

USER'S MANUAL

S3P80C5/C80C5/C80C8

**8-Bit CMOS
Microcontrollers
Revision 1**



S3P80C5/C80C5/C80C8

8-BIT CMOS MICROCONTROLLERS USER'S MANUAL

Revision 1



ELECTRONICS

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Preface

The *S3C80C5/C80C8 Microcontroller User's Manual* is designed for application designers and programmers who are using the S3C80C5/C80C8 microcontroller for application development.

It is organized in two main parts:

Part I Programming Model

Part II Hardware Descriptions

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

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

Chapter 1, "Product Overview," is a high-level introduction to S3C80C5/C80C8 with general product descriptions, as well as detailed information about individual pin characteristics and pin circuit types.

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

Chapter 3, "Addressing Modes," contains detailed descriptions of the addressing modes that are supported by the KS88-series CPU.

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

Chapter 5, "Interrupt Structure," describes the S3C80C5/C80C8 interrupt structure in detail and further prepares you for additional information presented in the individual hardware module descriptions in Part II.

Chapter 6, "Instruction Set," describes the features and conventions of the instruction set used for all S3C8-series microcontrollers. Several summary tables are presented for orientation and reference. Detailed descriptions of each instruction are presented in a standard format. Each instruction description includes one or more practical examples of how to use the instruction when writing an application program.

A basic familiarity with the information in Part I will help you to understand the hardware module descriptions in Part II. If you are not yet familiar with the S3C8-series microcontroller family and are reading this manual for the first time, we recommend that you first read Chapters 1–3 carefully. Then, briefly look over the detailed information in Chapters 4, 5, and 6. Later, you can reference the information in Part I as necessary.

Part II "hardware Descriptions," has detailed information about specific hardware components of the S3C80C5/C80C8 microcontroller. Also included in Part II are electrical, mechanical, OTP, and development tools data. It has eight chapters:

Chapter 7	Clock Circuit	Chapter 11	Timer 1
Chapter 8	RESET and Power-Down	Chapter 12	Counter A
Chapter 9	I/O Ports	Chapter 13	Electrical Data
Chapter 10	Basic Timer and Timer 0	Chapter 14	Mechanical Data

Two order forms are included at the back of this manual to facilitate customer order for S3C80C5/C80C8 microcontrollers: the Mask ROM Order Form, and the Mask Option Selection Form. You can photocopy these forms, fill them out, and then forward them to your local Samsung Sales Representative.

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FLAGS	System Flags Register.....	4-9
IMR	Interrupt Mask Register.....	4-10
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IPR	Interrupt Priority Register.....	4-12
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List of Instruction Descriptions

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ADD	Add	6-15
AND	Logical AND	6-16
BAND	Bit AND	6-17
BCP	Bit Compare	6-18
BITC	Bit Complement	6-19
BITR	Bit Reset	6-20
BITS	Bit Set	6-21
BOR	Bit OR	6-22
BTJRF	Bit Test, Jump Relative on False	6-23
BTJRT	Bit Test, Jump Relative on True	6-24
BXOR	Bit XOR	6-25
CALL	Call Procedure	6-26
CCF	Complement Carry Flag	6-27
CLR	Clear	6-28
COM	Complement	6-29
CP	Compare	6-30
CPIJE	Compare, Increment, and Jump on Equal	6-31
CPIJNE	Compare, Increment, and Jump on Non-Equal	6-32
DA	Decimal Adjust	6-33
DEC	Decrement	6-35
DECW	Decrement Word	6-36
DI	Disable Interrupts	6-37
DIV	Divide (Unsigned)	6-38
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POP	Pop from Stack	6-63
POPUD	Pop User Stack (Decrementing)	6-64
POPUI	Pop User Stack (Incrementing)	6-65
PUSH	Push to Stack	6-66
PUSHUD	Push User Stack (Decrementing)	6-67
PUSHUI	Push User Stack (Incrementing)	6-68
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RET	Return	6-70
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RRC	Rotate Right through Carry	6-74
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SWAP	Swap Nibbles	6-83
TCM	Test Complement under Mask	6-84
TM	Test under Mask	6-85
WFI	Wait for Interrupt	6-86
XOR	Logical Exclusive OR	6-87

1 PRODUCT OVERVIEW

OVERVIEW

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

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

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

S3P80C5/C80C5/C80C8 MICROCONTROLLER

The S3P80C5/C80C5/C80C8 single-chip CMOS microcontroller is fabricated using a highly advanced CMOS process and is based on Samsung's newest CPU architecture.

The S3C80C5/C80C8 is the microcontroller which has mask-programmable ROM.

The S3P80C5 is the microcontroller which has one-time-programmable EPROM.

Using a proven modular design approach, Samsung engineers developed the S3P80C5/C80C5/C80C8 by integrating the following peripheral modules with the powerful SAM87 RC core:

- Three programmable I/O ports, including two 8-bit ports and one 3-bit port, for a total of 19 pins.
- Internal LVD circuit and eight bit-programmable pins for external interrupts.
- One 8-bit basic timer for oscillation stabilization and watchdog functions (system reset).
- One 8-bit timer/counter and one 16-bit timer/counter with selectable operating modes.
- One 8-bit counter with auto-reload function and one-shot or repeat control.

The S3P80C5/C80C5/C80C8 is a versatile general-purpose microcontroller which is especially suitable for use as remote transmitter controller. It is currently available in a 24-pin SOP and SDIP package.

FEATURES

CPU

- SAM87RC CPU core

Memory

- Program memory (ROM)
 - S3C80C8: 8-Kbyte (0000H–1FFFH)
 - S3C80C5: 15,872 byte (0000H–3E00H)
- Data memory: 256-byte RAM

Instruction Set

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

Instruction Execution Time

- 1000 ns at 4-MHz f_{OSC} (minimum)

Interrupts

- 13 interrupt sources with 10 vector.
- 5 level, 10 vector interrupt structure

I/O Ports

- Two 8-bit I/O ports (P0-P1) and one 3-bit port (P2) for a total of 19 bit-programmable pins
- Eight input pins for external interrupts

Carrier Frequency Generator

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

Back-up mode

- When V_{DD} is lower than V_{LVD} , the chip enters Back-up mode to block oscillation and reduce the current consumption.

Timers and Timer/Counters

- One programmable 8-bit basic timer (BT) for oscillation stabilization control or watchdog timer function
- One 8-bit timer/counter (Timer 0) with two operating modes; Interval mode and PWM mode.
- One 16-bit timer/counter with one operating modes; Interval mode

Low Voltage Detect Circuit

- Low voltage detect for reset or Back-up mode.
- Low level detect voltage
 - S3C80C5/C80C8: 1.90 V (Typ) \pm 200 mV

Auto Reset Function

- Reset occurs when stop mode is released by P0.
- When a falling edge is detected at Port 0 during Stop mode, system reset occurs.

Operating Temperature Range

- -40°C to $+85^{\circ}\text{C}$

Operating Voltage Range

- 1.7 V to 3.6 V at 4 MHz f_{OSC}

Package Type

- 24-pin SOP/SDIP

BLOCK DIAGRAM

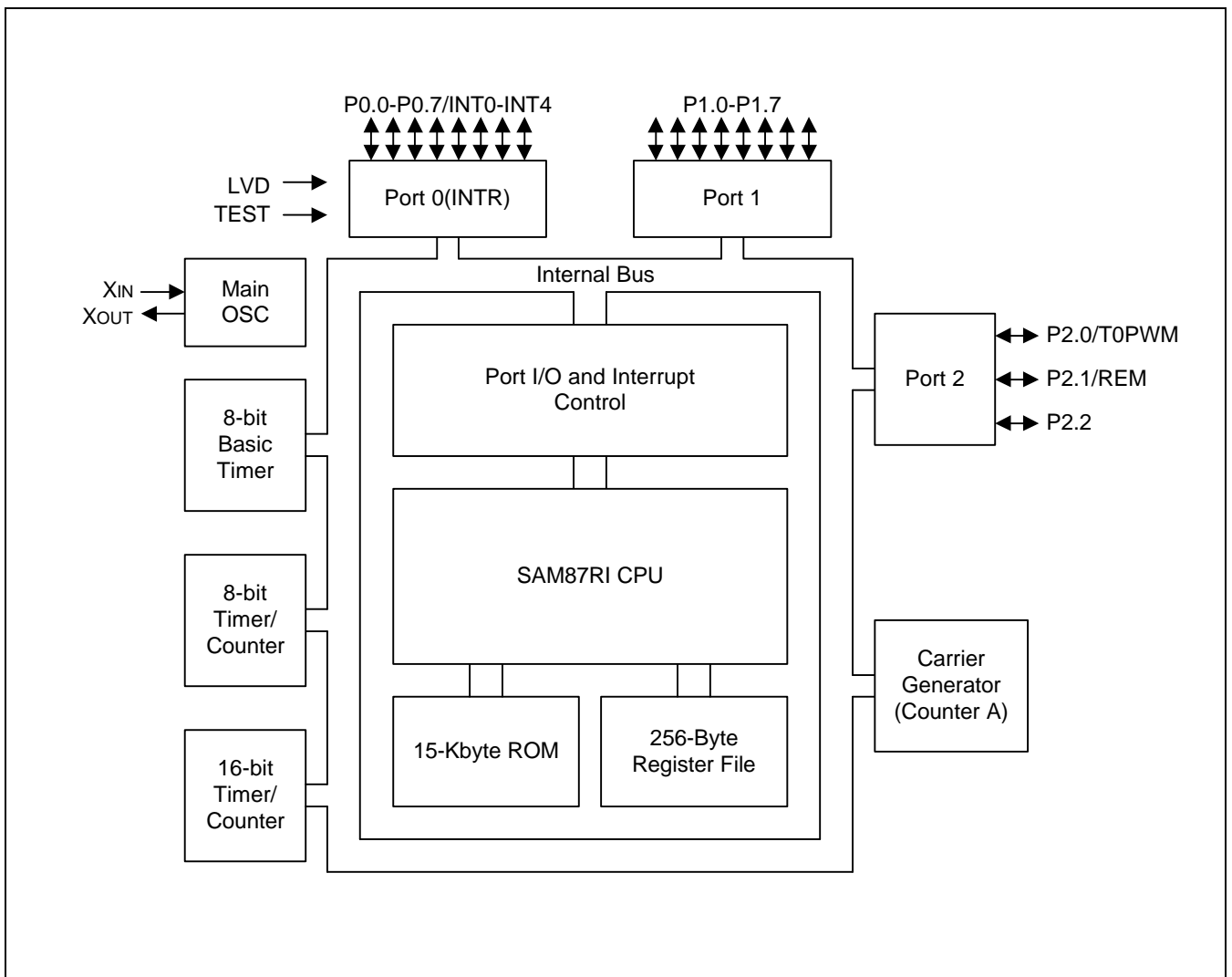


Figure 1-1. Block Diagram

PIN ASSIGNMENTS

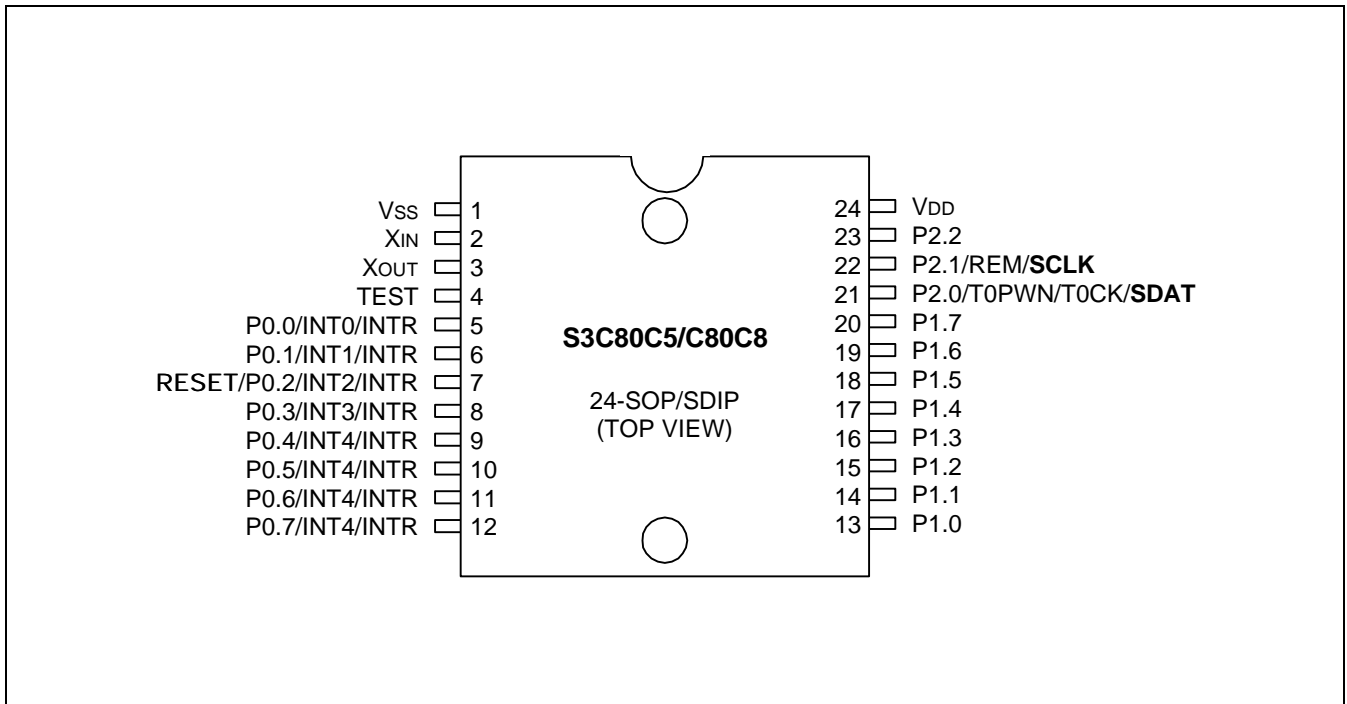


Figure 1-2. Pin Assignment Diagram (24-Pin SOP/SDIP Package)

PIN DESCRIPTIONS

Table 1-1. Pin Descriptions

Pin Names	Pin Type	Pin Description	Circuit Type	24-Pin Number	Shared Functions
P0.0–P0.7	I/O	I/O port with bit-programmable pins. Configurable to input or push-pull output mode. Pull-up resistors are assignable by software. Pins can be assigned individually as external interrupt inputs with noise filters, interrupt enable/ disable, and interrupt pending control. Interrupt with Reset(INTR) is assigned to Port 0.	1	5–12	INT0 – INT4/INTR
P1.0–P1.7	I/O	I/O port with bit-programmable pins. Configurable to input mode or output mode. Pin circuits are either push-pull or n-channel open-drain type. Pull-up resistors are assignable by software.	2	13–20	
P2.0 P2.1 P2.2	I/O	3-bit I/O port with bit-programmable pins. Configurable to input mode, push-pull output mode, or n-channel open-drain output mode. Input mode with pull-up resistors are assignable by software. The two pins of port 2 have high current drive capability.	3 4 5	21–23	REM/T0CK
X _{IN} , X _{OUT}	–	System clock input and output pins	–	2, 3	–
TEST	I	Test signal input pin (for factory use only; must be connected to V _{SS}).	–	4	–
V _{DD}	–	Power supply input pin	–	24	–
V _{SS}	–	Ground pin	–	1	–

PIN CIRCUITS

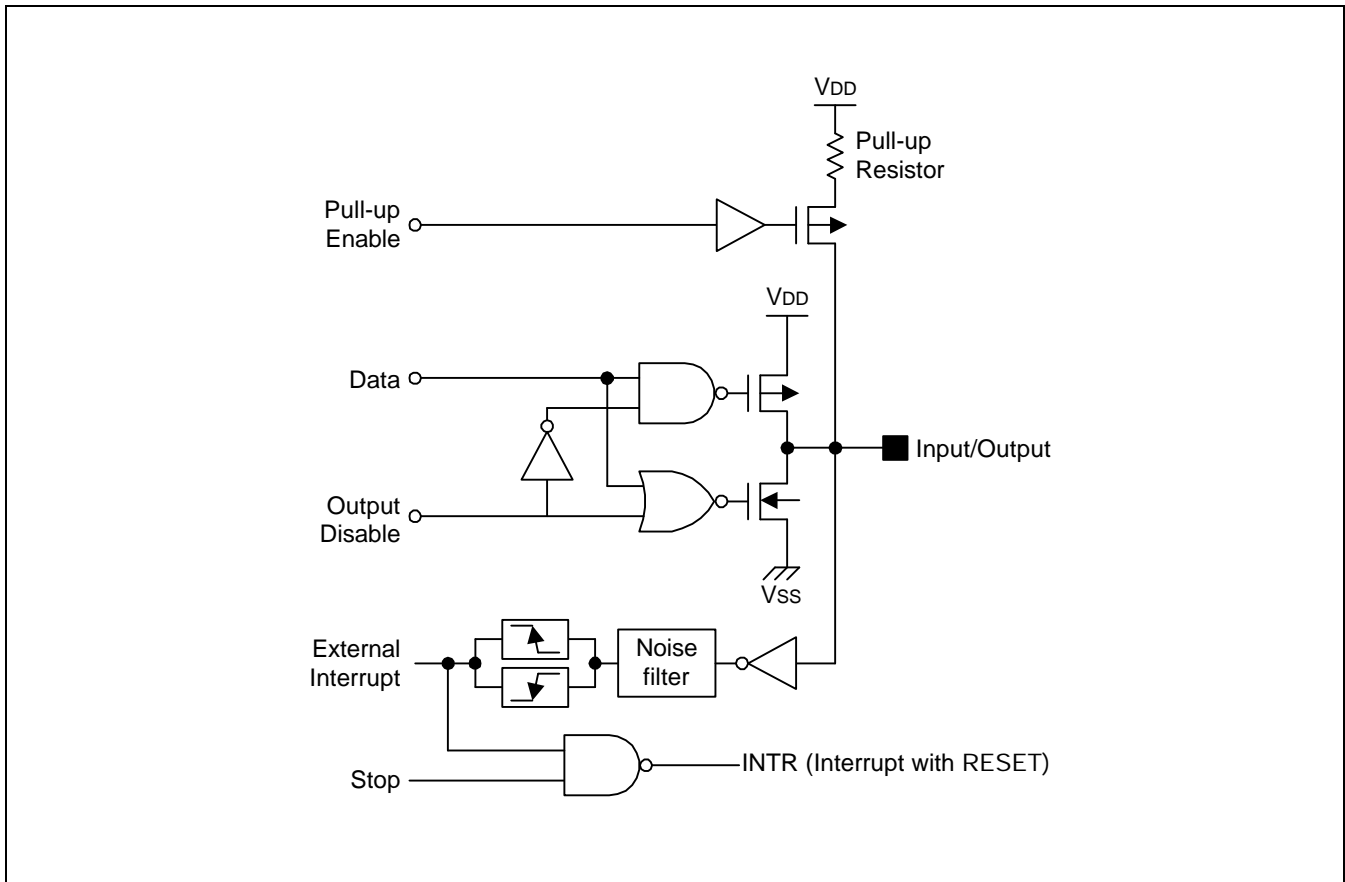


Figure 1-3. Pin Circuit Type 1 (Port 0)

NOTE

Interrupt with reset (INTR) is assigned to port 0 of S3P80C5/C80C5/C80C8. It is designed to release stop status with reset. When the falling/rising edge is detected at any pin of Port 0 during stop status, non vectored interrupt INTR signal occurs, after then system reset occurs automatically. It is designed for a application which are using “stop mode” like remote controller. If stop mode is not used, INTR do not operates and it can be discarded.

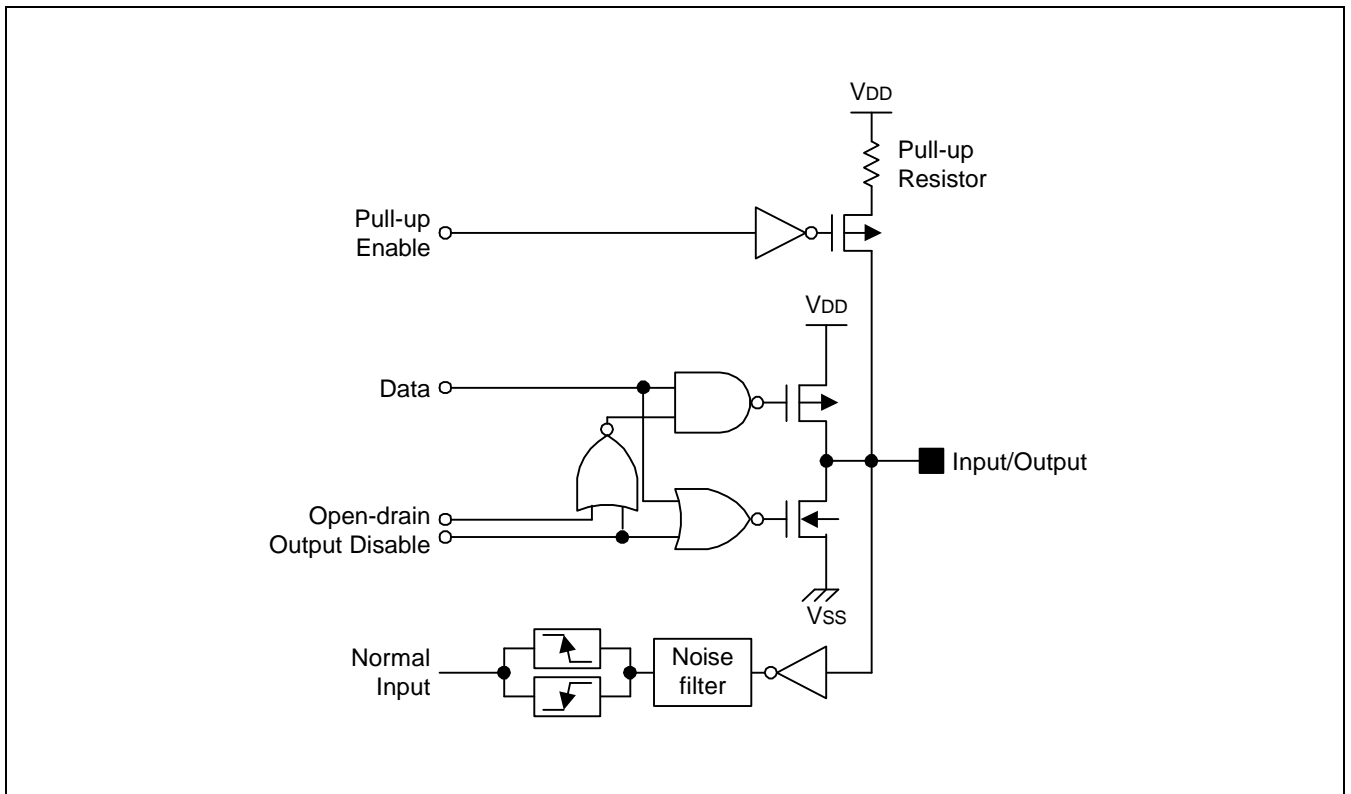


Figure 1-4. Pin Circuit Type 2 (Port 1)

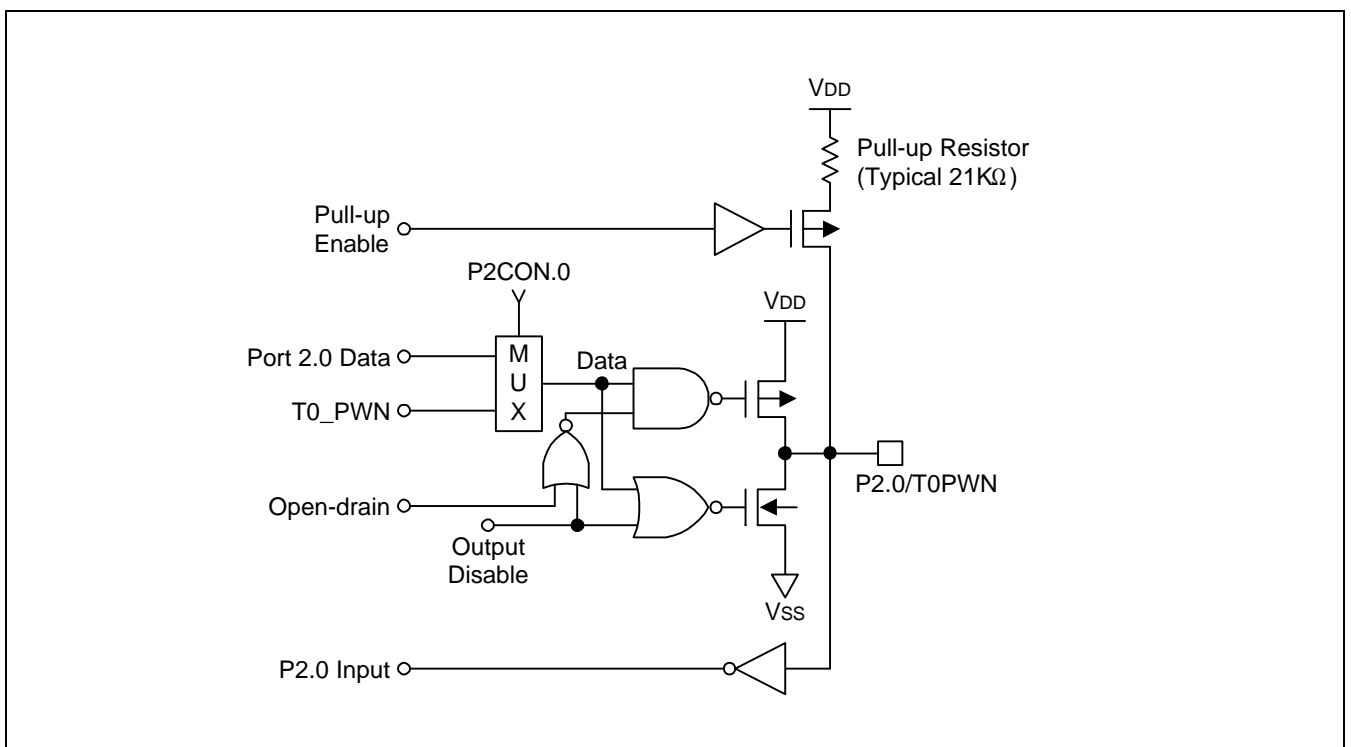


Figure 1-5. Pin Circuit Type 3 (P2.0)

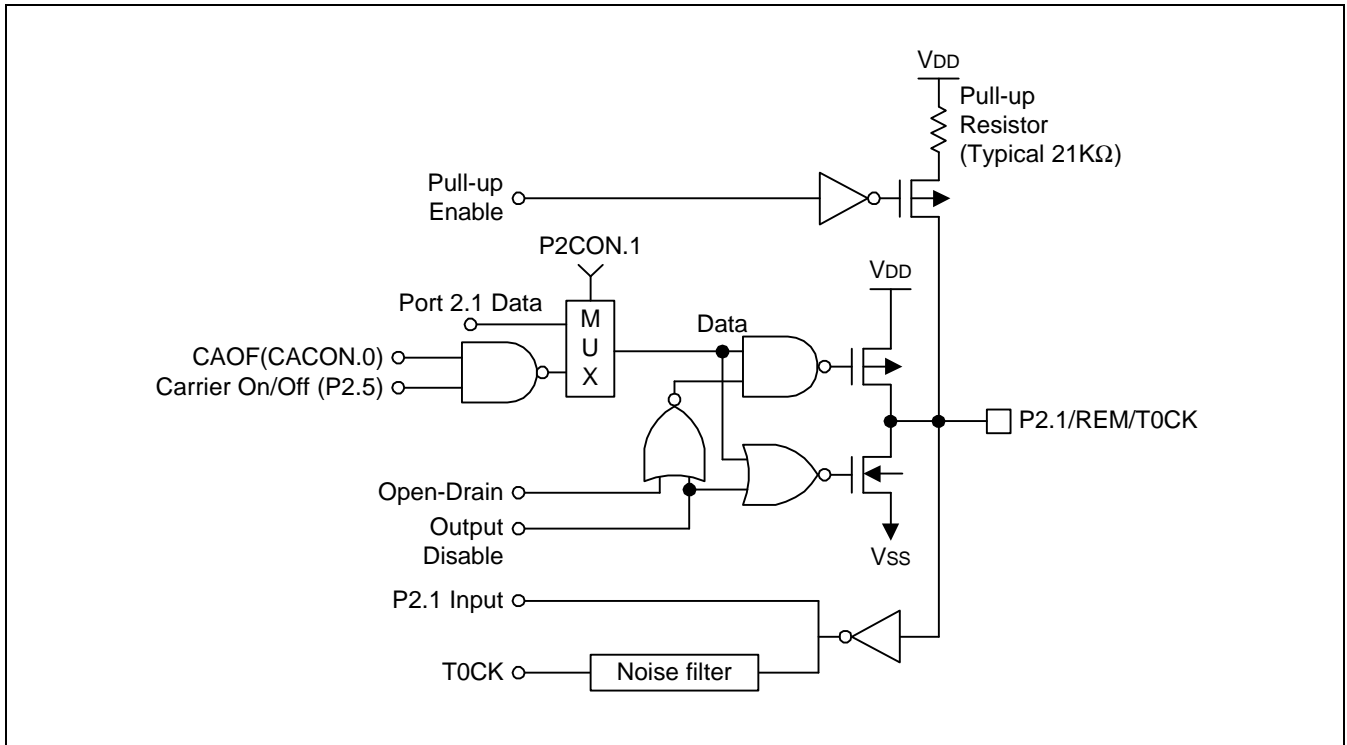


Figure 1-6. Pin Circuit Type 4 (P2.1)

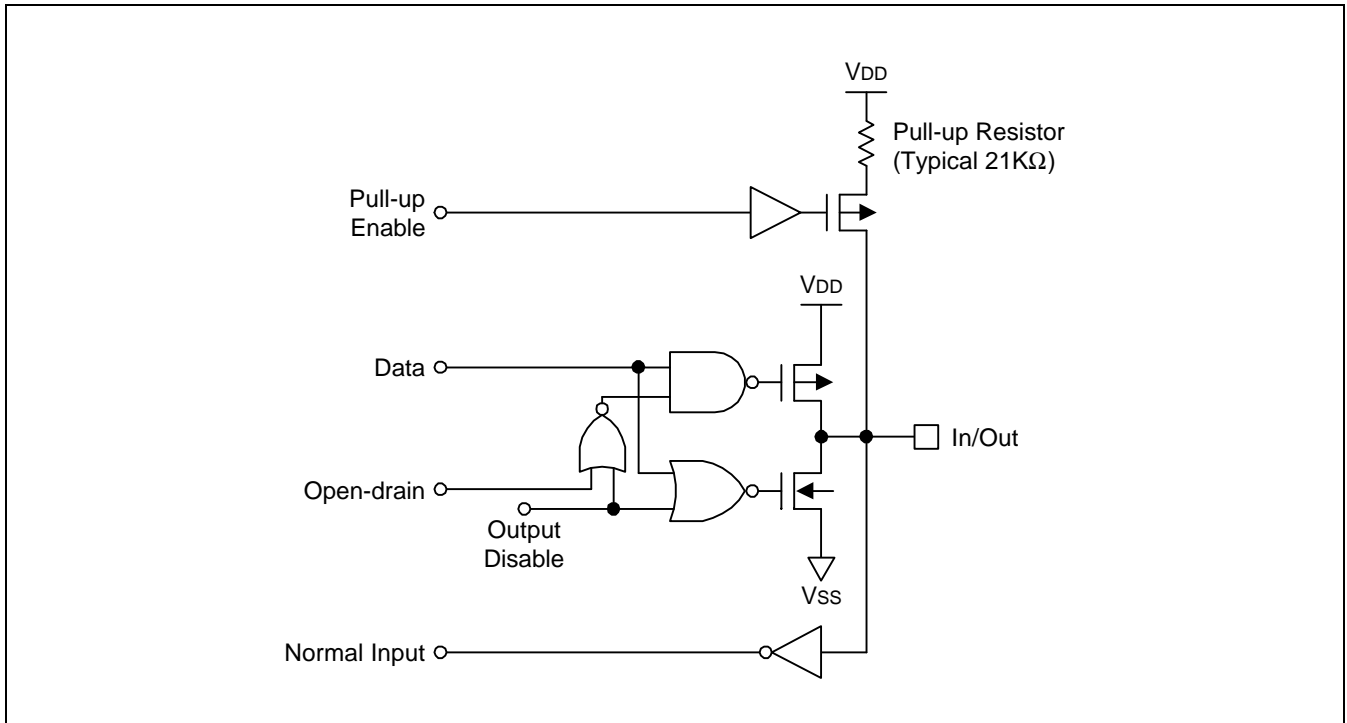


Figure 1-7. Pin Circuit Type 5 (P2.2)

2 ADDRESS SPACES

OVERVIEW

The S3P80C5/C80C5/C80C8 microcontroller has two types of address space:

- Internal program memory (ROM)
- Internal register file

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

The S3C80C5 has an internal 15,872 byte programmable ROM, the S3C80C8 has an internal 8-Kbyte programmable ROM. An external memory interface is not implemented. The 256-byte physical RAM space is expanded into an addressable area of 320 bytes by the use of addressing modes.

There are 312 mapped registers in the internal register file. Of these, 272 are for general-purpose use. (This number includes a 16-byte working register common area that is used as a "scratch area" for data operations, a 256 prime register area that is used for general purpose and stack operation). Eighteen 8-bit registers are used for CPU and system control and 22 registers are mapped peripheral control and data registers.

PROGRAM MEMORY (ROM)

Program memory stores program code or table data. The S3C80C5 has 15, 872 bytes of internal programmable program memory, and the program memory address range is therefore 0000H-3E00H of ROM. The S3C80C8 has 8-Kbyte (0000H-1FFFH) of internal programmable program memory (see Figure 2-1).

The first 256 bytes of the ROM (0H-0FFH) are reserved for interrupt vector addresses. Unused locations in this address range can be used as normal program memory. If you do use the vector address area to store program code, be careful to avoid overwriting vector addresses stored in these locations.

The ROM address at which program execution starts after a reset is 0100H.

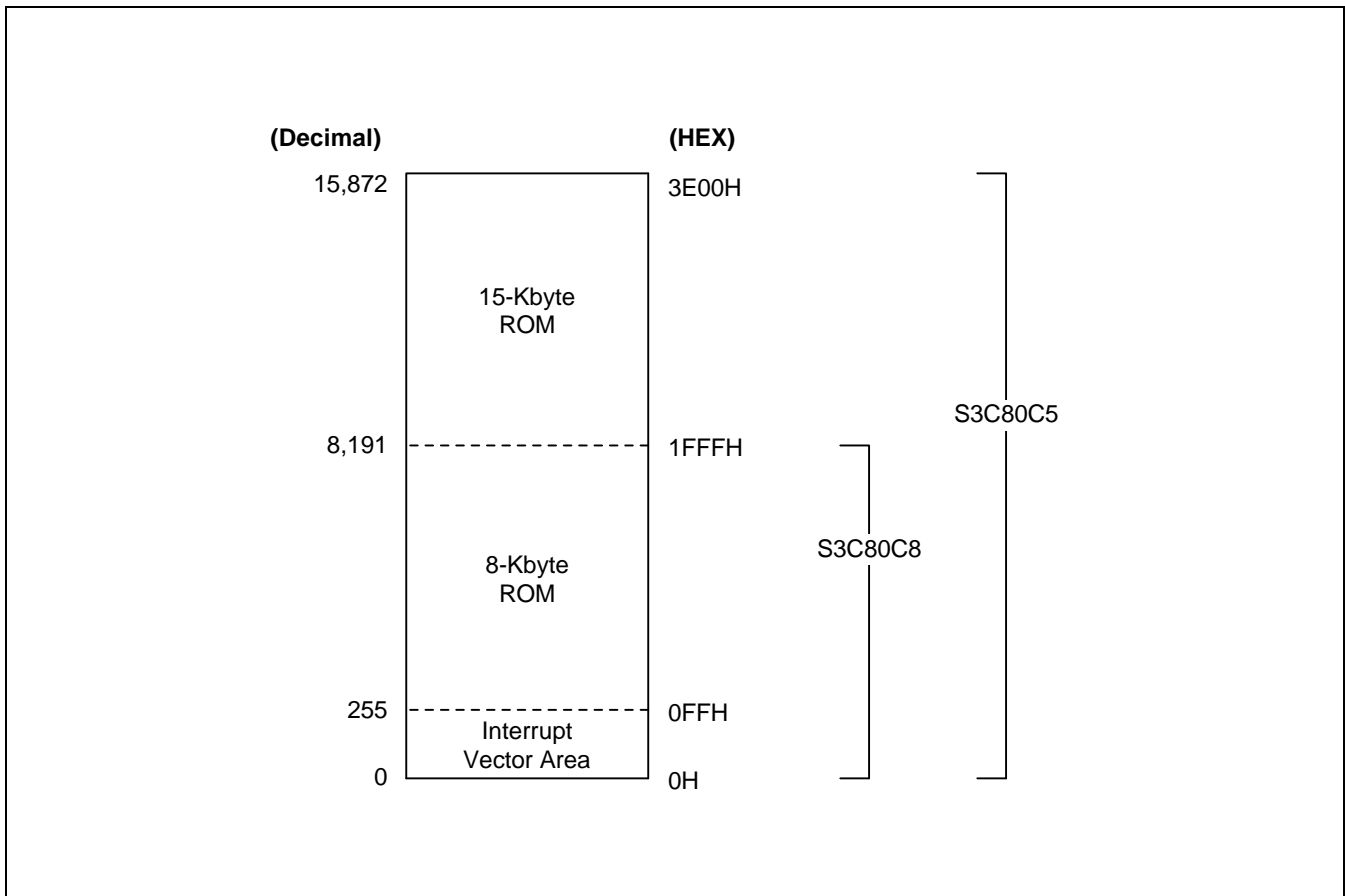


Figure 2-1. Program Memory Address Space

REGISTER ARCHITECTURE

The S3P80C5/C80C5/C80C8 register file has 312 registers. The upper 64 bytes register files are addressed as system control register and working register. The lower 192-byte area of the physical register file(00H–BFH) contains freely-addressable, general-purpose registers called *prime registers*. *It can be also used for stack operation.*

The extension of register space into separately addressable sets is supported internally by addressing mode restrictions.

Specific register types and the area (in bytes) they occupy in the S3P80C5/C80C5/C80C8 internal register space are summarized in Table 2-1.

Table 2-1. S3P80C5/C80C5/C80C8 Register Type Summary

Register Type	Number of Bytes
General-purpose registers (including the 16-byte common working register area, the 256-byte prime register area.)	272
CPU and system control registers	18
Mapped clock, peripheral, and I/O control and data registers	22
Total Addressable Bytes	312

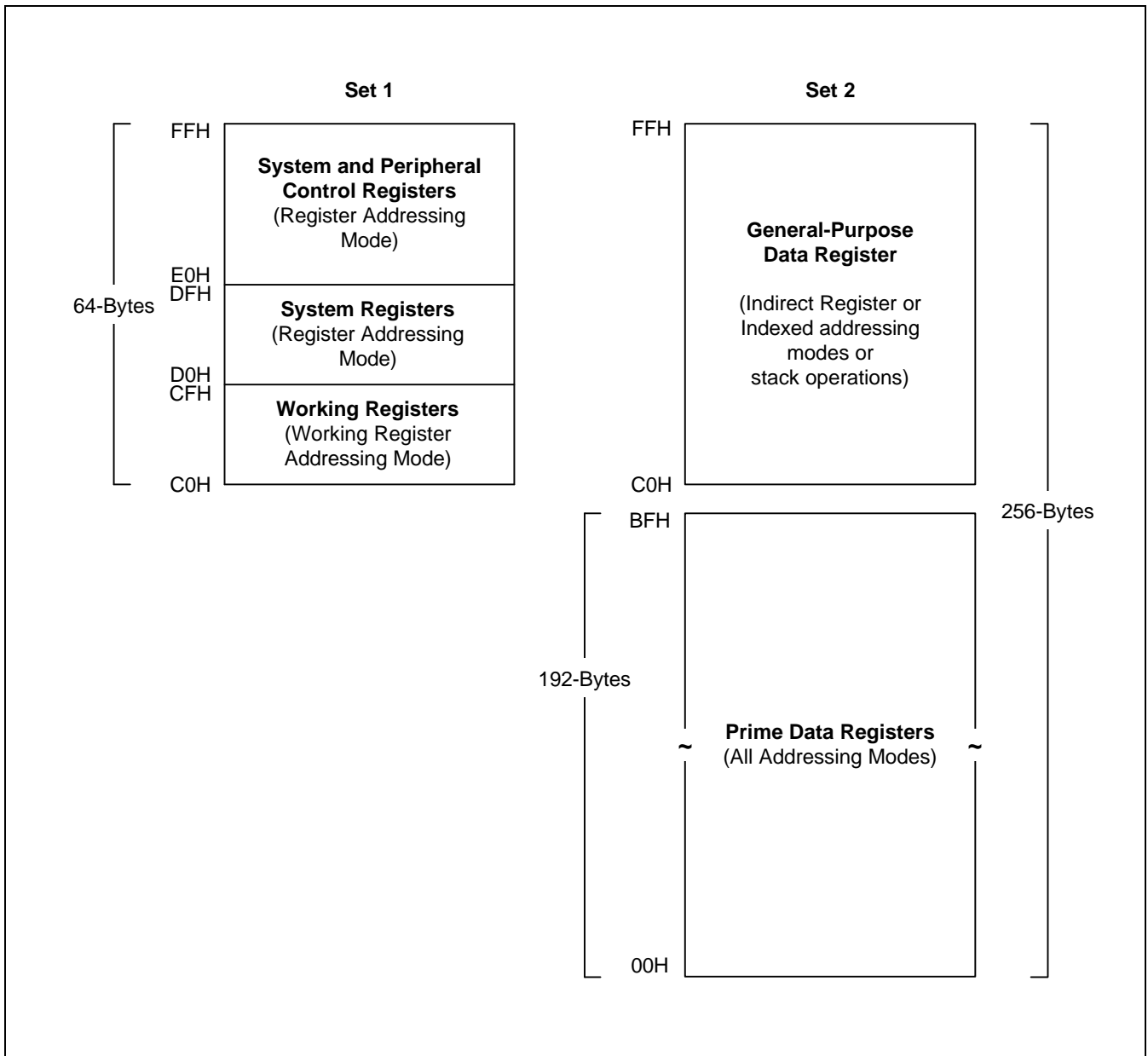


Figure 2-2. Internal Register File Organization

REGISTER PAGE POINTER (PP)

The S3C8-series architecture supports the logical expansion of the physical 256-byte internal register file (using an 8-bit data bus) into as many as 15 separately addressable register pages. Page addressing is controlled by the register page pointer (PP, DFH). In the S3P80C5/C80C5/C80C8 microcontroller, a paged register file expansion is not implemented and the register page pointer settings therefore always point to "page 0."

Following a reset, the page pointer's source value (lower nibble) and destination value (upper nibble) are always '0000', automatically selecting page 0 as the source and destination page for register addressing. These page pointer (PP) register settings, as shown in Figure 2-3, should not be modified during normal operation.

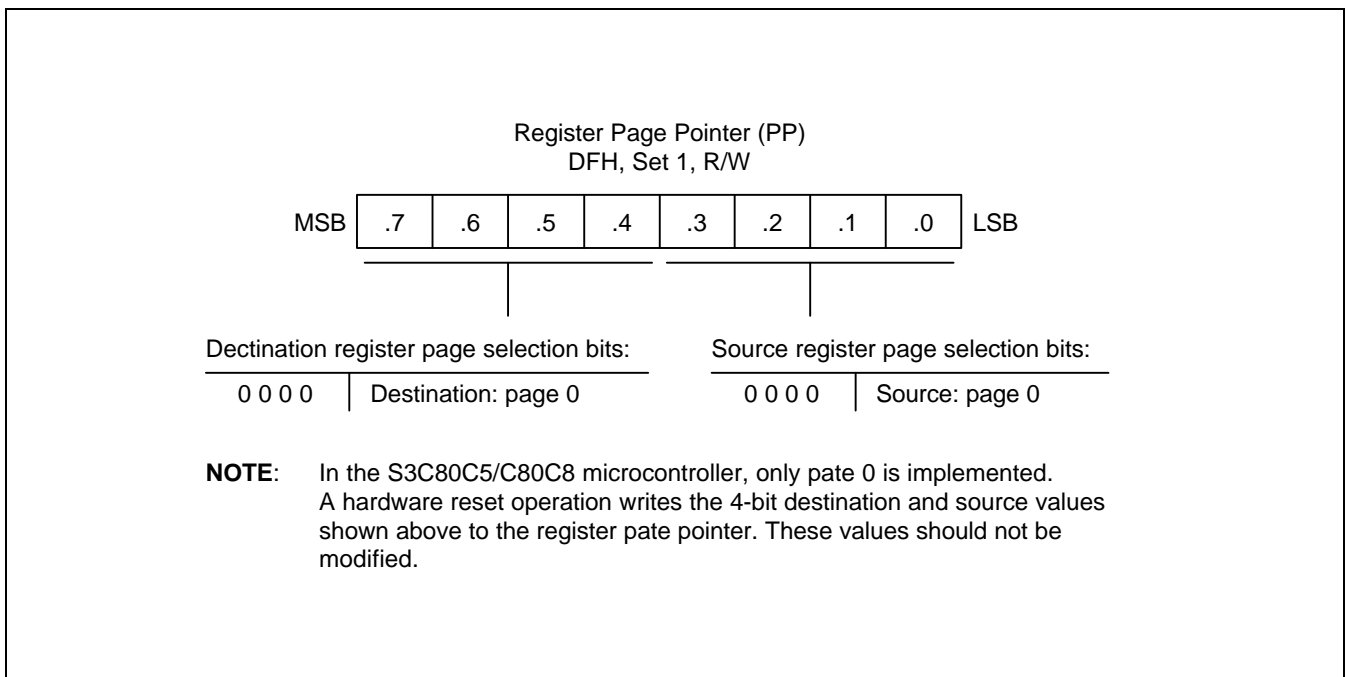


Figure 2-3. Register Page Pointer (PP)

REGISTER SET 1

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

In some S3C8-series microcontrollers, the upper 32-byte area of this 64-byte space (E0H–FFH) is divided into two 32-byte register banks, *bank 0* and *bank 1*. The set register bank instructions SB0 or SB1 are used to address one bank or the other. In the S3P80C5/C80C5/C80C8 microcontroller, bank 1 is not implemented. A hardware reset operation therefore always selects bank 0 addressing, and the SB0 and SB1 instructions are not necessary.

The upper 32-byte area of set 1 (FFH–E0H) contains 26 mapped system and peripheral control registers. The lower 32-byte area contains 16 system registers (DFH–D0H) and a 16-byte common working register area (CFH–C0H). You can use the common working register area as a "scratch" area for data operations being performed in other areas of the register file.

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

REGISTER SET 2

The same 64-byte physical space that is used for set 1 locations C0H–FFH is logically duplicated to add another 64 bytes of register space. This expanded area of the register file is called *set 2*. All set 2 locations (C0H–FFH) are addressed as part of page 0 in the S3P80C5/C80C5/C80C8 register space.

