

To our customers,

Old Company Name in Catalogs and Other Documents

On April 1st, 2010, NEC Electronics Corporation merged with Renesas Technology Corporation, and Renesas Electronics Corporation took over all the business of both companies. Therefore, although the old company name remains in this document, it is a valid Renesas Electronics document. We appreciate your understanding.

Renesas Electronics website: <http://www.renesas.com>

April 1st, 2010
Renesas Electronics Corporation

Issued by: Renesas Electronics Corporation (<http://www.renesas.com>)

Send any inquiries to <http://www.renesas.com/inquiry>.

Notice

1. All information included in this document is current as of the date this document is issued. Such information, however, is subject to change without any prior notice. Before purchasing or using any Renesas Electronics products listed herein, please confirm the latest product information with a Renesas Electronics sales office. Also, please pay regular and careful attention to additional and different information to be disclosed by Renesas Electronics such as that disclosed through our website.
2. Renesas Electronics does not assume any liability for infringement of patents, copyrights, or other intellectual property rights of third parties by or arising from the use of Renesas Electronics products or technical information described in this document. No license, express, implied or otherwise, is granted hereby under any patents, copyrights or other intellectual property rights of Renesas Electronics or others.
3. You should not alter, modify, copy, or otherwise misappropriate any Renesas Electronics product, whether in whole or in part.
4. Descriptions of circuits, software and other related information in this document are provided only to illustrate the operation of semiconductor products and application examples. You are fully responsible for the incorporation of these circuits, software, and information in the design of your equipment. Renesas Electronics assumes no responsibility for any losses incurred by you or third parties arising from the use of these circuits, software, or information.
5. When exporting the products or technology described in this document, you should comply with the applicable export control laws and regulations and follow the procedures required by such laws and regulations. You should not use Renesas Electronics products or the technology described in this document for any purpose relating to military applications or use by the military, including but not limited to the development of weapons of mass destruction. Renesas Electronics products and technology may not be used for or incorporated into any products or systems whose manufacture, use, or sale is prohibited under any applicable domestic or foreign laws or regulations.
6. Renesas Electronics has used reasonable care in preparing the information included in this document, but Renesas Electronics does not warrant that such information is error free. Renesas Electronics assumes no liability whatsoever for any damages incurred by you resulting from errors in or omissions from the information included herein.
7. Renesas Electronics products are classified according to the following three quality grades: "Standard", "High Quality", and "Specific". The recommended applications for each Renesas Electronics product depends on the product's quality grade, as indicated below. You must check the quality grade of each Renesas Electronics product before using it in a particular application. You may not use any Renesas Electronics product for any application categorized as "Specific" without the prior written consent of Renesas Electronics. Further, you may not use any Renesas Electronics product for any application for which it is not intended without the prior written consent of Renesas Electronics. Renesas Electronics shall not be in any way liable for any damages or losses incurred by you or third parties arising from the use of any Renesas Electronics product for an application categorized as "Specific" or for which the product is not intended where you have failed to obtain the prior written consent of Renesas Electronics. The quality grade of each Renesas Electronics product is "Standard" unless otherwise expressly specified in a Renesas Electronics data sheets or data books, etc.

"Standard": Computers; office equipment; communications equipment; test and measurement equipment; audio and visual equipment; home electronic appliances; machine tools; personal electronic equipment; and industrial robots.

"High Quality": Transportation equipment (automobiles, trains, ships, etc.); traffic control systems; anti-disaster systems; anti-crime systems; safety equipment; and medical equipment not specifically designed for life support.

"Specific": Aircraft; aerospace equipment; submersible repeaters; nuclear reactor control systems; medical equipment or systems for life support (e.g. artificial life support devices or systems), surgical implantations, or healthcare intervention (e.g. excision, etc.), and any other applications or purposes that pose a direct threat to human life.

8. You should use the Renesas Electronics products described in this document within the range specified by Renesas Electronics, especially with respect to the maximum rating, operating supply voltage range, movement power voltage range, heat radiation characteristics, installation and other product characteristics. Renesas Electronics shall have no liability for malfunctions or damages arising out of the use of Renesas Electronics products beyond such specified ranges.
9. Although Renesas Electronics endeavors to improve the quality and reliability of its products, semiconductor products have specific characteristics such as the occurrence of failure at a certain rate and malfunctions under certain use conditions. Further, Renesas Electronics products are not subject to radiation resistance design. Please be sure to implement safety measures to guard them against the possibility of physical injury, and injury or damage caused by fire in the event of the failure of a Renesas Electronics product, such as safety design for hardware and software including but not limited to redundancy, fire control and malfunction prevention, appropriate treatment for aging degradation or any other appropriate measures. Because the evaluation of microcomputer software alone is very difficult, please evaluate the safety of the final products or system manufactured by you.
10. Please contact a Renesas Electronics sales office for details as to environmental matters such as the environmental compatibility of each Renesas Electronics product. Please use Renesas Electronics products in compliance with all applicable laws and regulations that regulate the inclusion or use of controlled substances, including without limitation, the EU RoHS Directive. Renesas Electronics assumes no liability for damages or losses occurring as a result of your noncompliance with applicable laws and regulations.
11. This document may not be reproduced or duplicated, in any form, in whole or in part, without prior written consent of Renesas Electronics.
12. Please contact a Renesas Electronics sales office if you have any questions regarding the information contained in this document or Renesas Electronics products, or if you have any other inquiries.

(Note 1) "Renesas Electronics" as used in this document means Renesas Electronics Corporation and also includes its majority-owned subsidiaries.

(Note 2) "Renesas Electronics product(s)" means any product developed or manufactured by or for Renesas Electronics.

The revision list can be viewed directly by clicking the title page.

The revision list summarizes the locations of revisions and additions. Details should always be checked by referring to the relevant text.

H8/3048 Group, H8/3048 F-ZTAT™

Hardware Manual

Renesas 16-Bit Single-Chip Microcomputer H8 Family/H8/300H Series

| | |
|----------|-------------------------|
| H8/3048 | HD6473048, HD6433048 |
| H8/3047 | HD6433047 |
| H8/3045 | HD6433045 |
| H8/3044 | HD6433044 |
| H8/3048F | HD64F3048 |

Keep safety first in your circuit designs!

1. Renesas Technology Corp. puts the maximum effort into making semiconductor products better and more reliable, but there is always the possibility that trouble may occur with them. Trouble with semiconductors may lead to personal injury, fire or property damage.
Remember to give due consideration to safety when making your circuit designs, with appropriate measures such as (i) placement of substitutive, auxiliary circuits, (ii) use of nonflammable material or (iii) prevention against any malfunction or mishap.

Notes regarding these materials

1. These materials are intended as a reference to assist our customers in the selection of the Renesas Technology Corp. product best suited to the customer's application; they do not convey any license under any intellectual property rights, or any other rights, belonging to Renesas Technology Corp. or a third party.
2. Renesas Technology Corp. assumes no responsibility for any damage, or infringement of any third-party's rights, originating in the use of any product data, diagrams, charts, programs, algorithms, or circuit application examples contained in these materials.
3. All information contained in these materials, including product data, diagrams, charts, programs and algorithms represents information on products at the time of publication of these materials, and are subject to change by Renesas Technology Corp. without notice due to product improvements or other reasons. It is therefore recommended that customers contact Renesas Technology Corp. or an authorized Renesas Technology Corp. product distributor for the latest product information before purchasing a product listed herein.
The information described here may contain technical inaccuracies or typographical errors.
Renesas Technology Corp. assumes no responsibility for any damage, liability, or other loss rising from these inaccuracies or errors.
Please also pay attention to information published by Renesas Technology Corp. by various means, including the Renesas Technology Corp. Semiconductor home page (<http://www.renesas.com>).
4. When using any or all of the information contained in these materials, including product data, diagrams, charts, programs, and algorithms, please be sure to evaluate all information as a total system before making a final decision on the applicability of the information and products. Renesas Technology Corp. assumes no responsibility for any damage, liability or other loss resulting from the information contained herein.
5. Renesas Technology Corp. semiconductors are not designed or manufactured for use in a device or system that is used under circumstances in which human life is potentially at stake. Please contact Renesas Technology Corp. or an authorized Renesas Technology Corp. product distributor when considering the use of a product contained herein for any specific purposes, such as apparatus or systems for transportation, vehicular, medical, aerospace, nuclear, or undersea repeater use.
6. The prior written approval of Renesas Technology Corp. is necessary to reprint or reproduce in whole or in part these materials.
7. If these products or technologies are subject to the Japanese export control restrictions, they must be exported under a license from the Japanese government and cannot be imported into a country other than the approved destination.
Any diversion or reexport contrary to the export control laws and regulations of Japan and/or the country of destination is prohibited.
8. Please contact Renesas Technology Corp. for further details on these materials or the products contained therein.

Preface

The H8/3048 Group is a series of high-performance microcontrollers that integrate system supporting functions together with an H8/300H CPU core.

The H8/300H CPU has a 32-bit internal architecture with sixteen 16-bit general registers, and a concise, optimized instruction set designed for speed. It can address a 16-Mbyte linear address space.

The on-chip supporting functions include ROM, RAM, a 16-bit integrated timer unit (ITU), a programmable timing pattern controller (TPC), a watchdog timer (WDT), a serial communication interface (SCI), an A/D converter, a D/A converter, I/O ports, a direct memory access controller (DMAC), a refresh controller, and other facilities. Of the two SCI channels, one has been expanded to support the ISO/IEC7816-3 smart card interface. Functions have also been added to reduce power consumption in battery-powered applications: individual modules can be placed in standby, and the frequency of the system clock supplied to the chip can be divided down under software control.

The address space is divided into eight areas. The data bus width and access cycle length can be selected independently in each area, simplifying the connection of different types of memory. Seven operating modes (modes 1 to 7) are provided, offering a choice of data bus width and address space size.

With these features, the H8/3048 Group can be used to implement compact, high-performance systems easily.

In addition to its mask ROM versions, the H8/3048 Group has a ZTAT™*1 version with user-programmable on-chip PROM and an F-ZTAT™*2 version with on-chip flash memory that can be programmed on-board. These versions enable users to respond quickly and flexibly to changing application specifications.

The on-chip emulator (E10T) is installed on the H8/3048F-ONE in the H8/3048 Group microcomputer. Refer to the H8/3048F-ONE Hardware Manual for details.

This manual describes the H8/3048 Group hardware. For details of the instruction set, refer to the H8/300H Series Programming Manual.

- Notes: 1. ZTAT™ (Zero Turn-Around-Time) is a trademark of Renesas Technology, Corp.
2. F-ZTAT™ (Flexible ZTAT) is a trademark of Renesas Technology, Corp.

Comparison of H8/3048 Group Product Specifications

There are seven members of the H8/3048 Group; the H8/3048F-ZTAT (H8/3048F*¹, H8/3048F-ONE*²), H8/3048ZTAT, H8/3048 mask ROM version, H8/3047 mask ROM version, H8/3045 mask ROM version, and H8/3044 mask ROM version.

The specifications of each model is compared below.

- Notes: 1. H8/3048F has dual power supply with flash memory installed.
 2. H8/3048F-ONE has single power supply with flash memory and E10T installed.
 Refer to the H8/3048F-ONE Hardware Manual (revision 1) for details.

| Hardware Manual | H8/3048 Group | | | H8/3048F-ONE |
|-----------------|--|--|--|--|
| | ZTAT | Mask ROM | F-ZTAT | |
| Model Type | H8/3048 | H8/3048 mask ROM version H8/3047 mask ROM version H8/3045 mask ROM version H8/3044 mask ROM version | H8/3048F | H8/3048F-ONE |
| Model Spec | PROM model | Mask ROM model | Dual power supply, flash memory is installed | Single power supply, flash memory installed, internal step-down, high-speed operation model |
| | | | Refer to 1.4, Differences between H8/3048F and H8/3048F-ONE. | Refer to 1.4.3, Differences between H8/3048F and H8/3048F-ONE. |
| Model Type No. | HD6473048 | HD6433048 HD6433047 HD6433045 HD6433044 | HD64F3048 | HD64F3048B |
| Pin Assignment | Refer to figure 1.2, Pin Arrangement of H8/3048ZTAT, H8/3048 Mask ROM Version, H8/3047 Mask ROM Version, H8/3045 Mask ROM Version, H8/3044 Mask ROM Version, and H8/3048F (FP-100B or TFP-100B, Top View), in section 1. | | | <u>5-V operation models have a V_{CL} pin and an external capacitor must be connected.</u> Refer to figure 1.3, H8/3048F-ONE Pin Arrangement (FP-100B or TFP-100B, Top View), in section 1. |
| RAM Capacity | 4 kbytes | H8/3048: 4 kbytes H8/3047: 4 kbytes H8/3045: 2 kbytes H8/3044: 2 kbytes | 4 kbytes | 4 kbytes |

| Hardware Manual | H8/3048 Group | | | H8/3048F-ONE |
|---|--|---|--------------------------------------|---|
| ROM Type | ZTAT | Mask ROM | F-ZTAT | |
| ROM Capacity | 128 kbytes | H8/3048: 128 kbytes H8/3047: 96 kbytes H8/3045: 64 kbytes H8/3044: 32 kbytes | 128 kbytes | 128 kbytes |
| Flash Memory | — | — | Refer to section 19, ROM (H8/3048F). | Refer to section 18, Flash Memory (H8/3048F-ONE Single Power Supply). |
| Clock Pulse Generator | Refer to section 20, Clock Pulse Generator. | | | Refer to section 19, Clock Pulse Generator. |
| Power-Down State | Refer to section 21, Power-Down State. | | | Refer to section 20, Power-Down State. |
| | Clock oscillator settling time: Waiting time of up to 131072 states | | | Clock oscillator settling time: Waiting time of up to 262144 states |
| Electrical Characteristics (Clock Rate) | Refer to table 22.1, Electrical Characteristics of H8/3048 Group Products, in section 22. | | | Refer to table 21.1, Electrical Characteristics of H8/3048 Group Products, in section 21. |
| | 1 to 18 MHz | | 1 to 16 MHz | 5 V operation models: 2 to 25 MHz, 3 V operation models: 2 to 25 MHz. |
| List of Registers | Refer to table B.1, Comparison of H8/3048 Group Internal I/O Register Specifications, in appendix B. | | | |
| | Refer to appendix B.1, Addresses. | | | |
| Notes on Usage | — | — | — | Refer to section 1.4, Notes on H8/3048F-ONE (Single Power Supply). |
| On-chip Emulator (E10T) | — | — | — | On-chip emulator (E10T) |

Main Revisions for this Edition

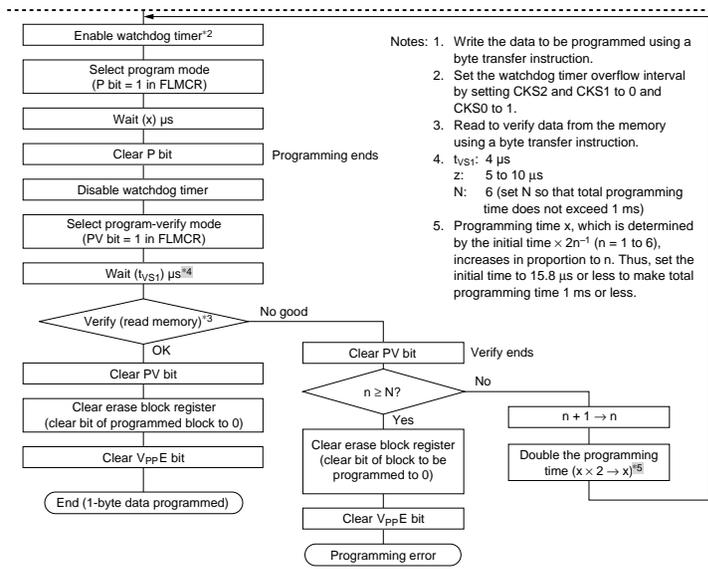
| Item | Page | Revision (See Manual for Details) |
|--------------------------------------|------|---|
| All | — | All references to Hitachi, Hitachi, Ltd., Hitachi Semiconductors, and other Hitachi brand names changed to Renesas Technology Corp. Designation for categories changed from “series” to “group” |
| 13.2.6 Serial Control Register (SCR) | 461 | Table amended |
| Bit 6-Receive Interrupt Enable (RIE) | | Bit 6: RIE Description |
| | 0 | Receive-data-full (RXI) and receive-error (ERI) interrupt requests are disabled* (Initial value) |
| | 1 | Receive-data-full (RXI) and receive-error (ERI) interrupt requests are enabled |

19.5.3 Programming 606 Flowchart and Sample Program

Flowchart for Programming One Byte

Figure 19.9
Programming
Flowchart

Figure amended

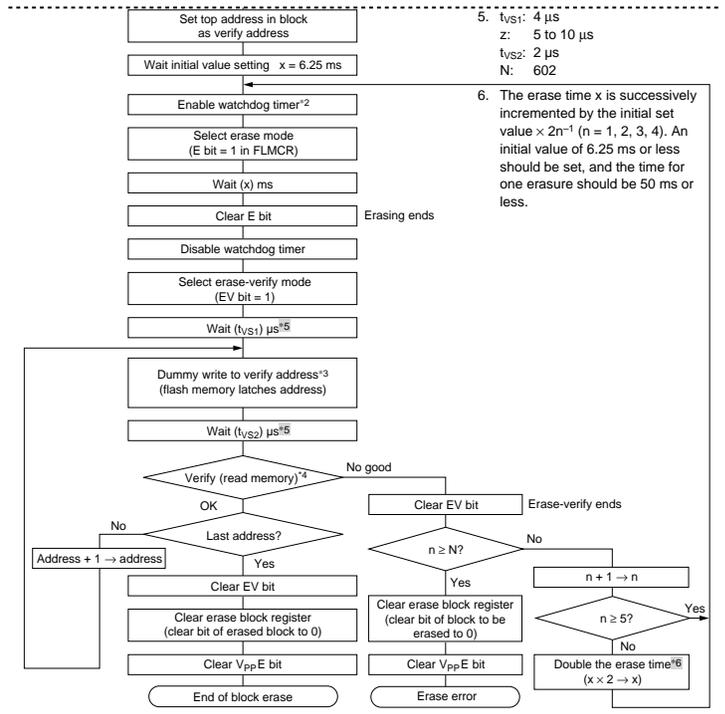


19.5.6 Erasing
Flowchart and
Sample Program

610

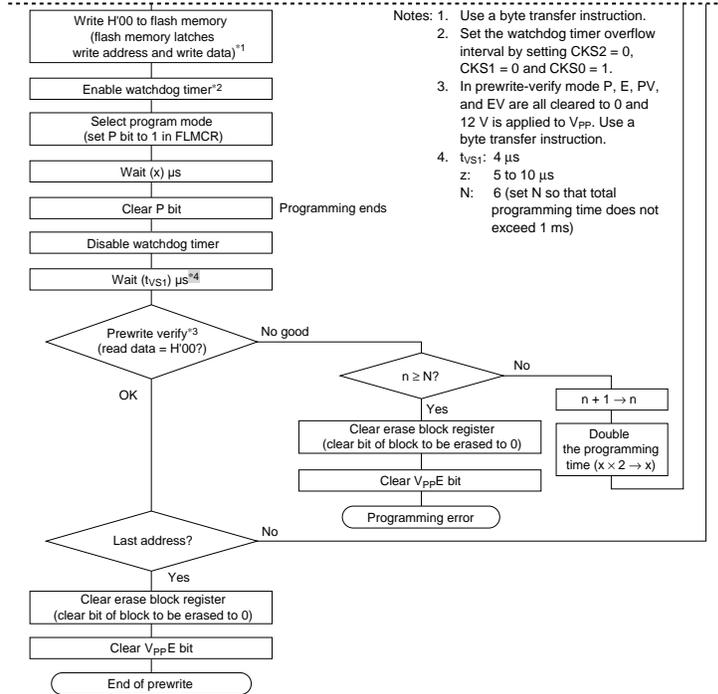
Figure amended

Flowchart for
Erasing One Block
Figure 19.10
Erasing Flowchart



19.5.6 Erasing
Flowchart and
Sample Program
Prewrite Flowchart
Figure 19.11
Prewrite Flowchart

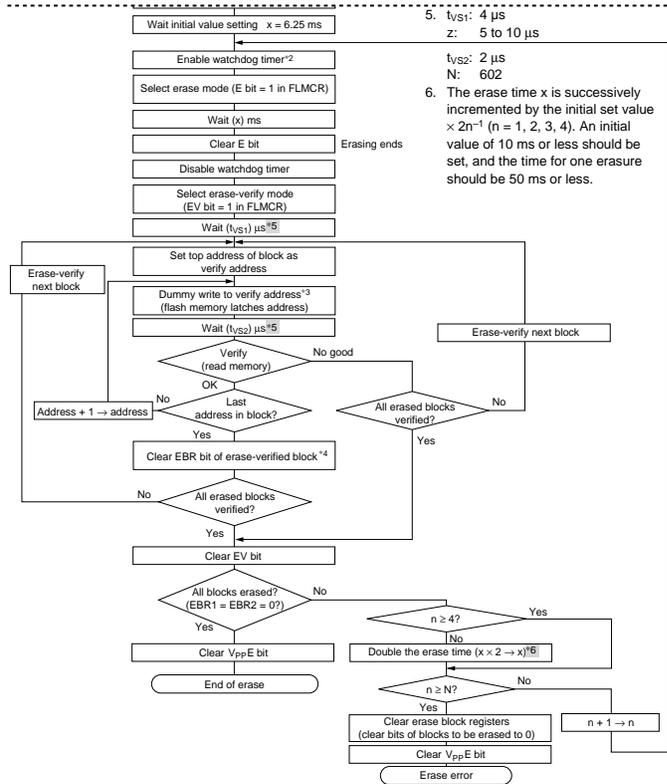
611 Figure amended



19.5.6 Erasing
Flowchart and
Sample Program

Flowchart for
Erasing Multiple
Blocks

Figure 19.12
Multiple-Block Erase
Flowchart



Contents

| | | |
|-----------|--|----|
| Section 1 | Overview | 1 |
| 1.1 | Overview | 1 |
| 1.2 | Block Diagram | 7 |
| 1.3 | Pin Description | 8 |
| 1.3.1 | Pin Arrangement | 8 |
| 1.3.2 | Pin Assignments in Each Mode | 10 |
| 1.3.3 | Pin Functions | 15 |
| 1.4 | Differences between H8/3048F and H8/3048F-ONE | 20 |
| Section 2 | CPU | 25 |
| 2.1 | Overview | 25 |
| 2.1.1 | Features | 25 |
| 2.1.2 | Differences from H8/300 CPU | 26 |
| 2.2 | CPU Operating Modes | 27 |
| 2.3 | Address Space | 28 |
| 2.4 | Register Configuration | 29 |
| 2.4.1 | Overview | 29 |
| 2.4.2 | General Registers | 30 |
| 2.4.3 | Control Registers | 31 |
| 2.4.4 | Initial CPU Register Values | 32 |
| 2.5 | Data Formats | 33 |
| 2.5.1 | General Register Data Formats | 33 |
| 2.5.2 | Memory Data Formats | 35 |
| 2.6 | Instruction Set | 36 |
| 2.6.1 | Instruction Set Overview | 36 |
| 2.6.2 | Instructions and Addressing Modes | 37 |
| 2.6.3 | Tables of Instructions Classified by Function | 38 |
| 2.6.4 | Basic Instruction Formats | 47 |
| 2.6.5 | Notes on Use of Bit Manipulation Instructions | 48 |
| 2.7 | Addressing Modes and Effective Address Calculation | 50 |
| 2.7.1 | Addressing Modes | 50 |
| 2.7.2 | Effective Address Calculation | 52 |
| 2.8 | Processing States | 56 |
| 2.8.1 | Overview | 56 |
| 2.8.2 | Program Execution State | 57 |
| 2.8.3 | Exception-Handling State | 57 |
| 2.8.4 | Exception-Handling Sequences | 59 |

| | | |
|---|--|-----------|
| 2.8.5 | Bus-Released State..... | 60 |
| 2.8.6 | Reset State..... | 60 |
| 2.8.7 | Power-Down State..... | 60 |
| 2.9 | Basic Operational Timing..... | 61 |
| 2.9.1 | Overview..... | 61 |
| 2.9.2 | On-Chip Memory Access Timing..... | 61 |
| 2.9.3 | On-Chip Supporting Module Access Timing..... | 62 |
| 2.9.4 | Access to External Address Space..... | 63 |
| Section 3 MCU Operating Modes..... | | 65 |
| 3.1 | Overview..... | 65 |
| 3.1.1 | Operating Mode Selection..... | 65 |
| 3.1.2 | Register Configuration..... | 66 |
| 3.2 | Mode Control Register (MDCR)..... | 66 |
| 3.3 | System Control Register (SYSCR)..... | 67 |
| 3.4 | Operating Mode Descriptions..... | 69 |
| 3.4.1 | Mode 1..... | 69 |
| 3.4.2 | Mode 2..... | 69 |
| 3.4.3 | Mode 3..... | 69 |
| 3.4.4 | Mode 4..... | 69 |
| 3.4.5 | Mode 5..... | 69 |
| 3.4.6 | Mode 6..... | 70 |
| 3.4.7 | Mode 7..... | 70 |
| 3.5 | Pin Functions in Each Operating Mode..... | 70 |
| 3.6 | Memory Map in Each Operating Mode..... | 71 |
| Section 4 Exception Handling..... | | 81 |
| 4.1 | Overview..... | 81 |
| 4.1.1 | Exception Handling Types and Priority..... | 81 |
| 4.1.2 | Exception Handling Operation..... | 81 |
| 4.1.3 | Exception Vector Table..... | 82 |
| 4.2 | Reset..... | 84 |
| 4.2.1 | Overview..... | 84 |
| 4.2.2 | Reset Sequence..... | 84 |
| 4.2.3 | Interrupts after Reset..... | 87 |
| 4.3 | Interrupts..... | 88 |
| 4.4 | Trap Instruction..... | 89 |
| 4.5 | Stack Status after Exception Handling..... | 89 |
| 4.6 | Notes on Stack Usage..... | 90 |

