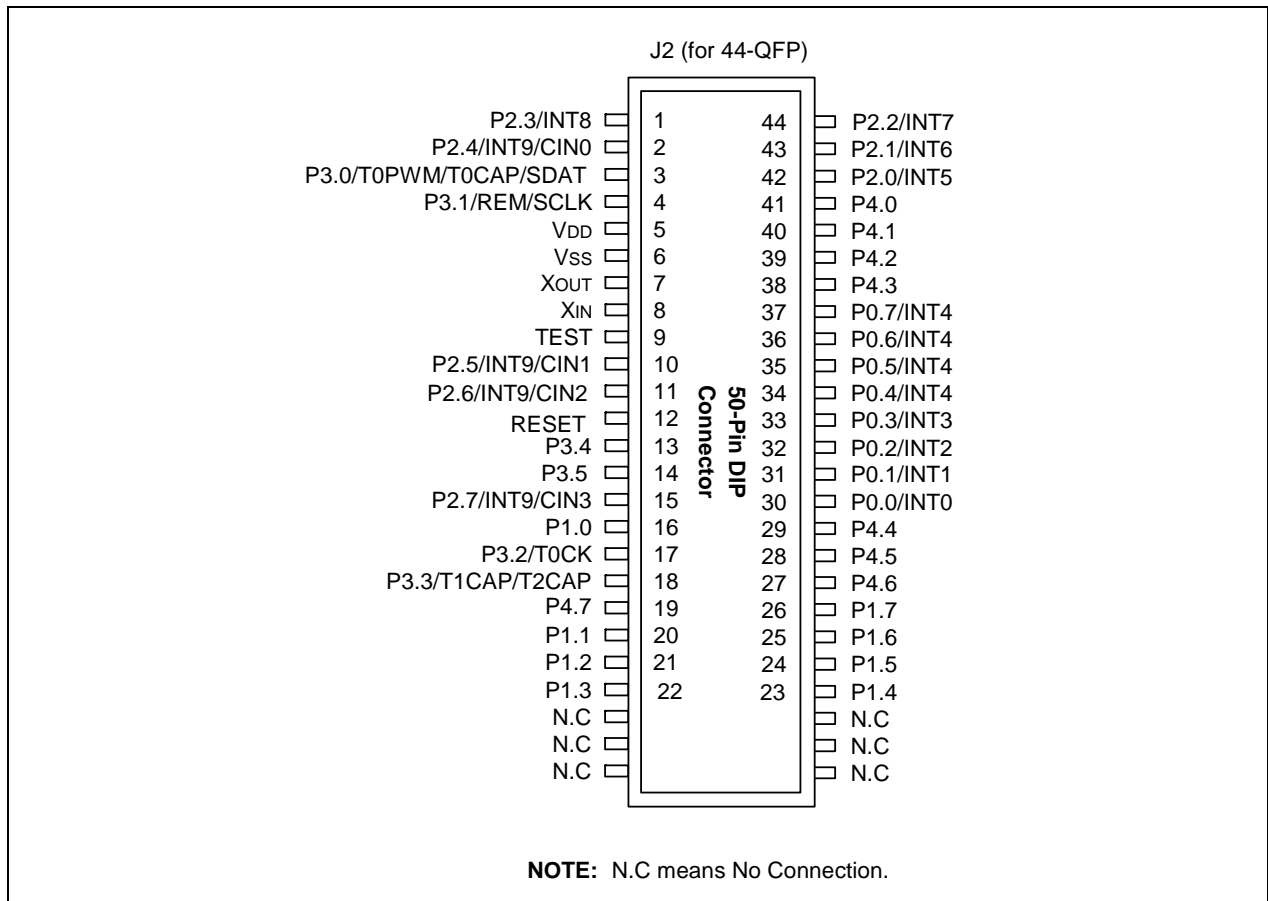
This LED is OFF when the Reset switch is ON.