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

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

PRIME REGISTER SPACE

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

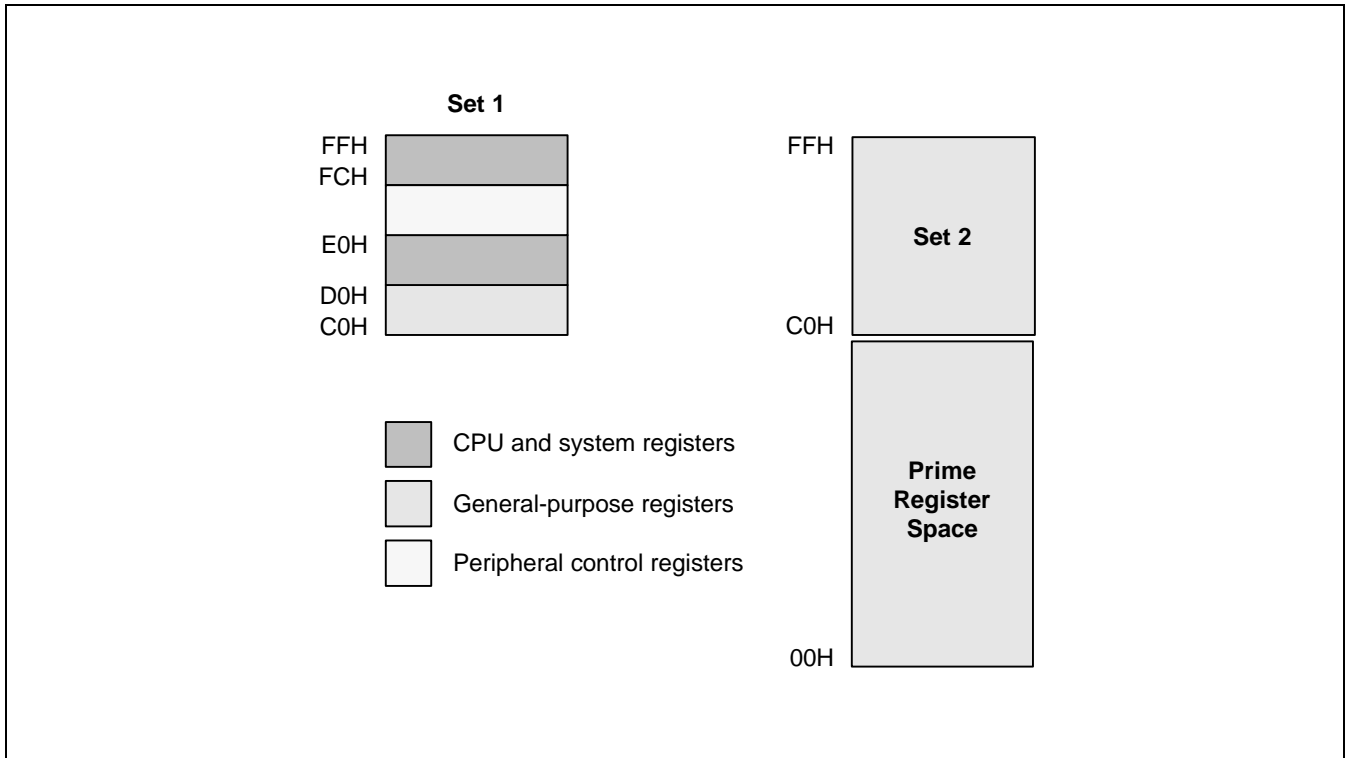


Figure 2-4. Set 1, Set 2 and Prime Area Register Map

WORKING REGISTERS

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

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

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

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

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

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

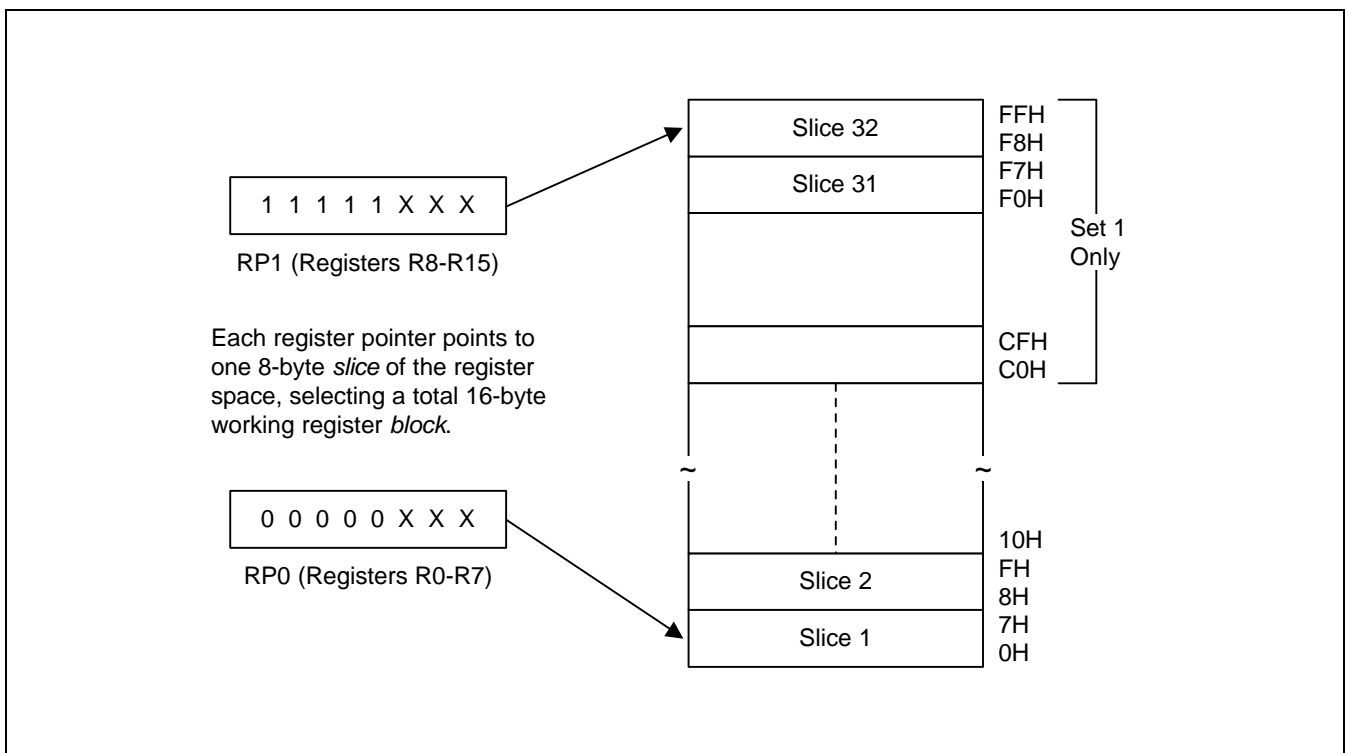


Figure 2-5. 8-Byte Working Register Areas (Slices)

USING THE REGISTER POINTERS

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

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

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

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

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

PROGRAMMING TIP — Setting the Register Pointers

```

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

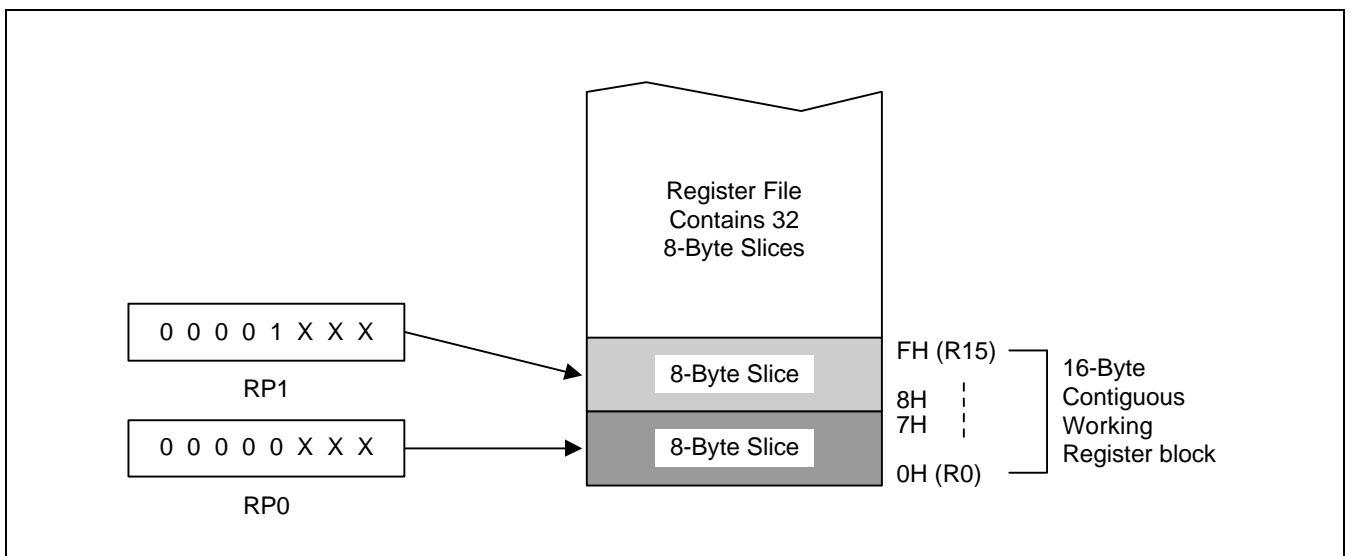


Figure 2-6. Contiguous 16-Byte Working Register Block

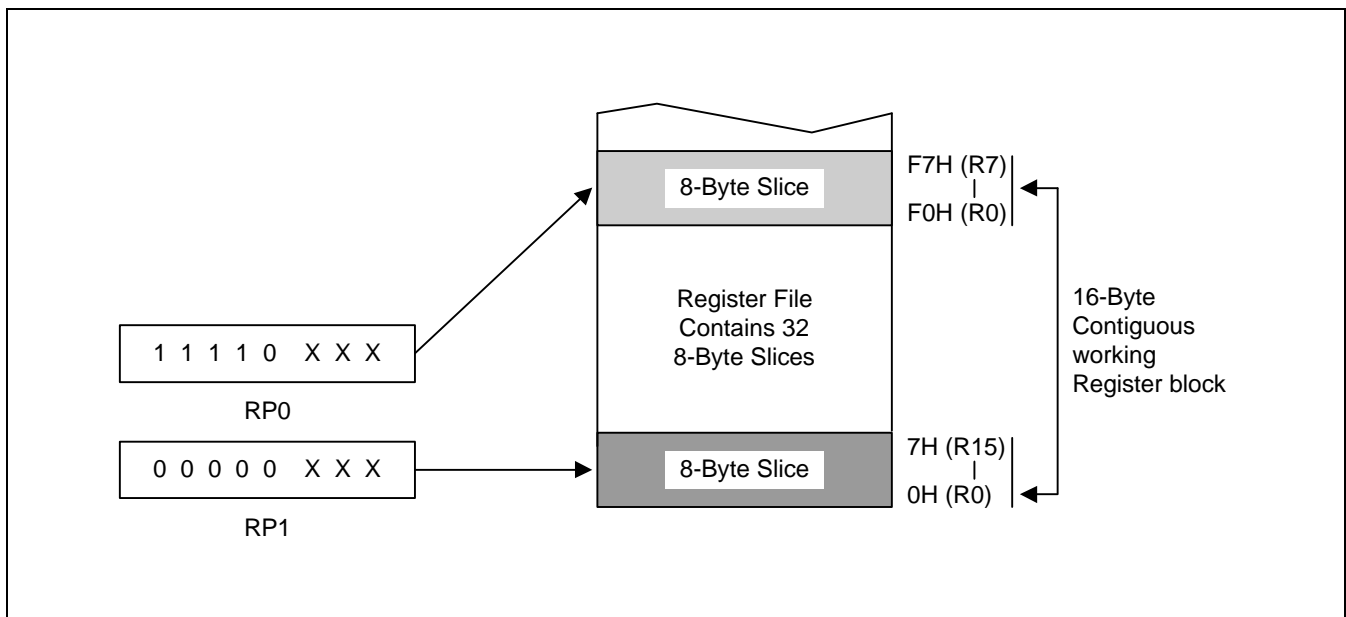


Figure 2-7. Non-Contiguous 16-Byte Working Register Block

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

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

```

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

```

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

```

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

```

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

REGISTER ADDRESSING

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

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

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

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

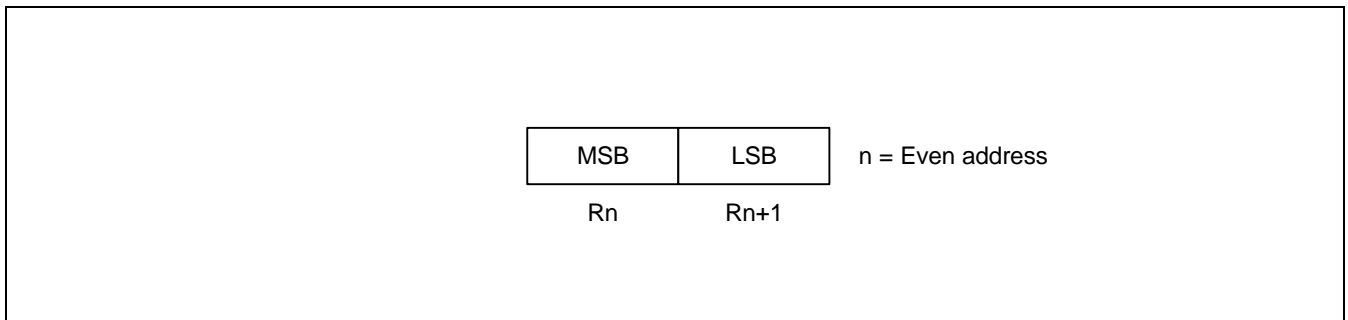


Figure 2-8. 16-Bit Register Pair

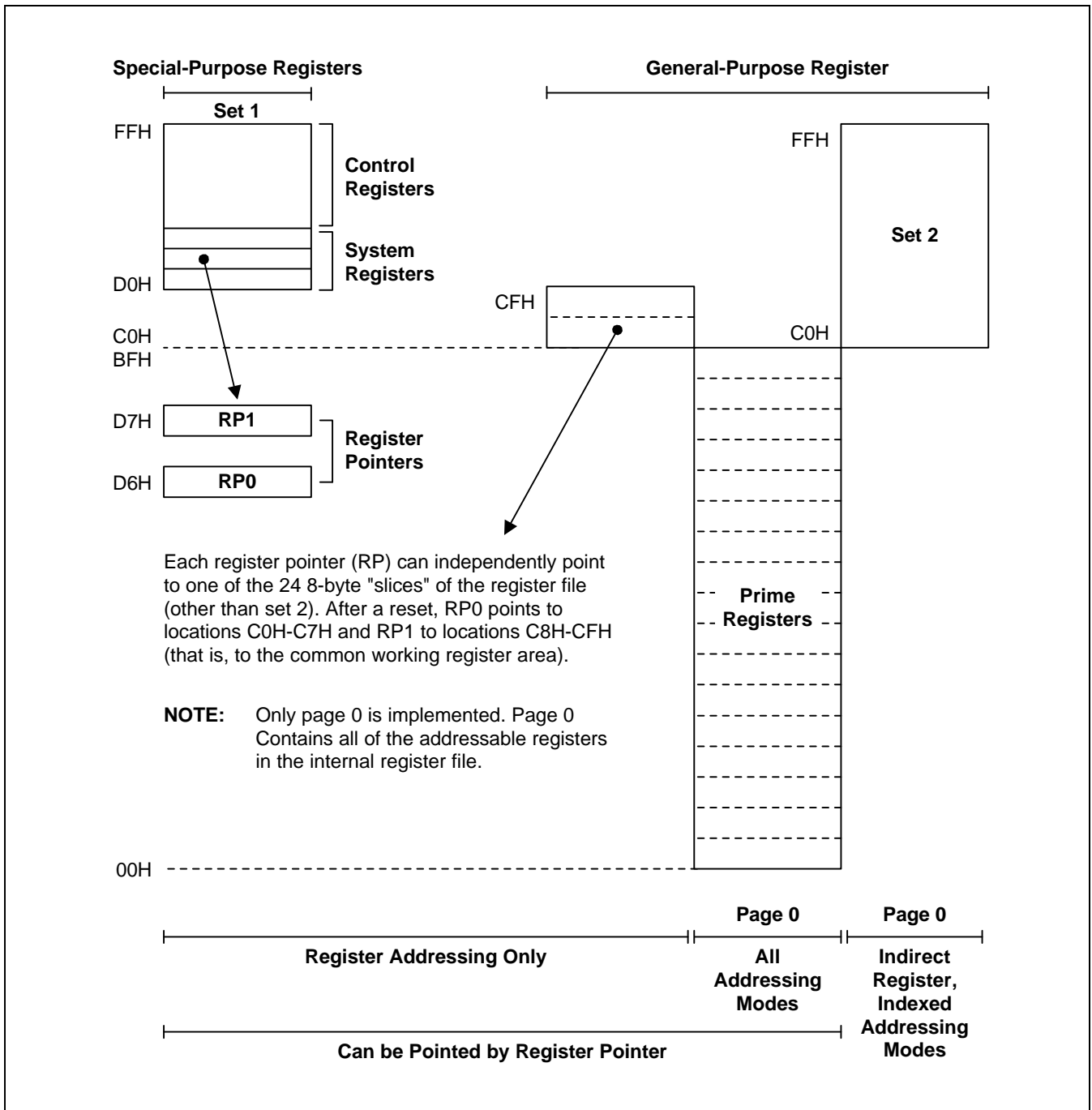


Figure 2-9. Register File Addressing

COMMON WORKING REGISTER AREA (C0H–CFH)

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

RP0 → C0H–C7H

RP1 → C8H–CFH

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

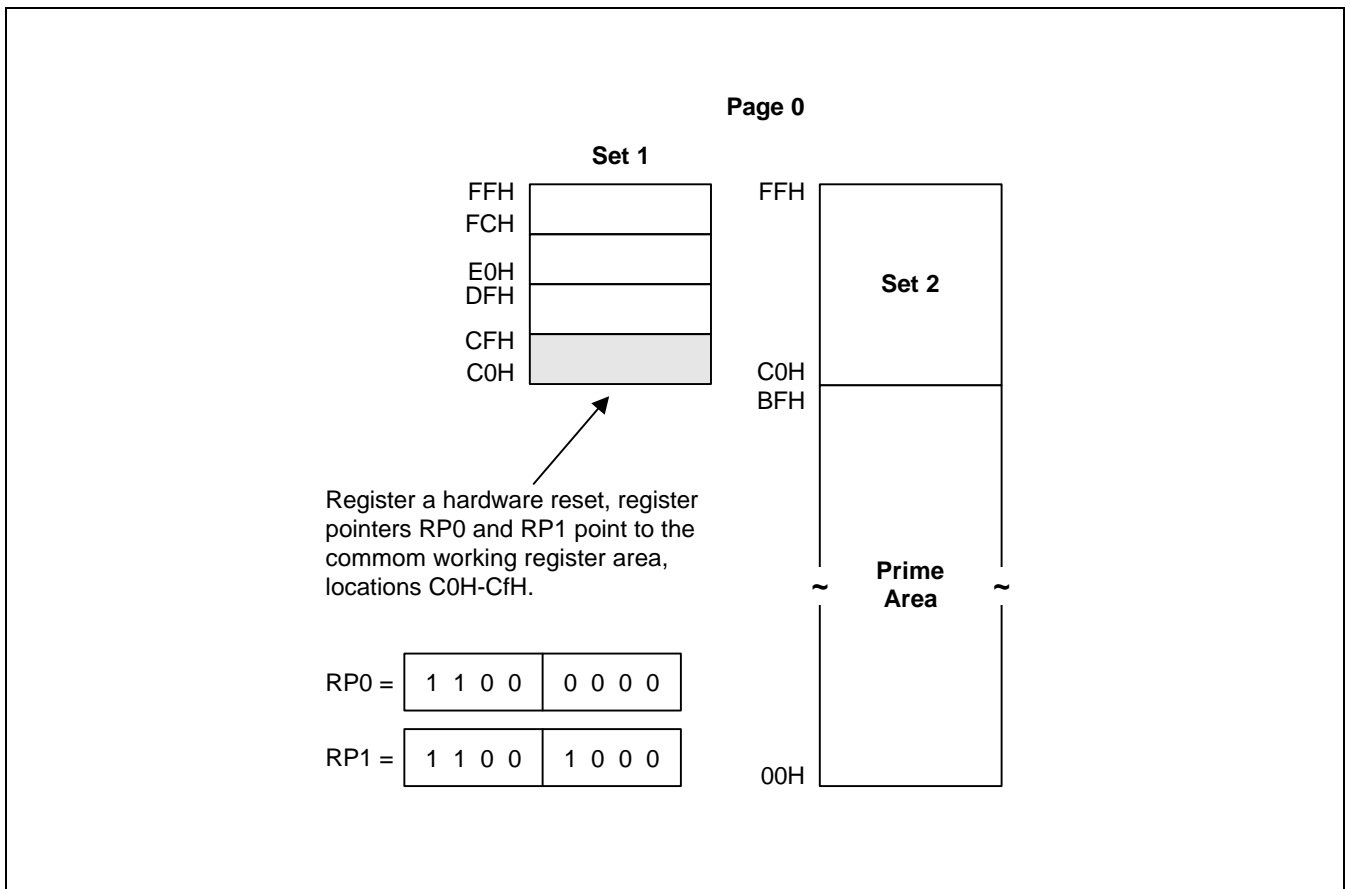


Figure 2-10. Common Working Register Area

PROGRAMMING TIP — Addressing the Common Working Register Area

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

Example 1:

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

Use working register addressing instead:

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

Example 2:

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

Use working register addressing instead:

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

4-BIT WORKING REGISTER ADDRESSING

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

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

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

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

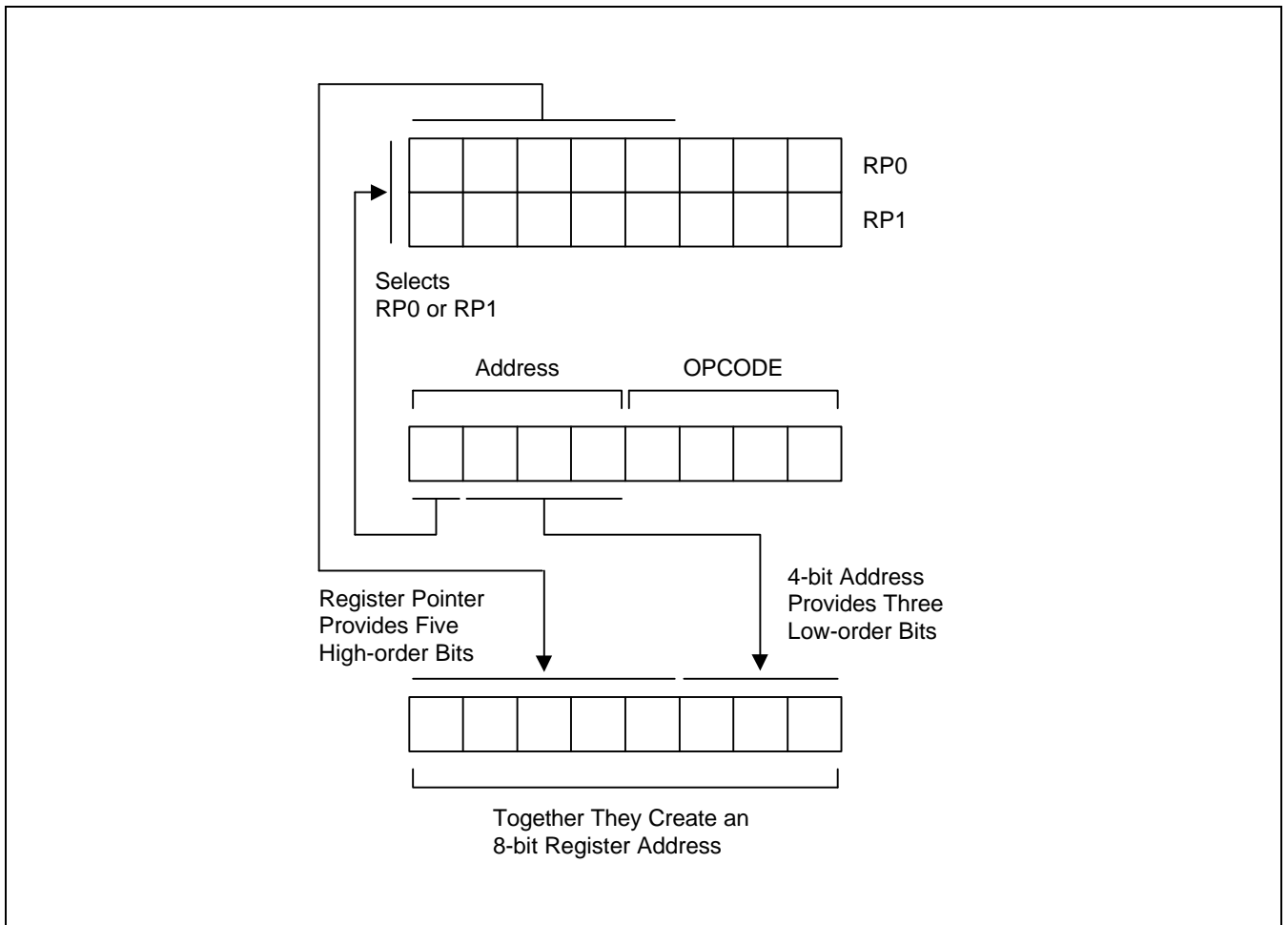


Figure 2-11. 4-Bit Working Register Addressing

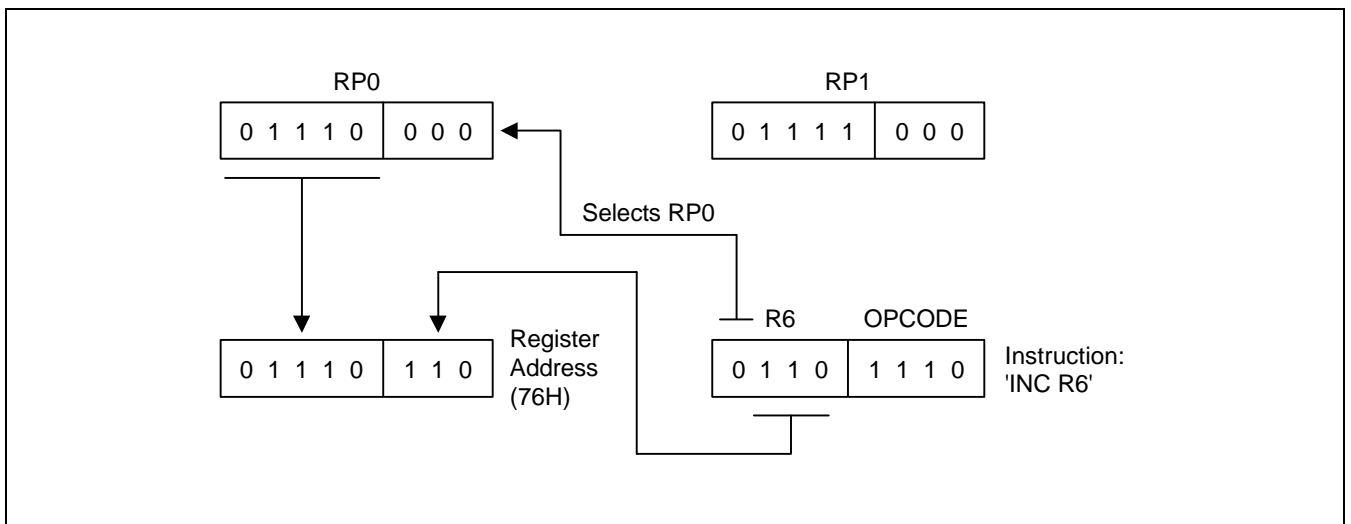


Figure 2-12. 4-Bit Working Register Addressing Example

8-BIT WORKING REGISTER ADDRESSING

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

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

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

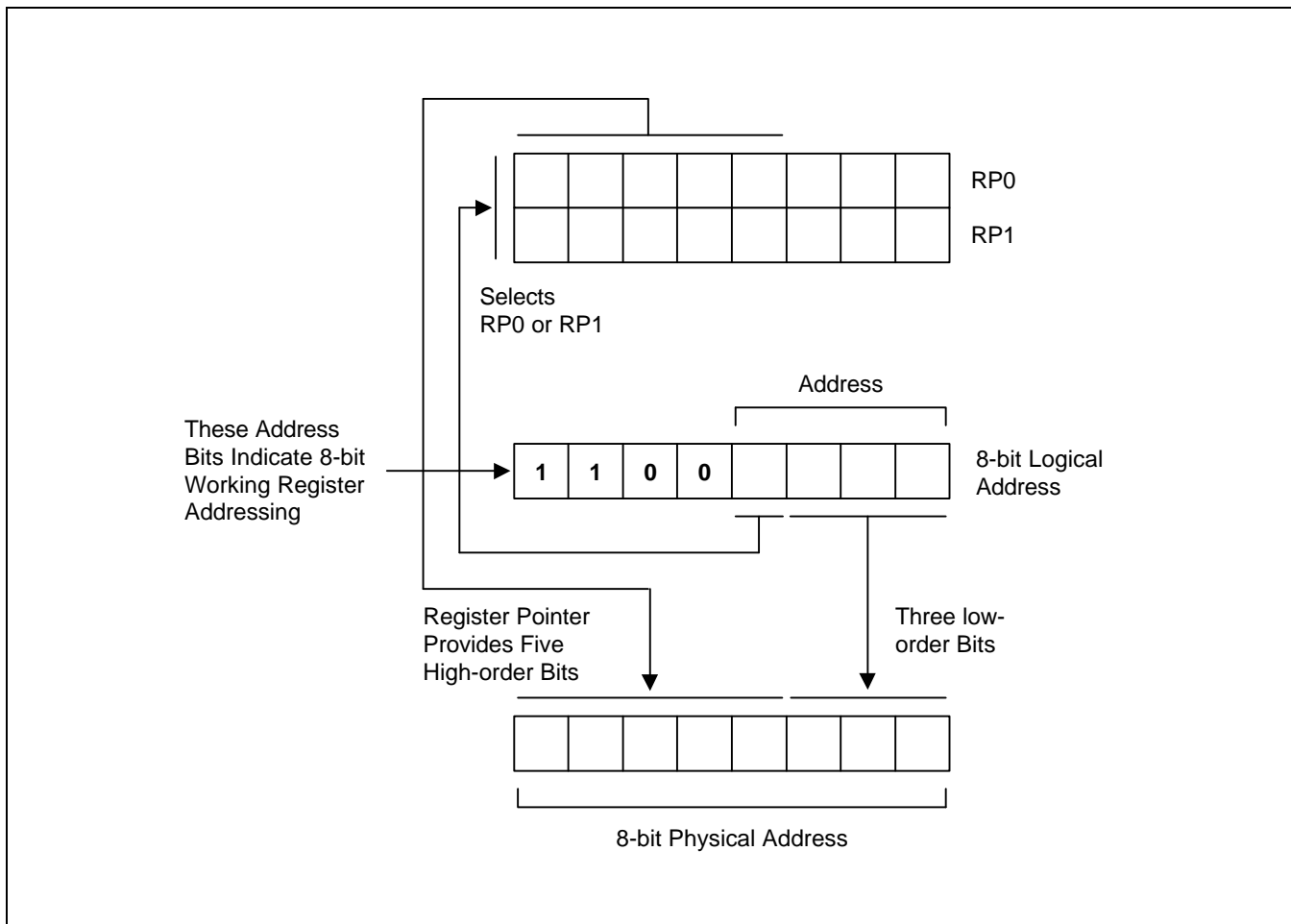


Figure 2-13. 8-Bit Working Register Addressing

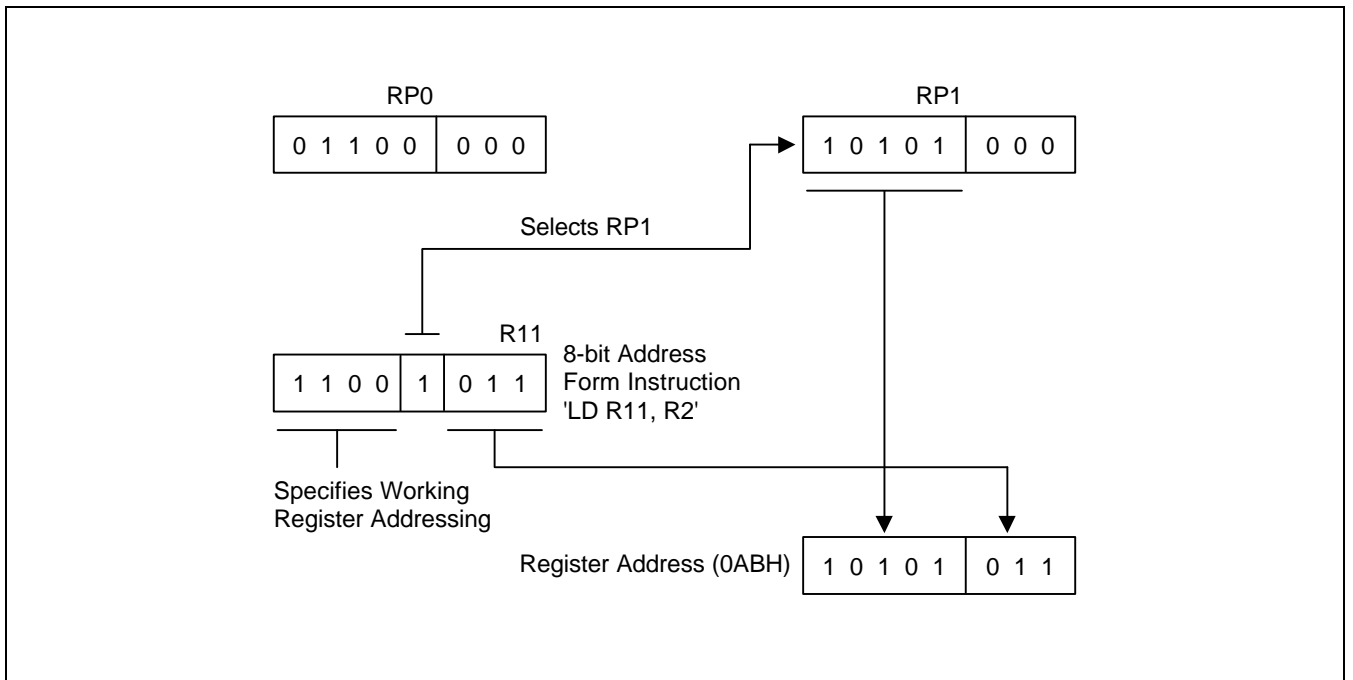


Figure 2-14. 8-Bit Working Register Addressing Example

SYSTEM AND USER STACKS

S3C8-series microcontrollers use the system stack for subroutine calls and returns and to store data. The PUSH and POP instructions are used to control system stack operations.

The S3P80C5/C80C5/C80C8 architecture supports stack operations in the internal register file.

Stack Operations

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

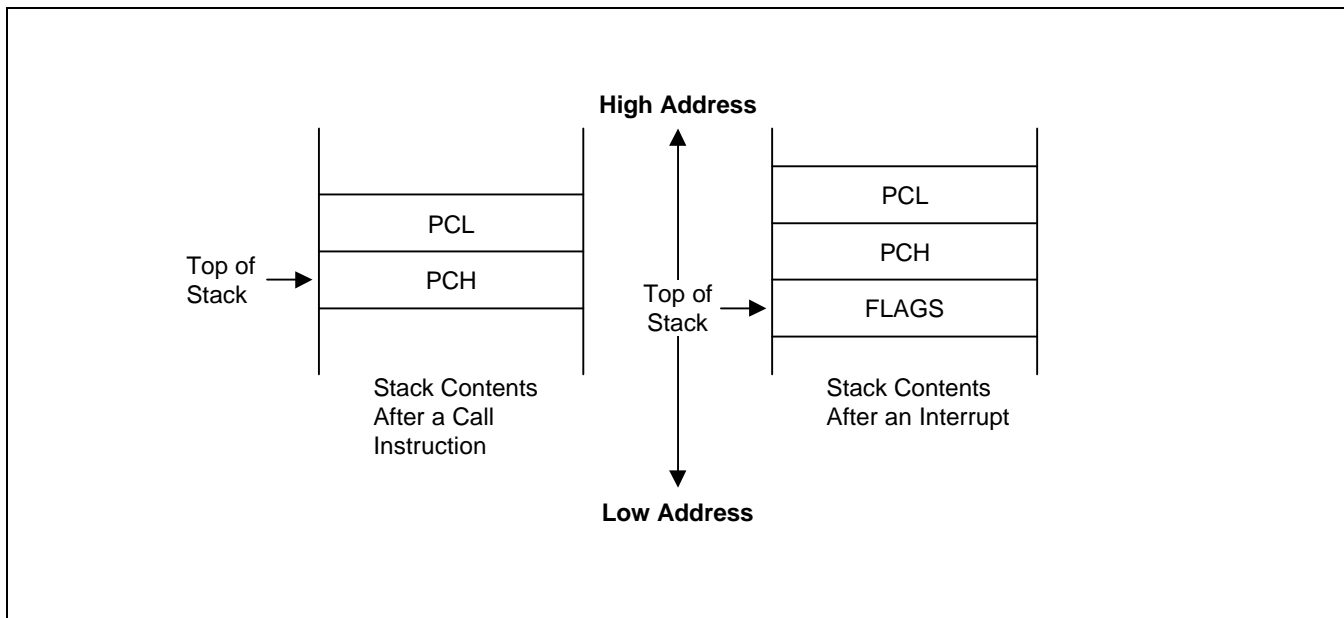


Figure 2-15. Stack Operations

User-Defined Stacks

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

Stack Pointers (SPL)

Register location D9H contain the 8-bit stack pointer (SPL) that is used for system stack operations. After a reset, the SPL value is undetermined. Because only internal memory 256-byte is implemented in S3P80C5/C80C5/C80C8, the SPL must be initialized to an 8-bit value in the range 00H–FFH.

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

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