| | | |
|-----------|--|-----|
| Section 5 | Interrupt Controller | 91 |
| 5.1 | Overview | 91 |
| 5.1.1 | Features | 91 |
| 5.1.2 | Block Diagram | 92 |
| 5.1.3 | Pin Configuration | 93 |
| 5.1.4 | Register Configuration | 93 |
| 5.2 | Register Descriptions | 94 |
| 5.2.1 | System Control Register (SYSCR) | 94 |
| 5.2.2 | Interrupt Priority Registers A and B (IPRA, IPRB) | 95 |
| 5.2.3 | IRQ Status Register (ISR) | 102 |
| 5.2.4 | IRQ Enable Register (IER) | 103 |
| 5.2.5 | IRQ Sense Control Register (ISCR) | 104 |
| 5.3 | Interrupt Sources | 105 |
| 5.3.1 | External Interrupts | 105 |
| 5.3.2 | Internal Interrupts | 106 |
| 5.3.3 | Interrupt Vector Table | 106 |
| 5.4 | Interrupt Operation | 110 |
| 5.4.1 | Interrupt Handling Process | 110 |
| 5.4.2 | Interrupt Sequence | 115 |
| 5.4.3 | Interrupt Response Time | 116 |
| 5.5 | Usage Notes | 117 |
| 5.5.1 | Contention between Interrupt and Interrupt-Disabling Instruction | 117 |
| 5.5.2 | Instructions that Inhibit Interrupts | 118 |
| 5.5.3 | Interrupts during EEPMOV Instruction Execution | 118 |
| 5.5.4 | Usage Notes on External Interrupts | 118 |
| 5.5.5 | Notes on Non-Maskable Interrupts (NMI) | 120 |
| Section 6 | Bus Controller | 123 |
| 6.1 | Overview | 123 |
| 6.1.1 | Features | 123 |
| 6.1.2 | Block Diagram | 124 |
| 6.1.3 | Input/Output Pins | 125 |
| 6.1.4 | Register Configuration | 126 |
| 6.2 | Register Descriptions | 126 |
| 6.2.1 | Bus Width Control Register (ABWCR) | 126 |
| 6.2.2 | Access State Control Register (ASTCR) | 127 |
| 6.2.3 | Wait Control Register (WCR) | 128 |
| 6.2.4 | Wait State Controller Enable Register (WCER) | 129 |
| 6.2.5 | Bus Release Control Register (BRCR) | 130 |
| 6.2.6 | Chip Select Control Register (CSCR) | 131 |

| | | |
|--|--|------------|
| 6.3 | Operation | 133 |
| 6.3.1 | Area Division..... | 133 |
| 6.3.2 | Chip Select Signals | 134 |
| 6.3.3 | Data Bus..... | 136 |
| 6.3.4 | Bus Control Signal Timing | 137 |
| 6.3.5 | Wait Modes..... | 145 |
| 6.3.6 | Interconnections with Memory (Example) | 151 |
| 6.3.7 | Bus Arbiter Operation..... | 153 |
| 6.4 | Usage Notes | 156 |
| 6.4.1 | Connection to Dynamic RAM and Pseudo-Static RAM..... | 156 |
| 6.4.2 | Register Write Timing | 156 |
| 6.4.3 | $\overline{\text{BREQ}}$ Input Timing..... | 158 |
| 6.4.4 | Transition To Software Standby Mode..... | 158 |
| Section 7 Refresh Controller..... | | 159 |
| 7.1 | Overview..... | 159 |
| 7.1.1 | Features..... | 159 |
| 7.1.2 | Block Diagram..... | 160 |
| 7.1.3 | Input/Output Pins..... | 161 |
| 7.1.4 | Register Configuration..... | 161 |
| 7.2 | Register Descriptions | 162 |
| 7.2.1 | Refresh Control Register (RFSHCR)..... | 162 |
| 7.2.2 | Refresh Timer Control/Status Register (RTMCSR) | 165 |
| 7.2.3 | Refresh Timer Counter (RTCNT)..... | 166 |
| 7.2.4 | Refresh Time Constant Register (RTCOR) | 167 |
| 7.3 | Operation | 168 |
| 7.3.1 | Overview..... | 168 |
| 7.3.2 | DRAM Refresh Control..... | 170 |
| 7.3.3 | Pseudo-Static RAM Refresh Control | 185 |
| 7.3.4 | Interval Timer | 189 |
| 7.4 | Interrupt Source | 195 |
| 7.5 | Usage Notes | 195 |
| Section 8 DMA Controller | | 197 |
| 8.1 | Overview..... | 197 |
| 8.1.1 | Features..... | 197 |
| 8.1.2 | Block Diagram..... | 198 |
| 8.1.3 | Functional Overview..... | 199 |
| 8.1.4 | Input/Output Pins..... | 201 |
| 8.1.5 | Register Configuration..... | 201 |

| | | |
|--------------------------|--|-----|
| 8.2 | Register Descriptions (Short Address Mode)..... | 203 |
| 8.2.1 | Memory Address Registers (MAR) | 203 |
| 8.2.2 | I/O Address Registers (IOAR)..... | 204 |
| 8.2.3 | Execute Transfer Count Registers (ETCR)..... | 205 |
| 8.2.4 | Data Transfer Control Registers (DTCR) | 206 |
| 8.3 | Register Descriptions (Full Address Mode)..... | 209 |
| 8.3.1 | Memory Address Registers (MAR) | 209 |
| 8.3.2 | I/O Address Registers (IOAR)..... | 209 |
| 8.3.3 | Execute Transfer Count Registers (ETCR)..... | 210 |
| 8.3.4 | Data Transfer Control Registers (DTCR) | 212 |
| 8.4 | Operation..... | 218 |
| 8.4.1 | Overview..... | 218 |
| 8.4.2 | I/O Mode..... | 220 |
| 8.4.3 | Idle Mode..... | 222 |
| 8.4.4 | Repeat Mode..... | 225 |
| 8.4.5 | Normal Mode..... | 229 |
| 8.4.6 | Block Transfer Mode..... | 232 |
| 8.4.7 | DMAC Activation..... | 237 |
| 8.4.8 | DMAC Bus Cycle..... | 239 |
| 8.4.9 | DMAC Multiple-Channel Operation | 245 |
| 8.4.10 | External Bus Requests, Refresh Controller, and DMAC | 246 |
| 8.4.11 | NMI Interrupts and DMAC..... | 247 |
| 8.4.12 | Aborting a DMA Transfer..... | 248 |
| 8.4.13 | Exiting Full Address Mode..... | 249 |
| 8.4.14 | DMAC States in Reset State, Standby Modes, and Sleep Mode..... | 250 |
| 8.5 | Interrupts | 251 |
| 8.6 | Usage Notes | 252 |
| 8.6.1 | Note on Word Data Transfer..... | 252 |
| 8.6.2 | DMAC Self-Access..... | 252 |
| 8.6.3 | Longword Access to Memory Address Registers | 252 |
| 8.6.4 | Note on Full Address Mode Setup..... | 252 |
| 8.6.5 | Note on Activating DMAC by Internal Interrupts | 252 |
| 8.6.6 | NMI Interrupts and Block Transfer Mode | 254 |
| 8.6.7 | Memory and I/O Address Register Values | 254 |
| 8.6.8 | Bus Cycle when Transfer is Aborted..... | 255 |
| Section 9 I/O Ports..... | | 257 |
| 9.1 | Overview..... | 257 |
| 9.2 | Port 1..... | 261 |
| 9.2.1 | Overview..... | 261 |

| | | |
|---|------------------------------|-----|
| 9.2.2 | Register Descriptions | 262 |
| 9.3 | Port 2 | 264 |
| 9.3.1 | Overview | 264 |
| 9.3.2 | Register Descriptions | 265 |
| 9.4 | Port 3 | 268 |
| 9.4.1 | Overview | 268 |
| 9.4.2 | Register Descriptions | 268 |
| 9.5 | Port 4 | 270 |
| 9.5.1 | Overview | 270 |
| 9.5.2 | Register Descriptions | 271 |
| 9.6 | Port 5 | 274 |
| 9.6.1 | Overview | 274 |
| 9.6.2 | Register Descriptions | 275 |
| 9.7 | Port 6 | 278 |
| 9.7.1 | Overview | 278 |
| 9.7.2 | Register Descriptions | 279 |
| 9.8 | Port 7 | 282 |
| 9.8.1 | Overview | 282 |
| 9.8.2 | Register Description | 283 |
| 9.9 | Port 8 | 284 |
| 9.9.1 | Overview | 284 |
| 9.9.2 | Register Descriptions | 285 |
| 9.10 | Port 9 | 289 |
| 9.10.1 | Overview | 289 |
| 9.10.2 | Register Descriptions | 290 |
| 9.11 | Port A | 294 |
| 9.11.1 | Overview | 294 |
| 9.11.2 | Register Descriptions | 296 |
| 9.11.3 | Pin Functions | 298 |
| 9.12 | Port B | 306 |
| 9.12.1 | Overview | 306 |
| 9.12.2 | Register Descriptions | 308 |
| 9.12.3 | Pin Functions | 310 |
| Section 10 16-Bit Integrated Timer Unit (ITU) | | 315 |
| 10.1 | Overview | 315 |
| 10.1.1 | Features | 315 |
| 10.1.2 | Block Diagrams | 318 |
| 10.1.3 | Input/Output Pins | 323 |
| 10.1.4 | Register Configuration | 324 |

| | | |
|--|---|-----|
| 10.2 | Register Descriptions | 327 |
| 10.2.1 | Timer Start Register (TSTR)..... | 327 |
| 10.2.2 | Timer Synchro Register (TSNC) | 328 |
| 10.2.3 | Timer Mode Register (TMDR)..... | 330 |
| 10.2.4 | Timer Function Control Register (TFCR)..... | 333 |
| 10.2.5 | Timer Output Master Enable Register (TOER) | 335 |
| 10.2.6 | Timer Output Control Register (TOCR) | 337 |
| 10.2.7 | Timer Counters (TCNT) | 338 |
| 10.2.8 | General Registers (GRA, GRB)..... | 339 |
| 10.2.9 | Buffer Registers (BRA, BRB)..... | 340 |
| 10.2.10 | Timer Control Registers (TCR) | 341 |
| 10.2.11 | Timer I/O Control Register (TIOR)..... | 343 |
| 10.2.12 | Timer Status Register (TSR)..... | 345 |
| 10.2.13 | Timer Interrupt Enable Register (TIER)..... | 347 |
| 10.3 | CPU Interface..... | 349 |
| 10.3.1 | 16-Bit Accessible Registers | 349 |
| 10.3.2 | 8-Bit Accessible Registers | 351 |
| 10.4 | Operation..... | 352 |
| 10.4.1 | Overview..... | 352 |
| 10.4.2 | Basic Functions..... | 353 |
| 10.4.3 | Synchronization | 362 |
| 10.4.4 | PWM Mode..... | 364 |
| 10.4.5 | Reset-Synchronized PWM Mode..... | 368 |
| 10.4.6 | Complementary PWM Mode..... | 371 |
| 10.4.7 | Phase Counting Mode | 380 |
| 10.4.8 | Buffering..... | 382 |
| 10.4.9 | ITU Output Timing..... | 389 |
| 10.5 | Interrupts | 391 |
| 10.5.1 | Setting of Status Flags..... | 391 |
| 10.5.2 | Clearing of Status Flags..... | 393 |
| 10.5.3 | Interrupt Sources and DMA Controller Activation | 394 |
| 10.6 | Usage Notes | 395 |
| Section 11 Programmable Timing Pattern Controller..... | | 411 |
| 11.1 | Overview..... | 411 |
| 11.1.1 | Features | 411 |
| 11.1.2 | Block Diagram..... | 412 |
| 11.1.3 | TPC Pins | 413 |
| 11.1.4 | Registers..... | 414 |
| 11.2 | Register Descriptions | 415 |

| | | |
|--------------------------------|---|-----|
| 11.2.1 | Port A Data Direction Register (PADDR)..... | 415 |
| 11.2.2 | Port A Data Register (PADR)..... | 415 |
| 11.2.3 | Port B Data Direction Register (PBDDR)..... | 416 |
| 11.2.4 | Port B Data Register (PBDR)..... | 416 |
| 11.2.5 | Next Data Register A (NDRA)..... | 417 |
| 11.2.6 | Next Data Register B (NDRB)..... | 419 |
| 11.2.7 | Next Data Enable Register A (NDERA)..... | 421 |
| 11.2.8 | Next Data Enable Register B (NDERB)..... | 422 |
| 11.2.9 | TPC Output Control Register (TPCR)..... | 423 |
| 11.2.10 | TPC Output Mode Register (TPMR)..... | 425 |
| 11.3 | Operation..... | 427 |
| 11.3.1 | Overview..... | 427 |
| 11.3.2 | Output Timing..... | 428 |
| 11.3.3 | Normal TPC Output..... | 429 |
| 11.3.4 | Non-Overlapping TPC Output..... | 431 |
| 11.3.5 | TPC Output Triggering by Input Capture..... | 433 |
| 11.4 | Usage Notes..... | 434 |
| 11.4.1 | Operation of TPC Output Pins..... | 434 |
| 11.4.2 | Note on Non-Overlapping Output..... | 434 |
| Section 12 Watchdog Timer..... | | 437 |
| 12.1 | Overview..... | 437 |
| 12.1.1 | Features..... | 437 |
| 12.1.2 | Block Diagram..... | 438 |
| 12.1.3 | Pin Configuration..... | 438 |
| 12.1.4 | Register Configuration..... | 439 |
| 12.2 | Register Descriptions..... | 439 |
| 12.2.1 | Timer Counter (TCNT)..... | 439 |
| 12.2.2 | Timer Control/Status Register (TCSR)..... | 440 |
| 12.2.3 | Reset Control/Status Register (RSTCSR)..... | 442 |
| 12.2.4 | Notes on Register Access..... | 443 |
| 12.3 | Operation..... | 445 |
| 12.3.1 | Watchdog Timer Operation..... | 445 |
| 12.3.2 | Interval Timer Operation..... | 446 |
| 12.3.3 | Timing of Setting of Overflow Flag (OVF)..... | 446 |
| 12.3.4 | Timing of Setting of Watchdog Timer Reset Bit (WRST)..... | 447 |
| 12.4 | Interrupts..... | 448 |
| 12.5 | Usage Notes..... | 448 |
| 12.6 | Notes..... | 449 |

| | | |
|------------|---------------------------------------|-----|
| Section 13 | Serial Communication Interface | 451 |
| 13.1 | Overview | 451 |
| 13.1.1 | Features | 451 |
| 13.1.2 | Block Diagram | 453 |
| 13.1.3 | Input/Output Pins | 454 |
| 13.1.4 | Register Configuration | 454 |
| 13.2 | Register Descriptions | 455 |
| 13.2.1 | Receive Shift Register (RSR) | 455 |
| 13.2.2 | Receive Data Register (RDR) | 455 |
| 13.2.3 | Transmit Shift Register (TSR) | 456 |
| 13.2.4 | Transmit Data Register (TDR) | 456 |
| 13.2.5 | Serial Mode Register (SMR) | 457 |
| 13.2.6 | Serial Control Register (SCR) | 460 |
| 13.2.7 | Serial Status Register (SSR) | 464 |
| 13.2.8 | Bit Rate Register (BRR) | 468 |
| 13.3 | Operation | 480 |
| 13.3.1 | Overview | 480 |
| 13.3.2 | Operation in Asynchronous Mode | 482 |
| 13.3.3 | Multiprocessor Communication | 491 |
| 13.3.4 | Synchronous Operation | 498 |
| 13.4 | SCI Interrupts | 506 |
| 13.5 | Usage Notes | 507 |
| Section 14 | Smart Card Interface | 509 |
| 14.1 | Overview | 509 |
| 14.1.1 | Features | 509 |
| 14.1.2 | Block Diagram | 510 |
| 14.1.3 | Input/Output Pins | 511 |
| 14.1.4 | Register Configuration | 511 |
| 14.2 | Register Descriptions | 512 |
| 14.2.1 | Smart Card Mode Register (SCMR) | 512 |
| 14.2.2 | Serial Status Register (SSR) | 513 |
| 14.2.3 | Serial Mode Register (SMR) | 515 |
| 14.2.4 | Serial Control Register (SCR) | 516 |
| 14.3 | Operation | 517 |
| 14.3.1 | Overview | 517 |
| 14.3.2 | Pin Connections | 517 |
| 14.3.3 | Data Format | 519 |
| 14.3.4 | Register Settings | 520 |
| 14.3.5 | Clock | 522 |

| | | |
|-------------------|--|------------|
| 14.3.6 | Transmitting and Receiving Data | 524 |
| 14.4 | Usage Notes | 531 |
| Section 15 | A/D Converter | 535 |
| 15.1 | Overview | 535 |
| 15.1.1 | Features | 535 |
| 15.1.2 | Block Diagram | 536 |
| 15.1.3 | Input Pins | 537 |
| 15.1.4 | Register Configuration | 538 |
| 15.2 | Register Descriptions | 539 |
| 15.2.1 | A/D Data Registers A to D (ADDRA to ADDRD) | 539 |
| 15.2.2 | A/D Control/Status Register (ADCSR) | 540 |
| 15.2.3 | A/D Control Register (ADCR) | 542 |
| 15.3 | CPU Interface | 543 |
| 15.4 | Operation | 544 |
| 15.4.1 | Single Mode (SCAN = 0) | 544 |
| 15.4.2 | Scan Mode (SCAN = 1) | 546 |
| 15.4.3 | Input Sampling and A/D Conversion Time | 548 |
| 15.4.4 | External Trigger Input Timing | 549 |
| 15.5 | Interrupts | 550 |
| 15.6 | Usage Notes | 550 |
| Section 16 | D/A Converter | 557 |
| 16.1 | Overview | 557 |
| 16.1.1 | Features | 557 |
| 16.1.2 | Block Diagram | 558 |
| 16.1.3 | Input/Output Pins | 559 |
| 16.1.4 | Register Configuration | 559 |
| 16.2 | Register Descriptions | 560 |
| 16.2.1 | D/A Data Registers 0 and 1 (DADR0/1) | 560 |
| 16.2.2 | D/A Control Register (DACR) | 560 |
| 16.2.3 | D/A Standby Control Register (DASTCR) | 562 |
| 16.3 | Operation | 563 |
| 16.4 | D/A Output Control | 564 |
| 16.5 | Usage Notes | 564 |
| Section 17 | RAM | 565 |
| 17.1 | Overview | 565 |
| 17.1.1 | Block Diagram | 566 |
| 17.1.2 | Register Configuration | 566 |

| | | |
|---|--|-----|
| 17.2 | System Control Register (SYSCR) | 567 |
| 17.3 | Operation..... | 568 |
| Section 18 ROM (H8/3048ZTAT and Mask-ROM Versions)..... | | 569 |
| 18.1 | Overview..... | 569 |
| 18.1.1 | Block Diagram..... | 570 |
| 18.2 | PROM Mode..... | 571 |
| 18.2.1 | PROM Mode Setting..... | 571 |
| 18.2.2 | Socket Adapter and Memory Map | 571 |
| 18.3 | PROM Programming | 573 |
| 18.3.1 | Programming and Verification..... | 574 |
| 18.3.2 | Programming Precautions | 578 |
| 18.3.3 | Reliability of Programmed Data | 579 |
| 18.4 | Notes on Ordering Mask ROM Version Chip..... | 580 |
| Section 19 Flash Memory (H8/3048F: Dual Power Supply ($V_{PP} = 12\text{ V}$))..... | | 583 |
| 19.1 | Overview..... | 583 |
| 19.2 | Flash Memory Overview..... | 584 |
| 19.2.1 | Flash Memory Operation | 584 |
| 19.2.2 | Mode Programming and Flash Memory Address Space..... | 585 |
| 19.2.3 | Features | 586 |
| 19.2.4 | Block Diagram..... | 587 |
| 19.2.5 | Input/Output Pins | 588 |
| 19.2.6 | Register Configuration..... | 588 |
| 19.3 | Flash Memory Register Descriptions..... | 589 |
| 19.3.1 | Flash Memory Control Register..... | 589 |
| 19.3.2 | Erase Block Register 1 | 592 |
| 19.3.3 | Erase Block Register 2 | 593 |
| 19.3.4 | RAM Control Register (RAMCR)..... | 595 |
| 19.4 | On-Board Programming Modes..... | 596 |
| 19.4.1 | Boot Mode | 597 |
| 19.4.2 | User Program Mode..... | 602 |
| 19.5 | Programming and Erasing Flash Memory..... | 604 |
| 19.5.1 | Program Mode | 605 |
| 19.5.2 | Program-Verify Mode..... | 605 |
| 19.5.3 | Programming Flowchart and Sample Program | 606 |
| 19.5.4 | Erase Mode | 609 |
| 19.5.5 | Erase-Verify Mode..... | 609 |
| 19.5.6 | Erasing Flowchart and Sample Program..... | 610 |
| 19.5.7 | Prewrite-Verify Mode..... | 624 |

| | | |
|--|---|---------|
| 19.5.8 | Protect Modes | 625 |
| 19.5.9 | NMI Input Masking | 628 |
| 19.6 | Flash Memory Emulation by RAM..... | 629 |
| 19.7 | Flash Memory PROM Mode..... | 631 |
| 19.7.1 | PROM Mode Setting..... | 631 |
| 19.7.2 | Socket Adapter and Memory Map | 632 |
| 19.7.3 | Operation in PROM Mode..... | 634 |
| 19.8 | Flash Memory Programming and Erasing Precautions (Dual-Power Supply)..... | 643 |
| 19.9 | Notes when Converting the F-ZTAT (Dual-Power Supply) Application Software to the Mask-ROM Versions | 651 |
| Section 20 Clock Pulse Generator | | 653 |
| 20.1 | Overview..... | 653 |
| 20.1.1 | Block Diagram | 654 |
| 20.2 | Oscillator Circuit..... | 655 |
| 20.2.1 | Connecting a Crystal Resonator..... | 655 |
| 20.2.2 | External Clock Input | 657 |
| 20.3 | Duty Adjustment Circuit..... | 659 |
| 20.4 | Prescalers | 659 |
| 20.5 | Frequency Divider | 660 |
| 20.5.1 | Register Configuration..... | 660 |
| 20.5.2 | Division Control Register (DIVCR) | 660 |
| 20.5.3 | Usage Notes | 661 |
| Section 21 Power-Down State | | 663 |
| 21.1 | Overview..... | 663 |
| 21.2 | Register Configuration..... | 665 |
| 21.2.1 | System Control Register (SYSCR)..... | 665 |
| 21.2.2 | Module Standby Control Register (MSTCR) | 667 |
| 21.3 | Sleep Mode | 669 |
| 21.3.1 | Transition to Sleep Mode..... | 669 |
| 21.3.2 | Exit from Sleep Mode..... | 669 |
| 21.4 | Software Standby Mode..... | 669 |
| 21.4.1 | Transition to Software Standby Mode | 669 |
| 21.4.2 | Exit from Software Standby Mode | 670 |
| 21.4.3 | Selection of Waiting Time for Exit from Software Standby Mode..... | 670 |
| 21.4.4 | Sample Application of Software Standby Mode..... | 672 |
| 21.4.5 | Note..... | 672 |
| 21.5 | Hardware Standby Mode | 673 |
| 21.5.1 | Transition to Hardware Standby Mode..... | 673 |

| | | |
|--|---|------------|
| 21.5.2 | Exit from Hardware Standby Mode | 673 |
| 21.5.3 | Timing for Hardware Standby Mode | 673 |
| 21.6 | Module Standby Function | 674 |
| 21.6.1 | Module Standby Timing | 674 |
| 21.6.2 | Read/Write in Module Standby | 674 |
| 21.6.3 | Usage Notes | 675 |
| 21.7 | System Clock Output Disabling Function | 676 |
| Section 22 Electrical Characteristics | | 677 |
| 22.1 | Electrical Characteristics for H8/3048 ZTAT (PROM) and On-Chip Mask ROM Versions | 679 |
| 22.1.1 | Absolute Maximum Ratings | 679 |
| 22.1.2 | DC Characteristics | 680 |
| 22.1.3 | AC Characteristics | 686 |
| 22.1.4 | A/D Conversion Characteristics | 693 |
| 22.1.5 | D/A Conversion Characteristics | 694 |
| 22.2 | Electrical Characteristics of H8/3048F (Dual-Power Supply) | 695 |
| 22.2.1 | Absolute Maximum Ratings | 695 |
| 22.2.2 | DC Characteristics | 696 |
| 22.2.3 | AC Characteristics | 703 |
| 22.2.4 | A/D Conversion Characteristics | 709 |
| 22.2.5 | D/A Conversion Characteristics | 710 |
| 22.2.6 | Flash Memory Characteristics | 711 |
| 22.3 | Operational Timing | 712 |
| 22.3.1 | Bus Timing | 712 |
| 22.3.2 | Refresh Controller Bus Timing | 716 |
| 22.3.3 | Control Signal Timing | 721 |
| 22.3.4 | Clock Timing | 723 |
| 22.3.5 | TPC and I/O Port Timing | 723 |
| 22.3.6 | ITU Timing | 724 |
| 22.3.7 | SCI Input/Output Timing | 725 |
| 22.3.8 | DMAC Timing | 726 |
| Appendix A Instruction Set | | 727 |
| A.1 | Instruction List | 727 |
| A.2 | Operation Code Map | 742 |
| A.3 | Number of States Required for Execution | 745 |
| Appendix B Internal I/O Register | | 755 |
| B.1 | Addresses | 756 |

| | | |
|------------|--|-----|
| B.2 | Function | 764 |
| | | |
| Appendix C | I/O Port Block Diagrams..... | 844 |
| C.1 | Port 1 Block Diagram | 844 |
| C.2 | Port 2 Block Diagram | 845 |
| C.3 | Port 3 Block Diagram | 846 |
| C.4 | Port 4 Block Diagram | 847 |
| C.5 | Port 5 Block Diagram | 848 |
| C.6 | Port 6 Block Diagrams..... | 849 |
| C.7 | Port 7 Block Diagrams..... | 853 |
| C.8 | Port 8 Block Diagrams..... | 854 |
| C.9 | Port 9 Block Diagrams..... | 857 |
| C.10 | Port A Block Diagrams..... | 861 |
| C.11 | Port B Block Diagrams | 865 |
| | | |
| Appendix D | Pin States..... | 869 |
| D.1 | Port States in Each Mode | 869 |
| D.2 | Pin States at Reset..... | 872 |
| | | |
| Appendix E | Timing of Transition to and Recovery from Hardware Standby Mode | 875 |
| | | |
| Appendix F | Product Code Lineup..... | 876 |
| | | |
| Appendix G | Package Dimensions..... | 877 |

Section 1 Overview

1.1 Overview

The H8/3048 Group is a series of microcontrollers (MCUs) that integrate system supporting functions together with an H8/300H CPU core having an original Renesas Technology architecture.

