

# **SN8P2501B/B1**

## **USER'S MANUAL**

Preliminary Version 0.1

SN8P2501B  
SN8P2501B1

# **SONiX 8-Bit Micro-Controller**

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*AMENDENT HISTORY*

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|                |             |                    |

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# 1 PRODUCT OVERVIEW

**SN8P2501B1** is compatible to SN8P2501B. Good internal high RC frequency. Good high noisy protecting performance for household application.

- I SN8P2501B1 is compatible to SN8P2501B.
- I SN8P2501B code can transfer to SN8P2501B1 directly. Program the original SN8 of SN8P2501B into SN8P2501B1 directly without declare SN8P2501B1 in source code and re-compile again.

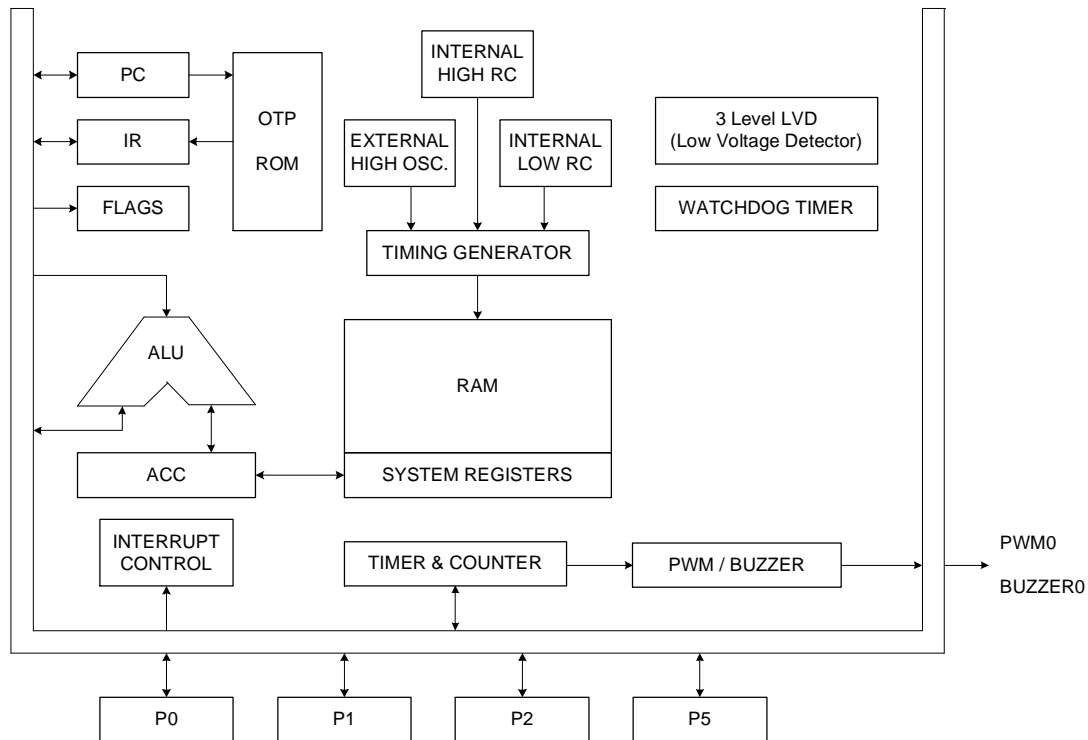
## 1.1 FEATURES

- ◆ **Memory configuration**  
ROM size: 1K \* 16 bits.  
RAM size: 48 \* 8 bits.
- ◆ **4 levels stack buffer.**
- ◆ **3 interrupt sources**  
2 internal interrupts: T0, TC0  
1 external interrupt: INT0
- ◆ **I/O pin configuration**  
Bi-directional: P0, P1, P2, P5.  
Wakeup: P0, P1 level change.  
Pull-up resistors: P0, P1, P2, P5.  
Input only: P1.1  
Programmable open-drain: P1.0  
External interrupt: P0.0 (PEDGE edge trigger)
- ◆ **3-Level LVD.**  
Reset system and power monitor.
- ◆ **Powerful instructions**  
Instruction's length is one word.  
Most of instructions are one cycle only.  
All ROM area JMP/CALL instruction.  
All ROM area lookup table function (MOVC).
- ◆ **Fcpu (Instruction cycle)**  
 $F_{cpu} = F_{osc}/1, F_{osc}/2, F_{osc}/4, F_{osc}/8, F_{osc}/16.$
- ◆ **One 8-bit basic timer with RTC (0.5Sec).**
- ◆ **One 8-bit timer with external event counter, Buzzer and PWM. (TC0).**
- ◆ **On chip watchdog timer and clock source is Internal low clock RC type (16KHz(3V), 32KHz(5V))**
- ◆ **4 system clocks**  
External high clock: RC type up to 10 MHz  
External high clock: Crystal type up to 16 MHz  
Internal high clock: 16MHz RC type  
Internal low clock: RC type 16KHz(3V), 32KHz(5V)
- ◆ **4 operating modes**  
Normal mode: Both high and low clock active  
Slow mode: Low clock only.  
Sleep mode: Both high and low clock stop  
Green mode: Periodical wakeup by T0 timer
- ◆ **Package (Chip form support)**  
DIP 14 pin  
SOP 14 pin  
SSOP 16 pin

### F Features Selection Table

| CHIP       | ROM | RAM | Stack | Timer |     | I/O | IHRC | PWM | Buzzer | Wake-up Pin No. | Package            |
|------------|-----|-----|-------|-------|-----|-----|------|-----|--------|-----------------|--------------------|
|            |     |     |       | T0    | TC0 |     |      |     |        |                 |                    |
| SN8P2501B  | 1K  | 48  | 4     | V     | V   | 12  | V    | 1   | 1      | 5               | DIP14/SOP14/SSOP16 |
| SN8P2501B1 | 1K  | 48  | 4     | V     | V   | 12  | V    | 1   | 1      | 5               | DIP14/SOP14/SSOP16 |

## 1.2 SYSTEM BLOCK DIAGRAM



## 1.3 PIN ASSIGNMENT

SN8P2501BP (P-DIP 14 pins)  
SN8P2501BS (SOP 14 pins)  
SN8P2501B1P (P-DIP 14 pins)  
SN8P2501B1S (SOP 14 pins)

|              |   |   |    |               |
|--------------|---|---|----|---------------|
| P2.2         | 1 | U | 14 | P2.3          |
| P2.1         | 2 |   | 13 | P2.4          |
| P2.0         | 3 |   | 12 | P2.5          |
| VDD          | 4 |   | 11 | VSS           |
| P1.3/XIN     | 5 |   | 10 | P0.0/INT0     |
| P1.2/XOUT    | 6 |   | 9  | P1.0          |
| P1.1/RST/VPP | 7 |   | 8  | P5.4/BZ0/PWM0 |

SN8P2501BP  
SN8P2501BS  
SN8P2501B1P  
SN8P2501B1S

SN8P2501BX (SSOP 16 pins)  
SN8P2501B1X (SSOP 16 pins)

|              |   |   |    |               |
|--------------|---|---|----|---------------|
| P2.2         | 1 | U | 16 | P2.3          |
| P2.1         | 2 |   | 15 | P2.4          |
| P2.0         | 3 |   | 14 | P2.5          |
| VDD          | 4 |   | 13 | VSS           |
| VDD          | 5 |   | 12 | VSS           |
| P1.3/XIN     | 6 |   | 11 | P0.0/INT0     |
| P1.2/XOUT    | 7 |   | 10 | P1.0          |
| P1.1/RST/VPP | 8 |   | 9  | P5.4/BZ0/PWM0 |

SN8P2501BX  
SN8P2501B1X

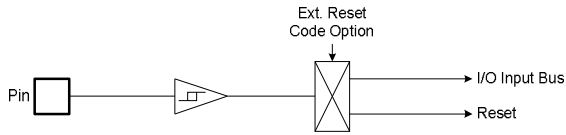
## 1.4 PIN DESCRIPTIONS

| PIN NAME      | TYPE | DESCRIPTION   |
|---------------|------|---|
| VDD, VSS      | P    | Power supply input pins for digital and analog circuit.   |
| P1.1/RST/VPP  | I, P | RST: System external reset input pin. Schmitt trigger structure, active "low", normal stay to "high".   |
|               |      | VPP: OTP 12.3V power input pin in programming mode.   |
|               |      | P1.1: Input only pin with Schmitt trigger structure and no pull-up resistor. Level change wake-up.  |
| P0.0/INT0     | I/O  | P0.0: Bi-direction pin. Schmitt trigger structure as input mode. Built-in pull-up resisters. Level change wake-up.                                    |
|               |      | INT0: External interrupt 0 input pin.   |
| P1.0          | I/O  | P1.0: Bi-direction pin. Schmitt trigger structure as input mode. Built-in pull-up resisters. Level change wake-up. Programmable open-drain structure. |
| P1.2/XOUT     | I/O  | XOUT: Oscillator output pin while external crystal enable.  |
|               |      | P1.2: Bi-direction pin. Schmitt trigger structure as input mode. Built-in pull-up resisters. Level change wake-up.                                    |
| P1.3/XIN      | I/O  | XIN: Oscillator input pin while external oscillator enable (crystal and RC).  |
|               |      | P1.3: Bi-direction pin. Schmitt trigger structure as input mode. Built-in pull-up resisters. Level change wake-up.                                    |
| P5.4/PWM0/BZ0 | I/O  | P5.4: Bi-direction pin. Schmitt trigger structure as input mode. Built-in pull-up resisters.  |
|               |      | PWM0: PWM output pin.   |
|               |      | BZ0: Buzzer TC0/2 output pin.   |
| P2 [5:0]      | I/O  | P2 [5:0]: Bi-direction pin. Schmitt trigger structure as input mode. Built-in pull-up resisters.  |

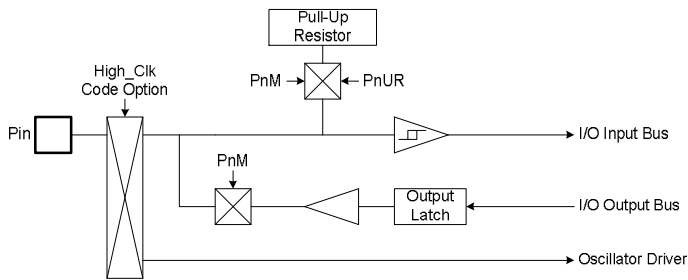


## 1.5 PIN CIRCUIT DIAGRAMS

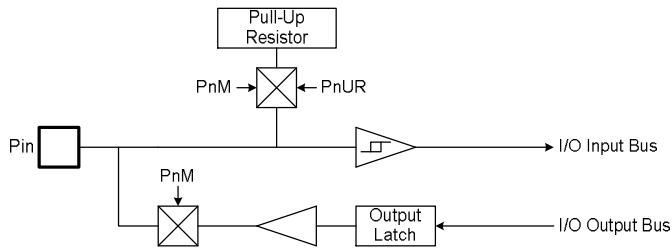
### I Reset shared pin structure:



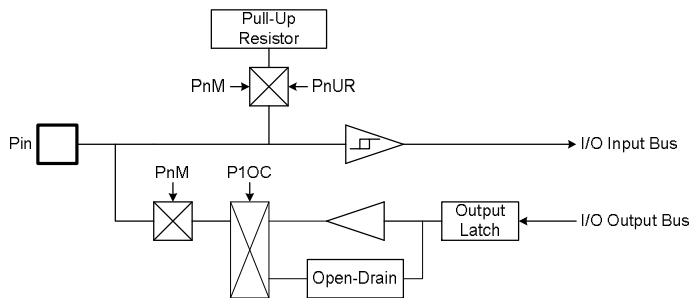
### I Oscillator shared pin structure:



### I GPIO structure:



### I Open-drain share pin structure:



# 2 CENTRAL PROCESSOR UNIT (CPU)

## 2.1 PROGRAM MEMORY (ROM)

F 1K words ROM

| ROM  |                             |   |
|--|-----------------------------|---|
| 0000H  | <b>Reset vector</b>         | User reset vector<br>Jump to user start address |
| 0001H<br>.<br>.<br>0007H                             | <b>General purpose area</b> |   |
| 0008H  | <b>Interrupt vector</b>     | User interrupt vector                           |
| 0009H<br>.<br>.<br>000FH<br>0010H<br>0011H<br>.<br>. | <b>General purpose area</b> | User program                                    |
| 03FCH<br>03FDH<br>03FEH<br>03FFH                     | <b>Reserved</b>             | End of user program                             |

The ROM includes Reset vector, Interrupt vector, General purpose area and Reserved area. The Reset vector is program beginning address. The Interrupt vector is the head of interrupt service routine when any interrupt occurring. The General purpose area is main program area including main loop, sub-routines and data table.

### 2.1.1 RESET VECTOR (0000H)

A one-word vector address area is used to execute system reset.

- F Power On Reset (NT0=1, NPD=0).
- F Watchdog Reset (NT0=0, NPD=0).
- F External Reset (NT0=1, NPD=1).

After power on reset, external reset or watchdog timer overflow reset, then the chip will restart the program from address 0000h and all system registers will be set as default values. It is easy to know reset status from NT0, NPD flags of PFLAG register. The following example shows the way to define the reset vector in the program memory.

#### Ø Example: Defining Reset Vector

```

                                ORG      0          ; 0000H
                                JMP      START      ; Jump to user program address.
                                ...
START:                          ORG      10H
                                ; 0010H, The head of user program.
                                ; User program
                                ...
                                ENDP              ; End of program
```

## 2.1.2 INTERRUPT VECTOR (0008H)

A 1-word vector address area is used to execute interrupt request. If any interrupt service executes, the program counter (PC) value is stored in stack buffer and jump to 0008h of program memory to execute the vectored interrupt. Users have to define the interrupt vector. The following example shows the way to define the interrupt vector in the program memory.

– **Note: "PUSH", "POP" instructions save and load ACC/PFLAG without (NT0, NPD). PUSH/POP buffer is a unique buffer and only one level.**

Ø **Example: Defining Interrupt Vector. The interrupt service routine is following ORG 8.**

```
.CODE
    ORG      0          ; 0000H
    JMP      START      ; Jump to user program address.
    ...

    ORG      8          ; Interrupt vector.
    PUSH                     ; Save ACC and PFLAG register to buffers.
    ...
    ...
    POP                     ; Load ACC and PFLAG register from buffers.
    RETI                  ; End of interrupt service routine
    ...

START:
    ...                  ; The head of user program.
    ...                  ; User program
    JMP      START      ; End of user program
    ...

    ENDP                ; End of program
```

Ø Example: Defining Interrupt Vector. The interrupt service routine is following user program.

```
.CODE
    ORG      0          ; 0000H
    JMP      START      ; Jump to user program address.
    ...
    ORG      8          ; Interrupt vector.
    JMP      MY_IRQ      ; 0008H, Jump to interrupt service routine address.

START:
    ORG      10H         ; 0010H, The head of user program.
    ...                ; User program.
    ...
    JMP      START      ; End of user program.
    ...

MY_IRQ:
    ...                ; The head of interrupt service routine.
    PUSH     ; Save ACC and PFLAG register to buffers.
    ...
    ...
    POP      ; Load ACC and PFLAG register from buffers.
    RETI     ; End of interrupt service routine.
    ...

    ENDP              ; End of program.
```

- *Note: It is easy to understand the rules of SONiX program from demo programs given above. These points are as following:*
1. *The address 0000H is a "JMP" instruction to make the program starts from the beginning.*
  2. *The address 0008H is interrupt vector.*
  3. *User's program is a loop routine for main purpose application.*

### 2.1.3 LOOK-UP TABLE DESCRIPTION

In the ROM's data lookup function, Y register is pointed to middle byte address (bit 8~bit 15) and Z register is pointed to low byte address (bit 0~bit 7) of ROM. After MOVC instruction executed, the low-byte data will be stored in ACC and high-byte data stored in R register.

Ø Example: To look up the ROM data located "TABLE1".

```

        B0MOV    Y, #TABLE1$M    ; To set lookup table1's middle address
        B0MOV    Z, #TABLE1$L    ; To set lookup table1's low address.
        MOVC     ; To lookup data, R = 00H, ACC = 35H

        INCMS    Z                ; Increment the index address for next address.
        JMP      @F               ; Z+1
        INCMS    Y                ; Z is not overflow.
        NOP      ; Z overflow (FFH à 00), à Y=Y+1
        @ @:      MOVC            ; To lookup data, R = 51H, ACC = 05H.
        ...
TABLE1:  DW      0035H            ; To define a word (16 bits) data.
        DW      5105H
        DW      2012H
        ...

```

- **Note:** The Y register will not increase automatically when Z register crosses boundary from 0xFF to 0x00. Therefore, user must be take care such situation to avoid look-up table errors. If Z register is overflow, Y register must be added one. The following INC\_YZ macro shows a simple method to process Y and Z registers automatically.

Ø Example: INC\_YZ macro.

```

INC_YZ    MACRO
        INCMS    Z                ; Z+1
        JMP      @F               ; Not overflow

        INCMS    Y                ; Y+1
        NOP      ; Not overflow
        @ @:
        ENDM

```

Ø Example: Modify above example by "INC\_YZ" macro.

```

        B0MOV    Y, #TABLE1$M    ; To set lookup table1's middle address
        B0MOV    Z, #TABLE1$L    ; To set lookup table1's low address.
        MOVC                     ; To lookup data, R = 00H, ACC = 35H

        INC_YZ                    ; Increment the index address for next address.
        ;
@@:      MOVC                     ; To lookup data, R = 51H, ACC = 05H.
        ...
TABLE1:  DW      0035H            ; To define a word (16 bits) data.
        DW      5105H
        DW      2012H
        ...

```

The other example of look-up table is to add Y or Z index register by accumulator. Please be careful if "carry" happen.

Ø Example: Increase Y and Z register by B0ADD/ADD instruction.

```

        B0MOV    Y, #TABLE1$M    ; To set lookup table's middle address.
        B0MOV    Z, #TABLE1$L    ; To set lookup table's low address.

        B0MOV    A, BUF          ; Z = Z + BUF.
        B0ADD    Z, A

        B0BTS1   FC              ; Check the carry flag.
        JMP      GETDATA         ; FC = 0
        INCMS    Y               ; FC = 1. Y+1.
        NOP

GETDATA: MOVC                     ;
        ; To lookup data. If BUF = 0, data is 0x0035
        ; If BUF = 1, data is 0x5105
        ; If BUF = 2, data is 0x2012
        ...

TABLE1:  DW      0035H            ; To define a word (16 bits) data.
        DW      5105H
        DW      2012H
        ...

```

## 2.1.4 JUMP TABLE DESCRIPTION

The jump table operation is one of multi-address jumping function. Add low-byte program counter (PCL) and ACC value to get one new PCL. If PCL is overflow after PCL+ACC, PCH adds one automatically. The new program counter (PC) points to a series jump instructions as a listing table. It is easy to make a multi-jump program depends on the value of the accumulator (A).

- **Note:** PCH only support PC up counting result and doesn't support PC down counting. When PCL is carry after PCL+ACC, PCH adds one automatically. If PCL borrow after PCL-ACC, PCH keeps value and not change.

Ø Example: Jump table.

```

ORG      0X0100      ; The jump table is from the head of the ROM boundary

B0ADD    PCL, A       ; PCL = PCL + ACC, PCH + 1 when PCL overflow occurs.
JMP      A0POINT     ; ACC = 0, jump to A0POINT
JMP      A1POINT     ; ACC = 1, jump to A1POINT
JMP      A2POINT     ; ACC = 2, jump to A2POINT
JMP      A3POINT     ; ACC = 3, jump to A3POINT

```

SONiX provides a macro for safe jump table function. This macro will check the ROM boundary and move the jump table to the right position automatically. The side effect of this macro maybe wastes some ROM size.

Ø Example: If “jump table” crosses over ROM boundary will cause errors.

```

@JMP_A    MACRO      VAL
IF        (($+1) !& 0XFF00) != (($+(VAL)) !& 0XFF00)
JMP       ($ | 0XFF)
ORG       ($ | 0XFF)
ENDIF
B0ADD     PCL, A
ENDM

```

- **Note:** “VAL” is the number of the jump table listing number.

Ø Example: “@JMP\_A” application in SONiX macro file called “MACRO3.H”.

```

B0MOV     A, BUF0     ; “BUF0” is from 0 to 4.
@JMP_A    5           ; The number of the jump table listing is five.
JMP       A0POINT     ; ACC = 0, jump to A0POINT
JMP       A1POINT     ; ACC = 1, jump to A1POINT
JMP       A2POINT     ; ACC = 2, jump to A2POINT
JMP       A3POINT     ; ACC = 3, jump to A3POINT
JMP       A4POINT     ; ACC = 4, jump to A4POINT

```



If the jump table position is across a ROM boundary (0x00FF~0x0100), the “@JMP\_A” macro will adjust the jump table routine begin from next RAM boundary (0x0100).

Ø Example: “@JMP\_A” operation.

**; Before compiling program.**

|             |        |         |   |
|-------------|--------|---------|---|
| ROM address | B0MOV  | A, BUF0 | ; “BUF0” is from 0 to 4.                        |
|             | @JMP_A | 5       | ; The number of the jump table listing is five. |
| 0X00FD      | JMP    | A0POINT | ; ACC = 0, jump to A0POINT                      |
| 0X00FE      | JMP    | A1POINT | ; ACC = 1, jump to A1POINT                      |
| 0X00FF      | JMP    | A2POINT | ; ACC = 2, jump to A2POINT                      |
| 0X0100      | JMP    | A3POINT | ; ACC = 3, jump to A3POINT                      |
| 0X0101      | JMP    | A4POINT | ; ACC = 4, jump to A4POINT                      |

**; After compiling program.**

|             |        |         |   |
|-------------|--------|---------|---|
| ROM address | B0MOV  | A, BUF0 | ; “BUF0” is from 0 to 4.                        |
|             | @JMP_A | 5       | ; The number of the jump table listing is five. |
| 0X0100      | JMP    | A0POINT | ; ACC = 0, jump to A0POINT                      |
| 0X0101      | JMP    | A1POINT | ; ACC = 1, jump to A1POINT                      |
| 0X0102      | JMP    | A2POINT | ; ACC = 2, jump to A2POINT                      |
| 0X0103      | JMP    | A3POINT | ; ACC = 3, jump to A3POINT                      |
| 0X0104      | JMP    | A4POINT | ; ACC = 4, jump to A4POINT                      |

## 2.1.5 CHECKSUM CALCULATION

The last ROM address are reserved area. User should avoid these addresses (last address) when calculate the Checksum value.

Ø **Example: The demo program shows how to calculated Checksum from 00H to the end of user's code.**

```

MOV      A,#END_USER_CODE$L
B0MOV    END_ADDR1, A      ; Save low end address to end_addr1
MOV      A,#END_USER_CODE$M
B0MOV    END_ADDR2, A      ; Save middle end address to end_addr2
CLR      Y                  ; Set Y to 00H
CLR      Z                  ; Set Z to 00H

@@:
        MOV      C
B0BSET   FC                ; Clear C flag
ADD      DATA1, A          ; Add A to Data1
MOV      A, R
ADC      DATA2, A          ; Add R to Data2
JMP      END_CHECK          ; Check if the YZ address = the end of code

AAA:
        INCMS    Z          ; Z=Z+1
        JMP      @B         ; If Z != 00H calculate to next address
        JMP      Y_ADD_1    ; If Z = 00H increase Y

END_CHECK:
        MOV      A, END_ADDR1
        CMPSR    A, Z        ; Check if Z = low end address
        JMP      AAA         ; If Not jump to checksum calculate
        MOV      A, END_ADDR2
        CMPSR    A, Y        ; If Yes, check if Y = middle end address
        JMP      AAA         ; If Not jump to checksum calculate
        JMP      CHECKSUM_END ; If Yes checksum calculated is done.

Y_ADD_1:
        INCMS    Y          ; Increase Y
        NOP
        JMP      @B         ; Jump to checksum calculate

CHECKSUM_END:
        ...
        ...

END_USER_CODE:                ; Label of program end

```

## 2.2 DATA MEMORY (RAM)

### F 48 X 8-bit RAM

| Address |      | RAM Location  |
|---------|------|---|
| BANK 0  | 000h | RAM Bank 0  |
|         | "    |   |
|         | "    |   |
|         | "    |   |
|         | 02Fh | General Purpose Area                                    |
|         | 080h |   |
|         | "    |   |
|         | "    |   |
|         | "    |   |
|         | 0FFh |   |
|         |      | 080h~0FFh of Bank 0 store system registers (128 bytes). |
|         |      | System Register   |
|         |      | End of Bank 0   |

The 48-byte general purpose RAM is separated into Bank 0. Sonix provides "Bank 0" type instructions (e.g. b0mov, b0add, b0bts1, b0bset...) to control Bank 0 RAM directly.

## 2.2.1 SYSTEM REGISTER

### 2.2.1.1 SYSTEM REGISTER TABLE

|   | 0    | 1    | 2    | 3 | 4 | 5    | 6     | 7   | 8     | 9     | A     | B     | C     | D     | E     | F     |
|---|------|------|------|---|---|------|-------|-----|-------|-------|-------|-------|-------|-------|-------|-------|
| 8 | -    | -    | R    | Z | Y | -    | PFLAG | -   | -     | -     | -     | -     | -     | -     | -     | -     |
| 9 | -    | -    | -    | - | - | -    | -     | -   | -     | -     | -     | -     | -     | -     | -     | -     |
| A | -    | -    | -    | - | - | -    | -     | -   | -     | -     | -     | -     | -     | -     | -     | -     |
| B | -    | -    | -    | - | - | -    | -     | -   | P0M   | -     | -     | -     | -     | -     | -     | PEDGE |
| C | P1W  | P1M  | P2M  | - | - | P5M  | -     | -   | INTRQ | INTEN | OSCM  | -     | WDTR  | TC0R  | PCL   | PCH   |
| D | P0   | P1   | P2   | - | - | P5   | -     | -   | T0M   | T0C   | TC0M  | TC0C  | -     | -     | -     | STKP  |
| E | P0UR | P1UR | P2UR | - | - | P5UR | -     | @YZ | -     | P1OC  | -     | -     | -     | -     | -     | -     |
| F | -    | -    | -    | - | - | -    | -     | -   | STK3L | STK3H | STK2L | STK2H | STK1L | STK1H | STK0L | STK0H |

### 2.2.1.2 SYSTEM REGISTER DESCRIPTION

R = Working register and ROM look-up data buffer.  
PFLAG = Special flag register.  
INTRQ = Interrupt request register.  
WDTR = Watchdog timer clear register.  
PnM = Port n input/output mode register.  
PnUR = Port n pull-up resistor control register.  
PCH, PCL = Program counter.  
T0C = T0 counting register.  
TC0C = TC0 counting register.  
P1OC = P1.0 open-drain control register.  
STKP = Stack pointer buffer.

Y, Z = Working, @YZ and ROM addressing register.  
PEDGE = P0.0 edge direction register.  
INTEN = Interrupt enable register.  
Pn = Port n data buffer.  
OSCM = Oscillator mode register.  
T0M = T0 mode register.  
TC0M = TC0 mode register.  
TC0R = TC0 auto-reload data buffer.  
@YZ = RAM YZ indirect addressing index pointer.  
STK0~STK3 = Stack 0 ~ stack 3 buffer.