– **IDLE LED**

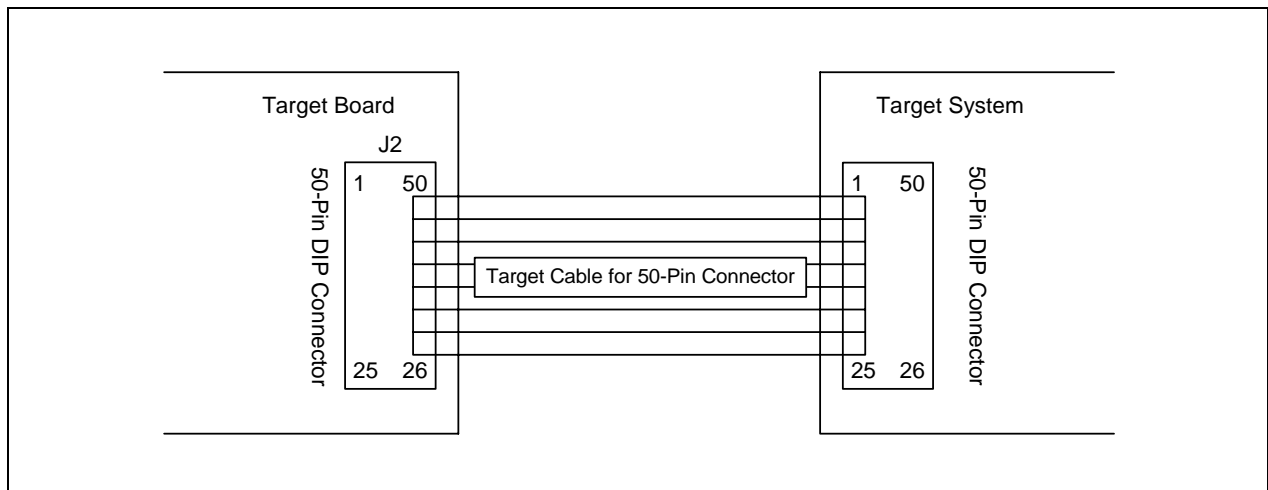
This is LED is ON when the evaluation chip (S3E80JB) is in idle mode.

– **STOP LED**

This LED is ON when the evaluation chip (S3E80JB) is in stop mode.



**Figure 20-2. 50-Pin Connector Pin Assignment for TB80JB**



**Figure 20-3. TB80JB Adapter Cable for 44-QFP Package**

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- SPW 2+
- BlueChips-Combi
- GW-PRO2




#### Development Tools Suppliers

Please contact our local sales offices on how to get MDS tools. Or contact the 3rd party tool suppliers directly as shown below.

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<b>SMART Kit</b>	C & A Technology
	<ul style="list-style-type: none"> <li>• TEL: 82-2-2612-9027</li> <li>• FAX: 82-2-2612-9044</li> <li>• E-mail: caat@unitel.co.kr</li> <li>• URL: <a href="http://www.cnatech.com">http://www.cnatech.com</a></li> </ul>

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	<p><b>SPW2+</b> <b>Single PROM OTP/ FLASH MTO Programmer</b></p> <ul style="list-style-type: none"> <li>• Download/Upload and data edit function</li> <li>• PC-based operation with RS232C port</li> <li>• Full function regarding OTP programmer (Read, Program, Verify, Blank, Protection..)</li> <li>• Fast programming speed (1Kbyte/sec)</li> <li>• Support all of SAMSUNG OTP devices</li> <li>• Low-cost</li> <li>• Download the files from the 3rd party link shown below.</li> </ul>	<p><b>C &amp; A Technology</b></p> <ul style="list-style-type: none"> <li>• TEL: 82-2-2612-9027</li> <li>• FAX: 82-2-2612-9044.</li> <li>• E-mail: <a href="mailto:caat@unitel.co.kr">caat@unitel.co.kr</a></li> <li>• URL: <a href="http://www.cnatech.com">http://www.cnatech.com</a></li> </ul> <p><b>International Sale</b></p> <p><b>SEMINIX</b></p> <ul style="list-style-type: none"> <li>• TEL: 82-2-539-7891</li> <li>• FAX: 82-2-539-7819.</li> <li>• E-mail: <a href="mailto:cindy@seminix.com">cindy@seminix.com</a></li> <li>• URL: <a href="http://www.seminix.com">http://www.seminix.com</a></li> </ul>
	<p><b>BlueChips-Combi</b></p> <p>BlueChips-combi is a programmer for all Samsung MCU. It can program not only all Samsung OTP/MTP (Flash) MCU but also the popular E(E)PROMs. New devices will be supported just by adding device files or upgrading the software. It is connected to host PC's serial port and controlled by the software.</p>	<p><b>AIJI System</b></p> <ul style="list-style-type: none"> <li>• TEL: 82-31-223-6611</li> <li>• FAX: 82-31-223-6613</li> <li>• E-mail : <a href="mailto:openice@aijisystem.com">openice@aijisystem.com</a></li> <li>• URL : <a href="http://www.aijisystem.com">http://www.aijisystem.com</a></li> </ul>
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# S3C8 SERIES MASK ROM ORDER FORM

