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# HT46R22/HT46C22
# 8-Bit A/D Type MCU

## Features

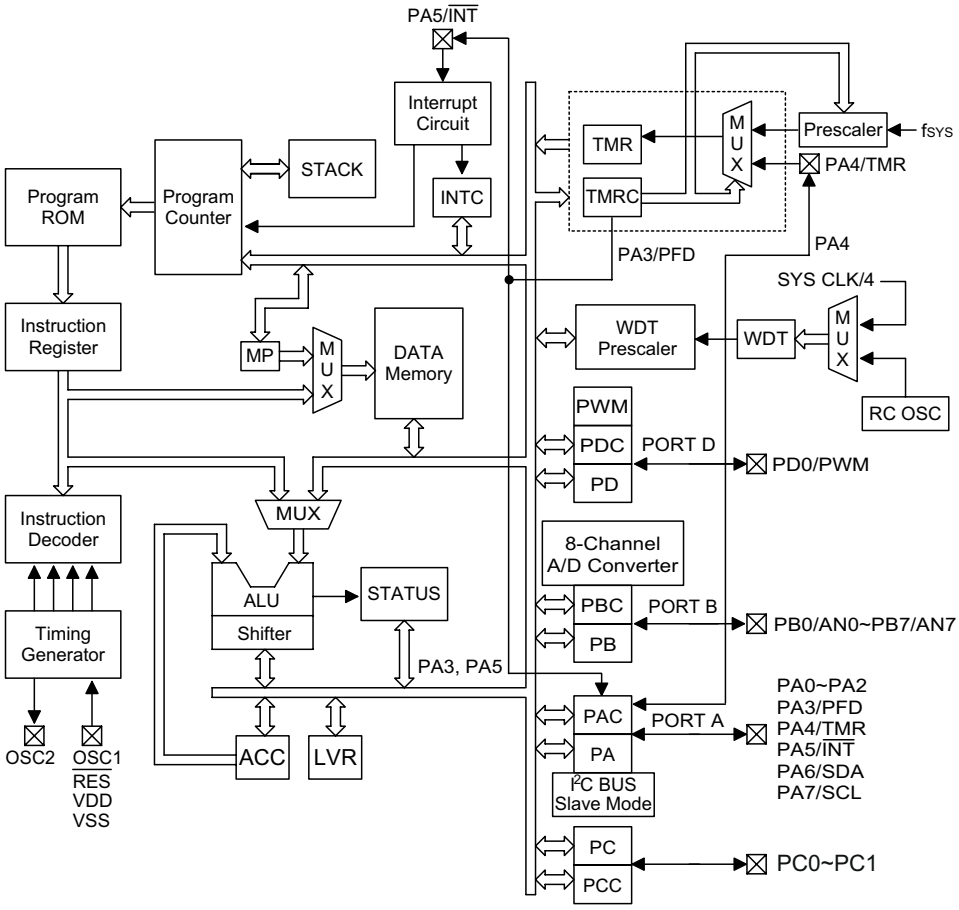
- Operating voltage:
  $f_{SYS}$=4MHz: 2.2V~5.5V
  $f_{SYS}$=8MHz: 4.5V~5.5V
- 19 bidirectional I/O lines (max.)
- 1 interrupt input shared with an I/O line
- 8-bit programmable timer/event counter with overflow interrupt and 7-stage prescaler
- On-chip crystal and RC oscillator
- Watchdog Timer
- 2048×14 program memory ROM
- 64×8 data memory RAM
- Supports PFD for sound generation
- HALT function and wake-up feature reduce power consumption
- Up to 0.5μs instruction cycle with 8MHz system clock at $V_{DD}$=5V
- 6-level subroutine nesting
- 8 channels 9-bit resolution (8-bit accuracy) A/D converter
- 1-channel (6+2)/(7+1)-bit PWM output shared with two I/O lines
- Bit manipulation instruction
- 14-bit table read instruction
- 63 powerful instructions
- All instructions in one or two machine cycles
- Low voltage reset function
- $I^2C$ BUS (slave mode)
- 24-pin SKDIP/SOP package

## General Description

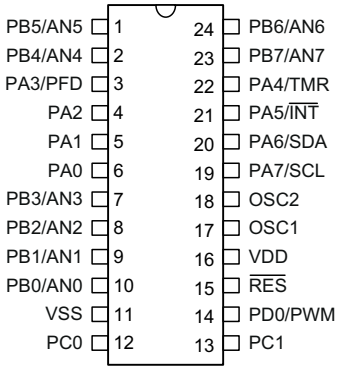
The device is an 8-bit high performance RISC-like microcontroller designed for multiple I/O product applications. It is particularly suitable for use in products such as washing machine controllers and home appliances. A HALT feature is included to reduce power consumption.

$I^2C$ is a trademark of Philips Semiconductors

## Block Diagram



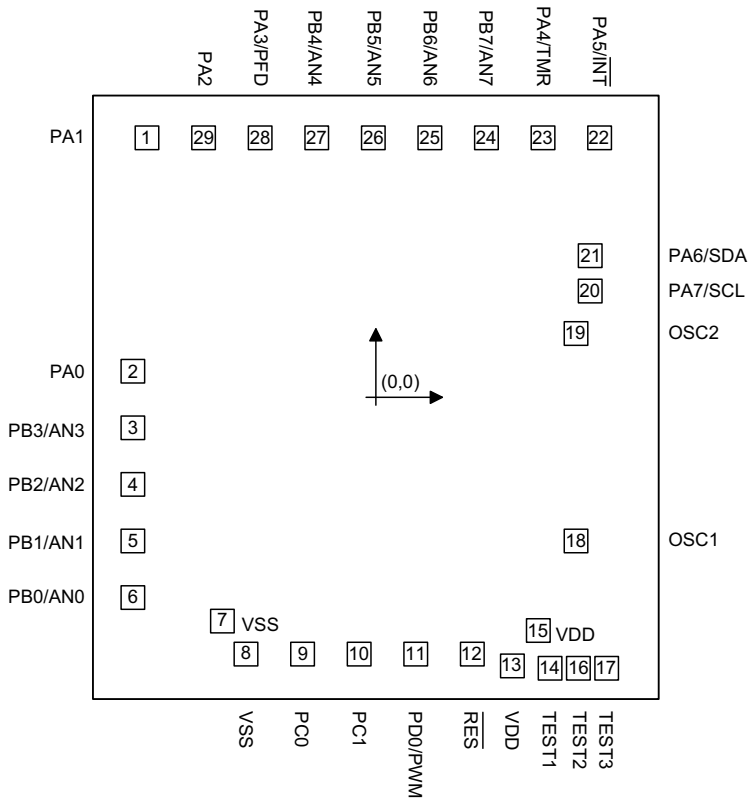

## Pin Assignment




**HT46R22/HT46C22**
**– 24 SKDIP-A/SOP-A**

## Pad Assignment

**HT46C22**




* The IC substrate should be connected to VSS in the PCB layout artwork.

## Pad Description

| Pad Name | I/O | Options | Description |
|---|---|---|---|
| PB0/AN0<br>PB1/AN1<br>PB2/AN2<br>PB3/AN3<br>PB4/AN4<br>PB5/AN5<br>PB6/AN6<br>PB7/AN7 | I/O | Pull-high | Bidirectional 8-bit input/output port. Software instructions determine the CMOS output, Schmitt trigger input with or without pull-high resistor (determined by pull-high option: port option) or A/D input.<br>Once a PB line is selected as an A/D input (by using software control), the I/O function and pull-high resistor are disabled automatically. |
| PA0~PA2<br>PA3/PFD<br>PA4/TMR<br>PA5/$\overline{\text{INT}}$<br>PA6/SDA<br>PA7/SCL | I/O | Pull-high<br>Wake-up<br>PA3 or PFD<br>I/O or Serial Bus | Bidirectional 8-bit input/output port. Each bit can be configured as wake-up input by options. Software instructions determine the CMOS output or Schmitt trigger input with or without pull-high resistor (determined by pull-high options: bit option). The PFD, TMR and $\overline{\text{INT}}$ are pin-shared with PA3, PA4 and PA5, respectively. Once the $I^2C$ BUS function is used, the internal registers related to PA6 and PA7 can not be used. |
| VSS | — | — | Negative power supply, ground. |
| PC0~PC1 | I/O | Pull-high | Bidirectional 2-bit input/output port. Software instructions determine the CMOS output, Schmitt trigger input with or without pull-high resistor (determine by pull-high option: port option). |

| Pad Name | I/O | Options | Description |
|---|---|---|---|
| PD0/PWM | I/O | Pull-high<br>I/O or PWM | Bidirectional 1-bit input/output port. Software instructions determine the CMOS output, Schmitt trigger input with or without a pull-high resistor (determined by pull-high option: port option). The PWM output function is pin-shared with PD0 (dependent on PWM optios). |
| $\overline{RES}$ | I | — | Schmitt trigger reset input. Active low. |
| VDD | — | — | Positive power supply |
| OSC1<br>OSC2 | I<br>O | Crystal or RC | OSC1, OSC2 are connected to an RC network or a Crystal (determined by options) for the internal system clock. In the case of RC operation, OSC2 is the output terminal for 1/4 system clock. |
| TEST1<br>TEST2<br>TEST3 | I | — | TEST mode input pin<br>It disconnects in normal operation |

## Absolute Maximum Ratings

Supply Voltage ..... $V_{SS}$–0.3V to $V_{SS}$+5.5V

Input Voltage ..... $V_{SS}$–0.3V to $V_{DD}$+0.3V

Storage Temperature ..... –50°C to 125°C

Operating Temperature ..... –40°C to 85°C

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

## D.C. Characteristics

Ta=25°C

| Symbol | Parameter | Test Conditions | | Min. | Typ. | Max. | Unit |
|---|---|---|---|---|---|---|---|
| | | $V_{DD}$ | Conditions | | | | |
| $V_{DD1}$ | Operating Voltage | — | $f_{SYS}$=4MHz | 2.2 | — | 5.5 | V |
| $V_{DD2}$ | Operating Voltage | — | $f_{SYS}$=8MHz | 4.5 | — | 5.5 | V |
| $I_{DD1}$ | Operating Current (Crystal OSC) | 3V | No load, $f_{SYS}$=4MHz ADC disable | — | 0.6 | 1.5 | mA |
| | | 5V | | — | 2 | 4 | mA |
| $I_{DD2}$ | Operating Current (RC OSC) | 3V | No load, $f_{SYS}$=4MHz ADC disable | — | 0.8 | 1.5 | mA |
| | | 5V | | — | 2.5 | 4 | mA |
| $I_{DD3}$ | Operating Current | 5V | No load, $f_{SYS}$=8MHz ADC disable | — | 3 | 5 | mA |
| $I_{ADC}$ | Only ADC Enable, Others Disable | 3V | No load | — | 0.5 | 1 | mA |
| | | 5V | | — | 1.5 | 3 | mA |
| $I_{STB1}$ | Standby Current (WDT Enabled) | 3V | No load, system HALT | — | — | 5 | μA |
| | | 5V | | — | — | 10 | μA |
| $I_{STB2}$ | Standby Current (WDT Disabled) | 3V | No load, system HALT | — | — | 1 | μA |
| | | 5V | | — | — | 2 | μA |
| $V_{AD}$ | A/D Input Voltage | — | — | 0 | — | $V_{DD}$ | V |
| $V_{IL1}$ | Input Low Voltage for I/O Ports, TMR and $\overline{INT}$ | 3V | — | 0 | — | 0.3$V_{DD}$ | V |
| | | 5V | — | 0 | — | 0.3 | V |

| Symbol | Parameter | Test Conditions | | Min. | Typ. | Max. | Unit |
|---|---|---|---|---|---|---|---|
| | | $V_{DD}$ | Conditions | | | | |
| $V_{IH1}$ | Input High Voltage for I/O Ports, TMR and $\overline{INT}$ | 3V | — | $0.7V_{DD}$ | — | $V_{DD}$ | V |
| | | 5V | — | $0.7V_{DD}$ | — | $V_{DD}$ | V |
| $V_{IL2}$ | Input Low Voltage ($\overline{RES}$) | 3V | — | 0 | — | $0.4V_{DD}$ | V |
| | | 5V | — | 0 | — | $0.4V_{DD}$ | V |
| $V_{IH2}$ | Input High Voltage ($\overline{RES}$) | 3V | — | $0.9V_{DD}$ | — | $V_{DD}$ | V |
| | | 5V | — | $0.9V_{DD}$ | — | $V_{DD}$ | V |
| $V_{LVR}$ | Low Voltage Reset | — | — | 2.7 | 3 | 3.3 | V |
| $I_{OL}$ | I/O Port Sink Current | 3V | $V_{OL}=0.1V_{DD}$ | 4 | 8 | — | mA |
| | | 5V | $V_{OL}=0.1V_{DD}$ | 10 | 20 | — | mA |
| $I_{OH}$ | I/O Port Source Current | 3V | $V_{OH}=0.9V_{DD}$ | –2 | –4 | — | mA |
| | | 5V | $V_{OH}=0.9V_{DD}$ | –5 | –10 | — | mA |
| $R_{PH}$ | Pull-high Resistance | 3V | — | 40 | 60 | 80 | kΩ |
| | | 5V | — | 10 | 30 | 50 | kΩ |
| $E_{AD}$ | A/D Conversion Error | — | — | — | ±0.5 | ±1 | LSB |

## A.C. Characteristics

Ta=25°C

| Symbol | Parameter | Test Conditions | | Min. | Typ. | Max. | Unit |
|---|---|---|---|---|---|---|---|
| | | $V_{DD}$ | Conditions | | | | |
| $f_{SYS1}$ | System Clock (Crystal OSC) | 3V | — | 400 | — | 4000 | kHz |
| | | 5V | — | 400 | — | 8000 | kHz |
| $f_{SYS2}$ | System Clock (RC OSC) | 3V | — | 400 | — | 4000 | kHz |
| | | 5V | — | 400 | — | 8000 | kHz |
| $f_{TIMER}$ | Timer I/P Frequency (TMR) | 3V | — | 0 | — | 4000 | kHz |
| | | 5V | — | 0 | — | 8000 | kHz |
| $t_{AD}$ | A/D Clock Period | 5V | — | 1 | — | — | μs |
| $t_{ADC}$ | A/D Conversion Time | — | — | — | 76 | — | $t_{AD}$ |
| $t_{WDTOSC}$ | Watchdog Oscillator | 3V | — | 43 | 86 | 168 | μs |
| | | 5V | — | 35 | 65 | 130 | μs |
| $t_{RES}$ | External Reset Low Pulse Width | — | — | 1 | — | — | μs |
| $t_{SST}$ | System Start-up Timer Period | — | Wake-up from HALT | — | 1024 | — | *$t_{SYS}$ |
| $t_{INT}$ | Interrupt Pulse Width | — | — | 1 | — | — | μs |
| $t_{IIC}$ | $I^2C$ BUS Clock Period | — | Connect to external pull-high resistor 2kΩ | 64 | — | — | *$t_{SYS}$ |
| $t_{OPT}$ | Option Load Time During Reset | 3V | System power on, WDT time-out at normal mode, $\overline{RES}$ is reset | 45 | 90 | 180 | ms |
| | | 5V | | 35 | 70 | 140 | ms |

Note: *$t_{SYS}=1/f_{SYS}$

## Functional Description

### Execution flow

The system clock for the microcontroller is derived from either a crystal or an RC oscillator. The system clock is internally divided into four non-overlapping clocks. One instruction cycle consists of four system clock cycles.