### 2.2.1.3 BIT DEFINITION of SYSTEM REGISTER

| Address | Bit7   | Bit6     | Bit5     | Bit4     | Bit3   | Bit2   | Bit1   | Bit0    | R/W | Remarks |
|---------|--------|----------|----------|----------|--------|--------|--------|---------|-----|---------|
| 082H    | RBIT7  | RBIT6    | RBIT5    | RBIT4    | RBIT3  | RBIT2  | RBIT1  | RBIT0   | R/W | R       |
| 083H    | ZBIT7  | ZBIT6    | ZBIT5    | ZBIT4    | ZBIT3  | ZBIT2  | ZBIT1  | ZBIT0   | R/W | Z       |
| 084H    | YBIT7  | YBIT6    | YBIT5    | YBIT4    | YBIT3  | YBIT2  | YBIT1  | YBIT0   | R/W | Y       |
| 086H    | NT0    | NPD      | LVD36    | LVD24    |        | C      | DC     | Z       | R/W | PFLAG   |
| 0B8H    |        |          |          |          |        |        |        | P00M    | R/W | P0M     |
| 0BFH    |        |          |          | P00G1    | P00G0  |        |        |         | R/W | PEDGE   |
| 0C0H    |        |          |          |          | P13W   | P12W   | P11W   | P10W    | W   | P1W     |
| 0C1H    |        |          |          |          | P13M   | P12M   |        | P10M    | R/W | P1M     |
| 0C2H    |        |          | P25M     | P24M     | P23M   | P22M   | P21M   | P20M    | R/W | P2M     |
| 0C5H    |        |          |          | P54M     |        |        |        |         | R/W | P5M     |
| 0C8H    |        |          | TC0IRQ   | T0IRQ    |        |        |        | P00IRQ  | R/W | INTRQ   |
| 0C9H    |        |          | TC0IEN   | T0IEN    |        |        |        | P00IEN  | R/W | INTEN   |
| 0CAH    |        |          |          | CPUM1    | CPUM0  | CLKMD  | STPHX  |         | R/W | OSCM    |
| 0CCH    | WDTR7  | WDTR6    | WDTR5    | WDTR4    | WDTR3  | WDTR2  | WDTR1  | WDTR0   | W   | WDTR    |
| 0CDH    | TC0R7  | TC0R6    | TC0R5    | TC0R4    | TC0R3  | TC0R2  | TC0R1  | TC0R0   | W   | TC0R    |
| 0CEH    | PC7    | PC6      | PC5      | PC4      | PC3    | PC2    | PC1    | PC0     | R/W | PCL     |
| 0CFH    |        |          |          |          |        |        | PC9    | PC8     | R/W | PCH     |
| 0D0H    |        |          |          |          |        |        |        | P00     | R/W | P0      |
| 0D1H    |        |          |          |          | P13    | P12    | P11    | P10     | R/W | P1      |
| 0D2H    |        |          | P25      | P24      | P23    | P22    | P21    | P20     | R/W | P2      |
| 0D5H    |        |          |          | P54      |        |        |        |         | R/W | P5      |
| 0D8H    | T0ENB  | T0rate2  | T0rate1  | T0rate0  |        |        |        | T0TB    | R/W | T0M     |
| 0D9H    | T0C7   | T0C6     | T0C5     | T0C4     | T0C3   | T0C2   | T0C1   | T0C0    | R/W | T0C     |
| 0DAH    | TC0ENB | TC0rate2 | TC0rate1 | TC0rate0 | TC0CKS | ALOAD0 | TC0OUT | PWM0OUT | R/W | TC0M    |
| 0DBH    | TC0C7  | TC0C6    | TC0C5    | TC0C4    | TC0C3  | TC0C2  | TC0C1  | TC0C0   | R/W | TC0C    |
| 0DFH    | GIE    |          |          |          |        |        | STKPB1 | STKPB0  | R/W | STKP    |
| 0E0H    |        |          |          |          |        |        |        | P00R    | W   | P0UR    |
| 0E1H    |        |          |          |          | P13R   | P12R   |        | P10R    | W   | P1UR    |
| 0E2H    |        |          | P25R     | P24R     | P23R   | P22R   | P21R   | P20R    | W   | P2UR    |
| 0E5H    |        |          |          | P54R     |        |        |        |         | W   | P5UR    |
| 0E7H    | @YZ7   | @YZ6     | @YZ5     | @YZ4     | @YZ3   | @YZ2   | @YZ1   | @YZ0    | R/W | @YZ     |
| 0E9H    |        |          |          |          |        |        |        | P10OC   | W   | P1OC    |
| 0F8H    | S3PC7  | S3PC6    | S3PC5    | S3PC4    | S3PC3  | S3PC2  | S3PC1  | S3PC0   | R/W | STK3L   |
| 0F9H    |        |          |          |          |        |        | S3PC9  | S3PC8   | R/W | STK3H   |
| 0FAH    | S2PC7  | S2PC6    | S2PC5    | S2PC4    | S2PC3  | S2PC2  | S2PC1  | S2PC0   | R/W | STK2L   |
| 0FBH    |        |          |          |          |        |        | S2PC9  | S2PC8   | R/W | STK2H   |
| 0FCH    | S1PC7  | S1PC6    | S1PC5    | S1PC4    | S1PC3  | S1PC2  | S1PC1  | S1PC0   | R/W | STK1L   |
| 0FDH    |        |          |          |          |        |        | S1PC9  | S1PC8   | R/W | STK1H   |
| 0FEH    | S0PC7  | S0PC6    | S0PC5    | S0PC4    | S0PC3  | S0PC2  | S0PC1  | S0PC0   | R/W | STK0L   |
| 0FFH    |        |          |          |          |        |        | S0PC9  | S0PC8   | R/W | STK0H   |

**Note:**

1. To avoid system error, make sure to put all the "0" and "1" as it indicates in the above table.
2. All of register names had been declared in SN8ASM assembler.
3. One-bit name had been declared in SN8ASM assembler with "F" prefix code.
4. "b0bset", "b0bclr", "bset", "bclr" instructions are only available to the "R/W" registers.

## 2.2.2 ACCUMULATOR

The ACC is an 8-bit data register responsible for transferring or manipulating data between ALU and data memory. If the result of operating is zero (Z) or there is carry (C or DC) occurrence, then these flags will be set to PFLAG register. ACC is not in data memory (RAM), so ACC can't be access by "B0MOV" instruction during the instant addressing mode.

Ø **Example: Read and write ACC value.**

; Read ACC data and store in BUF data memory.

```
MOV      BUF, A
```

; Write a immediate data into ACC.

```
MOV      A, #0FH
```

; Write ACC data from BUF data memory.

```
MOV      A, BUF
```

; or

```
B0MOV    A, BUF
```

The system doesn't store ACC and PFLAG value when interrupt executed. ACC and PFLAG data must be saved to other data memories. "PUSH", "POP" save and load ACC, PFLAG data into buffers.

Ø **Example: Protect ACC and working registers.**

INT\_SERVICE:

```
PUSH                                ; Save ACC and PFLAG to buffers.
```

```
...
```

```
POP                                 ; Load ACC and PFLAG from buffers.
```

```
RETI                               ; Exit interrupt service vector
```

## 2.2.3 PROGRAM FLAG

The PFLAG register contains the arithmetic status of ALU operation, system reset status and LVD detecting status. NT0, NPD bits indicate system reset status including power on reset, LVD reset, reset by external pin active and watchdog reset. C, DC, Z bits indicate the result status of ALU operation. LVD24, LVD36 bits indicate LVD detecting power voltage status.

| 086H         | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>PFLAG</b> | NT0   | NPD   | LVD36 | LVD24 | -     | C     | DC    | Z     |
| Read/Write   | R/W   | R/W   | R     | R     | -     | R/W   | R/W   | R/W   |
| After reset  | -     | -     | 0     | 0     | -     | 0     | 0     | 0     |

Bit [7:6] **NT0, NPD**: Reset status flag.

| NT0 | NPD | Reset Status                |
|-----|-----|-----------------------------|
| 0   | 0   | Watch-dog time out          |
| 0   | 1   | Reserved                    |
| 1   | 0   | Reset by LVD                |
| 1   | 1   | Reset by external Reset Pin |

Bit 5 **LVD36**: LVD 3.6V operating flag and only support LVD code option is LVD\_H.

0 = Inactive ( $VDD > 3.6V$ ).

1 = Active ( $VDD \leq 3.6V$ ).

Bit 4 **LVD24**: LVD 2.4V operating flag and only support LVD code option is LVD\_M.

0 = Inactive ( $VDD > 2.4V$ ).

1 = Active ( $VDD \leq 2.4V$ ).

Bit 2 **C**: Carry flag

1 = Addition with carry, subtraction without borrowing, rotation with shifting out logic "1", comparison result  $\geq 0$ .

0 = Addition without carry, subtraction with borrowing signal, rotation with shifting out logic "0", comparison result  $< 0$ .

Bit 1 **DC**: Decimal carry flag

1 = Addition with carry from low nibble, subtraction without borrow from high nibble.

0 = Addition without carry from low nibble, subtraction with borrow from high nibble.

Bit 0 **Z**: Zero flag

1 = The result of an arithmetic/logic/branch operation is zero.

0 = The result of an arithmetic/logic/branch operation is not zero.

- **Note: Refer to instruction set table for detailed information of C, DC and Z flags.**

## 2.2.4 PROGRAM COUNTER

The program counter (PC) is a 10-bit binary counter separated into the high-byte 2 and the low-byte 8 bits. This counter is responsible for pointing a location in order to fetch an instruction for kernel circuit. Normally, the program counter is automatically incremented with each instruction during program execution.

Besides, it can be replaced with specific address by executing CALL or JMP instruction. When JMP or CALL instruction is executed, the destination address will be inserted to bit 0 ~ bit 9.

|             | Bit 15 | Bit 14 | Bit 13 | Bit 12 | Bit 11 | Bit 10 | Bit 9 | Bit 8 | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|--------|--------|--------|--------|--------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>PC</b>   | -      | -      | -      | -      | -      | -      | PC9   | PC8   | PC7   | PC6   | PC5   | PC4   | PC3   | PC2   | PC1   | PC0   |
| After reset | -      | -      | -      | -      | -      | -      | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |
|             | PCH    |        |        |        |        |        |       |       | PCL   |       |       |       |       |       |       |       |

### F ONE ADDRESS SKIPPING

There are nine instructions (CMPRS, INCS, INCMS, DECS, DECMS, BTS0, BTS1, B0BTS0, B0BTS1) with one address skipping function. If the result of these instructions is true, the PC will add 2 steps to skip next instruction.

*If the condition of bit test instruction is true, the PC will add 2 steps to skip next instruction.*

```

        B0BTS1    FC          ; To skip, if Carry_flag = 1
        JMP      C0STEP      ; Else jump to C0STEP.
        ...
C0STEP:    ...
        NOP

        B0MOV     A, BUF0     ; Move BUF0 value to ACC.
        B0BTS0    FZ          ; To skip, if Zero flag = 0.
        JMP      C1STEP      ; Else jump to C1STEP.
        ...
C1STEP:    ...
        NOP

```

*If the ACC is equal to the immediate data or memory, the PC will add 2 steps to skip next instruction.*

```

        CMPRS     A, #12H     ; To skip, if ACC = 12H.
        JMP      C0STEP      ; Else jump to C0STEP.
        ...
C0STEP:    ...
        NOP

```

*If the destination increased by 1, which results overflow of 0xFF to 0x00, the PC will add 2 steps to skip next instruction.*

**INCS instruction:**

```

        INCS      BUF0
        JMP      C0STEP      ; Jump to C0STEP if ACC is not zero.
        ...
C0STEP:    ...
        NOP

```

**INCMS instruction:**

```

        INCMS     BUF0
        JMP      C0STEP      ; Jump to C0STEP if BUF0 is not zero.
        ...
C0STEP:    ...
        NOP

```

If the destination decreased by 1, which results underflow of 0x01 to 0x00, the PC will add 2 steps to skip next instruction.

DECS instruction:

```
DECS    BUF0
JMP     C0STEP    ; Jump to C0STEP if ACC is not zero.
```

...

...

C0STEP: NOP

DECMS instruction:

```
DECMS    BUF0
JMP     C0STEP    ; Jump to C0STEP if BUF0 is not zero.
```

...

...

C0STEP: NOP

## F MULTI-ADDRESS JUMPING

Users can jump around the multi-address by either JMP instruction or ADD M, A instruction (M = PCL) to activate multi-address jumping function. Program Counter supports “**ADD M,A**”, “**ADC M,A**” and “**B0ADD M,A**” instructions for carry to PCH when PCL overflow automatically. For jump table or others applications, users can calculate PC value by the three instructions and don't care PCL overflow problem.

- **Note: PCH only support PC up counting result and doesn't support PC down counting. When PCL is carry after PCL+ACC, PCH adds one automatically. If PCL borrow after PCL-ACC, PCH keeps value and not change.**

Ø Example: If PC = 0323H (PCH = 03H, PCL = 23H)

; PC = 0323H

```
MOV     A, #28H
B0MOV   PCL, A    ; Jump to address 0328H
...
```

; PC = 0328H

```
MOV     A, #00H
B0MOV   PCL, A    ; Jump to address 0300H
...
```

Ø Example: If PC = 0323H (PCH = 03H, PCL = 23H)

; PC = 0323H

```
B0ADD   PCL, A    ; PCL = PCL + ACC, the PCH cannot be changed.
JMP     A0POINT   ; If ACC = 0, jump to A0POINT
JMP     A1POINT   ; ACC = 1, jump to A1POINT
JMP     A2POINT   ; ACC = 2, jump to A2POINT
JMP     A3POINT   ; ACC = 3, jump to A3POINT
...
...
```



## 2.2.5 Y, Z REGISTERS

The Y and Z registers are the 8-bit buffers. There are three major functions of these registers.

- I Can be used as general working registers
- I Can be used as RAM data pointers with @YZ register
- I Can be used as ROM data pointer with the MOVC instruction for look-up table

| 084H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>Y</b>    | YBIT7 | YBIT6 | YBIT5 | YBIT4 | YBIT3 | YBIT2 | YBIT1 | YBIT0 |
| Read/Write  | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | -     | -     | -     | -     | -     | -     | -     | -     |

| 083H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>Z</b>    | ZBIT7 | ZBIT6 | ZBIT5 | ZBIT4 | ZBIT3 | ZBIT2 | ZBIT1 | ZBIT0 |
| Read/Write  | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | -     | -     | -     | -     | -     | -     | -     | -     |

Ø **Example:** Uses Y, Z register as the data pointer to access data in the RAM address 025H of bank0.

```

B0MOV    Y, #00H        ; To set RAM bank 0 for Y register
B0MOV    Z, #25H        ; To set location 25H for Z register
B0MOV    A, @YZ         ; To read a data into ACC

```

Ø **Example:** Uses the Y, Z register as data pointer to clear the RAM data.

```

B0MOV    Y, #0          ; Y = 0, bank 0
B0MOV    Z, #07FH       ; Z = 7FH, the last address of the data memory area

```

CLR\_YZ\_BUF:

```

CLR      @YZ            ; Clear @YZ to be zero

DECMS    Z              ; Z - 1, if Z= 0, finish the routine
JMP      CLR_YZ_BUF     ; Not zero

```

```

CLR      @YZ            ; End of clear general purpose data memory area of bank 0
END_CLR:
...

```

## 2.2.6 R REGISTER

R register is an 8-bit buffer. There are two major functions of the register.

- I Can be used as working register
- I For store high-byte data of look-up table  
(MOVC instruction executed, the high-byte data of specified ROM address will be stored in R register and the low-byte data will be stored in ACC).

| 082H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>R</b>    | RBIT7 | RBIT6 | RBIT5 | RBIT4 | RBIT3 | RBIT2 | RBIT1 | RBIT0 |
| Read/Write  | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | -     | -     | -     | -     | -     | -     | -     | -     |

- **Note:** Please refer to the “LOOK-UP TABLE DESCRIPTION” about R register look-up table application.

## 2.3 ADDRESSING MODE

### 2.3.1 IMMEDIATE ADDRESSING MODE

The immediate addressing mode uses an immediate data to set up the location in ACC or specific RAM.

Ø **Example: Move the immediate data 12H to ACC.**

MOV            A, #12H            ; To set an immediate data 12H into ACC.

Ø **Example: Move the immediate data 12H to R register.**

B0MOV        R, #12H            ; To set an immediate data 12H into R register.

- **Note: In immediate addressing mode application, the specific RAM must be 0x80~0x87 working register.**

### 2.3.2 DIRECTLY ADDRESSING MODE

The directly addressing mode moves the content of RAM location in or out of ACC.

Ø **Example: Move 0x12 RAM location data into ACC.**

B0MOV        A, 12H            ; To get a content of RAM location 0x12 of bank 0 and save in ACC.

Ø **Example: Move ACC data into 0x12 RAM location.**

B0MOV        12H, A            ; To get a content of ACC and save in RAM location 12H of bank 0.

### 2.3.3 INDIRECTLY ADDRESSING MODE

The indirectly addressing mode is to access the memory by the data pointer registers (Y/Z).

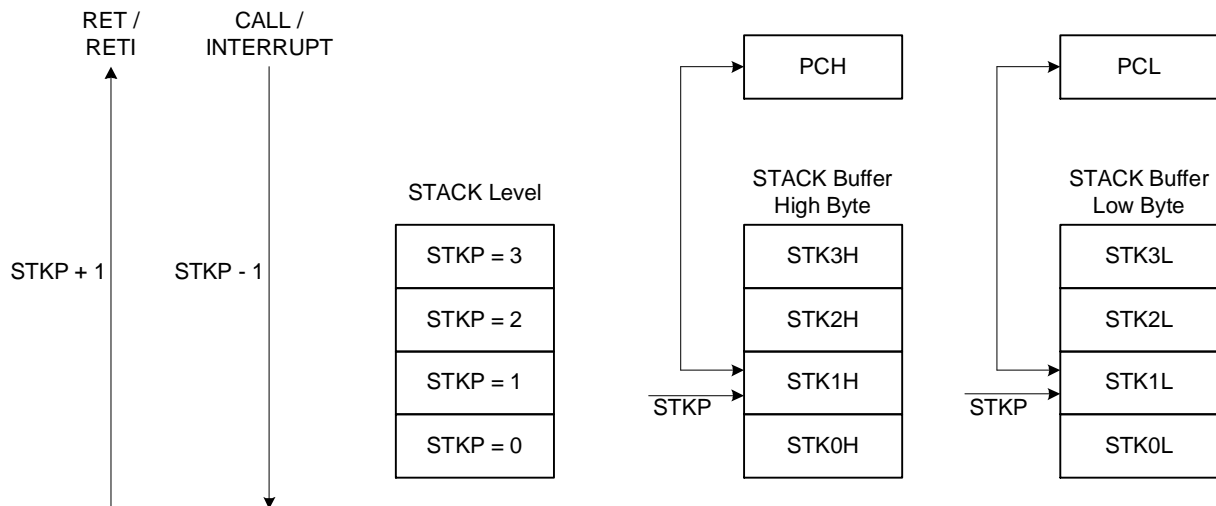
Ø **Example: Indirectly addressing mode with @YZ register.**

B0MOV        Y, #0            ; To clear Y register to access RAM bank 0.  
B0MOV        Z, #12H          ; To set an immediate data 12H into Z register.  
B0MOV        A, @YZ          ; Use data pointer @YZ reads a data from RAM location  
   ; 012H into ACC.

## 2.4 STACK OPERATION

### 2.4.1 OVERVIEW

The stack buffer has 4-level. These buffers are designed to push and pop up program counter's (PC) data when interrupt service routine and "CALL" instruction are executed. The STKP register is a pointer designed to point active level in order to push or pop up data from stack buffer. The STKnH and STKnL are the stack buffers to store program counter (PC) data.



### 2.4.2 STACK REGISTERS

The stack pointer (STKP) is a 2-bit register to store the address used to access the stack buffer, 9-bit data memory (STKnH and STKnL) set aside for temporary storage of stack addresses.

The two stack operations are writing to the top of the stack (push) and reading from the top of stack (pop). Push operation decrements the STKP and the pop operation increments each time. That makes the STKP always point to the top address of stack buffer and write the last program counter value (PC) into the stack buffer.

The program counter (PC) value is stored in the stack buffer before a CALL instruction executed or during interrupt service routine. Stack operation is a LIFO type (Last in and first out). The stack pointer (STKP) and stack buffer (STKnH and STKnL) are located in the system register area bank 0.

| 0DFH        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1  | Bit 0  |
|-------------|-------|-------|-------|-------|-------|-------|--------|--------|
| <b>STKP</b> | GIE   | -     | -     | -     | -     | -     | STKPB1 | STKPB0 |
| Read/Write  | R/W   | -     | -     | -     | -     | -     | R/W    | R/W    |
| After reset | 0     | -     | -     | -     | -     | -     | 1      | 1      |

Bit[2:0] **STKPBn**: Stack pointer (n = 0 ~ 1)

Bit 7 **GIE**: Global interrupt control bit.  
0 = Disable.  
1 = Enable. Please refer to the interrupt chapter.

Ø **Example: Stack pointer (STKP) reset, we strongly recommended to clear the stack pointers in the beginning of the program.**

```
MOV    A, #00000011B
B0MOV  STKP, A
```

| 0F0H~0F8H    | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>STKnH</b> | -     | -     | -     | -     | -     | -     | SnPC9 | SnPC8 |
| Read/Write   | -     | -     | -     | -     | -     | -     | R/W   | R/W   |
| After reset  | -     | -     | -     | -     | -     | -     | 0     | 0     |

| 0F0H~0F8H    | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>STKnL</b> | SnPC7 | SnPC6 | SnPC5 | SnPC4 | SnPC3 | SnPC2 | SnPC1 | SnPC0 |
| Read/Write   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset  | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

**STKn = STKnH, STKnL (n = 3 ~ 0)**

### 2.4.3 STACK OPERATION EXAMPLE

The two kinds of Stack-Save operations refer to the stack pointer (STKP) and write the content of program counter (PC) to the stack buffer are CALL instruction and interrupt service. Under each condition, the STKP decreases and points to the next available stack location. The stack buffer stores the program counter about the op-code address. The Stack-Save operation is as the following table.

| Stack Level   | STKP Register |        | Stack Buffer |          | Description              |
|---------------|---------------|--------|--------------|----------|--------------------------|
|               | STKPB1        | STKPB0 | High Byte    | Low Byte |                          |
| <b>0</b>      | 1             | 1      | Free         | Free     | -                        |
| <b>1</b>      | 1             | 0      | STK0H        | STK0L    | -                        |
| <b>2</b>      | 0             | 1      | STK1H        | STK1L    | -                        |
| <b>3</b>      | 0             | 0      | STK2H        | STK2L    | -                        |
| <b>4</b>      | 1             | 1      | STK3H        | STK3L    | -                        |
| <b>&gt; 4</b> | 1             | 0      | -            | -        | <b>Stack Over, error</b> |

There are Stack-Restore operations correspond to each push operation to restore the program counter (PC). The RETI instruction uses for interrupt service routine. The RET instruction is for CALL instruction. When a pop operation occurs, the STKP is incremented and points to the next free stack location. The stack buffer restores the last program counter (PC) to the program counter registers. The Stack-Restore operation is as the following table.

| Stack Level | STKP Register |        | Stack Buffer |          | Description |
|-------------|---------------|--------|--------------|----------|-------------|
|             | STKPB1        | STKPB0 | High Byte    | Low Byte |             |
| <b>4</b>    | 1             | 1      | STK3H        | STK3L    | -           |
| <b>3</b>    | 0             | 0      | STK2H        | STK2L    | -           |
| <b>2</b>    | 0             | 1      | STK1H        | STK1L    | -           |
| <b>1</b>    | 1             | 0      | STK0H        | STK0L    | -           |
| <b>0</b>    | 1             | 1      | Free         | Free     | -           |

## 2.5 CODE OPTION TABLE

The code option is the system hardware configurations including system clock rate, watchdog timer operation, LVD option, reset pin option and OTP ROM security control. The code option items are as following table:

| Code Option  | Content   | Function Description   |
|--------------|-----------|--|
| Noise_Filter | Enable    | Enable Noise Filter and the Fcpu is Fosc/4~Fosc/16.  |
|              | Disable   | Disable Noise Filter and the Fcpu is Fosc/1~Fosc/16.   |
| High_Clk     | IHRC_16M  | High speed internal 16MHz RC. XIN/XOUT pins are bi-direction GPIO mode. <b>IHRC_16M and IHRC_RTC modes don't support Fosc/1, Fosc/2.</b>                 |
|              | IHRC_RTC  | High speed internal 16MHz RC with 0.5sec RTC. XIN/XOUT pins are bi-direction GPIO mode. <b>IHRC_16M and IHRC_RTC modes don't support Fosc/1, Fosc/2.</b> |
|              | RC        | Low cost RC for external high clock oscillator. XIN pin is connected to RC oscillator. XOUT pin is bi-direction GPIO mode.                               |
|              | 32K X'tal | Low frequency, power saving crystal (e.g. 32.768KHz) for external high clock oscillator.   |
|              | 12M X'tal | High speed crystal /resonator (e.g. 12MHz) for external high clock oscillator.   |
|              | 4M X'tal  | Standard crystal /resonator (e.g. 4M) for external high clock oscillator.  |
| Watch_Dog    | Always_On | Watchdog timer is always on enable even in power down and green mode.  |
|              | Enable    | Enable watchdog timer. Watchdog timer stops in power down mode and green mode.   |
|              | Disable   | Disable Watchdog function.   |
| Fcpu         | Fosc/1    | Instruction cycle is 1 oscillator clocks. <b>Noise Filter must be disabled.</b>  |
|              | Fosc/2    | Instruction cycle is 2 oscillator clocks. <b>Noise Filter must be disabled.</b>  |
|              | Fosc/4    | Instruction cycle is 4 oscillator clocks.  |
|              | Fosc/8    | Instruction cycle is 8 oscillator clocks.  |
|              | Fosc/16   | Instruction cycle is 16 oscillator clocks.   |
| Reset_Pin    | Reset     | Enable External reset pin.   |
|              | P11       | Enable P1.1 input only without pull-up resister.   |
| Security     | Enable    | Enable ROM code Security function.   |
|              | Disable   | Disable ROM code Security function.  |
| LVD          | LVD_L     | LVD will reset chip if VDD is below 2.0V   |
|              | LVD_M     | LVD will reset chip if VDD is below 2.0V<br>Enable LVD24 bit of PFLAG register for 2.4V low voltage indicator.   |
|              | LVD_H     | LVD will reset chip if VDD is below 2.4V<br>Enable LVD36 bit of PFLAG register for 3.6V low voltage indicator.   |

### 2.5.1 Fcpu code option

Fcpu means instruction cycle of normal mode (high clock). In slow mode, the system clock source is internal low speed RC oscillator. The Fcpu of slow mode isn't controlled by Fcpu code option and fixed  $F_{osc}/4$  (16KHz/4 @3V, 32KHz/4 @5V).

### 2.5.2 Reset\_Pin code option

The reset pin is shared with general input only pin controlled by code option.

- I   **Reset:** The reset pin is external reset function. When falling edge trigger occurring, the system will be reset.
- I   **P11:** Set reset pin to general input only pin (P1.1). The external reset function is disabled and the pin is input pin.

### 2.5.3 Security code option

Security code option is OTP ROM protection. When enable security code option, the ROM code is secured and not dumped complete ROM contents.

### 2.5.4 Noise Filter code option

Noise Filter code option is a power noise filter manner to reduce noisy effect of system clock. If noise filter enable, Fcpu is limited below  $F_{osc}/1$  and  $F_{osc}/2$ . The fast Fcpu rate is  $F_{osc}/4$ . If noise filter disable, the  $F_{osc}/1$  and  $F_{osc}/2$  options are released. In high noisy environment, enable noise filter, enable watchdog timer and select a good LVD level can make whole system work well and avoid error event occurrence.

# 3 RESET

## 3.1 OVERVIEW

The system would be reset in three conditions as following.

- I Power on reset
- I Watchdog reset
- I Brown out reset
- I External reset (only supports external reset pin enable situation)

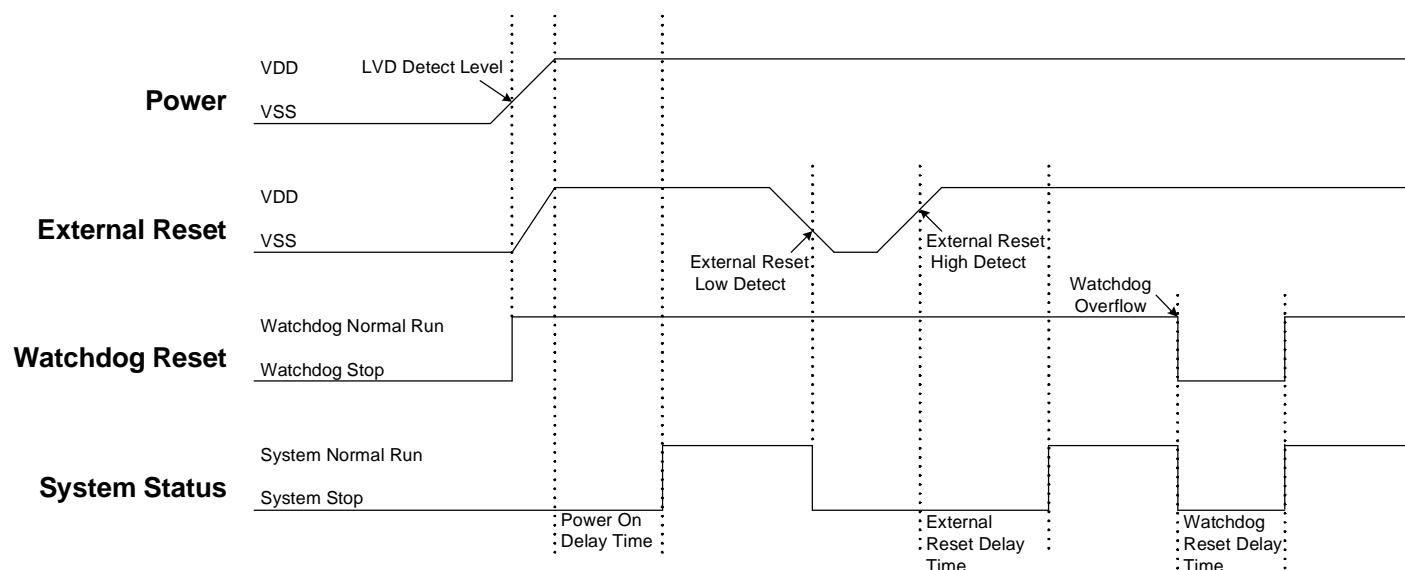
When any reset condition occurs, all system registers keep initial status, program stops and program counter is cleared. After reset status released, the system boots up and program starts to execute from ORG 0. The NT0, NPD flags indicate system reset status. The system can depend on NT0, NPD status and go to different paths by program.

| 086H         | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>PFLAG</b> | NT0   | NPD   | LVD36 | LVD24 | -     | C     | DC    | Z     |
| Read/Write   | R/W   | R/W   | R     | R     | -     | R/W   | R/W   | R/W   |
| After reset  | -     | -     | 0     | 0     | -     | 0     | 0     | 0     |

Bit [7:6] **NT0, NPD**: Reset status flag.

| NT0 | NPD | Condition                     | Description                                      |
|-----|-----|-------------------------------|--|
| 0   | 0   | Watchdog reset                | Watchdog timer overflow.                         |
| 0   | 1   | Reserved                      | -  |
| 1   | 0   | Power on reset and LVD reset. | Power voltage is lower than LVD detecting level. |
| 1   | 1   | External reset                | External reset pin detect low level status.      |

Finishing any reset sequence needs some time. The system provides complete procedures to make the power on reset successful. For different oscillator types, the reset time is different. That causes the VDD rise rate and start-up time of different oscillator is not fixed. RC type oscillator's start-up time is very short, but the crystal type is longer. Under client terminal application, users have to take care the power on reset time for the master terminal requirement. The reset timing diagram is as following.



## 3.2 POWER ON RESET

The power on reset depend no LVD operation for most power-up situations. The power supplying to system is a rising curve and needs some time to achieve the normal voltage. Power on reset sequence is as following.

- I **Power-up:** System detects the power voltage up and waits for power stable.
- I **External reset (only external reset pin enable):** System checks external reset pin status. If external reset pin is not high level, the system keeps reset status and waits external reset pin released.
- I **System initialization:** All system registers is set as initial conditions and system is ready.
- I **Oscillator warm up:** Oscillator operation is successfully and supply to system clock.
- I **Program executing:** Power on sequence is finished and program executes from ORG 0.