The H8/300H CPU has a 32-bit internal architecture with sixteen 16-bit general registers, and a concise, optimized instruction set designed for speed. It can address a 16-Mbyte linear address space. Its instruction set is upward-compatible at the object-code level with the H8/300 CPU, enabling easy porting of software from the H8/300 Series.

The on-chip system supporting functions include ROM, RAM, a 16-bit integrated timer unit (ITU), a programmable timing pattern controller (TPC), a watchdog timer (WDT), a serial communication interface (SCI), an A/D converter, a D/A converter, I/O ports, a direct memory access controller (DMAC), a refresh controller, and other facilities.

The four members of the H8/3048 Group are the H8/3048, the H8/3047, H8/3045, and the H8/3044. The H8/3048 has 128 kbytes of ROM and 4 kbytes of RAM. The H8/3047 has 96 kbytes of ROM and 4 kbytes of RAM. The H8/3045 has 64 kbytes of ROM and 2 kbytes of RAM. The H8/3044 has 32 kbytes of ROM and 2 kbytes of RAM.

Seven MCU operating modes offer a choice of data bus width and address space size. The modes (modes 1 to 7) include one single-chip mode and six expanded modes.

In addition to the mask ROM versions of the H8/3048 Group, the H8/3048 has a ZTAT™*1 version with user-programmable on-chip PROM and an F-ZTAT™*2 version with on-chip flash memory that can be programmed on-board. These versions enable users to respond quickly and flexibly to changing application specifications, growing production volumes, and other conditions. The F-ZTAT™ version H8/3048F-ONE includes the on-chip emulator E10T.

Table 1.1 summarizes the features of the H8/3048 Group.

Notes: 1. ZTAT (Zero Turn-Around Time) is a trademark of Renesas Technology Corp.
2. F-ZTAT (Flexible ZTAT) is a trademark of Renesas Technology Corp.

Table 1.1 Features

| Feature | Description |
|----------------|--|
| CPU | <p>Upward-compatible with the H8/300 CPU at the object-code level</p> <ul style="list-style-type: none">• General-register machine<ul style="list-style-type: none">— Sixteen 16-bit general registers (also usable as sixteen 8-bit registers + eight 16-bit registers or eight 32-bit registers)• High-speed operation (flash memory version) H8/3048F<ul style="list-style-type: none">— Maximum clock rate: 16 MHz— Add/subtract: 125 ns— Multiply/divide: 875 ns• High-speed operation (mask ROM and PROM versions)<ul style="list-style-type: none">— Maximum clock rate: 18 MHz— Add/subtract: 111 ns— Multiply/divide: 778 ns• 16-Mbyte address space• Instruction features<ul style="list-style-type: none">— 8/16/32-bit data transfer, arithmetic, and logic instructions— Signed and unsigned multiply instructions (8 bits \times 8 bits, 16 bits \times 16 bits)— Signed and unsigned divide instructions (16 bits \div 8 bits, 32 bits \div 16 bits)— Bit accumulator function— Bit manipulation instructions with register-indirect specification of bit positions |

| Feature | Description |
|----------------------|--|
| Memory | <ul style="list-style-type: none">• H8/3048, H8/3048F<ul style="list-style-type: none">— ROM: 128 kbytes— RAM: 4 kbytes• H8/3047<ul style="list-style-type: none">— ROM: 96 kbytes— RAM: 4 kbytes• H8/3045<ul style="list-style-type: none">— ROM: 64 kbytes— RAM: 2 kbytes• H8/3044<ul style="list-style-type: none">— ROM: 32 kbytes— RAM: 2 kbytes |
| Interrupt controller | <ul style="list-style-type: none">• Seven external interrupt pins: NMI, IRQ0 to IRQ5• 30 internal interrupts• Three selectable interrupt priority levels |
| Bus controller | <ul style="list-style-type: none">• Address space can be partitioned into eight areas, with independent bus specifications in each area• Chip select output available for areas 0 to 7• 8-bit access or 16-bit access selectable for each area• Two-state or three-state access selectable for each area• Selection of four wait modes• Bus arbitration function |
| Refresh controller | <ul style="list-style-type: none">• DRAM refresh<ul style="list-style-type: none">— Directly connectable to 16-bit-wide DRAM— CAS-before-RAS refresh— Self-refresh mode selectable• Pseudo-static RAM refresh<ul style="list-style-type: none">— Self-refresh mode selectable• Usable as an interval timer |

| Feature | Description |
|--|---|
| DMA controller (DMAC) | <ul style="list-style-type: none">• Short address mode<ul style="list-style-type: none">— Maximum four channels available— Selection of I/O mode, idle mode, or repeat mode— Can be activated by compare match/input capture A interrupts from ITU channels 0 to 3, transmit-data-empty and receive-data-full interrupts from SCI channel 0, or external requests• Full address mode<ul style="list-style-type: none">— Maximum two channels available— Selection of normal mode or block transfer mode— Can be activated by compare match/input capture A interrupts from ITU channels 0 to 3, external requests, or auto-request |
| 16-bit integrated timer unit (ITU) | <ul style="list-style-type: none">• Five 16-bit timer channels, capable of processing up to 12 pulse outputs or 10 pulse inputs• 16-bit timer counter (channels 0 to 4)• Two multiplexed output compare/input capture pins (channels 0 to 4)• Operation can be synchronized (channels 0 to 4)• PWM mode available (channels 0 to 4)• Phase counting mode available (channel 2)• Buffering available (channels 3 and 4)• Reset-synchronized PWM mode available (channels 3 and 4)• Complementary PWM mode available (channels 3 and 4)• DMAC can be activated by compare match/input capture A interrupts (channels 0 to 3) |
| Programmable timing pattern controller (TPC) | <ul style="list-style-type: none">• Maximum 16-bit pulse output, using ITU as time base• Up to four 4-bit pulse output groups (or one 16-bit group, or two 8-bit groups)• Non-overlap mode available• Output data can be transferred by DMAC |
| Watchdog timer (WDT), 1 channel | <ul style="list-style-type: none">• Reset signal can be generated by overflow• Reset signal can be output externally• Usable as an interval timer |

| Feature | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|-----------------------------------|-------------------|----------------|-------------------|----------------|--------|---------|-----------------------------------|--------|---------|--------|---------|-----------------------------------|---------|---------|--------|-----------|-----------------------------------|--------|---------|--------|-----------|-----------------------------------|---------|---------|--------|---------|-----------------------------------|--------|---------|--------|-----------|-----------------------------------|--------|---------|--------|---------|---|---|---|
| Serial communication interface (SCI), 2 channels | <ul style="list-style-type: none"> • Selection of asynchronous or synchronous mode • Full duplex: can transmit and receive simultaneously • On-chip baud-rate generator • Smart card interface functions added (SCI0 only) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A/D converter | <ul style="list-style-type: none"> • Resolution: 10 bits • Eight channels, with selection of single or scan mode • Variable analog conversion voltage range • Sample-and-hold function • A/D conversion can be externally triggered | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D/A converter | <ul style="list-style-type: none"> • Resolution: 8 bits • Two channels • D/A outputs can be sustained in software standby mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| I/O ports | <ul style="list-style-type: none"> • 70 input/output pins • 8 input-only pins | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Operating modes | <ul style="list-style-type: none"> • Seven MCU operating modes <table border="1"> <thead> <tr> <th>Mode</th> <th>Address Space</th> <th>Address Pins</th> <th>Initial Bus Width</th> <th>Max. Bus Width</th> </tr> </thead> <tbody> <tr> <td>Mode 1</td> <td>1 Mbyte</td> <td>A₁₉ to A₀</td> <td>8 bits</td> <td>16 bits</td> </tr> <tr> <td>Mode 2</td> <td>1 Mbyte</td> <td>A₁₉ to A₀</td> <td>16 bits</td> <td>16 bits</td> </tr> <tr> <td>Mode 3</td> <td>16 Mbytes</td> <td>A₂₃ to A₀</td> <td>8 bits</td> <td>16 bits</td> </tr> <tr> <td>Mode 4</td> <td>16 Mbytes</td> <td>A₂₃ to A₀</td> <td>16 bits</td> <td>16 bits</td> </tr> <tr> <td>Mode 5</td> <td>1 Mbyte</td> <td>A₁₉ to A₀</td> <td>8 bits</td> <td>16 bits</td> </tr> <tr> <td>Mode 6</td> <td>16 Mbytes</td> <td>A₂₃ to A₀</td> <td>8 bits</td> <td>16 bits</td> </tr> <tr> <td>Mode 7</td> <td>1 Mbyte</td> <td>—</td> <td>—</td> <td>—</td> </tr> </tbody> </table> <ul style="list-style-type: none"> • On-chip ROM is disabled in modes 1 to 4 | Mode | Address Space | Address Pins | Initial Bus Width | Max. Bus Width | Mode 1 | 1 Mbyte | A ₁₉ to A ₀ | 8 bits | 16 bits | Mode 2 | 1 Mbyte | A ₁₉ to A ₀ | 16 bits | 16 bits | Mode 3 | 16 Mbytes | A ₂₃ to A ₀ | 8 bits | 16 bits | Mode 4 | 16 Mbytes | A ₂₃ to A ₀ | 16 bits | 16 bits | Mode 5 | 1 Mbyte | A ₁₉ to A ₀ | 8 bits | 16 bits | Mode 6 | 16 Mbytes | A ₂₃ to A ₀ | 8 bits | 16 bits | Mode 7 | 1 Mbyte | — | — | — |
| Mode | Address Space | Address Pins | Initial Bus Width | Max. Bus Width | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 1 | 1 Mbyte | A ₁₉ to A ₀ | 8 bits | 16 bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 2 | 1 Mbyte | A ₁₉ to A ₀ | 16 bits | 16 bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 3 | 16 Mbytes | A ₂₃ to A ₀ | 8 bits | 16 bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 4 | 16 Mbytes | A ₂₃ to A ₀ | 16 bits | 16 bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 5 | 1 Mbyte | A ₁₉ to A ₀ | 8 bits | 16 bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 6 | 16 Mbytes | A ₂₃ to A ₀ | 8 bits | 16 bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 7 | 1 Mbyte | — | — | — | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power-down state | <ul style="list-style-type: none"> • Sleep mode • Software standby mode • Hardware standby mode • Module standby function • Programmable system clock frequency division | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Feature | Description |
|---------|-------------|
|---------|-------------|

| | |
|----------------|---|
| Other features | <ul style="list-style-type: none"> On-chip clock pulse generator |
|----------------|---|

| Product lineup | Model (5 V) | Model (3 V) | Package | ROM |
|----------------|-------------|--------------|-------------------------|--------------|
| | HD64F3048TF | HD64F3048VTF | 100-pin TQFP (TFP-100B) | Flash memory |
| | HD64F3048F | HD64F3048VF | 100-pin QFP (FP-100B) | |
| | HD6473048TF | HD6473048VTF | 100-pin TQFP (TFP-100B) | PROM |
| | HD6473048F | HD6473048VF | 100-pin QFP (FP-100B) | |
| | HD6433048TF | HD6433048VTF | 100-pin TQFP (TFP-100B) | Mask ROM |
| | HD6433048F | HD6433048VF | 100-pin QFP (FP-100B) | |
| | HD6433047TF | HD6433047VTF | 100-pin TQFP (TFP-100B) | Mask ROM |
| | HD6433047F | HD6433047VF | 100-pin QFP (FP-100B) | |
| | HD6433045TF | HD6433045VTF | 100-pin TQFP (TFP-100B) | Mask ROM |
| | HD6433045F | HD6433045VF | 100-pin QFP (FP-100B) | |
| | HD6433044TF | HD6433044VTF | 100-pin TQFP (TFP-100B) | Mask ROM |
| | HD6433044F | HD6433044VF | 100-pin QFP (FP-100B) | |

1.2 Block Diagram

Figure 1.1 shows an internal block diagram.

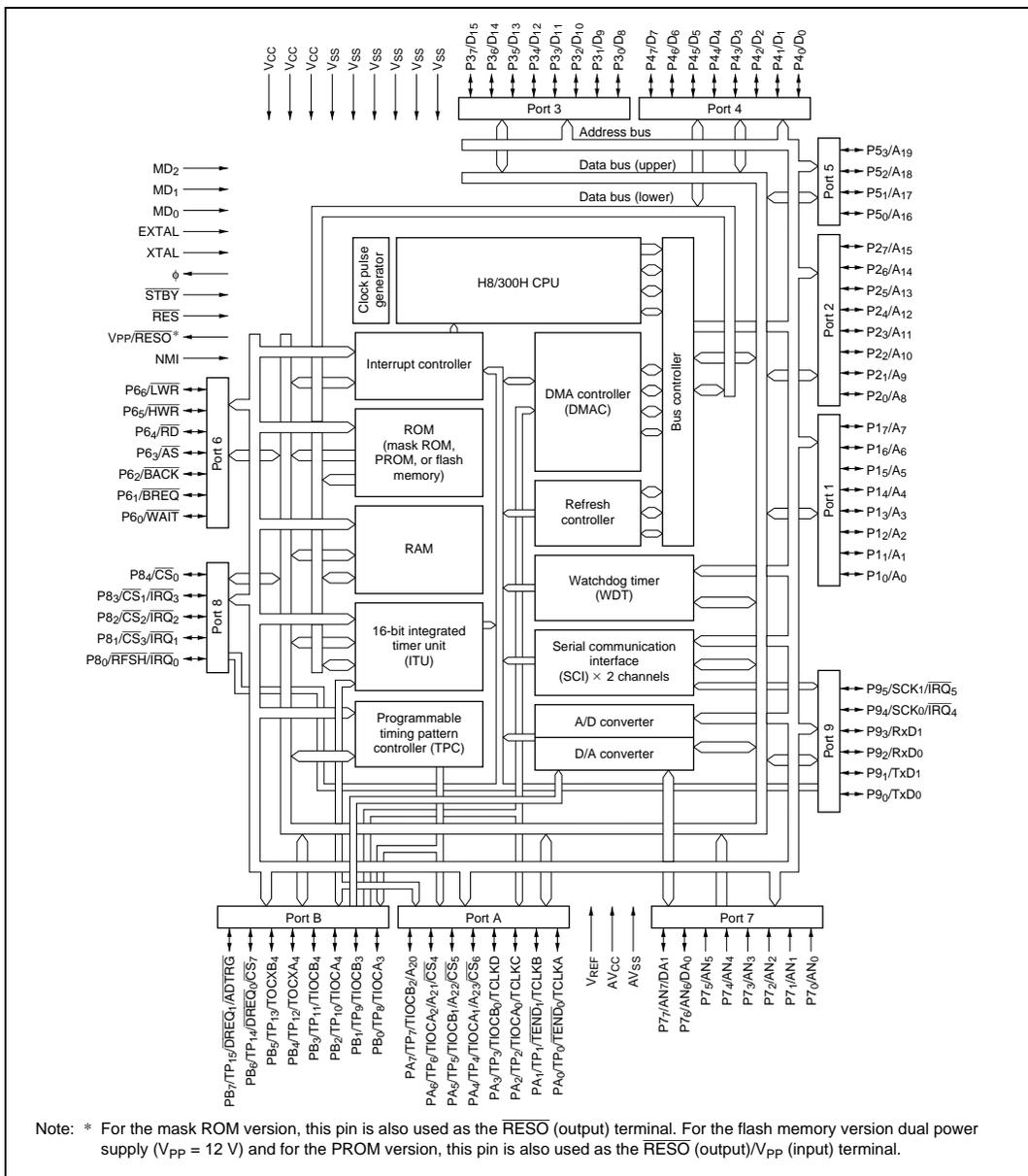


Figure 1.1 Block Diagram

1.3 Pin Description

1.3.1 Pin Arrangement

Figure 1.2 shows the pin arrangement of the H8/3048 Group.

The pin arrangement of the H8/3048 Group is shown in figure 1.2. Differences in the H8/3048 Group pin arrangements are shown in table 1.2. Except for the differences shown in table 1.2, the pin arrangements are the same.

Table 1.2 Comparison of H8/3048 Group Pin Arrangements

| Package | Pin Number | H8/3048 ZTAT | H8/3048 Mask ROM Version | H8/3047 Mask ROM Version | H8/3045 Mask ROM Version | H8/3044 Mask ROM Version | H8/3048F |
|-----------------------|------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| FP-100B (TFP-100B) | 1 | V_{CC} | V_{CC} | V_{CC} | V_{CC} | V_{CC} | V_{CC} |
| | 10 | V_{PP}/\overline{RESO} | \overline{RESO} | \overline{RESO} | \overline{RESO} | \overline{RESO} | V_{PP}/\overline{RESO} |

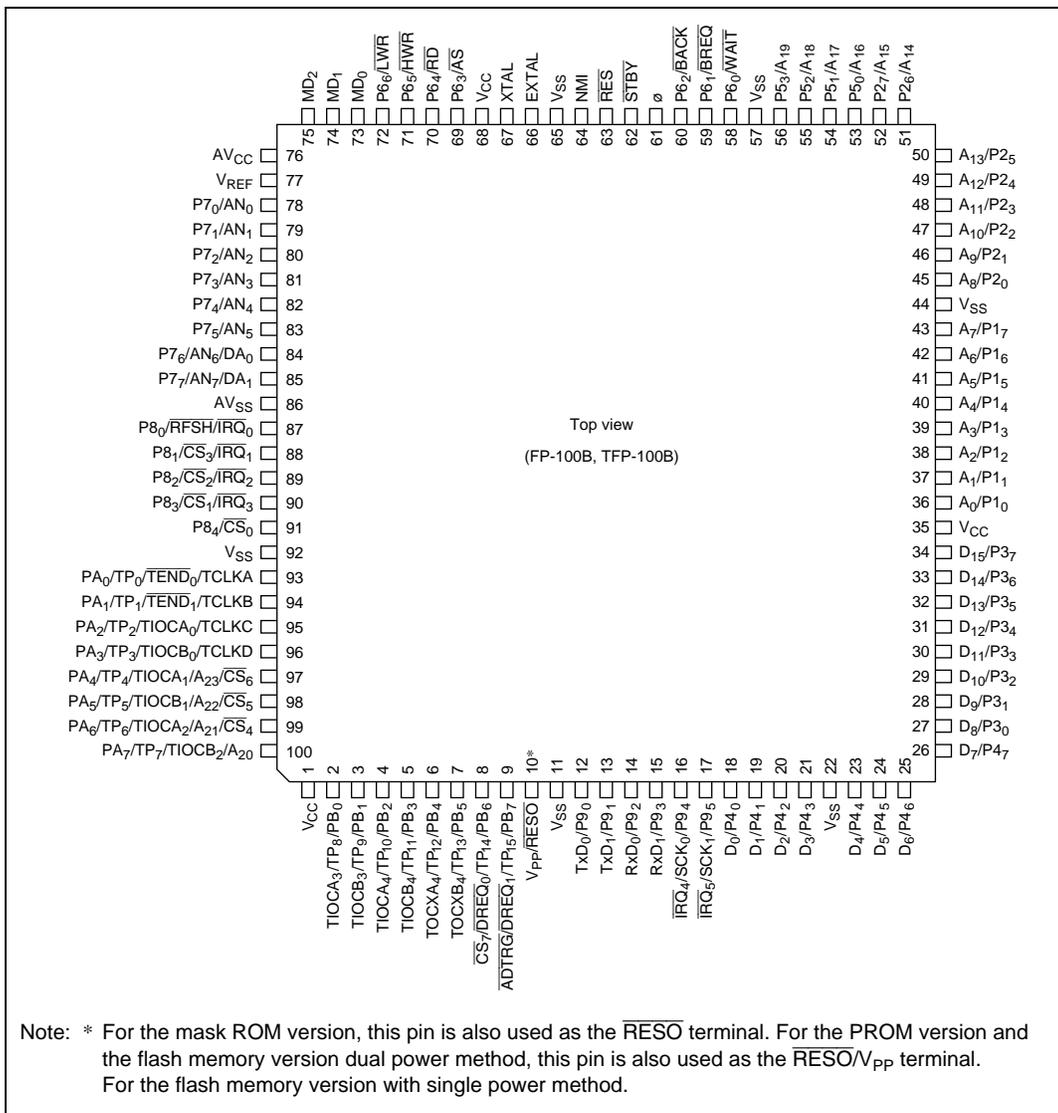


Figure 1.2 Pin Arrangement of H8/3048ZTAT, H8/3048 Mask ROM Version, H8/3047 Mask ROM Version, H8/3045 Mask ROM Version, H8/3044 Mask ROM Version, and H8/3048F (FP-100B or TFP-100B, Top View)

1.3.2 Pin Assignments in Each Mode

Table 1.3 lists the pin assignments in each mode.

