Brushless DC Motor Flash MCU

HT66FM5242

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Features

CPU Features

- Operating voltage
  - f_{SYS}= 32kHz ~ 20MHz: 4.5V~5.5V
- Up to 0.2μs instruction cycle with 20MHz system clock at V_{DD}=5V
- Power down and wake-up functions to reduce power consumption
- Oscillator types
  - Internal High Speed 20MHz RC – HIRC
  - Internal Low Speed 32kHz RC – LIRC
- Internal oscillators require no external components
- Multi-mode operation: NORMAL, SLOW, IDLE and SLEEP
- All instructions executed in 1~3 instruction cycles
- Table read instructions
- 115 powerful instructions
- 8-level subroutine nesting
- Bit manipulation instruction

Peripheral Features

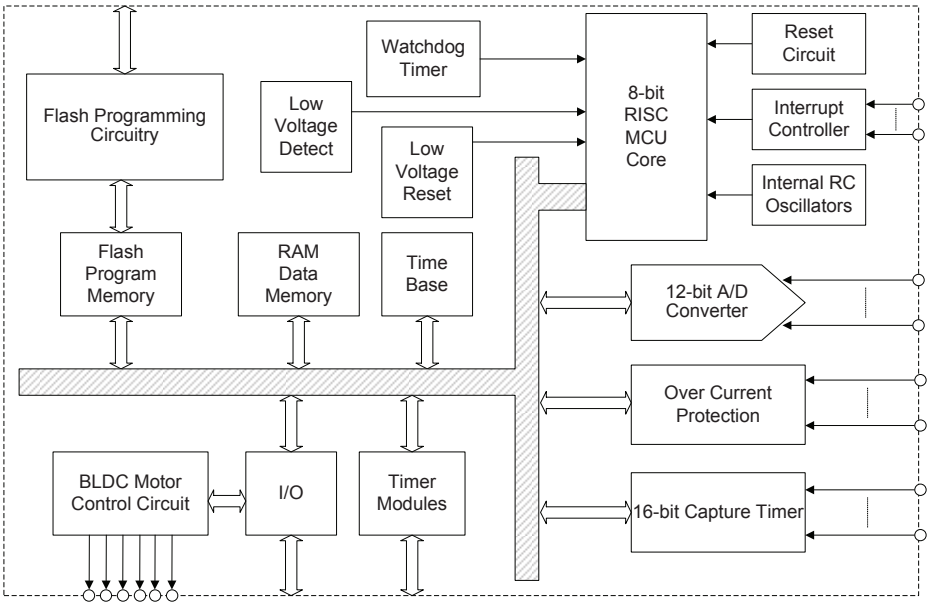
- Flash Program Memory: 4K×16
- RAM Data Memory: 256×8
- Watchdog Timer function
- 18 bidirectional I/O lines
- Five pin-shared external interrupt inputs – H1, H2, H3, NFIN and INT1
- Multiple Timer Modules for time measurement, input capture, compare match output, PWM output or single pulse output function
- Single 16-bit Capture Timer Module for motor protection
- Three 10-bit PWM generators, supporting edge/center aligned mode
- 6+1 channel 12-bit resolution A/D converter
- Operational Amplifier function for current detection
- 8-bit D/A Converter and Comparator function with interrupt generation
- Time-Base function for generation of fixed time interrupt signals
- Low voltage reset function
- Low voltage detect function
- Package type: 16-pin NSOP, 20-pin SSOP

General Description

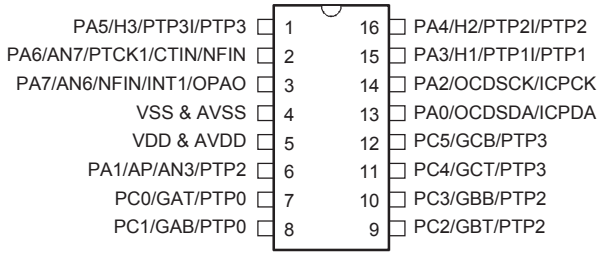
The HT66FM5242 is a Flash Memory 8-bit high performance RISC architecture microcontroller, which includes a host of fully integrated special features specifically designed for brushless DC motor applications.

In addition to the advantages of low power consumption and I/O flexibility, the device also includes multiple and extremely flexibile Timer Modules, internal oscillators, multi-channel A/D converter, D/A converter, Operational Amplifiers, Pulse Width Modulation function, 16-bit Capture Timer Module function, comparator function, Motor Protect Module, Hall sensor position detect function, Time Base function, Low Voltage Reset, Low Voltage Detect, power-down and wake-up functions. Although especially designed for brushless DC motor applications, the enhanced versatility of this device also makes it applicable for use in a wide range of A/D application possibilities such as sensor signal processing, motor driving, consumer products, subsystem controllers, ect,.

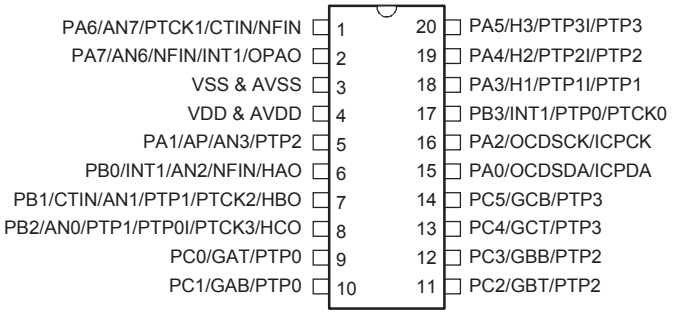
Block Diagram



Pin Assignment



HT66FM5242/HT66VM5242
16 NSOP-A



HT66FM5242/HT66VM5242
20 SSOP-A

Notes: 1. If the pin-shared pin functions have multiple outputs, the desired pin-shared function is determined by its corresponding software control bits.
2. The OCDSDA and OCDSCK pins are supplied as dedicated OCDS pins and as such only available for the HT66VM5242 device which is the OCDS EV chip for the HT66FM5242 device.
3. The "VDD&AVDD" means that the VDD and AVDD are internally bonded while the "VSS&AVSS" means that the VSS and AVSS are internally bonded.

Pin Description

The function of each pin is listed in the following table, however the details behind how each pin is configured is contained in other sections of the datasheet.

Pin Name	Function	OPT	I/T	O/T	Description
PA0/ICPDA/ OCDSDA	PA0	PAPU PAWU PAPS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	ICPDA	—	ST	CMOS	ICP data/address pin
	OCDSDA	—	ST	CMOS	OCDS data/address pin, for EV chip only.
PA1/PTP2/AP/ AN3	PA1	PAPU PAWU PAS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	PTP2	PAPS0	—	CMOS	PTM2 output
	AP	PAPS0	AN	—	Positive input of OPAMP
	AN3	PAPS0	AN	—	A/D Converter external input channel
PA2/ICPCK/ OCDSCK	PA2	PAPU PAWU PAPS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	ICPCK	—	ST	—	ICP clock bus
	OCDSCK	—	ST	—	OCDS clock bus, for EV chip only
PA3/H1/PTP1/ PTP1I	PA3	PAPU PAWU PAPS0	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	H1	PAPS0	ST	—	Hall sensor input
	PTP1	PAPS0	—	CMOS	PTM1 output
	PTP1I	PAPS0	ST	—	PTM1 input
PA4/H2/PTP2/ PTP2I	PA4	PAPU PAWU PAPS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	H2	PAPS1	ST	—	Hall sensor input
	PTP2	PAPS1	—	CMOS	PTM2 output
	PTP2I	PAPS1	ST	—	PTM2 input
PA5/H3/PTP3/ PTP3I	PA5	PAPU PAWU PAPS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	H3	PAPS1	ST	—	Hall sensor input
	PTP3	PAPS1	—	CMOS	PTM3 output
	PTP3I	PAPS1	ST	—	PTM3 input
PA6/CTIN/AN7/ PTCK1/NFIN	PA6	PAPU PAWU PAPS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	CTIN	PRM PAPS1	ST	—	CAPTM input
	AN7	PAPS1	AN	—	A/D Converter external input channel
	PTCK1	PAPS1	ST	—	PTM1 input
	NFIN	PRM PAPS1	ST	—	External Noise Filter input

Pin Name	Function	OPT	I/T	O/T	Description
PA7/NFIN/AN6/INT1/OPAO	PA7	PAPU PAWU PAPS1	ST	CMOS	General purpose I/O. Register enabled pull-up and wake-up
	NFIN	PRM PAPS1	ST	—	Noise Filter input
	AN6	PAPS1	AN	—	A/D Converter external input channel
	INT1	PRM INTEG PAPS1	ST	—	External interrupt 1 input
	OPAO	PAPS1	—	AN	OPAMP output
PB0/INT1/AN2/NFIN/HAO	PB0	PBPU PBPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	INT1	PRM PBPS0 INTEG	ST	—	External interrupt 1 input
	AN2	PBPS0	AN	—	A/D Converter external input channel
	NFIN	PRM PBPS0	ST	—	Noise Filter External input
	HAO	PBPS0	—	CMOS	Test pin for SA
PB1/CTIN/AN1/PTP1/PTCK2/HBO	PB1	PBPU PBPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	CTIN	PRM PBPS0	ST	—	CAPTM capture input
	AN1	PBPS0	AN	—	A/D Converter external input channel
	PTP1	PBPS0	—	CMOS	PTM1 output
	PTCK2	PBPS0	ST	—	PTM2 input
	HBO	PBPS0	—	CMOS	Test pin for SB
PB2/AN0/PTP1/PTP0I/PTCK3/HCO	PB2	PBPU PBPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	AN0	PBPS0	AN	—	A/D Converter external input channel
	PTP1	PBPS0	—	CMOS	PTM1 output
	PTP0I	PBPS0	ST	—	PTM0 input
	PTCK3	PBPS0	ST	—	PTM3 input
	HCO	PBPS0	—	CMOS	Test pin for SC
PB3/INT1/PTP0/PTCK0	PB3	PBPU PBPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	INT1	PRM INTEG	ST	—	External interrupt 1 input
	PTP0	PBPS0	—	CMOS	PTM0 output
	PTCK0	PBPS0	ST	—	PTM0 input
PC0/GAT/PTP0	PC0	PCPU PCPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	GAT	PCPS0	—	CMOS	PWM0 complementary output
	PTP0	PCPS0	—	CMOS	PTM0 output
PC1/GAB/PTP0	PC1	PCPU PCPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	GAB	PCPS0	—	CMOS	PWM0 complementary output
	PTP0	PCPS0	—	CMOS	PTM0 output
PC2/GBT/PTP2	PC2	PCPU PCPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	GBT	PCPS0	—	CMOS	PWM1 complementary output
	PTP2	PCPS0	—	CMOS	PTM2 output

Pin Name	Function	OPT	I/T	O/T	Description
PC3/GBB/PTP2	PC3	PCPU PCPS0	ST	CMOS	General purpose I/O. Register enabled pull-up
	GBB	PCPS0	—	CMOS	PWM1 complementary output
	PTP2	PCPS0	—	CMOS	PTM2 output
PC4/GCT/PTP3	PC4	PCPU PCPS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	GCT	PCPS1	—	CMOS	PWM2 complementary output
	PTP3	PCPS1	—	CMOS	PTM3 output
PC5/GCB/PTP3	PC5	PCPU PCPS1	ST	CMOS	General purpose I/O. Register enabled pull-up
	GCB	PCPS1	—	CMOS	PWM2 complementary output
	PTP3	PCPS1	—	CMOS	PTM3 output
VDD&AVDD	VDD	—	PWR	—	Digital positive power supply
	AVDD	—	PWR	—	Analog positive power supply
VSS&AVSS	VSS	—	PWR	—	Digital negative power supply, ground
	AVSS	—	PWR	—	Analog negative power supply, ground

Legend: I/T: Input type;
O/T: Output type;
OPT: Optional by register option;
PWR: Power;
ST: Schmitt Trigger input;
CMOS: CMOS output;
AN: Analog signal

Absolute Maximum Ratings

Supply Voltage ..... V_{SS}−0.3V to V_{SS}+6.0V
Input Voltage ..... V_{SS}−0.3V to V_{DD}+0.3V
Storage Temperature ..... -50˚C to 125˚C
Operating Temperature ..... -40˚C to 85˚C
I_{OL} Total 80mA
I_{OH} Total ..... -80mA
Total Power Dissipation 500mW

Note: These are stress ratings only. Stresses exceeding the range specified under "Absolute Maximum Ratings" may cause substantial damage to the device. Functional operation of the device at other conditions beyond those listed in the specification is not implied and prolonged exposure to extreme conditions may affect device reliability.

D.C. Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	Operating Voltage (HIRC)	—	$f_{SYS} = f_{HIRC}$ = 20MHz	4.5	—	5.5	V
		—	$f_{SYS} = f_{HIRC}/64$ = 312.5kHz	3.15	—	5.5	
I_{DD}	Operating Current (HIRC)	5V	No load, all peripherals off, $f_{SYS} = f_{HIRC}$ = 20MHz	—	9	12	mA
I_{HIRC}	Additional Current for HIRC Enable	5V	f_{HIRC} = 20MHz	—	570	860	μA
I_{STB}	Standby current (SLEEP mode)	5V	No load, all peripherals off, WDT off	—	0.5	1	μA
	Standby current (IDLE0 mode)	5V	No load, all peripherals off, f_{SUB} on	—	5	10	μA
	Standby current (IDLE1 mode, HIRC)	5V	No load, all peripherals off, f_{SUB} on, $f_{SYS} = f_{HIRC}$ = 20MHz	—	2500	3300	μA
	Standby current	5V	LIRC & LVR on, LVD off, WDT Enable.	—	60	100	μA
V_{IL}	Input Low Voltage for I/O Ports	5V	—	0	—	$0.3V_{DD}$	V
V_{IH}	Input High Voltage for I/O Ports	5V	—	$0.7V_{DD}$	—	V_{DD}	V
I_{OL}	Sink Current for I/O Ports	5V	$V_{OL} = 0.1V_{DD}$	10	20	—	mA
I_{OH}	Source Current for I/O Ports	5V	$V_{OH} = 0.9V_{DD}$	-5	-10	—	mA
R_{PH}	Pull-high Resistance	5V	—	10	30	50	kΩ

A.C. Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
f_{SYS}	System Clock (HIRC)	4.5V~5.5V	$f_{SYS} = f_{HIRC}$ = 20MHz	—	20	—	MHz
	System Clock (LIRC)	4.5V~5.5V	$f_{SYS} = f_{LIRC}$ = 32kHz	—	32	—	kHz
f_{HIRC}	20MHz Writer Trimmed HIRC Frequency	5V	Ta = 25°C	-1%	20	+1%	MHz
			Ta = -40°C~85°C	-2%	20	+2%	
		4.5V~5.5V	Ta = 25°C	-2.5%	20	+2.5%	
			Ta = -40°C~85°C	-3%	20	+3%	
f_{LIRC}	Low Speed Internal RC Oscillator Frequency	5V	Ta = 25°C	-10%	32	+10%	kHz
		5V ± 0.5V	Ta = -40°C~85°C	-40%	32	+40%	
t_{INT}	External Interrupt Minimum Pulse Width	—	—	1	5.0	10	μs
t_{RSTD}	System Reset Delay Time (POR reset, LVR hardware reset, LVR software reset, WDT software reset)	—	—	25	50	100	ms
	System Reset Delay Time (WDT time-out hardware cold reset)	—	—	8.3	16.7	33.3	ms

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
t_{SST}	System Start-up Timer Period (Wake-up from HALT state where f_{SYS} is off)	—	$f_{SYS} = f_H \sim f_H/64$, $f_H = f_{HIRC}$	16	—	—	t_{HIRC}
			$f_{SYS} = f_{SUB} = f_{LIRC}$	2	—	—	t_{LIRC}
	System Start-up Timer Period (SLOW mode ↔ NORMAL mode, or $f_H = f_{HIRC}$, or $f_{SUB} = f_{LIRC}$)	—	f_{HIRC} off→ on (HTO = 1)	16	—	—	t_{HIRC}
	System Start-up Timer Period (Wake-up from HALT state where f_{SYS} is on)	—	$f_{SYS} = f_H \sim f_H/64$, $f_{SYS} = f_{HIRC}$	2	—	—	t_H
			$f_{SYS} = f_{LIRC}$	2	—	—	t_{SUB}
	System Start-up Timer Period (WDT time-out hardware cold reset)	—	—	0	—	—	t_H
t_{TCK}	PTCKn Input Pin Minimum Pulse Width	—	—	0.3	—	—	μs
t_{TPI}	PTP0I Input Pin Minimum Pulse Width	—	—	0.1	—	—	μs
	PTP1I, PTP2I, PTP3I Input Pin Minimum Pulse Width	—	—	0.3	—	—	
f_{TMCLK}	PTMn Maximum Timer Clock Source Frequency	5V	—	—	—	1	f_{SYS}

Note: $t_{SYS}=1/f_{SYS}$, $t_{TMCLK}=1/f_{TMCLK}$

LVR/LVD Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{LVR}	Low Voltage Reset Voltage	—	LVR enable, voltage select 3.15V	- 5%	3.15	+5%	V
V_{LVD}	Low Voltage Detection Voltage	—	LVD enable, voltage select 3.6V	- 5%	3.6	+5%	V
t_{LVDS}	LVDO Stable Time	—	For LVR enable, LVD off → on	—	—	15	μs
t_{LVR}	Minimum low voltage width to reset	—	—	120	240	480	μs
t_{LVD}	Minimum low voltage width to interrupt	—	—	60	120	240	μs

A/D Converter Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
AV_{DD}	A/D Converter Operating Voltage	—	—	V_{LVR}	5.0	5.5	V
I_{OP}	Additional Current if A/D Converter is used	5V	—	—	0.6	—	mA
I_{STB}	A/D Converter Standby Current	—	Digital input no change	—	—	4	μA
V_{REF}	A/D Converter Reference Voltage	—	—	2	AV_{DD}	AV_{DD} +0.1	V
t_{CONV}	A/D Conversion Time (Including Sample and Hold time)	—	—	—	16	—	t_{ADCK}
DNL	A/D Differential Non-linearity	4.5V	V_{REF} = AV_{DD} = V_{DD}, no load, t_{ADCK} = 0.8μs	-2	—	+3	LSB
		5.5V					
		4.5V	V_{REF} = AV_{DD} = V_{DD}, no load, t_{ADCK} = 12.8μs				
		5.5V					
INL	A/D Integral Non-linearity	4.5V	V_{REF} = AV_{DD} = V_{DD}, no load, t_{ADCK} = 0.8μs	-4	—	+4	LSB
		5.5V					
		4.5V	V_{REF} = AV_{DD} = V_{DD}, no load, t_{ADCK} = 12.8μs				
		5.5V					
t_{ADCK}	A/D Converter Clock Period	—	—	0.8	—	12.8	μs
t_{CKH}	A/D Converter Clock High Pulse	—	—	225	—	—	ns
t_{CKL}	A/D Converter Clock Low Pulse	—	—	225	—	—	ns
t_{ST}	A/D Converter Turn-on Setup Time	—	—	2	—	—	ns
	A/D Converter Start Bit Setup Time	—	—	2	—	—	
t_{STH}	A/D Converter Start Bit High Pulse	—	—	25	—	—	ns
t_{DEOC}	End of Conversion Output Delay	—	AV_{DD}=5V	—	3	—	ns
t_{DOUT}	Conversion Data Output Delay	—	AV_{DD}=5V	—	3	—	ns
t_{ON}	A/D Converter Wake-up Time	—	—	—	—	2	μs
t_{OFF}	A/D Converter Sleep Time	—	—	—	—	5	ns

D/A Converter Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{DD}	D/A Converter Operating Voltage	—	—	V_{LVR}	—	5.5	V
V_{DA}	D/A Converter Output Voltage	—	OPCM[7:0]=00H~FFH, no load	0.01	—	0.99	V_{DD}
t_{DAC}	D/A Conversion Time	—	V_{DD}=5V, C_L=10pF	—	—	2	μs
R_O	D/A Output Resistance	—	—	—	10	—	kΩ

Operational Amplifier Electrical Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{OPR}	OPAMP Operating Voltage	5V	—	V_{LVR}	5.0	5.5	V
I_{OFF}	Power Down Current	5V	—	—	—	0.1	μA
V_{OPOS}	Input Offset Voltage	5V	Without calibration, AOF[4:0]=10000B	-15	—	+15	mV
		5V	With calibration	-2	—	+2	
V_{RI}	PGA Input Voltage Range	3.3V	Gain=1 Ga<±5%	V_{SS}+0.1	—	V_{DD}-1.4	V
		5V		V_{SS}+0.1	—	V_{DD}-1.4	
		3.3V	Gain=5, 10, 20 Ga<±5%	V_{SS}+0.1	—	V_{OR}(Max) /Gain	
		5V		V_{SS}+0.1	—	V_{OR}(Max) /Gain	
V_{OR}	OPAMP Maximum Output Voltage Range	3.3V	—	V_{SS}+0.1	—	V_{DD}-0.1	V
		5V	—	V_{SS}+0.1	—	V_{DD}-0.1	
PSRR	Power Supply Rejection Ratio	5V	—	90	—	96	dB
CMRR	Common Mode Rejection Ratio	5V	V_{CM}=0~(V_{DD}-1.4V)	—	106	—	dB
SR	Slew Rate+, Slew Rate-	5V	No load	1.29	2.18	—	V/μs
GBW	Gain Bandwidth	5V	R_L=600Ω, C_L=100pF	2.05	3.70	7.16	MHz
A_{OL}	Open Loop Gain	5V	R_L=600Ω, C_L=100pF	—	96	—	dB
PM	Phase Margin	5V	R_L=600Ω, C_L=100pF	—	90	—	—

Comparator 0 Electrical Characteristics

Ta=-40°C~85°C

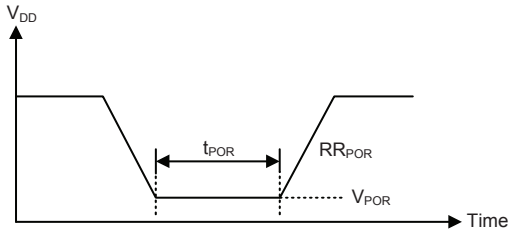
Symbol	Parameter	Test Condition		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{CMP}	Comparator Operating Voltage	5V	—	V_{LVR}	5.0	5.5	V
I_{CMP}	Comparator Operating Current	5V	—	—	300	450	μA
I_{OFF}	Comparator Power Down Current	5V	Comparator 0 disabled	—	—	0.1	μA
V_{CMPOS}	Comparator Input Offset Voltage	5V	—	-10	—	+10	mV
V_{HYS}	Hysteresis Width	5V	—	50	100	150	mV
V_{CM}	Input Common Mode Voltage Range	—	—	V_{SS}	—	V_{DD}-1.4	V
A_{OL}	Comparator Open Loop Gain	—	—	100	120	—	dB
t_{PD}	Comparator Response Time	5V	V_{CM}= 0 ~ (V_{DD}-1.4)V With 10mV overdrive	—	—	1	μs
			With 100mV overdrive Note	—	—	200	ns

Note: Measured with comparator one input pin at V_{CM} = (V_{DD}-1.4)/2 while the other pin input transition from V_{SS} to (V_{CM}+100mV) or from V_{DD} to (V_{CM}-100mV).

Power-on Reset Characteristics

Ta=-40°C~85°C

Symbol	Parameter	Test Conditions		Min.	Typ.	Max.	Unit
		V_{DD}	Conditions				
V_{POR}	V_{DD} Start Voltage to Ensure Power-on Reset	—	—	—	—	100	mV
RR_{POR}	V_{DD} Rising Rate to Ensure Power-on Reset	—	—	0.035	—	—	V/ms
t_{POR}	Minimum Time for V_{DD} Stays at V_{POR} to Ensure Power-on Reset	—	—	1	—	—	ms

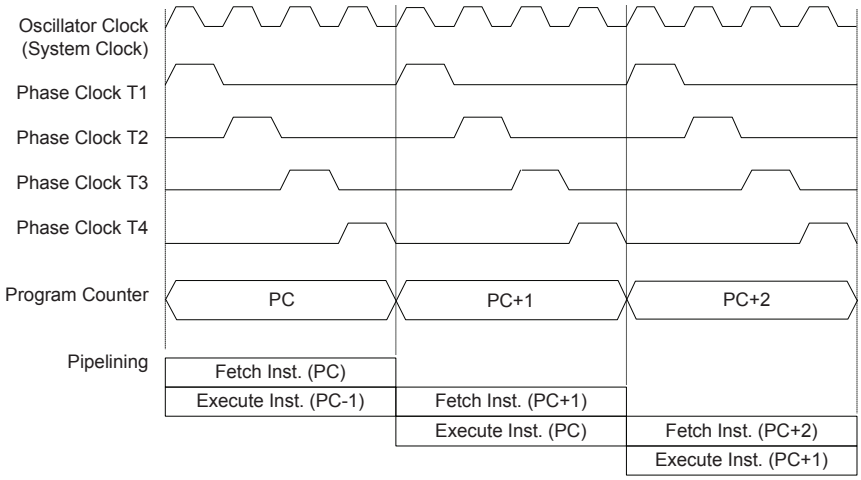


System Architecture

A key factor in the high-performance features of the Holtek range of microcontrollers is attributed to their internal system architecture. The range of the device take advantage of the usual features found within RISC microcontrollers providing increased speed of operation and enhanced performance. The pipelining scheme is implemented in such a way that instruction fetching and instruction execution are overlapped, hence instructions are effectively executed in one or two cycles for most of the standard or extended instructions respectively, with the exception of branch or call instructions which needs one more cycle. An 8-bit wide ALU is used in practically all instruction set operations, which carries out arithmetic operations, logic operations, rotation, increment, decrement, branch decisions, etc. The internal data path is simplified by moving data through the Accumulator and the ALU. Certain internal registers are implemented in the Data Memory and can be directly or indirectly addressed. The simple addressing methods of these registers along with additional architectural features ensure that a minimum of external components is required to provide a functional I/O and A/D control system with maximum reliability and flexibility. This makes the device suitable for low-cost, high-volume production for controller applications.

Clocking and Pipelining

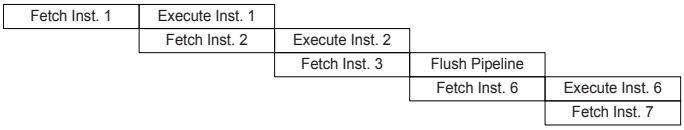
The main system clock, derived from either a HIRC or LIRC oscillator is subdivided into four internally generated non-overlapping clocks, T1~T4. The Program Counter is incremented at the beginning of the T1 clock during which time a new instruction is fetched. The remaining T2~T4 clocks carry out the decoding and execution functions. In this way, one T1~T4 clock cycle forms one instruction cycle. Although the fetching and execution of instructions takes place in consecutive instruction cycles, the pipelining structure of the microcontroller ensures that instructions are effectively executed in one instruction cycle. The exception to this are instructions where the contents of the Program Counter are changed, such as subroutine calls or jumps, in which case the instruction will take one more instruction cycle to execute.



System Clock and Pipelining

For instructions involving branches, such as jump or call instructions, two machine cycles are required to complete instruction execution. An extra cycle is required as the program takes one cycle to first obtain the actual jump or call address and then another cycle to actually execute the branch. The requirement for this extra cycle should be taken into account by programmers in timing sensitive applications.

```
1          MOV A, [12H]
2          CALL DELAY
3          CPL [12H]
4          :
5          :
6 DELAY:   NOP
```



Instruction Fetching

Program Counter – PC

During program execution, the Program Counter is used to keep track of the address of the next instruction to be executed. It is automatically incremented by one each time an instruction is executed except for instructions, such as "JMP" or "CALL" that demand a jump to a non-consecutive Program Memory address. Only the lower 8 bits, known as the Program Counter Low Register, are directly addressable by the application program.

When executing instructions requiring jumps to non-consecutive addresses such as a jump instruction, a subroutine call, interrupt or reset, etc., the microcontroller manages program control by loading the required address into the Program Counter. For conditional skip instructions, once the condition has been met, the next instruction, which has already been fetched during the present instruction execution, is discarded and a dummy cycle takes its place while the correct instruction is obtained.

Program Counter	
High Byte	**Low Byte (PCL)**
PC11~PC8	PCL7~PCL0

Program Counter

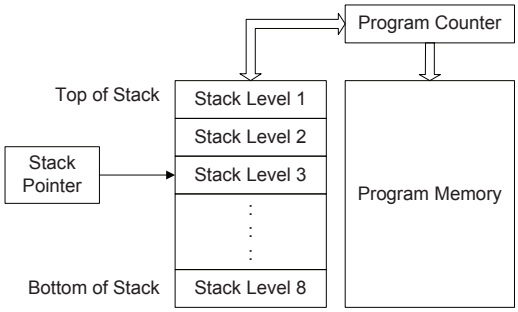
The lower byte of the Program Counter, known as the Program Counter Low register or PCL, is available for program control and is a readable and writeable register. By transferring data directly into this register, a short program jump can be executed directly; however, as only this low byte is available for manipulation, the jumps are limited to the present page of memory that is 256 locations. When such program jumps are executed it should also be noted that a dummy cycle will be inserted. Manipulating the PCL register may cause program branching, so an extra cycle is needed to pre-fetch.

Stack

This is a special part of the memory which is used to save the contents of the Program Counter only. For this device the stack has 8 levels and neither part of the data nor part of the program space, and is neither readable nor writeable. The activated level is indexed by the Stack Pointer, and is neither readable nor writeable. At a subroutine call or interrupt acknowledge signal, the contents of the Program Counter are pushed onto the stack. At the end of a subroutine or an interrupt routine, signaled by a return instruction, RET or RETI, the Program Counter is restored to its previous value from the stack. After a device reset, the Stack Pointer will point to the top of the stack.

If the stack is full and an enabled interrupt takes place, the interrupt request flag will be recorded but the acknowledge signal will be inhibited. When the Stack Pointer is decremented, by RET or RETI, the interrupt will be serviced. This feature prevents stack overflow allowing the programmer to use the structure more easily. However, when the stack is full, a CALL subroutine instruction can still be executed which will result in a stack overflow. Precautions should be taken to avoid such cases which might cause unpredictable program branching.

If the stack is overflow, the first Program Counter save in the stack will be lost.



Arithmetic and Logic Unit – ALU

The arithmetic-logic unit or ALU is a critical area of the microcontroller that carries out arithmetic and logic operations of the instruction set. Connected to the main microcontroller data bus, the ALU receives related instruction codes and performs the required arithmetic or logical operations after which the result will be placed in the specified register. As these ALU calculation or operations may result in carry, borrow or other status changes, the status register will be correspondingly updated to reflect these changes. The ALU supports the following functions:

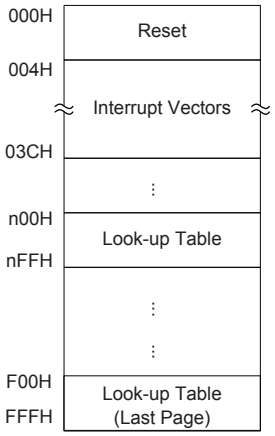
- Arithmetic operations:
  ADD, ADDM, ADC, ADCM, SUB, SUBM, SBC, SBCM, DAA,
  LADD, LADDM, LADC, LADCM, LSUB, LSUBM, LSBC, LSBCM, LDAA
- Logic operations:
  AND, OR, XOR, ANDM, ORM, XORM, CPL, CPLA,
  LAND, LANDM, LOR, LORM, LXOR, LXORM, LCPL, LCPLA
- Rotation:
  RRA, RR, RRCA, RRC, RLA, RL, RLCA, RLC,
  LRR, LRRA, LRRCA, LRRC, LRLA, LRL, LRLCA, LRLC
- Increment and Decrement:
  INCA, INC, DECA, DEC,
  LINCA, LINC, LDECA, LDEC
- Branch decision:
  JMP, SZ, SZA, SNZ, SIZ, SDZ, SIZA, SDZA, CALL, RET, RETI,
  LSNZ, LSZ, LSZA, LSIZ, LSIZA, LSDZ, LSDZA

Flash Program Memory

The Program Memory is the location where the user code or program is stored. For the device the Program Memory is Flash type, which means it can be programmed and re-programmed a large number of times, allowing the user the convenience of code modification on the same device. By using the appropriate programming tools, the Flash device offers users the flexibility to conveniently debug and develop their applications while also offering a means of field programming and updating.

Structure

The Program Memory has a capacity of 4K×16 bits. The Program Memory is addressed by the Program Counter and also contains data, table information and interrupt entries. Table data, which can be setup in any location within the Program Memory, is addressed by a pair of data table pointer registers.



Program Memory Structure

Special Vectors

Within the Program Memory, certain locations are reserved for the reset and interrupts. The location 000H is reserved for use by the device reset for program initialisation. After a device reset is initiated, the program will jump to this location and begin execution.

Look-up Table

Any location within the Program Memory can be defined as a look-up table where programmers can store fixed data. To use the look-up table, the table pointer must first be setup by placing the address of the look up data to be retrieved in the table pointer register, TBLP and TBHP. These registers define the total address of the look-up table.

After setting up the table pointer, the table data can be retrieved from the Program Memory using the corresponding table read instruction such as "TABRD [m]" or "TABRDL [m]" respectively when the data table is located in sector 0. If the data table is located in other sectors, the data can be retrieved from the program memory using the corresponding extended table read instruction such as "LTABRD [m]" or "LTABRDL [m]" respectively. When the instruction is executed, the lower order table byte from the Program Memory will be transferred to the user defined Data Memory register [m] as specified in the instruction. The higher order table data byte from the Program Memory will be transferred to the TBLH special register.

The accompanying diagram illustrates the addressing data flow of the look-up table.

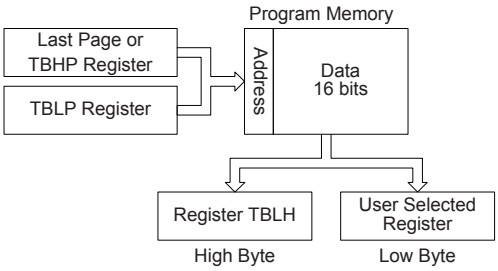


Table Program Example

The following example shows how the table pointer and table data is defined and retrieved from the microcontroller. This example uses raw table data located in the Program Memory which is stored there using the ORG statement. The value at this ORG statement is "F00H" which refers to the start address of the last page within the 4K words Program Memory of the device. The table pointer low byte register is setup here to have an initial value of "06H". This will ensure that the first data read from the data table will be at the Program Memory address "0F06H" or 6 locations after the start of the last page if using the the "TABRDL [m]" or "LTABRDL [m]" instruction. Note that the value for the table pointer is referenced to the specified address pointed by the TBLP and TBHP registers if the "TABRD [m]" or "LTABRD [m]" instruction is being used. In this case the high byte of the table data which is equal to zero will be transferred to the TBLH register automatically when the "TABRD [m]" or "LTABRD [m]" instruction is executed.

Because the TBLH register is a read/write register and can be restored, care should be taken to ensure its protection if both the main routine and Interrupt Service Routine use table read instructions. If using the table read instructions, the Interrupt Service Routines may change the value of the TBLH and subsequently cause errors if used again by the main routine. As a rule it is recommended that simultaneous use of the table read instructions should be avoided. However, in situations where simultaneous use cannot be avoided, the interrupts should be disabled prior to the execution of any main routine table-read instructions. Note that all table related instructions require two instruction cycles to complete their operation.

Table Read Program Example

```
tempreg1 db?       ; temporary register #1
tempreg2 db?       ; temporary register #2
:
:
mov a,06h          ; initialise low table pointer - note that this address is referenced
mov tblp,a         ; to the last page or the page that tbhp pointed
mov a,0fh          ; initialise high table pointer
mov tbhp,a         ; it is not necessary to set tbhp if executing tabrdl or ltabrdl
:
:
tabrd tempreg1     ; transfers value in table referenced by table pointer
                   ; data at program memory address "0F06H" transferred to tempreg1 and TBLH
dec tblp           ; reduce value of table pointer by one
tabrd tempreg2     ; transfers value in table referenced by table pointer
                   ; data at program memory address "0F05H" transferred to tempreg2 and TBLH
                   ; in this example the data "1AH" is transferred to tempreg1 and data "0FH"
                   ; to tempreg2
                   ; the value "00H" will be transferred to the high byte register TBLH
:
:
org 0F00h          ; set initial address of last page
dc 00Ah,00Bh,00Ch,00Dh,00Eh,00Fh,01Ah,01Bh
```

In Circuit Programming – ICP

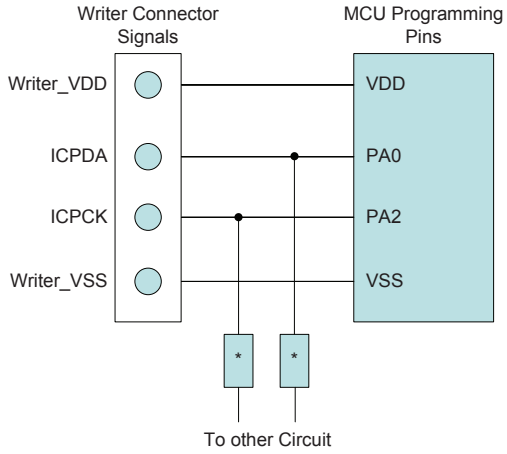
The provision of Flash type Program Memory provides the user with a means of convenient and easy upgrades and modifications to their programs on the same device.

As an additional convenience, Holtek has provided a means of programming the microcontroller in-circuit using a 4-pin interface. This provides manufacturers with the possibility of manufacturing their circuit boards complete with a programmed or un-programmed microcontroller, and then programming or upgrading the program at a later stage. This enables product manufacturers to easily keep their manufactured products supplied with the latest program releases without removal and re-insertion of the device.

Holtek Writer Pins	MCU Programming Pins	Pin Description
ICPDA	PA0	Programming Serial Data/Address
ICPCK	PA2	Programming Clock
VDD	VDD	Power Supply
VSS	VSS	Ground

The Program Memory can be programmed serially in-circuit using this 4-wire interface. Data is downloaded and uploaded serially on a single pin with an additional line for the clock. Two additional lines are required for the power supply and one line for the reset. The technical details regarding the in-circuit programming of the device is beyond the scope of this document and will be supplied in supplementary literature.

During the programming process, the user must take care of the ICPDA and ICPCK pins for data and clock programming purposes to ensure that no other outputs are connected to these two pins.



Note: * may be resistor or capacitor. The resistance of * must be greater than 1kΩ or the capacitance of * must be less than 1nF.

On-Chip Debug Support – OCDS

An EV chip exists for the purposes of device emulation. This EV chip device also provides an "On-Chip Debug" function to debug the real MCU device during the development process. The EV chip and the real MCU device are almost functionally compatible except for "On-Chip Debug" function. Users can use the EV chip device to emulate the real chip device behavior by connecting the OCDSDA and OCDSCK pins to the Holtek HT-IDE development tools. The OCDSDA pin is the OCDS Data/Address input/output pin while the OCDSCK pin is the OCDS clock input pin. When users use the EV chip for debugging, other functions which are shared with the OCDSDA and OCDSCK pins in the device will have no effect in the EV chip. However, the two OCDS pins which are pin-shared with the ICP programming pins are still used as the Flash Memory programming pins for ICP. For more detailed OCDS information, refer to the corresponding document named "Holtek e-Link for 8-bit MCU OCDS User's Guide".

Holtek e-Link Pins	EV Chip Pins	Pin Description
OCDSDA	OCDSDA	On-Chip Debug Support Data/Address input/output
OCDSCK	OCDSCK	On-Chip Debug Support Clock input
VDD	VDD	Power Supply
VSS	VSS	Ground

Data Memory

The Data Memory is a volatile area of 8-bit wide RAM internal memory and is the location where temporary information is stored.

Categorized into two types, the first of these is an area of RAM where special function registers are located. These registers have fixed locations and are necessary for correct operation of the device. Many of these registers can be read from and written to directly under program control, however, some remain protected from user manipulation. The second area of Data Memory is reserved for general purpose use. All locations within this area are read and write accessible under program control.

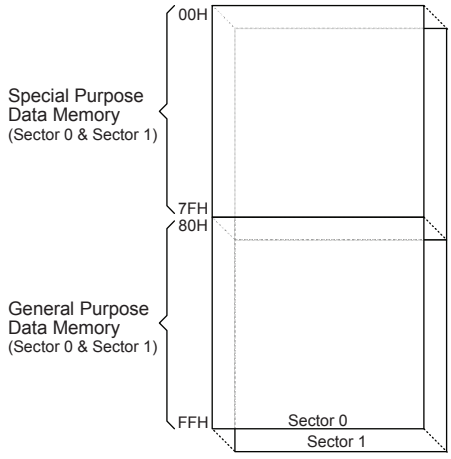
Switching between the different Data Memory sectors is achieved by properly setting the Memory Pointers to correct value.

Structure

The Data Memory is subdivided into two sectors, all of which are implemented in 8-bit wide RAM. In Special Purpose Data Memory most of the registers are accessible in all sectors while several registers are only accessible in Sector 0 or Sector 1. The address range of the Special Purpose Data Memory for the device is from 00H to 7FH while the General Purpose Data Memory address range is from 80H to FFH.

Special Purpose Data Memory	General Purpose Data Memory	
Located Sectors	Capacity	Sector: Address
0, 1	256×8	0: 80H~FFH 1: 80H~FFH

Data Memory Summary



Data Memory Structure

Data Memory Addressing

For the device that supports the extended instructions, the desired Data Memory Sector is selected by the MP1H or MP2H register and the certain Data Memory address in the pointed sector is specified by the MP1L or MP2L register when using indirect addressing access.

Direct Addressing can be used in all sectors using the corresponding extended instructions which can address all available data memory space. For the accessed data memory which is located in any data memory sector except sector 0, the extended instructions can be used to access the data memory instead of using the indirect addressing access. The main difference between standard instructions and extended instructions is that the data memory address "m" in the extended instructions has 9 valid bits for this device, the high byte indicates a sector and the low byte indicates a specific address.

General Purpose Data Memory

All microcontroller programs require an area of read/write memory where temporary data can be stored and retrieved for use later. It is this area of RAM memory that is known as General Purpose Data Memory. This area of Data Memory is fully accessible by the user programing for both reading and writing operations. By using the bit operation instructions individual bits can be set or reset under program control giving the user a large range of flexibility for bit manipulation in the Data Memory.

Special Purpose Data Memory

This area of Data Memory is where registers, necessary for the correct operation of the microcontroller, are stored. Most of the registers are both readable and writeable but some are protected and are readable only, the details of which are located under the relevant Special Function Register section. Note that for locations that are unused, any read instruction to these addresses will return the value "00H".

	Sector 0 ¦ Sector 1
00H	IAR0
01H	MP0
02H	IAR1
03H	MP1L
04H	MP1H
05H	ACC
06H	PCL
07H	TBLP
08H	TBLH
09H	TBHP
0AH	STATUS
0BH	
0CH	IAR2
0DH	MP2L
0EH	MP2H
0FH	
10H	SMOD
11H	LVDC
12H	LVRC
13H	
14H	PAWU
15H	PAPU
16H	PA
17H	PAC
18H	WDTC
19H	TBC
1AH	INTEG1
1BH	INTC0
1CH	INTC1
1DH	INTC2
1EH	INTC3
1FH	PWMCS
20H	PBPU
21H	PB
22H	PBC
23H	PCPU
24H	PC
25H	PCC
26H	PTM0C2
27H	PTM0BL
28H	PTM0BH
29H	CAPTC0
2AH	CAPTC1
2BH	CAPTMDL
2CH	CAPTMDH
2DH	CAPTMAL
2EH	CAPTMAH
2FH	CAPTMCL
30H	CAPTMCH
31H	ADRL
32H	ADRH
33H	ADCR0
34H	ADCR1
35H	ADCR2
36H	ADDL
37H	ADLVDL
38H	ADLVDH
39H	ADHVDL
3AH	ADHVDH
3BH	PBPS0
3CH	
3DH	
3EH	INTEG0
3FH	CTRL

	Sector 0 ¦ Sector 1	
40H		
41H		
42H	OCPS	
43H	HDCR	
44H	HDCD	
45H	MPTC1	
46H	MPTC2	
47H	PTM1C0	
48H	PTM1C1	
49H	PTM1DL	
4AH	PTM1DH	
4BH	PTM1AL	
4CH	PTM1AH	
4DH	PTM1RPL	
4EH	PTM1RPH	
4FH	PTM0C0	
50H	PTM0C1	
51H	PTM0DL	
52H	PTM0DH	
53H	PTM0AL	
54H	PTM0AH	
55H	PTM0RPL	
56H	PTM0RPH	
57H	PTM2C0	
58H	PTM2C1	
59H	PTM2DL	
5AH	PTM2DH	
5BH	PTM2AL	
5CH	PTM2AH	
5DH	PTM2RPL	
5EH	PTM2RPH	
5FH	PWMC	
60H	DUTR0L	
61H	DUTR0H	
62H	DUTR1L	HDCT0
63H	DUTR1H	HDCT1
64H	DUTR2L	HDCT2
65H	DUTR2H	HDCT3
66H	PRDRL	HDCT4
67H	PRDRH	HDCT5
68H	PWMRL	HDCT6
69H	PWMRH	HDCT7
6AH	PWMME	HDCT8
6BH	PWMMD	HDCT9
6CH	MCF	HDCT10
6DH	MCD	HDCT11
6EH	DTS	OPOMS
6FH	PLC	OPCM
70H	MFI0	OPACAL
71H	MFI1	PTM3C0
72H	MFI2	PTM3C1
73H	MFI3	PTM3DL
74H	MFI4	PTM3DH
75H	MFI5	PTM3AL
76H	MFI6	PTM3AH
77H		PTM3RPL
78H		PTM3RPH
79H		
7AH		PAPS0
7BH	CMPC	PAPS1
7CH	HCHK_NUM	PCPS0
7DH	HNF_MSEL	PCPS1
7EH	NF_VIH	
7FH	NF_VIL	PRM

: Unused, read as 00H

: Reserved, cannot be changed

Special Purpose Data Memory

Special Function Register Description

Most of the Special Function Register details will be described in the relevant functional section; however several registers require a separate description in this section.

Indirect Addressing Registers – IAR0, IAR1, IAR2

The Indirect Addressing Registers, IAR0, IAR1 and IAR2, although having their locations in normal RAM register space, do not actually physically exist as normal registers. The method of indirect addressing for RAM data manipulation uses these Indirect Addressing Registers and Memory Pointers, in contrast to direct memory addressing, where the actual memory address is specified. Actions on the IAR0, IAR1 and IAR2 registers will result in no actual read or write operation to these registers but rather to the memory location specified by their corresponding Memory Pointers, MP0, MP1L/MP1H or MP2L/MP2H. Acting as a pair, IAR0 and MP0 can together access data only from Sector 0 while the IAR1 register together with the MP1L/MP1H register pair and IAR2 register together with the MP2L/MP2H register pair can access data from any Data Memory Sector. As the Indirect Addressing Registers are not physically implemented, reading the Indirect Addressing Registers will return a result of "00H" and writing to the registers will result in no operation.

Memory Pointers – MP0, MP1L, MP1H, MP2L, MP2H

Five Memory Pointers, known as MP0, MP1L, MP1H, MP2L, MP2H, are provided. These Memory Pointers are physically implemented in the Data Memory and can be manipulated in the same way as normal registers providing a convenient way with which to address and track data. When any operation to the relevant Indirect Addressing Registers is carried out, the actual address that the microcontroller is directed to is the address specified by the related Memory Pointer. MP0, together with Indirect Addressing Register, IAR0, are used to access data from Sector 0, while MP1L/MP1H together with IAR1 and MP2L/MP2H together with IAR2 are used to access data from all sectors according to the corresponding MP1H or MP2H register. Direct Addressing can be used in all sectors using the corresponding extended instructions which can address all available data memory space.