Instruction fetching and execution are pipelined in such a way that a fetch takes an instruction cycle while decoding and execution takes the next instruction cycle. However, the pipelining scheme causes each instruction to effectively execute in a cycle. If an instruction changes the program counter, two cycles are required to complete the instruction.

### Program counter – PC

The program counter (PC) controls the sequence in which the instructions stored in program ROM are executed and its contents specify full range of program memory.

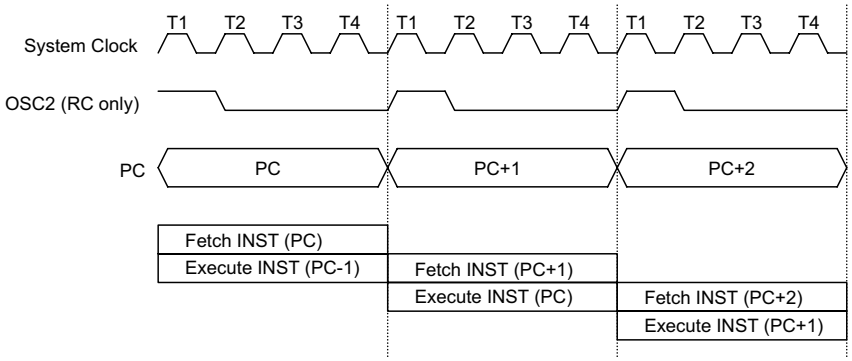
After accessing a program memory word to fetch an instruction code, the contents of the program counter are incremented by 1. The program counter then points to the memory word containing the next instruction code.

When executing a jump instruction, conditional skip execution, loading PCL register, subroutine call, initial reset, internal interrupt, external interrupt or return from subroutine, the PC manipulates the program transfer by loading the address corresponding to each instruction.

The conditional skip is activated by instructions. Once the condition is met, the next instruction, fetched during the current instruction execution, is discarded and a dummy cycle replaces it to get the proper instruction. Otherwise proceed with the next instruction.

The lower byte of the program counter (PCL) is a readable and writeable register (06H). Moving data into the PCL performs a short jump. The destination will be within 256 locations.

When a control transfer takes place, an additional dummy cycle is required.




Execution flow

| Mode | Program Counter | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 |
| Initial Reset | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| External Interrupt | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| Timer/Event Counter Overflow | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| A/D Converter Interrupt | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 |
| $I^2C$ BUS Interrupt | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| Skip | PC+2 | | | | | | | | | | |
| Loading PCL | *10 | *9 | *8 | @7 | @6 | @5 | @4 | @3 | @2 | @1 | @0 |
| Jump, Call Branch | #10 | #9 | #8 | #7 | #6 | #5 | #4 | #3 | #2 | #1 | #0 |
| Return from Subroutine | S10 | S9 | S8 | S7 | S6 | S5 | S4 | S3 | S2 | S1 | S0 |

Program counter

Note: *10~*0: Program counter bits
S10~S0: Stack register bits
#10~#0: Instruction code bits
@7~@0: PCL bits

**Program memory – ROM**

The program memory is used to store the program instructions which are to be executed. It also contains data, table, and interrupt entries, and is organized into 2048×14 bits, addressed by the program counter and table pointer.

Certain locations in the program memory are reserved for special usage:

- Location 000H

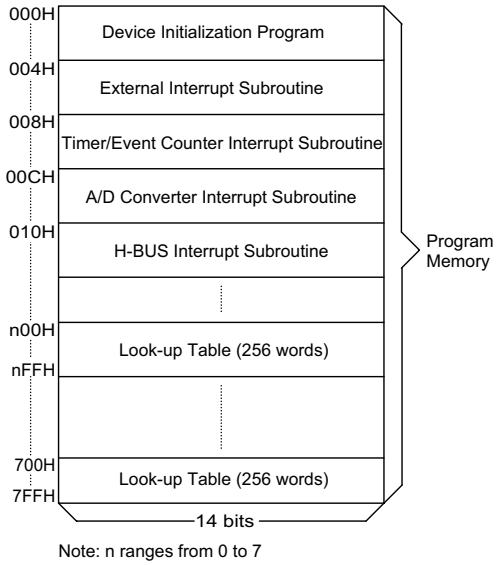
  This area is reserved for program initialization. After chip reset, the program always begins execution at location 000H.

- Location 004H

  This area is reserved for the external interrupt service program. If the $\overline{INT}$ input pin is activated, the interrupt is enabled and the stack is not full, the program begins execution at location 004H.

- Location 008H

  This area is reserved for the timer/event counter interrupt service program. If a timer interrupt results from a timer/event counter overflow, and if the interrupt is enabled and the stack is not full, the program begins execution at location 008H.




Note: n ranges from 0 to 7

Program memory

- Location 00CH

  This area is reserved for the A/D converter interrupt service program. If an A/D converter interrupt results from an end of A/D conversion, and if the interrupt is enabled and the stack is not full, the program begins execution at location 00CH.

- Location 010H

  This area is reserved for the $I^2C$ BUS interrupt service program. If the $I^2C$ BUS interrupt resulting from a slave address is match or completed 1 byte of data transfer, and if the interrupt is enable and the stack is not full, the program begins execution at location 010H.

- Table location

  Any location in the ROM space can be used as look-up tables. The instructions "TABRDC [m]" (the current page, 1 page=256 words) and "TABRDL [m]" (the last page) transfer the contents of the lower-order byte to the specified data memory, and the higher-order byte to TBLH (08H). Only the destination of the lower-order byte in the table is well-defined, the other bits of the table word are transferred to the lower portion of TBLH, and the remaining 2 bit is read as "0". The Table Higher-order byte register (TBLH) is read only. The table pointer (TBLP) is a read/write register (07H), which indicates the table location. Before accessing the table, the location must be placed in TBLP. The TBLH is read only and cannot be restored. If the main routine and the ISR (Interrupt Service Routine) both employ the table read instruction, the contents of the TBLH in the main routine are likely to be changed by the table read instruction used in the ISR. Errors can occur. In other words, using the table read instruction in the main routine and the ISR simultaneously should be avoided. However, if the table read instruction has to be applied in both the main routine and the ISR, the interrupt is supposed to be disabled prior to the table read instruction. It will not be enabled until the TBLH has been backed up. All table related instructions require two cycles to complete the operation. These areas may function as normal program memory depending upon the requirements.

| Instruction | Table Location | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 |
| TABRDC [m] | P10 | P9 | P8 | @7 | @6 | @5 | @4 | @3 | @2 | @1 | @0 |
| TABRDL [m] | 1 | 1 | 1 | @7 | @6 | @5 | @4 | @3 | @2 | @1 | @0 |

Table location

Note: *10~*0: Table location bits P10~P8: Current program counter bits

@7~@0: Table pointer bits

**Stack register – STACK**

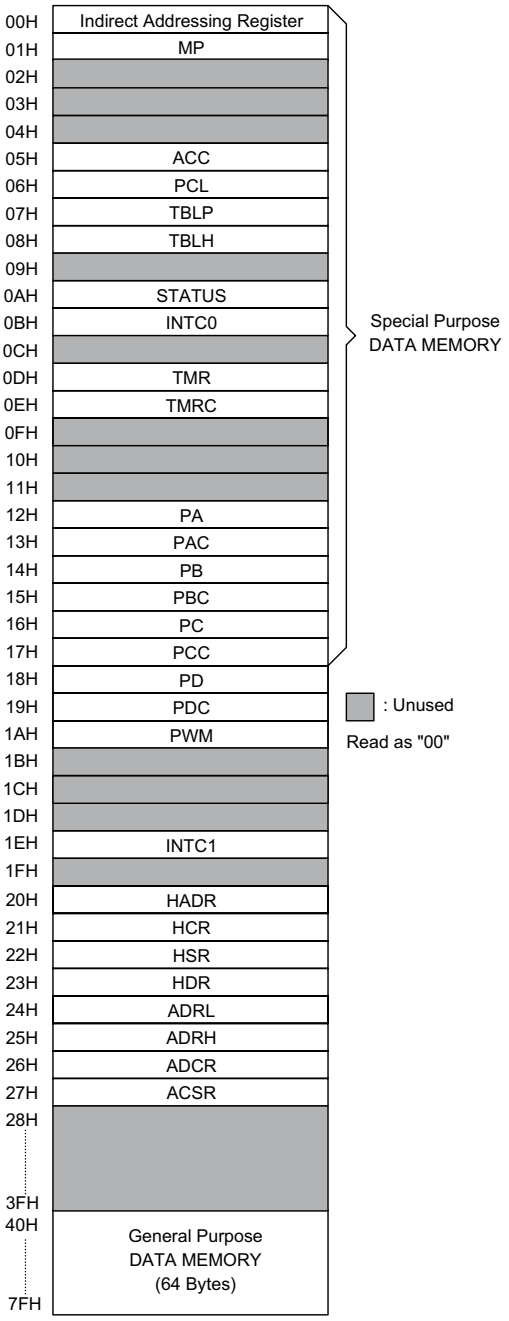
This is a special part of the memory which is used to save the contents of the program counter (PC) only. The stack is organized into 6 levels and is neither part of the data nor part of the program space, and is neither readable nor writeable. The activated level is indexed by the stack pointer (SP) and is neither readable nor writeable. At a subroutine call or interrupt acknowledgment, the contents of the program counter are pushed onto the stack. At the end of a subroutine or an interrupt routine, signaled by a return instruction (RET or RETI), the program counter is restored to its previous value from the stack. After a chip reset, the SP will point to the top of the stack.

If the stack is full and a non-masked interrupt takes place, the interrupt request flag will be recorded but the acknowledgment will be inhibited. When the stack pointer is decremented (by RET or RETI), the interrupt will be serviced. This feature prevents stack overflow allowing the programmer to use the structure more easily. In a similar case, if the stack is full and a ″CALL″ is subsequently executed, stack overflow occurs and the first entry will be lost (only the most recent 6 return addresses are stored).

**Data memory – RAM**

The data memory is designed with 92×8 bits. The data memory is divided into two functional groups: special function registers and general purpose data memory (64×8). Most are read/write, but some are read only.

The special function registers include the indirect addressing register (00H), timer/event counter register (TMR;0DH), timer/event counter control register (TMRC;0EH), program counter lower-order byte register (PCL;06H), memory pointer register (MP;01H), accumulator (ACC;05H), table pointer (TBLP;07H), table higher-order byte register (TBLH;08H), status register (STATUS;0AH), interrupt control register 0 (INTC0; 0BH), PWM data register (PWM;1AH), the $I^2C$ BUS slave address register (HADR;20H), the $I^2C$ BUS control register (HCR;21H), the $I^2C$ BUS status register (HSR;22H), the $I^2C$ BUS data register (HDR;23H), the A/D result lower-order byte register (ADRL;24H), the A/D result higher-order byte register (ADRH;25H), the A/D control register (ADCR;26H), the A/D clock setting register (ACSR;27H), I/O registers (PA;12H, PB;14H, PC;16H, PD;18H) and I/O control registers (PAC;13H, PBC;15H, PCC;17H, PDC;19H). The remaining space before the 40H is reserved for future expanded usage and reading these locations will get ″00H″. The general purpose data memory, addressed from 40H to 7FH, is used for data and control information under instruction commands.




RAM mapping

All of the data memory areas can handle arithmetic, logic, increment, decrement and rotate operations directly. Except for some dedicated bits, each bit in the data memory can be set and reset by ″SET [m].i″ and ″CLR [m].i″. They are also indirectly accessible through memory pointer register (MP;01H).

**Indirect addressing register**

Location 00H is an indirect addressing register that is not physically implemented. Any read/write operation of [00H] accesses data memory pointed to by MP (01H). Reading location 00H itself indirectly will return the result 00H. Writing indirectly results in no operation.

The memory pointer register MP (01H) is a 7-bit register. The bit 7 of MP is undefined and reading will return the result ″1″. Any writing operation to MP will only transfer the lower 7-bit data to MP.

**Accumulator**

The accumulator is closely related to ALU operations. It is also mapped to location 05H of the data memory and can carry out immediate data operations. The data movement between two data memory locations must pass through the accumulator.

**Arithmetic and logic unit – ALU**

This circuit performs 8-bit arithmetic and logic operations. The ALU provides the following functions:

- Arithmetic operations (ADD, ADC, SUB, SBC, DAA)
- Logic operations (AND, OR, XOR, CPL)
- Rotation (RL, RR, RLC, RRC)
- Increment and Decrement (INC, DEC)
- Branch decision (SZ, SNZ, SIZ, SDZ ....)

The ALU not only saves the results of a data operation but also changes the status register.

**Status register – STATUS**

This 8-bit register (0AH) contains the 0 flag (Z), carry flag (C), auxiliary carry flag (AC), overflow flag (OV), power down flag (PD), and watchdog time-out flag (TO). It also records the status information and controls the operation sequence.

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

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

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

**Interrupt**

The device provides an external interrupt, an internal timer/event counter interrupt, the A/D converter interrupt and the $I^2C$ BUS interrupts. The interrupt control register 0 (INTC0;0BH) and interrupt control register 1 (INTC1;1EH) contains the interrupt control bits to set the enable or disable and the interrupt request flags.

Once an interrupt subroutine is serviced, all the other interrupts will be blocked (by clearing the EMI bit). This scheme may prevent any further interrupt nesting. Other interrupt requests may happen during this interval but only the interrupt request flag is recorded. If a certain interrupt requires servicing within the service routine, the EMI bit and the corresponding bit of INTC0 and INTC1 may be set to allow interrupt nesting. If the stack is full, the interrupt request will not be acknowledged, even if the related interrupt is enabled, until the SP is decremented. If immediate service is desired, the stack must be prevented from becoming full.

| Labels | Bits | Function |
|---|---|---|
| C | 0 | C is set if the operation results in a carry during an addition operation or if a borrow does not take place during a subtraction operation; otherwise C is cleared. C is also affected by a rotate through carry instruction. |
| AC | 1 | AC is set if the operation results in a carry out of the low nibbles in addition or no borrow from the high nibble into the low nibble in subtraction; otherwise AC is cleared. |
| Z | 2 | Z is set if the result of an arithmetic or logic operation is 0; otherwise Z is cleared. |
| OV | 3 | OV is set if the operation results in a carry into the highest-order bit but not a carry out of the highest-order bit, or vice versa; otherwise OV is cleared. |
| PD | 4 | PD is cleared by system power-up or executing the ″CLR WDT″ instruction. PD is set by executing the ″HALT″ instruction. |
| TO | 5 | TO is cleared by system power-up or executing the ″CLR WDT″ or ″HALT″ instruction. TO is set by a WDT time-out. |
| — | 6, 7 | Unused bit, read as ″0″ |

Status register

All these kinds of interrupts have a wake-up capability. As an interrupt is serviced, a control transfer occurs by pushing the program counter onto the stack, followed by a branch to a subroutine at specified location in the program memory. Only the program counter is pushed onto the stack. If the contents of the register or status register (STATUS) are altered by the interrupt service program which corrupts the desired control sequence, the contents should be saved in advance.