Table 1.3 Pin Assignments in Each Mode (FP-100B or TFP-100B)

| Pin No. | Pin Name | | | | | | | PROM Mode | | Remarks |
|---------|---|---|---|---|---|---|---|-----------------|-----------------|---|
| | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 | EPROM | Flash | |
| 1*3 | V _{CC} | V _{CC} | V _{CC} | Mask ROM version, PROM version and flash memory version with dual power supply. |
| 2 | PB ₀ /TP ₈ / TIOCA ₃ | B ₀ /TP ₈ / TIOCA ₃ | B ₀ /TP ₈ / TIOCA ₃ | B ₀ /TP ₈ / TIOCA ₃ | B ₀ /TP ₈ / TIOCA ₃ | B ₀ /TP ₈ / TIOCA ₃ | B ₀ /TP ₈ / TIOCA ₃ | NC | NC | |
| 3 | PB ₁ /TP ₉ / TIOCB ₃ | NC | NC | |
| 4 | PB ₂ /TP ₁₀ / TIOCA ₄ | NC | NC | |
| 5 | PB ₃ /TP ₁₁ / TIOCB ₄ | NC | NC | |
| 6 | PB ₄ /TP ₁₂ / TOCXA ₄ | NC | NC | |
| 7 | PB ₅ /TP ₁₃ / TOCXB ₄ | NC | NC | |
| 8 | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | PB ₆ /TP ₁₄ / DREQ ₀ / CS ₇ | NC | NC | |
| 9 | PB ₇ /TP ₁₅ / DREQ ₁ / ADTRG | NC | NC | |

| Pin No. | Pin Name | | | | | | | PROM Mode | | Remarks |
|---------|--|--|--|--|--|--|--|-----------------|------------------|---|
| | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 | EPROM | Flash | |
| | | | | | | | | | | |
| 10*4 | RESO | V _{PP} | V _{PP} | Mask ROM version, PROM version and flash memory version with dual power supply. |
| 11 | V _{SS} | V _{SS} | V _{SS} | |
| 12 | P9 ₀ /TxD ₀ | NC | NC | |
| 13 | P9 ₁ /TxD ₁ | NC | NC | |
| 14 | P9 ₂ /RxD ₀ | NC | NC | |
| 15 | P9 ₃ /RxD ₁ | NC | NC | |
| 16 | P9 ₄ /SCK ₀ / IRQ ₄ | NC | NC | |
| 17 | P9 ₅ /SCK ₁ / IRQ ₅ | NC | NC | |
| 18 | P4 ₀ /D ₀ *1 | P4 ₀ /D ₀ *2 | P4 ₀ /D ₀ *1 | P4 ₀ /D ₀ *2 | P4 ₀ /D ₀ *1 | P4 ₀ /D ₀ *1 | P4 ₀ | NC | NC | |
| 19 | P4 ₁ /D ₁ *1 | P4 ₁ /D ₁ *2 | P4 ₁ /D ₁ *1 | P4 ₁ /D ₁ *2 | P4 ₁ /D ₁ *1 | P4 ₁ /D ₁ *1 | P4 ₁ | NC | NC | |
| 20 | P4 ₂ /D ₂ *1 | P4 ₂ /D ₂ *2 | P4 ₂ /D ₂ *1 | P4 ₂ /D ₂ *2 | P4 ₂ /D ₂ *1 | P4 ₂ /D ₂ *1 | P4 ₂ | NC | NC | |
| 21 | P4 ₃ /D ₃ *1 | P4 ₃ /D ₃ *2 | P4 ₃ /D ₃ *1 | P4 ₃ /D ₃ *2 | P4 ₃ /D ₃ *1 | P4 ₃ /D ₃ *1 | P4 ₃ | NC | NC | |
| 22 | V _{SS} | V _{SS} | V _{SS} | |
| 23 | P4 ₄ /D ₄ *1 | P4 ₄ /D ₄ *2 | P4 ₄ /D ₄ *1 | P4 ₄ /D ₄ *2 | P4 ₄ /D ₄ *1 | P4 ₄ /D ₄ *1 | P4 ₄ | NC | NC | |
| 24 | P4 ₅ /D ₅ *1 | P4 ₅ /D ₅ *2 | P4 ₅ /D ₅ *1 | P4 ₅ /D ₅ *2 | P4 ₅ /D ₅ *1 | P4 ₅ /D ₅ *1 | P4 ₅ | NC | NC | |
| 25 | P4 ₆ /D ₆ *1 | P4 ₆ /D ₆ *2 | P4 ₆ /D ₆ *1 | P4 ₆ /D ₆ *2 | P4 ₆ /D ₆ *1 | P4 ₆ /D ₆ *1 | P4 ₆ | NC | NC | |
| 26 | P4 ₇ /D ₇ *1 | P4 ₇ /D ₇ *2 | P4 ₇ /D ₇ *1 | P4 ₇ /D ₇ *2 | P4 ₇ /D ₇ *1 | P4 ₇ /D ₇ *1 | P4 ₇ | NC | NC | |
| 27 | D ₈ | P3 ₀ | EO ₀ | I/O ₀ | |
| 28 | D ₉ | P3 ₁ | EO ₁ | I/O ₁ | |
| 29 | D ₁₀ | P3 ₂ | EO ₂ | I/O ₂ | |
| 30 | D ₁₁ | P3 ₃ | EO ₃ | I/O ₃ | |
| 31 | D ₁₂ | P3 ₄ | EO ₄ | I/O ₄ | |
| 32 | D ₁₃ | P3 ₅ | EO ₅ | I/O ₅ | |
| 33 | D ₁₄ | P3 ₆ | EO ₆ | I/O ₆ | |

Pin Name

| Pin No. | Pin Name | | | | | | | PROM Mode | | Remarks |
|---------|---------------------------|---------------------------|---------------------------|---------------------------|----------------------------------|----------------------------------|-----------------|------------------|------------------|---------|
| | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 | EPROM | Flash | |
| 34 | D ₁₅ | D ₁₅ | P3 ₇ | EO ₇ | I/O ₇ | |
| 35 | V _{CC} | V _{CC} | V _{CC} | V _{CC} | V _{CC} | |
| 36 | A ₀ | A ₀ | A ₀ | A ₀ | P1 ₀ /A ₀ | P1 ₀ /A ₀ | P1 ₀ | EA ₀ | A ₀ | |
| 37 | A ₁ | A ₁ | A ₁ | A ₁ | P1 ₁ /A ₁ | P1 ₁ /A ₁ | P1 ₁ | EA ₁ | A ₁ | |
| 38 | A ₂ | A ₂ | A ₂ | A ₂ | P1 ₂ /A ₂ | P1 ₂ /A ₂ | P1 ₂ | EA ₂ | A ₂ | |
| 39 | A ₃ | A ₃ | A ₃ | A ₃ | P1 ₃ /A ₃ | P1 ₃ /A ₃ | P1 ₃ | EA ₃ | A ₃ | |
| 40 | A ₄ | A ₄ | A ₄ | A ₄ | P1 ₄ /A ₄ | P1 ₄ /A ₄ | P1 ₄ | EA ₄ | A ₄ | |
| 41 | A ₅ | A ₅ | A ₅ | A ₅ | P1 ₅ /A ₅ | P1 ₅ /A ₅ | P1 ₅ | EA ₅ | A ₅ | |
| 42 | A ₆ | A ₆ | A ₆ | A ₆ | P1 ₆ /A ₆ | P1 ₆ /A ₆ | P1 ₆ | EA ₆ | A ₆ | |
| 43 | A ₇ | A ₇ | A ₇ | A ₇ | P1 ₇ /A ₇ | P1 ₇ /A ₇ | P1 ₇ | EA ₇ | A ₇ | |
| 44 | V _{SS} | V _{SS} | V _{SS} | V _{SS} | V _{SS} | |
| 56 | A ₁₉ | A ₁₉ | A ₁₉ | A ₁₉ | P5 ₃ /A ₁₉ | P5 ₃ /A ₁₉ | P5 ₃ | NC | NC | |
| 57 | V _{SS} | V _{SS} | V _{SS} | V _{SS} | V _{SS} | |
| 58 | P6 ₀ / WAIT | P6 ₀ / WAIT | P6 ₀ | EA ₁₅ | A ₁₅ | |
| 59 | P6 ₁ / BREQ | P6 ₁ / BREQ | P6 ₁ | NC | NC | |
| 60 | P6 ₂ / BACK | P6 ₂ / BACK | P6 ₂ | NC | NC | |
| 61 | φ | φ | φ | φ | φ | φ | φ | NC | NC | |
| 62 | STBY | STBY | STBY | STBY | STBY | STBY | STBY | V _{SS} | V _{CC} | |
| 63 | RES | RES | RES | RES | RES | RES | RES | NC | RES | |
| 64 | NMI | NMI | NMI | NMI | NMI | NMI | NMI | EA ₉ | A ₉ | |
| 65 | V _{SS} | V _{SS} | V _{SS} | V _{SS} | V _{SS} | |
| 66 | EXTAL | EXTAL | EXTAL | EXTAL | EXTAL | EXTAL | EXTAL | NC | EXTAL | |
| 67 | XTAL | XTAL | XTAL | XTAL | XTAL | XTAL | XTAL | NC | XTAL | |
| 68 | V _{CC} | V _{CC} | V _{CC} | V _{CC} | V _{CC} | |
| 69 | AS | AS | AS | AS | AS | AS | P6 ₃ | NC | A ₁₆ | |
| 70 | RD | RD | RD | RD | RD | RD | P6 ₄ | NC | NC | |
| 71 | HWR | HWR | HWR | HWR | HWR | HWR | P6 ₅ | NC | V _{CC} | |
| 72 | LWR | LWR | LWR | LWR | LWR | LWR | P6 ₆ | NC | NC | |
| 73 | MD ₀ | MD ₀ | MD ₀ | V _{SS} | V _{SS} | |
| 74 | MD ₁ | MD ₁ | MD ₁ | V _{SS} | V _{SS} | |
| 75 | MD ₂ | MD ₂ | MD ₂ | V _{SS} | V _{SS} | |

Pin Name

| Pin No. | Pin Name | | | | | | | PROM Mode | | Remarks |
|---------|---|---|---|---|---|---|---|---|------------------|-----------------|
| | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 | EPROM | Flash | |
| 76 | AV _{CC} | V _{CC} | V _{CC} | |
| 77 | V _{REF} | V _{CC} | V _{CC} | |
| 78 | P7 ₀ /AN ₀ | NC | NC | |
| 79 | P7 ₁ /AN ₁ | NC | NC | |
| 80 | P7 ₂ /AN ₂ | NC | NC | |
| 81 | P7 ₃ /AN ₃ | NC | NC | |
| 82 | P7 ₄ /AN ₄ | NC | NC | |
| 83 | P7 ₅ /AN ₅ | NC | NC | |
| 84 | P7 ₆ /AN ₆ / DA ₀ | NC | NC | |
| 85 | P7 ₇ /AN ₇ / DA ₁ | NC | NC | |
| 86 | AV _{SS} | V _{SS} | V _{SS} | |
| 87 | P8 ₀ / RFSH/ IRQ ₀ | P8 ₀ /IRQ ₀ | EA ₁₆ | NC |
| 88 | P8 ₁ /CS ₃ / IRQ ₁ | P8 ₁ /IRQ ₁ | PGM | NC |
| 89 | P8 ₂ /CS ₂ / IRQ ₂ | P8 ₂ /IRQ ₂ | NC | V _{CC} |
| 90 | P8 ₃ /CS ₁ / IRQ ₃ | P8 ₃ /IRQ ₃ | NC | WE |
| 91 | P8 ₄ /CS ₀ | P8 ₄ | NC | NC |
| 92 | V _{SS} | V _{SS} | V _{SS} |
| 93 | PA ₀ /TP ₀ / TEND ₀ / TCLKA | NC | NC |
| 94 | PA ₁ /TP ₁ / TEND ₁ / TCLKB | NC | NC |
| 95 | PA ₂ /TP ₂ / TIOCA ₀ / TCLKC | NC | NC |
| 96 | PA ₃ /TP ₃ / TIOCB ₀ / TCLKD | NC | NC |

Pin Name

| Pin No. | Pin Name | | | | | | | PROM Mode | | Remarks |
|---------|---|---|---|---|---|---|--|-----------|-------|---------|
| | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 | EPROM | Flash | |
| 97 | PA ₄ /TP ₄ / TIOCA ₁ / \overline{CS}_6 | PA ₄ /TP ₄ / TIOCA ₁ / A ₂₃ / \overline{CS}_6 | PA ₄ /TP ₄ / TIOCA ₁ | NC | NC | |
| 98 | PA ₅ /TP ₅ / TIOCB ₁ / \overline{CS}_5 | PA ₅ /TP ₅ / TIOCB ₁ / A ₂₂ / \overline{CS}_5 | PA ₅ /TP ₅ / TIOCB ₁ | NC | NC | |
| 99 | PA ₆ /TP ₆ / TIOCA ₂ / \overline{CS}_4 | PA ₆ /TP ₆ / TIOCA ₂ / A ₂₁ / \overline{CS}_4 | PA ₆ /TP ₆ / TIOCA ₂ | NC | NC | |
| 100 | PA ₇ /TP ₇ / TIOCB ₂ | PA ₇ /TP ₇ / TIOCB ₂ | A ₂₀ | A ₂₀ | PA ₇ /TP ₇ / TIOCB ₂ | A ₂₀ | PA ₇ /TP ₇ / TIOCB ₂ | NC | NC | |

- Notes:
- In modes 1, 3, 5, and 6 the P₄₀ to P₄₇ functions of pins P₄₀/D₀ to P₄₇/D₇ are selected after a reset, but they can be changed by software.
 - In modes 2 and 4 the D₀ to D₇ functions of pins P₄₀/D₀ to P₄₇/D₇ are selected after a reset, but they can be changed by software.
 - For the H8/3048 ZTAT version, H8/3048F version, H8/3048 mask ROM version, H8/3047 mask ROM version, H8/3045 mask ROM version, and H8/3044 mask ROM version, this pin is also used as the V_{CC} terminal.
 - For the H8/3048 ZTAT version, H8/3048F version, H8/3048 mask ROM version, H8/3047 mask ROM version, H8/3045 mask ROM version, and H8/3044 mask ROM version, this pin is used as the \overline{RESO} terminal.

1.3.3 Pin Functions

Table 1.4 summarizes the pin functions.

Table 1.4 Pin Functions

| Type | Symbol | Pin No. | I/O | Name and Function | | | |
|------------------------|------------------------------------|------------------------|--------|--|-----------------------|-----------------------|-----------------------|
| Power | V _{CC} | 1, 35, 68 | Input | Power: For connection to the power supply. Connect all V _{CC} pins to the system power supply. | | | |
| | V _{SS} | 11, 22, 44, 57, 65, 92 | Input | Ground: For connection to ground (0 V). Connect all V _{SS} pins to the 0-V system power supply. | | | |
| Clock | XTAL | 67 | Input | For connection to a crystal resonator. For examples of crystal resonator and external clock input, see section 20, Clock Pulse Generator. | | | |
| | EXTAL | 66 | Input | For connection to a crystal resonator or input of an external clock signal. For examples of crystal resonator and external clock input, see section 20, Clock Pulse Generator. | | | |
| | φ | 61 | Output | System clock: Supplies the system clock to external devices. | | | |
| Operating mode control | MD ₂ to MD ₀ | 75 to 73 | Input | Mode 2 to mode 0: For setting the operating mode, as follows. Inputs at these pins must not be changed during operation. | | | |
| | | | | MD₂ | MD₁ | MD₀ | Operating Mode |
| | | | | 0 | 0 | 0 | — |
| | | | | 0 | 0 | 1 | Mode 1 |
| | | | | 0 | 1 | 0 | Mode 2 |
| | | | | 0 | 1 | 1 | Mode 3 |
| | | | | 1 | 0 | 0 | Mode 4 |
| | | | | 1 | 0 | 1 | Mode 5 |
| | | | | 1 | 1 | 0 | Mode 6 |
| | | | | 1 | 1 | 1 | Mode 7 |

| Type | Symbol | Pin No. | I/O | Name and Function |
|---|--|-------------------------------------|------------------|---|
| System control | $\overline{\text{RES}}$ | 63 | Input | Reset input: When driven low, this pin resets the chip |
| | $\overline{\text{RESO}}$ ($\overline{\text{RESO}}/V_{\text{PP}}$) | 10 | Output | Reset output: For the mask ROM version, outputs a reset signal to external devices Also used as a power supply for on-board programming of the flash memory version with dual power supply. |
| | $\overline{\text{STBY}}$ | 62 | Input | Standby: When driven low, this pin forces a transition to hardware standby mode |
| | $\overline{\text{BREQ}}$ | 59 | Input | Bus request: Used by an external bus master to request the bus right |
| | $\overline{\text{BACK}}$ | 60 | Output | Bus request acknowledge: Indicates that the bus has been granted to an external bus master |
| | Interrupts | NMI | 64 | Input |
| $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ | | 17, 16, 90 to 87 | Input | Interrupt request 5 to 0: Maskable interrupt request pins |
| Address bus | A_{23} to A_0 | 97 to 100, 56 to 45, 43 to 36 | Output | Address bus: Outputs address signals |
| Data bus | D_{15} to D_0 | 34 to 23, 21 to 18 | Input/ output | Data bus: Bidirectional data bus |
| Bus control | $\overline{\text{CS}}_7$ to $\overline{\text{CS}}_0$ | 8, 97 to 99, 88 to 91 | Output | Chip select: Select signals for areas 7 to 0 |
| | $\overline{\text{AS}}$ | 69 | Output | Address strobe: Goes low to indicate valid address output on the address bus |
| | $\overline{\text{RD}}$ | 70 | Output | Read: Goes low to indicate reading from the external address space |
| | $\overline{\text{HWR}}$ | 71 | Output | High write: Goes low to indicate writing to the external address space; indicates valid data on the upper data bus (D_{15} to D_8). |
| | $\overline{\text{LWR}}$ | 72 | Output | Low write: Goes low to indicate writing to the external address space; indicates valid data on the lower data bus (D_7 to D_0). |
| | $\overline{\text{WAIT}}$ | 58 | Input | Wait: Requests insertion of wait states in bus cycles during access to the external address space |

| Type | Symbol | Pin No. | I/O | Name and Function |
|------------------------------------|--|----------------------|------------------|--|
| Refresh controller | $\overline{\text{RFSH}}$ | 87 | Output | Refresh: Indicates a refresh cycle |
| | $\overline{\text{CS}}_3$ | 88 | Output | Row address strobe $\overline{\text{RAS}}$: Row address strobe signal for DRAM connected to area 3 |
| | $\overline{\text{RD}}$ | 70 | Output | Column address strobe $\overline{\text{CAS}}$: Column address strobe signal for DRAM connected to area 3; used with 2WE DRAM. Write enable $\overline{\text{WE}}$: Write enable signal for DRAM connected to area 3; used with 2CAS DRAM. |
| | $\overline{\text{HWR}}$ | 71 | Output | Upper write $\overline{\text{UW}}$: Write enable signal for DRAM connected to area 3; used with 2WE DRAM. Upper column address strobe $\overline{\text{UCAS}}$: Column address strobe signal for DRAM connected to area 3; used with 2CAS DRAM. |
| | $\overline{\text{LWR}}$ | 72 | Output | Lower write $\overline{\text{LW}}$: Write enable signal for DRAM connected to area 3; used with 2WE DRAM. Lower column address strobe $\overline{\text{LCAS}}$: Column address strobe signal for DRAM connected to area 3; used with 2CAS DRAM. |
| DMA controller (DMAC) | $\overline{\text{DREQ}}_1$, $\overline{\text{DREQ}}_0$ | 9, 8 | Input | DMA request 1 and 0: DMAC activation requests |
| | $\overline{\text{TEND}}_1$, $\overline{\text{TEND}}_0$ | 94, 93 | Output | Transfer end 1 and 0: These signals indicate that the DMAC has ended a data transfer |
| 16-bit integrated timer unit (ITU) | TCLKD to TCLKA | 96 to 93 | Input | Clock input D to A: External clock inputs |
| | TIOCA ₄ to TIOCA ₀ | 4, 2, 99, 97, 95 | Input/ output | Input capture/output compare A4 to A0: GRA4 to GRA0 output compare or input capture, or PWM output |
| | TIOCB ₄ to TIOCB ₀ | 5, 3, 100, 98, 96 | Input/ output | Input capture/output compare B4 to B0: GRB4 to GRB0 output compare or input capture |
| | TOCXA ₄ | 6 | Output | Output compare XA4: PWM output |
| | TOCXB ₄ | 7 | Output | Output compare XB4: PWM output |

| Type | Symbol | Pin No. | I/O | Name and Function |
|--|-------------------------------------|-----------------------|------------------|--|
| Programmable timing pattern controller (TPC) | TP ₁₅ to TP ₀ | 9 to 2, 100 to 93 | Output | TPC output 15 to 0: Pulse output |
| Serial communication interface (SCI) | TxD ₁ , TxD ₀ | 13, 12 | Output | Transmit data (channels 0 and 1): SCI data output |
| | RxD ₁ , RxD ₀ | 15, 14 | Input | Receive data (channels 0 and 1): SCI data input |
| | SCK ₁ , SCK ₀ | 17, 16 | Input/ output | Serial clock (channels 0 and 1): SCI clock input/output |
| A/D converter | AN ₇ to AN ₀ | 85 to 78 | Input | Analog 7 to 0: Analog input pins |
| | ADTRG | 9 | Input | A/D trigger: External trigger input for starting A/D conversion |
| D/A converter | DA ₁ , DA ₀ | 85, 84 | Output | Analog output: Analog output from the D/A converter |
| A/D and D/A converters | AV _{CC} | 76 | Input | Power supply pin for the A/D and D/A converters. Connect to the system power supply (V _{CC}) when not using the A/D and D/A converters. |
| | AV _{SS} | 86 | Input | Ground pin for the A/D and D/A converters. Connect to system ground (V _{SS}). |
| | V _{REF} | 77 | Input | Reference voltage input pin for the A/D and D/A converters. Connect to the system power supply (V _{CC}) when not using the A/D and D/A converters. |
| I/O ports | P1 ₇ to P1 ₀ | 43 to 36 | Input/ output | Port 1: Eight input/output pins. The direction of each pin can be selected in the port 1 data direction register (P1DDR). |
| | P2 ₇ to P2 ₀ | 52 to 45 | Input/ output | Port 2: Eight input/output pins. The direction of each pin can be selected in the port 2 data direction register (P2DDR). |
| | P3 ₇ to P3 ₀ | 34 to 27 | Input/ output | Port 3: Eight input/output pins. The direction of each pin can be selected in the port 3 data direction register (P3DDR). |
| | P4 ₇ to P4 ₀ | 26 to 23, 21 to 18 | Input/ output | Port 4: Eight input/output pins. The direction of each pin can be selected in the port 4 data direction register (P4DDR). |
| | P5 ₃ to P5 ₀ | 56 to 53 | Input/ output | Port 5: Four input/output pins. The direction of each pin can be selected in the port 5 data direction register (P5DDR). |

| Type | Symbol | Pin No. | I/O | Name and Function |
|-----------|------------------------------------|-----------------------|------------------|---|
| I/O ports | P6 ₆ to P6 ₀ | 72 to 69, 60 to 58 | Input/ output | Port 6: Seven input/output pins. The direction of each pin can be selected in the port 6 data direction register (P6DDR). |
| | P7 ₇ to P7 ₀ | 85 to 78 | Input | Port 7: Eight input pins |
| | P8 ₄ to P8 ₀ | 91 to 87 | Input/ output | Port 8: Five input/output pins. The direction of each pin can be selected in the port 8 data direction register (P8DDR). |
| | P9 ₅ to P9 ₀ | 17 to 12 | Input/ output | Port 9: Six input/output pins. The direction of each pin can be selected in the port 9 data direction register (P9DDR). |
| | PA ₇ to PA ₀ | 100 to 93 | Input/ output | Port A: Eight input/output pins. The direction of each pin can be selected in the port A data direction register (PADDDR). |
| | PB ₇ to PB ₀ | 9 to 2 | Input/ output | Port B: Eight input/output pins. The direction of each pin can be selected in the port B data direction register (PBDDR). |

1.4 Differences between H8/3048F and H8/3048F-ONE

Table 1.5 shows the differences between the H8/3048F (dual power supply model) and H8/3048F-ONE (single power supply model).