The following example shows how to clear a section of four Data Memory locations already defined as locations adres1 to adres4.

Indirect Addressing Program Example 1

```
data .section ´data´
adres1   db ?
adres2   db ?
adres3   db ?
adres4   db ?
block    db ?
code .section at 0 ´code´
org 00h
start:
     mov a, 04h              ; setup size of block
     mov block, a
     mov a, offset adres1    ; Accumulator loaded with first RAM address
     mov mp0, a              ; setup memory pointer with first RAM address
loop:
     clr IAR0                ; clear the data at address defined by MP0
     inc mp0                 ; increment memory pointer
     sdz block               ; check if last memory location has been cleared
     jmp loop
continue:
```

Indirect Addressing Program Example 2

```
data .section ´data´
adres1   db ?
adres2   db ?
adres3   db ?
adres4   db ?
block    db ?
code .section at 0 ´code´
org 00h
start:
     mov a, 04h              ; setup size of block
     mov block, a
     mov a, 01h              ; setup the memory sector
     mov mp1h, a
     mov a, offset adres1    ; Accumulator loaded with first RAM address
     mov mp1l, a             ; setup memory pointer with first RAM address
loop:
     clr IAR1                ; clear the data at address defined by MP1L
     inc mp1l                ; increment memory pointer MP1L
     sdz block               ; check if last memory location has been cleared
     jmp loop
continue:
```

The important point to note here is that in the examples shown above, no reference is made to specific Data Memory addresses.

Direct Addressing Program Example using extended instructions

```
data .section ´data´
temp  db ?
code .section at 0 ´code´
org 00h
start:
     lmov a, [m]             ; move [m] data to acc
     lsub a, [m+1]           ; compare [m] and [m+1] data
     snz c                   ; [m]>[m+1]?
     jmp continue            ; no
     lmov a, [m]             ; yes, exchange [m] and [m+1] data
     mov temp, a
     lmov a, [m+1]
     lmov [m], a
     mov a, temp
     lmov [m+1], a
continue:
```

Note: Here "m" is a data memory address located in any data memory sectors. For example, m=1F0H, it indicates address 0F0H in Sector 1.

Accumulator – ACC

The Accumulator is central to the operation of any microcontroller and is closely related with operations carried out by the ALU. The Accumulator is the place where all intermediate results from the ALU are stored. Without the Accumulator it would be necessary to write the result of each calculation or logical operation such as addition, subtraction, shift, etc., to the Data Memory resulting in higher programming and timing overheads. Data transfer operations usually involve the temporary storage function of the Accumulator; for example, when transferring data between one user-defined register and another, it is necessary to do this by passing the data through the Accumulator as no direct transfer between two registers is permitted.

Program Counter Low Register – PCL

To provide additional program control functions, the low byte of the Program Counter is made accessible to programmers by locating it within the Special Purpose area of the Data Memory. By manipulating this register, direct jumps to other program locations are easily implemented. Loading a value directly into this PCL register will cause a jump to the specified Program Memory location, however, as the register is only 8-bit wide, only jumps within the current Program Memory page are permitted. When such operations are used, note that a dummy cycle will be inserted.

Look-up Table Registers – TBLP, TBHP, TBLH

These three special function registers are used to control operation of the look-up table which is stored in the Program Memory. TBLP and TBHP are the table pointers and indicate the location where the table data is located. Their value must be setup before any table read commands are executed. Their value can be changed, for example using the "INC" or "DEC" instructions, allowing for easy table data pointing and reading. TBLH is the location where the high order byte of the table data is stored after a table read data instruction has been executed. Note that the lower order table data byte is transferred to a user defined location.

Status Register – STATUS

This 8-bit register contains the SC flag, CZ flag, zero flag (Z), carry flag (C), auxiliary carry flag (AC), overflow flag (OV), power down flag (PDF), and watchdog time-out flag (TO). These arithmetic/logical operation and system management flags are used to record the status and operation of the microcontroller.

With the exception of the TO and PDF flags, bits in the status register can be altered by instructions like most other registers. Any data written into the status register will not change the TO or PDF flag. In addition, operations related to the status register may give different results due to the different instruction operations. The TO flag can be affected only by a system power-up, a WDT time-out or by executing the "CLR WDT" or "HALT" instruction. The PDF flag is affected only by executing the "HALT" or "CLR WDT" instruction or during a system power-up.

The Z, OV, AC, C, SC and CZ flags generally reflect the status of the latest operations.

- C is set if an operation results in a carry during an addition operation or if a borrow does not take place during a subtraction operation; otherwise C is cleared. C is also affected by a rotate through carry instruction.
- AC is set if an operation results in a carry out of the low nibbles in addition, or no borrow from the high nibble into the low nibble in subtraction; otherwise AC is cleared.
- Z is set if the result of an arithmetic or logical operation is zero; otherwise Z is cleared.
- OV is set if an operation results in a carry into the highest-order bit but not a carry out of the highest-order bit, or vice versa; otherwise OV is cleared.
- PDF is cleared by a system power-up or executing the "CLR WDT" instruction. PDF is set by executing the "HALT" instruction.
- TO is cleared by a system power-up or executing the "CLR WDT" or "HALT" instruction. TO is set by a WDT time-out.
- CZ is the operational result of different flags for different instructions. Refer to register definitions for more details.
- SC is the result of the "XOR" operation which is performed by the OV flag and the MSB of the current instruction operation result.

In addition, on entering an interrupt sequence or executing a subroutine call, the status register will not be pushed onto the stack automatically. If the contents of the status registers are important and if the subroutine can corrupt the status register, precautions must be taken to correctly save it.

STATUS Register

Bit	7	6	5	4	3	2	1	0
Name	SC	CZ	TO	PDF	OV	Z	AC	C
R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W
POR	x	x	0	0	x	x	x	x

"x": unknown

Bit 7 **SC**: The result of the "XOR" operation which is performed by the OV flag and the MSB of the instruction operation result.

Bit 6 **CZ**: The operational result of different flags for different instructions.
For SUB/SUBM/LSUB/LSUBM instructions, the CZ flag is equal to the Z flag.
For SBC/SBCM/LSBC/LSBCM instructions, the CZ flag is the "AND" operation result which is performed by the previous operation CZ flag and current operation Z flag.
For other instructions, the CZ flag will not be affected.

Bit 5 **TO**: Watchdog Time-out flag
0: After power up or executing the "CLR WDT" or "HALT" instruction
1: A watchdog time-out occurred.

Bit 4 **PDF**: Power down flag
0: After power up or executing the "CLR WDT" instruction
1: By executing the "HALT" instruction

Bit 3 **OV**: Overflow flag
0: No overflow
1: An operation results in a carry into the highest-order bit but not a carry out of the highest-order bit or vice versa.

Bit 2 **Z**: Zero flag
0: The result of an arithmetic or logical operation is not zero
1: The result of an arithmetic or logical operation is zero

Bit 1 **AC**: Auxiliary flag
0: No auxiliary carry
1: An operation results in a carry out of the low nibbles in addition, or no borrow from the high nibble into the low nibble in subtraction

Bit 0 **C**: Carry flag
0: No carry-out
1: An operation results in a carry during an addition operation or if a borrow does not take place during a subtraction operation
The "C" flag is also affected by a rotate through carry instruction.

Oscillators

Various oscillator options offer the user a wide range of functions according to their various application requirements. The flexible features of the oscillator functions ensure that the best optimisation can be achieved in terms of speed and power saving. Oscillator selections and operation are selected through relevant control registers.

Oscillator Overview

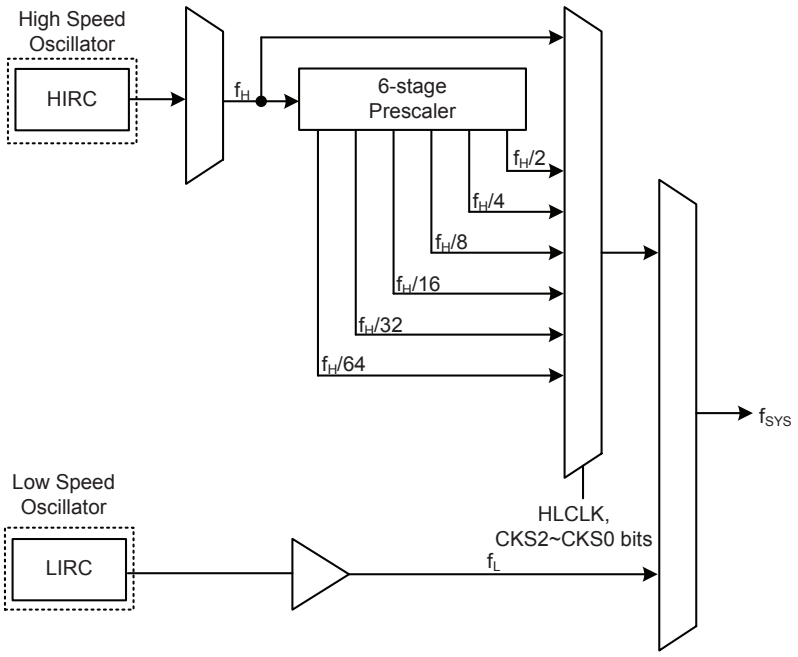
In addition to being the source of the main system clock the oscillators also provide clock sources for the Watchdog Timer and Time Base Interrupts. Fully integrated internal oscillators, requiring no external components, are provided to form a wide range of both fast and slow system oscillators. The higher frequency oscillator provides higher performance but carry with it the disadvantage of higher power requirements, while the opposite is of course true for the lower frequency oscillator. With the capability of dynamically switching between fast and slow system clocks, the device has the flexibility to optimize the performance/power ratio, a feature especially important in power sensitive portable applications.

Type	Name	Frequency
Internal High Speed RC	HIRC	20MHz
Internal Low Speed RC	LIRC	32kHz

Oscillator Types

System Clock Configurations

There are two oscillator sources, one high speed oscillator and one low speed oscillator. The high speed system clock is sourced from the internal 20MHz RC oscillator, HIRC. The low speed oscillator is the internal 32kHz RC oscillator, LIRC. Selecting whether the low or high speed oscillator is used as the system clock is implemented using the HLCLK bit and CKS2~CKS0 bits in the SMOD register and as the system clock can be dynamically selected. Note that two oscillator selections must be made namely one high speed and one low speed system oscillators.



System Clock Configurations

Internal High Speed RC Oscillator – HIRC

The internal RC oscillator is a fully integrated system oscillator requiring no external components. The internal RC oscillator has a fixed frequency of 20MHz. Device trimming during the manufacturing process and the inclusion of internal frequency compensation circuits are used to ensure that the influence of the power supply voltage, temperature and process variations on the oscillation frequency are minimised. Note that if this internal system clock option is selected, as it requires no external pins for its operation.

Internal 32kHz Oscillator – LIRC

The Internal 32kHz System Oscillator is the low frequency oscillator. It is a fully integrated RC oscillator with a typical frequency of 32kHz at 5V, requiring no external components for its implementation. Device trimming during the manufacturing process and the inclusion of internal frequency compensation circuits are used to ensure that the influence of the power supply voltage, temperature and process variations on the oscillation frequency are minimised.

The low speed oscillator, in addition to providing a system clock source, is also used to provide a clock source to other device functions. These are the Watchdog Timer and the Time Base Interrupt.

Operating Modes and System Clocks

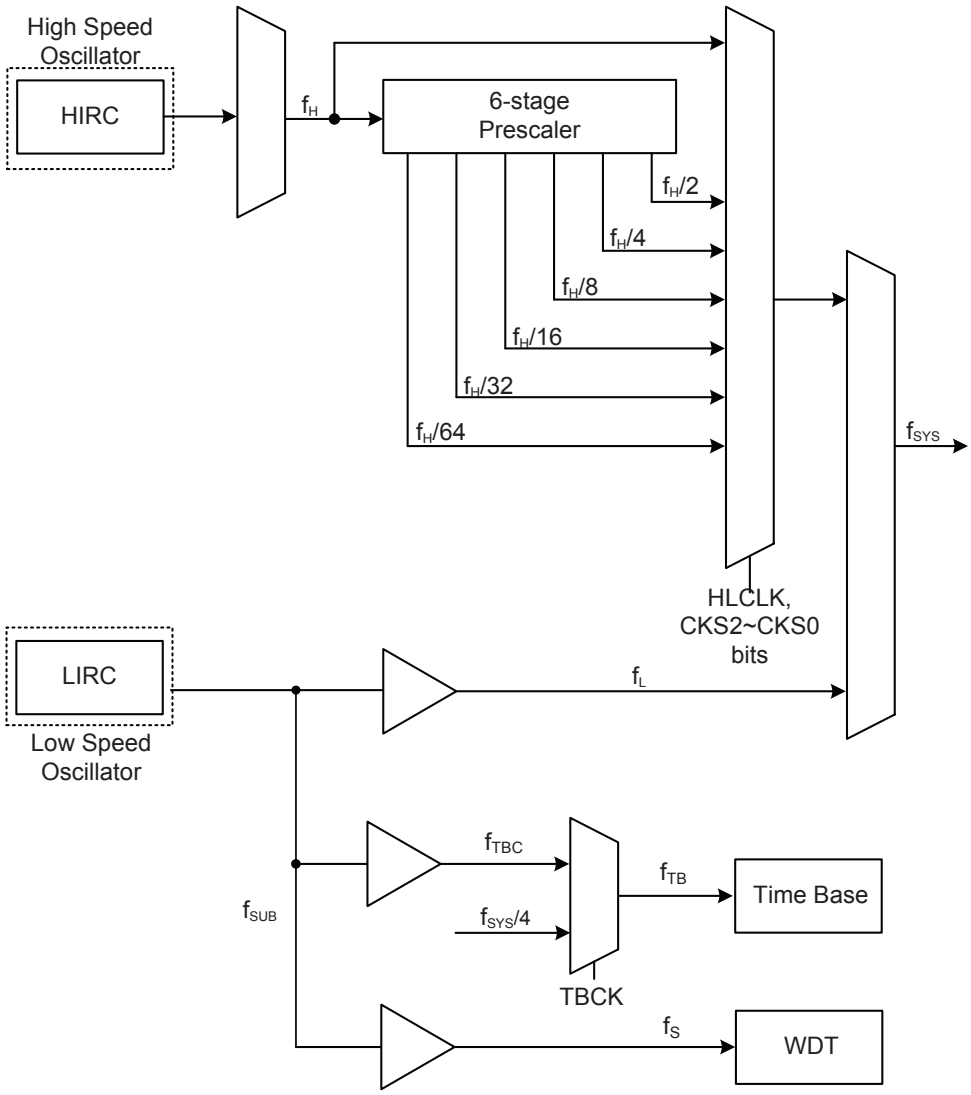
Present day applications require that their microcontrollers have high performance but often still demand that they consume as little power as possible, conflicting requirements that are especially true in battery powered portable applications. The fast clocks required for high performance will by their nature increase current consumption and of course vice versa, lower speed clocks reduce current consumption. As Holtek has provided this device with both high and low speed clock sources and the means to switch between them dynamically, the user can optimise the operation of their microcontroller to achieve the best performance/power ratio.

System Clocks

The device has many different clock sources for both the CPU and peripheral function operation. By providing the user with a wide range of clock options using register programming, a clock system can be configured to obtain maximum application performance.

The main system clock, can come from high frequency, f_H, or low frequency, f_L, source, and is selected using the HLCLK bit and CKS2~CKS0 bits in the SMOD register. The high speed system clock is sourced from the HIRC oscillator. The low speed system clock source is sourced from the LIRC oscillator. The other choice, which is a divided version of the high speed system oscillator has a range of $f_H/2$~$f_H/64$.

There are two additional internal clocks for the peripheral circuits, the substitute clock, f_{SUB}, and the Time Base clock, f_{TBC}. Each of these internal clocks is sourced from the LIRC oscillator.



Device Clock Configurations

Note: When the system clock source f_{SYS} is switched to f_L from f_H, the high speed oscillator will be turned off to conserve the power. The internal clocks, $f_H/2 \sim f_H/64$, for peripheral circuits will also stop running.

System Operation Modes

There are five different modes of operation for the microcontroller, each one with its own special characteristics and which can be chosen according to the specific performance and power requirements of the application. There are two modes allowing normal operation of the microcontroller, the NORMAL Mode and SLOW Mode. The remaining three modes, the SLEEP, IDLE0 and IDLE1 Mode are used when the microcontroller CPU is switched off to conserve power.

Operating Mode	Description				
	CPU	f_{SYS}	f_{SUB}	f_S	f_{TBC}
NORMAL Mode	On	f_H~f_H/64	On	On	On
SLOW Mode	On	f_L	On	On	On
IDLE1 Mode	Off	On	On	On	On
IDLE0 Mode	Off	Off	On	On	On
SLEEP Mode	Off	Off	On	On	Off

NORMAL Mode

As the name suggests this is one of the main operating modes where the microcontroller has all of its functions operational and where the system clock is provided by the high speed oscillator. This mode operates allowing the microcontroller to operate normally with a clock source coming from the HIRC oscillator. The high speed oscillator will however first be divided by a ratio ranging from 1 to 64, the actual ratio being selected by the HLCLK bit and CKS2~CKS0 bits in the SMOD register. Although a high speed oscillator is used, running the microcontroller at a divided clock ratio reduces the operating current.

SLOW Mode

This is also a mode where the microcontroller operates normally although now with a slower speed clock source. The clock source used will be from f_L. Running the microcontroller in this mode allows it to run with much lower operating currents. In the SLOW Mode, the f_H is off.

SLEEP Mode

The SLEEP Mode is entered when an HALT instruction is executed and when the IDLEN bit in the SMOD register is low. In the SLEEP mode the CPU will be stopped. However the f_S clock will continue to operate.

IDLE0 Mode

The IDLE0 Mode is entered when an HALT instruction is executed and when the IDLEN bit in the SMOD register is high and the FSYSON bit in the CTRL register is low. In the IDLE0 Mode the system oscillator will be inhibited from driving the CPU but some peripheral functions will remain operational such as the Watchdog Timer, TMs and Time Base. In the IDLE0 Mode, the system oscillator will be stopped, the Watchdog Timer clock, f_S, will be on.

IDLE1 Mode

The IDLE1 Mode is entered when an HALT instruction is executed and when the IDLEN bit in the SMOD register is high and the FSYSON bit in the CTRL register is high. In the IDLE1 Mode the system oscillator will be inhibited from driving the CPU but may continue to provide a clock source to keep some peripheral functions operational such as TMs and Time Base. In the IDLE1 Mode the system oscillator will continue to run, and this system oscillator may be high speed or low speed system oscillator. In the IDLE1 Mode the low frequency clock f_S will be on.

Control Registers

The SMOD register and the FSYSON bit in the CTRL register are used to control the internal clocks within the device.

SMOD Register

Bit	7	6	5	4	3	2	1	0
Name	CKS2	CKS1	CKS0	—	LTO	HTO	IDLEN	HLCLK
R/W	R/W	R/W	R/W	—	R	R	R/W	R/W
POR	0	0	0	—	0	0	1	1

Bit 7~5 **CKS2~CKS0**: System clock selection when HLCLK is "0"
000: f_L (LIRC)
001: f_L (LIRC)
010: $f_H/64$
011: $f_H/32$
100: $f_H/16$
101: $f_H/8$
110: $f_H/4$
111: $f_H/2$
These three bits are used to select which clock is used as the system clock source. In addition to the system clock source directly derived from f_L or f_H, a divided version of the high speed system oscillator can also be chosen as the system clock source.

Bit 4 Unimplemented, read as "0"

Bit 3 **LTO**: Low speed oscillator ready flag
0: Not ready
1: Ready
This is the low speed system oscillator ready flag which indicates when the low speed oscillator is stable after power on reset or a wake-up has occurred.

Bit 2 **HTO**: High speed oscillator ready flag
0: Not ready
1: Ready
This is the high speed oscillator ready flag which indicates when the high speed system oscillator is stable. This flag is cleared to "0" by hardware when the device is powered on and then changes to a high level after the high speed system oscillator is stable. Therefore this flag will always be read as "1" by the application program after device power-on.

Bit 1 **IDLEN**: IDLE Mode Control
0: Disable
1: Enable
This is the IDLE Mode Control bit and determines what happens when the HALT instruction is executed. If this bit is high, when a HALT instruction is executed the device will enter the IDLE Mode. If FSYSON bit is high, the CPU will stop running but the system clock will continue to keep the peripheral functions operational in the IDLE1 Mode. If FSYSON bit is low, the CPU and the system clock will all stop in IDLE0 mode. If the bit is low the device will enter the SLEEP Mode when a HALT instruction is executed.

Bit 0 **HLCLK**: System Clock Selection
0: $f_H/2 \sim f_H/64$ or f_L
1: f_H
This bit is used to select if the f_H clock or the $f_H/2 \sim f_H/64$ or f_L clock is used as the system clock. When the bit is high the f_H clock will be selected and if low the $f_H/2 \sim f_H/64$ or f_L clock will be selected. When system clock switches from the f_H clock to the f_L clock and the f_H clock will be automatically switched off to conserve power.

CTRL Register

Bit	7	6	5	4	3	2	1	0
Name	FSYSON	—	—	—	—	LVRF	LRF	WRF
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	x	0	0

"x": unknown

Bit 7 **FSYSON**: f_{SYS} on/off control in IDLE Mode
0: Disable
1: Enable

Bit 6~3 Unimplemented, read as "0"

Bit 2 **LVRF**: LVR function reset flag
Describe elsewhere

Bit 1 **LRF**: LVR control register software reset flag
Described elsewhere

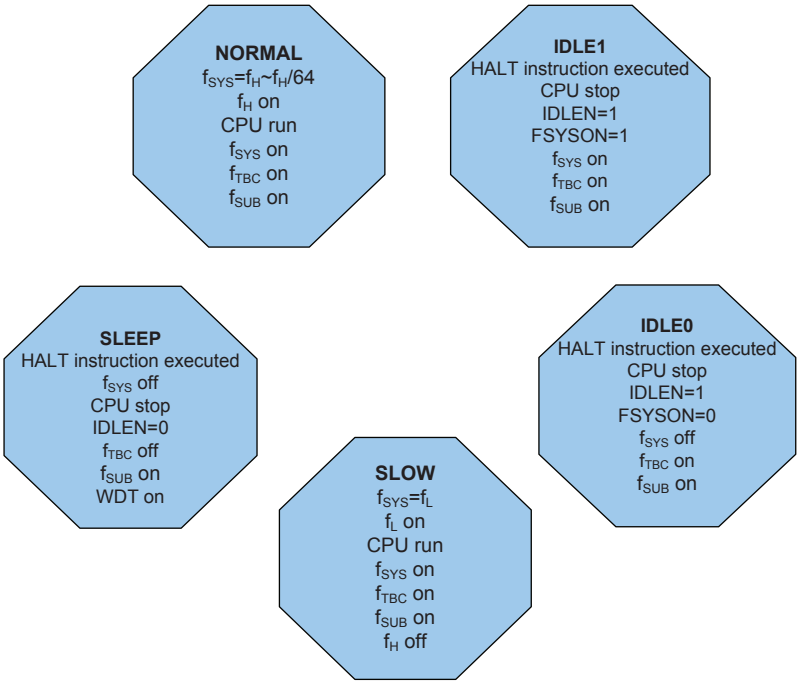
Bit 0 **WRF**: WDT Control register software reset flag
Describe elsewhere

Operating Mode Switching

The device can switch between operating modes dynamically allowing the user to select the best performance/power ratio for the present task in hand. In this way microcontroller operations that do not require high performance can be executed using slower clocks thus requiring less operating current and prolonging battery life in portable applications.

In simple terms, Mode Switching between the NORMAL Mode and SLOW Mode is executed using the HLCLK bit and CKS2~CKS0 bits in the SMOD register while Mode Switching from the NORMAL/SLOW Modes to the SLEEP/IDLE Modes is executed via the HALT instruction. When a HALT instruction is executed, whether the device enters the IDLE Mode or the SLEEP Mode is determined by the condition of the condition of the IDLEN bit in the SMOD register and the FSYSON bit in the CTRL register.

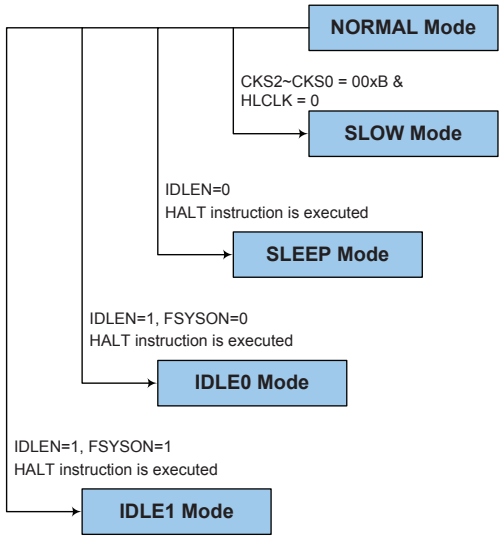
When the HLCLK bit switches to a low level, which implies that clock source is switched from the high speed clock source, f_H, to the clock source, $f_H/2$~$f_H/64$ or f_L. If the clock is from the f_L, the high speed clock source will stop running to conserve power. When this happens it must be noted that the $f_H/16$ and $f_H/64$ internal clock sources will also stop running, which may affect the operation of other internal functions such as the TMs. The accompanying flowchart shows what happens when the device moves between the various operating modes.



NORMAL Mode to SLOW Mode Switching

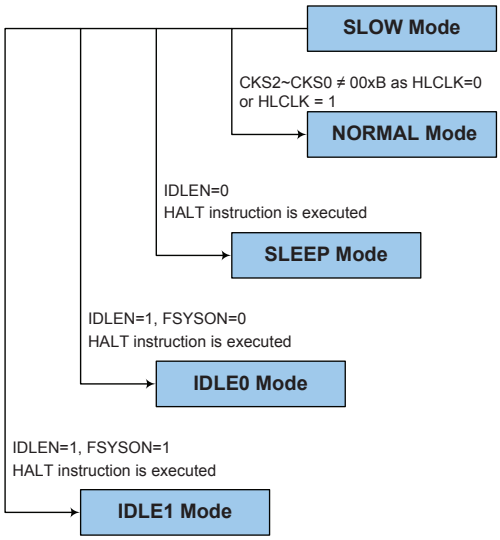
When running in the NORMAL Mode, which uses the high speed system oscillator, and therefore consumes more power, the system clock can switch to run in the SLOW Mode by set the HLCLK bit to "0" and setting CKS2~CKS0 bits to "000" or "001" in the SMOD register. This will then use the low speed system oscillator which will consume less power. Users may decide to do this for certain operations which do not require high performance and can subsequently reduce power consumption.

The SLOW Mode is sourced from the LIRC oscillator and therefore requires this oscillator to be stable before full mode switching occurs. This is monitored using the LTO bit in the SMOD register.



SLOW Mode to NORMAL Mode Switching

In SLOW mode the system clock uses LIRC low speed system oscillator. To switch back to the NORMAL mode, where the high speed system oscillator is used, the HLCLK bit should be set to "1" or HLCLK bit is "0" but CKS2~CKS0 is set to "010", "011", "100", "101", "110" or "111". As a certain amount of time will be required for the high frequency clock to stabilize, the status of the HTO bit is checked. The amount of time is required for high speed system oscillator stabilization is specified in the A.C. characteristics.



Entering the SLEEP Mode

There is only one way for the device to enter the SLEEP Mode and that is to execute the "HALT" instruction in the application program with both the IDLEN bit in the SMOD register equal to "0". When this instruction is executed under the conditions described above, the following will occur:

- The system clock and the Time Base clock will be stopped and the application program will stop at the "HALT" instruction, but the WDT will remain with the clock source coming from the f_L clock.
- The Data Memory contents and registers will maintain their present condition.
- The WDT will be cleared and resume counting.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.

Entering the IDLE0 Mode

There is only one way for the device to enter the IDLE0 Mode and that is to execute the "HALT" instruction in the application program with the IDLEN bit in the SMOD register equal to "1" and the FSYSON bit in the CTRL register equal to "0". When this instruction is executed under the conditions described above, the following will occur:

- The system clock will be stopped and the application program will stop at the "HALT" instruction, but the Time Base clock f_{TBC}, and the low frequency clock f_{SUB} and the Watchdog Timer clock f_S will be on.
- The Data Memory contents and registers will maintain their present condition.
- The WDT will be cleared and resume counting.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.

Entering the IDLE1 Mode

There is only one way for the device to enter the IDLE1 Mode and that is to execute the "HALT" instruction in the application program with both the IDLEN bit in the SMOD register equal to "1" and the FSYSON bit in the CTRL register equal to "1". When this instruction is executed under the conditions described above, the following will occur:

- The system clock, Time Base clock f_{TBC}, Watchdog Timer clock f_S and the low frequency clock f_{SUB} will be on but the application program will stop at the "HALT" instruction.
- The Data Memory contents and registers will maintain their present condition.
- The WDT will be cleared and resume counting.
- The I/O ports will maintain their present conditions.
- In the status register, the Power Down flag, PDF, will be set and the Watchdog time-out flag, TO, will be cleared.

Standby Current Considerations

As the main reason for entering the SLEEP or IDLE Mode is to keep the current consumption of the device to as low a value as possible, perhaps only in the order of several micro-amps except in the IDLE1 Mode, there are other considerations which must also be taken into account by the circuit designer if the power consumption is to be minimised. Special attention must be made to the I/O pins on the device. All high-impedance input pins must be connected to either a fixed high or low level as any floating input pins could create internal oscillations and result in increased current consumption. This also applies to the device which has different package types, as there may be unbonded pins. These must either be setup as outputs or if setup as inputs must have pull-high resistors connected.

Care must also be taken with the loads, which are connected to I/O pins, which are setup as outputs. These should be placed in a condition in which minimum current is drawn or connected only to external circuits that do not draw current, such as other CMOS inputs. Also note that additional standby current will also be required if the LIRC oscillator has enabled.

In the IDLE1 Mode the sytem oscillator is on, if the system clock source is derived from the high speed oscillator, the additional standby current will also be perhaps in the order of several hundred micro-amps.

Wake-up

To minimise power consumption the device can enter the SLEEP or any IDLE Mode, where the CPU will be switched off. However, when the device is woken up again, it will take a considerable time for the original system oscillator to restart, stabilise and allow normal operation to resume.

After the system enters the SLEEP or IDLE Mode, it can be woken up from one of various sources listed as follows:

- An external falling edge on Port A
- A system interrupt
- A WDT overflow

If the device is woken up by a WDT overflow, a Watchdog Timer reset will be initiated. The actual source of the wake-up can be determined by examining the TO and PDF flags. The PDF flag is cleared by a system power-up or executing the clear Watchdog Timer instructions and is set when executing the "HALT" instruction. The TO flag is set if a WDT time-out occurs, and causes a wake-up that only resets the Program Counter and Stack Pointer, the other flags remain in their original status.

Each pin on Port A can be setup using the PAWU register to permit a negative transition on the pin to wake-up the system. When a Port A pin wake-up occurs, the program will resume execution at the instruction following the "HALT" instruction. If the system is woken up by an interrupt, then two possible situations may occur. The first is where the related interrupt is disabled or the interrupt is enabled but the stack is full, in which case the program will resume execution at the instruction following the "HALT" instruction. In this situation, the interrupt which woke-up the device will not be immediately serviced, but will rather be serviced later when the related interrupt is finally enabled or when a stack level becomes free. The other situation is where the related interrupt is enabled and the stack is not full, in which case the regular interrupt response takes place. If an interrupt request flag is set high before entering the SLEEP or IDLE Mode, the wake-up function of the related interrupt will be disabled.

Watchdog Timer

The Watchdog Timer is provided to prevent program malfunctions or sequences from jumping to unknown locations, due to certain uncontrollable external events such as electrical noise.

Watchdog Timer Clock Source

The Watchdog Timer clock source is provided by the internal clock, f_S, which is supplied by the LIRC oscillator. The LIRC internal oscillator has an approximate frequency of 32kHz and this specified internal clock period can vary with V_{DD}, temperature and process variations. The Watchdog Timer source clock is then subdivided by a ratio of 2^8 to 2^{18} to give longer timeouts, the actual value being chosen using the WS2~WS0 bits in the WDTC register.

Note that the Watchdog Timer function is always enabled, which can be controlled by the WDTC register.

Watchdog Timer Control Register

A single register, WDTC, controls the required timeout period as well as the enable operation. The WDTC register is initiated to 01010011B at any reset and keeps unchanged at the WDT time-out occurrence in a power down state.

WDTC Register

Bit	7	6	5	4	3	2	1	0
Name	WE4	WE3	WE2	WE1	WE0	WS2	WS1	WS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	1	0	1	0	0	1	1

Bit 7~3 **WE4~WE0**: WDT function software control
01010 or 10101: Enable
Other values: Reset MCU
When these bits are changed to any other values due to environmental noise the microcontroller will be reset; this reset operation will be activated after a delay time, t_{SRESET} and the WRF bit in the CTRL register will be set high.

Bit 2~0 **WS2~WS0**: WDT time-out period selection
000: $2^8/f_S$
001: $2^{10}/f_S$
010: $2^{12}/f_S$
011: $2^{14}/f_S$
100: $2^{15}/f_S$
101: $2^{16}/f_S$
110: $2^{17}/f_S$
111: $2^{18}/f_S$
These three bits determine the division ratio of the Watchdog Timer source clock, which in turn determines the timeout period.

CTRL Register

Bit	7	6	5	4	3	2	1	0
Name	FSYSON	—	—	—	—	LVRF	LRF	WRF
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	x	0	0

"x": unknown

Bit 7 **FSYSON**: f_{SYS} Control in IDLE Mode
Described elsewhere

Bit 6~3 Unimplemented, read as "0"

Bit 2 **LVRF**: LVR function reset flag
Described elsewhere

Bit 1 **LRF**: LVR control register software reset flag
Described elsewhere

Bit 0 **WRF**: WDT control register software reset flag
0: Not occurred
1: Occurred
This bit is set to 1 by the WDT Control register software reset and cleared by the application program. Note that this bit can only be cleared to 0 by the application program.

Watchdog Timer Operation

The Watchdog Timer operates by providing a device reset when its timer overflows. This means that in the application program and during normal operation the user has to strategically clear the Watchdog Timer before it overflows to prevent the Watchdog Timer from executing a reset. This is done using the clear watchdog instructions. If the program malfunctions for whatever reason, jumps to an unknown location, or enters an endless loop, these clear instructions will not be executed in the correct manner, in which case the Watchdog Timer will overflow and reset the device. There are five bits, WE4~WE0, in the WDTC register to offer the enable control and reset control of the Watchdog Timer. The WDT function will be enabled if the WE4~WE0 bits are equal to 01010B or 10101B. If the WE4~WE0 bits are set to any other values, other than 01010B and 10101B, it will reset the device after a delay time, t_{SRESET}.

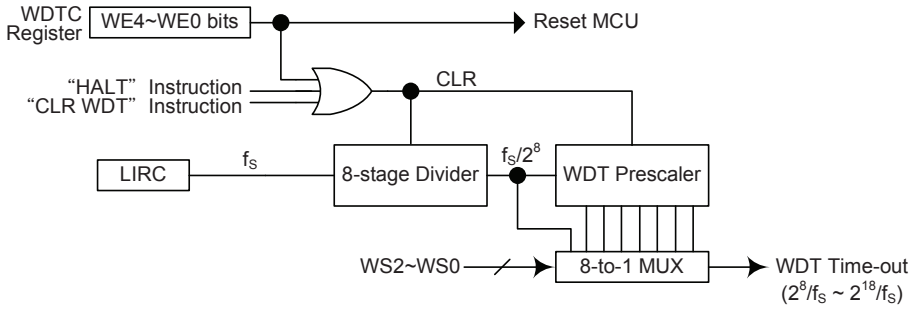
WE4~WE0 Bits	WDT Function
01010B or 10101B	Enable
Any other values	Reset MCU

Watchdog Timer Enable Control

Under normal program operation, a Watchdog Timer time-out will initialise a device reset and set the status bit TO. However, if the system is in the SLEEP or IDLE Mode, in which mode the PDF bit is high, when a Watchdog Timer time-out occurs, the TO bit in the status register will be set and only the Program Counter and Stack Pointer will be reset. Three methods can be adopted to clear the contents of the Watchdog Timer. The first is a WDT software reset, which means a certain value except 01010B and 10101B written into the WE4~WE0 bits, the second is using the Watchdog Timer software clear instruction, the third is via a HALT instruction.

There is only one method of using software instruction to clear the Watchdog Timer. That is to use the single "CLR WDT" instruction to clear the WDT.

The maximum time-out period is when the 2^{18} division ratio is selected. As an example, with a 32kHz LIRC oscillator as its source clock, this will give a maximum watchdog period of around 8 second for the 2^{18} division ratio, and a minimum timeout of 8ms for the 2^8 division ration.



Watchdog Timer

Reset and Initialisation

A reset function is a fundamental part of any microcontroller ensuring that the device can be set to some predetermined condition irrespective of outside parameters. The most important reset condition is after power is first applied to the microcontroller. In this case, internal circuitry will ensure that the microcontroller, after a short delay, will be in a well-defined state and ready to execute the first program instruction. After this power-on reset, certain important internal registers will be set to defined states before the program commences. One of these registers is the Program Counter, which will be reset to zero forcing the microcontroller to begin program execution from the lowest Program Memory address.

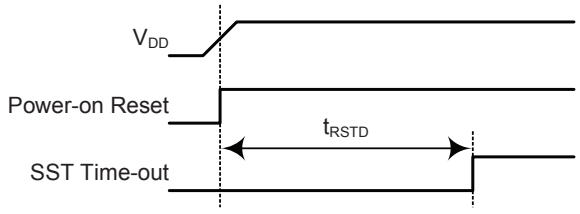
Another reset exists in the form of a Low Voltage Reset, LVR, where a full reset is implemented in situations where the power supply voltage falls below a certain threshold. Another type of reset is when the Watchdog Timer overflows and resets the microcontroller. All types of reset operations result in different register conditions being setup.

Reset Functions

There are several ways in which a microcontroller reset can occur, through events occurring internally.

Power-on Reset

The most fundamental and unavoidable reset is the one that occurs after power is first applied to the microcontroller. As well as ensuring that the Program Memory begins execution from the first memory address, a power-on reset also ensures that certain other registers are preset to known conditions. All the I/O port and port control registers will power up in a high condition ensuring that all pins will be first set to inputs.

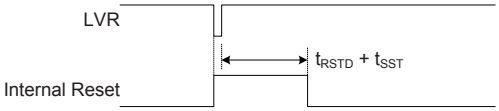


Power-on Reset Timing Chart

Low Voltage Reset – LVR

The microcontroller contains a low voltage reset circuit in order to monitor the supply voltage of the device and provides an MCU reset should the value fall below a certain predefined level.

The LVR function is always enabled with a specific LVR voltage V_{LVR}. If the supply voltage of the device drops to within a range of 0.9V~V_{LVR} such as might occur when changing the battery in battery powered applications, the LVR will automatically reset the device internally and the LVRF bit in the CTRL register will also be set to 1. For a valid LVR signal, a low supply voltage, i.e., a voltage in the range between 0.9V~V_{LVR} must exist for a time greater than the specified value by t_{LVR} in the LVR/LVD Electrical Characteristics table. If the low supply voltage state does not exceed this value, the LVR will ignore the low supply voltage and will not perform a reset function. The actual V_{LVR} value is fixed at 3.15V by the LVS bit field in the LVRC register. If the LVS7~LVS0 bits are changed to some certain values by environmental noise, the LVR will reset the device after a delay time, t_{SRESET}. When this happens, the LRF bit in the CTRL register will be set to 1. After power on the register will have the value of 01010101B.



Low Voltage Reset Timing Chart

- **LVRC Register**

Bit	7	6	5	4	3	2	1	0
Name	LVS7	LVS6	LVS5	LVS4	LVS3	LVS2	LVS1	LVS0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	1	0	1	0	1	0	1

Bit 7~0 **LVS7~LVS0**: LVR Voltage Select control
01010101: 3.15V
00110011: 3.15V
10011001: 3.15V
10101010: 3.15V
Other values: MCU reset – register is reset to POR value

When an actual low voltage condition occurs, as specified by the defined LVR voltage value above, and the low voltage condition keeps more than a t_{LVR} time, an MCU reset will be generated. In this situation the register contents will remain the same after such a reset occurs. The LVRF bit in the CTRL register will be set high after the low voltage reset.

Any register value, other than the four values above, will also result in the generation of an MCU reset. The reset operation will be activated after a delay time, t_{SRESET}. However in this situation the register contents will be reset to the POR value. The LRF bit in the CTRL register will be set high after this reset.

- **CTRL Register**

Bit	7	6	5	4	3	2	1	0
Name	FSYSON	—	—	—	—	LVRF	LRF	WRF
R/W	R/W	—	—	—	—	R/W	R/W	R/W
POR	0	—	—	—	—	x	0	0

"x": unknown

Bit 7 **FSYSON**: f_{SYS} Control in IDLE Mode
Described elsewhere

Bit 6~3 Unimplemented, read as "0"

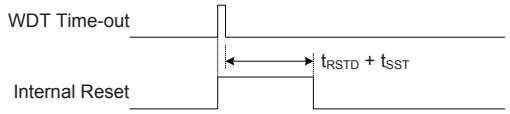
Bit 2 **LVRF**: LVR function reset flag
0: Not occur
1: Occurred
This bit is set to 1 when a specific Low Voltage Reset situation condition occurs. This bit can only be cleared to 0 by the application program.

Bit 1 **LRF**: LVR control register software reset flag
0: Not occur
1: Occurred
This bit is set to 1 if the LVRC register contains any non-defined LVR voltage register values. This in effect acts like a software-reset function. This bit can only be cleared to 0 by the application program.

Bit 0 **WRF**: WDT control register software reset flag
Describe elsewhere.

Watchdog Time-out Reset during Normal Operation

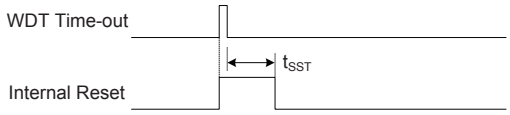
The Watchdog time-out flag TO will be set to "1" when Watchdog time-out Reset during normal operation.



WDT Time-out Reset during Normal Operation Timing Chart

Watchdog Time-out Reset during SLEEP or IDLE Mode

The Watchdog time-out Reset during SLEEP or IDLE Mode is a little different from other kinds of reset. Most of the conditions remain unchanged except that the Program Counter and the Stack Pointer will be cleared to "0" and the TO flag will be set to "1". Refer to the A.C. Characteristics for t_{SST} details.



WDT Time-out Reset during SLEEP or IDLE Timing Chart

Reset Initial Conditions

The different types of reset described affect the reset flags in different ways. These flags, known as PDF and TO are located in the status register and are controlled by various microcontroller operations, such as the SLEEP or IDLE Mode function or Watchdog Timer. The reset flags are shown in the table:

TO	PDF	RESET Conditions
0	0	Power-on reset
u	u	LVR during NORMAL or SLOW Mode operation
1	u	WDT time-out reset during NORMAL or SLOW Mode operation
1	1	WDT time-out reset during IDLE or SLEEP Mode operation

"u" unchanged

The following table indicates the way in which the various components of the microcontroller are affected after a power-on reset occurs.

Item	Condition After RESET
Program Counter	Reset to zero
Interrupts	All interrupts will be disabled
WDT	Clear after reset, WDT begins counting
Timer Modules	Timer Modules will be turned off
Input/Output Ports	I/O ports will be setup as inputs
Stack Pointer	Stack Pointer will point to the top of the stack

The different kinds of resets all affect the internal registers of the microcontroller in different ways. To ensure reliable continuation of normal program execution after a reset occurs, it is important to know what condition the microcontroller is in after a particular reset occurs. The following table describes how each type of reset affects each of the microcontroller internal registers.