**Product description:**

Device Number:  S3C80JB  S3F80JB  
 S3C8 \_\_\_\_\_ - \_\_\_\_\_ (write down the ROM code number)  
 Product Order Form:  Package  Pellet  Wafer Package Type: \_\_\_\_\_

**Package Marking (Check One):**

Standard  Custom A (Max 10 chars)  Custom B (Max 10 chars each line)

<b>SEC</b> @ YWW Device Name
---------------------------------

@ YWW Device Name _____
-------------------------------

@ YWW _____ _____
-------------------------

@ : Assembly site code, Y : Last number of assembly year, WW : Week of assembly

**Delivery Dates and Quantities:**

Deliverable	Required Delivery Date	Quantity	Comments
ROM code	-	Not applicable	See ROM Selection Form
Customer sample			
Risk order			See Risk Order Sheet

Please answer the following questions:

**☞ For what kind of product will you be using this order?**

- New product  Upgrade of an existing product  
 Replacement of an existing product  Other

If you are replacing an existing product, please indicate the former product name  
 ( \_\_\_\_\_ )

**☞ What are the main reasons you decided to use a Samsung microcontroller in your product?**

**Please check all that apply.**

- Price  Product quality  Features and functions  
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 Used same micom before  Quality of documentation  Samsung reputation

**Mask Charge (US\$ / Won):** \_\_\_\_\_

**Customer Information:**

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(Person placing the order)

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# S3F8 SERIES REQUEST FOR PRODUCTION AT CUSTOMER RISK

## Customer Information:

Company Name: \_\_\_\_\_

Department: \_\_\_\_\_

Telephone Number: \_\_\_\_\_ Fax: \_\_\_\_\_

Date: \_\_\_\_\_

## Risk Order Information:

Device Number: S3F8 \_\_\_\_\_ - \_\_\_\_\_ (write down the ROM code number)

Package: \_\_\_\_\_ Number of Pins: \_\_\_\_\_ Package Type: \_\_\_\_\_

Intended Application: \_\_\_\_\_

Product Model Number: \_\_\_\_\_

## Customer Risk Order Agreement:

We hereby request SEC to produce the above named product in the quantity stated below. We believe our risk order product to be in full compliance with all SEC production specifications and, to this extent, agree to assume responsibility for any and all production risks involved.

## Order Quantity and Delivery Schedule:

Risk Order Quantity: \_\_\_\_\_ PCS

Delivery Schedule:

Delivery Date (s)	Quantity	Comments

Signatures:

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(Person Placing the Risk Order)

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# **FLASH APPLICATION NOTES**

## **S3F80JB Programming By Tool**

## TOOL PROGRAMMING OF S3F80JB

To read/write/erase by OTP/MTP writer, the following six pins are used.