Table 1.5 Differences between H8/3048F and H8/3048F-ONE

| Item | Models with Dual Power Supply: H8/3048F | Models with Single Power Supply: H8/3048F-ONE* | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------------|--|---|-----|-----|-----|--------|------|---|---|--------|------|---|---|--------|------|---|---|---|--|-----|-----|-----|--------|---|---|---|--------|---|---|---|--------|---|---|---|
| Pin specifications | Pin 1: V_{CC} | Pin 1: V_{CL} (when a model which operates at 5 V is used) Connected to V_{SS} with 0.1 μF externally applied. Pin 1 becomes V_{CC} when a model which operates at 3 V is used. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ROM/RAM | Pin 10: V_{PP}/\overline{RESO} 128-kbyte flash memory with dual power supply, RAM: 4 kbytes | Pin 10: FWE 128-kbyte flash memory with single power supply, RAM: 4 kbytes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Units of on-board writing | Writing in 1-byte units | Writing in 128-byte units | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Write/erase voltage | 12 V is externally applied from V_{PP} pin | Application of 12 V is not required. V_{CC} single power supply | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| V_{PP} pin functions | Multiplexes with \overline{RESO} | FWE function only (no RESO function) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Boot mode settings | $\overline{RESO} = 12 V$ <table border="1"> <thead> <tr> <th></th> <th>MD2</th> <th>MD1</th> <th>MD0</th> </tr> </thead> <tbody> <tr> <td>Mode 5</td> <td>12 V</td> <td>0</td> <td>1</td> </tr> <tr> <td>Mode 6</td> <td>12 V</td> <td>1</td> <td>0</td> </tr> <tr> <td>Mode 7</td> <td>12 V</td> <td>1</td> <td>1</td> </tr> </tbody> </table> Cancelled by reset | | MD2 | MD1 | MD0 | Mode 5 | 12 V | 0 | 1 | Mode 6 | 12 V | 1 | 0 | Mode 7 | 12 V | 1 | 1 | $FWE = 1$ <table border="1"> <thead> <tr> <th></th> <th>MD2</th> <th>MD1</th> <th>MD0</th> </tr> </thead> <tbody> <tr> <td>Mode 5</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>Mode 6</td> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>Mode 7</td> <td>0</td> <td>1</td> <td>1</td> </tr> </tbody> </table> Set to mode 1 in mode 5 Set to mode 2 in mode 6 Set to mode 3 in mode 7 Cancelled by reset | | MD2 | MD1 | MD0 | Mode 5 | 0 | 0 | 1 | Mode 6 | 0 | 1 | 0 | Mode 7 | 0 | 1 | 1 |
| | MD2 | MD1 | MD0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 5 | 12 V | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 6 | 12 V | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 7 | 12 V | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | MD2 | MD1 | MD0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 5 | 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 6 | 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 7 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Settings for user program mode | $\overline{RESO} = 12 V$ <table border="1"> <thead> <tr> <th></th> <th>MD2</th> <th>MD1</th> <th>MD0</th> </tr> </thead> <tbody> <tr> <td>Mode 5</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>Mode 6</td> <td>1</td> <td>1</td> <td>0</td> </tr> <tr> <td>Mode 7</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table> Cancelled by reset | | MD2 | MD1 | MD0 | Mode 5 | 1 | 0 | 1 | Mode 6 | 1 | 1 | 0 | Mode 7 | 1 | 1 | 1 | $FWE = 1$ <table border="1"> <thead> <tr> <th></th> <th>MD2</th> <th>MD1</th> <th>MD0</th> </tr> </thead> <tbody> <tr> <td>Mode 5</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>Mode 6</td> <td>1</td> <td>1</td> <td>0</td> </tr> <tr> <td>Mode 7</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table> Cancelled by reset | | MD2 | MD1 | MD0 | Mode 5 | 1 | 0 | 1 | Mode 6 | 1 | 1 | 0 | Mode 7 | 1 | 1 | 1 |
| | MD2 | MD1 | MD0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 5 | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 6 | 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 7 | 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | MD2 | MD1 | MD0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 5 | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 6 | 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mode 7 | 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Prewrite processing | Necessary before erasing | Not necessary | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Erasing blocks | More than one block can be erased at the same time (verifies in block units and erases only the unerased blocks) | Erases in one block units. More than one block cannot be erased at the same time (the erasing flow is different) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Item | Models with Dual Power Supply: H8/3048F | | Models with Single Power Supply: H8/3048F-ONE* | |
|---------------------------------|--|--------------|--|--------------|
| | On-chip RAM | Flash memory | On-chip RAM | Flash memory |
| Division of RAM emulation block | | | | |
| Reset during operation | The RES signal must be kept low during at least 6 system clock (6ϕ) cycles. (RES pulse width $t_{RESW} = \text{min. } 6.0 t_{cyc}$) | | The RES signal must be kept low during at least 20 system clock (20ϕ) cycles. (RES pulse width $t_{RESW} = \text{min. } 20 t_{cyc}$) | |
| A/D ADCR | ADCR (H'FFE9) Initial value: H'7F Only bit 7 can be read or written. Other bits are reserved and always read as 1; writing to these bits is invalid. | | ADCR (H'FFE9) Initial value: H'7E Only bit 7 can be read or written. Bit 0 is reserved and must not be set to 1. Other bits are reserved and always read as 1; writing to these bits is invalid. | |
| WDT RSTCSR | RSTCSR (H'FFAB) Initial value: H'3F Only bits 7 and 6 can be read or written. Other bits are reserved and always read as 1; writing to these bits is invalid. | | RSTCSR (H'FFAB) Initial value: H'3F Only bit 7 can be read or written. Bit 6 is reserved and must not be set to 1. Other bits are reserved and always read as 1; writing to these bits is invalid. | |

| Item | Models with Dual Power Supply: H8/3048F | Models with Single Power Supply: H8/3048F-ONE* | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|--|-----------------|------|-------------|---|---|---|--------------|---|---------------|---|---|---------------|---|---------------|---|---|---|----------------|---|--------------|---|---|-----------------|---|------|------|------|-------------|---|---|---|--------------|---|---------------|---|---|---------------|---|---------------|---|---|---|----------------|---|----------------|---|---|--------------|--|--|---|
| Clock oscillator settling time (SYSCR STS2–STS0) | Setting of standby timer select bits 2 to 0 | Setting of standby timer select bits 2 to 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>STS2</th> <th>STS1</th> <th>STS0</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td rowspan="4">0</td> <td rowspan="2">0</td> <td>0</td> <td>8,192 states</td> </tr> <tr> <td>1</td> <td>16,384 states</td> </tr> <tr> <td rowspan="2">1</td> <td>0</td> <td>32,768 states</td> </tr> <tr> <td>1</td> <td>65,536 states</td> </tr> <tr> <td rowspan="3">1</td> <td rowspan="2">0</td> <td>0</td> <td>131,072 states</td> </tr> <tr> <td>1</td> <td>1,024 states</td> </tr> <tr> <td>1</td> <td>—</td> <td>Illegal setting</td> </tr> </tbody> </table> | STS2 | STS1 | STS0 | Description | 0 | 0 | 0 | 8,192 states | 1 | 16,384 states | 1 | 0 | 32,768 states | 1 | 65,536 states | 1 | 0 | 0 | 131,072 states | 1 | 1,024 states | 1 | — | Illegal setting | <table border="1"> <thead> <tr> <th>STS2</th> <th>STS1</th> <th>STS0</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td rowspan="4">0</td> <td rowspan="2">0</td> <td>0</td> <td>8,192 states</td> </tr> <tr> <td>1</td> <td>16,384 states</td> </tr> <tr> <td rowspan="2">1</td> <td>0</td> <td>32,768 states</td> </tr> <tr> <td>1</td> <td>65,536 states</td> </tr> <tr> <td rowspan="3">1</td> <td rowspan="2">0</td> <td>0</td> <td>131,072 states</td> </tr> <tr> <td>1</td> <td>262,144 states</td> </tr> <tr> <td>1</td> <td>0</td> <td>1,024 states</td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>Illegal setting</td> </tr> </tbody> </table> | STS2 | STS1 | STS0 | Description | 0 | 0 | 0 | 8,192 states | 1 | 16,384 states | 1 | 0 | 32,768 states | 1 | 65,536 states | 1 | 0 | 0 | 131,072 states | 1 | 262,144 states | 1 | 0 | 1,024 states | | | 1 |
| STS2 | STS1 | STS0 | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 8,192 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 16,384 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 32,768 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 65,536 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 131,072 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 1,024 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | — | Illegal setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| STS2 | STS1 | STS0 | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 8,192 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 16,384 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 32,768 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 65,536 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 131,072 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 262,144 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1,024 states | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Illegal setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Details on flash memory | Refer to section 19, Flash Memory (H8/3048F, Dual Power Supply). | Refer to section 18, Flash Memory (H8/3048F-ONE, Single Power Supply) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Electrical characteristics (clock rate) | Clock rate: 1 to 16 MHz | Clock rate: 2 to 25 MHz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Refer to section 22, Table 22.1 Electrical Characteristics of H8/3048 Group Products. | Refer to section 21, Table 21.1 Electrical Characteristics of H8/3048 Group Products. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| List of registers | Refer to appendix B, Table B.1 Comparison of H8/3048 Group Internal I/O Register Specification | Refer to appendix B, Table B.1 Comparison of H8/3048 Group Internal I/O Register Specification | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Refer to appendix B.1, Addresses (For H8/3048F, H8/3048ZTAT, H8/3048 mask-ROM, H8/3047 mask-ROM, H8/3045 mask-ROM, and H8/3044 mask-ROM Versions) | Refer to appendix B.1, Addresses (For H8/3048F-ONE) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| On-chip emulator | — | On-chip emulator (E10T) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Note: * Refer to the “H8/3048F-ONE, H8/3048F-ZTAT™ Hardware Manual” for information about H8/3048F-ONE.

Section 2 CPU

2.1 Overview

The H8/300H CPU is a high-speed central processing unit with an internal 32-bit architecture that is upward-compatible with the H8/300 CPU. The H8/300H CPU has sixteen 16-bit general registers, can address a 16-Mbyte linear address space, and is ideal for realtime control.

2.1.1 Features

The H8/300H CPU has the following features.

Upward compatibility with H8/300 CPU

Can execute H8/300 Series object programs

General-register architecture

Sixteen 16-bit general registers (also usable as sixteen 8-bit registers or eight 32-bit registers)

Sixty-two basic instructions

- 8/16/32-bit data transfer and arithmetic and logic instructions
- Multiply and divide instructions
- Powerful bit-manipulation instructions

Eight addressing modes

- Register direct [Rn]
- Register indirect [@ERn]
- Register indirect with displacement [@(d:16, ERn) or @(d:24, ERn)]
- Register indirect with post-increment or pre-decrement [@ERn+ or @-ERn]
- Absolute address [@aa:8, @aa:16, or @aa:24]
- Immediate [#xx:8, #xx:16, or #xx:32]
- Program-counter relative [@(d:8, PC) or @(d:16, PC)]
- Memory indirect [@@aa:8]

16-Mbyte linear address space

High-speed operation

- All frequently-used instructions execute in two to four states
- Maximum clock frequency:

18 MHz (H8/3048ZTAT, H8/3048 mask ROM, H8/3047 mask ROM, H8/3045 mask ROM, H8/3044 mask ROM)

16 MHz (H8/3048F)

- 8/16/32-bit register-register add/subtract: 111 ns @ 18 MHz/125 ns @ 16 MHz
- 8×8 -bit register-register multiply: 778 ns @ 18 MHz/875 ns @ 16 MHz
- $16 \div 8$ -bit register-register divide: 778 ns @ 18 MHz/875 ns @ 16 MHz
- 16×16 -bit register-register multiply: 1,221 ns @ 18 MHz/1,375 ns @ 16 MHz
- $32 \div 16$ -bit register-register divide: 1,221 ns @ 18 MHz/1,375 ns @ 16 MHz

Two CPU operating modes

- Normal mode (not available in the H8/3048 Group)
- Advanced mode

Low-power mode

Transition to power-down state by SLEEP instruction

2.1.2 Differences from H8/300 CPU

In comparison to the H8/300 CPU, the H8/300H has the following enhancements.

- More general registers
Eight 16-bit registers have been added.
- Expanded address space
 - Advanced mode supports a maximum 16-Mbyte address space.
 - Normal mode supports the same 64-kbyte address space as the H8/300 CPU.
(Normal mode is not available in the H8/3048 Group.)
- Enhanced addressing
The addressing modes have been enhanced to make effective use of the 16-Mbyte address space.
- Enhanced instructions
 - Data transfer, arithmetic, and logic instructions can operate on 32-bit data.
 - Signed multiply/divide instructions and other instructions have been added.

2.2 CPU Operating Modes

The H8/300H CPU has two operating modes: normal and advanced. Normal mode supports a maximum 64-kbyte address space. Advanced mode supports up to 16 Mbytes. See figure 2.1.

The H8/3048 Group can be used only in advanced mode. (Information from this point on will apply to advanced mode unless otherwise stated.)

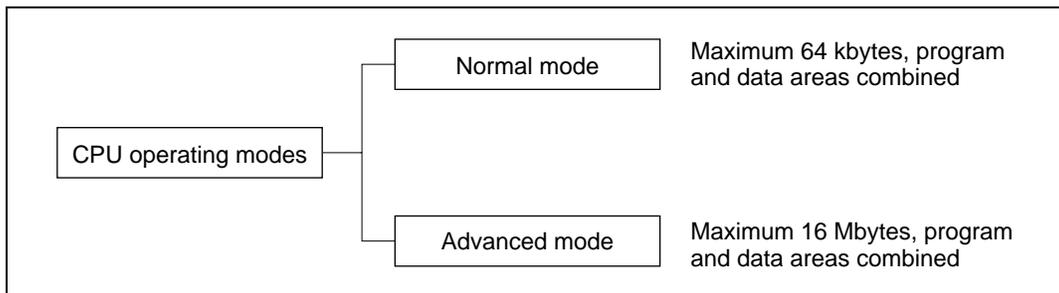


Figure 2.1 CPU Operating Modes

2.3 Address Space

The maximum address space of the H8/300H CPU is 16 Mbytes. The H8/3048 Group has various operating modes (MCU modes), some providing a 1-Mbyte address space, the others supporting the full 16 Mbytes.

Figure 2.2 shows the address ranges of the H8/3048 Group. For further details see section 3.6, Memory Map in Each Operating Mode.

The 1-Mbyte operating modes use 20-bit addressing. The upper 4 bits of effective addresses are ignored.

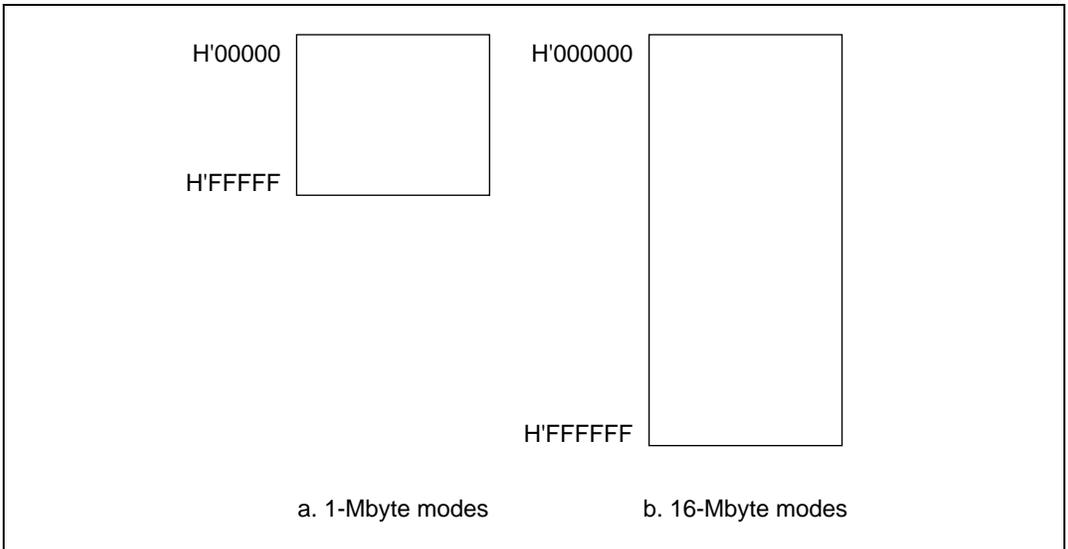


Figure 2.2 Memory Map

2.4 Register Configuration

2.4.1 Overview

The H8/300H CPU has the internal registers shown in figure 2.3. There are two types of registers: general registers and control registers.

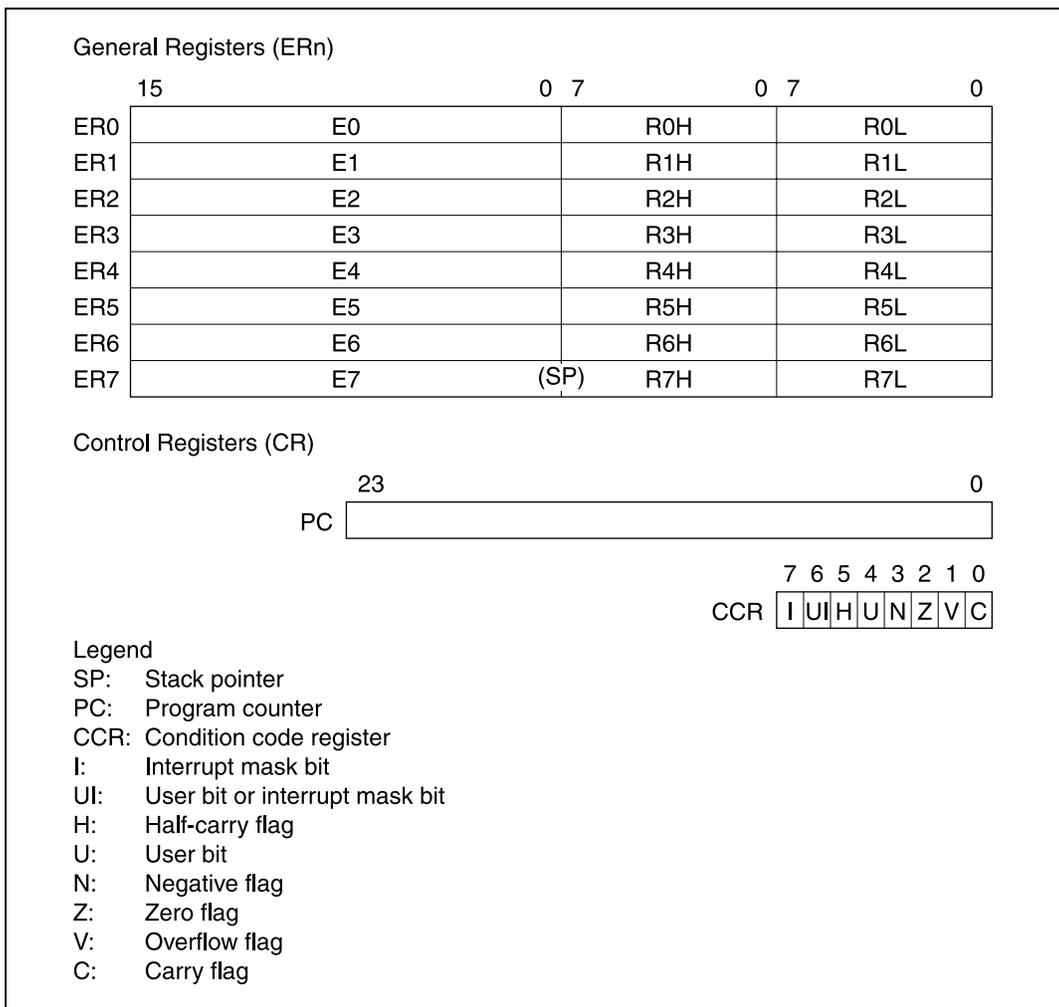


Figure 2.3 CPU Internal Registers

2.4.2 General Registers

The H8/300H CPU has eight 32-bit general registers. These general registers are all functionally alike and can be used without distinction between data registers and address registers. When a general register is used as a data register, it can be accessed as a 32-bit, 16-bit, or 8-bit register. When the general registers are used as 32-bit registers or as address registers, they are designated by the letters ER (ER0 to ER7).

The ER registers divide into 16-bit general registers designated by the letters E (E0 to E7) and R (R0 to R7). These registers are functionally equivalent, providing a maximum sixteen 16-bit registers. The E registers (E0 to E7) are also referred to as extended registers.

The R registers divide into 8-bit general registers designated by the letters RH (R0H to R7H) and RL (R0L to R7L). These registers are functionally equivalent, providing a maximum sixteen 8-bit registers.

Figure 2.4 illustrates the usage of the general registers. The usage of each register can be selected independently.

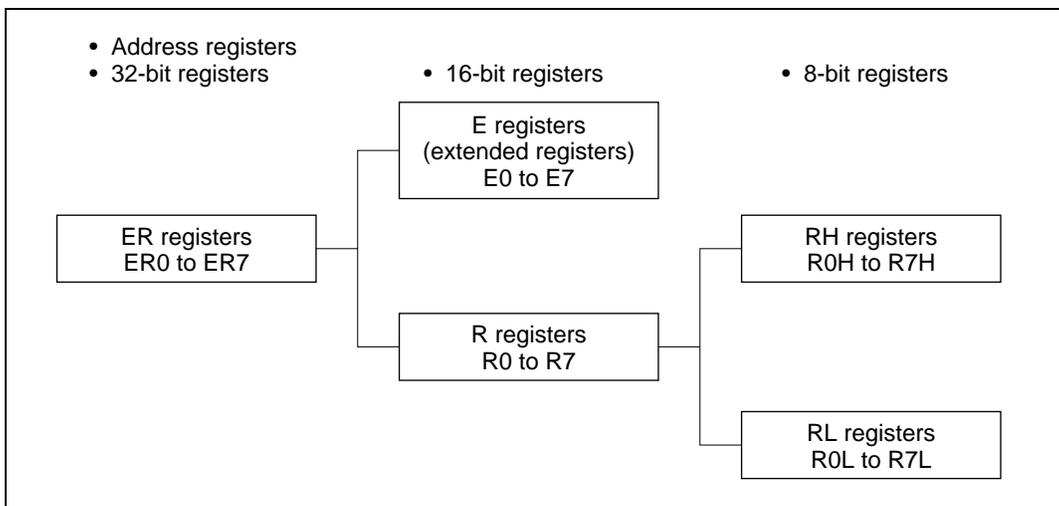


Figure 2.4 Usage of General Registers

General register ER7 has the function of stack pointer (SP) in addition to its general-register function, and is used implicitly in exception handling and subroutine calls. Figure 2.5 shows the stack.

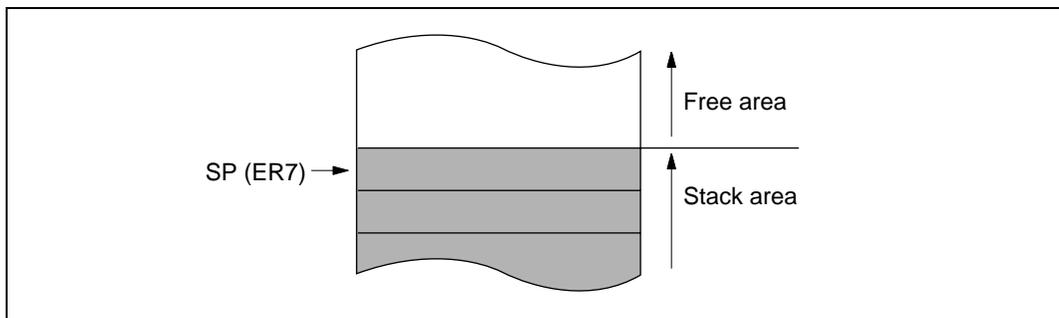


Figure 2.5 Stack

2.4.3 Control Registers

The control registers are the 24-bit program counter (PC) and the 8-bit condition code register (CCR).

Program Counter (PC): This 24-bit counter indicates the address of the next instruction the CPU will execute. The length of all CPU instructions is 2 bytes (one word) or a multiple of 2 bytes, so the least significant PC bit is ignored. When an instruction is fetched, the least significant PC bit is regarded as 0.

Condition Code Register (CCR): This 8-bit register contains internal CPU status information, including the interrupt mask bit (I) and half-carry (H), negative (N), zero (Z), overflow (V), and carry (C) flags.

- **Bit 7—Interrupt Mask Bit (I):** Masks interrupts other than NMI when set to 1. NMI is accepted regardless of the I bit setting. The I bit is set to 1 at the start of an exception-handling sequence.
- **Bit 6—User Bit or Interrupt Mask Bit (UI):** Can be written and read by software using the LDC, STC, ANDC, ORC, and XORC instructions. This bit can also be used as an interrupt mask bit. For details see section 5, Interrupt Controller.
- **Bit 5—Half-Carry Flag (H):** When the ADD.B, ADDX.B, SUB.B, SUBX.B, CMP.B, or NEG.B instruction is executed, this flag is set to 1 if there is a carry or borrow at bit 3, and cleared to 0 otherwise. When the ADD.W, SUB.W, CMP.W, or NEG.W instruction is executed, the H flag is set to 1 if there is a carry or borrow at bit 11, and cleared to 0 otherwise.

When the ADD.L, SUB.L, CMP.L, or NEG.L instruction is executed, the H flag is set to 1 if there is a carry or borrow at bit 27, and cleared to 0 otherwise.

- **Bit 4—User Bit (U):** Can be written and read by software using the LDC, STC, ANDC, ORC, and XORC instructions.
- **Bit 3—Negative Flag (N):** Indicates the most significant bit (sign bit) of data.
- **Bit 2—Zero Flag (Z):** Set to 1 to indicate zero data, and cleared to 0 to indicate non-zero data.
- **Bit 1—Overflow Flag (V):** Set to 1 when an arithmetic overflow occurs, and cleared to 0 at other times.
- **Bit 0—Carry Flag (C):** Set to 1 when a carry occurs, and cleared to 0 otherwise. Used by:
 - Add instructions, to indicate a carry
 - Subtract instructions, to indicate a borrow
 - Shift and rotate instructions, to store the value shifted out of the end bitThe carry flag is also used as a bit accumulator by bit manipulation instructions.

Some instructions leave flag bits unchanged. Operations can be performed on CCR by the LDC, STC, ANDC, ORC, and XORC instructions. The N, Z, V, and C flags are used by conditional branch (Bcc) instructions.

For the action of each instruction on the flag bits, see appendix A.1, Instruction List. For the I and UI bits, see section 5, Interrupt Controller.

2.4.4 Initial CPU Register Values

In reset exception handling, PC is initialized to a value loaded from the vector table, and the I bit in CCR is set to 1. The other CCR bits and the general registers are not initialized. In particular, the stack pointer (ER7) is not initialized. The stack pointer must therefore be initialized by an MOV.L instruction executed immediately after a reset.

2.5 Data Formats

The H8/300H CPU can process 1-bit, 4-bit (BCD), 8-bit (byte), 16-bit (word), and 32-bit (longword) data. Bit-manipulation instructions operate on 1-bit data by accessing bit n ($n = 0, 1, 2, \dots, 7$) of byte operand data. The DAA and DAS decimal-adjust instructions treat byte data as two digits of 4-bit BCD data.