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
IAR0	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP0	0000 0000	0000 0000	0000 0000	uuuu uuuu
IAR1	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP1L	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP1H	0000 0000	0000 0000	0000 0000	uuuu uuuu
ACC	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu
PCL	0000 0000	0000 0000	0000 0000	0000 0000
TBLP	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu
TBLH	xxxx xxxx	uuuu uuuu	uuuu uuuu	uuuu uuuu
TBHP	---- xxxx	---- uuuu	---- uuuu	---- uuuu
STATUS	xx00 xxxx	xxuu uuuu	xx1u uuuu	uu11 uuuu
IAR2	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP2L	0000 0000	0000 0000	0000 0000	uuuu uuuu
MP2H	0000 0000	0000 0000	0000 0000	uuuu uuuu
SMOD	000- 0011	000- 0011	000- 0011	uuu- uuuu
LVDC	--00 -000	--00 -000	--00 -000	--uu -uuu
LVRC	0101 0101	0101 0101	0101 0101	uuuu uuuu
PAWU	0000 0000	0000 0000	0000 0000	uuuu uuuu
PAPU	0000 0000	0000 0000	0000 0000	uuuu uuuu
PA	1111 1111	1111 1111	1111 1111	uuuu uuuu
PAC	1111 1111	1111 1111	1111 1111	uuuu uuuu
WDTC	0101 0011	0101 0011	0101 0011	uuuu uuuu
TBC	0011 ----	0011 ----	0011 ----	uuuu ----
INTEG1	---- --00	---- --00	---- --00	---- --uu
INTC0	-000 0000	-000 0000	-000 0000	-uuu uuuu
INTC1	-000 -000	-000 -000	-000 -000	-uuu -uuu
INTC2	0000 0000	0000 0000	0000 0000	uuuu uuuu
INTC3	00-- 00--	00-- 00--	00-- 00--	uu-- uu--
PWMCS	---- -000	---- -000	---- -000	---- -uuu
PBPU	---- 0000	---- 0000	---- 0000	---- uuuu
PB	---- 1111	---- 1111	---- 1111	---- uuuu
PBC	---- 1111	---- 1111	---- 1111	---- uuuu
PCPU	--00 0000	--00 0000	--00 0000	--uu uuuu
PC	--11 1111	--11 1111	--11 1111	--uu uuuu
PCC	--11 1111	--11 1111	--11 1111	--uu uuuu
PTM0C2	---- -000	---- -000	---- -000	---- -uuu
PTM0BL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0BH	0000 0000	0000 0000	0000 0000	uuuu uuuu
CAPTC0	0000 0-00	0000 0-00	0000 0-00	uuuu u-uu
CAPTC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
CAPTMDL	0000 0000	0000 0000	0000 0000	uuuu uuuu
CAPTMDH	0000 0000	0000 0000	0000 0000	uuuu uuuu
CAPTMAL	0000 0000	0000 0000	0000 0000	uuuu uuuu
CAPTMAH	0000 0000	0000 0000	0000 0000	uuuu uuuu
CAPTMCL	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu
CAPTMCH	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
ADRL	xxxx ----	xxxx ----	xxxx ----	uuuu ---- (ADRFS=0)
				uuuu uuuu (ADRFS=1)
ADRH	xxxx xxxx	xxxx xxxx	xxxx xxxx	uuuu uuuu (ADRFS=0)
				---- uuuu (ADRFS=1)
ADCR0	0110 0000	0110 0000	0110 0000	uuuu uuuu
ADCR1	0000 0000	0000 0000	0000 0000	uuuu uuuu
ADCR2	---- --00	---- --00	---- --00	---- --uu
ADDL	0000 0000	0000 0000	0000 0000	uuuu uuuu
ADLVDL	0000 ----	0000 ----	0000 ----	uuuu ---- (ADRFS=0)
				uuuu uuuu (ADRFS=1)
ADLVDH	0000 0000	0000 0000	0000 0000	uuuu uuuu (ADRFS=0)
				---- uuuu (ADRFS=1)
ADHVDL	0000 ----	0000 ----	0000 ----	uuuu ---- (ADRFS=0)
				uuuu uuuu (ADRFS=1)
ADHVDH	0000 0000	0000 0000	0000 0000	uuuu uuuu (ADRFS=0)
				---- uuuu (ADRFS=1)
PBPS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
INTEG0	--00 0000	--00 0000	--00 0000	--uu uuuu
CTRL	0--- -x00	0--- -100	0--- -x00	u--- -uuu
OCPS	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCR	0001 0000	0001 0000	0001 0000	uuuu uuuu
HDCD	---- -000	---- -000	---- -000	---- -uuu
MPTC1	0000 0000	0000 0000	0000 0000	uuuu uuuu
MPTC2	---0 0000	---0 0000	---0 0000	---u uuuu
PTM1C0	0000 0---	0000 0---	0000 0---	uuuu u---
PTM1C1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1AL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1AH	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1RPL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM1RPH	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0C0	0000 0---	0000 0---	0000 0---	uuuu u---
PTM0C1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0DH	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0AL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0AH	0000 0000	0000 0000	0000 0000	uuuu uuuu

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
PTM0RPL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM0RPH	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2C0	0000 0---	0000 0---	0000 0---	uuuu u---
PTM2C1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2DH	---- --00	---- --00	---- --00	---- --uu
PTM2AL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2AH	---- --00	---- --00	---- --00	---- --uu
PTM2RPL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM2RPH	---- --00	---- --00	---- --00	---- --uu
PWMC	0000 0000	0000 0000	0000 0000	uuuu uuuu
DUTR0L	0000 0000	0000 0000	0000 0000	uuuu uuuu
DUTR0H	---- --00	---- --00	---- --00	---- --uu
DUTR1L	0000 0000	0000 0000	0000 0000	uuuu uuuu
DUTR1H	---- --00	---- --00	---- --00	---- --uu
DUTR2L	0000 0000	0000 0000	0000 0000	uuuu uuuu
DUTR2H	---- --00	---- --00	---- --00	---- --uu
PRDRL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PRDRH	---- --00	---- --00	---- --00	---- --uu
PWMRL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PWMRH	---- --00	---- --00	---- --00	---- --uu
PWMME	--00 0000	--00 0000	--00 0000	--uu uuuu
PWMMD	--00 0000	--00 0000	--00 0000	--uu uuuu
MCF	0--- 0100	0--- 0100	0--- 0100	u--- uuuu
MCD	--00 0xxx	--00 0xxx	--00 0xxx	--uu uuuu
DTS	0000 0000	0000 0000	0000 0000	uuuu uuuu
PLC	--00 0000	--00 0000	--00 0000	--uu uuuu
MFI0	-000 -000	-000 -000	-000 -000	-uuu -uuu
MFI1	0000 0000	0000 0000	0000 0000	uuuu uuuu
MFI2	0000 0000	0000 0000	0000 0000	uuuu uuuu
MFI3	--00 --00	--00 --00	--00 --00	--uu --uu
MFI4	--00 --00	--00 --00	--00 --00	--uu --uu
MFI5	--00 --00	--00 --00	--00 --00	--uu --uu
MFI6	--00 --00	--00 --00	--00 --00	--uu --uu
CMPC	---0 ---0	---0 ---0	---0 ---0	---u ---u
HCHK_NUM	---0 0000	---0 0000	---0 0000	---u uuuu
HNF_MSEL	---- 0000	---- 0000	---- 0000	---- uuuu
NF_VIH	00-1 1001	00-1 1001	00-1 1001	uu-u uuuu
NF_VIL	00-0 1010	00-0 1010	00-0 1010	uu-u uuuu
HDCT0	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT1	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT2	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT3	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT4	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT5	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT6	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT7	--00 0000	--00 0000	--00 0000	--uu uuuu

Register	Power On Reset	LVR Reset	WDT Time-out (Normal Operation)	WDT Time-out (IDLE/SLEEP)
HDCT8	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT9	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT10	--00 0000	--00 0000	--00 0000	--uu uuuu
HDCT11	--00 0000	--00 0000	--00 0000	--uu uuuu
OPOMS	00-- -010	00-- -010	00-- -010	uu-- -uuu
OPCM	0000 0000	0000 0000	0000 0000	uuuu uuuu
OPACAL	-001 0000	-001 0000	-001 0000	-uuu uuuu
PTM3C0	0000 0---	0000 0---	0000 0---	uuuu u---
PTM3C1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3DL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3DH	---- --00	---- --00	---- --00	---- --uu
PTM3AL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3AH	---- --00	---- --00	---- --00	---- --uu
PTM3RPL	0000 0000	0000 0000	0000 0000	uuuu uuuu
PTM3RPH	---- --00	---- --00	---- --00	---- --uu
PAPS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PAPS1	0000 0000	0000 0000	0000 0000	uuuu uuuu
PCPS0	0000 0000	0000 0000	0000 0000	uuuu uuuu
PCPS1	---- 0000	---- 0000	---- 0000	---- uuuu
PRM	-000 00--	-0000 00--	-000 00--	-uuu uu--

Note: "u" stands for unchanged;
"x" stands for unknown;
"-" stands for unimplemented

Input/Output Ports

Holtek microcontrollers offer considerable flexibility on their I/O ports. With the input or output designation of every pin fully under user program control, pull-high selections for all ports and wake-up selections on certain pins, the user is provided with an I/O structure to meet the needs of a wide range of application possibilities.

The device provides bidirectional input/output lines labeled with port names PA~PC. These I/O ports are mapped to the RAM Data Memory with specific addresses as shown in the Special Purpose Data Memory table. All of these I/O ports can be used for input and output operations. For input operation, these ports are non-latching, which means the inputs must be ready at the T2 rising edge of instruction "MOV A, [m]", where m denotes the port address. For output operation, all the data is latched and remains unchanged until the output latch is rewritten.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PA	PA7	PA6	PA5	PA4	PA3	PA2	PA1	PA0
PAC	PAC7	PAC6	PAC5	PAC4	PAC3	PAC2	PAC1	PAC0
PAPU	PAPU7	PAPU6	PAPU5	PAPU4	PAPU3	PAPU2	PAPU1	PAPU0
PAWU	PAWU7	PAWU6	PAWU5	PAWU4	PAW3	PAWU2	PAWU1	PAWU0
PB	—	—	—	*	PB3	PB2	PB1	PB0
PBC	—	—	—	*	PBC3	PBC2	PBC1	PBC0
PBPU	—	—	—	*	PBPU3	PBPU2	PBPU1	PBPU0
PC	—	—	PC5	PC4	PC3	PC2	PC1	PC0
PCC	—	—	PCC5	PCC4	PCC3	PCC2	PCC1	PCC0
PCPU	—	—	PCPU5	PCPU4	PCPU3	PCPU2	PCPU1	PCPU0

"—": Unimplemented, read as "0"
"*": Reserved, cannot be changed

I/O Logic Function Register List

Pull-high Resistors

Many product applications require pull-high resistors for their switch inputs usually requiring the use of an external resistor. To eliminate the need for these external resistors, all I/O pins, when configured as an input have the capability of being connected to an internal pull-high resistor. These pull-high resistors are selected using registers, namely PAPU~PCPU, and are implemented using weak PMOS transistors.

Note that the pull-high resistor can be controlled by the relevant pull-high control register only when the pin-shared functional pin is selected as an input or NMOS output. Otherwise, the pull-high resistors cannot be enabled.

PxPU Register

Bit	7	6	5	4	3	2	1	0
Name	PxPU7	PxPU6	PxPU5	PxPU4	PxPU3	PxPU2	PxPU1	PxPU0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

PxPUn: I/O Port x Pin pull-high function control
0: Disable
1: Enable
The PxPUn bit is used to control the pin pull-high function. Here the "x"can be A, B and C. However, the actual available bits for each I/O Port may be different.

Port A Wake-up

The HALT instruction forces the microcontroller into the SLEEP or IDLE Mode which preserves power, a feature that is important for battery and other low-power applications. Various methods exist to wake-up the microcontroller, one of which is to change the logic condition on one of the Port A pins from high to low. This function is especially suitable for applications that can be woken up via external switches. Each pin on Port A can be selected individually to have this wake-up feature using the PAWU register.

Note that the wake-up function can be controlled by the wake-up control registers only when the pin-shared functional pin is selected as general purpose input/output and the MCU enters any of the power down modes.

PAWU Register

Bit	7	6	5	4	3	2	1	0
Name	PAWU7	PAWU6	PAWU5	PAWU4	PAWU3	PAWU2	PAWU1	PAWU0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **PAWU7~PAWU0**: PA7~PA0 pin wake-up function control
0: Disable
1: Enable

I/O Port Control Registers

Each I/O port has its own control register known as PAC~PCC, to control the input/output configuration. With this control register, each CMOS output or input can be reconfigured dynamically under software control. Each pin of the I/O ports is directly mapped to a bit in its associated port control register. For the I/O pin to function as an input, the corresponding bit of the control register must be written as a "1". This will then allow the logic state of the input pin to be directly read by instructions. When the corresponding bit of the control register is written as a "0", the I/O pin will be setup as a CMOS output. If the pin is currently setup as an output, instructions can still be used to read the output register. However, it should be noted that the program will in fact only read the status of the output data latch and not the actual logic status of the output pin.

PxC Register

Bit	7	6	5	4	3	2	1	0
Name	PxC7	PxC6	PxC5	PxC4	PxC3	PxC2	PxC1	PxC0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	1	1	1	1	1	1	1	1

PxCn: I/O Port x Pin input/output type selection
0: Output
1: Input
The PxCn bit is used to control the pin type selection. Here the "x"can be A, B and C. However, the actual available bits for each I/O Port may be different.

Pin-shared Functions

The flexibility of the microcontroller range is greatly enhanced by the use of pins that have more than one function. Limited numbers of pins can force serious design constraints on designers but by supplying pins with multi-functions, many of these difficulties can be overcome. For these pins, the desired function of the multi-function I/O pins is selected by a series of registers via the application program control.

Pin-shared Function Selection Registers

The limited number of supplied pins in a package can impose restrictions on the amount of functions a certain device can contain. However by allowing the same pins to share several different functions and providing a means of function selection, a wide range of different functions can be incorporated into even relatively small package sizes. The device includes Port "x" pin shared function selection register "n", labeled as PxPSn, and input function selection register, labeled as PRM, which can select the desired functions of the multi-function pin-shared pins.

When the pin-shared input function is selected to be used, the copprsponding input and output functions selection should be properly managed. For example, if the Capture Timer CTIN pin is used, the corresponding pin-shared function should be configured as the CTIN function by configuring the PxPSn register and the CTIN signal input should be properly selected using the PRM register. If the external interrupt function is selected to be used, the relevant pin-shared function should be selected as an I/O function and the interrupt input signal active edge should be selected.

The most important point to note is to make sure that the desired pin-shared function is properly selected and also deselected. For most pin-shared functions, to select the desired pin-shared function, the pin-shared function should first be correctly selected using the corresponding pin-shared control register. After that the corresponding peripheral functional setting should be configured and then the peripheral function can be enabled. However, a special point must be noted for some digital input pins, such as INT1, PTCKn, etc, which share the same pin-shared control configuration with their corresponding general purpose I/O functions when setting the relevant pin-shared control bit fields. To select these pin functions, in addition to the necessary pin-shared control and peripheral functional setup aforementioned, they must also be setup as an input by setting the corresponding bit in the I/O port control register. To correctly deselect the pin-shared function, the peripheral function should first be disabled and then the corresponding pin-shared function control register can be modified to select other pin-shared functions.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PRM	—	INT1PS1	INT1PS0	CTINS	NFINPS1	NFINPS0	—	—
PAPS0	PAS07	PAS06	PAS05	PAS04	PAS03	PAS02	PAS01	PAS00
PAPS1	PAS17	PAS16	PAS15	PAS14	PAS13	PAS12	PAS11	PAS10
PBPS0	PBS07	PBS06	PBS05	PBS04	PBS03	PBS02	PBS01	PBS00
PCPS0	PCS07	PCS06	PCS05	PCS04	PCS03	PCS02	PCS01	PCS00
PCPS1	—	—	—	—	PCS13	PCS12	PCS11	PCS10

Pin-shared Function Selection Register List

- **PRM Register**

Bit	7	6	5	4	3	2	1	0
Name	—	INT1PS1	INT1PS0	CTINS	NFINPS1	NFINPS0	—	—
R/W	—	R/W	R/W	R/W	R/W	R/W	—	—
POR	—	0	0	0	0	0	—	—

Bit 7 Unimplemented, read as "0"

Bit 6~5 **INT1PS1~ INT1PS0**: INT1 input source pin selection
00: PA7
01: PB3
10: PB0
11: PA7

Bit 4 **CTINS**: CTIN input source pin selection
0: PB1
1: PA6

Bit 3~2 **NFINPS1~NFINPS0**: NFIN input source pin selection
00: PA7
01: PA6
10: PB0
11: PA7

Bit 1~0 Unimplemented, read as "0"

- **PAPS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PAS07	PAS06	PAS05	PAS04	PAS03	PAS02	PAS01	PAS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PAS07~ PAS06**: PA3 Pin-Shared function selection
00: PA3/H1/PTP1I
01: PTP1
10: PA3/H1/PTP1I
11: PA3/H1/PTP1I

Bit 5~4 **PAS05~ PAS04**: PA2 Pin-Shared function selection
00: PA2
01: PA2
10: PA2
11: PA2

Bit 3~2 **PAS03~ PAS02**: PA1 Pin-Shared function selection
00: PA1
01: AN3/AP
10: PTP2
11: PA1

Bit 1~0 **PAS01~ PAS00**: PA0 Pin-Shared function selection
00: PA0
01: PA0
10: PA0
11: PA0

- **PAPS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PAS17	PAS16	PAS15	PAS14	PAS13	PAS12	PAS11	PAS10
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PAS17~ PAS16**: PA7 Pin-Shared function selection
00: PA7/NFIN/INT1
01: AN6
10: OPAO
11: PA7/NFIN/INT1

Bit 5~4 **PAS15~ PAS14**: PA6 Pin-Shared function selection
00: PA6/PTCK1/CTIN/NFIN
01: AN7
10: PA6/PTCK1/CTIN/NFIN
11: PA6/PTCK1/CTIN/NFIN
Note that before using these two bits to select CTIN or NFIN function as PA6 pin function, the CTIN or NFIN input source should be managed at PA6 pin by programming the PRM register correctly.

Bit 3~2 **PAS13~ PAS12**: PA5 Pin-Shared function selection
00: PA5/H3/PTP3I
01: PA5/H3/PTP3I
10: PTP3
11: PA5/H3/PTP3I

Bit 1~0 **PAS11~ PAS10**: PA4 Pin-Shared function selection
00: PA4/H2/PTP2I
01: PA4/H2/PTP2I
10: PTP2
11: PA4/H2/PTP2I

- **PBPS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PBS07	PBS06	PBS05	PBS04	PBS03	PBS02	PBS01	PBS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PBS07~ PBS06**: PB3 Pin-Shared function selection
00: PB3/PTCK0/INT1
01: PTP0
10: PB3/PTCK0/INT1
11: PB3/PTCK0/INT1
Note that before using these two bits to select INT1 function as PB3 pin function, the INT1 input source should be managed at PB3 pin by programming the PRM register correctly.

Bit 5~4 **PBS05~ PBS04**: PB2 Pin-Shared function selection
00: PB2/PTP0I/PTCK3
01: PTP1
10: AN0
11: HCO

Bit 3~2 **PBS03~ PBS02**: PB1 Pin-Shared function selection
00: PB1/CTIN/PTCK2
01: PTP1
10: AN1
11: HBO
Note that before using these two bits to select CTIN function as PB1 pin function, the CTIN input source should be managed at PB1 pin by programming the PRM register correctly.

Bit 1~0 **PBS01~ PBS00**: PB0 Pin-Shared function selection
00: PB0/INT1/NFIN
01: PB0/INT1/NFIN
10: AN2
11: HAO
Note that before using these two bits to select INT1 or NFIN function as PB0 pin function, the INT1 or NFIN input source should be managed at PB0 pin by programming the PRM register correctly.

- **PCPS0 Register**

Bit	7	6	5	4	3	2	1	0
Name	PCS07	PCS06	PCS05	PCS04	PCS03	PCS02	PCS01	PCS00
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PCS07~ PCS06**: PC3 Pin-Shared function selection
00: PC3
01: PTP2
10: GBB
11: PC3

Bit 5~4 **PCS05~PCS04**: PC2 Pin-Shared function selection
00: PC2
01: PTP2
10: GBT
11: PC2

Bit 3~2 **PCS03~ PCS02**: PC1 Pin-Shared function selection
00: PC1
01: PTP0
10: GAB
11: PC1

Bit 1~0 **PCS01~ PCS00**: PC0 Pin-Shared function selection
00: PC0
01: PTP0
10: GAT
11: PC0

- **PCPS1 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	PCS13	PCS12	PCS11	PCS10
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	0	0	0

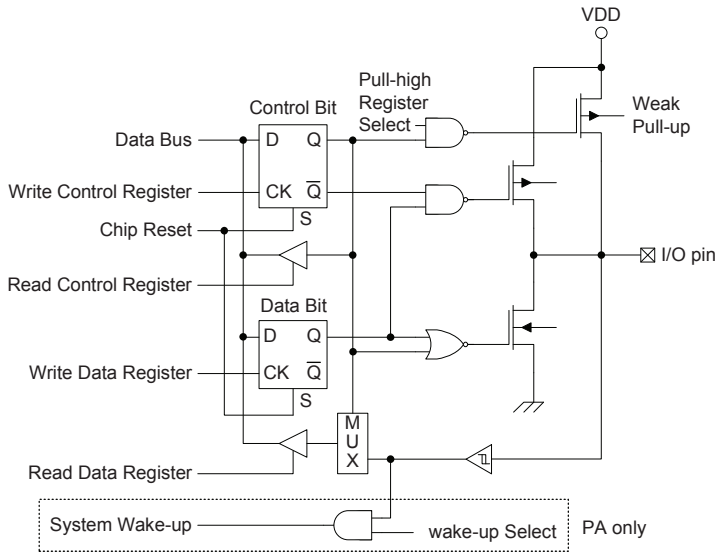
Bit 7~4 Unimplemented, read as "0"

Bit 3~2 **PCS13~ PCS12**: PC5 Pin-Shared function selection
00: PC5
01: PTP3
10: GCB
11: PC5

Bit 1~0 **PCS11~ PCS10**: PC4 Pin-Shared function selection
00: PC4
01: PTP3
10: GCT
11: PC4

I/O Pin Structures

The accompanying diagram illustrates the internal structure of the I/O logic function. As the exact logical construction of the I/O pin will differ from this drawing, it is supplied as a guide only to assist with the functional understanding of the I/O logic function. The wide range of pin-shared structures does not permit all types to be shown.



Logic Function Input/Output Structure

Programming Considerations

Within the user program, one of the first things to consider is port initialisation. After a reset, all of the I/O data and port control registers will be set high. This means that all I/O pins will default to an input state, the level of which depends on the other connected circuitry and whether pull-high selections have been chosen. If the port control registers are then programmed to setup some pins as outputs, these output pins will have an initial high output value unless the associated port data registers are first programmed. Selecting which pins are inputs and which are outputs can be achieved byte-wide by loading the correct values into the appropriate I/O Port Control register or by programming individual bits in the port control register using the "SET [m].i" and "CLR [m].i" instructions. Note that when using these bit control instructions, a read-modify-write operation takes place. The microcontroller must first read in the data on the entire port, modify it to the required new bit values and then rewrite this data back to the output ports.

Port A has the additional capability of providing wake-up function. When the device is in the SLEEP or IDLE Mode, various methods are available to wake the device up. One of these is a high to low transition of any of the Port A pins. Single or multiple pins on Port A can be setup to have this function.

Timer Modules – TM

One of the most fundamental functions in any microcontroller device is the ability to control and measure time. To implement time related functions each device includes several Timer Modules, abbreviated to the name TM. The TMs are multi-purpose timing units and serve to provide operations such as Timer/Counter, Input Capture, Compare Match Output and Single Pulse Output as well as being the functional unit for the generation of PWM signals. Each of the TMs has two individual interrupts. The addition of input and output pins for each TM ensures that users are provided with timing units with a wide and flexible range of features.

Introduction

The device contains four Periodic TMs with each TM having a reference name of PTMn (n=0~3). The PTM0 and PTM1 are 16-bit Periodic Type TMs while the PTM2 and PTM3 are 10-bit Periodic Type TMs. The common features to the 16-bit and 10-bit Periodic TMs will be described in this section and the detailed operation will be described in the Periodic Type TMs section. The main features of TMs are summarised in the accompanying table.

Function	PTM
Timer/Counter	√
Input Capture	√
Compare Match Output	√
PWM Channels	2
Single Pulse Output	√
PWM Alignment	Edge
PWM Adjustment Period & Duty	Duty or Period

TM Function Summary

PTM0	PTM1	PTM2	PTM3
16-bit PTM	16-bit PTM	10-bit PTM	10-bit PTM

TM Name/Type Reference

TM Operation

The different types of TM offer a diverse range of functions, from simple timing operations to PWM signal generation. The key to understanding how the TM operates is to see it in terms of a free running counter whose value is then compared with the value of pre-programmed internal comparators. When the free running counter has the same value as the pre-programmed comparator, known as a compare match situation, a TM interrupt signal will be generated which can clear the counter and perhaps also change the condition of the TM output pin. The internal TM counter is driven by a user selectable clock source, which can be an internal clock or an external pin.

TM Clock Source

The clock source which drives the main counter in each TM can originate from various sources. The selection of the required clock source is implemented using the PTnCK2~PTnCK0 bits in the PTMn control registers, where "n" stands for the specific TM serial number. The clock source can be a ratio of the system clock f_{SYS} or the internal high clock f_H, the f_{SUB} clock source or the external PTCKn pin. The PTCKn pin clock source is used to allow an external signal to drive the TM as an external clock source or for event counting.

TM Interrupts

The TMs each has two internal interrupts, the internal comparator A and comparator P, which generate a TM interrupt when a compare match condition occurs. When a TM interrupt is generated it can be used to clear the counter and also to change the state of the TM output pin.

TM External Pins

Each of the TMs has two TM input pins, with the label PTCKn and PTPnI. These two pins can be used as the capture input source pin whose active edge can be a rising edge, a falling edge or both rising and falling edges and the active edge transition type is selected using the PTnIO1~PTnIO0 bits in the PTMnC1 register. The capture input comes from PTCKn or PTPnI is determined by the PTnCAPTS bit in the PTMnC1 register. The PTCKn input pin is also a clock source for the PTMn and is selected using the PTnCK2~PTnCK0 bits in the PTMnC0 register. This external TM input pin allows an external clock source to drive the internal TM. The PTCKn input pin can be chosen to have either a rising or falling active edge. The PTCKn pin is also used as the external trigger input pin in single pulse output mode.

The TMs each has one output with the label PTPn. When the TM is in the Compare Match Output Mode, the output can be controlled by the TM to switch to a high or low level or to toggle when a compare match situation occurs. The external output pins are also the pins where the TM generates the PWM output waveform.

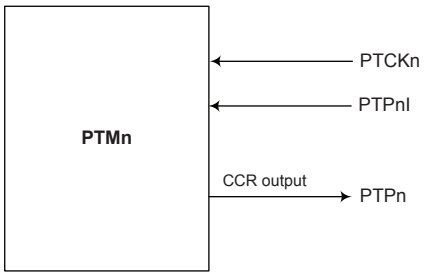
As the TM input and output pins are pin-shared with other functions, the TM input and output function must first be setup using relevant pin-shared function selection bits described in the Pin-shared Functions section.

PTM0		PTM1		PTM2		PTM3	
Input	Output	Input	Output	Input	Output	Input	Output
PTCK0, PTP0I	PTP0	PTCK1, PTP1I	PTP1	PTCK2, PTP2I	PTP2	PTCK3, PTP3I	PTP3

TM External Pins

TM Input/Output Pin Selection

Selecting to have a TM input/output or whether to retain its other shared function is implemented using the relevant pin-shared function selection registers, with the corresponding selection bits in each pin-shared function register corresponding to a TM input/output pin. Configuring the selection bits correctly will setup the corresponding pin as a TM input/output. The details of the pin-shared function selection are described in the pin-shared function section.

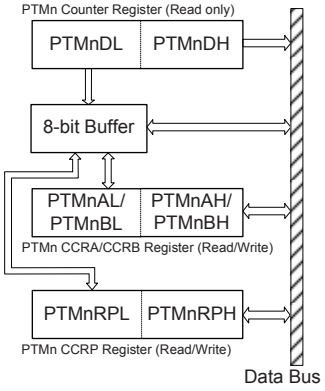


PTMn Function Pin Block Diagram (n=0~3)

Programming Considerations

The TM Counter Registers and the Capture/Compare CCRA, CCRB and CCRP registers, all have a low and high byte structure. The high bytes can be directly accessed, but as the low bytes can only be accessed via an internal 8-bit buffer, reading or writing to these register pairs must be carried out in a specific way. The important point to note is that data transfer to and from the 8-bit buffer and its related low byte only takes place when a write or read operation to its corresponding high byte is executed.

As the CCRA, CCRB and CCRP registers are implemented in the way shown in the following diagram and accessing these register pairs is carried out in a specific way as described above, it is recommended to use the "MOV" instruction to access the CCRA, CCRB and CCRP low byte registers, named PTMnAL, PTMnBL and PTMnRPL, using the following access procedures. Accessing the CCRA, CCRB or CCRP low byte registers without following these access procedures will result in unpredictable values.



The following steps show the read and write procedures:

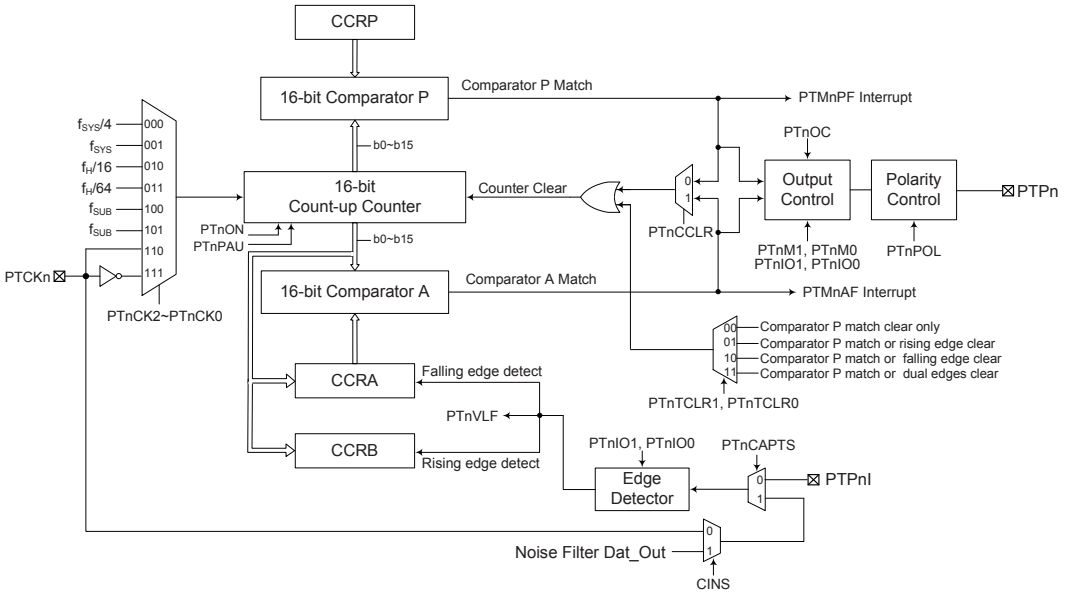
- Writing Data to CCRA, CCRB or CCRP
  - Step 1. Write data to Low Byte PTMnAL, PTMnBL or PTMnRPL
    - Note that here data is only written to the 8-bit buffer.
  - Step 2. Write data to High Byte PTMnAH , PTMnBH or PTMnRPH
    - Here data is written directly to the high byte registers and simultaneously data is latched from the 8-bit buffer to the Low Byte registers.
- Reading Data from the Counter Registers and CCRA, CCRB or CCRP
  - Step 1. Read data from the High Byte PTMnDH, PTMnAH , PTMnBH or PTMnRPH
    - Here data is read directly from the High Byte registers and simultaneously data is latched from the Low Byte register into the 8-bit buffer.
  - Step 2. Read data from the Low Byte PTMnDL, PTMnAL , PTMnBL or PTMnRPL
    - This step reads data from the 8-bit buffer.

Periodic Type TM – PTM

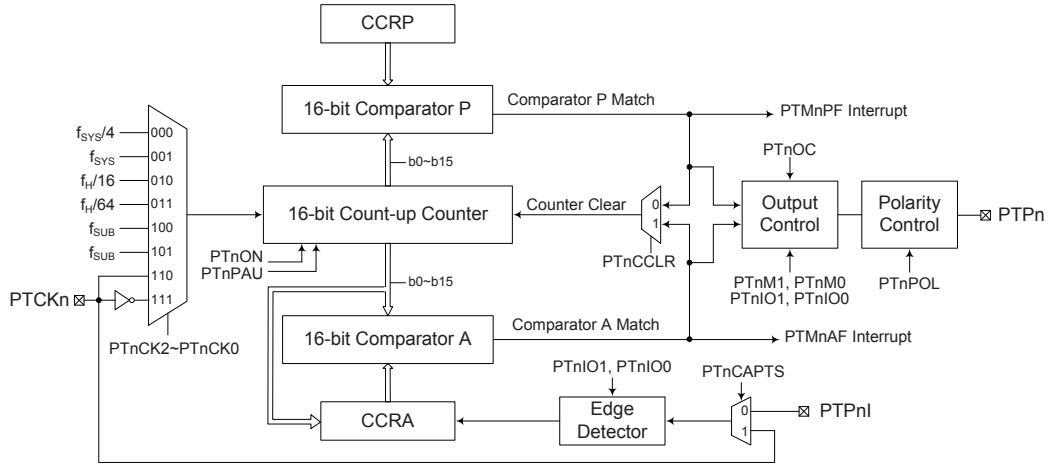
The Periodic Type TM contains five operating modes, which are Compare Match Output, Timer/ Event Counter, Capture Input, Single Pulse Output and PWM Output modes.

Type	Name	TM Input Pin	TM Output Pin
16-bit PTM	PTM0, PTM1	PTCK0, PTP0I; PTCK1, PTP1I	PTP0; PTP1
10-bit PTM	PTM2, PTM3	PTCK2, PTP2I; PTCK3, PTP3I	PTP2; PTP3

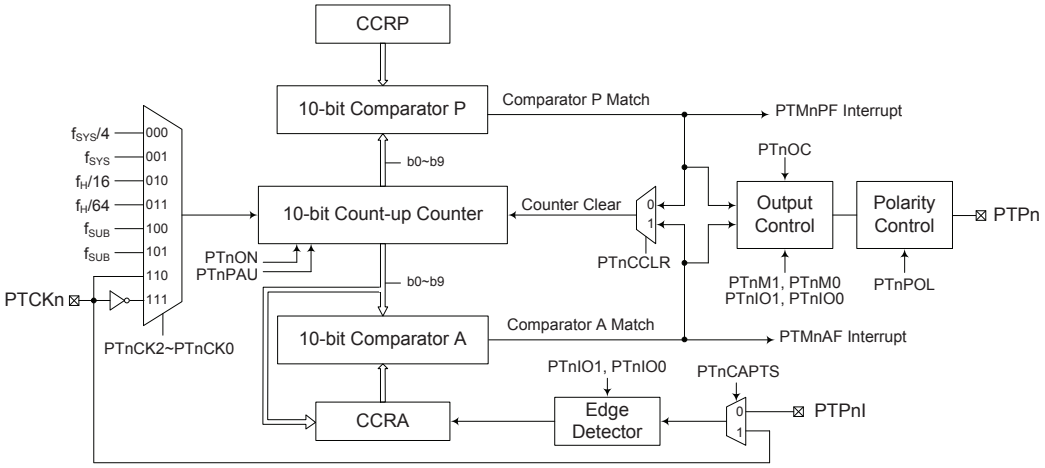
Note: The PTMn external pins are pin-shared with other functions and can input or output on several pins, so before using the PTMn functions, the pin-shared function registers must be set properly to enable the PTMn pin function.



16-bit Periodic Type TM Block Diagram (n=0)



16-bit Periodic Type TM Block Diagram (n=1)



10-bit Periodic Type TM Block Diagram (n=2~3)

Periodic TM Operation

There are two sizes of Periodic Type TMs, one is 10-bit wide and the other is 16-bit wide. At their core is a 10-bit or 16-bit count-up counter which is driven by a user selectable internal or external clock source. There are also two internal comparators with the names, Comparator A and Comparator P. These comparators will compare the value in the counter with CCRP and CCRA registers. The CCRA and CCRP comparators are 10-bit or 16-bit wide whose value is respectively compared with all counter bits.

The only way of changing the value of the 10-bit or 16-bit counter using the application program, is to clear the counter by changing the PTnON bit from low to high. The counter will also be cleared automatically by a counter overflow or a compare match with one of its associated comparators. When these conditions occur, a PTMn interrupt signal will also usually be generated. The Periodic Type TM can operate in a number of different operational modes, can be driven by different clock sources including an input pin and can also control different outputs. All operating setup conditions are selected using relevant internal registers.

Periodic Type TM Register Description

Overall operation of the Periodic Type TM is controlled using a series of registers. A read only register pair exists to store the internal counter 10-bit or 16-bit value, while two read/write register pairs exist to store the internal 10-bit or 16-bit CCRA value and CCRP value. The remaining two registers are control registers which setup the different operating and control modes. For the PTM0, there are another read/write register pair used to store the 16-bit CCRB value, and another control register is provided for its capture input operation.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PTMnC0	PTnPAU	PTnCK2	PTnCK1	PTnCK0	PTnON	—	—	—
PTMnC1	PTnM1	PTnM0	PTnIO1	PTnIO0	PTnOC	PTnPOL	PTnCAPTS	PTnCCLR
PTMnC2*	—	—	—	—	—	PTnTCLR1	PTnTCLR0	PTnVLF
PTMnDL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnDH	D15	D14	D13	D12	D11	D10	D9	D8
PTMnAL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnAH	D15	D14	D13	D12	D11	D10	D9	D8
PTMnBL*	D7	D6	D5	D4	D3	D2	D1	D0
PTMnBH*	D15	D14	D13	D12	D11	D10	D9	D8
PTMnRPL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnRPH	D15	D14	D13	D12	D11	D10	D9	D8

*: The Registers with * symbol are only available for PTM0

16-bit Periodic TM Registers List (n=0~1)

Register Name	Bit							
	7	6	5	4	3	2	1	0
PTMnC0	PTnPAU	PTnCK2	PTnCK1	PTnCK0	PTnON	—	—	—
PTMnC1	PTnM1	PTnM0	PTnIO1	PTnIO0	PTnOC	PTnPOL	PTnCAPTS	PTnCCLR
PTMnDL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnDH	—	—	—	—	—	—	D9	D8
PTMnAL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnAH	—	—	—	—	—	—	D9	D8
PTMnRPL	D7	D6	D5	D4	D3	D2	D1	D0
PTMnRPH	—	—	—	—	—	—	D9	D8

10-bit Periodic TM Registers List (n=2~3)

PTMnC0 Register (n=0~3)

Bit	7	6	5	4	3	2	1	0
Name	PTnPAU	PTnCK2	PTnCK1	PTnCK0	PTnON	—	—	—
R/W	R/W	R/W	R/W	R/W	R/W	—	—	—
POR	0	0	0	0	0	—	—	—

Bit 7 **PTnPAU**: PTMn Counter Pause Control
0: Run
1: Pause

The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the PTMn will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **PTnCK2~PTnCK0**: Select PTMn Counter clock
000: $f_{SYS}/4$
001: f_{SYS}
010: $f_H/16$
011: $f_H/64$
100: f_{SUB}
101: f_{SUB}
110: PTCKn rising edge clock
111: PTCKn falling edge clock

These three bits are used to select the clock source for the PTMn. The external pin clock source can be chosen to be active on the rising or falling edge. The clock source f_{SYS} is the system clock, while f_H and f_{SUB} are other internal clocks, the details of which can be found in the oscillator section.

Bit 3 **PTnON**: PTMn Counter On/Off Control
0: Off
1: On

This bit controls the overall on/off function of the PTMn. Setting the bit high enables the counter to run, clearing the bit disables the PTMn. Clearing this bit to zero will stop the counter from counting and turn off the PTMn which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value until the bit returns high again.

If the PTMn is in the Compare Match Output Mode, PWM output Mode or Single Pulse Output Mode then the PTMn output pin will be reset to its initial condition, as specified by the PTnOC bit, when the PTnON bit changes from low to high.

Bit 2~0 Unimplemented, read as "0"

PTMnC1 Register (n=0)

Bit	7	6	5	4	3	2	1	0
Name	PTnM1	PTnM0	PTnIO1	PTnIO0	PTnOC	PTnPOL	PTnCAPTS	PTnCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PTnM1~PTnM0**: Select PTMn Operating Mode
00: Compare Match Output Mode
01: Capture Input Mode
10: PWM Output Mode or Single Pulse Output Mode
11: Timer/Counter Mode

These bits setup the required operating mode for the PTMn. To ensure reliable operation the PTMn should be switched off before any changes are made to the PTnM1 and PTnM0 bits. In the Timer/Counter Mode, the PTMn output pin control must be disabled.

Bit 5~4 **PTnIO1~PTnIO0**: Select PTMn pin function

Compare Match Output Mode
00: No change
01: Output low
10: Output high
11: Toggle output

PWM Output Mode/Single Pulse Output Mode
00: PWM Output inactive state
01: PWM Output active state
10: PWM output
11: Single pulse output

Capture Input Mode

PTnTCLR[1:0]=00B:

00: Input capture at rising edge of input signal and the counter value will be latched into CCRA

01: Input capture at falling edge of input signal and the counter value will be latched into CCRA

10: Input capture at falling/rising edge of input signal and the counter value will be latched into CCRA

11: Input capture disabled

PTnTCLR[1:0]=01B or 10B or 11B:

00: Input capture at rising edge of input signal and the counter value will be latched into CCRB

01: Input capture at falling edge of input signal and the counter value will be latched into CCRA

10: Input capture at falling/rising edge of input signal and the counter value will be latched into CCRA at falling edge and into CCRB at rising edge

11: Input capture disabled

Timer/Counter Mode

Unused

These two bits are used to determine how the PTMn operates when a certain condition is reached. The function that these bits select depends upon in which mode the PTMn is running.

In the Compare Match Output Mode, the PTnIO1 and PTnIO0 bits determine how the PTMn output pin changes state when a compare match occurs from the Comparator A. The PTMn output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the PTMn output pin should be setup using the PTnOC bit in the PTMnC1 register. Note that the output level requested by the PTnIO1 and PTnIO0 bits must be different from the initial value setup using the PTnOC bit otherwise no change will occur on the PTMn output pin when a compare match occurs. After the PTMn output pin changes state, it can be reset to its initial level by changing the level of the PTnON bit from low to high.

In the PWM Output Mode, the PTnIO1 and PTnIO0 bits determine how the PTMn output pin changes state when a certain compare match condition occurs. The PWM output function is modified by changing these two bits. It is necessary to only change the values of the PTnIO1 and PTnIO0 bits after the PTMn has been switched off. Unpredictable PWM outputs will occur if the PTnIO1 and PTnIO0 bits are changed when the PTMn is running.

In the Capture Input Mode, the PTnIO1 and PTnIO0 bits are used to select the active trigger edge on the selected input signal.

Bit 3 **PTnOC**: PTMn Output control bit

Compare Match Output Mode

0: Initial low

1: Initial high

PWM Output Mode/Single Pulse Output Mode

0: Active low

1: Active high

This is the output control bit for the PTMn output pin. Its operation depends upon whether PTMn is being used in the Compare Match Output Mode or in the PWM Mode/Single Pulse Output Mode. It has no effect if the PTMn is in the Timer/Counter Mode. In the Compare Match Output Mode it determines the logic level of the PTMn output pin before a compare match occurs. In the PWM Output Mode it determines if the PWM signal is active high or active low. In the Single Pulse Output Mode it determines the logic level of the PTMn output pin when the PTnON bit changes from low to high.

Bit 2 **PTnPOL**: PTMn Output polarity Control
0: Non-invert
1: Invert
This bit controls the polarity of the output pins. When the bit is set high the PTMn output pin will be inverted and not inverted when the bit is zero. It has no effect if the PTMn is in the Timer/Counter Mode.

Bit 1 **PTnCAPTS**: PTMn Capture Trigger Source Selection
0: From PTPnI pin
1: From PTCKn pin(with 150ns filter) or Noise Filter Dat_Out
This bit is used to select the PTMn capture input trigger source. When the PTnCAPTS bit is set to 1, the capture input trigger source can be PTCKn or noise filtered Dat_Out signal determined using the CINS bit in the NF_VIH register.

Bit 0 **PTnCCLR**: Select PTMn Counter clear condition
0: PTMn Comparator P match
1: PTMn Comparator A match
This bit is used to select the method which clears the counter. Remember that the Periodic TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the PTnCCLR bit set high, the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The PTnCCLR bit is not used in the PWM Output Mode, Single Pulse or Capture Input Mode.

PTMnC1 Register (n=1~3)

Bit	7	6	5	4	3	2	1	0
Name	PTnM1	PTnM0	PTnIO1	PTnIO0	PTnOC	PTnPOL	PTnCAPTS	PTnCCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PTnM1~PTnM0**: Select PTMn Operating Mode
00: Compare Match Output Mode
01: Capture Input Mode
10: PWM Output Mode or Single Pulse Output Mode
11: Timer/Counter Mode
These bits setup the required operating mode for the PTMn. To ensure reliable operation the PTMn should be switched off before any changes are made to the PTnM1 and PTnM0 bits. In the Timer/Counter Mode, the PTMn output pin control must be disabled.

Bit 5~4 **PTnIO1~PTnIO0**: Select PTMn pin function
Compare Match Output Mode
00: No change
01: Output low
10: Output high
11: Toggle output
PWM Output Mode /Single Pulse Output Mode
00: PWM output inactive state
01: PWM output active state
10: PWM output
11: Single pulse output
Capture Input Mode
00: Input capture at rising edge of input signal
01: Input capture at falling edge of input signal
10: Input capture at falling/rising edge of input signal
11: Input capture disabled

Timer/Counter Mode
Unused

These two bits are used to determine how the PTMn operates when a certain condition is reached. The function that these bits select depends upon in which mode the PTMn is running.

In the Compare Match Output Mode, the PTnIO1 and PTnIO0 bits determine how the PTMn output pin changes state when a compare match occurs from the Comparator A. The PTMn output pin can be setup to switch high, switch low or to toggle its present state when a compare match occurs from the Comparator A. When the bits are both zero, then no change will take place on the output. The initial value of the PTMn output pin should be setup using the PTnOC bit in the PTMnC1 register. Note that the output level requested by the PTnIO1 and PTnIO0 bits must be different from the initial value setup using the PTnOC bit otherwise no change will occur on the PTMn output pin when a compare match occurs. After the PTMn output pin changes state, it can be reset to its initial level by changing the level of the PTnON bit from low to high.

In the PWM Output Mode, the PTnIO1 and PTnIO0 bits determine how the PTMn output pin changes state when a certain compare match condition occurs. The PWM output function is modified by changing these two bits. It is necessary to only change the values of the PTnIO1 and PTnIO0 bits only after the TM has been switched off. Unpredictable PWM outputs will occur if the PTnIO1 and PTnIO0 bits are changed when the PTMn is running.

In the Capture Input Mode, the PTnIO1 and PTnIO0 bits are used to select the active trigger edge on the selected input source pin.

Bit 3 **PTnOC**: PTMn Output contol bit

Compare Match Output Mod
0: Initial low
1: Initial high

PWM Output Mode /Single Pulse Output Mode
0: Active low
1: Active high

This is the output control bit for the PTMn output pin. Its operation depends upon whether PTMn is being used in the Compare Match Output Mode or in the PWM Output Mode /Single Pulse Output Mode.

It has no effect if the PTMn is in the Timer/Counter Mode. In the Compare Match Output Mode it determines the logic level of the PTMn output pin before a compare match occurs. In the PWM Output Mode it determines if the PWM signal is active high or active low. In the Single Pulse Output Mode it determines the logic level of the PTMn output pin when the PTnON bit changes from low to high.

Bit 2 **PTnPOL**: PTPn Output polarity Control
0: Non-invert
1: Invert

This bit controls the polarity of the PTPn output pin. When the bit is set high the PTMn output pin will be inverted and not inverted when the bit is zero. It has no effect if the PTMn is in the Timer/Counter Mode.

Bit 1 **PTnCAPTS**: PTMn Capture Trigger Source Selection
0: From PTPnI pin
1: From PTCKn pin

Bit 0 **PTnCCLR**: Select PTMn Counter clear condition
0: PTMn Comparator P match
1: PTMn Comparator A match

This bit is used to select the method which clears the counter. Remember that the Periodic TM contains two comparators, Comparator A and Comparator P, either of which can be selected to clear the internal counter. With the PTnCCLR bit set high, the counter will be cleared when a compare match occurs from the Comparator A. When the bit is low, the counter will be cleared when a compare match occurs from the Comparator P or with a counter overflow. A counter overflow clearing method can only be implemented if the CCRP bits are all cleared to zero. The PTnCCLR bit is not used in the PWM Output Mode, Single Pulse or Capture Input Mode.

PTMnC2 Register (n=0 only)

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	PTnTCLR1	PTnTCLR0	PTnVLF
R/W	—	—	—	—	—	R/W	R/W	R
POR	—	—	—	—	—	0	0	0

Bit 7~3 Unimplemented, read as "0"

Bit 2~1 **PTnTCLR1~PTnTCLR0**: Select PTMn Timer clear condition (for capture input mode only)
00: Comparator P match clear only
01: Comparator P match clear or rising edge clear
10: Comparator P match clear or falling edge clear
11: Comparator P match clear or dual edges clear

Bit 0 **PTnVLF**: PTMn Counter Value Latch trigger edge flag
0: Falling edge trigger the counter value latch
1: Rising edge trigger the counter value latch
When setting PTnTCLR1~PTnTCLR0 bits equal to 00B, ignore this flag status.