External interrupts are triggered by a high to low transition of $\overline{INT}$ and the related interrupt request flag (EIF; bit 4 of INTC0) will be set. When the interrupt is enabled, the stack is not full and the external interrupt is active, a subroutine call to location 04H will occur. The interrupt request flag (EIF) and EMI bits will be cleared to disable other interrupts.

The internal timer/event counter interrupt is initialized by setting the timer/event counter interrupt request flag (TF; bit 5 of INTC0), caused by a timer overflow. When the interrupt is enabled, the stack is not full and the TF bit is set, a subroutine call to location 08H will occur. The related interrupt request flag (TF) will be reset and the EMI bit cleared to disable further interrupts.

The A/D converter interrupt is initialized by setting the A/D converter request flag (ADF; bit 6 of INTC0), caused by an end of A/D conversion. When the interrupt is enabled, the stack is not full and the ADF is set, a subroutine call to location 0CH will occur. The related interrupt request flag (ADF) will be reset and the EMI bit cleared to disable further interrupts.

| Register | Bit No. | Label | Function |
|---|---|---|---|
| INTC0 (0BH) | 0 | EMI | Controls the master (global) interrupt (1= enabled; 0= disabled) |
| | 1 | EEI | Controls the external interrupt (1= enabled; 0= disabled) |
| | 2 | ETI | Controls the timer/event counter interrupt (1= enabled; 0= disabled) |
| | 3 | EADI | Controls the A/D converter interrupt (1= enabled; 0= disabled) |
| | 4 | EIF | External interrupt request flag (1= active; 0= inactive) |
| | 5 | TF | Internal timer/event counter request flag (1= active; 0= inactive) |
| | 6 | ADF | A/D converter request flag (1= active; 0= inactive) |
| | 7 | — | Unused bit, read as "0" |

INTC0 register

The $I^2C$ BUS interrupt is initialized by setting the $I^2C$ BUS interrupt request flag (HIF; bit 4 of INTC1), caused by a slave address match (HAAS="1") or 1 byte of data transfer is completed. When the interrupt is enabled, the stack is not full and the HIF bit is set, a subroutine call to location 10H will occur. The related interrupt request flag (HIF) will be reset and the EMI bit cleared to disable further interrupts.

During the execution of an interrupt subroutine, other interrupt acknowledgments are held until the "RETI" instruction is executed or the EMI bit and the related interrupt control bit are set to 1 (of course, if the stack is not full). To return from the interrupt subroutine, "RET" or "RETI" may be invoked. RETI will set the EMI bit to enable an interrupt service, but RET will not.

Interrupts, occurring in the interval between the rising edges of two consecutive T2 pulses, will be serviced on the latter of the two T2 pulses, if the corresponding interrupts are enabled. In the case of simultaneous requests the following table shows the priority that is applied. These can be masked by resetting the EMI bit.

| No. | Interrupt Source | Priority | Vector |
|---|---|---|---|
| a | External Interrupt | 1 | 04H |
| b | Timer/Event Counter Overflow | 2 | 08H |
| c | A/D Converter Interrupt | 3 | 0CH |
| d | $I^2C$ BUS Interrupt | 4 | 10H |

The timer/event counter interrupt request flag (TF), external interrupt request flag (EIF), A/D converter request flag (ADF), the $I^2C$ BUS interrupt request flag (HIF), enable timer/event counter bit (ETI), enable external interrupt bit (EEI), enable A/D converter interrupt bit (EADI), enable $I^2C$ BUS interrupt bit (EHI) and enable master interrupt bit (EMI) constitute an interrupt control register 0 (INTC0) and an interrupt control register 1 (INTC1) which are located at 0BH and 1EH in the data memory. EMI, EEI, ETI, EADI, EHI are used to control the enabling/disabling of interrupts. These bits prevent the requested interrupt from being serviced. Once the interrupt request flags (TF, EIF, ADF, HIF) are set, they will remain in the INTC0 and INTC1 register until the interrupts are serviced or cleared by a software instruction.

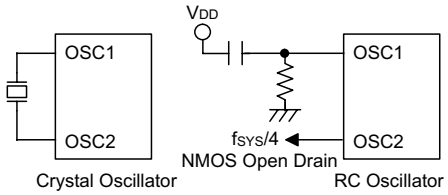
| Register | Bit No. | Label | Function |
|---|---|---|---|
| INTC1 (1EH) | 0 | EHI | Controls the $I^2C$ BUS interrupt (1=enabled; 0=disabled) |
| | 1 | — | Unused bit, read as "0" |
| | 2 | — | Unused bit, read as "0" |
| | 3 | — | Unused bit, read as "0" |
| | 4 | HIF | $I^2C$ BUS interrupt request flag (1=active; 0=inactive) |
| | 5 | — | Unused bit, read as "0" |
| | 6 | — | Unused bit, read as "0" |
| | 7 | — | Unused bit, read as "0" |

INTC1 register

It is recommended that a program does not use the "CALL subroutine" within the interrupt subroutine. Interrupts often occur in an unpredictable manner or need to be serviced immediately in some applications. If only one stack is left and enabling the interrupt is not well controlled, the original control sequence will be damaged once the "CALL" operates in the interrupt subroutine.

**Oscillator configuration**

There are two oscillator circuits in the microcontroller.




System oscillator

Both are designed for system clocks, namely the RC oscillator and the Crystal oscillator, which are determined by the options. No matter what oscillator type is selected, the signal provides the system clock. The HALT mode stops the system oscillator and ignores an external signal to conserve power.

If an RC oscillator is used, an external resistor between OSC1 and VSS is required and the resistance must range from 30kΩ to 750kΩ. The system clock, divided by 4, is available on OSC2, which can be used to synchronize external logic. The RC oscillator provides the most cost effective solution. However, the frequency of oscillation may vary with VDD, temperatures and the chip itself due to process variations. It is, therefore, not suitable for timing sensitive operations where an accurate oscillator frequency is desired.

If the Crystal oscillator is used, a crystal across OSC1 and OSC2 is needed to provide the feedback and phase shift required for the oscillator, and no other external components are required. Instead of a crystal, a resonator can also be connected between OSC1 and OSC2 to get a frequency reference, but two external capacitors in OSC1 and OSC2 are required (If the oscillating frequency is less than 1MHz).

The WDT oscillator is a free running on-chip RC oscillator, and no external components are required. Even if the system enters the power down mode, the system clock is stopped, but the WDT oscillator still works with a period of approximately 65μs/5V. The WDT oscillator can be disabled by options to conserve power.

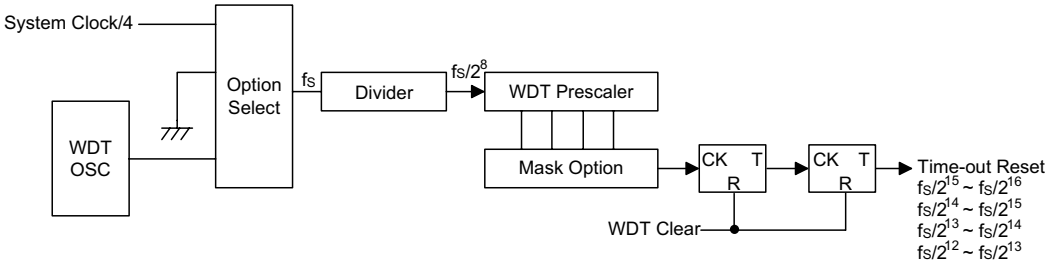
**Watchdog Timer – WDT**

The clock source of the WDT is implemented by an dedicated RC oscillator (WDT oscillator) or instruction clock (system clock divided by 4) decided by options. This timer is designed to prevent a software malfunction or sequence jumping to an unknown location with unpredictable results. The watchdog Timer can be disabled by an option. If the watchdog Timer is disabled, all the executions related to the WDT result in no operation.

Once an internal WDT oscillator (RC oscillator with period 65μs normally) is selected, it is divided by $2^{12}$~$2^{15}$ (by option to get the WDT time-out period). The minimum period of WDT time-out period is about 300ms~600ms. This time-out period may vary with temperature, VDD and process variations. By selection the WDT options, longer time-out periods can be realized. If the WDT time-out is selected $2^{15}$, the maximum time-out period is divided by $2^{15}$~$2^{16}$about 2.3s~4.7s.

If the WDT oscillator is disabled, the WDT clock may still come from the instruction clock and operate in the same manner except that in the halt state the WDT may stop counting and lose its protecting purpose. In this situation the logic can only be restarted by external logic. If the device operates in a noisy environment, using the on-chip RC oscillator (WDT OSC) is strongly recommended, since the HALT will stop the system clock.

The WDT overflow under normal operation will initialize "chip reset" and set the status bit TO. Whereas in the HALT mode, the overflow will initialize a "warm reset" only the PC and SP are reset to 0. To clear the contents of WDT, three methods are adopted; external reset (a low level to $\overline{RES}$), software instructions, or a HALT instruction. The software instructions include CLR WDT and the other set – CLR WDT1 and CLR WDT2. Of these two types of instruction, only one can be active depending on the op-




Watchdog Timer

tions – ″CLR WDT times selection option″. If the ″CLR WDT″ is selected (i.e. CLRWDT times equal 1), any execution of the CLR WDT instruction will clear the WDT. In case ″CLR WDT1″ and ″CLR WDT2″ are chosen (i.e. CLRWDT times equal two), these two instructions must be executed to clear the WDT; otherwise, the WDT may reset the chip because of time-out.

If the WDT time-out period is selected $f_S/2^{12}$ (options), the WDT time-out period ranges from $f_S/2^{12}$~$f_S/2^{13}$, since the ″CLR WDT″ or ″CLR WDT1″ and ″CLR WDT2″ instructions only clear the last two stages of the WDT.

**Power down operation – HALT**

The HALT mode is initialized by the ″HALT″ instruction and results in the following...

- The system oscillator will be turned off but the WDT oscillator keeps running (if the WDT oscillator is selected).
- The contents of the on chip RAM and registers remain unchanged.
- WDT will be cleared and recounted again (if the WDT clock is from the WDT oscillator).
- All of the I/O ports maintain their original status.
- The PD flag is set and the TO flag is cleared.

The system can leave the HALT mode by means of an external reset, an interrupt, an external falling edge signal on port A or a WDT overflow. An external reset causes a device initialization and the WDT overflow performs a ″warm reset″. After the TO and PD flags are examined, the reason for chip reset can be determined.

The PD flag is cleared by system power-up or executing the ″CLR WDT″ instruction and is set when executing the ″HALT″ instruction. The TO flag is set if the WDT time-out occurs, and causes a wake-up that only resets the PC and SP; the others keep their original status.

The port A wake-up and interrupt methods can be considered as a continuation of normal execution. Each bit in port A can be independently selected to wake up the device by the options. Awakening from an I/O port stimulus, the program will resume execution of the next instruction. If it is awakening from an interrupt, two sequences may happen. If the related interrupt is disabled or the interrupt is enabled but the stack is full, the program will resume execution at the next instruction. If the interrupt is enabled and the stack is not full, the regular interrupt response takes place. If an interrupt request flag is set to ″1″ before entering the HALT mode, the wake-up function of the related interrupt will be disabled. Once a wake-up event occurs, it takes 1024 $t_{SYS}$ (system clock period) to resume normal operation. In other words, a dummy period will be inserted after wake-up. If the wake-up results from an interrupt acknowledgment, the actual interrupt subroutine execution will be delayed by one or more cycles. If the wake-up results in the next instruction execution, this will be executed immediately after the dummy period is finished.

To minimize power consumption, all the I/O pins should be carefully managed before entering the HALT status.

**Reset**

There are three ways in which a reset can occur:

- $\overline{\text{RES}}$ reset during normal operation
- $\overline{\text{RES}}$ reset during HALT
- WDT time-out reset during normal operation

The WDT time-out during HALT is different from other chip reset conditions, since it can perform a ″warm reset″ that resets only the PC and SP, leaving the other circuits in their original state. Some registers remain unchanged during other reset conditions. Most registers are reset to the ″initial condition″ when the reset conditions are met. By examining the PD and TO flags, the program can distinguish between different ″chip resets″.

| TO | PD | RESET Conditions |
|---|---|---|
| 0 | 0 | $\overline{\text{RES}}$ reset during power-up |
| u | u | $\overline{\text{RES}}$ reset during normal operation |
| 0 | 1 | $\overline{\text{RES}}$ wake-up HALT |
| 1 | u | WDT time-out during normal operation |
| 1 | 1 | WDT wake-up HALT |

Note: ″u″ means ″unchanged″

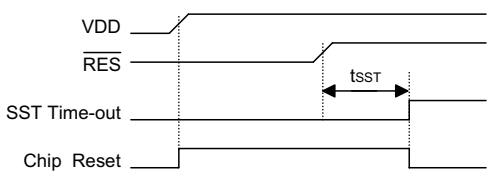
To guarantee that the system oscillator is started and stabilized, the SST (System Start-up Timer) provides an extra-delay of 1024 system clock pulses when the system reset (power-up, WDT time-out or $\overline{\text{RES}}$ reset) or the system awakes from the HALT state.

When a system reset occurs, the SST delay is added during the reset period. Any wake-up from HALT will enable the SST delay.

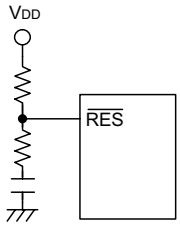
An extra option load time delay is added during system reset (power-up, WDT time-out at normal mode or $\overline{\text{RES}}$ reset).

The functional unit chip reset status are shown below.