2.5.1 General Register Data Formats

Figures 2.6 and 2.7 show the data formats in general registers.

| Data Type | General Register | Data Format |
|----------------|------------------|-------------|
| 1-bit data | RnH | |
| 1-bit data | RnL | |
| 4-bit BCD data | RnH | |
| 4-bit BCD data | RnL | |
| Byte data | RnH | |
| Byte data | RnL | |

Figure 2.6 General Register Data Formats (1)

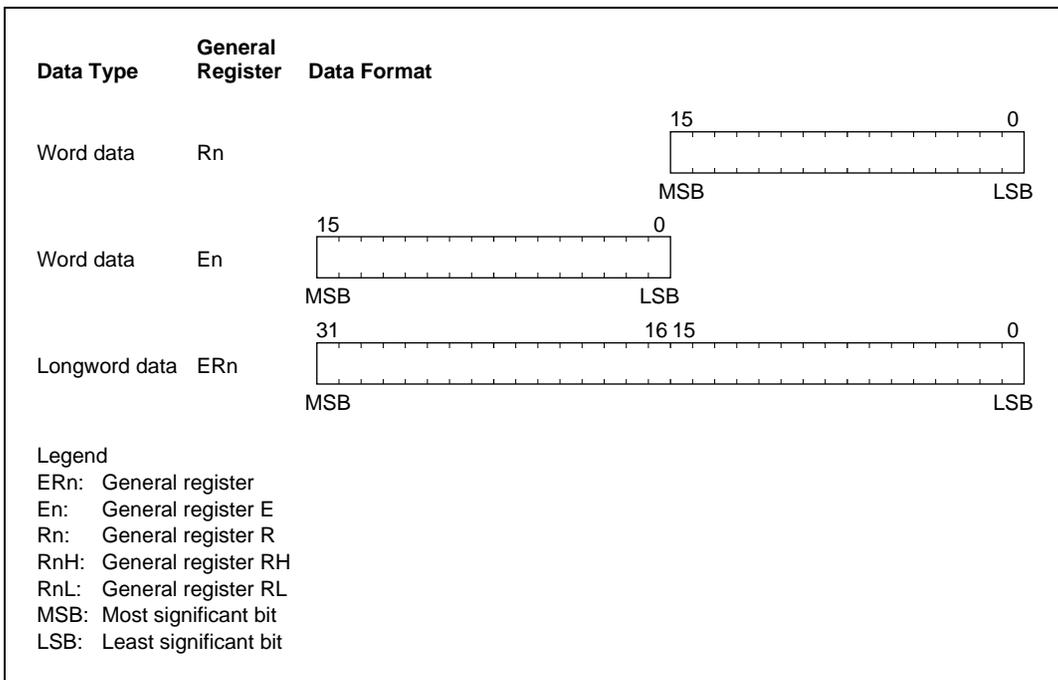


Figure 2.7 General Register Data Formats (2)

2.5.2 Memory Data Formats

Figure 2.8 shows the data formats on memory. The H8/300H CPU can access word data and longword data on memory, but word or longword data must begin at an even address. If an attempt is made to access word or longword data at an odd address, no address error occurs but the least significant bit of the address is regarded as 0, so the access starts at the preceding address. This also applies to instruction fetches.

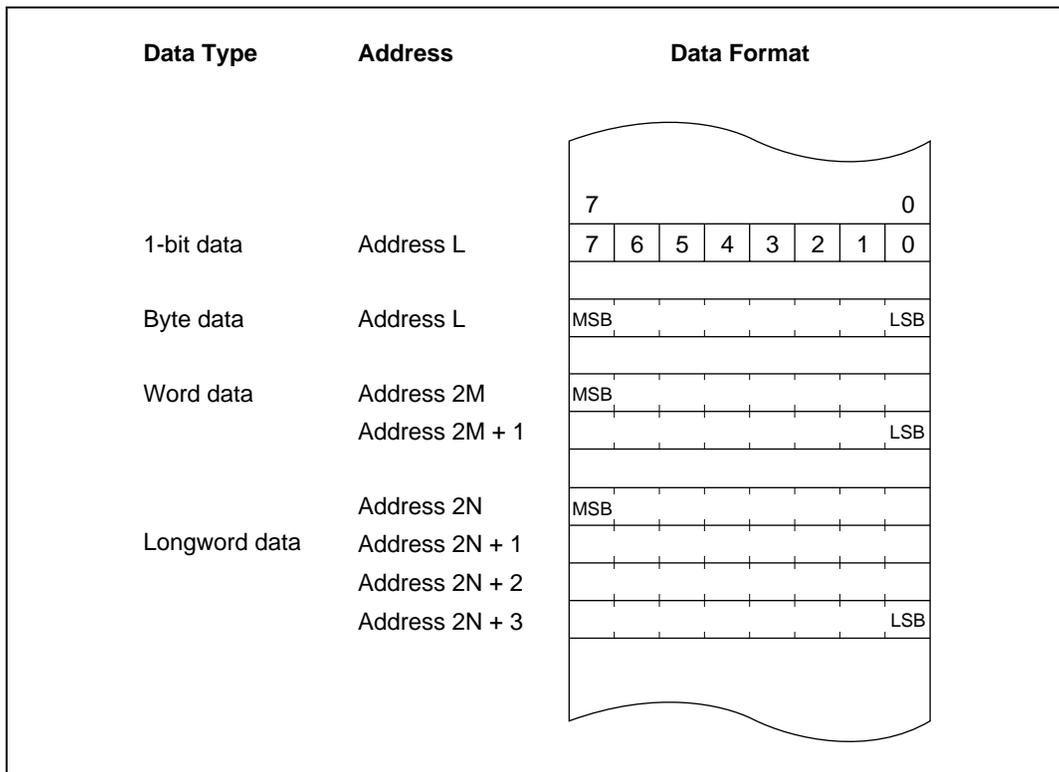


Figure 2.8 Memory Data Formats

When ER7 (SP) is used as an address register to access the stack, the operand size should be word size or longword size.

2.6 Instruction Set

2.6.1 Instruction Set Overview

The H8/300H CPU has 62 types of instructions, which are classified in table 2.1.

Table 2.1 Instruction Classification

| Function | Instruction | Types |
|------------------------|--|-------|
| Data transfer | MOV, PUSH* ¹ , POP* ¹ , MOVTPE* ² , MOVFPE* ² | 3 |
| Arithmetic operatiozns | ADD, SUB, ADDX, SUBX, INC, DEC, ADDS, SUBS, DAA, DAS, MULXU, MULXS, DIVXU, DIVXS, CMP, NEG, EXTS, EXTU | 18 |
| Logic operations | AND, OR, XOR, NOT | 4 |
| Shift operations | SHAL, SHAR, SHLL, SHLR, ROTL, ROTR, ROTXL, ROTXR | 8 |
| Bit manipulation | BSET, BCLR, BNOT, BTST, BAND, BIAND, BOR, BIOR, BXOR, BIXOR, BLD, BILD, BST, BIST | 14 |
| Branch | Bcc* ³ , JMP, BSR, JSR, RTS | 5 |
| System control | TRAPA, RTE, SLEEP, LDC, STC, ANDC, ORC, XORC, NOP | 9 |
| Block data transfer | EEPMOV | 1 |

Total 62 types

- Notes: 1. POP.W Rn is identical to MOV.W @SP+, Rn.
 PUSH.W Rn is identical to MOV.W Rn, @-SP.
 POP.L ERn is identical to MOV.L @SP+, Rn.
 PUSH.L ERn is identical to MOV.L Rn, @-SP.
2. Not available in the H8/3048 Group.
3. Bcc is a generic branching instruction.

2.6.2 Instructions and Addressing Modes

Table 2.2 indicates the instructions available in the H8/300H CPU.

Table 2.2 Instructions and Addressing Modes

| Function | Instruction | Addressing Modes | | | | | | | | | | | | |
|-----------------------|-------------------------------|------------------|-----|-------|--------------|--------------|--------------|--------|---------|---------|------------|-------------|--------|----|
| | | #xx | Rn | @ ERn | @ (d:16,ERn) | @ (d:24,ERn) | @ ERn+/@-ERn | @ aa:8 | @ aa:16 | @ aa:24 | @ (d:8,PC) | @ (d:16,PC) | @ aa:8 | I |
| Data transfer | MOV | BWL | BWL | BWL | BWL | BWL | BWL | B | BWL | BWL | — | — | — | — |
| | POP, PUSH | — | — | — | — | — | — | — | — | — | — | — | — | WL |
| | MOVFPPE*, MOVTPE* | — | — | — | — | — | — | — | B | — | — | — | — | — |
| Arithmetic operations | ADD, CMP | BWL | BWL | — | — | — | — | — | — | — | — | — | — | — |
| | SUB | WL | BWL | — | — | — | — | — | — | — | — | — | — | — |
| | ADDX, SUBX | B | B | — | — | — | — | — | — | — | — | — | — | — |
| | ADDS, SUBS | — | L | — | — | — | — | — | — | — | — | — | — | — |
| | INC, DEC | — | BWL | — | — | — | — | — | — | — | — | — | — | — |
| | DAA, DAS | — | B | — | — | — | — | — | — | — | — | — | — | — |
| | MULXU, MULXS, DIVXU, DIVXS | — | BW | — | — | — | — | — | — | — | — | — | — | — |
| | NEG | — | BWL | — | — | — | — | — | — | — | — | — | — | — |
| | EXTU, EXTS | — | WL | — | — | — | — | — | — | — | — | — | — | — |
| Logic operations | AND, OR, XOR | BWL | BWL | — | — | — | — | — | — | — | — | — | — | — |
| | NOT | — | BWL | — | — | — | — | — | — | — | — | — | — | — |
| Shift instructions | | — | BWL | — | — | — | — | — | — | — | — | — | — | — |
| Bit manipulation | | — | B | B | — | — | — | B | — | — | — | — | — | — |
| Branch | Bcc, BSR | — | — | — | — | — | — | — | — | — | ○ | ○ | — | — |
| | JMP, JSR | — | — | ○ | — | — | — | — | — | ○ | — | — | ○ | — |
| | RTS | — | — | — | — | — | — | — | — | — | — | — | — | ○ |
| System control | TRAPA | — | — | — | — | — | — | — | — | — | — | — | — | ○ |
| | RTE | — | — | — | — | — | — | — | — | — | — | — | — | ○ |
| | SLEEP | — | — | — | — | — | — | — | — | — | — | — | — | ○ |
| | LDC | B | B | W | W | W | W | — | W | W | — | — | — | — |
| | STC | — | B | W | W | W | W | — | W | W | — | — | — | — |
| | ANDC, ORC, XORC | B | — | — | — | — | — | — | — | — | — | — | — | — |
| | NOP | — | — | — | — | — | — | — | — | — | — | — | — | ○ |
| Block data transfer | | — | — | — | — | — | — | — | — | — | — | — | — | BW |

Legend

B: Byte

W: Word

L: Longword

Note: * Not available in the H8/3048 Group.

2.6.3 Tables of Instructions Classified by Function

Tables 2.3 to 2.10 summarize the instructions in each functional category. The operation notation used in these tables is defined next.

Operation Notation

| | |
|---------------|--|
| Rd | General register (destination)* |
| Rs | General register (source)* |
| Rn | General register* |
| ERn | General register (32-bit register or address register) |
| (EAd) | Destination operand |
| (EAs) | Source operand |
| CCR | Condition code register |
| N | N (negative) flag of CCR |
| Z | Z (zero) flag of CCR |
| V | V (overflow) flag of CCR |
| C | C (carry) flag of CCR |
| PC | Program counter |
| SP | Stack pointer |
| #IMM | Immediate data |
| disp | Displacement |
| + | Addition |
| - | Subtraction |
| × | Multiplication |
| ÷ | Division |
| ^ | AND logical |
| ∨ | OR logical |
| ⊕ | Exclusive OR logical |
| → | Move |
| ¬ | NOT (logical complement) |
| :3/:8/:16/:24 | 3-, 8-, 16-, or 24-bit length |

Note: * General registers include 8-bit registers (R0H to R7H, R0L to R7L), 16-bit registers (R0 to R7, E0 to E7), and 32-bit data or address registers (ER0 to ER7).

Table 2.3 Data Transfer Instructions

| Instruction | Size* | Function |
|--------------------|--------------|---|
| MOV | B/W/L | (EAs) → Rd, Rs → (EAd) Moves data between two general registers or between a general register and memory, or moves immediate data to a general register. |
| MOVFPE | B | (EAs) → Rd Cannot be used in the H8/3048 Group. |
| MOVTPE | B | Rs → (EAs) Cannot be used in the H8/3048 Group. |
| POP | W/L | @SP+ → Rn Pops a general register from the stack. POP.W Rn is identical to MOV.W @SP+, Rn. Similarly, POP.L ERn is identical to MOV.L @SP+, ERn. |
| PUSH | W/L | Rn → @-SP Pushes a general register onto the stack. PUSH.W Rn is identical to MOV.W Rn, @-SP. Similarly, PUSH.L ERn is identical to MOV.L ERn, @-SP. |

Note: * Size refers to the operand size.

- B: Byte
- W: Word
- L: Longword

Table 2.4 Arithmetic Operation Instructions

| Instruction | Size* | Function |
|--------------------|--------------|---|
| ADD, SUB | B/W/L | $Rd \pm Rs \rightarrow Rd, Rd \pm \#IMM \rightarrow Rd$ Performs addition or subtraction on data in two general registers, or on immediate data and data in a general register. (Immediate byte data cannot be subtracted from data in a general register. Use the SUBX or ADD instruction.) |
| ADDX, SUBX | B | $Rd \pm Rs \pm C \rightarrow Rd, Rd \pm \#IMM \pm C \rightarrow Rd$ Performs addition or subtraction with carry or borrow on data in two general registers, or on immediate data and data in a general register. |
| INC, DEC | B/W/L | $Rd \pm 1 \rightarrow Rd, Rd \pm 2 \rightarrow Rd$ Increments or decrements a general register by 1 or 2. (Byte operands can be incremented or decremented by 1 only.) |
| ADDS, SUBS | L | $Rd \pm 1 \rightarrow Rd, Rd \pm 2 \rightarrow Rd, Rd \pm 4 \rightarrow Rd$ Adds or subtracts the value 1, 2, or 4 to or from data in a 32-bit register. |
| DAA, DAS | B | $Rd \text{ decimal adjust} \rightarrow Rd$ Decimal-adjusts an addition or subtraction result in a general register by referring to CCR to produce 4-bit BCD data. |
| MULXU | B/W | $Rd \times Rs \rightarrow Rd$ Performs unsigned multiplication on data in two general registers: either $8 \text{ bits} \times 8 \text{ bits} \rightarrow 16 \text{ bits}$ or $16 \text{ bits} \times 16 \text{ bits} \rightarrow 32 \text{ bits}$. |
| MULXS | B/W | $Rd \times Rs \rightarrow Rd$ Performs signed multiplication on data in two general registers: either $8 \text{ bits} \times 8 \text{ bits} \rightarrow 16 \text{ bits}$ or $16 \text{ bits} \times 16 \text{ bits} \rightarrow 32 \text{ bits}$. |

Note: * Size refers to the operand size.

B: Byte

W: Word

L: Longword

| Instruction | Size* | Function |
|-------------|-------|---|
| DIVXU | B/W | $Rd \div Rs \rightarrow Rd$ Performs unsigned division on data in two general registers: either 16 bits \div 8 bits \rightarrow 8-bit quotient and 8-bit remainder or 32 bits \div 16 bits \rightarrow 16-bit quotient and 16-bit remainder. |
| DIVXS | B/W | $Rd \div Rs \rightarrow Rd$ Performs signed division on data in two general registers: either 16 bits \div 8 bits \rightarrow 8-bit quotient and 8-bit remainder, or 32 bits \div 16 bits \rightarrow 16-bit quotient and 16-bit remainder. |
| CMP | B/W/L | $Rd - Rs, Rd - \#IMM$ Compares data in a general register with data in another general register or with immediate data, and sets CCR according to the result. |
| NEG | B/W/L | $0 - Rd \rightarrow Rd$ Takes the two's complement (arithmetic complement) of data in a general register. |
| EXTS | W/L | Rd (sign extension) $\rightarrow Rd$ Extends byte data in the lower 8 bits of a 16-bit register to word data, or extends word data in the lower 16 bits of a 32-bit register to longword data, by extending the sign bit. |
| EXTU | W/L | Rd (zero extension) $\rightarrow Rd$ Extends byte data in the lower 8 bits of a 16-bit register to word data, or extends word data in the lower 16 bits of a 32-bit register to longword data, by padding with zeros. |

Note: *Size refers to the operand size.

B: Byte

W: Word

L: Longword

Table 2.5 Logic Operation Instructions

| Instruction | Size* | Function |
|--------------------|--------------|--|
| AND | B/W/L | $Rd \wedge Rs \rightarrow Rd, Rd \wedge \#IMM \rightarrow Rd$ Performs a logical AND operation on a general register and another general register or immediate data. |
| OR | B/W/L | $Rd \vee Rs \rightarrow Rd, Rd \vee \#IMM \rightarrow Rd$ Performs a logical OR operation on a general register and another general register or immediate data. |
| XOR | B/W/L | $Rd \oplus Rs \rightarrow Rd, Rd \oplus \#IMM \rightarrow Rd$ Performs a logical exclusive OR operation on a general register and another general register or immediate data. |
| NOT | B/W/L | $\neg Rd \rightarrow Rd$ Takes the one's complement of general register contents. |

Note: * Size refers to the operand size.

B: Byte

W: Word

L: Longword

Table 2.6 Shift Instructions

| Instruction | Size* | Function |
|--------------------|--------------|---|
| SHAL, SHAR | B/W/L | $Rd \text{ (shift)} \rightarrow Rd$ Performs an arithmetic shift on general register contents. |
| SHLL, SHLR | B/W/L | $Rd \text{ (shift)} \rightarrow Rd$ Performs a logical shift on general register contents. |
| ROTL, ROTR | B/W/L | $Rd \text{ (rotate)} \rightarrow Rd$ Rotates general register contents. |
| ROTXL, ROTXR | B/W/L | $Rd \text{ (rotate)} \rightarrow Rd$ Rotates general register contents through the carry bit. |

Note: * Size refers to the operand size.

B: Byte

W: Word

L: Longword

Table 2.7 Bit Manipulation Instructions

| Instruction | Size* | Function |
|--------------------|--------------|--|
| BSET | B | $1 \rightarrow (\text{<bit-No.> of <EAd>})$ Sets a specified bit in a general register or memory operand to 1. The bit number is specified by 3-bit immediate data or the lower 3 bits of a general register. |
| BCLR | B | $0 \rightarrow (\text{<bit-No.> of <EAd>})$ Clears a specified bit in a general register or memory operand to 0. The bit number is specified by 3-bit immediate data or the lower 3 bits of a general register. |
| BNOT | B | $\neg (\text{<bit-No.> of <EAd>}) \rightarrow (\text{<bit-No.> of <EAd>})$ Inverts a specified bit in a general register or memory operand. The bit number is specified by 3-bit immediate data or the lower 3 bits of a general register. |
| BTST | B | $\neg (\text{<bit-No.> of <EAd>}) \rightarrow Z$ Tests a specified bit in a general register or memory operand and sets or clears the Z flag accordingly. The bit number is specified by 3-bit immediate data or the lower 3 bits of a general register. |
| BAND | B | $C \wedge (\text{<bit-No.> of <EAd>}) \rightarrow C$ ANDs the carry flag with a specified bit in a general register or memory operand and stores the result in the carry flag. |
| BIAND | B | $C \wedge [\neg (\text{<bit-No.> of <EAd>})] \rightarrow C$ ANDs the carry flag with the inverse of a specified bit in a general register or memory operand and stores the result in the carry flag. The bit number is specified by 3-bit immediate data. |

Note: *Size refers to the operand size.

B: Byte

| Instruction | Size* | Function |
|-------------|-------|--|
| BOR | B | $C \vee \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle \rightarrow C$ ORs the carry flag with a specified bit in a general register or memory operand and stores the result in the carry flag. |
| BIOR | B | $C \vee [\neg \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle] \rightarrow C$ ORs the carry flag with the inverse of a specified bit in a general register or memory operand and stores the result in the carry flag. The bit number is specified by 3-bit immediate data. |
| BXOR | B | $C \oplus \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle \rightarrow C$ Exclusive-ORs the carry flag with a specified bit in a general register or memory operand and stores the result in the carry flag. |
| BIXOR | B | $C \oplus [\neg \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle] \rightarrow C$ Exclusive-ORs the carry flag with the inverse of a specified bit in a general register or memory operand and stores the result in the carry flag. The bit number is specified by 3-bit immediate data. |
| BLD | B | $\langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle \rightarrow C$ Transfers a specified bit in a general register or memory operand to the carry flag. |
| BILD | B | $\neg \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle \rightarrow C$ Transfers the inverse of a specified bit in a general register or memory operand to the carry flag. The bit number is specified by 3-bit immediate data. |
| BST | B | $C \rightarrow \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle$ Transfers the carry flag value to a specified bit in a general register or memory operand. |
| BIST | B | $C \rightarrow \neg \langle \text{bit-No.} \rangle \text{ of } \langle \text{EAd} \rangle$ Transfers the inverse of the carry flag value to a specified bit in a general register or memory operand. The bit number is specified by 3-bit immediate data. |

Note: * Size refers to the operand size.

B: Byte

Table 2.8 Branching Instructions

| Instruction | Size | Function | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------|----------------------------|---|-----------------|--------------------|------------------|----------|---------------|--------|----------|---------------|-------|-----|------|----------------|-----|-------------|----------------|-----------|----------------------------|---------|-----------|-----------------|---------|-----|-----------|---------|-----|-------|---------|-----|----------------|---------|-----|--------------|---------|-----|------|---------|-----|-------|---------|-----|------------------|------------------|-----|-----------|------------------|-----|--------------|---------------------------|-----|---------------|---------------------------|
| Bcc | — | Branches to a specified address if a specified condition is true. The branching conditions are listed below. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table border="1"> <thead> <tr> <th>Mnemonic</th> <th>Description</th> <th>Condition</th> </tr> </thead> <tbody> <tr> <td>BRA (BT)</td> <td>Always (true)</td> <td>Always</td> </tr> <tr> <td>BRN (BF)</td> <td>Never (false)</td> <td>Never</td> </tr> <tr> <td>BHI</td> <td>High</td> <td>$C \vee Z = 0$</td> </tr> <tr> <td>BLS</td> <td>Low or same</td> <td>$C \vee Z = 1$</td> </tr> <tr> <td>Bcc (BHS)</td> <td>Carry clear (high or same)</td> <td>$C = 0$</td> </tr> <tr> <td>BCS (BLO)</td> <td>Carry set (low)</td> <td>$C = 1$</td> </tr> <tr> <td>BNE</td> <td>Not equal</td> <td>$Z = 0$</td> </tr> <tr> <td>BEQ</td> <td>Equal</td> <td>$Z = 1$</td> </tr> <tr> <td>BVC</td> <td>Overflow clear</td> <td>$V = 0$</td> </tr> <tr> <td>BVS</td> <td>Overflow set</td> <td>$V = 1$</td> </tr> <tr> <td>BPL</td> <td>Plus</td> <td>$N = 0$</td> </tr> <tr> <td>BMI</td> <td>Minus</td> <td>$N = 1$</td> </tr> <tr> <td>BGE</td> <td>Greater or equal</td> <td>$N \oplus V = 0$</td> </tr> <tr> <td>BLT</td> <td>Less than</td> <td>$N \oplus V = 1$</td> </tr> <tr> <td>BGT</td> <td>Greater than</td> <td>$Z \vee (N \oplus V) = 0$</td> </tr> <tr> <td>BLE</td> <td>Less or equal</td> <td>$Z \vee (N \oplus V) = 1$</td> </tr> </tbody> </table> | Mnemonic | Description | Condition | BRA (BT) | Always (true) | Always | BRN (BF) | Never (false) | Never | BHI | High | $C \vee Z = 0$ | BLS | Low or same | $C \vee Z = 1$ | Bcc (BHS) | Carry clear (high or same) | $C = 0$ | BCS (BLO) | Carry set (low) | $C = 1$ | BNE | Not equal | $Z = 0$ | BEQ | Equal | $Z = 1$ | BVC | Overflow clear | $V = 0$ | BVS | Overflow set | $V = 1$ | BPL | Plus | $N = 0$ | BMI | Minus | $N = 1$ | BGE | Greater or equal | $N \oplus V = 0$ | BLT | Less than | $N \oplus V = 1$ | BGT | Greater than | $Z \vee (N \oplus V) = 0$ | BLE | Less or equal | $Z \vee (N \oplus V) = 1$ |
| Mnemonic | Description | Condition | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BRA (BT) | Always (true) | Always | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BRN (BF) | Never (false) | Never | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BHI | High | $C \vee Z = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BLS | Low or same | $C \vee Z = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bcc (BHS) | Carry clear (high or same) | $C = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BCS (BLO) | Carry set (low) | $C = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BNE | Not equal | $Z = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BEQ | Equal | $Z = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BVC | Overflow clear | $V = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BVS | Overflow set | $V = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BPL | Plus | $N = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BMI | Minus | $N = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BGE | Greater or equal | $N \oplus V = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BLT | Less than | $N \oplus V = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BGT | Greater than | $Z \vee (N \oplus V) = 0$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BLE | Less or equal | $Z \vee (N \oplus V) = 1$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| JMP | — | Branches unconditionally to a specified address | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BSR | — | Branches to a subroutine at a specified address | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| JSR | — | Branches to a subroutine at a specified address | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RTS | — | Returns from a subroutine | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Table 2.9 System Control Instructions

| Instruction | Size* | Function |
|--------------------|--------------|--|
| TRAPA | — | Starts trap-instruction exception handling |
| RTE | — | Returns from an exception-handling routine |
| SLEEP | — | Causes a transition to the power-down state |
| LDC | B/W | (EAs) → CCR Moves the source operand contents to the condition code register. The condition code register size is one byte, but in transfer from memory, data is read by word access. |
| STC | B/W | CCR → (EAd) Transfers the CCR contents to a destination location. The condition code register size is one byte, but in transfer to memory, data is written by word access. |
| ANDC | B | CCR ∧ #IMM → CCR Logically ANDs the condition code register with immediate data. |
| ORC | B | CCR ∨ #IMM → CCR Logically ORs the condition code register with immediate data. |
| XORC | B | CCR ⊕ #IMM → CCR Logically exclusive-ORs the condition code register with immediate data. |
| NOP | — | PC + 2 → PC Only increments the program counter. |

Note: * Size refers to the operand size.