## 3.3 WATCHDOG RESET

Watchdog reset is a system protection. In normal condition, system works well and clears watchdog timer by program. Under error condition, system is in unknown situation and watchdog can't be clear by program before watchdog timer overflow. Watchdog timer overflow occurs and the system is reset. After watchdog reset, the system restarts and returns normal mode. Watchdog reset sequence is as following.

- I **Watchdog timer status:** System checks watchdog timer overflow status. If watchdog timer overflow occurs, the system is reset.
- I **System initialization:** All system registers is set as initial conditions and system is ready.
- I **Oscillator warm up:** Oscillator operation is successfully and supply to system clock.
- I **Program executing:** Power on sequence is finished and program executes from ORG 0.

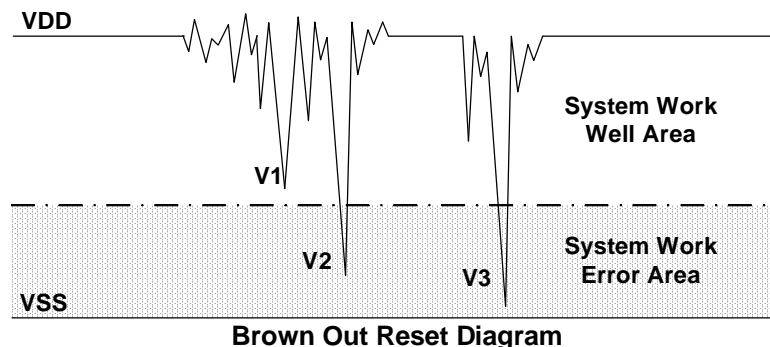
Watchdog timer application note is as following.

- I Before clearing watchdog timer, check I/O status and check RAM contents can improve system error.
- I Don't clear watchdog timer in interrupt vector and interrupt service routine. That can improve main routine fail.
- I Clearing watchdog timer program is only at one part of the program. This way is the best structure to enhance the watchdog timer function.

- **Note:** Please refer to the "WATCHDOG TIMER" about watchdog timer detail information.

## 3.4 BROWN OUT RESET

The brown out reset is a power dropping condition. The power drops from normal voltage to low voltage by external factors (e.g. EFT interference or external loading changed). The brown out reset would make the system not work well or executing program error.





The power dropping might through the voltage range that's the system dead-band. The dead-band means the power range can't offer the system minimum operation power requirement. The above diagram is a typical brown out reset diagram. There is a serious noise under the VDD, and VDD voltage drops very deep. There is a dotted line to separate the system working area. The above area is the system work well area. The below area is the system work error area called dead-band. V1 doesn't touch the below area and not effect the system operation. But the V2 and V3 is under the below area and may induce the system error occurrence. Let system under dead-band includes some conditions.

#### DC application:

The power source of DC application is usually using battery. When low battery condition and MCU drive any loading, the power drops and keeps in dead-band. Under the situation, the power won't drop deeper and not touch the system reset voltage. That makes the system under dead-band.

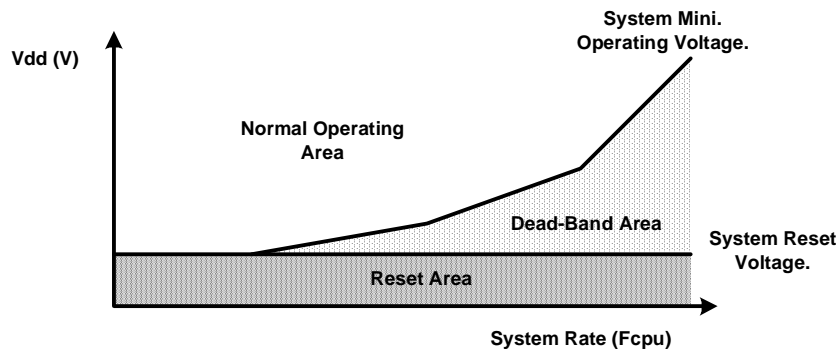
#### AC application:

In AC power application, the DC power is regulated from AC power source. This kind of power usually couples with AC noise that makes the DC power dirty. Or the external loading is very heavy, e.g. driving motor. The loading operating induces noise and overlaps with the DC power. VDD drops by the noise, and the system works under unstable power situation.

The power on duration and power down duration are longer in AC application. The system power on sequence protects the power on successful, but the power down situation is like DC low battery condition. When turn off the AC power, the VDD drops slowly and through the dead-band for a while.

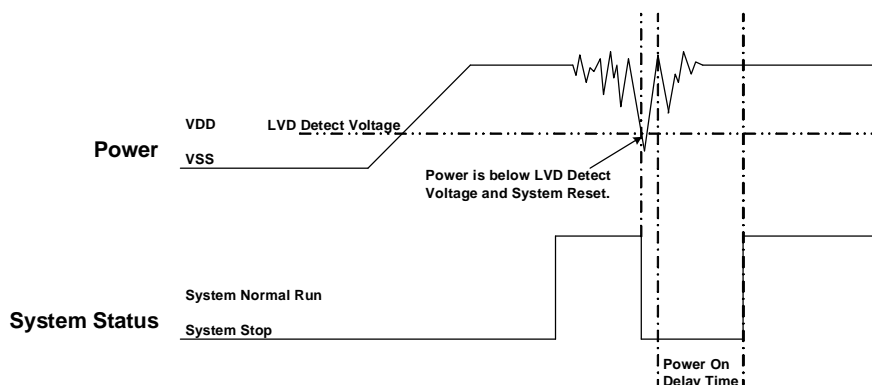
### 3.5 THE SYSTEM OPERATING VOLTAGE

To improve the brown out reset needs to know the system minimum operating voltage which is depend on the system executing rate and power level. Different system executing rates have different system minimum operating voltage. The electrical characteristic section shows the system voltage to executing rate relationship.



Normally the system operation voltage area is higher than the system reset voltage to VDD, and the reset voltage is decided by LVD detect level. The system minimum operating voltage rises when the system executing rate upper even higher than system reset voltage. The dead-band definition is the system minimum operating voltage above the system reset voltage.

### 3.6 LOW VOLTAGE DETECTOR (LVD)



The LVD (low voltage detector) is built-in Sonix 8-bit MCU to be brown out reset protection. When the VDD drops and is below LVD detect voltage, the LVD would be triggered, and the system is reset. The LVD detect level is different by each MCU. The LVD voltage level is a point of voltage and not easy to cover all dead-band range. Using LVD to improve brown out reset is depend on application requirement and environment. If the power variation is very deep, violent and trigger the LVD, the LVD can be the protection. If the power variation can touch the LVD detect level and make system work error, the LVD can't be the protection and need to other reset methods. More detail LVD information is in the electrical characteristic section.

The LVD is three levels design (2.0V/2.4V/3.6V) and controlled by LVD code option. The 2.0V LVD is always enable for power on reset and Brown Out reset. The 2.4V LVD includes LVD reset function and flag function to indicate VDD status function. The 3.6V includes flag function to indicate VDD status. LVD flag function can be an **easy low battery detector**. LVD24, LVD36 flags indicate VDD voltage level. For low battery detect application, only checking LVD24, LVD36 status to be battery status. This is a cheap and easy solution.

| 086H         | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>PFLAG</b> | NT0   | NPD   | LVD36 | LVD24 | -     | C     | DC    | Z     |
| Read/Write   | R/W   | R/W   | R     | R     | -     | R/W   | R/W   | R/W   |
| After reset  | -     | -     | 0     | 0     | -     | 0     | 0     | 0     |

Bit 5     **LVD36:** LVD 3.6V operating flag and only support LVD code option is LVD\_H.  
           0 = Inactive (VDD > 3.6V).  
           1 = Active (VDD ≤ 3.6V).

Bit 4     **LVD24:** LVD 2.4V operating flag and only support LVD code option is LVD\_M.  
           0 = Inactive (VDD > 2.4V).  
           1 = Active (VDD ≤ 2.4V).

| LVD        | LVD Code Option |           |           |
|------------|-----------------|-----------|-----------|
|            | LVD_L           | LVD_M     | LVD_H     |
| 2.0V Reset | Available       | Available | Available |
| 2.4V Flag  | -               | Available | -         |
| 2.4V Reset | -               | -         | Available |
| 3.6V Flag  | -               | -         | Available |

#### LVD\_L

If VDD < 2.0V, system will be reset.  
 Disable LVD24 and LVD36 bit of PFLAG register.

#### LVD\_M

If VDD < 2.0V, system will be reset.  
 Enable LVD24 bit of PFLAG register. If VDD > 2.4V, LVD24 is "0". If VDD ≤ 2.4V, LVD24 flag is "1".  
 Disable LVD36 bit of PFLAG register.

#### LVD\_H

If VDD < 2.4V, system will be reset.  
 Enable LVD24 bit of PFLAG register. If VDD > 2.4V, LVD24 is "0". If VDD ≤ 2.4V, LVD24 flag is "1".  
 Enable LVD36 bit of PFLAG register. If VDD > 3.6V, LVD36 is "0". If VDD ≤ 3.6V, LVD36 flag is "1".

**Note:**

1. After any LVD reset, LVD24, LVD36 flags are cleared.
2. The voltage level of LVD 2.4V or 3.6V is for design reference only. Don't use the LVD indicator as precision VDD measurement.

## 3.7 BROWN OUT RESET IMPROVEMENT

**How to improve the brown reset condition?** There are some methods to improve brown out reset as following.

- | LVD reset
- | Watchdog reset
- | Reduce the system executing rate
- | External reset circuit. (Zener diode reset circuit, Voltage bias reset circuit, External reset IC)

- **Note:**
1. *The “ Zener diode reset circuit”, “Voltage bias reset circuit” and “External reset IC” can completely improve the brown out reset, DC low battery and AC slow power down conditions.*
  2. *For AC power application and enhance EFT performance, the system clock is 4MHz/4 (1 mips) and use external reset (“ Zener diode reset circuit”, “Voltage bias reset circuit”, “External reset IC”). The structure can improve noise effective and get good EFT characteristic.*

### **Watchdog reset:**

The watchdog timer is a protection to make sure the system executes well. Normally the watchdog timer would be clear at one point of program. Don't clear the watchdog timer in several addresses. The system executes normally and the watchdog won't reset system. When the system is under dead-band and the execution error, the watchdog timer can't be clear by program. The watchdog is continuously counting until overflow occurrence. The overflow signal of watchdog timer triggers the system to reset, and the system return to normal mode after reset sequence. This method also can improve brown out reset condition and make sure the system to return normal mode.

If the system reset by watchdog and the power is still in dead-band, the system reset sequence won't be successful and the system stays in reset status until the power return to normal range. Watchdog timer application note is as following.

### **Reduce the system executing rate:**

If the system rate is fast and the dead-band exists, to reduce the system executing rate can improve the dead-band. The lower system rate is with lower minimum operating voltage. Select the power voltage that's no dead-band issue and find out the mapping system rate. Adjust the system rate to the value and the system exits the dead-band issue. This way needs to modify whole program timing to fit the application requirement.

### **External reset circuit:**

The external reset methods also can improve brown out reset and is the complete solution. There are three external reset circuits to improve brown out reset including “Zener diode reset circuit”, “Voltage bias reset circuit” and “External reset IC”. These three reset structures use external reset signal and control to make sure the MCU be reset under power dropping and under dead-band. The external reset information is described in the next section.

## 3.8 EXTERNAL RESET

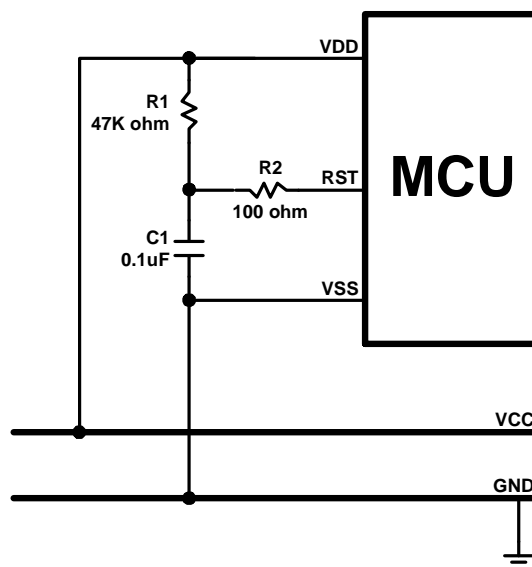
External reset function is controlled by “Reset\_Pin” code option. Set the code option as “Reset” option to enable external reset function. External reset pin is Schmitt Trigger structure and low level active. The system is running when reset pin is high level voltage input. The reset pin receives the low voltage and the system is reset. The external reset operation activates in power on and normal running mode. During system power-up, the external reset pin must be high level input, or the system keeps in reset status. External reset sequence is as following.

- I **External reset (only external reset pin enable):** System checks external reset pin status. If external reset pin is not high level, the system keeps reset status and waits external reset pin released.
- I **System initialization:** All system registers is set as initial conditions and system is ready.
- I **Oscillator warm up:** Oscillator operation is successfully and supply to system clock.
- I **Program executing:** Power on sequence is finished and program executes from ORG 0.

The external reset can reset the system during power on duration, and good external reset circuit can protect the system to avoid working at unusual power condition, e.g. brown out reset in AC power application...

## 3.9 EXTERNAL RESET CIRCUIT

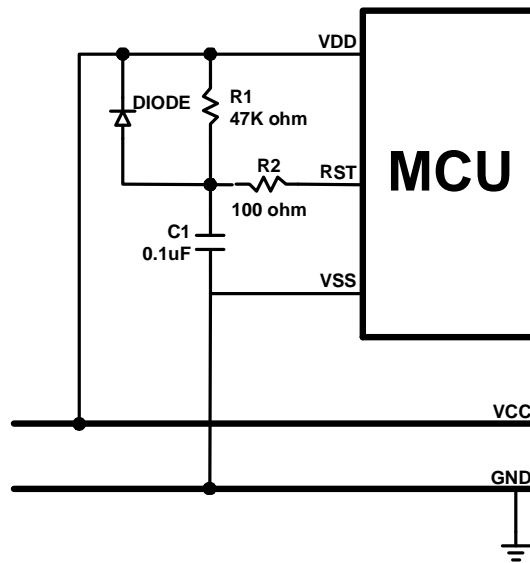
### 3.9.1 Simply RC Reset Circuit



This is the basic reset circuit, and only includes R1 and C1. The RC circuit operation makes a slow rising signal into reset pin as power up. The reset signal is slower than VDD power up timing, and system occurs a power on signal from the timing difference.

– **Note:** The reset circuit is no any protection against unusual power or brown out reset.

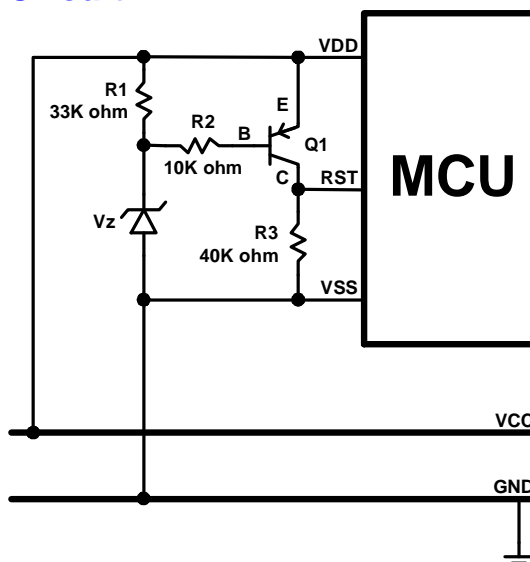
### 3.9.2 Diode & RC Reset Circuit



This is the better reset circuit. The R1 and C1 circuit operation is like the simply reset circuit to make a power on signal. The reset circuit has a simply protection against unusual power. The diode offers a power positive path to conduct higher power to VDD. It is can make reset pin voltage level to synchronize with VDD voltage. The structure can improve slight brown out reset condition.

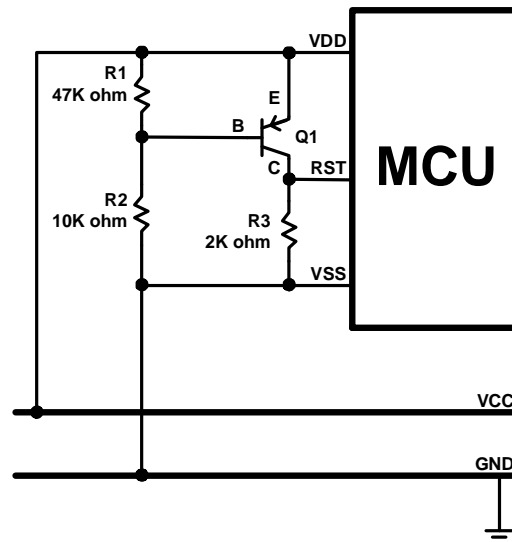
- **Note:** The R2 100 ohm resistor of “Simply reset circuit” and “Diode & RC reset circuit” is necessary to limit any current flowing into reset pin from external capacitor C in the event of reset pin breakdown due to Electrostatic Discharge (ESD) or Electrical Over-stress (EOS).

### 3.9.3 Zener Diode Reset Circuit



The zener diode reset circuit is a simple low voltage detector and can **improve brown out reset condition completely**. Use zener voltage to be the active level. When VDD voltage level is above “ $V_z + 0.7V$ ”, the C terminal of the PNP transistor outputs high voltage and MCU operates normally. When VDD is below “ $V_z + 0.7V$ ”, the C terminal of the PNP transistor outputs low voltage and MCU is in reset mode. Decide the reset detect voltage by zener specification. Select the right zener voltage to conform the application.

### 3.9.4 Voltage Bias Reset Circuit

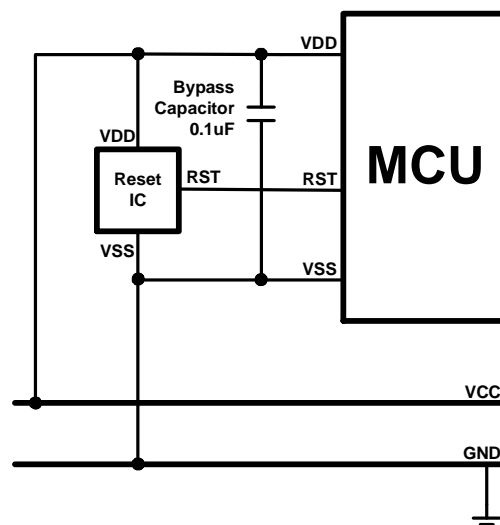


The voltage bias reset circuit is a low cost voltage detector and can **improve brown out reset condition completely**. The operating voltage is not accurate as zener diode reset circuit. Use R1, R2 bias voltage to be the active level. When VDD voltage level is above or equal to  $0.7V \times (R1 + R2) / R1$ , the C terminal of the PNP transistor outputs high voltage and MCU operates normally. When VDD is below  $0.7V \times (R1 + R2) / R1$ , the C terminal of the PNP transistor outputs low voltage and MCU is in reset mode.

Decide the reset detect voltage by R1, R2 resistances. Select the right R1, R2 value to conform the application. In the circuit diagram condition, the MCU's reset pin level varies with VDD voltage variation, and the differential voltage is 0.7V. If the VDD drops and the voltage lower than reset pin detect level, the system would be reset. If want to make the reset active earlier, set the  $R2 > R1$  and the cap between VDD and C terminal voltage is larger than 0.7V. The external reset circuit is with a stable current through R1 and R2. For power consumption issue application, e.g. DC power system, the current must be considered to whole system power consumption.

- **Note:** Under unstable power condition as brown out reset, "Zener diode rest circuit" and "Voltage bias reset circuit" can protects system no any error occurrence as power dropping. When power drops below the reset detect voltage, the system reset would be triggered, and then system executes reset sequence. That makes sure the system work well under unstable power situation.

### 3.9.5 External Reset IC



The external reset circuit also use external reset IC to enhance MCU reset performance. This is a high cost and good effect solution. By different application and system requirement to select suitable reset IC. The reset circuit can improve all power variation.

# 4 SYSTEM CLOCK

## 4.1 OVERVIEW

The micro-controller is a dual clock system including high-speed and low-speed clocks. The high-speed clock includes internal high-speed oscillator and external oscillators selected by “High\_CLK” code option. The low-speed clock is from internal low-speed oscillator controlled by “CLKMD” bit of OSCM register. Both high-speed clock and low-speed clock can be system clock source through a divider to decide the system clock rate.

### I High-speed oscillator

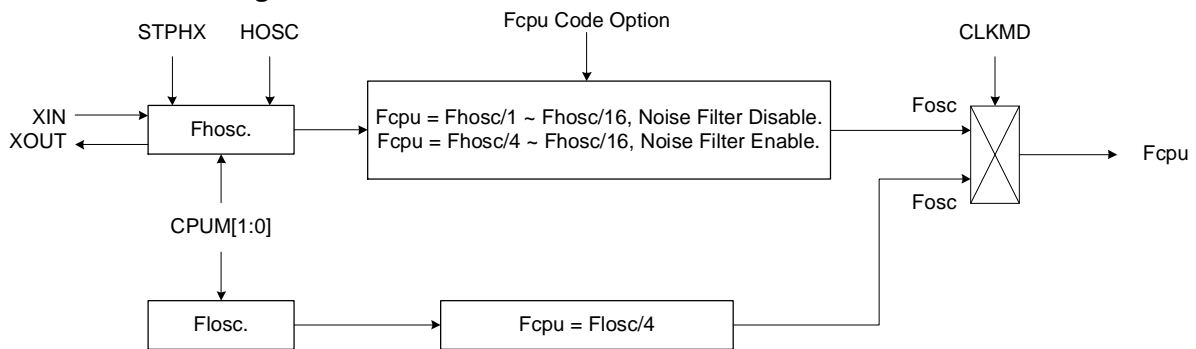
Internal high-speed oscillator is 16MHz RC type called “IHRC”.

External high-speed oscillator includes crystal/ceramic (4MHz, 12MHz, 32KHz) and RC type.

### I Low-speed oscillator

Internal low-speed oscillator is 16KHz @3V, 32KHz @5V RC type called “ILRC”.

### I System clock block diagram



I HOSC: High\_Clk code option.

I Fhosc: External high-speed clock / Internal high-speed RC clock.

I Fosc: Internal low-speed RC clock (about 16KHz@3V, 32KHz@5V).

I Fosc: System clock source.

I Fcpu: Instruction cycle.

SONiX provides a “Noise Filter” controlled by code option. In high noisy situation, the noise filter can isolate noise outside and protect system works well. The minimum Fcpu of high clock is limited at **Fhosc/4** when noise filter enable.

## 4.2 FCPU (INSTRUCTION CYCLE)

The system clock rate is instruction cycle called “Fcpu” which is divided from the system clock source and decides the system operating rate. Fcpu rate is selected by Fcpu code option and the range is **Fhosc/1~Fhosc/16** under system normal mode. If the system high clock source is external 4MHz crystal, and the Fcpu code option is Fhosc/4, the Fcpu frequency is  $4\text{MHz}/4 = 1\text{MHz}$ . Under system slow mode, the Fcpu is fixed Fosc/4,  $16\text{KHz}/4=4\text{KHz}$  @3V,  $32\text{KHz}/4=8\text{KHz}$  @5V.

When “High\_CLK” is “IHRC\_16M” and “IHRC\_RTC”, the Fcpu is limited Fhosc/4~Fhosc/16 for internal high-speed oscillator accuracy.

In high noisy environment, below “Fhosc/4” of Fcpu code option is the strongly recommendation to reduce high frequency noise effect.

## 4.3 NOISE FILTER

The Noise Filter controlled by “Noise\_Filter” code option is a low pass filter and supports external oscillator including RC and crystal modes. The purpose is to filter high rate noise coupling on high clock signal from external oscillator.

**In high noisy environment, to enable Noise\_Filter is the strongly recommendation to reduce high frequency noise effect.**

## 4.4 SYSTEM HIGH-SPEED CLOCK

The system high-speed clock has internal and external two-type. The external high-speed clock includes 4MHz, 12MHz, 32KHz crystal/ceramic and RC type. These high-speed oscillators are selected by “High\_CLK” code option. The internal high-speed clock supports real time clock (RTC) function under “IHRC\_RTC” mode. The internal high-speed clock and external 32KHz oscillator active under “IHRC\_RTC” mode. The internal high-speed clock is the system clock source, and the external 32KHz oscillator is the RTC clock source to supply a accurately real time clock rate.

## 4.5 HIGH\_CLK CODE OPTION

For difference clock functions, Sonix provides multi-type system high clock options controlled by “High\_CLK” code option. The High\_CLK code option defines the system oscillator types including IHRC\_16M, IHRC\_RTC, RC, 32K X’tal, 12M X’tal and 4M X’tal. These oscillator options support different bandwidth oscillator.

- I **IHRC\_16M:** The system high-speed clock source is internal high-speed 16MHz RC type oscillator. In the mode, XIN and XOUT pins are bi-direction GPIO mode, and not to connect any external oscillator device.
- I **IHRC\_RTC:** The system high-speed clock source is internal high-speed 16MHz RC type oscillator. The RTC clock source is external low-speed 32768Hz crystal. The XIN and XOUT pins are defined to drive external 32768Hz crystal and disables GPIO function.
- I **RC:** The system high-speed clock source is external low cost RC type oscillator. The RC oscillator circuit only connects to XIN pin, and the XOUT pin is bi-direction GPIO mode.
- I **32K X’tal:** The system high-speed clock source is external low-speed 32768Hz crystal. The option only supports 32768Hz crystal and the RTC function is workable.
- I **12M X’tal:** The system high-speed clock source is external high-speed crystal/ceramic. The oscillator bandwidth is 10MHz~16MHz.
- I **4M X’tal:** The system high-speed clock source is external high-speed crystal/resonator. The oscillator bandwidth is 1MHz~10MHz.

For power consumption under “IHRC\_RTC” mode, internal low-speed oscillator stops, but external 32KHz crystal and internal high-speed oscillator active under green mode. The condition is the watchdog timer can’t be “Always\_On” option, or the internal low-speed oscillator actives. Internal high-speed oscillator can be stopped in inserting green mode from slow mode and disable internal high-speed oscillator by STPHX bit.

### 4.5.1 INTERNAL HIGH-SPEED OSCILLATOR RC TYPE (IHRC)

The internal high-speed oscillator is 16MHz RC type. The accuracy is  $\pm 2\%$  under commercial condition. When the “High\_CLK” code option is “IHRC\_16M” or “IHRC\_RTC”, the internal high-speed oscillator is enabled.

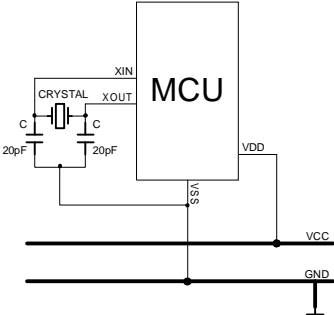
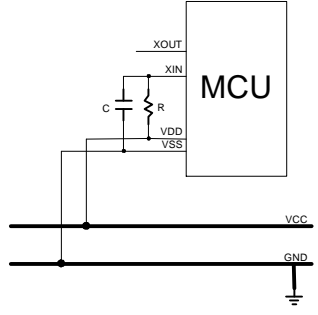
- I **IHRC\_16M:** The system high-speed clock is internal 16MHz oscillator RC type. XIN/XOUT pins are general purpose I/O pins.
- I **IHRC\_RTC:** The system high-speed clock is internal 16MHz oscillator RC type, and the real time clock is external 32768Hz crystal. XIN/XOUT pins connect with external 32768Hz crystal.
- I **Fcpu of “IHRC\_16M” and “IHRC\_RTC”:** Fosc/4~Fosc/16.

### 4.5.2 EXTERNAL HIGH-SPEED OSCILLATOR

The external high-speed oscillator includes 4MHz, 12MHz, 32KHz and RC type. The 4MHz, 12MHz and 32KHz oscillators support crystal and ceramic types connected to XIN/XOUT pins with 20pF capacitors to ground. The RC type is a low cost RC circuit only connected to XIN pin. The capacitance is not below 100pF, and use the resistance to decide the frequency.



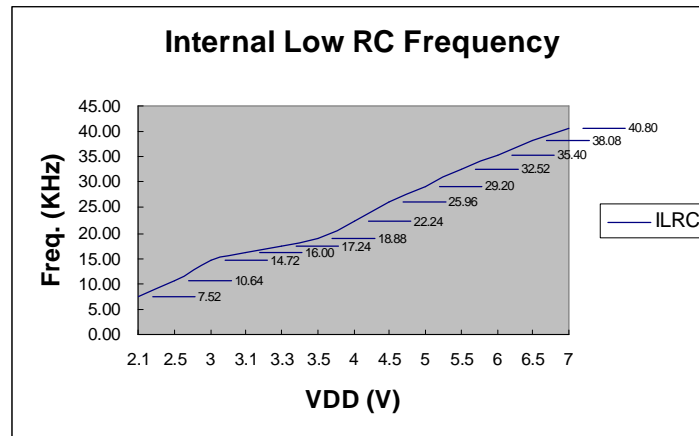
### 4.5.3 EXTERNAL OSCILLATOR APPLICATION CIRCUIT

| CRYSTAL/CERAMIC   | RC Type  |
|---|--|
|  |  |

- **Note:** Connect the Crystal/Ceramic and C as near as possible to the XIN/XOUT/VSS pins of micro-controller. Connect the R and C as near as possible to the VDD pin of micro-controller.

## 4.6 SYSTEM LOW-SPEED CLOCK

The system low clock source is the internal low-speed oscillator built in the micro-controller. The low-speed oscillator uses RC type oscillator circuit. The frequency is affected by the voltage and temperature of the system. In common condition, the frequency of the RC oscillator is about 16KHz at 3V and 32KHz at 5V. The relation between the RC frequency and voltage is as the following figure.