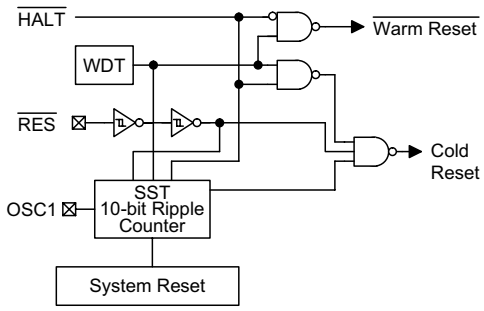
| | |
|---|---|
| PC | 000H |
| Interrupt | Disable |
| WDT | Clear. After master reset, WDT begins counting |
| Timer/Event Counter | Off |
| Input/Output Ports | Input mode |
| SP | Points to the top of the stack |




Reset timing chart




Reset circuit




Reset configuration

The registers states are summarized in the following table.

| Register | Reset (Power On) | WDT Time-out (Normal Operation) | RES Reset (Normal Operation) | RES Reset (HALT) | WDT Time-out (HALT)* |
|---|---|---|---|---|---|
| TMR | xxxx xxxx | xxxx xxxx | xxxx xxxx | xxxx xxxx | uuuu uuuu |
| TMRC | 00-0 1000 | 00-0 1000 | 00-0 1000 | 00-0 1000 | uu-u uuuu |
| Program Counter | 000H | 000H | 000H | 000H | 000H |
| MP | -xxx xxxx | -uuu uuuu | -uuu uuuu | -uuu uuuu | -uuu uuuu |
| ACC | xxxx xxxx | uuuu uuuu | uuuu uuuu | uuuu uuuu | uuuu uuuu |
| TBLP | xxxx xxxx | uuuu uuuu | uuuu uuuu | uuuu uuuu | uuuu uuuu |
| TBLH | --xx xxxx | --uu uuuu | --uu uuuu | --uu uuuu | --uu uuuu |
| STATUS | --00 xxxx | --1u uuuu | --uu uuuu | --01 uuuu | --11 uuuu |
| INTC0 | -000 0000 | -000 0000 | -000 0000 | -000 0000 | -uuu uuuu |
| INTC1 | ---0 ---0 | ---0 ---0 | ---0 ---0 | ---0 ---0 | ---u ---u |
| PA | 1111 1111 | 1111 1111 | 1111 1111 | 1111 1111 | uuuu uuuu |
| PAC | 1111 1111 | 1111 1111 | 1111 1111 | 1111 1111 | uuuu uuuu |
| PB | 1111 1111 | 1111 1111 | 1111 1111 | 1111 1111 | uuuu uuuu |
| PBC | 1111 1111 | 1111 1111 | 1111 1111 | 1111 1111 | uuuu uuuu |
| PC | ---- --11 | ---- --11 | ---- --11 | ---- --11 | ---- --uu |
| PCC | ---- --11 | ---- --11 | ---- --11 | ---- --11 | ---- --uu |
| PD | ---- ---1 | ---- ---1 | ---- ---1 | ---- ---1 | ---- ---u |
| PDC | ---- ---1 | ---- ---1 | ---- ---1 | ---- ---1 | ---- ---u |
| PWM | xxxx xxxx | xxxx xxxx | xxxx xxxx | xxxx xxxx | uuuu uuuu |
| HADR | xxxx xxx- | xxxx xxx- | xxxx xxx- | xxxx xxx- | uuuu uuu- |
| HCR | 0--0 0--- | 0--0 0--- | 0--0 0--- | 0--0 0--- | u--u u--- |
| HSR | 100- -0-1 | 100- -0-1 | 100- -0-1 | 100- -0-1 | uuu- -u-u |
| HDR | xxxx xxxx | xxxx xxxx | xxxx xxxx | xxxx xxxx | uuuu uuuu |
| ADRL | x--- ---- | x--- ---- | x--- ---- | x--- ---- | u--- ---- |
| ADRH | xxxx xxxx | xxxx xxxx | xxxx xxxx | xxxx xxxx | uuuu uuuu |
| ADCR | 0100 0000 | 0100 0000 | 0100 0000 | 0100 0000 | uuuu uuuu |
| ACSR | 1--- --00 | 1--- --00 | 1--- --00 | 1--- --00 | u--- --uu |

Note: "*" stands for "warm reset"
"u" stands for "unchanged"
"x" stands for "unknown"

**Timer/Event Counter**

A timer/event counter (TMR) is implemented in the microcontroller. The timer/event counter contains an 8-bit programmable count-up counter and the clock may come from an external source or the system clock.

Using the internal system clock, there is only one reference time-base. The internal clock source comes from $f_{SYS}$. Using external clock input allows the user to count external events, measure time internals or pulse widths, or generate an accurate time base. While using the internal clock allows the user to generate an accurate time base.

There are two registers related to the timer/event counter; TMR ([0DH]), TMRC ([0EH]). Two physical registers are mapped to TMR location; writing TMR makes the starting value be placed in the timer/event counter preload register and reading TMR gets the contents of the timer/event counter. The TMRC is a timer/event counter control register, which defines some options.

The TM0, TM1 bits define the operating mode. The event count mode is used to count external events, which means the clock source comes from an external (TMR) pin. The timer mode functions as a normal timer with the clock source coming from the $f_{INT}$ clock. The pulse width measurement mode can be used to count the high or low level duration of the external signal (TMR). The counting is based on the $f_{INT}$.

In the event count or timer mode, once the timer/event counter starts counting, it will count from the current contents in the timer/event counter to FFH. Once overflow occurs, the counter is reloaded from the timer/event counter preload register and generates the interrupt request flag (TF; bit 5 of INTC) at the same time.

In the pulse width measurement mode with the TON and TE bits equal to 1, once the TMR has received a transient from low to high (or high to low if the TE bits is ″0″) it will start counting until the TMR returns to the original level and resets the TON. The measured result will remain in the timer/event counter even if the activated transient occurs again. In other words, only 1 cycle measurement can be done. Until setting the TON, the cycle measurement will function again as long as it receives further transient pulse. Note that, in this operating mode, the timer/event counter starts counting not according to the logic level but according to the transient edges. In the case of counter overflows, the counter is reloaded from the timer/event counter preload register and issues the interrupt request just like the other two modes. To enable the counting operation, the timer ON bit (TON; bit 4 of TMRC) should be set to 1. In the pulse width measurement mode, the TON will be cleared automatically after the measurement cycle is completed. But in the other two modes the TON can only be reset by instructions. The overflow of the timer/event counter is one of the wake-up sources. No matter what the operation mode is, writing a 0 to ETI can disable the interrupt service.

In the case of timer/event counter OFF condition, writing data to the timer/event counter preload register will also reload that data to the timer/event counter. But if the timer/event counter is turned on, data written to it will only be kept in the timer/event counter preload register. The timer/event counter will still operate until overflow occurs. When the timer/event counter (reading TMR) is read, the clock will be blocked to avoid errors. As clock blocking may results in a counting error, this must be taken into consideration by the programmer.

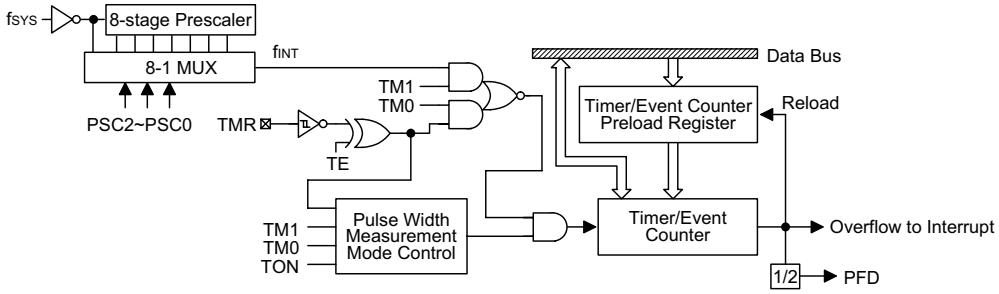
The bit0~bit2 of the TMRC can be used to define the pre-scaling stages of the internal clock sources of timer/event counter. The definitions are as shown. The overflow signal of timer/event counter can be used to generate the PFD signal.

| Label (TMRC) | Bits | Function |
|---|---|---|
| PSC0~ PSC2 | 0~2 | To define the prescaler stages, PSC2, PSC1, PSC0=<br>000: $f_{INT}=f_{SYS}$<br>001: $f_{INT}=f_{SYS}/2$<br>010: $f_{INT}=f_{SYS}/4$<br>011: $f_{INT}=f_{SYS}/8$<br>100: $f_{INT}=f_{SYS}/16$<br>101: $f_{INT}=f_{SYS}/32$<br>110: $f_{INT}=f_{SYS}/64$<br>111: $f_{INT}=f_{SYS}/128$ |
| TE | 3 | To define the TMR active edge of timer/event counter<br>(0=active on low to high; 1=active on high to low) |
| TON | 4 | To enable or disable timer counting<br>(0=disabled; 1=enabled) |
| — | 5 | Unused bit, read as ″0″ |
| TM0<br>TM1 | 6<br>7 | To define the operating mode<br>01=Event count mode (external clock)<br>10=Timer mode (internal clock)<br>11=Pulse width measurement mode<br>00=Unused |

TMRC register

**Input/output ports**

There are 19 bidirectional input/output lines in the microcontroller, labeled as PA, PB, PC and PD, which are mapped to the data memory of [12H], [14H], [16H] and [18H] respectively. All of these I/O ports can be used for input and output operations. For input operation, these ports are non-latching, that is, the inputs must be ready at the T2 rising edge of instruction ″MOV A,[m]″ (m=12H, 14H, 16H or 18H). For output operation, all the data is latched and remains unchanged until the output latch is rewritten.




Timer/Event Counter

Each I/O line has its own control register (PAC, PBC, PCC, PDC) to control the input/output configuration. With this control register, CMOS output or Schmitt trigger input with or without pull-high resistor structures can be reconfigured dynamically (i.e. on-the-fly) under software control. To function as an input, the corresponding latch of the control register must write "1". The input source also depends on the control register. If the control register bit is "1", the input will read the pad state. If the control register bit is "0", the contents of the latches will move to the internal bus. The latter is possible in the "read-modify-write" instruction.

For output function, CMOS is the only configuration. These control registers are mapped to locations 13H, 15H, 17H and 19H.

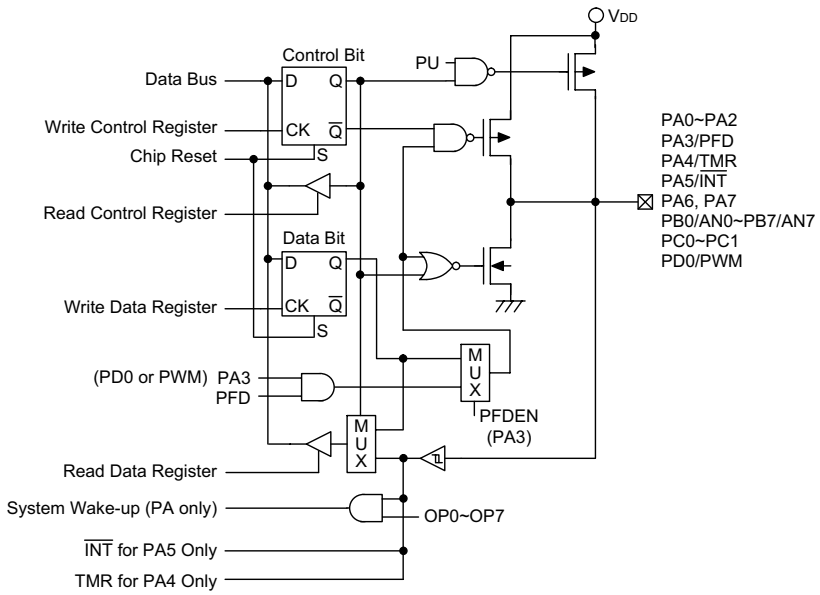
After a chip reset, these input/output lines remain at high levels or floating state (dependent on pull-high options). Each bit of these input/output latches can be set or cleared by "SET [m].i" and "CLR [m].i" (m=12H, 14H, 16H or 18H) instructions.

Some instructions first input data and then follow the output operations. For example, "SET [m].i", "CLR [m].i", "CPL [m]", "CPLA [m]" read the entire port states into the CPU, execute the defined operations (bit-operation), and then write the results back to the latches or the accumulator.

Each line of port A has the capability of waking-up the device. The highest 6-bit of port C and 7-bit of port D are not physically implemented; on reading them a "0" is returned whereas writing then results in a no-operation. See Application note.

Each I/O port has a pull-high option. Once the pull-high option is selected, the I/O port has a pull-high resistor, otherwise, there's none. Take note that a non-pull-high I/O port operating in input mode will cause a floating state.

The PA3 is pin-shared with the PFD signal. If the PFD option is selected, the output signal in output mode of PA3 will be the PFD signal generated by timer/event counter overflow signal. The input mode always remaining its original functions. Once the PFD option is se-




Input/output ports

lected, the PFD output signal is controlled by PA3 data register only. Writing "1" to PA3 data register will enable the PFD output function and writing "0" will force the PA3 to remain at "0". The I/O functions of PA3 are shown below.

| I/O Mode | I/P (Normal) | O/P (Normal) | I/P (PFD) | O/P (PFD) |
|---|---|---|---|---|
| PA3 | Logical Input | Logical Output | Logical Input | PFD (Timer on) |

Note: The PFD frequency is the timer/event counter overflow frequency divided by 2.

The PA5 and PA4 are pin-shared with $\overline{INT}$ and TMR pins respectively.

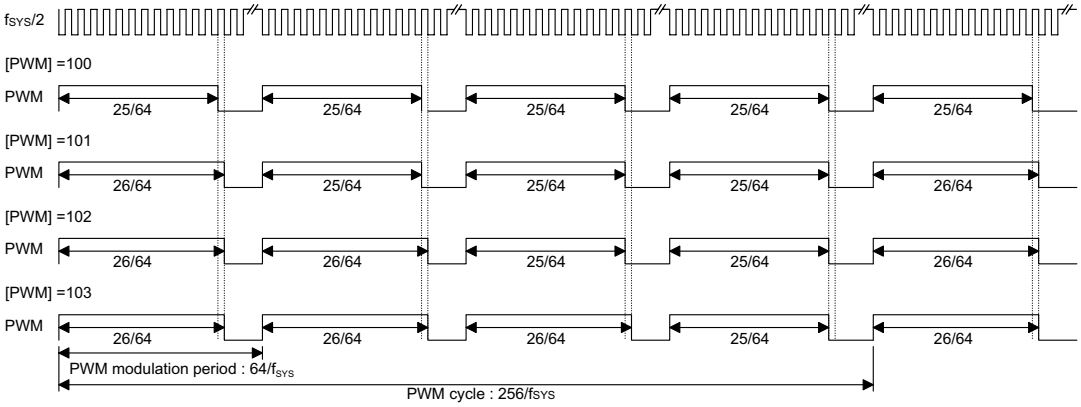
The PB can also be used as A/D converter inputs. The A/D function will be described later. There is a PWM function shared with PD0. If the PWM function is enabled, the PWM signal will appear on PD0 (if PD0 is operating in output mode). Writing "1" to PD0 data register will enable the PWM output function and writing "0" will force the PD0 to remain at "0". The I/O functions of PD0 is as shown.

| I/O Mode | I/P (Normal) | O/P (Normal) | I/P (PWM) | O/P (PWM) |
|---|---|---|---|---|
| PD0 | Logical Input | Logical Output | Logical Input | PWM |

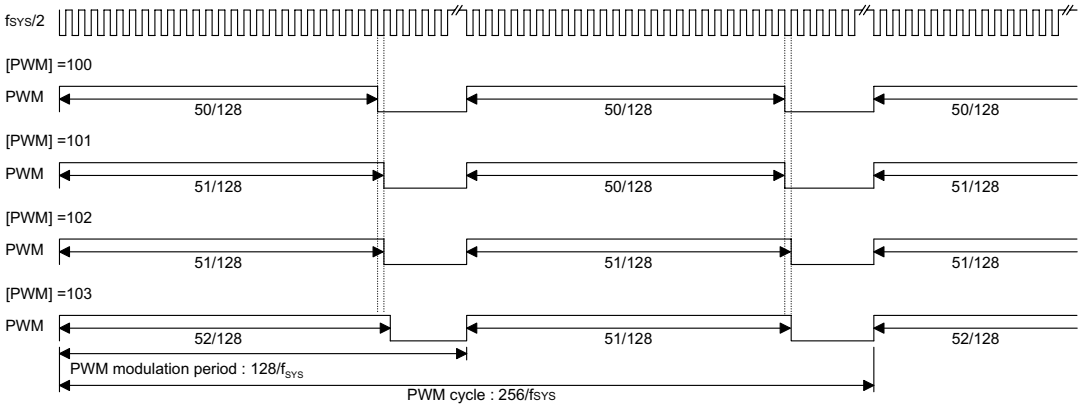
It is recommended that unused or not bonded out I/O lines should be set as output pins by software instruction to avoid consuming power under input floating state.