B: Byte

W: Word

Table 2.10 Block Transfer Instruction

| Instruction | Size | Function |
|--------------------|-------------|---|
| EEPMOV.B | — | if R4L \neq 0 then repeat @ER5+ \rightarrow @ER6+, R4L - 1 \rightarrow R4L until R4L = 0 else next; |
| EEPMOV.W | — | if R4 \neq 0 then repeat @ER5+ \rightarrow @ER6+, R4 - 1 \rightarrow R4 until R4 = 0 else next; Transfers a data block according to parameters set in general registers R4L or R4, ER5, and ER6. R4L or R4: Size of block (bytes) ER5: Starting source address ER6: Starting destination address Execution of the next instruction begins as soon as the transfer is completed. |

2.6.4 Basic Instruction Formats

The H8/300H instructions consist of 2-byte (1-word) units. An instruction consists of an operation field (OP field), a register field (r field), an effective address extension (EA field), and a condition field (cc).

Operation Field: Indicates the function of the instruction, the addressing mode, and the operation to be carried out on the operand. The operation field always includes the first 4 bits of the instruction. Some instructions have two operation fields.

Register Field: Specifies a general register. Address registers are specified by 3 bits, data registers by 3 bits or 4 bits. Some instructions have two register fields. Some have no register field.

Effective Address Extension: Eight, 16, or 32 bits specifying immediate data, an absolute address, or a displacement. A 24-bit address or displacement is treated as 32-bit data in which the first 8 bits are 0 (H'00).

Condition Field: Specifies the branching condition of Bcc instructions.

Figure 2.9 shows examples of instruction formats.

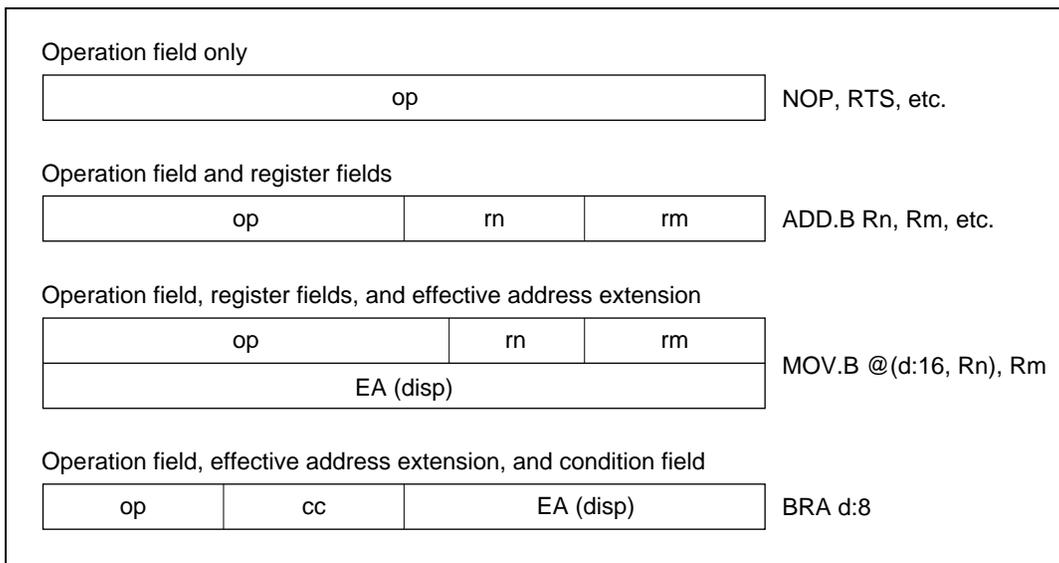


Figure 2.9 Instruction Formats

2.6.5 Notes on Use of Bit Manipulation Instructions

The BSET, BCLR, BNOT, BST, and BIST instructions read a byte of data, modify a bit in the byte, then write the byte back. Care is required when these instructions are used to access registers with write-only bits, or to access ports.

The BCLR instruction can be used to clear flags in the internal I/O registers. In an interrupt-handling routine, for example, if it is known that the flag is set to 1, it is not necessary to read the flag ahead of time.

| Step | | Description |
|------|------------------|--|
| 1 | Read | Read data (byte unit) at the specified address |
| 2 | Bit manipulation | Modify the specified bit in the read data |
| 3 | Write | Write the modified data (byte unit) to the specified address |

In the following example, a BCLR instruction is executed on the data direction register (DDR) of port 4.

P4₇ and P4₆ are set as input pins, and are inputting low-level and high-level signals, respectively.

P4₅ to P4₀ are set as output pins, and are in the low-level output state.

In this example, the BCLR instruction is used to make P4₀ an input port.

Before Execution of BCLR Instruction

| | P4 ₇ | P4 ₆ | P4 ₅ | P4 ₄ | P4 ₃ | P4 ₂ | P4 ₁ | P4 ₀ |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input/output | Input | Input | Output | Output | Output | Output | Output | Output |
| DDR | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| DR | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Execution of BCLR Instruction

```
BCLR #0, @P4DDR ; Execute BCLR instruction on DDR
```

After Execution of BCLR Instruction

| | P4 ₇ | P4 ₆ | P4 ₅ | P4 ₄ | P4 ₃ | P4 ₂ | P4 ₁ | P4 ₀ |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input/output | Output | Input |
| DDR | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| DR | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Explanation of BCLR Instruction

To execute the BCLR instruction, the CPU begins by reading P4DDR. Since P4DDR is a write-only register, it is read as H'FF, even though its true value is H'3F.

Next the CPU clears bit 0 of the read data, changing the value to H'FE.

Finally, the CPU writes this value (H'FE) back to DDR to complete the BCLR instruction.

As a result, P4₀DDR is cleared to 0, making P4₀ an input pin. In addition, P4₇DDR and P4₆DDR are set to 1, making P4₇ and P4₆ output pins.

The BCLR instruction can be used to clear flags in the internal I/O registers to 0. In an interrupt-handling routine, for example, if it is known that the flag is set to 1, it is not necessary to read the flag ahead of time.

2.7 Addressing Modes and Effective Address Calculation

2.7.1 Addressing Modes

The H8/300H CPU supports the eight addressing modes listed in table 2.11. Each instruction uses a subset of these addressing modes. Arithmetic and logic instructions can use the register direct and immediate modes. Data transfer instructions can use all addressing modes except program-counter relative and memory indirect. Bit manipulation instructions use register direct, register indirect, or absolute (@aa:8) addressing mode to specify an operand, and register direct (BSET, BCLR, BNOT, and BTST instructions) or immediate (3-bit) addressing mode to specify a bit number in the operand.

Table 2.11 Addressing Modes

| No. | Addressing Mode | Symbol |
|-----|---------------------------------------|---------------------------|
| 1 | Register direct | Rn |
| 2 | Register indirect | @ERn |
| 3 | Register indirect with displacement | @(d:16, ERn)/@(d:24, ERn) |
| 4 | Register indirect with post-increment | @ERn+ |
| | Register indirect with pre-decrement | @-ERn |
| 5 | Absolute address | @aa:8/@aa:16/@aa:24 |
| 6 | Immediate | #xx:8/#xx:16/#xx:32 |
| 7 | Program-counter relative | @(d:8, PC)/@(d:16, PC) |
| 8 | Memory indirect | @@aa:8 |

1 Register Direct—Rn: The register field of the instruction code specifies an 8-, 16-, or 32-bit register containing the operand. R0H to R7H and R0L to R7L can be specified as 8-bit registers. R0 to R7 and E0 to E7 can be specified as 16-bit registers. ER0 to ER7 can be specified as 32-bit registers.

2 Register Indirect—@ERn: The register field of the instruction code specifies an address register (ERn), the lower 24 bits of which contain the address of the operand.

3 Register Indirect with Displacement—@(d:16, ERn) or @(d:24, ERn): A 16-bit or 24-bit displacement contained in the instruction code is added to the contents of an address register (ERn) specified by the register field of the instruction, and the lower 24 bits of the sum specify the address of a memory operand. A 16-bit displacement is sign-extended when added.

4 Register Indirect with Post-Increment or Pre-Decrement—@ERn+ or @-ERn:

- Register indirect with post-increment—@ERn+
The register field of the instruction code specifies an address register (ERn) the lower 24 bits of which contain the address of a memory operand. After the operand is accessed, 1, 2, or 4 is added to the address register contents (32 bits) and the sum is stored in the address register. The value added is 1 for byte access, 2 for word access, or 4 for longword access. For word or longword access, the register value should be even.
- Register indirect with pre-decrement—@-ERn
The value 1, 2, or 4 is subtracted from an address register (ERn) specified by the register field in the instruction code, and the lower 24 bits of the result become the address of a memory operand. The result is also stored in the address register. The value subtracted is 1 for byte access, 2 for word access, or 4 for longword access. For word or longword access, the resulting register value should be even.

5 Absolute Address—@aa:8, @aa:16, or @aa:24: The instruction code contains the absolute address of a memory operand. The absolute address may be 8 bits long (@aa:8), 16 bits long (@aa:16), or 24 bits long (@aa:24). For an 8-bit absolute address, the upper 16 bits are all assumed to be 1 (H'FFFF). For a 16-bit absolute address the upper 8 bits are a sign extension. A 24-bit absolute address can access the entire address space. Table 2.12 indicates the accessible address ranges.

Table 2.12 Absolute Address Access Ranges

| Absolute Address | 1-Byte Modes | 16-Byte Modes |
|------------------|---|---|
| 8 bits (@aa:8) | H'FFF00 to H'FFFFF (1048320 to 1048575) | H'FFF00 to H'FFFFF (16776960 to 16777215) |
| 16 bits (@aa:16) | H'00000 to H'07FFF, H'F8000 to H'FFFFF (0 to 32767, 1015808 to 1048575) | H'000000 to H'007FFF, H'FF8000 to H'FFFFFF (0 to 32767, 16744448 to 16777215) |
| 24 bits (@aa:24) | H'00000 to H'FFFFF (0 to 1048575) | H'000000 to H'FFFFFF (0 to 16777215) |

6 Immediate—#xx:8, #xx:16, or #xx:32: The instruction code contains 8-bit (#xx:8), 16-bit (#xx:16), or 32-bit (#xx:32) immediate data as an operand.

The instruction codes of the ADDS, SUBS, INC, and DEC instructions contain immediate data implicitly. The instruction codes of some bit manipulation instructions contain 3-bit immediate data specifying a bit number. The TRAPA instruction code contains 2-bit immediate data specifying a vector address.

7 Program-Counter Relative—@(d**:8, PC) or @(**d**:16, PC):** This mode is used in the Bcc and BSR instructions. An 8-bit or 16-bit displacement contained in the instruction code is sign-extended to 24 bits and added to the 24-bit PC contents to generate a 24-bit branch address. The PC value to which the displacement is added is the address of the first byte of the next instruction, so the possible branching range is -126 to $+128$ bytes (-63 to $+64$ words) or -32766 to $+32768$ bytes (-16383 to $+16384$ words) from the branch instruction. The resulting value should be an even number.

8 Memory Indirect—@@aa**:8:** This mode can be used by the JMP and JSR instructions. The instruction code contains an 8-bit absolute address specifying a memory operand. This memory operand contains a branch address. The memory operand is accessed by longword access. The first byte of the memory operand is ignored, generating a 24-bit branch address. See figure 2.10. The upper bits of the 8-bit absolute address are assumed to be 0 (H'0000), so the address range is 0 to 255 (H'000000 to H'0000FF). Note that the first part of this range is also the exception vector area. For further details see section 5, Interrupt Controller.

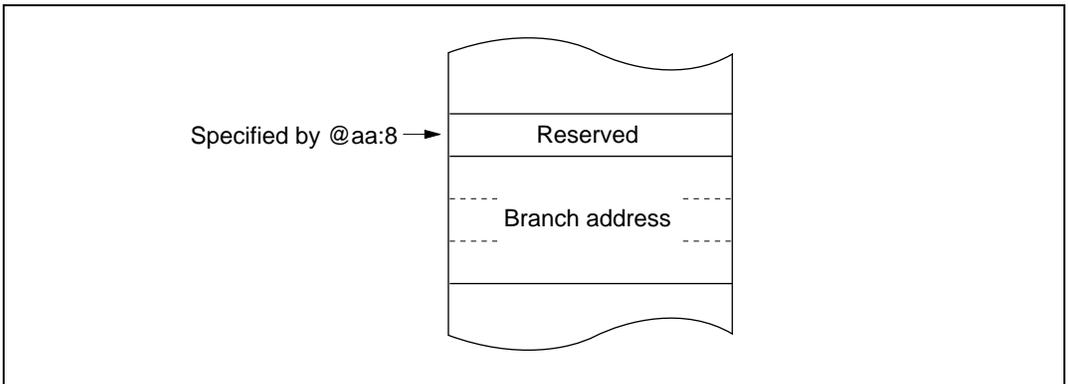


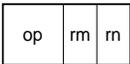
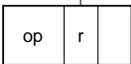
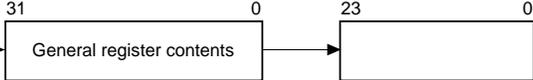
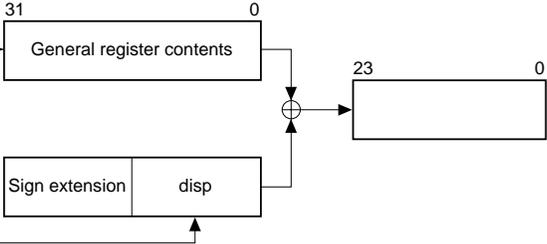
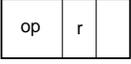
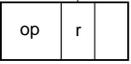
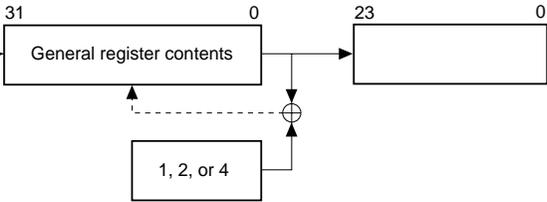
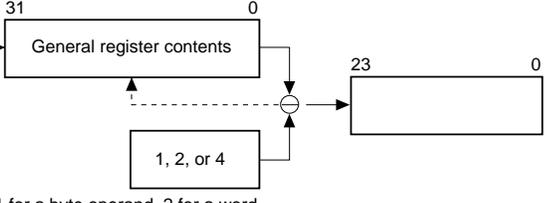
Figure 2.10 Memory-Indirect Branch Address Specification

When a word-size or longword-size memory operand is specified, or when a branch address is specified, if the specified memory address is odd, the least significant bit is regarded as 0. The accessed data or instruction code therefore begins at the preceding address. See section 2.5.2, Memory Data Formats.

2.7.2 Effective Address Calculation

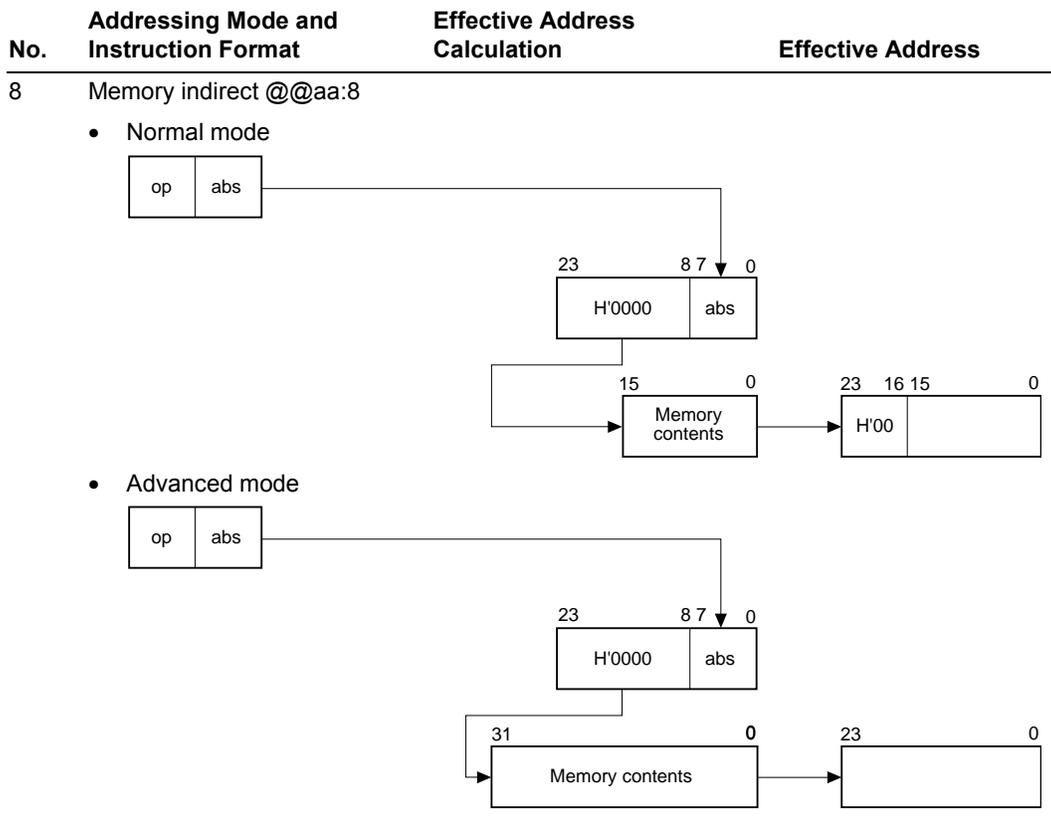
Table 2.13 explains how an effective address is calculated in each addressing mode. In the 1-Mbyte operating modes the upper 4 bits of the calculated address are ignored in order to generate a 20-bit effective address.

Table 2.13 Effective Address Calculation

| No. | Addressing Mode and Instruction Format | Effective Address Calculation | Effective Address |
|-----|--|---|--------------------------------------|
| 1 | Register direct (Rn)  | | Operand is general register contents |
| 2 | Register indirect (@ERn)  |  | |
| 3 | Register indirect with displacement @(d:16, ERn)/@(d:24, ERn)  |  | |
| 4. | Register indirect with post-increment or pre-decrement Register indirect with post-increment @ERn+  Register indirect with pre-decrement @-ERn  |   | |

1 for a byte operand, 2 for a word operand, 4 for a longword operand

| No. | Addressing Mode and Instruction Format | Effective Address Calculation | Effective Address |
|-----|---|-------------------------------|---------------------------|
| 5 | Absolute address @aa:8 | | |
| | @aa:8 | | |
| | | | |
| | @aa:16 | | |
| | | | |
| | @aa:24 | | |
| | | | |
| 6 | Immediate #xx:8, #xx:16, or #xx:32 | | Operand is immediate data |
| | | | |
| 7 | Program-counter relative @(d:8, PC) or @(d:16, PC) | | |
| | | | |



Legend:

r, rm, rn: Register field

op: Operation field

disp: Displacement

IMM: Immediate data

abs: Absolute address

2.8 Processing States

2.8.1 Overview

The H8/300H CPU has five processing states: the program execution state, exception-handling state, power-down state, reset state, and bus-released state. The power-down state includes sleep mode, software standby mode, and hardware standby mode. Figure 2.11 classifies the processing states. Figure 2.13 indicates the state transitions.

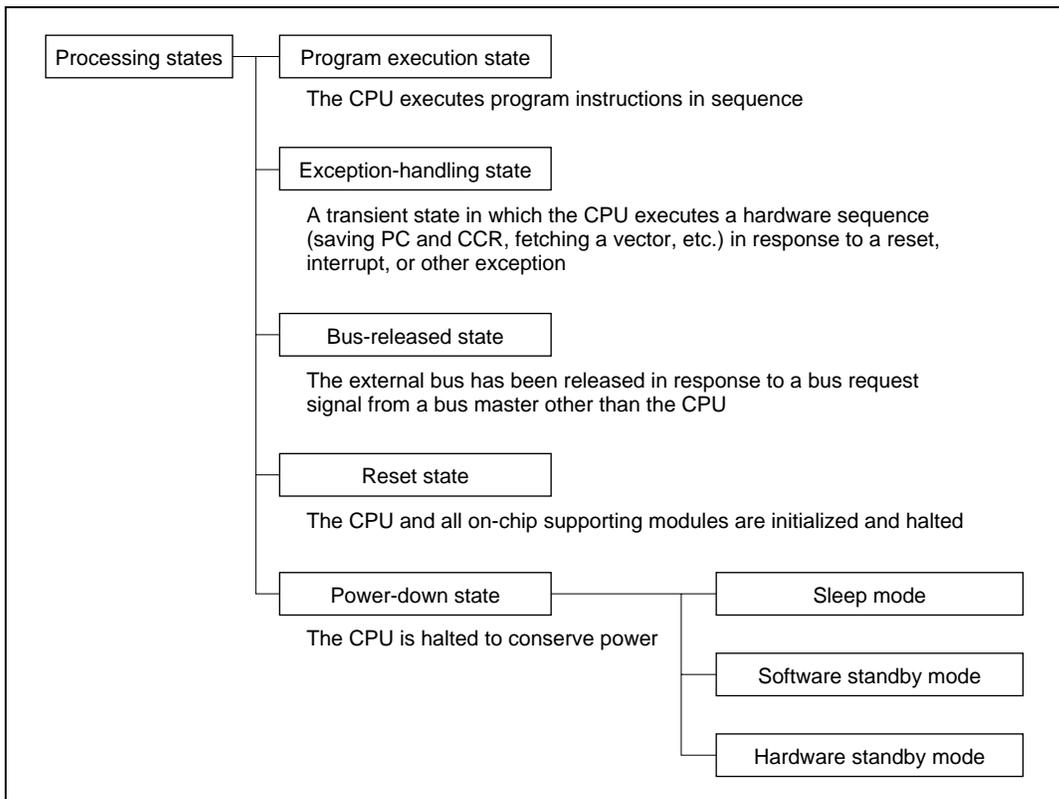


Figure 2.11 Processing States

2.8.2 Program Execution State

In this state the CPU executes program instructions in normal sequence.

2.8.3 Exception-Handling State

The exception-handling state is a transient state that occurs when the CPU alters the normal program flow due to a reset, interrupt, or trap instruction. The CPU fetches a starting address from the exception vector table and branches to that address. In interrupt and trap exception handling the CPU references the stack pointer (ER7) and saves the program counter and condition code register.

Types of Exception Handling and Their Priority: Exception handling is performed for resets, interrupts, and trap instructions. Table 2.14 indicates the types of exception handling and their priority. Trap instruction exceptions are accepted at all times in the program execution state.

Table 2.14 Exception Handling Types and Priority

| Priority | Type of Exception | Detection Timing | Start of Exception Handling |
|----------------------|-------------------|--|--|
| High ↑ Low | Reset | Synchronized with clock | Exception handling starts immediately when \overline{RES} changes from low to high |
| | Interrupt | End of instruction execution or end of exception handling* | When an interrupt is requested, exception handling starts at the end of the current instruction or current exception-handling sequence |
| | Trap instruction | When TRAPA instruction is executed | Exception handling starts when a trap (TRAPA) instruction is executed |

Note: * Interrupts are not detected at the end of the ANDC, ORC, XORC, and LDC instructions, or immediately after reset exception handling.

Figure 2.12 classifies the exception sources. For further details about exception sources, vector numbers, and vector addresses, see section 4, Exception Handling, and section 5, Interrupt Controller.

2.8.5 Bus-Released State

In this state the bus is released to a bus master other than the CPU, in response to a bus request. The bus masters other than the CPU are the DMA controller, the refresh controller, and an external bus master. While the bus is released, the CPU halts except for internal operations. Interrupt requests are not accepted. For details see section 6.3.7, Bus Arbiter Operation.

2.8.6 Reset State

When the $\overline{\text{RES}}$ input goes low all current processing stops and the CPU enters the reset state. The I bit in the condition code register is set to 1 by a reset. All interrupts are masked in the reset state. Reset exception handling starts when the $\overline{\text{RES}}$ signal changes from low to high.