**Table 1. Descriptions of Pins Used to Read/Write/Erase the Flash in Tool Program Mode**

Normal Chip Pin Name	During Programming			
	Pin Name	Pin No.	I/O	Function
P3.0	SDAT	3[30]	I/O	Serial data pin. Output port when reading and input port when writing. SDAT (P3.0) can be assigned as an input or push-pull output port.
P3.1	SCLK	4[31]	I	Serial clock pin. Input only pin.
TEST	TEST	9[4]	I	Tool mode selection when TEST pin sets Logic value '1'. If user uses the flash writer tool mode (ex.spw2+ etc.), user should connect TEST pin to $V_{DD}$ . (S3F80JB supplies high voltage 12.5V by internal high voltage generation circuit.)
NRESET	nRESET	12[7]	I	Chip Initialization
$V_{DD}$ , $V_{SS}$	$V_{DD}$ , $V_{SS}$	5[32], 6[1]	–	Power supply pin for logic circuit. $V_{DD}$ should be tied to +3.3 V during programming.

When writing or erasing using OTP/MTP writer, user must check the following:

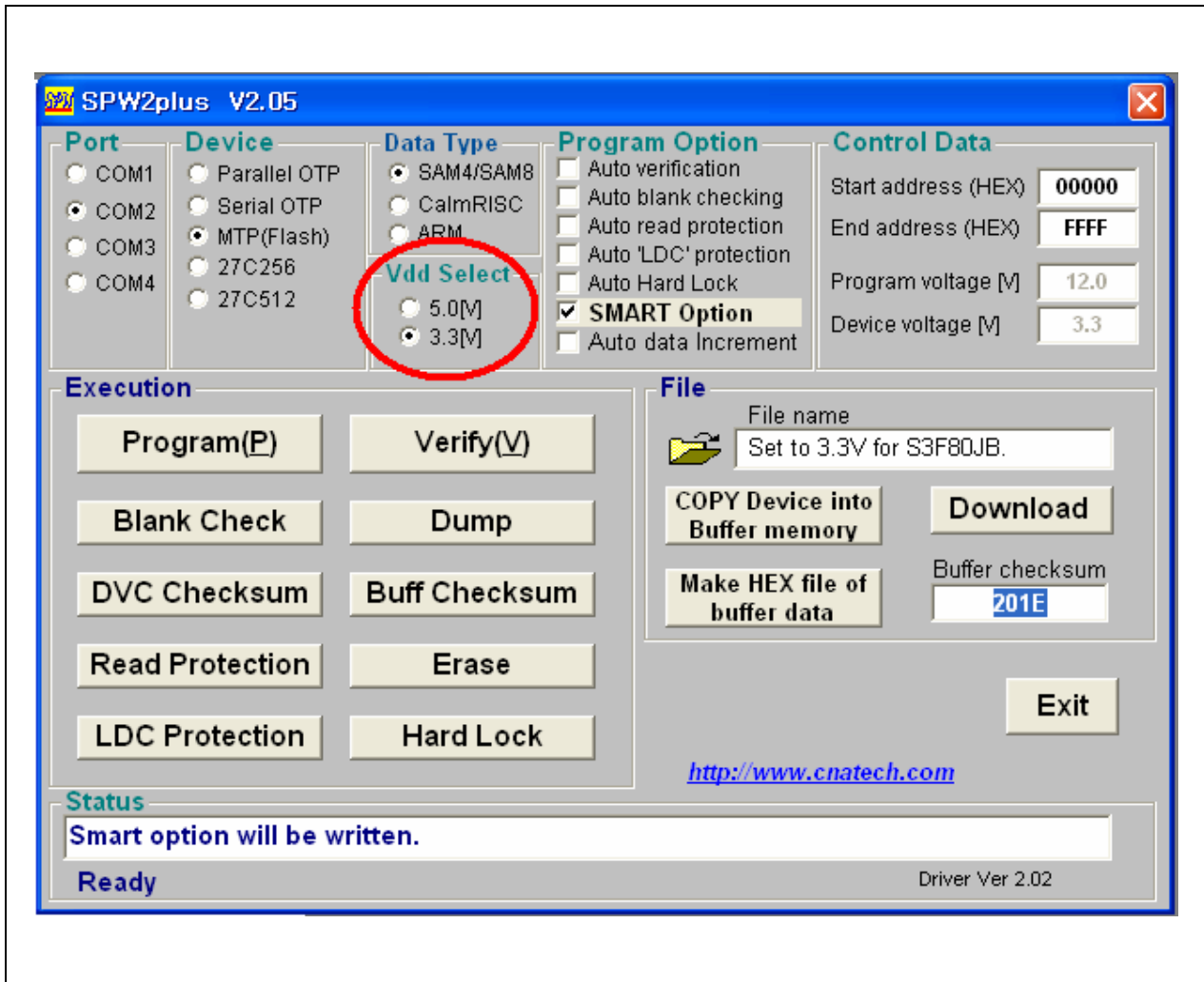
— **Vdd Voltage**

The maximum operating voltage of S3F80JB is 3.6V. (Refer to the electrical data of S3F80JB manual.) The selection flag of Vdd must be set to 3.3V as like a figure on next page.

— **Test Pin Voltage**

The TEST pin on socket board for OTP/MTP writer must be connected to Vdd (3.3V). [The TEST pin on socket board must not be connected Vpp\(12.5V\) which is generated from OTP/MTP Writer.](#) So the specific socket board for S3F80JB must be used, when writing or erasing using OTP/MTP writer.

This is only an example for setting Vdd. This is SPW2+ which is one of OPT/MTP Writers.