```

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

```


NOTES

3

ADDRESSING MODES

OVERVIEW

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

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

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

REGISTER ADDRESSING MODE (R)

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

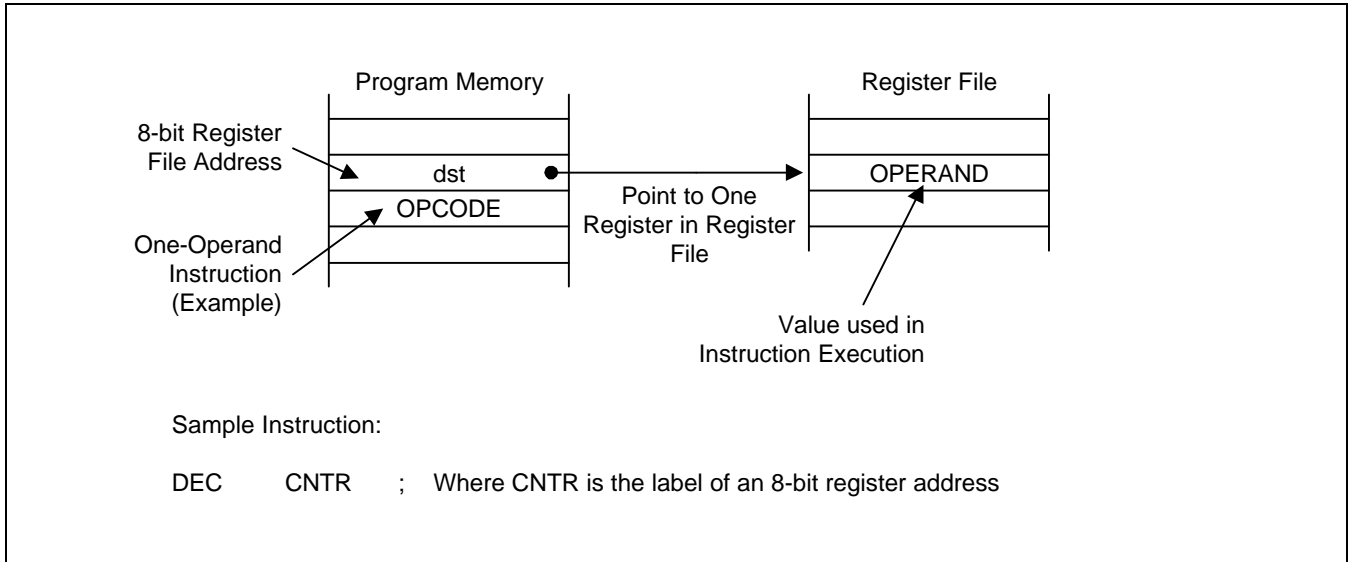


Figure 3-1. Register Addressing

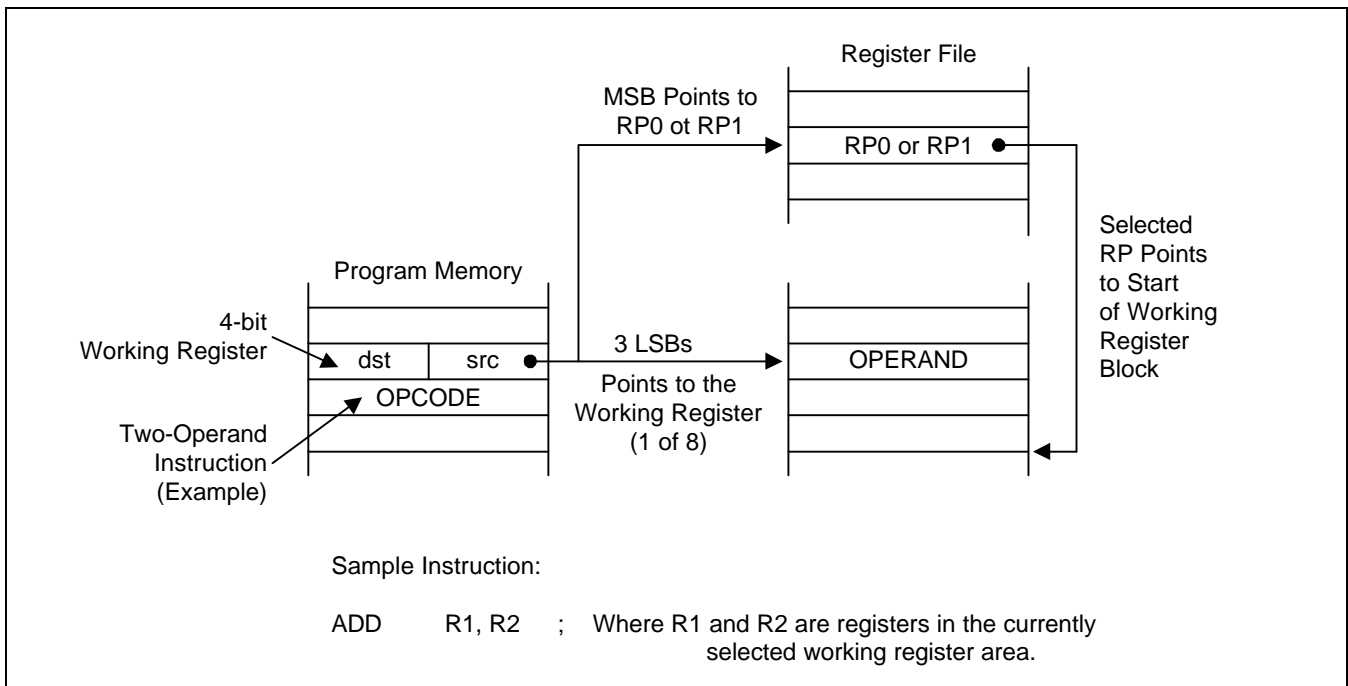


Figure 3-2. Working Register Addressing

INDIRECT REGISTER ADDRESSING MODE (IR)

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

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

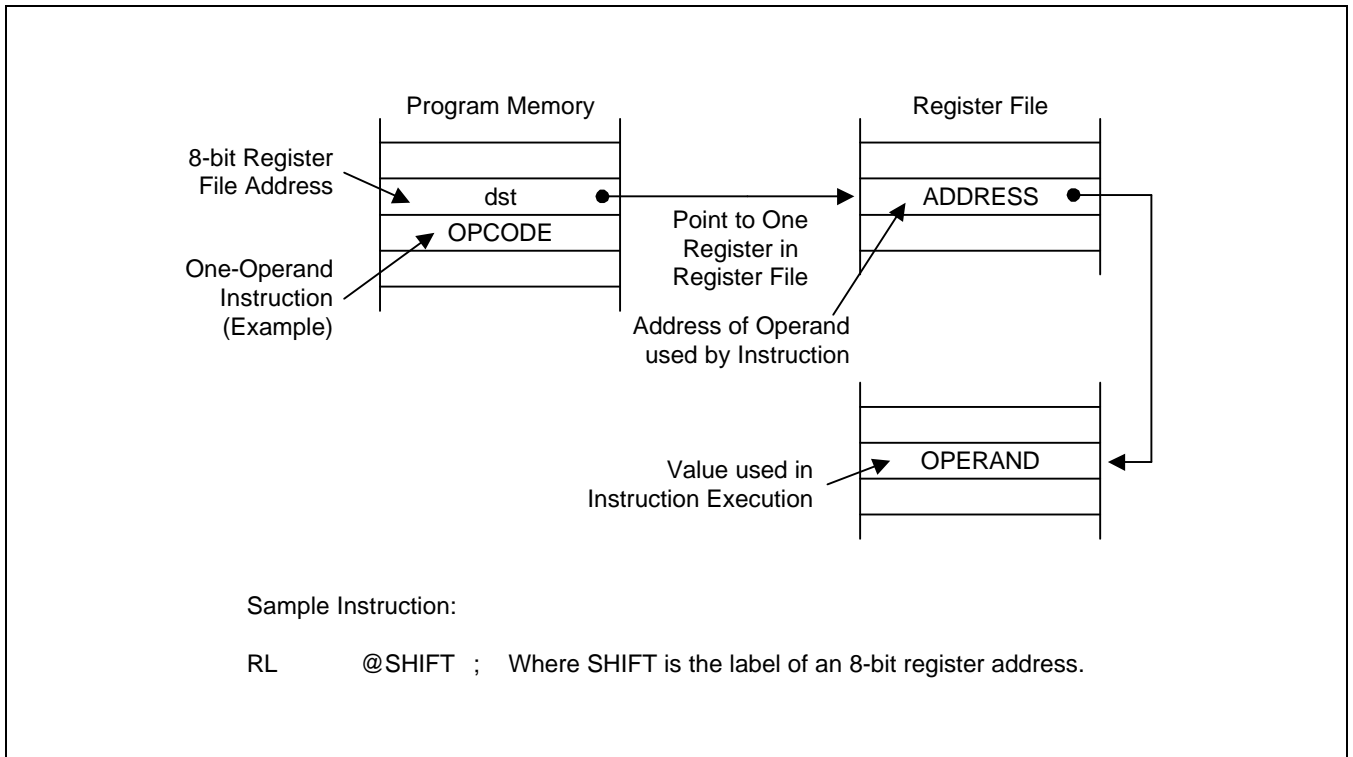


Figure 3-3. Indirect Register Addressing to Register File

INDIRECT REGISTER ADDRESSING MODE (Continued)

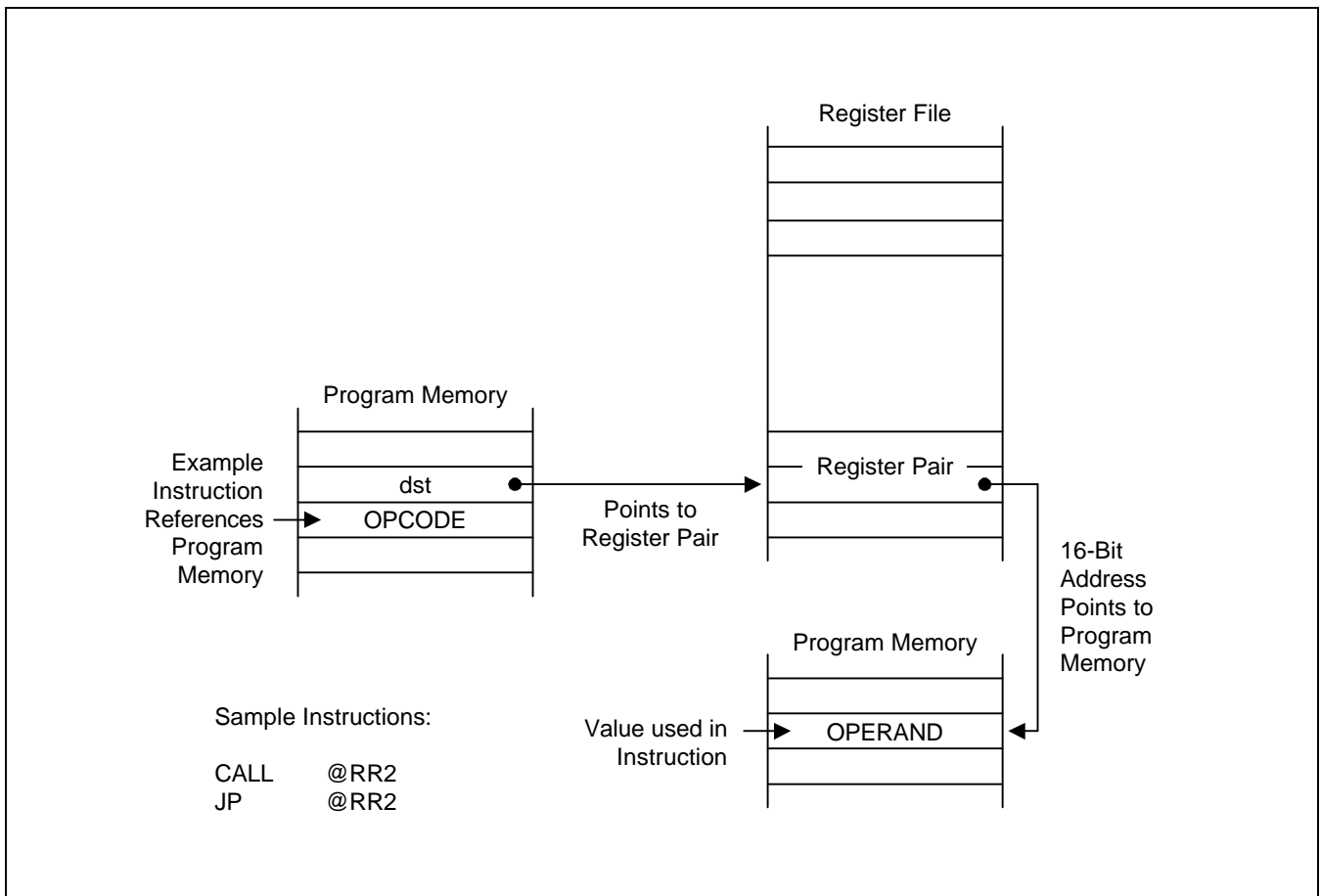


Figure 3-4. Indirect Register Addressing to Program Memory

INDIRECT REGISTER ADDRESSING MODE (Continued)

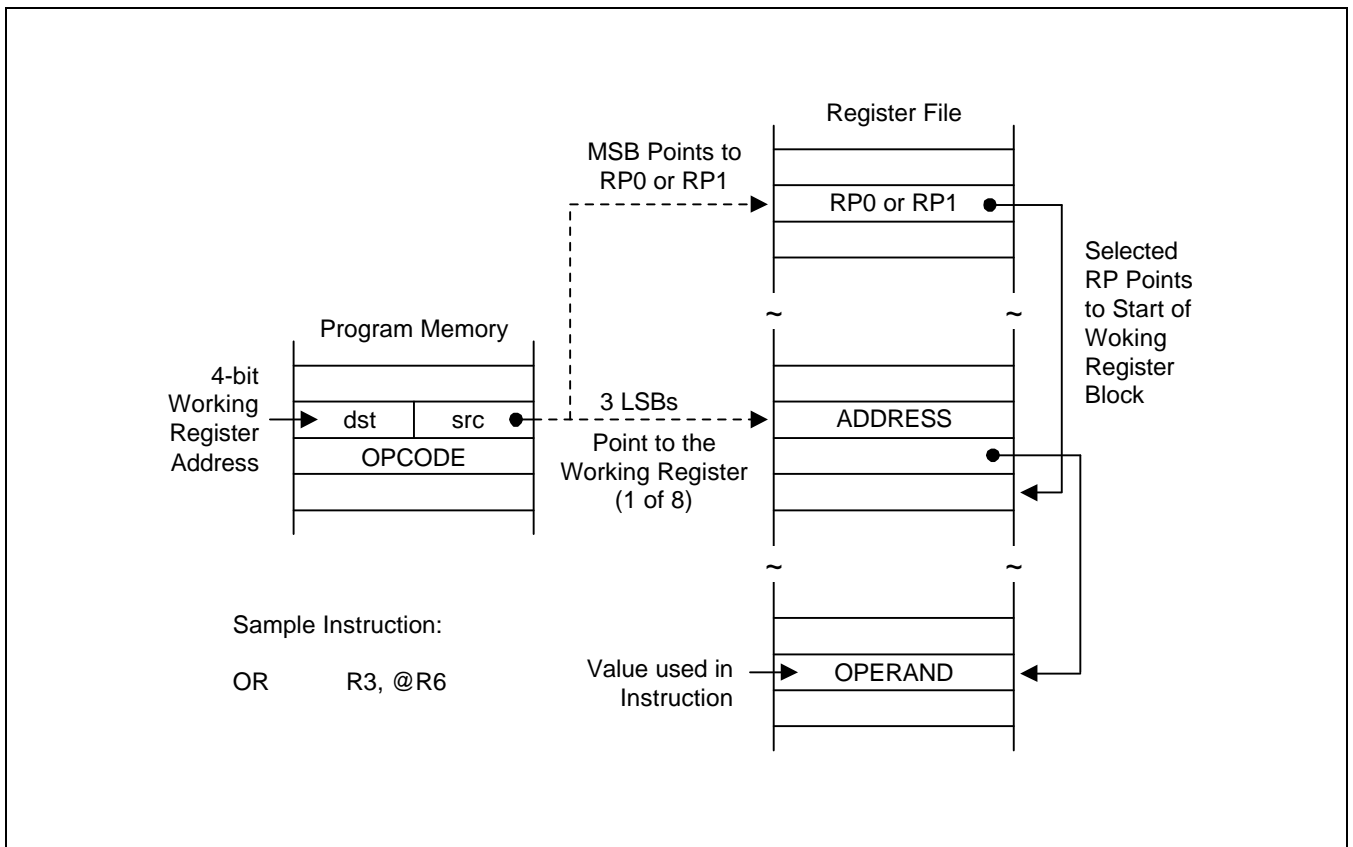


Figure 3-5. Indirect Working Register Addressing to Register File

INDIRECT REGISTER ADDRESSING MODE (Continued)

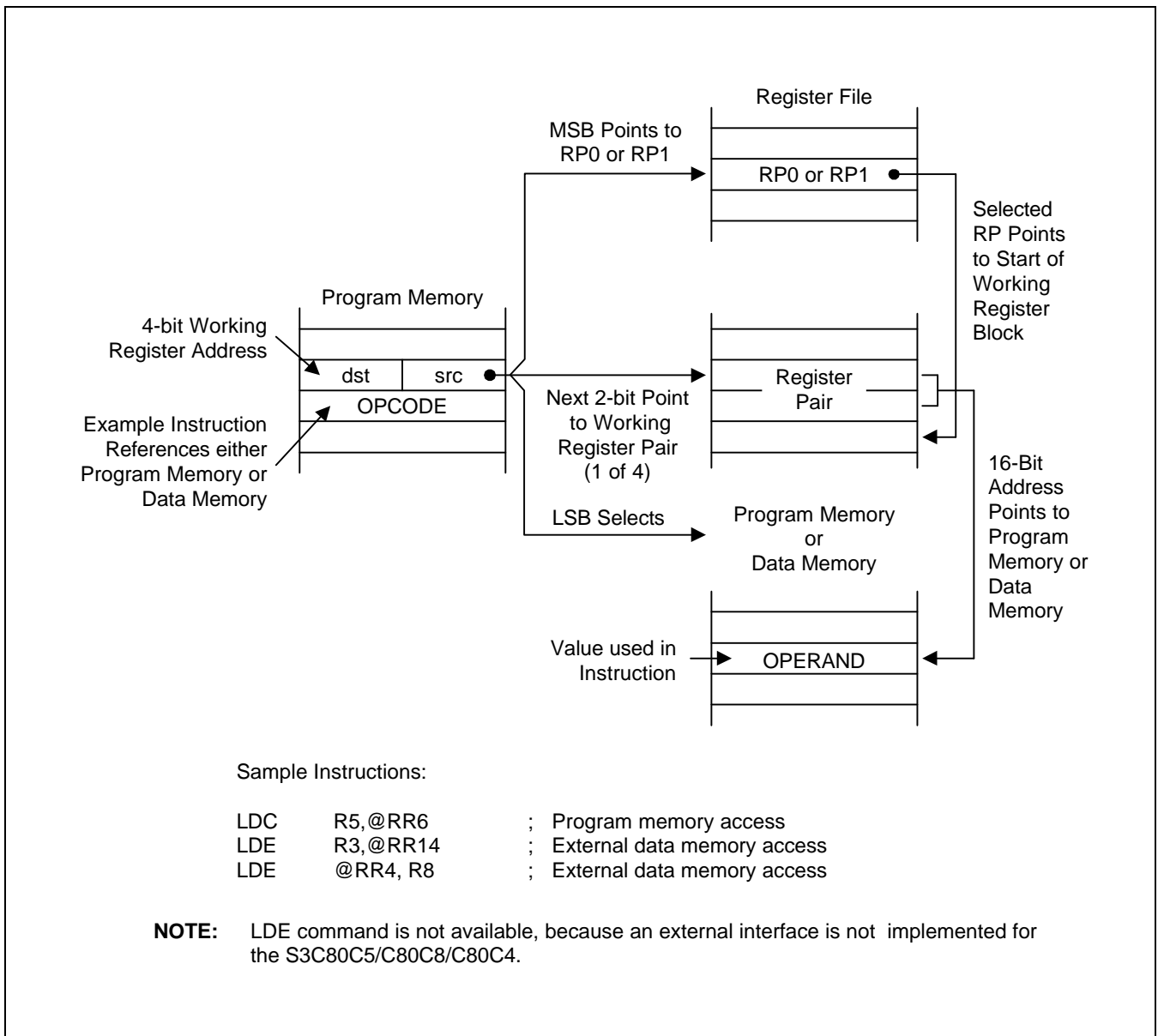


Figure 3-6. Indirect Working Register Addressing to Program or Data Memory

INDEXED ADDRESSING MODE (X)

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

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

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

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

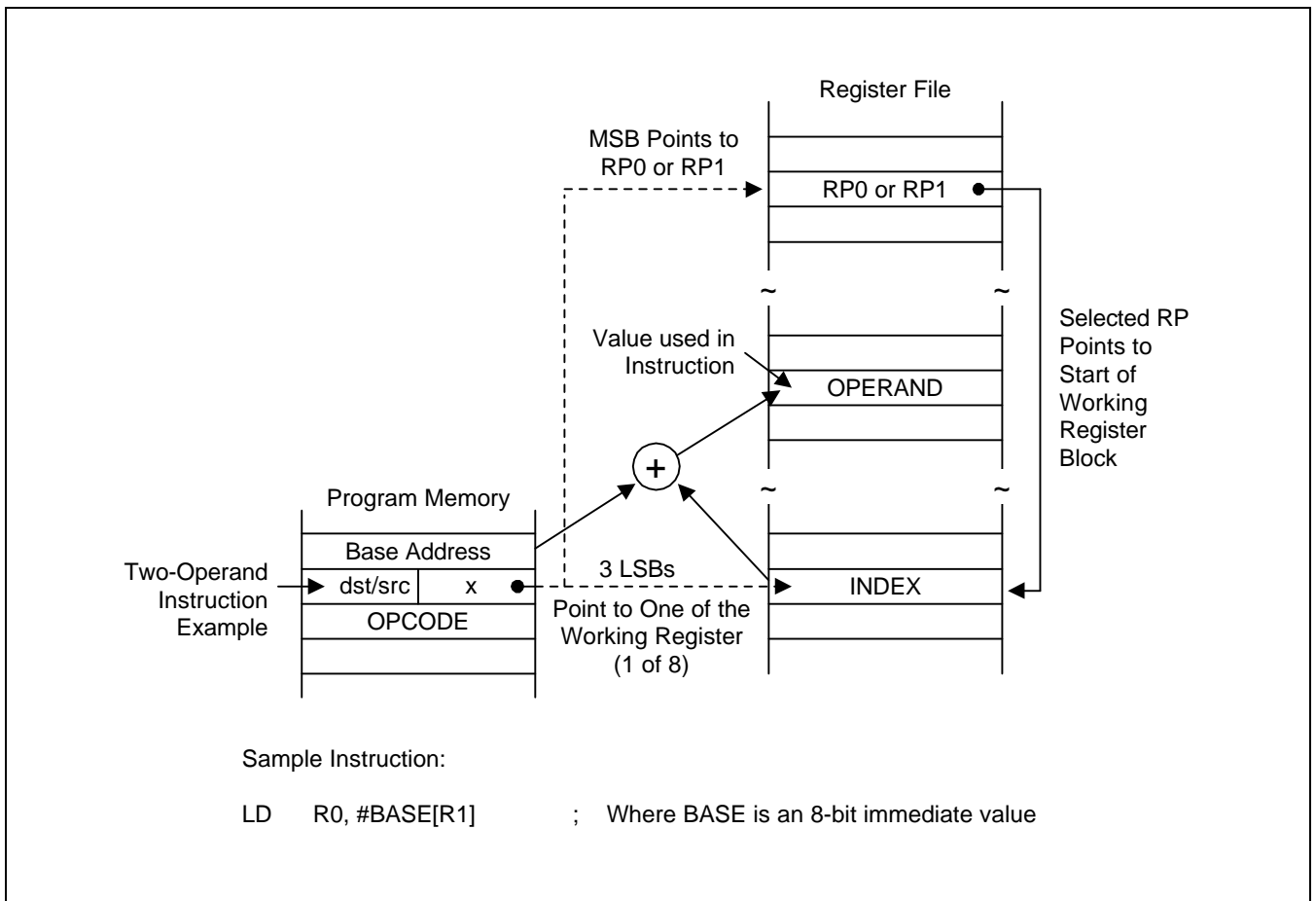


Figure 3-7. Indexed Addressing to Register File

INDEXED ADDRESSING MODE (Continued)

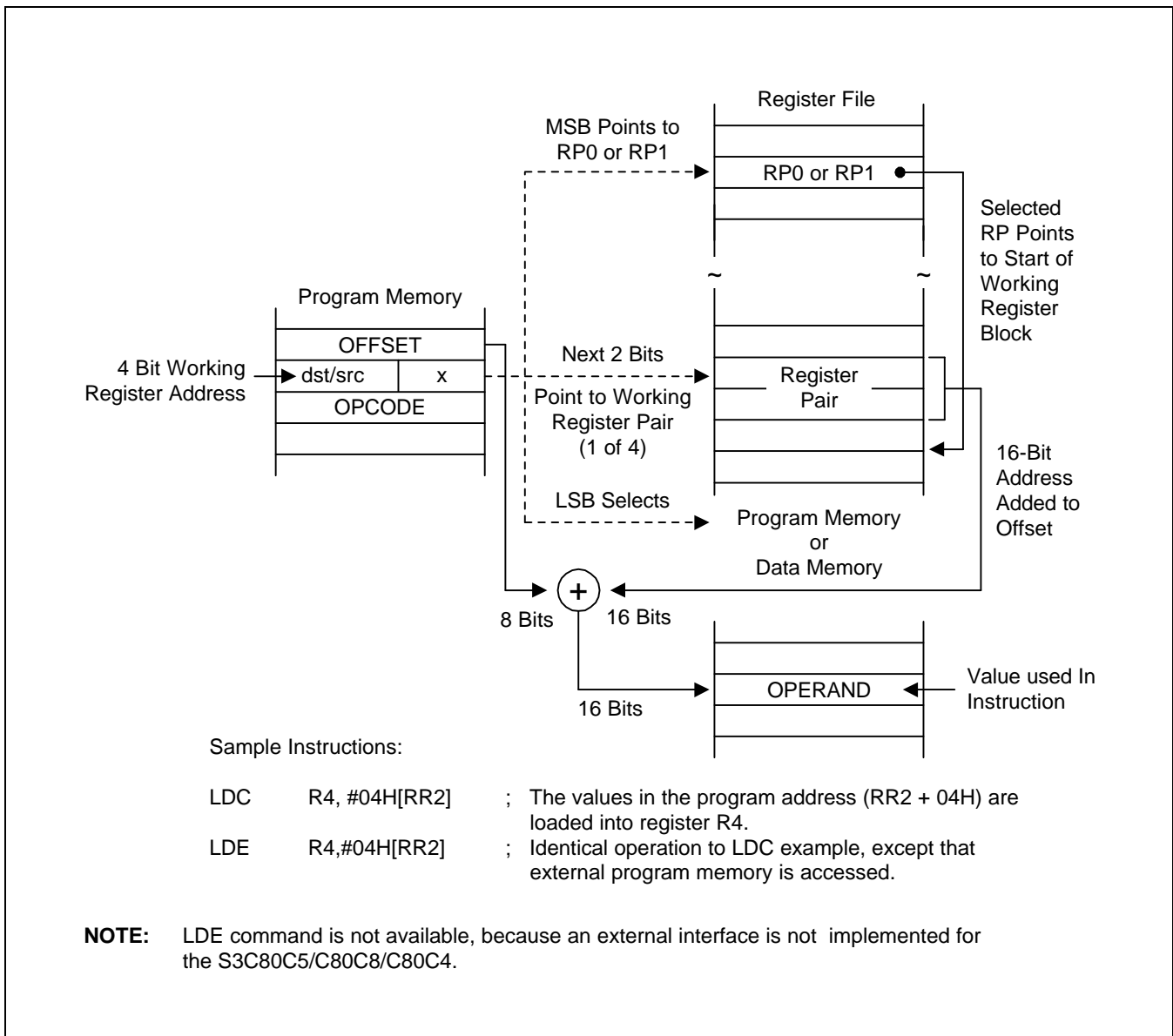


Figure 3-8. Indexed Addressing to Program or Data Memory with Short Offset

INDEXED ADDRESSING MODE (Continued)

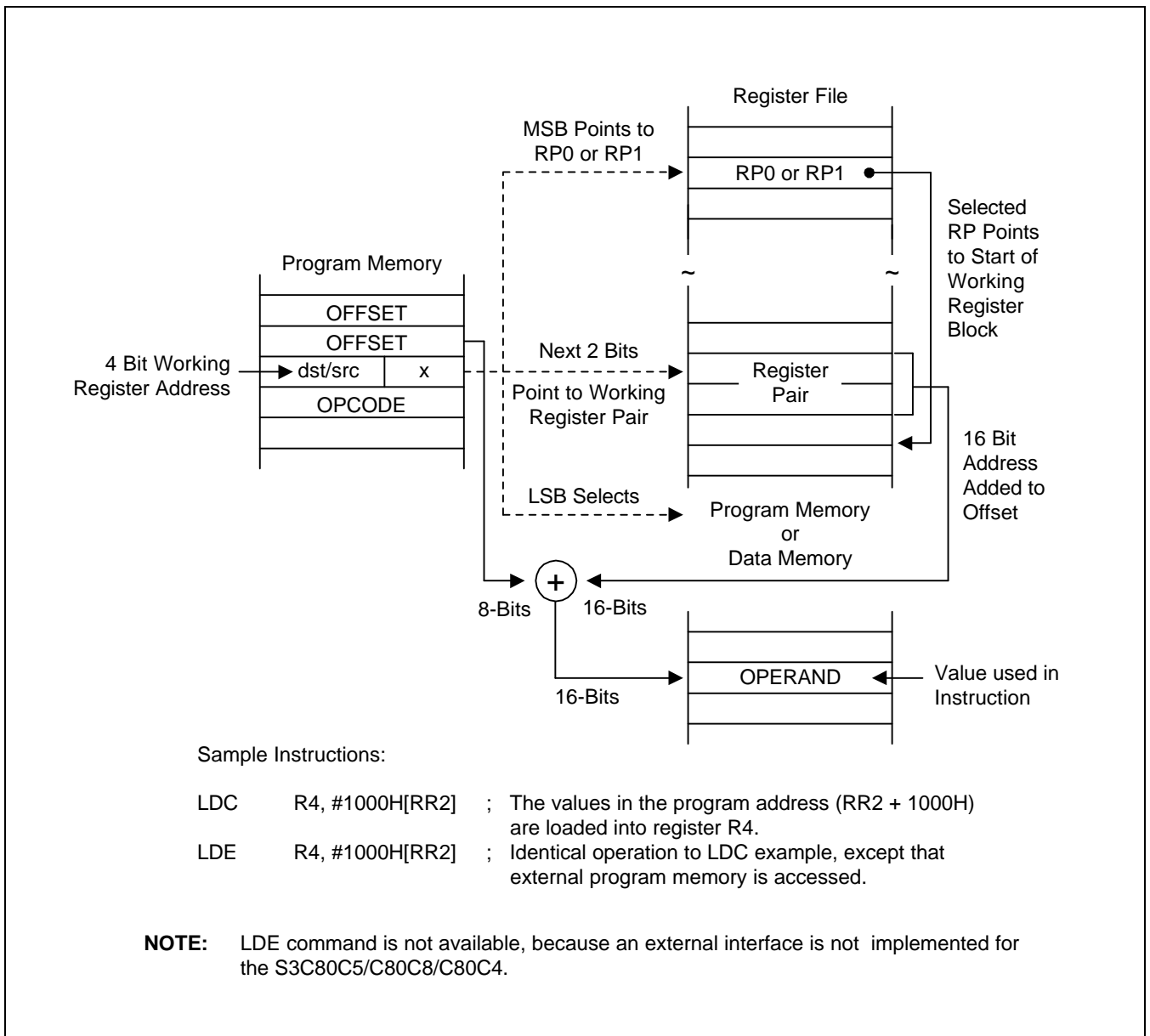


Figure 3-9. Indexed Addressing to Program or Data Memory

DIRECT ADDRESS MODE (DA)

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

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

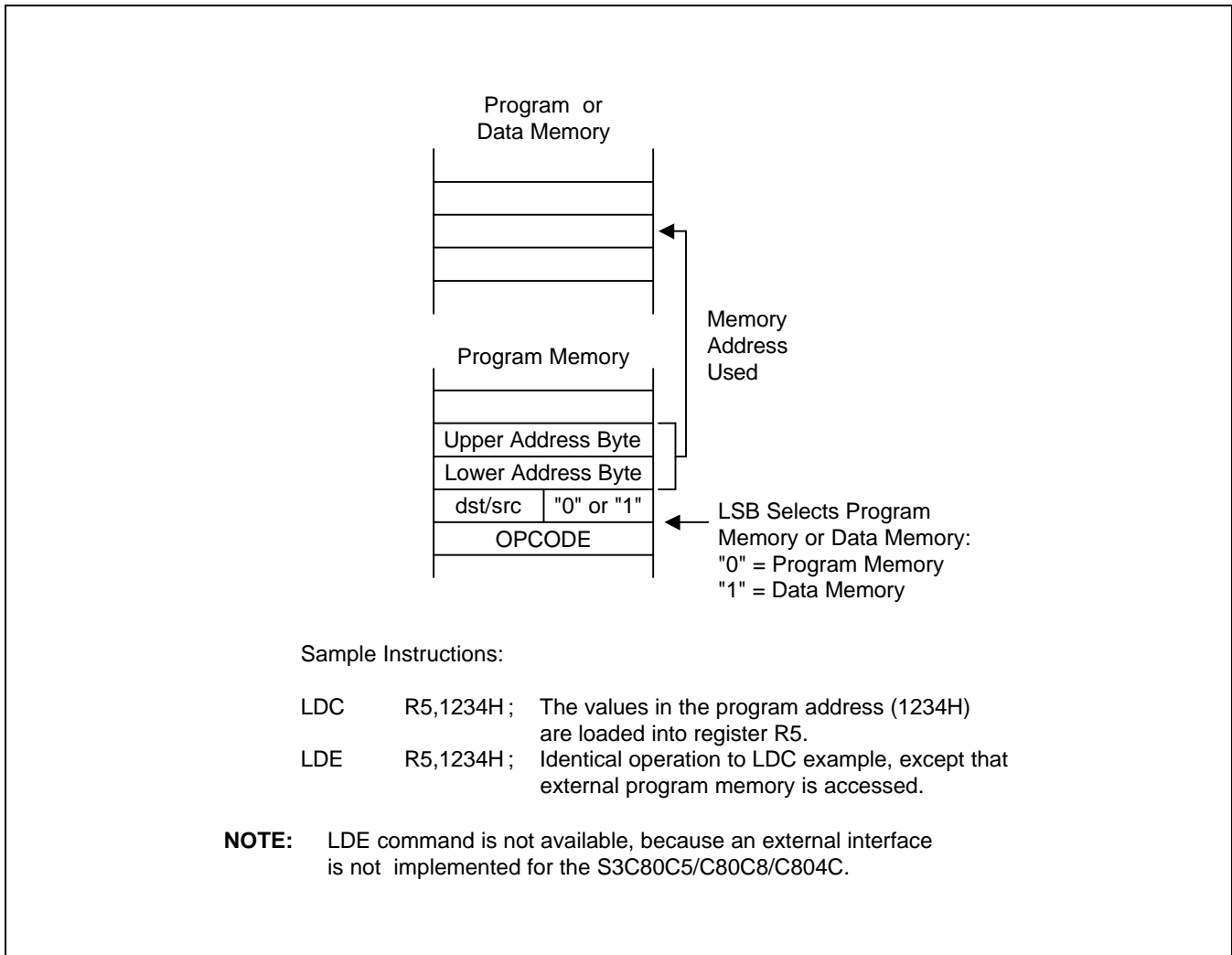


Figure 3-10. Direct Addressing for Load Instructions

DIRECT ADDRESS MODE (Continued)

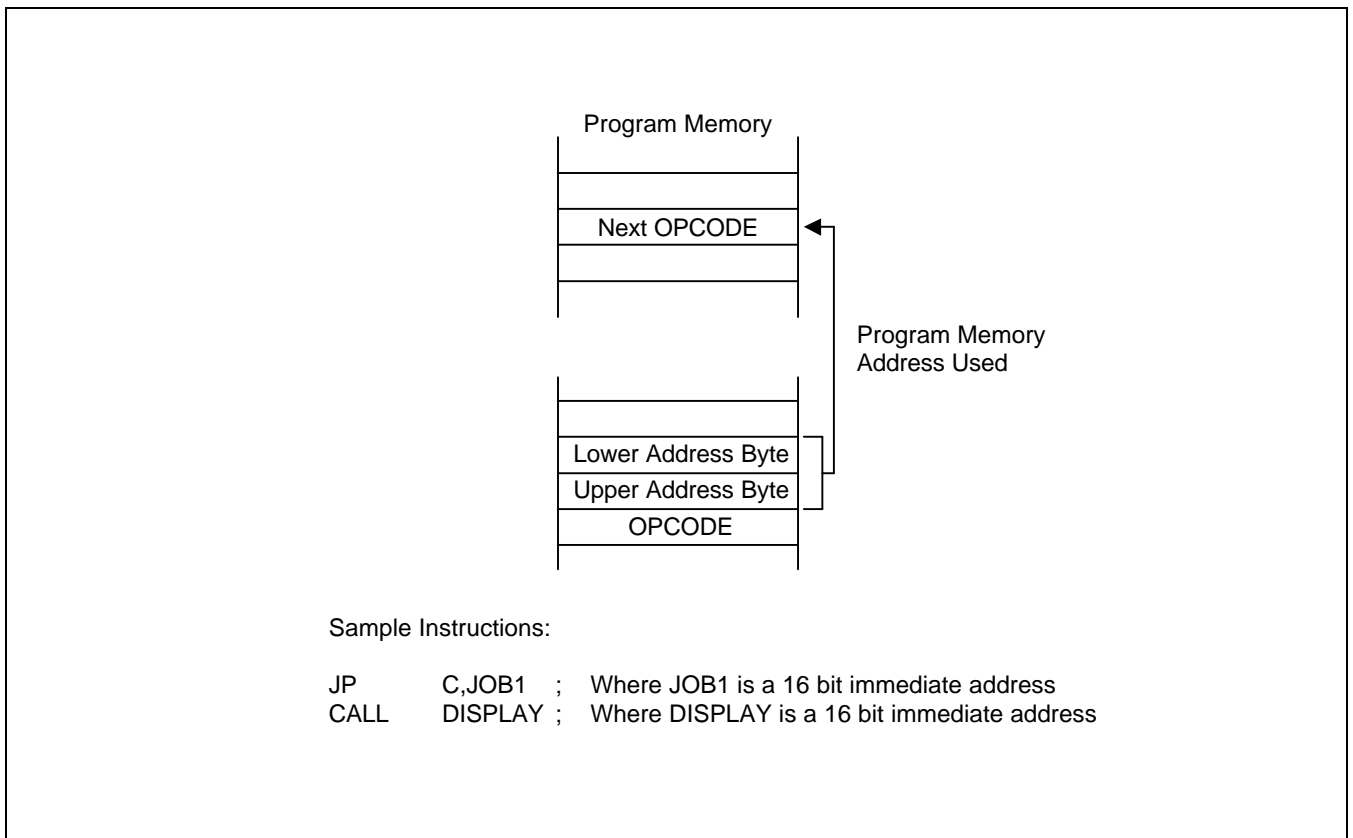


Figure 3-11. Direct Addressing for Call and Jump Instructions

INDIRECT ADDRESS MODE (IA)

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

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

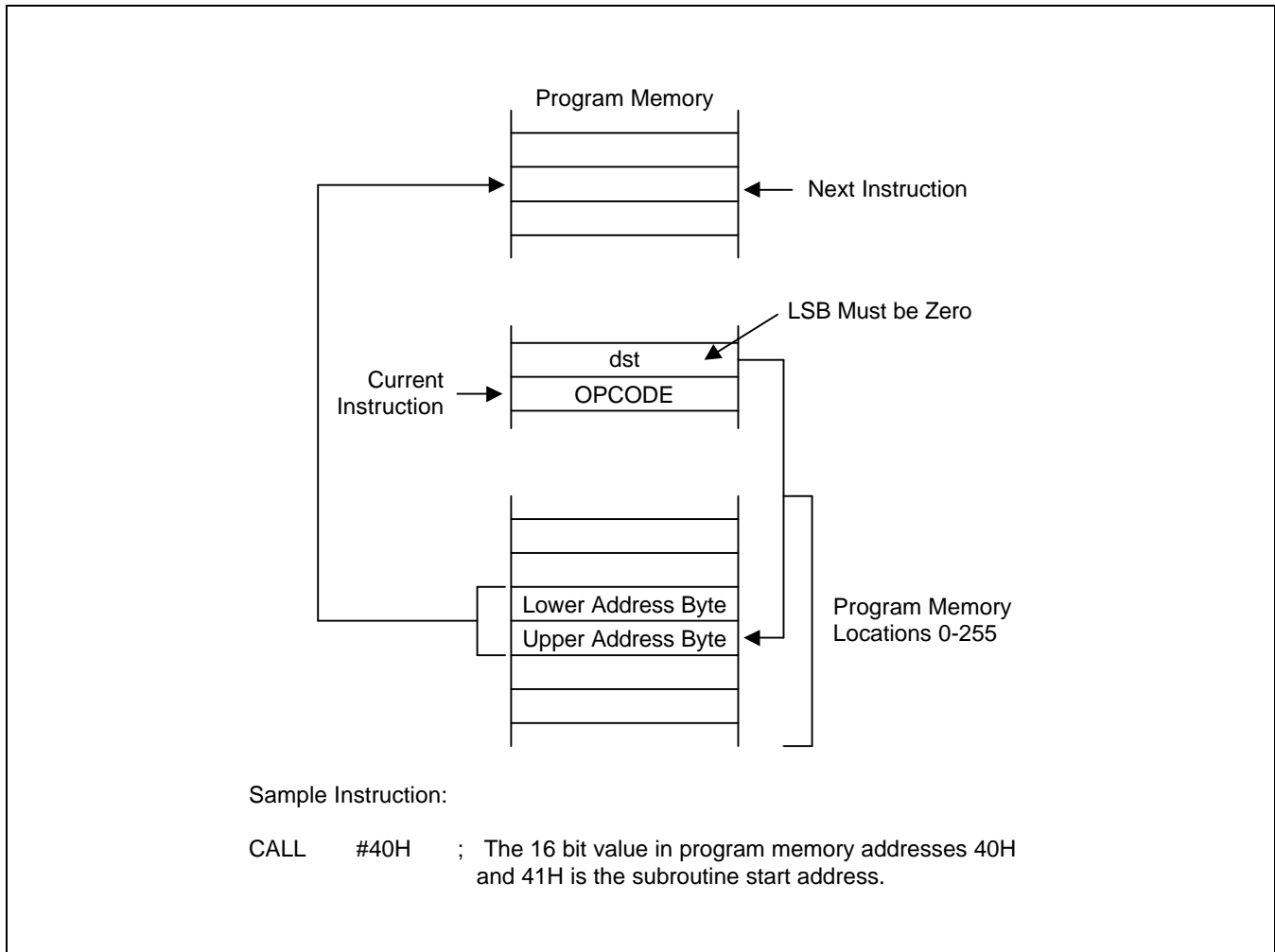


Figure 3-12. Indirect Addressing

RELATIVE ADDRESS MODE (RA)

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

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

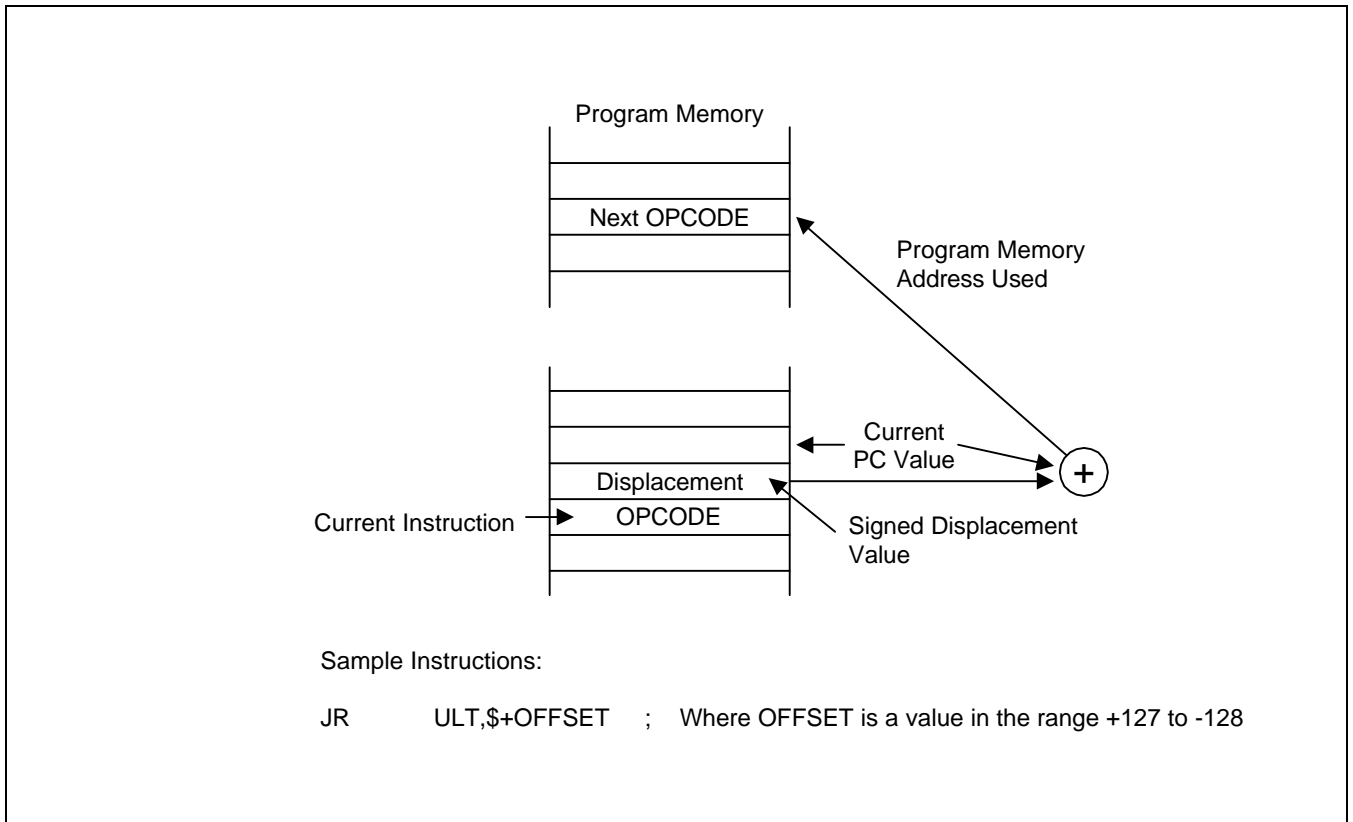


Figure 3-13. Relative Addressing

IMMEDIATE MODE (IM)

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

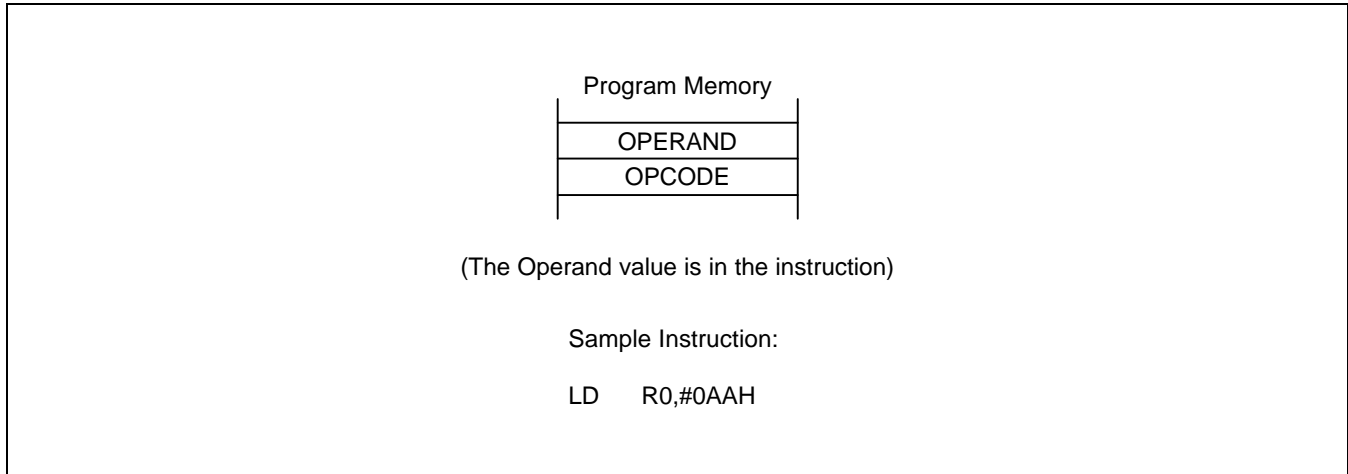


Figure 3-14. Immediate Addressing

4 CONTROL REGISTERS

OVERVIEW

In this section, detailed descriptions of the S3P80C5/C80C5/C80C8 control registers are presented in an easy-to-read format. You can use this section as a quick-reference source when writing application programs. Figure 4-1 illustrates the important features of the standard register description format.

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

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

Table 4-1. Mapped Registers (Set 1)

Register Name	Mnemonic	Decimal	Hex	R/W
Timer 0 counter	T0CNT	208	D0H	R ^(note)
Timer 0 data register	T0DATA	209	D1H	R/W
Timer 0 control register	T0CON	210	D2H	R/W
Basic timer control register	BTCON	211	D3H	R/W
Clock control register	CLKCON	212	D4H	R/W
System flags register	FLAGS	213	D5H	R/W
Register pointer 0	RP0	214	D6H	R/W
Register pointer 1	RP1	215	D7H	R/W
Locations D8H is not mapped.				
Stack pointer (low byte)	SPL	217	D9H	R/W
Instruction pointer (high byte)	IPH	218	DAH	R/W
Instruction pointer (low byte)	IPL	219	DBH	R/W
Interrupt request register	IRQ	220	DCH	R ^(note)
Interrupt mask register	IMR	221	DDH	R/W
System mode register	SYM	222	DEH	R/W
Register page pointer	PP	223	DFH	R/W
Port 0 data register	P0	224	E0H	R/W
Port 1 data register	P1	225	E1H	R/W
Port 2 data register	P2	226	E2H	R/W
Location E3H–E6H is not mapped.				
Port 0 pull-up resistor enable register	P0PUR	231	E7H	R/W
Port 0 control register (high byte)	P0CONH	232	E8H	R/W
Port 0 control register (low byte)	P0CONL	233	E9H	R/W
Port 1 control register (high byte)	P1CONH	234	EAH	R/W
Port 1 control register (low byte)	P1CONL	235	EBH	R/W
Port 1 pull-up resistor enable register	P1PUR	236	ECH	R/W
Location EDH–EFH is not mapped.				
Port 2 control register	P2CON	239	F0H	R/W
Port 0 interrupt enable register	P0INT	241	F1H	R/W
Port 0 interrupt pending register	P0PND	242	F2H	R/W
Counter A control register	CACON	243	F3H	R/W
Counter A data register (high byte)	CADATAH	244	F4H	R/W
Counter A data register (low byte)	CADATAL	245	F5H	R/W
Timer 1 counter register (high byte)	T1CNTH	246	F6H	R ^(note)
Timer 1 counter register (low byte)	T1CNTL	247	F7H	R ^(note)
Timer 1 data register (high byte)	T1DATAH	248	F8H	R/W

Table 4-1. Mapped Registers (Continued)

Register Name	Mnemonic	Decimal	Hex	R/W
Timer 1 data register (low byte)	T1DATAL	249	F9H	R/W
Timer 1 control register	T1CON	250	FAH	R/W
STOP Control register	STOPCON	251	FBH	W
Locations FCH is not mapped.				
Basic timer counter	BTCNT	253	FDH	R (note)
External memory timing register	EMT	254	FEH	R/W
Interrupt priority register	IPR	255	FFH	R/W

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

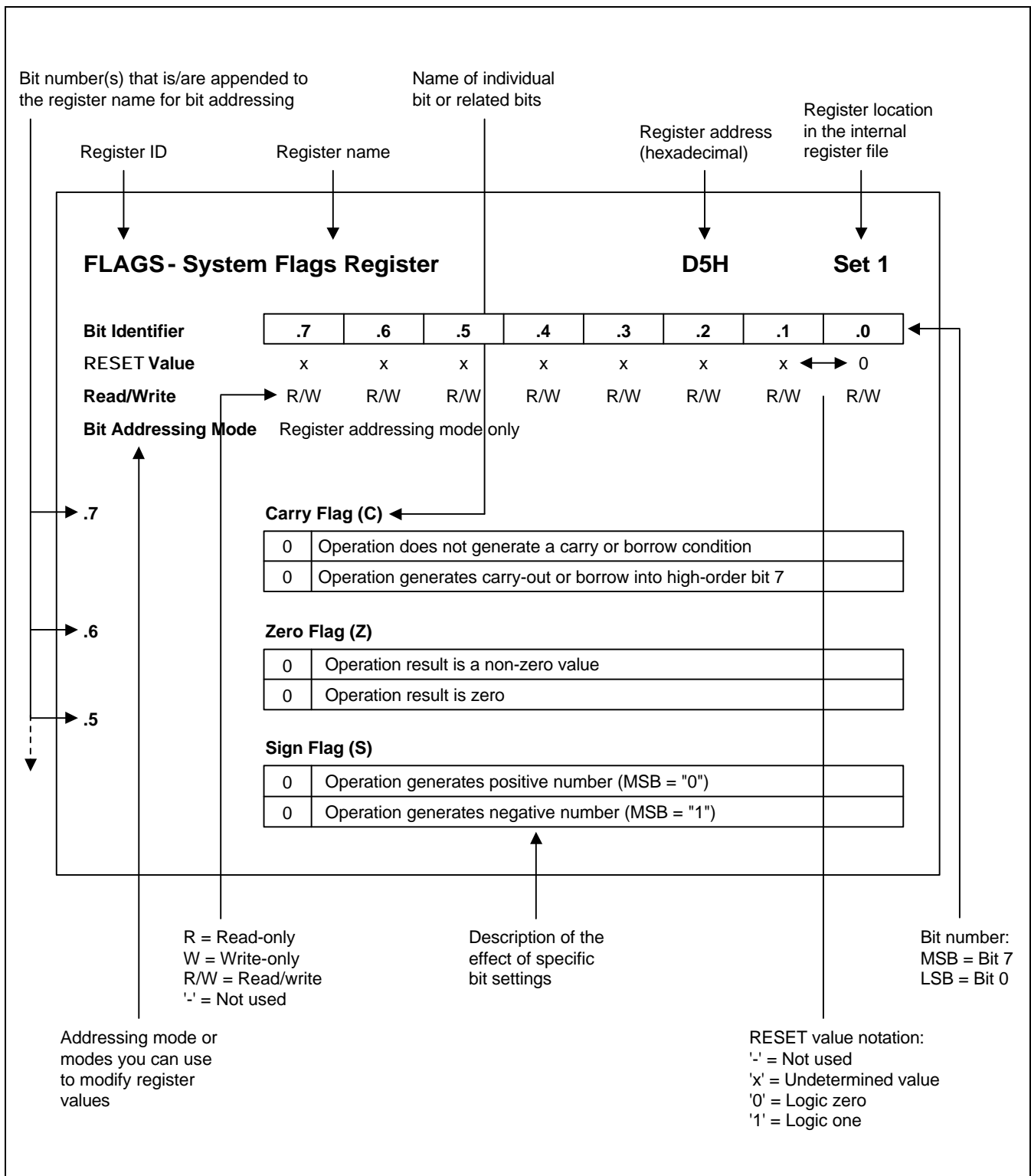


Figure 4-1. Register Description Format

BTCON — Basic Timer Control Register

D3H

Set 1

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

.7–.4

Watchdog Timer Function Disable Code (for System Reset)

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

.3–.2

Basic Timer Input Clock Selection Bits

0	0	$f_{OSC}/4096$
0	1	$f_{OSC}/1024$
1	0	$f_{OSC}/128$
1	1	Invalid setting; not used for S3P80C5/C80C5/C80C8.

.1

Basic Timer Counter Clear Bit (1)

0	No effect
1	Clear the basic timer counter value

.0

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

0	No effect
1	Clear both clock frequency dividers

NOTES:

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

CACON— Counter A Control Register

F3H

Set 1

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

.7–.6

Counter A Input Clock Selection Bits

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

.5–.4

Counter A Interrupt Timing Selection Bits

0	0	Elapsed time for Low data value
0	1	Elapsed time for High data value
1	0	Elapsed time for combined Low and High data values
1	1	Invalid setting; not used for S3C80C5/C80C8.

.3

Counter A Interrupt Enable Bit

0	Disable interrupt
1	Enable interrupt

.2

Counter A Start Bit

0	Stop counter A
1	Start counter A

.1

Counter A Mode Selection Bit

0	One-shot mode
1	Repeating mode

.0

Counter A Output flip-flop Control Bit

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

CLKCON — System Clock Control Register

D4H

Set 1

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

.7–.6 **Oscillator IRQ Wake-up Function Enable Bit**

Not used for S3P80C5/C80C5/C80C8.

.6–.5 **Main Oscillator Stop Control Bits**

Not used for S3P80C5/C80C5/C80C8.

.4–.3 **CPU Clock (System Clock) Selection Bits ⁽¹⁾**

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

.2–.0 **Subsystem Clock Selection Bit ⁽²⁾**

1	0	1	Invalid setting for S3P80C5/C80C5/C80C8.
Other value			Select main system clock (MCLK)

NOTES:

1. After a reset, the slowest clock (divided by 16) is selected as the system clock. To select faster clock speeds, load the appropriate values to CLKCON.3 and CLKCON.4.
2. These selection bits are required only for systems that have a main clock and a subsystem clock. The S3P80C5/C80C5/C80C8 uses only the main oscillator clock circuit. For this reason, the setting '101B' is invalid.

EMT — External Memory Timing Register ^(note)

FEH

Set 1

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

.7 External WAIT Input Function Enable Bit

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

.6 Slow Memory Timing Enable Bit

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

.5–.4 Program Memory Automatic Wait Control Bits

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

.3–.2 Data Memory Automatic Wait Control Bits

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

.1 Stack Area Selection Bit

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

.0 Not used for S3P80C5/C80C5/C80C8.

NOTE: The EMT register is not used for S3P80C5/C80C5/C80C8, because an external peripheral interface is not implemented in the S3P80C5/C80C5/C80C8.

The program initialization routine should clear the EMT register to '00H' following a reset. Modification of EMT values during normal operation may cause a system malfunction.

FLAGS — System Flags Register**D5H****Set 1**

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

.7**Carry Flag (C)**

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

.6**Zero Flag (Z)**

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

.5**Sign Flag (S)**

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

.4**Overflow Flag (V)**

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

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

0	Add operation completed
1	Subtraction operation completed

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

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

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

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

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

0	Bank 0 is selected (normal setting for S3C80C5/C80C8)
1	Invalid selection (bank 1 is not implemented)

IMR — Interrupt Mask Register

DDH

Set 1

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

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

1	Enable (un-mask)
---	------------------

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

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

.5 Not used for S3P80C5/C80C5/C80C8.**.4 Interrupt Level 4 (IRQ4) Enable Bit; Counter A Interrupt**

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

.3–.2 Not used for S3P80C5/C80C5/C80C8.**.1 Interrupt Level 1 (IRQ1) Enable Bit; Timer 1 Match or Overflow**

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

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

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

NOTES:

1. When an interrupt level is masked, any interrupt requests that may be issued are not recognized by the CPU.
2. Interrupt levels IRQ2, IRQ3 and IRQ5 are not used in the S3P80C5/C80C5/C80C8 interrupt structure.

IPH — Instruction Pointer (High Byte)**DAH****Set 1**

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

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

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

IPL — Instruction Pointer (Low Byte)**DBH****Set 1**

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

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

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

IPR — Interrupt Priority Register

FFH

Set 1

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

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

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

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

0	IRQ6 > IRQ7
1	IRQ7 > IRQ6

.5, .3

Not used for S3P80C5/C80C5/C80C8.

.2**Input Group B Priority Control Bit**

0	IRQ4
1	IRQ4

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

0	IRQ0 > IRQ1
1	IRQ1 > IRQ0

NOTE: The S3P80C5/C80C5/C80C8 interrupt structure uses only five levels: IRQ0, IRQ1, IRQ4, IRQ6–IRQ7. Because IRQ2, IRQ3, IRQ5 are not recognized, the interrupt subgroup B and group C settings (IPR.2,.3 and IPR.5) are not evaluated.

IRQ — Interrupt Request Register**DCH****Set 1**

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

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

0	Not pending
1	Pending

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

0	Not pending
1	Pending

.5 Not used for S3P80C5/C80C5/C80C8.**.4 Level 4 (IRQ4) Request Pending Bit; Counter A Interrupt**

0	Not pending
1	Pending

.3–.2 Not used for S3P80C5/C80C5/C80C8.**.1 Level 1 (IRQ1) Request Pending Bit; Timer 1 Match or Overflow**

0	Not pending
1	Pending

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

0	Not pending
1	Pending

NOTE: Interrupt level IRQ2, IRQ3 and IRQ5 is not used in the S3P80C5/C80C5/C80C8 interrupt structure.

P0CONH — Port 0 Control Register (High Byte)

E8H

Set 1

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

.7–.6

P0.7/INT4 Mode Selection Bits

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

.5–.4

P0.6/INT4 Mode Selection Bits

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

.3–.2

P0.5/INT4 Mode Selection Bits

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

.1–.0

P0.4/INT4 Mode Selection Bits

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

NOTES:

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

P0CONL — Port 0 Control Register (Low Byte)**E9H****Set 1**

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

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

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

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

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

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

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

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

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

NOTES:

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

POINT — Port 0 External Interrupt Enable Register

F1H

Set 1

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

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

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

0	Disable interrupt
1	Enable interrupt

POPND — Port 0 External Interrupt Pending Register**F2H****Set 1**

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

.7 P0.7 External Interrupt (INT4) Pending Flag (note)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

NOTE: To clear an interrupt pending condition, write a "0" to the appropriate pending flag. Writing a "1" to an interrupt pending flag (POND.0–7) has no effect.

POPUR — Port 0 Pull-up Resistor Enable Register

E7H

Set 1

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

.7 P0.7 Pull-up Resistor Enable Bit

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

.6 P0.6 Pull-up Resistor Enable Bit

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

.5 P0.5 Pull-up Resistor Enable Bit

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

.4 P0.4 Pull-up Resistor Enable Bit

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

.3 P0.3 Pull-up Resistor Enable Bit

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

.2 P0.2 Pull-up Resistor Enable Bit

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

.1 P0.1 Pull-up Resistor Enable Bit

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

.0 P0.0 Pull-up Resistor Enable Bit

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

P1CONH — Port 1 Control Register (High Byte)

EAH

Set 1

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

.7–.6**P1.7 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

.5–.4**P1.6 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

.3–.2**P1.5 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

.1–.0**P1.4 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

P1CONL — Port 1 Control Register (Low Byte)

EBH

Set 1

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

.7–.6**P1.3 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

.5–.4**P1.2 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

.3–.2**P1.1 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

.1–.0**P1.0 Mode Selection Bits**

0	0	C-MOS input mode
0	1	Open-drain output mode
1	0	Push-pull output mode
1	1	Invalid setting

P1PUR — Port 0 Pull-up Resistor Enable Register**ECH****Set 1**

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

.7 P1.7 Pull-up Resistor Enable Bit

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

.6 P1.6 Pull-up Resistor Enable Bit

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

.5 P1.5 Pull-up Resistor Enable Bit

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

.4 P1.4 Pull-up Resistor Enable Bit

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

.3 P1.3 Pull-up Resistor Enable Bit

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

.2 P1.2 Pull-up Resistor Enable Bit

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

.1 P1.1 Pull-up Resistor Enable Bit

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

.0 P1.0 Pull-up Resistor Enable Bit

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

P2CON — Port 2 Control Register

F0H

Set 1

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

.7–.6

P2.2 Mode Selection Bits

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

.5–.4

P2.1 Mode Selection Bits

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

.3–.2

P2.0 Mode Selection Bits

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

.1

P2.1 Alternative Function Selection Bits

0	Normal I/O function
0	REM/T0CK function

.0

P2.0 Alternative Function Selection Bits

0	Normal I/O function
0	T0PWN function

PP — Register Page Pointer

DFH

Set 1

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

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

0	0	0	0	Destination: page 0 ^(note)
---	---	---	---	---------------------------------------

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

0	0	0	0	Source: page 0 ^(note)
---	---	---	---	----------------------------------

NOTE: In the S3P80C5/C80C5/C80C8 microcontroller, a paged expansion of the internal register file is not implemented. For this reason, only page 0 settings are valid. Register page pointer values for the source and destination register page are automatically set to '0000B' following a hardware reset. These values should not be changed during normal operation.

RP0 — Register Pointer 0**D6H****Set 1**

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

.7–.3**Destination Register Page Selection Bits**

Register pointer 0 can independently point to one of the 24 8-byte working register areas in the register file. Using the register pointers RP0 and RP1, you can select two 8-byte register slices at one time as active working register space. After a reset, RP0 points to address C0H in register set 1, selecting the 8-byte working register slice C0H–C7H.

.2–.0

Not used for S3P80C5/C80C5/C80C8.

RP1 — Register Pointer 1**D7H****Set 1**

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

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

Register pointer 1 can independently point to one of the 24 8-byte working register areas in the register file. Using the register pointers RP0 and RP1, you can select two 8-byte register slices at one time as active working register space. After a reset, RP1 points to address C8H in register set 1, selecting the 8-byte working register slice C8H–CFH.

.2–.0

Not used for S3P80C5/C80C5/C80C8.

SPL — Stack Pointer (Low Byte) D9H**Set 1**

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

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

The SP value is undefined following a reset.

STOPCON — Stop Control Register**FBH****Set 1**

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

.7–.0**Stop Control Register enable bits**

1	0	1	0	0	1	0	1	Enable STOPCON
---	---	---	---	---	---	---	---	----------------

NOTES:

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

SYM — System Mode Register

DEH

Set 1

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

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

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

.6–.5 Not used for S3P80C5/C80C5/C80C8.**.4–.2 Fast Interrupt Level Selection Bits (2)**

0	0	0	IRQ0
0	0	1	IRQ1
0	1	0	Not used for S3P80C5/C80C5/C80C8.
0	1	1	
1	0	0	
1	0	1	
1	1	0	IRQ6
1	1	1	IRQ7

.1 Fast Interrupt Enable Bit (3)

0	Disable fast interrupt processing
1	Enable fast interrupt processing

.0 Global Interrupt Enable Bit (4)

0	Disable global interrupt processing
1	Enable global interrupt processing

NOTES:

1. Because an external interface is not implemented for the S3P80C5/C80C5/C80C8, SYM.7 must always be "0".
2. You can select only one interrupt level at a time for fast interrupt processing.
3. Setting SYM.1 to "1" enables fast interrupt processing for the interrupt level currently selected by SYM.2–SYM.4.
4. Following a reset, you must enable global interrupt processing by executing an EI instruction (not by writing a "1" to SYM.0).

T0CON — Timer 0 Control Register

D2H

Set 1

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

.7–.6

Timer 0 Input Clock Selection Bits

0	0	$f_{OSC}/4096$
0	1	$f_{OSC}/256$
1	0	$f_{OSC}/8$
1	1	External clock input (at the T0CK pin, P2.1)

.5–.4

Timer 0 Operating Mode Selection Bits

0	0	Interval timer mode (counter cleared by match signal)
0	1	Overflow mode (OVF interrupt can occur)
1	0	Overflow mode (OVF interrupt can occur)
1	1	PWM mode (OVF interrupt can occur)

.3

Timer 0 Counter Clear Bit

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

.2

Timer 0 Overflow Interrupt Enable Bit ^(note)

0	Disable T0 overflow interrupt
1	Enable T0 overflow interrupt

.1

Timer 0 Match Interrupt Enable Bit

0	Disable T0 match interrupt
1	Enable T0 match interrupt

.0

Timer 0 Match Interrupt Pending Flag

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

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

T1CON — Timer 1 Control Register

FAH

Set 1

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

.7–.6

Timer 1 Input Clock Selection Bits

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

.5–.4

Timer 1 Operating Mode Selection Bits

0	0	Interval timer mode (counter cleared by match signal)
0	1	Overflow mode (OVF interrupt can occur)
1	0	Overflow mode (OVF interrupt can occur)
1	1	Overflow mode (OVF interrupt can occur)

.3

Timer 1 Counter Clear Bit

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

.2

Timer 1 Overflow Interrupt Enable Bit (note)

0	Disable T1 overflow interrupt
1	Enable T1 overflow interrupt

.1

Timer 1 Match/Capture Interrupt Enable Bit

0	Disable T1 match interrupt
1	Enable T1 match interrupt

.0

Timer 1 Match/Capture Interrupt Pending Flag

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

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

5

INTERRUPT STRUCTURE

OVERVIEW

The S3C8-series interrupt structure has three basic components: levels, vectors, and sources. The SAM87 CPU recognizes up to eight interrupt levels and supports up to 128 interrupt vectors. When a specific interrupt level has more than one vector address, the vector priorities are established in hardware. A vector address can be assigned to one or more sources.

Levels

Interrupt levels are the main unit for interrupt priority assignment and recognition. All peripherals and I/O blocks can issue interrupt requests. In other words, peripheral and I/O operations are interrupt-driven. There are eight possible interrupt levels: IRQ0–IRQ7, also called level 0 – level 7. Each interrupt level directly corresponds to an interrupt request number (IRQn). The total number of interrupt levels used in the interrupt structure varies from device to device. The S3P80C5/C80C5/C80C8 interrupt structure recognizes five interrupt levels.

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

Vectors

Each interrupt level can have one or more interrupt vectors, or it may have no vector address assigned at all. The maximum number of vectors that can be supported for a given level is 128. (The actual number of vectors used for S3C8-series devices is always much smaller.) If an interrupt level has more than one vector address, the vector priorities are set in hardware. The S3P80C5/C80C5/C80C8 uses ten vectors. One vector address is shared by four interrupt sources.

Sources

A source is any peripheral that generates an interrupt. A source can be an external pin or a counter overflow, for example. Each vector can have several interrupt sources. In the S3P80C5/C80C5/C80C8 interrupt structure, there are thirteen possible interrupt sources.

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

INTERRUPT TYPES

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

- Type 1: One level (IRQ_n) + one vector (V₁) + one source (S₁)
- Type 2: One level (IRQ_n) + one vector (V₁) + multiple sources (S₁ – S_n)
- Type 3: One level (IRQ_n) + multiple vectors (V₁ – V_n) + multiple sources (S₁ – S_n, S_{n+1} – S_{n+m})

In the S3P80C5/C80C5/C80C8 microcontroller, all three interrupt types are implemented.

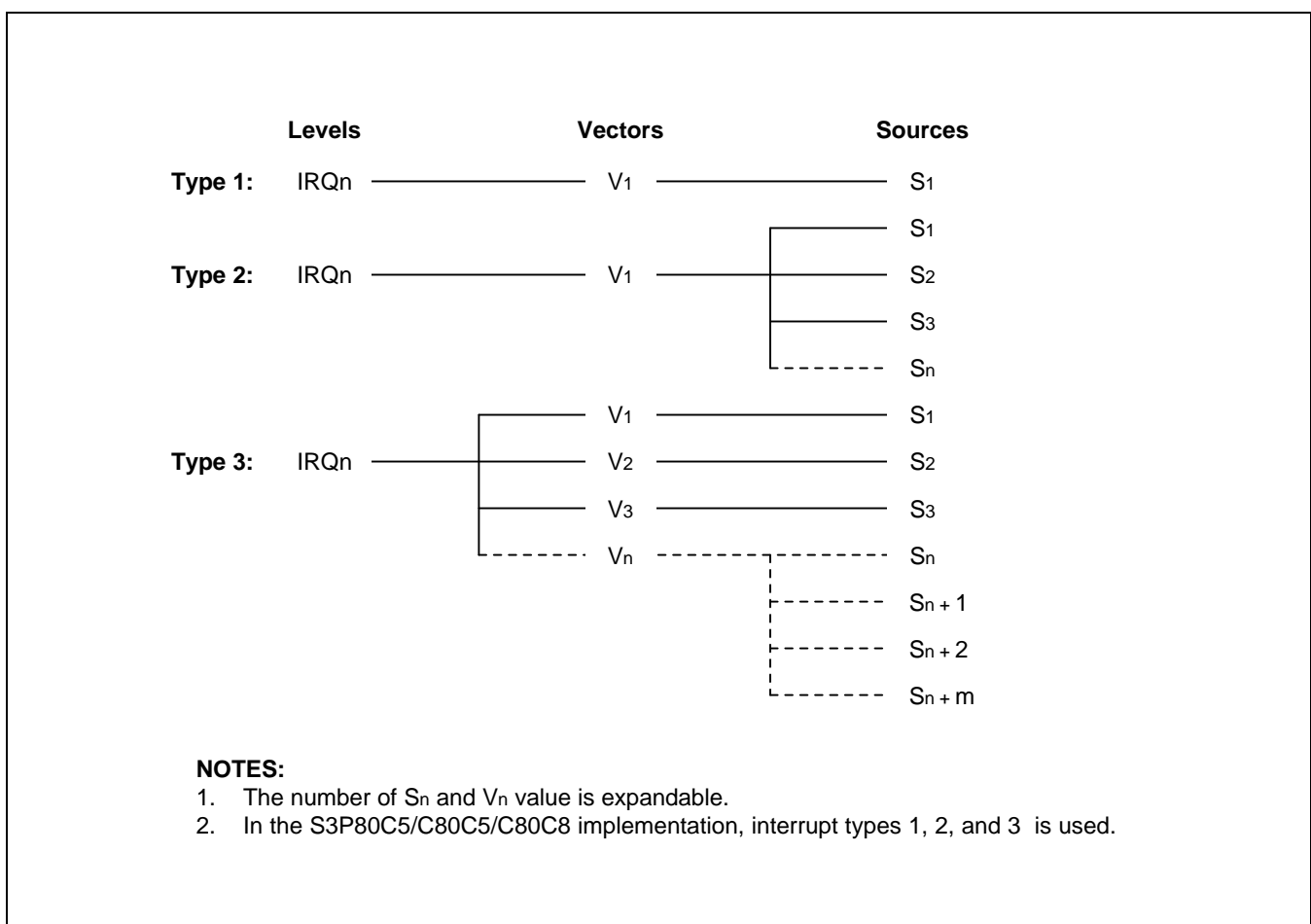


Figure 5-1. S3C8-Series Interrupt Types

S3P80C5/C80C5/C80C8 INTERRUPT STRUCTURE

The S3P80C5 microcontroller supports two kinds interrupt structure

- Vectored Interrupt
- Non vectored interrupt (Reset interrupt): INTR

The S3P80C5/C80C5/C80C8 microcontroller supports thirteen interrupt sources. Nine of the interrupt sources have a corresponding interrupt vector address; the remaining four interrupt sources share the same vector address. Five interrupt levels are recognized by the CPU in this device-specific interrupt structure, as shown in Figure 5-2.

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

When the CPU grants an interrupt request, interrupt processing starts: All other interrupts are disabled and the program counter value and state flags are pushed to stack. The starting address of the service routine is fetched from the appropriate vector address (plus the next 8-bit value to concatenate the full 16-bit address) and the service routine is executed. The S3P80C5/C80C5/C80C8 microcontroller supports non vectored interrupt - Interrupt with Reset(INTR) - to occur interrupt with system reset. The Interrupt with Reset(INTR) has nothing to do with interrupt levels, vectors and the registers that are related to interrupt setting. *It occurs only according to the "P0" during "STOP" regardless any other things.* Namely, only when a falling/rising edge occurs at any pin of Port 0 during STOP status, this INTR and a system reset occurs even though SYM.0 is "0"(Disable interrupt). But it dose not occurs while the oscillation - "IDLE" or "OPERATING" status- even though a falling/rising edge occurs at port 0.

Following is the sequence that occurs Interrupt with Reset(INTR).

1. The oscillation status is "freeze" : STOP mode
2. A falling/rising edge is detected to any pin of Port 0.
3. INTR occurs and it makes system reset.
4. STOP mode is released by this system reset.

NOTE

Because H/W reset occurs whenever INTR occurs. A user should aware of the each ports, system register, control register etc."

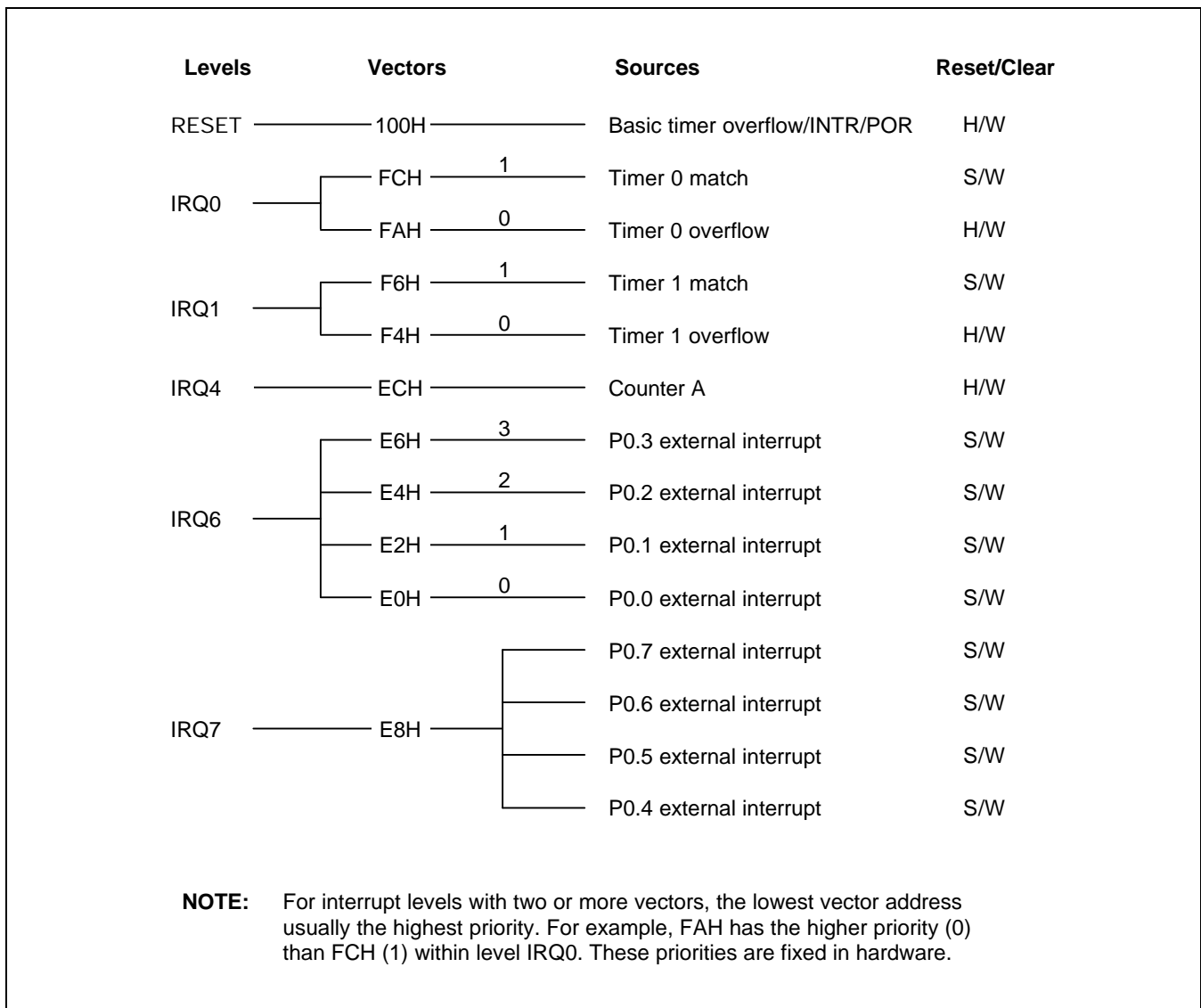


Figure 5-2. S3P80C5/C80C5/C80C8 Interrupt Structure

INTERRUPT VECTOR ADDRESSES

All interrupt vector addresses for the S3P80C5/C80C5/C80C8 interrupt structure are stored in the vector address area of the internal program memory ROM, 00H–FFH. You can allocate unused locations in the vector address area as normal program memory. If you do so, please be careful not to overwrite any of the stored vector addresses. (Table 5-2 lists all vector addresses.)

The program reset address in the ROM is 0100H.

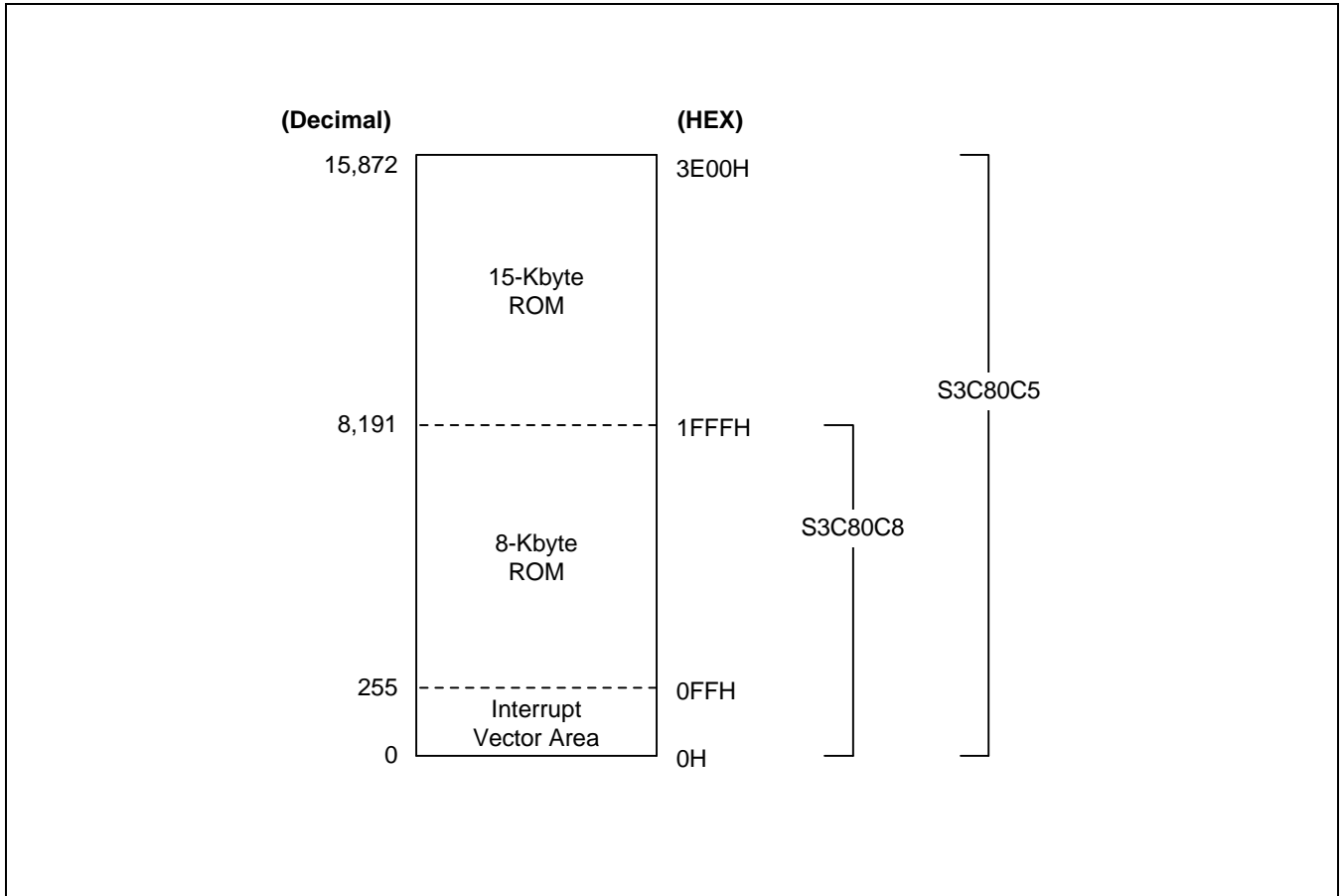


Figure 5-3. ROM Vector Address Area

Table 5-1. S3P80C5/C80C5/C80C8 Interrupt Vectors

Vector Address		Interrupt Source	Request		Reset/Clear	
Decimal Value	Hex Value		Interrupt Level	Priority in Level	H/W	S/W
254	100H	Basic timer overflow	RESET	–	√	
252	FCH	Timer 0 (match)	IRQ0	1		√
250	FAH	Timer 0 overflow		0	√	
246	F6H	Timer 1 (match)	IRQ1	1		√
244	F4H	Timer 1 overflow		0	√	
236	ECH	Counter A	IRQ4	–	√	
232	E8H	P0.7 external interrupt	IRQ7	–		√
232	E8H	P0.6 external interrupt		–		√
232	E8H	P0.5 external interrupt		–		√
232	E8H	P0.4 external interrupt		–		√
230	E6H	P0.3 external interrupt	IRQ6	3		√
228	E4H	P0.2 external interrupt		2		√
226	E2H	P0.1 external interrupt		1		√
224	E0H	P0.0 external interrupt		0		√

NOTES:

1. Interrupt priorities are identified in inverse order: '0' is highest priority, '1' is the next highest, and so on.
2. If two or more interrupts within the same level contend, the interrupt with the lowest vector address usually has priority over one with a higher vector address. The priorities within a given level are fixed in hardware.

ENABLE/DISABLE INTERRUPT INSTRUCTIONS (EI, DI)

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

NOTE

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

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

SYSTEM-LEVEL INTERRUPT CONTROL REGISTERS

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

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

Table 5-2. Interrupt Control Register Overview

Control Register	ID	R/W	Function Description
Interrupt mask register	IMR	R/W	Bit settings in the IMR register enable or disable interrupt processing for each of the five interrupt levels: IRQ0, IRQ1, IRQ4, and IRQ6–IRQ7.
Interrupt priority register	IPR	R/W	Controls the relative processing priorities of the interrupt levels. The five levels of the S3P80C5/C80C5/C80C8 are organized into three groups: A, B, and C. Group A is IRQ0 and IRQ1, group B is IRQ4, and group C is IRQ6, and IRQ7.
Interrupt request register	IRQ	R	This register contains a request pending bit for each interrupt level.
System mode register	SYM	R/W	Dynamic global interrupt processing enable/ disable, fast interrupt processing, and external interface control (An external memory interface is not implemented in the S3P80C5/C80C5/C80C8 microcontroller).

INTERRUPT PROCESSING CONTROL POINTS

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

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

NOTE

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

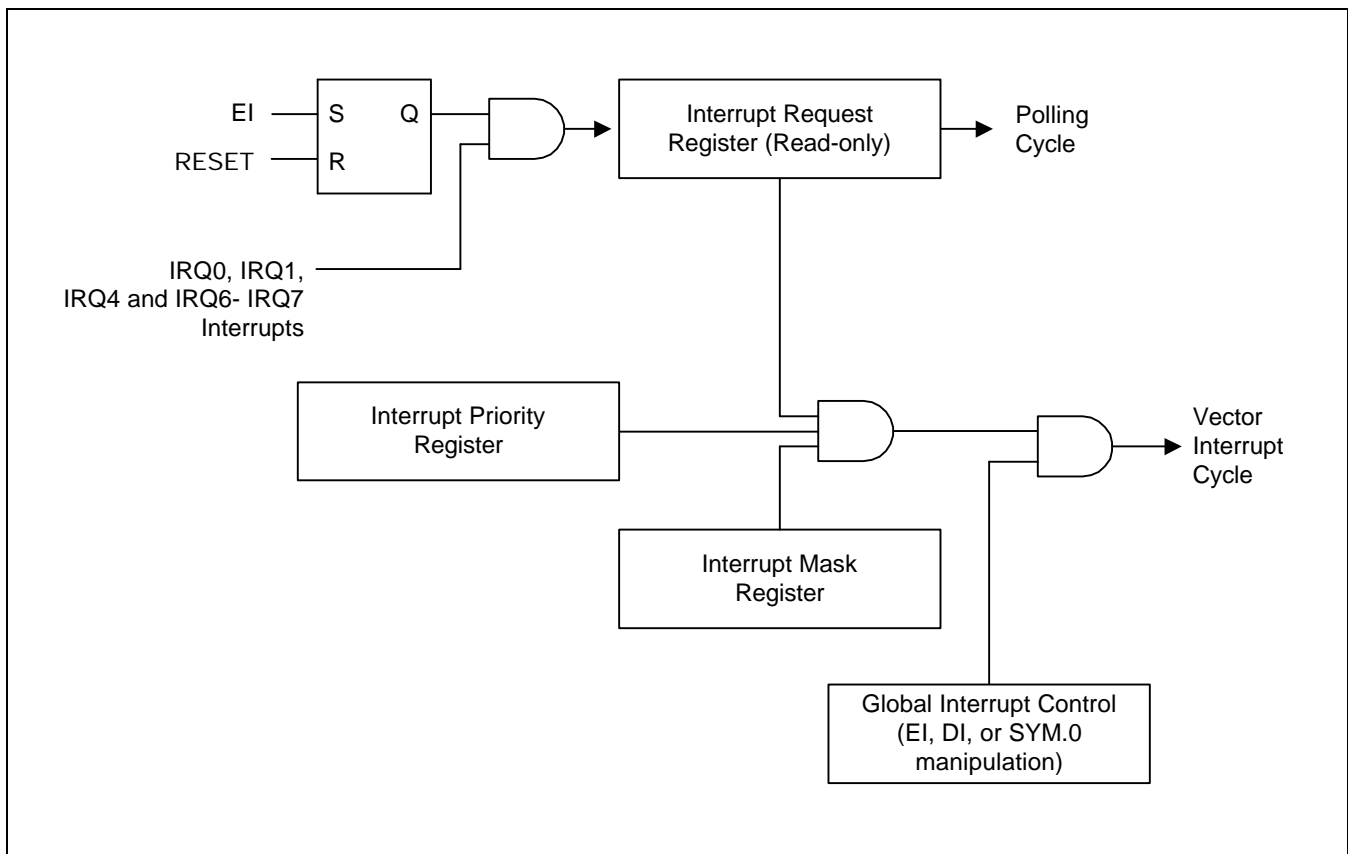


Figure 5-4. Interrupt Function Diagram

PERIPHERAL INTERRUPT CONTROL REGISTERS

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

Table 5-3. Interrupt Source Control and Data Registers

Interrupt Source	Interrupt Level	Register(s)	Location(s) in Set 1
Timer 0 match or timer 0 overflow	IRQ0	T0CON ^(note) T0DATA	D2H D1H
Timer 1 match or timer 1 overflow	IRQ1	T1CON ^(note) T1DATAH, T1DATAL	FAH F8H, F9H
Counter A	IRQ4	CACON CADATAH, CADATAL	F3H F4H, F5H
P0.7 external interrupt P0.6 external interrupt P0.5 external interrupt P0.4 external interrupt	IRQ7	P0CONH P0INT P0PND	E8H F1H F2H
P0.3 external interrupt P0.2 external interrupt P0.1 external interrupt P0.0 external interrupt	IRQ6	P0CONL P0INT P0PND	E9H F1H F2H

NOTE: Because the timer 0 and timer 1 overflow interrupts are cleared by hardware, the T0CON and T1CON registers control only the enable/disable functions. The T0CON and T1CON registers contain enable/disable and pending bits for the timer 0 and timer 1 match interrupts, respectively.

SYSTEM MODE REGISTER (SYM)

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

A reset clears SYM.7, SYM.1, and SYM.0 to "0". The 3-bit value for fast interrupt level selection, SYM.4–SYM.2, is undetermined.

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

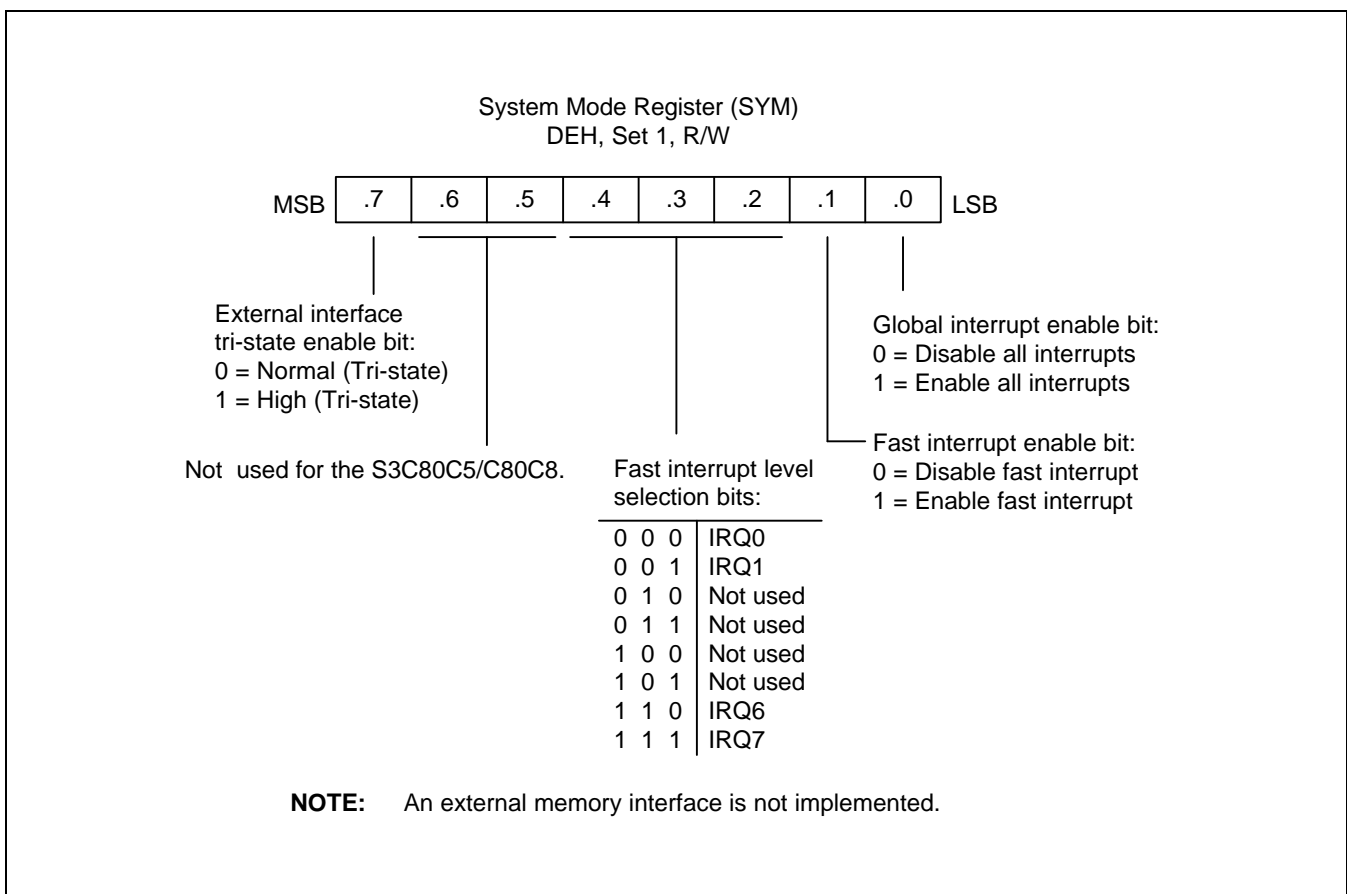


Figure 5-5. System Mode Register (SYM)

INTERRUPT MASK REGISTER (IMR)

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

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

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

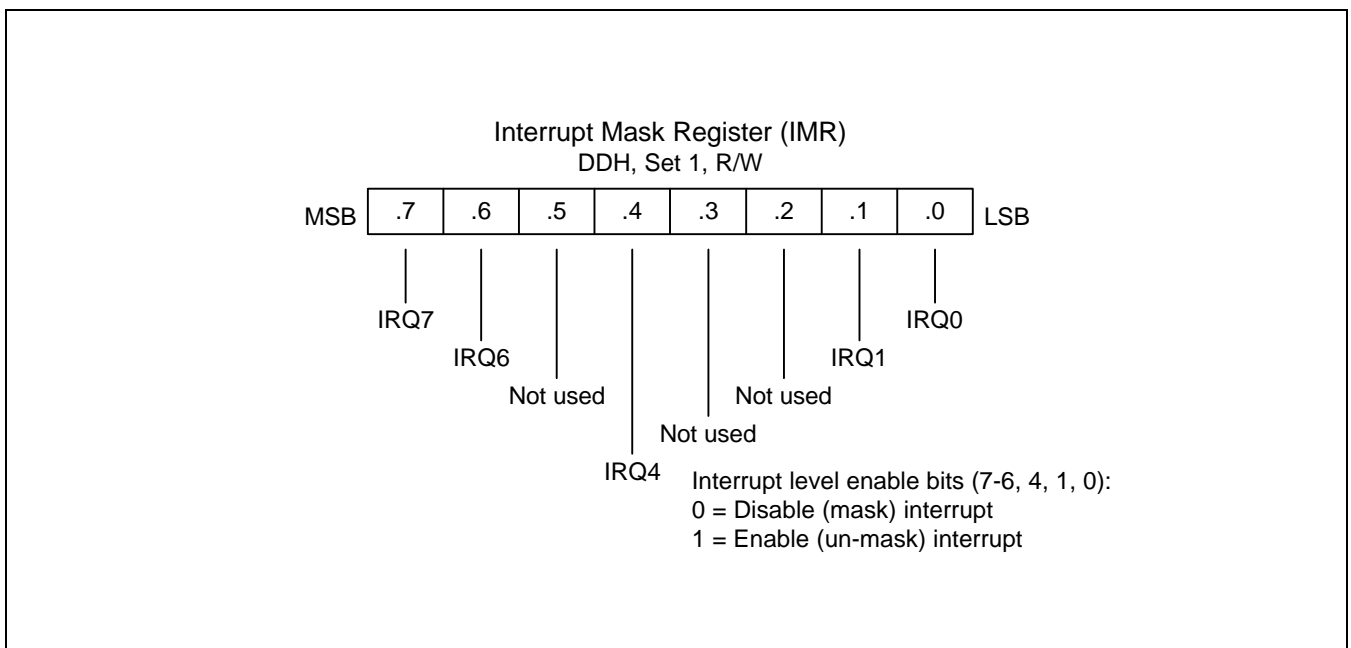


Figure 5-6. Interrupt Mask Register (IMR)

INTERRUPT PRIORITY REGISTER (IPR)

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

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

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

Group A	IRQ0, IRQ1
Group B	IRQ4
Group C	IRQ6, IRQ7

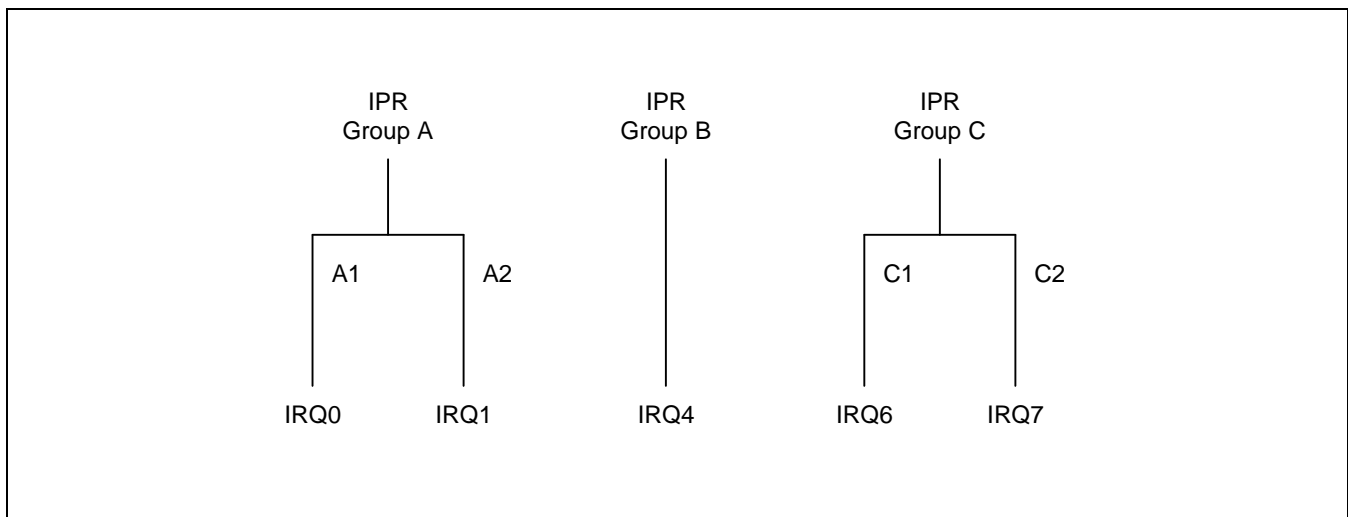


Figure 5-7. Interrupt Request Priority Groups

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

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

- IPR.5 controls the relative priorities of group C interrupts.
- Interrupt group B has a subgroup to provide an additional priority relationship between for interrupt levels 2, 3, and 4. IPR.3 defines the possible subgroup B relationships. IPR.2 controls interrupt group B. In the S3P80C5/C80C5/C80C8 implementation, interrupt levels 2 and 3 are not used. Therefore, IPR.2 and IPR.3 settings are not evaluated, as IRQ4 is the only remaining level in the group.
- IPR.0 controls the relative priority setting of IRQ0 and IRQ1 interrupts.

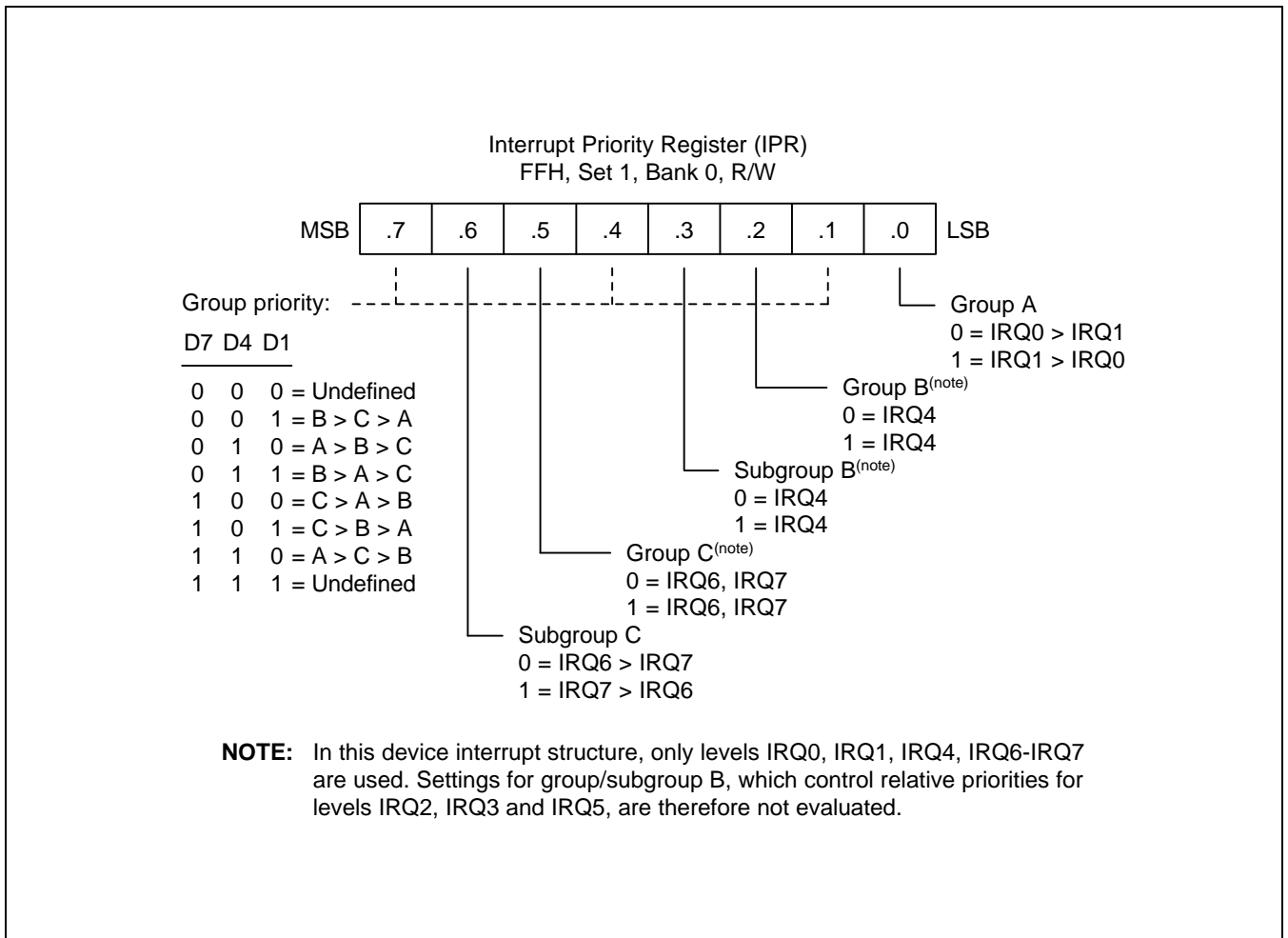


Figure 5-8. Interrupt Priority Register (IPR)

INTERRUPT REQUEST REGISTER (IRQ)

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

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

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

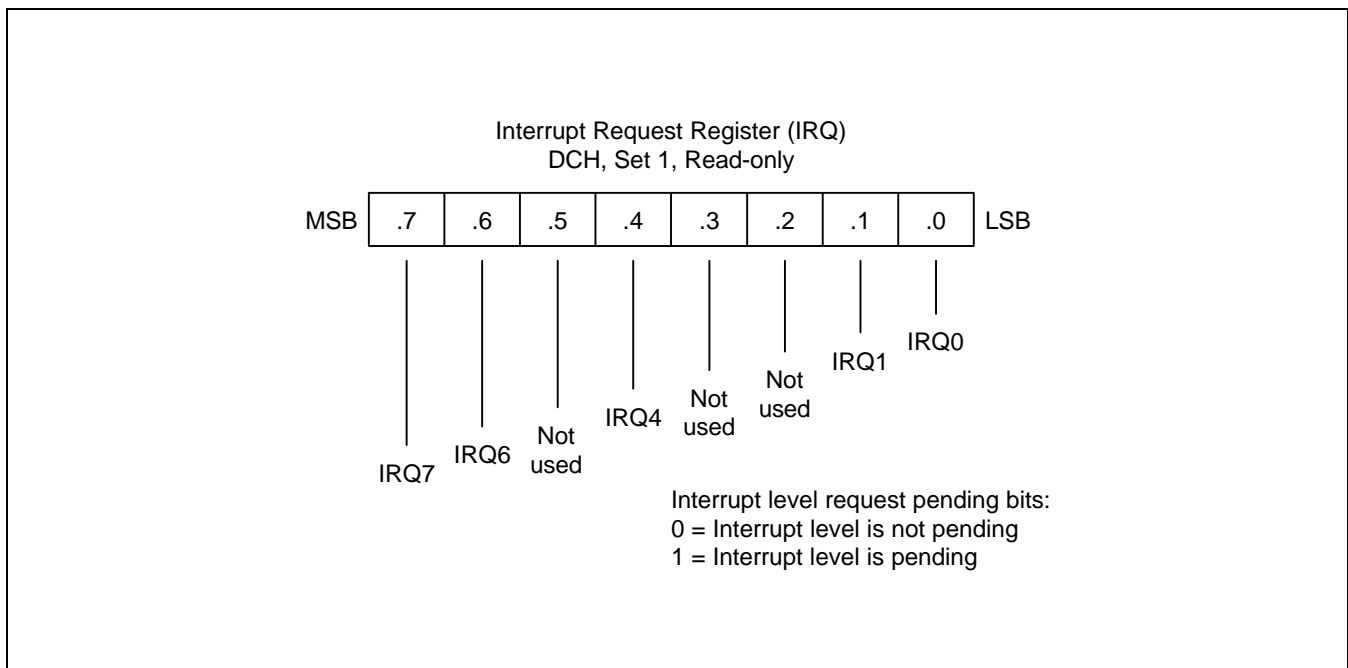


Figure 5-9. Interrupt Request Register (IRQ)

INTERRUPT PENDING FUNCTION TYPES

Overview

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

Pending Bits Cleared Automatically by Hardware

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

In the S3P80C5/C80C5/C80C8 interrupt structure, the timer 0 and timer 1 overflow interrupts (IRQ0 and IRQ1), and the counter A interrupt (IRQ4) belong to this category of interrupts whose pending condition is cleared automatically by hardware.

Pending Bits Cleared by the Service Routine

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

In the S3P80C5/C80C5/C80C8 interrupt structure, pending conditions for all interrupt sources *except* the timer 0 and timer 1 overflow interrupts and the counter A borrow interrupt, must be cleared by the interrupt service routine.

INTERRUPT SOURCE POLLING SEQUENCE

The interrupt request polling and servicing sequence is as follows:

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

INTERRUPT SERVICE ROUTINES

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

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

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

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

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

GENERATING INTERRUPT VECTOR ADDRESSES

The interrupt vector area in the ROM (00H–FFH) contains the addresses of interrupt service routines that correspond to each level in the interrupt structure. Vectored interrupt processing follows this sequence:

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

NOTE

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

NESTING OF VECTORED INTERRUPTS

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

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

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

INSTRUCTION POINTER (IP)

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

FAST INTERRUPT PROCESSING

The feature called *fast interrupt processing* lets you specify that an interrupt within a given level be completed in approximately six clock cycles instead of the usual 16 clock cycles. To select a specific interrupt level for fast interrupt processing, you write the appropriate 3-bit value to SYM.4–SYM.2. Then, to enable fast interrupt processing for the selected level, you set SYM.1 to "1".

FAST INTERRUPT PROCESSING (Continued)

Two other system registers support fast interrupt processing:

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

NOTE

For the S3P80C5/C80C5/C80C8 microcontroller, the service routine for any one of the five interrupt levels: IRQ0, IRQ1, IRQ4 or IRQ6–IRQ7, can be selected for fast interrupt processing.

Procedure for Initiating Fast Interrupts

To initiate fast interrupt processing, follow these steps:

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

Fast Interrupt Service Routine

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

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

Relationship to Interrupt Pending Bit Types

As described previously, there are two types of interrupt pending bits: One type is automatically cleared by hardware after the interrupt service routine is acknowledged and executed, and the other type must be cleared by the application program's interrupt service routine. You can select fast interrupt processing for interrupts with either type of pending condition clear function — by hardware or by software.

Programming Guidelines

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

6

INSTRUCTION SET

OVERVIEW

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

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

DATA TYPES

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

REGISTER ADDRESSING

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

ADDRESSING MODES

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

Table 6-1. Instruction Group Summary

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

Table 6-1. Instruction Group Summary (Continued)

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

Table 6-1. Instruction Group Summary (Continued)

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

Table 6-1. Instruction Group Summary (Concluded)

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

FLAGS REGISTER (FLAGS)

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

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

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

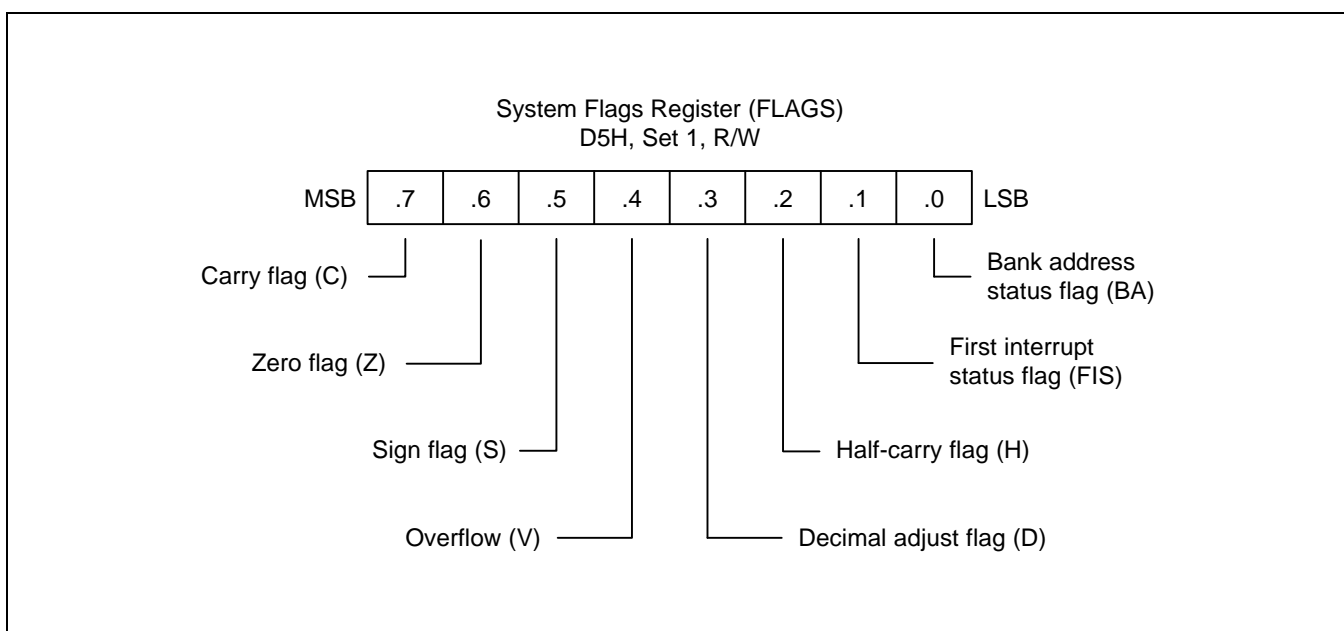


Figure 6-1. System Flags Register (FLAGS)

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

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

Z Zero Flag (FLAGS.6)

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

S Sign Flag (FLAGS.5)

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

V Overflow Flag (FLAGS.4)

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

D Decimal Adjust Flag (FLAGS.3)

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

H Half-Carry Flag (FLAGS.2)

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

FIS Fast Interrupt Status Flag (FLAGS.1)

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

BA Bank Address Flag (FLAGS.0)

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

INSTRUCTION SET NOTATION

Table 6-2. Flag Notation Conventions

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

Table 6-3. Instruction Set Symbols

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

Table 6-4. Instruction Notation Conventions

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

Table 6-5. Opcode Quick Reference

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

Table 6-5. Opcode Quick Reference (Continued)

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

CONDITION CODES

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

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

Table 6-6. Condition Codes

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

NOTES:

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

INSTRUCTION DESCRIPTIONS

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

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

ADC — Add with carry

ADC dst,src

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

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

Flags:

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

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst src</td> </tr> </table>	opc	dst src		2	4	12	r r	
	opc	dst src						
			6	13	r lr			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">src</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	src	dst		3	6	14	R R
	opc	src	dst					
			6	15	R IR			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst</td> <td style="padding: 2px 10px;">src</td> </tr> </table>	opc	dst	src		3	6	16	R IM
opc	dst	src						

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