The internal low RC supports watchdog clock source and system slow mode controlled by "CLKMD" bit of OSCM register.

- I ***Fosc = Internal low RC oscillator (about 16KHz @3V, 32KHz @5V).***
- I ***Slow mode Fcpu = Fosc / 4***

There are two conditions to stop internal low RC. One is power down mode, and the other is green mode of 32K mode and watchdog disable. If system is in 32K mode and watchdog disable, only 32K oscillator activates and system is under low power consumption.

Ø **Example: Stop internal low-speed oscillator by power down mode.**

B0BSET    FCPUM0    ; To stop external high-speed oscillator and internal low-speed  
; oscillator called power down mode (sleep mode).

- ***Note: The internal low-speed clock can't be turned off individually. It is controlled by CPUM0, CPUM1 (32K, watchdog disable) bits of OSCM register.***

## 4.7 OSCM REGISTER

The OSCM register is an oscillator control register. It controls oscillator status, system mode.

| 0CAH        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>OSCM</b> | 0     | 0     | 0     | CPUM1 | CPUM0 | CLKMD | STPHX | 0     |
| Read/Write  | -     | -     | -     | R/W   | R/W   | R/W   | R/W   | -     |
| After reset | -     | -     | -     | 0     | 0     | 0     | 0     | -     |

- Bit 1     **STPHX**: External high-speed oscillator control bit.  
 0 = External high-speed oscillator free run.  
 1 = External high-speed oscillator free run stop. Internal low-speed RC oscillator is still running.
- Bit 2     **CLKMD**: System high/Low clock mode control bit.  
 0 = Normal (dual) mode. System clock is high clock.  
 1 = Slow mode. System clock is internal low clock.
- Bit[4:3]   **CPUM[1:0]**: CPU operating mode control bits.  
 00 = normal.  
 01 = sleep (power down) mode.  
 10 = green mode.  
 11 = reserved.

“STPHX” bit controls internal high speed RC type oscillator and external oscillator operations. When “STPHX=0”, the external oscillator or internal high speed RC type oscillator active. When “STPHX=1”, the external oscillator or internal high speed RC type oscillator are disabled. The STPHX function is depend on different high clock options to do different controls.

- I    **IHRC\_16M**: “STPHX=1” disables internal high speed RC type oscillator.
- I    **IHRC\_RTC**: “STPHX=1” disables internal high speed RC type oscillator and external 32768Hz crystal.
- I    **RC, 4M, 12M, 32K**: “STPHX=1” disables external oscillator.

## 4.8 SYSTEM CLOCK MEASUREMENT

Under design period, the users can measure system clock speed by software instruction cycle (Fcpu). This way is useful in RC mode.

Ø    **Example: Fcpu instruction cycle of external oscillator.**

```

                B0BSET    P0M.0           ; Set P0.0 to be output mode for outputting Fcpu toggle signal.

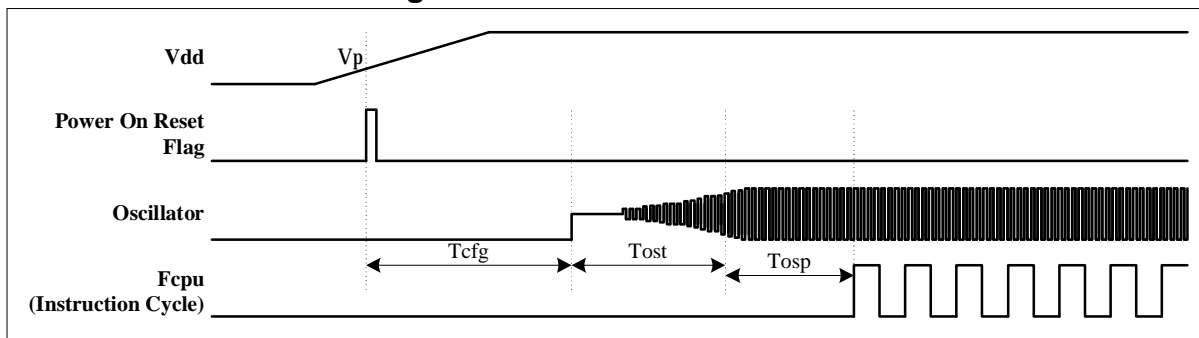
@@:
                B0BSET    P0.0           ; Output Fcpu toggle signal in low-speed clock mode.
                B0BCLR    P0.0           ; Measure the Fcpu frequency by oscilloscope.
                JMP       @B
  
```

-    **Note: Do not measure the RC frequency directly from XIN; the probe impedance will affect the RC frequency.**

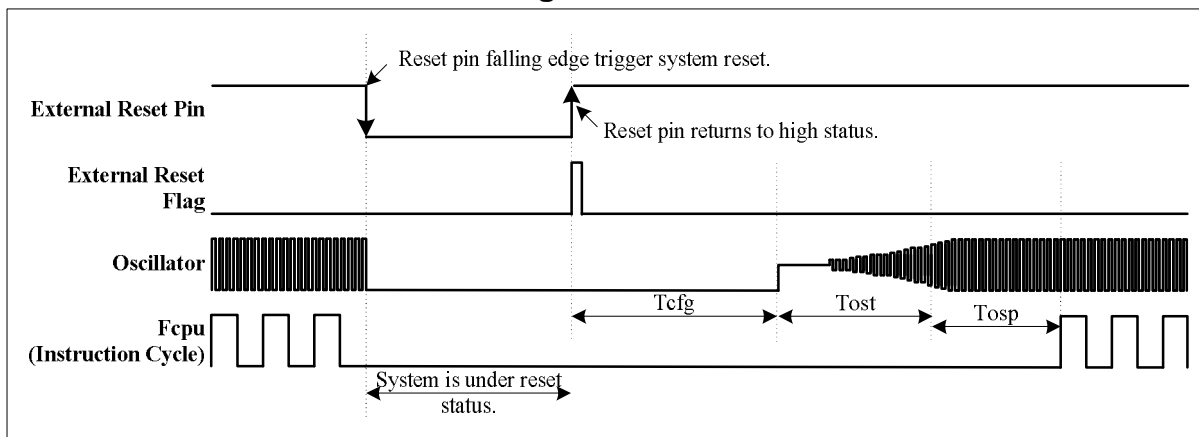
## 4.9 SYSTEM CLOCK TIMING

| Parameter                   | Symbol | Description   | Typical   |
|-----------------------------|--------|---|---|
| Hardware configuration time | Tcfg   | $2048 \cdot F_{ILRC}$   | 64ms @ $F_{ILRC} = 32\text{KHz}$<br>128ms @ $F_{ILRC} = 16\text{KHz}$   |
| Oscillator start up time    | Tost   | The start-up time is depended on oscillator's material, factory and architecture. Normally, the low-speed oscillator's start-up time is lower than high-speed oscillator. The RC type oscillator's start-up time is faster than crystal type oscillator.  | -   |
| Oscillator warm-up time     | Tosp   | Oscillator warm-up time of reset condition.<br>$2048 \cdot F_{hosc}$<br>(Power on reset, LVD reset, watchdog reset, external reset pin active.)   | 64ms @ $F_{hosc} = 32\text{KHz}$<br>512us @ $F_{hosc} = 4\text{MHz}$<br>128us @ $F_{hosc} = 16\text{MHz}$   |
|                             |        | Oscillator warm-up time of power down mode wake-up condition.<br>$2048 \cdot F_{hosc}$ .....Crystal/resonator type oscillator, e.g. 32768Hz crystal, 4MHz crystal, 16MHz crystal...<br>$32 \cdot F_{hosc}$ .....RC type oscillator, e.g. external RC type oscillator, internal high-speed RC type oscillator. | X'tal:<br>64ms @ $F_{hosc} = 32\text{KHz}$<br>512us @ $F_{hosc} = 4\text{MHz}$<br>128us @ $F_{hosc} = 16\text{MHz}$<br>RC:<br>8us @ $F_{hosc} = 4\text{MHz}$<br>2us @ $F_{hosc} = 16\text{MHz}$ |

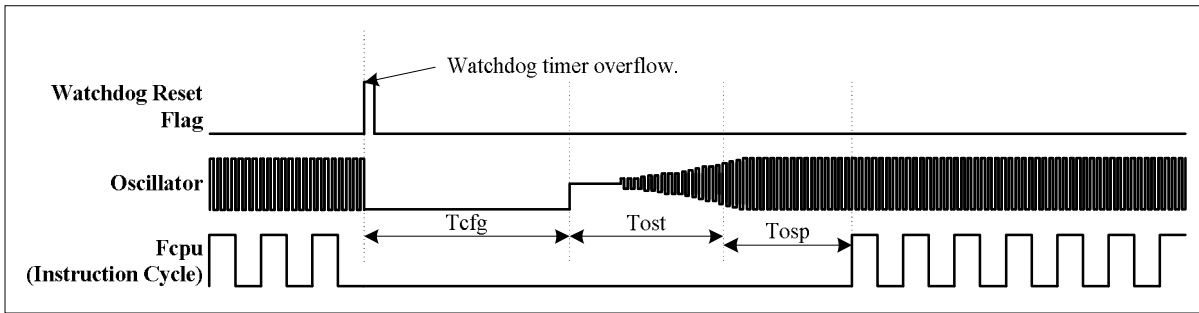
### I Power On Reset Timing



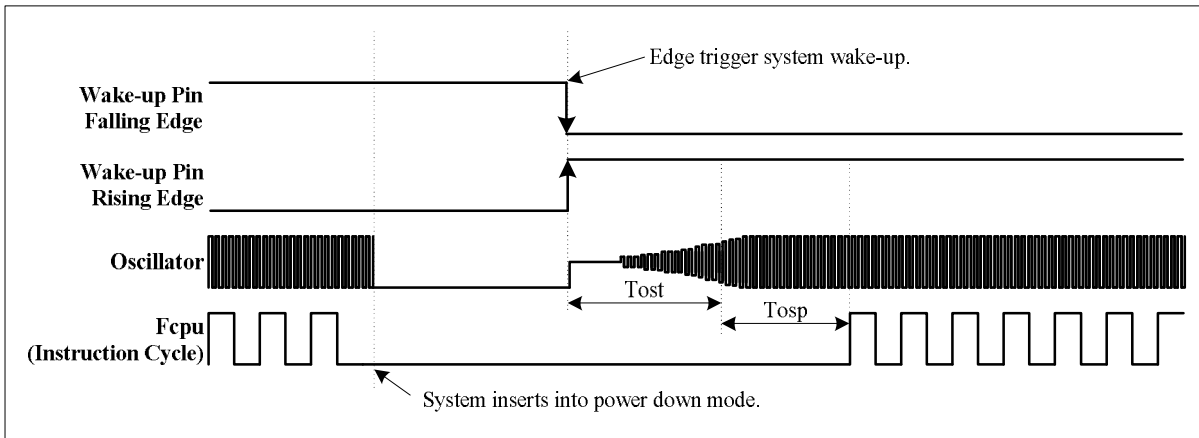
### I External Reset Pin Reset Timing



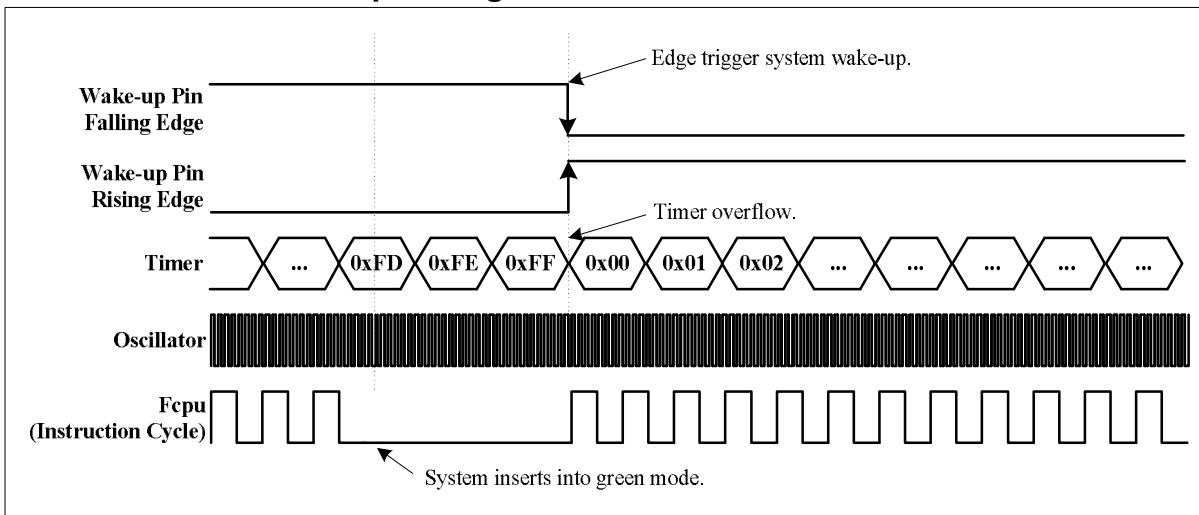
## I Watchdog Reset Timing



## I Power Down Mode Wake-up Timing

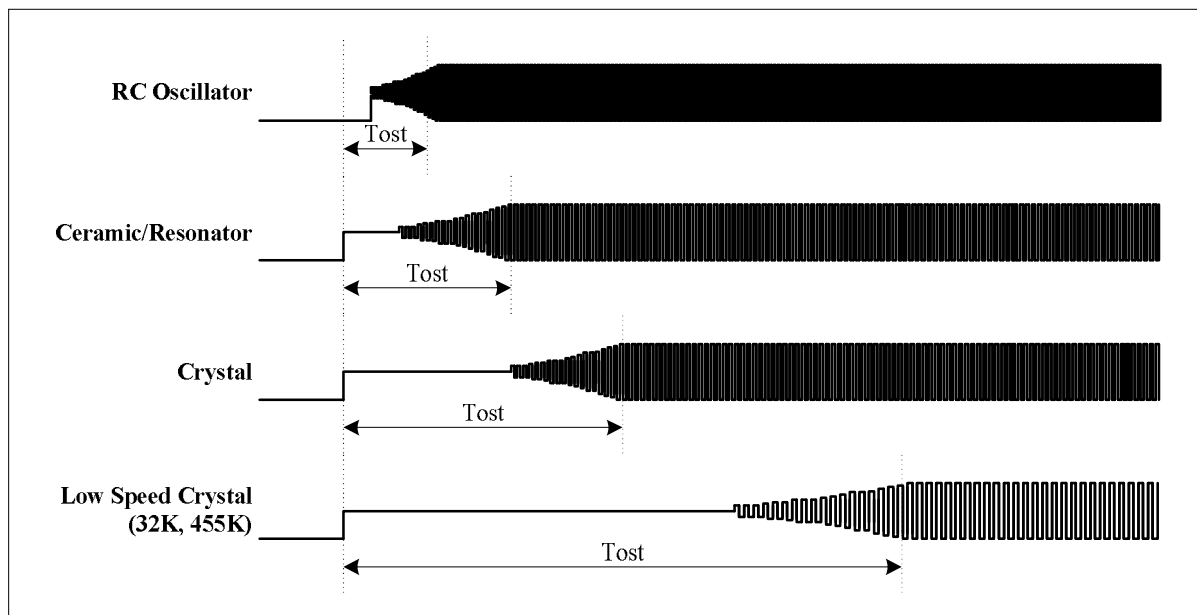


## I Green Mode Wake-up Timing



## I Oscillator Start-up Time

The start-up time is depended on oscillator's material, factory and architecture. Normally, the low-speed oscillator's start-up time is lower than high-speed oscillator. The RC type oscillator's start-up time is faster than crystal type oscillator.



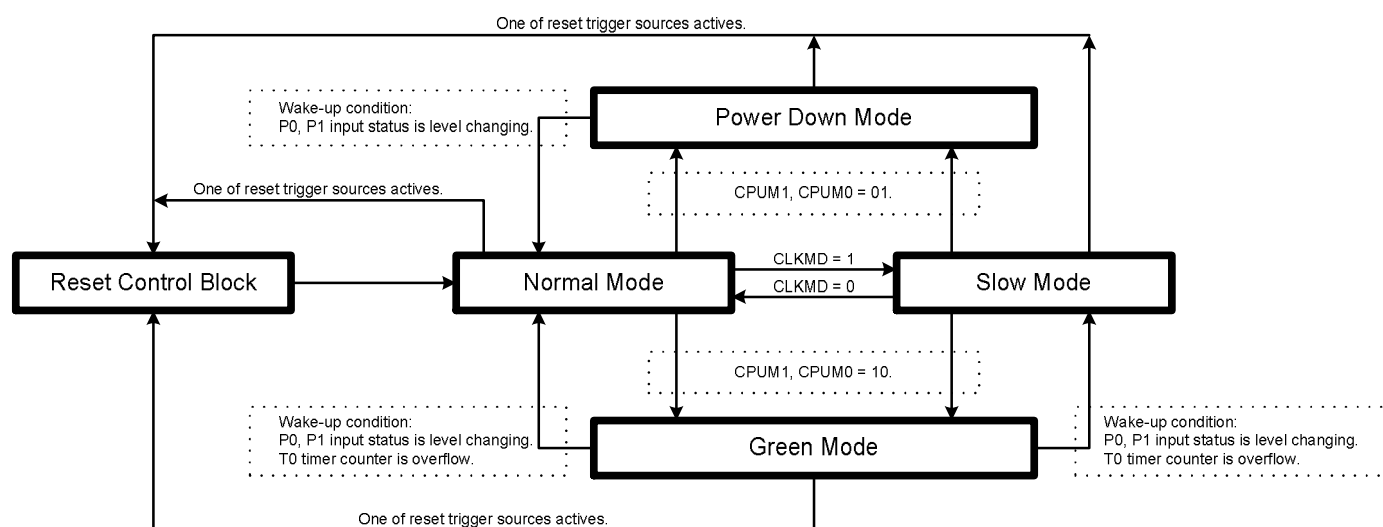
# 5 SYSTEM OPERATION MODE

## 5.1 OVERVIEW

The chip builds in four operating mode for difference clock rate and power saving reason. These modes control oscillators, op-code operation and analog peripheral devices' operation.

- I Normal mode: System high-speed operating mode.
- I Slow mode: System low-speed operating mode.
- I Power down mode: System power saving mode (Sleep mode).
- I Green mode: System ideal mode.

### Operating Mode Control Block



### Operating Mode Clock Control Table

| Operating Mode     | Normal Mode              | Slow Mode                | Green Mode                           | Power Down Mode          |
|--------------------|--------------------------|--------------------------|--------------------------------------|--------------------------|
| EHOSC              | Running                  | By STPHX                 | By STPHX                             | Stop                     |
| IHRC               | Running                  | By STPHX                 | By STPHX                             | Stop                     |
| ILRC               | Running                  | Running                  | Running                              | Stop                     |
| EHOSC with RTC     | Running                  | By STPHX                 | Running                              | Stop                     |
| IHRC with RTC      | Running                  | By STPHX                 | Stop                                 | Stop                     |
| ILRC with RTC      | Running                  | Running                  | Stop                                 | Stop                     |
| CPU instruction    | Executing                | Executing                | Stop                                 | Stop                     |
| T0 timer           | By T0ENB                 | By T0ENB                 | By T0ENB                             | Inactive                 |
| TC0 timer          | By TC0ENB                | By TC0ENB                | By TC0ENB<br>Only PWM/Buzzer active. | Inactive                 |
| Watchdog timer     | By Watch_Dog Code option | By Watch_Dog Code option | By Watch_Dog Code option             | By Watch_Dog Code option |
| Internal interrupt | All active               | All active               | T0                                   | All inactive             |
| External interrupt | All active               | All active               | All active                           | All inactive             |
| Wakeup source      | -                        | -                        | P0, P1, T0, Reset                    | P0, P1, Reset            |

- I **EHOSC**: External high-speed oscillator (XIN/XOUT).
- I **IHRC**: Internal high-speed oscillator RC type.
- I **ILRC**: Internal low-speed oscillator RC type.

## 5.2 NORMAL MODE

The Normal Mode is system high clock operating mode. The system clock source is from high speed oscillator. The program is executed. After power on and any reset trigger released, the system inserts into normal mode to execute program. When the system is wake-up from power down mode, the system also inserts into normal mode. In normal mode, the high speed oscillator actives, and the power consumption is largest of all operating modes.

- | The program is executed, and full functions are controllable.
- | The system rate is high speed.
- | The high speed oscillator and internal low speed RC type oscillator active.
- | Normal mode can be switched to other operating modes through OSCM register.
- | Power down mode is wake-up to normal mode.
- | Slow mode is switched to normal mode.
- | Green mode from normal mode is wake-up to normal mode.

## 5.3 SLOW MODE

The slow mode is system low clock operating mode. The system clock source is from internal low speed RC type oscillator. The slow mode is controlled by CLKMD bit of OSCM register. When CLKMD=0, the system is in normal mode. When CLKMD=1, the system inserts into slow mode. The high speed oscillator won't be disabled automatically after switching to slow mode, and must be disabled by SPTHX bit to reduce power consumption. In slow mode, the system rate is fixed  $F_{osc}/4$  ( $F_{osc}$  is internal low speed RC type oscillator frequency).

- | The program is executed, and full functions are controllable.
- | The system rate is low speed ( $F_{osc}/4$ ).
- | The internal low speed RC type oscillator actives, and the high speed oscillator is controlled by SPTHX=1. In slow mode, to stop high speed oscillator is strongly recommendation.
- | Slow mode can be switched to other operating modes through OSCM register.
- | Power down mode from slow mode is wake-up to normal mode.
- | Normal mode is switched to slow mode.
- | Green mode from slow mode is wake-up to slow mode.

## 5.4 POWER DOWN MODE

The power down mode is the system ideal status. No program execution and oscillator operation. Whole chip is under low power consumption status under 1uA. The power down mode is waked up by P0, P1 hardware level change trigger. P1 wake-up function is controlled by P1W register. Any operating modes into power down mode, the system is waked up to normal mode. Inserting power down mode is controlled by CPUM0 bit of OSCM register. When CPUM0=1, the system inserts into power down mode. After system wake-up from power down mode, the CPUM0 bit is disabled (zero status) automatically.

- | The program stops executing, and full functions are disabled.
- | All oscillators including external high speed oscillator, internal high speed oscillator and internal low speed oscillator stop.
- | The power consumption is under 1uA.
- | The system inserts into normal mode after wake-up from power down mode.
- | The power down mode wake-up source is P0 / P1 level change trigger.

– **Note:** If the system is in normal mode, to set SPTHX=1 to disable the high clock oscillator. The system is under no system clock condition. This condition makes the system stay as power down mode, and can be wake-up by P0, P1 level change trigger.



## 5.5 GREEN MODE

The green mode is another system ideal status not like power down mode. In power down mode, all functions and hardware devices are disabled. But in green mode, the system clock source keeps running, so the power consumption of green mode is larger than power down mode. In green mode, the program isn't executed, but the timer with wake-up function actives as enabled, and the timer clock source is the non-stop system clock. The green mode has 2 wake-up sources. One is the P0, P1 level change trigger wake-up. The other one is internal timer with wake-up function occurring overflow. That's mean users can setup one fix period to timer, and the system is waked up until the time out. Inserting green mode is controlled by CPUM1 bit of OSCM register. When CPUM1=1, the system inserts into green mode. After system wake-up from green mode, the CPUM1 bit is disabled (zero status) automatically.

- I The program stops executing, and full functions are disabled.
- I Only the timer with wake-up function actives.
- I The oscillator to be the system clock source keeps running, and the other oscillators operation is depend on system operation mode configuration.
- I If inserting green mode from normal mode, the system insets to normal mode after wake-up.
- I If inserting green mode from slow mode, the system insets to slow mode after wake-up.
- I The green mode wake-up sources are P0, P1 level change trigger and unique time overflow.
- I PWN and buzzer output functions active in green mode, but the timer can't wake-up the system as overflow.

- **Note: Sonix provides "GreenMode" macro to control green mode operation. It is necessary to use "GreenMode" macro to control system inserting green mode. The macro includes three instructions. Please take care the macro length as using BRANCH type instructions, e.g. bts0, bts1, b0bts0, b0bts1, ins, incms, decs, decms, cmprs, jmp, or the routine would be error.**

## 5.6 OPERATING MODE CONTROL MACRO

Sonix provides operating mode control macros to switch system operating mode easily.

| Macro              | Length | Description   |
|--------------------|--------|---|
| <b>SleepMode</b>   | 1-word | The system insets into Sleep Mode (Power Down Mode).  |
| <b>GreenMode</b>   | 3-word | The system inserts into Green Mode.   |
| <b>SlowMode</b>    | 2-word | The system inserts into Slow Mode and stops high speed oscillator.  |
| <b>Slow2Normal</b> | 5-word | The system returns to Normal Mode from Slow Mode. The macro includes operating mode switch, enable high speed oscillator, high speed oscillator warm-up delay time. |

Ø Example: Switch normal/slow mode to power down (sleep) mode.

**SleepMode** ; Declare "SleepMode" macro directly.

Ø Example: Switch normal mode to slow mode.

**SlowMode** ; Declare "SlowMode" macro directly.

Ø Example: Switch slow mode to normal mode (The external high-speed oscillator stops).

**Slow2Normal** ; Declare "Slow2Normal" macro directly.

Ø Example: Switch normal/slow mode to green mode.

**GreenMode** ; Declare "GreenMode" macro directly.

Ø Example: Switch normal/slow mode to green mode and enable T0 wake-up function.

; Set T0 timer wakeup function.

|        |        |   |
|--------|--------|---|
| B0BCLR | FT0IEN | ; To disable T0 interrupt service                             |
| B0BCLR | FT0ENB | ; To disable T0 timer   |
| MOV    | A,#20H | ;   |
| B0MOV  | T0M,A  | ; To set T0 clock = Fcpu / 64                                 |
| MOV    | A,#74H | ;   |
| B0MOV  | T0C,A  | ; To set T0C initial value = 74H (To set T0 interval = 10 ms) |
| B0BCLR | FT0IEN | ; To disable T0 interrupt service                             |
| B0BCLR | FT0IRQ | ; To clear T0 interrupt request                               |
| B0BSET | FT0ENB | ; To enable T0 timer  |

; Go into green mode

**GreenMode** ; Declare "GreenMode" macro directly.

Ø Example: Switch normal/slow mode to green mode and enable T0 wake-up function with RTC.

|        |        |                           |
|--------|--------|---------------------------|
| CLR    | T0C    | ; Clear T0 counter.       |
| B0BSET | FT0TB  | ; Enable T0 RTC function. |
| B0BSET | FT0ENB | ; To enable T0 timer.     |

; Go into green mode

**GreenMode** ; Declare "GreenMode" macro directly.

## 5.7 WAKEUP

### 5.7.1 OVERVIEW

Under power down mode (sleep mode) or green mode, program doesn't execute. The wakeup trigger can wake the system up to normal mode or slow mode. The wakeup trigger sources are external trigger (P0, P1 level change) and internal trigger (T0 timer overflow).

- I Power down mode is waked up to normal mode. The wakeup trigger is only external trigger (P0, P1 level change)
- I Green mode is waked up to last mode (normal mode or slow mode). The wakeup triggers are external trigger (P0, P1 level change) and internal trigger (T0 timer overflow).

### 5.7.2 WAKEUP TIME

When the system is in power down mode (sleep mode), the high clock oscillator stops. When waked up from power down mode, MCU waits for 2048 external high-speed oscillator clocks and 32 internal high-speed oscillator clocks as the wakeup time to stable the oscillator circuit. After the wakeup time, the system goes into the normal mode.

– **Note: Wakeup from green mode is no wakeup time because the clock doesn't stop in green mode.**

The value of the external high clock oscillator wakeup time is as the following.

$$\text{The Wakeup time} = 1/F_{\text{hosc}} * 2048 \text{ (sec)} + \text{high clock start-up time}$$

Example: In power down mode (sleep mode), the system is waked up. After the wakeup time, the system goes into normal mode. The wakeup time is as the following.

$$\begin{aligned} \text{The wakeup time} &= 1/F_{\text{hosc}} * 2048 = 0.512 \text{ ms} (F_{\text{hosc}} = 4\text{MHz}) \\ \text{The total wakeup time} &= 0.512 \text{ ms} + \text{oscillator start-up time} \end{aligned}$$

The value of the internal high clock oscillator RC type wakeup time is as the following.

$$\text{The Wakeup time} = 1/F_{\text{hosc}} * 32 \text{ (sec)} + \text{high clock start-up time}$$

Example: In power down mode (sleep mode), the system is waked up. After the wakeup time, the system goes into normal mode. The wakeup time is as the following.

$$\text{The wakeup time} = 1/F_{\text{hosc}} * 32 = 2 \text{ us} \quad (F_{\text{hosc}} = 16\text{MHz})$$

– **Note: The high clock start-up time is depended on the VDD and oscillator type of high clock.**

## 5.8 P1W WAKEUP CONTROL REGISTER

Under power down mode (sleep mode) and green mode, the I/O ports with wakeup function are able to wake the system up to normal mode. The wake-up trigger edge is level changing. When wake-up pin occurs rising edge or falling edge, the system is waked up by the trigger edge. The Port 0 and Port 1 have wakeup function. Port 0 wake-up function always enables, but the Port 1 is controlled by the P1W register.

