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Datasheet

FS98O24

8-bit MCU with 4k program EPROM, 256-byte RAM,
2 low noise OPAMP, DMM function network,1 14-bit ADC,
4 × 20 LCD driver and RTC

Fortune
SEMICONDUCTOR CORPORATION

Fortune Semiconductor Corporation
富晶電子股份有限公司
23F., No.29-5,Sec. 2, Zhongzheng E. Rd.,
Danshui Dist, New Taipei City 251, Taiwan
Tel.：886-2-28094742
Fax：886-2-28094874
www.ic-fortune.com

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Contents

1. DEVICE OVERVIEW 8
   - 1.1. High Performance RISC CPU 8
   - 1.2. Peripheral Features 8
   - 1.3. Analog Features 8
   - 1.4. Special Microcontroller Features 8
   - 1.5. CMOS Technology 9
   - 1.6. Applications 9
   - 1.7. Ordering Information 9
   - 1.8. Pin Configuration 10
   - 1.9. Pin Description 11
   - 1.10. Functional Block Diagram 13
   - 1.11. FSC 8-BIT CPU CORE 14
   - 1.12. Instruction Cycle 15
2. ELECTRICAL CHARACTERISTICS 16
   - 2.1. Absolute Maximum Ratings 16
   - 2.2. DC Characteristics (VDD=3V, T_A=25℃, unless otherwise noted) 16
   - 2.3. ADC Characteristics (VDD=3V, T_A=25℃, unless otherwise noted) 17
   - 2.4. OPAMP Characteristics (VDD=3V, T_A=25℃, unless otherwise noted) 17
   - 2.5. Temperature Characteristics(VDD=3V) 17
3. MEMORY ORGANIZATION 18
   - 3.1. Program Memory Structure 18
   - 3.2. Data Memory Structure 18
   - 3.3. System Special Registers 19
     - 3.3.1. Difference between External Reset and WDT Reset 19
     - 3.3.2. IND and FSR Registers 20
     - 3.3.3. STATUS Register 21
     - 3.3.4. INTE and INTF registers 22
   - 3.4. Peripheral Special Registers 24
4. POWER SYSTEM 25
   - 4.1. Voltage Doubler 28
   - 4.2. Voltage Regulator 29
   - 4.3. Analog Bias Circuit 30
   - 4.4. Analog Common Voltage Generator 31
   - 4.5. Low Battery Comparator 32

FORTUNE Properties For Reference Only

4.6. Bandgap Voltage and Temperature Sensor 33
5. CLOCK SYSTEM 34
5.1. Oscillator States 34
5.2. CPU Instruction Cycle 35
5.3. Beeper Clock 35
6. COUNTER, TIMERS, AND FREQUENCY SYNTHESIZER 36
6.1. Dual 24-bit Programmable Counter 36
6.2. Timer Module 38
6.3. Watch Dog Timer 38
6.4. 8-bit Frequency Synthesizer 39
7. I/O PORT AND UART 40
7.1. PT1 41
7.2. PT2 42
7.3. UART 43
8. ANALOG FUNCTION 44
8.1. DMM Network Function 44
8.2. ADC 46
9. ADC APPLICATION GUIDE 48
9.1. ADC Output Format 48
9.2. ADC Linear Range 48
9.3. ADC Output Rate and Settling Time 48
9.4. ADC Input Offset 48
9.5. ADC Digital Output 49
9.6. ADC Resolution 49
10. LOW NOISE OPERATIONAL AMPLIFIER GUIDE 50
10.1. Single End Amplifier Application 52
10.2. Differential Amplifier Application 52
11. COMPARATOR 53
12. LCD DRIVER 56
13. CPU RESET 61
14. HALT AND SLEEP MODES 63
15. INSTRUCTION SET 64
15.1. Instruction Set Summary 64
15.2. Instruction Description 65
16. PACKAGE INFORMATION 76
16.1. Package Outline 76

FORTUNE Properties For Reference Only

16.2. Package Outline 77
17. REVISION HISTORY ..... 錯誤! 尚未定義書籤。

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Figure List

Figure 1-1 FS98O24 pin configuration 10
Figure 1-2 FS98O24 function block 13
Figure 1-3 FSC 8-bit CPU core function block 14
Figure 1-4 FSC CPU instruction cycle 15
Figure 2-1 VDDA vs Temp @ VDD=3V 17
Figure 2-2 VREF vs Temp @ VDD=3V 17
Figure 3-1 FS98O24 program memory structure 18
Figure 3-2 IND & FSR function description 20
Figure 4-1 FS98O24 power system block 25
Figure 4-2 Voltage Doubler 28
Figure 4-3 Voltage regulator 29
Figure 4-4 analog bias circuit 30
Figure 4-5 analog common voltage generator 31
Figure 4-6 low battery comparator function block 32
Figure 4-7 Bandgap voltage and temperature sensor function block 33
Figure 5-1 FS98O24 oscillator state block 34
Figure 6-1 Dual 24-bit programmable counter functional block 36
Figure 6-2 FS98O24 timer module function block 38
Figure 6-3 watch dog timer function block 39
Figure 6-4 Programmable Counter Working block diagram 39
Figure 7-1 FS98O24 GPIO port 1 functional block 41
Figure 7-2 FS98O24 GPIO port 2 functional block 42
Figure 8-1 FS98O24 DMM network function block 44
Figure 8-2 FS98O24 ADC function block 46
Figure 10-1 The FS98O24 OPAMP functional block 50
Figure 10-2 single end amplifier application example 52
Figure 10-3 differential amplifier example 52
Figure 11-1 Comparator functional block 53
Figure 12-1 LCD driver control block 56
Figure 16-1 FS98O24 package outline 76
Figure 16-2 FS98O24 package outline 77

Fortune Preliminary For Reference Only

Table List

Table 1-1 Ordering Information 9
Table 1-2 FS98O24 pin description 11
Table 2-1 FS98O24 absolute maximum rating table 16
Table 2-2 FS98O24 DC characteristics 16
Table 2-3 FS98O24 ADC characteristics 17
Table 2-4 FS98O24 OPAMP characteristics 17
Table 3-1 FS98O24 Data memory structure 18
Table 3-2 system register table 19
Table 3-3 A table of WDT reset differs to Ext. reset. 19
Table 3-4 peripheral special registers table 24
Table 4-1 FS98O24 power system register table 26
Table 4-2 Voltage Doubler register table 28
Table 4-3 Voltage Doubler operation frequency selection table 29
Table 4-4 voltage regulator register table 29
Table 4-5 analog bias circuit register table 30
Table 4-6 analog common voltage generator register table 31
Table 4-7 low battery comparator register table 32
Table 4-8 low battery comparator voltage detection selection table 32
Table 4-9 bandgap voltage and temperature sensor register table 33
Table 5-1 FS98O24 clock system register table 34
Table 5-2 MCK selection table 34
Table 5-3 FS98O24 CPU instruction cycle register table 35
Table 5-4 instruction cycle selection table 35
Table 5-5 beeper clock register table 35
Table 6-1 Programmable counter module register table 36
Table 6-2 Timer module register table 38
Table 6-3 watch dog timer register table 38
Table 7-1 FS98O24 I/O port and UART register table 40
Table 7-2 FS98O24 I/O port and UART register table 41
Table 7-3 FS98O24 I/O port and UART register table 42
Table 8-1 DMM function network register table 45
Table 8-2 ADC function register table 47
Table 9-1 ADC rolling counts versus ADM 49
Table 9-2 ADC rolling counts versus VR 49
Table 10-1 FS98O24 OPAMP control register table 51
Table 11-1 FS98O24 comparator control register table 53
Table 12-1 FS98O24 LCD driver register table 56
Table 13-1 FS98O24 initial status table 61
Table 15-1 FS98O24 instruction set table 64

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1. Device Overview

The FS98O24 is an 8-bit RISC-like microcontroller with 4k x 16 bits OTP program memory, auto range DMM function network, one 14-bit fully differential input analog to digital converter, two low noise amplifiers, and 4 COM x 20 SEG LCD driver. The FS98O24 is best suitable for applications such as 3 3/4 DMM and other measurement instrument products.

1.1. High Performance RISC CPU

- An 8-bit microcontroller with 37 single word instructions.
- Embedded 4k x 16 bits One-Time-Programmable(OTP) program memory.
- 256-byte data memory (SRAM).
- 8-level deep stacks.

1.2. Peripheral Features

- Embedded internal oscillator.
- External 32768Hz (RTC) or 4MHz crystal oscillator.
- Embedded Low Voltage Reset (LVR) and Low Voltage Detector (LVD) [3 mode: <2.3V, <3.5V, ADP2].
- Dual 24-bit Programmable counter.
- 8-bit Frequency Synthesizer.
- 16-bit bi-directional I/O port.
- Buzzer output.
- 4 x 20 LCD drivers.
- UART.
- Two low noise amplifier
- One 14-bit fully differential input analog to digital converter(ADC)
- Auto range DMM function network can measure:
  DCV: 400.0mV, 4.000V, 40.00V, 400.0V, 1000V
  ACV: 400.0mV, 4.000V, 40.00V, 400.0V, 1000V
  OHM: 400.0Ω, 4.000kΩ, 40.00kΩ, 400.0kΩ, 4.000MΩ, 40.00MΩ
  DCA: 400.0μA, 4000μA, 40.00mA, 400.0mA, 4.000A, 40.00A
  ACA: 400.0μA, 4000μA, 40.00mA, 400.0mA, 4.000A, 40.00A
  Capacitance: 4.000nF, 40.00nF, 400.0nF, 4.000uF, 40.00uF, 400.0uF
  Frequency: 40.00Hz, 400.0Hz, 4.000kHz, 40.00kHz, 400.0kHz, 4.000MHz
  Duty Cycle: 0.1%~99.9%
  Diode: 2.000V
  Continue Test: 400.0Ω
  Open-Short Test: Sound when impedance is lower than 50Ω.

1.3. Analog Features

- One 14-bit ADC with programmable output rate and resolution (10-bit/320Hz~14-bit/5Hz).
- Two low noise (1μV Vpp without chopper, 0.5μV Vpp with chopper, 0.1Hz~1Hz) OPAMP with chopper controller.

1.4. Special Microcontroller Features

- Embedded 580KHz oscillator.
- External 32768Hz (RTC) or 4MHz crystal oscillator.
- Embedded Low Voltage Reset (LVR) and Low Voltage Detector (LVD) [3 mode: <2.3V, <3.3V, ADP2].
- 7 Interrupt sources (external: 3, internal: 4).
- Embedded charge pump (Voltage Doubler) and voltage regulator (3.6V regulated output).

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- Embedded bandgap voltage reference (typical 1.16V±50mV, 100ppm/°C).
- Internal silicon temperature sensor (typical 550μV±50μV/°C).
- Watchdog timer (WDT).
- Package: 100-pin QFP.

1.5. CMOS Technology

- Voltage operation range from 2.2V to 5.0V.
- Operation current is less than 4 mA; power down mode current is about 3μA.

1.6. Applications

- 3 3/4 auto-range DMM.
- Measurement instrument.
- Digital meter.

1.7. Ordering Information

Table 1-1 Ordering Information

Product Number	Description	Package Type
FS98O24-PEF	MCU with OTP ROM; The customer has to program the compiled hex code into OTP ROM.	100-pin QFP
FS98O24-nnn-PEF	MCU with program type; FSC programs the customer's compiled hex code into OTP ROM at factory before shipping.	100-pin QFP
FS98O24-D	MCU with OTP ROM; The customer has to program the compiled hex code into OTP ROM.	Dice form
FS98O24-nnn-D	MCU with program type; FSC programs the customer's compiled hex code into OTP ROM at factory before shipping.	Dice form

Note1: Code number (nnn) is assigned for customer.

Note2: Code number (nnn = 001~999).

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1.8. Pin Configuration

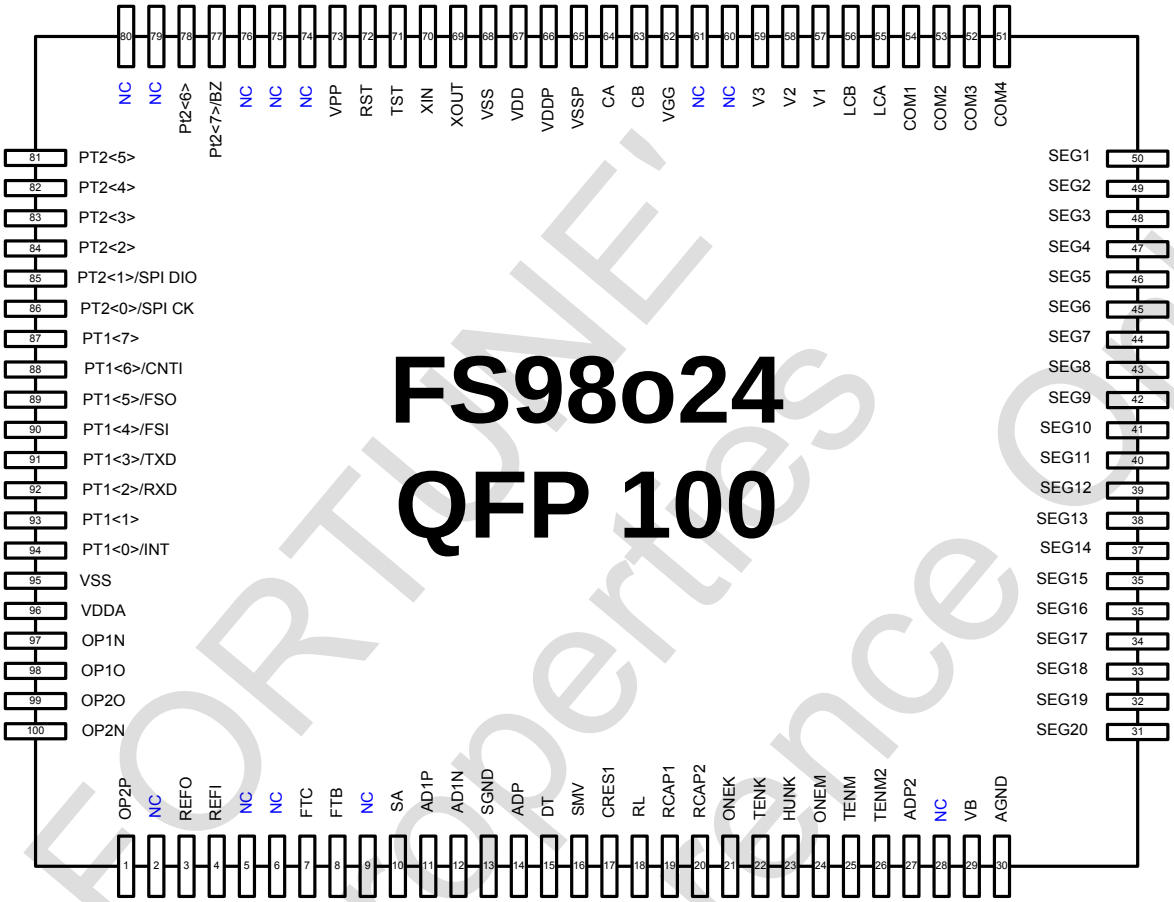


Figure 1-1 FS98O24 pin configuration

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1.9. Pin Description

Table 1-2 FS98O24 pin description

Name	In/Out	Pin No	Description
OP2P	I	1	OPAMP 2 Positive Input
NC		2	No Connection
REFO	O	3	Band gap Reference Output
REFI	I	4	ADC Reference Voltage Input
NC		5,6	NC Connection
FTC, FTB	I/O	7,8	ADC Pre-Filter Capacitor Connection
NC		9	No Connection
SA	I	10	ADC Input of Current measurement
AD1P	I	11	ADC Positive input of AC measurement
AD1N	I	12	ADC Negative input of AC measurement
SGND	I	13	Sensing point for analog ground
ADP	I	14	ADC Input
DT	I	15	Diode measurement Voltage Divide Resistance Sensing point
SMV	I	16	High impedance input terminal (DCmV Terminal)
CRES1	I	17	The terminal of filter capacitor under resistance measurement
RL	I	18	Negative input of ADC reference under resistance measurement
RCAP1	O	19	Capacitance measurement voltage source
RCAP2	O	20	Capacitance measurement voltage source
ONEK	I	21	Voltage/Resistance measurement attenuator (1.000kΩ)
TENK	I	22	Voltage/Resistance measurement attenuator (10.01kΩ)
HUNK	I	23	Voltage/Resistance measurement attenuator (100.1kΩ)
ONEM	I	24	Voltage/Resistance measurement attenuator (1.111MΩ)
TENM	I	25	Voltage/Resistance measurement attenuator (10MΩ)
TENM2	I	26	Voltage/Resistance measurement attenuator (10MΩ)
ADP2	I	27	Extra ADC Input
NC		28	No Connection
VB	I	29	Analog Circuit Bias Current Input
AGND	I/O	30	Analog Ground
SEG20~SEG1	O	31~50	LCD Segment Driver Output
COM4~COM1	O	51~54	LCD Common Driver Output
LCA	I/O	55	LCD Charge Pump Capacitor Positive Connection
LCB	I/O	56	LCD Charge Pump Capacitor Negative Connection
V1,V2,V3	I/O	57~59	LCD Bias
NC		60	No Connection
NC		61	No Connection
VGG	I/O	62	Charge Pump Voltage
CB	I/O	63	Charge Pump Capacitor Positive Connection
CA	I/O	64	Charge Pump Capacitor Negative Connection
VSSP	I	65	Charge Pump Negative Power Supply
VDDP	*I*	*66*	*Charge Pump Positive Power Supply*
VDD	I	67	Positive Power Supply
VSS	I	68	Negative Power Supply (Ground)
XOUT	O	69	32768Hz/4MHz Oscillator Output
XIN	I	70	32768Hz/4MHz Oscillator Input
TST	I	71	Testing Mode
RST	I	72	CPU Reset
VPP	I	73	Programming Power Supply
NC		74~76	No Connection
P2<7>/BZ	I/O	77	I/O Port 2/Buzzer Output
P2<6>	I/O	78	I/O Port 2

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Name	In/Out	Pin No	Description
NC		79~80	No Connection
P2<5>~P2<0>	I/O	81~86	I/O Port 2
P1<7>	I/O	87	I/O Port 1
P1<6>/CNTI	I/O	88	I/O Port 1/Counter Input
P1<5>/FSO	I/O	89	I/O Port 1/Frequency Synthesizer Output
P1<4>/FSI	I/O	90	I/O Port 1/Frequency Synthesizer Input
P1<3>/TXD	I/O	91	I/O Port 1/UART Transceiver
P1<2>/RXD	I/O	92	I/O Port 1/UART Receiver
P1<1>	I/O	93	I/O Port 1
P1<0>/INT	I/O	94	I/O Port 1/External Interrupt Input
VSS	I	95	Negative Power Supply (Ground)
VDDA	I/O	96	VDD for Analog
OP1N	I	97	OPAMP 1 Negative Input
OP1O	O	98	OPAMP 1 Output
OP2O	O	99	OPAMP 2 Output
OP2N	I	100	OPAMP2 Negative Input

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1.10. Functional Block Diagram