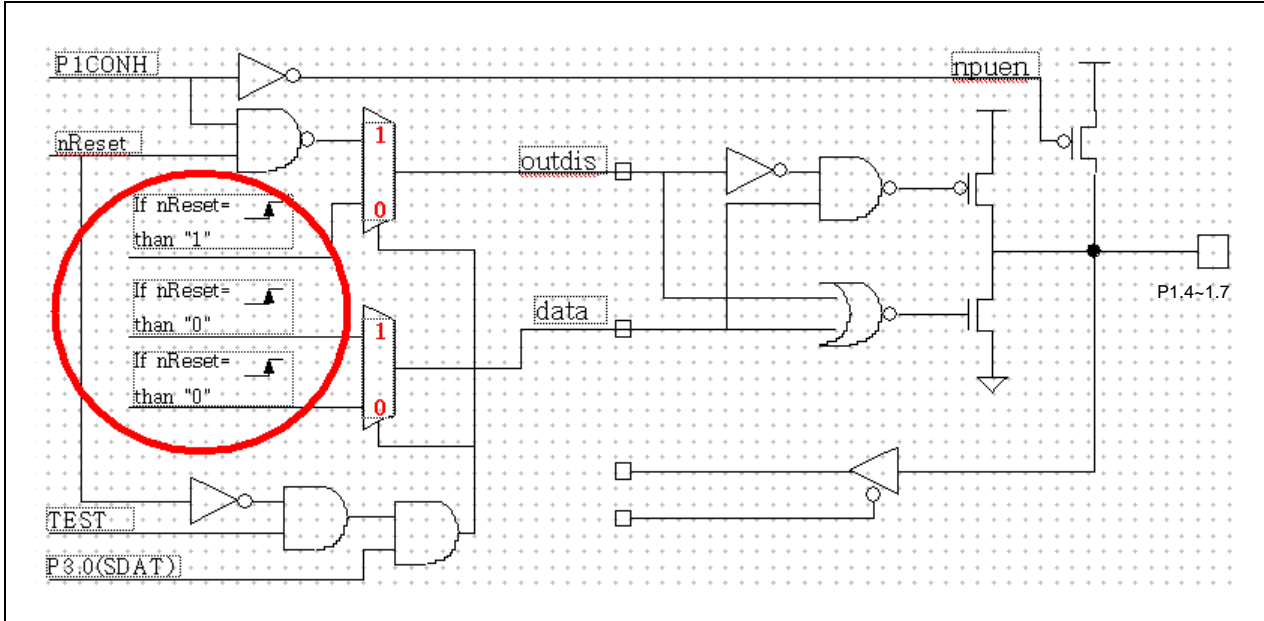
# Important Note

**Subject :** Toggling phenomenon when serial writing programming on the S3F80JB.



2.2 FOR NORMAL OPERATING MODE

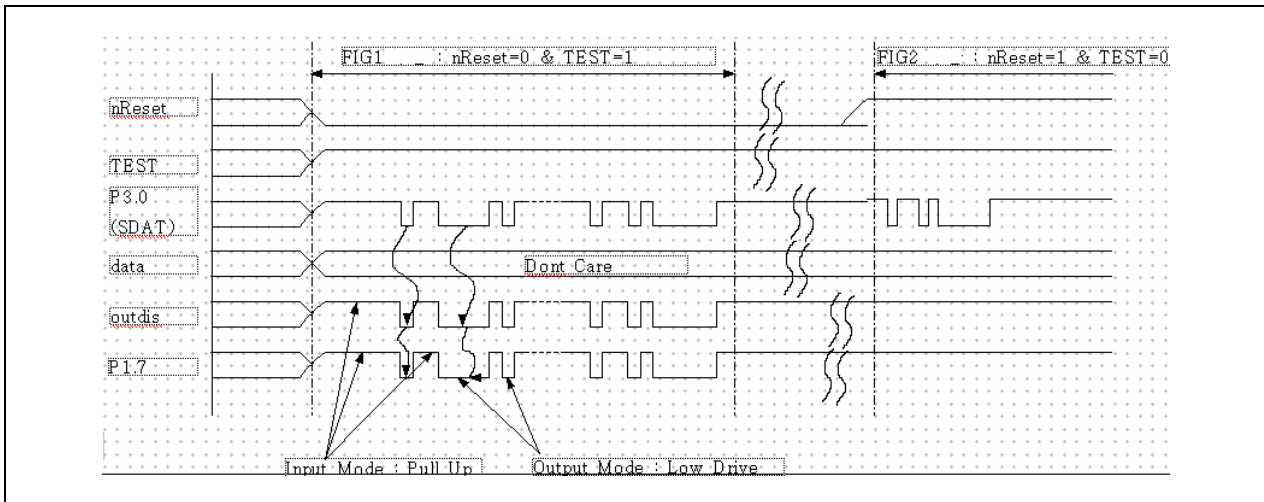
The S3F80JB/9 is needed to nRESET pin = "1(VDD)" & TEST pin = "0(GND)"



When nRESET pin = "1(VDD)" & TEST pin = "0(GND)"

In the Figure 2, because TEST signal is low(Logic level 0), "outdis" and "data" signal is same to MUX "0" signal. So, in normal operation, port1.7 doesn't occurred to toggling phenomenon because of SDAT changing