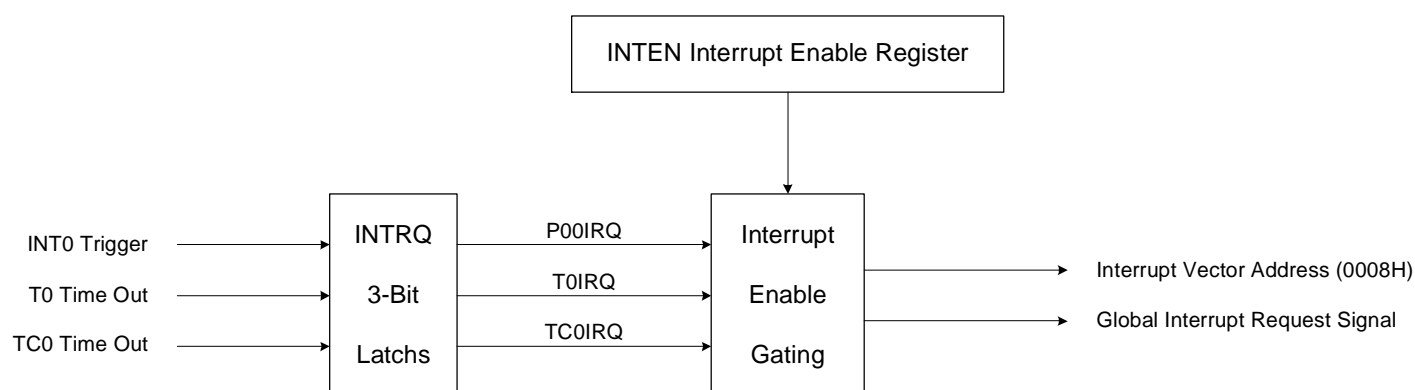
| 0C0H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P1W</b>  | -     | -     | -     | -     | P13W  | P12W  | P11W  | P10W  |
| Read/Write  | -     | -     | -     | -     | W     | W     | W     | W     |
| After reset | -     | -     | -     | -     | 0     | 0     | 0     | 0     |

Bit[3:0] **P10W~P13W**: Port 1 wakeup function control bits.  
 0 = Disable P1n wakeup function.  
 1 = Enable P1n wakeup function.

# 6 INTERRUPT

## 6.1 OVERVIEW

This MCU provides three interrupt sources, including two internal interrupt (T0/TC0) and one external interrupt (INT0). The external interrupt can wakeup the chip while the system is switched from power down mode to high-speed normal mode. Once interrupt service is executed, the GIE bit in STKP register will clear to “0” for stopping other interrupt request. On the contrast, when interrupt service exits, the GIE bit will set to “1” to accept the next interrupts’ request. All of the interrupt request signals are stored in INTRQ register.



– **Note:** The GIE bit must enable during all interrupt operation.

## 6.2 INTEN INTERRUPT ENABLE REGISTER

INTEN is the interrupt request control register including one internal interrupts, one external interrupts enable control bits. One of the register to be set “1” is to enable the interrupt request function. Once of the interrupt occur, the stack is incremented and program jump to ORG 8 to execute interrupt service routines. The program exits the interrupt service routine when the returning interrupt service routine instruction (RETI) is executed.

| 0C9H         | Bit 7 | Bit 6 | Bit 5  | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0  |
|--------------|-------|-------|--------|-------|-------|-------|-------|--------|
| <b>INTEN</b> | -     | -     | TC0IEN | T0IEN | -     | -     | -     | P00IEN |
| Read/Write   | -     | -     | R/W    | R/W   | -     | -     | -     | R/W    |
| After reset  | -     | -     | 0      | 0     | -     | -     | -     | 0      |

Bit 0 **P00IEN:** External P0.0 interrupt (INT0) control bit.  
0 = Disable INT0 interrupt function.  
1 = Enable INT0 interrupt function.

Bit 4 **T0IEN:** T0 timer interrupt control bit.  
0 = Disable T0 interrupt function.  
1 = Enable T0 interrupt function.

Bit 5 **TC0IEN:** TC0 timer interrupt control bit.  
0 = Disable TC0 interrupt function.  
1 = Enable TC0 interrupt function.

## 6.3 INTRQ INTERRUPT REQUEST REGISTER

INTRQ is the interrupt request flag register. The register includes all interrupt request indication flags. Each one of the interrupt requests occurs, the bit of the INTRQ register would be set "1". The INTRQ value needs to be clear by programming after detecting the flag. In the interrupt vector of program, users know the any interrupt requests occurring by the register and do the routine corresponding of the interrupt request.

| 0C8H         | Bit 7 | Bit 6 | Bit 5  | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0  |
|--------------|-------|-------|--------|-------|-------|-------|-------|--------|
| <b>INTRQ</b> | -     | -     | TC0IRQ | T0IRQ | -     | -     | -     | P00IRQ |
| Read/Write   | -     | -     | R/W    | R/W   | -     | -     | -     | R/W    |
| After reset  | -     | -     | 0      | 0     | -     | -     | -     | 0      |

Bit 0     **P00IRQ**: External P0.0 interrupt (INT0) request flag.  
0 = None INT0 interrupt request.  
1 = INT0 interrupt request.

Bit 4     **T0IRQ**: T0 timer interrupt request flag.  
0 = None T0 interrupt request.  
1 = T0 interrupt request.

Bit 5     **TC0IRQ**: TC0 timer interrupt request flag.  
0 = None TC0 interrupt request.  
1 = TC0 interrupt request.

## 6.4 GIE GLOBAL INTERRUPT OPERATION

GIE is the global interrupt control bit. All interrupts start work after the GIE = 1 It is necessary for interrupt service request. One of the interrupt requests occurs, and the program counter (PC) points to the interrupt vector (ORG 8) and the stack add 1 level.

| 0DFH        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1  | Bit 0  |
|-------------|-------|-------|-------|-------|-------|-------|--------|--------|
| <b>STKP</b> | GIE   | -     | -     | -     | -     | -     | STKPB1 | STKPB0 |
| Read/Write  | R/W   | -     | -     | -     | -     | -     | R/W    | R/W    |
| After reset | 0     | -     | -     | -     | -     | -     | 1      | 1      |

Bit 7     **GIE**: Global interrupt control bit.  
0 = Disable global interrupt.  
1 = Enable global interrupt.

**Example: Set global interrupt control bit (GIE).**

BOBSET     FGIE     ; Enable GIE

**Note: The GIE bit must enable during all interrupt operation.**

## 6.5 PUSH, POP ROUTINE

When any interrupt occurs, system will jump to ORG 8 and execute interrupt service routine. It is necessary to save ACC, PFLAG data. The chip includes "PUSH", "POP" for in/out interrupt service routine. The two instructions save and load **ACC**, **PFLAG** data into buffers and avoid main routine error after interrupt service routine finishing.

- **Note:** "PUSH", "POP" instructions save and load ACC/PFLAG without (NT0, NPD). PUSH/POP buffer is an unique buffer and only one level.

Ø **Example:** Store ACC and PAFLG data by PUSH, POP instructions when interrupt service routine executed.

```

                                ORG      0
                                JMP      START

                                ORG      8
                                JMP      INT_SERVICE

START:                          ORG      10H
                                ...

INT_SERVICE:                    PUSH                    ; Save ACC and PFLAG to buffers.
                                ...
                                ...
                                POP                      ; Load ACC and PFLAG from buffers.
                                RETI                      ; Exit interrupt service vector
                                ...
                                ENDP

```

## 6.6 EXTERNAL INTERRUPT OPERATION (INT0)

INT0 is external interrupt trigger source and builds in edge trigger configuration function. When the external edge trigger occurs, the external interrupt request flag will be set to "1" no matter the external interrupt control bit enabled or disable. When external interrupt control bit is enabled and external interrupt edge trigger is occurring, the program counter will jump to the interrupt vector (ORG 8) and execute interrupt service routine.

The external interrupt builds in wake-up latch function. That means when the system is triggered wake-up from power down mode, the wake-up source is external interrupt source (P0.0), and the trigger edge direction matches interrupt edge configuration, the trigger edge will be latched, and the system executes interrupt service routine first after wake-up.

| 0BFH         | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>PEDGE</b> | -     | -     | -     | P00G1 | P00G0 | -     | -     | -     |
| Read/Write   | -     | -     | -     | R/W   | R/W   | -     | -     | -     |
| After reset  | -     | -     | -     | 1     | 0     | -     | -     | -     |

Bit[4:3] **P00G[1:0]**: P0.0 interrupt trigger edge control bits.  
 00 = reserved.  
 01 = rising edge.  
 10 = falling edge.  
 11 = rising/falling bi-direction (Level change trigger).

### Ø Example: Setup INT0 interrupt request and bi-direction edge trigger.

```

MOV      A, #18H
B0MOV    PEDGE, A      ; Set INT0 interrupt trigger as bi-direction edge.

B0BSET   FP00IEN        ; Enable INT0 interrupt service
B0BCLR   FP00IRQ        ; Clear INT0 interrupt request flag
B0BSET   FGIE           ; Enable GIE
  
```

### Ø Example: INT0 interrupt service routine.

```

ORG      8              ; Interrupt vector
JMP      INT_SERVICE

INT_SERVICE:
...                ; Push routine to save ACC and PFLAG to buffers.

B0BTS1   FP00IRQ        ; Check P00IRQ
JMP      EXIT_INT      ; P00IRQ = 0, exit interrupt vector

B0BCLR   FP00IRQ        ; Reset P00IRQ
...                ; INT0 interrupt service routine

EXIT_INT:
...                ; Pop routine to load ACC and PFLAG from buffers.
RETI         ; Exit interrupt vector
  
```



## 6.7 T0 INTERRUPT OPERATION

When the T0C counter occurs overflow, the T0IRQ will be set to “1” however the T0IEN is enable or disable. If the T0IEN = 1, the trigger event will make the T0IRQ to be “1” and the system enter interrupt vector. If the T0IEN = 0, the trigger event will make the T0IRQ to be “1” but the system will not enter interrupt vector. Users need to care for the operation under multi-interrupt situation.

Ø **Example: T0 interrupt request setup. Fcpu = 16MHz / 16.**

|        |         |                                   |
|--------|---------|-----------------------------------|
| B0BCLR | FT0IEN  | ; Disable T0 interrupt service    |
| B0BCLR | FT0ENB  | ; Disable T0 timer                |
| MOV    | A, #20H | ;                                 |
| B0MOV  | T0M, A  | ; Set T0 clock = Fcpu / 64        |
| MOV    | A, #64H | ; Set T0C initial value = 64H     |
| B0MOV  | T0C, A  | ; Set T0 interval = 10 ms         |
|        |         |                                   |
| B0BSET | FT0IEN  | ; Enable T0 interrupt service     |
| B0BCLR | FT0IRQ  | ; Clear T0 interrupt request flag |
| B0BSET | FT0ENB  | ; Enable T0 timer                 |
|        |         |                                   |
| B0BSET | FGIE    | ; Enable GIE                      |

**Example: T0 interrupt service routine as no RTC function.**

|              |               |                 |   |
|--------------|---------------|-----------------|---|
|              | ORG           | 8               | ; Interrupt vector                                |
|              | JMP           | INT_SERVICE     |   |
| INT_SERVICE: |               |                 |   |
|              | ...           |                 | ; Push routine to save ACC and PFLAG to buffers.  |
|              | <b>B0BTS1</b> | <b>FT0IRQ</b>   | <b>; Check T0IRQ</b>                              |
|              | <b>JMP</b>    | <b>EXIT_INT</b> | <b>; T0IRQ = 0, exit interrupt vector</b>         |
|              | <b>B0BCLR</b> | <b>FT0IRQ</b>   | <b>; Reset T0IRQ</b>                              |
|              | <b>MOV</b>    | <b>A, #64H</b>  |   |
|              | <b>B0MOV</b>  | <b>T0C, A</b>   | <b>; Reset T0C.</b>                               |
|              | ...           |                 | <b>; T0 interrupt service routine</b>             |
|              | ...           |                 |   |
| EXIT_INT:    |               |                 |   |
|              | ...           |                 | ; Pop routine to load ACC and PFLAG from buffers. |
|              | RETI          |                 | ; Exit interrupt vector                           |

- **Note:**
1. In RTC mode, clear T0IRQ must be after 1/2 RTC clock source (32768Hz), or the RTC interval time is error. The delay is about 16us and use T0 interrupt service routine executing time to be the 16us delay time.
  2. In RTC mode, don't reset T0C in interrupt service routine.

Example: T0 interrupt service routine with RTC function.

```

                                ORG      8          ; Interrupt vector
                                JMP      INT_SERVICE
INT_SERVICE:
{
    ...                        ; Push routine to save ACC and PFLAG to buffers.
    > 16us { B0BTS1            FT0IRQ          ; Check T0IRQ
            JMP      EXIT_INT          ; T0IRQ = 0, exit interrupt vector
    ...
    ...                        ; T0 interrupt service routine
    ...                        ; The time must be longer than 16us.
            B0BCLR          FT0IRQ          ; Reset T0IRQ
EXIT_INT:
    ...
    ...                        ; Pop routine to load ACC and PFLAG from buffers.

                                RETI          ; Exit interrupt vector

```

## 6.8 TC0 INTERRUPT OPERATION

When the TC0C counter overflows, the TC0IRQ will be set to “1” no matter the TC0IEN is enable or disable. If the TC0IEN and the trigger event TC0IRQ is set to be “1”. As the result, the system will execute the interrupt vector. If the TC0IEN = 0, the trigger event TC0IRQ is still set to be “1”. Moreover, the system won’t execute interrupt vector even when the TC0IEN is set to be “1”. Users need to be cautious with the operation under multi-interrupt situation.

Ø **Example: TC0 interrupt request setup. Fcpu = 16MHz / 16.**

|        |         |                                    |
|--------|---------|------------------------------------|
| B0BCLR | FTC0IEN | ; Disable TC0 interrupt service    |
| B0BCLR | FTC0ENB | ; Disable TC0 timer                |
| MOV    | A, #20H | ;                                  |
| B0MOV  | TC0M, A | ; Set TC0 clock = Fcpu / 64        |
| MOV    | A, #64H | ; Set TC0C initial value = 64H     |
| B0MOV  | TC0C, A | ; Set TC0 interval = 10 ms         |
|        |         |                                    |
| B0BSET | FTC0IEN | ; Enable TC0 interrupt service     |
| B0BCLR | FTC0IRQ | ; Clear TC0 interrupt request flag |
| B0BSET | FTC0ENB | ; Enable TC0 timer                 |
|        |         |                                    |
| B0BSET | FGIE    | ; Enable GIE                       |

Ø **Example: TC0 interrupt service routine.**

|              |             |   |
|--------------|-------------|---|
| ORG          | 8           | ; Interrupt vector                                |
| JMP          | INT_SERVICE |   |
| INT_SERVICE: |             |   |
| ...          |             | ; Push routine to save ACC and PFLAG to buffers.  |
| B0BTS1       | FTC0IRQ     | ; Check TC0IRQ                                    |
| JMP          | EXIT_INT    | ; TC0IRQ = 0, exit interrupt vector               |
| B0BCLR       | FTC0IRQ     | ; Reset TC0IRQ                                    |
| MOV          | A, #64H     |   |
| B0MOV        | TC0C, A     | ; Reset TC0C.                                     |
| ...          |             | ; TC0 interrupt service routine                   |
| ...          |             |   |
| EXIT_INT:    |             |   |
| ...          |             | ; Pop routine to load ACC and PFLAG from buffers. |
| RETI         |             | ; Exit interrupt vector                           |

## 6.9 MULTI-INTERRUPT OPERATION

Under certain condition, the software designer uses more than one interrupt requests. Processing multi-interrupt request requires setting the priority of the interrupt requests. The IRQ flags of interrupts are controlled by the interrupt event. Nevertheless, the IRQ flag “1” doesn’t mean the system will execute the interrupt vector. In addition, which means the IRQ flags can be set “1” by the events without enable the interrupt. Once the event occurs, the IRQ will be logic “1”. The IRQ and its trigger event relationship is as the below table.

| <i>Interrupt Name</i> | <i>Trigger Event Description</i> |
|-----------------------|----------------------------------|
| P00IRQ                | P0.0 trigger controlled by PEDGE |
| T0IRQ                 | T0C overflow                     |
| TC0IRQ                | TC0C overflow                    |

For multi-interrupt conditions, two things need to be taking care of. One is to set the priority for these interrupt requests. Two is using IEN and IRQ flags to decide which interrupt to be executed. Users have to check interrupt control bit and interrupt request flag in interrupt routine.

### Ø Example: Check the interrupt request under multi-interrupt operation

```

                                ORG          8          ; Interrupt vector
                                JMP          INT_SERVICE
INT_SERVICE:

                                ...                ; Push routine to save ACC and PFLAG to buffers.

INTP00CHK:                    ; Check INT0 interrupt request
                                B0BTS1    FP00IEN    ; Check P00IEN
                                JMP        INTT0CHK    ; Jump check to next interrupt
                                B0BTS0    FP00IRQ    ; Check P00IRQ
                                JMP        INTP00      ; Jump to INT0 interrupt service routine
INTT0CHK:                    ; Check T0 interrupt request
                                B0BTS1    FT0IEN     ; Check T0IEN
                                JMP        INTTC0CHK   ; Jump check to next interrupt
                                B0BTS0    FT0IRQ     ; Check T0IRQ
                                JMP        INTT0      ; Jump to T0 interrupt service routine
INTTC0CHK:                    ; Check TC0 interrupt request
                                B0BTS1    FTC0IEN    ; Check TC0IEN
                                JMP        INT_EXIT    ; Jump to exit of IRQ
                                B0BTS0    FTC0IRQ    ; Check TC0IRQ
                                JMP        INTTC0      ; Jump to TC0 interrupt service routine
INT_EXIT:

                                ...                ; Pop routine to load ACC and PFLAG from buffers.

                                RETI                ; Exit interrupt vector

```

# 7 I/O PORT

## 7.1 OVERVIEW

The micro-controller builds in 12 pin I/O. Most of the I/O pins are mixed with analog pins and special function pins. The I/O shared pin list is as following.

| I/O Pin |      | Shared Pin |      | Shared Pin Control Condition                      |
|---------|------|------------|------|---|
| Name    | Type | Name       | Type |   |
| P0.0    | I/O  | INT0       | DC   | P00IEN=1  |
| P1.1    | I    | RST        | DC   | Reset_Pin code option = Reset                     |
|         |      | VPP        | HV   | OTP Programming                                   |
| P1.2    | I/O  | XOUT       | AC   | High_CLK code option = 32K, 4M, 12M, IHRC_RTC     |
| P1.3    | I/O  | XIN        | AC   | High_CLK code option = RC, 32K, 4M, 12M, IHRC_RTC |
| P5.4    | I/O  | PWM0       | DC   | TC0ENB=1, PWM0OUT=1                               |
|         |      | BZ0        | DC   | TC0ENB=1, TC0OUT=1, PWM0OUT=0                     |

\* DC: Digital Characteristic. AC: Analog Characteristic. HV: High Voltage Characteristic.

## 7.2 I/O PORT MODE

The port direction is programmed by PnM register. When the bit of PnM register is “0”, the pin is input mode. When the bit of PnM register is “1”, the pin is output mode.

| 0B8H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P0M</b>  | -     | -     | -     | -     | -     | -     | -     | P00M  |
| Read/Write  | -     | -     | -     | -     | -     | -     | -     | R/W   |
| After reset | -     | -     | -     | -     | -     | -     | -     | 0     |

| 0C1H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P1M</b>  | -     | -     | -     | -     | P13M  | P12M  | -     | P10M  |
| Read/Write  | -     | -     | -     | -     | R/W   | R/W   | -     | R/W   |
| After reset | -     | -     | -     | -     | 0     | 0     | -     | 0     |

| 0C2H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P2M</b>  | -     | -     | P25M  | P24M  | P23M  | P22M  | P21M  | P20M  |
| Read/Write  | -     | -     | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | -     | -     | 0     | 0     | 0     | 0     | 0     | 0     |

| 0C5H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P5M</b>  | -     | -     | -     | P54M  | -     | -     | -     | -     |
| Read/Write  | -     | -     | -     | R/W   | -     | -     | -     | -     |
| After reset | -     | -     | -     | 0     | -     | -     | -     | -     |

Bit[7:0] **PnM[7:0]**: Pn mode control bits. (n = 0~5).  
 0 = Pn is input mode.  
 1 = Pn is output mode.

- **Note:**
- Users can program them by bit control instructions (**B0BSET**, **B0BCLR**).
  - P1.1 input pin only, and the P1M.1 is undefined.

### Ø Example: I/O mode selecting

```

CLR      P0M      ; Set all ports to be input mode.
CLR      P2M
CLR      P5M

MOV      A, #0FFH ; Set all ports to be output mode.
B0MOV    P0M, A
B0MOV    P2M, A
B0MOV    P5M, A

B0BCLR   P2M.0    ; Set P2.0 to be input mode.

B0BSET   P2M.0    ; Set P2.0 to be output mode.
```

## 7.3 I/O PULL UP REGISTER

The I/O pins build in internal pull-up resistors and only support I/O input mode. The port internal pull-up resistor is programmed by PnUR register. When the bit of PnUR register is "0", the I/O pin's pull-up is disabled. When the bit of PnUR register is "1", the I/O pin's pull-up is enabled.

| 0E0H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P0UR</b> | -     | -     | -     | -     | -     | -     | -     | P00R  |
| Read/Write  | -     | -     | -     | -     | -     | -     | -     | W     |
| After reset | -     | -     | -     | -     | -     | -     | -     | 0     |

| 0E1H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P1UR</b> | -     | -     | -     | -     | P13R  | P12R  | -     | P10R  |
| Read/Write  | -     | -     | -     | -     | W     | W     | -     | W     |
| After reset | -     | -     | -     | -     | 0     | 0     | -     | 0     |

| 0E2H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P2UR</b> | -     | -     | P25R  | P24R  | P23R  | P22R  | P21R  | P20R  |
| Read/Write  | -     | -     | W     | W     | W     | W     | W     | W     |
| After reset | -     | -     | 0     | 0     | 0     | 0     | 0     | 0     |

| 0E5H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P5UR</b> | -     | -     | -     | P54R  | -     | -     | -     | -     |
| Read/Write  | -     | -     | -     | W     | -     | -     | -     | -     |
| After reset | -     | -     | -     | 0     | -     | -     | -     | -     |

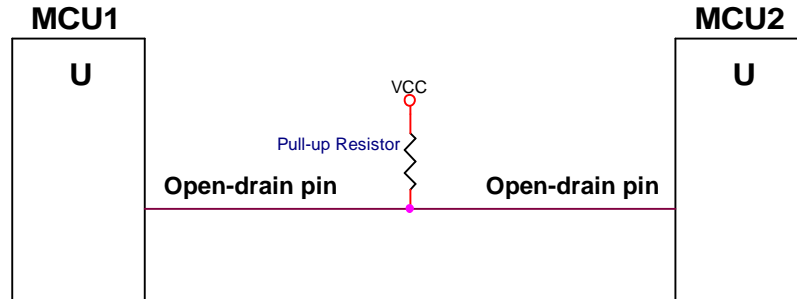
- **Note: P1.1 is input only pin and without pull-up resister. The P1UR.1 is undefined.**

### Ø Example: I/O Pull up Register

```
MOV      A, #0FFH      ; Enable Port0, 2, 5 Pull-up register,
B0MOV    P0UR, A        ;
B0MOV    P2UR, A
B0MOV    P5UR, A
```

## 7.4 I/O OPEN-DRAIN REGISTER

P1.0 is built-in open-drain function. P1.0 must be set as output mode when enable P1.0 open-drain function. Open-drain external circuit is as following.



The pull-up resistor is necessary. Open-drain output high is driven by pull-up resistor. Output low is sunken by MCU's pin.

| 0E9H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P10C</b> | -     | -     | -     | -     | -     | -     | -     | P10OC |
| Read/Write  | -     | -     | -     | -     | -     | -     | -     | W     |
| After reset | -     | -     | -     | -     | -     | -     | -     | 0     |

Bit 0     **P10OC**: P1.0 open-drain control bit  
 0 = Disable open-drain mode  
 1 = Enable open-drain mode

Ø     **Example: Enable P1.0 to open-drain mode and output high.**

```

B0BSET      P1.0           ; Set P1.0 buffer high.

B0BSET      P10M           ; Enable P1.0 output mode.
MOV         A, #01H        ; Enable P1.0 open-drain function.
B0MOV       P10C, A

```

-     **Note: P10C is write only register. Setting P10OC must be used "MOV" instructions.**

Ø     **Example: Disable P1.0 to open-drain mode and output low.**

```

MOV         A, #0           ; Disable P1.0 open-drain function.
B0MOV       P10C, A

```

-     **Note: After disable P1.0 open-drain function, P1.0 mode returns to last I/O mode.**



## 7.5 I/O PORT DATA REGISTER

| 0D0H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P0</b>   | -     | -     | -     | -     | -     | -     | -     | P00   |
| Read/Write  | -     | -     | -     | -     | -     | -     | -     | R/W   |
| After reset | -     | -     | -     | -     | -     | -     | -     | 0     |

| 0D1H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P1</b>   | -     | -     | -     | -     | P13   | P12   | P11   | P10   |
| Read/Write  | -     | -     | -     | -     | R/W   | R/W   | R     | R/W   |
| After reset | -     | -     | -     | -     | 0     | 0     | 0     | 0     |

| 0D2H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P2</b>   | -     | -     | P25   | P24   | P23   | P22   | P21   | P20   |
| Read/Write  | -     | -     | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | -     | -     | 0     | 0     | 0     | 0     | 0     | 0     |

| 0D5H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>P5</b>   | -     | -     | -     | P54   | -     | -     | -     | -     |
| Read/Write  | -     | -     | -     | R/W   | -     | -     | -     | -     |
| After reset | -     | -     | -     | 0     | -     | -     | -     | -     |

- **Note:** The P11 keeps "1" when external reset enable by code option.

Ø **Example: Read data from input port.**

```

B0MOV      A, P0           ; Read data from Port 0
B0MOV      A, P2           ; Read data from Port 2
B0MOV      A, P5           ; Read data from Port 5

```

Ø **Example: Write data to output port.**

```

MOV        A, #0FFH       ; Write data FFH to all Port.
B0MOV      P0, A
B0MOV      P2, A
B0MOV      P5, A

```

Ø **Example: Write one bit data to output port.**

```

B0BSET     P2.0            ; Set P2.0 and P1.3 to be "1".
B0BSET     P1.3

B0BCLR     P2.0            ; Set P2.0 and P1.3 to be "0".
B0BCLR     P1.3

```

# 8 TIMERS

## 8.1 WATCHDOG TIMER

The watchdog timer (WDT) is a binary up counter designed for monitoring program execution. If the program goes into the unknown status by noise interference, WDT overflow signal raises and resets MCU. Watchdog clock controlled by code option and the clock source is internal low-speed oscillator.

**Watchdog overflow time = 8192 / Internal Low-Speed oscillator (sec).**

| VDD | Internal Low RC Freq. | Watchdog Overflow Time |
|-----|-----------------------|------------------------|
| 3V  | 16KHz                 | 512ms                  |
| 5V  | 32KHz                 | 256ms                  |

The watchdog timer has three operating options controlled “WatchDog” code option.

- I **Disable:** Disable watchdog timer function.
- I **Enable:** Enable watchdog timer function. Watchdog timer actives in normal mode and slow mode. In power down mode and green mode, the watchdog timer stops.
- I **Always\_On:** Enable watchdog timer function. The watchdog timer actives and not stop in power down mode and green mode.

**In high noisy environment, the “Always\_On” option of watchdog operations is the strongly recommendation to make the system reset under error situations and re-start again.**

Watchdog clear is controlled by WDTR register. Moving **0x5A** data into WDTR is to reset watchdog timer.

| 0CCH        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>WDTR</b> | WDTR7 | WDTR6 | WDTR5 | WDTR4 | WDTR3 | WDTR2 | WDTR1 | WDTR0 |
| Read/Write  | W     | W     | W     | W     | W     | W     | W     | W     |
| After reset | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

Ø **Example: An operation of watchdog timer is as following. To clear the watchdog timer counter in the top of the main routine of the program.**

Main:

```

MOV      A, #5AH          ; Clear the watchdog timer.
B0MOV    WDTR, A

...
CALL     SUB1
CALL     SUB2

...
JMP      MAIN

```

Ø **Example: Clear watchdog timer by “@RST\_WDT” macro of Sonix IDE.**

Main:

```

@RST_WDT          ; Clear the watchdog timer.

...
CALL     SUB1
CALL     SUB2

...
JMP      MAIN

```

Watchdog timer application note is as following.

- I Before clearing watchdog timer, check I/O status and check RAM contents can improve system error.
- I Don't clear watchdog timer in interrupt vector and interrupt service routine. That can improve main routine fail.
- I Clearing watchdog timer program is only at one part of the program. This way is the best structure to enhance the watchdog timer function.

Ø **Example: An operation of watchdog timer is as following. To clear the watchdog timer counter in the top of the main routine of the program.**

Main:

...

; Check I/O.

...

; Check RAM

Err: JMP \$

; I/O or RAM error. Program jump here and don't

; clear watchdog. Wait watchdog timer overflow to reset IC.

Correct:

; I/O and RAM are correct. Clear watchdog timer and

; execute program.

; **Clear the watchdog timer.**

**MOV           A, #5AH**  
**B0MOV       WDTR, A**

...

CALL       SUB1

CALL       SUB2

...

...

...