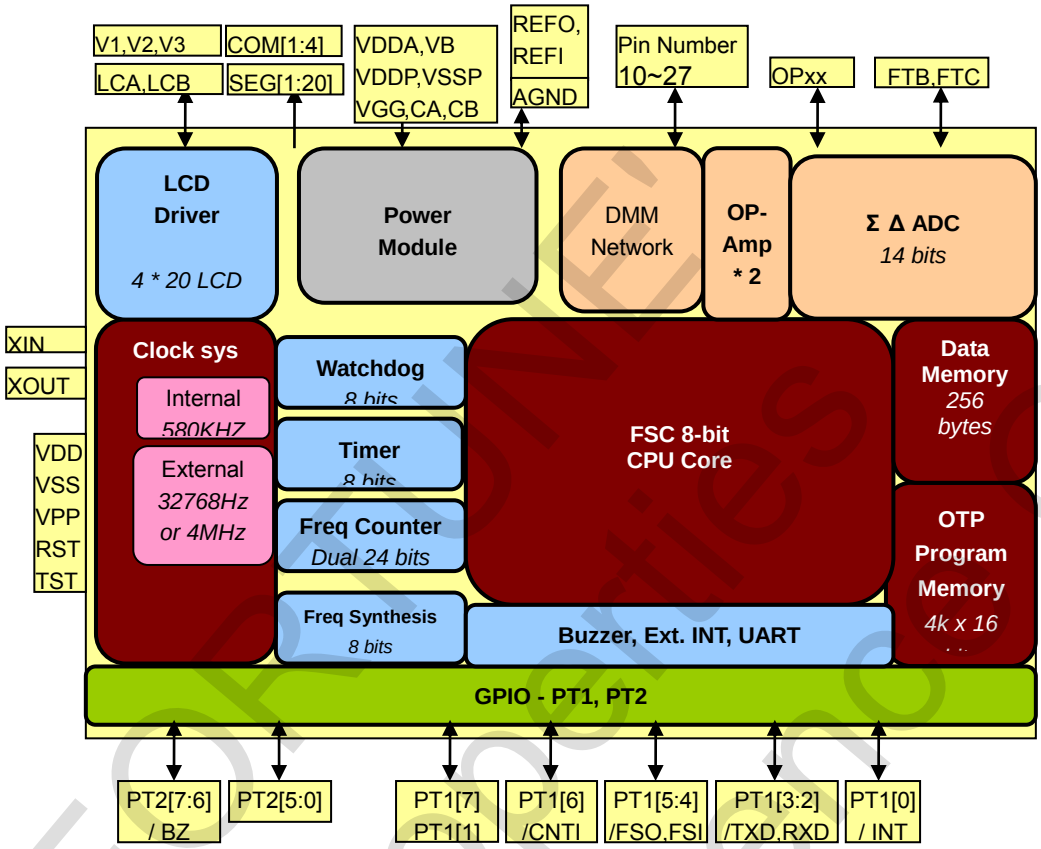


Figure 1-2 FS98O24 function block

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1.11. FSC 8-BIT CPU CORE

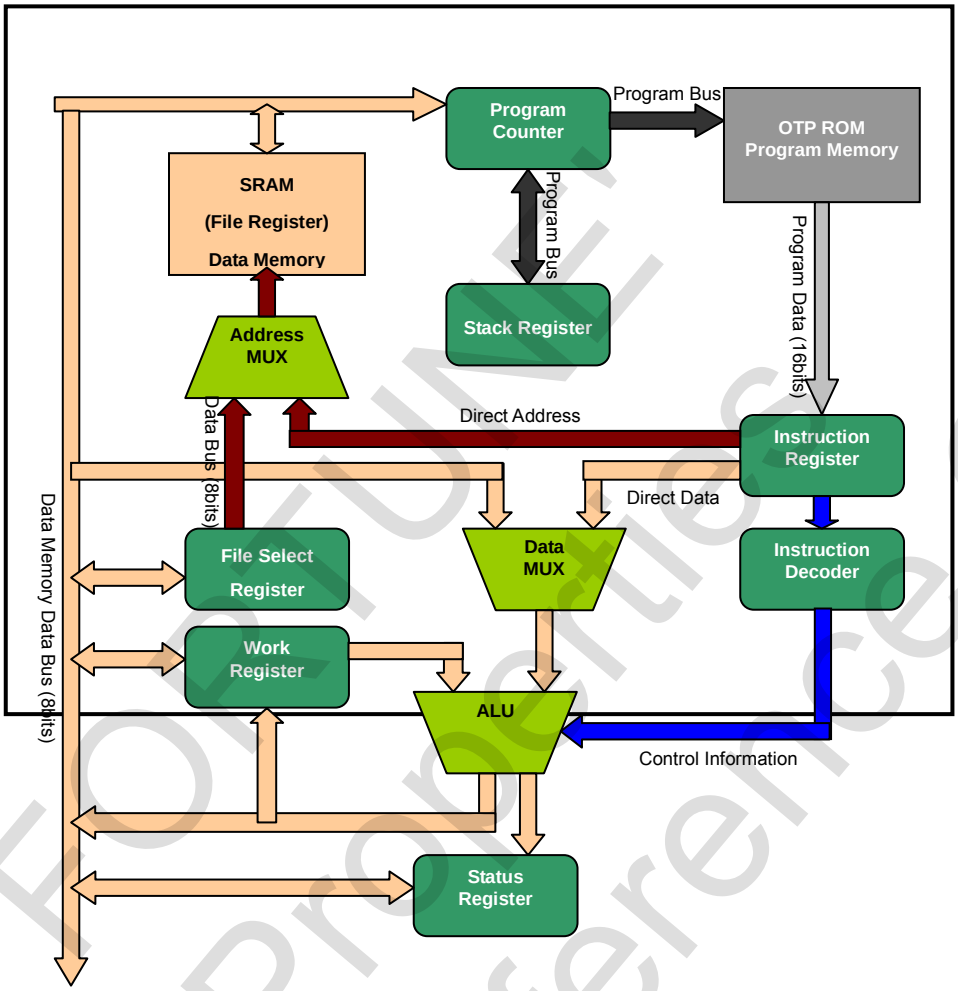


Figure 1-3 FSC 8-bit CPU core function block

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1.12. Instruction Cycle

FS98O24 embedded the 2-clock FSC 8-bit CPU core executing instructions in 2 CPU clocks. And the 2-clock FSC 8-bit CPU is introduced following.

One Instruction cycle (CPU cycle) includes 4 steps. The 4 steps are described as follows and in the Figure 1-4.

1. **Fetch**
   Program Counter pushes the Instruction Pointer into Program Memory, and the pointed Data in the Program Memory is stored in the Instruction Register.
2. **Decode**
   The Instruction Register pushes the Direct Address to Address MUX, or pushes the Direct Data to Data MUX, and pushes the Control Information into Instruction Decoder to decode the OPCODE.
3. **Execute**
   ALU executes the process based on the decoded Control Information.
4. **Write Back**
   Push the ALU result to Work Register or Assigned Data Memory Address.

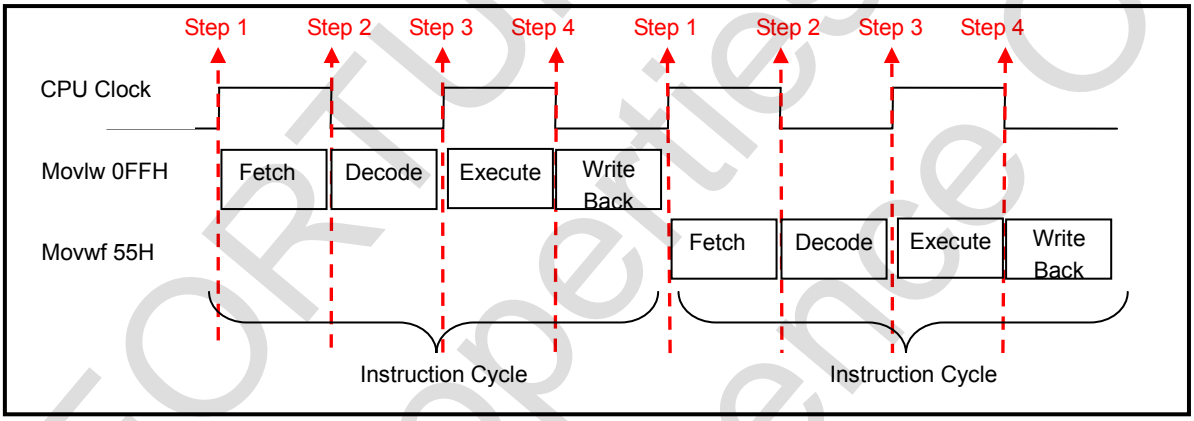


Figure 1-4 FSC CPU instruction cycle

Because one OPCODE can only have either Direct Address or Direct Data, sometimes user needs 2 instructions to complete one simple job. For example, if user wants to fill Data Memory address 55h with data FFh, user should execute the following instructions:

```
movlw 0FFh
movwf 55h
```

For the same reason, CPU needs 2 instruction cycles to complete some kinds of instructions such as CALL, GOTO…etc.

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2. Electrical Characteristics

2.1. Absolute Maximum Ratings

Table 2-1 FS98O24 absolute maximum rating table

Parameter	Rating	Unit
Supply Voltage on VDD	3.6	V
Input Voltage on any pin	-0.3 to VDD+0.3	V
Ambient Operating Temperature	-40* to +85	°C
Storage Temperature	-55 to +150	°C
Soldering Temperature, Time	260°C, 10 Sec	

* FS98O24 passed -40°C LTOL (Low Temperature Operating Life) test (VDD=3V)

2.2. DC Characteristics (VDD=3V, T_A=25℃, unless otherwise noted)

Table 2-2 FS98O24 DC characteristics

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit
VDD	Recommend Operation Power Voltage		2.2		5.0	V
VDDP	Charge pump Power Voltage	ENPUMP=1	2.2		3.6	V
IDD	Supply Current	CPU, ADC On		4		mA
IPO	Power-off Supply Current	At Power Off		3		μA
VIH	Digital Input High Voltage	PT1, Reset	0.7			VDD
VIL	Digital Input Low Voltage	PT1, Reset			0.3	VDD
VIHSH	Input hysteresis High Voltage	Schmitt-trigger port		0.45		VDD
VIHSL	Input hysteresis Low Voltage	Schmitt-trigger port		0.20		VDD
IPU	Pull up Current	Vin=0		20		μA
IOH	High Level Output Current	VOH=VDD-0.3 V		3		mA
IOL	Low Level Output Current	VOL=0.3 V		5		mA
VDDA	Analog Power			3.6		V
IREG	VDDA Regulator Output Current	VDD=3V,Internal Voltage Double, 0.95*VDDA		6		mA
VCVDDA	VDDA Voltage Coefficient		-2		2	%/V
AGND	Analog Ground Voltage			VDD A/2		V
ISI_AGND	Analog Ground Sink Current	1.05*AGND		1		mA
ISO_AGND	Analog Ground Source Current	0.95*AGND		1		mA
VREF	Build in Reference Voltage	REFO To AGND		1.16		V
VCREF	Build in Reference Voltage Supply Voltage Coefficient		-200 0		+200 0	ppm/V
TCREF	Build in Reference Voltage Temperature Coefficient	Ta=0~50℃		100		ppm/℃
TEMPH-TEMPL	Slope of {TEMPH-TEMPL} vs. Temperature			550		μV/°C
VLBAT	Low Battery Detector Voltage	S_LB [1:0]=00		2.3		V
		S_LB [1:0]=01		3.5		V
FLCD	LCD Frame Frequency	LCDCK[1:0]=10		32		Hz
ICK	Internal RC oscillator		530	670	800	KHz
WDTCLK	Internal WatchDog oscillator			1.7		KHz

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2.3. ADC Characteristics (VDD=3V, T_A=25℃, unless otherwise noted)

Table 2-3 FS98O24 ADC characteristics

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
VAIN	ADC Common Mode Input Range	INH,INL,VRH,VRL to VSS	0.6	0	2.3	V
VRFIN	ADC Differential Mode Input Range	(INH,INL), (VRH,VRL)			0.6	V
	Resolution			±15625	±31250[1]	Counts
	ADC Linearity Error	VRFIN=0.44V	-0.1	0	+0.1	mV
	ADC Input Offset Voltage With Zero Cancellation	VRFIN=0.44V VAIN=0		0		V

2.4. OPAMP Characteristics (VDD=3V, T_A=25℃, unless otherwise noted)

Table 2-4 FS98O24 OPAMP characteristics

Symbol	Parameter	Test Conditions	Min.	Typ.	Max.	Unit
	Input Offset			1.5		mV
	Input Offset Voltage with Chopper	Rs<100Ω		20		μ V
	Input Reference Noise	Rs=100Ω , 0.1Hz~1Hz		1.0		μ Vpp
	Input Reference Noise with Chopper	Rs=100Ω , 0.1Hz~1Hz		0.5		μ Vpp
	Input Bias Current			10	30	pA
	Input Bias Current with Chopper			100	300	pA
	Input Common Mode Range		0.5		2.4	V
	Output Voltage Range		0.5		2.4	V
	Chopper Clock Frequency	S_CHCK[1:0]=11		1k		Hz
	Capacitor Load			50	100	pF

2.5. Temperature Characteristics(VDD=3V)

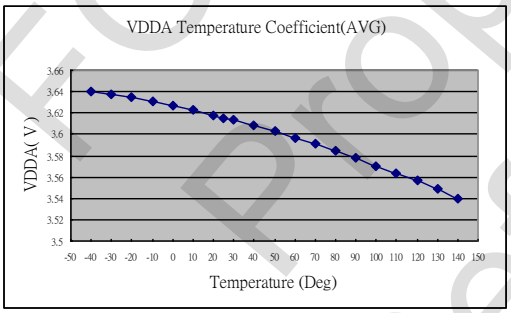


Figure 2-1 VDDA vs Temp @ VDD=3V

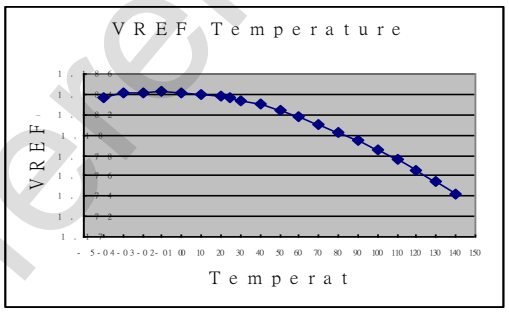


Figure 2-2 VREF vs Temp @ VDD=3V

[1] Use ADOH, ADOM and ADOL three registers (24 bits ADC output)

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3. Memory Organization

3.1. Program Memory Structure

FS98O24 has a 12bits Program Counter which is capable of addressing a 4k x 16bits program memory space and a 8 level depth Stack Register. The Reset Vector is at 0x0000H and The Interrupt Vector is at 0x0004H. When FS98O24 reset event occurred, the Program Counter will point to Reset Vector. When an interrupt event occurred, the Program Counter will be forced to point to Interrupt Vector. Please see Figure 3-1.

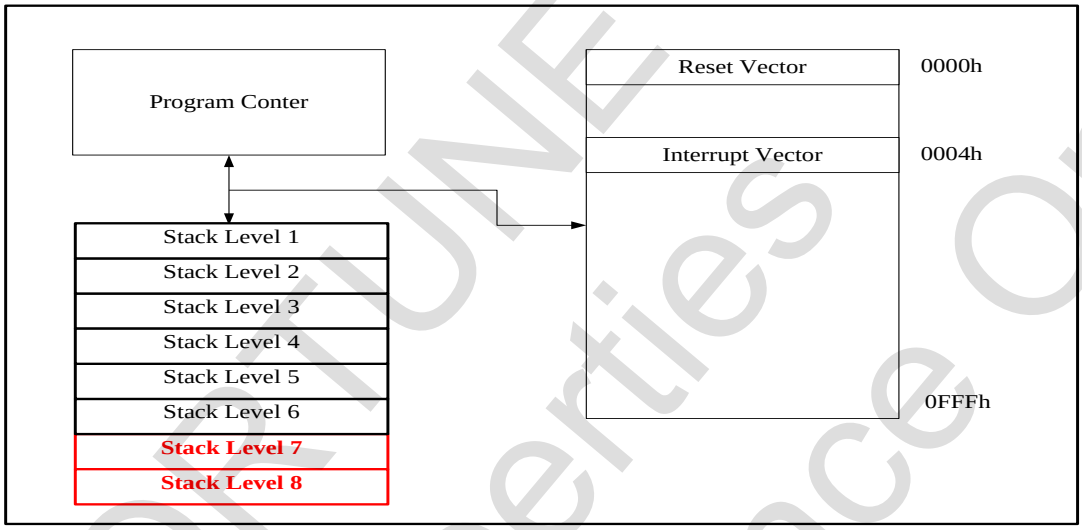


Figure 3-1 FS98O24 program memory structure

3.2. Data Memory Structure

FS98O24 has totally 512-Byte Data Memory space. The address 00h~07h are for system special registers, such as indirect address, indirect address pointer, status register, working register, interrupt flag, interrupt control register. The data memory with address 08h~7Fh are peripheral registers such as I/O ports, timer, ADC, signal conditional network control register, and LCD. The address 100h~1FFh are general data memory and address 080h~0FFh are unused. See Table 3-1.

Table 3-1 FS98O24 Data memory structure

Start Address	End Address	Data Memory
000H	**007H**	***System Special Registers***
008H	**07FH**	***Peripheral Special Registers***
080H	**0FFH**	***Unused***
100H	**01FFH**	***General Data Memory(256 bytes)***

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3.3. System Special Registers

The System Special Registers are designed for CPU Core functions, consists of indirect address, indirect address pointer, status register, work register, interrupt flag, and interrupt control register, description as following.

Table 3-2 system register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Power on Reset[2]
00H	IND0	Use contents of FSR0 to address data memory								uuuuuuuu
01H	IND1	Use contents of FSR1 to address data memory								uuuuuuuu
02H	FSR0	Indirect data memory address pointer 0								uuuuuuuu
03H	FSR1	Indirect data memory address pointer 1								uuuuuuuu
04H	STATUS	IRP1	IRP0		PD	TO		C	Z	00000uuu
05H	WORK	WORK register								uuuuuuuu
06H	INTF		TXIF	RXIF	TMIF	FCIF	CIF	ADIF	E0IF	00000000
07H	INTE	GIE	TXIE	RXIE	TMIE	FCIE	CIE	ADIE	E0IE	00000000

3.3.1. Difference between External Reset and WDT Reset

Table 3-3 A table of WDT reset differs to Ext. reset.

Register Address	Register Name	Register Content	
		External Reset	WDT Reset
04H	STATUS	00000uuu	uuuu1uuu
20H	PT1	uuuuuuuu	uuuuuuuu
21H	PT1EN	00000000	uuuuuuuu
22H	PT1PU	00000000	uuuuuuuu
23H	PT1MR	00000000	uuuuuuuu
24H	PT2	uuuuuuuu	uuuuuuuu
25H	PT2EN	00000000	uuuuuuuu
26H	PT2PU	00000000	uuuuuuuu
27H	PT2MR	00000000	uuuuuuuu
40H~49H	LCD1~10	00000000	uuuuuuuu
54H	LCDENR	00000000	uuuuuuuu

This table lists only the registers with difference between WDT reset and external reset events. That is, the external reset event and WDT reset result in the same content if the register is not list in this table.

[2] u mean unknown or unchanged

FORTUNE Properties For Reference Only

3.3.2. IND and FSR Registers

The IND (Indirect Addressing) register is not a physical register, but indirect addressing needs the IND register. Any instruction using the IND register actually accesses the register pointed by the FSR (File Select Register). While user reads data from the IND register, the CPU gets the data from the Data Memory at the address stored in FSR. While user writes the data into IND register, CPU actually saves the data into Data Memory at the address stored in FSR. Please see Figure 3-2.

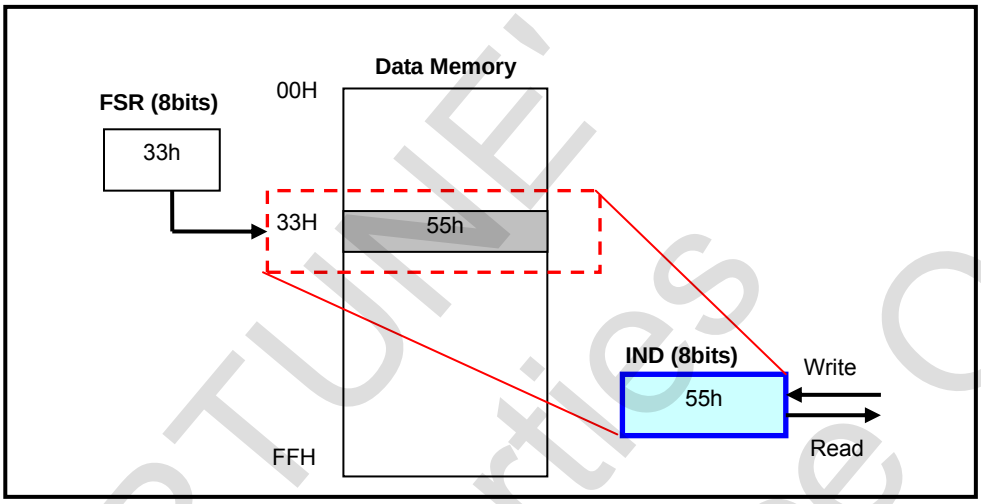


Figure 3-2 IND & FSR function description

FORTUNE' Properties For Reference Only

3.3.3. STATUS Register

The STATUS register contains the arithmetic status of ALU and the RESET status. The STATUS register is similar to other registers, and can be the destination for any instruction. If the STATUS register is the destination for an instruction that affects the Z or C bit, then the writing to these three bits is disabled. These bits are set or cleared according to the device logic. The TO and PD bits are not writable.

Register STATUS at address 04H

property	R/W-0	R/W-0	U-X	R-0	R-0	U-X	R/W-X	R/W-X
STATUS	**IRP1**	**IRP0**		**PD**	**TO**		**C**	**Z**
	Bit7							Bit0

Bit 7 **IRP1**: Indirect address 1 page select

1 = Indirect address 1 extend memory address is set (Memory 1XXH)

0 = Indirect address 1 extend memory address is Not set (Memory 0XXH)

Bit 6 **IRP0**: Indirect address 0 page select

1 = Indirect address 0 extend memory address is set (Memory 1XXH)

0 = Indirect address 0 extend memory address is Not set (Memory 0XXH)

Bit 4 **PD**: Power down Flag.

1 = By execution of SLEEP instruction

0 = After power-on reset

Bit 3 **TO**: Watch Dog Time Out Flag. Cleared by writing 0 and Set by Watch Dog Time Out

1 = A Watch Dog Timer time-out occurred

0 = After power-on reset

Bit 1 **C**: Carry Flag/borrow Flag (~Borrow)

(for borrow the polarity is reversed)

1 = If there is a carry out from the Most Significant bit of the result

0 = No carry out from the most significant bit of the result

Bit 0 **Z**: Zero Flag

1 = The result of an arithmetic or logic operation is zero

0 = The result of an arithmetic or logic operation is NOT zero

property

R = Readable bit	W = Writable bit	U = unimplemented bit	
- n = Value at Power On reset	'1' = Bit is Set	'0' = Bit is Cleared	X = Bit is unknown

FORTUNE' Properties For Reference Only

3.3.4. INTE and INTF registers

The INTE and INTF registers are readable and writable registers, and contain enable and flag bits for interrupt devices.