```

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

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

ADD — Add

ADD dst,src

Operation: $dst \leftarrow dst + src$

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

Flags:

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

Format:

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

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

```

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

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

AND — Logical AND

AND dst,src

Operation: dst ← dst AND src

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

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

Format:

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

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

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

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

BAND — Bit AND

BAND dst,src.b

BAND dst.b,src

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

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

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

Format:

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

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

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

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

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

In the first example, source register 01H contains the value 05H (00000101B) and destination working register R1 contains 07H (00000111B). The statement "BAND R1,01H.1" ANDs the bit 1 value of the source register ("0") with the bit 0 value of register R1 (destination), leaving the value 06H (00000110B) in register R1.

BCP — Bit Compare

BCP dst,src.b

Operation: dst(0) – src(b)

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

Flags:

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

Format:

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

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

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

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

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

BITC — Bit Complement

BITC dst.b

Operation: dst(b) ← NOT dst(b)

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

Flags:

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

Format:

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

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

Example: Given: R1 = 07H

BITC R1.1 → R1 = 05H

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

BITR — Bit Reset

BITR dst.b

Operation: $\text{dst}(b) \leftarrow 0$

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

Flags: No flags are affected.

Format:

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

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

Example: Given: R1 = 07H:

BITR R1.1 → R1 = 05H

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

BITS — Bit Set

BITS dst.b

Operation: dst(b) ← 1

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

Flags: No flags are affected.

Format:

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

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

Example: Given: R1 = 07H:

BITS R1.3 → R1 = 0FH

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

BOR — Bit OR

BOR dst,src.b

BOR dst.b,src

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

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

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

Format:

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

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

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

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

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

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

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

BTJRF — Bit Test, Jump Relative on False

BTJRF dst,src.b

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

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

Flags: No flags are affected.

Format:

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

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

Example: Given: R1 = 07H:

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

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

BTJRT — Bit Test, Jump Relative on True

BTJRT dst,src.b

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

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

Flags: No flags are affected.

Format:

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

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

Example: Given: R1 = 07H:

BTJRT SKIP,R1.1

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

BXOR — Bit XOR

BXOR dst,src.b

BXOR dst.b,src

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

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

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

Format:

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

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

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

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

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

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

CALL — Call Procedure

CALL dst

Operation:

```

SP   ←    SP - 1
@SP  ←    PCL
SP   ←    SP - 1
@SP  ←    PCH
PC   ←    dst

```

The current contents of the program counter are pushed onto the top of the stack. The program counter value used is the address of the first instruction following the CALL instruction. The specified destination address is then loaded into the program counter and points to the first instruction of a procedure. At the end of the procedure the return instruction (RET) can be used to return to the original program flow. RET pops the top of the stack back into the program counter.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	3	14	F6	DA
opc	dst	2	12	F4	IRR
opc	dst	2	14	D4	IA

Examples: Given: R0 = 35H, R1 = 21H, PC = 1A47H, and SP = 0002H:

CALL 3521H → SP = 0000H
 (Memory locations 0000H = 1AH, 0001H = 4AH, where
 4AH is the address that follows the instruction.)

CALL @RR0 → SP = 0000H (0000H = 1AH, 0001H = 49H)

CALL #40H → SP = 0000H (0000H = 1AH, 0001H = 49H)

In the first example, if the program counter value is 1A47H and the stack pointer contains the value 0002H, the statement "CALL 3521H" pushes the current PC value onto the top of the stack. The stack pointer now points to memory location 0000H. The PC is then loaded with the value 3521H, the address of the first instruction in the program sequence to be executed.

If the contents of the program counter and stack pointer are the same as in the first example, the statement "CALL @RR0" produces the same result except that the 49H is stored in stack location 0001H (because the two-byte instruction format was used). The PC is then loaded with the value 3521H, the address of the first instruction in the program sequence to be executed. Assuming that the contents of the program counter and stack pointer are the same as in the first example, if program address 0040H contains 35H and program address 0041H contains 21H, the statement "CALL #40H" produces the same result as in the second example.

CCF — Complement Carry Flag

CCF

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

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

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

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4	EF

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

CCF

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

CLR — Clear

CLR dst

Operation: dst ← "0"
The destination location is cleared to "0".

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	B0	R
			4	B1	IR

Examples: Given: Register 00H = 4FH, register 01H = 02H, and register 02H = 5EH:

CLR 00H → Register 00H = 00H

CLR @01H → Register 01H = 02H, register 02H = 00H

In Register (R) addressing mode, the statement "CLR 00H" clears the destination register 00H value to 00H. In the second example, the statement "CLR @01H" uses Indirect Register (IR) addressing mode to clear the 02H register value to 00H.

COM — Complement

COM dst

Operation: dst ← NOT dst

The contents of the destination location are complemented (one's complement); all "1s" are changed to "0s", and vice-versa.

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

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	60	R
			4	61	IR

Examples: Given: R1 = 07H and register 07H = 0F1H:

COM R1 → R1 = 0F8H

COM @R1 → R1 = 07H, register 07H = 0EH

In the first example, destination working register R1 contains the value 07H (00000111B). The statement "COM R1" complements all the bits in R1: all logic ones are changed to logic zeros, and vice-versa, leaving the value 0F8H (11111000B).

In the second example, Indirect Register (IR) addressing mode is used to complement the value of destination register 07H (11110001B), leaving the new value 0EH (00001110B).

CP — Compare

CP dst,src

Operation: dst – src

The source operand is compared to (subtracted from) the destination operand, and the appropriate flags are set accordingly. The contents of both operands are unaffected by the comparison.

Flags:

- C:** Set if a "borrow" occurred (src > dst); cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	dst src	2	4	A2	r	r
			6	A3	r	lr
opc	src	3	6	A4	R	R
			6	A5	R	IR
opc	dst	3	6	A6	R	IM

Examples: 1. Given: R1 = 02H and R2 = 03H:

```
CP    R1,R2 →    Set the C and S flags
```

Destination working register R1 contains the value 02H and source register R2 contains the value 03H. The statement "CP R1,R2" subtracts the R2 value (source/subtrahend) from the R1 value (destination/minuend). Because a "borrow" occurs and the difference is negative, C and S are "1".

2. Given: R1 = 05H and R2 = 0AH:

```
CP    R1,R2
JP    UGE,SKIP
INC   R1
SKIP  LD    R3,R1
```

In this example, destination working register R1 contains the value 05H which is less than the contents of the source working register R2 (0AH). The statement "CP R1,R2" generates C = "1" and the JP instruction does not jump to the SKIP location. After the statement "LD R3,R1" executes, the value 06H remains in working register R3.

CPIJE — Compare, Increment, and Jump on Equal

CPIJE dst,src,RA

Operation: If $dst - src = "0"$, $PC \leftarrow PC + RA$
 $lr \leftarrow lr + 1$

The source operand is compared to (subtracted from) the destination operand. If the result is "0", the relative address is added to the program counter and control passes to the statement whose address is now in the program counter. Otherwise, the instruction immediately following the CPIJE instruction is executed. In either case, the source pointer is incremented by one before the next instruction is executed.

Flags: No flags are affected.

Format:

				Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	RA	3	12	C2	r lr

NOTE: Execution time is 18 cycles if the jump is taken or 16 cycles if it is not taken.

Example: Given: R1 = 02H, R2 = 03H, and register 03H = 02H:

CPIJE R1,@R2,SKIP → R2 = 04H, PC jumps to SKIP location

In this example, working register R1 contains the value 02H, working register R2 the value 03H, and register 03 contains 02H. The statement "CPIJE R1,@R2,SKIP" compares the @R2 value 02H (00000010B) to 02H (00000010B). Because the result of the comparison is *equal*, the relative address is added to the PC and the PC then jumps to the memory location pointed to by SKIP. The source register (R2) is incremented by one, leaving a value of 04H. (Remember that the memory location must be within the allowed range of +127 to -128.)

CPIJNE — Compare, Increment, and Jump on Non-Equal

CPIJNE dst,src,RA

Operation: If $dst - src \neq 0$, $PC \leftarrow PC + RA$
 $lr \leftarrow lr + 1$

The source operand is compared to (subtracted from) the destination operand. If the result is not "0", the relative address is added to the program counter and control passes to the statement whose address is now in the program counter; otherwise the instruction following the CPIJNE instruction is executed. In either case the source pointer is incremented by one before the next instruction.

Flags: No flags are affected.

Format:

				Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	RA	3	12	D2	r lr

NOTE: Execution time is 18 cycles if the jump is taken or 16 cycles if it is not taken.

Example: Given: R1 = 02H, R2 = 03H, and register 03H = 04H:

CPIJNE R1,@R2,SKIP → R2 = 04H, PC jumps to SKIP location

Working register R1 contains the value 02H, working register R2 (the source pointer) the value 03H, and general register 03 the value 04H. The statement "CPIJNE R1,@R2,SKIP" subtracts 04H (00000100B) from 02H (00000010B). Because the result of the comparison is *non-equal*, the relative address is added to the PC and the PC then jumps to the memory location pointed to by SKIP. The source pointer register (R2) is also incremented by one, leaving a value of 04H. (Remember that the memory location must be within the allowed range of +127 to -128.)

DA — Decimal Adjust

DA dst

Operation: dst ← DA dst

The destination operand is adjusted to form two 4-bit BCD digits following an addition or subtraction operation. For addition (ADD, ADC) or subtraction (SUB, SBC), the following table indicates the operation performed. (The operation is undefined if the destination operand was not the result of a valid addition or subtraction of BCD digits):

Instruction	Carry Before DA	Bits 4–7 Value (Hex)	H Flag Before DA	Bits 0–3 Value (Hex)	Number Added to Byte	Carry After DA
ADD ADC	0	0–9	0	0–9	00	0
	0	0–8	0	A–F	06	0
	0	0–9	1	0–3	06	0
	0	A–F	0	0–9	60	1
	0	9–F	0	A–F	66	1
	0	A–F	1	0–3	66	1
	1	0–2	0	0–9	60	1
	1	0–2	0	A–F	66	1
SUB SBC	1	0–3	1	0–3	66	1
	0	0–9	0	0–9	00 = – 00	0
	0	0–8	1	6–F	FA = – 06	0
	1	7–F	0	0–9	A0 = – 60	1
	1	6–F	1	6–F	9A = – 66	1

Flags:

- C:** Set if there was a carry from the most significant bit; cleared otherwise (see table).
- Z:** Set if result is "0"; cleared otherwise.
- S:** Set if result bit 7 is set; cleared otherwise.
- V:** Undefined.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	40	R
			4	41	IR

DA — Decimal Adjust

DA (Continued)

Example: Given: Working register R0 contains the value 15 (BCD), working register R1 contains 27 (BCD), and address 27H contains 46 (BCD):

```
ADD    R1,R0    ;    C ← "0", H ← "0", Bits 4–7 = 3, bits 0–3 = C, R1 ← 3CH
DA     R1       ;    R1 ← 3CH + 06
```

If addition is performed using the BCD values 15 and 27, the result should be 42. The sum is incorrect, however, when the binary representations are added in the destination location using standard binary arithmetic:

$$\begin{array}{r} 0001\ 0101 \quad 15 \\ + 0010\ 0111 \quad 27 \\ \hline 0011\ 1100 = 3CH \end{array}$$

The DA instruction adjusts this result so that the correct BCD representation is obtained:

$$\begin{array}{r} 0011\ 1100 \\ + 0000\ 0110 \\ \hline 0100\ 0010 = 42 \end{array}$$

Assuming the same values given above, the statements

```
SUB    27H,R0;    C ← "0", H ← "0", Bits 4–7 = 3, bits 0–3 = 1
DA     @R1 ;      @R1 ← 31–0
```

leave the value 31 (BCD) in address 27H (@R1).

DEC — Decrement

DEC dst

Operation: $\text{dst} \leftarrow \text{dst} - 1$

The contents of the destination operand are decremented by one.

Flags: **C:** Unaffected.
Z: Set if the result is "0"; cleared otherwise.
S: Set if result is negative; cleared otherwise.
V: Set if arithmetic overflow occurred; cleared otherwise.
D: Unaffected.
H: Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	00	R
			4	01	IR

Examples: Given: R1 = 03H and register 03H = 10H:

DEC R1 → R1 = 02H

DEC @R1 → Register 03H = 0FH

In the first example, if working register R1 contains the value 03H, the statement "DEC R1" decrements the hexadecimal value by one, leaving the value 02H. In the second example, the statement "DEC @R1" decrements the value 10H contained in the destination register 03H by one, leaving the value 0FH.

DECW — Decrement Word

DECW dst

Operation: $\text{dst} \leftarrow \text{dst} - 1$

The contents of the destination location (which must be an even address) and the operand following that location are treated as a single 16-bit value that is decremented by one.

Flags:

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	8	80	RR
			8	81	IR

Examples: Given: R0 = 12H, R1 = 34H, R2 = 30H, register 30H = 0FH, and register 31H = 21H:

DECW RR0 → R0 = 12H, R1 = 33H

DECW @R2 → Register 30H = 0FH, register 31H = 20H

In the first example, destination register R0 contains the value 12H and register R1 the value 34H. The statement "DECW RR0" addresses R0 and the following operand R1 as a 16-bit word and decrements the value of R1 by one, leaving the value 33H.

NOTE: A system malfunction may occur if you use a Zero flag (FLAGS.6) result together with a DECW instruction. To avoid this problem, we recommend that you use DECW as shown in the following example:

```

LOOP: DECW RR0
      LD   R2,R1
      OR   R2,R0
      JR   NZ,LOOP
  
```

DI — Disable Interrupts

DI

Operation: SYM (0) ← 0

Bit zero of the system mode control register, SYM.0, is cleared to "0", globally disabling all interrupt processing. Interrupt requests will continue to set their respective interrupt pending bits, but the CPU will not service them while interrupt processing is disabled.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4	8F

Example: Given: SYM = 01H:

DI

If the value of the SYM register is 01H, the statement "DI" leaves the new value 00H in the register and clears SYM.0 to "0", disabling interrupt processing.

Before changing IMR, interrupt pending and interrupt source control register, be sure DI state.

DIV — Divide (Unsigned)

DIV dst,src

Operation: dst \div src
 dst (UPPER) \leftarrow REMAINDER
 dst (LOWER) \leftarrow QUOTIENT

The destination operand (16 bits) is divided by the source operand (8 bits). The quotient (8 bits) is stored in the lower half of the destination. The remainder (8 bits) is stored in the upper half of the destination. When the quotient is $\geq 2^8$, the numbers stored in the upper and lower halves of the destination for quotient and remainder are incorrect. Both operands are treated as unsigned integers.

Flags:
C: Set if the V flag is set and quotient is between 2^8 and $2^9 - 1$; cleared otherwise.
Z: Set if divisor or quotient = "0"; cleared otherwise.
S: Set if MSB of quotient = "1"; cleared otherwise.
V: Set if quotient is $\geq 2^8$ or if divisor = "0"; cleared otherwise.
D: Unaffected.
H: Unaffected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">src</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	src	dst			3	26/10	94	RR	R
	opc	src	dst							
					95	RR	IR			
				96	RR	IM				

NOTE: Execution takes 10 cycles if the divide-by-zero is attempted; otherwise it takes 26 cycles.

Examples: Given: R0 = 10H, R1 = 03H, R2 = 40H, register 40H = 80H:

DIV RR0,R2 \rightarrow R0 = 03H, R1 = 40H
 DIV RR0,@R2 \rightarrow R0 = 03H, R1 = 20H
 DIV RR0,#20H \rightarrow R0 = 03H, R1 = 80H

In the first example, destination working register pair RR0 contains the values 10H (R0) and 03H (R1), and register R2 contains the value 40H. The statement "DIV RR0,R2" divides the 16-bit RR0 value by the 8-bit value of the R2 (source) register. After the DIV instruction, R0 contains the value 03H and R1 contains 40H. The 8-bit remainder is stored in the upper half of the destination register RR0 (R0) and the quotient in the lower half (R1).

DJNZ — Decrement and Jump if Non-Zero

DJNZ r,dst

Operation: $r \leftarrow r - 1$
 If $r \neq 0$, $PC \leftarrow PC + dst$

The working register being used as a counter is decremented. If the contents of the register are not logic zero after decrementing, the relative address is added to the program counter and control passes to the statement whose address is now in the PC. The range of the relative address is +127 to -128, and the original value of the PC is taken to be the address of the instruction byte following the DJNZ statement.

NOTE: In case of using DJNZ instruction, the working register being used as a counter should be set at the one of location 0C0H to 0CFH with SRP, SRP0, or SRP1 instruction.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
r	opc	dst	2	8 (jump taken)	rA
			8 (no jump)	$r = 0$ to F	

Example: Given: R1 = 02H and LOOP is the label of a relative address:

```
SRP  #0C0H
DJNZ R1,LOOP
```

DJNZ is typically used to control a "loop" of instructions. In many cases, a label is used as the destination operand instead of a numeric relative address value. In the example, working register R1 contains the value 02H, and LOOP is the label for a relative address.

The statement "DJNZ R1, LOOP" decrements register R1 by one, leaving the value 01H. Because the contents of R1 after the decrement are non-zero, the jump is taken to the relative address specified by the LOOP label.

EI — Enable Interrupts

EI

Operation: SYM (0) \leftarrow 1

An EI instruction sets bit zero of the system mode register, SYM.0 to "1". This allows interrupts to be serviced as they occur (assuming they have highest priority). If an interrupt's pending bit was set while interrupt processing was disabled (by executing a DI instruction), it will be serviced when you execute the EI instruction.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4	9F

Example: Given: SYM = 00H:

EI

If the SYM register contains the value 00H, that is, if interrupts are currently disabled, the statement "EI" sets the SYM register to 01H, enabling all interrupts. (SYM.0 is the enable bit for global interrupt processing.)

ENTER — Enter

ENTER

Operation:

```

SP ← SP - 2
@SP ← IP
IP ← PC
PC ← @IP
IP ← IP + 2
    
```

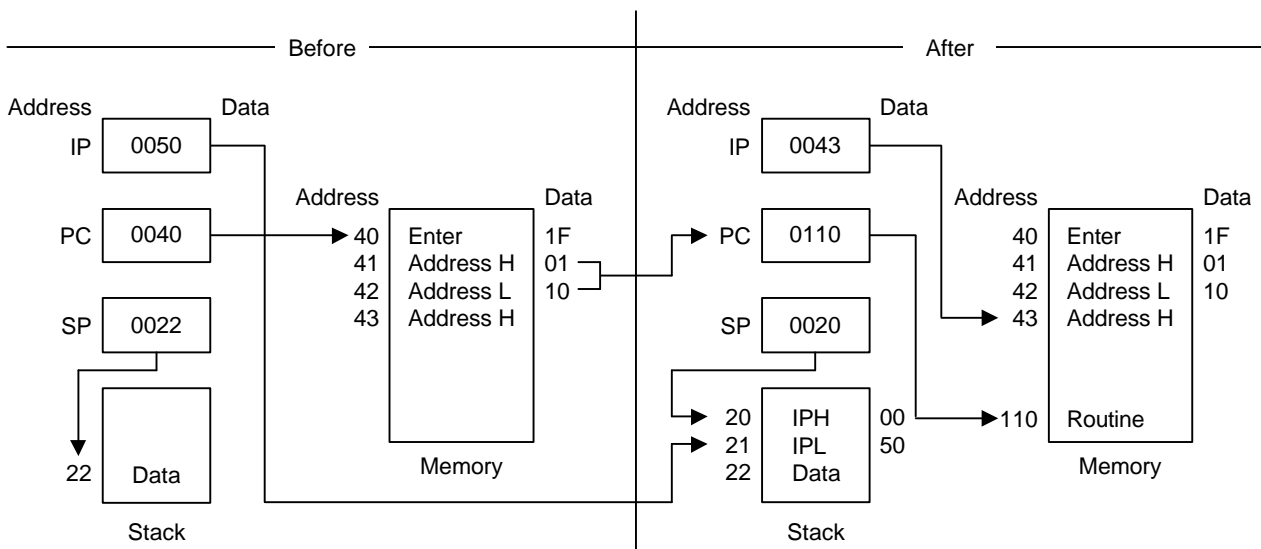
This instruction is useful when implementing threaded-code languages. The contents of the instruction pointer are pushed to the stack. The program counter (PC) value is then written to the instruction pointer. The program memory word that is pointed to by the instruction pointer is loaded into the PC, and the instruction pointer is incremented by two.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	14	1F

Example: The diagram below shows one example of how to use an ENTER statement.



EXIT — Exit

EXIT

Operation:

IP ← @SP
 SP ← SP + 2
 PC ← @IP
 IP ← IP + 2

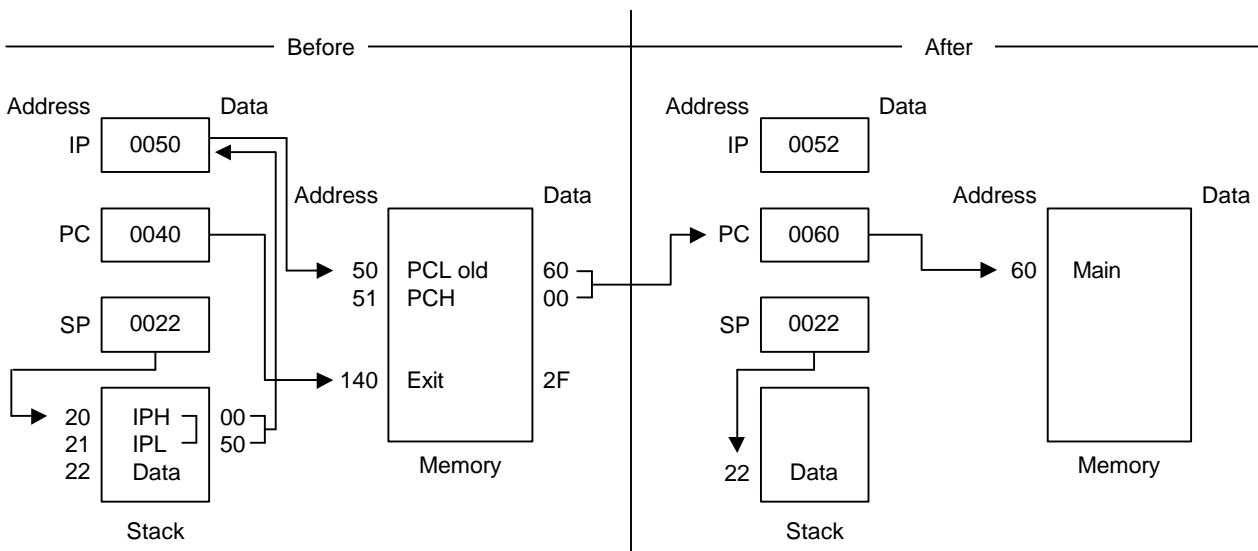
This instruction is useful when implementing threaded-code languages. The stack value is popped and loaded into the instruction pointer. The program memory word that is pointed to by the instruction pointer is then loaded into the program counter, and the instruction pointer is incremented by two.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	14 (internal stack) 16 (internal stack)	2F

Example: The diagram below shows one example of how to use an EXIT statement.



IDLE — Idle Operation

IDLE

Operation:

The IDLE instruction stops the CPU clock while allowing system clock oscillation to continue. Idle mode can be released by an interrupt request (IRQ) or an external reset operation.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	1	4	6F	–	–

Example: The instruction
IDLE
stops the CPU clock but not the system clock.

INC — Increment

INC dst

Operation: $\text{dst} \leftarrow \text{dst} + 1$

The contents of the destination operand are incremented by one.

Flags: **C:** Unaffected.
Z: Set if the result is "0"; cleared otherwise.
S: Set if the result is negative; cleared otherwise.
V: Set if arithmetic overflow occurred; cleared otherwise.
D: Unaffected.
H: Unaffected.

Format:

	Bytes	Cycles	Opcode (Hex)	Addr Mode
dst opc	1	4	rE r = 0 to F	<u>dst</u> r
opc dst	2	4	20	R
		4	21	IR

Examples: Given: R0 = 1BH, register 00H = 0CH, and register 1BH = 0FH:

INC R0 → R0 = 1CH

INC 00H → Register 00H = 0DH

INC @R0 → R0 = 1BH, register 01H = 10H

In the first example, if destination working register R0 contains the value 1BH, the statement "INC R0" leaves the value 1CH in that same register.

The next example shows the effect an INC instruction has on register 00H, assuming that it contains the value 0CH.

In the third example, INC is used in Indirect Register (IR) addressing mode to increment the value of register 1BH from 0FH to 10H.

INCW — Increment Word

INCW dst

Operation: $dst \leftarrow dst + 1$

The contents of the destination (which must be an even address) and the byte following that location are treated as a single 16-bit value that is incremented by one.

Flags:

- C:** Unaffected.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	8	A0	RR
			8	A1	IR

Examples: Given: R0 = 1AH, R1 = 02H, register 02H = 0FH, and register 03H = 0FFH:

INCW RR0 → R0 = 1AH, R1 = 03H

INCW @R1 → Register 02H = 10H, register 03H = 00H

In the first example, the working register pair RR0 contains the value 1AH in register R0 and 02H in register R1. The statement "INCW RR0" increments the 16-bit destination by one, leaving the value 03H in register R1. In the second example, the statement "INCW @R1" uses Indirect Register (IR) addressing mode to increment the contents of general register 03H from 0FFH to 00H and register 02H from 0FH to 10H.

NOTE: A system malfunction may occur if you use a Zero (Z) flag (FLAGS.6) result together with an INCW instruction. To avoid this problem, we recommend that you use INCW as shown in the following example:

```

LOOP:  INCW   RR0
        LD    R2,R1
        OR   R2,R0
        JR   NZ,LOOP

```

IRET — Interrupt Return

IRET	<u>IRET (Normal)</u>	<u>IRET (Fast)</u>
Operation:	$FLAGS \leftarrow @SP$ $SP \leftarrow SP + 1$ $PC \leftarrow @SP$ $SP \leftarrow SP + 2$ $SYM(0) \leftarrow 1$	$PC \leftrightarrow IP$ $FLAGS \leftarrow FLAGS'$ $FIS \leftarrow 0$

This instruction is used at the end of an interrupt service routine. It restores the flag register and the program counter. It also re-enables global interrupts. A "normal IRET" is executed only if the fast interrupt status bit (FIS, bit one of the FLAGS register, 0D5H) is cleared (= "0"). If a fast interrupt occurred, IRET clears the FIS bit that was set at the beginning of the service routine.

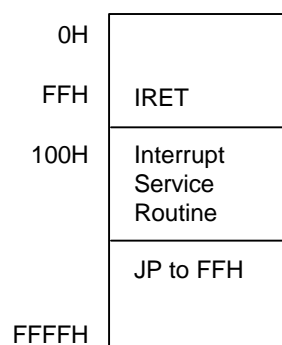
Flags: All flags are restored to their original settings (that is, the settings before the interrupt occurred).

Format:

IRET (Normal)	Bytes	Cycles	Opcode (Hex)
opc	1	10 (internal stack) 12 (internal stack)	BF

IRET (Fast)	Bytes	Cycles	Opcode (Hex)
opc	1	6	BF

Example: In the figure below, the instruction pointer is initially loaded with 100H in the main program before interrupts are enabled. When an interrupt occurs, the program counter and instruction pointer are swapped. This causes the PC to jump to address 100H and the IP to keep the return address. The last instruction in the service routine normally is a jump to IRET at address FFH. This causes the instruction pointer to be loaded with 100H "again" and the program counter to jump back to the main program. Now, the next interrupt can occur and the IP is still correct at 100H.



NOTE: In the fast interrupt example above, if the last instruction is not a jump to IRET, you must pay attention to the order of the last two instructions. The IRET cannot be immediately preceded by a clearing of the interrupt status (as with a reset of the IPR register).

JP — Jump

JP cc,dst (Conditional)

JP dst (Unconditional)

Operation: If cc is true, PC ← dst

The conditional JUMP instruction transfers program control to the destination address if the condition specified by the condition code (cc) is true; otherwise, the instruction following the JP instruction is executed. The unconditional JP simply replaces the contents of the PC with the contents of the specified register pair. Control then passes to the statement addressed by the PC.

Flags: No flags are affected.

Format: ⁽¹⁾

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
(2)					
cc opc	dst	3	8	ccD	DA
				cc = 0 to F	
opc	dst	2	8	30	IRR

NOTES:

1. The 3-byte format is used for a conditional jump and the 2-byte format for an unconditional jump.
2. In the first byte of the three-byte instruction format (conditional jump), the condition code and the opcode are both four bits.

Examples: Given: The carry flag (C) = "1", register 00 = 01H, and register 01 = 20H:

JP C,LABEL_W → LABEL_W = 1000H, PC = 1000H

JP @00H → PC = 0120H

The first example shows a conditional JP. Assuming that the carry flag is set to "1", the statement

"JP C,LABEL_W" replaces the contents of the PC with the value 1000H and transfers control to that location. Had the carry flag not been set, control would then have passed to the statement immediately following the JP instruction.

The second example shows an unconditional JP. The statement "JP @00" replaces the contents of the PC with the contents of the register pair 00H and 01H, leaving the value 0120H.

JR — Jump Relative

JR cc,dst

Operation: If cc is true, $PC \leftarrow PC + dst$

If the condition specified by the condition code (cc) is true, the relative address is added to the program counter and control passes to the statement whose address is now in the program counter; otherwise, the instruction following the JR instruction is executed. (See list of condition codes).

The range of the relative address is +127, -128, and the original value of the program counter is taken to be the address of the first instruction byte following the JR statement.

Flags: No flags are affected.

Format:

(1)		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
cc	opc	2	6	ccB	RA
cc = 0 to F					

NOTE: In the first byte of the two-byte instruction format, the condition code and the opcode are each four bits.

Example: Given: The carry flag = "1" and LABEL_X = 1FF7H:

JR C,LABEL_X → PC = 1FF7H

If the carry flag is set (that is, if the condition code is true), the statement "JR C,LABEL_X" will pass control to the statement whose address is now in the PC. Otherwise, the program instruction following the JR would be executed.

LD — Load

LD dst,src

Operation: dst ← src

The contents of the source are loaded into the destination. The source's contents are unaffected.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
dst opc	src		2	4	rC	r	IM
				4	r8	r	R
src opc	dst		2	4	r9	R	r
					r = 0 to F		
opc	dst src		2	4	C7	r	lr
				4	D7	lr	r
opc	src	dst	3	6	E4	R	R
				6	E5	R	IR
opc	dst	src	3	6	E6	R	IM
				6	D6	IR	IM
opc	src	dst	3	6	F5	IR	R
opc	dst src	x	3	6	87	r	x [r]
opc	src dst	x	3	6	97	x [r]	r

LD — Load

LD (Continued)

Examples: Given: R0 = 01H, R1 = 0AH, register 00H = 01H, register 01H = 20H, register 02H = 02H, LOOP = 30H, and register 3AH = 0FFH:

LD	R0,#10H	→	R0 = 10H
LD	R0,01H	→	R0 = 20H, register 01H = 20H
LD	01H,R0	→	Register 01H = 01H, R0 = 01H
LD	R1,@R0	→	R1 = 20H, R0 = 01H
LD	@R0,R1	→	R0 = 01H, R1 = 0AH, register 01H = 0AH
LD	00H,01H	→	Register 00H = 20H, register 01H = 20H
LD	02H,@00H	→	Register 02H = 20H, register 00H = 01H
LD	00H,#0AH	→	Register 00H = 0AH
LD	@00H,#10H	→	Register 00H = 01H, register 01H = 10H
LD	@00H,02H	→	Register 00H = 01H, register 01H = 02, register 02H = 02H
LD	R0,#LOOP[R1]	→	R0 = 0FFH, R1 = 0AH
LD	#LOOP[R0],R1	→	Register 31H = 0AH, R0 = 01H, R1 = 0AH

LDB — Load Bit

LDB dst,src.b

LDB dst.b,src

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

The specified bit of the source is loaded into bit zero (LSB) of the destination, or bit zero of the source is loaded into the specified bit of the destination. No other bits of the destination are affected. The source is unaffected.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst b 0	src	3	6	47	r0 Rb
opc	src b 1	dst	3	6	47	Rb r0

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

Examples: Given: R0 = 06H and general register 00H = 05H:

LDB R0,00H.2 → R0 = 07H, register 00H = 05H

LDB 00H.0,R0 → R0 = 06H, register 00H = 04H

In the first example, destination working register R0 contains the value 06H and the source general register 00H the value 05H. The statement "LD R0,00H.2" loads the bit two value of the 00H register into bit zero of the R0 register, leaving the value 07H in register R0.

In the second example, 00H is the destination register. The statement "LD 00H.0,R0" loads bit zero of register R0 to the specified bit (bit zero) of the destination register, leaving 04H in general register 00H.

LDC/LDE — Load Memory

LDC/LDE dst,src

Operation: dst ← src

This instruction loads a byte from program or data memory into a working register or vice-versa. The source values are unaffected. LDC refers to program memory and LDE to data memory. The assembler makes 'lrr' or 'rr' values an even number for program memory and odd an odd number for data memory.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>				
1.	<table border="1"><tr><td>opc</td><td>dst src</td></tr></table>	opc	dst src	2	10	C3	r	lrr		
opc	dst src									
2.	<table border="1"><tr><td>opc</td><td>src dst</td></tr></table>	opc	src dst	2	10	D3	lrr	r		
opc	src dst									
3.	<table border="1"><tr><td>opc</td><td>dst src</td><td>XS</td></tr></table>	opc	dst src	XS	3	12	E7	r	XS [rr]	
opc	dst src	XS								
4.	<table border="1"><tr><td>opc</td><td>src dst</td><td>XS</td></tr></table>	opc	src dst	XS	3	12	F7	XS [rr]	r	
opc	src dst	XS								
5.	<table border="1"><tr><td>opc</td><td>dst src</td><td>XL_L</td><td>XL_H</td></tr></table>	opc	dst src	XL _L	XL _H	4	14	A7	r	XL [rr]
opc	dst src	XL _L	XL _H							
6.	<table border="1"><tr><td>opc</td><td>src dst</td><td>XL_L</td><td>XL_H</td></tr></table>	opc	src dst	XL _L	XL _H	4	14	B7	XL [rr]	r
opc	src dst	XL _L	XL _H							
7.	<table border="1"><tr><td>opc</td><td>dst 0000</td><td>DA_L</td><td>DA_H</td></tr></table>	opc	dst 0000	DA _L	DA _H	4	14	A7	r	DA
opc	dst 0000	DA _L	DA _H							
8.	<table border="1"><tr><td>opc</td><td>src 0000</td><td>DA_L</td><td>DA_H</td></tr></table>	opc	src 0000	DA _L	DA _H	4	14	B7	DA	r
opc	src 0000	DA _L	DA _H							
9.	<table border="1"><tr><td>opc</td><td>dst 0001</td><td>DA_L</td><td>DA_H</td></tr></table>	opc	dst 0001	DA _L	DA _H	4	14	A7	r	DA
opc	dst 0001	DA _L	DA _H							
10.	<table border="1"><tr><td>opc</td><td>src 0001</td><td>DA_L</td><td>DA_H</td></tr></table>	opc	src 0001	DA _L	DA _H	4	14	B7	DA	r
opc	src 0001	DA _L	DA _H							

NOTES:

1. The source (src) or working register pair [rr] for formats 5 and 6 cannot use register pair 0–1.
2. For formats 3 and 4, the destination address 'XS [rr]' and the source address 'XS [rr]' are each one byte.
3. For formats 5 and 6, the destination address 'XL [rr]' and the source address 'XL [rr]' are each two bytes.
4. The DA and r source values for formats 7 and 8 are used to address program memory; the second set of values, used in formats 9 and 10, are used to address data memory.

LDC/LDE — Load Memory

LDC/LDE (Continued)

Examples: Given: R0 = 11H, R1 = 34H, R2 = 01H, R3 = 04H; Program memory locations 0103H = 4FH, 0104H = 1A, 0105H = 6DH, and 1104H = 88H. External data memory locations 0103H = 5FH, 0104H = 2AH, 0105H = 7DH, and 1104H = 98H:

LDC	R0,@RR2	; R0 ← contents of program memory location 0104H ; R0 = 1AH, R2 = 01H, R3 = 04H
LDE	R0,@RR2	; R0 ← contents of external data memory location 0104H ; R0 = 2AH, R2 = 01H, R3 = 04H
LDC (note)	@RR2,R0	; 11H (contents of R0) is loaded into program memory ; location 0104H (RR2), ; working registers R0, R2, R3 → no change
LDE	@RR2,R0	; 11H (contents of R0) is loaded into external data memory ; location 0104H (RR2), ; working registers R0, R2, R3 → no change
LDC	R0,#01H[RR2]	; R0 ← contents of program memory location 0105H ; (01H + RR2), ; R0 = 6DH, R2 = 01H, R3 = 04H
LDE	R0,#01H[RR2]	; R0 ← contents of external data memory location 0105H ; (01H + RR2), R0 = 7DH, R2 = 01H, R3 = 04H
LDC (note)	#01H[RR2],R0	; 11H (contents of R0) is loaded into program memory location ; 0105H (01H + 0104H)
LDE	#01H[RR2],R0	; 11H (contents of R0) is loaded into external data memory ; location 0105H (01H + 0104H)
LDC	R0,#1000H[RR2]	; R0 ← contents of program memory location 1104H ; (1000H + 0104H), R0 = 88H, R2 = 01H, R3 = 04H
LDE	R0,#1000H[RR2]	; R0 ← contents of external data memory location 1104H ; (1000H + 0104H), R0 = 98H, R2 = 01H, R3 = 04H
LDC	R0,1104H	; R0 ← contents of program memory location 1104H, R0 = 88H
LDE	R0,1104H	; R0 ← contents of external data memory location 1104H, ; R0 = 98H
LDC (note)	1105H,R0	; 11H (contents of R0) is loaded into program memory location ; 1105H, (1105H) ← 11H
LDE	1105H,R0	; 11H (contents of R0) is loaded into external data memory ; location 1105H, (1105H) ← 11H

NOTE: These instructions are not supported by masked ROM type devices.

LDCD/LDED — Load Memory and Decrement

LDCD/LDED dst,src

Operation: dst ← src
rr ← rr – 1

These instructions are used for user stacks or block transfers of data from program or data memory to the register file. The address of the memory location is specified by a working register pair. The contents of the source location are loaded into the destination location. The memory address is then decremented. The contents of the source are unaffected.

LDCD references program memory and LDED references external data memory. The assembler makes 'lrr' an even number for program memory and an odd number for data memory.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst src	2	10	E2	r lrr

Examples: Given: R6 = 10H, R7 = 33H, R8 = 12H, program memory location 1033H = 0CDH, and external data memory location 1033H = 0DDH:

LDCD R8,@RR6 ; 0CDH (contents of program memory location 1033H) is loaded
; into R8 and RR6 is decremented by one
; R8 = 0CDH, R6 = 10H, R7 = 32H (RR6 ← RR6 – 1)

LDED R8,@RR6 ; 0DDH (contents of data memory location 1033H) is loaded
; into R8 and RR6 is decremented by one (RR6 ← RR6 – 1)
; R8 = 0DDH, R6 = 10H, R7 = 32H

LDCI/LDEI — Load Memory and Increment

LDCI/LDEI dst,src

Operation: dst ← src
 rr ← rr + 1

These instructions are used for user stacks or block transfers of data from program or data memory to the register file. The address of the memory location is specified by a working register pair. The contents of the source location are loaded into the destination location. The memory address is then incremented automatically. The contents of the source are unaffected.

LDCI refers to program memory and LDEI refers to external data memory. The assembler makes 'lrr' even for program memory and odd for data memory.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst src	2	10	E3	r lrr

Examples: Given: R6 = 10H, R7 = 33H, R8 = 12H, program memory locations 1033H = 0CDH and 1034H = 0C5H; external data memory locations 1033H = 0DDH and 1034H = 0D5H:

LDCI R8,@RR6 ; 0CDH (contents of program memory location 1033H) is loaded
 ; into R8 and RR6 is incremented by one (RR6 ← RR6 + 1)
 ; R8 = 0CDH, R6 = 10H, R7 = 34H

LDEI R8,@RR6 ; 0DDH (contents of data memory location 1033H) is loaded
 ; into R8 and RR6 is incremented by one (RR6 ← RR6 + 1)
 ; R8 = 0DDH, R6 = 10H, R7 = 34H

LDCPD/LDEPD — Load Memory with Pre-Decrement

**LDCPD/
LDEPD** dst,src

Operation: $rr \leftarrow rr - 1$
 $dst \leftarrow src$

These instructions are used for block transfers of data from program or data memory from the register file. The address of the memory location is specified by a working register pair and is first decremented. The contents of the source location are then loaded into the destination location. The contents of the source are unaffected.

LDCPD refers to program memory and LDEPD refers to external data memory. The assembler makes 'lrr' an even number for program memory and an odd number for external data memory.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>	<u>src</u>
opc	src dst	2	14	F2	lrr	r

Examples: Given: R0 = 77H, R6 = 30H, and R7 = 00H:

```
LDCPD  @RR6,R0      ; (RR6 ← RR6 – 1)
           ; 77H (contents of R0) is loaded into program memory location
           ; 2FFFH (3000H – 1H)
           ; R0 = 77H, R6 = 2FH, R7 = 0FFH
```

```
LDEPD  @RR6,R0      ; (RR6 ← RR6 – 1)
           ; 77H (contents of R0) is loaded into external data memory
           ; location 2FFFH (3000H – 1H)
           ; R0 = 77H, R6 = 2FH, R7 = 0FFH
```

LDCPI/LDEPI — Load Memory with Pre-Increment

LDCPI/
LDEPI dst,src

Operation: $rr \leftarrow rr + 1$
 $dst \leftarrow src$

These instructions are used for block transfers of data from program or data memory from the register file. The address of the memory location is specified by a working register pair and is first incremented. The contents of the source location are loaded into the destination location. The contents of the source are unaffected.

LDCPI refers to program memory and LDEPI refers to external data memory. The assembler makes 'lrr' an even number for program memory and an odd number for data memory.

Flags: No flags are affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	src dst	2	14	F3	lrr	r

Examples: Given: R0 = 7FH, R6 = 21H, and R7 = 0FFH:

```
LDCPI  @RR6,R0      ; (RR6 ← RR6 + 1)
                   ; 7FH (contents of R0) is loaded into program memory
                   ; location 2200H (21FFH + 1H)
                   ; R0 = 7FH, R6 = 22H, R7 = 00H
```

```
LDEPI  @RR6,R0      ; (RR6 ← RR6 + 1)
                   ; 7FH (contents of R0) is loaded into external data memory
                   ; location 2200H (21FFH + 1H)
                   ; R0 = 7FH, R6 = 22H, R7 = 00H
```

LDW — Load Word

LDW dst,src

Operation: dst ← src

The contents of the source (a word) are loaded into the destination. The contents of the source are unaffected.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	src	dst	3	8	C4	RR	RR
				8	C5	RR	IR
opc	dst	src	4	8	C6	RR	IML

Examples: Given: R4 = 06H, R5 = 1CH, R6 = 05H, R7 = 02H, register 00H = 1AH, register 01H = 02H, register 02H = 03H, and register 03H = 0FH:

LDW RR6,RR4 → R6 = 06H, R7 = 1CH, R4 = 06H, R5 = 1CH

LDW 00H,02H → Register 00H = 03H, register 01H = 0FH,
register 02H = 03H, register 03H = 0FH

LDW RR2,@R7 → R2 = 03H, R3 = 0FH,

LDW 04H,@01H → Register 04H = 03H, register 05H = 0FH

LDW RR6,#1234H → R6 = 12H, R7 = 34H

LDW 02H,#0FEDH → Register 02H = 0FH, register 03H = 0EDH

In the second example, please note that the statement "LDW 00H,02H" loads the contents of the source word 02H, 03H into the destination word 00H, 01H. This leaves the value 03H in general register 00H and the value 0FH in register 01H.

The other examples show how to use the LDW instruction with various addressing modes and formats.

MULT — Multiply (Unsigned)

MULT dst,src

Operation: $dst \leftarrow dst \times src$

The 8-bit destination operand (even register of the register pair) is multiplied by the source operand (8 bits) and the product (16 bits) is stored in the register pair specified by the destination address. Both operands are treated as unsigned integers.

Flags:

- C:** Set if result is > 255 ; cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if MSB of the result is a "1"; cleared otherwise.
- V:** Cleared.
- D:** Unaffected.
- H:** Unaffected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	22	84	RR R
				22	85	RR IR
				22	86	RR IM

Examples: Given: Register 00H = 20H, register 01H = 03H, register 02H = 09H, register 03H = 06H:

MULT 00H, 02H → Register 00H = 01H, register 01H = 20H, register 02H = 09H

MULT 00H, @01H → Register 00H = 00H, register 01H = 0C0H

MULT 00H, #30H → Register 00H = 06H, register 01H = 00H

In the first example, the statement "MULT 00H,02H" multiplies the 8-bit destination operand (in the register 00H of the register pair 00H, 01H) by the source register 02H operand (09H). The 16-bit product, 0120H, is stored in the register pair 00H, 01H.

NEXT — Next

NEXT

Operation: PC ← @ IP
 IP ← IP + 2

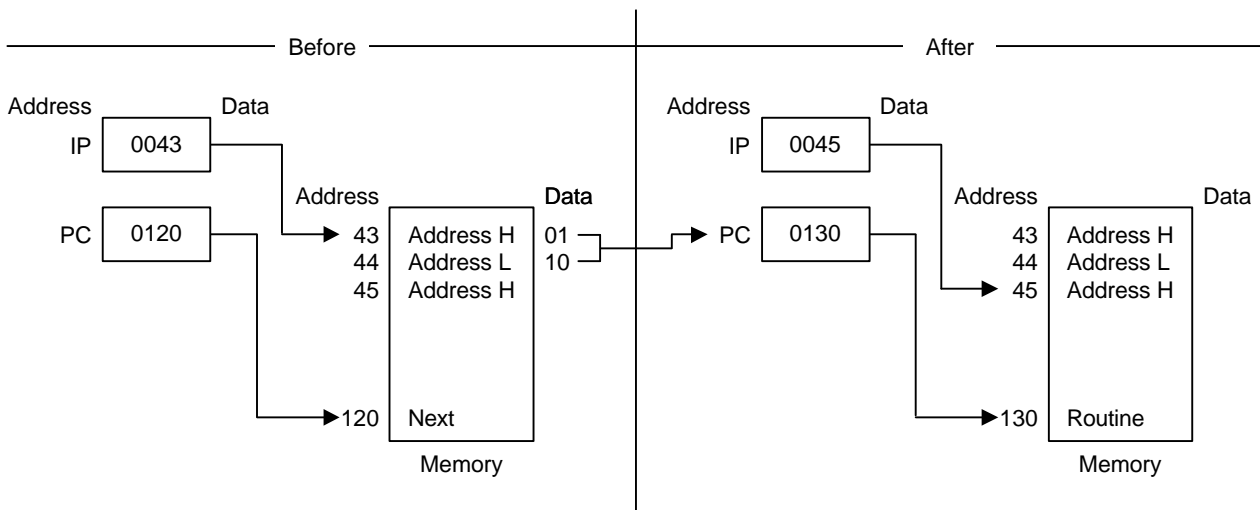
The NEXT instruction is useful when implementing threaded-code languages. The program memory word that is pointed to by the instruction pointer is loaded into the program counter. The instruction pointer is then incremented by two.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	10	0F

Example: The following diagram shows one example of how to use the NEXT instruction.



NOP — No Operation

NOP

Operation: No action is performed when the CPU executes this instruction. Typically, one or more NOPs are executed in sequence in order to effect a timing delay of variable duration.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)	
<table border="1"><tr><td>opc</td></tr></table>	opc	1	4	FF
opc				

Example: When the instruction

NOP

is encountered in a program, no operation occurs. Instead, there is a delay in instruction execution time.

OR — Logical OR

OR dst,src

Operation: dst ← dst OR src

The source operand is logically ORed with the destination operand and the result is stored in the destination. The contents of the source are unaffected. The OR operation results in a "1" being stored whenever either of the corresponding bits in the two operands is a "1"; otherwise a "0" is stored.

Flags:

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

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst src</td> </tr> </table>	opc	dst src		2	4	42	r	r	
	opc	dst src							
			6	43	r	lr			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">src</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	src	dst		3	6	44	R	R
	opc	src	dst						
			6	45	R	IR			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst</td> <td style="padding: 2px 10px;">src</td> </tr> </table>	opc	dst	src		3	6	46	R	IM
opc	dst	src							

Examples: Given: R0 = 15H, R1 = 2AH, R2 = 01H, register 00H = 08H, register 01H = 37H, and register 08H = 8AH:

```

OR    R0,R1    →    R0 = 3FH, R1 = 2AH
OR    R0,@R2   →    R0 = 37H, R2 = 01H, register 01H = 37H
OR    00H,01H  →    Register 00H = 3FH, register 01H = 37H
OR    01H,@00H →    Register 00H = 08H, register 01H = 0BFH
OR    00H,#02H →    Register 00H = 0AH

```

In the first example, if working register R0 contains the value 15H and register R1 the value 2AH, the statement "OR R0,R1" logical-ORs the R0 and R1 register contents and stores the result (3FH) in destination register R0.

The other examples show the use of the logical OR instruction with the various addressing modes and formats.

POP — Pop From Stack

POP dst

Operation: dst ← @SP

SP ← SP + 1

The contents of the location addressed by the stack pointer are loaded into the destination. The stack pointer is then incremented by one.

Flags: No flags affected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>		
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	dst		2	8	50	R
	opc	dst					
			8	51	IR		

Examples: Given: Register 00H = 01H, register 01H = 1BH, SPH (0D8H) = 00H, SPL (0D9H) = 0FBH, and stack register 0FBH = 55H:

POP 00H → Register 00H = 55H, SP = 00FCH

POP @00H → Register 00H = 01H, register 01H = 55H, SP = 00FCH

In the first example, general register 00H contains the value 01H. The statement "POP 00H" loads the contents of location 00FBH (55H) into destination register 00H and then increments the stack pointer by one. Register 00H then contains the value 55H and the SP points to location 00FCH.

POPUD — Pop User Stack (Decrementing)

POPUD dst,src

Operation: dst ← src
IR ← IR – 1

This instruction is used for user-defined stacks in the register file. The contents of the register file location addressed by the user stack pointer are loaded into the destination. The user stack pointer is then decremented.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	8	92	R IR

Example: Given: Register 00H = 42H (user stack pointer register), register 42H = 6FH, and register 02H = 70H:

POPUD 02H,@00H → Register 00H = 41H, register 02H = 6FH, register 42H = 6FH

If general register 00H contains the value 42H and register 42H the value 6FH, the statement "POPUD 02H,@00H" loads the contents of register 42H into the destination register 02H. The user stack pointer is then decremented by one, leaving the value 41H.

POPUI — Pop User Stack (Incrementing)

POPUI dst,src

Operation: dst ← src
 IR ← IR + 1

The POPUI instruction is used for user-defined stacks in the register file. The contents of the register file location addressed by the user stack pointer are loaded into the destination. The user stack pointer is then incremented.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	src	dst	3	8	93	R IR

Example: Given: Register 00H = 01H and register 01H = 70H:

POPUI 02H,@00H → Register 00H = 02H, register 01H = 70H, register 02H = 70H

If general register 00H contains the value 01H and register 01H the value 70H, the statement "POPUI 02H,@00H" loads the value 70H into the destination general register 02H. The user stack pointer (register 00H) is then incremented by one, changing its value from 01H to 02H.

PUSHUD — Push User Stack (Decrementing)

PUSHUD dst,src

Operation: $IR \leftarrow IR - 1$
 $dst \leftarrow src$

This instruction is used to address user-defined stacks in the register file. PUSHUD decrements the user stack pointer and loads the contents of the source into the register addressed by the decremented stack pointer.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst	src	3	8	82	IR R

Example: Given: Register 00H = 03H, register 01H = 05H, and register 02H = 1AH:

PUSHUD @00H,01H → Register 00H = 02H, register 01H = 05H, register 02H = 05H

If the user stack pointer (register 00H, for example) contains the value 03H, the statement "PUSHUD @00H,01H" decrements the user stack pointer by one, leaving the value 02H. The 01H register value, 05H, is then loaded into the register addressed by the decremented user stack pointer.

PUSHUI — Push User Stack (Incrementing)

PUSHUI dst,src

Operation: $IR \leftarrow IR + 1$

$dst \leftarrow src$

This instruction is used for user-defined stacks in the register file. PUSHUI increments the user stack pointer and then loads the contents of the source into the register location addressed by the incremented user stack pointer.

Flags: No flags are affected.

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst	src	3	8	83	IR R

Example: Given: Register 00H = 03H, register 01H = 05H, and register 04H = 2AH:

PUSHUI @00H,01H → Register 00H = 04H, register 01H = 05H, register 04H = 05H

If the user stack pointer (register 00H, for example) contains the value 03H, the statement "PUSHUI @00H,01H" increments the user stack pointer by one, leaving the value 04H. The 01H register value, 05H, is then loaded into the location addressed by the incremented user stack pointer.

RCF — Reset Carry Flag

RCF RCF

Operation: $C \leftarrow 0$

The carry flag is cleared to logic zero, regardless of its previous value.

Flags: **C:** Cleared to "0".

No other flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4	CF

Example: Given: C = "1" or "0":

The instruction RCF clears the carry flag (C) to logic zero.

RET — Return

RET

Operation: PC \leftarrow @SP
 SP \leftarrow SP + 2

The RET instruction is normally used to return to the previously executing procedure at the end of a procedure entered by a CALL instruction. The contents of the location addressed by the stack pointer are popped into the program counter. The next statement that is executed is the one that is addressed by the new program counter value.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	8 (internal stack) 10 (internal stack)	AF

Example: Given: SP = 00FCH, (SP) = 101AH, and PC = 1234:

RET \rightarrow PC = 101AH, SP = 00FEH

The statement "RET" pops the contents of stack pointer location 00FCH (10H) into the high byte of the program counter. The stack pointer then pops the value in location 00FEH (1AH) into the PC's low byte and the instruction at location 101AH is executed. The stack pointer now points to memory location 00FEH.

RL — Rotate Left

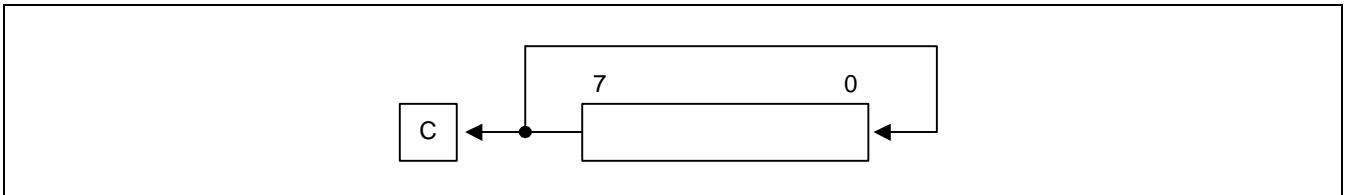
RL dst

Operation: $C \leftarrow \text{dst}(7)$

$\text{dst}(0) \leftarrow \text{dst}(7)$

$\text{dst}(n + 1) \leftarrow \text{dst}(n), n = 0-6$

The contents of the destination operand are rotated left one bit position. The initial value of bit 7 is moved to the bit zero (LSB) position and also replaces the carry flag.



Flags: **C:** Set if the bit rotated from the most significant bit position (bit 7) was "1".

Z: Set if the result is "0"; cleared otherwise.

S: Set if the result bit 7 is set; cleared otherwise.

V: Set if arithmetic overflow occurred; cleared otherwise.

D: Unaffected.

H: Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	90	R
			4	91	IR

Examples: Given: Register 00H = 0AAH, register 01H = 02H and register 02H = 17H:

RL 00H → Register 00H = 55H, C = "1"

RL @01H → Register 01H = 02H, register 02H = 2EH, C = "0"

In the first example, if general register 00H contains the value 0AAH (10101010B), the statement "RL 00H" rotates the 0AAH value left one bit position, leaving the new value 55H (01010101B) and setting the carry and overflow flags.

RLC — Rotate Left Through Carry

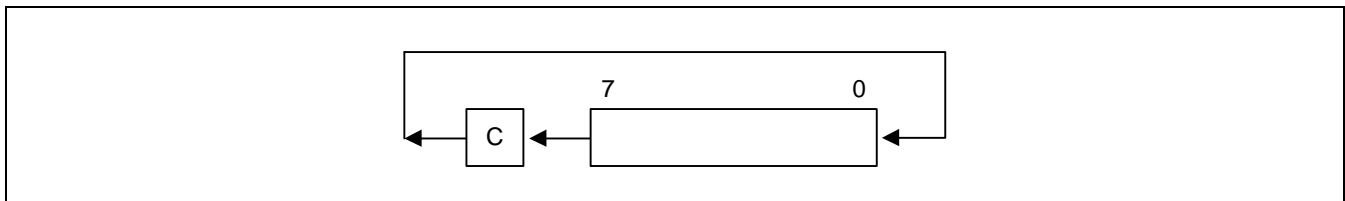
RLC dst

Operation: dst(0) ← C

 C ← dst(7)

 dst(n + 1) ← dst(n), n = 0–6

The contents of the destination operand with the carry flag are rotated left one bit position. The initial value of bit 7 replaces the carry flag (C); the initial value of the carry flag replaces bit zero.



Flags:

- C:** Set if the bit rotated from the most significant bit position (bit 7) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the sign of the destination changed during rotation; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	10	R
			4	11	IR

Examples: Given: Register 00H = 0AAH, register 01H = 02H, and register 02H = 17H, C = "0":

RLC 00H → Register 00H = 54H, C = "1"

RLC @01H → Register 01H = 02H, register 02H = 2EH, C = "0"

In the first example, if general register 00H has the value 0AAH (10101010B), the statement "RLC 00H" rotates 0AAH one bit position to the left. The initial value of bit 7 sets the carry flag and the initial value of the C flag replaces bit zero of register 00H, leaving the value 55H (01010101B). The MSB of register 00H resets the carry flag to "1" and sets the overflow flag.

RR — Rotate Right

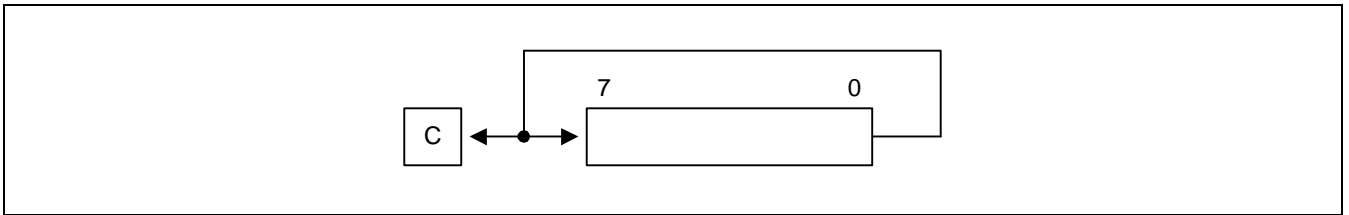
RR dst

Operation: $C \leftarrow \text{dst}(0)$

$\text{dst}(7) \leftarrow \text{dst}(0)$

$\text{dst}(n) \leftarrow \text{dst}(n + 1), n = 0-6$

The contents of the destination operand are rotated right one bit position. The initial value of bit zero (LSB) is moved to bit 7 (MSB) and also replaces the carry flag (C).



Flags:

- C:** Set if the bit rotated from the least significant bit position (bit zero) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the sign of the destination changed during rotation; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	E0	R
			4	E1	IR

Examples: Given: Register 00H = 31H, register 01H = 02H, and register 02H = 17H:

RR 00H → Register 00H = 98H, C = "1"

RR @01H → Register 01H = 02H, register 02H = 8BH, C = "1"

In the first example, if general register 00H contains the value 31H (00110001B), the statement "RR 00H" rotates this value one bit position to the right. The initial value of bit zero is moved to bit 7, leaving the new value 98H (10011000B) in the destination register. The initial bit zero also resets the C flag to "1" and the sign flag and overflow flag are also set to "1".

RRC — Rotate Right Through Carry

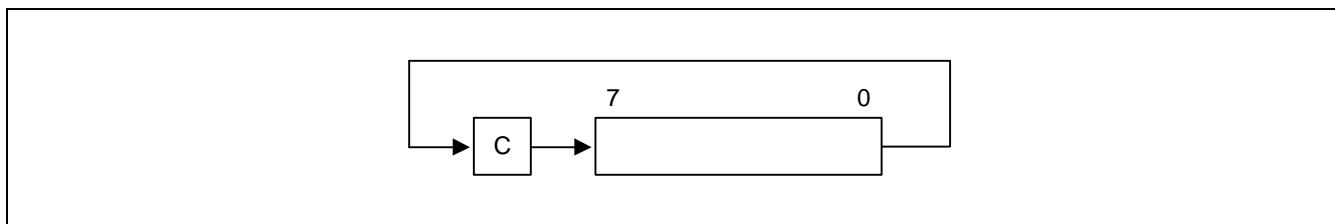
RRC dst

Operation: dst (7) ← C

 C ← dst (0)

 dst (n) ← dst (n + 1), n = 0–6

The contents of the destination operand and the carry flag are rotated right one bit position. The initial value of bit zero (LSB) replaces the carry flag; the initial value of the carry flag replaces bit 7 (MSB).



Flags:

- C:** Set if the bit rotated from the least significant bit position (bit zero) was "1".
- Z:** Set if the result is "0" cleared otherwise.
- S:** Set if the result bit 7 is set; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the sign of the destination changed during rotation; cleared otherwise.
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	C0	R
			4	C1	IR

Examples: Given: Register 00H = 55H, register 01H = 02H, register 02H = 17H, and C = "0":

RRC 00H → Register 00H = 2AH, C = "1"

RRC @01H → Register 01H = 02H, register 02H = 0BH, C = "1"

In the first example, if general register 00H contains the value 55H (01010101B), the statement "RRC 00H" rotates this value one bit position to the right. The initial value of bit zero ("1") replaces the carry flag and the initial value of the C flag ("1") replaces bit 7. This leaves the new value 2AH (00101010B) in destination register 00H. The sign flag and overflow flag are both cleared to "0".

SB0 — Select Bank 0

SB0

Operation: BANK \leftarrow 0

The SB0 instruction clears the bank address flag in the FLAGS register (FLAGS.0) to logic zero, selecting bank 0 register addressing in the set 1 area of the register file.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4	4F

Example: The statement

SB0

clears FLAGS.0 to "0", selecting bank 0 register addressing.

SB1 — Select Bank 1

SB1

Operation: BANK ← 1

The SB1 instruction sets the bank address flag in the FLAGS register (FLAGS.0) to logic one, selecting bank 1 register addressing in the set 1 area of the register file. (Bank 1 is not implemented in some KS88-series microcontrollers.)

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)	
<table border="1"><tr><td>opc</td></tr></table>	opc	1	4	5F
opc				

Example: The statement

SB1

sets FLAGS.0 to "1", selecting bank 1 register addressing, if implemented.

SBC — Subtract With Carry

SBC dst,src

Operation: $dst \leftarrow dst - src - c$

The source operand, along with the current value of the carry flag, is subtracted from the destination operand and the result is stored in the destination. The contents of the source are unaffected. Subtraction is performed by adding the two's-complement of the source operand to the destination operand. In multiple precision arithmetic, this instruction permits the carry ("borrow") from the subtraction of the low-order operands to be subtracted from the subtraction of high-order operands.

Flags:

- C:** Set if a borrow occurred ($src > dst$); cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the operands were of opposite sign and the sign of the result is the same as the sign of the source; cleared otherwise.
- D:** Always set to "1".
- H:** Cleared if there is a carry from the most significant bit of the low-order four bits of the result; set otherwise, indicating a "borrow".

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>
opc	dst src	2	4	32	r r
			6	33	r lr
opc	src dst	3	6	34	R R
			6	35	R IR
opc	dst src	3	6	36	R IM

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

SBC	R1,R2	→	R1 = 0CH, R2 = 03H
SBC	R1,@R2	→	R1 = 05H, R2 = 03H, register 03H = 0AH
SBC	01H,02H	→	Register 01H = 1CH, register 02H = 03H
SBC	01H,@02H	→	Register 01H = 15H, register 02H = 03H, register 03H = 0AH
SBC	01H,#8AH	→	Register 01H = 95H; C, S, and V = "1"

In the first example, if working register R1 contains the value 10H and register R2 the value 03H, the statement "SBC R1,R2" subtracts the source value (03H) and the C flag value ("1") from the destination (10H) and then stores the result (0CH) in register R1.

SCF — Set Carry Flag

SCF

Operation: $C \leftarrow 1$
The carry flag (C) is set to logic one, regardless of its previous value.

Flags: **C:** Set to "1".
No other flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)	
<table border="1"><tr><td>opc</td></tr></table>	opc	1	4	DF
opc				

Example: The statement
SCF
sets the carry flag to logic one.

SRA — Shift Right Arithmetic

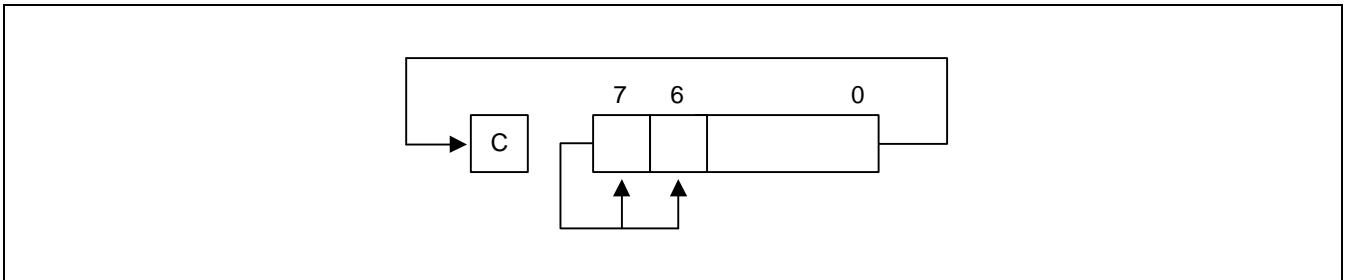
SRA dst

Operation: dst (7) ← dst (7)

 C ← dst (0)

 dst (n) ← dst (n + 1), n = 0–6

An arithmetic shift-right of one bit position is performed on the destination operand. Bit zero (the LSB) replaces the carry flag. The value of bit 7 (the sign bit) is unchanged and is shifted into bit position 6.



Flags:

- C:** Set if the bit shifted from the LSB position (bit zero) was "1".
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Always cleared to "0".
- D:** Unaffected.
- H:** Unaffected.

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	D0	R
			4	D1	IR

Examples: Given: Register 00H = 9AH, register 02H = 03H, register 03H = 0BCH, and C = "1":

SRA 00H → Register 00H = 0CD, C = "0"

SRA @02H → Register 02H = 03H, register 03H = 0DEH, C = "0"

In the first example, if general register 00H contains the value 9AH (10011010B), the statement "SRA 00H" shifts the bit values in register 00H right one bit position. Bit zero ("0") clears the C flag and bit 7 ("1") is then shifted into the bit 6 position (bit 7 remains unchanged). This leaves the value 0CDH (11001101B) in destination register 00H.

STOP — Stop Operation

STOP

Operation:

The STOP instruction stops the both the CPU clock and system clock and causes the microcontroller to enter Stop mode. During Stop mode, the contents of on-chip CPU registers, peripheral registers, and I/O port control and data registers are retained. Stop mode can be released by an external reset operation or by external interrupts. For the reset operation, the RESET pin must be held to Low level until the required oscillation stabilization interval has elapsed.

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	1	4	7F	–	–

Example: The statement
 STOP
 halts all microcontroller operations.

SUB — Subtract

SUB dst,src

Operation: $dst \leftarrow dst - src$

The source operand is subtracted from the destination operand and the result is stored in the destination. The contents of the source are unaffected. Subtraction is performed by adding the two's complement of the source operand to the destination operand.

Flags:

- C:** Set if a "borrow" occurred; cleared otherwise.
- Z:** Set if the result is "0"; cleared otherwise.
- S:** Set if the result is negative; cleared otherwise.
- V:** Set if arithmetic overflow occurred, that is, if the operands were of opposite signs and the sign of the result is of the same as the sign of the source operand; cleared otherwise.
- D:** Always set to "1".
- H:** Cleared if there is a carry from the most significant bit of the low-order four bits of the result; set otherwise indicating a "borrow".

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 5px;">opc</td> <td style="padding: 5px; border-right: 1px solid black;">dst src</td> </tr> </table>	opc	dst src		2	4	22	r	r	
	opc	dst src							
			6	23	r	lr			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 5px;">opc</td> <td style="padding: 5px; border-right: 1px solid black;">src</td> <td style="padding: 5px; border-right: 1px solid black;">dst</td> </tr> </table>	opc	src	dst		3	6	24	R	R
	opc	src	dst						
			6	25	R	IR			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 5px;">opc</td> <td style="padding: 5px; border-right: 1px solid black;">dst</td> <td style="padding: 5px; border-right: 1px solid black;">src</td> </tr> </table>	opc	dst	src		3	6	26	R	IM
opc	dst	src							

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

SUB	R1,R2	→	R1 = 0FH, R2 = 03H
SUB	R1,@R2	→	R1 = 08H, R2 = 03H
SUB	01H,02H	→	Register 01H = 1EH, register 02H = 03H
SUB	01H,@02H	→	Register 01H = 17H, register 02H = 03H
SUB	01H,#90H	→	Register 01H = 91H; C, S, and V = "1"
SUB	01H,#65H	→	Register 01H = 0BCH; C and S = "1", V = "0"

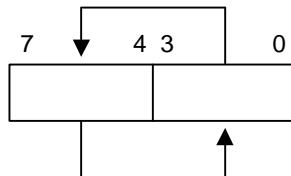
In the first example, if working register R1 contains the value 12H and if register R2 contains the value 03H, the statement "SUB R1,R2" subtracts the source value (03H) from the destination value (12H) and stores the result (0FH) in destination register R1.

SWAP — Swap Nibbles

SWAP dst

Operation: dst (0 – 3) \leftrightarrow dst (4 – 7)

The contents of the lower four bits and upper four bits of the destination operand are swapped.



Flags:

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

Format:

		Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u>
opc	dst	2	4	F0	R
			4	F1	IR

Examples: Given: Register 00H = 3EH, register 02H = 03H, and register 03H = 0A4H:

SWAP 00H → Register 00H = 0E3H

SWAP @02H → Register 02H = 03H, register 03H = 04H

In the first example, if general register 00H contains the value 3EH (00111110B), the statement "SWAP 00H" swaps the lower and upper four bits (nibbles) in the 00H register, leaving the value 0E3H (11100011B).

TCM — Test Complement Under Mask

TCM dst,src

Operation: (NOT dst) AND src

This instruction tests selected bits in the destination operand for a logic one value. The bits to be tested are specified by setting a "1" bit in the corresponding position of the source operand (mask). The TCM statement complements the destination operand, which is then ANDed with the source mask. The zero (Z) flag can then be checked to determine the result. The destination and source operands are unaffected.

Flags:

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

Format:

			Bytes	Cycles	Opcode (Hex)	Addr Mode <u>dst</u> <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst src</td> </tr> </table>	opc	dst src			2	4	62	r r	
	opc	dst src							
				6	63	r lr			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">src</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	src	dst			3	6	64	R R
	opc	src	dst						
				6	65	R IR			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst</td> <td style="padding: 2px 10px;">src</td> </tr> </table>	opc	dst	src			3	6	66	R IM
opc	dst	src							

Examples: Given: R0 = 0C7H, R1 = 02H, R2 = 12H, register 00H = 2BH, register 01H = 02H, and register 02H = 23H:

TCM	R0,R1	→	R0 = 0C7H, R1 = 02H, Z = "1"
TCM	R0,@R1	→	R0 = 0C7H, R1 = 02H, register 02H = 23H, Z = "0"
TCM	00H,01H	→	Register 00H = 2BH, register 01H = 02H, Z = "1"
TCM	00H,@01H	→	Register 00H = 2BH, register 01H = 02H, register 02H = 23H, Z = "1"
TCM	00H,#34	→	Register 00H = 2BH, Z = "0"

In the first example, if working register R0 contains the value 0C7H (11000111B) and register R1 the value 02H (00000010B), the statement "TCM R0,R1" tests bit one in the destination register for a "1" value. Because the mask value corresponds to the test bit, the Z flag is set to logic one and can be tested to determine the result of the TCM operation.

TM — Test Under Mask

TM dst,src

Operation: dst AND src

This instruction tests selected bits in the destination operand for a logic zero value. The bits to be tested are specified by setting a "1" bit in the corresponding position of the source operand (mask), which is ANDed with the destination operand. The zero (Z) flag can then be checked to determine the result. The destination and source operands are unaffected.

Flags:

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

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>
opc	dst src	2	4	72	r	r
			6	73	r	lr
opc	src	3	6	74	R	R
			6	75	R	IR
opc	dst	3	6	76	R	IM

Examples: Given: R0 = 0C7H, R1 = 02H, R2 = 18H, register 00H = 2BH, register 01H = 02H, and register 02H = 23H:

TM	R0,R1	→	R0 = 0C7H, R1 = 02H, Z = "0"
TM	R0,@R1	→	R0 = 0C7H, R1 = 02H, register 02H = 23H, Z = "0"
TM	00H,01H	→	Register 00H = 2BH, register 01H = 02H, Z = "0"
TM	00H,@01H	→	Register 00H = 2BH, register 01H = 02H, register 02H = 23H, Z = "0"
TM	00H,#54H	→	Register 00H = 2BH, Z = "1"

In the first example, if working register R0 contains the value 0C7H (11000111B) and register R1 the value 02H (00000010B), the statement "TM R0,R1" tests bit one in the destination register for a "0" value. Because the mask value does not match the test bit, the Z flag is cleared to logic zero and can be tested to determine the result of the TM operation.

WFI — Wait For Interrupt

WFI

Operation:

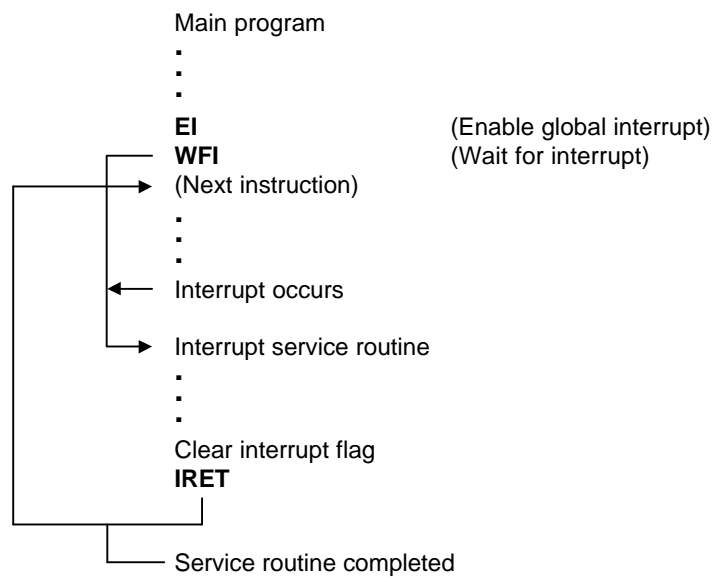
The CPU is effectively halted until an interrupt occurs, except that DMA transfers can still take place during this wait state. The WFI status can be released by an internal interrupt, including a fast interrupt .

Flags: No flags are affected.

Format:

	Bytes	Cycles	Opcode (Hex)
opc	1	4n	3F
		(n = 1, 2, 3, ...)	

Example: The following sample program structure shows the sequence of operations that follow a "WFI" statement:



XOR — Logical Exclusive OR

XOR dst,src

Operation: dst ← dst XOR src

The source operand is logically exclusive-ORed with the destination operand and the result is stored in the destination. The exclusive-OR operation results in a "1" bit being stored whenever the corresponding bits in the operands are different; otherwise, a "0" bit is stored.

Flags:

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

Format:

		Bytes	Cycles	Opcode (Hex)	Addr <u>dst</u>	Mode <u>src</u>			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst src</td> </tr> </table>	opc	dst src		2	4	B2	r	r	
	opc	dst src							
			6	B3	r	lr			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">src</td> <td style="padding: 2px 10px;">dst</td> </tr> </table>	opc	src	dst		3	6	B4	R	R
	opc	src	dst						
			6	B5	R	IR			
<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td style="padding: 2px 10px;">opc</td> <td style="padding: 2px 10px;">dst</td> <td style="padding: 2px 10px;">src</td> </tr> </table>	opc	dst	src		3	6	B6	R	IM
opc	dst	src							

Examples: Given: R0 = 0C7H, R1 = 02H, R2 = 18H, register 00H = 2BH, register 01H = 02H, and register 02H = 23H:

XOR R0,R1 → R0 = 0C5H, R1 = 02H

XOR R0,@R1 → R0 = 0E4H, R1 = 02H, register 02H = 23H

XOR 00H,01H → Register 00H = 29H, register 01H = 02H

XOR 00H,@01H → Register 00H = 08H, register 01H = 02H, register 02H = 23H

XOR 00H,#54H → Register 00H = 7FH

In the first example, if working register R0 contains the value 0C7H and if register R1 contains the value 02H, the statement "XOR R0,R1" logically exclusive-ORs the R1 value with the R0 value and stores the result (0C5H) in the destination register R0.

NOTES

7

CLOCK CIRCUITS

OVERVIEW

The clock frequency generated for the S3P80C5/C80C5/C80C8 by an external crystal, or supplied by an external clock source, can range from 1MHz to 4 MHz. The maximum CPU clock frequency, as determined by CLKCON register settings, is 4 MHz. The X_{IN} and X_{OUT} pins connect the external oscillator or clock source to the on-chip clock circuit.

SYSTEM CLOCK CIRCUIT

The system clock circuit has the following components:

- External crystal or ceramic resonator oscillation source (or an external clock)
- Oscillator stop and wake-up functions
- Programmable frequency divider for the CPU clock (f_{OSC} divided by 1, 2, 8, or 16)
- Clock circuit control register, CLKCON

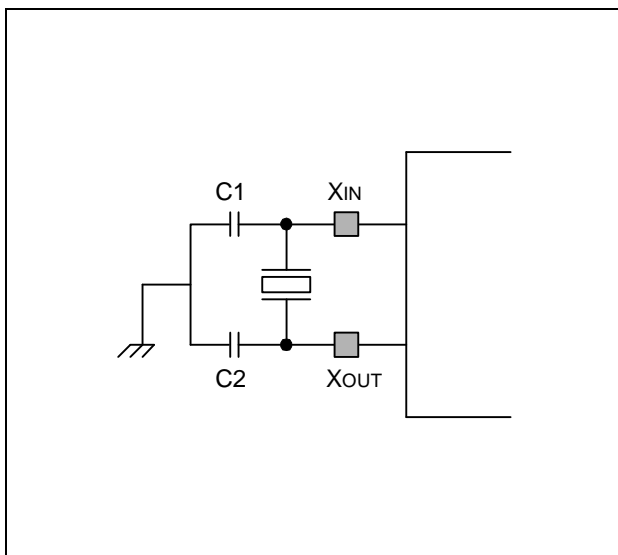


Figure 7-1. Main Oscillator Circuit
(External Crystal or Ceramic Resonator)

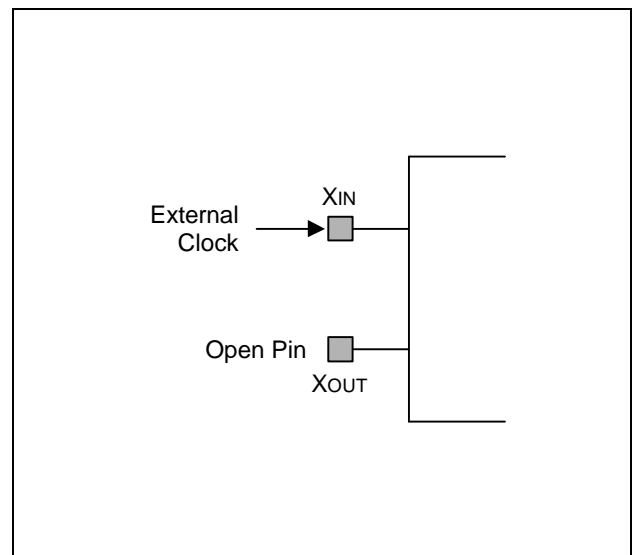


Figure 7-2. External Clock Circuit

CLOCK STATUS DURING POWER-DOWN MODES

The two power-down modes, Stop mode and Idle mode, affect the system clock as follows:

- In Stop mode, the main oscillator is halted. Stop mode is released, and the oscillator started, by Power On Reset operation or by a non-vectored interrupt - interrupt with reset (INTR). To enter the Stop mode, STOPCON (STOP Control register) has to be loaded with value, #0A5H before STOP instruction execution. After recovering from the Stop mode by reset or interrupt, STOPCON register is automatically cleared.
- In Idle mode, the internal clock signal is gated away from the CPU, but continues to be supplied to the interrupt structure, timer 0, and counter A. Idle mode is released by a reset or by an interrupt (external or internally generated).

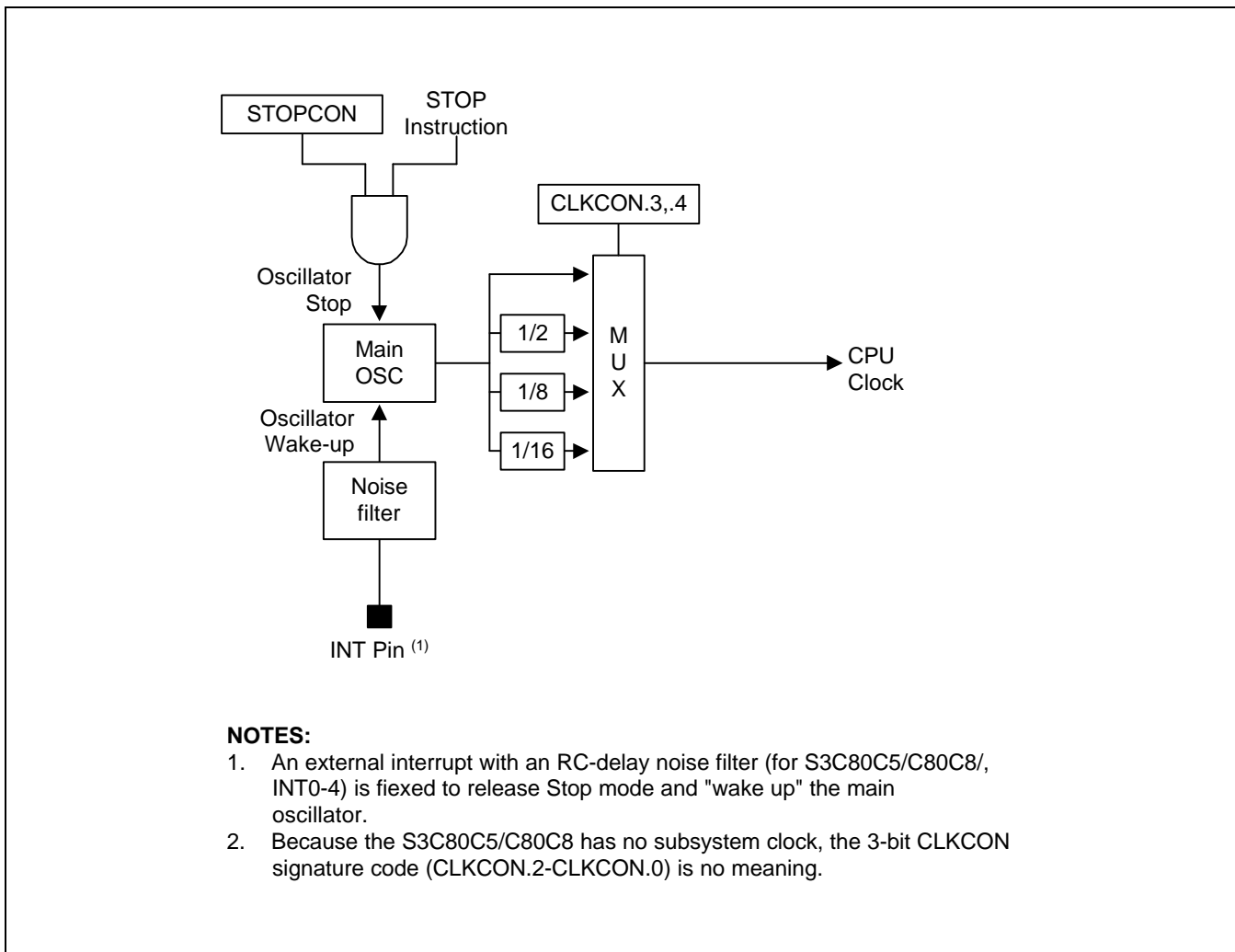


Figure 7-3. System Clock Circuit Diagram

SYSTEM CLOCK CONTROL REGISTER (CLKCON)

The system clock control register, CLKCON, is located in set 1, address D4H. It is read/write addressable and has the following functions:

- Oscillator frequency divide-by value

CLKCON register settings control whether or not an external interrupt can be used to trigger a Stop mode release. (This is called the "IRQ wake-up" function.) The IRQ wake-up enable bit is CLKCON.7. In S3P80C5/C80C5/C80C8, this bit is not valid any more. Actually bit 7, 6, 5, 2, 1, and 0 are no meaning in S3P80C5/C80C5/C80C8.

After a reset, the main oscillator is activated, and the $f_{OSC}/16$ (the slowest clock speed) is selected as the CPU clock. If necessary, you can then increase the CPU clock speed to f_{OSC} , $f_{OSC}/2$, or $f_{OSC}/8$.

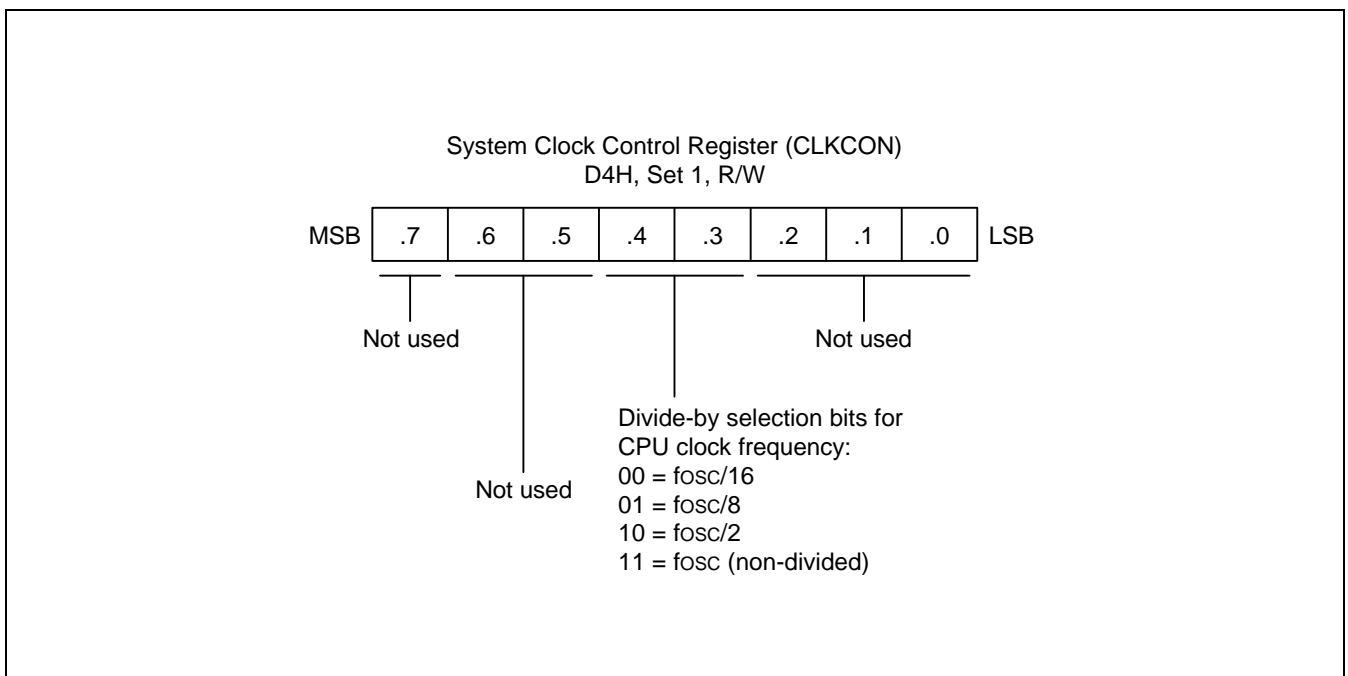


Figure 7-4. System Clock Control Register (CLKCON)

NOTES

8

RESET and POWER-DOWN

SYSTEM RESET

S3P80C5/C80C5/C80C8 has four different system reset sources as followings:

- Low Voltage Detect (LVD)
- Internal POR circuit
- INTR (Interrupt with RESET)
- Basic Timer (Watchdog timer)

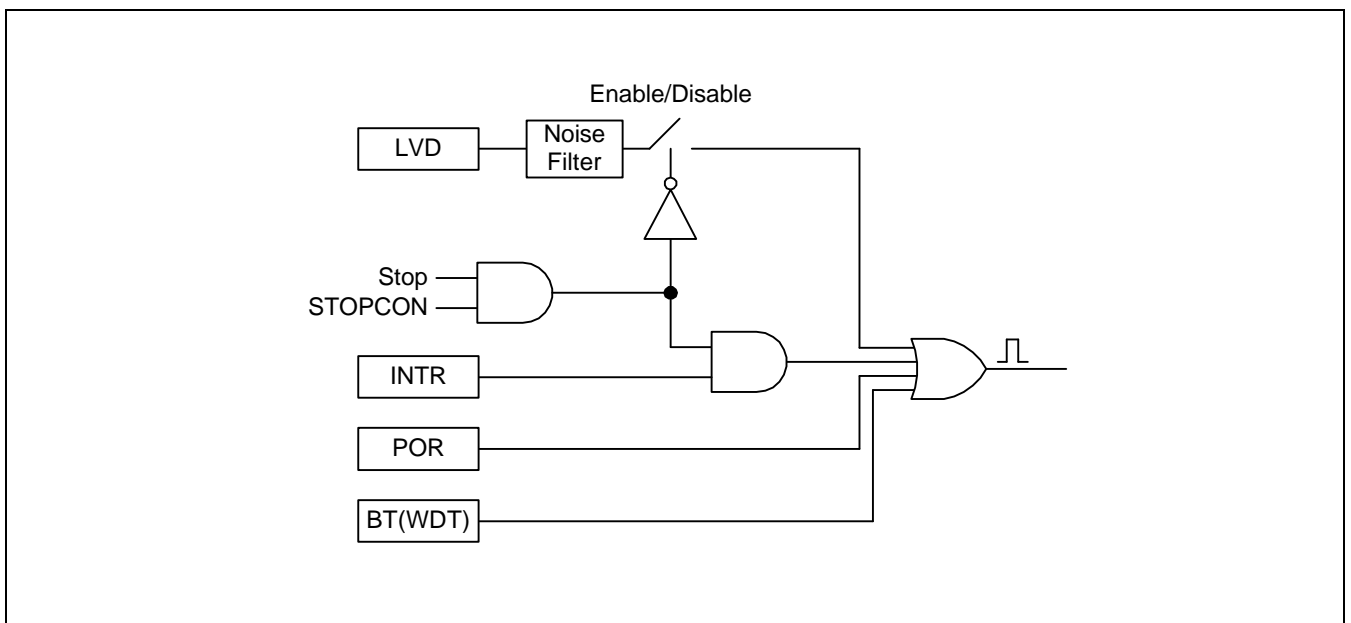


Figure 8-1. Reset Block Diagram

LVD RESET

The Low Voltage detect circuit is built on the S3P80C5/C80C5/C80C8 product for system reset not in stop mode. When the operating status is not stop mode it detects a slope of V_{DD} by comparing the voltage at V_{DD} with V_{LVD} (Low level Detect Voltage). The reset pulse is generated by the rising slope of V_{DD} . While the voltage at V_{DD} is rising up and passing V_{LVD} , the reset pulse is occurred at the moment " $V_{DD} \geq V_{LVD}$ ". This function is disabled when the operating state is "stop mode" to reduce the current consumption under 1 uA instead of 6 uA.

INTERRUPT WITH RESET(INTR)

A non vectored interrupt called Interrupt with reset (INTR) is built in S3C80C5/C80C8 to release stop status with system reset. When a falling/rising edge occurs at Port 0 during stop mode, INTR signal is generated and it makes the system reset pulse. An INTR signal is generated relating to interaction between Port 0 and operating status. It is enabled by STOP status and occurs by falling/rising edge at port0. So only when the chip status is "STOP", it is available. If the operating status is not stop status INTR does not occur.

NOTE

This INTR is supplementary function to make system reset for an application which is using " stop mode" like remote controller. If an application which is not using "stop mode" , INTR function can be discarded.

WATCHDOG TIMER RESET

The S3P80C5/C80C5/C80C8 build a watch-dog timer that can recover to normal operation from abnormal function. Watchdog timer generates a system reset signal if not clearing a BT-Basic Counter within a specific time by program. System reset can return to the proper operation of chip.

POWER-ON RESET(POR)

The power-on reset circuit is built on the S3P80C5/C80C5/C80C8 product. During a power-on reset, the voltage at V_{DD} goes to High level and the Schmitt trigger input of POR circuit is forced to Low level and then to High level. The power-on reset circuit makes a reset signal whenever the power supply voltage is powering-up and the Schmitt trigger input senses the Low level. This on-chip POR circuit consists of an internal resistor, an internal capacitor, and a Schmitt trigger input transistor.

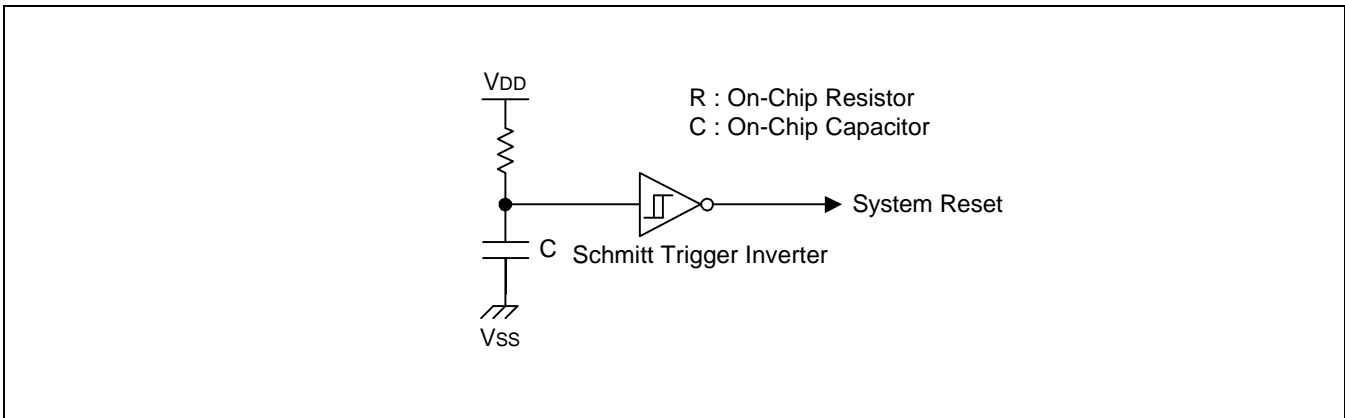


Figure 8-2. Power-on Reset Circuit

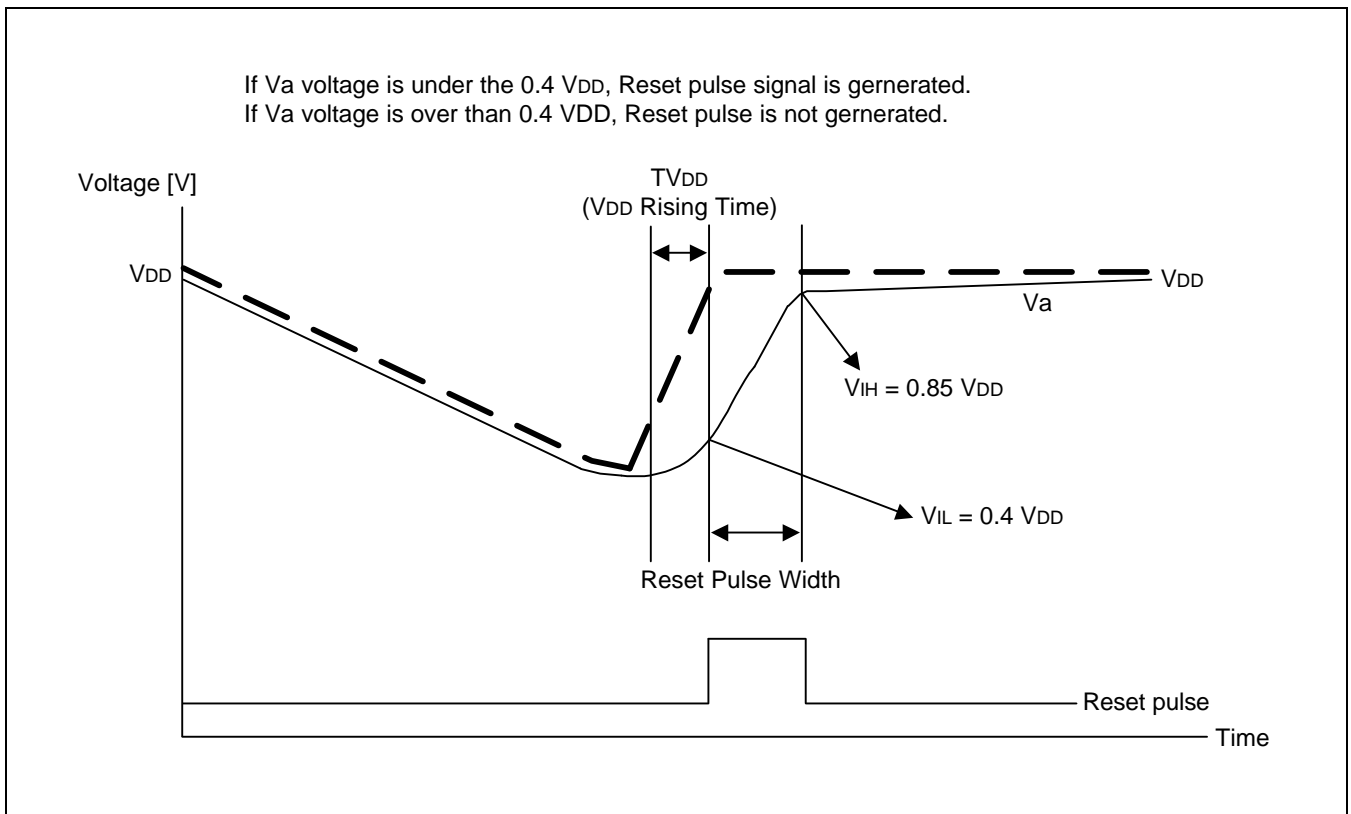


Figure 8-3. Timing Diagram for Power-on Reset Circuit

SYSTEM RESET OPERATION

System reset starts the oscillation circuit, synchronizes chip operation with CPU clock, and initializes the internal CPU and peripheral modules. This procedure brings the S3P80C5/C80C5/C80C8 into a known operating status. To allow time for internal CPU clock oscillation to stabilize, the reset pulse generator must be held to active level for a minimum time interval after the power supply comes within tolerance. The minimum required reset operation for an oscillation stabilization time is 16 oscillation clocks. All system and peripheral control registers are then reset to their default hardware values (see Tables 5-1).

In summary, the following sequence of events occurs during a reset operation:

- All interrupts are disabled.
- The watchdog function (basic timer) is enabled.
- Ports 0, 1 and 2 are set to input mode and all pull-up resistors are disabled for the I/O port pin circuits.
- Peripheral control and data register settings are disabled and reset to their default hardware values (see Table 5-1).
- The program counter (PC) is loaded with the program reset address in the ROM, 0100H.
- When the programmed oscillation stabilization time interval has elapsed, the instruction stored in ROM location 0100H (and 0101H) is fetched and executed.

HARDWARE RESET VALUES

Tables 5-1 list the reset values for CPU and system registers, peripheral control registers, and peripheral data registers following a reset operation. The following notation is used to represent reset values:

- A "1" or a "0" shows the reset bit value as logic one or logic zero, respectively.
- An 'x' means that the bit value is undefined after a reset.
- A dash ('-') means that the bit is either not used or not mapped (but a 0 is read from the bit position)

Table 8-1. Set 1 Register Values After Reset

Register Name	Mnemonic	Address		Bit Values After Reset								
		Dec	Hex	7	6	5	4	3	2	1	0	
Timer 0 counter (read-only)	T0CNT	208	D0H	0	0	0	0	0	0	0	0	0
Timer 0 data register	T0DATA	209	D1H	1	1	1	1	1	1	1	1	1
Timer 0 control register	T0CON	210	D2H	0	0	0	0	0	0	0	0	0
Basic timer control register	BTCON	211	D3H	0	0	0	0	0	0	0	0	0
Clock control register	CLKCON	212	D4H	0	0	0	0	0	0	0	0	0
System flags register	FLAGS	213	D5H	x	x	x	x	x	x	x	0	0
Register pointer 0	RP0	214	D6H	1	1	0	0	0	-	-	-	-
Register pointer 1	RP1	215	D7H	1	1	0	0	1	-	-	-	-
Location D8H (SPH) is not mapped.												
Stack pointer (low byte)	SPL	217	D9H	x	x	x	x	x	x	x	x	x
Instruction pointer (high byte)	IPH	218	DAH	x	x	x	x	x	x	x	x	x
Instruction pointer (low byte)	IPL	219	DBH	x	x	x	x	x	x	x	x	x
Interrupt request register (read-only)	IRQ	220	DCH	0	0	0	0	0	0	0	0	0
Interrupt mask register	IMR	221	DDH	x	x	x	x	x	x	x	x	x
System mode register	SYM	222	DEH	0	-	-	x	x	x	0	0	0
Register page pointer	PP	223	DFH	0	0	0	0	0	0	0	0	0
Port 0 data register	P0	224	E0H	0	0	0	0	0	0	0	0	0
Port 1 data register	P1	225	E1H	0	0	0	0	0	0	0	0	0
Port 2 data register	P2	226	E2H	0	0	0	0	0	0	0	0	0
Location E3H–E6H is not mapped.												
Port 0 pull-up enable register	P0PUR	231	E7H	0	0	0	0	0	0	0	0	0
Port 0 control register (high byte)	P0CONH	232	E8H	0	0	0	0	0	0	0	0	0
Port 0 control register (low byte)	P0CONL	233	E9H	0	0	0	0	0	0	0	0	0

Table 8-1. Set 1 Register Values After Reset (Continued)

Register Name	Mnemonic	Address		Bit Values After Reset								
		Dec	Hex	7	6	5	4	3	2	1	0	
Port 1 control register (high byte)	P1CONH	234	EAH	0	0	0	0	0	0	0	0	0
Port 1 control register (low byte)	P1CONL	235	EBH	0	0	0	0	0	0	0	0	0
Port 1 pull-up enable register	P1PUR	236	ECH	0	0	0	0	0	0	0	0	0
Location EDH–EFH is not mapped.												
Port 2 control register	P2CON	240	F0H	–	–	0	0	0	0	0	0	0
Port 0 interrupt enable register	P0INT	241	F1H	0	0	0	0	0	0	0	0	0
Port 0 interrupt pending register	P0PND	242	F2H	0	0	0	0	0	0	0	0	0
Counter A control register	CACON	243	F3H	0	0	0	0	0	0	0	0	0
Counter A data register (high byte)	CADATAH	244	F4H	1	1	1	1	1	1	1	1	1
Counter A data register (low byte)	CADATAL	245	F5H	1	1	1	1	1	1	1	1	1
Timer 1 counter register (high byte)	T1CNTH	246	F6H	0	0	0	0	0	0	0	0	0
Timer 1 counter register (low byte)	T1CNTL	247	F7H	0	0	0	0	0	0	0	0	0
Timer 1 data register (high byte)	T1DATAH	248	F8H	1	1	1	1	1	1	1	1	1
Timer 1 data register (low byte)	T1DATAL	249	F9H	1	1	1	1	1	1	1	1	1
Timer 1 control register	T1CON	250	FAH	0	0	0	0	0	0	0	0	0
Stop control register	STOPCON	251	FBH	0	0	0	0	0	0	0	0	0
Locations FCH is not mapped.												
Basic timer counter	BTCNT	253	FDH	×	×	×	×	×	×	×	×	×
External memory timing register	EMT	254	FEH	0	1	1	1	1	1	1	0	–
Interrupt priority register	IPR	255	FFH	×	×	×	×	×	×	×	×	×

NOTES:

1. Although the SYM register is not used for the S3P80C5/C80C5/C80C8, SYM.5 should always be "0". If you accidentally write a 1 to this bit during normal operation, a system malfunction may occur.
2. Except for T0CNT, IRQ, T1CNTH, T1CNTL, and BTCNT, which are read-only, all registers in set 1 are read/write addressable.
3. You cannot use a read-only register as a destination field for the instructions OR, AND, LD, and LDB.
4. Interrupt pending flags are noted by shaded table cells.

POWER-DOWN MODES

STOP MODE

Stop mode is invoked by stop control register (STOPCON) setting and the instruction STOP. In Stop mode, the operation of the CPU and all peripherals is halted. That is, the on-chip main oscillator stops and the supply current is reduced to less than 3 μ A at 5.5 V. All system functions stop when the clock "freezes,"

Stop mode can be released of two ways : by an INTR (Interrupt with Reset) or by a POR (Power On Reset).

USING POR TO RELEASE STOP MODE

Stop mode is released when the reset signal goes active by power on reset (POR): all system and peripheral control registers are reset to their default hardware values and the contents of all data registers are unknown states. When the oscillation stabilization interval has elapsed, the CPU starts the system initialization routine by fetching the program instruction stored in ROM location 0100H.

USING AN INTR TO RELEASE STOP MODE

Stop mode is released when INTR (Interrupt with Reset) occurs. INTR occurs when falling/rising edge is detected at P0 during stop mode and it make system reset.

NOTE

1. Do not use stop mode if you are using an external clock source because X_{IN} input must be cleared internally to V_{SS} to reduce current leakage.
2. STOP mode always be released by the system reset (INTR or POR) so the system register value and control register value are initialized as reset value. And when the reset occurs from INTR, the prime register value will be retained but it will be unknown states if it occurs from POR. So an application which is using stop mode should be added specific S/W which divide the system reset into STOP mode releasing or power on reset. Following Programming Tip can be useful for more understanding.

 **PROGRAMMING TIP — To Divide STOP Mode Releasing and POR.**

This example shows how to enter the stop mode and how to know it is stop mode releasing or power on RESET.

```

                ORG          0100H          ; Reset address
START          DI           ;
                LD          BTCON,#03h    ; enable basic timer counter.
                LD          SPL,#0FFH     ; Initialize the system register
                CLR         SYM
                CLR         PP
                CLR         EMT
                CLR         IPR
                .
                .
                LD          P0CONH,#00H   ; Initialize the control register
                LD          P0CONL,#00H
                LD          P0PUR,#0FFH
                .
                .
                .
CHECK_RAM:     ; Check the RAM data whether it is stop mode releasing
                ; or Power On RESET
                LD          R0,#0BFH     ; If Power On Reset , go to POR_RESET

CHK_R          CP          R0,@R0       ;
                JR          NE,POR_RESET
                DEC         R0
                CP          R0,#0B0H
                JR          UGE,CHK_R

STOP_RESET:   ; STOP mode releasing.
                JR          MAIN        ;

POR_RESET LD  R0,#0FFH                ;Power On Reset
                ;CHECK RAM data are failed so clear all RAM data.

RAM_CLR       CLR         @R0
                DJNJ        R0,RAMCLR
                LD          R0,#0BFH    ;Initialize the CHECK RAM data as default value .

```


 PROGRAMMING TIP — To Divide STOP Mode Releasing and POR. (Continued)

```
CHK_W      LD      @R0,R0
           DEC     R0
           CP      R0,#0B0H
           JR      UGE,CHK_W

MAIN:      CP      P0,#0FFH      ;
           JR      EQ,ENT_STOP
           .
           .
           .
           JP      T,MAIN