**PWM**

The microcontroller provides 1 channels (6+2)/(7+1) (dependent on options) bits PWM output shared with PD0. The PWM channel has its data registers denoted as PWM(1AH). The frequency source of the PWM counter comes from $f_{SYS}$. The PWM registers is a 8-bit register. The waveforms of PWM outputs are as shown. Once the PD0 is selected as the PWM outputs and the output function of PD0 is enabled (PDC.0="0"), writing 1 to PD0 data register will enable the PWM output function and writing "0" will force the PD0 to stay at "0".




(6+2) PWM mode




(7+1) PWM mode

A (6+2) bits mode PWM cycle is divided into four modulation cycles (modulation cycle 0~modulation cycle 3). Each modulation cycle has 64 PWM input clock period. In a (6+2) bit PWM function, the contents of the PWM register is divided into two groups. Group 1 of the PWM register is denoted by DC which is the value of PWM.7~PWM.2.

The group 2 is denoted by AC which is the value of PWM.1~PWM.0.

In a (6+2) bits mode PWM cycle, the duty cycle of each modulation cycle is shown in the table.

| Parameter | AC (0~3) | Duty Cycle |
|---|---|---|
| Modulation cycle i (i=0~3) | i<AC | $\frac{DC+1}{64}$ |
| | i≥AC | $\frac{DC}{64}$ |

A (7+1) bits mode PWM cycle is divided into two modulation cycles (modulation cycle0~modulation cycle 1). Each modulation cycle has 128 PWM input clock period.

In a (7+1) bits PWM function, the contents of the PWM register is divided into two groups. Group 1 of the PWM register is denoted by DC which is the value of PWM.7~PWM.1.

The group 2 is denoted by AC which is the value of PWM.0.

In a (7+1) bits mode PWM cycle, the duty cycle of each modulation cycle is shown in the table.

| Parameter | AC (0~1) | Duty Cycle |
|---|---|---|
| Modulation cycle i (i=0~1) | i<AC | $\frac{DC+1}{128}$ |
| | i≥AC | $\frac{DC}{128}$ |

The modulation frequency, cycle frequency and cycle duty of the PWM output signal are summarized in the following table.

| PWM Modulation Frequency | PWM Cycle Frequency | PWM Cycle Duty |
|---|---|---|
| $F_{SYS}/64$ for (6+2) bits mode<br>$F_{SYS}/128$ for (7+1) bits mode | $f_{SYS}/256$ | [PWM]/256 |

**A/D converter**

The 8 channels and 9-bit resolution A/D (8-bit accuracy) converter are implemented in this microcontroller. The reference voltage is VDD. The A/D converter contains 4 special registers which are; ADRL (24H), ADRH (25H), ADCR (26H) and ACSR (27H). The ADRH and ADRL are A/D result register higher-order byte and lower-order byte and are read-only. After the A/D conversion is completed, the ADRH and ADRL should be read to get the conversion result data. The ADCR is an A/D converter control register, which defines the A/D channel number, analog channel select, start A/D conversion control bit and the end of A/D conversion flag. If the users want to start an A/D conversion. Define PB configuration, select the converted analog channel, and give START bit a raising edge and falling edge (0→1→0). At the end of A/D conversion, the $\overline{EOC}$ bit is cleared and an A/D converter interrupt occurs (if the A/D converter interrupt is enabled). The ACSR is A/D clock setting register, which is used to select the A/D clock source.

The A/D converter control register is used to control the A/D converter. The bit2~bit0 of the ADCR are used to select an analog input channel. There are a total of eight channels to select. The bit5~bit3 of the ADCR are used to set PB configurations. PB can be an analog input or as digital I/O line decided by these 3 bits. Once a PB line is selected as an analog input, the I/O functions and pull-high resistor of this I/O line are disabled and the A/D converter circuit is power on. The $\overline{EOC}$ bit (bit6 of the ADCR) is end of A/D conversion flag. Check this bit to know when A/D conversion is completed. The START bit of the ADCR is used to begin the conversion of the A/D converter. Giving START bit a rising edge and falling edge means that the A/D conversion has started. In order to ensure the A/D conversion is completed, the START should remain at "0" until the $\overline{EOC}$ is cleared to "0" (end of A/D conversion).

The bit 7 of the ACSR is used for testing purposes only. It can not be used by the users. The bit1 and bit0 of the ACSR are used to select A/D clock sources.

| Label (ACSR) | Bits | Function |
|---|---|---|
| ADCS0<br>ADCS1 | 0<br>1 | Selects the A/D converter clock source<br>00= system clock÷2<br>01= system clock÷8<br>10= system clock÷32<br>11= undefined |
| — | 2~6 | Unused bit, read as "0" |
| TEST | 7 | For test mode used only |

ACSR register

| Label (ADCR) | Bits | Function |
|---|---|---|
| ACS0<br>ACS1<br>ACS2 | 0<br>1<br>2 | Defines the analog channel select. |
| PCR0<br>PCR1<br>PCR2 | 3<br>4<br>5 | Defines the port B configuration select. If PCR0, PCR1 and PCR2 are all 0, the ADC circuit is power off to reduce power consumption |
| $\overline{EOC}$ | 6 | Provides response at the end of the A/D conversion.<br>(0= end of A/D conversion) |
| START | 7 | Starts the A/D conversion. (0→1→0 =start; 0→1→ reset A/D converter) |

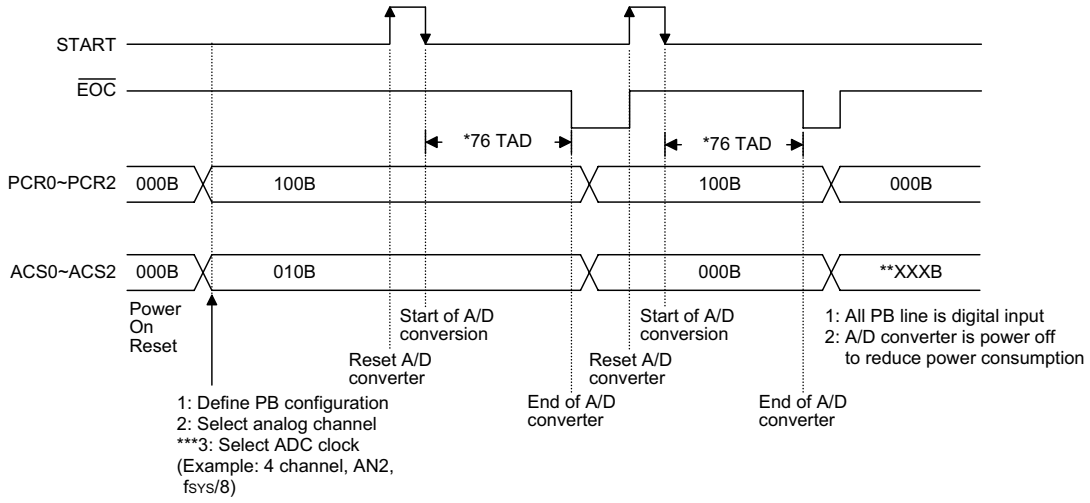
ADCR register

| ACS2 | ACS1 | ACS0 | Analog Channel |
|---|---|---|---|
| 0 | 0 | 0 | A0 |
| 0 | 0 | 1 | A1 |
| 0 | 1 | 0 | A2 |
| 0 | 1 | 1 | A3 |
| 1 | 0 | 0 | A4 |
| 1 | 0 | 1 | A5 |
| 1 | 1 | 0 | A6 |
| 1 | 1 | 1 | A7 |

Analog input channel selection

| PCR2 | PCR1 | PCR0 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | PB7 | PB6 | PB5 | PB4 | PB3 | PB2 | PB1 | PB0 |
| 0 | 0 | 1 | PB7 | PB6 | PB5 | PB4 | PB3 | PB2 | PB1 | A0 |
| 0 | 1 | 0 | PB7 | PB6 | PB5 | PB4 | PB3 | PB2 | A1 | A0 |
| 0 | 1 | 1 | PB7 | PB6 | PB5 | PB4 | PB3 | A2 | A1 | A0 |
| 1 | 0 | 0 | PB7 | PB6 | PB5 | PB4 | A3 | A2 | A1 | A0 |
| 1 | 0 | 1 | PB7 | PB6 | PB5 | A4 | A3 | A2 | A1 | A0 |
| 1 | 1 | 0 | PB7 | PB6 | A5 | A4 | A3 | A2 | A1 | A0 |
| 1 | 1 | 1 | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 |

Port B configuration




Note: "*" A/D converting time is 76 TAD
"**" XXXB means don't care
"***" ADC clock must be fSYS/2, fSYS/8, fSYS/32

A/D conversion timing

When the A/D conversion is completed, the A/D interrupt request flag is set. The $\overline{EOC}$ bit is set to ″1″ when the START bit is set from ″0″ to ″1″.

| Register | Bit7 | Bit6 | Bit5 | Bit4 | Bit3 | Bit2 | Bit1 | Bit0 |
|---|---|---|---|---|---|---|---|---|
| ADRL | D0 | — | — | — | — | — | — | — |
| ADRH | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 |

Note: *: D0~D8 is A/D conversion result data bit LSB~MSB.

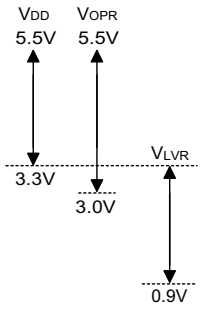
**Low voltage reset – LVR**

The microcontroller provides low voltage reset circuit in order to monitor the supply voltage of the device. If the supply voltage of the device is within the range 0.9V~3.3V, such as changing a battery, the LVR will automatically reset the device internally.

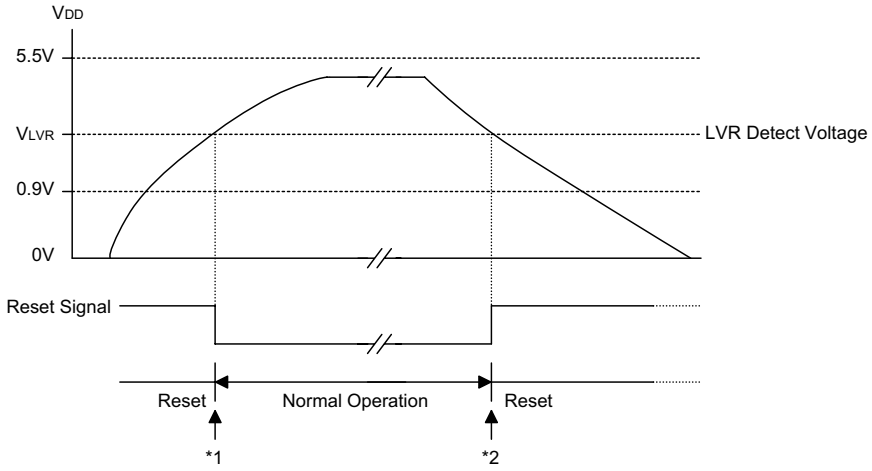
The LVR includes the following specifications:

- The low voltage (0.9V~3.3V) has to remain in their original state to exceed 1ms. If the low voltage state does not exceed 1ms, the LVR will ignore it and do not perform a reset function.
- The LVR uses the ″OR″ function with the external $\overline{RES}$ signal to perform chip reset.

The relationship between $V_{DD}$ and $V_{LVR}$ is shown below.




Note: $V_{OPR}$ is the voltage range for proper chip operation at 4MHz system clock.




Low voltage reset

Note: *1: To make sure that the system oscillator has stabilized, the SST provides an extra delay of 1024 system clock pulses before entering the normal operation.

*2: Since low voltage state has to be maintained in its original state for over 1ms, therefore after 1ms delay, the device enters the reset mode.

### I²C BUS Serial Interface

I²C BUS is implemented in the device. The I²C BUS is a bidirectional 2-wire lines. The data line and clock line are implement in SDA pin and SCL pin. The SDA and SCL are NMOS open drain output pin. They must connect a pull-high resistor respectively.

Using the I²C BUS, the device has two ways to transfer data. One is in slave transmit mode, the other is in slave receive mode. There are four registers related to I²C BUS; HADR([20H]), HCR([21H]), HSR([22H]), HDR([23H]). The HADR register is the slave address setting of the device, if the master sends the calling address which match, it means that this device is selected. The HCR is I²C BUS control register which defines the device enable or disable the I²C BUS as a transmitter or as a receiver. The HSR is I²C BUS status register, it responds with the I²C BUS status. The HDR is input/output data register, data to transmit or receive must be via the HDR register.

The I²C BUS control register contains three bits. The HEN bit define the enable or disable the I²C BUS. If the data wants transfer via I²C BUS, this bit must be set. The HTX bit defines whether the I²C BUS is in transmit or receive mode. If the device is as a transmitter, this bit must be set to ″1″. The TXAK defines the transmit acknowledge signal, when the device received 8-bit data, the device sends this bit to I²C BUS at the 9th clock. If the receiver wants to continue to receive the next data, this bit must be reset to ″0″ before receiving data.

The I²C BUS status register contains 5 bits. The HCF bit is reset to ″0″ when one data byte is being transferred. If one data transfer is completed, this bit is set to ″1″. The HASS bit is set ″1″ when the address is match, and the I²C BUS interrupt request flag is set to ″1″. If the interrupt is enabled and the stack is not full, a subroutine call to location 10H will occur. Writing data to the I²C BUS control register clears HAAS bit. If the address is not match, this bit is reset to ″0″. The HBB bit is set to respond the I²C BUS is busy. It mean that a START signal is detected. This bit is reset to ″0″ when the I²C BUS is not busy. It means that a STOP signal is detected and the I²C BUS is free. The SRW bit defines the read/write command bit, if the calling address is match. When HAAS is set to ″1″, the device check SRW bit to determine whether the device is working in transmit or receive mode. When SRW bit is set ″1″, it means that the master wants to read data from I²C BUS, the slave device must write data to I²C BUS, so the slave device is working in transmit mode. When SRW is reset to ″0″, it means that the master wants to write data to I²C BUS, the slave device must read data from the bus, so the slave device is working in receive mode. The RXAK bit is reset ″0″ indicates an acknowledges signal has been received. In the transmit mode, the transmitter checks RXAK bit to know the receiver which wants to receive the next data byte, so the transmitter continue to write data to the I²C BUS until the RXAK bit is set to ″1″ and the transmitter releases the SDA line, so that the master can send the STOP signal to release the bus.