Timing Diagram of Figure1, Figure2



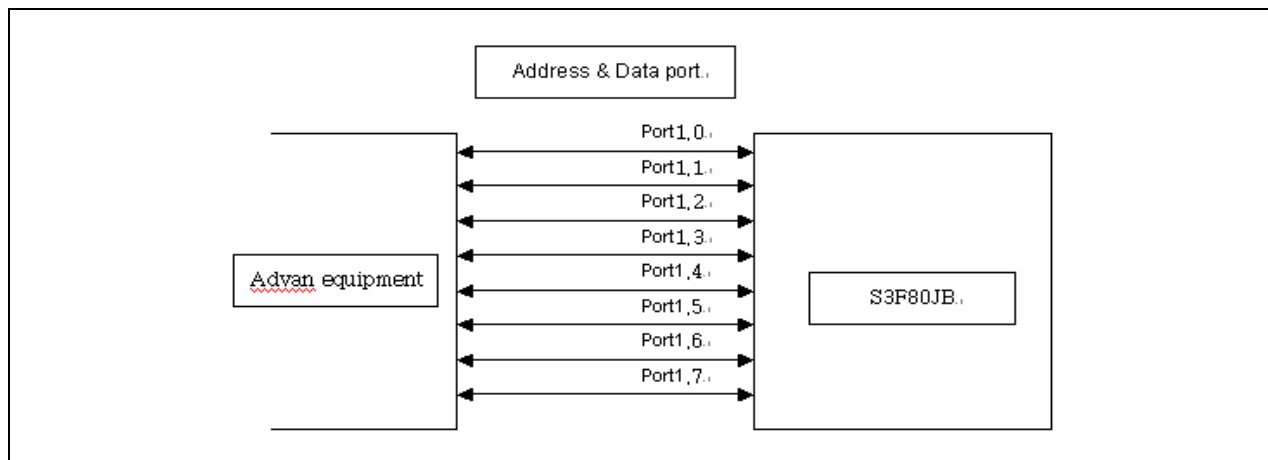


### 3. DIFFERENCE S3F80JB AND S3F80J9

#### 3.1 WHEN TEST PIN = "1(VDD)"

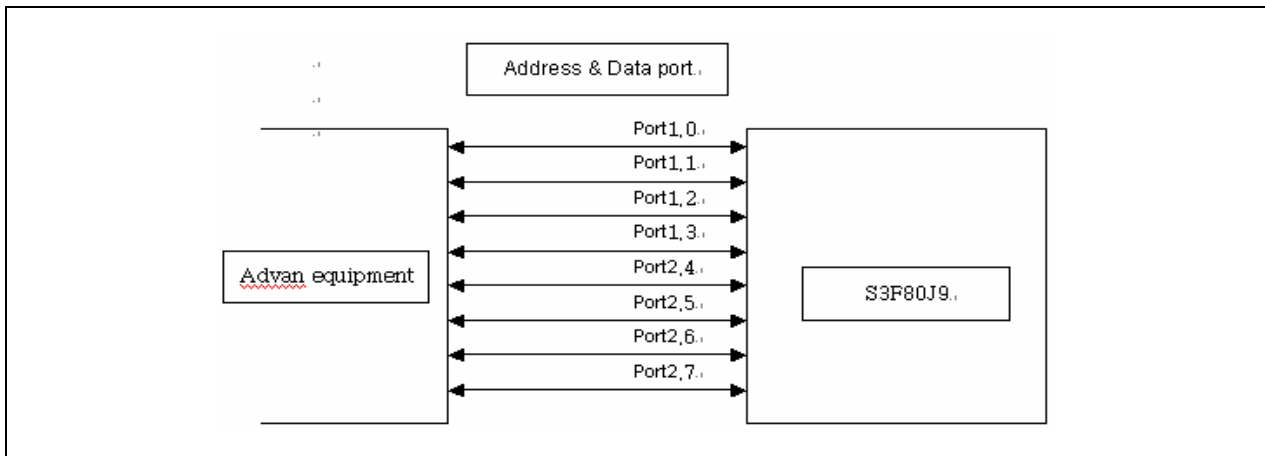
This is Fabrication Test mode (For Design team & PE ) : Design team & PE team tested S3F80JB by using ADVAN equipment When testing S3F80JB, port1.0~1.7 is set to address port and data port for chip test.  
So, output disable signal of Port1.0~1.7 is toggling to Input/Output mode.

➤ **When S3F80JB**



Port1.0~1.7 is used to address & data port between Advan equipment and S3F80JB. When Advan equipment sends data to S3F80JB, port1.0~1.7 is input mode. And when Advan equipment receives next address to S3F80JB, port1.0~1.7 is output mode. I.e, port1.0~1.7 is toggling to Input/Output mode during chip test.

➤ **When S3F80J9**



On S3F80J9, address & data port is different from S3F80JB. Because the 28-SOP type doesn't have port1.4~1.7, port1.0~1.3 and port2.4~2.7 are used to address & data port. (S3F80J9 is supported to 32-SOP and 28-SOP type.)

#### 4. NOTICE

When serial writing programming on S3F80JB, port1.4,1.5,1.6,1.7 should be floating node or not connected to any device effected to damage by toggling.

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