Register INTE at address 07H

property	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
INTE	**GIE**	**TXIE**	**RXIE**	**TMIE**	**FCIE**	**CIE**	**ADIE**	**E0IE**
	Bit7							Bit0

Bit 7 **GIE**: Global Interrupt Enable flag
1 = Enable all unmasked interrupts
0 = Disable all interrupts

Bit 6 **TXIE**: UART Transmitting Interrupt Enable flag.
1 = Enable
0 = Disable

Bit 5 **RXIE**: UART Receiving Interrupt Enable flag.
1 = Enable
0 = Disable

Bit 4 **TMIE**: 8-bit Timer Interrupt Enable flag
1 = Enable Timer interrupt
0 = Disable Timer interrupt

Bit 3 **FCIE**: Frequency Counter Interrupt Enable flag
1 = Enable
0 = Disable

Bit 2 **CIE**: Comparator Interrupt Enable flag
1 = Enable
0 = Disable

Bit 1 **ADIE**: Analog to Digital converter Interrupt Enable flag
1 = Enable analog to digital converter interrupt
0 = Disable analog to digital converter interrupt

Bit 0 **E0IE**: PT1.0 External Interrupt Enable flag
1 = Enable PT1.0 external interrupt
0 = Disable PT1.0 external interrupt

property

R = Readable bit	W = Writable bit	U = unimplemented bit	
- n = Value at Power On Reset	'1' = Bit is Set	'0' = Bit is Cleared	X = Bit is unknown

FORTUNE Properties For Reference Only

Register INTF at address 06H

property	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
INTF		**TXIF**	**RXIF**	**TMIF**	**FCIF**	**CIF**	**ADIF**	**E0IF**
	Bit7							Bit0

Bit 6 **TXIF**: UART Transmitting Interrupt Flag

1 = UART Transmitting interrupt occurred (must be cleared in software)

0 = No UART Transmitting interrupt

Bit 5 **RXIF**: UART Receiving Interrupt Flag

1 = UART Receiving interrupt occurred (must be cleared in software)

0 = No UART Receiving interrupt

Bit 4 **TMIF**: 8-bit Timer Interrupt Flag

1 = Timer interrupt occurred (must be cleared in software)

0 = No Timer interrupt

Bit 3 **FCIF**: Frequency Counter Interrupt Flag

1 = Frequency Counter interrupt occurred (must be cleared in software)

0 = No Frequency Counter interrupt

Bit 2 **CIF**: Comparator Interrupt Flag

1 = Comparator Interrupt occurred (must be cleared in software)

0 = No Comparator Interrupt

Bit 1 **ADIF**: Analog to digital converter Interrupt Flag

1 = Analog to digital converter Interrupt occurred (must be cleared in software)

0 = No Analog to digital converter Interrupt

Bit 0 **E0IF**: PT1.0 External Interrupt Flag

1 = PT1.0 External Interrupt occurred (must be cleared in software)

0 = No PT1.0 External Interrupt

property

R = Readable bit	W = Writable bit	U = unimplemented bit	
- n = Value at Power On Reset	'1' = Bit is Set	'0' = Bit is Cleared	X = Bit is unknown

FORTUNE' Properties For Reference Only

3.4. Peripheral Special Registers

The Peripheral Special Registers are designed for Peripheral functions, such as I/O ports, timer, ADC, signal conditional network control register, and LCD. See Table 3-4 and the following Chapters for detailed description of these peripheral functions.

Table 3-4 peripheral special registers table

Address	Name	Content								Power On Reset
08H	MCK	M7_CK	M6_CK	BND	M4_CK					00000000
10H	ADOH	ADO [23:16]								00000000
11H	ADOM	ADO [15:8]								00000000
12H	ADOL	ADO [7:0]								00000000
13H	ADCON			ADCCLK[1:0]		ADRST	ADM[2:0]			00000000
15H	PFCR				FINS	FOUTS<1:0>				00000000
16H	FSD	Frequency Synthesis Data Register								00000000
17H	TMOUT	TMOUT[7:0]								00000000
18H	TMCON	TRST				TMEN	INS[2:0]			10000000
19H	WTS		WTS[2:0]							00000000
1AH	RSIN	UART Input Data Register								uuuuuuuu
1BH	RSOUT	UART Output Data Register								uuuuuuuu
1CH	RSCON	IBE	RSIOL	RSICT [1:0]		OBE	ENTX	BAUD [1:0]		0uuuu000
1DH	RSIB1	RS232 Input Data Register Buffer1								uuuuuuuu
1EH	RSIB2	RS232 Input Data Register Buffer2								uuuuuuuu
1FH	RSIB3	RS232 Input Data Register Buffer3								uuuuuuuu
20H	PT1	PT1 [7:0]								uuuuuuuu
21H	PT1EN	PT1EN [7:0]								00000000
22H	PT1PU	PT1PU [7:0]								00000000
23H	PT1MR							E0M [1:0]		00000000
24H	PT2	PT2 [7:0]								uuuuuuuu
25H	PT2EN	PT2EN [7:0]								00000000
26H	PT2PU	PT2PU [7:0]								00000000
27H	PT2MR					BPSEL	BCLK	S_BEEP	BPEN	00000000
28H	NETDTS						DTS<2:0>			00000000
29H	NETA	SVOL	SOHM	SCAP	RANGE [2:0]			MODE [1:0]		00000000
2AH	NETB	SINL [1:0]		SINH [2:0]			SFT [2:0]			00000000
2BH	NETD							SVRL	SVRH	00000000
2CH	NETE	S_CPL [2:0]			S_CON [1:0]		S_CPH [2:0]			00000000
2DH	NETF			EN_VDDA	S_AGND [1:0]		ENAGND		ENVB	00000000
2EH	NETG					ADG [1:0]		ADEN	AZ	00000000
2FH	CHPF					S_CH2CK [1:0]		S_CH1CK [1:0]		00000000
30H	NETH			SONE	OP2EN	OP1EN	SOP1P [2:0]			00000000
31H	NETI			S_HYS [2:0]			S_CMPL [2:0]			00000000
32H	NETJ	ENPUMP	PUMPCK	ENBAND	S_PCK	EN_LB	EN_08V	SILB[1:0]		00000000
33H	NETK				CPOUT	LBOUT				000uu000
36H	CNS							M1_CK	CNS	00000000
37H	CTAH	CTA [23:16]								00000000
38H	CTAM	CTA [15:8]								00000000
39H	CTAL	CTA [7:0]								00000000
3AH	CTBH	CTB [23:16]								00000000
3BH	CTBM	CTB [15:8]								00000000
3CH	CTBL	CTB [7:0]								00000000
3DH	FQCON	CPOUT	LOAD	FCM [1:0]		FCRST	GT [2:0]			uuuuuuuu
40H	LCD1	SEG2 [3:0]				SEG1 [3:0]				00000000
41H	LCD2	SEG4 [3:0]				SEG3 [3:0]				00000000
42H	LCD3	SEG6 [3:0]				SEG5 [3:0]				00000000
43H	LCD4	SEG8 [3:0]				SEG7 [3:0]				00000000
44H	LCD5	SEG10 [3:0]				SEG9 [3:0]				00000000
45H	LCD6	SEG12 [3:0]				SEG11 [3:0]				00000000
46H	LCD7	SEG14 [3:0]				SEG13 [3:0]				00000000
47H	LCD8	SEG16 [3:0]				SEG15 [3:0]				00000000
48H	LCD9	SEG18 [3:0]				SEG17 [3:0]				00000000
49H	LCD10	SEG20 [3:0]				SEG19 [3:0]				00000000
54H	LCDENR	LCDCKS [1:0]		LCDEN	M5_CK	LEVEL	LCDDUTY[1:0]		ENPMPL	00000000

For FORTUNE Properties Reference Only

4. Power System

FS98O24 has a special power system supply whole chip work normally and only need two external capacitors. a fixed voltage (3.6V) for analog part. FS98O24 could work when the supply voltage is within a specified range, fixed or floating. The power system has six function engines includes ***Voltage Doubler***, ***Voltage Regulator***, ***Analog Circuit Bias Generator***, ***Common Voltage Generator, Low Battery Detector and Band Gap Voltage Generator***. Through the first 4 function engines, this system generates three voltage level and they are VGG = 2VDDP, VDDA = 3.6V, AGND = 1.8V. The voltage relationship is drawn in Figure 4-1.

1. **Voltage Doubler**
   The acceptable VDDP range for FS98O24 is from 2.2V to 3.6V. Voltage Doubler raises the voltage of VGG to two times of VDDP[3]. VGG is used as the input of Voltage Regulator. It is from 4.4V to 7.2V. Please see Section 4.1 for detailed register setting.

2. **Voltage Regulator**
   The fixed voltage value is important to analog function. Voltage Regulator raises the voltage of VDDA to fixed 3.6V. Although the input voltage of Voltage Regulator, VGG, is from 4.4V to 7.2V (It depends on the voltage of VDDP), the minimum possible voltage is still higher than 3.6V, so that Voltage Regulator could surely supply VDDA as 3.6V. Please refer to Section 4.2 for detailed register setting.

3. **Analog Bias Circuit**
   Analog Bias Circuit is used for FS98O24 analog function. The user needs to enable Analog Bias Circuit, and then the Analog Functions such as ADC or OPAMP works correctly. Please refer to Section 4.3 for detailed register setting.

4. **Common Voltage Generator**
   FS98O24 power system includes an analog ground generator. Please refer to Section 4.4 for detailed register setting.

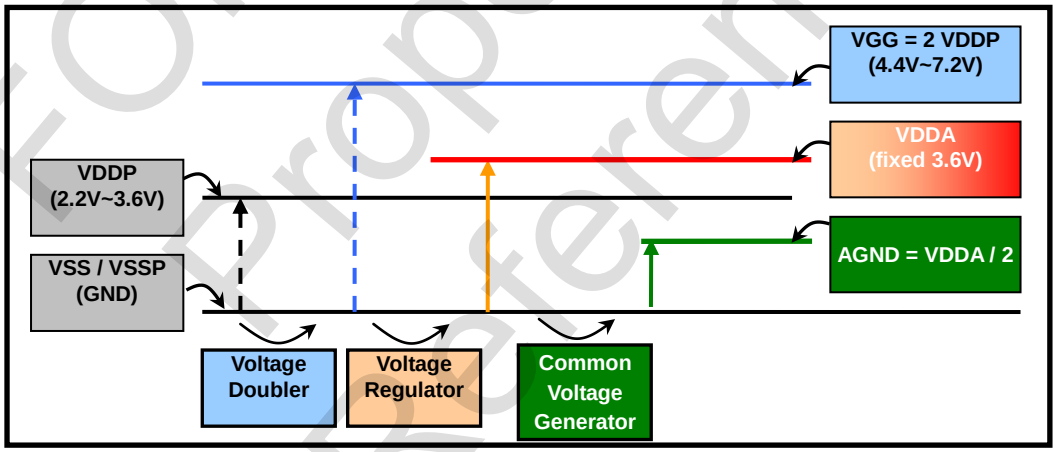


Figure 4-1 FS98O24 power system block

[3] VDDP means the VDD for Charge Pump (Voltage Doubler). User usually connects the VDDP to VDD. VSSP means the VSS for Charge Pump (Voltage Doubler). User usually connects the VSSP to VSS.

FOR FINE Properties For Reference Only

Table 4-1 FS98O24 power system register table

Address	Name	Content							
2DH	NETF			EN_VDDA	S_AGND [1:0]		ENAGND		ENVB
32H	NETJ	ENPUMP	PUMPCK	ENBAND	S_PCK	EN_LB	EN_08V	SILB[1:0]	
33H	NETK					LBOUT			

Register NETF at address 2DH

property	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0
NETF			**EN_VDDA**	**S_AGND [1:0]**		**ENAGND**		**ENVB**
	Bit7							Bit0

Bit 5 **EN_VDDA**: Voltage Regulator enable flag (Please refer to Section 4.5 for detailed description)

1 = Voltage Regulator is enabled, VDDA is 3.6V

0 = Voltage Regulator is disabled. VDDA can be from external power supply.

Bit 4-3 **S_AGND[1:0]**: Analog Common Voltage selector

11 = Analog Common Voltage is 2/3 VDDA.
10 = Analog Common Voltage is 1/3 VDDA.
01 = Analog Common Voltage is 1/2 VDDA.
00 = Analog Common Voltage is 1/4 VDDA.

Bit 2 **ENAGND**: Analog Common Voltage Generator enable flag

(Please see Section 4.4 for detailed description)

1 = Analog Common Voltage Generator is enabled. AGND voltage is selected by S_AGND[1:0].

0 = Analog Common Voltage Generator is disabled. AGND is floating.

Bit 0 **ENVB**: Analog Bias Circuit enable flag (Please see Section 4.3 for detailed description)

1 = Analog Bias Circuit is enabled. Analog system (ADC and OPAMP) can work correctly.

0 = Analog Bias Circuit is disabled. Analog system can NOT work

property

R = Readable bit	W = Writable bit	U = unimplemented bit	
- n = Value at Power On Reset	'1' = Bit is Set	'0' = Bit is Cleared	X = Bit is unknown

FORTUNE' Properties For Reference Only

Register NETJ at address 32H

property	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
NETJ	**ENPUMP**	**PUMPCK**	**ENBAND**	**S_PCK**	**EN_LB**	**EN_08V**	**SILB[1:0]**	
	Bit7							Bit0

Bit 7 **ENPUMP**: Voltage Doubler enable flag
1 = Voltage Doubler is enabled
0 = Voltage Doubler is disabled

Bit 6 **PUMPCK**: Voltage Doubler operation oscillator selector
1 = Selecting external crystal oscillator and Doubler's frequency is 1KHz when ck3=32768Hz (Please see Chapter 5)
0 = Selecting internal oscillator, relative to S_PCK (Please see Chapter 5)

Bit 5 ENBAND: Bandgap voltage reference enable flag
1 = Bandgap voltage reference output enabled
0 = Bandgap voltage reference output disabled

Bit 4 S_PCK: Voltage Doubler operation frequency selector, works only when PUMPCK=0.
1 = Doubler working frequency is MCK/50
0 = Doubler working frequency is MCK/200

Bit 3 EN_LB: Low Battery Detector enable flag
1 = Low Battery Detector enabled
0 = Low Battery Detector disabled

Bit 2 EN_08V: Internal 0.8v voltage reference enable flag
1 = 0.8v voltage reference enabled(EN_VDDA must be enabled concurrently)
0 = 0.8v voltage reference disabled

Bit 1-0 SILB[1:0]: Low Battery condition selector
11 = No definition. The Low Battery Comparator Input is floating.
10 = Low Battery condition occurred when pin named ADP2 volt is lower than 1.2v
01 = Low Battery condition occurred when VDD is lower than 3.5V
00 = Low Battery condition occurred when VDD is lower than 2.3V

Register NETK at address 33H

property	U-X	U-X	U-X	U-X	R-X	U-X	U-X	U-X
NETK					**LBOUT**			
	Bit7							Bit0

Bit 3 **LBOUT**: Low Battery Comparator output (Please refer to Section 4.5 for detailed description)
1 = Low Battery condition not occurred
0 = Low Battery condition occurred

FORTUNE Properties For Reference Only

4.1. Voltage Doubler

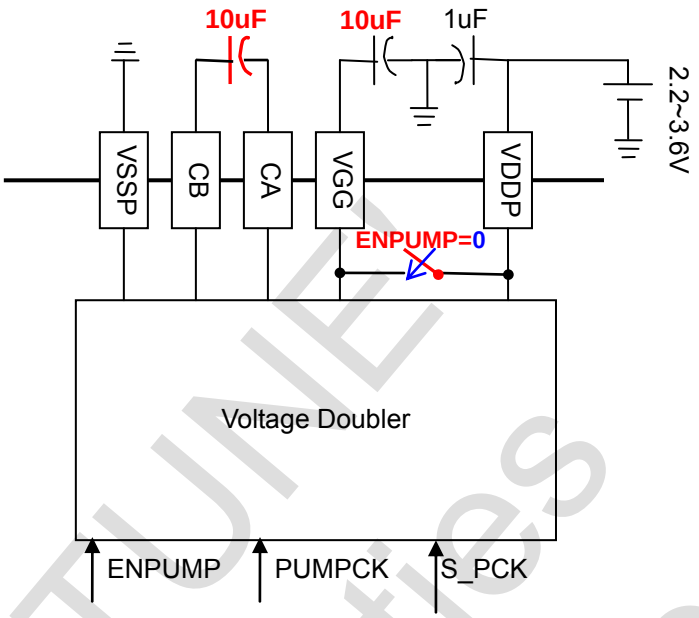


Figure 4-2 Voltage Doubler

Voltage Doubler is used for generating VGG which provide input[4] for VDDA Voltage Regulator. The inputs of Voltage Doubler are VDDP, VSSP, CA and CB. The related registers are S_PCK, PUMPCK and ENPUMP. The Output is VGG. Please see Figure 4-2.

Table 4-2 Voltage Doubler register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
32H	NETJ	ENPUMP	PUMPCK		S_PCK					00000000

Operations:

1. Connect the pins VDDP and VSSP to VDD (2.2V~3.6V) and VSS (system ground).
2. Put a 10uF capacitance between CA and CB.
3. Select the Voltage Doubler Operation frequency by setting S_PCK and PUMPCK according to the following table
4. Set the ENPUMP flag.
5. The output, VGG, will be two times of VDDP.

[4] Please refer to Section 4.2 for detailed description about VDDA and Voltage regulator.

FORTUNE Properties For Reference Only

Table 4-3 Voltage Doubler operation frequency selection table

PUMPCK	S_PCK	Voltage Doubler Operation Frequency
0	1	MCK/50
0	0	MCK/200
1	X	CK3/32

If the user doesn't want the VGG to be generated from the Voltage Doubler, then the ENPUMP should be set to disable the voltage Doubler, and input the VGG pin a voltage as voltage regulator power supply.

4.2. Voltage Regulator

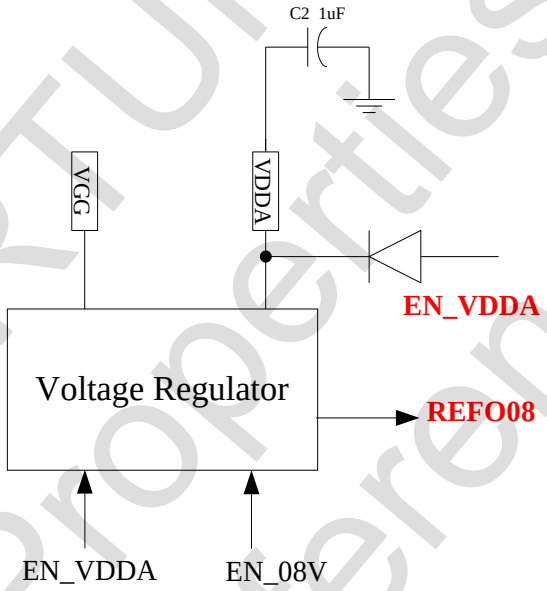


Figure 4-3 Voltage regulator

Voltage Regulator is used for generating VDDA (3.6V). The input is VGG which is generated by Voltage Doubler (please see the Section 4.1). Please see Figure 4-3.

Table 4-4 voltage regulator register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
2DH	NETF			EN_VDDA						00000000
32H	NETJ							EN_08V		00000000

FORTUNE Properties For Reference Only

Operations

1. Operate as Section 4.1 to get the VGG (two times of VDDP or external Power Supply).
2. Set the EN_VDDA flag.
3. The output, VDDA, is 3.6V.
4. REFO08 Output Voltage

EN_VDDA	EN_08V	REFO08 (Voltage)
0	0	0
0	1	0
1	0	1.2
1	1	0.8

4.3. Analog Bias Circuit

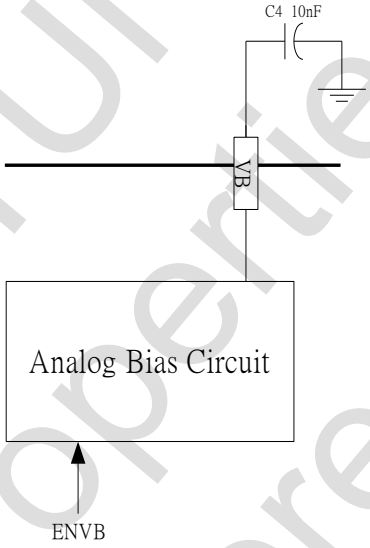


Figure 4-4 analog bias circuit

Analog Bias Circuit is used to activate VB (reference VDDA) as the bias for analog circuit (including ADC, OPAMP, and Low Battery Comparator..etc.). The Control register flag is ENVB. Please see Figure 4-4.

Table 4-5 analog bias circuit register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
2DH	NETF								ENVB	00000000

Operation:

1. Operate as Section 4.1 to get the VGG (two times of VDD or external Power Supply).
2. Operate as Section 4.2 to get the VDDA (3.6V).
3. Set the ENVB flag, and then analog function network can be activate correctly.
4. Note that Pin VB must be connected with a 10nF capacitor to VSS for reducing Voltage Doubler noise.