The HADR bit7-bit1 define the device slave address. At the beginning of transfer, the master must select a device by sending the address of the slave device. The bit 0 is unused and is not defined. If the I²C BUS receives a start signal, all slave device notice the continuity of the 8-bit data. The front of 7 bits is slave address and the first bit is MSB. If the address is match, the HAAS status bit is set and generate an I²C BUS interrupt. In the ISR, the slave device must check the HAAS bit to know the I²C BUS interrupt comes from the slave address that has match or completed one 8-bit data transfer. The last bit of the 8-bit data is read/write command bit, it responds in SRW bit. The slave will check the SRW bit to know if the master wants to transmit or receive data. The device check SRW bit to know it is as a transmitter or receiver.

| Bit7~Bit1 | Bit0 |
|---|---|
| Slave Address | — |

HADR register

Note: ″—″ means undefined

The HDR register is the I²C BUS input/output data register. Before transmitting data, the HDR must write the data which we want to transmit. Before receiving data, the device must dummy read data from HDR. Transmit or Receive data from I²C BUS must be via the HDR register. At the beginning of the transfer of the I²C BUS, the device must initial the bus, the following are the notes for initialing the I²C BUS:

1: Write the I²C BUS address register (HADR) to define its own slave address.

2: Set HEN bit of I²C BUS control register (HCR) bit 0 to enable the I²C BUS.

| Label (HCR) | Bits | Function |
|---|---|---|
| HEN | 7 | To enable or disable I²C BUS function (0= disable; 1= enable) |
| — | 6 | Unused bit, read as ″0″ |
| — | 5 | Unused bit, read as ″0″ |
| HTX | 4 | To define the transmit or receive mode (0= receive mode; 1= transmit) |
| TXAK | 3 | To enable or disable transmit acknowledge (0= acknowledge; 1= don′t acknowledge) |
| — | 0~2 | Unused bit, read as ″0″ |

HCR register

3: Set EHI bit of the interrupt control register 1 (INTC1) bit 0 to enable the $I^2C$ BUS interrupt.

| Label (HSR) | Bits | Function |
|---|---|---|
| HCF | 7 | HCF is clear to ″0″ when one data byte is being transferred, HCF is set to ″1″ indicating 8-bit data communication has been finished. |
| HAAS | 6 | HAAS is set to ″1″ when the calling addressed is matched, and $I^2C$ BUS interrupt will occur and HIF is set. |
| HBB | 5 | HBB is set to ″1″ when $I^2C$ BUS is busy and HBB is cleared to ″0″ means that the $I^2C$ BUS is not busy. |
| — | 4 | Unused bit, read as ″0″ |
| — | 3 | Unused bit, read as ″0″ |
| SRW | 2 | SRW is set to ″1″ when the master wants to read data from the $I^2C$ BUS, so the slave must transmit data to the master. SRW is cleared to ″0″ when the master wants to write data to the $I^2C$ BUS, so the slave must receive data from the master. |
| — | 1 | Unused bit, read as ″0″ |
| RXAK | 0 | RXAK is cleared to ″0″ when the master receives an 8-bit data and acknowledgment at the 9th clock, RXAK is set to ″1″ means not acknowledged. |

HSR register

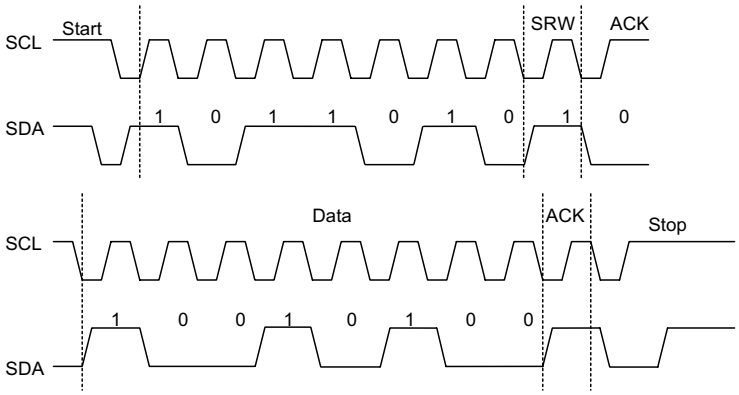
**Start signal**

The START signal is generated only by the master device. The other device in the bus must detect the START signal to set the $I^2C$ BUS busy bit (HBB). The START signal is SDA line from high to low, when SCL is high.

**Slave address**

The master must select a device for transferring the data by sending the slave device address after the START signal. All device in the $I^2C$ BUS will receive the $I^2C$ BUS slave address (7 bits) to compare with its own slave address (7 bits). If the slave address is matched, the slave device will generate an interrupt and save the following bit (8th bit) to SRW bit and sends an acknowledge bit (low level) to the 9th bit. The slave device also sets the status flag (HAAS), when the slave address is matched.

In interrupt subroutine, check HAAS bit to know whether the $I^2C$ BUS interrupt comes from a slave address that is matched or a data byte transfer is completed. When the slave address is matched, the device must be in transmit mode or receive mode and write data to HDR or dummy read from HDR to release the SCL line.




S=Start (1 bit)
SA=Slave Address (7 bits)
SR=SRW bit (1 bit)
M=Slave device send acknowledge bit (1 bit)
D=Data (8 bits)
A=ACK (RXAK bit for transmitter; TXAK bit for receiver 1 bit)
P=Stop (1bit)

| S | SA | SR | M | D | A | D | A | -------- | S | SA | SR | M | D | A | D | A | -------- | P |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

Slave address

**SRW bit**

The SRW bit means that the master device wants to read from or write to the $I^2C$ BUS. The slave device check this bit to understand itself if it is a transmitter or a receiver. The SRW bit is set to ″1″ means that the master wants to read data from the $I^2C$ BUS, so the slave device must write data to a bus as a transmitter. The SRW is cleared to ″0″ means that the master wants to write data to the $I^2C$ BUS, so the slave

device must read data from the $I^2C$ BUS as a receiver.

**Acknowledge bit**

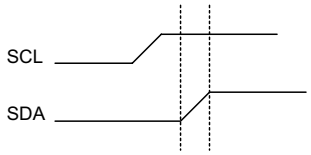
One of the slave device generates an acknowledge signal, when the slave address is matched. The master device can check this acknowledge bit to know if the slave device accepts the calling address. If no acknowledge bit, the master must send a STOP bit and end the communication. When the $I^2C$ BUS status register bit 6 HAAS is high, it means the address is matched, so the slave must check SRW as a transmitter (set HTX) to ″1″ or as a receiver (clear HTX) to ″0″.

**Data byte**

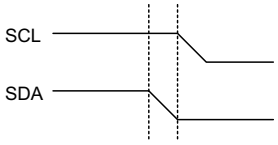
The data is 8 bits and is sent after the slave device has acknowledges the slave address. The first bit is MSB and the 8th bit is LSB. The receiver sends the acknowledge signal (″0″) and continues to receive the next 1 byte data. If the transmitter checks and there′s no acknowledge signal, then it release the SDA line, and the master sends a STOP signal to release the $I^2C$ BUS. The data is stored in the HDR register. The transmitter must write data to the HDR before transmit data and the receiver must read data from the HDR after receiving data.

**Receive acknowledge bit**

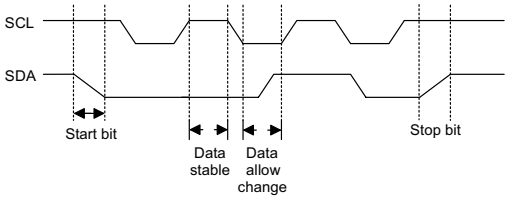
When the receiver wants to continue to receive the next data byte, it generates an acknowledge bit (TXAK) at the 9th clock. The transmitter checks the acknowledge bit (RXAK) to continue to write data to the $I^2C$ BUS or change to receive mode and dummy read the HDR register to release the SDA line and the master sends the STOP signal.




Stop bit

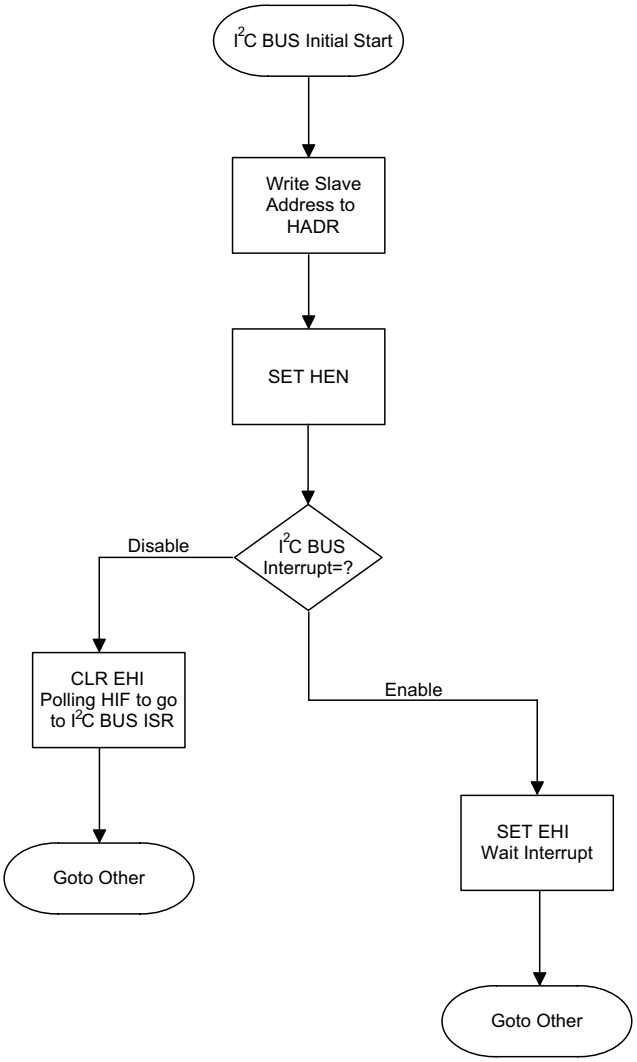



Start bit

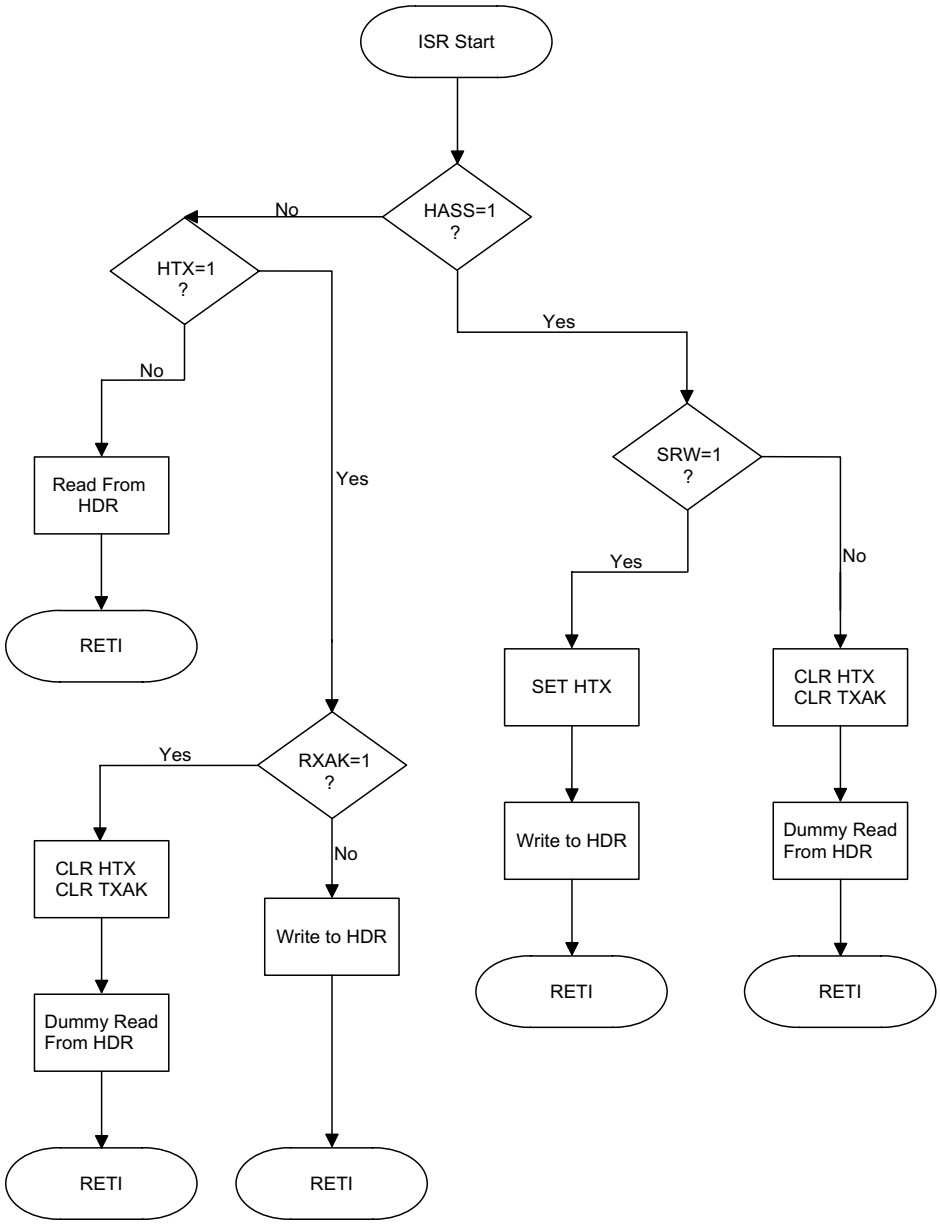



Data stable and data allow change

The I²C BUS initial program flow chart as follows:



The I²C BUS ISR program flow chart as follows:

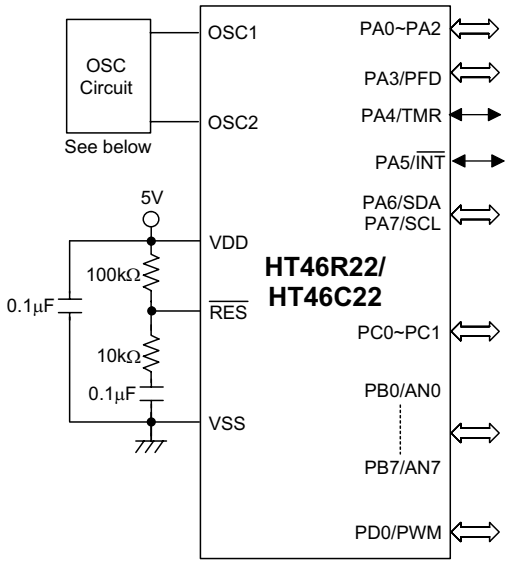


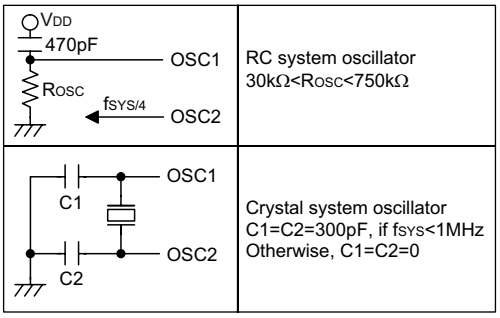
**Options**

The following shows ten kinds of options in the microcontroller. ALL the options must be defined to ensure proper system function.

| No. | Options |
|---|---|
| 1 | OSC type selection.<br>This option is to decide if an RC or crystal oscillator is chosen as system clock. |
| 2 | WDT source selection.<br>There are three types of selection: On-chip RC oscillator, instruction clock or disable the WDT. |
| 3 | CLRWDT times selection.<br>This option defines how to clear the WDT by instruction. ″One time″ means that the CLR WDT instruction can clear the WDT. ″Two times″ means only if both of the CLR WDT1 and CLR WDT2 instructions have been executed, then WDT can be cleared. |
| 4 | Wake-up selection.<br>This option defines the wake-up function activity. External I/O pins (PA only) all have the capability to wake-up the chip from a HALT. |
| 5 | Pull-high selection.<br>This option is to decide whether a pull-high resistance is visible or not in the input mode of the I/O ports. PA0~PA7, can be independently selected. |
| 6 | PFD selection: PA3: Level output or PFD output |
| 7 | PWM selection: (7+1) or (6+2) mode<br>PD0: Level output or PWM output |
| 8 | WDT time-out period selection.<br>There are four types of selection: WDT clock source divided by $2^{12}$, $2^{13}$, $2^{14}$ and $2^{15}$ |
| 9 | Low voltage reset selection: Enable or disable LVR function. |
| 10 | $I^2C$ BUS function: Enable or disable |

## Application Circuits




Note: The resistance and capacitance for reset circuit should be designed to ensure that the VDD is stable and remains in a valid range of the operating voltage before bringing $\overline{RES}$ to high.