ENT_STOP   LD      STOPCON,#0A5H ;Enter the STOP mode.
           STOP
           NOP
           NOP
           JP      RESET
           .
           .
           .
```

IDLE MODE

Idle mode is invoked by the instruction IDLE (OPCODE 6FH). In Idle mode, CPU operations are halted while some peripherals remain active. During idle mode, the internal clock signal is gated away from the CPU and from all but the following peripherals, which remain active:

- Interrupt logic
- Timer 0
- Timer 1
- Counter A

I/O port pins retain the mode (input or output) they had at the time Idle mode was entered.

Idle Mode Release

You can release Idle mode in one of two ways:

1. Execute a reset. All system and peripheral control registers are reset to their default values and the contents of all data registers are retained. The reset automatically selects the *slowest clock* because of the hardware reset value for the CLKCON register. If all external interrupts are masked in the IMR register, a reset is the only way you can release Idle mode.
2. Activate any enabled interrupt ; internal or external. When you use an interrupt to release Idle mode, the 2-bit CLKCON.4/CLKCON.3 value remains unchanged, and the *currently selected clock* value is used. The interrupt is then serviced. When the return-from-interrupt condition (IRET) occurs, the instruction immediately following the one which initiated Idle mode is executed.

NOTE

Only external interrupts with an RC delay built in to the pin circuit can be used to release Stop mode without reset. To release Idle mode, you can use either an external interrupt or an internally-generated interrupt.

SUMMARY TABLE OF STOP MODE, AND IDLE MODE

Table 8-2. Summary of Each Mode

Item/Mode	IDLE	STOP
Approach Condition	V _{DD} is higher than V _{LVD} (V _{LVD} < V _{DD}). IDLE (instruction).	V _{DD} is higher than V _{LVD} (V _{LVD} < V _{DD}). STOPCON ≤ A5H STOP instruction
Release Source	Interrupt T0/T1 interrupt Counter A interrupt Ext. interrupt (Port0) RESET POR LVD WDT	RESET INTR POR

9

I/O PORTS

OVERVIEW

The S3P80C5/C80C5/C80C8 microcontroller has three bit-programmable I/O ports, P0–P2. Two ports, P0–P1, are 8-bit ports and P2 is a 3-bit port. This gives a total of 19 I/O pins in the S3P80C5/C80C5/C80C8's 24-pin package. Each port is bit-programmable and can be flexibly configured to meet application design requirements. The CPU accesses ports by directly writing or reading port registers. No special I/O instructions are required.

For IR universal remote controller applications, ports 0, and 1 are usually configured to the keyboard matrix and port 2 is used to transmit the remote controller carrier signal or to indicate operating status by turning on a LED.

Table 9-1 gives you a general overview of S3P80C5/C80C5/C80C8 I/O port functions.

Table 9-1. S3P80C5/C80C5/C80C8 Port Configuration Overview

Port	Configuration Options
0	8-bit general-purpose I/O port; Input or push-pull output; external interrupt input on falling edges, rising edges, or both edges; all P0 pin circuits have noise filters and interrupt enable/disable (P0INT) and pending control (P0PND); Pull-up resistors can be assigned to individual P0 pins using P0PUR register settings. Specially Interrupt with Reset(INTR) is assigned to release stop mode with system reset.
1	8-bit general-purpose I/O port; Input, open-drain output, or push-pull output. Pull-up resistors can be assigned to individual P1 pins using P1PUR register settings.
2	3-bit I/O port; input mode with or without pull-up, push-pull or open-drain output mode. REM and TOPWM can be assigned. Port 2 pins have high current drive capability to support LED applications. The port 2 data register contains three status bits: three for P2.0, P2.1 and P2.2 and one for remote controller carrier signal on/off status.

PORT DATA REGISTERS

Table 9-2 gives you an overview of the register locations of all three S3C80C5/C80C8 port data registers. Data registers for ports 0, and 1 have the general format.

NOTE

The data register for port 2, P2, contains three bits for P2.0, P2.1 and P2.2, and an additional status bit for carrier signal on/off.

Table 9-2. Port Data Register Summary

Register Name	Mnemonic	Decimal	Hex	R/W
Port 0 data register	P0	224	E0H	R/W
Port 1 data register	P1	225	E1H	R/W
Port 2 data register	P2	226	E2H	R/W

Because port 2 is a 3-bit I/O port, the port 2 data register only contains values for P2.0, P2.1 and P2.2. The P2 register also contains values for P2.0, P2.1 and P2.2. The P2 register also contains a special carrier on/off bit(P2.5). See the port 2 description for details. All other S3P80C5/C80C5/C80C8 I/O ports are 8-bit.

PULL-UP RESISTOR ENABLE REGISTERS

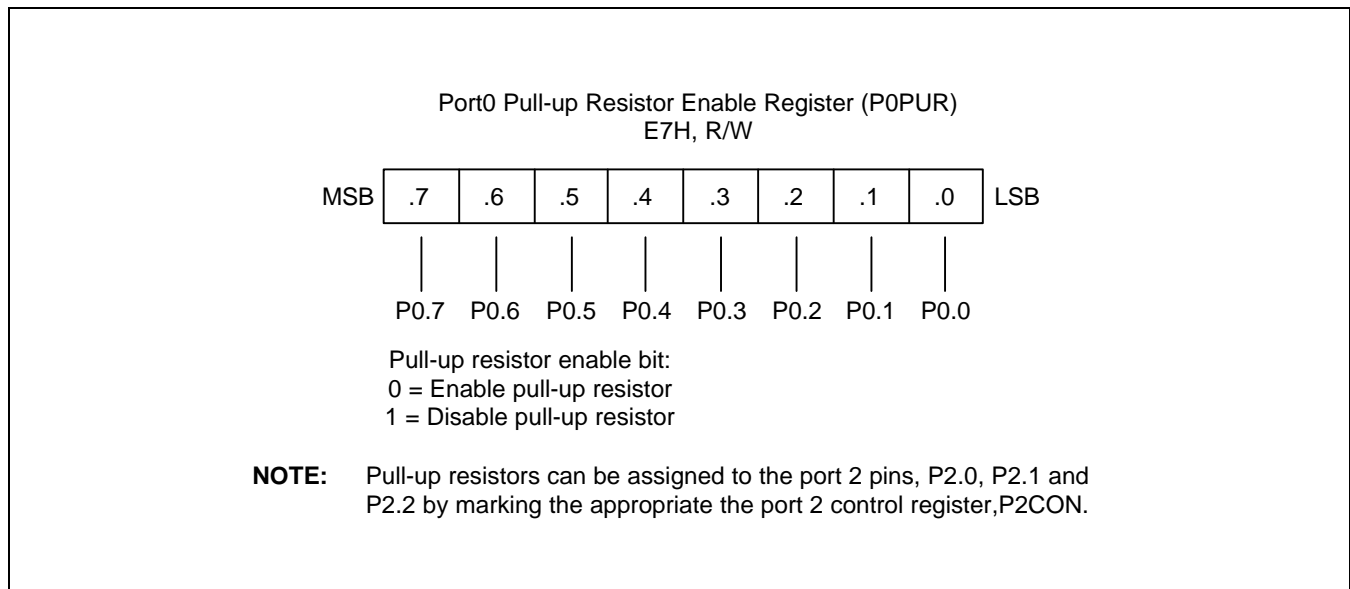


Figure 9-1. S3P80C5/C80C5/C80C8 I/O Port 0 Data Register Format

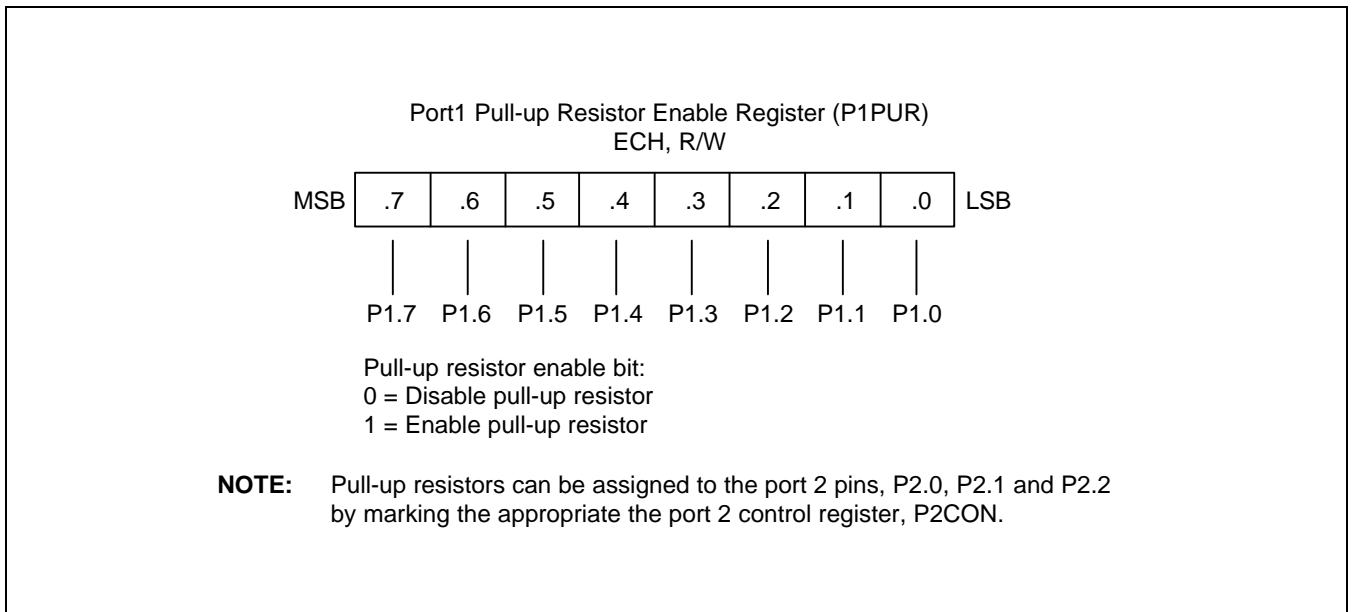


Figure 9-2. S3P80C5/C80C5/C80C8 I/O Port 1 Data Register Format

PORT 0

Port 0 is a general-purpose, 8-bit I/O port. It is bit-programmable. Port 0 pins are accessed directly by read/write operations to the port 0 data register, P0 (set 1, E0H). The P0 pin circuits support pull-up resistor assignment using POPUR register settings and all pins have noise filters for external interrupt inputs.

Two 8-bit control registers are used to configure port 0 pins: P0CONH (set 1, E8H) for the upper nibble pins, P0.7–P0.4, and P0CONL (set 1, E9H) for lower nibble pins, P0.3–P0.0. Each control register byte contains four bit-pairs and each bit-pair configures one pin (see Figures 9-2 and 9-3). A hardware reset clears all P0 control and data registers to '00H'.

A separate register, the port 0 interrupt control register, P0INT (set 1, F1H), is used to enable and disable external interrupt input. You can poll the port 0 interrupt pending register, POPND to detect and clear pending conditions for these interrupts.

The lower-nibble pins, P0.3–P0.0, are used for INT3–INT0 input (IRQ6), respectively. The upper nibble pins, P0.7–P0.4, are all used for INT4 input (IRQ7). Interrupts that are detected at any of these four pins are processed using the same vector address (E8H).

Port 0, P0.0–P0.7, is assigned interrupt with reset(INTR) to release stop mode with system reset.

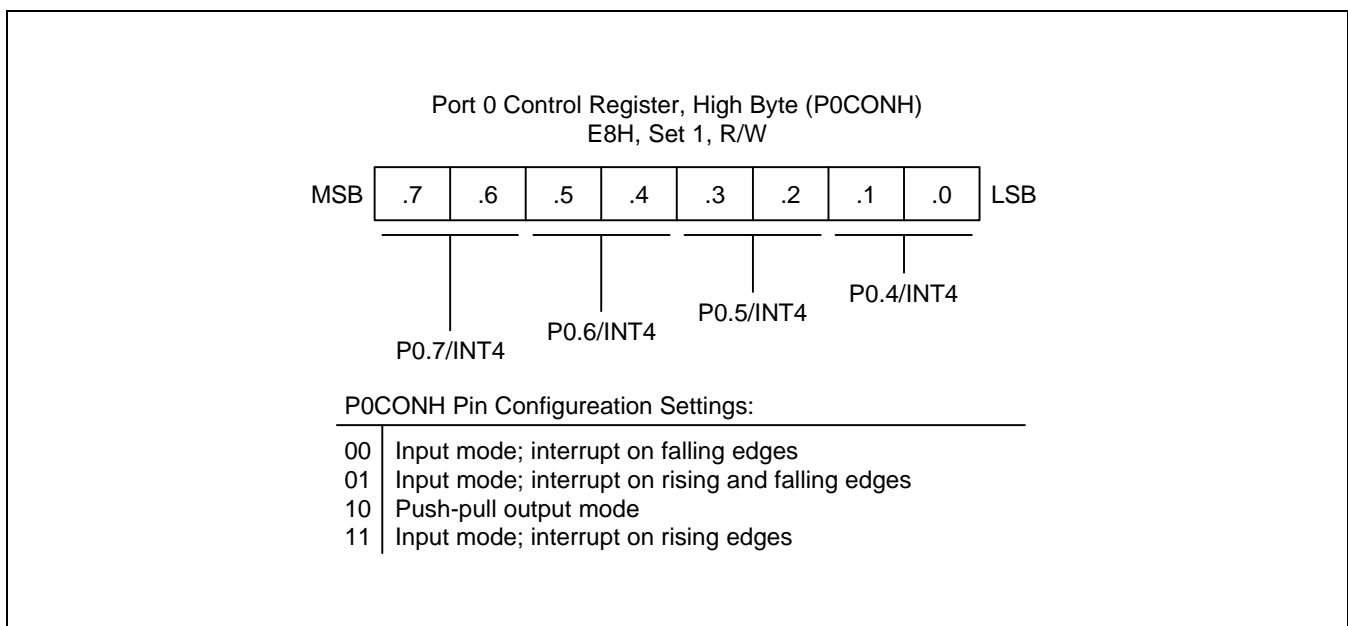


Figure 9-3. Port 0 High-Byte Control Register (P0CONH)

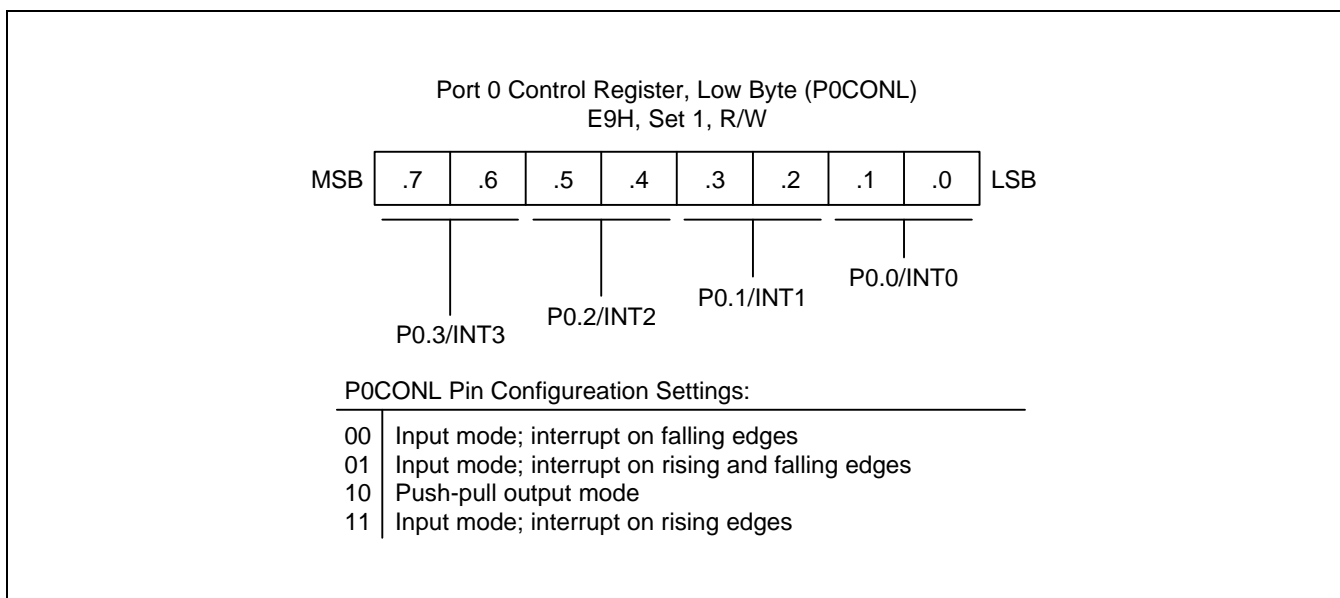


Figure 9-4. Port 0 Low-Byte Control Register (P0CONL)

PORT 0 INTERRUPT ENABLE REGISTER (P0INT)

The port 0 interrupt control register, P0INT, is used to enable and disable external interrupt input at individual P0 pins (see Figure 10-5). To enable a specific external interrupt, you set its P0INT.n bit to "1". You must also be sure to make the correct settings in the corresponding port 0 control register (P0CONH, P0CONL).

PORT 0 INTERRUPT PENDING REGISTER (P0PND)

The port 0 interrupt pending register, P0PND, contains pending bits (flags) for each port 0 interrupt (see Figure 10-6). When a P0 external interrupt is acknowledged by the CPU, the service routine must clear the pending condition by writing a "0" to the appropriate pending flag in the P0PND register (Writing a "1" to the pending bit has no effect).

NOTE

A hardware reset (INTR, POR) clears the P0INT and P0PND registers to '00H'. For this reason, the application program's initialization routine must enable the required external interrupts for port 0, and for the other I/O ports.

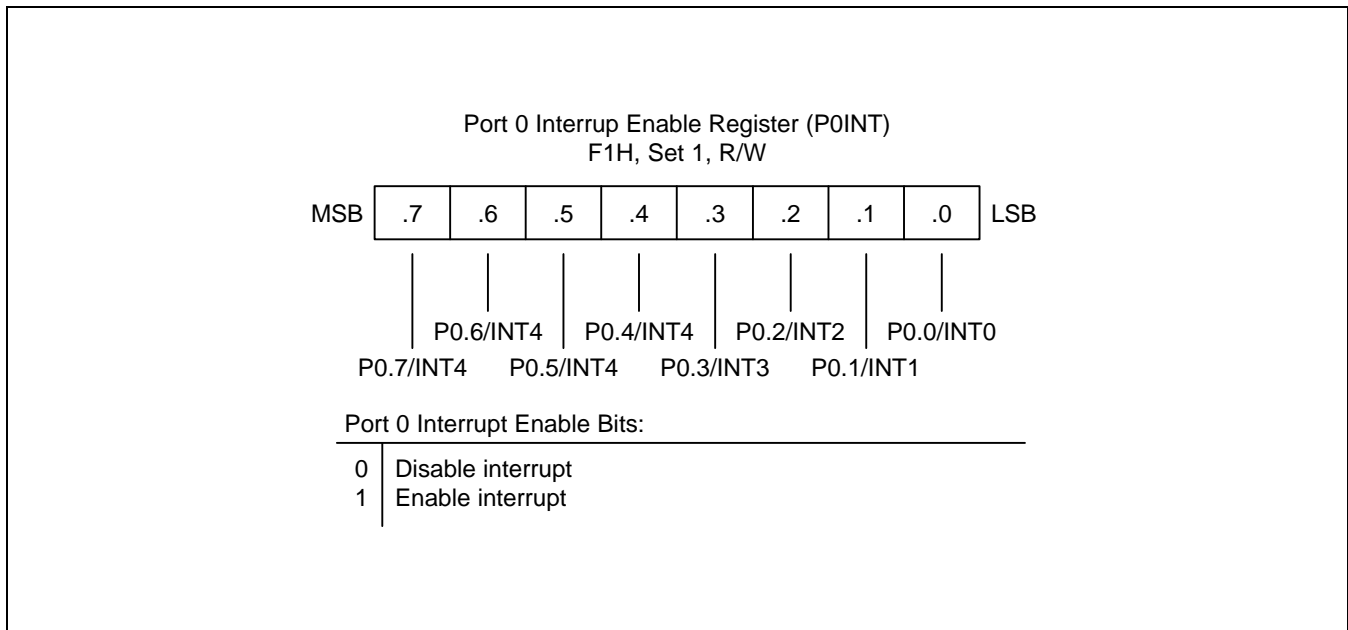


Figure 9-5. Port 0 External Interrupt Control Register (P0INT)

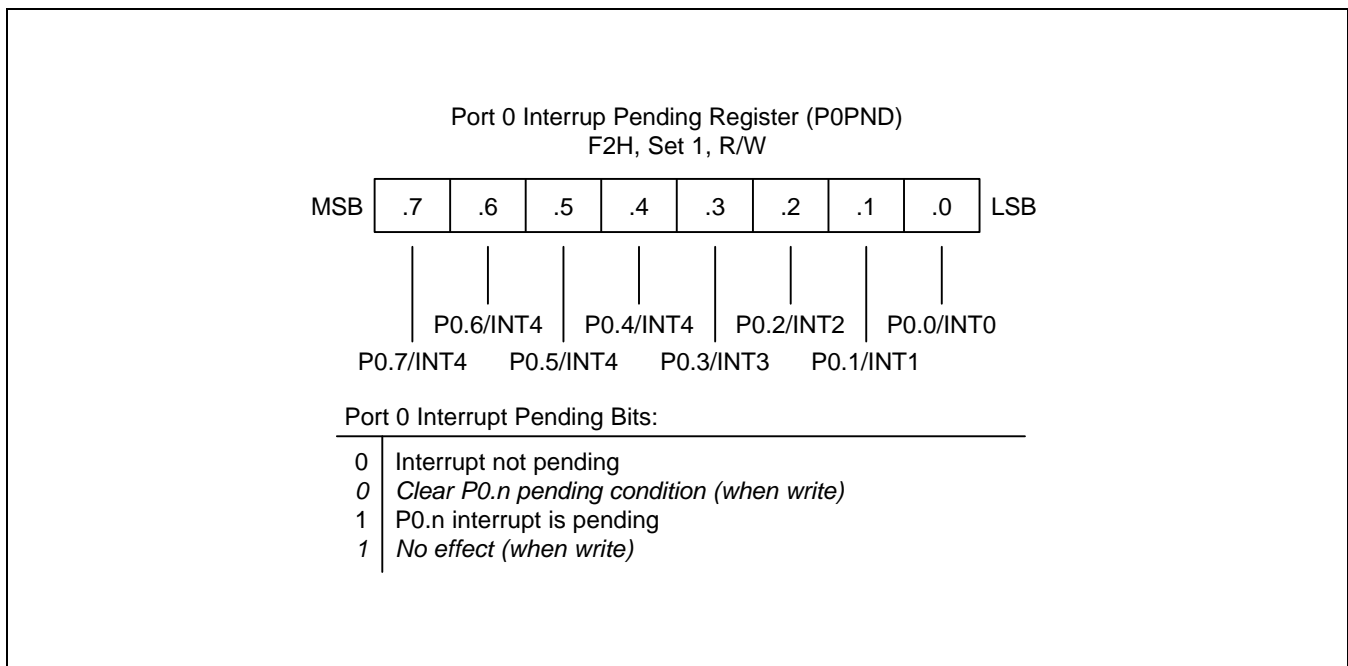


Figure 9-6. Port 0 External Interrupt Pending Register (P0PND)

PORT 1

Port 1 is a bit-programmable 8-bit I/O port. Port 1 pins are accessed directly by read/write operations to the port 1 data register, P1 (set 1, E1H).

To configure port 1, the initialization routine writes the appropriate values to the two port 1 control registers: P1CONH (set 1, EAH) for the upper nibble pins, P1.7–P1.4, and P1CONL (set 1, EBH) for the lower nibble pins, P1.3–P1.0. Each 8-bit control register contains four bit-pairs and each 2-bit value configures one port pin (see Figures 9-6 and 9-7).

Following a hardware reset, the port 1 control registers are cleared to '00H', configuring port 0 initially to Input mode.

To assign pull-up resistors to P1 pins, you make the appropriate settings to the port 1 pull-up resistor enable register, P1PUR.

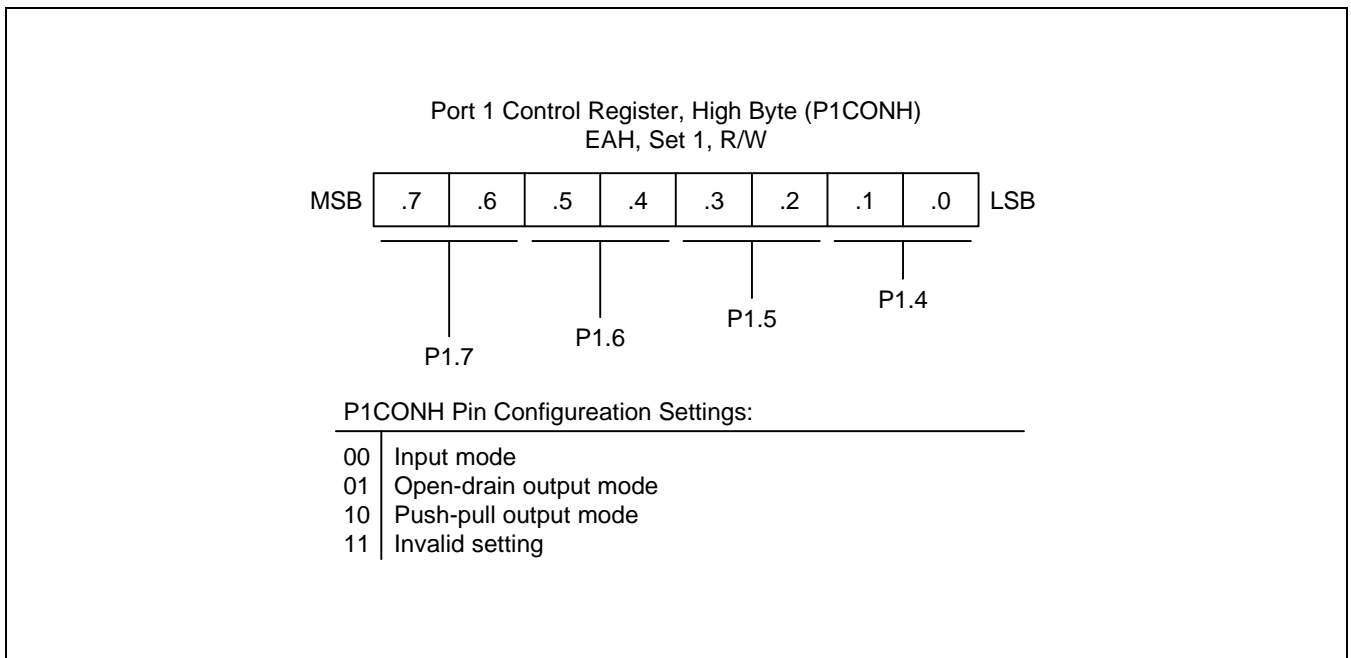


Figure 9-7. Port 1 High-Byte Control Register (P1CONH)

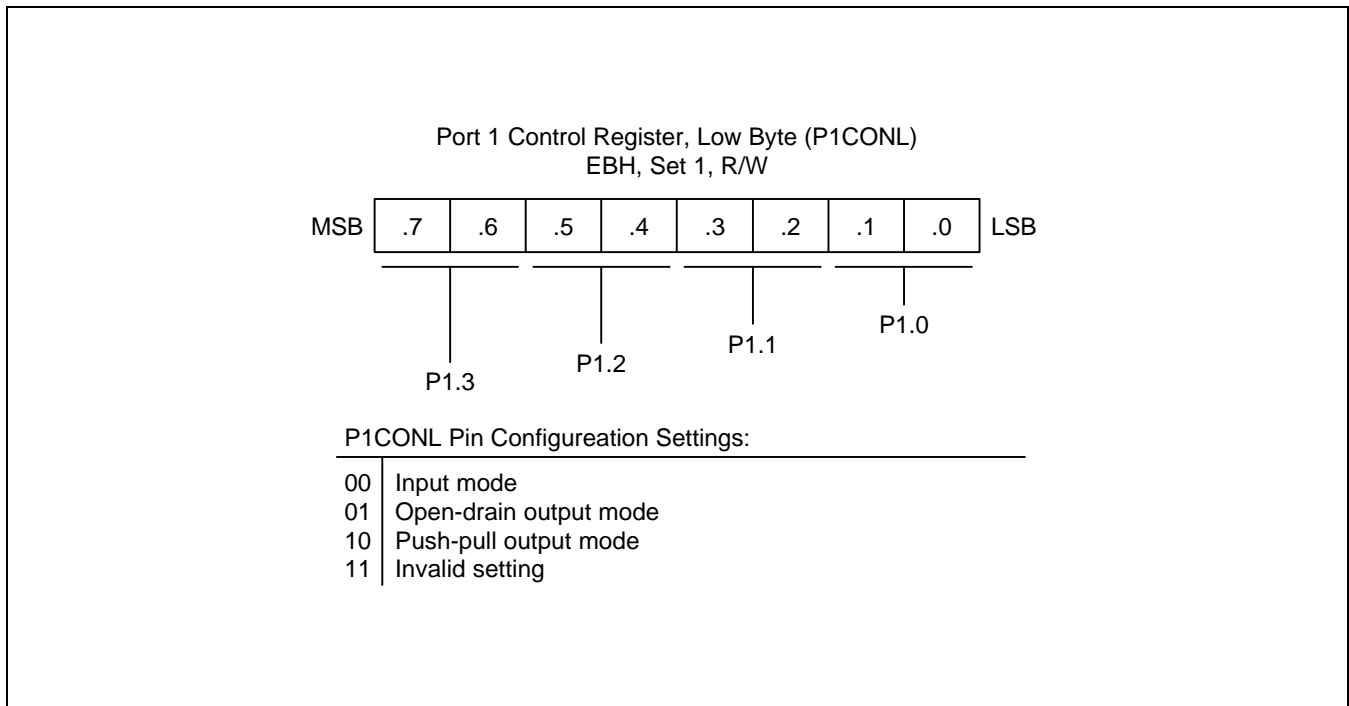


Figure 9-8. Port 1 Low-Byte Control Register (P1CONL)

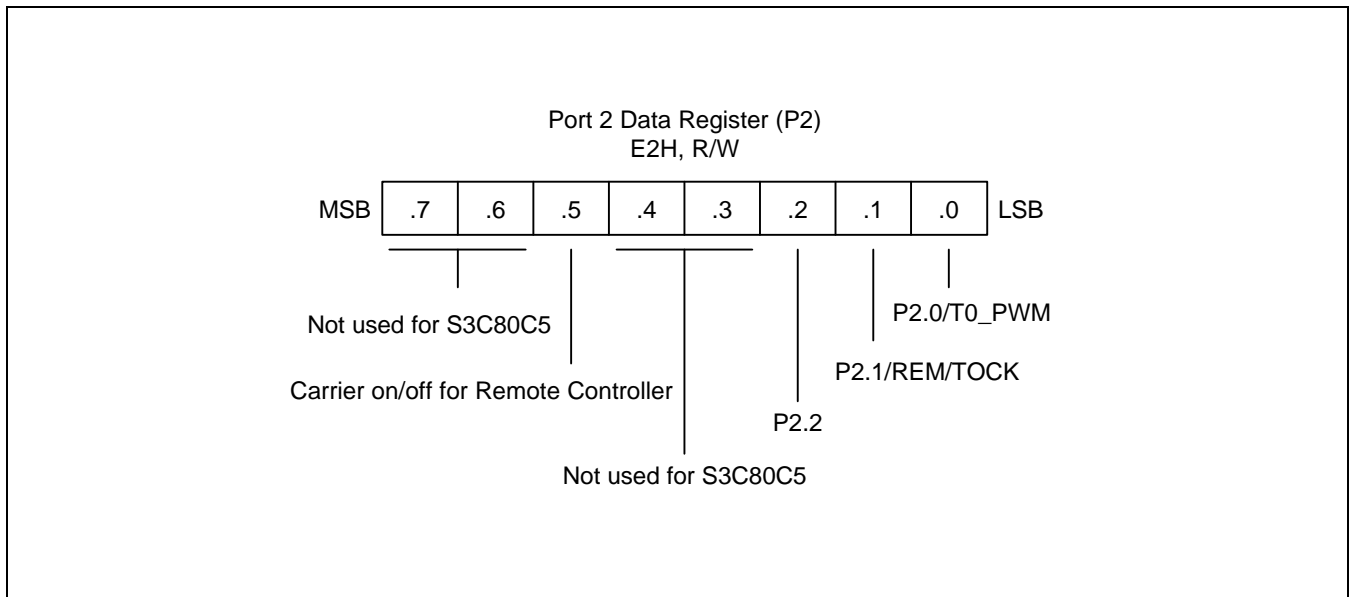


Figure 9-10. Port 2 Data Register (P2)

10

BASIC TIMER and TIMER 0

MODULE OVERVIEW

The S3P80C5/C80C5/C80C8 has two default timers: an 8-bit *basic timer* and one 8-bit general-purpose timer/counter. The 8-bit timer/counter is called *timer 0*.

Basic Timer (BT)

You can use the basic timer (BT) in two different ways:

- As a watchdog timer to provide an automatic reset mechanism in the event of a system malfunction, or
- To signal the end of the required oscillation stabilization interval after a reset or a Stop mode release.

BASIC TIMER CONTROL REGISTER (BTCON)

The basic timer control register, BTCON, is used to select the input clock frequency, to clear the basic timer counter and frequency dividers, and to enable or disable the watchdog timer function. It is located in set 1, address D3H, and is read/write addressable using Register addressing mode.

A system reset clears BTCON. This enables the watchdog function and selects a basic timer clock frequency of $f_{OSC}/4096$. To disable the watchdog function, you must write the signature code '1010B' to the basic timer register control bits BTCON.7–BTCON.4. For more reliability, we recommend to use the Watch-dog timer function in remote controller and hand-held product application.

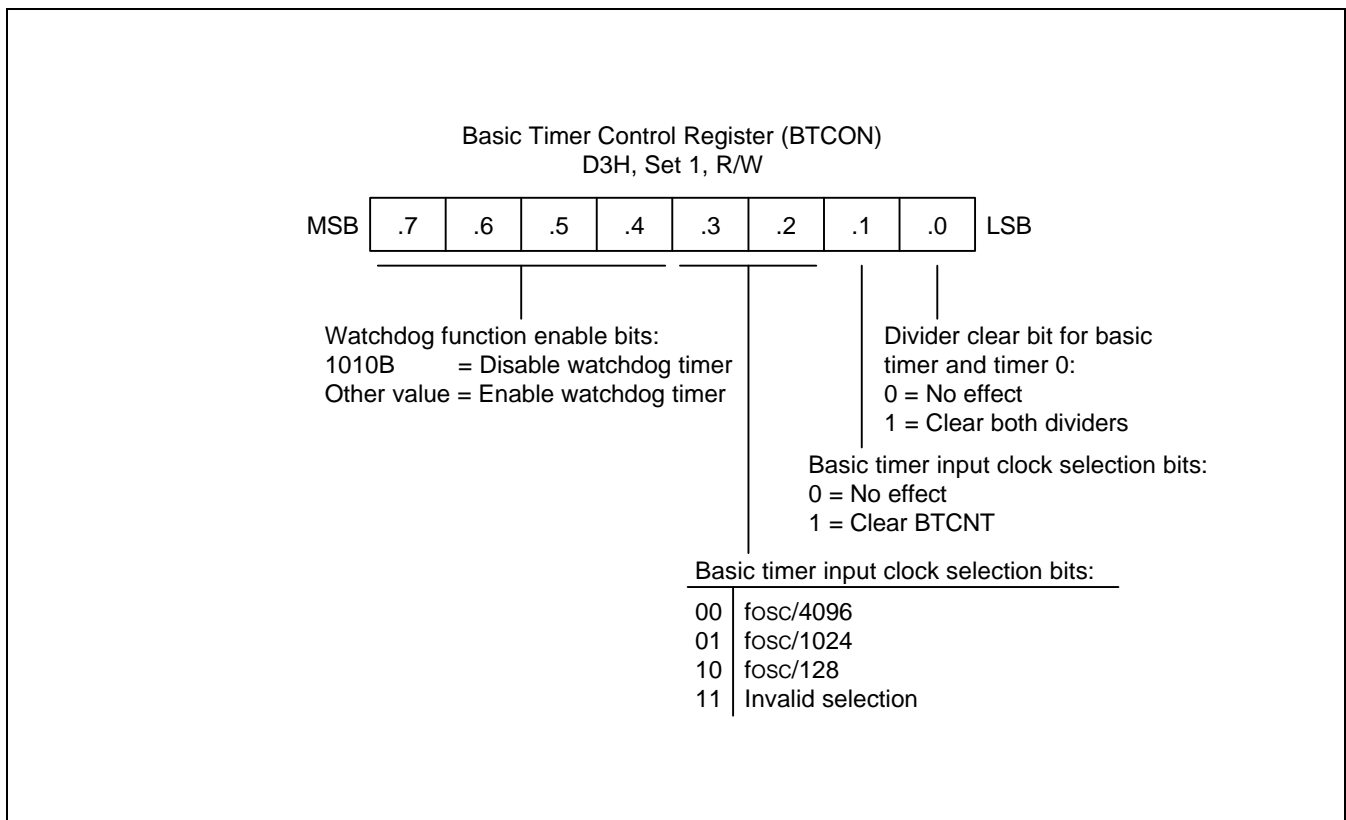


Figure 10-1. Basic Timer Control Register (BTCON)

BASIC TIMER FUNCTION DESCRIPTION

Watchdog Timer Function

You can program the basic timer overflow signal (BTOVF) to generate a reset by enabling the watchdog function. A reset clears BTCON to '00H', automatically enabling the watchdog timer function. A reset also selects the CPU clock (as determined by the current CLKCON register setting), divided by 4096, as the BT clock.

A reset whenever a basic timer counter overflow occurs. During normal operation, the application program must prevent the overflow, and the accompanying reset operation, from occurring. To do this, the BTCNT value must be cleared (by writing a "1" to BTCON.1) at regular intervals.

If a system malfunction occurs due to circuit noise or some other error condition, the BT counter clear operation will not be executed and a basic timer overflow will occur, initiating a reset. In other words, during normal operation, the basic timer overflow loop (a bit 7 overflow of the 8-bit basic timer counter, BTCNT) is always broken by a BTCNT clear instruction. If a malfunction does occur, a reset is triggered automatically.

TIMER 0 CONTROL REGISTER (T0CON)

You use the timer 0 control register, T0CON, to

- Select the timer 0 operating mode (interval timer)
- Select the timer 0 input clock frequency
- Clear the timer 0 counter, T0CNT
- Enable the timer 0 overflow interrupt or timer 0 match interrupt
- Clear timer 0 match interrupt pending conditions

T0CON is located in set 1, at address D2H, and is read/write addressable using Register addressing mode.

A reset clears T0CON to '00H'. This sets timer 0 to normal interval timer mode, selects an input clock frequency of $f_{OSC}/4096$, and disables all timer 0 interrupts. You can clear the timer 0 counter at any time during normal operation by writing a "1" to T0CON.3.

The timer 0 overflow interrupt (T0OVF) is interrupt level IRQ0 and has the vector address FAH. When a timer 0 overflow interrupt occurs and is serviced by the CPU, the pending condition is cleared automatically by hardware.

To enable the timer 0 match interrupt (IRQ0, vector FCH), you must write T0CON.1 to "1". To detect a match interrupt pending condition, the application program polls T0CON.0. When a "1" is detected, a timer 0 match interrupt is pending. When the interrupt request has been serviced, the pending condition must be cleared by software by writing a "0" to the timer 0 interrupt pending bit, T0CON.0.

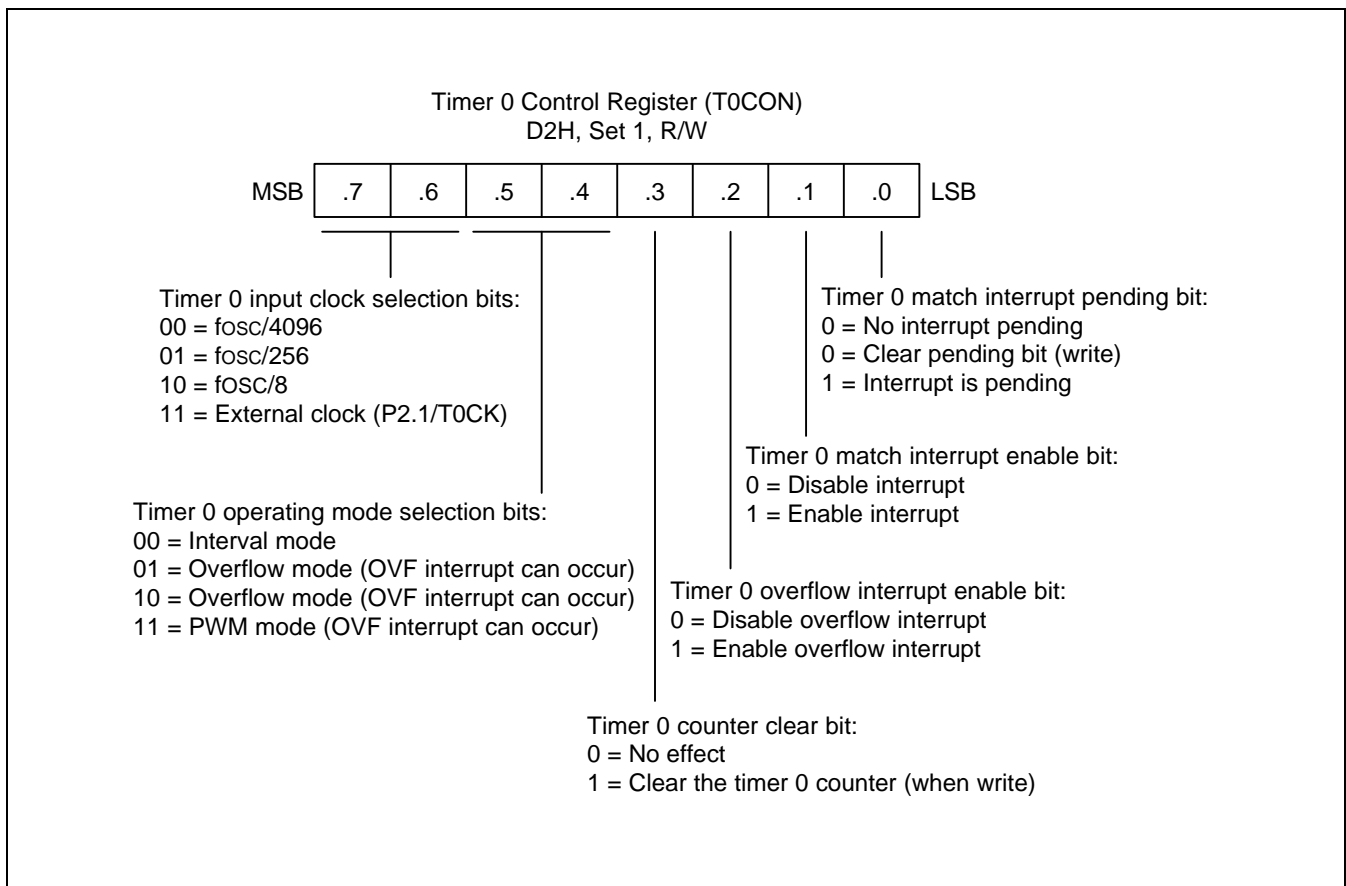


Figure 10-2. Timer 0 Control Register (T0CON)

TIMER 0 FUNCTION DESCRIPTION

Timer 0 Interrupts (IRQ0, Vectors FAH and FCH)

The timer 0 module can generate two interrupts: the timer 0 overflow interrupt (T0OVF), and the timer 0 match interrupt (T0INT). T0OVF is interrupt level IRQ0, vector FAH. T0INT also belongs to interrupt level IRQ0, but is assigned the separate vector address, FCH.

A timer 0 overflow interrupt pending condition is automatically cleared by hardware when it has been serviced. The T0INT pending condition must, however, be cleared by the application's interrupt service routine by writing a "0" to the T0CON.0 interrupt pending bit.

Interval Timer Mode

In interval timer mode, a match signal is generated when the counter value is identical to the value written to the T0 reference data register, T0DATA. The match signal generates a timer 0 match interrupt (T0INT, vector FCH) and clears the counter.

If, for example, you write the value '10H' to T0DATA and '0BH' to T0CON, the counter will increment until it reaches '10H'. At this point, the T0 interrupt request is generated, the counter value is reset, and counting resumes. With each match, the level of the signal at the timer 0 output pin is inverted (see Figure 10-3).

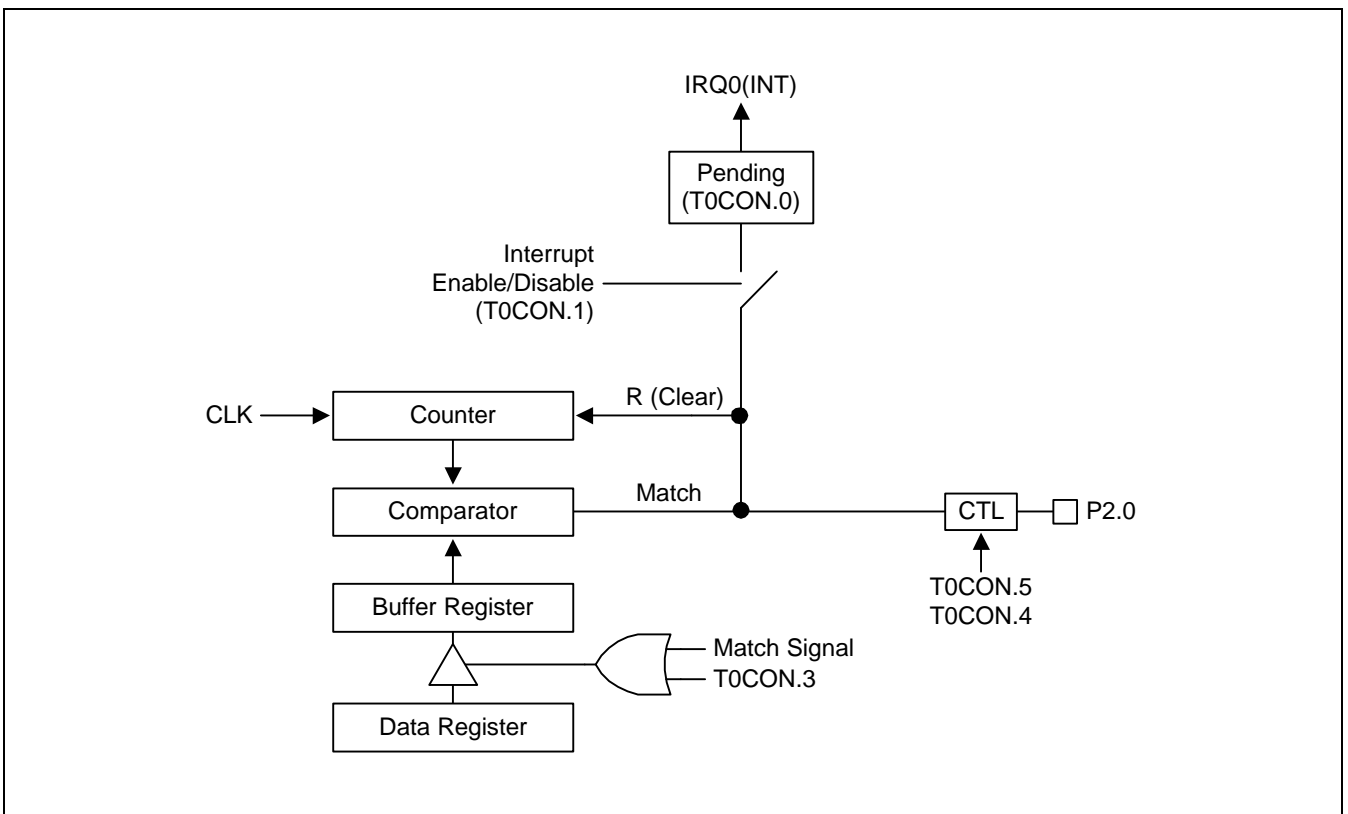


Figure 10-3. Simplified Timer 0 Function Diagram: Interval Timer Mode

Pulse Width Modulation Mode

Pulse width modulation (PWM) mode lets you program the width (duration) of the pulse that is output at the TOPWM pin. As in interval timer mode, a match signal is generated when the counter value is identical to the value written to the timer 0 data register. In PWM mode, however, the match signal does not clear the counter. Instead, it runs continuously, overflowing at 'FFH', and then continues incrementing from '00H'.

Although you can use the match signal to generate a timer 0 overflow interrupt, interrupts are not typically used in PWM-type applications. Instead, the pulse at the TOPWM pin is held to Low level as long as the reference data value is *less than or equal to* (\leq) the counter value and then the pulse is held to High level for as long as the data value is *greater than* ($>$) the counter value. One pulse width is equal to $t_{CLK} \times 256$ (see Figure 11-4).

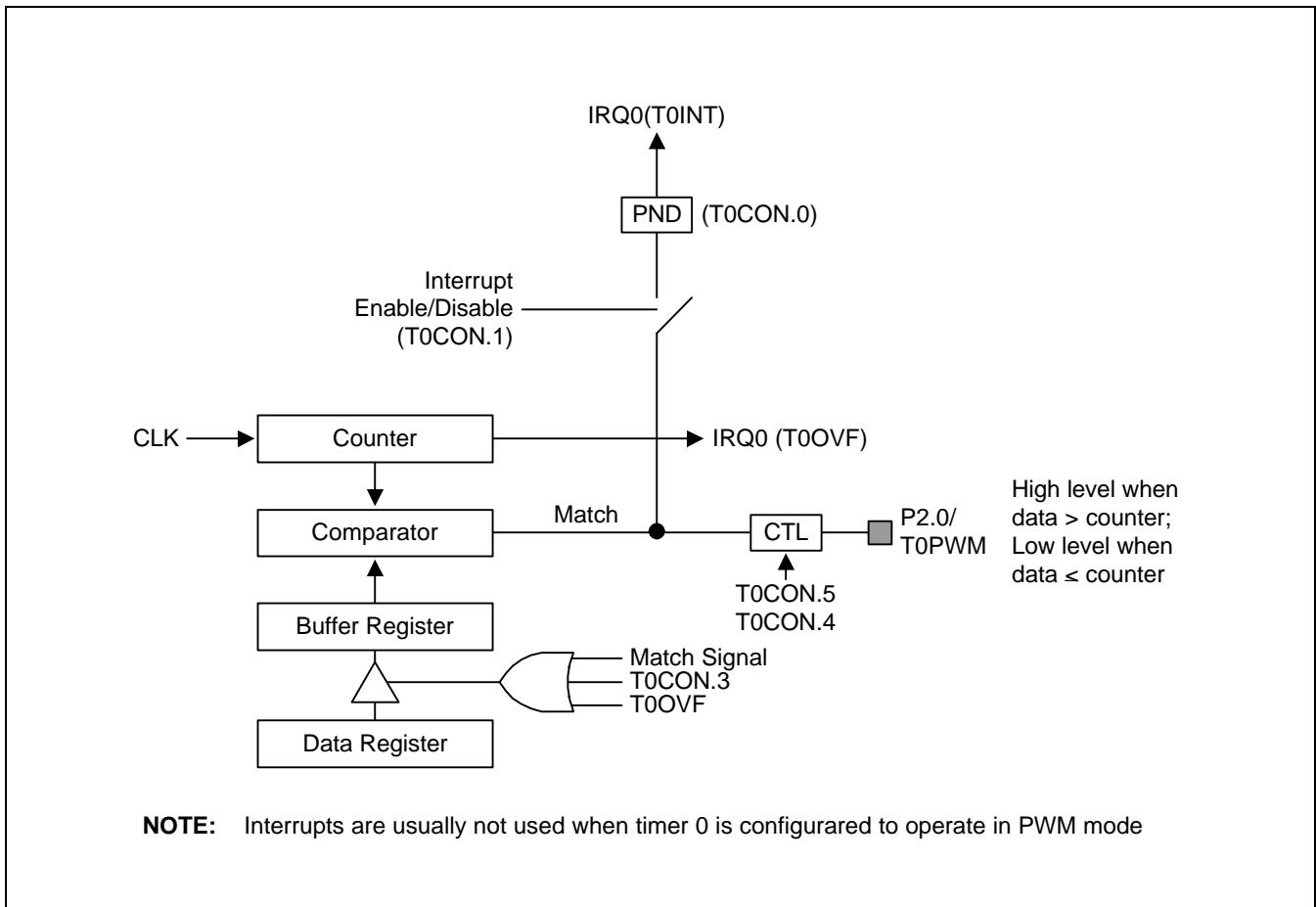


Figure 10-4. Simplified Timer 0 Function Diagram: PWM Mode

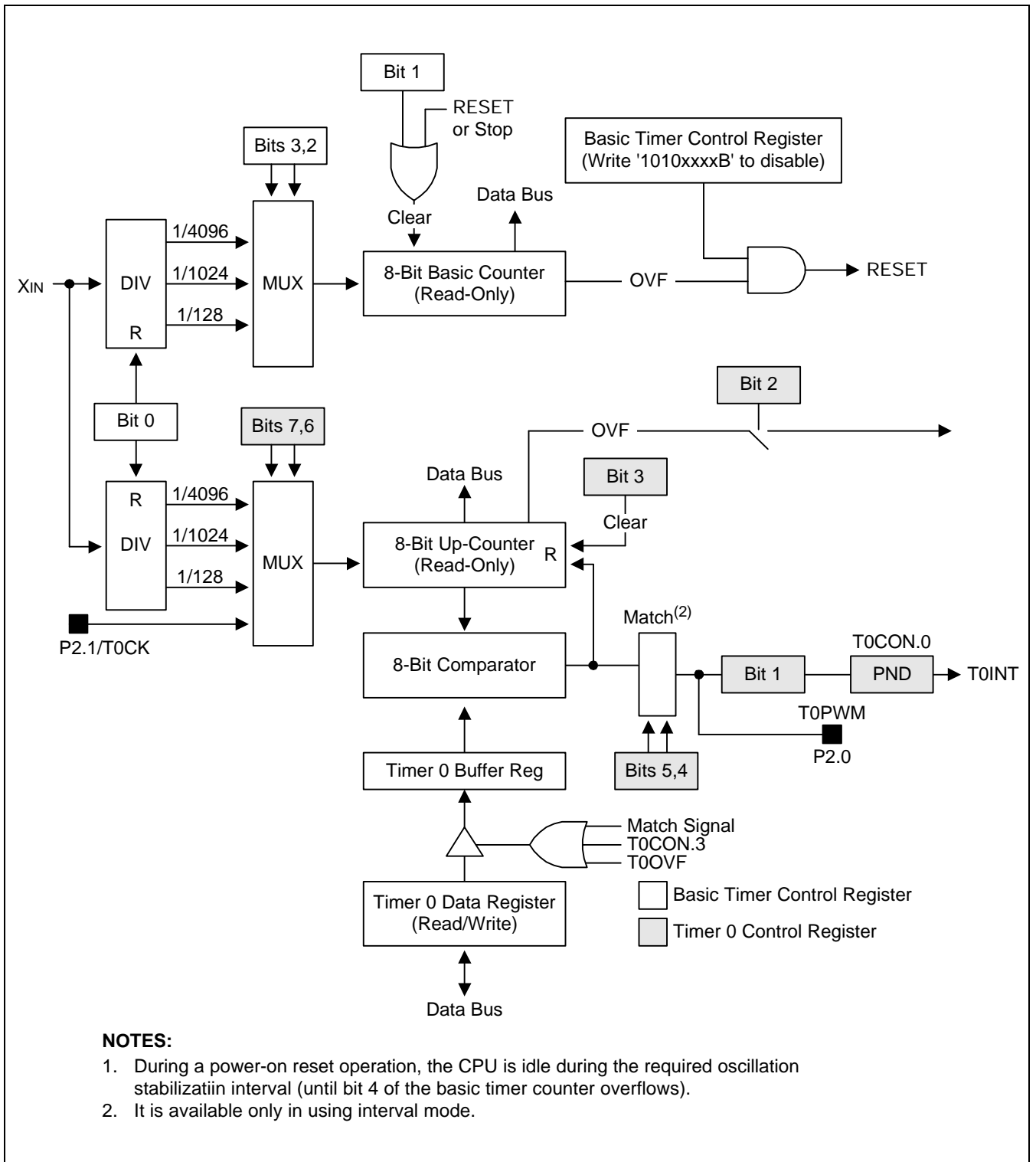



Figure 10-5. Basic Timer and Timer 0 Block Diagram

 **PROGRAMMING TIP — Configuring the Basic Timer**

This example shows how to configure the basic timer to sample specifications:

```

        ORG      0100H

RESET   DI              ; Disable all interrupts
        LD        BTCON,#03H      ; Enable the watchdog timer
        LD        CLKCON,#18H     ; Non-divided clock
        CLR       SYM           ; Disable global and fast interrupts
        CLR       SPL           ; Stack pointer low byte ← "0"
                                   ; Stack area starts at 0FFH
        .
        .
        .
        SRP        #0C0H         ; Set register pointer ← 0C0H
        EI              ; Enable interrupts
        .
        .
        .
MAIN    LD        BTCON,#02H     ; Enable the watchdog timer
                                   ; Basic timer clock: fOSC/4096
                                   ; Clear basic timer counter
        NOP
        NOP
        .
        .
        .
        JP        T,MAIN
        .
        .
        .

```

Programming Tip — Programming Timer 0

This sample program sets timer 0 to interval timer mode, sets the frequency of the oscillator clock, and determines the execution sequence which follows a timer 0 interrupt. The program parameters are as follows:

- Timer 0 is used in interval mode; the timer interval is set to 4 milliseconds
- Oscillation frequency is 4 MHz
- General register 60H (page 0) ← 60H + 61H + 62H + 63H + 64H (page 0) is executed after a timer 0 interrupt

```

                ORG      0FAH                ; Timer 0 overflow interrupt
                VECTOR   T0OVER
                ORG      0FCH                ; Timer 0 match/capture interrupt
                VECTOR   T0INT
                ORG      0100H

RESET          DI                ; Disable all interrupts
               LD        BTCON,#0AAH       ; Disable the watchdog timer
               LD        CLKCON,#18H       ; Select non-divided clock
               CLR       SYM              ; Disable global and fast interrupts
               CLR       SPL              ; Stack pointer low byte ← "0"
               ; Stack area starts at 0FFH
               .
               .
               .
               LD        T0CON,#4BH        ; Write '01001011B'
               ; Input clock is fOSC/256
               ; Interval timer mode
               ; Enable the timer 0 interrupt
               ; Disable the timer 0 overflow interrupt
               LD        T0DATA,#5DH       ; Set timer interval to 4 milliseconds
               ; (4 MHz/256) ÷ (93 + 1) = 0.166 kHz (6 ms)

               SRP       #0C0H            ; Set register pointer ← 0C0H
               EI                ; Enable interrupts
               .
               .
               .

```

 **PROGRAMMING TIP — Programming Timer 0 (Continued)**

```

TOINT    PUSH    RP0          ; Save RP0 to stack
          SRP0    #60H        ; RP0 ← 60H
          INC     R0          ; R0 ← R0 + 1
          ADD     R2,R0       ; R2 ← R2 + R0
          ADC     R3,R2       ; R3 ← R3 + R2 + Carry
          ADC     R4,R0       ; R4 ← R4 + R0 + Carry

CP        R0,#32H           ; 50 × 6 = 300 ms
          JR      ULT,NO_300MS_SET
          BITS    R1.2        ; Bit setting (61.2H)

NO_300MS_SET:
          LD      T0CON,#42H  ; Clear pending bit
          POP     RP0         ; Restore register pointer 0 value