FORTUNE Properties For Reference Only

4.4. Analog Common Voltage Generator

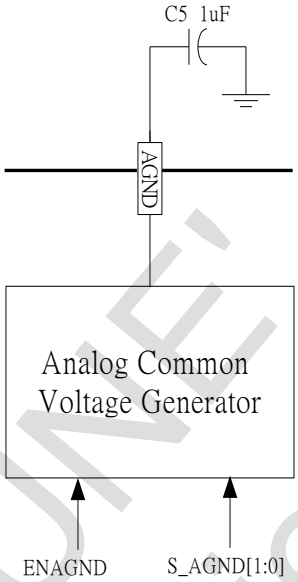


Figure 4-5 analog common voltage generator

Analog Common Voltage Generator is used to provide a common voltage for analog circuits. The Control registers are ENAGND and S_AGND[1:0] and the output is AGND. Please see Figure 4-5.

Table 4-6 analog common voltage generator register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
2DH	NETF				S_AGND [1:0]		ENAGND			00000000

Operation:

1. Operate following the steps Chapter 4.1 to get the VGG (two times VDD or external Power Supply).
2. Operate as Section 4.2 to get the VDDA (3.6V)
3. Operate as Section 4.3 to activate the Analog Bias Circuit
4. Set the ENAGND to enable AGND generator.
5. Set the S_AGND[1:0] registers to select AGND output voltage, as the following:

S_AGND [1:0]	AGND Voltage
00	1/4 VDDA
01	1/2 VDDA
10	1/3 VDDA
11	2/3 VDDA

FORTUNE Properties For Reference Only

4.5. Low Battery Comparator

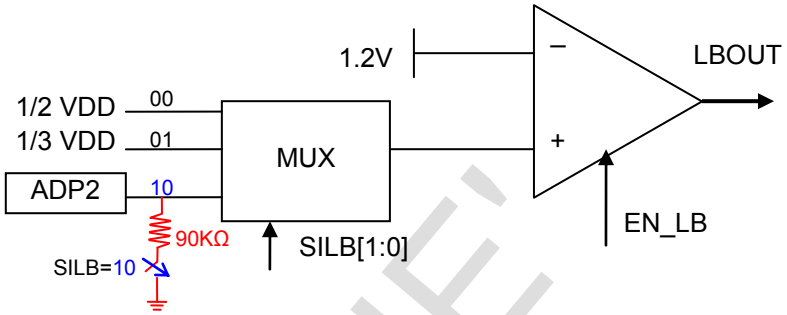


Figure 4-6 low battery comparator function block

Low Battery Comparator is used for VDD low voltage detection. FS98O24 embeds a voltage divider which can generate 1/2 VDD and the 1/3 VDD. A multiplexer is used to connect the voltage divides to component input. The multiplexer's output is compares with 1.2V. The Control register flags are SILB[1:0] and the EN_LB. The Output flag is LBOUT which is for read only. Please see Figure 4-6.

Table 4-7 low battery comparator register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
32H	NETJ					EN_LB		SILB[1:0]		00000000
33H	NETK					LBOUT				000uu000

Operation:

1. Operate as Section 4.1 to get the VGG (two times VDD or external Power Supply).
2. Operate as Section 4.2 to get the VDDA (3.6V)
3. Operate as Section 4.3 to active the Analog Bias Circuit
4. Set SILB to choose the Comparator input. Please see Table 4-8

Table 4-8 low battery comparator voltage detection selection table

SILB [1:0]	Detection Voltage	if LBOUT = 1
00	1/2 VDD	VDD > 2.3 volt
01	1/3 VDD	VDD > 3.5 volt
10	ADP2	ADP2 > 1.2 volt

5. Set the EN_LB register flag, and the Low Battery Comparator is enabled.
6. The output, LBOUT, is the result of the comparator.

FORTUNE Properties For Reference Only

4.6. Bandgap Voltage and Temperature Sensor

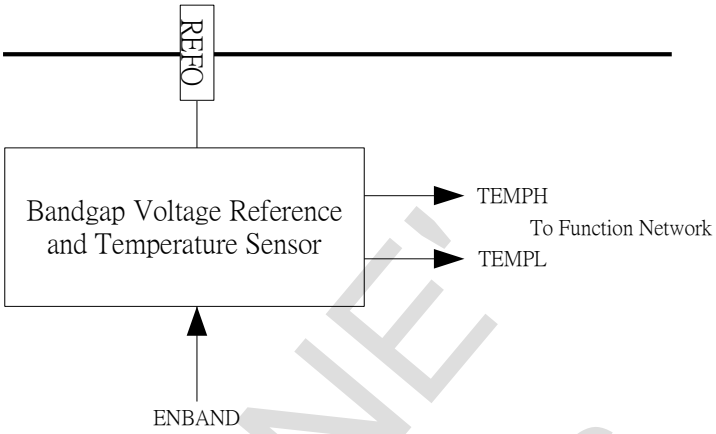


Figure 4-7 Bandgap voltage and temperature sensor function block

REFO is low temperature coefficient bandgap voltage reference output. Its voltage to AGND is 1.16V, and the typical temperature coefficient is 150ppm/°C.

FS98O24 embeds a Temperature Sensor to measure the IC temperature from the differential voltage between TEMPH and TEMPL (typically 550μV±50μV/°C). Its working range is 100 ~ 200 mV. User can connect the TEMPH and TEMPL to an ADC to get the IC temperature.

Both the Bandgap Voltage Reference and the Temperature sensor are controlled by ENBAND register flag.

Please see Figure 4-7.

Table 4-9 bandgap voltage and temperature sensor register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
1DH	NETJ		ENBAND							00000000

Operation:

1. Operate as Section 4.1 to get the VGG (two times VDD or external Power Supply).
2. Operate as Section 4.2 to get the VDDA (3.6V)
3. Operate as Section 4.3 to enable the Analog Bias Circuit
4. Set the ENBAND register flag.
5. Check REFO. Its value with respect to AGND should be about 1.16V
6. The output, TEMPH and TEMPL, will show the IC temperature as the differential voltage.

FORTUNE Properties For Reference Only

5. Clock System

The clock system provides clock signals for the whole chip. The detailed setup will be illustrated in this chapter.

5.1. Oscillator States

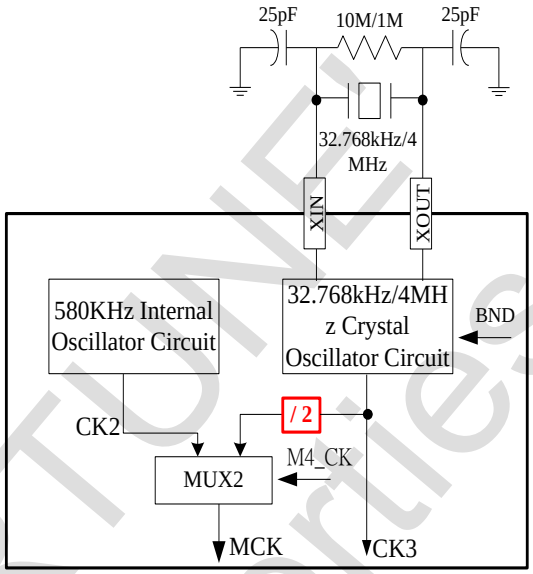


Figure 5-1 FS98O24 oscillator state block

Table 5-1 FS98O24 clock system register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
08H	MCK	M7_CK	M6_CK	BND	M4_CK					00000000

- The internal and external oscillators are controlled by M7_CK and M6_CK, as shown in Table 5-2.
- External crystal oscillator can use 32768Hz(R=10MΩ)or 4MHz(R=1MΩ), register option:
  When BND =0 then CK3 = 4MHz, when BND=1 then CK3=32768Hz.
- System operation frequency set by M4_CK[5]. M4_CK="0", MCK=CK2; M4_CK="1", MCK=CK3/2.
- If users execute the sleep instruction to make FS98O24 enter the SLEEP mode, both the internal and external oscillators will be disabled.

Table 5-2 MCK selection table

Input			Oscillator State	
Sleep instruction	M7_CK	M6_CK	CK2	CK3
1	X	X	Disable	Disable
0	0	0	Enable	Enable
0	0	1	Enable	Disable
0	1	0	Disable	Enable
0	1	1	Disable	Disable

[5] Users must make sure that switching from one oscillator to the other can be made only after the oscillator's output is stabilized. And an NOP command should be added after the switching.

FORTUNE Properties For Reference Only

5.2. CPU Instruction Cycle

Table 5-3 FS98O24 CPU instruction cycle register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
13H	ADCON			ADCCLK[1:0]						00000000

The CPU operation frequency is controlled by ADCCLK registers. But, in order to maintain a stable ADC output, user could clear **ADCCLK[1]** to make CPU have a different operation clock cycle from ADC. In the applications where a resolution of ADC is more than 13 bits, **ADCCLK[1]** should be set to zero.

Table 5-4 instruction cycle selection table

ADCCLK[1]	ADCCLK[0]	Instruction Cycle
1	1	MCK/2
1	0	MCK/4
0	1	MCK/6.25
0	0	MCK/12.25

5.3. Beeper Clock

Table 5-5 beeper clock register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
27H	PT2MR					BPSEL	BCLK	S_BEEP	BPEN	00000000

- BPEN=”1” & PT2EN [7]=”1”: PT2 [7] is buzzer output.
- Beeper frequency :

BCLK	S_BEEP	M4_CK	Beeper Clock
0	1	1	MCK/500
0	0	1	MCK/700
0	1	0	MCK/250
0	0	0	MCK/350
1	X	X	CK3/8

- IF BPSEL=1, buzzer output is controlled by CPOUT. On the other hand, if BPSEL=0, buzzer output is controlled by BPEN

BPSEL	BPEN	CPOUT	PT2[7]
0	0	X	PT2[7]
0	1	X	Buzzer Clk
1	X	0	PT2[7]
1	X	1	Buzzer Clk

FORTUNE Properties For Reference Only

6. Counter, Timers, and Frequency Synthesizer

6.1. Dual 24-bit Programmable Counter

Table 6-1 Programmable counter module register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
06H	INTF				TMIE	FCIF	--	--	--	00000000
07H	INTE	GIE			TMIF	FCIE	--	--	--	00000000
36H	CNS						--	M1_CK	CNS	00000000
37H	CTAH	CTA [23:16]								00000000
38H	CTAM	CTA [15:8]								00000000
39H	CTAL	CTA [7:0]								00000000
3AH	CTBH	CTB [23:16]								00000000
3BH	CTBM	CTB [15:8]								00000000
3CH	CTBL	CTB [7:0]								00000000
3DH	FQCON	CPOUT	LOAD	FCM [1:0]		FCRST	GT [2:0]			uuuuuuuu

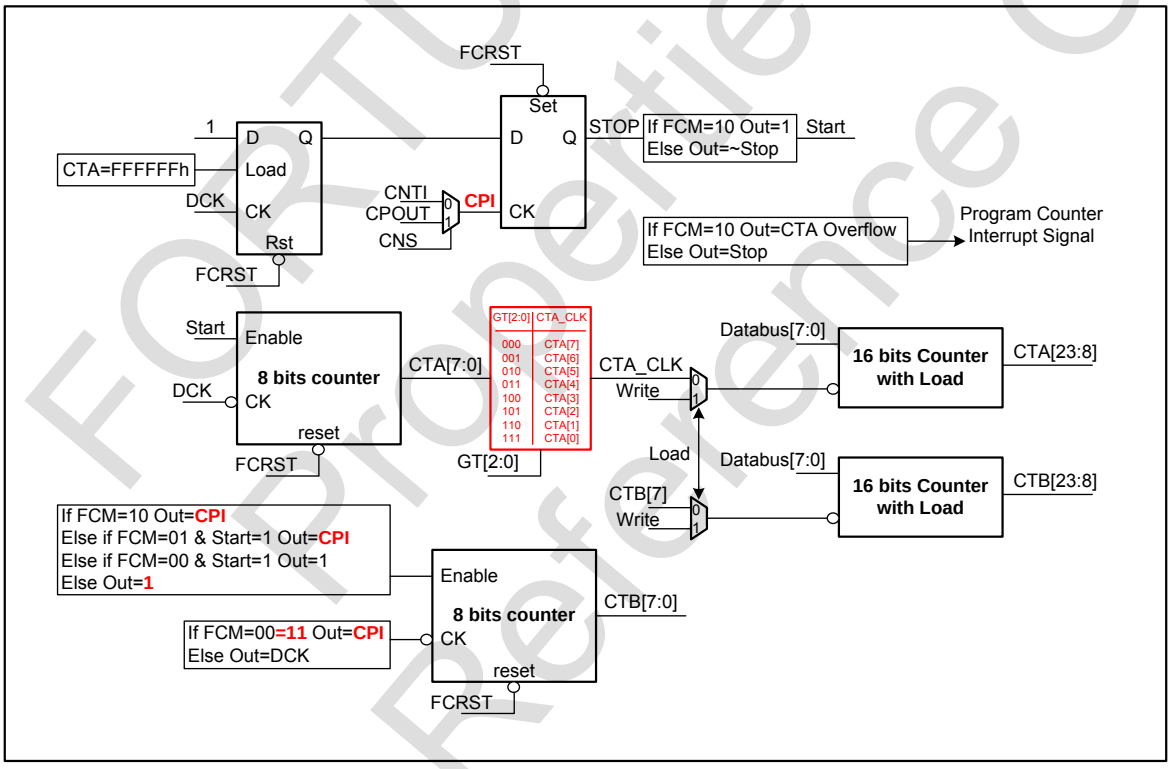


Figure 6-1 Dual 24-bit programmable counter functional block

- Programmable counter reference input clock is DCK, as bellow:

M1_CK	DCK
0	MCK/4
1	MCK/2

- Under modes FCM=00 and 01, we can set Load=1 to load data into CTA [23:8] and simultaneously set GT. When Load=0 and FCRST=1, CTA and CTB will start counting after the first positive edge signal from

FORTUNE Properties For Reference Only

input CPI. The counters will not stop counting until CTA overflows and after the first positive edge signal from input CPI, and then the system will send out an interrupt signal. Therefore, we can count the cycles of CPI input signal to calculate the high-resolution frequency and duty cycle of the low frequency input signal by the following calculation approach.

- Under mode FCM=10, CTA and CTB start counting when FCRST=1. The counters will not stop counting until CTA overflows, and then the system will send out an interrupt signal. The calculating flows and methods are described as follows:

Frequency Measurement Mode: FCM=00=11

(1) Load=1, FCRST=0.
(2) Write to CTA [23:8] to set initial value of CTAI.
(3) Set GT [2:0] to select the length of counter CTA. GT=000 sets CTA [23:8] as a 16-bit counter and CTA [7] is as the clock input; CTA [23:0] is a 24-bit counter. GT=111 sets CTA [23:8] as a 16-bit counter and CTA [0] is as the clock input; {CTA [23:8], CTA [0]} is set as a 17-bit counter.
(4) Gate Time = (1000000h-CTAI x 256) x 1us … if GT=000.
(5) Set LOAD=0, FCRST=1, and CPI frequency starts measuring.
(6) Wait till positive edge of CPI, then Start=1 and CTA and CTB start counting.
(7) Wait till CTA overflows and at the next positive edge of CPI, then Start=0 and CTA and CTB stop counting.
(8) When the CPU receives interrupt signal, the CPU will read CTA and CTB. Here CTA is the reference clock counter, and CTB is the input clock counter.
(9) Frequency of CPI is $DCK \times \left(\frac{CTB}{\overline{CTAI} + CTA} \right)$. Go to (1) for next measurement.

Duty Cycle Measurement Mode: FCM=01

(1) Load=1, FCRST=0.
(2) Write to CTA [23:8] to set initial value of CTAI.
(3) Set GT [2:0] to select the length of counter CTA. GT=000 sets CTA [23:8] as a 16-bit counter and CTA [7] is as the clock input; CTA [23:0] is a 24-bit counter. GT=111 sets CTA [23:8] as a 16-bit counter and CTA [0] is as the clock input; {CTA [23:8], CTA [0]} is set as a 17-bit counter.
(4) Gate Time = (1000000h-CTAI x 256) x 1us … if GT=000.
(5) Set LOAD=0, FCRST=1, and CPI frequency starts measuring.
(6) Wait till positive edge of CPI, then Start=1 and CTA and CTB start counting.
(7) Wait till CTA overflows and at the next positive edge of CPI, then Start=0 and CTA and CTB stop counting.
(8) When the CPU receives interrupt signal, the CPU will read CTA and CTB. Here CTA is the reference clock counter, and CTB is the input clock high pulse width counter.
(9) The duty cycle of CPI is $100\% \times \left(\frac{CTB}{\overline{CTAI} + CTA} \right)$. Go to (1) for next measurement.

Timer Mode: FCM=10

(1) Load=1, FCRST=0.
(2) Write to CTA [23:8] to set initial value of CTAI.
(3) Set GT [2:0] to select the length of counter CTA. GT=000 sets CTA [23:8] as a 16-bit counter and CTA [7] is as the clock input; CTA [23:0] is a 24-bit counter. GT=111 sets CTA [23:8] as a 16-bit counter and CTA [0] is as the clock input; {CTA [23:8], CTA [0]} is set as a 17-bit counter.
(4) Gate Time = (1000000h-CTAI x 256) x 1us … if GT=000.
(5) When CTA overflows, then send interrupt signal to the CPU.
(6) If CPU receives interrupt signal, then Go to (1).

CNS: Frequency Counter Input Select

(1) If CNS=1, Frequency Counter Input=CPOUT. If CNS=0, Frequency Counter Input=CNTI.

Fortune Property For Reference Only

6.2. Timer Module

Table 6-2 Timer module register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
06H	INTF				TMIF	--	--	--	--	00000000
07H	INTE	GIE			TMIE	--	--	--	--	00000000
17H	TMOUT	TMOUT [7:0]								00000000
18H	TMCON	TRST				TMEN	INS [2:0]			10000000

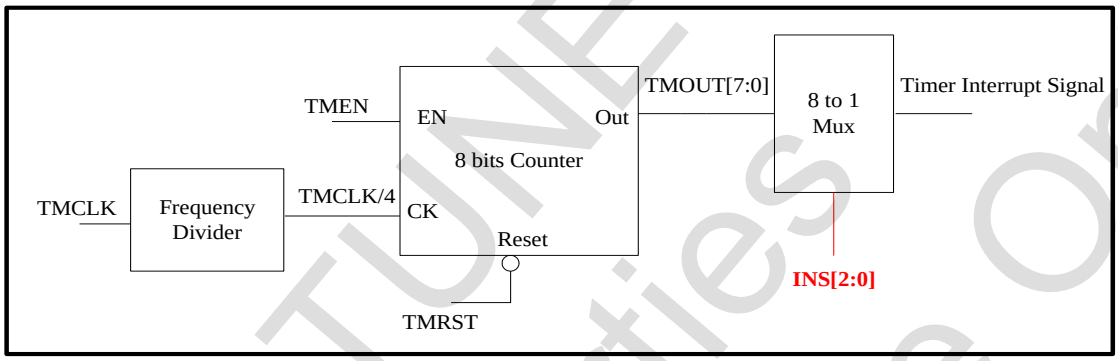


Figure 6-2 FS98O24 timer module function block

- The TMCLK is same as LCD clock. LCDEN should be set to “1” if timer is in use; TMCLK frequency is set by M5_CK and LCDCKS[1:0].
- Write a “0” to bit 7 of address 18h; the CPU will send a low pulse to TRST and reset the 8-bit counter. Then read bit 7 of 18H to get “1”.
- TMEN=1, the 8-bit counter will be enabled. TMEN=0, the 8-bit counter will stop.
- INS [2:0] selects timer interrupt source. The selection codes are as follows, 000: TMOUT [0], 001 TMOUT [1], 010: TMOUT [2], 011: TMOUT [3], 100: TMOUT [4], 101: TMOUT [5], 110: TMOUT [6], 111: TMOUT [7].
- TMOUT [7:0] is the output of the 8-bit counter. It is read-only.

M5_CK	LCDCKS[1]	LCDCKS[0]	TMCLK
0	0	0	MCK / 4032
0	0	1	MCK / 8064
0	1	0	MCK / 16128
0	1	1	MCK / 32256
1	0	0	CK3 / 64
1	0	1	CK3 / 128
1	1	0	CK3 / 256
1	1	1	CK3 / 512

6.3. Watch Dog Timer

Table 6-3 watch dog timer register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
04H	STATUS				--	TO	--	--	--	00u00uuu
19H	WTS		WDTS [2:0]							00000000

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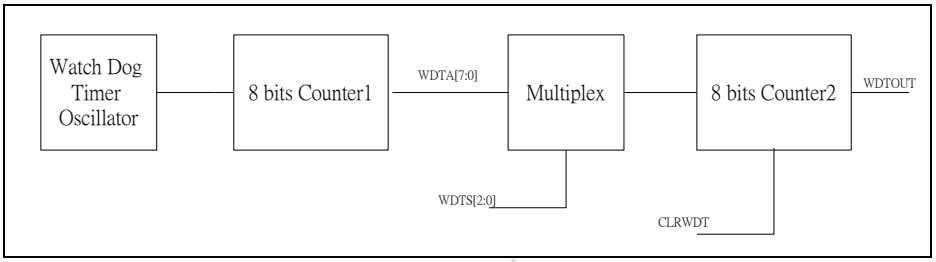


Figure 6-3 watch dog timer function block

- The Watchdog timer is disable during Sleep, otherwise always enable.
- When WDT Counter 2 overflows, it will send WDTOUT to reset the CPU and set TO flag.
- CLRWDT instruction will reset WDT Counter 2
- WTS [2:0] selects WDT Counter 2 and the code selections are as follows, 000: WDTA [0], 001: WDTA [1], 010: WDTA [2], 011: WDTA [3], 100: WDTA [4], 101: WDTA [5], 110: WDTA [6], 111: WDTA [7].