## Instruction Set Summary

| Mnemonic | Description | Instruction Cycle | Flag Affected |
|---|---|---|---|
| **Arithmetic** | | | |
| ADD A,[m] | Add data memory to ACC | 1 | Z,C,AC,OV |
| ADDM A,[m] | Add ACC to data memory | 1(1) | Z,C,AC,OV |
| ADD A,x | Add immediate data to ACC | 1 | Z,C,AC,OV |
| ADC A,[m] | Add data memory to ACC with carry | 1 | Z,C,AC,OV |
| ADCM A,[m] | Add ACC to data memory with carry | 1(1) | Z,C,AC,OV |
| SUB A,x | Subtract immediate data from ACC | 1 | Z,C,AC,OV |
| SUB A,[m] | Subtract data memory from ACC | 1 | Z,C,AC,OV |
| SUBM A,[m] | Subtract data memory from ACC with result in data memory | 1(1) | Z,C,AC,OV |
| SBC A,[m] | Subtract data memory from ACC with carry | 1 | Z,C,AC,OV |
| SBCM A,[m] | Subtract data memory from ACC with carry and result in data memory | 1(1) | Z,C,AC,OV |
| DAA [m] | Decimal adjust ACC for addition with result in data memory | 1(1) | C |
| **Logic Operation** | | | |
| AND A,[m] | AND data memory to ACC | 1 | Z |
| OR A,[m] | OR data memory to ACC | 1 | Z |
| XOR A,[m] | Exclusive-OR data memory to ACC | 1 | Z |
| ANDM A,[m] | AND ACC to data memory | 1(1) | Z |
| ORM A,[m] | OR ACC to data memory | 1(1) | Z |
| XORM A,[m] | Exclusive-OR ACC to data memory | 1(1) | Z |
| AND A,x | AND immediate data to ACC | 1 | Z |
| OR A,x | OR immediate data to ACC | 1 | Z |
| XOR A,x | Exclusive-OR immediate data to ACC | 1 | Z |
| CPL [m] | Complement data memory | 1(1) | Z |
| CPLA [m] | Complement data memory with result in ACC | 1 | Z |
| **Increment & Decrement** | | | |
| INCA [m] | Increment data memory with result in ACC | 1 | Z |
| INC [m] | Increment data memory | 1(1) | Z |
| DECA [m] | Decrement data memory with result in ACC | 1 | Z |
| DEC [m] | Decrement data memory | 1(1) | Z |
| **Rotate** | | | |
| RRA [m] | Rotate data memory right with result in ACC | 1 | None |
| RR [m] | Rotate data memory right | 1(1) | None |
| RRCA [m] | Rotate data memory right through carry with result in ACC | 1 | C |
| RRC [m] | Rotate data memory right through carry | 1(1) | C |
| RLA [m] | Rotate data memory left with result in ACC | 1 | None |
| RL [m] | Rotate data memory left | 1(1) | None |
| RLCA [m] | Rotate data memory left through carry with result in ACC | 1 | C |
| RLC [m] | Rotate data memory left through carry | 1(1) | C |
| **Data Move** | | | |
| MOV A,[m] | Move data memory to ACC | 1 | None |
| MOV [m],A | Move ACC to data memory | 1(1) | None |
| MOV A,x | Move immediate data to ACC | 1 | None |
| **Bit Operation** | | | |
| CLR [m].i | Clear bit of data memory | 1(1) | None |
| SET [m].i | Set bit of data memory | 1(1) | None |

| Mnemonic | Description | Instruction Cycle | Flag Affected |
|---|---|---|---|
| **Branch** | | | |
| JMP addr | Jump unconditionally | 2 | None |
| SZ [m] | Skip if data memory is zero | 1(2) | None |
| SZA [m] | Skip if data memory is zero with data movement to ACC | 1(2) | None |
| SZ [m].i | Skip if bit i of data memory is zero | 1(2) | None |
| SNZ [m].i | Skip if bit i of data memory is not zero | 1(2) | None |
| SIZ [m] | Skip if increment data memory is zero | 1(3) | None |
| SDZ [m] | Skip if decrement data memory is zero | 1(3) | None |
| SIZA [m] | Skip if increment data memory is zero with result in ACC | 1(2) | None |
| SDZA [m] | Skip if decrement data memory is zero with result in ACC | 1(2) | None |
| CALL addr | Subroutine call | 2 | None |
| RET | Return from subroutine | 2 | None |
| RET A,x | Return from subroutine and load immediate data to ACC | 2 | None |
| RETI | Return from interrupt | 2 | None |
| **Table Read** | | | |
| TABRDC [m] | Read ROM code (current page) to data memory and TBLH | 2(1) | None |
| TABRDL [m] | Read ROM code (last page) to data memory and TBLH | 2(1) | None |
| **Miscellaneous** | | | |
| NOP | No operation | 1 | None |
| CLR [m] | Clear data memory | 1(1) | None |
| SET [m] | Set data memory | 1(1) | None |
| CLR WDT | Clear Watchdog Timer | 1 | TO,PD |
| CLR WDT1 | Pre-clear Watchdog Timer | 1 | TO(4),PD(4) |
| CLR WDT2 | Pre-clear Watchdog Timer | 1 | TO(4),PD(4) |
| SWAP [m] | Swap nibbles of data memory | 1(1) | None |
| SWAPA [m] | Swap nibbles of data memory with result in ACC | 1 | None |
| HALT | Enter power down mode | 1 | TO,PD |

Note: x: Immediate data

m: Data memory address

A: Accumulator

i: 0~7 number of bits

addr: Program memory address

√: Flag is affected

–: Flag is not affected

(1): If a loading to the PCL register occurs, the execution cycle of instructions will be delayed for one more cycle (four system clocks).

(2): If a skipping to the next instruction occurs, the execution cycle of instructions will be delayed for one more cycle (four system clocks). Otherwise the original instruction cycle is unchanged.

(3): (1) and (2)

(4): The flags may be affected by the execution status. If the Watchdog Timer is cleared by executing the CLR WDT1 or CLR WDT2 instruction, the TO and PD are cleared.
Otherwise the TO and PD flags remain unchanged.

## Instruction Definition

**ADC A,[m]** Add data memory and carry to the accumulator

Description The contents of the specified data memory, accumulator and the carry flag are added simultaneously, leaving the result in the accumulator.

Operation ACC ← ACC+[m]+C

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**ADCM A,[m]** Add the accumulator and carry to data memory

Description The contents of the specified data memory, accumulator and the carry flag are added simultaneously, leaving the result in the specified data memory.

Operation [m] ← ACC+[m]+C

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**ADD A,[m]** Add data memory to the accumulator

Description The contents of the specified data memory and the accumulator are added. The result is stored in the accumulator.

Operation ACC ← ACC+[m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**ADD A,x** Add immediate data to the accumulator

Description The contents of the accumulator and the specified data are added, leaving the result in the accumulator.

Operation ACC ← ACC+x

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**ADDM A,[m]** Add the accumulator to the data memory

Description The contents of the specified data memory and the accumulator are added. The result is stored in the data memory.

Operation [m] ← ACC+[m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**AND A,[m]** Logical AND accumulator with data memory

Description Data in the accumulator and the specified data memory perform a bitwise logical_AND operation. The result is stored in the accumulator.

Operation ACC ← ACC ″AND″ [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**AND A,x** Logical AND immediate data to the accumulator

Description Data in the accumulator and the specified data perform a bitwise logical_AND operation. The result is stored in the accumulator.

Operation ACC ← ACC ″AND″ x

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**ANDM A,[m]** Logical AND data memory with the accumulator

Description Data in the specified data memory and the accumulator perform a bitwise logical_AND operation. The result is stored in the data memory.

Operation [m] ← ACC ″AND″ [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**CALL addr** Subroutine call

Description The instruction unconditionally calls a subroutine located at the indicated address. The program counter increments once to obtain the address of the next instruction, and pushes this onto the stack. The indicated address is then loaded. Program execution continues with the instruction at this address.

Operation Stack ← PC+1
PC ← addr

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**CLR [m]** Clear data memory

Description The contents of the specified data memory are cleared to 0.

Operation [m] ← 00H

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**CLR [m].i** Clear bit of data memory

Description The bit i of the specified data memory is cleared to 0.

Operation [m].i ← 0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**CLR WDT** Clear Watchdog Timer

Description The WDT is cleared (clears the WDT). The power down bit (PD) and time-out bit (TO) are cleared.

Operation WDT ← 00H
PD and TO ← 0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | 0 | 0 | — | — | — | — |

**CLR WDT1** Preclear Watchdog Timer

Description Together with CLR WDT2, clears the WDT. PD and TO are also cleared. Only execution of this instruction without the other preclear instruction just sets the indicated flag which implies this instruction has been executed and the TO and PD flags remain unchanged.

Operation WDT ← 00H*
PD and TO ← 0*

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | 0* | 0* | — | — | — | — |

**CLR WDT2** Preclear Watchdog Timer

Description Together with CLR WDT1, clears the WDT. PD and TO are also cleared. Only execution of this instruction without the other preclear instruction, sets the indicated flag which implies this instruction has been executed and the TO and PD flags remain unchanged.

Operation WDT ← 00H*
PD and TO ← 0*

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | 0* | 0* | — | — | — | — |

**CPL [m]** Complement data memory

Description Each bit of the specified data memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice-versa.

Operation [m] ← $[\overline{m}]$

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**CPLA [m]** Complement data memory and place result in the accumulator

Description Each bit of the specified data memory is logically complemented (1′s complement). Bits which previously contained a 1 are changed to 0 and vice-versa. The complemented result is stored in the accumulator and the contents of the data memory remain unchanged.

Operation ACC ← $\overline{[m]}$

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**DAA [m]** Decimal-Adjust accumulator for addition

Description The accumulator value is adjusted to the BCD (Binary Coded Decimal) code. The accumulator is divided into two nibbles. Each nibble is adjusted to the BCD code and an internal carry (AC1) will be done if the low nibble of the accumulator is greater than 9. The BCD adjustment is done by adding 6 to the original value if the original value is greater than 9 or a carry (AC or C) is set; otherwise the original value remains unchanged. The result is stored in the data memory and only the carry flag (C) may be affected.

Operation If ACC.3~ACC.0 >9 or AC=1
then [m].3~[m].0 ← (ACC.3~ACC.0)+6, AC1=$\overline{AC}$
else [m].3~[m].0 ← (ACC.3~ACC.0), AC1=0
and
If ACC.7~ACC.4+AC1 >9 or C=1
then [m].7~[m].4 ← ACC.7~ACC.4+6+AC1,C=1
else [m].7~[m].4 ← ACC.7~ACC.4+AC1,C=C

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | √ |

**DEC [m]** Decrement data memory

Description Data in the specified data memory is decremented by 1.

Operation [m] ← [m]–1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**DECA [m]** Decrement data memory and place result in the accumulator

Description Data in the specified data memory is decremented by 1, leaving the result in the accumulator. The contents of the data memory remain unchanged.

Operation ACC ← [m]–1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**HALT** Enter power down mode

Description This instruction stops program execution and turns off the system clock. The contents of the RAM and registers are retained. The WDT and prescaler are cleared. The power down bit (PD) is set and the WDT time-out bit (TO) is cleared.

Operation PC ← PC+1
PD ← 1
TO ← 0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | 0 | 1 | — | — | — | — |

**INC [m]** Increment data memory

Description Data in the specified data memory is incremented by 1

Operation [m] ← [m]+1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**INCA [m]** Increment data memory and place result in the accumulator

Description Data in the specified data memory is incremented by 1, leaving the result in the accumulator. The contents of the data memory remain unchanged.

Operation ACC ← [m]+1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**JMP addr** Directly jump

Description The program counter are replaced with the directly-specified address unconditionally, and control is passed to this destination.

Operation PC ←addr

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**MOV A,[m]** Move data memory to the accumulator

Description The contents of the specified data memory are copied to the accumulator.

Operation ACC ← [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**MOV A,x** Move immediate data to the accumulator

Description The 8-bit data specified by the code is loaded into the accumulator.

Operation ACC ← x

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**MOV [m],A** Move the accumulator to data memory

Description The contents of the accumulator are copied to the specified data memory (one of the data memories).

Operation [m] ←ACC

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**NOP** No operation

Description No operation is performed. Execution continues with the next instruction.

Operation PC ← PC+1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**OR A,[m]** Logical OR accumulator with data memory

Description Data in the accumulator and the specified data memory (one of the data memories) perform a bitwise logical_OR operation. The result is stored in the accumulator.

Operation ACC ← ACC ″OR″ [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**OR A,x** Logical OR immediate data to the accumulator

Description Data in the accumulator and the specified data perform a bitwise logical_OR operation. The result is stored in the accumulator.

Operation ACC ← ACC ″OR″ x

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**ORM A,[m]** Logical OR data memory with the accumulator

Description Data in the data memory (one of the data memories) and the accumulator perform a bitwise logical_OR operation. The result is stored in the data memory.

Operation [m] ←ACC ″OR″ [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**RET** Return from subroutine

Description The program counter is restored from the stack. This is a 2-cycle instruction.

Operation PC ← Stack

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RET A,x** Return and place immediate data in the accumulator

Description The program counter is restored from the stack and the accumulator loaded with the specified 8-bit immediate data.