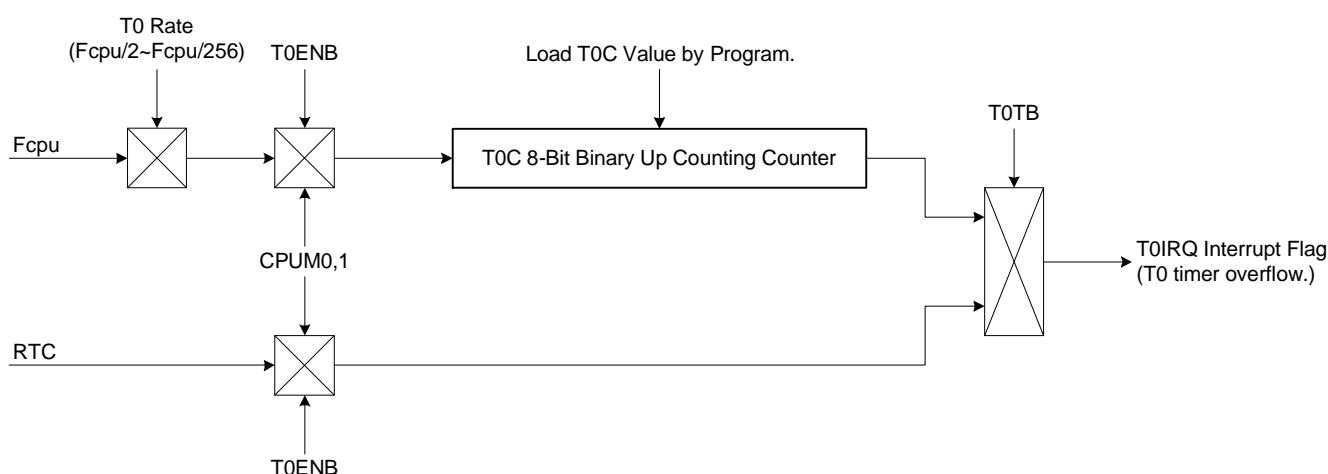
JMP        MAIN

## 8.2 TIMER 0 (T0)

### 8.2.1 OVERVIEW

The T0 timer is an 8-bit binary up timer with basic timer function. The basic timer function supports flag indicator (T0IRQ bit) and interrupt operation (interrupt vector). The interval time is programmable through T0M, T0C registers and supports RTC function. The T0 builds in green mode wake-up function. When T0 timer overflow occurs under green mode, the system will be waked-up to last operating mode.

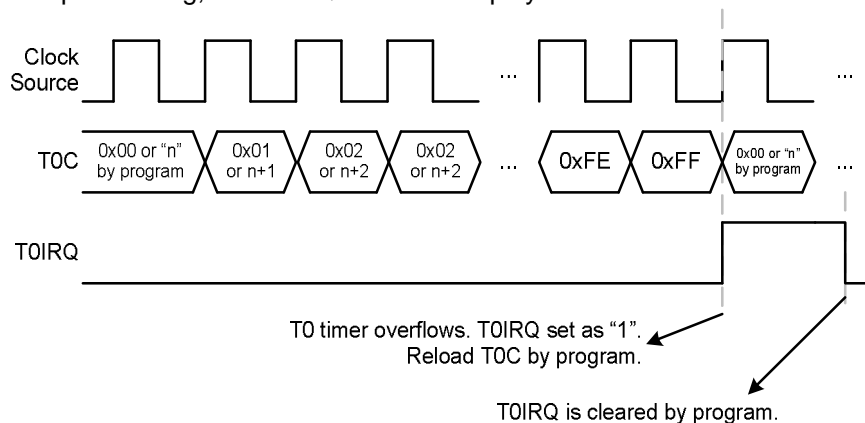
- F 8-bit programmable up counting timer:** Generate time-out at specific time intervals based on the selected clock frequency.
- F Interrupt function:** T0 timer function supports interrupt function. When T0 timer occurs overflow, the T0IRQ activates and the system points program counter to interrupt vector to do interrupt sequence.
- F RTC function:** T0 supports RTC function and the clock source is from external low speed 32K oscillator when T0TB=1. **RTC function is only available in High\_Clk code option = "IHRC\_RTC".**
- F Green mode function:** T0 timer keeps running in green mode and wakes up system when T0 timer overflows.



- Note:**
1. In RTC mode, clear T0IRQ must be after 1/2 RTC clock source (32768Hz), or the RTC interval time is error. The delay is about 16us and use T0 interrupt service routine executing time to be the 16us delay time.
  2. In RTC mode, don't reset T0C in interrupt service routine.

## 8.2.2 T0 Timer Operation

T0 timer is controlled by T0ENB bit. When T0ENB=0, T0 timer stops. When T0ENB=1, T0 timer starts to count. T0C increases "1" by timer clock source. When T0 overflow event occurs, T0IRQ flag is set as "1" to indicate overflow and cleared by program. The overflow condition is T0C count from full scale (0xFF) to zero scale (0x00). T0 doesn't build in double buffer, so load T0C by program when T0 timer overflows to fix the correct interval time. If T0 timer interrupt function is enabled (T0IEN=1), the system will execute interrupt procedure. The interrupt procedure is system program counter points to interrupt vector (ORG 8) and executes interrupt service routine after T0 overflow occurrence. Clear T0IRQ by program is necessary in interrupt procedure. T0 timer can work in normal mode, slow mode and green mode. In green mode, T0 keeps counting, set T0IRQ and wakes up system when T0 timer overflows.



T0 clock source is Fcpu (instruction cycle) through T0rate[2:0] pre-scaler to decide  $F_{cpu}/2 \sim F_{cpu}/256$ . T0 length is 8-bit (256 steps), and the one count period is each cycle of input clock.

| T0rate[2:0] | T0 Clock   | T0 Interval Time             |           |                             |           |               |           |
|-------------|------------|------------------------------|-----------|-----------------------------|-----------|---------------|-----------|
|             |            | Fhosc=16MHz,<br>Fcpu=Fhosc/4 |           | Fhosc=4MHz,<br>Fcpu=Fhosc/4 |           | IHRC_RTC mode |           |
|             |            | max. (ms)                    | Unit (us) | max. (ms)                   | Unit (us) | max. (sec)    | Unit (ms) |
| 000b        | Fcpu/256   | 16.384                       | 64        | 65.536                      | 256       | -             | -         |
| 001b        | Fcpu/128   | 8.192                        | 32        | 32.768                      | 128       | -             | -         |
| 010b        | Fcpu/64    | 4.096                        | 16        | 16.384                      | 64        | -             | -         |
| 011b        | Fcpu/32    | 2.048                        | 8         | 8.192                       | 32        | -             | -         |
| 100b        | Fcpu/16    | 1.024                        | 4         | 4.096                       | 16        | -             | -         |
| 101b        | Fcpu/8     | 0.512                        | 2         | 2.048                       | 8         | -             | -         |
| 110b        | Fcpu/4     | 0.256                        | 1         | 1.024                       | 4         | -             | -         |
| 111b        | Fcpu/2     | 0.128                        | 0.5       | 0.512                       | 2         | -             | -         |
| -           | 32768Hz/64 | -                            | -         | -                           | -         | 0.5           | 1.953     |

## 8.2.3 T0M MODE REGISTER

T0M is T0 timer mode control register to configure T0 operating mode including T0 pre-scaler, clock source... These configurations must be setup completely before enabling T0 timer.

| 0D8H        | Bit 7 | Bit 6   | Bit 5   | Bit 4   | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|---------|---------|---------|-------|-------|-------|-------|
| <b>T0M</b>  | T0ENB | T0rate2 | T0rate1 | T0rate0 | -     | -     | -     | T0TB  |
| Read/Write  | R/W   | R/W     | R/W     | R/W     | -     | -     | -     | R/W   |
| After reset | 0     | 0       | 0       | 0       | -     | -     | -     | 0     |

Bit 0 **T0TB**: RTC clock source control bit.  
0 = Disable RTC (T0 clock source from Fcpu).  
1 = Enable RTC.

Bit [6:4] **T0RATE[2:0]**: T0 timer clock source select bits.  
000 = Fcpu/256, 001 = Fcpu/128, 010 = Fcpu/64, 011 = Fcpu/32, 100 = Fcpu/16, 101 = Fcpu/8, 110 = Fcpu/4, 111 = Fcpu/2.

Bit 7 **T0ENB**: T0 counter control bit.  
0 = Disable T0 timer.  
1 = Enable T0 timer.

- **Note: T0RATE is not available in RTC mode. The T0 interval time is fixed at 0.5 sec.**

## 8.2.4 T0C COUNTING REGISTER

T0C is T0 8-bit counter. When T0C overflow occurs, the T0IRQ flag is set as "1" and cleared by program. The T0C decides T0 interval time through below equation to calculate a correct value. It is necessary to write the correct value to T0C register, and then enable T0 timer to make sure the first cycle correct. After one T0 overflow occurs, the T0C register is loaded a correct value by program.

| 0D9H        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>T0C</b>  | T0C7  | T0C6  | T0C5  | T0C4  | T0C3  | T0C2  | T0C1  | T0C0  |
| Read/Write  | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

The equation of T0C initial value is as following.

$$T0C \text{ initial value} = 256 - (T0 \text{ interrupt interval time} * T0 \text{ clock rate})$$

Ø **Example: To calculation T0C to obtain 10ms T0 interval time. T0 clock source is Fcpu = 4MHz/4 = 1MHz. Select T0RATE=001 (Fcpu/128).**

T0 interval time = 10ms. T0 clock rate = 4MHz/4/128

$$\begin{aligned}
 T0C \text{ initial value} &= 256 - (T0 \text{ interval time} * \text{input clock}) \\
 &= 256 - (10\text{ms} * 4\text{MHz} / 4 / 128) \\
 &= 256 - (10^{-2} * 4 * 10^6 / 4 / 128) \\
 &= B2H
 \end{aligned}$$

- **Note: In RTC mode, T0C is 256 counts and generates T0 0.5 sec interval time. Don't change T0C value in RTC mode.**

## 8.2.5 T0 TIMER OPERATION EXPLAME

### I T0 TIMER CONFIGURATION:

#### ; Reset T0 timer.

```
MOV      A, #0x00      ; Clear T0M register.
B0MOV    T0M, A
```

#### ; Set T0 clock source and T0 rate.

```
MOV      A, #0nnn0000b
B0MOV    T0M, A
```

#### ; Set T0C register for T0 Interval time.

```
MOV      A, #value
B0MOV    T0C, A
```

#### ; Clear T0IRQ

```
B0BCLR    FT0IRQ
```

#### ; Enable T0 timer and interrupt function.

```
B0BSET    FT0IEN      ; Enable T0 interrupt function.
B0BSET    FT0ENB      ; Enable T0 timer.
```

### I T0 works in RTC mode:

#### ; Reset T0 timer.

```
MOV      A, #0x00      ; Clear T0M register.
B0MOV    T0M, A
```

#### ; Set T0 RTC function.

```
B0BSET    FT0TB
```

#### ; Clear T0C.

```
CLR      T0C
```

#### ; Clear T0IRQ

```
B0BCLR    FT0IRQ
```

#### ; Enable T0 timer and interrupt function.

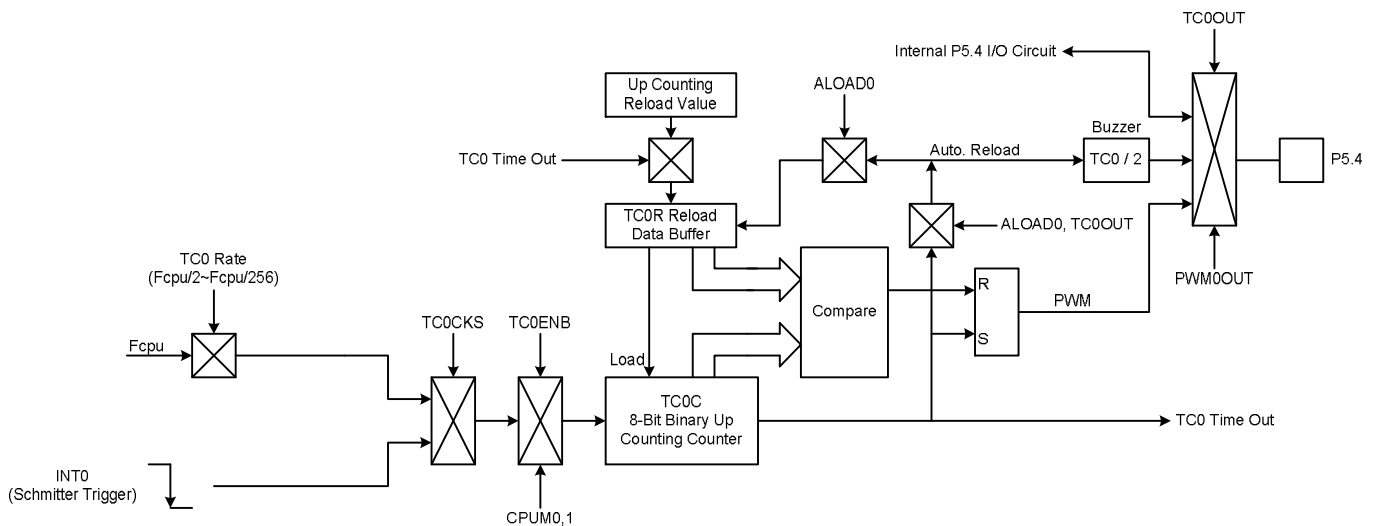
```
B0BSET    FT0IEN      ; Enable T0 interrupt function.
B0BSET    FT0ENB      ; Enable T0 timer.
```

## 8.3 TC0 8-BIT TIMER/COUNTER

### 8.3.1 OVERVIEW

The TC0 timer is an 8-bit binary up timer with basic timer, event counter, buzzer and PWM functions. The basic timer function supports flag indicator (TC0IRQ bit) and interrupt operation (interrupt vector). The interval time is programmable through TC0M, TC0C, TC0R registers. The event counter is changing TC0 clock source from system clock (Fcpu) to external clock like signal (e.g. continuous pulse, R/C type oscillating signal...). TC0 becomes a counter to count external clock number to implement measure application. TC0 also builds in buzzer and PWM functions. The cycle/resolution of buzzer and PWM are controlled by TC0 timer clock rate and TC0R registers, so the buzzer and PWM with good flexibility to implement IR carry signal, motor control and brightness adjuster...The main purposes of the TC0 timer are as following.

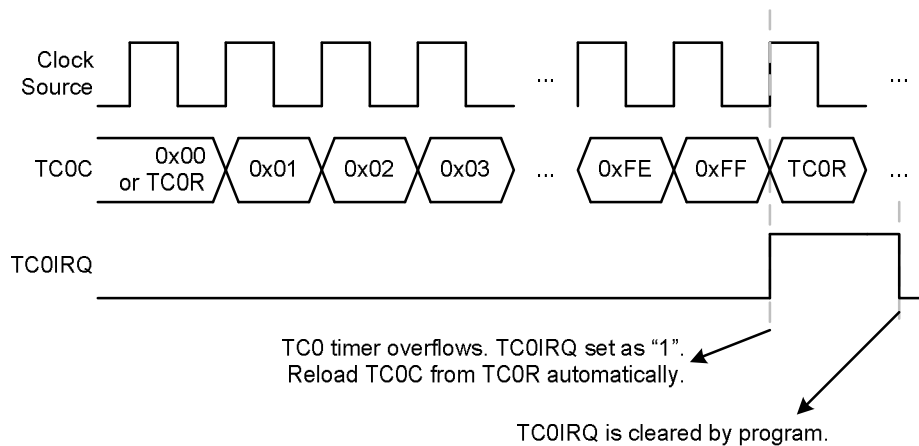
- F 8-bit programmable up counting timer:** Generate time-out at specific time intervals based on the selected clock frequency.
- F Interrupt function:** TC0 timer function supports interrupt function. When TC0 timer occurs overflow, the TC0IRQ activates and the system points program counter to interrupt vector to do interrupt sequence.
- F Event Counter:** The event counter function counts the external clock counts.
- F PWM output:** The PWM is duty/cycle programmable controlled by T0rate and TC0R registers.
- F Buzzer output:** The Buzzer output signal is 1/2 cycle of TC0 interval time.
- F Green mode function:** All TC0 functions (timer, PWM, Buzzer, event counter, auto-reload) keep running in green mode and no wake-up function.





### 8.3.2 TC0 TIMER OPERATION

TC0 timer is controlled by TC0ENB bit. When TC0ENB=0, TC0 timer stops. When TC0ENB=1, TC0 timer starts to count. Before enabling TC0 timer, setup TC0 timer's configurations to select timer function modes, e.g. basic timer, interrupt function...TC0C increases "1" by timer clock source. When TC0 overflow event occurs, TC0IRQ flag is set as "1" to indicate overflow and cleared by program. The overflow condition is TC0C count from full scale (0xFF) to zero scale (0x00). In difference function modes, TC0C value relates to operation. If TC0C value changing effects operation, the transition of operations would make timer function error. So TC0 builds in double buffer to avoid these situations happen. The double buffer concept is to flash TC0C during TC0 counting, to set the new value to TC0R (reload buffer), and the new value will be loaded from TC0R to TC0C after TC0 overflow occurrence automatically. In the next cycle, the TC0 timer runs under new conditions, and no any transitions occur. The auto-reload function is controlled by ALOAD0 bit in timer/counter mode, and enabled automatically in PWM mode as TC0 enables. If TC0 timer interrupt function is enabled (TC0IEN=1), the system will execute interrupt procedure. The interrupt procedure is system program counter points to interrupt vector (ORG 8) and executes interrupt service routine after TC0 overflow occurrence. Clear TC0IRQ by program is necessary in interrupt procedure. TC0 timer can works in normal mode, slow mode and green mode. But in green mode, TC0 keep counting, set TC0IRQ and outputs PWM, but can't wake-up system.



TC0 provides different clock sources to implement different applications and configurations. TC0 clock source includes Fcpu (instruction cycle) and external input pin (P0.0) controlled by TC0CKS bits. TC0CKS bit selects the clock source is from Fcpu or external input pin. If TC0CKS=0, TC0 clock source is Fcpu through TC0rate[2:0] pre-scaler to decide Fcpu/2~Fcpu/256. If TC0CKS=1, TC0 clock source is external input pin that means to enable event counter function. TC0rate[2:0] pre-scaler is unless when TC0CKS=1 condition. TC0 length is 8-bit (256 steps) when PWM disabled, and the one count period is each cycle of input clock.

| TC0rate[2:0] | TC0 Clock | TC0 Interval Time            |           |                             |           |
|--------------|-----------|------------------------------|-----------|-----------------------------|-----------|
|              |           | Fhosc=16MHz,<br>Fcpu=Fhosc/4 |           | Fhosc=4MHz,<br>Fcpu=Fhosc/4 |           |
|              |           | max. (ms)                    | Unit (us) | max. (ms)                   | Unit (us) |
| 000b         | Fcpu/256  | 16.384                       | 64        | 65.536                      | 256       |
| 001b         | Fcpu/128  | 8.192                        | 32        | 32.768                      | 128       |
| 010b         | Fcpu/64   | 4.096                        | 16        | 16.384                      | 64        |
| 011b         | Fcpu/32   | 2.048                        | 8         | 8.192                       | 32        |
| 100b         | Fcpu/16   | 1.024                        | 4         | 4.096                       | 16        |
| 101b         | Fcpu/8    | 0.512                        | 2         | 2.048                       | 8         |
| 110b         | Fcpu/4    | 0.256                        | 1         | 1.024                       | 4         |
| 111b         | Fcpu/2    | 0.128                        | 0.5       | 0.512                       | 2         |

### 8.3.3 TC0M MODE REGISTER

TC0M is TC0 timer mode control register to configure TC0 operating mode including TC0 pre-scaler, clock source, PWM function...These configurations must be setup completely before enabling TC0 timer.

| 0DAH        | Bit 7  | Bit 6    | Bit 5    | Bit 4    | Bit 3  | Bit 2  | Bit 1  | Bit 0   |
|-------------|--------|----------|----------|----------|--------|--------|--------|---------|
| <b>TC0M</b> | TC0ENB | TC0rate2 | TC0rate1 | TC0rate0 | TC0CKS | ALOAD0 | TC0OUT | PWM0OUT |
| Read/Write  | R/W    | R/W      | R/W      | R/W      | R/W    | R/W    | R/W    | R/W     |
| After reset | 0      | 0        | 0        | 0        | 0      | 0      | 0      | 0       |

- Bit 0     **PWM0OUT**: PWM output control bit.  
0 = Disable PWM output function, and P5.4 is GPIO mode.  
1 = Enable PWM output function, and P5.4 outputs PWM signal. PWM duty controlled by TC0OUT, ALOAD0 bits.
- Bit 1     **TC0OUT**: TC0 time out toggle signal output control bit. **Only valid when PWM0OUT = 0.**  
0 = Disable, P5.4 is I/O function.  
1 = Enable, P5.4 is output TC0OUT signal.
- Bit 2     **ALOAD0**: Auto-reload control bit. **Only valid when PWM0OUT = 0.**  
0 = Disable TC0 auto-reload function.  
1 = Enable TC0 auto-reload function.
- Bit 3     **TC0CKS**: TC0 clock source select bit.  
0 = Internal clock (Fcpu).  
1 = External input pin (P0.0/INT0) and enable event counter function. **TC0rate[2:0] bits are useless.**
- Bit [6:4] **TC0RATE[2:0]**: TC0 internal clock select bits.  
000 = Fcpu/256, 001 = Fcpu/128, 010 = Fcpu/64, 011 = Fcpu/32, 100 = Fcpu/16, 101 = Fcpu/8, 110 = Fcpu/4, 111 = Fcpu/2.
- Bit 7     **TC0ENB**: TC0 counter control bit.  
0 = Disable TC0 timer.  
1 = Enable TC0 timer.

- **Note: When TC0CKS=1, TC0 became an external event counter and TC0RATE is useless. No more P0.0 interrupt request will be raised. (P0.0IRQ will be always 0).**

### 8.3.4 TC0C COUNTING REGISTER

TC0C is TC0 8-bit counter. When TC0C overflow occurs, the TC0IRQ flag is set as “1” and cleared by program. The TC0C decides TC0 interval time through below equation to calculate a correct value. It is necessary to write the correct value to TC0C register and TC0R register first time, and then enable TC0 timer to make sure the first cycle correct. After one TC0 overflow occurs, the TC0C register is loaded a correct value from TC0R register automatically, not program.

| 0DBH        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>TC0C</b> | TC0C7 | TC0C6 | TC0C5 | TC0C4 | TC0C3 | TC0C2 | TC0C1 | TC0C0 |
| Read/Write  | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   | R/W   |
| After reset | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

The equation of TC0C initial value is as following.

$$TC0C \text{ initial value} = N - (TC0 \text{ interrupt interval time} * TC0 \text{ clock rate})$$

N is TC0 overflow boundary number. TC0 timer overflow time has five types (TC0 timer, TC0 event counter, TC0 Fcpu clock source, PWM mode and no PWM mode). These parameters decide TC0 overflow time and valid value as follow table.

| TC0CKS | PWM0 | ALOAD0 | TC0OUT | N   | TC0C valid value | TC0C value binary type | Remark                 |
|--------|------|--------|--------|-----|------------------|------------------------|------------------------|
| 0      | 0    | x      | x      | 256 | 0x00~0xFF        | 00000000b~11111111b    | Overflow per 256 count |
|        | 1    | 0      | 0      | 256 | 0x00~0xFF        | 00000000b~11111111b    | Overflow per 256 count |
|        | 1    | 0      | 1      | 64  | 0x00~0x3F        | xx000000b~xx111111b    | Overflow per 64 count  |
|        | 1    | 1      | 0      | 32  | 0x00~0x1F        | xxx00000b~xxx11111b    | Overflow per 32 count  |
|        | 1    | 1      | 1      | 16  | 0x00~0x0F        | xxxx0000b~xxxx1111b    | Overflow per 16 count  |
| 1      | -    | -      | -      | 256 | 0x00~0xFF        | 00000000b~11111111b    | Overflow per 256 count |

### 8.3.5 TC0R AUTO-RELOAD REGISTER

TC0 timer builds in auto-reload function, and TC0R register stores reload data. When TC0C overflow occurs, TC0C register is loaded data from TC0R register automatically. Under TC0 timer counting status, to modify TC0 interval time is to modify TC0R register, not TC0C register. New TC0C data of TC0 interval time will be updated after TC0 timer overflow occurrence, TC0R loads new value to TC0C register. But at the first time to setup TC0M, TC0C and TC0R must be set the same value before enabling TC0 timer. TC0 is double buffer design. If new TC0R value is set by program, the new value is stored in 1<sup>st</sup> buffer. Until TC0 overflow occurs, the new value moves to real TC0R buffer. This way can avoid any transitional condition to effect the correctness of TC0 interval time and PWM output signal.

| 0CDH        | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------------|-------|-------|-------|-------|-------|-------|-------|-------|
| <b>TC0R</b> | TC0R7 | TC0R6 | TC0R5 | TC0R4 | TC0R3 | TC0R2 | TC0R1 | TC0R0 |
| Read/Write  | W     | W     | W     | W     | W     | W     | W     | W     |
| After reset | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

The equation of TC0R initial value is as following.

$$\text{TC0R initial value} = 256 - (\text{TC0 interrupt interval time} * \text{TC0 clock rate})$$

N is TC0 overflow boundary number. TC0 timer overflow time has five types (TC0 timer, TC0 event counter, TC0 Fcpu clock source, PWM mode and no PWM mode). These parameters decide TC0 overflow time and valid value as follow table.

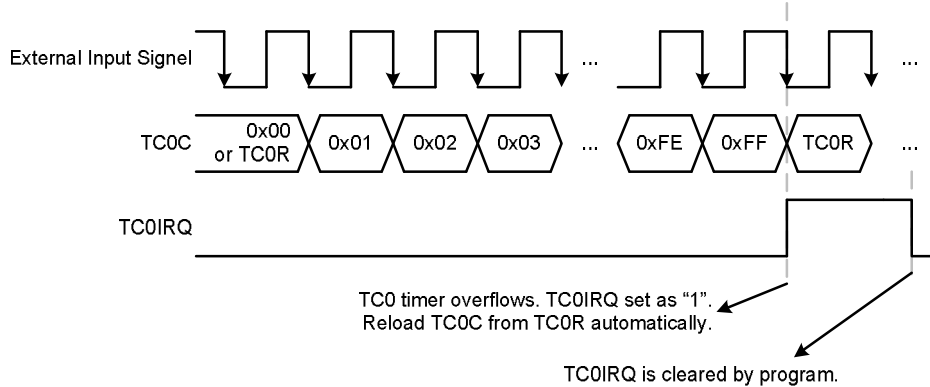
| TC0CKS | PWM0 | ALOAD0 | TC0OUT | N   | TC0R valid value | TC0R value binary type |
|--------|------|--------|--------|-----|------------------|------------------------|
| 0      | 0    | x      | x      | 256 | 0x00~0xFF        | 00000000b~11111111b    |
|        | 1    | 0      | 0      | 256 | 0x00~0xFF        | 00000000b~11111111b    |
|        | 1    | 0      | 1      | 64  | 0x00~0x3F        | xx000000b~xx111111b    |
|        | 1    | 1      | 0      | 32  | 0x00~0x1F        | xxx00000b~xxx11111b    |
|        | 1    | 1      | 1      | 16  | 0x00~0x0F        | xxxx0000b~xxxx1111b    |
| 1      | -    | -      | -      | 256 | 0x00~0xFF        | 00000000b~11111111b    |

Ø **Example: To calculation TC0C and TC0R value to obtain 10ms TC0 interval time. TC0 clock source is Fcpu = 4MHz/4 = 1MHz. Select TC0RATE=001 (Fcpu/128).**  
TC0 interval time = 10ms. TC0 clock rate = 4MHz/4/128

$$\begin{aligned}
 \text{TC0C/TC0R initial value} &= 256 - (\text{TC0 interval time} * \text{input clock}) \\
 &= 256 - (10\text{ms} * 4\text{MHz} / 4 / 128) \\
 &= 256 - (10^{-2} * 4 * 10^6 / 4 / 128) \\
 &= B2H
 \end{aligned}$$

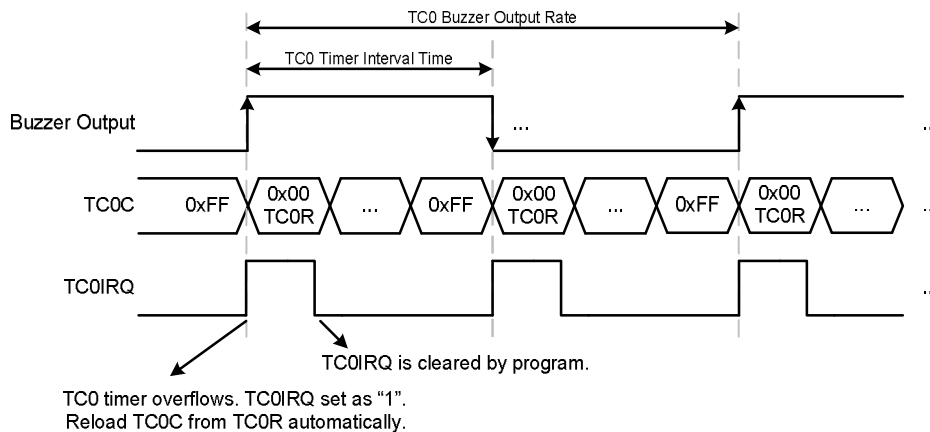
### 8.3.6 TC0 EVENT COUNTER

TC0 event counter is set the TC0 clock source from external input pin (P0.0). When TC0CKS1=1, TC0 clock source is switch to external input pin (P0.0). TC0 event counter trigger direction is falling edge. When one falling edge occurs, TC0C will up one count. When TC0C counts from 0xFF to 0x00, TC0 triggers overflow event. The external event counter input pin's wake-up function of GPIO mode is disabled when TC0 event counter function enabled to avoid event counter signal trigger system wake-up and not keep in power saving mode. The external event counter input pin's external interrupt function is also disabled when TC0 event counter function enabled, and the P00IRQ bit keeps "0" status. The event counter usually is used to measure external continuous signal rate, e.g. continuous pulse, R/C type oscillating signal...These signal phase don't synchronize with MCU's main clock. Use TC0 event to measure it and calculate the signal rate in program for different applications.