6.4. 8-bit Frequency Synthesizer

Address	Name	Content (u mean unknown or unchanged)								Reset State
15H	PFCR				FINS	FOUTS<1:0>		-	-	00000000
16H	FSD	Frequency Synthesis Data Register								00000000

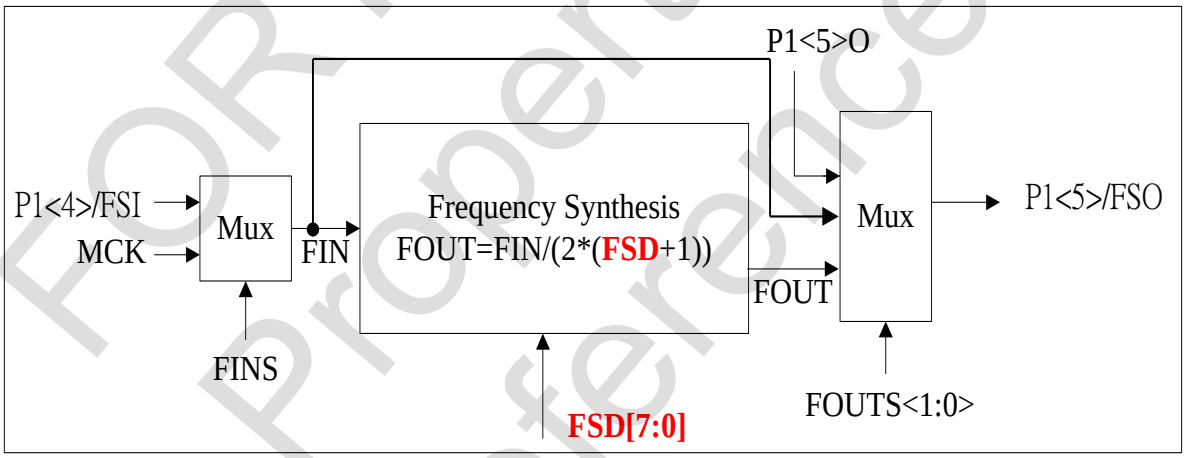


Figure 6-4 Programmable Counter Working block diagram

- When FINS=0, FIN=MCK; when FINS=1, FIN=P14/FSI.
- The relationship is as bellow:

FOUTS<1>	FOUTS<0>	P1<5>/FSO
0	0	P1<5>O
0	1	P1<5>O
1	0	FIN
1	1	FOUT

FORTUNE Properties For Reference Only

7. I/O Port and UART

Table 7-1 FS98O24 I/O port and UART register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
06H	INTF								E0IF	00000000
07H	INTE	GIE							E0IE	00000000
1AH	RSIN	UART Input Data Register								uuuuuuuu
1BH	RSOUT	UART Output Data Register								uuuuuuuu
1CH	RSCON	IBE	RSIOL	RSICT [1:0]		OBE	ENTX	BAUD [1:0]		0uuuu000
1DH	RSIB1	RS232 Input Data Register Buffer1								uuuuuuuu
1EH	RSIB2	RS232 Input Data Register Buffer2								uuuuuuuu
1FH	RSIB3	RS232 Input Data Register Buffer3								uuuuuuuu
20H	PT1	PT1 [7:0]								uuuuuuuu
21H	PT1EN	PT1EN [7:0]								00000000
22H	PT1PU	PT1PU [7:0]								00000000
23H	PT1MR							E0M [1:0]		00000000
24H	PT2	PT2 [7:0]								uuuuuuuu
25H	PT2EN	PT2EN [7:0]								00000000
26H	PT2PU	PT2PU [7:0]								00000000
27H	PT2MR					BPSEL	BCLK	S_BEEP	BPEN	00000000

The GPIO (General Purpose Input Output) in a micro-controller is used for general purpose input or output function. The FS98O24 GPIO includes a UART function that can be used as communication port. Users could use these ports to get digital signal or transmit data to any other digital device. Some GPIOs in FS98O24 are also defined for other special functions. In this Chapter, the GPIO will be illustrated as the GPIO function.

FORTUNE Properties For Reference Only

7.1. PT1

Table 7-2 FS98O24 I/O port and UART register table

Address	Name	Content							
06H	INTF								E0IF
07H	INTE	GIE							E0IE
20H	PT1	PT1 [7:0]							
21H	PT1EN	PT1EN [7:0]							
22H	PT1PU	PT1PU [7:0]							
23H	PT1MR							E0M [1:0]	

- PT1 is I/O ports with pull-up resistor enable control.
- PT1EN [N] =”0”: PT1 [N] is as input port, “1”: PT1 [N] is as output port; system reset is “0”.
- PT1PU [N] =”0”: PT1 [N] without pull-up resistor, “1”: PT1 [N] with pull-up resistor; system reset is “0”.
- PT1 [0] can be as external interrupt sources. Interrupt mode is controlled by E0M [1:0]=”00”: negative edge, “01”: positive edge, “10”&”11”: interrupt when change.
- PT1 has Schmitt-trigger input.
- PT1.2: RS232 Input, PT1.3: RS232 Output. Please see 7.3 for detail.

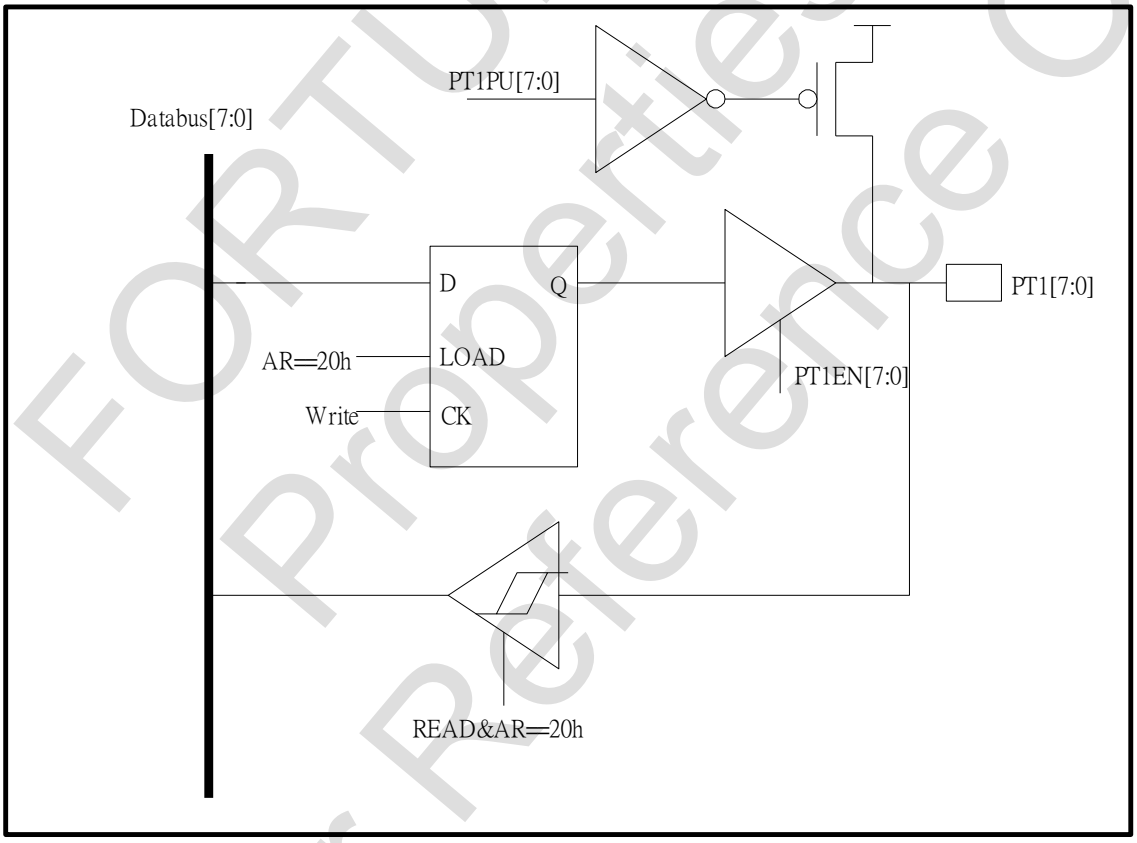


Figure 7-1 FS98O24 GPIO port 1 functional block

FORTUNE Properties For Reference Only

7.2. PT2

Table 7-3 FS98O24 I/O port and UART register table

Address	Name	Content							
24H	PT2	PT2 [7:0]							
25H	PT2EN	PT2EN [7:0]							
26H	PT2PU	PT2PU [7:0]							
27H	PT2MR					BPSEL	BCLK	S_BEEP	BPEN

- PT2 is I/O ports with pull-up resistor enable control.
- PT2EN [N] =”0”: PT2 [N] is as input port, “1”: PT2 [N] is as output port; system reset is “0”.
- PT2 has Schmitt-trigger input.

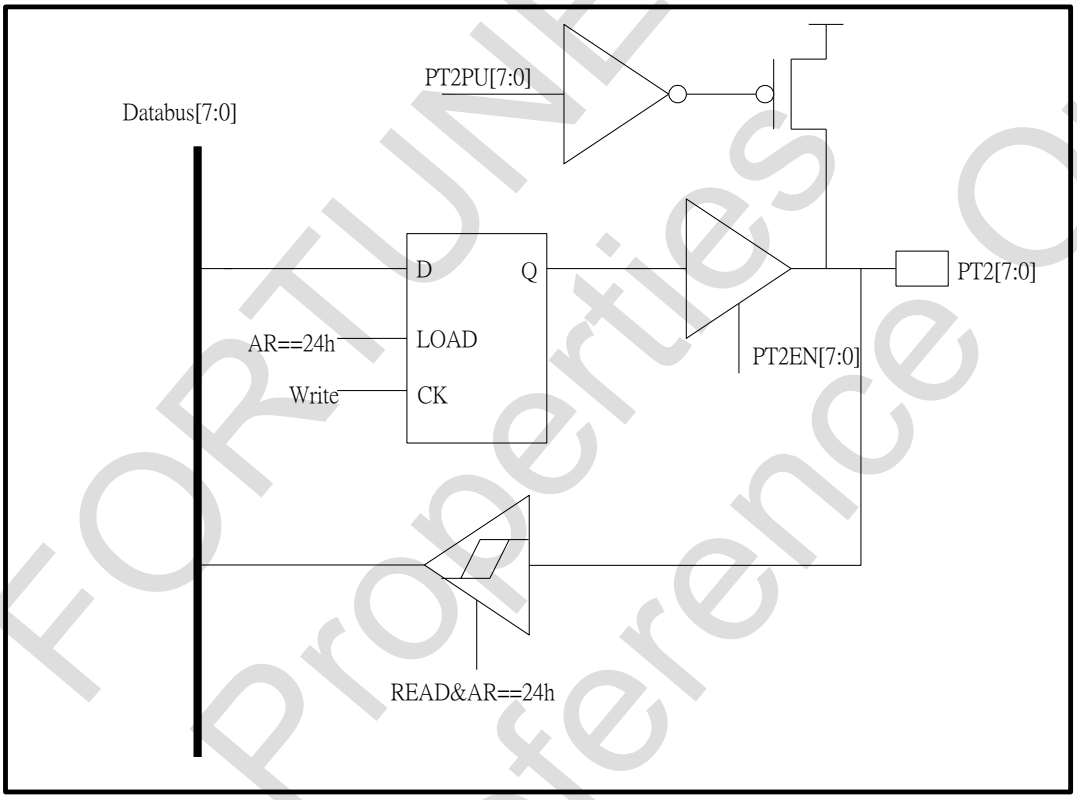


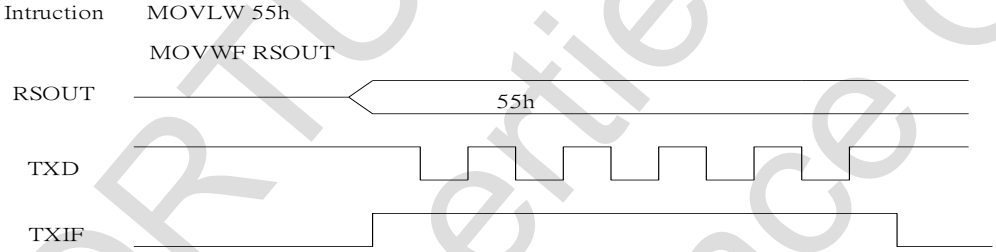
Figure 7-2 FS98O24 GPIO port 2 functional block

FORTUNE Properties For Reference Only

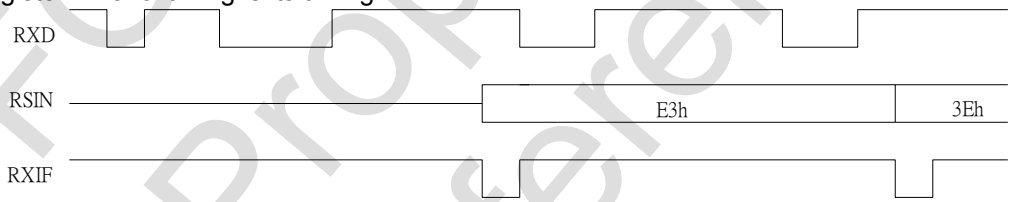
7.3. UART

Address	Name	Content							
06H	INTF		TXIF	RXIF					
07H	INTE	GIE	TXIE	RXIE					
1AH	RSIN	UART Input Data Register							
1BH	RSOUT	UART Output Data Register							
1CH	RSCON	IBE	RSIOL	RSICT [1:0]		OBE	ENTX	BAUD [1:0]	
1DH	RSIB1	RS232 Input Data Register Buffer1							
1EH	RSIB2	RS232 Input Data Register Buffer2							
1FH	RSIB3	RS232 Input Data Register Buffer3							

- When use UART Interface, you must use 4MHz Oscillator.
- ENTX=0 stands for P1.3/TXD. It is I/O Port. ENTX=1 stands for P1.3/TXD. It is TXD.
- Baud is a register to set UART transmission Baud Rate. 00 stands for 2400, 01 stands for 4800, 10 stands for 9600 and 11 stands for 19200. The initial value is 00.
- When transmit signal, you have only to write the data to RSOUT. After transmission, you have to wait TXIF interrupt event occurred or Busy to be 0 to send next record of data. RSOUT is a programmable register. Busy is a read-only register. The following is their timing:



- When received a record of data from RXD, RXIF interrupt event will occur, RSIN is a read-only register. The following is its timing:



- When RS232 received a new data, it will push previous data to RSIB1, push RSIB1 to RSIB2, push RSIB2 to RSIB3, and plus 1 for RSICT. If RSICT> 4, then RSIOL=1. When RS232 is receiving, IBE is 1. If set RSIOL to 0 after reading RS232 input data, it will clear RSIOL and RSICT.

FORTUNE Properties For Reference Only

8. Analog Function

FS98O24 Analog function mainly includes a DMM network function and a 14-bit noise free ADC. Their detailed descriptions are in this chapter.

8.1. DMM Network Function

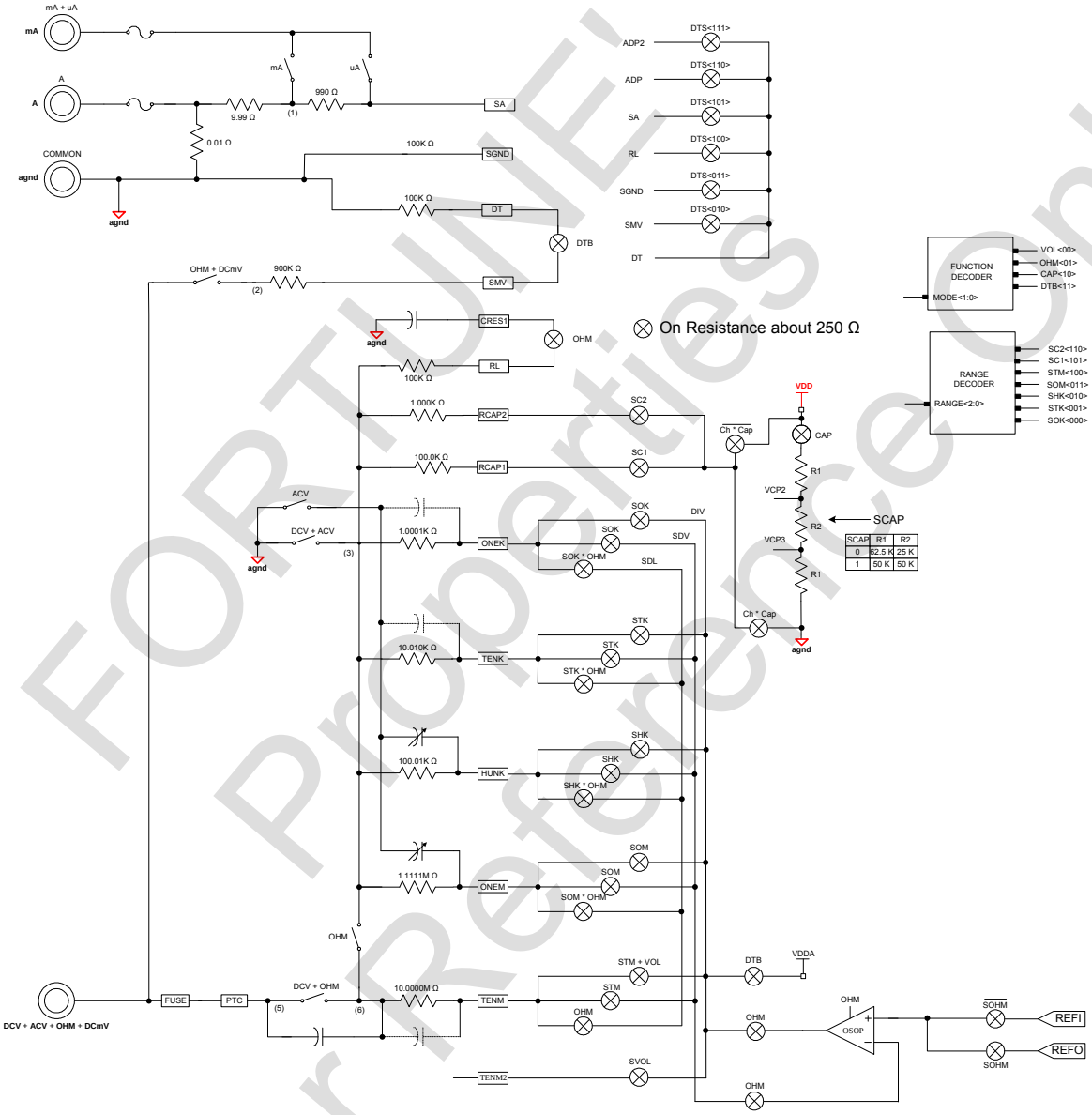


Figure 8-1 FS98O24 DMM network function block

FORTUNE Properties For Reference Only

Table 8-1 DMM function network register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
28H	NETDTS						DTS<2:0>			00000000
29H	NETA	SVOL	SOHM	SCAP	RANGE [2:0]			MODE [1:0]		00000000

- DTS:

DTS[2:0]	Pin DT Short
010	SMV
011	SGND
100	RL
101	SA
110	ADP
111	ADP2

- MODE:

MODE [1:0]	Measurement Function
00	voltage mode
01	resistor(OHM) mode
10	capacitor mode
11	DTB mode

- RANGE:

RANGE [2:0]	Voltage Divider	OHM Reference	Capacitance Path
000	1k/ (10M+1k)	10M // 1k	
001	10.01k/ (10M+10.01k)	10M // 10.01k	
010	101.01k/ (10M+101.01k)	10M // 101.01k	
011	1.111M/ (10M+1.111M)	10M // 1.111M	
100	10M (without divider)	10M	
101			SC1
110			SC2

- SOHM:

SOHM	Select Ohm measure mode Source Voltage
0	REFI
1	REFO

- SCAP:

SCAP	Select Capacitor measurement mode hysteresis voltage
0	（VDD - AGND）/ 6
1	（VDD - AGND）/ 3

- SVOL:

SVOL	Enable TENM2 pad
0	TENM2 pad floating
1	TENM2 pad connected to DMM network

FORTUNE Properties For Reference Only

8.2. ADC

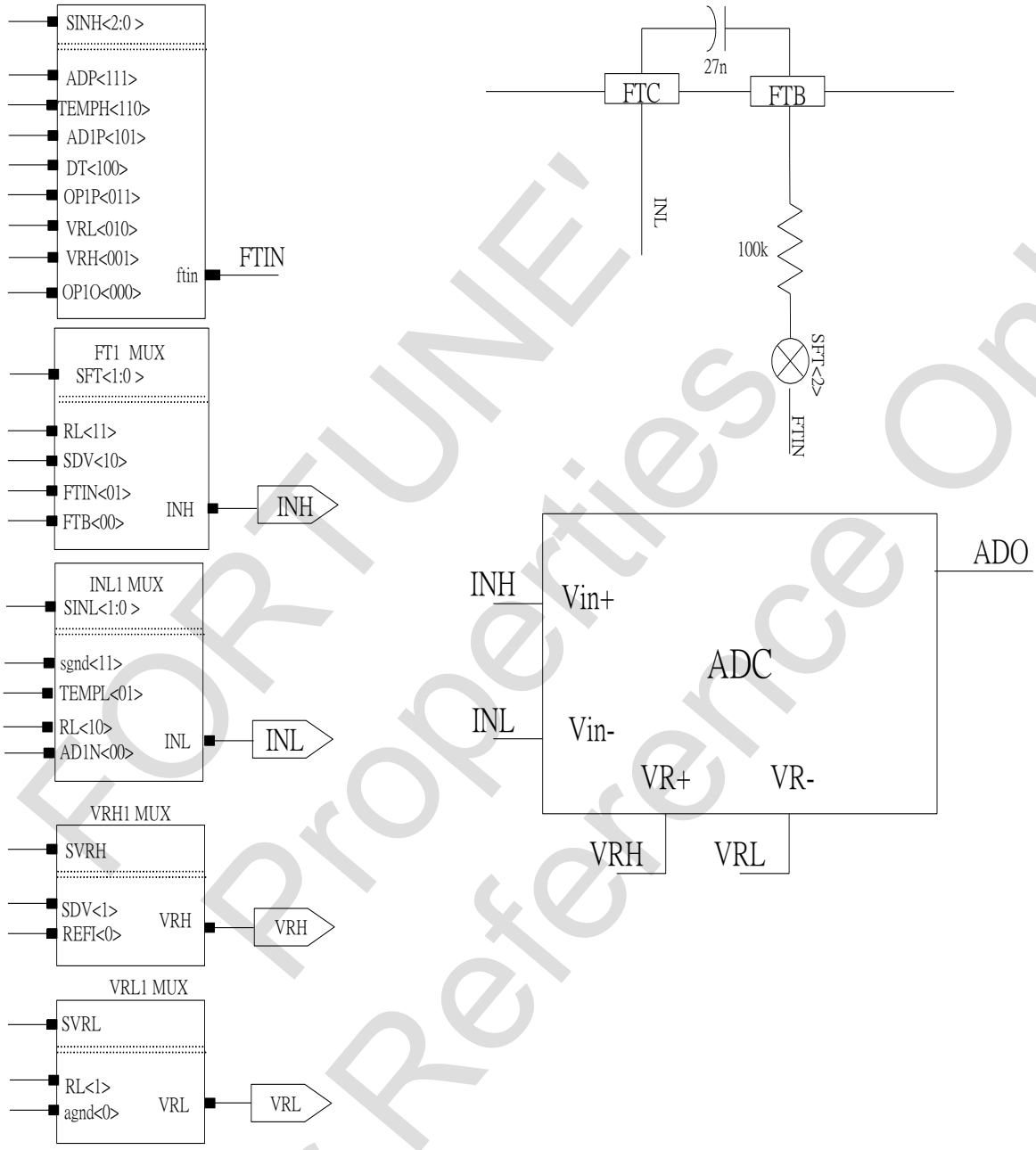


Figure 8-2 FS98O24 ADC function block

FORTUNE Properties For Reference Only

Table 8-2 ADC function register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
06H	INTF							ADIF		00000000
07H	INTE	GIE						ADIE		00000000
10H	ADOH	ADO [23:16]								00000000
11H	ADOM	ADO [15:8]								00000000
12H	ADOL	ADO [7:0]								00000000
13H	ADCON			ADCCLK[1:0]		ADRST	ADM [2:0]			00000000
2AH	NETB	SINL [1:0]		SINH [2:0]			SFT [2:0]			00000000
2BH	NETD							SVRL	SVRH	00000000
2EH	NETG					ADG [1:0]		ADEN	AZ	00000000

- The ADC (analog to digital converter) contains Σ-Δ modulator and digital comb filter. When ADRST=1, comb filter will be enabled. When ADRST=0, the comb filter will be reset. ADEN=1 starts the Σ-Δ modulator.
- ADC Over Sample Frequency

ADCCLK[0]	ADC sample Frequency (ADCF)
1	MCK/25
0	MCK/50

- The output rate is selected by ADM (N).

ADM (N)	ADC Output Rate
000	ADCF/125
001	ADCF/250
010	ADCF/500
011	ADCF/1000
100	ADCF/2000
101	ADCF/4000
110	ADCF/8000
111	ADCF/8000

- AZ=0 means that the ADC differential inputs are (INH, INL); AZ= 1 means that the ADC differential inputs are (INL, INL). We can use this mode to measure the ADC offset.
- ADG [1:0] will set ADC input gain as follows, 00: 2/3, 01: 1, 10: 2, 11: 2 1/3.

FORTUNE Properties For Reference Only

9. ADC Application Guide

The ADC used in FS98O24 is a ∑-Δ ADC with fully differential inputs and fully differential reference voltage inputs. Its maximum output is ±15625. The conversion equation is as follows:

$$\text{Dout} = 15625 * \text{G} * \frac{\text{VIH - VIL} + \text{Vio}}{\text{VRH - VRL} + \text{Vro}}$$

- *G is ADC input gain. (refer to Section 10.1 ADC operation step 6)*
- *VIH is ADC's positive input voltage*
- *VIL is ADC's negative input voltage*
- *Vio is ADC's offset on the input terminals (Vio could be measured by using AZ register flag. See Section 11.4)*
- *VRH is the voltage at the positive input of Reference Voltage*
- *VRL is the voltage at the negative input of Reference Voltage*
- *Vro is the offset on the input terminals of Reference Voltage (Generally speaking, Vro could be ignored)*
- *The value (VRH-VRL+Vro) should be positive.*
- *When G * (VIH-VIL+Vio) / (VRH-VRL+Vro) ≥ 1, Dout=15625*
- *When G * (VIH-VIL+Vio) / (VRH-VRL+Vro) ≤ -1, Dout=-15625*

9.1. ADC Output Format

CPU can read ADO[14:0] as ADC's 15-bit output. Note that the output is in 2's complement format. The 14th bit of ADO[14:0] is sign bit. When the sign bit is cleared, the ADC output denotes a positive number, When the sign bit is set, the ADC output denotes a negative number.

Example:

ADO[15:0] = 0X257FH, then Dout = 9599.

ADO[15:0] = 0XE2F7H, then Dout = - (not (E2F7H) +1) = -7433.

9.2. ADC Linear Range

ADC is close to saturation when G * (VIH-VIL+Vio) / (VRH-VRL+Vro) is close to ±1, and has good linearity in the range of ±0.95.

9.3. ADC Output Rate and Settling Time

ADC output is the results of sigma delta modulator and the comb filter. The analog input signal needs to be sampled N[6] times and processed by the ADC and then the user could get one digital output. Generally speaking, the more times ADC samples the analog input signal, the more precise the digital output is.

When the user decides the sampling frequency and sampling counts, and then enables the ADC module, ADC module will send out a 15-bit signed digital output data every sampling N times and trigger the ADC interrupt.

In fact, every ADC output includes previous 2*N times sampling results. Generally speaking, if ADC inputs, reference voltage, ADG, AZ are switched, the previous two ADC digital outputs are normally unstable ones, the third output and beyond are stable.

9.4. ADC Input Offset

ADC Input Offset Vio is NOT a constant. It drifts with ***temperature*** and ***common mode voltage*** at the inputs. To get a correct ADC result, Doff(ADC input offset digital output) should be deducted from the Dout. The instruction is as follows:

[6] 'N times' could be decided by setting ADM register flag (Please refer to Section 10.1).
FS98O22 ADC sampling frequency is decided by M1_CK(Please refer to Section 5.3).

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1. Set AZ bit, and VIH and VIL will short. Dout will be 15625 *G * (Vio) / (VRH-VRL+Vro). It's called **Doff**.
2. Save Doff in memory, and then Clear AZ bit to restart the ADC module.
3. Pass the first 2 ADC interrupts for ignoring the unstable ADC result.
4. When measuring analog signal, Doff should be deducted.

9.5. ADC Digital Output

The ADC digital output deducted by Doff is **ADC Gain**. The ADC Gain doesn't change as VDD changes. The suggested values for common mode voltages at ADC input and reference voltage are 1V~2V.

ADC input gain could be set by ADG[1:0] register flag. Please see Section 10.1 for detail.

9.6. ADC Resolution

ADC resolution is mainly affected by the ADC sampling counts and the ADC reference voltage. Generally speaking, the more times ADC samples the analog input signal, the more precise the digital output is. The ADC sampling counts could be decided by ADM[2:0] register flag. The ADC digital output rolling counts versus ADM[2:0] and Reference voltage table are shown as follows:

- (VRH, VRL) =0.4V, (VIH, VIL) =0.2V, VRL=VIL=AGND. G=1

Table 9-1 ADC rolling counts versus ADM

ADM	000	001	010	011	100	101	110
Rolling counts	10	6	4	3	3	2	1

- (VRH, VRL) =VR, (VIH, VIL) =1/2 VR, VRL=VIL=AGND. G=1 ADM=101

Table 9-2 ADC rolling counts versus VR

VR	0.05	0.1	0.2	0.3	0.4	0.6	0.8	1.0
Rolling counts	31	15	5	3	2	2	4	9

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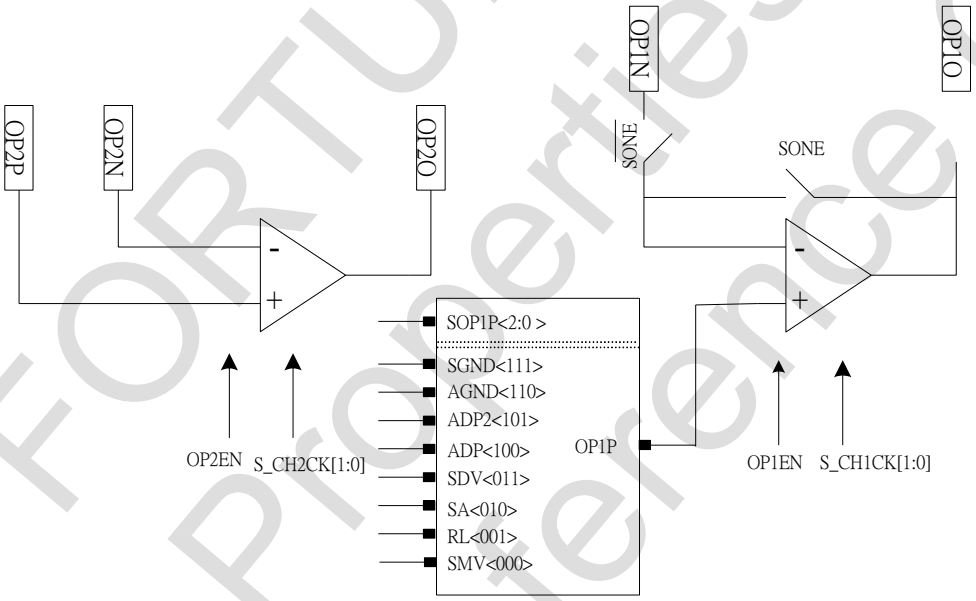
10. Low Noise Operational Amplifier Guide

The input noise of CMOS OPAMP is generally much larger than the one of a Bipolar OPAMP. Moreover, the flick noise (1/f noise) of CMOS is a killer for low frequency small signal measurement. But the need for input bias current in Bipolar OPAMP causes that some transducers can not be used. In general, bipolar process is not good for highly integrated ICs. FS98O24 use special CMOS low noise circuit design, and under normal conditions, the input noise is controlled under 1μVpp (0.1Hz~1Hz). FS98O24 is good for transducer applications because there is no need to consider input bias current.

Most of the input noise in CMOS OPAMP comes from input differential amplification. S_CHCK can be set to switch the differential amplification: 00 for positive Offset Voltage, 01 for negative Offset voltage. When using one clock pulse to switch input differential amplification, that is called chopper mode. In general, chopper frequency is set between 1 KHz and 2 KHz.

Under chopper mode, the input noise peak-to-peak voltage in FS98O24 is less than 0.5μV (0.1Hz~1Hz). But an equivalent input current of less than 100pA is generated, due to the effect of switching.

Figure 10-1 The FS98O24 OPAMP functional block



FORTUNE Properties For Reference Only

Table 10-1 FS98O24 OPAMP control register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
2FH	CHPF					S_CH2CK [1:0]		S_CH1CK [1:0]		00000000
30H	NETH			SONE	OP2EN	OP1EN	SOP1P [2:0]			00000000

- OP1EN, OP2EN are the OPAMP enable control signal.
- SONE=1, the output and negative input of OPAMP1 is short and OPAMP1 is unit gain buffer.
- S_CH1CK [1:0] can set OP1 input operation mode as follows, 00: +Offset, 01: -Offset, 10: MCK/250 chopper frequency, 11: MCK/500 Chopper frequency.

S_CH1CK [1]	S_CH1CK [0]	Chopper Control Signal
0	0	0
0	1	1
1	0	MCK/250
1	1	MCK/500

- S_CH2CK [1:0] can set OP2 input operation mode as follows, 00: +Offset, 01: -Offset, 10: MCK/250 chopper frequency, 11: MCK/500 Chopper frequency.

S_CH2CK [1]	S_CH2CK [0]	Chopper Control Signal
0	0	0
0	1	1
1	0	MCK/250
1	1	MCK/500

FORTUNE Properties For Reference Only

10.1. Single End Amplifier Application

Measurement of small signal usually takes consideration of the drifting of an OPAMP offset voltage. In the Figure below, the negative input is connected to AGND. It is also possible to measure the ADC's negative input and deduct this value; in order to correct the error caused by the Amplifier's offset voltage drifting.

OPAMP input offset is amplified by an amplifier then inputted to ADC. Too much amplification can cause OPAMP output move beyond ADC linear operation range. Hence, under normal conditions, OPAMP amplification should be less than 50 times.

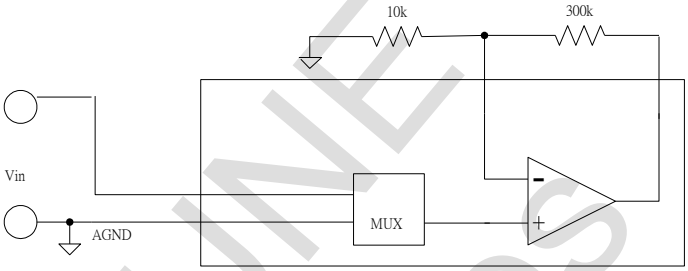


Figure 10-2 single end amplifier application example

10.2. Differential Amplifier Application

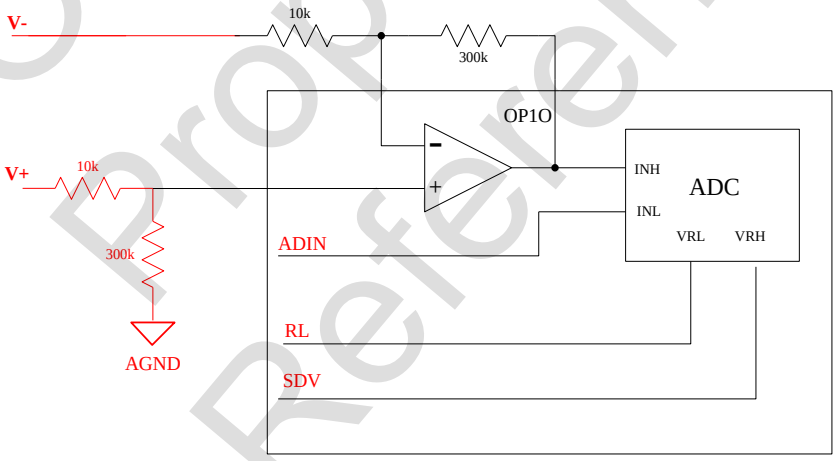


Figure 10-3 differential amplifier example

FORTUNE Properties For Reference Only

11. Comparator

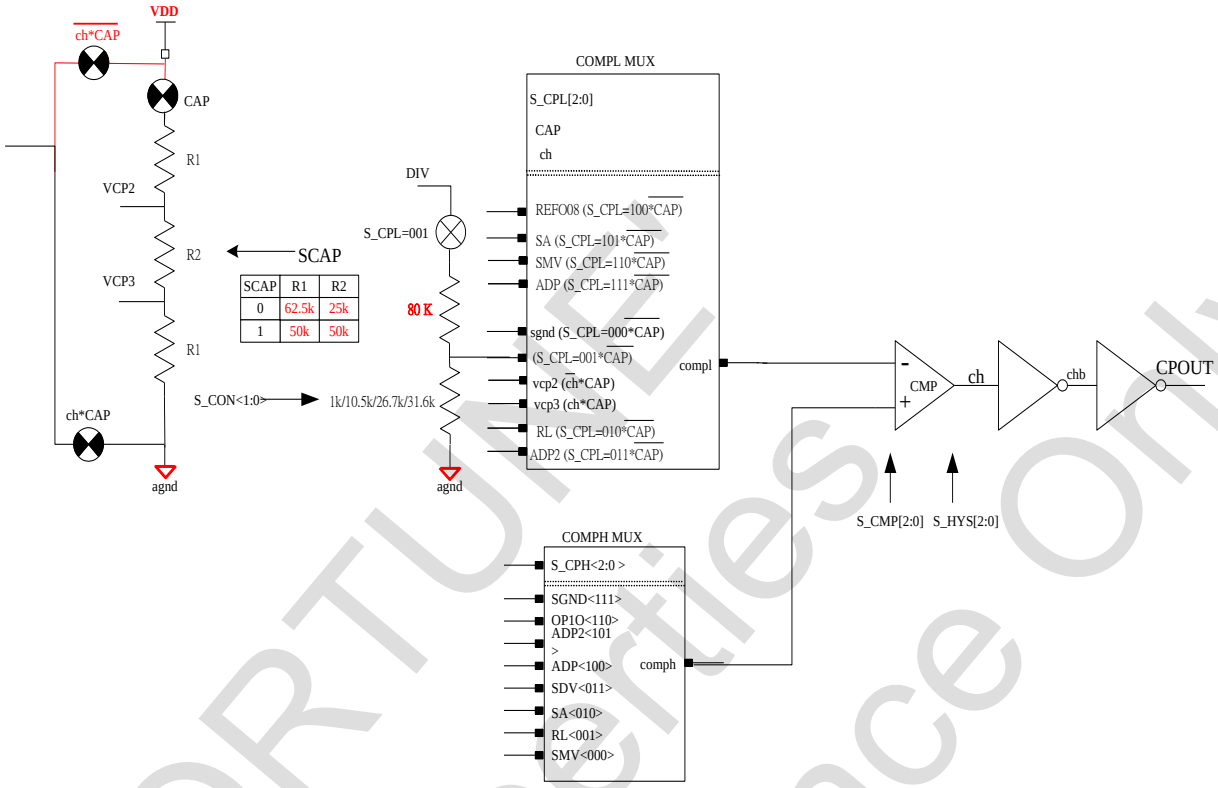


Figure 11-1 Comparator functional block

Table 11-1 FS98O24 comparator control register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
06H	INTF				--	--	CIF	--	--	00000000
07H	INTE	GIE			--	--	CIE	--	--	00000000
29H	NETA			SCAP				MODE [1:0]		00000000
2CH	NETE	S_CPL [2:0]			S_CON [1:0]		S_CPH [2:0]			00000000
31H	NETI			S_HYS [2:0]			S_CMP [2:0]			00000000
33H	NETK				CPOUT					00000000

- CIF=1 when CIE=1 and comparator output has a level change.
- When Mode=10, Comparator is used for capacitance measurement. Comparator negative input is connected to VCP3 or VCP2 depend on comparator output.

Comparator output (ch)	Comparator negative input
0	VCP2
1	VCP3

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- SCAP selects VCP2, VCP3 voltage divider resistance.

SCAP	Resistance (R1)	Resistance (R2)
0	62.5K	25K
1	50K	50K

- S_CMP select comparator mode

S_CMP	Comparator Mode	Description
000	Comparator Off	
001	No Hysteresis Comparator	For Capacitance measurement and Continue Test
010	Analog Hysteresis	For V/A Hz measurement
011	Digital Hysteresis 1 (without Comparator negative input)	For Logic Hz measurement Hysteresis Level about 0.4V Common Voltage about VDDA/2
100	Digital Hysteresis 2 (without Comparator negative input)	For Logic Hz measurement Hysteresis Level about 0.4V Common Voltage about 0.35+VDDA/2

- When S_CMP=010, S_HYS select comparator Hysteresis Level.

S_HYS	Hysteresis Level
000	250mV
001	230mV
010	220mV
011	190mV
100	150mV
101	80mV
110	40mV
111	0

- When Mode ≠ 10, S_CPL select comparator negative input

S_CPL	Comparator negative input
000	SGND
001	VCON
010	RL
011	ADP2
100	REFO08
101	SA
110	SMV
111	ADP

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- When S_CPL=001, VCON is continuity test comparison voltage. The voltage level is decided by voltage divider. The voltage divider ratio is selected by S_CON.