Operation PC ← Stack
ACC ← x

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RETI** Return from interrupt

Description The program counter is restored from the stack, and interrupts are enabled by setting the EMI bit. EMI is the enable master (global) interrupt bit.

Operation PC ← Stack
EMI ← 1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RL [m]** Rotate data memory left

Description The contents of the specified data memory are rotated 1 bit left with bit 7 rotated into bit 0.

Operation [m].(i+1) ← [m].i; [m].i:bit i of the data memory (i=0~6)
[m].0 ← [m].7

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RLA [m]** Rotate data memory left and place result in the accumulator

Description Data in the specified data memory is rotated 1 bit left with bit 7 rotated into bit 0, leaving the rotated result in the accumulator. The contents of the data memory remain unchanged.

Operation ACC.(i+1) ← [m].i; [m].i:bit i of the data memory (i=0~6)
ACC.0 ← [m].7

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RLC [m]** Rotate data memory left through carry

Description The contents of the specified data memory and the carry flag are rotated 1 bit left. Bit 7 replaces the carry bit; the original carry flag is rotated into the bit 0 position.

Operation [m].(i+1) ← [m].i; [m].i:bit i of the data memory (i=0~6)
[m].0 ← C
C ← [m].7

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | √ |

**RLCA [m]** Rotate left through carry and place result in the accumulator

Description Data in the specified data memory and the carry flag are rotated 1 bit left. Bit 7 replaces the carry bit and the original carry flag is rotated into bit 0 position. The rotated result is stored in the accumulator but the contents of the data memory remain unchanged.

Operation ACC.(i+1) ← [m].i; [m].i:bit i of the data memory (i=0~6)
ACC.0 ← C
C ← [m].7

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | √ |

**RR [m]** Rotate data memory right

Description The contents of the specified data memory are rotated 1 bit right with bit 0 rotated to bit 7.

Operation [m].i ← [m].(i+1); [m].i:bit i of the data memory (i=0~6)
[m].7 ← [m].0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RRA [m]** Rotate right and place result in the accumulator

Description Data in the specified data memory is rotated 1 bit right with bit 0 rotated into bit 7, leaving the rotated result in the accumulator. The contents of the data memory remain unchanged.

Operation ACC.(i) ← [m].(i+1); [m].i:bit i of the data memory (i=0~6)
ACC.7 ← [m].0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**RRC [m]** Rotate data memory right through carry

Description The contents of the specified data memory and the carry flag are together rotated 1 bit right. Bit 0 replaces the carry bit; the original carry flag is rotated into the bit 7 position.

Operation [m].i ← [m].(i+1); [m].i:bit i of the data memory (i=0~6)
[m].7 ← C
C ← [m].0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | √ |

**RRCA [m]** Rotate right through carry and place result in the accumulator

Description Data of the specified data memory and the carry flag are rotated 1 bit right. Bit 0 replaces the carry bit and the original carry flag is rotated into the bit 7 position. The rotated result is stored in the accumulator. The contents of the data memory remain unchanged.

Operation ACC.i ← [m].(i+1); [m].i:bit i of the data memory (i=0~6)
ACC.7 ← C
C ← [m].0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | √ |

**SBC A,[m]** Subtract data memory and carry from the accumulator

Description The contents of the specified data memory and the complement of the carry flag are subtracted from the accumulator, leaving the result in the accumulator.

Operation ACC ← ACC+$\overline{[m]}$+C

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**SBCM A,[m]** Subtract data memory and carry from the accumulator

Description The contents of the specified data memory and the complement of the carry flag are subtracted from the accumulator, leaving the result in the data memory.

Operation [m] ← ACC+$\overline{[m]}$+C

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**SDZ [m]** Skip if decrement data memory is 0

Description The contents of the specified data memory are decremented by 1. If the result is 0, the next instruction is skipped. If the result is 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if ([m]–1)=0, [m] ← ([m]–1)

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SDZA [m]** Decrement data memory and place result in ACC, skip if 0

Description The contents of the specified data memory are decremented by 1. If the result is 0, the next instruction is skipped. The result is stored in the accumulator but the data memory remains unchanged. If the result is 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if ([m]–1)=0, ACC ← ([m]–1)

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SET [m]** Set data memory

Description Each bit of the specified data memory is set to 1.

Operation [m] ← FFH

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SET [m]. i** Set bit of data memory

Description Bit i of the specified data memory is set to 1.

Operation [m].i ← 1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SIZ [m]** Skip if increment data memory is 0

Description The contents of the specified data memory are incremented by 1. If the result is 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if ([m]+1)=0, [m] ← ([m]+1)

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SIZA [m]** Increment data memory and place result in ACC, skip if 0

Description The contents of the specified data memory are incremented by 1. If the result is 0, the next instruction is skipped and the result is stored in the accumulator. The data memory remains unchanged. If the result is 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if ([m]+1)=0, ACC ← ([m]+1)

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SNZ [m].i** Skip if bit i of the data memory is not 0

Description If bit i of the specified data memory is not 0, the next instruction is skipped. If bit i of the data memory is not 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if [m].i≠0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SUB A,[m]** Subtract data memory from the accumulator

Description The specified data memory is subtracted from the contents of the accumulator, leaving the result in the accumulator.

Operation ACC ← ACC+[$\overline{m}$]+1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**SUBM A,[m]** Subtract data memory from the accumulator

Description The specified data memory is subtracted from the contents of the accumulator, leaving the result in the data memory.

Operation [m] ← ACC+[$\overline{m}$]+1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**SUB A,x** Subtract immediate data from the accumulator

Description The immediate data specified by the code is subtracted from the contents of the accumulator, leaving the result in the accumulator.

Operation ACC ← ACC+$\overline{x}$+1

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | √ | √ | √ | √ |

**SWAP [m]** Swap nibbles within the data memory

Description The low-order and high-order nibbles of the specified data memory (1 of the data memories) are interchanged.

Operation [m].3~[m].0 ↔ [m].7~[m].4

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SWAPA [m]** Swap data memory and place result in the accumulator

Description The low-order and high-order nibbles of the specified data memory are interchanged, writing the result to the accumulator. The contents of the data memory remain unchanged.

Operation ACC.3~ACC.0 ← [m].7~[m].4
ACC.7~ACC.4 ← [m].3~[m].0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SZ [m]** Skip if data memory is 0

Description If the contents of the specified data memory are 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if [m]=0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SZA [m]** Move data memory to ACC, skip if 0

Description The contents of the specified data memory are copied to the accumulator. If the contents is 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if [m]=0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**SZ [m].i** Skip if bit i of the data memory is 0

Description If bit i of the specified data memory is 0, the following instruction, fetched during the current instruction execution, is discarded and a dummy cycle is replaced to get the proper instruction (2 cycles). Otherwise proceed with the next instruction (1 cycle).

Operation Skip if [m].i=0

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**TABRDC [m]** Move the ROM code (current page) to TBLH and data memory

Description The low byte of ROM code (current page) addressed by the table pointer (TBLP) is moved to the specified data memory and the high byte transferred to TBLH directly.

Operation [m] ← ROM code (low byte)
TBLH ← ROM code (high byte)

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**TABRDL [m]** Move the ROM code (last page) to TBLH and data memory

Description The low byte of ROM code (last page) addressed by the table pointer (TBLP) is moved to the data memory and the high byte transferred to TBLH directly.

Operation [m] ← ROM code (low byte)
TBLH ← POM code (high byte)

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — |

**XOR A,[m]** Logical XOR accumulator with data memory

Description Data in the accumulator and the indicated data memory perform a bitwise logical Exclusive_OR operation and the result is stored in the accumulator.

Operation ACC ← ACC ″XOR″ [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**XORM A,[m]** Logical XOR data memory with the accumulator

Description Data in the indicated data memory and the accumulator perform a bitwise logical Exclusive_OR operation. The result is stored in the data memory. The 0 flag is affected.

Operation [m] ← ACC ″XOR″ [m]

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

**XOR A,x** Logical XOR immediate data to the accumulator

Description Data in the accumulator and the specified data perform a bitwise logical Exclusive_OR operation. The result is stored in the accumulator. The 0 flag is affected.

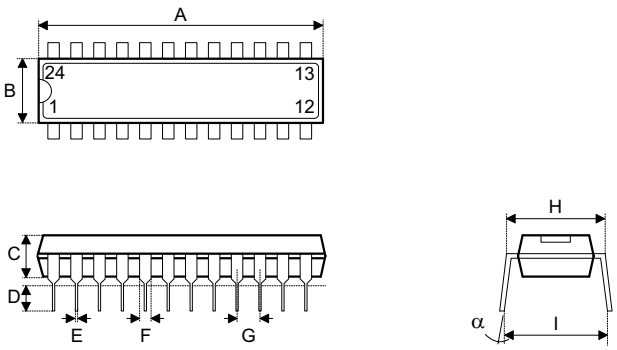
Operation ACC ← ACC ″XOR″ x

Affected flag(s)

| TC2 | TC1 | TO | PD | OV | Z | AC | C |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | √ | — | — |

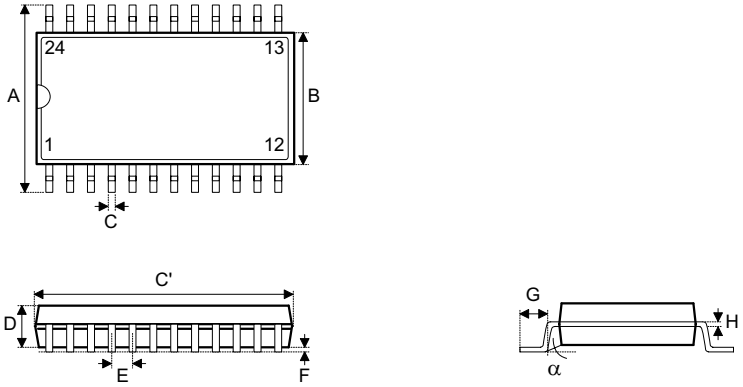
## Package Information

**24-pin SKDIP (300mil) outline dimensions**




| Symbol | Dimensions in mil | | |
|---|---|---|---|
| | Min. | Nom. | Max. |
| A | 1235 | — | 1265 |
| B | 255 | — | 265 |
| C | 125 | — | 135 |
| D | 125 | — | 145 |
| E | 16 | — | 20 |
| F | 50 | — | 70 |
| G | — | 100 | — |
| H | 295 | — | 315 |
| I | 345 | — | 360 |
| α | 0° | — | 15° |

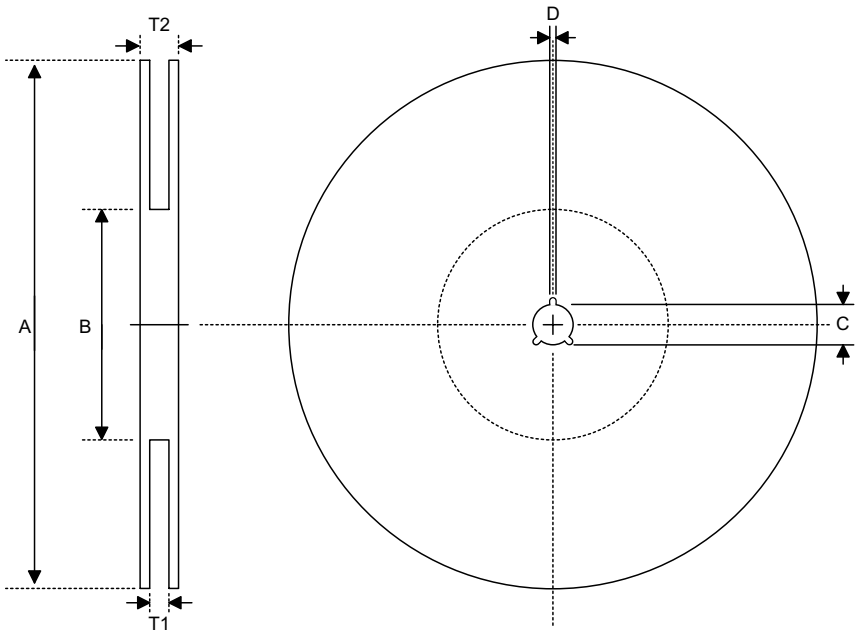
**24-pin SOP (300mil) outline dimensions**




| Symbol | Dimensions in mil | | |
|---|---|---|---|
| | Min. | Nom. | Max. |
| A | 394 | — | 419 |
| B | 290 | — | 300 |
| C | 14 | — | 20 |
| C′ | 590 | — | 614 |
| D | 92 | — | 104 |
| E | — | 50 | — |
| F | 4 | — | — |
| G | 32 | — | 38 |
| H | 4 | — | 12 |
| α | 0° | — | 10° |

## Product Tape and Reel Specifications

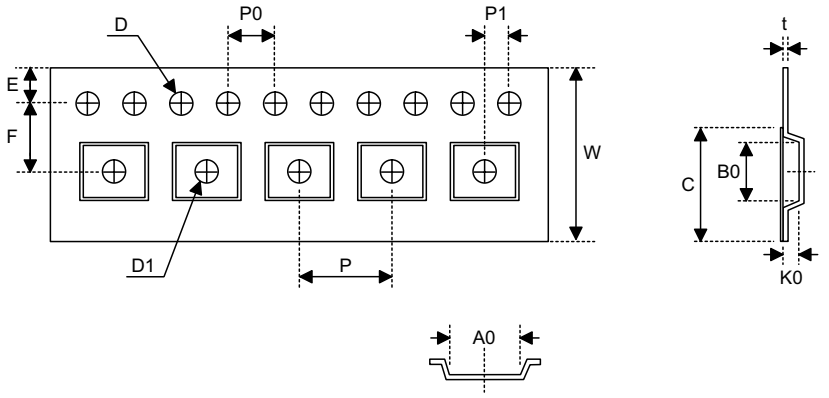
**Reel dimensions**




SOP 24W

| Symbol | Description | Dimensions in mm |
|---|---|---|
| A | Reel Outer Diameter | 330±1.0 |
| B | Reel Inner Diameter | 62±1.5 |
| C | Spindle Hole Diameter | 12.75+0.15 |
| D | Key Slit Width | 2.0+0.6 |
| T1 | Space Between Flange | 24.4±0.2 |
| T2 | Reel Thickness | 28.4+0.4 |

**Carrier tape dimensions**




SOP 24W

| Symbol | Description | Dimensions in mm |
|---|---|---|
| W | Carrier Tape Width | 24.0±0.3 |
| P | Cavity Pitch | 12.0±0.1 |
| E | Perforation Position | 1.75±0.1 |
| F | Cavity to Perforation (Width Direction) | 11.5±0.1 |
| D | Perforation Diameter | 1.55+0.1 |
| D1 | Cavity Hole Diameter | 1.5+0.25 |
| P0 | Perforation Pitch | 4.0±0.1 |
| P1 | Cavity to Perforation (Length Direction) | 2.0±0.1 |
| A0 | Cavity Length | 10.9±0.1 |
| B0 | Cavity Width | 15.9±0.1 |
| K0 | Cavity Depth | 3.1±0.1 |
| t | Carrier Tape Thickness | 0.35±0.05 |
| C | Cover Tape Width | 21.3 |

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