T0OVER    IRET              ; Return from interrupt service routine

```

11

TIMER 1

OVERVIEW

The S3C80C5/C80C8 microcontroller has a 16-bit timer/counter called timer 1 (T1). For universal remote controller applications, timer 1 can be used to generate the envelope pattern for the remote controller signal. Timer 1 has the following components:

- One control register, T1CON (set 1, FAH, R/W)
- Two 8-bit counter registers, T1CNTH and T1CNTL (set 1, F6H and F7H, read-only)
- Two 8-bit reference data registers, T1DATAH and T1DATAL (set 1, F8H and F9H, R/W)
- A 16-bit comparator

You can select one of the following clock sources as the timer 1 clock:

- Oscillator frequency (f_{OSC}) divided by 4, 8, or 16
- Internal clock input from the counter A module (counter A flip/flop output)

You can use Timer 1 in two ways:

- As a normal free run counter, generating a timer 1 overflow interrupt (IRQ1, vector F4H) at programmed time intervals.
- To generate a timer 1 match interrupt (IRQ1, vector F6H) when the 16-bit timer 1 count value matches the 16-bit value written to the reference data registers.

In the S3C80C5/C80C8 interrupt structure, the timer 1 overflow interrupt has higher priority than the timer 1 match.

TIMER 1 OVERFLOW INTERRUPT

Timer 1 can be programmed to generate an overflow interrupt (IRQ1, F4H) whenever an overflow occurs in the 16-bit up counter. When you set the timer 1 overflow interrupt enable bit, T1CON.2, to “1”, the overflow interrupt is generated each time the 16-bit up counter reaches ‘FFFFH’. After the interrupt request is generated, the counter value is automatically cleared to ‘00H’ and up counting resumes. By writing a “1” to T1CON.3, you can clear/reset the 16-bit counter value at any time during program operation.

TIMER 1 MATCH INTERRUPT

Timer 1 can also be used to generate a match interrupt (IRQ1, vector F6H) whenever the 16-bit counter value matches the value that is written to the timer 1 reference data registers, T1DATAH and T1DATA L. When a match condition is detected by the 16-bit comparator, the match interrupt is generated, the counter value is cleared, and up counting resumes from ‘00H’.

In match mode, program software can poll the timer 1 match interrupt pending bit, T1CON.0, to detect when a timer 1 match interrupt pending condition exists (T1CON.0 = "1"). When the interrupt request is acknowledged by the CPU and the service routine starts, the interrupt service routine for vector F6H must clear the interrupt pending condition by writing a “0” to T1CON.0.

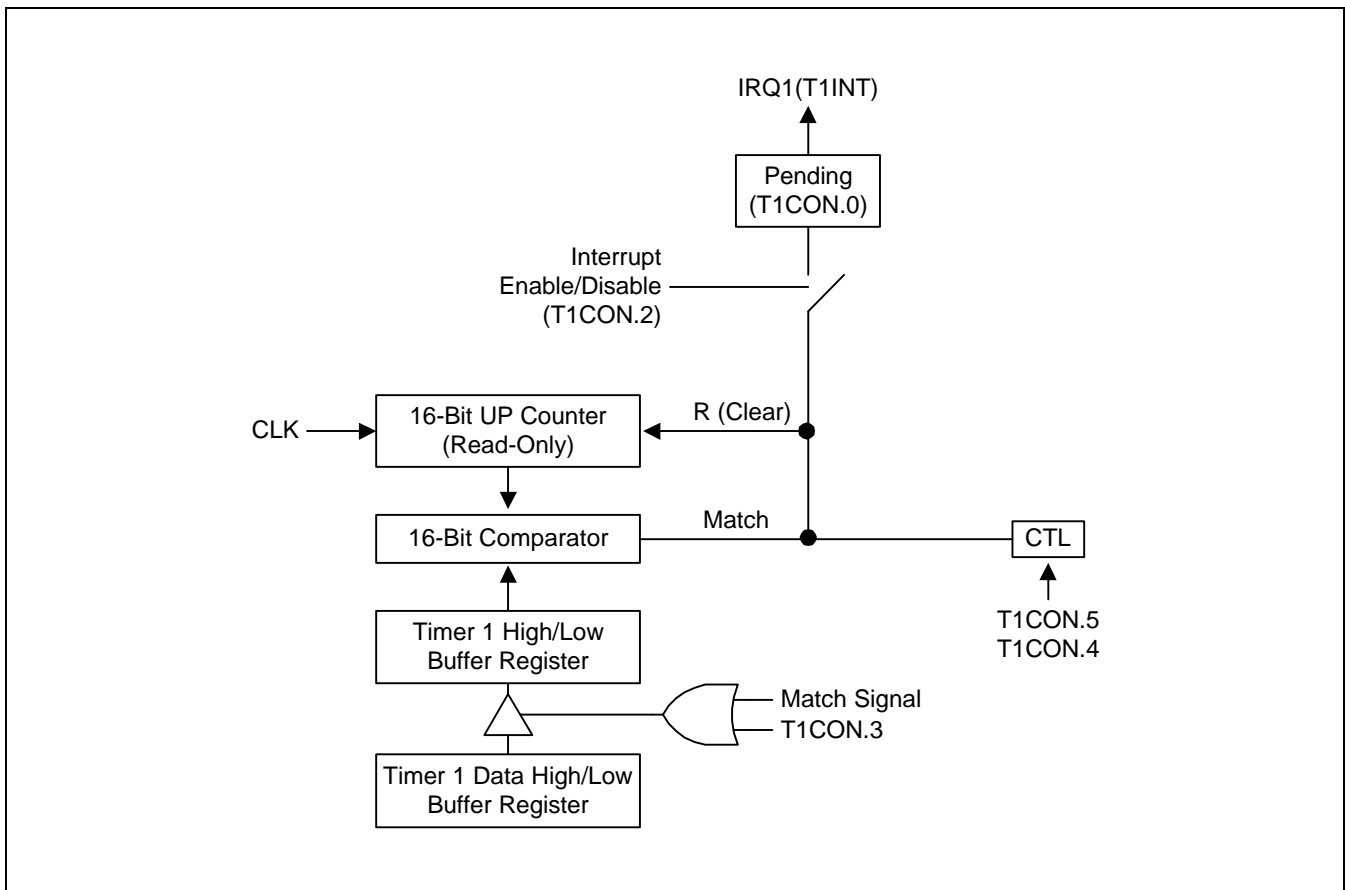


Figure 11-1. Simplified Timer 1 Function Diagram: Interval Timer Mode

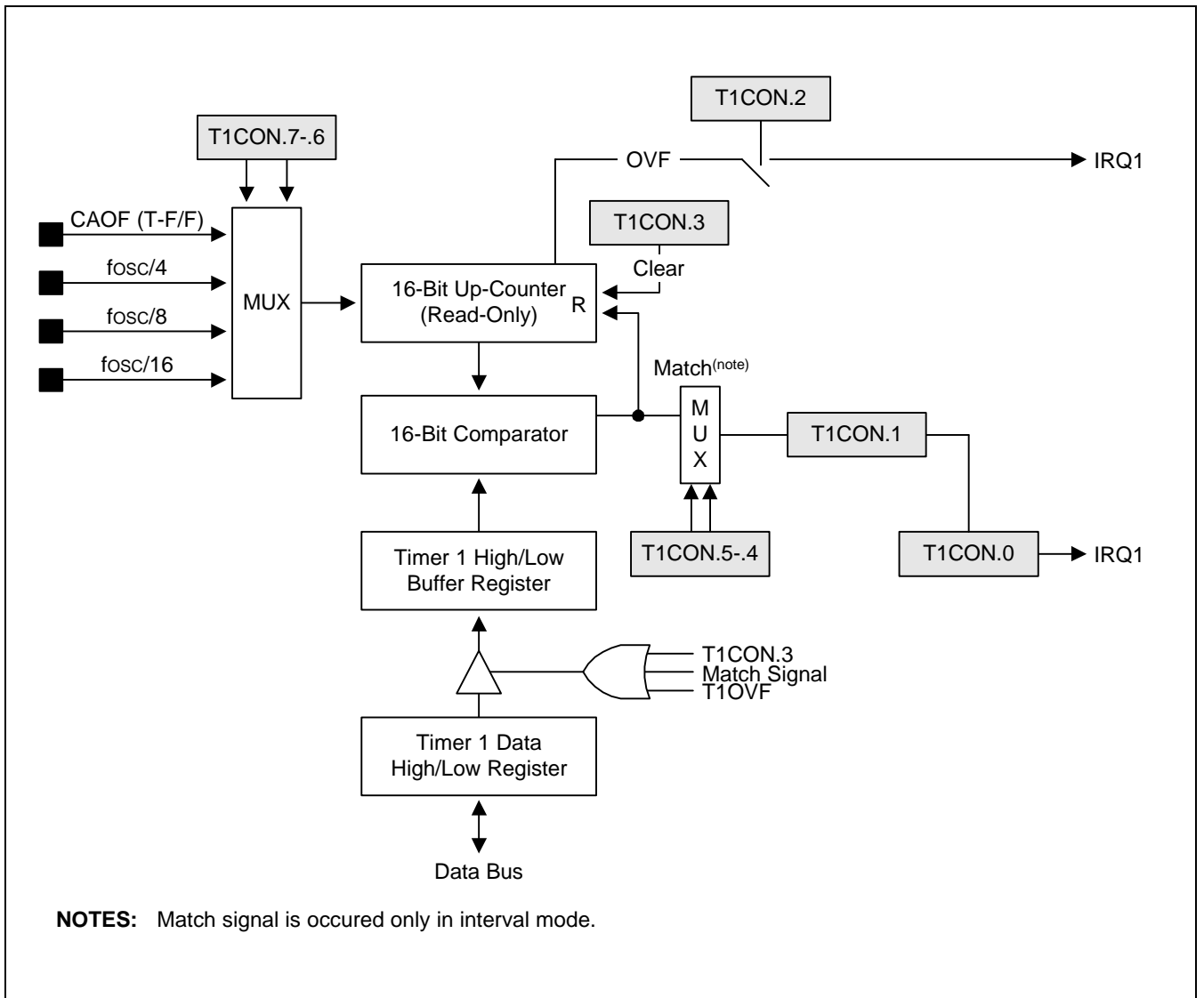


Figure 11-2. Timer 1 Block Diagram

TIMER 1 CONTROL REGISTER (T1CON)

The timer 1 control register, T1CON, is located in set 1, FAH, and is read/write addressable. T1CON contains control settings for the following T1 functions:

- Timer 1 input clock selection
- Timer 1 operating mode selection
- Timer 1 16-bit down counter clear
- Timer 1 overflow interrupt enable/disable
- Timer 1 match interrupt enable/disable
- Timer 1 interrupt pending control (read for status, write to clear)

A reset operation clears T1CON to '00H', selecting f_{OSC} divided by 4 as the T1 clock, configuring timer 1 as a normal interval timer, and disabling the timer 1 interrupts.

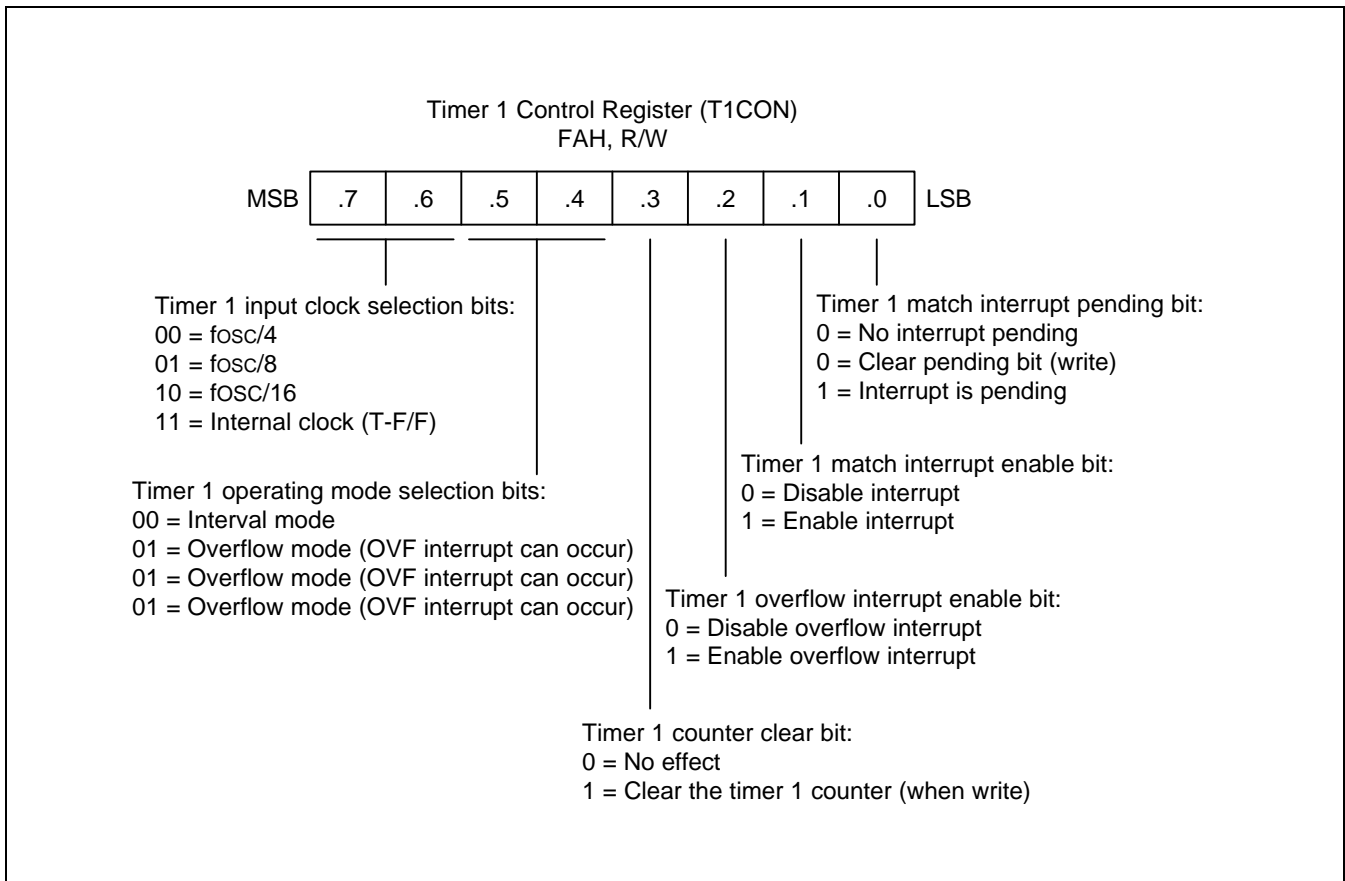


Figure 11-3. Timer 1 Control Register (T1CON)

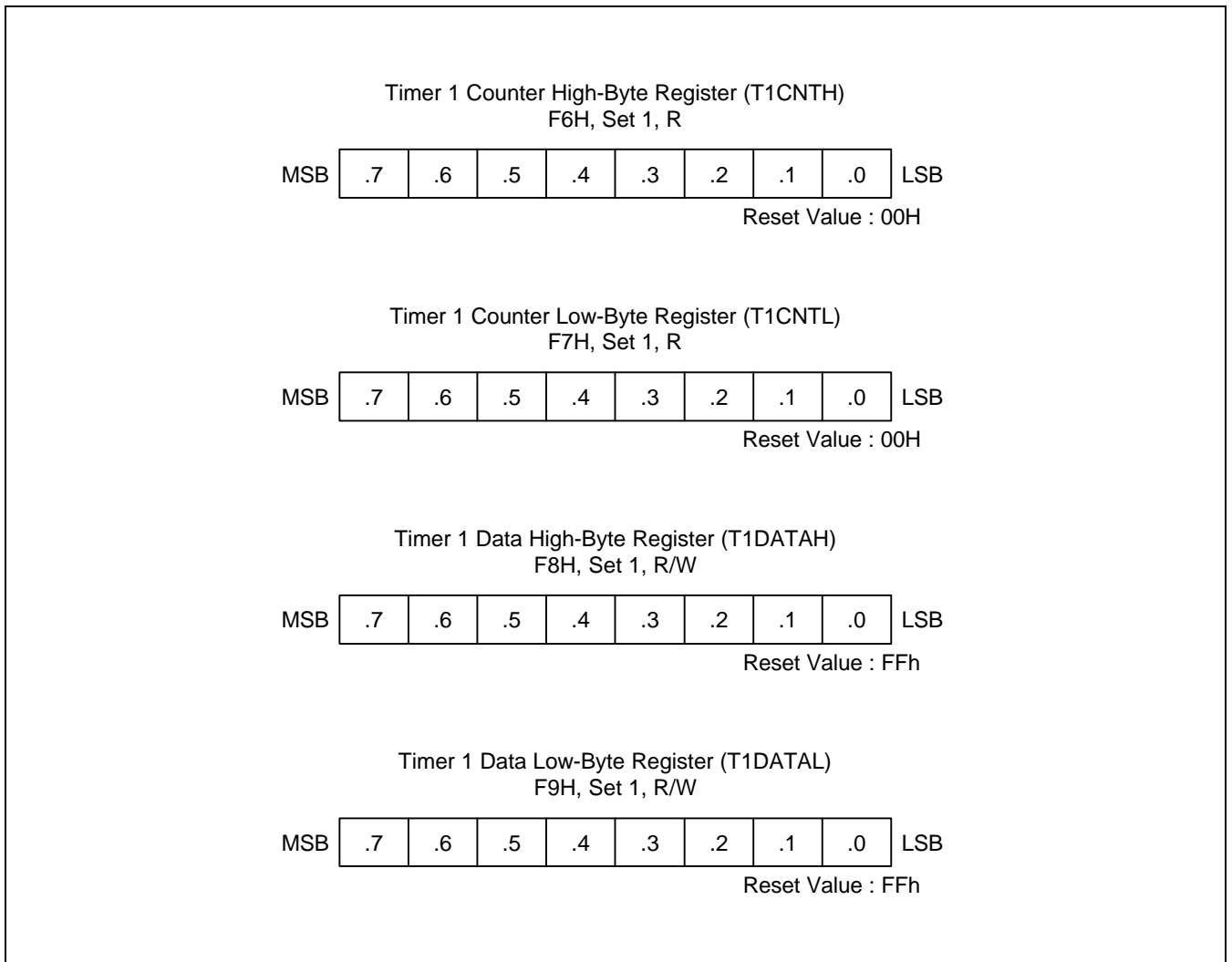


Figure 11-4. Timer 1 Registers

NOTES

12 COUNTER A

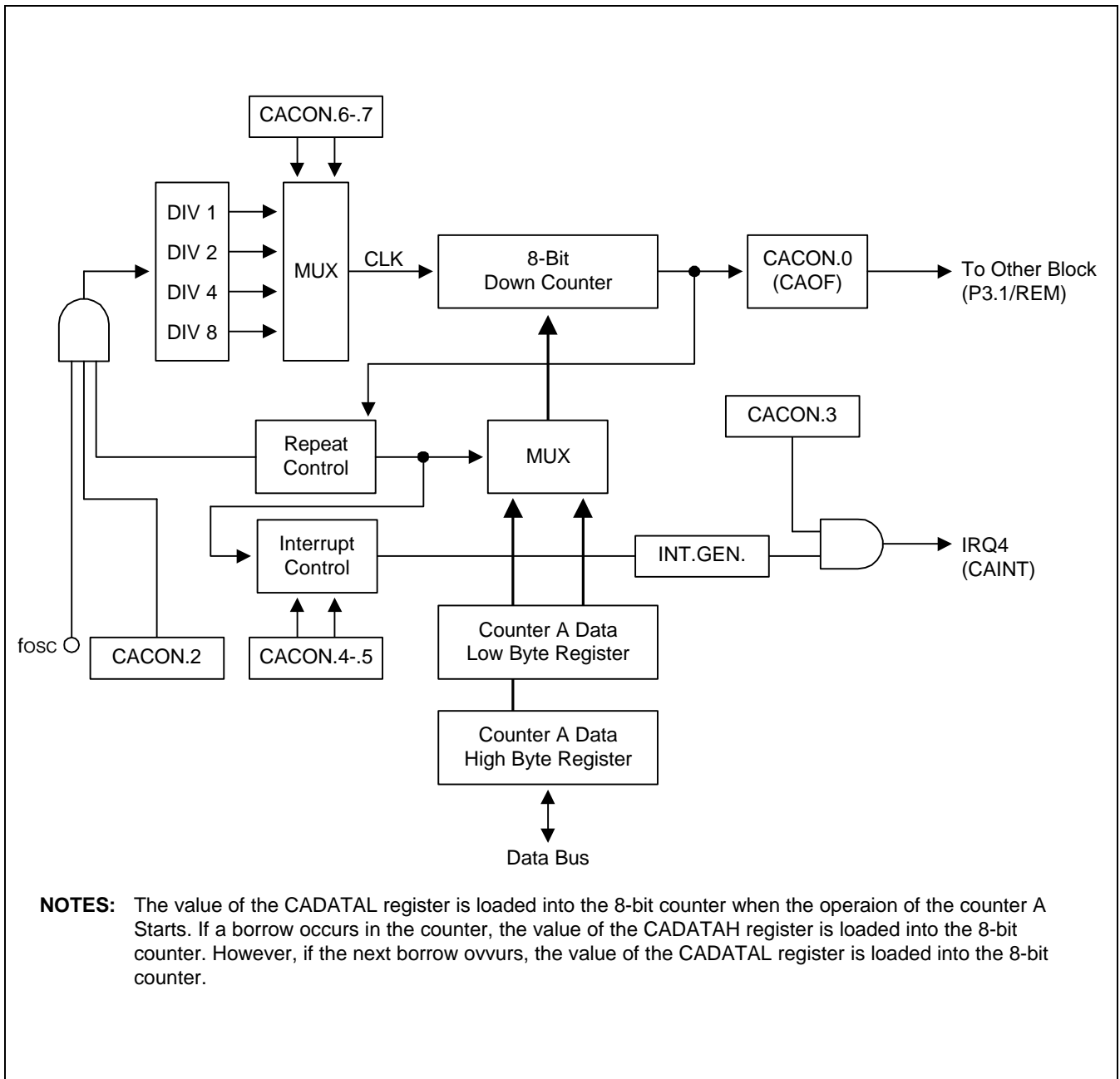
OVERVIEW

The S3P80C5/C80C5/C80C8 microcontroller has an 8-bit counter called counter A. Counter A, which can be used to generate the carrier frequency, has the following components (see Figure 12-1):

- Counter A control register, CACON
- 8-bit down counter with auto-reload function
- Two 8-bit reference data registers, CADATAH and CADATAL

Counter A has two functions:

- As a normal interval timer, generating a counter A interrupt (IRQ4, vector ECH) at programmed time intervals.
- To supply a clock source to the 16-bit timer/counter module, timer 1, for generating the timer 1 overflow interrupt.



NOTES: The value of the CADATAL register is loaded into the 8-bit counter when the operation of the counter A starts. If a borrow occurs in the counter, the value of the CADATAH register is loaded into the 8-bit counter. However, if the next borrow occurs, the value of the CADATAL register is loaded into the 8-bit counter.

Figure 12-1. Counter A Block Diagram

COUNTER A CONTROL REGISTER (CACON)

The counter A control register, CACON, is located in set 1, bank 0, F3H, and is read/write addressable. CACON contains control settings for the following functions (see Figure 12-2):

- Counter A clock source selection
- Counter A interrupt enable/disable
- Counter A interrupt pending control (read for status, write to clear)
- Counter A interrupt time selection

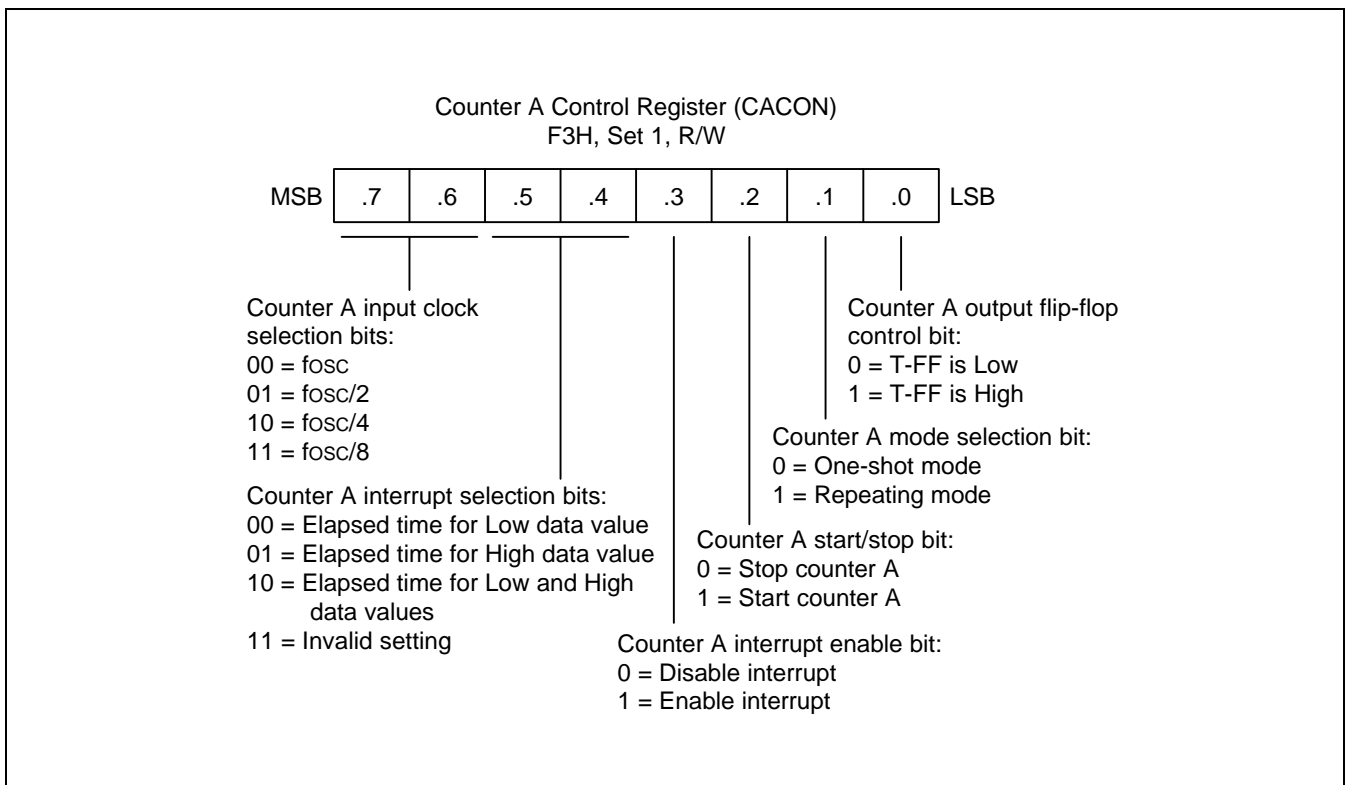


Figure 12-2. Counter A Control Register (CACON)

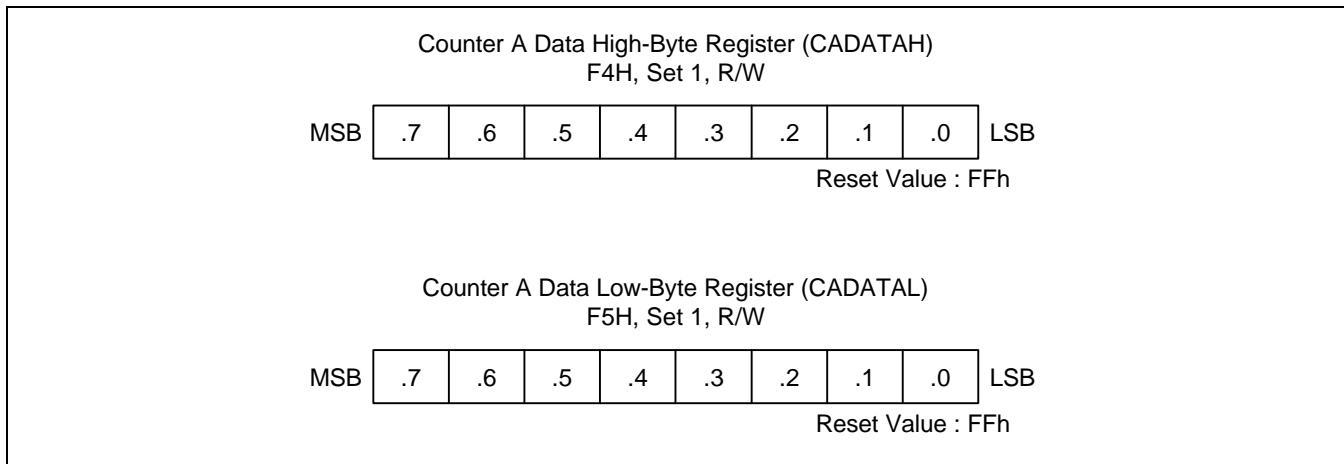
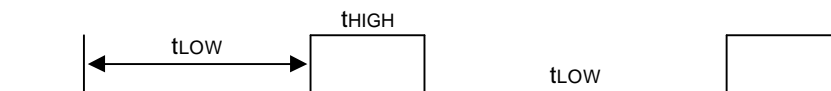


Figure 12-3. Counter A Registers

COUNTER A PULSE WIDTH CALCULATIONS



To generate the above repeated waveform consisted of low period time, t_{LOW} , and high period time, t_{HIGH} .

When CAOF = 0,
 $t_{LOW} = (CADATAL + 2) \times 1/f_{xx}$, $0H < CADATAL < 100H$, where f_x = The selected clock.
 $t_{HIGH} = (CADATAH + 2) \times 1/f_{xx}$, $0H < CADATAH < 100H$, where f_x = The selected clock.

When CAOF = 1,
 $t_{LOW} = (CADATAH + 2) \times 1/f_{xx}$, $0H < CADATAH < 100H$, where f_x = The selected clock.
 $t_{HIGH} = (CADATAL + 2) \times 1/f_{xx}$, $0H < CADATAL < 100H$, where f_x = The selected clock.

To make $t_{LOW} = 24 \mu s$ and $t_{HIGH} = 15 \mu s$. $f_{OSC} = 4 \text{ MHz}$, $f_x = 4 \text{ MHz}/4 = 1 \text{ MHz}$

[Method 1] When CAOF = 0,

$$t_{LOW} = 24 \mu s = (CADATAL + 2) / f_x = (CADATAL + 2) \times 1 \mu s, CADATAL = 22.$$

$$t_{HIGH} = 15 \mu s = (CADATAH + 2) / f_x = (CADATAH + 2) \times 1 \mu s, CADATAH = 13.$$

[Method 2] When CAOF = 1,

$$t_{HIGH} = 15 \mu s = (CADATAL + 2) / f_x = (CADATAL + 2) \times 1 \mu s, CADATAL = 13.$$

$$t_{LOW} = 24 \mu s = (CADATAH + 2) / f_x = (CADATAH + 2) \times 1 \mu s, CADATAH = 22.$$

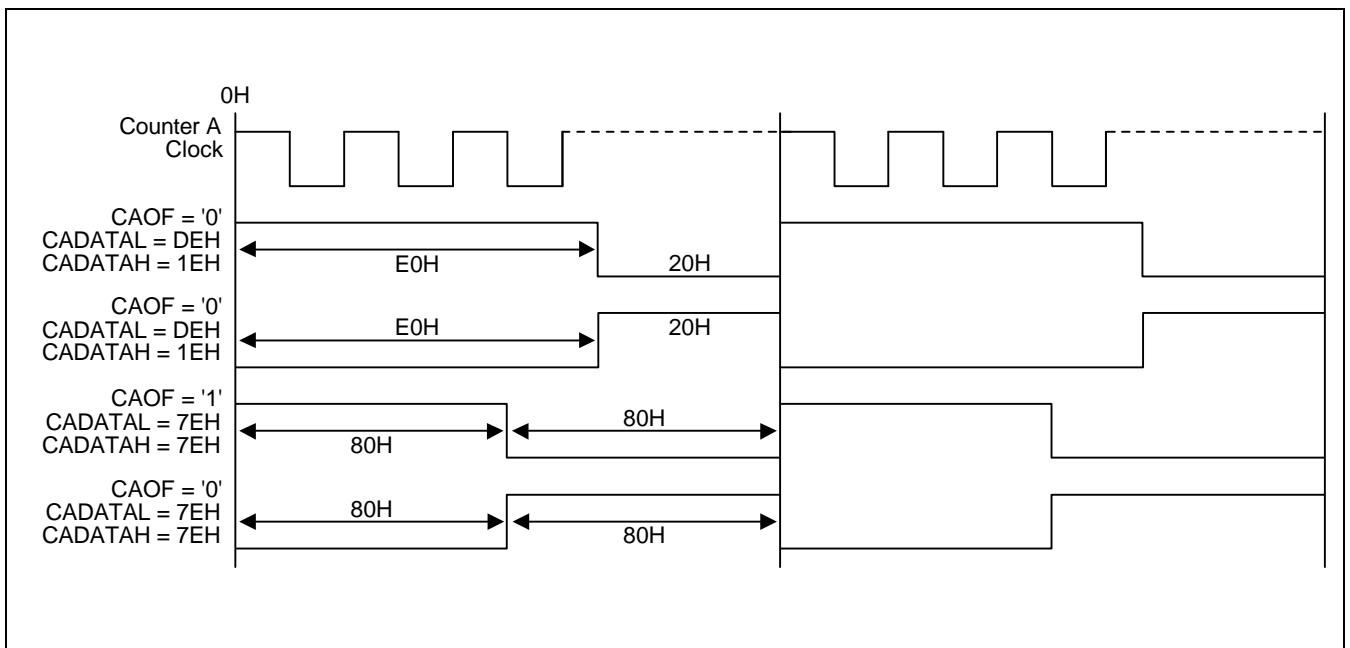
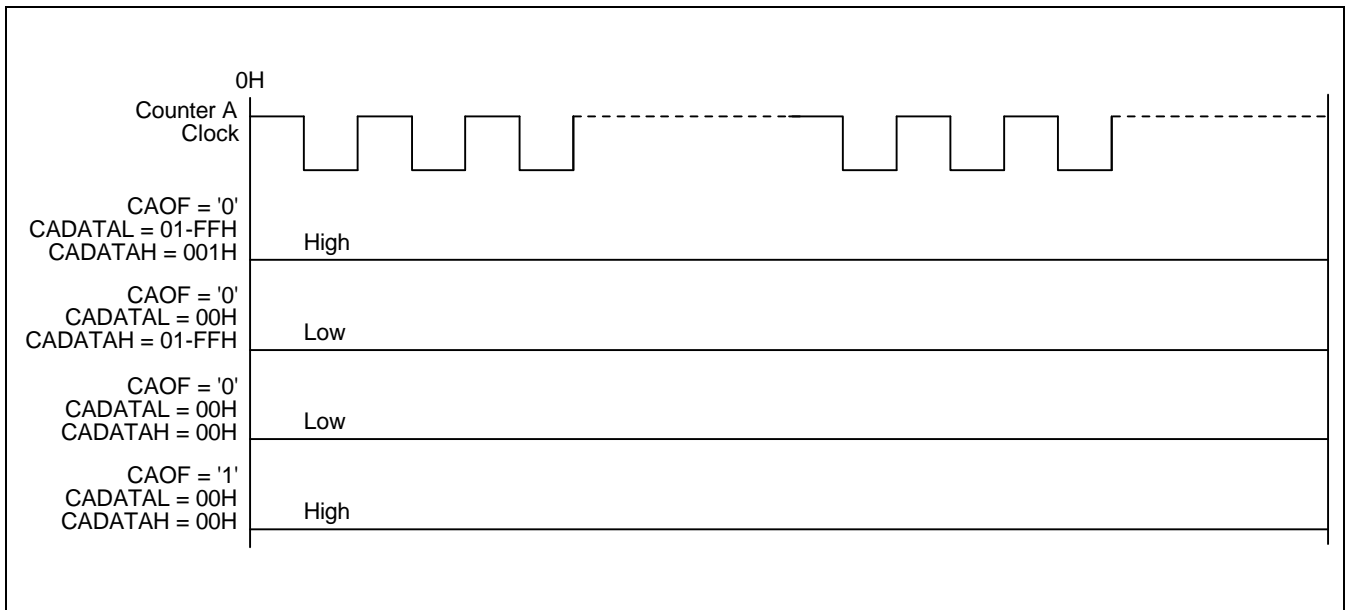
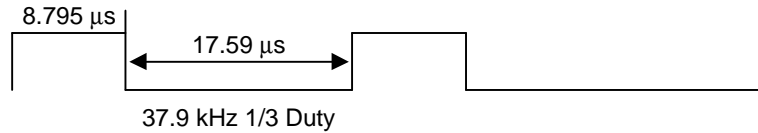


Figure 12-4. Counter A Output flip-flop Waveforms in Repeat Mode

 **PROGRAMMING TIP — To Generate 38 kHz, 1/3duty Signal Through P2.1**

This example sets Counter A to the repeat mode, sets the oscillation frequency as the Counter A clock source, and CADATAH and CADATAL to make a 38 kHz, 1/3 Duty carrier frequency. The program parameters are:



- Counter A is used in repeat mode
- Oscillation frequency is 4 MHz (0.25 μs)
- CADATAH = $8.795 \mu\text{s} / 0.25 \mu\text{s} = 35.18$, CADATAL = $17.59 \mu\text{s} / 0.25 \mu\text{s} = 70.36$
- Set P2.1 C-MOS push-pull output and CAOF mode.

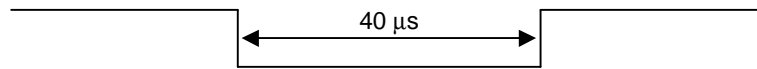
```

ORG      0100H          ; Reset address
START    DI
        .
        .
        .
LD       CADATAL,#(70-2) ; Set 17.5 μs
LD       CADATAH,#(35-2) ; Set 8.75 μs
        ;
LD       P2CON,#10101010B ; Set P2 to C-MOS push-pull output.
        ; Set P2.1 to REM output
        ;
LD       CACON,#00000110B ; Clock Source ← fOSC
        ; Disable Counter A interrupt.
        ; Select repeat mode for Counter A.
        ; Start Counter A operation.
        ; Set Counter A Output Flip-flop(CAOF) high.
        ;
LD       P2,#20H        ; Set P2.5(Carrier On/Off) to high.
        ; This command generates 38 kHz, 1/3duty pulse signal
        ; through P2.1
        ;
        .
        .
        .

```

 **PROGRAMMING TIP — To Generate a One Pulse Signal Through P2.1**

This example sets Counter A to the one shot mode, sets the oscillation frequency as the Counter A clock source, and CADATAH and CADATAL to make a 40 μ s width pulse. The program parameters are:



- Counter A is used in one shot mode
- Oscillation frequency is 4 MHz (1 clock = 0.25 μ s)
- CADATAH = 40 μ s / 0.25 μ s = 160, CADATAL = 1
- Set P2.1 C-MOS push-pull output and CAOF mode.

```

ORG      0100H          ; Reset address
START    DI
        .
        .
        LD      CADATAH,# (160-2)    ; Set 40  $\mu$ s
        LD      CADATAL,# 1         ; Set any value except 00H
        ;
        LD      P2CON,#10101010B    ; Set P2 to C-MOS push-pull output.
        ; Set P2.1 to REM output
        ;
        LD      CACON,#00000001B    ; Clock Source  $\leftarrow$  fOSC
        ; Disable Counter A interrupt.
        ; Select one shot mode for Counter A.
        ; Stop Counter A operation.
        ; Set Counter A Output flip-flop (CAOF) high
        LD      P2,#20H             ; Set P2.5(Carrier On/Off) to high.
        .
        .
        .
Pulse_out: LD      CACON,#00000101B ; Start Counter A operation
        ; to make the pulse at this point.
        .
        .
        .
        ; After the instruction is executed, 0.75  $\mu$ s is required
        ; before the falling edge of the pulse starts.

```

NOTES

13

ELECTRICAL DATA

OVERVIEW

In this section, S3P80C5/C80C5/C80C8 electrical characteristics are presented in tables and graphs. The information is arranged in the following order:

- Absolute maximum ratings
- D.C. electrical characteristics
- Data retention supply voltage in Stop mode
- Stop mode release timing when initiated by a Reset
- I/O capacitance
- A.C. electrical characteristics
- Input timing for external interrupts (port 0)
- Oscillation characteristics
- Oscillation stabilization time

Table 13-1. Absolute Maximum Ratings

 $(T_A = 25\text{ }^\circ\text{C})$

Parameter	Symbol	Conditions	Rating	Unit
Supply voltage	V_{DD}	–	– 0.3 to + 6.5	V
Input voltage	V_{IN}	–	– 0.3 to $V_{DD} + 0.3$	V
Output voltage	V_O	All output pins	– 0.3 to $V_{DD} + 0.3$	V
Output current High	I_{OH}	One I/O pin active	– 18	mA
		All I/O pins active	– 60	
Output current Low	I_{OL}	One I/O pin active	+ 30	mA
		Total pin current for ports 0, 1, and 2	+ 100	
		Total pin current for port 3	+ 40	
Operating temperature	T_A	–	– 40 to + 85	$^\circ\text{C}$
Storage temperature	T_{STG}	–	– 65 to + 150	$^\circ\text{C}$

Table 13-2. D.C. Electrical Characteristics

 $(T_A = -40\text{ }^\circ\text{C}$ to $+85\text{ }^\circ\text{C}$, $V_{DD} = 2.0\text{ V}$ to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Operating Voltage	V_{DD}	$f_{OSC} = 4\text{ MHz}$ (Instruction clock = 0.67 MHz)	1.7	–	3.6	V
Input High voltage	V_{IH1}	All input pins except V_{IH2} and V_{IH3}	$0.8 V_{DD}$	–	V_{DD}	V
	V_{IH2}	X_{IN}	$V_{DD} - 0.3$		V_{DD}	
Input Low voltage	V_{IL1}	All input pins except V_{IL2} and V_{IL3}	0	–	$0.2 V_{DD}$	V
	V_{IL2}	X_{IN}			0.3	
Output High voltage	V_{OH1}	$V_{DD} = 2.4\text{ V}$, $I_{OH} = -6\text{ mA}$ Port 2.1 only, $T_A = 25\text{ }^\circ\text{C}$	$V_{DD} - 0.7$	–	–	V
	V_{OH2}	$V_{DD} = 2.4\text{ V}$, $I_{OH} = -2.2\text{ mA}$ Port 2.0, 2.2, $T_A = 25\text{ }^\circ\text{C}$	$V_{DD} - 0.7$			
	V_{OH3}	$V_{DD} = 2.4\text{ V}$, $I_{OH} = -1\text{ mA}$ All output pins except Port2, $T_A = 25\text{ }^\circ\text{C}$	$V_{DD} - 1.0$			

Table 13-2. D.C. Electrical Characteristics (Continued)

(T_A = -40 °C to +85 °C, V_{DD} = 2.0 V to 3.6 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Output Low voltage	V _{OL1}	V _{DD} = 2.4 V, I _{OL} = 12 mA, port 2.1 only, T _A = 25 °C	-	0.4	0.5	
	V _{OL2}	V _{DD} = 2.4 V, I _{OL} = 5 mA Port 2.0,2.2, T _A = 25 °C		0.4	0.5	
	V _{OL3}	I _{OL} = 1 mA Ports 0 and 1, T _A = 25 °C		0.4	1.0	
Input High leakage current	I _{LIH1}	V _{IN} = V _{DD} All input pins except X _{IN} and X _{OUT}	-	-	1	μA
	I _{LIH2}	V _{IN} = V _{DD} , X _{IN} and X _{OUT}			20	
Input Low leakage current	I _{LIL1}	V _{IN} = 0 V All input pins except X _{IN} , X _{OUT}	-	-	-1	μA
	I _{LIL2}	V _{IN} = 0 V X _{IN} and X _{OUT}			-20	
Output High leakage current	I _{LOH}	V _{OUT} = V _{DD} All output pins	-	-	1	μA
Output Low leakage current	I _{LOL}	V _{OUT} = 0 V All output pins	-	-	-1	μA
Pull-up resistors	R _{L1}	V _{DD} = 2.4V, V _{IN} = 0 V; T _A = 25 °C, Ports 0-2	44	55	95	KΩ
Supply current (note)	I _{DD1}	V _{DD} = 3.6 V ± 10% 4-MHz crystal	-	2.6	5	mA
	I _{DD2}	Idle mode; V _{DD} = 3.6 V ± 10 % 4-MHz crystal	-	0.7	2.0	
	I _{DD3}	Stop mode; V _{DD} = 3.6 V	-	1	6	uA

NOTE: Supply current does not include current drawn through internal pull-up resistors or external output current loads.

Table 13-3. Characteristics of Low Voltage Detect circuit

(T_A = -40 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Hysteresys Voltage of LVD (Slew Rate of LVD)	ΔV	—	—	30	300	mV
Low level detect voltage (S3C80C5/C80C8)	V _{LVD}	—	1.70	1.90	2.1	V

Table 13-4. Data Retention Supply Voltage in Stop Mode

(T_A = -40 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Data retention supply voltage	V _{DDDR}	—	1.0	—	3.6	V
Data retention supply current	I _{DDDR}	V _{DDDR} = 1.0 V Stop mode	—	—	1	μA

Table 13-5. Input/output Capacitance

(T_A = -40 °C to +85 °C, V_{DD} = 0 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Input capacitance	C _{IN}	f = 1 MHz; unmeasured pins are connected to V _{SS}	—	—	10	pF
Output capacitance	C _{OUT}					
I/O capacitance	C _{IO}					

Table 13-6. A.C. Electrical Characteristics

(T_A = -40 °C to +85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Interrupt input, High, Low width	t _{INTH} , t _{INTL}	P0.0–P0.7, V _{DD} = 3.6 V	200	300	—	ns

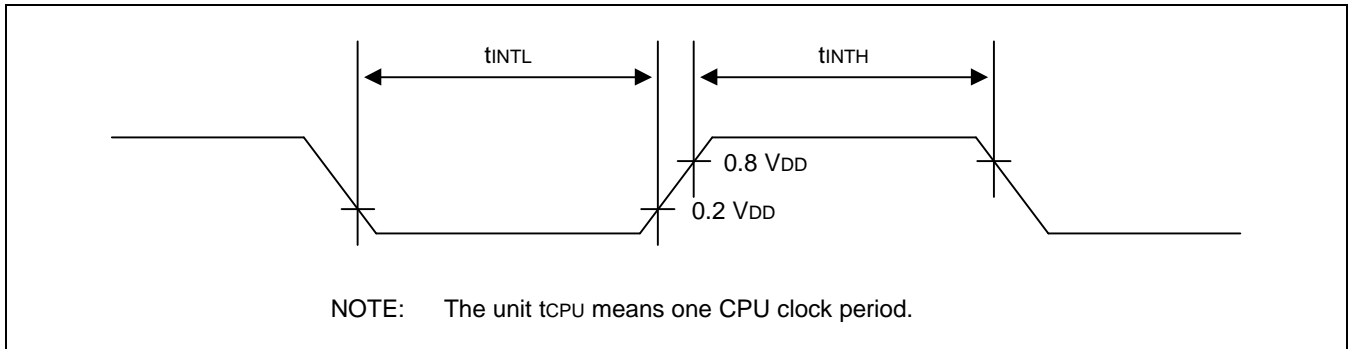


Figure 13-1. Input Timing for External Interrupts (Port 0)

Table 13-7. Oscillation Characteristics

($T_A = -40\text{ }^\circ\text{C} + 85\text{ }^\circ\text{C}$)

Oscillator	Clock Circuit	Conditions	Min	Typ	Max	Unit
Crystal		CPU clock oscillation frequency	1	—	4	MHz
Ceramic		CPU clock oscillation frequency	1	—	4	MHz
External clock		X_{IN} input frequency	1	—	4	MHz

Table 13-8. Oscillation Stabilization Time

 $(T_A = -40\text{ }^{\circ}\text{C} + 85\text{ }^{\circ}\text{C}, V_{DD} = 3.6\text{ V})$

Oscillator	Test Condition	Min	Typ	Max	Unit
Main crystal	$f_{OSC} > 400\text{ kHz}$	–	–	20	ms
Main ceramic	Oscillation stabilization occurs when V_{DD} is equal to the minimum oscillator voltage range.	–	–	10	ms
External clock (main system)	X_{IN} input High and Low width (t_{XH} , t_{XL})	25	–	500	ns
Oscillator stabilization wait time	t_{WAIT} when released by a reset ⁽¹⁾	–	$2^{16}/f_{OSC}$	–	ms
	t_{WAIT} when released by an interrupt ⁽²⁾	–	–	–	ms

NOTES:

- f_{OSC} is the oscillator frequency.
- The duration of the oscillation stabilization time (t_{WAIT}) when it is released by an interrupt is determined by the setting in the basic timer control register, BTCON.

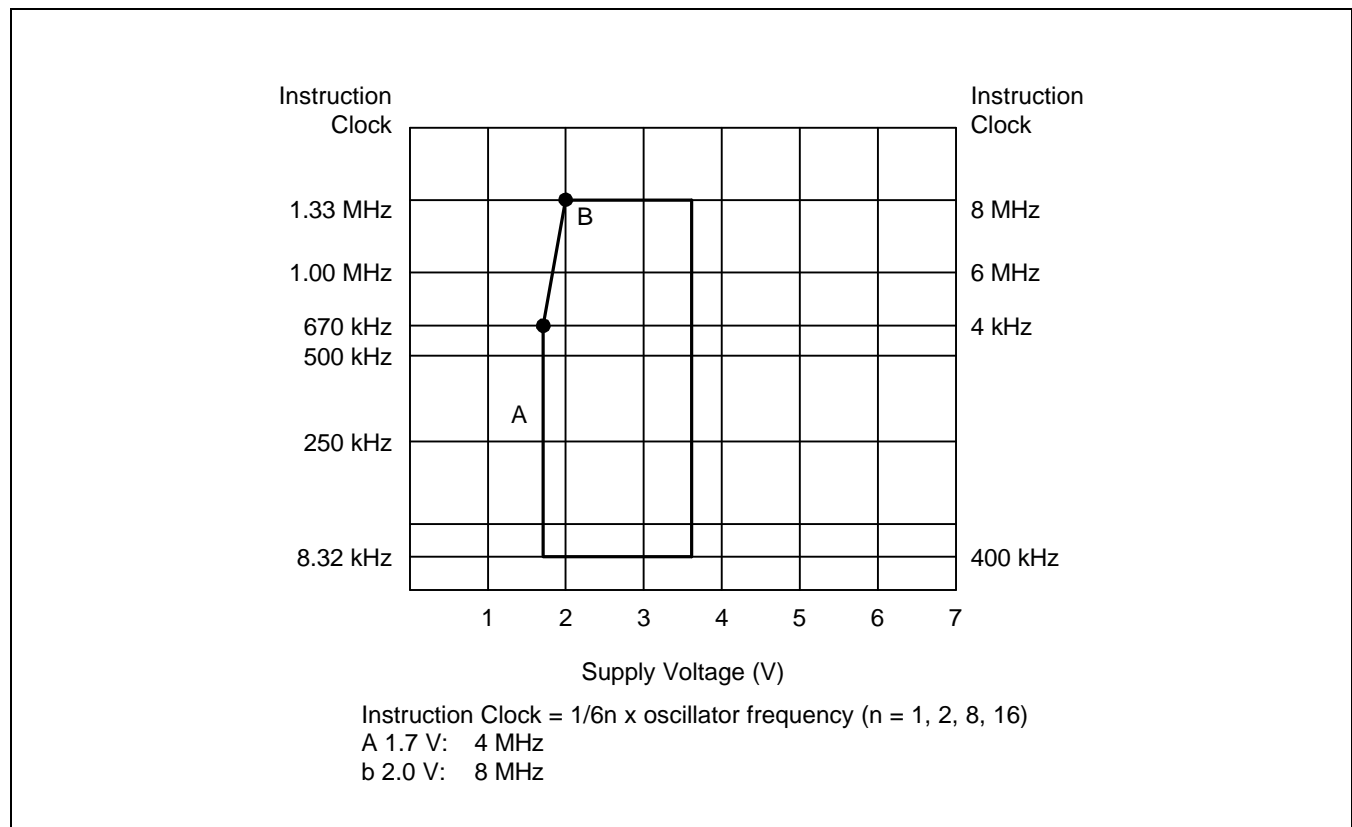


Figure 13-2. Operating Voltage Range of S3P80C5/C80C5/C80C8

14 MECHANICAL DATA

OVERVIEW

The S3P80C5/C80C5/C80C8 microcontroller is currently available in a 24-pin SOP and SDIP package.

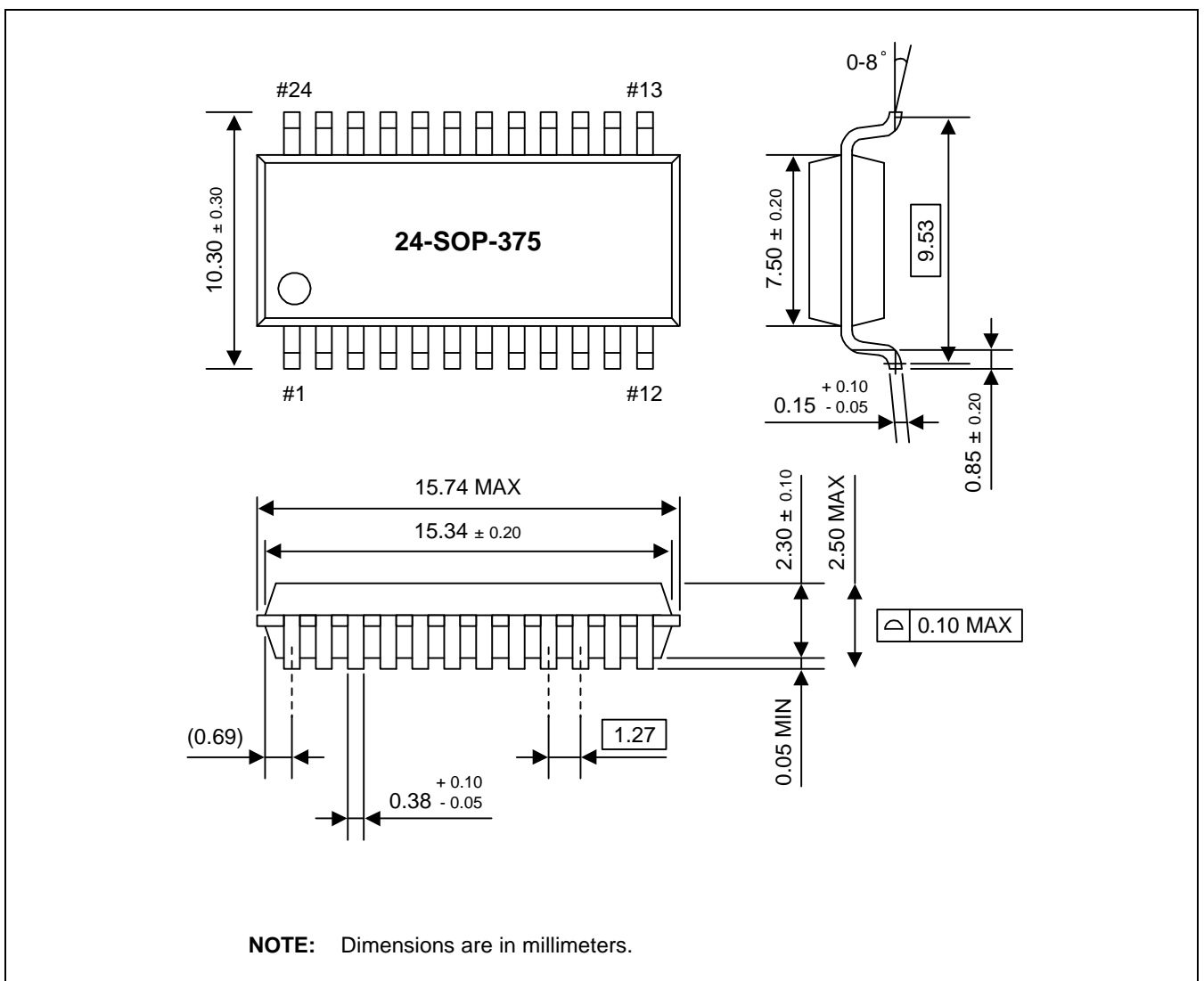


Figure 14-1. 24-Pin SOP Package Mechanical Data

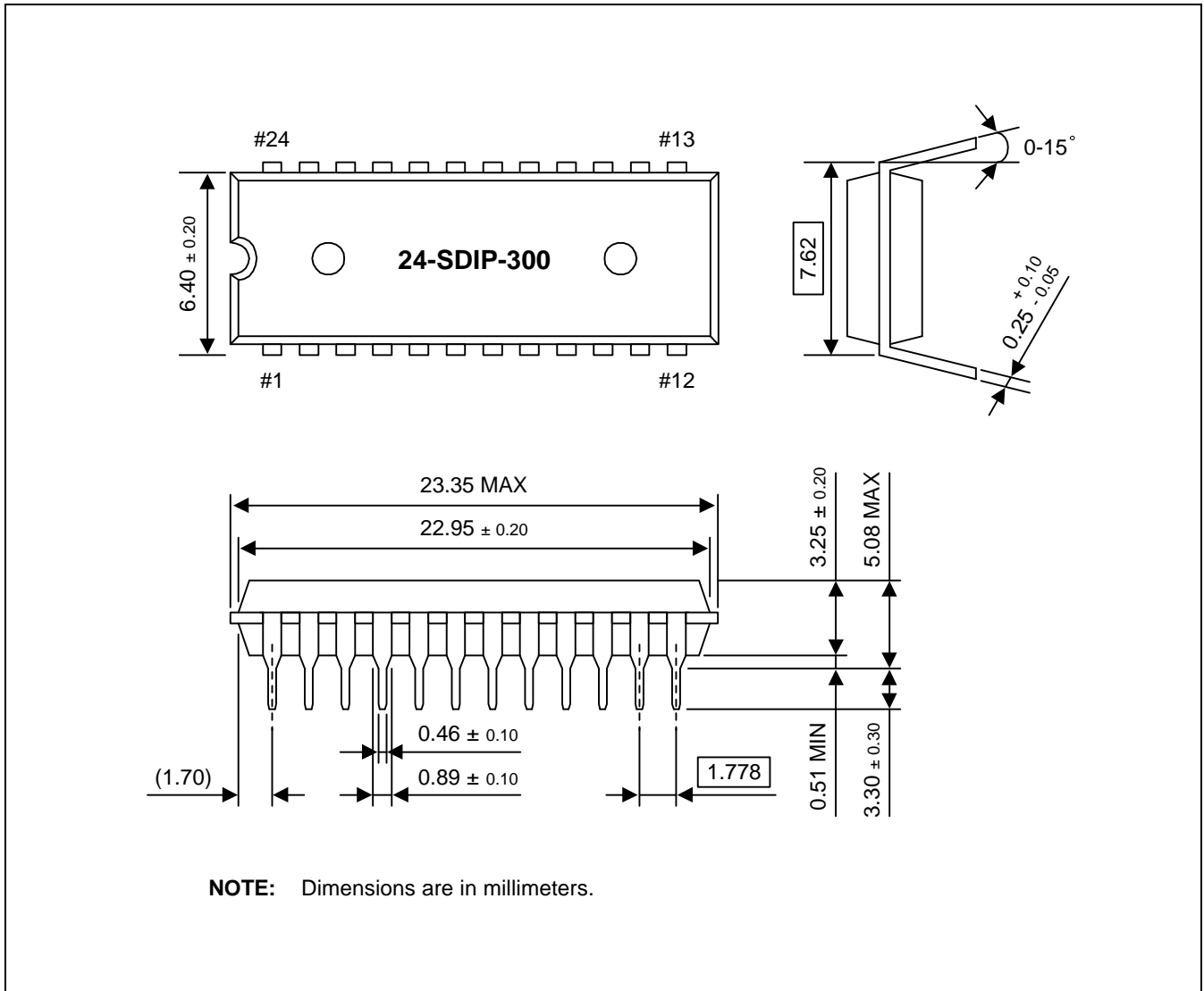


Figure 14-2. 24-Pin SDIP Package Mechanical Data

S3C8 SERIES MASK ROM ORDER FORM

Product description:

Device Number: S3C80C5 S3C80C8
 S3C_____ - _____ (write down the ROM code number) (note)

Product Order Form: Package Pellet Wafer Package Type: _____

Package Marking (Check One):

Standard Custom A (Max 10 chars) Custom B (Max 10 chars each line)

SEC	@ YWW
Device Name	

	@ YWW
Device Name	

	@ YWW

@ : Assembly site code, Y : Last number of assembly year, WW : Week of assembly

Delivery Dates and Quantities:

Deliverable	Required Delivery Date	Quantity	Comments
ROM code	-	Not applicable	See ROM Selection Form
Customer sample			
Risk order			See Risk Order Sheet

Please answer the following questions:

☞ For what kind of product will you be using this order?

- New product Upgrade of an existing product
 Replacement of an existing product Other

If you are replacing an existing product, please indicate the former product name
 ()

☞ What are the main reasons you decided to use a Samsung microcontroller in your product?

Please check all that apply.

- Price Product quality Features and functions
 Development system Technical support Delivery on time
 Used same micom before Quality of documentation Samsung reputation

Mask Charge (US\$ / Won): _____

Customer Information:

Company Name: _____ Telephone number _____

Signatures: _____

(Person placing the order)

(Technical Manager)

(For duplicate copies of this form, and for additional ordering information, please contact your local Samsung sales representative. Samsung sales offices are listed on the back cover of this book.)

NOTE : Please one more check whether the selected device is S3C80A4/C80A8/C80A5 or S3C80B4/C80B8/C80B5.

S3C8 SERIES REQUEST FOR PRODUCTION AT CUSTOMER RISK

Customer Information:

Company Name: _____

Department: _____

Telephone Number: _____ Fax: _____

Date: _____

Risk Order Information:

Device Number: S3C80C5 S3C80C8

S3C _____ - _____ (write down the ROM code number) ^(note)

Package: _____ Number of Pins: _____ Package Type: _____

Intended Application: _____

Product Model Number: _____

Customer Risk Order Agreement:

We hereby request SEC to produce the above named product in the quantity stated below. We believe our risk order product to be in full compliance with all SEC production specifications and, to this extent, agree to assume responsibility for any and all production risks involved.

Order Quantity and Delivery Schedule:

Risk Order Quantity: _____ PCS

Delivery Schedule:

Delivery Date (s)	Quantity	Comments

Signatures: _____

(Person Placing the Risk Order)

(SEC Sales Representative)

(For duplicate copies of this form, and for additional ordering information, please contact your local Samsung sales representative. Samsung sales offices are listed on the back cover of this book.)

NOTE : Please one more check whether the selected device is S3C80A4/C80A8/C80A5 or S3C80B4/C80B8/C80B5.

S3C80C5/C80C8 MASK OPTION SELECTION FORM

Device Number: S3C80C5 S3C80C8

S3C8 _____ - _____ (write down the ROM code number) ^(note)


Attachment (Check one): Diskette PROM

Customer Checksum: _____

Company Name: _____

Signature (Engineer): _____

Please answer the following questions:

 **Application** (Product Model ID: _____)

- | | | |
|---------------------------------------|---|--|
| <input type="checkbox"/> Audio | <input type="checkbox"/> Video | <input type="checkbox"/> Telecom |
| <input type="checkbox"/> LCD Databank | <input type="checkbox"/> Caller ID | <input type="checkbox"/> LCD Game |
| <input type="checkbox"/> Industrials | <input type="checkbox"/> Home Appliance | <input type="checkbox"/> Office Automation |
| <input type="checkbox"/> Remocon | <input type="checkbox"/> Other | |

Please describe in detail its application

(For duplicate copies of this form, and for additional ordering information, please contact your local Samsung sales representative. Samsung sales offices are listed on the back cover of this book.)

NOTE: Please one more check whether the selected device is S3P80A4/P80A8/P80A5 or S3P80B4/P80B8/P80B5.

S3C8 SERIES OTP FACTORY WRITING ORDER FORM (1/2)

Product Description:

Device Number: S3P80C5

S3P8_____ - _____(write down the ROM code number) ^(note)

Product Order Form: Package Pellet Wafer

If the product order form is package: Package Type: _____

Package Marking (Check One):

- Standard Custom A (Max 10 chars) Custom B (Max 10 chars each line)

SEC	@ YWW
Device Name	

	@ YWW
Device Name	

	@ YWW

@ : Assembly site code, Y : Last number of assembly year, WW : Week of assembly

Delivery Dates and Quantity:

ROM Code Release Date	Required Delivery Date of Device	Quantity

Please answer the following questions:

☞ What is the purpose of this order?

- New product development Upgrade of an existing product
 Replacement of an existing microcontroller Other

If you are replacing an existing microcontroller, please indicate the former microcontroller name
 (_____)

☞ What are the main reasons you decided to use a Samsung microcontroller in your product?

Please check all that apply.

- Price Product quality Features and functions
 Development system Technical support Delivery on time
 Used same micom before Quality of documentation Samsung reputation

Customer Information:

Company Name: _____ Telephone number _____

Signatures: _____
 (Person placing the order) (Technical Manager)

(For duplicate copies of this form, and for additional ordering information, please contact your local Samsung sales representative. Samsung sales offices are listed on the back cover of this book.)

NOTE: Please one more check whether the selected device is S3P80A4/P80A8/P80A5 or S3P80B4/P80B8/P80B5.

S3C80C5/C80C8

OTP FACTORY WRITING ORDER FORM (2/2)

Device Number: S3P80C5

S3P8 _____ - _____ (write down the ROM code number) ^(note)

Customer Checksums: _____

Company Name: _____

Signature (Engineer): _____


Read Protection ⁽¹⁾: Yes No

Please answer the following questions:

 **Are you going to continue ordering this device?**

Yes No

If so, how much will you be ordering? _____ pcs

 **Application** (Product Model ID: _____)

- | | | |
|---------------------------------------|---|--|
| <input type="checkbox"/> Audio | <input type="checkbox"/> Video | <input type="checkbox"/> Telecom |
| <input type="checkbox"/> LCD Databank | <input type="checkbox"/> Caller ID | <input type="checkbox"/> LCD Game |
| <input type="checkbox"/> Industrials | <input type="checkbox"/> Home Appliance | <input type="checkbox"/> Office Automation |
| <input type="checkbox"/> Remocon | <input type="checkbox"/> Other | |

Please describe in detail its application

NOTES

1. Once you choose a read protection, you cannot read again the programming code from the EPROM.
2. OTP Writing will be executed in our manufacturing site.
3. The writing program is completely verified by a customer. Samsung does not take on any responsibility for errors occurred from the writing program.

(For duplicate copies of this form, and for additional ordering information, please contact your local Samsung sales representative. Samsung sales offices are listed on the back cover of this book.)

NOTE: Please one more check whether the selected device is S3P80A4/P80A8/P80A5 or S3P80B4/P80B8/P80B5.

BOOK SPINE TEXT

SAMSUNG Logo S3P80C5/C80C5/C80C8 Microcontrollers User's Manual, Rev. 1 May 2002