S_CON	Voltage divider ratio
00	1 / 111.6
01	10.5 / 111.6
10	26.7 / 111.6
11	31.6 / 111.6

- S_CPH is select comparator positive input

S_CPH	Comparator positive input
000	SMV
001	RL
010	SA
011	SDV
100	ADP
101	ADP2
110	OP1O
111	SGND

FORTUNE Properties For Reference Only

12. LCD Driver

FS98O24 embeds a LCD driver. The pins for LCD are COM1~COM4 and SEG1~SEG20. The user could set the SEG register flags for displaying on a LCD panel. FS98O24 LCD driver could drive up to 20 segments multiplexed with up to 4 commons. Please see Figure 12-1.

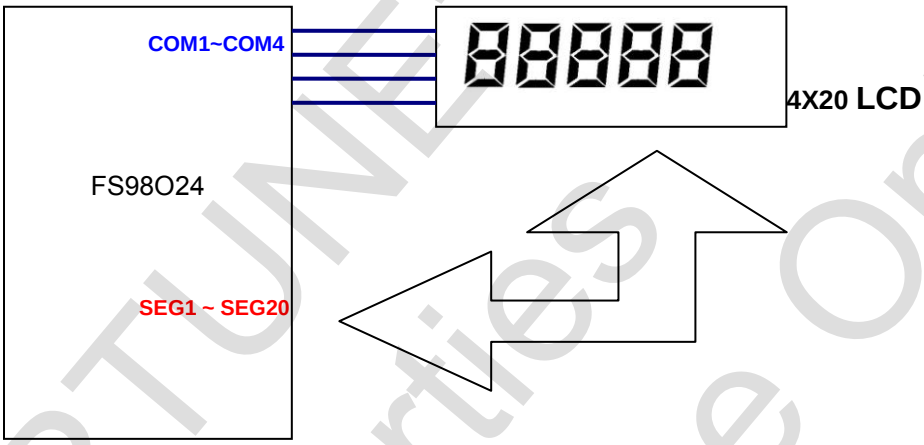


Figure 12-1 LCD driver control block

Table 12-1 FS98O24 LCD driver register table

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power on Reset
40H	LCD1	SEG2 [3:0]				SEG1 [3:0]				uuuuuuuu
41H	LCD2	SEG4 [3:0]				SEG3 [3:0]				uuuuuuuu
42H	LCD3	SEG6 [3:0]				SEG5 [3:0]				uuuuuuuu
43H	LCD4	SEG8 [3:0]				SEG7 [3:0]				uuuuuuuu
44H	LCD5	SEG10 [3:0]				SEG9 [3:0]				uuuuuuuu
45H	LCD6	SEG12 [3:0]				SEG11 [3:0]				uuuuuuuu
46H	LCD7	SEG14 [3:0]				SEG13 [3:0]				uuuuuuuu
47H	LCD8	SEG16 [3:0]				SEG15 [3:0]				uuuuuuuu
48H	LCD9	SEG18 [3:0]				SEG17 [3:0]				uuuuuuuu
49H	LCD10	SEG20 [3:0]				SEG19 [3:0]				uuuuuuuu
54H	LCDENR	LCDCKS [1:0]		LCDEN	M5_CK	LEVEL	LCD_DUTY[1:0]		ENPMPL	00000000

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- LCDEN =1 will start the LCD clock. LCD1~LCD10 is the LCD display data area.
- ENPMPL : enable LCD charge pump. LEVEL: select LCD bias, “0” : 1/3 bias, “1” : 1/2 bias.
- Timer and LCD Module Input Clock

M5_CK	LCDCKS[1]	LCDCKS[0]	LCD Input Clock（LCDCK）
0	0	0	MCK / 4032
0	0	1	MCK / 8064
0	1	0	MCK / 16128
0	1	1	MCK / 32256
1	0	0	CK3 / 64
1	0	1	CK3 / 128
1	1	0	CK3 / 256
1	1	1	CK3 / 512

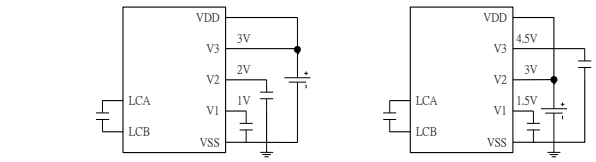
- LCD frame frequency is LCD input clock frequency divided by 4 for 1/4 duty.
- LCD_DUTY [1:0] : select LCD segment Duty cycle.

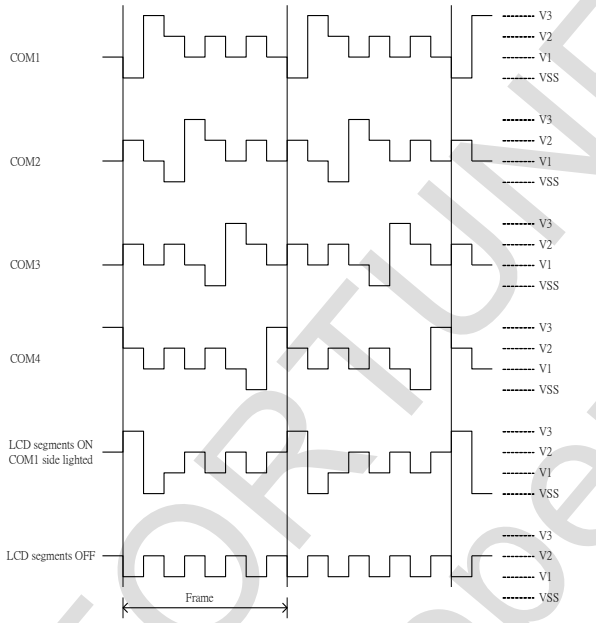
LCD_DUTY [1:0]	General Output Port	LCD frame frequency	Driving method			
			bit3(7)	bit2(6)	bit1(5)	bit0(4)
00	Static	LCDCK x 8	-	-	-	-
01	1/2	LCDCK x (4/2)	-	-	COM2	COM1
10	1/3	LCDCK x (4/3)	-	COM3	COM2	COM1
11	1/4	LCDCK x (4/4)	COM4	COM3	COM2	COM1

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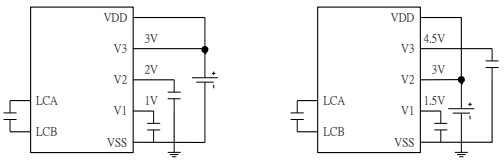
- LCD Driving Methods : There are six kinds of LCD driving methods and they can be selected by LCD_DUTY[1:0] and LEVEL . The output waveforms of LCD driver are as below : (VDD=3.0V)

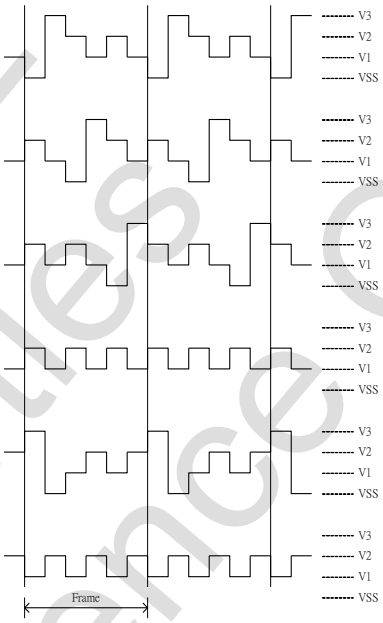
(1) 1/4 duty, 1/3 bias





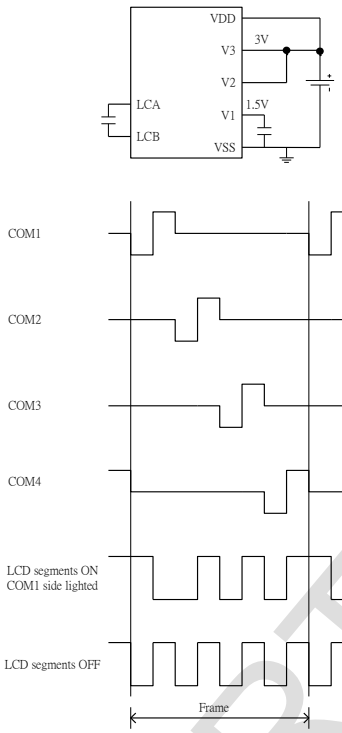
(2) 1/3 duty, 1/3 bias



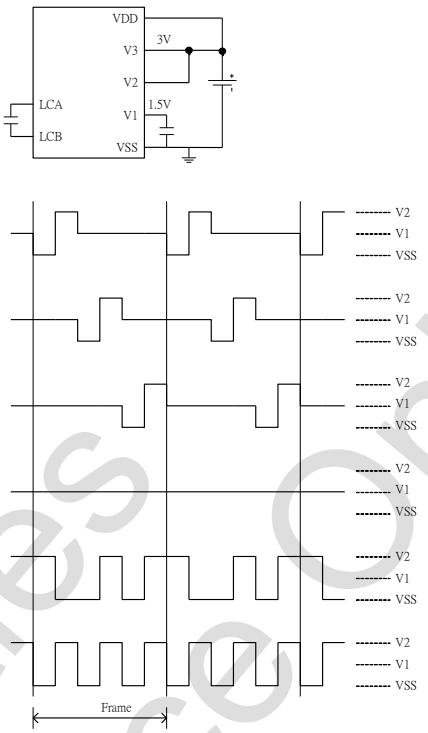


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(3) 1/4 duty, 1/2 bias

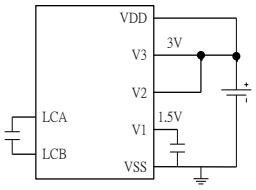


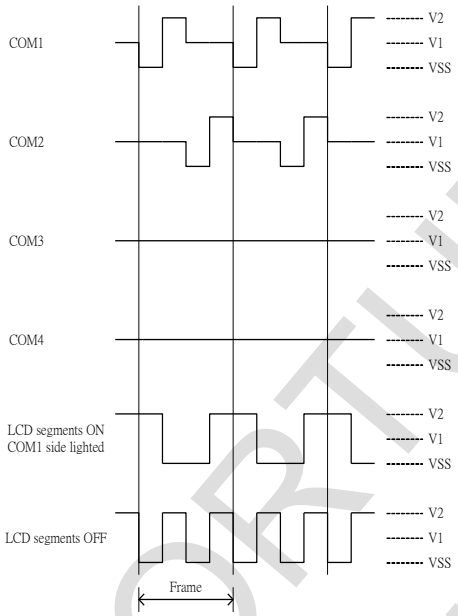
(4) 1/3 duty, 1/2 bias



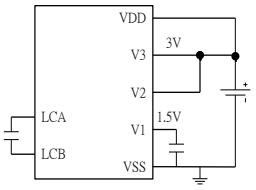
FORTUNE Properties For Reference Only

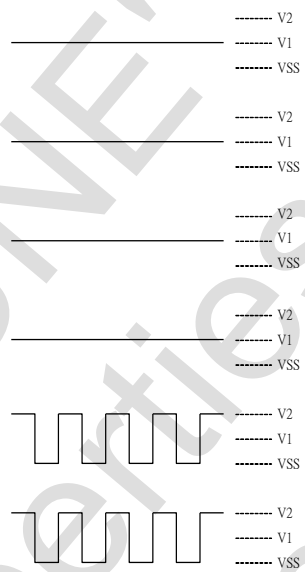
(5) 1/2 duty, 1/2 bias

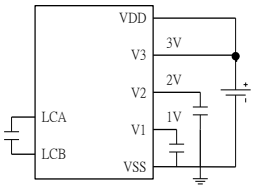


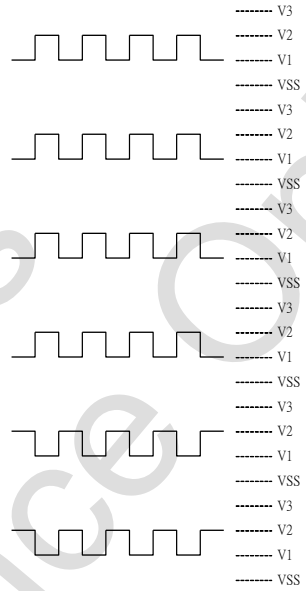


(6) static









FORTUNE Properties For Reference Only

13. CPU Reset

FS98O24 CPU has three reset signals and they are external RST pin, low voltage rest (LVR), and watchdog time out reset. Any one of the reset event happened, CPU's Program Counter (PC) reset to 0. After reset, CPU starts to work again, and the following table shows the system initial status.

Table 13-1 FS98O24 initial status table

Address	Name	External Reset or LVR	WDT Reset
002H	FSR0	UUUU UUUU	UUUU UUUU
003H	FSR1	UUUU UUUU	UUUU UUUU
004H	STATUS	0000 0000	UUUU 1UUU
005H	WORK	UUUU UUUU	UUUU UUUU
006H	INTF	U000 0000	U000 0000
007H	INTE	0000 0000	0000 0000
008H	MCK	0000 UUUU	0000 UUUU
010H	ADOH	0000 0000	0000 0000
011H	ADOM	0000 0000	0000 0000
012H	ADOL	0000 0000	0000 0000
013H	ADCON	UU00 0000	UU00 0000
015H	PFCR	UUU0 00UU	UU0 00UU
016H	FSD	0000 0000	0000 0000
017H	TMOUT	0000 0000	0000 0000
018H	TMCON	1UUU 0000	1UUU 0000
019H	WTS	U000 UUUU	U000 UUUU
01AH	RSIN	0000 0000	0000 0000
01BH	RSOUT	0000 0000	0000 0000
01CH	RSCON	0000 0000	0000 0000
01DH	RSIB1	0000 0000	0000 0000
01EH	RSIB2	0000 0000	0000 0000
01FH	RSIB3	0000 0000	0000 0000
020H	PT1	UUUU UUUU	UUUU UUUU
021H	PT1EN	0000 0000	UUUU UUUU
022H	PT1PU	0000 0000	UUUU UUUU
023H	PT1MR	UUUU UU00	UUUU UUUU
024H	PT2	UUUU UUUU	UUUU UUUU
025H	PT2EN	0000 0000	UUUU UUUU
026H	PT2PU	0000 0000	UUUU UUUU
027H	PT2MR	UUUU UU00	UUUU UUUU
028H	NETDTS	UUUU U000	UUUU U000
029H	NETA	0000 0000	0000 0000
02AH	NETB	0000 0000	0000 0000
02BH	NETD	UUUU UU00	UUUU UU00
02CH	NETE	0000 0000	0000 0000
02DH	NETF	U000 0000	UU00 0000
02EH	NETG	UUUU 0000	UUUU 0000
02FH	CHPF	UUUU 0000	UUUU 0000
030H	NETH	UU00 0000	UU00 0000
031H	NETI	UU00 0000	UU00 0000
032H	NETJ	0000 0000	0000 0000
033H	NETK	UUUU UUUU	UUUU UUUU
036H	CNS	UUUU UU00	UUUU UU00
037H	CTAH	0000 0000	0000 0000
038H	CTAM	0000 0000	0000 0000
039H	CTAL	0000 0000	0000 0000
03AH	CTBH	0000 0000	0000 0000
03BH	CTBM	0000 0000	0000 0000

FORTUNE Property For Reference Only

Address	Name	External Reset or LVR	WDT Reset
03CH	CTBL	0000 0000	0000 0000
03DH	FQCON	0000 0000	0000 0000
040H	LCD1	0000 0000	UUUU UUUU
041H	LCD2	0000 0000	UUUU UUUU
042H	LCD3	0000 0000	UUUU UUUU
043H	LCD4	0000 0000	UUUU UUUU
044H	LCD5	0000 0000	UUUU UUUU
045H	LCD6	0000 0000	UUUU UUUU
046H	LCD7	0000 0000	UUUU UUUU
047H	LCD8	0000 0000	UUUU UUUU
048H	LCD9	0000 0000	UUUU UUUU
049H	LCD10	0000 0000	UUUU UUUU
054H	LCDENR	0000 0000	0000 0000

FORTUNE Properties For Reference Only

14. Halt and Sleep Modes

FS98O24 supports low power working mode. When the user want FS98O24 to do nothing and just stand by, FS98O24 could be set to Halt mode or Sleep mode to reduce the power consumption by stopping the CPU core working. The two modes will be described below.

- Halt Mode

After CPU executes a Halt command, CPU Program Counter (PC) stops counting until an interrupt command is issued. To avoid program errors caused by Interrupt Return, it is suggested to add a NOP command after Halt to guarantee the program's normal execution when turning back.

- Sleep Mode

After CPU executes Sleep command, all oscillators stop working until an external interrupt command is issued or the CPU is reset. To avoid program errors caused by Interrupt return, it is suggested to add a NOP command after Sleep to guarantee the program's normal execution. The sleep mode power consumption is about 3 uA.

To make sure that CPU consumes minimum power in Sleep mode, it is necessary to close all power blocks and analog circuits before issuing the Sleep command, and make sure that all I/O Ports are in VDD or VSS voltage levels.

It is recommended that users execute the following program before issuing the Sleep command:

```
CLRF    NETA        ; As Reset state
CLRF    NETB        ; As Reset state
CLRF    NETC        ; As Reset state
CLRF    NETD        ; As Reset state
CLRF    NETE        ; As Reset state
CLRF    NETF        ; As Reset state
CLRF    PT2PU       ; Pull up resistor is disconnected.
MOVLW   0FFH
MOVWF   PT2EN       ; PT2 ports are assigned to be output ports.
CLRF    PT2         ; Set PT2 ports Output Low.
MOVLW   001h
MOVWF   PT1PU       ; PT1 Pull up resistor is disconnected except port 0(ext. int)
MOVLW   0FEh
MOVWF   PT1EN       ; PT1 ports are assigned to be output ports except port 0
CLRF    PT1         ; Set PT1 [7:1] Output Low
CLRF    INTF        ; Clear the interrupt flags
MOVLW   081h
MOVWF   INTE        ; Enable the external interrupt
SLEEP               ; Set the FWZ0038A into Sleep mode
NOP                 ; Wait CPU Wake-Up to normal Run
```

FORTUNE Properties For Reference Only

15. Instruction Set

FS98O24 instruction set consists of 37 instructions. Each instruction could be converted to 16-bit OPCODE.