PTMnBL Register (n=0 only)

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: PTM0 CCRB Low Byte Register bit 7 ~ bit 0
PTM0 16-bit CCRB bit 7 ~ bit 0

PTMnBH Register (n=0 only)

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: PTM0 CCRB High Byte Register bit 7 ~ bit 0
PTM0 16-bit CCRB bit 15 ~ bit 8

PTMnDL Register (n=0~3)

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: PTMn Counter Low Byte Register bit 7 ~ bit 0
PTMn 10-bit/16-bit Counter bit 7 ~ bit 0

PTMnDH Register (n=0~1)

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: PTMn Counter High Byte Register bit 7 ~ bit 0
PTMn 16-bit Counter bit 15 ~ bit 8

PTMnDH Register (n=2~3)

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R	R
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **D9~D8**: PTMn Counter High Byte Register bit 1 ~ bit 0
PTMn 10-bit Counter bit 9 ~ bit 8

PTMnAL Register (n=0~3)

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: PTMn CCRA Low Byte Register bit 7 ~ bit 0
PTMn 10-bit/16-bit CCRA bit 7 ~ bit 0

PTMnAH Register (n=0~1)

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: PTMn CCRA High Byte Register bit 7 ~ bit 0
PTMn 16-bit CCRA bit 15 ~ bit 8

PTMnAH Register (n=2~3)

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **D9~D8**: PTMn CCRA High Byte Register bit 1 ~ bit 0
PTMn 10-bit CCRA bit 9 ~ bit 8

PTMnRPL Register (n=0~3)

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: PTMn CCRP Low Byte Register bit 7 ~ bit 0
PTMn 10-bit/16-bit CCRP bit 7 ~ bit 0

PTMnRPH Register (n=0~1)

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: PTMn CCRP High Byte Register bit 7 ~ bit 0
PTMn 16-bit CCRP bit 15 ~ bit 8

PTMnRPH Register (n=2~3)

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **D9~D8**: PTMn CCRP High Byte Register bit 1 ~ bit 0
PTMn 10-bit CCRP bit 9 ~ bit 8

Periodic Type TM Operating Modes

The Periodic Type TM can operate in one of five operating modes, Compare Match Output Mode, PWM Output Mode, Single Pulse Output Mode, Capture Input Mode or Timer/Counter Mode. The operating mode is selected using the PTnM1 and PTnM0 bits in the PTMnC1 register.

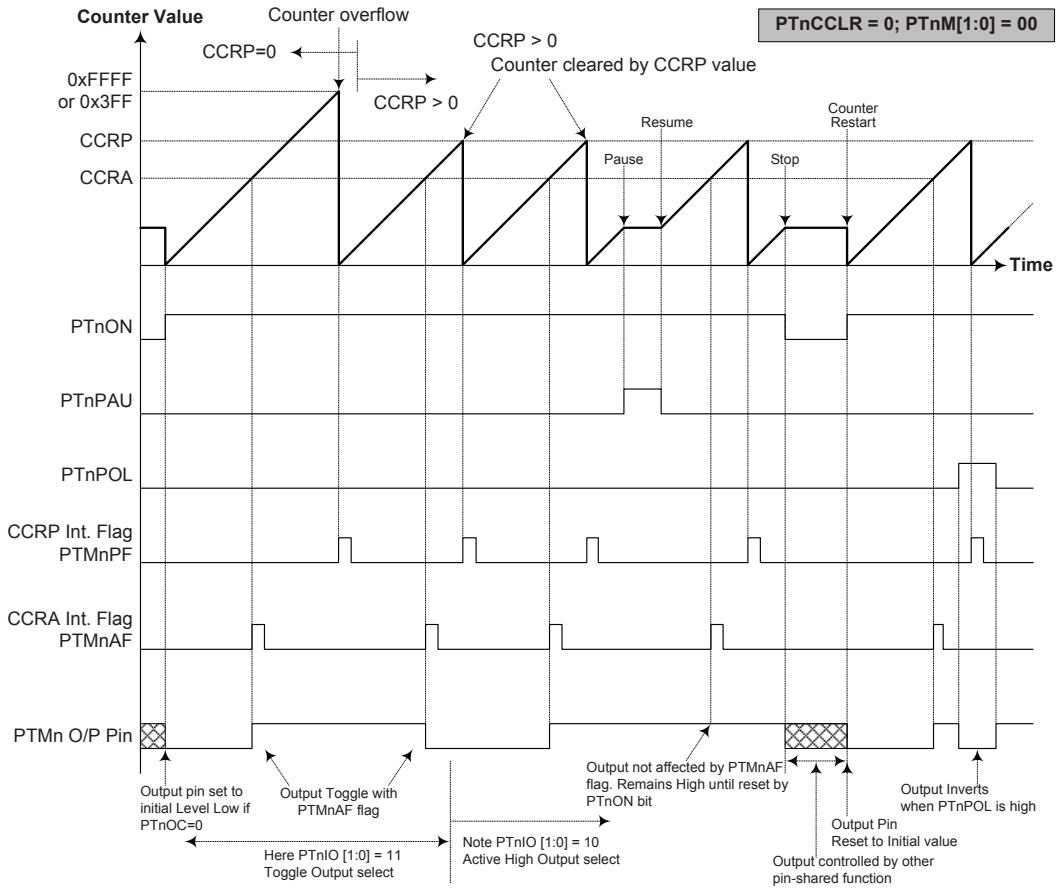
Compare Match Output Mode

To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register, should be set to 00 respectively. In this mode once the counter is enabled and running it can be cleared by three methods. These are a counter overflow, a compare match from Comparator A and a compare match from Comparator P. When the PTnCCLR bit is low, there are two ways in which the counter can be cleared. One is when a compare match from Comparator P, the other is when the CCRP bits are all zero which allows the counter to overflow. Here both PTMnAF and PTMnPF interrupt request flags for Comparator A and Comparator P respectively, will both be generated.

If the PTnCCLR bit in the PTMnC1 register is high then the counter will be cleared when a compare match occurs from Comparator A. However, here only the PTMnAF interrupt request flag will be generated even if the value of the CCRP bits is less than that of the CCRA registers. Therefore when PTnCCLR is high no PTMnPF interrupt request flag will be generated. In the Compare Match Output Mode, the CCRA can not be cleared to zero.

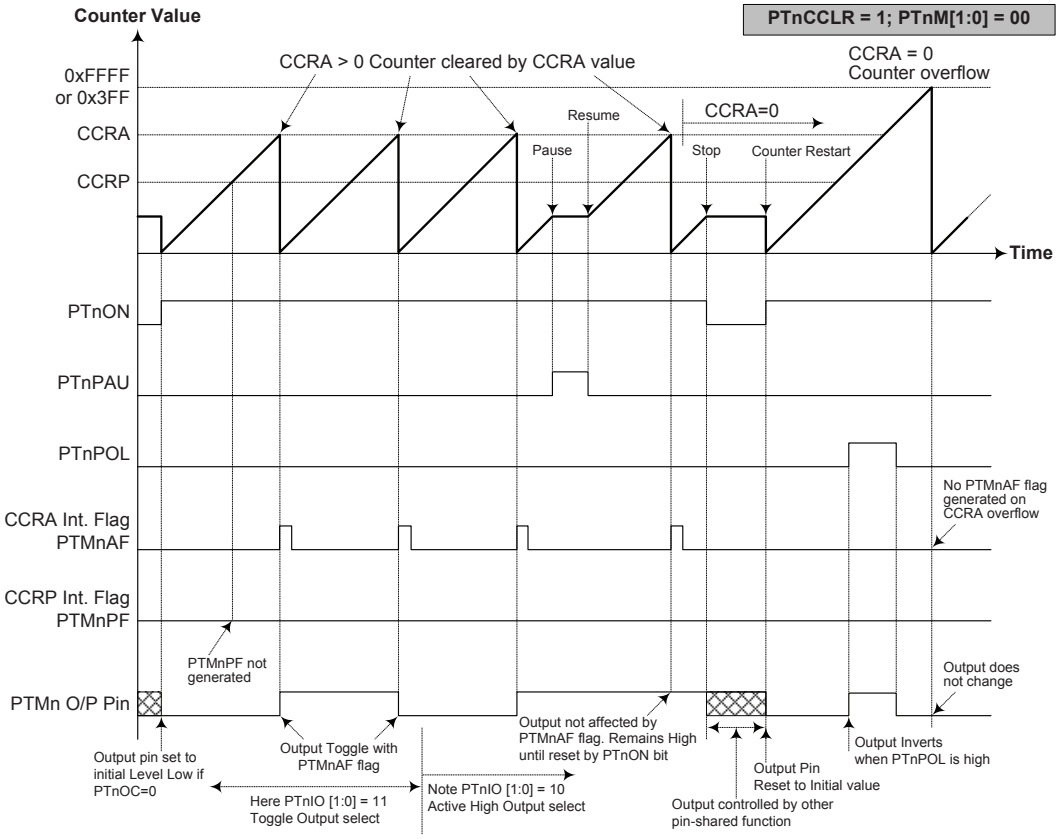
If the CCRA bits are all zero, the counter will overflow when its reaches its maximum value 3FFH for 10-bit or FFFFH for 16-bit, however here the PTMnAF interrupt request flag will not be generated.

As the name of the mode suggests, after a comparison is matched, the PTMn output pin will change state. The PTMn output pin condition however only changes state when a PTMnAF interrupt request flag is generated after a compare match occurs from Comparator A. The PTMnPF interrupt request flag, generated from a compare match occurs from Comparator P, will have no effect on the PTMn output pin. The way in which the PTMn output pin changes state are determined by the condition of the PTnIO1 and PTnIO0 bits in the PTMnC1 register. The PTMn output pin can be selected using the PTnIO1 and PTnIO0 bits to go high, to go low or to toggle from its present condition when a compare match occurs from Comparator A. The initial condition of the PTMn output pin, which is setup after the PTnON bit changes from low to high, is setup using the PTnOC bit. Note that if the PTnIO1 and PTnIO0 bits are zero then no pin change will take place.



Compare Match Output Mode – PTnCCLR = 0 (n=0~3)

Note: 1. With PTnCCLR=0 a Comparator P match will clear the counter
2. PTMn output pin controlled only by the PTMnAF flag
3. The output pin reset to its initial state by a PTnON bit rising edge



Compare Match Output Mode – PTnCCLR = 1 (n=0~3)

Note: 1. With PTnCCLR=1 a Comparator A match clear the counter
2. The PTMn output pin controlled only by the PTMnAF flag
3. The output pin reset to its initial state by a PTnON bit rising edge
4. A PTMnPF flag is not generated when PTnCCLR=1

Timer/Counter Mode

To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 11 respectively. The Timer/Counter Mode operates in an identical way to the Compare Match Output Mode generating the same interrupt flags. The exception is that in the Timer/Counter Mode the PTMn output pin is not used. Therefore the above description and Timing Diagrams for the Compare Match Output Mode can be used to understand its function. As the TM output pin is not used in this mode, the pin can be used as a normal I/O pin or other pin-shared function.

PWM Output Mode

To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 10 respectively and also the PTnIO1 and PTnIO0 bits should be set to 10 respectively. The PWM function within the PTMn is useful for applications which require functions such as motor control, heating control, illumination control etc. By providing a signal of fixed frequency but of varying duty cycle on the PTMn output pin, a square wave AC waveform can be generated with varying equivalent DC RMS values.

As both the period and duty cycle of the PWM waveform can be controlled, the choice of generated waveform is extremely flexible. In the PWM Output Mode, the PTnCCLR bit has no effect on the PWM operation. Both of the CCRA and CCRP registers are used to generate the PWM waveform, CCRP register is used to clear the internal counter and thus control the PWM waveform frequency, while CCRA register is used to control the duty cycle. The PWM waveform frequency and duty cycle can therefore be controlled by the values in the CCRA and CCRP registers. In the PWM output Mode, the CCRP & CCRA can not be set less than "3".

An interrupt flag, one for each of the CCRA and CCRP, will be generated when a compare match occurs from either Comparator A or Comparator P. The PTnOC bit in the PTMnC1 register is used to select the required polarity of the PWM waveform while the two PTnIO1 and PTnIO0 bits are used to enable the PWM output or to force the PTMn output pin to a fixed high or low level. The PTnPOL bit is used to reverse the polarity of the PWM output waveform.

- **16-bit PTMn, PWM Output Mode, Edge-aligned Mode**

CCRP	1~65535	0
Period	1~65535	65536
Duty	CCRA	

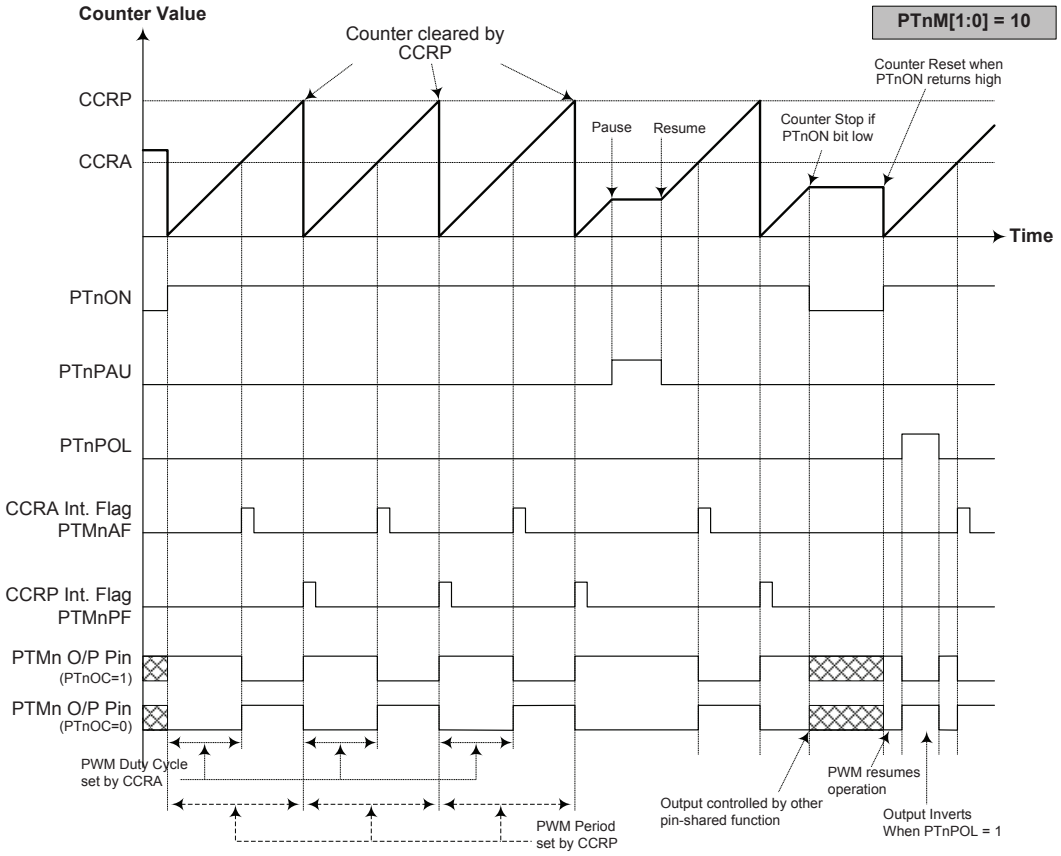
- **10-bit PTMn, PWM Output Mode, Edge-aligned Mode**

CCRP	1~1023	0
Period	1~1023	1024
Duty	CCRA	

If f_{SYS}=4MHz, PTMn clock source select $f_{SYS}/4$, CCRP=512 and CCRA=128,

The PTMn PWM output frequency=($f_{SYS}/4$)/512=$f_{SYS}/2048$=2kHz, duty=128/512=25%.

If the Duty value defined by the CCRA register is equal to or greater than the Period value, then the PWM output duty is 100%.



PWM Output Mode (n=0~3)

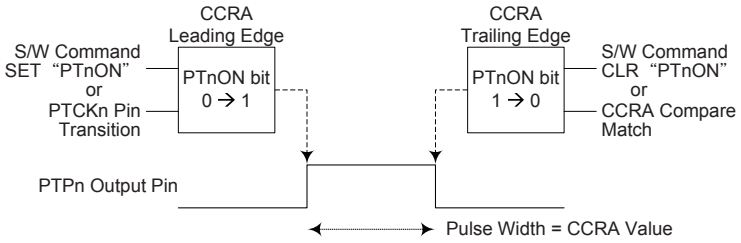
Note: 1. Counter cleared by CCRP
2. A counter clear sets the PWM Period
3. The internal PWM function continues running even when PTnIO[1:0] = 00 or 01
4. The PTnCCLR bit has no influence on PWM operation

Single Pulse Output Mode

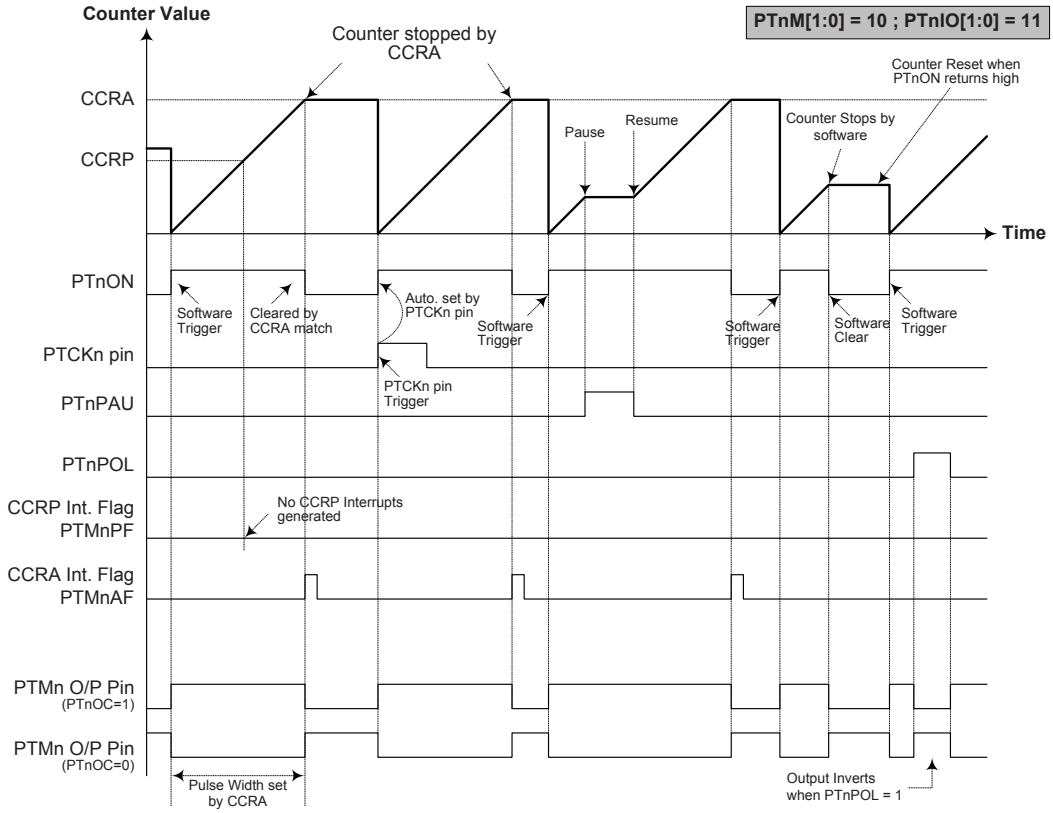
To select this mode, bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 10 respectively and also the PTnIO1 and PTnIO0 bits should be set to 11 respectively. The Single Pulse Output Mode, as the name suggests, will generate a single shot pulse on the PTMn output pin.

The trigger for the pulse output leading edge is a low to high transition of the PTnON bit, which can be implemented using the application program. However in the Single Pulse Mode, the PTnON bit can also be made to automatically change from low to high using the external PTCKn pin, which will in turn initiate the Single Pulse output. When the PTnON bit transitions to a high level, the counter will start running and the pulse leading edge will be generated. The PTnON bit should remain high when the pulse is in its active state. The generated pulse trailing edge will be generated when the PTnON bit is cleared to zero, which can be implemented using the application program or when a compare match occurs from Comparator A.

However a compare match from Comparator A will also automatically clear the PTnON bit and thus generate the Single Pulse output trailing edge. In this way the CCRA value can be used to control the pulse width. A compare match from Comparator A will also generate a PTMn interrupt. The counter can only be reset back to zero when the PTnON bit changes from low to high when the counter restarts. In the Single Pulse Mode CCRP is not used. The PTnCCLR bit is not used in this Mode.



Single Pulse Generation (n=0~3)



Single Pulse Mode (n=0~3)

Note: 1. Counter stopped by CCRA
2. CCRP is not used
3. The pulse is triggered by the PTCKn pin or by setting the PTnON bit high
4. A PTCKn pin active edge will automatically set the PTnON bit high
5. In the Single Pulse Mode, PTnIO[1:0] must be set to "11" and cannot be changed.

Capture Input Mode (PTM0)

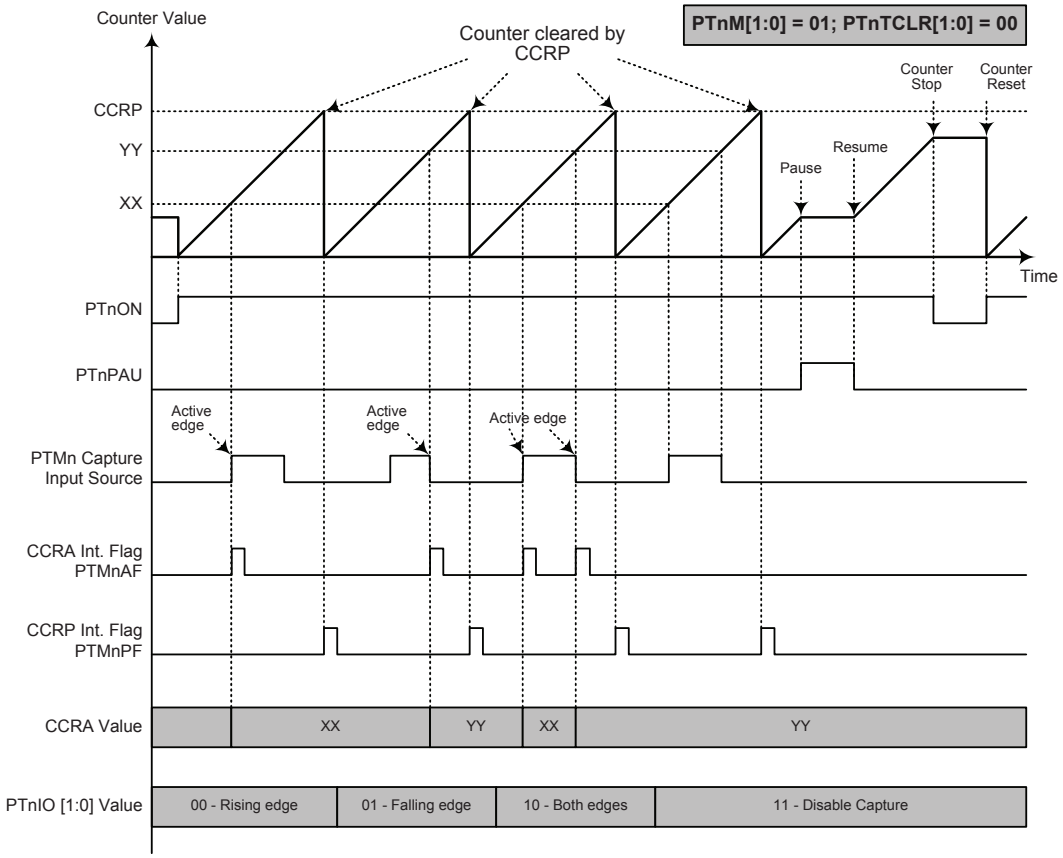
To select this mode bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 01 respectively. This mode enables external signals to capture and store the present value of the internal counter and can therefore be used for applications such as pulse width measurements. The external signal is supplied on the PTPnI or PTCKn pin which is selected using the PTnCAPTS bit in the PTMnC1 register. The signal sourced from the Noise Filter Dat_Out which is a filtered signal of the NFIN pin input is also can be selected as the capture input signal. The input signal active edge can be either a rising edge, a falling edge or both rising and falling edges; the active edge transition type is selected using the PTnIO1 and PTnIO0 bits in the PTMnC1 register. The counter is started when the PTnON bit changes from low to high which is initiated using the application program.

The PTnIO1 and PTnIO0 bits decide which active edge transition type to be latched and to generate an interrupt. The PTnTCLR1 and PTnTCLR0 bits decide the condition that the counter reset back to zero. The present counter value latched into CCRA or CCRB is decided by PTnIO1~PTnIO0 together with PTnTCLR1~PTnTCLR0 setting. The PTnIO1~PTnIO0 and PTnTCLR1~PTnTCLR0 bits are setup independently on each other.

When the required edge transition appears on the PTPnI or PTCKn pin or Dat_Out signal the present value in the counter will be latched into the CCRA or CCRB registers and a PTMn interrupt generated. Irrespective of what events occur on the PTPnI or PTCKn pin or Dat_Out signal, the counter will continue to free run until the PTnON bit changes from high to low. When a CCRP compare match occurs the counter will reset back to zero; in this way the CCRP value can be used to control the maximum counter value. When a CCRP compare match occurs from Comparator P, a PTMn interrupt will also be generated. Counting the number of overflow interrupt signals from the CCRP can be a useful method in measuring long pulse widths. The PTnIO1 and PTnIO0 bits can select the active trigger edge on the PTPnI or PTCKn pin or Dat_Out signal to be a rising edge, falling edge or both edge types. If the PTnIO1 and PTnIO0 bits are both set high, then no capture operation will take place irrespective of what happens on the PTPnI or PTCKn pin or Dat_Out signal, however it must be noted that the counter will continue to run.

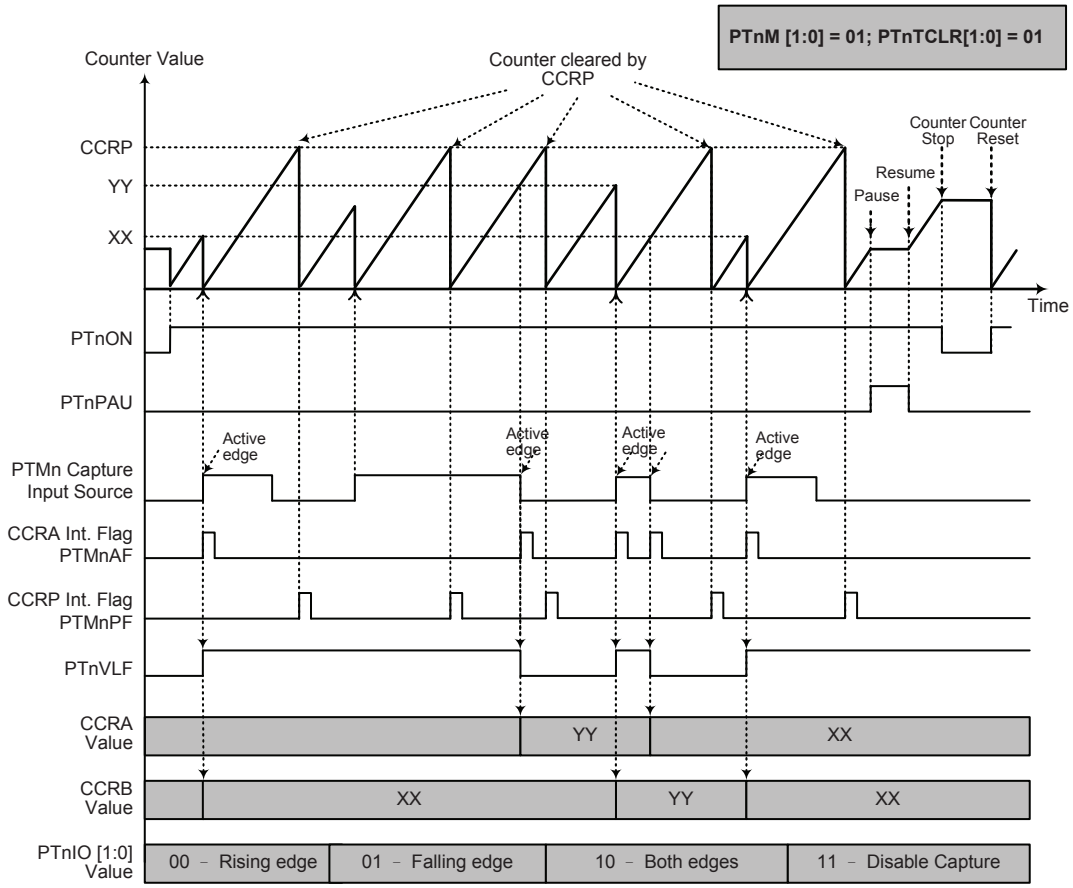
If the capture pulse width is less than two timer clock cycles, it may be ignored by hardware. The timer clock source must be equal to or less than 50MHz, otherwise the counter may fail to count.

As the PTPnI or PTCKn pin is pin-shared with other functions, care must be taken if the PTMn is in the Capture Input Mode. This is because if the pin is setup as an output, then any transitions on this pin may cause an input capture operation to be executed. The PTnCCLR, PTnOC and PTnPOL bits are not used in this Mode.



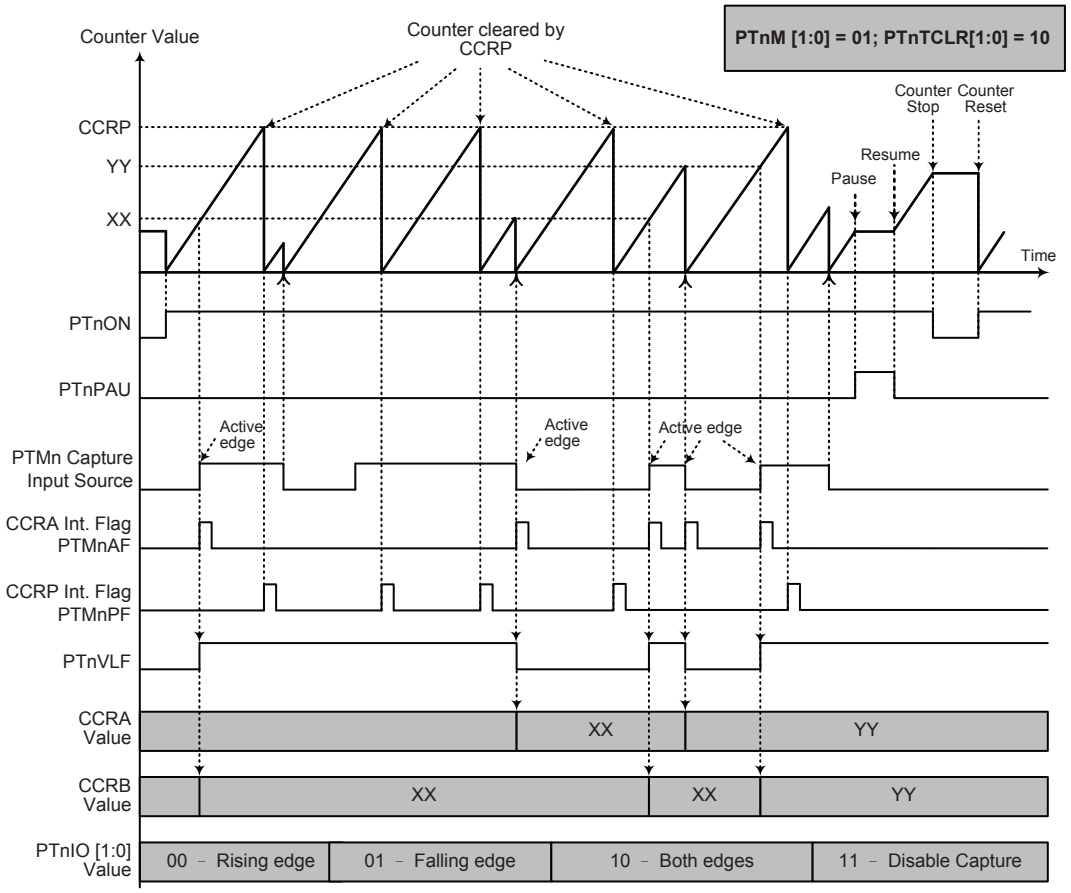
Capture Input Mode – PTnTCLR[1:0] = 00 (n=0)

Note: 1. PTnM[1:0] = 01, PTnTCLR[1:0]=00 and active edge set by the PTnIO[1:0] bits
2. A PTMn Capture input pin active edge transfers the counter value to CCRA
3. Comparator P match will clear the counter
4. PTnCCLR bit not used
5. No output function – PTnOC and PTnPOL bits are not used
6. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.
7. Ignore the PTnVLF bit status when PTnTCLR[1:0]=00



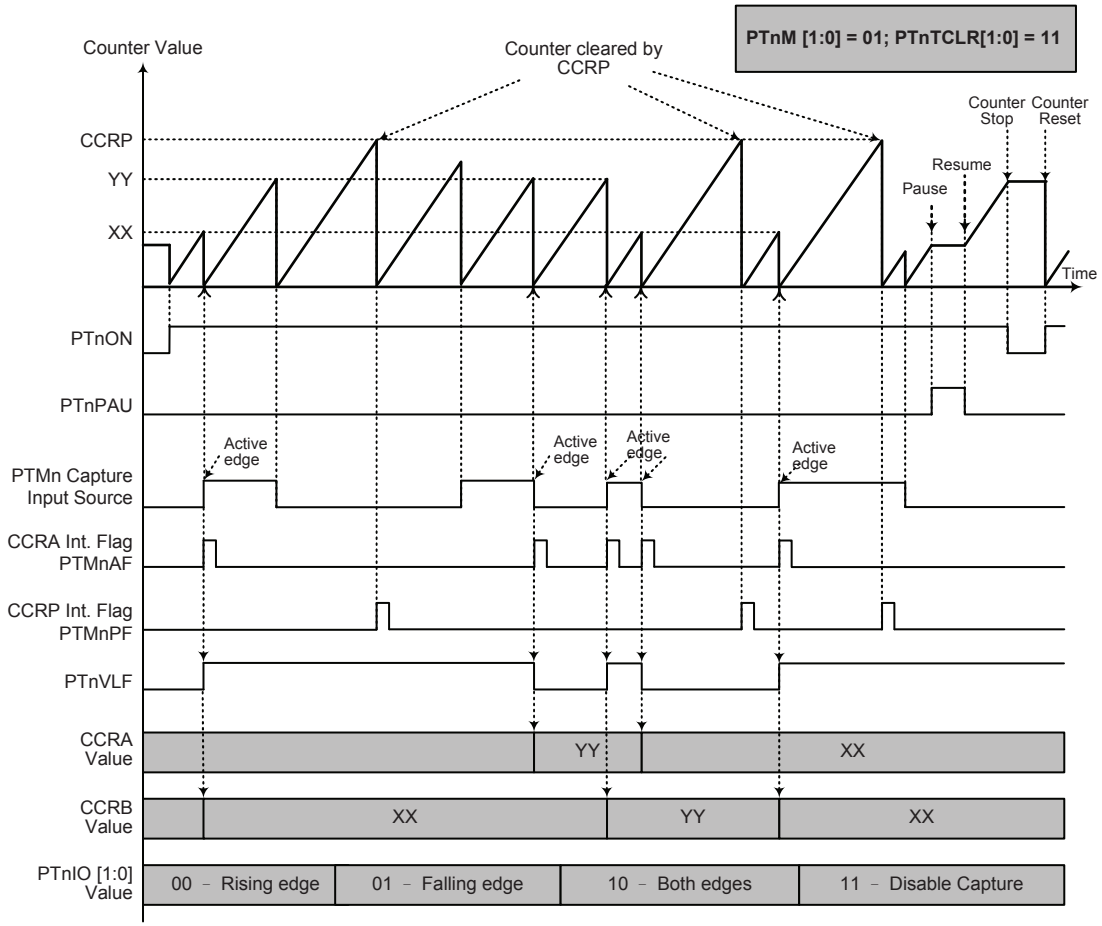
Capture Input Mode – PTnTCLR[1:0] = 01 (n=0)

Note: 1. PTnM[1:0] = 01, PTnTCLR[1:0]=01 and active edge set by the PTnIO[1:0] bits
2. A PTMn Capture input pin active edge transfers the counter value to CCRA or CCRB
3. Comparator P match or PTMn capture input rising edge will clear the counter
4. PTnCCLR bit is not used
5. No output function – PTnOC and PTnPOL bits are not used
6. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.



Capture Input Mode – PTnTCLR[1:0] = 10 (n=0)

Note: 1. PTnM[1:0] = 01, PTnTCLR[1:0]=10 and active edge set by the PTnIO[1:0] bits
2. A PTMn Capture input pin active edge transfers the counter value to CCRA or CCRB
3. Comparator P match or PTMn capture input falling edge will clear the counter
4. PTnCCLR bit is not used
5. No output function – PTnOC and PTnPOL bits are not used
6. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.



Capture Input Mode – PTnTCLR[1:0] = 11 (n=0)

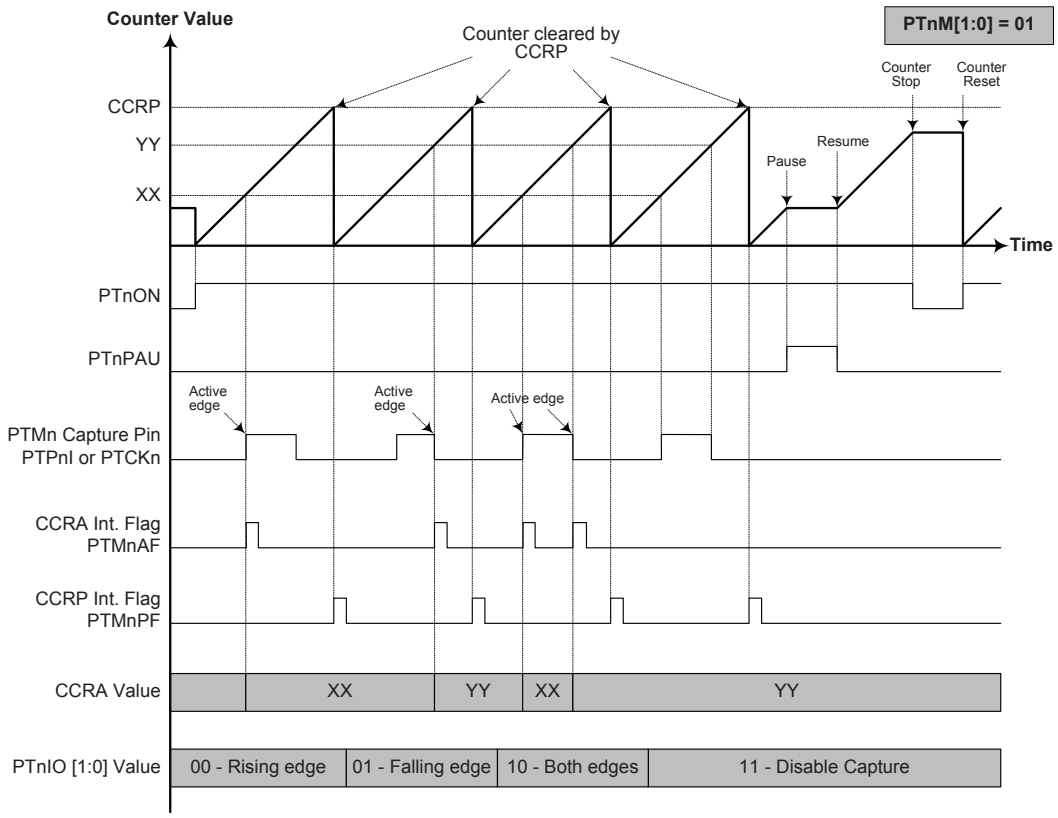
Note: 1. PTnM[1:0] = 01, PTnTCLR[1:0]=11 and active edge set by the PTnIO[1:0] bits
2. A PTMn Capture input pin active edge transfers the counter value to CCRA or CCRB
3. Comparator P match or PTMn capture input pin rising or falling edge will clear the counter
4. PTnCCLR bit is not used
5. No output function, PTnOC and PTnPOL bits not used
6. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.

Capture Input Mode (PTM1~PTM3)

To select this mode bits PTnM1 and PTnM0 in the PTMnC1 register should be set to 01 respectively. This mode enables external signals to capture and store the present value of the internal counter and can therefore be used for applications such as pulse width measurements. The external signal is supplied on the PTPnI or PTCKn pin which is selected using the PTnCAPTS bit in the PTMnC1 register. The input pin active edge can be either a rising edge, a falling edge or both rising and falling edges; the active edge transition type is selected using the PTnIO1 and PTnIO0 bits in the PTMnC1 register. The counter is started when the PTnON bit changes from low to high which is initiated using the application program.

When the required edge transition appears on the PTPnI or PTCKn pin the present value in the counter will be latched into the CCRA registers and a PTMn interrupt generated. Irrespective of what events occur on the PTPnI or PTCKn pin, the counter will continue to free run until the PTnON bit changes from high to low. When a CCRP compare match occurs the counter will reset back to zero; in this way the CCRP value can be used to control the maximum counter value. When a CCRP compare match occurs from Comparator P, a PTMn interrupt will also be generated. Counting the number of overflow interrupt signals from the CCRP can be a useful method in measuring long pulse widths. The PTnIO1 and PTnIO0 bits can select the active trigger edge on the PTPnI or PTCKn pin to be a rising edge, falling edge or both edge types. If the PTnIO1 and PTnIO0 bits are both set high, then no capture operation will take place irrespective of what happens on the PTPnI or PTCKn pin, however it must be noted that the counter will continue to run.

As the PTPnI or PTCKn pin is pin shared with other functions, care must be taken if the PTMn is in the Capture Input Mode. This is because if the pin is setup as an output, then any transitions on this pin may cause an input capture operation to be executed. The PTnCCLR, PTnOC and PTnPOL bits are not used in this Mode.



Capture Input Mode (n=1~3)

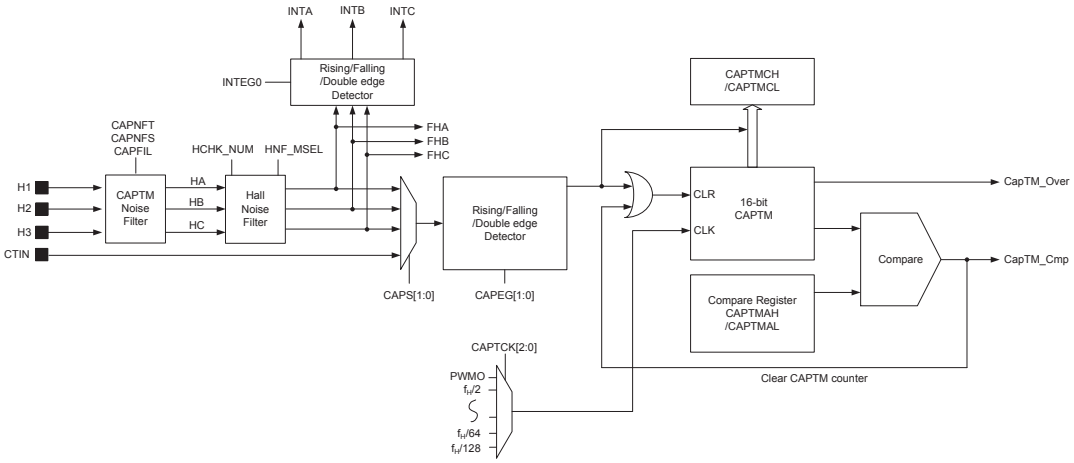
Note: 1. PTnM[1:0] = 01 and active edge set by the PTnIO[1:0] bits
2. A PTMn Capture input pin active edge transfers the counter value to CCRA
3. PTnCCLR bit not used
4. No output function – PTnOC and PTnPOL bits are not used
5. CCRP determines the counter value and the counter has a maximum count value when CCRP is equal to zero.

Capture Timer Module – CAPTM

The Capture Timer Module is a timing unit specifically used for Motor Control purposes. The CAPTM is controlled by a programmable clock source.

Capture Timer Overview

At the core of the Capture Timer Module is a 16-bit count-up counter which is driven by a user selectable internal clock source which is some multiple of the system clock or by the PWMO. There is also an internal comparator which compares the value of this 16-bit counter with a pre-programmed 16-bit value stored in two registers. There are two basic modes of operation, a Compare Mode and a Capture Mode, each of which can be used to reset the internal counter. When a compare match occurs a signal will be generated to reset the internal counter. The counter can also be cleared when a capture trigger is generated by one of four sources, H1, H2, H3 and CTIN.



Note: The detailed control and input selection for the Hall noise filter is described in the Hall Sensor Noise Filter section.

Capture Timer Block Diagram

Capture Timer Register Description

Overall operation of the Capture Timer is controlled using eight registers. A read only register pair exists to store the internal counter 16-bit value, while a read/write register pair exists to store the internal 16-bit compare value. Another read only register pair is used to store the capture value. The remaining two registers are control registers which setup the different operating and control modes.

Register Name	Bit							
	7	6	5	4	3	2	1	0
CAPTC0	CAPTPAU	CAPTCK2	CAPTCK1	CAPTCK0	CAPTON	—	CAPS1	CAPS0
CAPTC1	CAPEG1	CAPEG0	CAPEN	CAPNFT	CAPNFS	CAPFIL	CAPCLR	CAMCLR
CAPTMDL	D7	D6	D5	D4	D3	D2	D1	D0
CAPTMDH	D15	D14	D13	D12	D11	D10	D9	D8
CAPTMAL	D7	D6	D5	D4	D3	D2	D1	D0
CAPTMAH	D15	D14	D13	D12	D11	D10	D9	D8
CAPTMCL	D7	D6	D5	D4	D3	D2	D1	D0
CAPTMCH	D15	D14	D13	D12	D11	D10	D9	D8

Capture Timer Register List

CAPTC0 Register

Bit	7	6	5	4	3	2	1	0
Name	CAPTPAU	CAPTCK2	CAPTCK1	CAPTCK0	CAPTON	—	CAPS1	CAPS0
R/W	R/W	R/W	R/W	R/W	R/W	—	R/W	R/W
POR	0	0	0	0	0	—	0	0

Bit 7 **CAPTPAU**: CAPTM Counter Pause Control
0: Run
1: Pause

The counter can be paused by setting this bit high. Clearing the bit to zero restores normal counter operation. When in a Pause condition the CAPTM will remain powered up and continue to consume power. The counter will retain its residual value when this bit changes from low to high and resume counting from this value when the bit changes to a low value again.

Bit 6~4 **CAPTCK2~CAPTCK0**: Select CAPTM Counter clock
000: PWMO periodic signal
001: $f_H/2$
010: $f_H/4$
011: $f_H/8$
100: $f_H/16$
101: $f_H/32$
110: $f_H/64$
111: $f_H/128$

These three bits are used to select the clock source for the CAPTM. The clock source f_H is the high speed system oscillator clock.

Bit 3 **CAPTON**: CAPTM Counter On/Off Control
0: Off
1: On

This bit controls the overall on/off function of the CAPTM. Setting the bit high enables the counter to run, clearing the bit disables the CAPTM. Clearing this bit to zero will stop the counter from counting and turn off the CAPTM which will reduce its power consumption. When the bit changes state from low to high the internal counter value will be reset to zero, however when the bit changes from high to low, the internal counter will retain its residual value.

Bit 2 Unimplemented, read as "0"

Bit 1~0 **CAPS1~CAPS0**: CAPTM capture source selection
00: From H1 pin (FHA)
01: From H2 pin (FHB)
10: From H3 pin (FHC)
11: CTIN

CAPTC1 Register

Bit	7	6	5	4	3	2	1	0
Name	CAPEG1	CAPEG0	CAPEN	CAPNFT	CAPNFS	CAPFIL	CAPCLR	CAMCLR
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **CAPEG1~CAPEG0**: CAPTM capture active edge selection
00: CAPTM capture disabled
01: Rising edge capture
10: Falling edge capture
11: Dual edges capture

Bit 5 **CAPEN**: CAPTM capture input control
0: Disable
1: Enable

Bit 4 **CAPNFT**: CAPTM Noise Filter sampling times definition
0: 2 times
1: 4 times
The CAPTM Noise Filter circuit requires sampling the signal twice or 4 times continuously, when the sampled signals are all the same, the signal will be acknowledged. The sample frequency is decided by the CAPNFS bit.