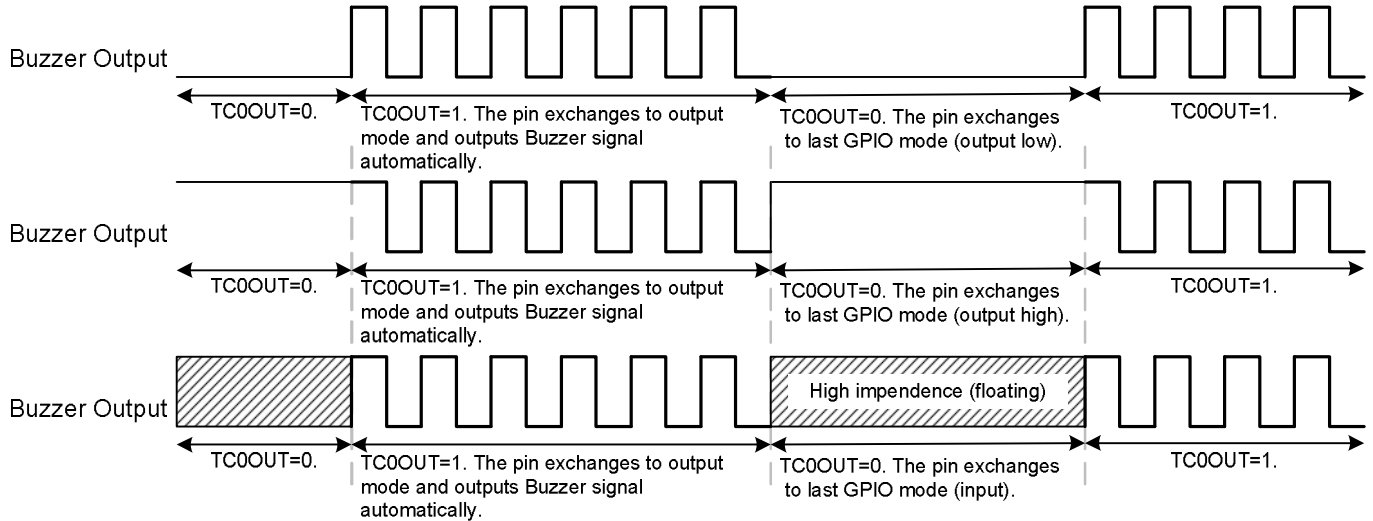


### 8.3.7 TC0 BUZZER OUTPUT

The buzzer output is a simple 1/2 duty signal output function. The buzzer signal is generated from TC0 timer. When TC0 timer overflows, the buzzer output exchanges status, and generates a square waveform. The frequency of buzzer output is 1/2 of TC0 interval time. The TC0 clock has many combinations and easily to make difference frequency. The buzzer output waveform is as following.



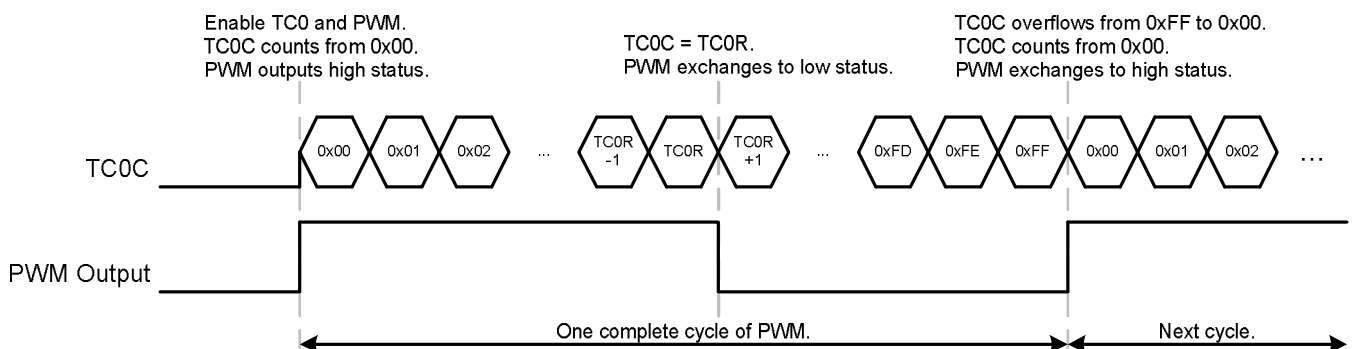
When buzzer outputs, TC0IRQ still activates as TC0 overflows, and TC0 interrupt function activates as TC0IEN = 1. But strongly recommend be careful to use buzzer and TC0 timer together, and make sure both functions work well. The buzzer output pin is shared with GPIO and switch to output buzzer signal as TC0OUT=1 automatically. If TC0OUT bit is cleared to disable buzzer signal, the output pin exchanges to last GPIO mode automatically. It easily to implement carry signal on/off operation, not to control TC0ENB bit.



**Note:** Because the TC0OUT decides the PWM cycle in PWM mode. The PWM0OUT bit must be "0" when buzzer output function works.

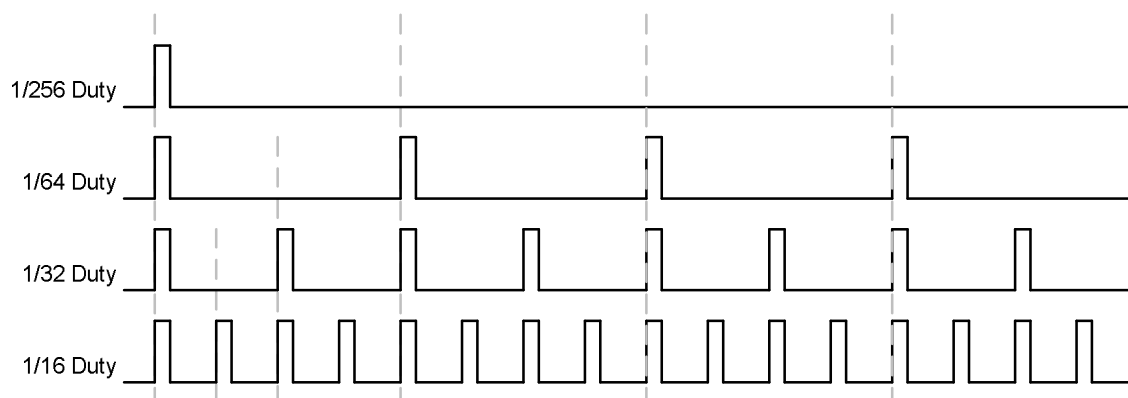
### 8.3.8 PULSE WIDTH MODULATION (PWM)

The PWM is duty/cycle programmable design to offer various PWM signals. When TC0 timer enables and PWM0OUT bit sets as "1" (enable PWM output), the PWM output pin (P5.4) outputs PWM signal. One cycle of PWM signal is high pulse first, and then low pulse outputs. TC0rate[2:0] bits control the cycle of PWM, ALOAD0 and TC0OUT bits decides the resolution of PWM, and TC0R decides the duty (high pulse width length) of PWM. TC0C initial value is zero when TC0 timer enables and TC0 timer overflows. When TC0C count is equal to TC0R, the PWM high pulse finishes and exchanges to low level. When TC0 overflows (TC0C counts from 0xFF to 0x00), one complete PWM cycle finishes. The PWM exchanges to high level for next cycle. The PWM is auto-reload design to load TC0R when TC0 overflows and the end of PWM's cycle, to keeps PWM continuity. If modify the PWM duty by program as PWM outputting, the new duty occurs at next cycle when TC0R loaded from the reload buffer.

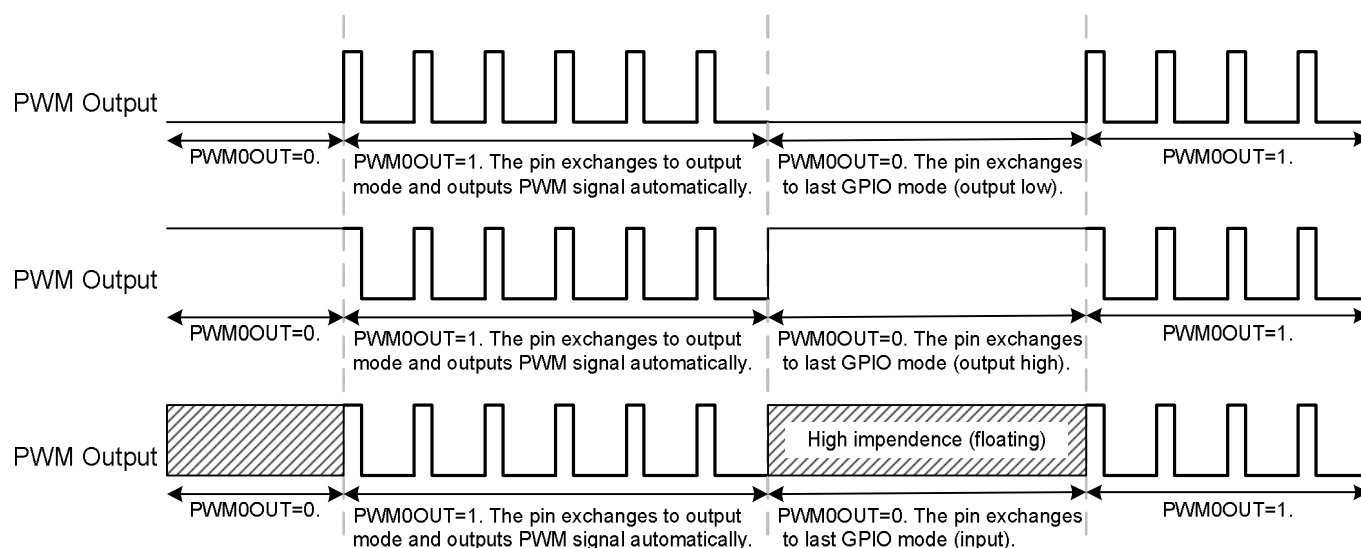


The resolution of PWM includes 1/256, 1/64, 1/32, 1/16 controlled by ALOAD0 and TC0OUT bits to implement high speed PWM signal. ALOAD0, TC0OUT = 00, the PWM resolution is 1/256. ALOAD0, TC0OUT = 01, the PWM resolution is 1/64. ALOAD0, TC0OUT = 10, the PWM resolution is 1/32. ALOAD0, TC0OUT = 11, the PWM resolution is 1/16. If modify the PWM resolution, the TC0R PWM duty control range must be modified to meet resolution. When PWM outputs, TC0IRQ still actives as TC0 overflows, and TC0 interrupt function actives as TC0IEN = 1. But strongly recommend be careful to use PWM and TC0 timer together, and make sure both functions work well.

| ALOAD0 | TC0OUT | PWM Resolution | TC0R valid value | TC0R value binary type |
|--------|--------|----------------|------------------|------------------------|
| 0      | 0      | 256            | 0x00~0xFF        | 00000000b~11111111b    |
| 0      | 1      | 64             | 0x00~0x3F        | xx000000b~xx111111b    |
| 1      | 0      | 32             | 0x00~0x1F        | xxx00000b~xxx11111b    |
| 1      | 1      | 16             | 0x00~0x0F        | xxxx0000b~xxxx1111b    |



The PWM output pin is shared with GPIO and switch to output PWM signal as PWM0OUT=1 automatically. If PWM0OUT bit is cleared to disable PWM, the output pin exchanges to last GPIO mode automatically. It easily to implement carry signal on/off operation, not to control TC0ENB bit.



## 8.3.9 TC0 TIMER OPERATION EXPLAME

### I TC0 TIMER CONFIGURATION:

#### ; Reset TC0 timer.

```
MOV      A, #0x00      ; Clear TC0M register.
B0MOV    TC0M, A
```

#### ; Set TC0 rate and auto-reload function.

```
MOV      A, #0nnn0000b ; TC0rate[2:0] bits.
B0MOV    TC0M, A
B0BSET   FALOAD0
```

#### ; Set TC0C and TC0R register for TC0 Interval time.

```
MOV      A, #value      ; TC0C must be equal to TC0R.
B0MOV    TC0C, A
B0MOV    TC0R, A
```

#### ; Clear TC0IRQ

```
B0BCLR    FTC0IRQ
```

#### ; Enable TC0 timer and interrupt function.

```
B0BSET    FTC0IEN      ; Enable TC0 interrupt function.
B0BSET    FTC0ENB      ; Enable TC0 timer.
```

### I TC0 EVENT COUNTER CONFIGURATION:

#### ; Reset TC0 timer.

```
MOV      A, #0x00      ; Clear TC0M register.
B0MOV    TC0M, A
```

#### ; Set TC0 auto-reload function.

```
B0BSET    FALOAD0
```

#### ; Enable TC0 event counter.

```
B0BSET    FTC0CKS      ; Set TC0 clock source from external input pin (P0.0).
```

#### ; Set TC0C and TC0R register for TC0 Interval time.

```
MOV      A, #value      ; TC0C must be equal to TC0R.
B0MOV    TC0C, A
B0MOV    TC0R, A
```

#### ; Clear TC0IRQ

```
B0BCLR    FTC0IRQ
```

#### ; Enable TC0 timer and interrupt function.

```
B0BSET    FTC0IEN      ; Enable TC0 interrupt function.
B0BSET    FTC0ENB      ; Enable TC0 timer.
```



## I TC0 BUZZER OUTPUT CONFIGURATION:

```

; Reset TC0 timer.
MOV      A, #0x00      ; Clear TC0M register.
B0MOV    TC0M, A

; Set TC0 rate and auto-reload function.
MOV      A, #0nnn0000b ; TC0rate[2:0] bits.
B0MOV    TC0M, A
B0BSET   FALOAD0

; Set TC0C and TC0R register for TC0 Interval time.
MOV      A, #value     ; TC0C must be equal to TC0R.
B0MOV    TC0C, A
B0MOV    TC0R, A

; Enable TC0 timer and buzzer output function.
B0BSET   FTC0ENB       ; Enable TC0 timer.
B0BSET   FTC0OUT       ; Enable TC0 buzzer output function.

```

## I TC0 PWM CONFIGURATION:

```

; Reset TC0 timer.
MOV      A, #0x00      ; Clear TC0M register.
B0MOV    TC0M, A

; Set TC0 rate for PWM cycle.
MOV      A, #0nnn0000b ; TC0rate[2:0] bits.
B0MOV    TC0M, A

; Set PWM resolution.
MOV      A, #00000nn0b ; ALOAD0 and TC0OUT bits.
OR       TC0M, A

; Set TC0R register for PWM duty.
MOV      A, #value
B0MOV    TC0R, A

; Clear TC0C as initial value.
CLR      TC0C

; Enable PWM and TC0 timer.
B0BSET   FTC0ENB       ; Enable TC0 timer.
B0BSET   FPWM0OUT      ; Enable PWM.

```

# 9 INSTRUCTION TABLE

| Field  | Mnemonic   | Description  | C | DC | Z | Cycle |
|--------|------------|--|---|----|---|-------|
| MOV    | MOV A,M    | $A \leftarrow M$   | - | -  | ✓ | 1     |
|        | MOV M,A    | $M \leftarrow A$   | - | -  | - | 1     |
|        | B0MOV A,M  | $A \leftarrow M$ (bank 0)  | - | -  | ✓ | 1     |
|        | B0MOV M,A  | $M$ (bank 0) $\leftarrow A$  | - | -  | - | 1     |
|        | MOV A,I    | $A \leftarrow I$   | - | -  | - | 1     |
|        | B0MOV M,I  | $M \leftarrow I$ , "M" only supports 0x80~0x87 registers (e.g. PFLAG,R,Y,Z...), "I" can't be E6h, E7h. | - | -  | - | 1     |
|        | XCH A,M    | $A \leftrightarrow M$  | - | -  | - | 1+N   |
|        | B0XCH A,M  | $A \leftrightarrow M$ (bank 0), "M" can't be 0x80~0xFF registers.                                      | - | -  | - | 1+N   |
|        | MOVC       | $R, A \leftarrow ROM[Y,Z]$   | - | -  | - | 2     |
| ARITH  | ADC A,M    | $A \leftarrow A + M + C$ , if occur carry, then C=1, else C=0  | ✓ | ✓  | ✓ | 1     |
|        | ADC M,A    | $M \leftarrow A + M + C$ , if occur carry, then C=1, else C=0  | ✓ | ✓  | ✓ | 1+N   |
|        | ADD A,M    | $A \leftarrow A + M$ , if occur carry, then C=1, else C=0  | ✓ | ✓  | ✓ | 1     |
|        | ADD M,A    | $M \leftarrow A + M$ , if occur carry, then C=1, else C=0  | ✓ | ✓  | ✓ | 1+N   |
|        | B0ADD M,A  | $M$ (bank 0) $\leftarrow M$ (bank 0) + A, if occur carry, then C=1, else C=0                           | ✓ | ✓  | ✓ | 1+N   |
|        | ADD A,I    | $A \leftarrow A + I$ , if occur carry, then C=1, else C=0  | ✓ | ✓  | ✓ | 1     |
|        | SBC A,M    | $A \leftarrow A - M - /C$ , if occur borrow, then C=0, else C=1  | ✓ | ✓  | ✓ | 1     |
|        | SBC M,A    | $M \leftarrow A - M - /C$ , if occur borrow, then C=0, else C=1  | ✓ | ✓  | ✓ | 1+N   |
|        | SUB A,M    | $A \leftarrow A - M$ , if occur borrow, then C=0, else C=1   | ✓ | ✓  | ✓ | 1     |
|        | SUB M,A    | $M \leftarrow A - M$ , if occur borrow, then C=0, else C=1   | ✓ | ✓  | ✓ | 1+N   |
|        | SUB A,I    | $A \leftarrow A - I$ , if occur borrow, then C=0, else C=1   | ✓ | ✓  | ✓ | 1     |
| LOGIC  | AND A,M    | $A \leftarrow A$ and M   | - | -  | ✓ | 1     |
|        | AND M,A    | $M \leftarrow A$ and M   | - | -  | ✓ | 1+N   |
|        | AND A,I    | $A \leftarrow A$ and I   | - | -  | ✓ | 1     |
|        | OR A,M     | $A \leftarrow A$ or M  | - | -  | ✓ | 1     |
|        | OR M,A     | $M \leftarrow A$ or M  | - | -  | ✓ | 1+N   |
|        | OR A,I     | $A \leftarrow A$ or I  | - | -  | ✓ | 1     |
|        | XOR A,M    | $A \leftarrow A$ xor M   | - | -  | ✓ | 1     |
|        | XOR M,A    | $M \leftarrow A$ xor M   | - | -  | ✓ | 1+N   |
|        | XOR A,I    | $A \leftarrow A$ xor I   | - | -  | ✓ | 1     |
| PUSH   | SWAP M     | $A(b3-b0, b7-b4) \leftarrow M(b7-b4, b3-b0)$   | - | -  | - | 1     |
|        | SWAPM M    | $M(b3-b0, b7-b4) \leftarrow M(b7-b4, b3-b0)$   | - | -  | - | 1+N   |
|        | RRC M      | $A \leftarrow RRC M$   | ✓ | -  | - | 1     |
|        | RRCM M     | $M \leftarrow RRC M$   | ✓ | -  | - | 1+N   |
|        | RLC M      | $A \leftarrow RLC M$   | ✓ | -  | - | 1     |
|        | RLCM M     | $M \leftarrow RLC M$   | ✓ | -  | - | 1+N   |
|        | CLR M      | $M \leftarrow 0$   | - | -  | - | 1     |
|        | BCLR M.b   | $M.b \leftarrow 0$   | - | -  | - | 1+N   |
|        | BSET M.b   | $M.b \leftarrow 1$   | - | -  | - | 1+N   |
|        | B0BCLR M.b | $M(bank\ 0).b \leftarrow 0$  | - | -  | - | 1+N   |
|        | B0BSET M.b | $M(bank\ 0).b \leftarrow 1$  | - | -  | - | 1+N   |
| BRANCH | CMPS A,I   | $ZF, C \leftarrow A - I$ , If A = I, then skip next instruction  | ✓ | -  | ✓ | 1 + S |
|        | CMPS A,M   | $ZF, C \leftarrow A - M$ , If A = M, then skip next instruction  | ✓ | -  | ✓ | 1 + S |
|        | INCS M     | $A \leftarrow M + 1$ , If A = 0, then skip next instruction  | - | -  | - | 1+S   |
|        | INCMS M    | $M \leftarrow M + 1$ , If M = 0, then skip next instruction  | - | -  | - | 1+N+S |
|        | DECS M     | $A \leftarrow M - 1$ , If A = 0, then skip next instruction  | - | -  | - | 1+S   |
|        | DECMS M    | $M \leftarrow M - 1$ , If M = 0, then skip next instruction  | - | -  | - | 1+N+S |
|        | BTS0 M.b   | If M.b = 0, then skip next instruction   | - | -  | - | 1 + S |
|        | BTS1 M.b   | If M.b = 1, then skip next instruction   | - | -  | - | 1 + S |
|        | B0BTS0 M.b | If M(bank 0).b = 0, then skip next instruction   | - | -  | - | 1 + S |
|        | B0BTS1 M.b | If M(bank 0).b = 1, then skip next instruction   | - | -  | - | 1 + S |
|        | JMP d      | $PC15/14 \leftarrow RomPages1/0, PC13-PC0 \leftarrow d$  | - | -  | - | 2     |
|        | CALL d     | $Stack \leftarrow PC15-PC0, PC15/14 \leftarrow RomPages1/0, PC13-PC0 \leftarrow d$                     | - | -  | - | 2     |
| MISC   | RET        | $PC \leftarrow Stack$  | - | -  | - | 2     |
|        | NOP        | No operation   | - | -  | - | 2     |
|        |            |  | - | -  | - | 1     |

Note: 1. "M" is system register or RAM. If "M" is system registers then "N" = 0, otherwise "N" = 1.

2. If branch condition is true then "S = 1", otherwise "S = 0".

3. "I" of "B0MOV M,I" doesn't support "E6h" and "E7h".

4. "M" of "B0XCH" doesn't support 0x80~0xFF system registers.

# 10 ELECTRICAL CHARACTERISTIC

## 10.1 ABSOLUTE MAXIMUM RATING

|   |                         |
|---|-------------------------|
| Supply voltage (Vdd).....                   | - 0.3V ~ 6.0V           |
| Input in voltage (Vin).....                 | Vss - 0.2V ~ Vdd + 0.2V |
| Operating ambient temperature (Topr)        |                         |
| SN8P2501BP, SN8P2501BS, SN8P2501BX .....    | 0°C ~ + 70°C            |
| SN8P2501B1P, SN8P2501B1S, SN8P2501B1X ..... | 0°C ~ + 70°C            |
| SN8P2501BPD, SN8P2501BSD, SN8P2501BXD ..... | -40°C ~ + 85°C          |
| Storage ambient temperature (Tstor) .....   | -40°C ~ + 125°C         |

## 10.2 ELECTRICAL CHARACTERISTIC

### I DC CHARACTERISTIC

(All of voltages refer to Vss, Vdd = 5.0V, Fosc = 4MHz, Fcpu=1MHz, ambient temperature is 25°C unless otherwise note.)

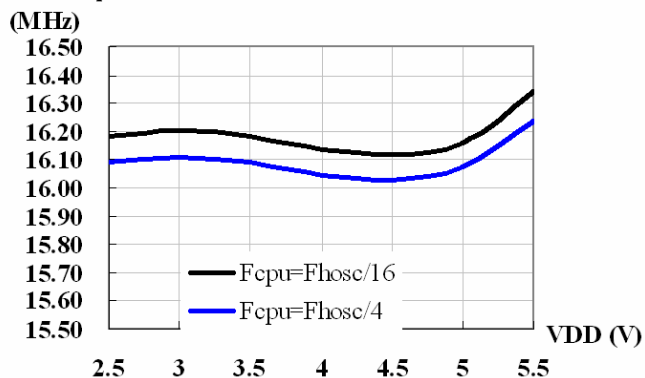
| PARAMETER                                 | SYM.  | DESCRIPTION  | MIN.  | TYP.  | MAX.   | UNIT  |     |
|---|-------|--|---|-------|--------|-------|-----|
| Operating voltage                         | Vdd   | Normal mode, Vpp = Vdd, 25°C, Fcpu = 1MHz  | 2.4   | -     | 5.5    | V     |     |
|   |       | Normal mode, Vpp = Vdd, -40°C~85°C   | 2.5   | -     | 5.5    | V     |     |
| RAM Data Retention voltage                | Vdr   |  | 1.5   | -     | -      | V     |     |
| *Vdd rise rate                            | Vpor  | Vdd rise rate to ensure internal power-on reset                                      | 0.05  | -     | -      | V/ms  |     |
| Input Low Voltage                         | ViL1  | All input ports  | Vss   | -     | 0.3Vdd | V     |     |
|   | ViL2  | Reset pin  | Vss   | -     | 0.2Vdd | V     |     |
| Input High Voltage                        | ViH1  | All input ports  | 0.7Vdd  | -     | Vdd    | V     |     |
|   | ViH2  | Reset pin  | 0.9Vdd  | -     | Vdd    | V     |     |
| Reset pin leakage current                 | Ilekg | Vin = Vdd, 25°C  | -   | -     | 2      | uA    |     |
|   |       | Vin = Vdd, -40°C~85°C  | -   | -     | 5      | uA    |     |
| I/O port input leakage current            | Ilekg | Pull-up resistor disable, Vin = Vdd  | -   | -     | 2      | uA    |     |
| I/O port pull-up resistor                 | Rup   | Vin = Vss , Vdd = 3V   | 100   | 200   | 300    | KΩ    |     |
|   |       | Vin = Vss , Vdd = 5V   | 50  | 100   | 180    |       |     |
| I/O output source current<br>sink current | IoH   | Vop = Vdd – 0.5V   | 8   | 12    | -      | mA    |     |
|   | IoL   | Vop = Vss + 0.5V   | 8   | 12    | -      |       |     |
| *INTn trigger pulse width                 | Tint0 | INT0 interrupt request pulse width   | 2/fcpu  | -     | -      | cycle |     |
| Supply Current                            | Idd1  | Run Mode<br>(No loading,<br>Fcpu = Fosc/4)   | Vdd= 5V, 4Mhz                                       | -     | 2.5    | 5     | mA  |
|   |       |  | Vdd= 3V, 4Mhz                                       | -     | 1      | 2     | mA  |
|   | Idd2  | Slow Mode<br>(Internal low RC,<br>Stop high clock)                                   | Vdd=5V, ILRC 32Khz                                  | -     | 20     | 40    | uA  |
|   |       |  | Vdd=3V, ILRC 16Khz                                  | -     | 5      | 10    | uA  |
|   | Idd3  | Sleep Mode   | Vdd= 5V, 25°C                                       | -     | 0.8    | 1.6   | uA  |
|   |       |  | Vdd= 3V, 25°C                                       | -     | 0.7    | 1.4   | uA  |
|   |       |  | Vdd= 5V , -40°C~85°C                                | -     | 10     | 21    | uA  |
|   |       |  | Vdd= 3V, -40°C~85°C                                 | -     | 10     | 21    | uA  |
|   | Idd4  | Green Mode<br>(No loading,<br>Fcpu = Fosc/4,<br>Watchdog Disable)                    | Vdd= 5V, 4Mhz                                       | -     | 0.6    | 1.2   | mA  |
|   |       |  | Vdd= 3V, 4Mhz                                       | -     | 0.25   | 0.5   | mA  |
|   |       |  | Vdd=5V, ILRC 32Khz                                  | -     | 15     | 30    | uA  |
|   |       |  | Vdd=3V, ILRC 16Khz                                  | -     | 3      | 6     | uA  |
| Internal High Oscillator Freq.            | Fihrc | Internal Hihg RC<br>(IHRC)   | 25°C,<br>Vdd= 5V,<br>Fcpu = 1MHz                    | 15.68 | 16     | 16.32 | Mhz |
|   |       |  | -40°C~85°C,<br>Vdd= 2.4V~5.5V,<br>Fcpu = 1MHz~4 MHz | 14    | 16     | 18    | Mhz |
| LVD Voltage                               | Vdet0 | Low voltage reset level.   | 1.6   | 2.0   | 2.3    | V     |     |
|   | Vdet1 | Low voltage reset level. Fcpu = 1 MHz.<br>Low voltage indicator level. Fcpu = 1 MHz. | 1.8   | 2.4   | 3      | V     |     |
|   | Vdet2 | Low voltage indicator level. Fcpu = 1 MHz  | 2.5   | 3.6   | 4.5    | V     |     |

“\*” These parameters are for design reference, not tested.

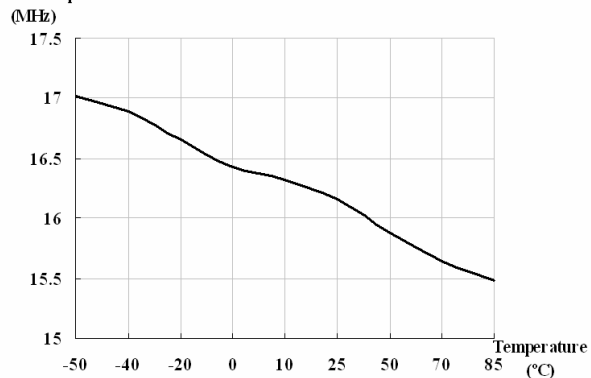
## 10.3 CHARACTERISTIC GRAPHS

The Graphs in this section are for design guidance, not tested or guaranteed. In some graphs, the data presented are outside specified operating range. This is for information only and devices are guaranteed to operate properly only within the specified range.

IHRC Freq.



IHRC Freq.



# 11 DEVELOPMENT TOOL

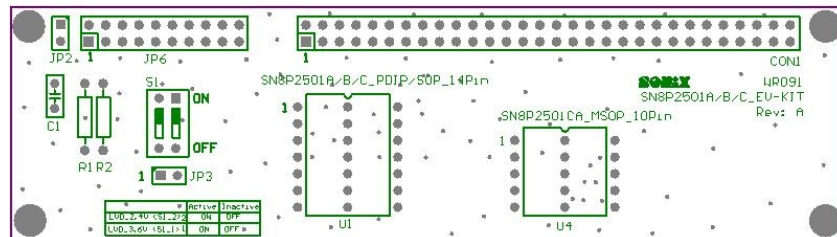
SONiX provides ICE (in circuit emulation), IDE (Integrated Development Environment) and EV-kit for SN8P2501B/B1 development. ICE and EV-kit are external hardware devices, and IDE is a friendly user interface for firmware development and emulation. These development tools' version is as following.