15.1. Instruction Set Summary

Table 15-1 FS98O24 instruction set table

Instruction	Operation	Cycle	Flag
ADDLW k	[W] ← [W] + k	1	C, DC, Z
ADDPCW	[PC] ← [PC] + 1 + [W]	2	None
ADDWF f, d	[Destination] ← [f] + [W]	1	C, DC, Z
ADDWFC f, d	[Destination] ← [f] + [W] + C	1	C, DC, Z
ANDLW k	[W] ← [W] AND k	1	Z
ANDWF f, d	[Destination] ← [W] AND [f]	1	Z
BCF f, b	[f<b>] ← 0	1	None
BSF f, b	[f<b>] ← 1	1	None
BTFSC f, b	Skip if [f<b>] = 0	1, 2	None
BTFSS f, b	Skip if [f<b>] = 1	1, 2	None
CALL k	Push PC + 1 and GOTO k	2	None
CLRF f	[f] ← 0	1	Z
CLRWDT	Clear watch dog timer	1	None
COMF f, d	[f] ← NOT([f])	1	Z
DECF f, d	[Destination] ← [f] -1	1	Z
DECFSZ f, d	[Destination] ← [f] -1, skip if the result is zero	1, 2	None
GOTO k	PC ← k	2	None
HALT	CPU Stop	1	None
INCF f, d	[Destination] ← [f] +1	1	Z
INCFSZ f, d	[Destination] ← [f] + 1, skip if the result is zero	1, 2	None
IORLW k	[W] ← [W] | k	1	Z
IORWF f, d	[Destination] ← [W] | [f]	1	Z
MOVFW f	[W] ← [f]	1	None
MOVLW k	[W] ← k	1	None
MOVWF f	[f] ← [W]	1	None
NOP	No operation	1	None
RETFIE	Pop PC and GIE = 1	2	None
RETLW k	RETURN and W = k	2	None
RETURN	Pop PC	2	None
RLF f, d	[Destination<n+1>] ← [f<n>]	1	C,Z
RRF f, d	[Destination<n-1>] ← [f<n>]	1	C, Z
SLEEP	Stop OSC	1	PD
SUBLW k	[W] ← k – [W]	1	C, DC, Z
SUBWF f, d	[Destination] ← [f] – [W]	1	C, DC, Z
SUBWFC f, d	[Destination] ← [f] – [W] –Ċ	1	C, DC, Z
XORLW k	[W] ← [W] XOR k	1	Z
XORWF f, d	[Destination] ← [W] XOR [f]	1	Z

Note:

- f: memory address
- W: work register.
- k: literal field, constant data or label.
- d: destination select: d=0 store result in W, d=1: store result in memory address f.
- b: bit select (0~7).
- [f]: the content of memory address f.
- PC: program counter.
- C: Carry flag
- DC: Digit carry flag
- Z: Zero flag
- PD: power down flag
- TO: watchdog time out flag

FORTUNE Properties For Reference Only

15.2. Instruction Description

(By alphabetically)

ADDLW	Add Literal to W
Syntax	ADDLW k 0 ≤ k ≤ FFh
Operation	[W] ← [W] + k
Flag Affected	C, DC, Z
Description	The content of Work register add literal “k” in Work register
Cycle	1
Example: **ADDLW 08h**	Before instruction: W = 08h After instruction: W = 10h

ADDPCW	Add W to PC
Syntax	ADDPCW
Operation	[PC] ← [PC] + 1 + [W], [W] < 7Fh [PC] ← [PC] + 1 + ([W] – 100h), otherwise
Flag Affected	None
Description	The relative address PC + 1 + W are loaded into PC.
Cycle	2
Example 1: **ADDPCW**	Before instruction: W = 7Fh, PC = 0212h After instruction: PC = 0292h
Example 2: **ADDPCW**	Before instruction: W = 80h, PC = 0212h After instruction: PC = 0193h
Example 3: **ADDPCW**	Before instruction: W = FEh, PC = 0212h After instruction: PC = 0211h

ADDWF	Add W to f
Syntax	ADDWF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [f] + [W]
Flag Affected	C, CD, Z
Description	Add the content of the W register and [f]. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in f.
Cycle	1
Example 1: **ADDWF OPERAND, 0**	Before instruction: OPERAND = C2h W = 17h After instruction: OPERAND = C2h W = D9h
Example 2: **ADDWF OPERAND, 1**	Before instruction: OPERAND = C2h W = 17h After instruction: OPERAND = D9h W = 17h

FORTUNE Properties For Reference Only

ADDWFC	Add W, f and Carry
Syntax	ADDWFC f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [f] + [W] + C
Flag Affected	C, DC, Z
Description	Add the content of the W register, [f] and Carry bit. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in f.
Cycle	1
Example **ADDWFC OPERAND,1**	Before instruction: C = 1 OPERAND = 02h W = 4Dh After instruction: C = 0 OPERAND = 50h W = 4Dh

ANDLW	AND literal with W
Syntax	ANDLW k 0 ≤ k ≤ FFh
Operation	[W] ← [W] AND k
Flag Affected	Z
Description	AND the content of the W register with the eight-bit literal "k". The result is stored in the W register.
Cycle	1
Example: **ANDLW 5Fh**	Before instruction: W = A3h After instruction: W = 03h

ANDWF	AND W and f
Syntax	ANDWF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [W] AND [f]
Flag Affected	Z
Description	AND the content of the W register with [f]. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in f.
Cycle	1
Example 1: **ANDWF OPERAND,0**	Before instruction: W = 0Fh, OPERAND = 88h After instruction: W = 08h, OPERAND = 88h
Example 2: **ANDWF OPERAND,1**	Before instruction: W = 0Fh, OPERAND = 88h After instruction: W = 88h, OPERAND = 08h

FORTUNE Properties For Reference Only

BCF	Bit Clear f
Syntax	BCF f, b 0 ≤ f ≤ FFh 0 ≤ b ≤ 7
Operation	[f<b>] ← 0
Flag Affected	None
Description	Bit b in [f] is reset to 0.
Cycle	1
Example: **BCF FLAG, 2**	Before instruction: FLAG = 8Dh After instruction: FLAG = 89h

BSF	Bit Set f
Syntax	BSF f, b 0 ≤ f ≤ FFh 0 ≤ b ≤ 7
Operation	[f<b>] ← 1
Flag Affected	None
Description	Bit b in [f] is set to 1.
Cycle	1
Example: **BSF FLAG, 2**	Before instruction: FLAG = 89h After instruction: FLAG = 8Dh

BTFSC	Bit Test skip if Clear
Syntax	BTFSC f, b 0 ≤ f ≤ FFh 0 ≤ b ≤ 7
Operation	Skip if [f<b>] = 0
Flag Affected	None
Description	If bit 'b' in [f] is 0, the next fetched instruction is discarded and a NOP is executed instead making it a two-cycle instruction.
Cycle	1, 2
Example: Node **BTFSC FLAG, 2** OP1 : OP2 :	Before instruction: PC = address (Node) After instruction: If FLAG<2> = 0 PC = address(OP2) If FLAG<2> = 1 PC = address(OP1)

BTFSS	Bit Test skip if Set
Syntax	BTFSS f, b 0 ≤ f ≤ FFh 0 ≤ b ≤ 7
Operation	Skip if [f<b>] = 1
Flag Affected	None
Description	If bit 'b' in [f] is 1, the next fetched instruction is discarded and a NOP is executed instead making it a two-cycle instruction.
Cycle	1, 2
Example: Node **BTFSS FLAG, 2** OP1 : OP2 :	Before instruction: PC = address (Node) After instruction: If FLAG<2> = 0 PC = address(OP1) If FLAG<2> = 1 PC = address(OP2)

FORTUNE' Properties For Reference Only

CALL	Subroutine CALL
Syntax	CALL k 0 ≤ k ≤ 1FFFh
Operation	Push Stack [Top Stack] ← PC + 1 PC ← k
Flag Affected	None
Description	Subroutine Call. First, return address PC + 1 is pushed onto the stack. The immediate address is loaded into PC.
Cycle	2

CLRF	Clear f
Syntax	CLRF f 0 ≤ f ≤ 255
Operation	[f] ← 0
Flag Affected	None
Description	Reset the content of memory address f
Cycle	1
Example: **CLRF WORK**	Before instruction: WORK = 5Ah After instruction: WORK = 00h

CLRWDT	Clear watch dog timer
Syntax	CLRWDT
Operation	Watch dog timer counter will be reset
Flag Affected	None
Description	CLRWDT instruction will reset watch dog timer counter.
Cycle	1
Example: **CLRWDT**	After instruction: WDT = 0

COMF	Complement f
Syntax	COMF f, d 0 ≤ f ≤ 255 d ∈ [0,1]
Operation	[f] ← NOT([f])
Flag Affected	Z
Description	[f] is complemented. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f]
Cycle	1
Example 1: **COMF OPERAND,0**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = DCh, OPERAND = 23h
Example 2: **COMF OPERAND,1**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 88h, OPERAND = DCh

FORTUNE' Properties For Reference Only

DECF	Decrement f
Syntax	DECF f, d $0 \le f \le 255$ $d \in [0,1]$
Operation	[Destination] ← [f] -1
Flag Affected	Z
Description	[f] is decremented. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f].
Cycle	1
Example 1: **DECF OPERAND,0**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 22h, OPERAND = 23h
Example 2: **DECF OPERAND,1**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 88h, OPERAND = 22h

DECFSZ	Decrement f, skip if zero
Syntax	DECFSZ f, d $0 \le f \le FFh$ $d \in [0,1]$
Operation	[Destination] ← [f] -1, skip if the result is zero
Flag Affected	None
Description	[f] is decremented. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f]. If the result is 0, then the next fetched instruction is discarded and a NOP is executed instead making it a two-cycle instruction.
Cycle	1, 2
Example: Node **DECFSZ** **FLAG, 1** OP1 : OP2 :	Before instruction: PC = address (Node) After instruction: [FLAG] = [FLAG] - 1 If [FLAG] = 0 PC = address(OP2) If [FLAG] ≠ 0 PC = address(OP1)

GOTO	Unconditional Branch
Syntax	GOTO k $0 \le k \le 1FFFh$
Operation	PC ← k
Flag Affected	None
Description	The immediate address is loaded into PC.
Cycle	2

HALT	Stop CPU Core Clock
Syntax	HALT
Operation	CPU Stop
Flag Affected	None
Description	CPU clock is stopped. Oscillator is running. CPU can be waked up by internal and external interrupt sources.
Cycle	1

FORTUNE' Properties For Reference Only

INCF	Increment f
Syntax	INCF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [f] +1
Flag Affected	Z
Description	[f] is incremented. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f].
Cycle	1
Example 1: **INCF OPERAND,0**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 24h, OPERAND = 23h
Example 2: **INCF OPERAND,1**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 88h, OPERAND = 24h

INCFSZ	Increment f, skip if zero
Syntax	INCFSZ f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [f] + 1, skip if the result is zero
Flag Affected	None
Description	[f] is incremented. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f]. If the result is 0, then the next fetched instruction is discarded and a NOP is executed instead making it a two-cycle instruction.
Cycle	1, 2
Example: Node **INCFSZ FLAG, 1** OP1 : OP2 :	Before instruction: PC = address (Node) After instruction: [FLAG] = [FLAG] + 1 If [FLAG] = 0 PC = address(OP2) If [FLAG] ≠ 0 PC = address(OP1)

IORLW	Inclusive OR literal with W
Syntax	IORLW k 0 ≤ k ≤ FFh
Operation	[W] ← [W] | k
Flag Affected	Z
Description	Inclusive OR the content of the W register and the eight-bit literal "k". The result is stored in the W register.
Cycle	1
Example: **IORLW 85h**	Before instruction: W = 69h After instruction: W = EDh

FORTUNE' Properties For Reference Only

IORWF	Inclusive OR W with f
Syntax	IORWF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [W] | [f]
Flag Affected	Z
Description	Inclusive OR the content of the W register and [f]. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f].
Cycle	1
Example: **IORWF OPERAND,1**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 88h, OPERAND = ABh

MOVFW	Move f to W
Syntax	MOVFW f 0 ≤ f ≤ FFh
Operation	[W] ← [f]
Flag Affected	None
Description	Move data from [f] to the W register.
Cycle	1
Example: **MOVFW OPERAND**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 23h, OPERAND = 23h

MOVLW	Move literal to W
Syntax	MOVLW k 0 ≤ k ≤ FFh
Operation	[W] ← k
Flag Affected	None
Description	Move the eight-bit literal "k" to the content of the W register.
Cycle	1
Example: **MOVLW 23h**	Before instruction: W = 88h After instruction: W = 23h

MOVWF	Move W to f
Syntax	MOVWF f 0 ≤ f ≤ FFh
Operation	[f] ← [W]
Flag Affected	None
Description	Move data from the W register to [f].
Cycle	1
Example: **MOVWF OPERAND**	Before instruction: W = 88h, OPERAND = 23h After instruction: W = 88h, OPERAND = 88h

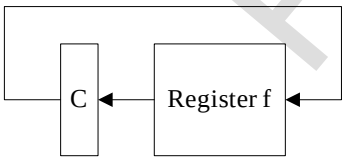
NOP	No Operation
Syntax	NOP
Operation	No Operation
Flag Affected	None
Description	No operation. NOP is used for one instruction cycle delay.
Cycle	1

FORTUNE' Properties For Reference Only

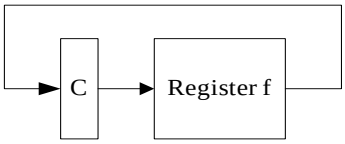
RETFIE	Return from Interrupt
Syntax	RETFIE
Operation	[Top Stack] => PC Pop Stack 1 => GIE
Flag Affected	None
Description	The program counter is loaded from the top stack, then pop stack. Setting the GIE bit enables interrupts.
Cycle	2

RETLW	Return and move literal to W
Syntax	RETLW k 0 ≤ k ≤ FFh
Operation	[W] ← k [Top Stack] => PC Pop Stack
Flag Affected	None
Description	Move the eight-bit literal "k" to the content of the W register. The program counter is loaded from the top stack, then pop stack.
Cycle	2

Return	Return from Subroutine
Syntax	RETURN
Operation	[Top Stack] => PC Pop Stack
Flag Affected	None
Description	The program counter is loaded from the top stack, then pop stack.
Cycle	2

RLF	Rotate left [f] through Carry
Syntax	RLF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination<n+1>] ← [f<n>] [Destination<0>] ← C C ← [f<7>]
Flag Affected	C, Z
Description	[f] is rotated one bit to the left through the Carry bit. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f]. 
Cycle	1
Example: **RLF OPERAND, 1**	Before instruction: C = 0 W = 88h, OPERAND = E6h After instruction: C = 1 W = 88h, OPERAND = CCh

FORTUNE Properties For Reference Only

RRF	Rotate right [f] through Carry
Syntax	RRF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination<n-1>] ← [f<n>] [Destination<7>] ← C C ← [f<7>]
Flag Affected	C
Description	[f] is rotated one bit to the right through the Carry bit. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f]. 
Cycle	1
Example: **RRF OPERAND, 0**	Before instruction: C = 0 OPERAND = 95h After instruction: C = 1 W = 4Ah, OPERAND = 95h

SLEEP	Oscillator stop
Syntax	SLEEP
Operation	CPU oscillator is stopped
Flag Affected	PD
Description	CPU oscillator is stopped. CPU can be waked up by external interrupt sources.[7]
Cycle	1

SUBLW	Subtract W from literal
Syntax	SUBLW k 0 ≤ k ≤ FFh
Operation	[W] ← k – [W]
Flag Affected	C, DC, Z
Description	Subtract the content of the W register from the eight-bit literal "k". The result is stored in the W register.
Cycle	1
Example 1: **SUBLW 02h**	Before instruction: W = 01h After instruction: W = 01h C = 1 Z = 0
Example 2: **SUBLW 02h**	Before instruction: W = 02h After instruction: W = 00h C = 1 Z = 1
Example 3: **SUBLW 02h**	Before instruction: W = 03h After instruction: W = FFh C = 0 Z = 0

[7] Please make sure all interrupt flags are cleared before running SLEEP; "NOP" command must follow HALT and SLEEP commands.

FORTUNE Properties For Reference Only

SUBWF	Subtract W from f
Syntax	SUBWF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [f] – [W]
Flag Affected	C, DC, Z
Description	Subtract the content of the W register from [f]. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f],
Cycle	1
Example 1: **SUBWF OPERAND, 1**	Before instruction: OPERAND = 33h, W = 01h After instruction: OPERAND = 32h C = 1 Z = 0
Example 2: **SUBWF OPERAND, 1**	Before instruction: OPERAND = 01h, W = 01h After instruction: OPERAND = 00h C = 1 Z = 1
Example 3: **SUBWF OPERAND, 1**	Before instruction: OPERAND = 04h, W = 05h After instruction: OPERAND = FFh C = 0 Z = 0

SUBWFC	Subtract W and Carry from f
Syntax	SUBWFC f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [f] – [W] –Ċ
Flag Affected	C, DC, Z
Description	Subtract the content of the W register from [f]. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f].
Cycle	1
Example 1: **SUBWFC OPERAND, 1**	Before instruction: OPERAND = 33h, W = 01h C = 1 After instruction: OPERAND = 32h, C = 1, Z = 0
Example 2: **SUBWFC OPERAND, 1**	Before instruction: OPERAND = 02h, W = 01h C = 0 After instruction: OPERAND = 00h, C = 1, Z = 1
Example 3: **SUBWFC OPERAND, 1**	Before instruction: OPERAND = 04h, W = 05h C = 0 After instruction: OPERAND = FEh, C = 0, Z = 0

FORTUNE Properties For Reference Only

XORLW	Exclusive OR literal with W
Syntax	XORLW k 0 ≤ k ≤ FFh
Operation	[W] ← [W] XOR k
Flag Affected	Z
Description	Exclusive OR the content of the W register and the eight-bit literal "k". The result is stored in the W register.
Cycle	1
Example: **XORLW 5Fh**	Before instruction: W = ACh After instruction: W = F3h

XORWF	Exclusive OR W and f
Syntax	XORWF f, d 0 ≤ f ≤ FFh d ∈ [0,1]
Operation	[Destination] ← [W] XOR [f]
Flag Affected	Z
Description	Exclusive OR the content of the W register and [f]. If d is 0, the result is stored in the W register. If d is 1, the result is stored back in [f].
Cycle	1
Example: **XORWF OPERAND, 1**	Before instruction: OPERAND = 5Fh, W = ACh After instruction: OPERAND = F3h

FORTUNE' Properties For Reference Only

16. Package Information

16.1. Package Outline

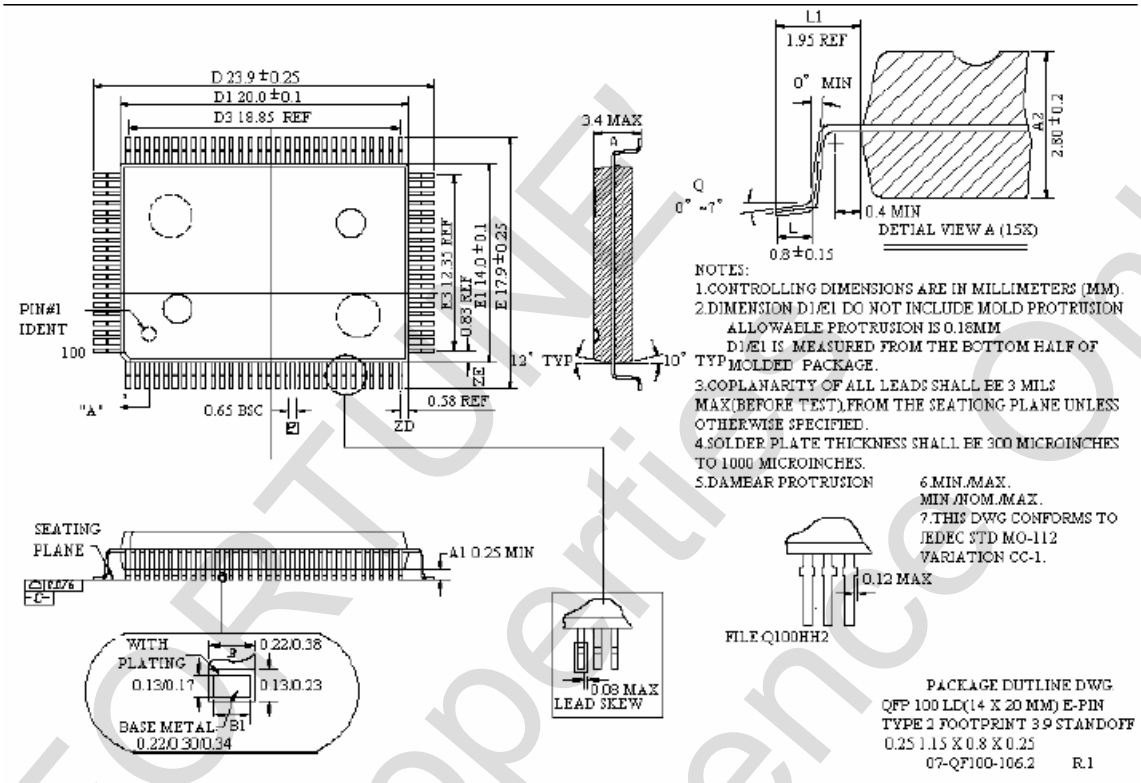


Figure 16-1 FS98O24 package outline

FORTUNE Property For Reference Only

16.2. Package Outline

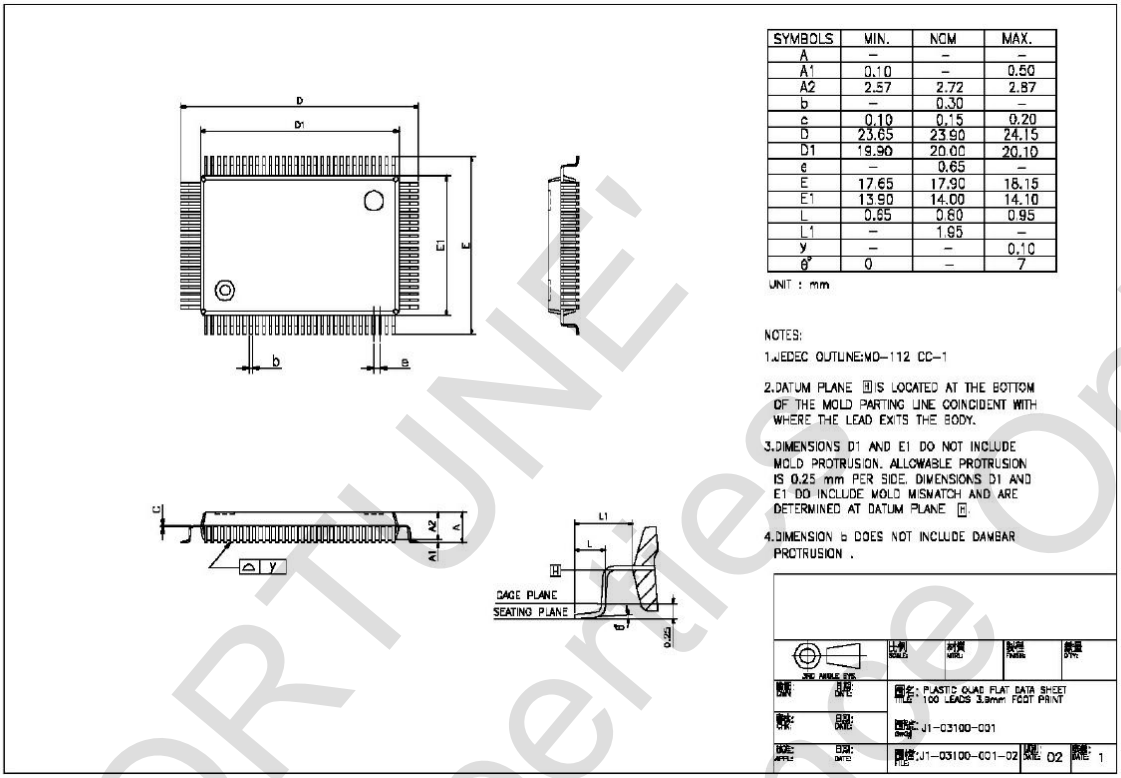


Figure 16-2 FS98O24 package outline

FORTUNE Properties Only For Reference