Bit 3 **CAPNFS**: CAPTM Noise Filter clock source selection
0: t_H
1: $4 \times t_H$
The clock source for the Capture Timer Module Counter is provided by f_H or $f_H/4$.

Bit 2 **CAPFIL**: CAPTM capture input noise filter control
0: Disable
1: Enable

Bit 1 **CAPCLR**: CAPTM Counter capture auto-reset control
0: Disable
1: Enable
If this bit is set high, when H1/H2/H3/CTIN generates the required capture edge, the hardware will automatically transfer the value in the CAPTMDL and CAPTMDH register to the capture register pair CAPTMCL and CAPTMCH, and then reset the CAPTM counter.

Bit 0 **CAMCLR**: CAPTM Counter compare match auto-reset control
0: Disable
1: Enable
If this bit is set high, when a compare match condition occurrs, the hardware will automatically reset the CAPTM counter.

CAPTMDL Register

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: CAPTM Counter Low Byte Register bit 7 ~ bit 0
CAPTM 16-bit Counter bit 7 ~ bit 0

CAPTMDH Register

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: CAPTM Counter High Byte Register bit 7 ~ bit 0
CAPTM 16-bit Counter bit 15 ~ bit 8

CAPTMAL Register

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: CAPTM Compare Low Byte Register bit 7 ~ bit 0
CAPTM 16-bit Compare Register bit 7 ~ bit 0

CAPTMAH Register

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D15~D8**: CAPTM Compare High Byte Register bit 7 ~ bit 0
CAPTM 16-bit Compare Register bit 15 ~ bit 8

CAPTMCL Register

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	x	x	x	x	x	x	x	x

"x": unknown

Bit 7~0 **D7~D0**: CAPTM Capture Low Byte Register bit 7 ~ bit 0
CAPTM 16-bit Capture Register bit 7 ~ bit 0

CAPTMCH Register

Bit	7	6	5	4	3	2	1	0
Name	D15	D14	D13	D12	D11	D10	D9	D8
R/W	R	R	R	R	R	R	R	R
POR	x	x	x	x	x	x	x	x

"x": unknown

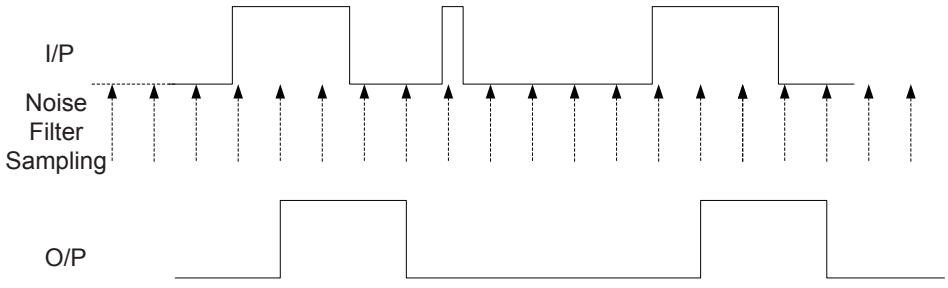
Bit 7~0 **D15~D8**: CAPTM Capture High Byte Register bit 7 ~ bit 0
CAPTM 16-bit Capture Register bit 15 ~ bit 8

Capture Timer Operation

The Capture Timer is used to detect and measure input signal pulse widths and periods. It operate in Capture or Compare Mode. There are four timer capture inputs, H1, H2, H3 and CTIN. Each of these capture inputs has its own edge detector selection, it can be either a rising edge, a falling edge or both rising and falling edges.

The CAPTON bit is used to control the overall Capture Timer module enable/disable. Disabling the Capture Module when not used will reduce the device power consumption. Additionally the capture input control is enabled/disabled using the CAPEN control bit. The trigger edge options are setup using the CAPEG1 and CAPEG0 bits, to select either positive edge, negative edge or both edges.

The capture timer also includes an internal noise filter which is used to filter out unwanted glitches or pulses on the input pin. This function is enabled using the CAPFIL bit. If the noise filter is enabled, the capture input signals must be sampled either 2 or 4 times, in order to recognise an edge as a valid capture event. The sampling 2 or 4 time units are based on either t_H or $4 \times t_H$ determined using the CAPNFS bit.



Noise Filter Timing – CAPNFT = 0 & CAPNFS = 0

Capture Mode Operation

The capture timer module contains two capture registers, CAPTMCL and CAPTMCH, which are used to store the present value in the counter. When the Capture Module is enabled, then each capture input source receives a valid trigger signal, the content of the free running counter-up 16-bit counter, which is contained in the CAPTMDL and CAPTMDH registers, will be tranferred into the capture registers, CAPTMCL and CAPTMCH. When this occurs, the CAPOF interrupt flag bit in the interrupt control register will be set. As the capture interrupt is contained within a Multi-function Interrupt, if this interrupt is enabled by setting the interrupt enable bit CAPOE and the global interrupt, its associated multi-function interrupt are enabled, an interrupt will be generated. If the CAPCLR bit is set high, then the 16-bit counter will be automatically reset after a capture event occurs.

Compare Mode Operation

When the timer is used in the compare mode, the CAPTMAL and CAPTMAH registers are used to store the 16-bit compare value. When the free running value of the count-up 16-bit counter reaches a value equal to the programmed compare value in these compare registers, the CAPCF interrupt flag bit in the interrupt control register will be set. If the CAMCLR bit is set high, then the counter will be reset to zero automatically when a compare match condition occurs.

For motor applications, the rotor speed or a stalled motor condition can be detected by setting the compare registers to compare the captured signal edge transition time. If a rotor stall condition occurs, then a compare interrupt will be generated, after which the PWM motor drive circuit can be shut down to prevent a motor burn out situation.

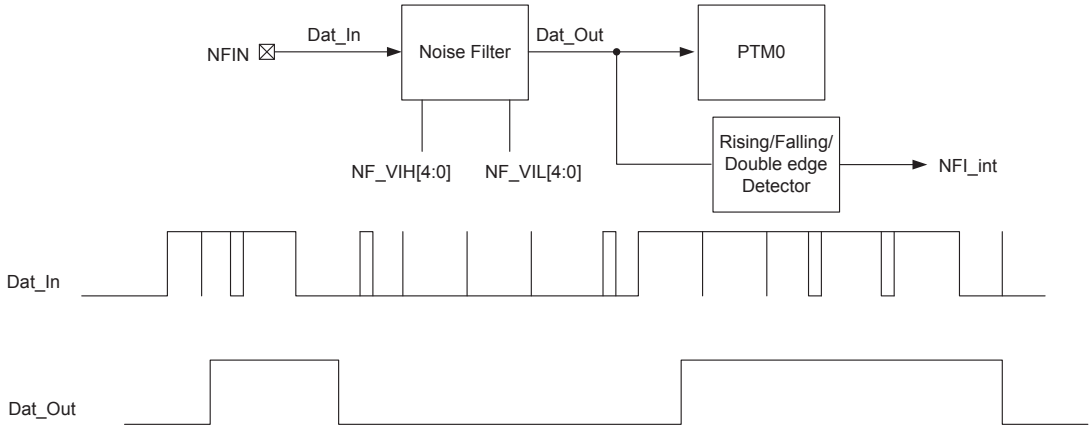
Noise Filter

The external NFIN pin is connected to an internal filter to reduce the possibility of unwanted event counting events or inaccurate pulse width measurements due to adverse noise or spikes on the NFIN input signal and then outputs to the 16-bit PTM0 capture circuit in order to ensure that the motor control circuit works normally.

The noise filter circuit is an I/O surge filtering analog circuit which can filter micro-second grade sharp-noise.

Antinoise pulse width maximum: (NF_VIH[4:0]-NF_VIL[4:0])×(1/f_{SYS}) ×100

Where (NF_VIH[4:0]-NF_VIL[4:0])>1



Noise Filter Register Description

NF_VIH Register

Bit	7	6	5	4	3	2	1	0
Name	NF_BYPS	CINS	—	D4	D3	D2	D1	D0
R/W	R/W	R/W	—	R/W	R/W	R/W	R/W	R/W
POR	0	0	—	1	1	0	0	1

Bit 7 **NF_BYPS**: Bypass Noise Filter control
0: Noise Filter used
1: Noise Filter Bypass, Dat_Out=Dat_In

Bit 6 **CINS**: PTM0 capture input source selection
0: Noise Filter Dat_Out not selected (remains original PTM0 capture path)
1: Noise Filter Dat_Out selected

Bit 5 Unimplemented, read as "0"

Bit 4~0 **D4~D0**: NF_VIH[4:0] data

NF_VIL Register

Bit	7	6	5	4	3	2	1	0
Name	NFIS1	NFIS0	—	D4	D3	D2	D1	D0
R/W	R/W	R/W	—	R/W	R/W	R/W	R/W	R/W
POR	0	0	—	0	1	0	1	0

Bit 7~6 **NFIS1~NFIS0**: NFIN interrupt edge control
00: Disable
01: Rising edge trigger
10: Falling edge trigger
11: Dual edge trigger

Bit 5 Unimplemented, read as "0"

Bit 4~0 **D4~D0**: NF_VIL[4:0] data

Analog to Digital Converter

The need to interface to real world analog signals is a common requirement for many electronic systems. However, to properly process these signals by a microcontroller, they must first be converted into digital signals by A/D converters. By integrating the A/D conversion electronic circuitry into the microcontroller, the need for external components is reduced significantly with the corresponding follow-on benefits of lower costs and reduced component space requirements.

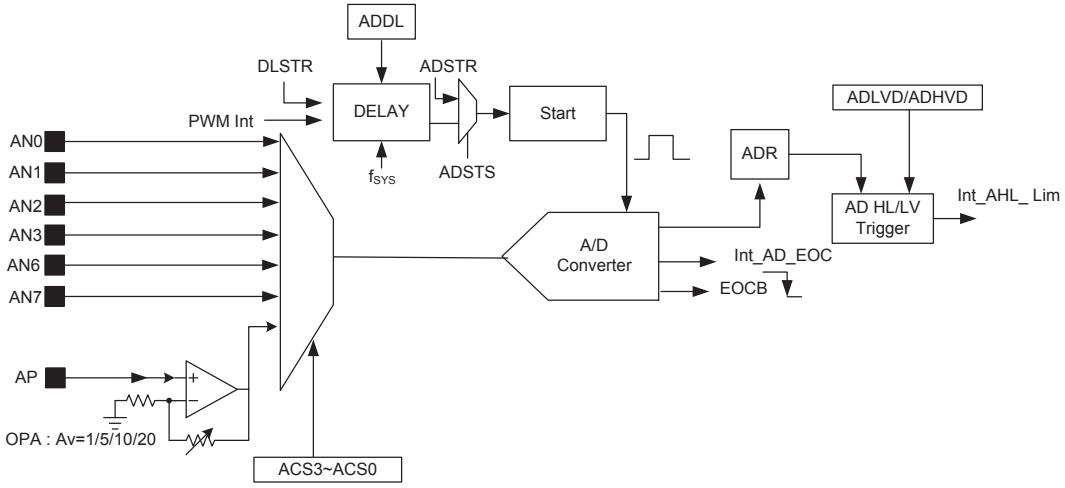
A/D Converter Overview

This device contains a multi-channel analog to digital converter which can directly interface to external analog signals, such as that from sensors or other control signals and convert these siganls directly into a 12-bit digital value. An additional channel is connected to the external current sense input pin, AP, via an internal operational amplifier for signal amplification, before being transferred to the A/D converter input.

A set of register pairs which are known as high and low boundary registers, allow the A/D converter digital output value to be compared with upper and lower limit values and a corresponding interrupt to be generated. An additional delay function allows a delay to be inserted into the PWM triggered A/D conversion start process to reduce the possibility of erroneous analog value sampling when the output power transistors are switching large motor currents.

Input Channels	A/D Channel Select Bits	Input Pins
6+1	ACS3~ACS0	AN0~AN3, AN6~AN7; AP

The accompanying block diagram shows the overall internal structure of the A/D converter, together with its associated registers.



A/D Converter Structure

A/D Converter Register Description

Overall operation of the A/D converter is controlled using a series of registers. A read only register pair, ADRH and ADRL, exists to store the A/D converter data 12-bit value. Two register pairs, ADLVDH/ADLVDL and ADHVDH/ADHVDL, are used to store the boundary limit values of the A/D interrupt trigger. The ADDL register is used to setup the start conversion delay time. The remaining registers are control registers which setup the operating and control function of the A/D converter.

Register Name	Bit							
	7	6	5	4	3	2	1	0
ADRL (ADRFS=0)	D3	D2	D1	D0	—	—	—	—
ADRL (ADRFS=1)	D7	D6	D5	D4	D3	D2	D1	D0
ADRH (ADRFS=0)	D11	D10	D9	D8	D7	D6	D5	D4
ADRH (ADRFS=1)	—	—	—	—	D11	D10	D9	D8
ADLVDL (ADRFS=0)	D3	D2	D1	D0	—	—	—	—
ADLVDL (ADRFS=1)	D7	D6	D5	D4	D3	D2	D1	D0
ADLVDH (ADRFS=0)	D11	D10	D9	D8	D7	D6	D5	D4
ADLVDH (ADRFS=1)	—	—	—	—	D11	D10	D9	D8
ADHVDL (ADRFS=0)	D3	D2	D1	D0	—	—	—	—
ADHVDL (ADRFS=1)	D7	D6	D5	D4	D3	D2	D1	D0
ADHVDH (ADRFS=0)	D11	D10	D9	D8	D7	D6	D5	D4
ADHVDH (ADRFS=1)	—	—	—	—	D11	D10	D9	D8
ADCR0	ADSTR	EOCB	ADOFF	ADRFS	ACS3	ACS2	ACS1	ACS0
ADCR1	ADSTS	DLSTR	PWIS	ADCHVE	ADCLVE	ADCK2	ADCK1	ADCK0
ADCR2	—	—	—	—	—	—	PWDIS1	PWDIS0
ADDL	D7	D6	D5	D4	D3	D2	D1	D0

A/D Converter Register List

A/D Converter Data Registers

As this device contains an internal 12-bit A/D converter, it requires two data registers to store the converted value. These are a high byte register, known as ADRH, and a low byte register, known as ADRL. After the conversion process takes place, these registers can be directly read by the microcontroller to obtain the digitised conversion value.

ADRFS	ADRH								ADRL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	0	0	0	0
1	0	0	0	0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0

A/D Converter Data Registers

A/D Converter Control Registers

To control the function and operation of the A/D converter, several control registers known as ADCR0, ADCR1 and ADCR2 are provided. These 8-bit registers define functions such as the selection of which analog channel is connected to the internal A/D converter, the digitised data format, the A/D clock source as well as controlling the start function and monitoring the A/D converter end of conversion status. The ACS3~ACS0 bits in the ADCR0 register define the A/D converter input channel. As the device contains only one actual analog to digital converter hardware circuit, at a time only one of the external or internal analog signal inputs can be routed to the converter. It is the function of the ACS3~ACS0 bits to determine which analog channel input pins or AP input signal is actually connected to the internal A/D converter.

The ADDL register is used to store the A/D conversion start delay time if the Delay trigger circuit is selected.

The relevant pin-shared function selection bits determine which pins on I/O Ports are used as analog inputs for the A/D converter input and which pins are not to be used as the A/D converter input. When the pin is selected to be an A/D input, its original function whether it is an I/O or other pin-shared function will be removed. In addition, any internal pull-high resistor connected to the pin will be automatically removed if the pin is selected to be an A/D converter input.

- **ADCR0 Register**

Bit	7	6	5	4	3	2	1	0
Name	ADSTR	EOCB	ADOFF	ADRFS	ACS3	ACS2	ACS1	ACS0
R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	1	1	0	0	0	0	0

Bit 7 **ADSTR**: Start the A/D conversion
0→1→0: Start
This bit is used to initiate an A/D conversion process. The bit is normally low but if set high and then cleared low again, the A/D converter will initiate a conversion process.

Bit 6 **EOCB**: End of A/D conversion flag
0: A/D conversion end
1: A/D conversion in progress
This read only flag is used to indicate when an A/D conversion process has completed. When the conversion process is running the bit is high.

Bit 5 **ADOFF**: A/D converter module power on/off control
0: A/D converter module power on
1: A/D converter module power off
This bit controls the power to the A/D internal function. This bit should be cleared to zero to enable the A/D converter. If the bit is set high, then the A/D converter will be switched off reducing the device power consumption. As the A/D converter will consume a limited amount of power, even when not executing a conversion, this may be an important consideration in power sensitive battery powered applications. It is recommended to set ADOFF bit high before entering IDLE/SLEEP Mode for saving power.

Bit 4 **ADRFS**: A/D converter 12-bit data format select
0: ADRH/ADLVDH/ADHVDH= D[11:4]; ADRL/ADLVDL/ADHVDL= D[3:0]
1: ADRH/ADLVDH/ADHVDH = D[11:8]; ADRL/ADLVDL/ADHVDL= D[7:0]
This bit controls the format of the 12-bit A/D converted data or boundary limit data of the A/D interrupt trigger in the corresponding high byte and low byte registers. Details are respectively provided in the A/D data registers and A/D boundary registers sections.

Bit 3~0 **ACS3~ACS0**: A/D converter channel selection
0000: AN0
0001: AN1
0010: AN2
0011: AN3
0100: Undefined
0101: Undefined
0110: OPA output
0111: AN6
1000: AN7
1001~1111: Undefined

- **ADCR1 Register**

Bit	7	6	5	4	3	2	1	0
Name	ADSTS	DLSTR	PWIS	ADCHVE	ADCLVE	ADCK2	ADCK1	ADCK0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **ADSTS**: A/D conversion start trigger circuit selection
0: Select ADSTR bit trigger circuit
1: Select DELAY start

Bit 6 **DLSTR**: DELAY start function control
0: Disable
1: Enable

Bit 5 **PWIS**: PWM Module interrupt source selection
0: Select PWM period match interrupt (PWMP_Int)
1: Select PWM duty match interrupt (PWMD0~2_Int)

Bit 4~3 **ADCHVE ~ ADCLVE**: Configuration A/D converter interrupt trigger condition
00: ADLVD[11:0] < ADR[11:0] < ADHVD[11:0]
01: ADR[11:0] ≤ ADLVD[11:0]
10: ADR[11:0] ≥ ADHVD[11:0]
11: ADR[11:0] ≤ ADLVD[11:0] or ADR[11:0] ≥ ADHVD[11:0]

Bit 2~0 **ADCK2~ADCK0**: A/D converter clock source select
000: f_{SYS}
001: $f_{SYS}/2$
010: $f_{SYS}/4$
011: $f_{SYS}/8$
100: $f_{SYS}/16$
101: $f_{SYS}/32$
110: $f_{SYS}/64$
111: Undefined
These three bits are used to select the clock source for the A/D converter.

- **ADCR2 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	PWDIS1	PWDIS0
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **PWDIS1~PWDIS0**: PWMn duty match interrupt source selection when PWIS=1
00: PWM0 duty match interrupt to trigger PWM interrupt
01: PWM1 duty match interrupt to trigger PWM interrupt
10: PWM2 duty match interrupt to trigger PWM interrupt
11: Reseved (select PWM2 duty match interrupt to trigger PWM interrupt)

- **ADDL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: Control code for A/D converter DELAY circuit delay time (count based on system clock)

A/D Converter Boundary Registers

The device contains two pairs of registers what are known as boundary registers to strore fixed values for comparison with the A/D converted data value stored in ADRH and ADRL to trigger an A/D converter compare result interrupt. These two pairs of boundary registers are a high boundary register pair, known as ADHVDL and ADHVDH, and a low boundary register pair known as ADLVDL and ADLVDH.

ADRFS	ADLVDH								ADLVDL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	0	0	0	0
1	0	0	0	0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0

A/D Low Boundary Data Registers

ADRFS	ADHVDH								ADHVDL							
	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	0	0	0	0
1	0	0	0	0	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0

A/D High Boundary Data Registers

A/D Converter Operation

There are two ways to initiate an A/D converter conversion cycle, selected using the ADSTS bit. The first of these is to use the ADSTR bit in the ADCR0 register to start the A/D converter. When the microcontroller sets this bit from low to high and then low again, an analog to digital conversion cycle will be initiated. When the ADSTR bit is brough from low to high but not low again, the EOCB bit in the ADCR0 register will be set high and the analog to digital converter will be reset.

The second method of initiating a conversion is to use the PWM interrupt signal. This can be sourced from either the PWM period or the PWM duty interrupt signal, selected using the PWIS bit. If selects PWM duty interrupt signal, the actual PWM duty interrupt trigger source can be selected by the PWDIS1 and PWDIS0 bits in the ADCR2 register. The DLSTR bit can activate a delay function which inserts a delay time between the incoming PWM interrupt signal and the actual start of the A/D conversion process, with the actual delay time being setup using the ADDL register.

The actual delay time is calculated by the ADDL register content multiplied by the system clock period. The delay time between the PWM interrupt and the start of the A/D conversion is to reduce the possibility of erroneous analog samples being taken during the time of large transient current swithing by the motor drive tansistors. Note that if the DLSTR bit selects no delay the ADDL register must be cleared to zero and vice-versa if the delay is selected, then a non-zero value must be programmed into the ADDL register.

The EOCB bit in the ADCR0 register is used to indicate when the analog to digital conversion process is complete. This bit will be automatically cleared to zero by the microcontroller after an A/D conversion cycle has ended. In addition, the corresponding A/D interrupt request flag will be set in the interrupt control register, and if the interrupts are enabled, an appropriate internal interrupt signal will be generated. This A/D internal interrupt signal will direct the program flow to the associated A/D internal interrupt address for processing. If the A/D internal interrupt is disabled, the microcontroller can poll the EOCB bit in the ADCR0 register to check whether it has been cleared as an alternative method of detecting the end of an A/D conversion cycle.

The clock source for the A/D converter, which originates from the system clock f_{SYS}, can be chosen to be either f_{SYS} or a subdivided version of f_{SYS}. The division ratio value is determined by the ADCK2~ADCK0 bits in the ADCR1 register. Although the A/D clock source is determined by the system clock f_{SYS} and by bits ADCK2~ADCK0, there are some limitations on the maximum and minimum A/D clock source speeds that can be selected. As the recommended range of permissible A/D clock period, t_{ADCK}, is from 0.8μs to 12.8μs, care must be taken for system clock frequencies. Refer to the following table for examples, where values marked with an asterisk * show where, special care must be taken, as the values may exceed the specified A/D Clock Period range.

f_{SYS}	A/D Clock Period (t_{ADCK})							
	ADCK[2:0] = 000 (f_{SYS})	ADCK[2:0] = 001 (f_{SYS}/2)	ADCK[2:0] = 010 (f_{SYS}/4)	ADCK[2:0] = 011 (f_{SYS}/8)	ADCK[2:0] = 100 (f_{SYS}/16)	ADCK[2:0] = 101 (f_{SYS}/32)	ADCK[2:0] = 110 (f_{SYS}/64)	ADCK[2:0] = 111
5MHz	200ns*	400ns*	800ns	1.6μs	3.2μs	6.4μs	12.8μs	Undefined
10MHz	100ns *	200ns*	400ns*	800ns	1.6μs	3.2μs	6.4μs	Undefined
20MHz	50ns *	100ns *	200ns*	400ns*	800ns	1.6μs	3.2μs	Undefined

A/D Clock Period Examples

Controlling the power on/off function of the A/D converter circuitry is implemented using the ADOFF bit in the ADCR0 register. This bit must be cleared to power on the A/D converter. When the ADOFF bit is cleared to power on the A/D converter internal circuitry, even if no pins are selected for use as A/D inputs, then some power will still be consumed. In power conscious applications it is therefore recommended that the ADOFF is set high to reduce power consumption when the A/D converter function is not being used.

The boundary register pairs, ADHVDH/ADHVDL and ADLVDH/ADLVDL contain preset values which can be compared with the converted values in ADRH/ADRL registers. Various types of comparisons can be made as defined by the ADCLVE and ADCHVE bits and an interrupt will be generated to inform the system that either the lower or higher boundary has been exceeded. This function can be used to ensure that the motor current operates within safe working limits.

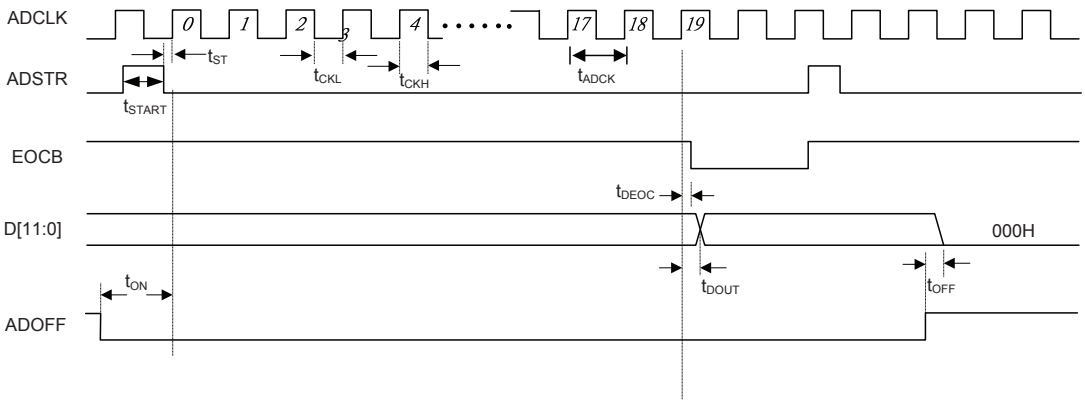
Summary of A/D Conversion Steps

The following summarises the individual steps that should be executed in order to implement an A/D conversion process.

- Step 1
  Select the required A/D conversion clock by correctly programming bits ADCK2~ADCK0 in the ADCR1 register.
- Step 2
  Enable the A/D converter module by clearing the ADOFF bit in the ADCR0 register to zero.
- Step 3
  Select which signal is to be connected to the internal A/D converter by correctly configuring the ACS3~ACS0 bits which are also in the ADCR0 register.
- Step 4
  Select which pin is to be used as A/D input and configure it by correctly programming the corresponding bit in the pin-shared control register.
- Step 5
  Select which trigger circuit is to be used to start an A/D conversion by correctly programming the ADSTS bit in the ADCR1 register.
- Step 6
  Select A/D converter output data format by setting the ADRFS bit in the ADCR0 register.
- Step 7
  If A/D conversion interrupt is used, the interrupt control registers must be correctly configured to ensure the A/D converter interrupt function is active. The master interrupt control bit, EMI, the A/D converter interrupt control bit, AEOCE, and its corresponding multi-function interrupt control bit must all be set high.
- Step 8
  If the Step 5 selects ADSTR trigger circuit, the analog to digital conversion process can be initialised by setting the ADSTR bit in the ADCR0 register from low to high and then low again. Note that this bit should have been originally cleared to zero. If the Step 5 selects PWM interrupt trigger circuit, the DELAY start function should be enabled by setting the DLSTR bit in the ADCR1 register and setup the ADDL register to achieve a delay time.
- Step 9
  To check when the analog to digital convertion process is complete, the EOCB bit in the ADCR0 register can be polled. If A/D conversion is in progress, the EOCB flag will be set high. After the A/D conversion process is complete, the EOCB flag will go low and then the output data can be read from ADRH and ADRL registers to obtain the conversion value. As an alternative method, if the interrupt are enabled and the stack is not full, the program can wait for an A/D interrupt to occur.

Note: When checking for the end of the conversion process, if the method of polling the EOCB bit in the ADCR0 register is used, the interrupt enable step above can be omitted.

The accompanying diagram shows graphically the various stages involved in an analog to digital conversion process and its associated timing. After an A/D conversion process has been initiated by the application program, the microcontroller internal hardware will begin to carry out the conversion, during which time the program can continue with other functions. The time taken for the A/D conversion is $16t_{ADCK}$ where t_{ADCK} is equal to the A/D clock period.



A/D Conversion Timing Diagram

Programming Considerations

During microcontroller operations where the A/D converter is not being used, the A/D internal circuitry can be switched off to reduce power consumption, by setting bit ADOFF high in the ADCR0 register. When this happens, the internal A/D converter circuits will not consume power irrespective of what analog voltage is applied to their input lines. If the A/D converter input lines are used as normal I/Os, then care must be taken as if the input voltage is not at a valid logic level, then this may lead to some increase in power consumption.

A/D Conversion Function

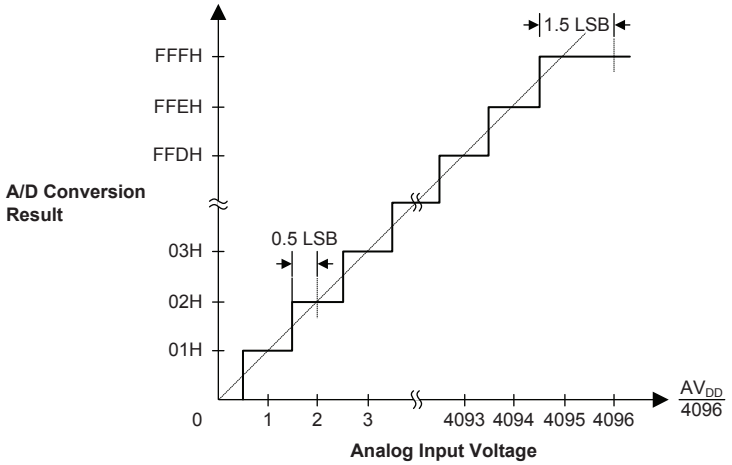
As the device contains a 12-bit A/D converter, its full-scale converted digitised value is equal to FFFH. Since the full-scale analog input value is equal to AV_{DD}, this gives a single bit analog input value of AV_{DD} divided by 4096.

$$1\ LSB = AV_{DD} \div 4096$$

The A/D Converter input voltage value can be calculated using the following equation:

$$A/D\ input\ voltage = A/D\ output\ digital\ value \times (AV_{DD} \div 4096)$$

The diagram shows the ideal transfer function between the analog input value and the digitised output value for the A/D converter. Except for the digitised zero value, the subsequent digitised values will change at a point 0.5 LSB below where they would change without the offset, and the last full scale digitised value will change at a point 1.5 LSB below the AV_{DD} level.



Ideal A/D Conversion Function

A/D Conversion Programming Examples

The following two programming examples illustrate how to setup and implement an A/D conversion. In the first example, the method of polling the EOCB bit in the ADCR0 register is used to detect when the conversion cycle is complete, whereas in the second example, the A/D interrupt is used to determine when the conversion is complete.

Example: using an EOCB polling method to detect the end of conversion

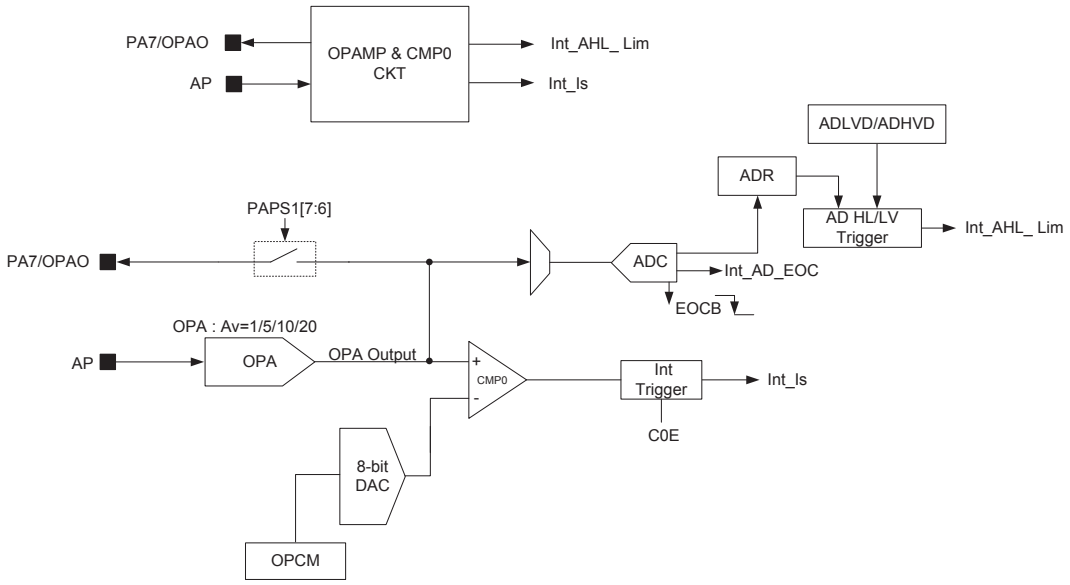
```
clr  AEOCE            ; disable A/D converter interrupt
mov  a,03H
mov  ADCR1,a          ; select fSYS/8 as A/D clock
clr  ADOFF
mov  a,20h            ; setup PBPS0 to configure pin AN0
mov  PBPS0,a
mov  a,00h
mov  ADCR0,a          ; enable and connect AN0 channel to A/D converter
:
:
start_conversion:
clr  ADSTR            ; high pulse on start bit to initiate conversion
set  ADSTR            ; reset A/D
clr  ADSTR            ; start A/D
polling_EOC:
sz   EOCB             ; poll the ADCR0 register EOCB bit to detect end of A/D conversion
jmp  polling_EOC      ; continue polling
mov  a,ADRL           ; read low byte conversion result value
mov  ADRL_buffer,a    ; save result to user defined register
mov  a,ADRH           ; read high byte conversion result value
mov  ADRH_buffer,a    ; save result to user defined register
:
:
jmp  start_conversion ; start next A/D conversion
```

Example: using the interrupt method to detect the end of conversion

```
clr  AEOCE            ; disable A/D interrupt
mov  a,03H
mov  ADCR1,a          ; select fSYS/8 as A/D clock
clr  ADOFF
mov  a,20h            ; setup PBPS0 to configure pin AN0
mov  PBPS0,a
mov  a,00h
mov  ADCR0,a          ; enable and connect AN0 channel to A/D converter
:
:
start_conversion:
clr  ADSTR            ; high pulse on start bit to initiate conversion
set  ADSTR            ; reset A/D
clr  ADSTR            ; start A/D
clr  AEOCF            ; clear A/D interrupt request flag
set  AEOCE            ; enable A/D interrupt
clr  MF1F             ; clear Multi-function interrupt 1 request flag
set  MF1E             ; enable Multi-function interrupt 1
set  EMI              ; enable global interrupt
:
:
; A/D interrupt service routine
ADC_ISR:
mov  acc_stack,a      ; save ACC to user defined memory
mov  a,STATUS
mov  status_stack,a   ; save STATUS to user defined memory
:
:
mov  a,ADRL           ; read low byte conversion result value
mov  ADRL_buffer,a    ; save result to user defined register
mov  a,ADRH           ; read high byte conversion result value
mov  ADRH_buffer,a    ; save result to user defined register
:
:
EXIT_INT_ISR:
mov  a,status_stack
mov  STATUS,a         ; restore STATUS from user defined memory
mov  a,acc_stack      ; restore ACC from user defined memory
reti
```

Over Current Detection

The device contains a fully integrated over current detect circuit which is used for motor protection.



Over Current Detector Block Diagram

Over Current Detect Functional Description

The over current detection function for motor protection can be achieved through a set of circuits which include an operational amplifier OPAMP, an A/D Converter, an 8-bit D/A Converter and a comparator. If an over current situation is detected then the motor external drive circuit can be switched off immediately to prevent damage to the motor.

Two kinds of interrupts can be generated used for current detection.

- A/D Converter compare result interrupt – Int_AHL_Lim
- Comparator 0 interrupt – Int_Is

Over Current Detect Registers

There are four registers to control the function and operation of the over current detection circuits, known as OPOMS, OPCM, OPACAL and CMPC. These 8-bit registers define functions such as comparator interrupt edge control, comparator enable/disable and hysteresis function control, OPAMP operation mode selection and OPAMP calibration. The OPCM register is the 8-bit D/A Converter output control register used for OPAO comparison.

Register Name	Bit							
	7	6	5	4	3	2	1	0
OPOMS	CMP0_EG1	CMP0_EG0	—	—	—	OPAVS2	OPAVS1	OPAVS0
OPCM	D7	D6	D5	D4	D3	D2	D1	D0
OPACAL	—	ARS	AOFM	AOF4	AOF3	AOF2	AOF1	AOF0
CMPC	—	—	—	C0HYEN	—	—	—	C0EN

Over Current Detection Register List

OPOMS Register

Bit	7	6	5	4	3	2	1	0
Name	CMP0_EG1	CMP0_EG0	—	—	—	OPAVS2	OPAVS1	OPAVS0
R/W	R/W	R/W	—	—	—	R/W	R/W	R/W
POR	0	0	—	—	—	0	0	0

Bit 7~6 **CMP0_EG1~CMP0_EG0**: Interrupt edge control for Comparator 0
00: Comparator 0 and D/A converter both disabled
01: Rising edge trigger
10: Falling edge trigger
11: Dual edge trigger

Bit 5~3 Unimplemented, read as "0"

Bit 2~0 **OPAVS2~OPAVS0**: OPAMP gain selection
000: OPAMP disabled
001: Av=5
010: Av=10
011: Av=20
111: Av=1

Note that when the OPAMP is used, the corresponding pin-shared control bit should be properly configured to enable the AP pin function. It it also suggested for users to turn off the pull-high resistor connected to this pin by setting the PAPU register.

OPCM Register

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: 8-bit D/A converter control code bit 7 ~ bit 0

The D/A Converter can be enabled by setting the CMP0_EG[1:0] bits to any value except "00", so the two bits should be properly set before writing into the OPCM register, to make sure the D/A converter can output successfully.

OPACAL Register

Bit	7	6	5	4	3	2	1	0
Name	—	ARS	AOFM	AOF4	AOF3	AOF2	AOF1	AOF0
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	1	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **ARS**: Reference input selection for comparator offset calibration
0: Inverting input of comparator
1: Non-inverting input of comparator

Bit 5 **AOFM**: Normal or Calibration Mode selection
0: Normal Mode
1: Offset Calibration Mode

Bit 4~0 **AOF4~AOF0**: Comparator 0 input offset voltage calibration control code
00000: Minimum
10000: Center
11111: Maximum

CMPC Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	C0HYEN	—	—	—	C0EN
R/W	—	—	—	R/W	—	—	—	R/W
POR	—	—	—	0	—	—	—	0

Bit 7~5 Unimplemented, read as "0"

Bit 4 **C0HYEN**: Comparator 0 hysteresis function control
0: Disable
1: Enable
This is the comparator 0 hysteresis function control bit. If set this bit high, a limited amount of hysteresis which is specified in the Comparator Electrical Characteristics table will be applied to the comparator. The positive feedback induced by hysteresis reduces the effect of spurious switching near the comparator threshold.

Bit 3~1 Unimplemented, read as "0"

Bit 0 **C0EN**: Comparator 0 enable/disable control
0: Disable
1: Enable
This is the Comparator 0 on/off control bit. If the bit is zero the comparator 0 will be switched off and no power consumed even if analog voltages are applied to its inputs. For power sensitive applications this bit should be cleared to zero if the comparator is not used or before the device enters the SLEEP or IDLE mode.

BLDC Motor Control Circuit

This section describes how the device can be used to control Brushless DC Motors, otherwise known as BLDC Motors. Its high level of functional integration and flexibility offer a full range of driving features for motor driving.

Functional Description

The PWM counter circuit output PWMO which has an adjustable PWM Duty can be used to control the output motor power thus controlling the motor speed. Changing the PWM frequency can be used to enhance the motor drive efficiency or to reduce noise and resonance generated during physical motor operation.

The internal Mask circuit is used to determine which PWM modulation signals are enabled or disabled for the motor speed control. The PWM modulation signal can be output using both the upper arms, GAT/GBT/GCT and the lower arms, GAB/GBB/GCB, of the external Gate Driver Transistor Pairs under software control.

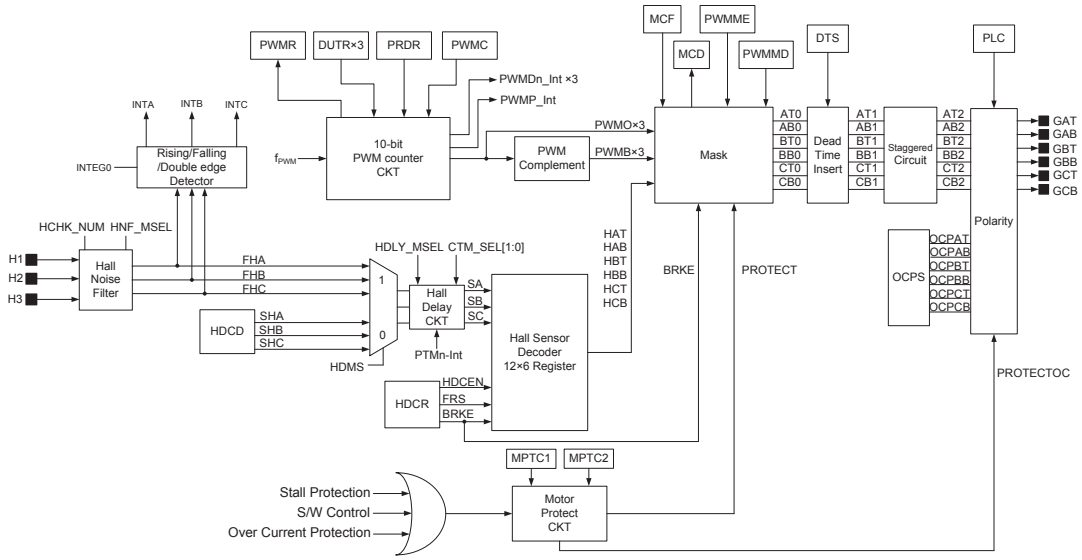
The Dead-Time Insertion circuit is used to ensure the top and bottom sides of a Gate Driver Transistor will not be turned on at the same time to prevent a virtual power short circuit. The dead time should be configurated in the range of 0.3μs~5μs by related register under software control.

The Staggered circuit can force all the outputs to an off status if an error condition occurs which could be due to external factors such as ESD problems or external Gate Driver Transistor upper and lower arms both being on simultaneously.

The Polarity circuit can select the output polarity of the output signals to support several driving signal combinations for different external gate drive circuit.

The Motor Protection circuit includes many detection circuits for a motor stall condition or over current condition.

The Hall Sensor Decoder circuit is a six-step system which can be used control the motor direction. Twelve registers, each using 6 bits, are used to control the direction of the motor. The motor forward, backward, brake and free running functions are controlled by the HDCD/HDCR registers. The HA/HB/HC signals which are the filtered inputs from the H1/H2/H3 pins or SHA/SHB/SHC signals which are controlled by HDCD register can be selected as the Hall Sensor Decoder circuit inputs.

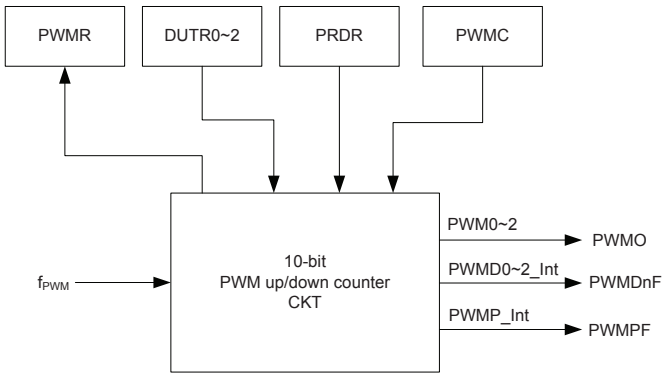


Note: GAT, GAB, GBT, GBB, GCT, GCB = PWM0H, PWM0L, PWM1H, PWM1L, PWM2H, PWM2L.

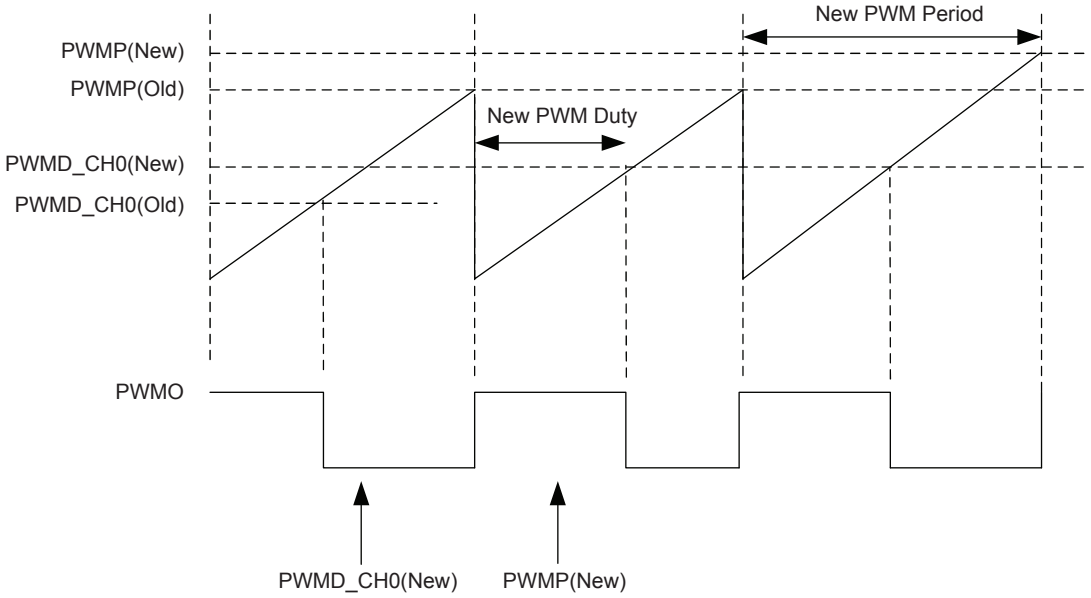
BLDC Motor Control Block Diagram

PWM Counter Control Circuit

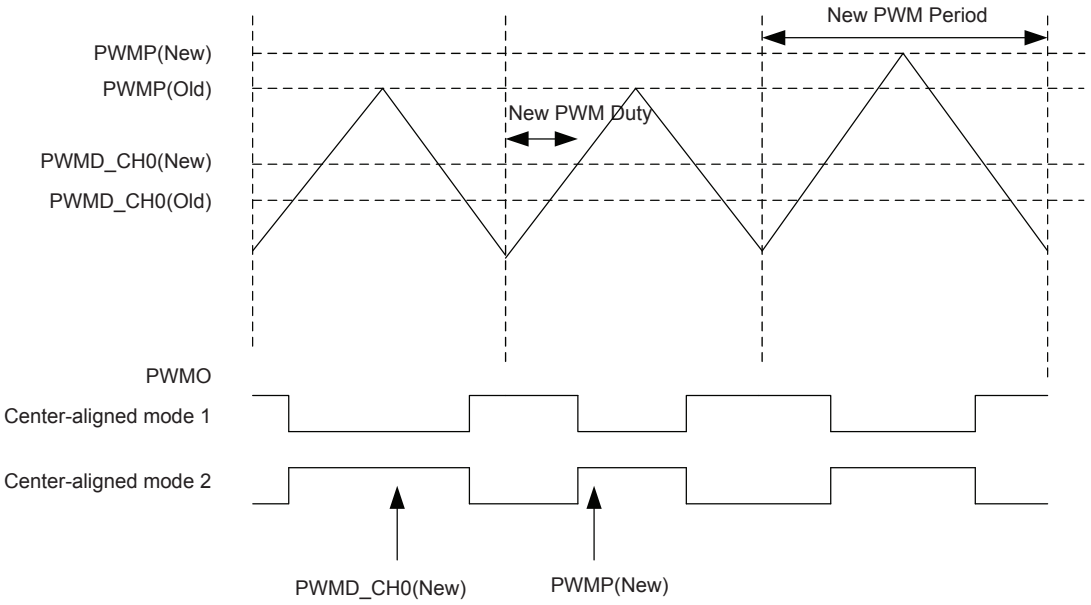
The BLDC Motor control circuit includes a 10-bit PWM generator. The duty cycle and frequency of the PWM signal can be adjusted by programming 10-bit data into the corresponding PWM duty and period control registers.