- I ICE: SN8ICE2K Plus II. (Please install 16MHz crystal in ICE to implement IHRC emulation.).
- I ICE emulation speed maximum: 8 MIPS @ 5V (e.g. 16Mhz crystal, Fcpu = Fosc/2).
- I EV-kit: SN8P2501A/B/C\_EV-KIT Rev. C.
- I IDE: SONiX IDE M2IDE\_V128.
- I Writer: MPIII writer.
- I Writer transition board: SN8P2501B/SN8P2501B1 common use.

## 11.1 SN8P2501A/B/C EV-KIT

SONiX provides SN8P2501B / B1 MCU which includes PWM analog function. The EV-KIT provides LVD configuration to emulation. To emulate the function must be through EV-KIT.

SN8P2501A/B/C EV-KIT PCB Outline:



- I CON1: Connect to SN8ICE 2K Plus CON1 (includes GPIO, EV-KIT control signal, and the others).
- I JP6: Connect to SN8ICE 2K Plus JP3 (EV-KIT communication bus with ICE, control signal, and the others).
- I S1: LVD24V / LVD36V control switch. To emulate LVD2.4V flag / reset function and LVD3.6V / flag function.

| Switch No. | ON              | OFF               |
|------------|-----------------|-------------------|
| LVD24      | LVD 2.4V Active | LVD 2.4V Inactive |
| LVD36      | LVD 3.6V Active | LVD 3.6V Inactive |

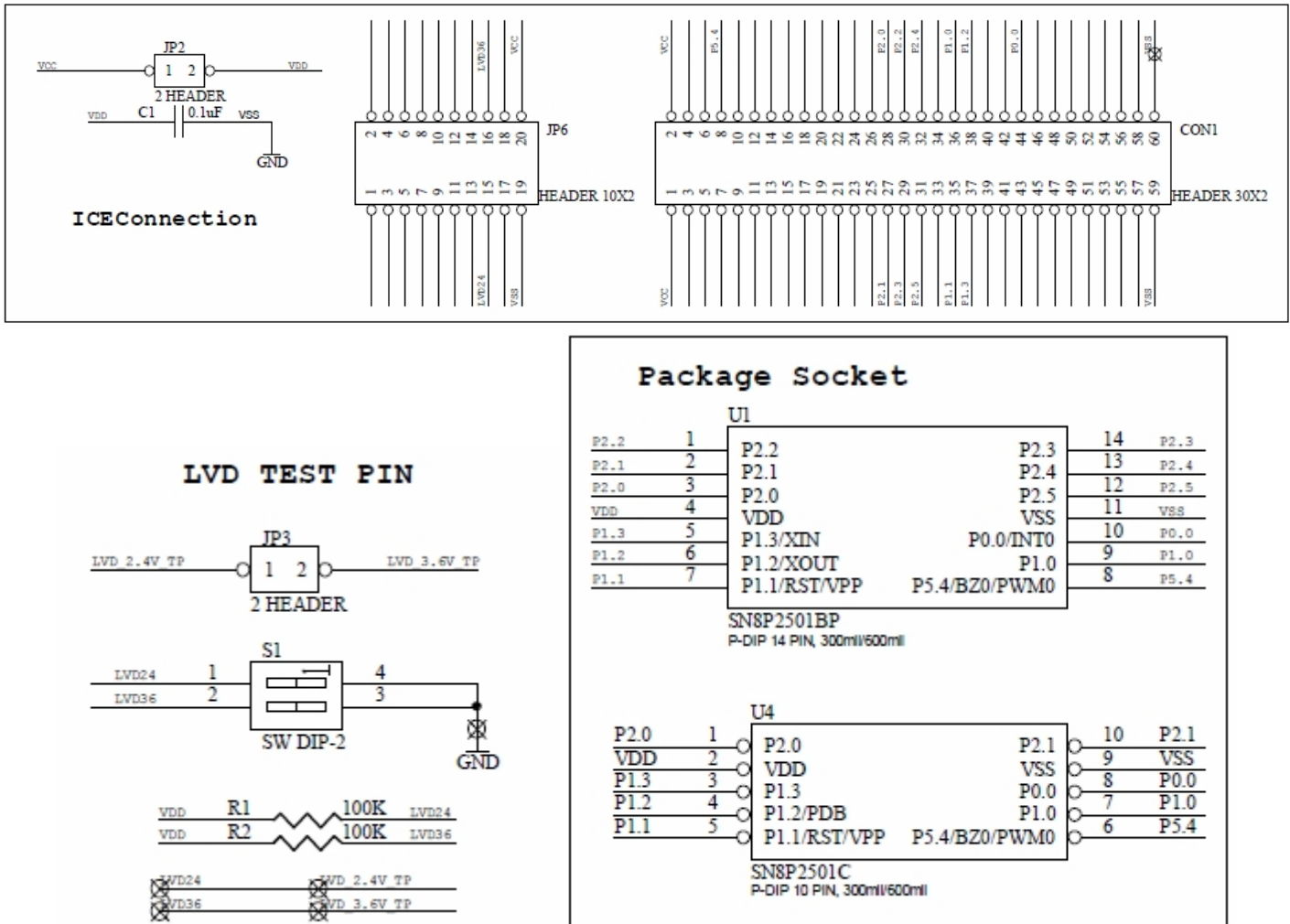
- I JP2: Chip and ICE power connector.
- I U1: SN8P2501A/B/C chip 14-pin packages connector for connecting to user's target board.

|              |   |   |    |               |
|--------------|---|---|----|---------------|
| P2.2         | 1 | U | 14 | P2.3          |
| P2.1         | 2 |   | 13 | P2.4          |
| P2.0         | 3 |   | 12 | P2.5          |
| VDD          | 4 |   | 11 | VSS           |
| P1.3/XIN     | 5 |   | 10 | P0.0/INT0     |
| P1.2/XOUT    | 6 |   | 9  | P1.0          |
| RST/VPP/P1.1 | 7 |   | 8  | P5.4/PWM0/BZ0 |

- I U2: SN8P2501C chip MSOP 10-pin package connector for connecting to user's target board.

|              |   |   |    |               |
|--------------|---|---|----|---------------|
| P2.0         | 1 | U | 10 | P2.1          |
| VDD          | 2 |   | 9  | VSS           |
| P1.3/XIN     | 3 |   | 8  | P0.0/INT0     |
| P1.2/XOUT    | 4 |   | 7  | P1.0          |
| RST/VPP/P1.1 | 5 |   | 6  | P5.4/PWM0/BZ0 |

SN8P2501A/B/C EV-KIT schematic:

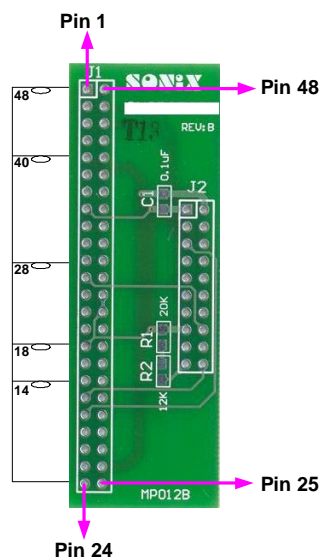


## 11.2 ICE AND EV-KIT APPLICATION NOTIC

1. SN8ICE2K Plus II power switch must be turned off before you connect the SN8P2501A/B/C EV-KIT to SN8ICE2K Plus II.
2. Connect EV-KIT JP6/CON1 to ICE JP3/CON1.
3. SN8ICE2K Plus II AVREFH/VDD jumper pin must be removed.
4. Turn on SN8ICE2K Plus II power switch after user had finished step 1~3.
5. **It is necessary to connect 16MHz crystal in ICE for IHRC\_16M mode emulation. SN8ICE2K Plus II doesn't support over 8-mips instruction cycle, but real chip does.**

# 12 OTP PROGRAMMING PIN

## 12.1 WRITER TRANSITION BOARD SOCKET PIN ASSIGNMENT



### JP3 (Mapping to 48-pin text tool)

|       |    |    |       |
|-------|----|----|-------|
| DIP 1 | 1  | 48 | DIP48 |
| DIP 2 | 2  | 47 | DIP47 |
| DIP 3 | 3  | 46 | DIP46 |
| DIP 4 | 4  | 45 | DIP45 |
| DIP 5 | 5  | 44 | DIP44 |
| DIP 6 | 6  | 43 | DIP43 |
| DIP 7 | 7  | 42 | DIP42 |
| DIP 8 | 8  | 41 | DIP41 |
| DIP 9 | 9  | 40 | DIP40 |
| DIP10 | 10 | 39 | DIP39 |
| DIP11 | 11 | 38 | DIP38 |
| DIP12 | 12 | 37 | DIP37 |
| DIP13 | 13 | 36 | DIP36 |
| DIP14 | 14 | 35 | DIP35 |
| DIP15 | 15 | 34 | DIP34 |
| DIP16 | 16 | 33 | DIP33 |
| DIP17 | 17 | 32 | DIP32 |
| DIP18 | 18 | 31 | DIP31 |
| DIP19 | 19 | 30 | DIP30 |
| DIP20 | 20 | 29 | DIP29 |
| DIP21 | 21 | 28 | DIP28 |
| DIP22 | 22 | 27 | DIP27 |
| DIP23 | 23 | 26 | DIP26 |
| DIP24 | 24 | 25 | DIP25 |

### Writer JP1/JP2

|            |    |    |             |
|------------|----|----|-------------|
| VDD        | 1  | 2  | VSS         |
| CLK/PGCLK  | 3  | 4  | CE          |
| PGM/OTPClk | 5  | 6  | OE/ShiftDat |
| D1         | 7  | 8  | D0          |
| D3         | 9  | 10 | D2          |
| D5         | 11 | 12 | D4          |
| D7         | 13 | 14 | D6          |
| VDD        | 15 | 16 | VPP         |
| HLS        | 17 | 18 | RST         |
| -          | 19 | 20 | ALSB/PDB    |

**JP1 for Writer transition board**  
**JP2 for dice and >48 pin package**

## 12.2 PROGRAMMING PIN MAPPING:

| Programming Pin Information of SN8P2501B/B1 |                     |   |                |                   |                                       |                |                   |
|---|---------------------|---|----------------|-------------------|---------------------------------------|----------------|-------------------|
| Chip Name                                   |                     | SN8P2501BP/S(DIP/SOP)<br>SN8P2501B1P/S(DIP/SOP) |                |                   | SN8P2501BX(SSOP)<br>SN8P2501B1X(SSOP) |                |                   |
| Writer Connector                            |                     | IC and JP3 48-pin text tool Pin Assignment      |                |                   |                                       |                |                   |
| JP1/JP2<br>Pin Number                       | JP1/JP2<br>Pin Name | IC<br>Pin Number                                | IC<br>Pin Name | JP3<br>Pin Number | IC<br>Pin Number                      | IC<br>Pin Name | JP3<br>Pin Number |
| 1   | VDD                 | 4   | VDD            | 21                | 4,5                                   | VDD            | 20,21             |
| 2   | GND                 | 11  | VSS            | 28                | 12,13                                 | VSS            | 28,29             |
| 3   | CLK                 | 10  | P0.0           | 27                | 11                                    | P0.0           | 27                |
| 4   | CE                  | -   | -              | -                 | -                                     | -              |                   |
| 5   | PGM                 | 9   | P1.0           | 26                | 10                                    | P1.0           | 26                |
| 6   | OE                  | 8   | P5.4           | 25                | 9                                     | P5.4           | 25                |
| 7   | D1                  | -   | -              | -                 | -                                     | -              | -                 |
| 8   | D0                  | -   | -              | -                 | -                                     | -              | -                 |
| 9   | D3                  | -   | -              | -                 | -                                     | -              | -                 |
| 10  | D2                  | -   | -              | -                 | -                                     | -              | -                 |
| 11  | D5                  | -   | -              | -                 | -                                     | -              | -                 |
| 12  | D4                  | -   | -              | -                 | -                                     | -              | -                 |
| 13  | D7                  | -   | -              | -                 | -                                     | -              | -                 |
| 14  | D6                  | -   | -              | -                 | -                                     | -              | -                 |
| 15  | VDD                 | -   | -              | -                 | -                                     | -              | -                 |
| 16  | VPP                 | 7   | RST            | 24                | 8                                     | RST            | 24                |
| 17  | HLS                 | -   | -              | -                 | -                                     | -              | -                 |
| 18  | RST                 | -   | -              | -                 | -                                     | -              | -                 |
| 19  | -                   | -   | -              | -                 | -                                     | -              | -                 |
| 20  | ALSB/PDB            | 6   | P1.2           | 23                | 7                                     | P1.2           | 23                |

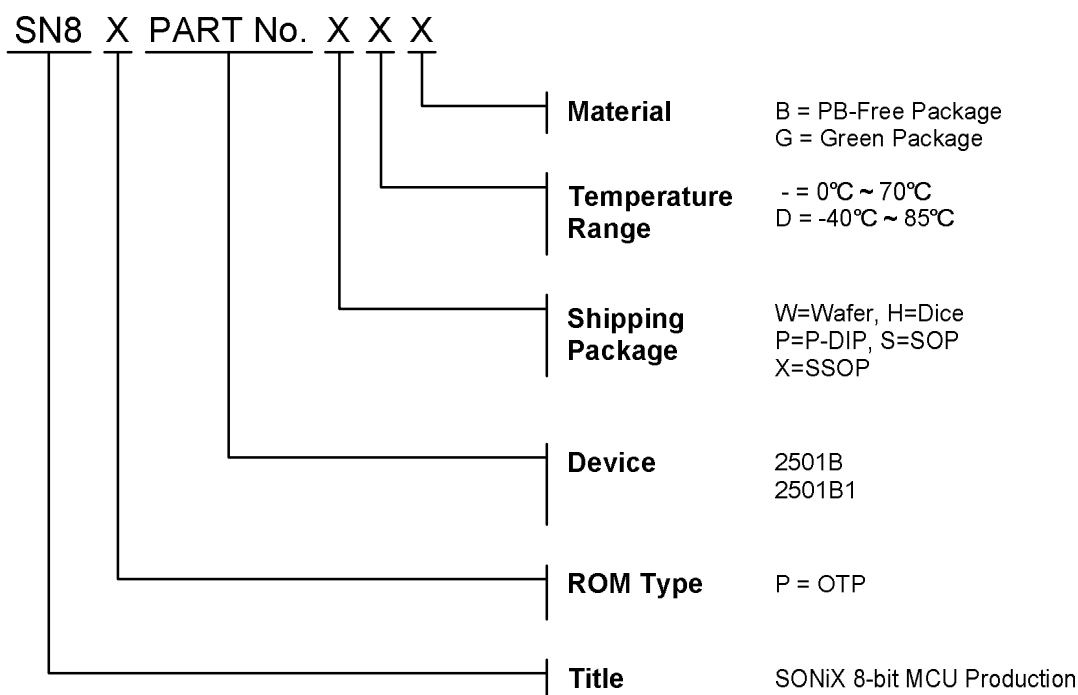


# 13 Marking Definition

## 13.1 INTRODUCTION

There are many different types in Sonix 8-bit MCU production line. This note listed the production definition of all 8-bit MCU for order or obtain information. This definition is only for Blank OTP MCU.

## 13.2 MARKING INDETIFICATION SYSTEM



## 13.3 MARKING EXAMPLE

### I Wafer, Dice:

| Name        | ROM Type | Device | Package | Temperature | Material |
|-------------|----------|--------|---------|-------------|----------|
| S8P2501BW   | OTP      | 2501B  | Wafer   | 0°C ~ 70°C  | -        |
| SN8P2501BH  | OTP      | 2501B  | Dice    | 0°C ~ 70°C  | -        |
| S8P2501B1W  | OTP      | 2501B1 | Wafer   | 0°C ~ 70°C  | -        |
| SN8P2501B1H | OTP      | 2501B1 | Dice    | 0°C ~ 70°C  | -        |

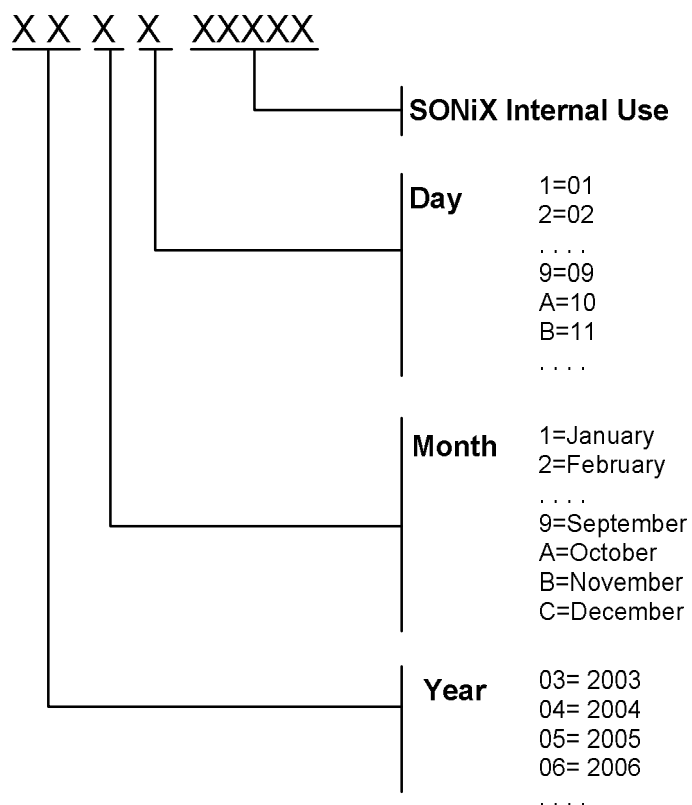
### I Green Package:

| Name         | ROM Type | Device | Package | Temperature  | Material      |
|--------------|----------|--------|---------|--------------|---------------|
| SN8P2501BPG  | OTP      | 2501B  | DIP     | 0°C ~ 70°C   | Green Package |
| SN8P2501BSG  | OTP      | 2501B  | SOP     | 0°C ~ 70°C   | Green Package |
| SN8P2501BXG  | OTP      | 2501B  | SSOP    | 0°C ~ 70°C   | Green Package |
| SN8P2501B1PG | OTP      | 2501B1 | DIP     | 0°C ~ 70°C   | Green Package |
| SN8P2501B1SG | OTP      | 2501B1 | SOP     | 0°C ~ 70°C   | Green Package |
| SN8P2501B1XG | OTP      | 2501B1 | SSOP    | 0°C ~ 70°C   | Green Package |
| SN8P2501BPDG | OTP      | 2501B  | DIP     | -40°C ~ 85°C | Green Package |
| SN8P2501BSDG | OTP      | 2501B  | SOP     | -40°C ~ 85°C | Green Package |
| SN8P2501BXDG | OTP      | 2501B  | SSOP    | -40°C ~ 85°C | Green Package |

**I PB-Free Package:**

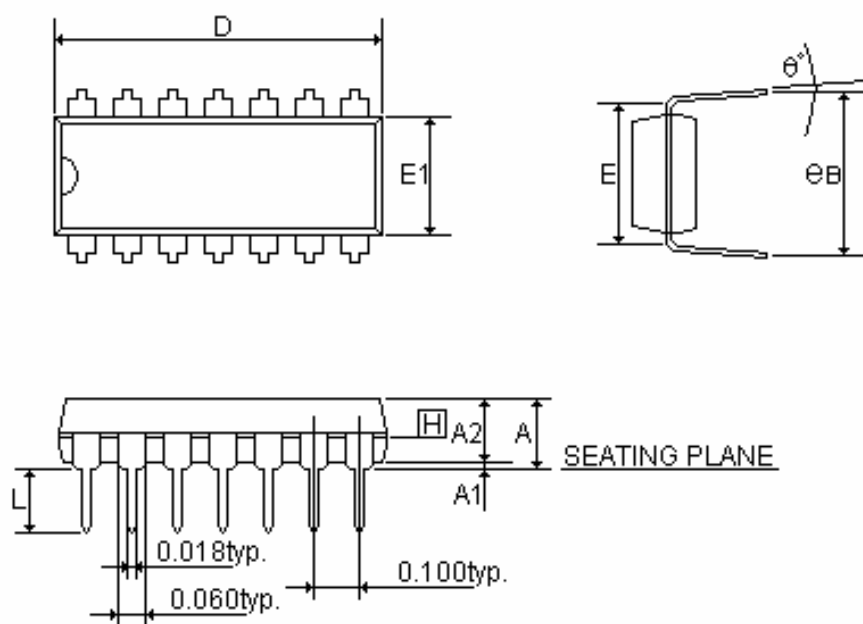
| Name         | ROM Type | Device | Package | Temperature | Material        |
|--------------|----------|--------|---------|-------------|-----------------|
| SN8P2501BPB  | OTP      | 2501B  | DIP     | 0°C~70°C    | PB-Free Package |
| SN8P2501BSB  | OTP      | 2501B  | SOP     | 0°C~70°C    | PB-Free Package |
| SN8P2501BXB  | OTP      | 2501B  | SSOP    | 0°C~70°C    | PB-Free Package |
| SN8P2501B1PB | OTP      | 2501B1 | DIP     | 0°C~70°C    | PB-Free Package |
| SN8P2501B1SB | OTP      | 2501B1 | SOP     | 0°C~70°C    | PB-Free Package |
| SN8P2501B1XB | OTP      | 2501B1 | SSOP    | 0°C~70°C    | PB-Free Package |

## 13.4 DATECODE SYSTEM



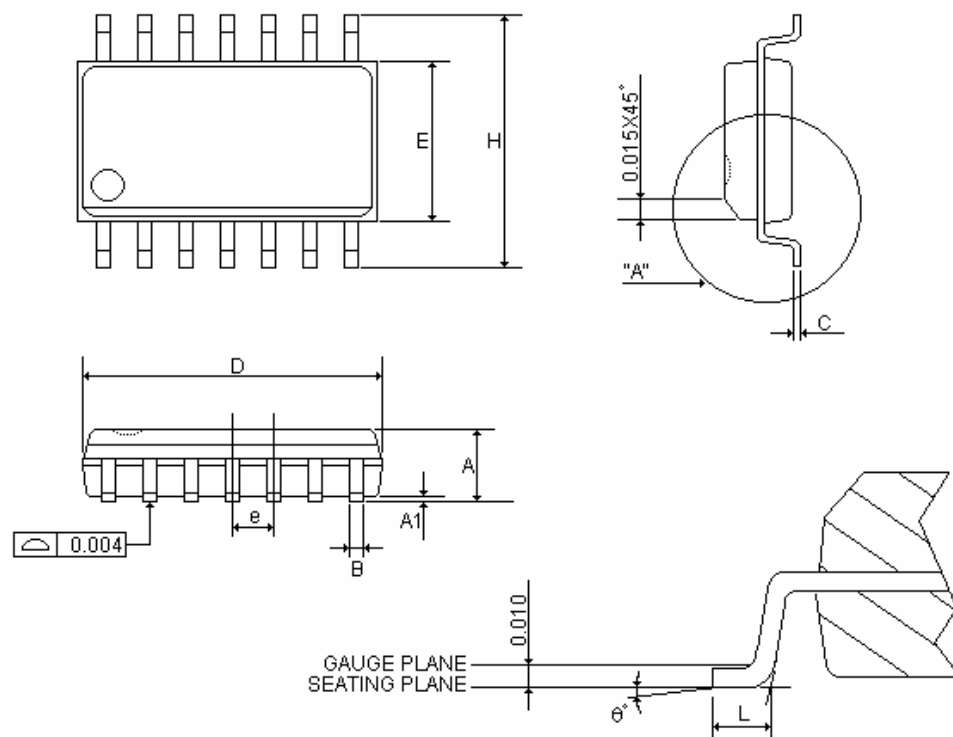
# 14 PACKAGE INFORMATION

## 14.1 P-DIP 14 PIN



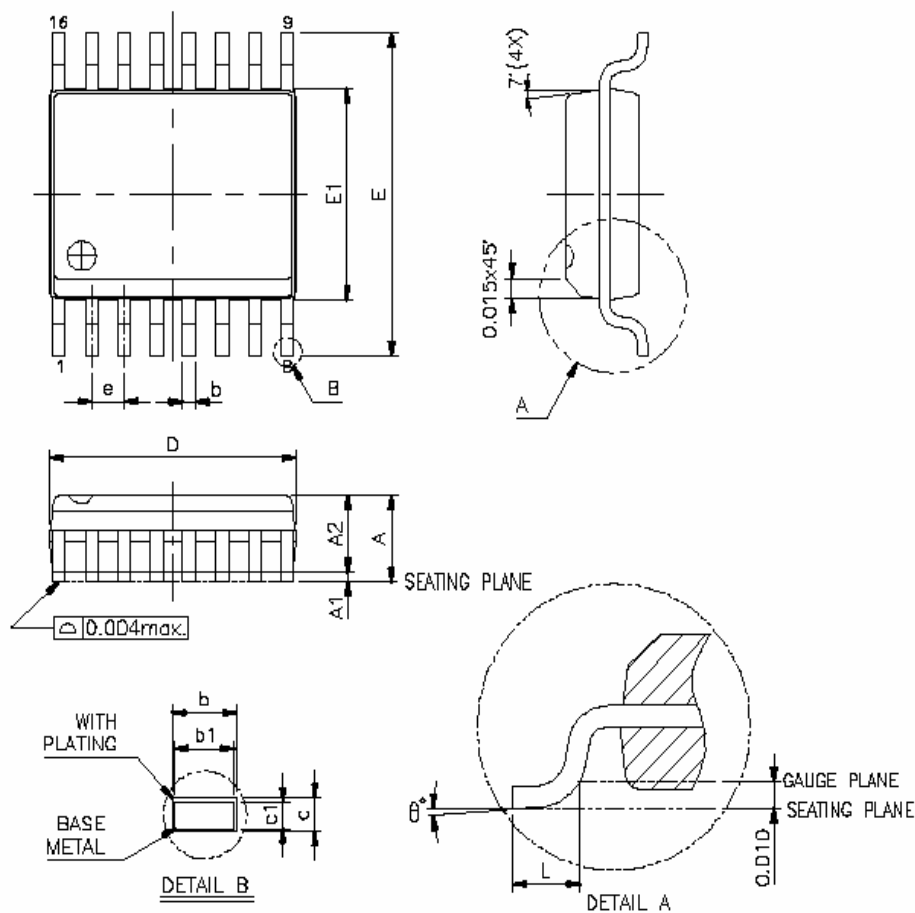
| SYMBOLS | MIN    | NOR   | MAX   | MIN    | NOR   | MAX    |
|---------|--------|-------|-------|--------|-------|--------|
|         | (inch) |       |       | (mm)   |       |        |
| A       | -      | -     | 0.210 | -      | -     | 5.334  |
| A1      | 0.015  | -     | -     | 0.381  | -     | -      |
| A2      | 0.125  | 0.130 | 0.135 | 3.175  | 3.302 | 3.429  |
| D       | 0.735  | 0.075 | 0.775 | 18.669 | 1.905 | 19.685 |
| E       | 0.300  |       |       | 7.62   |       |        |
| E1      | 0.245  | 0.250 | 0.255 | 6.223  | 6.35  | 6.477  |
| L       | 0.115  | 0.130 | 0.150 | 2.921  | 3.302 | 3.810  |
| e B     | 0.335  | 0.355 | 0.375 | 8.509  | 9.017 | 9.525  |
| θ°      | 0°     | 7°    | 15°   | 0°     | 7°    | 15°    |

## 14.2 SOP 14 PIN



| SYMBOLS | MIN    | NOR   | MAX    | MIN    | NOR    | MAX    |
|---------|--------|-------|--------|--------|--------|--------|
|         | (inch) |       |        | (mm)   |        |        |
| A       | 0.058  | 0.064 | 0.068  | 1.4732 | 1.6256 | 1.7272 |
| A1      | 0.004  | -     | 0.010  | 0.1016 | -      | 0.254  |
| B       | 0.013  | 0.016 | 0.020  | 0.3302 | 0.4064 | 0.508  |
| C       | 0.0075 | 0.008 | 0.0098 | 0.1905 | 0.2032 | 0.2490 |
| D       | 0.336  | 0.341 | 0.344  | 8.5344 | 8.6614 | 8.7376 |
| E       | 0.150  | 0.154 | 0.157  | 3.81   | 3.9116 | 3.9878 |
| e       | -      | 0.050 | -      | -      | 1.27   | -      |
| H       | 0.228  | 0.236 | 0.244  | 5.7912 | 5.9944 | 6.1976 |
| L       | 0.015  | 0.025 | 0.050  | 0.381  | 0.635  | 1.27   |
| θ°      | 0°     | -     | 8°     | 0°     | -      | 8°     |

## 14.3 SSOP 16 PIN



| SYMBOLS | MIN         | NOR | MAX   | MIN         | NOR | MAX    |
|---------|-------------|-----|-------|-------------|-----|--------|
|         | (inch)      |     |       | (mm)        |     |        |
| A       | 0.053       | -   | 0.069 | 1.3462      | -   | 1.7526 |
| A1      | 0.004       | -   | 0.010 | 0.1016      | -   | 0.254  |
| A2      | -           | -   | 0.059 | -           | -   | 1.4986 |
| b       | 0.008       | -   | 0.012 | 0.2032      | -   | 0.3048 |
| b1      | 0.008       | -   | 0.011 | 0.2032      | -   | 0.2794 |
| c       | 0.007       | -   | 0.010 | 0.1778      | -   | 0.254  |
| c1      | 0.007       | -   | 0.009 | 0.1778      | -   | 0.2286 |
| D       | 0.189       | -   | 0.197 | 4.8006      | -   | 5.0038 |
| E1      | 0.150       | -   | 0.157 | 3.81        | -   | 3.9878 |
| E       | 0.228       | -   | 0.244 | 5.7912      | -   | 6.1976 |
| L       | 0.016       | -   | 0.050 | 0.4064      | -   | 1.27   |
| e       | 0.025 BASIC |     |       | 0.635 BASIC |     |        |
| θ°      | 0°          | -   | 8°    | 0°          | -   | 8°     |

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