PWM Block Diagram



PWM Edge-Aligned mode Timing Diagram



PWM Center-Aligned mode Timing Diagram

PWM Duty Synchronous Update Modes

In high speed BLDC applications, using PWM interrupt to update the duty may result in asynchronous update for the three PWM duty values. This will generate undesired PWM duty outputs and lead to control errors. For this problem, two methods are provided for synchronous update of three PWM duty values.

- **DUTR0~DUTR2 PWM duty outputs are same**

  Usually the three PWM duty outputs are same for square wave control. By setting the PWMSV bit high, the data written to the DUTR0H and DUTR0L registers will also be synchronously loaded to DUTR1H/DUTR1L and DUTR2H/DUTR2L. In this way the PWM duty synchronous update is implemented with reduced instructions.

- **DUTR0~DUTR2 PWM duty outputs are not same**

  If the three PWM duty outputs which require to be updated synchronously are not the same, set the PWMSU bit high to enable the PWM DUTR0~DUTR2 duty synchronous update function. When the PWM DUTR0~DUTR2 duty synchronous update request flag PWMSUF is set high, the hardware will synchronously update DUTR0, DUTR1 and DUTR2 values, after which the request flag will be automatically cleared.

PWM Register Description

Overall PWM operation is controlled by a series of registers. The DUTRnL/DUTRnH register pair is used for PWM duty control for adjustment of the motor output power. The PRDRL/PRDRH register pair are used together to form a 10-bit value to setup the PWM period for PWM frequency adjustment. Being able to change the PWM frequency is useful for motor characteristic matching to reduce problems such as noise interference and resonance. The PWMRL/PWMRH registers are used to monitor the PWM counter dynamically. The PWMON bit in the PWMC register is on/off control bit for the10-bit PWM counter. The PWM counter clock source can be selected by PCKS1~PCKS0 bits in the PWMC register. The PWMMS[1:0] bit field in the PWMC register determines the PWM alignment type, which can be either edge or center type. The PWMCS register is used for PWM DUTR0~DUTR2 duty value synchronisation update control.

The DUTRn and PRDR registers are writable only not readable, the following steps show the write procedures:

- **Writing Data to DUTRn or PRDR**
  - Step 1. Write data to High Byte DUTRnH or PRDRH
    - Note that here data is only written to the 2-bit buffer.
  - Step 2. Write data to Low Byte DUTRnL or PRDRL
    - Here data is written directly to the Low byte registers and simultaneously data is latched from the 2-bit buffer to the High Byte registers.

Register Name	Bit							
	7	6	5	4	3	2	1	0
PWMC	PWMMS1	PWMMS0	PCKS1	PCKS0	PWMON	ITCMS1	ITCMS0	PWMLD
PWMCS	—	—	—	—	—	PWMSUF	PWMSU	PWMSV
DUTR0L	D7	D6	D5	D4	D3	D2	D1	D0
DUTR0H	—	—	—	—	—	—	D9	D8
DUTR1L	D7	D6	D5	D4	D3	D2	D1	D0
DUTR1H	—	—	—	—	—	—	D9	D8
DUTR2L	D7	D6	D5	D4	D3	D2	D1	D0
DUTR2H	—	—	—	—	—	—	D9	D8
PRDRL	D7	D6	D5	D4	D3	D2	D1	D0
PRDRH	—	—	—	—	—	—	D9	D8
PWMRL	D7	D6	D5	D4	D3	D2	D1	D0
PWMRH	—	—	—	—	—	—	D9	D8

PWM Register List

- **PWMC Register**

Bit	7	6	5	4	3	2	1	0
Name	PWMMS1	PWMMS0	PCKS1	PCKS0	PWMON	ITCMS1	ITCMS0	PWMLD
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **PWMMS1~PWMMS0**: PWM alignment mode selection
00: Edge-aligned mode
01: Edge-aligned mode
10: Center-aligned mode 1
11: Center-aligned mode 2

Bit 5~4 **PCKS1~PCKS0**: PWM counter clock source selection (based on f_{PWM}=20MHz)
00: f_{PWM}, PWM frequency (Min.) =20kHz
01: $f_{PWM}/2$, PWM frequency (Min.) =10kHz
10: $f_{PWM}/4$, PWM frequency (Min.) =5kHz
11: $f_{PWM}/8$, PWM frequency (Min.) =2.5kHz

Bit 3 **PWMON**: PWM circuit on/off control
0: Off
1: On
This bit controls the on/off of the overall PWM circuit. Setting the bit high enables the counter to run, clearing the bit disables the PWM. Clearing this bit to zero will stop the counter from counting and turn off the PWM which will reduce its power consumption.

Bit 2~1 **ITCMS1~ITCMS0**: PWM center-aligned mode duty interrupt control
00: Disable center-aligned mode duty interrupt
01: Center-aligned mode duty interrupt only in count up condition
10: Center-aligned mode duty interrupt only in count down condition
11: Center-aligned mode duty interrupt both in count up and down conditions

Bit 0 **PWMLD**: PWM PRDR and DUTRn (n=0~2) register data update control
0: The register values of PRDR and DUTRn (n=0~2) are never loaded to counter and comparator registers
1: The PRDR register value will be loaded to counter register after counter underflow, and hardware will clear it by next clock cycle

- **PWMCS Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	PWMSUF	PWMSU	PWMSV
R/W	—	—	—	—	—	R/W	R/W	R/W
POR	—	—	—	—	—	0	0	0

Bit 7~3 Unimplemented, read as "0"

Bit 2 **PWMSUF**: PWM DUTR0~2 duty synchronous update request flag (when PWMSU=1)
0: No request
1: DUTR0~2 duty synchronous update request
Setting this bit high will request to update DUTR0~2 duty data synchronously. When synchronous update has finished, this bit will be cleared to zero by hardware.

Bit 1 **PWMSU**: PWM DUTR0~2 duty synchronous update control
0: Disable
1: Enable

Bit 0 **PWMSV**: Syncs DUTR0 content to DUTR1 and DUTR2 Control
0: Disable, DUTR0~2 should be configured separately
1: Enable,the PWM duty value written to DUTR0 is synchronised to DUTR1 and DUTR2

- **DUTRnL Register (n=0~2)**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	W	W	W	W	W	W	W	W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: 10-bit PWMn Duty Low Byte Register bit 7 ~ bit 0
10-bit DUTRn Register bit 7 ~ bit 0

- **DUTRnH Register (n=0~2)**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	W	W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **D9~D8**: 10-bit PWMn Duty High Byte Register bit 1 ~ bit 0
10-bit DUTRn Register bit 9 ~ bit 8

- **PRDRL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	W	W	W	W	W	W	W	W
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: 10-bit PWM Period Low Byte Register bit 7 ~ bit 0
10-bit PRDR Register bit 7 ~ bit 0

- **PRDRH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	W	W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **D9~D8**: 10-bit PWM Period High Byte Register bit 1 ~ bit 0
10-bit PRDR Register bit 9 ~ bit 8

- **PWMRL Register**

Bit	7	6	5	4	3	2	1	0
Name	D7	D6	D5	D4	D3	D2	D1	D0
R/W	R	R	R	R	R	R	R	R
POR	0	0	0	0	0	0	0	0

Bit 7~0 **D7~D0**: 10-bit PWM Counter Low Byte Register bit 7 ~ bit 0
10-bit PWM Counter bit 7 ~ bit 0

- **PWMRH Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	D9	D8
R/W	—	—	—	—	—	—	R	R
POR	—	—	—	—	—	—	0	0

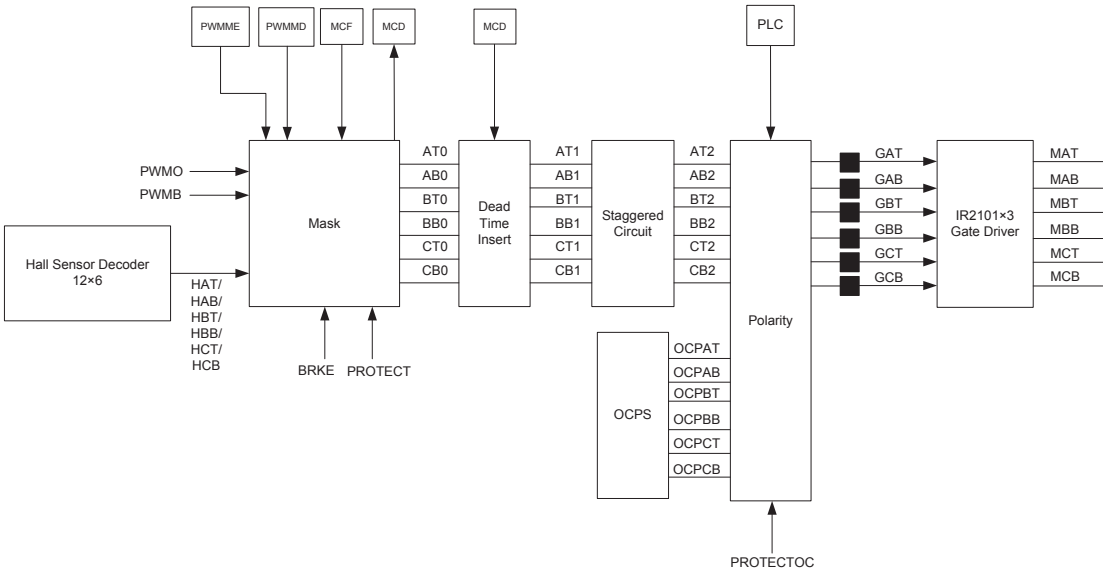
Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **D9~D8**: 10-bit PWM Counter High Byte Register bit 1 ~ bit 0
10-bit PWM Counter bit 9 ~ bit 8

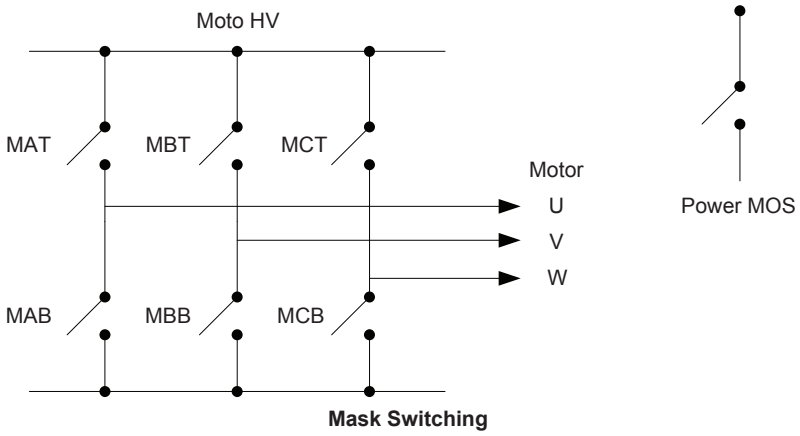
MASK Function

The device includes a Mask Function for Motor Control to provide its control flexibility.

The internal mask circuit has three operating modes, which are known as the Normal Mode, Brake Mode and Motor Protect Mode. The Normal Mode has two sub-modes, Hardware Mask Mode and Software Mask Mode.



Mask Function Block Diagram



Mask Switching

Normal Mode

In the Normal Mode, the motor speed control method is determined by the PWMS and MPWE bits in the MCF register.

- When PWMS =0, Transistor pair bottom arm GAB/ GBB/ GCB will output PWM.
- When PWMS =1, Transistor pair top arm GAT/ GBT/ GCT will output PWM.
- When MPWE =0, the PWM output is disabled and AT0/BT0/CT0/AB0/BB0/CB0 are all on.
- When MPWE =1, the PWM output is enabled and AT0/BT0/CT0/AB0/BB0/CB0 can output a variable PWM signal for speed control.
- When MPWMS=0, the PWM has a Complementary output.
- When MPWMS=1, the PWM has a Non-complementary output.
- When MSKMS=0, Hardware Mask Mode is selected.
- When MSKMS=1, Software Mask Mode is selected.

- **MCF Register**

Bit	7	6	5	4	3	2	1	0
Name	MSKMS	—	—	—	MPWMS	MPWE	FMOS	PWMS
R/W	R/W	—	—	—	R/W	R/W	R/W	R/W
POR	0	—	—	—	0	1	0	0

Bit 7 **MSKMS**: Mask Mode selection
0: Hardware Mask Mode
1: Software Mask Mode

Bit 6~4 Unimplemented, read as "0"

Bit 3 **MPWMS**: Hardware Mask Mode PWM output selection
0: Complementary output
1: Non-complementary output
This bit selection is invalid when in the Software Mask Mode where the PWM mode selection is determined by the PWMME register.

Bit 2 **MPWE**: PWM output control
0: PWM output disable (AT0/BT0/CT0/AB0/BB0/CB0 can not output PWM)
1: PWM output enable

Bit 1 **FMOS**: Mask output control when PROTECT is triggered
0: AT0/BT0/CT0=0, AB0/BB0/CB0=0
1: AT0/BT0/CT0=0, AB0/BB0/CB0=1

Bit 0 **PWMS**: Top /Bottom arms output PWM selection for Hardware Mask mode
0: Bottom arms output PWM
1: Top arms output PWM

- **MCD Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	GAT	GAB	GBT	FHC	FHB	FHA
R/W	—	—	R	R	R	R	R	R
POR	—	—	0	0	0	x	x	x

Bit 7~6 Unimplemented, read as "0"

Bit 5~3 **GAT/GAB/GBT**: Gate driver output

Bit 2~0 **FHA/FHB/FHC**: HA/HB/HC filtered outputs via Hall Noise Filter
These signals are derived from the HA/HB/HC signals and filtered by the Hall Noise Filter.

- **Hardware Mask Mode**

  - Complementary control, MPWMS=0

	HAT	HAB	AT0	AB0		HAT	HAB	AT0	AB0
PWMS=0	0	0	0	0	PWMS=1	0	0	0	0
	0	1	PWMB	PWMO		0	1	0	1
	1	0	1	0		1	0	PWMO	PWMB
	1	1	0	0		1	1	0	0

	HBT	HBB	BT0	BB0		HBT	HBB	BT0	BB0
PWMS=0	0	0	0	0	PWMS=1	0	0	0	0
	0	1	PWMB	PWMO		0	1	0	1
	1	0	1	0		1	0	PWMO	PWMB
	1	1	0	0		1	1	0	0

	HCT	HCB	CT0	CB0		HCT	HCB	CT0	CB0
PWMS=0	0	0	0	0	PWMS=1	0	0	0	0
	0	1	PWMB	PWMO		0	1	0	1
	1	0	1	0		1	0	PWMO	PWMB
	1	1	0	0		1	1	0	0

  - Non-complementary control, MPWMS=1

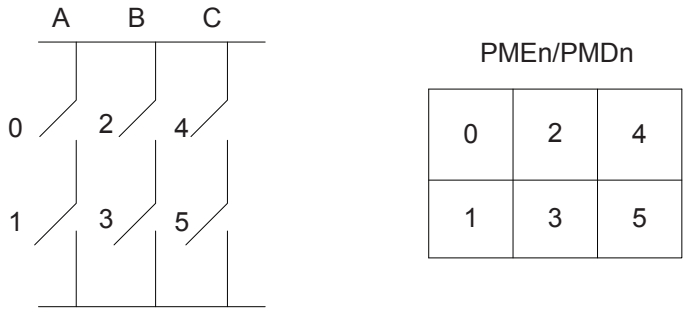
	HAT	HAB	AT0	AB0		HAT	HAB	AT0	AB0
PWMS=0	0	0	0	0	PWMS=1	0	0	0	0
	0	1	0	PWMO		0	1	0	1
	1	0	1	0		1	0	PWMO	0
	1	1	0	0		1	1	0	0

	HBT	HBB	BT0	BB0		HBT	HBB	BT0	BB0
PWMS=0	0	0	0	0	PWMS=1	0	0	0	0
	0	1	0	PWMO		0	1	0	1
	1	0	1	0		1	0	PWMO	0
	1	1	0	0		1	1	0	0

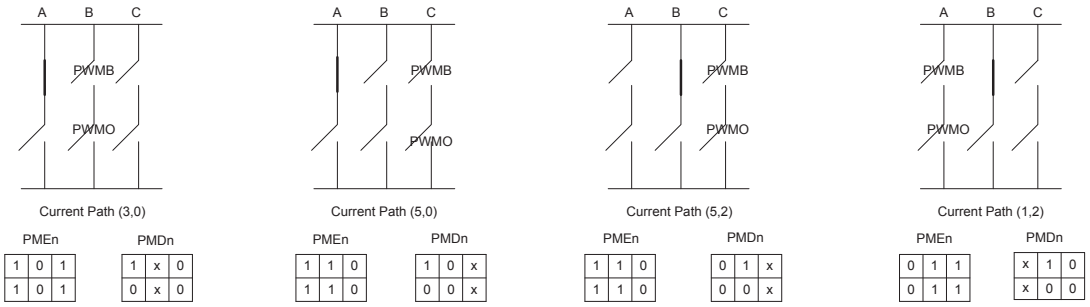
	HCT	HCB	CT0	CB0		HCT	HCB	CT0	CB0
PWMS=0	0	0	0	0	PWMS=1	0	0	0	0
	0	1	0	PWMO		0	1	0	1
	1	0	1	0		1	0	PWMO	0
	1	1	0	0		1	1	0	0

- **Software Mask Mode**

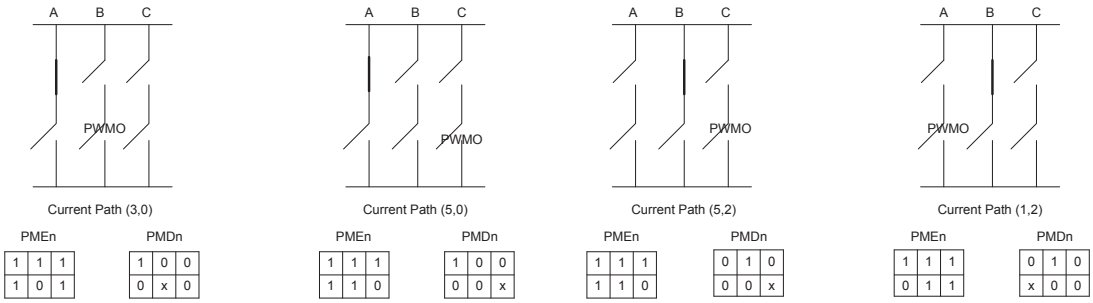
  To control the software Mask circuit, two registers known as PWMME and PWMMD are provided. PWMME register is used to control PWM signal masked or not and PWMMD is used to determine the MOS Gate Driver Circuit is on or off.



3-phase Inverter Symbol and Control Bits



Mask Complement Mode Examples



Mask Independent Mode Examples

Notes: 1. If the mask mode is enabled, when PWMxH and PWMxL are masked simultaneously, the two line data of each pair, PMD0 and PMD1, PMD2 and PMD3, PMD4 and PMD5, can not be both set to "1" simultaneously. If they are both set high in the same time, they will be forced to output "0" instead.

2. If PWM and complementary PWM are enabled simultaneously, one of the complementary channels outputs PWM and the other one can not be masked to "1" but outputs "0" automatically by hardware.

3. If the GxT and GxB (x=A, B or C) pins are configured as I/O function, then PWM Mask function will be invalid.

- **PWMME Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	PME5	PME4	PME3	PME2	PME1	PME0
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5~0 **PMEn**: PWM mask enable bit (n=0~5)
0: Disabled, PWM generator signal is output to next stage
1: Enabled, PWM generator signal is masked
The PWM generator signal will be masked when this bit is set high. Then the corresponding PWMn channel will output with the mask data PMDn.

- **PWMMD Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	PMD5	PMD4	PMD3	PMD2	PMD1	PMD0
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5~0 **PMDn**: PWM mask data bit
0: Output logic low
1: Output logic high
When the corresponding mask enable bit PMEn=1, this Mask data bit can control the output.

Brake Mode

The device provides a brake function. The brake mode has the highest priority. When this mode is activated, all the bottom side of the external gate driver transistors are on and the top sides are turned off. When Brake mode is enabled, the truth table of the external gate driver transistor top/bottom arms status is shown below.

BRKE=1	AT0	BT0	CT0	AB0	BB0	CB0
	0	0	0	1	1	1

Motor Protect Mode

When the motor PROTECT is activated, the external gate driver transistor pair can be forced into brake status, where the top arms are all off and the bottom arms are all on, or free running status where the top and tottom arms are all off. The protection decode table is shown below.

PROTECT=1	GAT	GBT	GCT	GAB	GBB	GCB
FMOS=0	0	0	0	0	0	0
FMOS=1	0	0	0	1	1	1

Other Functions

Several other functions exist for additional motor control drive signal flexibility. These are the Dead Time Insertion Function, Staggered Function and Polarity Control Function.

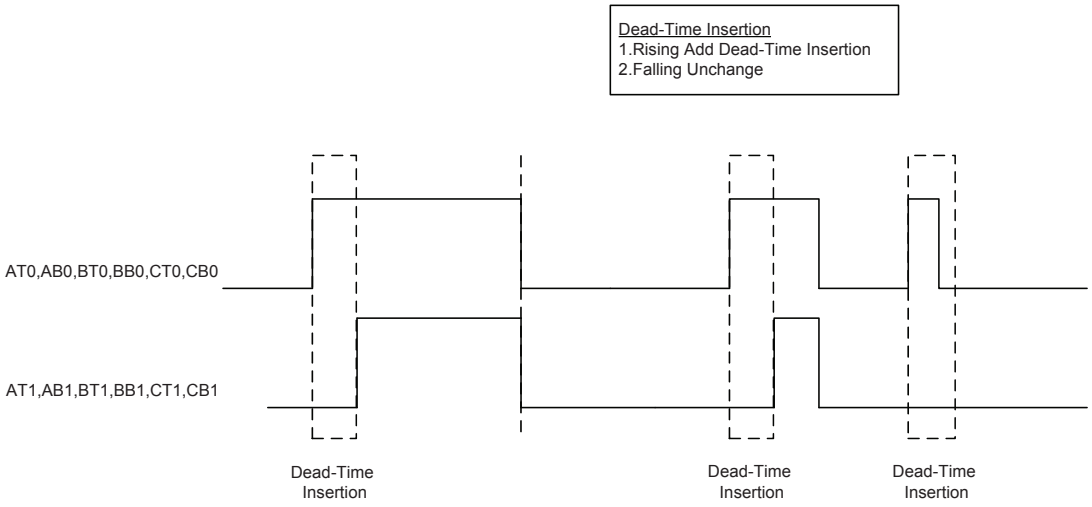
Dead Time Insertion Function

During a transistor pair switchover, a dead time should be introduced to prevent the transistor being turned on at the same time in both the top and bottom sides which will provide a direct short circuit. The actual dead time must be setup in the range of between 0.3μs and 5μs and is selected by the application program.

When the AT0/AB0/BT0/BB0/CT0/CB0 outputs at a rising edge, then a Dead Time is inserted.

When the AT0/AB0/BT0/BB0/CT0/CB0 outputs at a falling edge, then their outputs remain unchanged.

The Dead-Time Insertion Circuit is only used during motor control. The Dead Time function is controlled by DTS register.



Dead Time Insertion Timing

- **DTS Register**

Bit	7	6	5	4	3	2	1	0
Name	DTCKS1	DTCKS0	DTE	D4	D3	D2	D1	D0
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7~6 **DTCKS1~DTCKS0**: Dead Time clock source selection
00: $f_{DT}=f_H$
01: $f_{DT}=f_H/2$
10: $f_{DT}=f_H/4$
11: $f_{DT}=f_H/8$

Bit 5 **DTE**: Dead Time function control
0: Disable
1: Enable

Bit 4~0 **D4~D0**: Dead Time Register bit 4 ~ bit 0
5-bit Dead Time counter.
Dead Time=(DTS[4:0]+1)/f_{DT}

Staggered Function

The Staggered Function will force all output drive transistors to be off when a software error occurs or other errors due to external factors such as ESD.

AT1	AB1
0	0
0	1
1	0
1	1



AT2	AB2
0	0
0	1
1	0
0	0

Note: The default condition for the BLDC motor control circuit is designed for default N-type transistor pairs. This means a "1" value will switch the transistor on and a "0" value will switch it off.

Polarity Control Function

This function allows setup of the external gate drive transistor output polarity status. A single register, PLC, is used for overall control.

- **PLC Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	PCBC	PCTC	PBBC	PBTC	PABC	PATC
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **PCBC**: GCB Output polarity Control
0: Non-inverse output
1: Inverse output

Bit 4 **PCTC**: GCT Output polarity Control
0: Non-inverse output
1: Inverse output

Bit 3 **PBBC**: GBB Output polarity Control
0: Non-inverse output
1: Inverse output

Bit 2 **PBTC**: GBT Output polarity Control
0: Non-inverse output
1: Inverse output

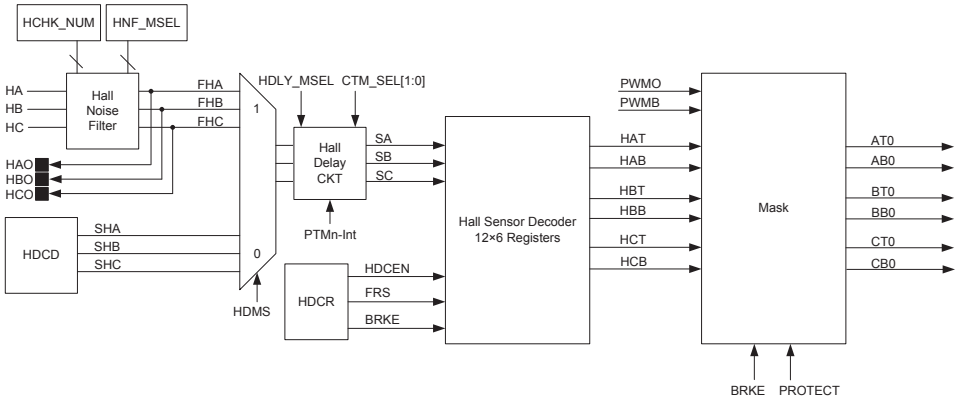
Bit 1 **PABC**: GAB Output polarity Control
0: Non-inverse output
1: Inverse output

Bit 0 **PATC**: GAT Output polarity Control
0: Non-inverse output
1: Inverse output

Note that the default output pin GAT/GAB/GBT/GBB/GCT/GCB status is high impedance.

Hall Sensor Decoder

This device contains a fully integrated Hall Sensor decoder function which interfaces to the Hall Sensors in the BLDC motor for motor direction and speed control.

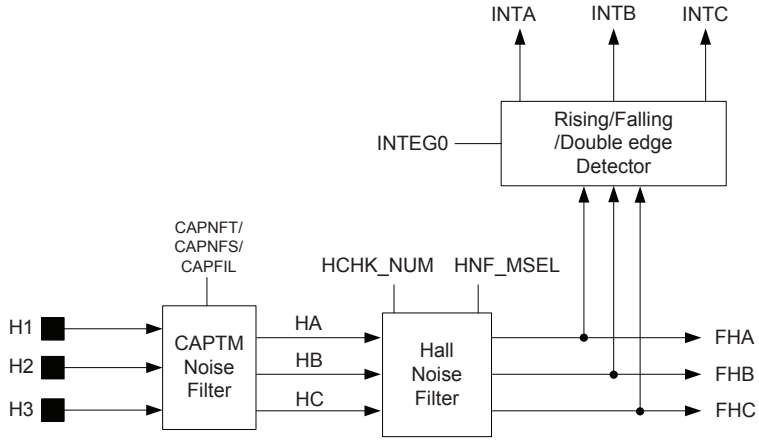


Hall Sensor Decoder Block Diagram

The Hall Sensor decoder input signals are selected by setting the HDMS bit high. If the HDMS bit is zero then SHA/SHB/SHC which are set in the HDCD register will be used instead of the actual Hall Sensor signals.

Hall Sensor Noise Filter

This device includes a Hall Noise Filter function to filter out the effects of noise generated by the large switching currents of the motor driver. This generated noise may affect the Hall Sensor inputs (H1/H2/H3), which in turn may result in incorrect Hall Sensor output decoding.



Note: The detailed control for the CAPTM noise filter is described in the Capture Timer Module section.

Hall Sensor Noise Fliter Block Diagram

Several registers are used to control the noise filter. The HNF_EN bit in the HNF_MSEL register is used as the overall enable/disable control for the noise filter.

HNF_EN bit	Status
0	Noise filter off – HA/HB/HC bypass the noise filter
1	Noise filter on

Hall Sensor Noise Filter Enable

The sampling frequency of the Hall noise filter is setup using the HFR_SEL [2:0] bits.

The HCK_N [4:0] bits in the HCHK_NUM register are used to setup the number of Hall Sensor input compare times.

HCK_N [4:0] × Sampling space = Anti-noise ability = Hall Delay Time.

It should be noted that longer Hall delay time will result in worse rotor speed feedback signal distortion.

Hall Sensor Delay Function

The Hall sensor function in the device includes a Hall delay function which can implement a signal phase forward or phase backward operation. The following steps, which should be executed before the Hall Decoder is enabled, show how this function is activated.

- Step 1
  Set the Hall Decode table to select either the phase forward or phase backward function.
- Step 2
  Select which TM is used to generate the Delay Time by programming the CTM_SEL1~CTM_SEL0 bits and set the selected TM to run in the Compare Match Output Mode.
- Step 3
  Use the HDLY_MSEL bit to select the Hall Delay circuit operating mode. The default value of HDLY_MSEL is zero which will disable the Hall Delay circuit. If the HDLY_MSEL bit is set high, then the Hall Delay circuit will be enabled.
- Step 4
  Enable the Hall Decoder using the HDCEN bit.

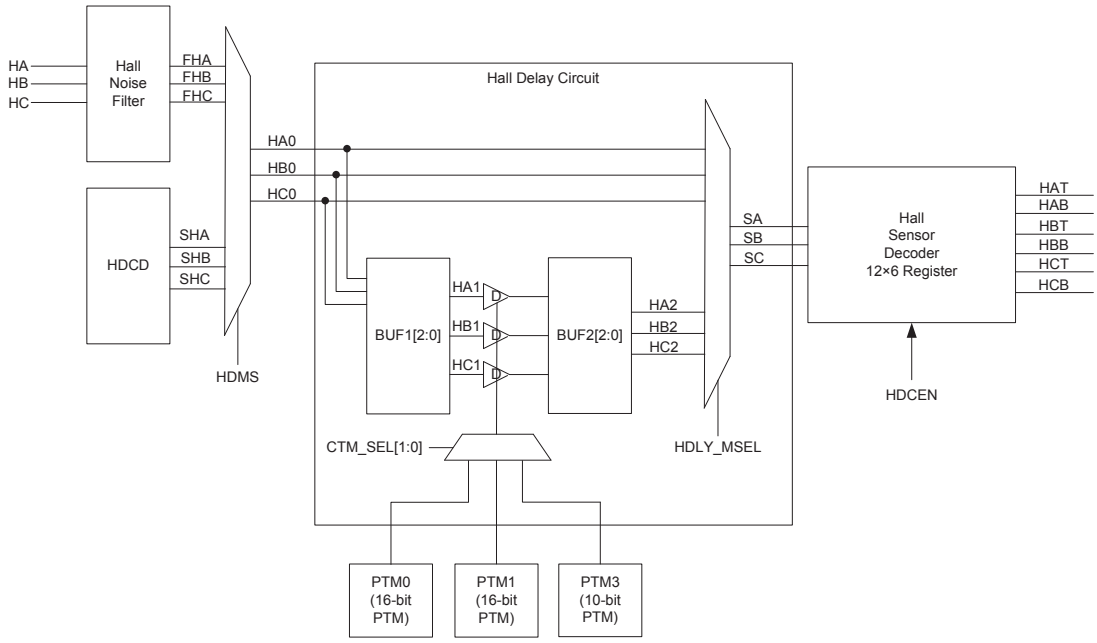
The following points should be noted regarding the HDLY_MSEL bit.

- When this bit is low, BUF1[2:0] and BUF2[2:0] will be cleared to zero.
- When this bit is low, PTM0, PTM1 and PTM2 remain their original TM functions.
- When this bit is high, the TM which is selected by the Delay function will be dedicated for use by the Hall Delay circuit. In this case, the original TM functions will still remain active except for that the PTnON bit which will be controlled automatically by the hardware. And the selected PTM should be properly configured according to the requirement.

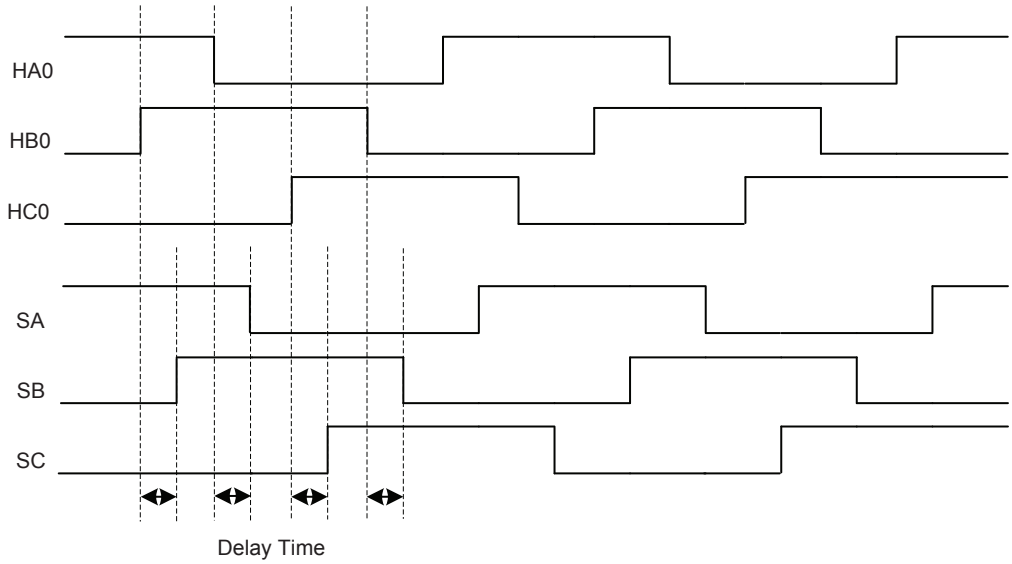
With regard to the selected PTM functions the following notes should be taken before the Delay function is enabled.

- Remain PTnON=0 and PTnPAU=0.
- The PTM should be set in the Compare Match Output Mode.
- Set PTnCCLR=1, therefore the PTM counter is cleared with a comparator A match condition.
- Setup the Delay time by properly setting the PTMn CCRA and selection its counter clock.

After the Delay function is enabled by setting the HDLY_MSEL bit from low to high, the Delay time must not be more than one step time of the Hall input, otherwise the output can not be anticipated and will drop out of step. One Hall input cycle includes six steps.



Delay Function Block Diagram



Delay Function Timing

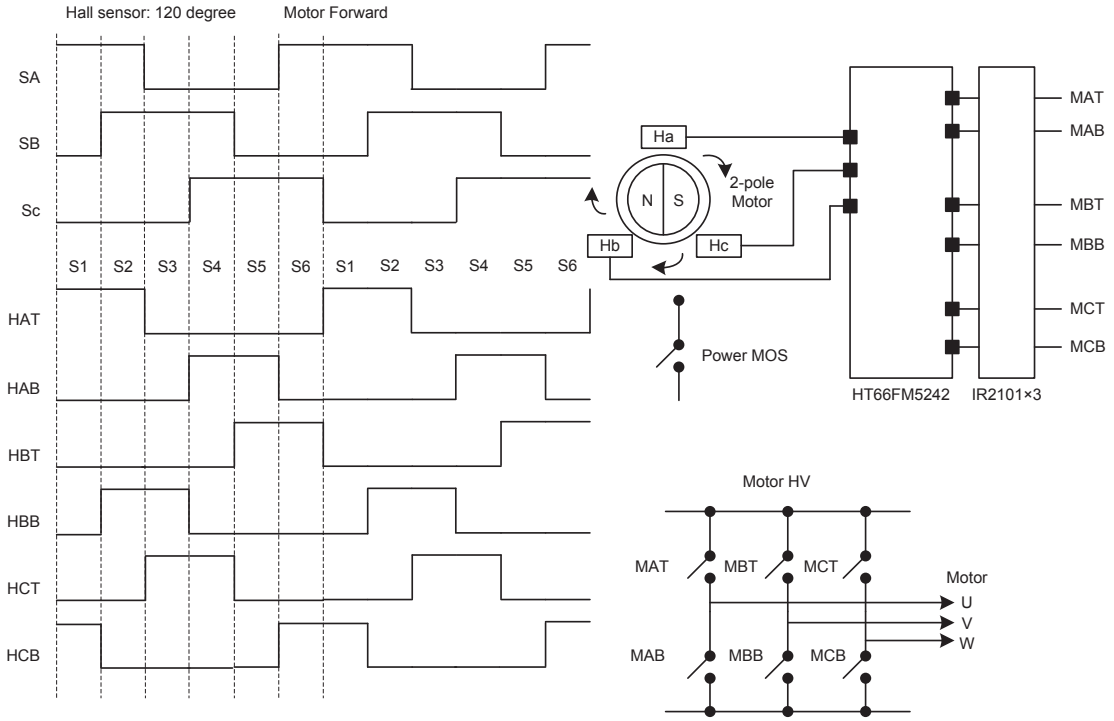
Motor Control Drive Signals

The direction of the BLDC motor is controlled using the HDCR and HDCD registers as well as a series of 6-bit HDCT registers, HDCT0~HDCT11. When using the Hall Sensor Decoder function, the direction can be determined using the FRS bit and the brake operation can be controlled using the BRKE bit. Both bits are in the HDCR register. Six bits in the HDCT0~HDCT5 registers are used for the Motor Forward table, and six bits in the HDCT6~HDCT11 registers are used for the Motor Backward table.

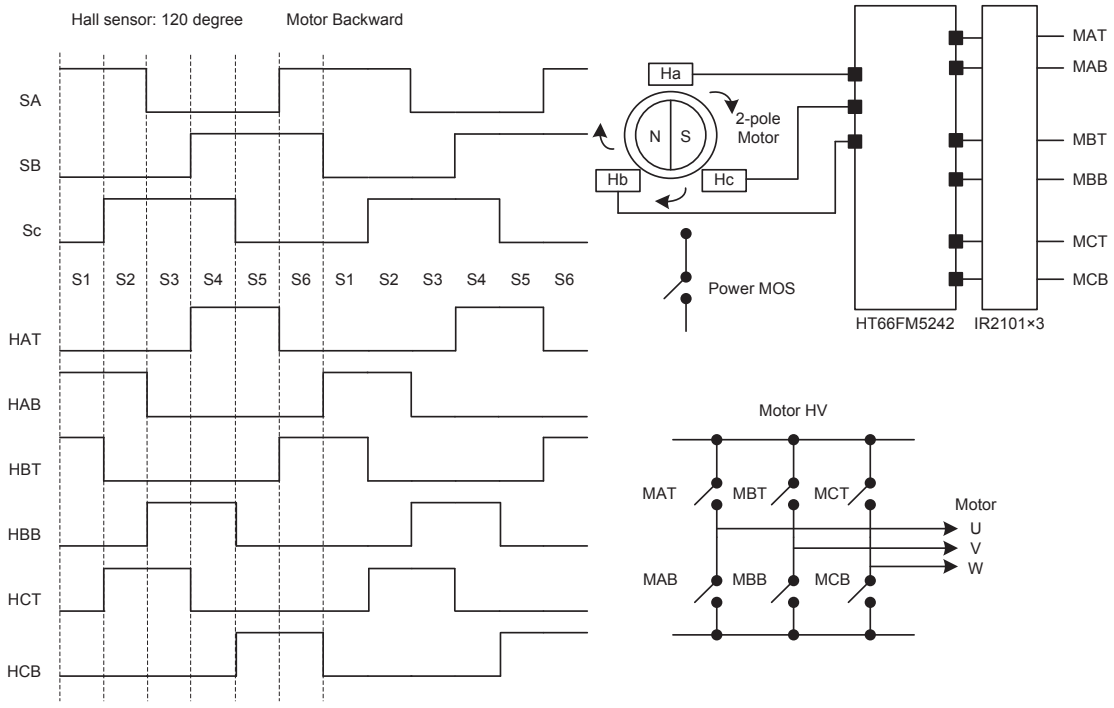
The accompanying tables show the truth tables for each of the registers.

	60 Degree			120 Degree			Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Forward (HDCEN=1, FRS=0, BRKE=0)	SA	SB	SC	SA	SB	SC	HAT	HAB	HBT	HBB	HCT	HCB
	1	0	0	1	0	0	HDCT0[5:0]					
	1	1	0	1	1	0	HDCT1[5:0]					
	1	1	1	0	1	0	HDCT2[5:0]					
	0	1	1	0	1	1	HDCT3[5:0]					
	0	0	1	0	0	1	HDCT4[5:0]					
	0	0	0	1	0	1	HDCT5[5:0]					
	60 Degree			**120 Degree**			**Bit5**	**Bit4**	**Bit3**	**Bit2**	**Bit1**	**Bit0**
Backword (HDCEN=1, FRS=1, BRKE=0)	SA	SB	SC	SA	SB	SC	HAT	HAB	HBT	HBB	HCT	HCB
	1	0	0	1	0	0	HDCT6[5:0]					
	1	1	0	1	1	0	HDCT7[5:0]					
	1	1	1	0	1	0	HDCT8[5:0]					
	0	1	1	0	1	1	HDCT9[5:0]					
	0	0	1	0	0	1	HDCT10[5:0]					
	0	0	0	1	0	1	HDCT11[5:0]					
Brake (BRKE=1, HDCEN=X, FRS=X)	**60 Degree**			**120 Degree**			**Bit5**	**Bit4**	**Bit3**	**Bit2**	**Bit1**	**Bit0**
	SA	SB	SC	SA	SB	SC	HAT	HAB	HBT	HBB	HCT	HCB
	V	V	V	V	V	V	0	1	0	1	0	1
Hall Decoder Disable (HDCEN=0) Free Running	**60 Degree**			**120 Degree**			**Bit5**	**Bit4**	**Bit3**	**Bit2**	**Bit1**	**Bit0**
	SA	SB	SC	SA	SB	SC	HAT	HAB	HBT	HBB	HCT	HCB
	V	V	V	V	V	V	0	0	0	0	0	0
Hall Decoder Error (HDCEN=X)	**60 Degree**			**120 Degree**			**Bit5**	**Bit4**	**Bit3**	**Bit2**	**Bit1**	**Bit0**
	SA	SB	SC	SA	SB	SC	HAT	HAB	HBT	HBB	HCT	HCB
	1	0	1	1	1	1	0	0	0	0	0	0
	0	1	0	0	0	0	0	0	0	0	0	0

The relationship between the data in the truth tables and how they relate to actual motor drive signals is shown in the accompany timing diagram. The full 6-step cycle for both forward and backward motor rotation is provided.



Motor Drive Signal Timing Diagram – Forward Direction



Motor Drive Signal Timing Diagram – Backward Direction

Hall Sensor Decoder Register Description

The HDCR register is the Hall Sensor Decoder control register, HDCD is the Hall Sensor Decoder input data register, and HDCT0~HDCT11 are the Hall Sensor Decoder tables. The HCHK_NUM register is the Hall Noise Filter check time number register and HNF_MSEL is the Hall Noise Filter Mode select register. The INTEG0 register is Hall Noise Filter input interrupt edge control register.

- **INTEG0 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	INTCS1	INTCS0	INTBS1	INTBS0	INTAS1	INTAS0
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5~4 **INTCS1~INTCS0**: Interrupt edge control for filtered H3 input
00: Disable
01: Rising edge trigger
10: Falling edge trigger
11: Dual edge trigger

Bit 3~2 **INTBS1~INTBS0**: Interrupt edge control for filtered H2 input
00: Disable
01: Rising edge trigger
10: Falling edge trigger
11: Dual edge trigger

Bit 1~0 **INTAS1~INTAS0**: Interrupt edge control for filtered H1 input
00: Disable
01: Rising edge trigger
10: Falling edge trigger
11: Dual edge trigger

- **HDCR Register**

Bit	7	6	5	4	3	2	1	0
Name	CTM_SEL1	CTM_SEL0	HDLY_MSEL	HALS	HDMS	BRKE	FRS	HDCEN
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	1	0	0	0	0

Bit 7~6 **CTM_SEL1~CTM_SEL0**: Select TM used for Hall Delay Circuit
00: PTM0 (16-bit PTM)
01: PTM1 (16-bit PTM)
10: PTM3 (10-bit PTM)
11: Unused

Bit 5 **HDLY_MSEL**: Hall Delay Circuit selection
0: Original path (Bypass Delay Circuit)
1: Select Hall Delay Circuit

Bit 4 **HALS**: Hall Sensor angle configuration selection
0: 60 degree
1: 120 degree

Bit 3 **HDMS**: Hall Sensor Decoding Mode selection
0: Software Mode (SHA/SHB/SHC in the HDCD register)
1: Hall Sensor Mode (FHA/FHB/FHC via noise filter)

Bit 2 **BRKE**: Motor brake control
0: AT/BT/CT/AB/BB/CB=V
1: AT/BT/CT=0, AB/BB/CB=1

Bit 1 **FRS**: Motor Forward/Backward selection
0: Forward
1: Backward

Bit 0 **HDCEN**: Hall Sensor Decoder control
0: Disable
1: Enable

- **HDCD Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	SHC	SHB	SHA
R/W	—	—	—	—	—	R/W	R/W	R/W
POR	—	—	—	—	—	0	0	0

Bit 7~3 Unimplemented, read as "0"

Bit 2 **SHC**: Software Hall C

Bit 1 **SHB**: Software Hall B

Bit 0 **SHA**: Software Hall A

- **HDCTn Register (n=0~11)**

Bit	7	6	5	4	3	2	1	0
Name	—	—	HATDn	HABDn	HBTDn	HBBDn	HCTDn	HCBDn
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **HATDn**: AT output state control
0: Output 0
1: Output 1

Bit 4 **HABDn**: AB output state control
0: Output 0
1: Output 1

Bit 3 **HBTDn**: BT output state control
0: Output 0
1: Output 1

Bit 2 **HBBDn**: BB output state control
0: Output 0
1: Output 1

Bit 1 **HCTDn**: CT output state control
0: Output 0
1: Output 1

Bit 0 **HCBDn**: CB output state control
0: Output 0
1: Output 1

- **HCHK_NUM Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	HCK_N4	HCK_N3	HCK_N2	HCK_N1	HCK_N0
R/W	—	—	—	R/W	R/W	R/W	R/W	R/W
POR	—	—	—	0	0	0	0	0

Bit 7~5 Unimplemented, read as "0"

Bit 4~0 **HCK_N4~HCK_N0**: Number of Hall Noise Filter check times

- **HNF_MSEL Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	HNF_EN	HFR_SEL2	HFR_SEL1	HFR_SEL0
R/W	—	—	—	—	R/W	R/W	R/W	R/W
POR	—	—	—	—	0	0	0	0

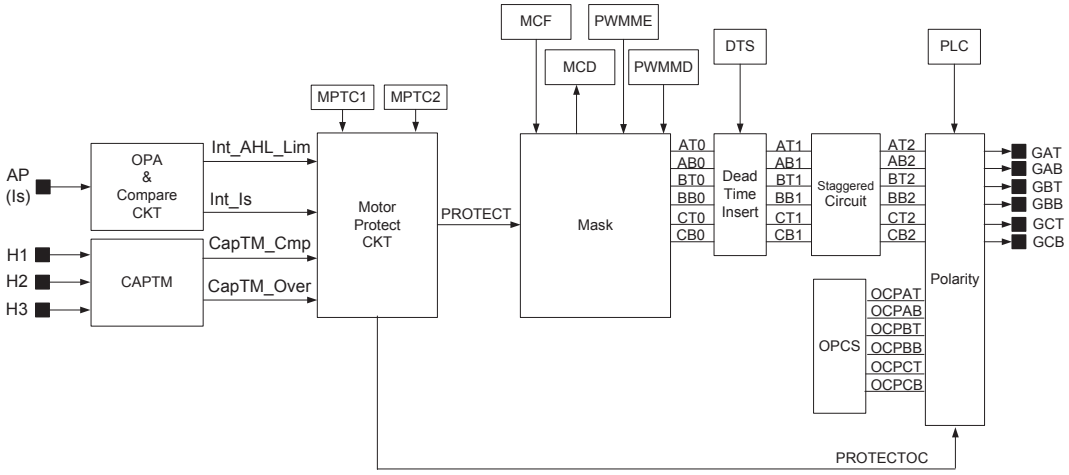
Bit 7~4 Unimplemented, read as "0"

Bit 3 **HNF_EN**: Hall Noise Filter control
0: Disable (bypass)
1: Enable

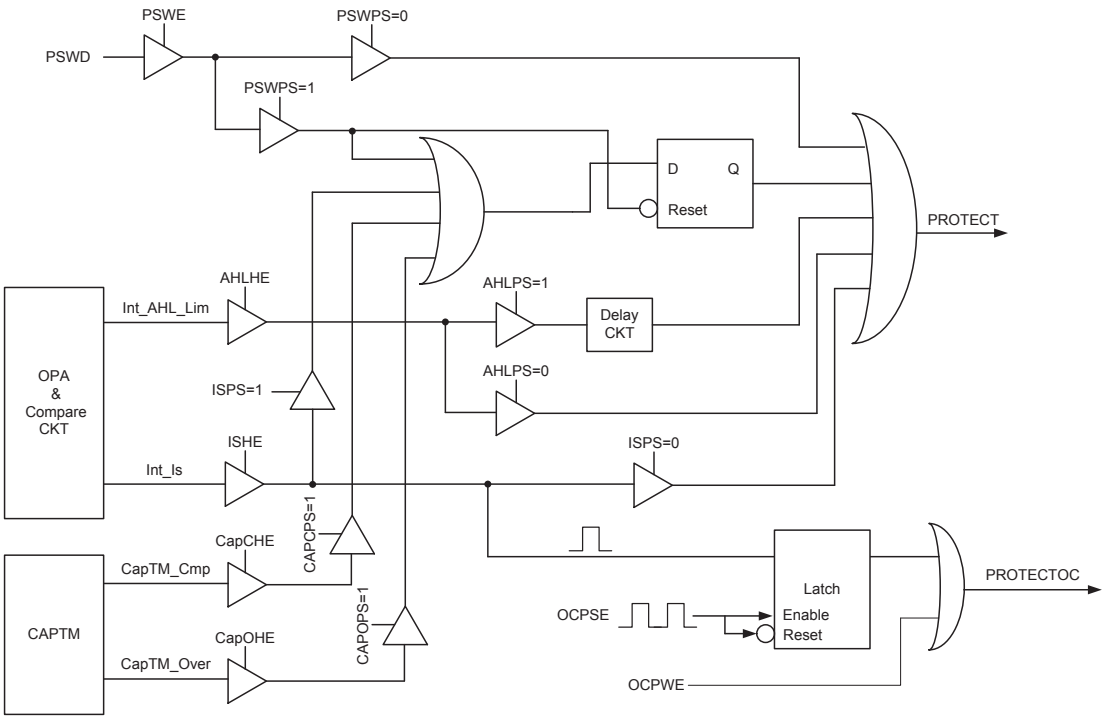
Bit 2~0 **HFR_SEL2~HFR_SEL0**: Hall Noise Filter clock source selection
000: $f_H/2$
001: $f_H/4$
010: $f_H/8$
011: $f_H/16$
100: $f_H/32$
101: $f_H/64$
110: $f_H/128$
111: Unused

Motor Protection Function

Motors normally require large currents for their operation and as such need to be protected from the problems of excessive drive currents and motor stalling, etc., to reduce motor damage or for safety reasons. This device includes a range of protection and safety features.



Protection Function Block Diagram



Protection Function Control Logic

Motor Protection Function Description

The PROTECT mechanism provides three kinds of motor protection features to turn off motor immediately, allowing action to be taken to protect the motor from damage or to provide additional safety.

The protection features are:

- Stall detection function
- Over current protection
- Turn off the motor by software

When the motor protection circuit is on, i.e, PROTECT=1, the external Gate Drive transistor pair can be put into two different protection modes. The first is the Brake Mode where the top arm is off and the bottom arm is on, and the second is the Free Running Mode where both top and bottom arms are off. The FMOS bit in the MCF register determines which type is used.

The motor protection circuit can be triggered and released in two modes, which is selected by the MPTC2 register. One mode is the Fault Mode and the other is Pause Mode. In the Fault Mode, the PROTECT signal is set by a trigger source event occurrence and the PROTECT signal is automatically released after the trigger source trigger event is resolved. For the Pause Mode, PROTECT signal setup is determined by a trigger source event occurrence while the PROTECT signal can only be released by software.

Additionally, the PROTECTOC mechanism is used to immediately switch off the driver signal output. If an over current condition was detected, immediately the preset OCPS protection signals will be output ignoring the original signals to protect the power transistors from damage. The PROTECTOC signal can be setup by software or hardware trigger mechanism which is selected by programming the corresponding OCPSE (hardware) or OCPWE (software) bit in the MPTC1 register. Whatever the PROTECTOC signal triggerred source was, it can only be released by software.

Current Protection Function

The device contains an internal OPAMP, a high speed 12-bit A/D Converter, an 8-bit D/A Converter and a comparator 0 to measure the motor current and to detect excessive current values. If an over current situation should occur, then the external drive circuit can be shut down immediately to prevent motor damage. More details are provided in the Over Current Detection chapter.

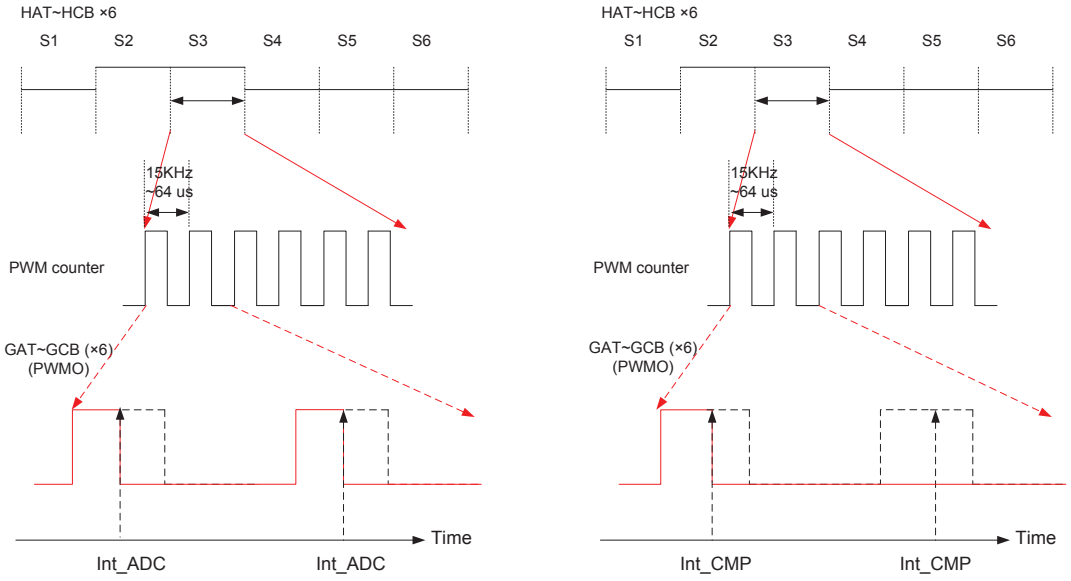
As the motor driver PCB will have rather large amounts of noise, and as this noise will be amplified by the OPAMP, this can easily lead to false triggering. For this reason the Fault Mode must be used.

For the MOS Limit current mechanism Int_AHL_Lim, when AHLHE=0 then the hardware protect mode is disabled, and when AHLHE=1 the hardware protect is enabled. The current limiting circuit is a hardware circuit, and the bit control can be valid when the A/D converter channel selected the operational amplifier output.

AHLPS=0 → The protection ciruit will allow the PWM output to immediately restart once the Int_AHL_Lim interrupt protection has been released.

AHLPS=1 → The protection circuit will only allow the PWM output to restart on the next PWM period once the Int_AHL_Lim interrupt protection has been released.

For the MOS over current mechanism Int_Is, when ISHE=0 the hardware mode is disabled. When ISHE=1 the hardware mode is enabled. When ISPS=0, the Fault Mode is selected, when ISPS=1, the Pause Mode is selected.



MOS Current Limiting Protection: (AHLHE=1; AHLPS=1)
Start the next cycle of PWM output automatically by hardware

MOS Over Current Protection: (ISHE=1; ISPS=0)
PWM output must be restarted by software

Current Protection Timing

The PROTECTOC signal can be triggered by software or hardware trigger mechanism which is selected by programming the corresponding OCPSE or OCPWE bit in the MPTC1 register.

- OCPSE=1: H/W Direct Over Current trigger & S/W release
  Ensure that the ISHE bit has been set to select the hardware Int_Is over current protection before setting the OCPSE bit high. Then the over current compare interrupt signal Int_Is can be used to directly switch off the drive signals. Since Int_Is is a pulse signal, the over current trigger signal must be latched. When the PROTECTOC signal is logic high, the drive signals at the polarity stage will be ignored and the over current protection logics in the OCPS register are used to immediately switch off drive signals to protect the power MOS. To release the PROTECTOC over current protection mechanism, set the OCPSE bit from low to high to trigger the software reset function thus pulling the PROTECTOC signal to low, after which the normal drive signals at the Polarity stage will be recovered.
- OCPWE=1: S/W trigger & S/W release
  It is a more immediate current protection mechanism. The PROTECTOC signal will be triggered directly by setting the OCPWE bit high. To release the over current protection, clear the OCPWE bit to reset the PROTECTOC signal, after which the normal Polarity drive signal will be recovered.

Motor Stall Detection Function

For 3-phase BLDC applications with Hall Sensors, the 16-bit CAPTM can be used to monitor the H1, H2 and H3 inputs for rotor speed detection. The software will setup the CAPTMAH and CAPTMAL registers to monitor the Hall sensor input pins H1, H2 and H3 for rotor speed control. If an abnormal situation exists, a CapTM_Cmp or CapTM_Over interrupt will be generated, which is described in the CAPTM section.

CapTM_Cmp Stall Detect Mechanism: when CapCHE=0 disable the hardware mode, and when CapCHE=1 enable the hadware mode. The stall detect mechanism must use the Pause Mode which is selected by setting the CAPCPS bit.

CapTM_Over Stall Detect Mechanism: when CapOHE=0 disable the hardware mode, and when CapOHE =1 enable the hardware Mode. CAPOPS=1, then select the Pause Mode.

Motor Protection Register Description

There are three registers, MPTC1, MPTC2 and OCPS, which are used for the motor protection control function.

- **MPTC1 Register**

Bit	7	6	5	4	3	2	1	0
Name	PSWD	PSWE	CapOHE	CapCHE	ISHE	AHLHE	OCPWE	OCPSE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **PSWD**: Motor Protection Software Mode data
0: PSWD=0
1: PSWD=1

Bit 6 **PSWE**: Motor Protection Software Mode control
0: Disable
1: Enable
When the motor protection software mode has been enabled and triggered, it can be released by setting this bit from 1→0→1.

Bit 5 **CapOHE**: CapTM_Over Hardware trigger Mode control
0: Disable
1: Enable

Bit 4 **CapCHE**: CapTM_Cmp Hardware trigger Mode control
0: Disable
1: Enable

Bit 3 **ISHE**: Int_Is Hardware trigger Mode control
0: Disable
1: Enable

Bit 2 **AHLHE**: Int_AHL_Lim Hardware trigger Mode control
0: Disable
1: Enable

Bit 1 **OCPWE**: PROTECTOC software trigger & software release control
0: Disable
1: Enable

Bit 0 **OCPSE**: PROTECTOC over current hardware trigger & software release control
0: Disable
1: Enable
When the PROTECTOC has been triggered, the PROTECTOC protection can only be released by setting this bit from high to low then to high.

- **MPTC2 Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	PSWPS	AHLPS	ISPS	CAPCPS	CAPOPS
R/W	—	—	—	R/W	R/W	R/W	R/W	R/W
POR	—	—	—	0	0	0	0	0

Bit 7~5 Unimplemented, read as "0"

Bit 4 **PSWPS**: Pause/Fault Mode selection in Software Mode
0: Fault Mode
1: Pause Mode

Bit 3 **AHLPS**: Int_AHL_Lim Mode selection
0: Protection circuit allows immediate restart of PWM output when the Int_AHL_Lim interrupt has been reset.
1: Protection circuit allows restart of PWM output on the next PWM period when the Int_AHL_Lim interrupt has been reset.

Bit 2 **ISPS**: Int_Is Pause/Fault Mode selection
0: Fault Mode
1: Pause Mode

Bit 1 **CAPCPS**: CapTM_Cmp Mode selection
0: Undefined, cannot be selected
1: Pause Mode
Note if the CapTM_Cmp trigger protection is enabled, the mode must be selected as Pause Mode by setting the CAPCPS bit high.

Bit 0 **CAPOPS**: CapTM_Over Pause Mode selection
0: Undefined, cannot be selected
1: Pause Mode
Note if the CapTM_Over trigger protection is enabled, the mode must be selected as Pause Mode by setting the CAPOPS bit high.

- **OCPS Register**

Bit	7	6	5	4	3	2	1	0
Name	—	—	OCPCB	OCPCT	OCPBB	OCPBT	OCPAB	OCPAT
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **OCPCB**: GCB output selection
0: Output 0
1: Output 1

Bit 4 **OCPCT**: GCT output selection
0: Output 0
1: Output 1

Bit 3 **OCPBB**: GBB output selection
0: Output 0
1: Output 1

Bit 2 **OCPBT**: GBT output selection
0: Output 0
1: Output 1

Bit 1 **OCPAB**: GAB output selection
0: Output 0
1: Output 1

Bit 0 **OCPAT**: GAT output selection
0: Output 0
1: Output 1

Low Voltage Detector – LVD

The device has a Low Voltage Detector function, also known as LVD. This enables the device to monitor the power supply voltage, V_{DD}, and provides a warning signal should it fall below a certain level. This function may be especially useful in battery applications where the supply voltage will gradually reduce as the battery ages, as it allows an early warning battery low signal to be generated. The Low Voltage Detector also has the capability of generating an interrupt signal.

LVD Register

The Low Voltage Detector function is controlled using a single register with the name LVDC. Three bits in this register, V_{LVD2}~V_{LVD0}, are used to select a fixed voltage below which a low voltage condition will be determined. A low voltage condition is indicated when the LVDO bit is set. If the LVDO bit is low, this indicates that the V_{DD} voltage is above the preset low voltage value. The LVDEN bit is used to control the overall on/off function of the low voltage detector. Setting the bit high will enable the low voltage detector. Clearing the bit to zero will switch off the internal low voltage detector circuits. As the low voltage detector will consume a certain amount of power, it may be desirable to switch off the circuit when not in use, an important consideration in power sensitive battery powered applications.

LVDC Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	LVDO	LVDEN	—	VLVD2	VLVD1	VLVD0
R/W	—	—	R	R/W	—	R/W	R/W	R/W
POR	—	—	0	0	—	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **LVDO**: LVD Output flag
0: No Low Voltage Detected
1: Low Voltage Detected

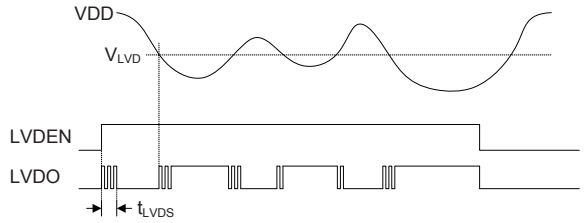
Bit 4 **LVDEN**: Low Voltage Detector Enable control
0: Disable
1: Enable

Bit 3 Unimplemented, read as "0"

Bit 2~0 **VLVD2~VLVD0**: LVD Voltage selection
000: 3.6V
001: 3.6V
010: 3.6V
011: 3.6V
100: 3.6V
101: 3.6V
110: 3.6V
111: 3.6V

LVD Operation

The Low Voltage Detector function operates by comparing the power supply voltage, V_{DD}, with a pre-specified voltage level stored in the LVDC register. This pre-sepcified voltage level has a fixed value of 3.6V. When the power supply voltage, V_{DD}, falls below this pre-determined value, the LVDO bit will be set high indicating a low power supply voltage condition. When the device is powered down, the low voltage detector will remain active if the LVDEN bit is high. After enabling the Low Voltage Detector, a time delay t_{LVDS} should be allowed for the circuitry to stabilise before reading the LVDO bit. Note also that as the V_{DD} voltage may rise and fall rather slowly, at the voltage nears that of V_{LVD}, there may be multiple bit LVDO transitions.



LVD Operation

The Low Voltage Detector also has its own interrupt, providing an alternative means of low voltage detection, in addition to polling the LVDO bit. The interrupt will only be generated after a delay of t_{LVD} after the LVDO bit has been set high by a low voltage condition. In this case, the LVDF interrupt request flag will be set, causing an interrupt to be generated if V_{DD} falls below the preset LVD voltage. This will cause the device to wake-up from the SLEEP or IDLE Mode, however if the Low Voltage Detector wake up function is not required then the LVDF flag should be first set high before the device enters the SLEEP or IDLE Mode.

Interrupts

Interrupts are an important part of any microcontroller system. When an external event or an internal function such as a Timer Module or an A/D converter requires microcontroller attention, their corresponding interrupt will enforce a temporary suspension of the main program allowing the microcontroller to direct attention to their respective needs. The device contains several external interrupt and internal interrupt functions. The external interrupts are generated by the action of the external H1, H2, H3, NFIN and INT1 pins, while the internal interrupts are generated by various internal functions including the TMs, the Comparator 0, 16-bit CAPTM, Time Base, LVD and the A/D converter.

Interrupt Registers

Overall interrupt control, which basically means the setting of request flags when certain microcontroller conditions occur and the setting of interrupt enable bits by the application program, is controlled by a series of registers, located in the Special Purpose Data Memory, as shown in the accompanying table. The number of registers falls into three categories. The first is the INTEG0 and INTEG1 registers which setup the interrupt trigger edge type for external input interrupts. The second is the INTC0~INTC3 registers which setup the primary interrupts, the third is the MFI0~MFI6 registers which setup the Multi-function interrupts.

Each register contains a number of enable bits to enable or disable individual registers as well as interrupt flags to indicate the presence of an interrupt request. The naming convention of these follows a specific pattern. First is listed an abbreviated interrupt type, then the (optional) number of that interrupt followed by either an "E" for enable/disable bit or "F" for request flag.

Function	Enable Bit	Request Flag	Notes
Global	EMI	—	—
External interrupt 0 (Hall sensor interrupts)	HALAE	HALAF	Hall noise filtered inputs
	HALBE	HALBF	
	HALCE	HALCF	
External interrupt 1	INT1E	INT1F	—
Comparator 0	C0E	C0F	—
Noise Filter input function	NFIE	NFIF	—
Low Voltage Detector	LVDE	LVDF	—
Time Base	TBE	TBF	—
Multi-function	MFnE	MFnF	n = 0 ~ 6
A/D Converter	AEOCE	AEOCF	—
	ALIME	ALIMF	—
16-bit Capture Timer Module	CAPOE	CAPOF	—
	CAPCE	CAPCF	—
PWM function	PWMDnE	PWMDnF	n = 0 ~ 2
	PWMPE	PWMPF	—
Timer Module	PTMnPE	PTMnPF	n = 0 ~ 3
	PTMnAE	PTMnAF	

Interrupt Register Bit Naming Conventions

Register Name	Bit							
	7	6	5	4	3	2	1	0
INTEG0	—	—	INTCS1	INTCS0	INTBS1	INTBS0	INTAS1	INTAS0
INTEG1	—	—	—	—	—	—	INT1S1	INT1S0
INTC0	—	C0F	INT1F	HALLF (MF0F)	C0E	INT1E	HALLE (MF0E)	EMI
INTC1	—	LVDF	MF1F	NFIF	—	LVDE	MF1E	NFIE
INTC2	MF5F	MF4F	MF3F	MF2F	MF5E	MF4E	MF3E	MF2E
INTC3	TBF	MF6F	—	—	TBE	MF6E	—	—
MFI0	—	HALCF	HALBF	HALAF	—	HALCE	HALBE	HALAE
MFI1	CAPCF	CAPOF	ALIMF	AEOCF	CAPCE	CAPOE	ALIME	AEOCE
MFI2	PWMPF	PWMD2F	PWMD1F	PWMD0F	PWMPE	PWMD2E	PWMD1E	PWMD0E
MFI3	—	—	PTM2AF	PTM2PF	—	—	PTM2AE	PTM2PE
MFI4	—	—	PTM0AF	PTM0PF	—	—	PTM0AE	PTM0PE
MFI5	—	—	PTM1AF	PTM1PF	—	—	PTM1AE	PTM1PE
MFI6	—	—	PTM3AF	PTM3PF	—	—	PTM3AE	PTM1PE

Interrupt Register List

INTEG0 Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	INTCS1	INTCS0	INTBS1	INTBS0	INTAS1	INTAS0
R/W	—	—	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	—	0	0	0	0	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5~4 **INTCS1~INTCS0**: Interrupt edge control for filtered H3 input
- 00: Disable
- 01: Rising edge trigger
- 10: Falling edge trigger
- 11: Dual edge trigger

Bit 3~2 **INTBS1~INTBS0**: Interrupt edge control for filtered H2 input
- 00: Disable
- 01: Rising edge trigger
- 10: Falling edge trigger
- 11: Dual edge trigger

Bit 1~0 **INTAS1~INTAS0**: Interrupt edge control for filtered H1 input
- 00: Disable
- 01: Rising edge trigger
- 10: Falling edge trigger
- 11: Dual edge trigger

INTEG1 Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	—	—	—	—	INT1S1	INT1S0
R/W	—	—	—	—	—	—	R/W	R/W
POR	—	—	—	—	—	—	0	0

Bit 7~2 Unimplemented, read as "0"

Bit 1~0 **INT1S1~INT1S0**: External Interrupt edge control for INT1 input
- 00: Disable
- 01: Rising edge trigger
- 10: Falling edge trigger
- 11: Dual edge trigger

INTC0 Register

Bit	7	6	5	4	3	2	1	0
Name	—	C0F	INT1F	HALLF	C0E	INT1E	HALLE	EMI
R/W	—	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	—	0	0	0	0	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **C0F**: Comparator 0 interrupt request flag
0: No request
1: Interrupt request

Bit 5 **INT1F**: External interrupt 1 request flag
0: No request
1: Interrupt request

Bit 4 **HALLF**: Hall sensor global interrupt request flag
0: No request
1: Interrupt request

Bit 3 **C0E**: Comparator 0 interrupt control
0: Disable
1: Enable

Bit 2 **INT1E**: External interrupt 1 interrupt control
0: Disable
1: Enable

Bit 1 **HALLE**: Hall sensor global interrupt control
0: Disable
1: Enable

Bit 0 **EMI**: Global interrupt control
0: Disable
1: Enable

INTC1 Register

Bit	7	6	5	4	3	2	1	0
Name	—	LVDF	MF1F	NFIF	—	LVDE	MF1E	NFIE
R/W	—	R/W	R/W	R/W	—	R/W	R/W	R/W
POR	—	0	0	0	—	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **LVDF**: LVD interrupt request flag
0: No request
1: Interrupt request

Bit 5 **MF1F**: Multi-function interrupt 1 request flag
0: No request
1: Interrupt request

Bit 4 **NFIF**: Noise Filter NFIN input interrupt request flag
0: No request
1: Interrupt request

Bit 3 Unimplemented, read as "0"

Bit 2 **LVDE**: LVD interrupt control
0: Disable
1: Enable

Bit 1 **MF1E**: Multi-function interrupt 1 control
0: Disable
1: Enable

Bit 0 **NFIE**: Noise Filter NFIN input interrupt control
0: Disable
1: Enable

INTC2 Register

Bit	7	6	5	4	3	2	1	0
Name	MF5F	MF4F	MF3F	MF2F	MF5E	MF4E	MF3E	MF2E
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **MF5F**: Multi-function interrupt 5 request flag
0: No request
1: Interrupt request

Bit 6 **MF4F**: Multi-function interrupt 4 request flag
0: No request
1: Interrupt request

Bit 5 **MF3F**: Multi-function interrupt 3 request flag
0: No request
1: Interrupt request

Bit 4 **MF2F**: Multi-function interrupt 2 request flag
0: No request
1: Interrupt request

Bit 3 **MF5E**: Multi-function interrupt 5 control
0: Disable
1: Enable

Bit 2 **MF4E**: Multi-function interrupt 4 control
0: Disable
1: Enable

Bit 1 **MF3E**: Multi-function interrupt 3 control
0: Disable
1: Enable

Bit 0 **MF2E**: Multi-function interrupt 2 control
0: Disable
1: Enable

INTC3 Register

Bit	7	6	5	4	3	2	1	0
Name	TBF	MF6F	—	—	TBE	MF6E	—	—
R/W	R/W	R/W	—	—	R/W	R/W	—	—
POR	0	0	—	—	0	0	—	—

Bit 7 **TBF**: Time Base interrupt request flag
0: No request
1: Interrupt request

Bit 6 **MF6F**: Multi-function interrupt 6 request flag
0: No request
1: Interrupt request

Bit 5~4 Unimplemented, read as "0"

Bit 3 **TBE**: Time Base interrupt control
0: Disable
1: Enable

Bit 2 **MF6E**: Multi-function interrupt 6 control
0: Disable
1: Enable

Bit 1~0 Unimplemented, read as "0"

MFI0 Register

Bit	7	6	5	4	3	2	1	0
Name	—	HALCF	HALBF	HALAF	—	HALCE	HALBE	HALAE
R/W	—	R/W	R/W	R/W	—	R/W	R/W	R/W
POR	—	0	0	0	—	0	0	0

Bit 7 Unimplemented, read as "0"

Bit 6 **HALCF**: Hall sensor C interrupt request flag
0: No request
1: Interrupt request

Bit 5 **HALBF**: Hall sensor B interrupt request flag
0: No request
1: Interrupt request

Bit 4 **HALAF**: Hall sensor A interrupt request flag
0: No request
1: Interrupt request

Bit 3 Unimplemented, read as "0"

Bit 2 **HALCE**: Hall sensor C interrupt control
0: Disable
1: Enable

Bit 1 **HALBE**: Hall sensor B interrupt control
0: Disable
1: Enable

Bit 0 **HALAE**: Hall sensor A interrupt control
0: Disable
1: Enable

MFI1 Register

Bit	7	6	5	4	3	2	1	0
Name	CAPCF	CAPOF	ALIMF	AEOCF	CAPCE	CAPOE	ALIME	AEOCE
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **CAPCF**: CAPTM compare match interrupt request flag
0: No request
1: Interrupt request

Bit 6 **CAPOF**: CAPTM capture overflow interrupt request flag
0: No request
1: Interrupt request

Bit 5 **ALIMF**: A/D conversion result limit interrupt request flag
0: No request
1: Interrupt request

Bit 4 **AEOCF**: A/D conversion end interrupt request flag
0: No request
1: Interrupt request

Bit 3 **CAPCE**: CAPTM compare match interrupt control
0: Disable
1: Enable

Bit 2 **CAPOE**: CAPTM capture overflow interrupt control
0: Disable
1: Enable

Bit 1 **ALIME**: A/D conversion compare result interrupt control
0: Disable
1: Enable

Bit 0 **AEOCE**: A/D conversion end interrupt control
0: Disable
1: Enable

MFI2 Register

Bit	7	6	5	4	3	2	1	0
Name	PWMPF	PWMD2F	PWMD1F	PWMD0F	PWMPE	PWMD2E	PWMD1E	PWMD0E
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
POR	0	0	0	0	0	0	0	0

Bit 7 **PWMPF**: PWM Period match interrupt request flag
0: No request
1: Interrupt request

Bit 6 **PWMD2F**: PWM2 Duty match interrupt request flag
0: No request
1: Interrupt request

Bit 5 **PWMD1F**: PWM1 Duty match interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PWMD0F**: PWM0 Duty match interrupt request flag
0: No request
1: Interrupt request

Bit 3 **PWMPE**: PWM Period match interrupt control
0: Disable
1: Enable

Bit 2 **PWMD2E**: PWM2 Duty match interrupt control
0: Disable
1: Enable

Bit 1 **PWMD1E**: PWM1 Duty match interrupt control
0: Disable
1: Enable

Bit 0 **PWMD0E**: PWM0 Duty match interrupt control
0: Disable
1: Enable

MFI3 Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	PTM2AF	PTM2PF	—	—	PTM2AE	PTM2PE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **PTM2AF**: PTM2 Comparator A match interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM2PF**: PTM2 Comparator P match interrupt request flag
0: No request
1: Interrupt request

Bit 3~2 Unimplemented, read as "0"

Bit 1 **PTM2AE**: PTM2 Comparator A match interrupt control
0: Disable
1: Enable

Bit 0 **PTM2PE**: PTM2 Comparator P match interrupt control
0: Disable
1: Enable

MFI4 Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	PTM0AF	PTM0PF	—	—	PTM0AE	PTM0PE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **PTM0AF**: PTM0 Comparator A match interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM0PF**: PTM0 Comparator P match interrupt request flag
0: No request
1: Interrupt request

Bit 3~2 Unimplemented, read as "0"

Bit 1 **PTM0AE**: PTM0 Comparator A match interrupt control
0: Disable
1: Enable

Bit 0 **PTM0PE**: PTM0 Comparator P match interrupt control
0: Disable
1: Enable

MFI5 Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	PTM1AF	PTM1PF	—	—	PTM1AE	PTM1PE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **PTM1AF**: PTM1 Comparator A match interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM1PF**: PTM1 Comparator P match interrupt request flag
0: No request
1: Interrupt request

Bit 3~2 Unimplemented, read as "0"

Bit 1 **PTM1AE**: PTM1 Comparator A match interrupt control
0: Disable
1: Enable

Bit 0 **PTM1PE**: PTM1 Comparator P match interrupt control
0: Disable
1: Enable

MFI6 Register

Bit	7	6	5	4	3	2	1	0
Name	—	—	PTM3AF	PTM3PF	—	—	PTM3AE	PTM1PE
R/W	—	—	R/W	R/W	—	—	R/W	R/W
POR	—	—	0	0	—	—	0	0

Bit 7~6 Unimplemented, read as "0"

Bit 5 **PTM3AF**: PTM3 Comparator A match interrupt request flag
0: No request
1: Interrupt request

Bit 4 **PTM3PF**: PTM3 Comparator P match interrupt request flag
0: No request
1: Interrupt request

Bit 3~2 Unimplemented, read as "0"

Bit 1 **PTM3AE**: PTM3 Comparator A match interrupt control
0: Disable
1: Enable

Bit 0 **PTM3PE**: PTM3 Comparator P match interrupt control
0: Disable
1: Enable

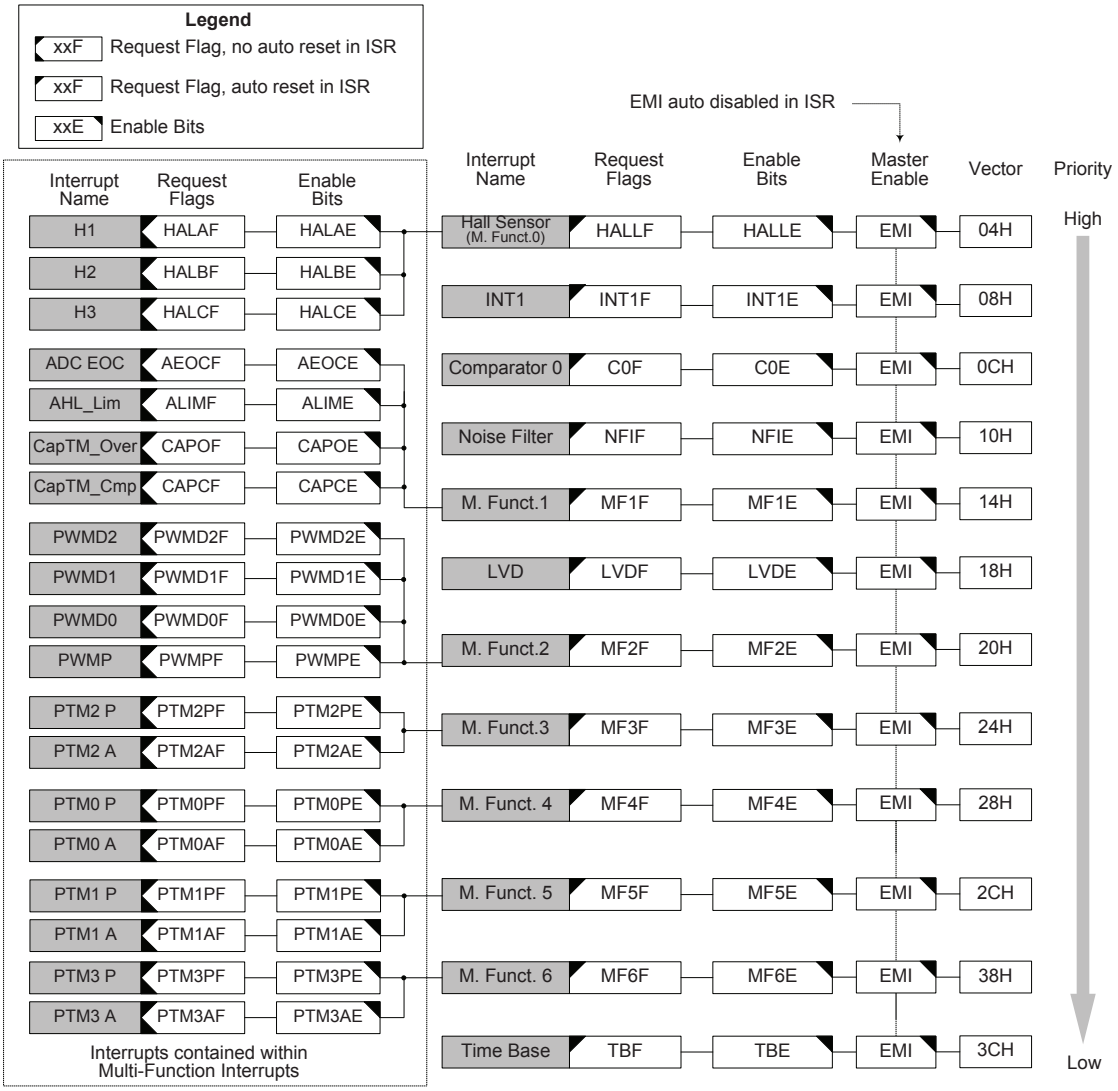
Interrupt Operation

When the conditions for an interrupt event occur, such as a TM Comparator P or Comparator A match or A/D conversion completion etc., the relevant interrupt request flag will be set. Whether the request flag actually generates a program jump to the relevant interrupt vector is determined by the condition of the interrupt enable bit. If the enable bit is set high then the program will jump to its relevant vector; if the enable bit is zero then although the interrupt request flag is set an actual interrupt will not be generated and the program will not jump to the relevant interrupt vector. The global interrupt enable bit, if cleared to zero, will disable all interrupts.

When an interrupt is generated, the Program Counter, which stores the address of the next instruction to be executed, will be transferred onto the stack. The Program Counter will then be loaded with a new address which will be the value of the corresponding interrupt vector. The microcontroller will then fetch its next instruction from this interrupt vector. The instruction at this vector will usually be a "JMP" which will jump to another section of program which is known as the interrupt service routine. Here is located the code to control the appropriate interrupt. The interrupt service routine must be terminated with a "RETI", which retrieves the original Program Counter address from the stack and allows the microcontroller to continue with normal execution at the point where the interrupt occurred.

The various interrupt enable bits, together with their associated request flags, are shown in the accompanying diagrams with their order of priority. Some interrupt sources have their own individual interrupt vector while others share the same multi-function interrupt vector. Once an interrupt subroutine is serviced, all the other interrupts will be blocked, as the global interrupt enable bit, EMI bit will be cleared automatically. This will prevent any further interrupt nesting from occurring. However, if other interrupt requests occur during this interval, although the interrupt will not be immediately serviced, the request flag will still be recorded.

If an interrupt requires immediate servicing while the program is already in another interrupt service routine, the EMI bit should be set after entering the routine, to allow interrupt nesting. If the stack is full, the interrupt request will not be acknowledged, even if the related interrupt is enabled, until the Stack Pointer is decremented. If immediate service is desired, the stack must be prevented from becoming full. In case of simultaneous requests, the accompanying diagram shows the priority that is applied. All of the interrupt request flags when set will wake-up the device if it is in SLEEP or IDLE Mode, however to prevent a wake-up from occurring the corresponding flag should be set before the device is in SLEEP or IDLE Mode.



Interrupt Structure

External Interrupt 0

The external interrupt 0, also known as the Hall sensor interrupt, is a multi-function interrupt. It is controlled by signal transistions on the pins, Hall Sensor input pins, H1, H2 and H3. A Hall sensor interrupt request will take place when the Hall sensor interrupt request flag, HALAF, HALBF or HALCF, is set, which will occur when a transition (rising edge, falling edge or both edges selected by the INTEG0 register) appears on the external Hall sensor pins. To allow the program to branch to its prespective interrupt vector address, the global interrupt enable bit, EMI, and the Hall sensor global interrupt control bit, HALLE, and the Hall Sensor A/B/C input control bit, HALAE/HALBE/HALCE, must first be set. Additionally the correct interrupt edge type must be selected using the INTEG0 register. As the external input pins, H1, H2 and H3, are pin-shared with I/O pins, they should be configured as an external Hall sensor input pins using the corresponding pin-shared control bits before the Hall sensor interrupt functions are enabled.

When the interrupt is enabled, the stack is not full and either one of the Hall sensor interrupts occurs, a subroutine call to the Multi-function interrupt 0 vector will take place. When the interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts and the related Multi-function interrupt request flag, HALLF(MFI0), will be automatically reset, but the Hall sensor interrupt request flags, HALAF, HALBF and HALCF, must be manually cleared by the application program.

The INTEG0 register is used to select the type of active edge that will trigger the Hall sensor interrupt. A choice of either rising or falling or both edge types can be chosen to trigger a Hall sensor interrupt. Note that the INTEG0 register also can be used to disable the Hall sensor input interrupt functions.

External Interrupt 1

The external interrupt 1 is controlled by signal transitions on the INT1 pin. An external interrupt request will take place when the external interrupt request flag, INT1F, is set, which will occur when a transition appears on the external interrupt pin. Additionally the correct interrupt edge type must be selected using the INTEG1 register to enable the external interrupt 1 function and to choose the trigger edge type. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and respective external interrupt enable bit, INT1E, must first be set. As the external interrupt pin is pin-shared with I/O pin, it should be configured as external interrupt pin before the external pin interrupt function is enabled. The pin must also be setup as an input type by setting the corresponding bit in the port control register. When the interrupt is enabled, the stack is not full and the correct transition type appears on the external interrupt pin, a subroutine call to the external interrupt vector, will take place. When the interrupt is serviced, the external interrupt request flag, INT1F, will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts. Note that any pull-high resistor selections on the external interrupt pin will remain valid even if the pin is used as an external interrupt input.

The INTEG1 register is used to select the type of active edge that will trigger the external interrupt 1. A choice of either rising or falling or both edge types can be chosen to trigger an external interrupt. Note that the INTEG1 register can also be used to disable the external interrupt 1 function.

Noise Filter Input Interrupt

The noise filter intput external interrupt is controlled by signal transitions on the NFIN pin. An external noise filtered intput interrupt request will take place when the noise filter input interrupt request flag, NFIF, is set, which will occur when a transition appears on the external Noise Filter input pin. Additionally the correct interrupt edge type must be selected using the NFIS1 and NFIS0 bits in the NF_VIL register to enable the external interrupt function and to choose the trigger edge type. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and respective NFIN input interrupt enable bit, NFIE, must first be set. As the external noise filter interrupt pin NFIN is pin-shared with I/O pin, it should be configured as the noise filter input pin by the corresponding pin-shared function selection bits before the Noise Filter external interrupt function is enabled. The pin must also be setup as an input by setting the corresponding bit in the port control register. When the interrupt is enabled, the stack is not full and the correct transition type appears on the noise filter interrupt pin, a subroutine call to the noise filter interrupt vector will take place. When the interrupt is serviced, the noise filter input interrupt request flag, NFIF, will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts. Note that any pull-high resistor selections on the NFIN pin will remain valid even if the pin is used as a noise filter interrupt input.

The NF_VIL register is used to select the type of active edge that will trigger the noise filter interrupt. A choice of either rising or falling or both edge types can be chosen to trigger a noise filter interrupt. Note that the NF_VIL register can also be used to disable the noise filter interrupt function.

Comparator 0 Interrupt

The comparator interrupt is controlled by the internal comparator 0. A comparator interrupt request will take place when the comparator 0 interrupt request flag, C0F, is set, a situation that will occur when the comparator 0 output changes state. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and comparator 0 interrupt enable bit, C0E, must first be set. When the interrupt is enabled, the stack is not full and the comparator 0 input generates a comparator output transition, a subroutine call to the comparator 0 interrupt vector, will take place. When the interrupt is serviced, the comparator 0 interrupt request flag, C0F, will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts.

Capture Timer Module Interrupt

The CAPTM has two interrupts which are contained within the Multi-function Interrupt and known as CapTM_Over and CapTM_Cmp. A CAPTM capture overflow interrupt request or compare match interrupt will take place when the relevant interrupt request flag, CAPOF or CAPCF, is set, which occurs when CAPTM capture overflows or compare matches. To allow the program to branch to their respective interrupt vector address, the global interrupt enable bit, EMI, and the relevant interrupt enable bit and Multi-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and CAPTM capture overflows or compare matches, a subroutine call to the respectivel Multi-function interrupt vector will take place. When the CAPTM interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the Multi-function interrupt request flag will be also automatically cleared. As the CAPOF or CAPCF flag will not be automatically cleared, it has to be cleared by the application program.

Multi-function Interrupts

Within the device there are seven Multi-function interrupts. Unlike the other independent interrupts, these interrupts have no independent source, but rather are formed from other existing interrupt sources, namely the Hall Sensor input interrupts, PWM period and duty match interrupts, TM Interrupts, A/D Converter Interrupts, and CAPTM Interrupts.

A Multi-function interrupt request will take place when any of the Multi-function interrupt request flags, HALLF(MF0F) and MFnF, are set. The Multi-function interrupt request flags will be set when any of its included functions generate an interrupt request flag. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and the Multi-function interrupt enable bit must first be set. When the Multi-function interrupt is enabled and the stack is not full, and either one of the interrupts contained within each of Multi-function interrupt occurs, a subroutine call to one of the Multi-function interrupt vectors will take place. When the interrupt is serviced, the related Multi-function interrupt request flag will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts.

However, it must be noted that, although the interrupt Multi-function request flags will be automatically reset when the interrupt is serviced, the request flags from the original source of the Multi-function interrupts will not be automatically reset and must be manually reset by the application program.

PWM Module Interrupts

The PWM module has four interrupts, one PWM Period match interrupt known as PWMP interrupt and three PWM Duty match interrupts known as PWMDn (n=0~2) interrupt. The PWMP and PWMDn interrupts are contained in multi-function interrupt 2. A PWM interrupt request will take place when the PWM interrupt request flag, PWMPF or PWMDnF, are set, which occurs when the PWM Period or Duty n matches. To allow the program to branch to its respectively interrupt vector address, the global intgerrupt enable bit, EMI, the PWM Period or Duty match interrupt enable bit, PWMPE or PWMDnE, and the multi-function interrupt 2 enable bit, must first be set. When the interrupt is enabled, the stack is not full and the PWM Period or Duty matches, a subroutine call to this vector loacation will take place. When the interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts and the multi-function interrupt 2 request flag will also be automatically reset, but the interrupt request flag, PWMDnF or PWMPF, must be manually cleared by the application program.

A/D Converter Interrupts

The A/D Converter has two interrupts which both are contained in Multi-function interrupt. One is the A/D converter compare result interrupt which is controlled by the comparison of the converted data registers (ADRH/ADRL) to the boundary register pairs (ADHVDH/ADHVDL and ADLVDH/ADLVDL) and the limiting condition set by ADCHVE and ADCLVE bits. An A/D converter compare result interrupt request will take place after the comparing and the preset Limit type defined in the ADCHVE and ADCLVE bits in the ADCR1 register takes place. The other is controlled by the end of an A/D conversion process.

An A/D converter interrupt request will take place when the A/D converter interrupt request flag, AEOCF or ALIMF, is set, which occurs when the A/D conversion process finishes or a compare result generation. To allow the program to branch to its interrupt vector address, the global interrupt enable bit, EMI, the related Multi-function interrupt enable bit and the A/D converter interrupt enable bit, AEOCE or ALIME, must first be set. When the interrupt is enabled, the stack is not full and an A/D conversion compare result generates or an end of A/D conversion process occurs, a subroutine call to its interrupt vector will take place. When the A/D converter interrpt is serviced, the related Multi-function interrupt request flag will be automatically reset and the EMI bit will be automatically cleared to disable other interrupts. However the AEOCF or ALIMF flag will not be automatically cleared, they have to be cleared by the application program.

TM Interrupts

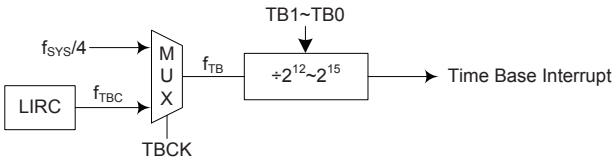
The Periodic Type TMs each have two interrupts, one comes from the comparator A match situation and the other comes from the comparator P match situation. All of the TM interrupts are contained within the multi-function interrupts. For all of the TM types there are two interrupt request flags, PTMnPF and PTMnAF, and two enable control bits, PTMnPE and PTMnAE. A TM interrupt request will take place when any of the TM request flags together with the associated multi-function interrupt request flag are set, a situation which occurs when a TM comparator P or A match situation happens.

To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, respective TM Interrupt enable bit, and relevant multi-function interrupt enable bit must first be set. When the interrupt is enabled, the stack is not full and a TM comparator match situation occurs, a subroutine call to the relevant interrupt vector locations, will take place. When the TM interrupt is serviced, the EMI bit will be automatically cleared to disable other interrupts, however only the related multi-function interrupt flag will be automatically cleared. As the TM interrupt request flags will not be automatically cleared, they have to be cleared by the application program.

Time Base Interrupt

The function of the Time Base Interrupt is to provide regular time signal in the form of an internal interrupt. It is controlled by the overflow signal from its timer function. When this happens its interrupt request flag, TBF, will be set. To allow the program to branch to its interrupt vector address, the global interrupt enable bit, EMI, and Time Base enable bit, TBE, must first be set. When the interrupt is enabled, the stack is not full and the Time Base overflows, a subroutine call to its vector location will take place. When the interrupt is serviced, the interrupt request flag, TBF, will be automatically reset and the EMI bit will be cleared to disable other interrupts.

The purpose of the Time Base Interrupt is to provide an interrupt signal at fixed time periods. Its clock source, f_{TB}, originates from the internal clock source $f_{SYS}/4$ or f_{TBC} and then passes through a divider, the division ratio of which is selected by programming the TB1 and TB0 bits to obtain longer interrupt periods whose value ranges.



Time Base Interrupt

TBC Register

Bit	7	6	5	4	3	2	1	0
Name	TBON	TBCK	TB1	TB0	—	—	—	—
R/W	R/W	R/W	R/W	R/W	—	—	—	—
POR	0	0	1	1	—	—	—	—

Bit 7 **TBON**: Time Base Control
0: Disable
1: Enable

Bit 6 **TBCK**: Select f_{TB} clock
0: f_{TBC}
1: $f_{SYS}/4$

Bit 5~4 **TB1~TB0**: Select Time Base Time-out Period
00: $f_{TB}/2^{12}$
01: $f_{TB}/2^{13}$
10: $f_{TB}/2^{14}$
11: $f_{TB}/2^{15}$

Bit 3~0 Unimplemented, read as "0"

LVD Interrupt

An LVD Interrupt request will take place when the LVD Interrupt request flag, LVDF, is set, which occurs when the Low Voltage Detector function detects a low power supply voltage. To allow the program to branch to its respective interrupt vector address, the global interrupt enable bit, EMI, and Low Voltage Interrupt enable bit, LVDE, must first be set. When the interrupt is enabled, the stack is not full and a low voltage condition occurs, a subroutine call to the LVD Interrupt vector, will take place. When the Low Voltage Interrupt is serviced, the interrupt request flag, LVDF, will be automatically reset and the EMI bit will be cleared to disable other interrupts.

Interrupt Wake-up Function

Each of the interrupt functions has the capability of waking up the microcontroller when in the SLEEP or IDLE Mode. A wake-up is generated when an interrupt request flag changes from low to high and is independent of whether the interrupt is enabled or not. Therefore, even though the device is in the SLEEP or IDLE Mode and its system oscillator stopped, situations such as external edge transitions on the external interrupt pins or a low power supply voltage may cause their respective interrupt flag to be set high and consequently generate an interrupt. Care must therefore be taken if spurious wake-up situations are to be avoided. If an interrupt wake-up function is to be disabled then the corresponding interrupt request flag should be set high before the device enters the SLEEP or IDLE Mode. The interrupt enable bits have no effect on the interrupt wake-up function.

Programming Considerations

By disabling the relevant interrupt enable bits, a requested interrupt can be prevented from being serviced, however, once an interrupt request flag is set, it will remain in this condition in the interrupt register until the corresponding interrupt is serviced or until the request flag is cleared by the application program.

Where a certain interrupt is contained within a Multi-function interrupt, then when the interrupt service routine is executed, as only the Multi-function interrupt request flags will be automatically cleared, the individual request flag for the function needs to be cleared by the application program.

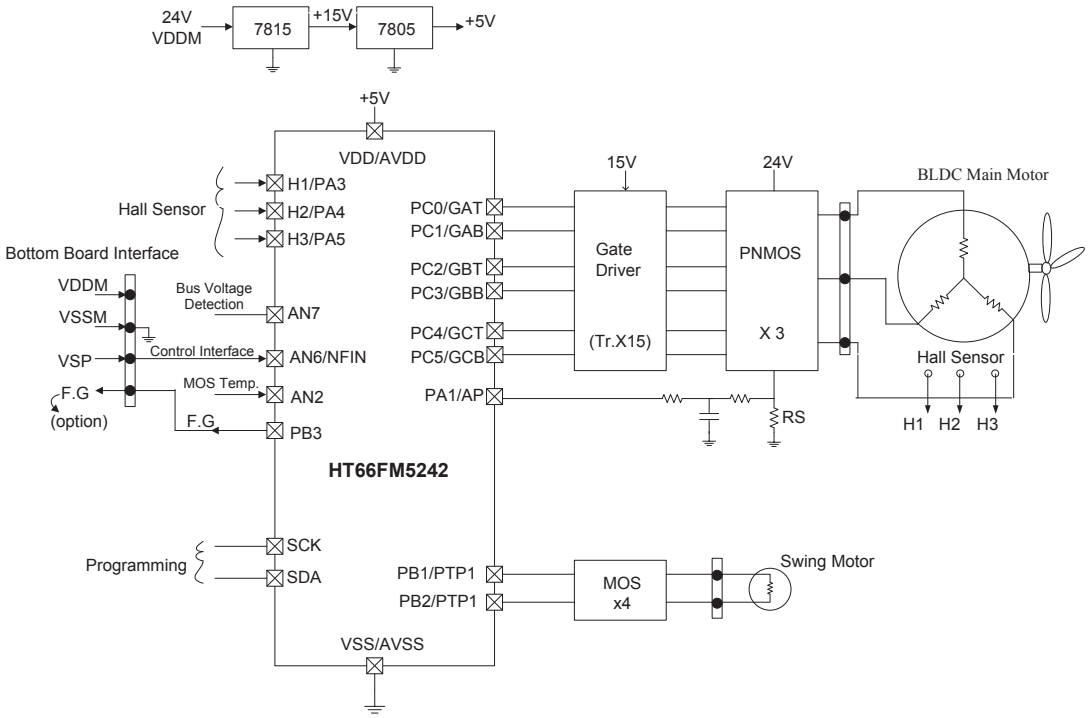
It is recommended that programs do not use the "CALL" instruction within the interrupt service subroutine. Interrupts often occur in an unpredictable manner or need to be serviced immediately. If only one stack is left and the interrupt is not well controlled, the original control sequence will be damaged once a CALL subroutine is executed in the interrupt subroutine.

Every interrupt has the capability of waking up the microcontroller when it is in SLEEP or IDLE Mode, the wake up being generated when the interrupt request flag changes from low to high. If it is required to prevent a certain interrupt from waking up the microcontroller then its respective request flag should be first set high before enter SLEEP or IDLE Mode.

As only the Program Counter is pushed onto the stack, then when the interrupt is serviced, if the contents of the accumulator, status register or other registers are altered by the interrupt service program, their contents should be saved to the memory at the beginning of the interrupt service routine.

To return from an interrupt subroutine, either a RET or RETI instruction may be executed. The RETI instruction in addition to executing a return to the main program also automatically sets the EMI bit high to allow further interrupts. The RET instruction however only executes a return to the main program leaving the EMI bit in its present zero state and therefore disabling the execution of further interrupts.

Application Circuits



Instruction Set

Introduction

Central to the successful operation of any microcontroller is its instruction set, which is a set of program instruction codes that directs the microcontroller to perform certain operations. In the case of Holtek microcontroller, a comprehensive and flexible set of over 60 instructions is provided to enable programmers to implement their application with the minimum of programming overheads.

For easier understanding of the various instruction codes, they have been subdivided into several functional groupings.

Instruction Timing

Most instructions are implemented within one instruction cycle. The exceptions to this are branch, call, or table read instructions where two instruction cycles are required. One instruction cycle is equal to 4 system clock cycles, therefore in the case of an 8MHz system oscillator, most instructions would be implemented within 0.5μs and branch or call instructions would be implemented within 1μs. Although instructions which require one more cycle to implement are generally limited to the JMP, CALL, RET, RETI and table read instructions, it is important to realize that any other instructions which involve manipulation of the Program Counter Low register or PCL will also take one more cycle to implement. As instructions which change the contents of the PCL will imply a direct jump to that new address, one more cycle will be required. Examples of such instructions would be "CLR PCL" or "MOV PCL, A". For the case of skip instructions, it must be noted that if the result of the comparison involves a skip operation then this will also take one more cycle, if no skip is involved then only one cycle is required.

Moving and Transferring Data

The transfer of data within the microcontroller program is one of the most frequently used operations. Making use of three kinds of MOV instructions, data can be transferred from registers to the Accumulator and vice-versa as well as being able to move specific immediate data directly into the Accumulator. One of the most important data transfer applications is to receive data from the input ports and transfer data to the output ports.

Arithmetic Operations

The ability to perform certain arithmetic operations and data manipulation is a necessary feature of most microcontroller applications. Within the Holtek microcontroller instruction set are a range of add and subtract instruction mnemonics to enable the necessary arithmetic to be carried out. Care must be taken to ensure correct handling of carry and borrow data when results exceed 255 for addition and less than 0 for subtraction. The increment and decrement instructions INC, INCA, DEC and DECA provide a simple means of increasing or decreasing by a value of one of the values in the destination specified.

Logical and Rotate Operation

The standard logical operations such as AND, OR, XOR and CPL all have their own instruction within the Holtek microcontroller instruction set. As with the case of most instructions involving data manipulation, data must pass through the Accumulator which may involve additional programming steps. In all logical data operations, the zero flag may be set if the result of the operation is zero. Another form of logical data manipulation comes from the rotate instructions such as RR, RL, RRC and RLC which provide a simple means of rotating one Bit right or left. Different rotate instructions exist depending on program requirements. Rotate instructions are useful for serial port programming applications where data can be rotated from an internal register into the Carry Bit from where it can be examined and the necessary serial Bit set high or low. Another application which rotate data operations are used is to implement multiplication and division calculations.

Branches and Control Transfer

Program branching takes the form of either jumps to specified locations using the JMP instruction or to a subroutine using the CALL instruction. They differ in the sense that in the case of a subroutine call, the program must return to the instruction immediately when the subroutine has been carried out. This is done by placing a return instruction "RET" in the subroutine which will cause the program to jump back to the address right after the CALL instruction. In the case of a JMP instruction, the program simply jumps to the desired location. There is no requirement to jump back to the original jumping off point as in the case of the CALL instruction. One special and extremely useful set of branch instructions are the conditional branches. Here a decision is first made regarding the condition of a certain data memory or individual Bits. Depending upon the conditions, the program will continue with the next instruction or skip over it and jump to the following instruction. These instructions are the key to decision making and branching within the program perhaps determined by the condition of certain input switches or by the condition of internal data Bits.

Bit Operations

The ability to provide single Bit operations on Data Memory is an extremely flexible feature of all Holtek microcontrollers. This feature is especially useful for output port Bit programming where individual Bits or port pins can be directly set high or low using either the "SET [m].i" or "CLR [m].i" instructions respectively. The feature removes the need for programmers to first read the 8-Bit output port, manipulate the input data to ensure that other Bits are not changed and then output the port with the correct new data. This read-modify-write process is taken care of automatically when these Bit operation instructions are used.

Table Read Operations

Data storage is normally implemented by using registers. However, when working with large amounts of fixed data, the volume involved often makes it inconvenient to store the fixed data in the Data Memory. To overcome this problem, Holtek microcontrollers allow an area of Program Memory to be set as a table where data can be directly stored. A set of easy to use instructions provides the means by which this fixed data can be referenced and retrieved from the Program Memory.

Other Operations

In addition to the above functional instructions, a range of other instructions also exist such as the "HALT" instruction for Power-down operations and instructions to control the operation of the Watchdog Timer for reliable program operations under extreme electric or electromagnetic environments. For their relevant operations, refer to the functional related sections.

Instruction Set Summary

The instructions related to the data memory access in the following table can be used when the desired data memory is located in Data Memory sector 0.

Table Conventions

x: Bits immediate data
m: Data Memory address
A: Accumulator
i: 0~7 number of bits
addr: Program memory address

Mnemonic	Description	Cycles	Flag Affected
Arithmetic			
ADD A,[m]	Add Data Memory to ACC	1	Z, C, AC, OV, SC
ADDM A,[m]	Add ACC to Data Memory	1Note	Z, C, AC, OV, SC
ADD A,x	Add immediate data to ACC	1	Z, C, AC, OV, SC
ADC A,[m]	Add Data Memory to ACC with Carry	1	Z, C, AC, OV, SC
ADCM A,[m]	Add ACC to Data memory with Carry	1Note	Z, C, AC, OV, SC
SUB A,x	Subtract immediate data from the ACC	1	Z, C, AC, OV, SC, CZ
SUB A,[m]	Subtract Data Memory from ACC	1	Z, C, AC, OV, SC, CZ
SUBM A,[m]	Subtract Data Memory from ACC with result in Data Memory	1Note	Z, C, AC, OV, SC, CZ
SBC A,x	Subtract immediate data from ACC with Carry	1	Z, C, AC, OV, SC, CZ
SBC A,[m]	Subtract Data Memory from ACC with Carry	1	Z, C, AC, OV, SC, CZ
SBCM A,[m]	Subtract Data Memory from ACC with Carry, result in Data Memory	1Note	Z, C, AC, OV, SC, CZ
DAA [m]	Decimal adjust ACC for Addition with result in Data Memory	1Note	C
Logic Operation			
AND A,[m]	Logical AND Data Memory to ACC	1	Z
OR A,[m]	Logical OR Data Memory to ACC	1	Z
XOR A,[m]	Logical XOR Data Memory to ACC	1	Z
ANDM A,[m]	Logical AND ACC to Data Memory	1Note	Z
ORM A,[m]	Logical OR ACC to Data Memory	1Note	Z
XORM A,[m]	Logical XOR ACC to Data Memory	1Note	Z
AND A,x	Logical AND immediate Data to ACC	1	Z
OR A,x	Logical OR immediate Data to ACC	1	Z
XOR A,x	Logical XOR immediate Data to ACC	1	Z
CPL [m]	Complement Data Memory	1Note	Z
CPLA [m]	Complement Data Memory with result in ACC	1	Z
Increment & Decrement			
INCA [m]	Increment Data Memory with result in ACC	1	Z
INC [m]	Increment Data Memory	1Note	Z
DECA [m]	Decrement Data Memory with result in ACC	1	Z
DEC [m]	Decrement Data Memory	1Note	Z
Rotate			
RRA [m]	Rotate Data Memory right with result in ACC	1	None
RR [m]	Rotate Data Memory right	1Note	None
RRCA [m]	Rotate Data Memory right through Carry with result in ACC	1	C
RRC [m]	Rotate Data Memory right through Carry	1Note	C
RLA [m]	Rotate Data Memory left with result in ACC	1	None
RL [m]	Rotate Data Memory left	1Note	None
RLCA [m]	Rotate Data Memory left through Carry with result in ACC	1	C
RLC [m]	Rotate Data Memory left through Carry	1Note	C

Mnemonic	Description	Cycles	Flag Affected
Data Move			
MOV A,[m]	Move Data Memory to ACC	1	None
MOV [m],A	Move ACC to Data Memory	1Note	None
MOV A,x	Move immediate data to ACC	1	None
Bit Operation			
CLR [m].i	Clear bit of Data Memory	1Note	None
SET [m].i	Set bit of Data Memory	1Note	None
Branch Operation			
JMP addr	Jump unconditionally	2	None
SZ [m]	Skip if Data Memory is zero	1Note	None
SZA [m]	Skip if Data Memory is zero with data movement to ACC	1Note	None
SZ [m].i	Skip if bit i of Data Memory is zero	1Note	None
SNZ [m]	Skip if Data Memory is not zero	1Note	None
SNZ [m].i	Skip if bit i of Data Memory is not zero	1Note	None
SIZ [m]	Skip if increment Data Memory is zero	1Note	None
SDZ [m]	Skip if decrement Data Memory is zero	1Note	None
SIZA [m]	Skip if increment Data Memory is zero with result in ACC	1Note	None
SDZA [m]	Skip if decrement Data Memory is zero with result in ACC	1Note	None
CALL addr	Subroutine call	2	None
RET	Return from subroutine	2	None
RET A,x	Return from subroutine and load immediate data to ACC	2	None
RETI	Return from interrupt	2	None
Table Read Operation			
TABRD [m]	Read table (specific page) to TBLH and Data Memory	2Note	None
TABRDL [m]	Read table (last page) to TBLH and Data Memory	2Note	None
ITABRD [m]	Increment table pointer TBLP first and Read table to TBLH and Data Memory	2Note	None
ITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	2Note	None
Miscellaneous			
NOP	No operation	1	None
CLR [m]	Clear Data Memory	1Note	None
SET [m]	Set Data Memory	1Note	None
CLR WDT	Clear Watchdog Timer	1	TO, PDF
SWAP [m]	Swap nibbles of Data Memory	1Note	None
SWAPA [m]	Swap nibbles of Data Memory with result in ACC	1	None
HALT	Enter power down mode	1	TO, PDF

Note: 1. For skip instructions, if the result of the comparison involves a skip then up to three cycles are required, if no skip takes place only one cycle is required.
2. Any instruction which changes the contents of the PCL will also require 2 cycles for execution.
3. For the "CLR WDT" instruction the TO and PDF flags may be affected by the execution status. The TO and PDF flags are cleared after the "CLR WDT" instructions is executed. Otherwise the TO and PDF flags remain unchanged.

Extended Instruction Set

The extended instructions are used to support the full range address access for the data memory. When the accessed data memory is located in any data memory sections except sector 0, the extended instruction can be used to access the data memory instead of using the indirect addressing access to improve the CPU firmware performance.

Mnemonic	Description	Cycles	Flag Affected
Arithmetic			
LADD A,[m]	Add Data Memory to ACC	2	Z, C, AC, OV, SC
LADDM A,[m]	Add ACC to Data Memory	2Note	Z, C, AC, OV, SC
LADC A,[m]	Add Data Memory to ACC with Carry	2	Z, C, AC, OV, SC
LADCM A,[m]	Add ACC to Data memory with Carry	2Note	Z, C, AC, OV, SC
LSUB A,[m]	Subtract Data Memory from ACC	2	Z, C, AC, OV, SC, CZ
LSUBM A,[m]	Subtract Data Memory from ACC with result in Data Memory	2Note	Z, C, AC, OV, SC, CZ
LSBC A,[m]	Subtract Data Memory from ACC with Carry	2	Z, C, AC, OV, SC, CZ
LSBCM A,[m]	Subtract Data Memory from ACC with Carry, result in Data Memory	2Note	Z, C, AC, OV, SC, CZ
LDAA [m]	Decimal adjust ACC for Addition with result in Data Memory	2Note	C
Logic Operation			
LAND A,[m]	Logical AND Data Memory to ACC	2	Z
LOR A,[m]	Logical OR Data Memory to ACC	2	Z
LXOR A,[m]	Logical XOR Data Memory to ACC	2	Z
LANDM A,[m]	Logical AND ACC to Data Memory	2Note	Z
LORM A,[m]	Logical OR ACC to Data Memory	2Note	Z
LXORM A,[m]	Logical XOR ACC to Data Memory	2Note	Z
LCPL [m]	Complement Data Memory	2Note	Z
LCPLA [m]	Complement Data Memory with result in ACC	2	Z
Increment & Decrement			
LINCA [m]	Increment Data Memory with result in ACC	2	Z
LINC [m]	Increment Data Memory	2Note	Z
LDECA [m]	Decrement Data Memory with result in ACC	2	Z
LDEC [m]	Decrement Data Memory	2Note	Z
Rotate			
LRRA [m]	Rotate Data Memory right with result in ACC	2	None
LRR [m]	Rotate Data Memory right	2Note	None
LRRCA [m]	Rotate Data Memory right through Carry with result in ACC	2	C
LRRC [m]	Rotate Data Memory right through Carry	2Note	C
LRLA [m]	Rotate Data Memory left with result in ACC	2	None
LRL [m]	Rotate Data Memory left	2Note	None
LRLCA [m]	Rotate Data Memory left through Carry with result in ACC	2	C
LRLC [m]	Rotate Data Memory left through Carry	2Note	C
Data Move			
LMOV A,[m]	Move Data Memory to ACC	2	None
LMOV [m],A	Move ACC to Data Memory	2Note	None
Bit Operation			
LCLR [m].i	Clear bit of Data Memory	2Note	None
LSET [m].i	Set bit of Data Memory	2Note	None

Mnemonic	Description	Cycles	Flag Affected
Branch			
LSZ [m]	Skip if Data Memory is zero	2Note	None
LSZA [m]	Skip if Data Memory is zero with data movement to ACC	2Note	None
LSNZ [m]	Skip if Data Memory is not zero	2Note	None
LSZ [m].i	Skip if bit i of Data Memory is zero	2Note	None
LSNZ [m].i	Skip if bit i of Data Memory is not zero	2Note	None
LSIZ [m]	Skip if increment Data Memory is zero	2Note	None
LSDZ [m]	Skip if decrement Data Memory is zero	2Note	None
LSIZA [m]	Skip if increment Data Memory is zero with result in ACC	2Note	None
LSDZA [m]	Skip if decrement Data Memory is zero with result in ACC	2Note	None
Table Read			
LTABRD [m]	Read table to TBLH and Data Memory	3Note	None
LTABRDL [m]	Read table (last page) to TBLH and Data Memory	3Note	None
LITABRD [m]	Increment table pointer TBLP first and Read table to TBLH and Data Memory	3Note	None
LITABRDL [m]	Increment table pointer TBLP first and Read table (last page) to TBLH and Data Memory	3Note	None
Miscellaneous			
LCLR [m]	Clear Data Memory	2Note	None
LSET [m]	Set Data Memory	2Note	None
LSWAP [m]	Swap nibbles of Data Memory	2Note	None
LSWAPA [m]	Swap nibbles of Data Memory with result in ACC	2	None

Note: 1. For these extended skip instructions, if the result of the comparison involves a skip then up to four cycles are required, if no skip takes place two cycles is required.
2. Any extended instruction which changes the contents of the PCL register will also require three cycles for execution.

Instruction Definition

ADC A,[m] Add Data Memory to ACC with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m] + C

Affected flag(s) OV, Z, AC, C, SC

ADCM A,[m] Add ACC to Data Memory with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m] + C

Affected flag(s) OV, Z, AC, C, SC

ADD A,[m] Add Data Memory to ACC

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m]

Affected flag(s) OV, Z, AC, C, SC

ADD A,x Add immediate data to ACC

Description The contents of the Accumulator and the specified immediate data are added. The result is stored in the Accumulator.

Operation ACC ← ACC + x

Affected flag(s) OV, Z, AC, C, SC

ADDM A,[m] Add ACC to Data Memory

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m]

Affected flag(s) OV, Z, AC, C, SC

AND A,[m] Logical AND Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical AND operation. The result is stored in the Accumulator.

Operation ACC ← ACC "AND" [m]

Affected flag(s) Z

AND A,x Logical AND immediate data to ACC

Description Data in the Accumulator and the specified immediate data perform a bit wise logical AND operation. The result is stored in the Accumulator.

Operation ACC ← ACC "AND" x

Affected flag(s) Z

ANDM A,[m] Logical AND ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical AND operation. The result is stored in the Data Memory.

Operation [m] ← ACC "AND" [m]

Affected flag(s) Z

CALL addr Subroutine call

Description Unconditionally calls a subroutine at the specified address. The Program Counter then increments by 1 to obtain the address of the next instruction which is then pushed onto the stack. The specified address is then loaded and the program continues execution from this new address. As this instruction requires an additional operation, it is a two cycle instruction.

Operation Stack ← Program Counter + 1
Program Counter ← addr

Affected flag(s) None

CLR [m] Clear Data Memory

Description Each bit of the specified Data Memory is cleared to 0.

Operation [m] ← 00H

Affected flag(s) None

CLR [m].i Clear bit of Data Memory

Description Bit i of the specified Data Memory is cleared to 0.

Operation [m].i ← 0

Affected flag(s) None

CLR WDT Clear Watchdog Timer

Description The TO, PDF flags and the WDT are all cleared.

Operation WDT cleared
TO ← 0
PDF ← 0

Affected flag(s) TO, PDF

CPL [m] Complement Data Memory

Description Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa.

Operation [m] ← $\overline{[m]}$

Affected flag(s) Z

CPLA [m] Complement Data Memory with result in ACC

Description Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa. The complemented result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC ← $\overline{[m]}$

Affected flag(s) Z

DAA [m] Decimal-Adjust ACC for addition with result in Data Memory

Description Convert the contents of the Accumulator value to a BCD (Binary Coded Decimal) value resulting from the previous addition of two BCD variables. If the low nibble is greater than 9 or if AC flag is set, then a value of 6 will be added to the low nibble. Otherwise the low nibble remains unchanged. If the high nibble is greater than 9 or if the C flag is set, then a value of 6 will be added to the high nibble. Essentially, the decimal conversion is performed by adding 00H, 06H, 60H or 66H depending on the Accumulator and flag conditions. Only the C flag may be affected by this instruction which indicates that if the original BCD sum is greater than 100, it allows multiple precision decimal addition.

Operation [m] ← ACC + 00H or
[m] ← ACC + 06H or
[m] ← ACC + 60H or
[m] ← ACC + 66H

Affected flag(s) C

DEC [m] Decrement Data Memory

Description Data in the specified Data Memory is decremented by 1.

Operation [m] ← [m] − 1

Affected flag(s) Z

DECA [m] Decrement Data Memory with result in ACC

Description Data in the specified Data Memory is decremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC ← [m] − 1

Affected flag(s) Z

HALT Enter power down mode

Description This instruction stops the program execution and turns off the system clock. The contents of the Data Memory and registers are retained. The WDT and prescaler are cleared. The power down flag PDF is set and the WDT time-out flag TO is cleared.

Operation TO ← 0
PDF ← 1

Affected flag(s) TO, PDF

INC [m] Increment Data Memory

Description Data in the specified Data Memory is incremented by 1.

Operation [m] ← [m] + 1

Affected flag(s) Z

INCA [m] Increment Data Memory with result in ACC

Description Data in the specified Data Memory is incremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC ← [m] + 1

Affected flag(s) Z

JMP addr Jump unconditionally

Description The contents of the Program Counter are replaced with the specified address. Program execution then continues from this new address. As this requires the insertion of a dummy instruction while the new address is loaded, it is a two cycle instruction.

Operation Program Counter ← addr

Affected flag(s) None

MOV A,[m] Move Data Memory to ACC

Description The contents of the specified Data Memory are copied to the Accumulator.

Operation ACC ← [m]

Affected flag(s) None

MOV A,x Move immediate data to ACC

Description The immediate data specified is loaded into the Accumulator.

Operation ACC ← x

Affected flag(s) None

MOV [m],A Move ACC to Data Memory

Description The contents of the Accumulator are copied to the specified Data Memory.

Operation [m] ← ACC

Affected flag(s) None

NOP No operation

Description No operation is performed. Execution continues with the next instruction.

Operation No operation

Affected flag(s) None

OR A,[m] Logical OR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical OR operation. The result is stored in the Accumulator.

Operation ACC ← ACC "OR" [m]

Affected flag(s) Z

OR A,x Logical OR immediate data to ACC

Description Data in the Accumulator and the specified immediate data perform a bitwise logical OR operation. The result is stored in the Accumulator.

Operation ACC ← ACC "OR" x

Affected flag(s) Z

ORM A,[m] Logical OR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical OR operation. The result is stored in the Data Memory.

Operation [m] ← ACC "OR" [m]

Affected flag(s) Z

RET Return from subroutine

Description The Program Counter is restored from the stack. Program execution continues at the restored address.

Operation Program Counter ← Stack

Affected flag(s) None

RET A,x Return from subroutine and load immediate data to ACC

Description The Program Counter is restored from the stack and the Accumulator loaded with the specified immediate data. Program execution continues at the restored address.

Operation Program Counter ← Stack
ACC ← x

Affected flag(s) None

RETI Return from interrupt

Description The Program Counter is restored from the stack and the interrupts are re-enabled by setting the EMI bit. EMI is the master interrupt global enable bit. If an interrupt was pending when the RETI instruction is executed, the pending Interrupt routine will be processed before returning to the main program.

Operation Program Counter ← Stack
EMI ← 1

Affected flag(s) None

RL [m] Rotate Data Memory left

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← [m].7

Affected flag(s) None

RLA [m] Rotate Data Memory left with result in ACC

Description: The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation:
ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← [m].7

Affected flag(s): None

RLC [m] Rotate Data Memory left through Carry

Description: The contents of the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into bit 0.

Operation:
[m].(i+1) ← [m].i; (i=0~6)
[m].0 ← C
C ← [m].7

Affected flag(s): C

RLCA [m] Rotate Data Memory left through Carry with result in ACC

Description: Data in the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into the bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation:
ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← C
C ← [m].7

Affected flag(s): C

RR [m] Rotate Data Memory right

Description: The contents of the specified Data Memory are rotated right by 1 bit with bit 0 rotated into bit 7.

Operation:
[m].i ← [m].(i+1); (i=0~6)
[m].7 ← [m].0

Affected flag(s): None

RRA [m] Rotate Data Memory right with result in ACC

Description: Data in the specified Data Memory is rotated right by 1 bit with bit 0 rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation:
ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← [m].0

Affected flag(s): None

RRC [m] Rotate Data Memory right through Carry

Description: The contents of the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7.

Operation:
[m].i ← [m].(i+1); (i=0~6)
[m].7 ← C
C ← [m].0

Affected flag(s): C

RRCA [m] Rotate Data Memory right through Carry with result in ACC

Description: Data in the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation:
ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← C
C ← [m].0

Affected flag(s): C

SBC A,[m] Subtract Data Memory from ACC with Carry

Description: The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation: ACC ← ACC − [m] − C

Affected flag(s): OV, Z, AC, C, SC, CZ

SBC A, x Subtract immediate data from ACC with Carry

Description: The immediate data and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation: ACC ← ACC - [m] - $\overline{C}$

Affected flag(s): OV, Z, AC, C, SC, CZ

SBCM A,[m] Subtract Data Memory from ACC with Carry and result in Data Memory

Description: The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation: [m] ← ACC − [m] − C

Affected flag(s): OV, Z, AC, C, SC, CZ

SDZ [m] Skip if decrement Data Memory is 0

Description: The contents of the specified Data Memory are first decremented by 1. If the result is 0 the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation:
[m] ← [m] − 1
Skip if [m]=0

Affected flag(s): None

SDZA [m] Skip if decrement Data Memory is zero with result in ACC

Description: The contents of the specified Data Memory are first decremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation:
ACC ← [m] − 1
Skip if ACC=0

Affected flag(s): None

SET [m] Set Data Memory

Description Each bit of the specified Data Memory is set to 1.

Operation [m] ← FFH

Affected flag(s) None

SET [m].i Set bit of Data Memory

Description Bit i of the specified Data Memory is set to 1.

Operation [m].i ← 1

Affected flag(s) None

SIZ [m] Skip if increment Data Memory is 0

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation [m] ← [m] + 1
Skip if [m]=0

Affected flag(s) None

SIZA [m] Skip if increment Data Memory is zero with result in ACC

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m] + 1
Skip if ACC=0

Affected flag(s) None

SNZ [m].i Skip if Data Memory is not 0

Description If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m].i ≠ 0

Affected flag(s) None

SNZ [m] Skip if Data Memory is not 0

Description If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m]≠ 0

Affected flag(s) None

SUB A,[m] Subtract Data Memory from ACC

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − [m]

Affected flag(s) OV, Z, AC, C, SC, CZ

SUBM A,[m] Subtract Data Memory from ACC with result in Data Memory

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation [m] ← ACC − [m]

Affected flag(s) OV, Z, AC, C, SC, CZ

SUB A,x Subtract immediate data from ACC

Description The immediate data specified by the code is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − x

Affected flag(s) OV, Z, AC, C, SC, CZ

SWAP [m] Swap nibbles of Data Memory

Description The low-order and high-order nibbles of the specified Data Memory are interchanged.

Operation [m].3~[m].0 ↔ [m].7~[m].4

Affected flag(s) None

SWAPA [m] Swap nibbles of Data Memory with result in ACC

Description The low-order and high-order nibbles of the specified Data Memory are interchanged. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC.3~ACC.0 ← [m].7~[m].4
ACC.7~ACC.4 ← [m].3~[m].0

Affected flag(s) None

SZ [m] Skip if Data Memory is 0

Description If the contents of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation Skip if [m]=0

Affected flag(s) None

SZA [m] Skip if Data Memory is 0 with data movement to ACC

Description The contents of the specified Data Memory are copied to the Accumulator. If the value is zero, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m]
Skip if [m]=0

Affected flag(s) None

SZ [m].i Skip if bit i of Data Memory is 0

Description If bit i of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation Skip if [m].i=0

Affected flag(s) None

TABRD [m] Read table (specific page) to TBLH and Data Memory

Description The low byte of the program code (specific page) addressed by the table pointer pair (TBLP and TBHP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

TABRDL [m] Read table (last page) to TBLH and Data Memory

Description The low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

ITABRD [m] Increment table pointer low byte first and read table to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the program code addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

ITABRDL [m] Increment table pointer low byte first and read table (last page) to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

XOR A,[m] Logical XOR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical XOR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″XOR″ [m]

Affected flag(s) Z

XORM A,[m] Logical XOR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical XOR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″XOR″ [m]

Affected flag(s) Z

XOR A,x Logical XOR immediate data to ACC

Description Data in the Accumulator and the specified immediate data perform a bitwise logical XOR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″XOR″ x

Affected flag(s) Z

Extended Instruction Definition

The extended instructions are used to directly access the data stored in any data memory sections.

LADC A,[m] Add Data Memory to ACC with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m] + C

Affected flag(s) OV, Z, AC, C, SC

LADCM A,[m] Add ACC to Data Memory with Carry

Description The contents of the specified Data Memory, Accumulator and the carry flag are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m] + C

Affected flag(s) OV, Z, AC, C, SC

LADD A,[m] Add Data Memory to ACC

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the Accumulator.

Operation ACC ← ACC + [m]

Affected flag(s) OV, Z, AC, C, SC

LADDM A,[m] Add ACC to Data Memory

Description The contents of the specified Data Memory and the Accumulator are added. The result is stored in the specified Data Memory.

Operation [m] ← ACC + [m]

Affected flag(s) OV, Z, AC, C, SC

LAND A,[m] Logical AND Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical AND operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″AND″ [m]

Affected flag(s) Z

LANDM A,[m] Logical AND ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical AND operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″AND″ [m]

Affected flag(s) Z

LCLR [m] Clear Data Memory

Description Each bit of the specified Data Memory is cleared to 0.

Operation [m] ← 00H

Affected flag(s) None

LCLR [m].i Clear bit of Data Memory

Description Bit i of the specified Data Memory is cleared to 0.

Operation [m].i ← 0

Affected flag(s) None

LCPL [m] Complement Data Memory

Description Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa.

Operation $[m] \leftarrow \overline{[m]}$

Affected flag(s) Z

LCPLA [m] Complement Data Memory with result in ACC

Description Each bit of the specified Data Memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice versa. The complemented result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation $ACC \leftarrow \overline{[m]}$

Affected flag(s) Z

LDAA [m] Decimal-Adjust ACC for addition with result in Data Memory

Description Convert the contents of the Accumulator value to a BCD (Binary Coded Decimal) value resulting from the previous addition of two BCD variables. If the low nibble is greater than 9 or if AC flag is set, then a value of 6 will be added to the low nibble. Otherwise the low nibble remains unchanged. If the high nibble is greater than 9 or if the C flag is set, then a value of 6 will be added to the high nibble. Essentially, the decimal conversion is performed by adding 00H, 06H, 60H or 66H depending on the Accumulator and flag conditions. Only the C flag may be affected by this instruction which indicates that if the original BCD sum is greater than 100, it allows multiple precision decimal addition.

Operation $[m] \leftarrow ACC + 00H$ or
$[m] \leftarrow ACC + 06H$ or
$[m] \leftarrow ACC + 60H$ or
$[m] \leftarrow ACC + 66H$

Affected flag(s) C

LDEC [m] Decrement Data Memory

Description Data in the specified Data Memory is decremented by 1.

Operation $[m] \leftarrow [m] - 1$

Affected flag(s) Z

LDECA [m] Decrement Data Memory with result in ACC

Description Data in the specified Data Memory is decremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation $ACC \leftarrow [m] - 1$

Affected flag(s) Z

LINC [m] Increment Data Memory

Description Data in the specified Data Memory is incremented by 1.

Operation $[m] \leftarrow [m] + 1$

Affected flag(s) Z

LINCA [m] Increment Data Memory with result in ACC

Description Data in the specified Data Memory is incremented by 1. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation $ACC \leftarrow [m] + 1$

Affected flag(s) Z

LMOV A,[m] Move Data Memory to ACC

Description The contents of the specified Data Memory are copied to the Accumulator.

Operation ACC ← [m]

Affected flag(s) None

LMOV [m],A Move ACC to Data Memory

Description The contents of the Accumulator are copied to the specified Data Memory.

Operation [m] ← ACC

Affected flag(s) None

LOR A,[m] Logical OR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical OR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″OR″ [m]

Affected flag(s) Z

LORM A,[m] Logical OR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical OR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″OR″ [m]

Affected flag(s) Z

LRL [m] Rotate Data Memory left

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← [m].7

Affected flag(s) None

LRLA [m] Rotate Data Memory left with result in ACC

Description The contents of the specified Data Memory are rotated left by 1 bit with bit 7 rotated into bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← [m].7

Affected flag(s) None

LRLC [m] Rotate Data Memory left through Carry

Description The contents of the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into bit 0.

Operation [m].(i+1) ← [m].i; (i=0~6)
[m].0 ← C
C ← [m].7

Affected flag(s) C

LRLCA [m] Rotate Data Memory left through Carry with result in ACC

Description Data in the specified Data Memory and the carry flag are rotated left by 1 bit. Bit 7 replaces the Carry bit and the original carry flag is rotated into the bit 0. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.(i+1) ← [m].i; (i=0~6)
ACC.0 ← C
C ← [m].7

Affected flag(s) C

LRR [m] Rotate Data Memory right

Description The contents of the specified Data Memory are rotated right by 1 bit with bit 0 rotated into bit 7.

Operation [m].i ← [m].(i+1); (i=0~6)
[m].7 ← [m].0

Affected flag(s) None

LRRA [m] Rotate Data Memory right with result in ACC

Description Data in the specified Data Memory is rotated right by 1 bit with bit 0 rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← [m].0

Affected flag(s) None

LRRC [m] Rotate Data Memory right through Carry

Description The contents of the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7.

Operation [m].i ← [m].(i+1); (i=0~6)
[m].7 ← C
C ← [m].0

Affected flag(s) C

LRRCA [m] Rotate Data Memory right through Carry with result in ACC

Description Data in the specified Data Memory and the carry flag are rotated right by 1 bit. Bit 0 replaces the Carry bit and the original carry flag is rotated into bit 7. The rotated result is stored in the Accumulator and the contents of the Data Memory remain unchanged.

Operation ACC.i ← [m].(i+1); (i=0~6)
ACC.7 ← C
C ← [m].0

Affected flag(s) C

LSBC A,[m] Subtract Data Memory from ACC with Carry

Description The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − [m] − C

Affected flag(s) OV, Z, AC, C, SC, CZ

LSBCM A,[m] Subtract Data Memory from ACC with Carry and result in Data Memory

Description The contents of the specified Data Memory and the complement of the carry flag are subtracted from the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation [m] ← ACC − [m] − C

Affected flag(s) OV, Z, AC, C, SC, CZ

LSDZ [m] Skip if decrement Data Memory is 0

Description The contents of the specified Data Memory are first decremented by 1. If the result is 0 the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation [m] ← [m] − 1
Skip if [m]=0

Affected flag(s) None

LSDZA [m] Skip if decrement Data Memory is zero with result in ACC

Description The contents of the specified Data Memory are first decremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation ACC ← [m] − 1
Skip if ACC=0

Affected flag(s) None

LSET [m] Set Data Memory

Description Each bit of the specified Data Memory is set to 1.

Operation [m] ← FFH

Affected flag(s) None

LSET [m].i Set bit of Data Memory

Description Bit i of the specified Data Memory is set to 1.

Operation [m].i ← 1

Affected flag(s) None

LSIZ [m] Skip if increment Data Memory is 0

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation [m] ← [m] + 1
Skip if [m]=0

Affected flag(s) None

LSIZA [m] Skip if increment Data Memory is zero with result in ACC

Description The contents of the specified Data Memory are first incremented by 1. If the result is 0, the following instruction is skipped. The result is stored in the Accumulator but the specified Data Memory contents remain unchanged. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m] + 1
Skip if ACC=0

Affected flag(s) None

LSNZ [m].i Skip if Data Memory is not 0

Description If the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m].i ≠ 0

Affected flag(s) None

LSNZ [m] Skip if Data Memory is not 0

Description If the content of the specified Data Memory is not 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is 0 the program proceeds with the following instruction.

Operation Skip if [m] ≠ 0

Affected flag(s) None

LSUB A,[m] Subtract Data Memory from ACC

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Accumulator. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation ACC ← ACC − [m]

Affected flag(s) OV, Z, AC, C, SC, CZ

LSUBM A,[m] Subtract Data Memory from ACC with result in Data Memory

Description The specified Data Memory is subtracted from the contents of the Accumulator. The result is stored in the Data Memory. Note that if the result of subtraction is negative, the C flag will be cleared to 0, otherwise if the result is positive or zero, the C flag will be set to 1.

Operation [m] ← ACC − [m]

Affected flag(s) OV, Z, AC, C, SC, CZ

LSWAP [m] Swap nibbles of Data Memory

Description The low-order and high-order nibbles of the specified Data Memory are interchanged.

Operation [m].3~[m].0 ↔ [m].7~[m].4

Affected flag(s) None

LSWAPA [m] Swap nibbles of Data Memory with result in ACC

Description The low-order and high-order nibbles of the specified Data Memory are interchanged. The result is stored in the Accumulator. The contents of the Data Memory remain unchanged.

Operation ACC.3~ACC.0 ← [m].7~[m].4
ACC.7~ACC.4 ← [m].3~[m].0

Affected flag(s) None

LSZ [m] Skip if Data Memory is 0

Description If the contents of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation Skip if [m]=0

Affected flag(s) None

LSZA [m] Skip if Data Memory is 0 with data movement to ACC

Description The contents of the specified Data Memory are copied to the Accumulator. If the value is zero, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0 the program proceeds with the following instruction.

Operation ACC ← [m]
Skip if [m]=0

Affected flag(s) None

LSZ [m].i Skip if bit i of Data Memory is 0

Description If bit i of the specified Data Memory is 0, the following instruction is skipped. As this requires the insertion of a dummy instruction while the next instruction is fetched, it is a two cycle instruction. If the result is not 0, the program proceeds with the following instruction.

Operation Skip if [m].i=0

Affected flag(s) None

LTABRD [m] Read table (current page) to TBLH and Data Memory

Description The low byte of the program code (current page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LTABRDL [m] Read table (last page) to TBLH and Data Memory

Description The low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LITABRD [m] Increment table pointer low byte first and read table to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the program code addressed by the table pointer (TBHP and TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LITABRDL [m] Increment table pointer low byte first and read table (last page) to TBLH and Data Memory

Description Increment table pointer low byte, TBLP, first and then the low byte of the program code (last page) addressed by the table pointer (TBLP) is moved to the specified Data Memory and the high byte moved to TBLH.

Operation [m] ← program code (low byte)
TBLH ← program code (high byte)

Affected flag(s) None

LXOR A,[m] Logical XOR Data Memory to ACC

Description Data in the Accumulator and the specified Data Memory perform a bitwise logical XOR operation. The result is stored in the Accumulator.

Operation ACC ← ACC ″XOR″ [m]

Affected flag(s) Z

LXORM A,[m] Logical XOR ACC to Data Memory

Description Data in the specified Data Memory and the Accumulator perform a bitwise logical XOR operation. The result is stored in the Data Memory.

Operation [m] ← ACC ″XOR″ [m]

Affected flag(s) Z

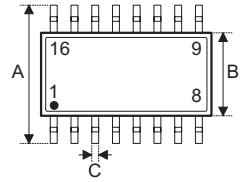
Package Information

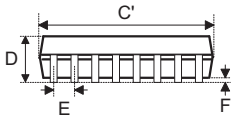
Note that the package information provided here is for consultation purposes only. As this information may be updated at regular intervals users are reminded to consult the Holtek website for the latest version of the Package/Carton Information.

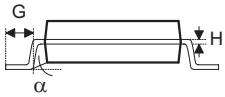
Additional supplementary information with regard to packaging is listed below. Click on the relevant section to be transferred to the relevant website page.

- Further Package Information (include Outline Dimensions, Product Tape and Reel Specifications)
- Packing Meterials Information
- Carton information

16-pin NSOP (150mil) Outline Dimensions



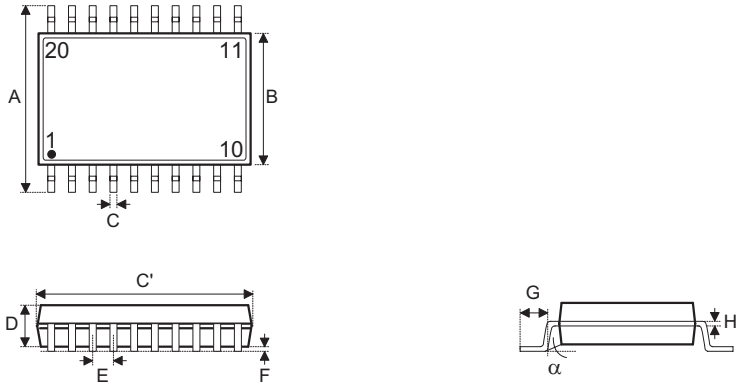




Symbol	Dimensions in inch		
	Min.	Nom.	Max.
A	—	0.236 BSC	—
B	—	0.154 BSC	—
C	0.012	—	0.020
C’	—	0.390 BSC	—
D	—	—	0.069
E	—	0.050 BSC	—
F	0.004	—	0.010
G	0.016	—	0.050
H	0.004	—	0.010
α	0°	—	8°

Symbol	Dimensions in mm		
	Min.	Nom.	Max.
A	—	6 BSC	—
B	—	3.9 BSC	—
C	0.31	—	0.51
C’	—	9.9 BSC	—
D	—	—	1.75
E	—	1.27 BSC	—
F	0.10	—	0.25
G	0.40	—	1.27
H	0.10	—	0.25
α	0°	—	8°

20-pin SSOP (150mil) Outline Dimensions



Symbol	Dimensions in inch		
	Min.	Nom.	Max.
A	—	0.236 BSC	—
B	—	0.155 BSC	—
C	0.008	—	0.012
C’	—	0.341 BSC	—
D	—	—	0.069
E	—	0.025 BSC	—
F	0.004	—	0.0098
G	0.016	—	0.05
H	0.004	—	0.01
α	0°	—	8°

Symbol	Dimensions in mm		
	Min.	Nom.	Max.
A	—	6 BSC	—
B	—	3.9 BSC	—
C	0.20	—	0.30
C’	—	8.66 BSC	—
D	—	—	1.75
E	—	0.635 BSC	—
F	0.10	—	0.25
G	0.41	—	1.27
H	0.10	—	0.25
α	0°	—	8°

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