The reset state can also be entered by a watchdog timer overflow. For details see section 12, Watchdog Timer.

2.8.7 Power-Down State

In the power-down state the CPU stops operating to conserve power. There are three modes: sleep mode, software standby mode, and hardware standby mode.

Sleep Mode: A transition to sleep mode is made if the SLEEP instruction is executed while the SSBY bit is cleared to 0 in the system control register (SYSCR). CPU operations stop immediately after execution of the SLEEP instruction, but the contents of CPU registers are retained.

Software Standby Mode: A transition to software standby mode is made if the SLEEP instruction is executed while the SSBY bit is set to 1 in SYSCR. The CPU and clock halt and all on-chip supporting modules stop operating. The on-chip supporting modules are reset, but as long as a specified voltage is supplied the contents of CPU registers and on-chip RAM are retained. The I/O ports also remain in their existing states.

Hardware Standby Mode: A transition to hardware standby mode is made when the $\overline{\text{STBY}}$ input goes low. As in software standby mode, the CPU and all clocks halt and the on-chip supporting modules are reset, but as long as a specified voltage is supplied, on-chip RAM contents are retained.

For further information see section 21, Power-Down State.

2.9 Basic Operational Timing

2.9.1 Overview

The H8/300H CPU operates according to the system clock (ϕ). The interval from one rise of the system clock to the next rise is referred to as a “state.” A memory cycle or bus cycle consists of two or three states. The CPU uses different methods to access on-chip memory, the on-chip supporting modules, and the external address space. Access to the external address space can be controlled by the bus controller.

2.9.2 On-Chip Memory Access Timing

On-chip memory is accessed in two states. The data bus is 16 bits wide, permitting both byte and word access. Figure 2.15 shows the on-chip memory access cycle. Figure 2.16 indicates the pin states.

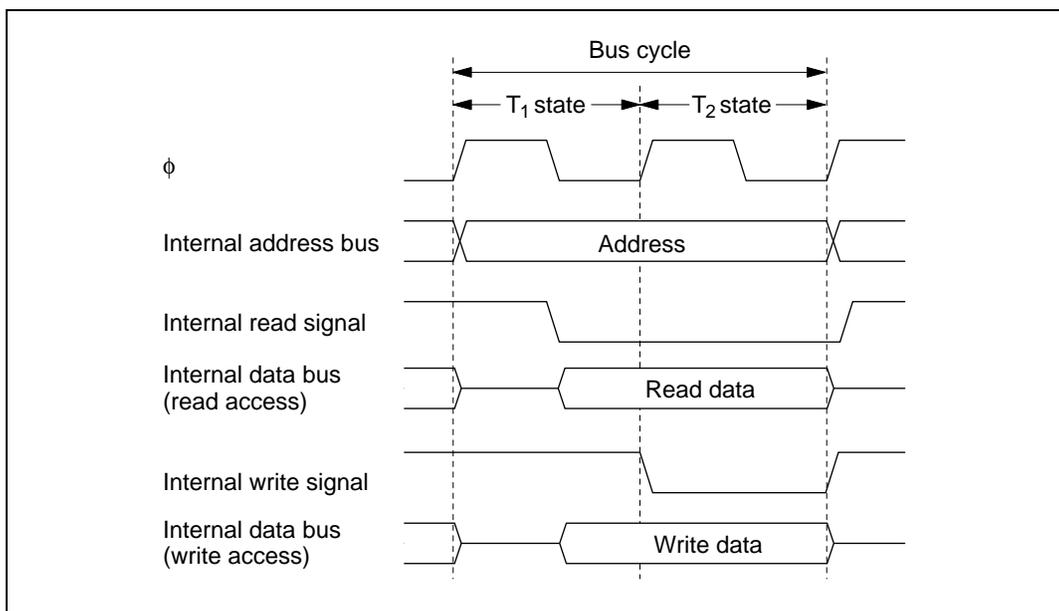


Figure 2.15 On-Chip Memory Access Cycle

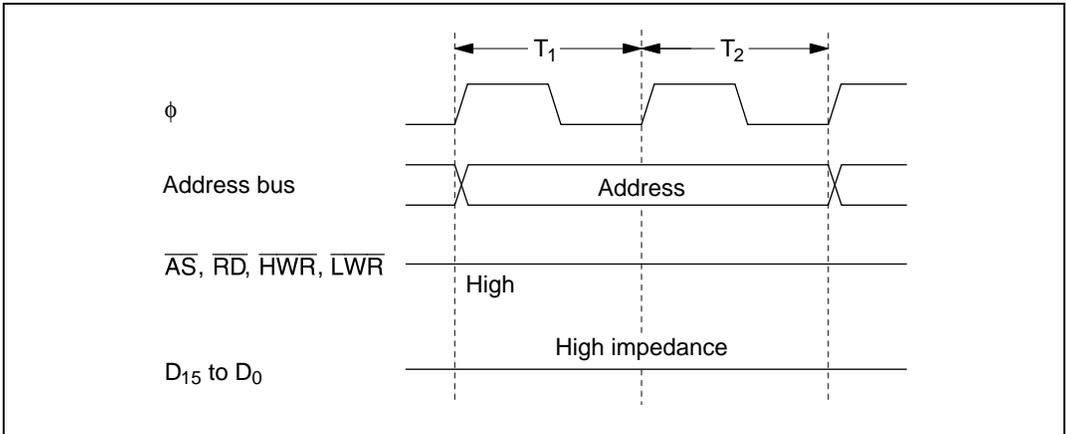


Figure 2.16 Pin States during On-Chip Memory Access

2.9.3 On-Chip Supporting Module Access Timing

The on-chip supporting modules are accessed in three states. The data bus is 8 or 16 bits wide, depending on the register being accessed. Figure 2.17 shows the on-chip supporting module access timing. Figure 2.18 indicates the pin states.

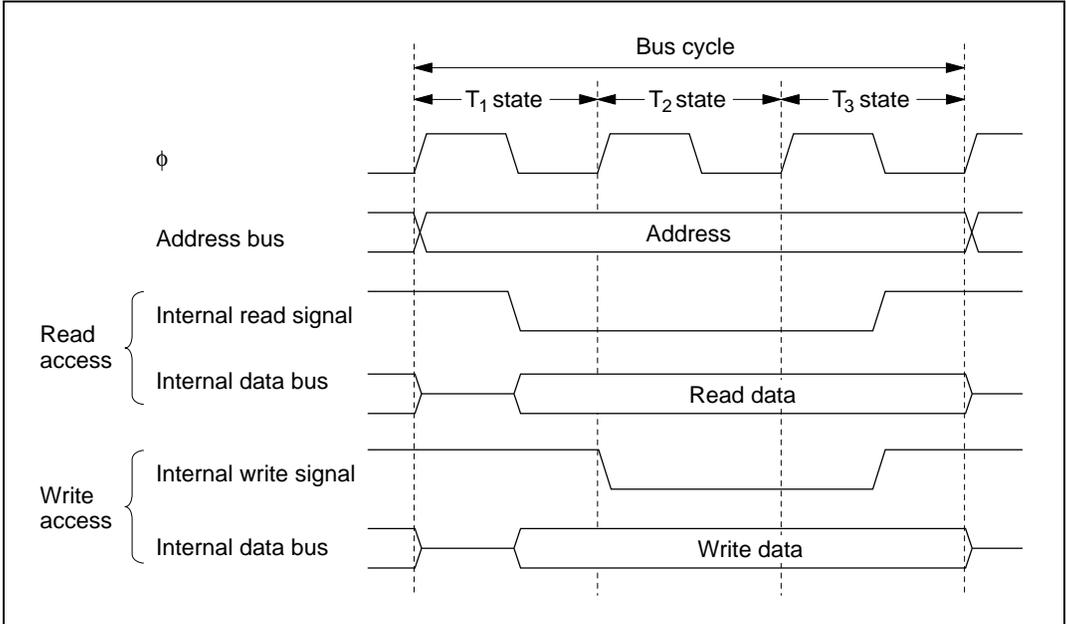


Figure 2.17 Access Cycle for On-Chip Supporting Modules

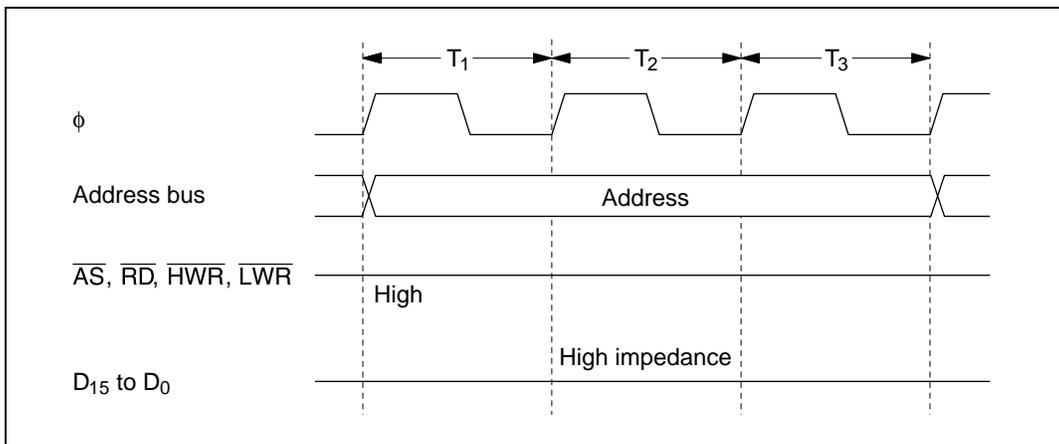


Figure 2.18 Pin States during Access to On-Chip Supporting Modules

2.9.4 Access to External Address Space

The external address space is divided into eight areas (areas 0 to 7). Bus-controller settings determine whether each area is accessed via an 8-bit or 16-bit bus, and whether it is accessed in two or three states. For details see section 6, Bus Controller.

Section 3 MCU Operating Modes

3.1 Overview

3.1.1 Operating Mode Selection

The H8/3048 Group has seven operating modes (modes 1 to 7) that are selected by the mode pins (MD₂ to MD₀) as indicated in table 3.1. The input at these pins determines the size of the address space and the initial bus mode.

Table 3.1 Operating Mode Selection

| Operating Mode | Mode Pins | | | Address Space | Description | | |
|----------------|-----------------|-----------------|-----------------|---------------------------|--------------------------------|-------------|-----------------------|
| | MD ₂ | MD ₁ | MD ₀ | | Initial Bus Mode* ¹ | On-Chip ROM | On-Chip RAM |
| — | 0 | 0 | 0 | — | — | — | — |
| Mode 1 | 0 | 0 | 1 | Expanded mode | 8 bits | Disabled | Enabled* ² |
| Mode 2 | 0 | 1 | 0 | Expanded mode | 16 bits | Disabled | Enabled* ² |
| Mode 3 | 0 | 1 | 1 | Expanded mode | 8 bits | Disabled | Enabled* ² |
| Mode 4 | 1 | 0 | 0 | Expanded mode | 16 bits | Disabled | Enabled* ² |
| Mode 5 | 1 | 0 | 1 | Expanded mode | 8 bits | Enabled | Enabled* ² |
| Mode 6 | 1 | 1 | 0 | Expanded mode | 8 bits | Enabled | Enabled* ² |
| Mode 7 | 1 | 1 | 1 | Single-chip advanced mode | — | Enabled | Enabled |

- Notes: 1. In modes 1 to 6, an 8-bit or 16-bit data bus can be selected on a per-area basis by settings made in the area bus width control register (ABWCR). For details see section 6, Bus Controller.
2. If the RAME bit in SYSCR is cleared to 0, these addresses become external addresses.

For the address space size there are two choices: 1 Mbyte or 16 Mbytes. The external data bus is either 8 or 16 bits wide depending on ABWCR settings. If 8-bit access is selected for all areas, the external data bus is 8 bits wide. For details see section 6, Bus Controller.

Modes 1 to 4 are externally expanded modes that enable access to external memory and peripheral devices and disable access to the on-chip ROM. Modes 1 and 2 support a maximum address space of 1 Mbyte. Modes 3 and 4 support a maximum address space of 16 Mbytes.

Modes 5 and 6 are externally expanded modes that enable access to external memory and peripheral devices and also enable access to the on-chip ROM. Mode 5 supports a maximum address space of 1 Mbyte. Mode 6 supports a maximum address space of 16 Mbytes.

Mode 7 is a single-chip mode that operates using the on-chip ROM, RAM, and internal I/O registers, and makes all I/O ports available. Mode 7 supports a 1-Mbyte address space.

The H8/3048 Group can be used only in modes 1 to 7. The inputs at the mode pins must select one of these seven modes. The inputs at the mode pins must not be changed during operation.

3.1.2 Register Configuration

The H8/3048 Group has a mode control register (MDCR) that indicates the inputs at the mode pins (MD_2 to MD_0), and a system control register (SYSCR). Table 3.2 summarizes these registers.

Table 3.2 Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|-------------------------|--------------|-----|---------------|
| H'FFF1 | Mode control register | MDCR | R | Undetermined |
| H'FFF2 | System control register | SYSCR | R/W | H'0B |

Note: * The lower 16 bits of the address are indicated.

3.2 Mode Control Register (MDCR)

MDCR is an 8-bit read-only register that indicates the current operating mode of the H8/3048 Group.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------|---|---------------|---|---|--|------|------|
| | — | — | — | — | — | MDS2 | MDS1 | MDS0 |
| Initial value | 1 | 1 | 0 | 0 | 0 | —* | —* | —* |
| Read/Write | — | — | — | — | — | R | R | R |
| | Reserved bits | | Reserved bits | | | Mode select 2 to 0 Bits indicating the current operating mode | | |

Note: * Determined by pins MD_2 to MD_0 .

Bits 7 and 6—Reserved: Read-only bits, always read as 1.

Bits 5 to 3—Reserved: Read-only bits, always read as 0.

Bits 2 to 0—Mode Select 2 to 0 (MDS2 to MDS0): These bits indicate the logic levels at pins MD₂ to MD₀ (the current operating mode). MDS2 to MDS0 correspond to MD₂ to MD₀. MDS2 to MDS0 are read-only bits. The mode pin (MD₂ to MD₀) levels are latched into these bits when MDCR is read.

3.3 System Control Register (SYSCR)

SYSCR is an 8-bit register that controls the operation of the H8/3048 Group.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|-----|-------|---|------|
| | SSBY | STS2 | STS1 | STS0 | UE | NMIEG | — | RAME |
| Initial value | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

RAM enable
Enables or disables on-chip RAM

Reserved bit

NMI edge select
Selects the valid edge of the NMI input

User bit enable
Selects whether to use the UI bit in CCR as a user bit or an interrupt mask bit

Standby timer select 2 to 0
These bits select the waiting time at recovery from software standby mode

Software standby
Enables transition to software standby mode

Bit 7—Software Standby (SSBY): Enables transition to software standby mode. (For further information about software standby mode see section 21, Power-Down State.)

When software standby mode is exited by an external interrupt, this bit remains set to 1. To clear this bit, write 0.

| Bit 7: SSBY | Description |
|-------------|---|
| 0 | SLEEP instruction causes transition to sleep mode (Initial value) |
| 1 | SLEEP instruction causes transition to software standby mode |

Bits 6 to 4—Standby Timer Select (STS2 to STS0): These bits select the length of time the CPU and on-chip supporting modules wait for the internal clock oscillator to settle when software standby mode is exited by an external interrupt. When using a crystal oscillator, set these bits so that the waiting time will be at least 7 ms at the system clock rate. For further information about waiting time selection, see section 21.4.3, Selection of Waiting Time for Exit from Software Standby Mode.

| Bit 6: STS2 | Bit 5: STS1 | Bit 4: STS0 | Description |
|-------------|-------------|-------------|---|
| 0 | 0 | 0 | Waiting time = 8,192 states (Initial value) |
| | | 1 | Waiting time = 16,384 states |
| | 1 | 0 | Waiting time = 32,768 states |
| | | 1 | Waiting time = 65,536 states |
| 1 | 0 | 0 | Waiting time = 131,072 states |
| | | 1 | Waiting time = 1,024 states |
| | 1 | — | Illegal setting |

Bit 3—User Bit Enable (UE): Selects whether to use the UI bit in the condition code register as a user bit or an interrupt mask bit.

| Bit 3: UE | Description |
|-----------|---|
| 0 | UI bit in CCR is used as an interrupt mask bit |
| 1 | UI bit in CCR is used as a user bit (Initial value) |

Bit 2—NMI Edge Select (NMIEG): Selects the valid edge of the NMI input.

| Bit 2: NMIEG | Description |
|--------------|--|
| 0 | An interrupt is requested at the falling edge of NMI (Initial value) |
| 1 | An interrupt is requested at the rising edge of NMI |

Bit 1—Reserved: Read-only bit, always read as 1.

Bit 0—RAM Enable (RAME): Enables or disables the on-chip RAM. The RAME bit is initialized by the rising edge of the $\overline{\text{RES}}$ signal. It is not initialized in software standby mode.

| Bit 0: RAME | Description |
|-------------|--|
| 0 | On-chip RAM is disabled |
| 1 | On-chip RAM is enabled (Initial value) |

3.4 Operating Mode Descriptions

3.4.1 Mode 1

Ports 1, 2, and 5 function as address pins A_{19} to A_0 , permitting access to a maximum 1-Mbyte address space. The initial bus mode after a reset is 8 bits, with 8-bit access to all areas. If at least one area is designated for 16-bit access in ABWCR, the bus mode switches to 16 bits.

3.4.2 Mode 2

Ports 1, 2, and 5 function as address pins A_{19} to A_0 , permitting access to a maximum 1-Mbyte address space. The initial bus mode after a reset is 16 bits, with 16-bit access to all areas. If all areas are designated for 8-bit access in ABWCR, the bus mode switches to 8 bits.

3.4.3 Mode 3

Ports 1, 2, and 5 and part of port A function as address pins A_{23} to A_0 , permitting access to a maximum 16-Mbyte address space. The initial bus mode after a reset is 8 bits, with 8-bit access to all areas. If at least one area is designated for 16-bit access in ABWCR, the bus mode switches to 16 bits. A_{23} to A_{21} are valid when 0 is written in bits 7 to 5 of the bus release control register (BRCR). (In this mode A_{20} is always used for address output.)

3.4.4 Mode 4

Ports 1, 2, and 5 and part of port A function as address pins A_{23} to A_0 , permitting access to a maximum 16-Mbyte address space. The initial bus mode after a reset is 16 bits, with 16-bit access to all areas. If all areas are designated for 8-bit access in ABWCR, the bus mode switches to 8 bits. A_{23} to A_{21} are valid when 0 is written in bits 7 to 5 of BRCR. (In this mode A_{20} is always used for address output.)

3.4.5 Mode 5

Ports 1, 2, and 5 can function as address pins A_{19} to A_0 , permitting access to a maximum 1-Mbyte address space, but following a reset they are input ports. To use ports 1, 2, and 5 as an address bus, the corresponding bits in their data direction registers (P1DDR, P2DDR, and P5DDR) must be set to 1. The initial bus mode after a reset is 8 bits, with 8-bit access to all areas. If at least one area is designated for 16-bit access in ABWCR, the bus mode switches to 16 bits.

3.4.6 Mode 6

Ports 1, 2, and 5 and part of port A function as address pins A_{23} to A_0 , permitting access to a maximum 16-Mbyte address space, but following a reset they are input ports. To use ports 1, 2, and 5 as an address bus, the corresponding bits in their data direction registers (P1DDR, P2DDR, and P5DDR) must be set to 1. For A_{23} to A_{21} output, clear bits 7 to 5 of BRCCR to 0. (In this mode A_{20} is always used for address output.)

The initial bus mode after a reset is 8 bits, with 8-bit access to all areas. If at least one area is designated for 16-bit access in ABWCR, the bus mode switches to 16 bits.

3.4.7 Mode 7

This mode operates using the on-chip ROM, RAM, and internal I/O registers. All I/O ports are available. Mode 7 supports a 1-Mbyte address space.

3.5 Pin Functions in Each Operating Mode

The pin functions of ports 1 to 5 and port A vary depending on the operating mode. Table 3.3 indicates their functions in each operating mode.

Table 3.3 Pin Functions in Each Mode

| Port | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 |
|--------|-------------------------------------|-------------------------------|---|---|-------------------------------------|---|----------------------|
| Port 1 | A_7 to A_0 | A_7 to A_0 | A_7 to A_0 | A_7 to A_0 | P_{17} to P_{10} * ² | P_{17} to P_{10} * ² | P_{17} to P_{10} |
| Port 2 | A_{15} to A_8 | A_{15} to A_8 | A_{15} to A_8 | A_{15} to A_8 | P_{27} to P_{20} * ² | P_{27} to P_{20} * ² | P_{27} to P_{20} |
| Port 3 | D_{15} to D_8 | D_{15} to D_8 | D_{15} to D_8 | D_{15} to D_8 | D_{15} to D_8 | D_{15} to D_8 | P_{37} to P_{30} |
| Port 4 | P_{47} to P_{40} * ¹ | D_7 to D_0 * ¹ | P_{47} to P_{40} * ¹ | D_7 to D_0 * ¹ | P_{47} to P_{40} * ¹ | P_{47} to P_{40} * ¹ | P_{47} to P_{40} |
| Port 5 | A_{19} to A_{16} | A_{19} to A_{16} | A_{19} to A_{16} | A_{19} to A_{16} | P_{53} to P_{50} * ² | P_{53} to P_{50} * ² | P_{53} to P_{50} |
| Port A | PA_7 to PA_4 | PA_7 to PA_4 | PA_7 to PA_5 * ³ , A_{20} | PA_7 to PA_5 * ³ , A_{20} | PA_7 to PA_4 | PA_7 to PA_5 , A_{20} * ³ | PA_7 to PA_4 |

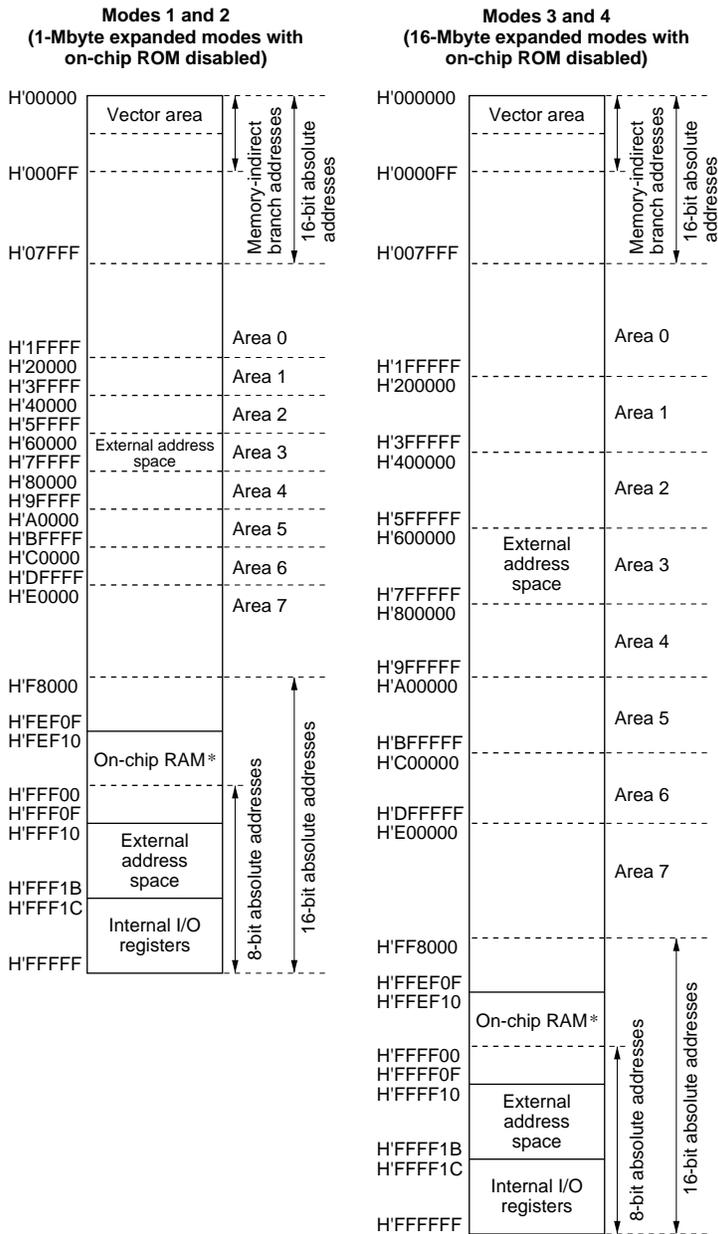
- Notes: 1. Initial state. The bus mode can be switched by settings in ABWCR. These pins function as P_{47} to P_{40} in 8-bit bus mode, and as D_7 to D_0 in 16-bit bus mode.
2. Initial state. These pins become address output pins when the corresponding bits in the data direction registers (P1DDR, P2DDR, P5DDR) are set to 1.
3. Initial state. A_{20} is always an address output pin. PA_7 to PA_5 are switched over to A_{23} to A_{21} output by writing 0 in bits 7 to 5 of BRCCR.

3.6 Memory Map in Each Operating Mode

Figure 3.1 shows a memory map of the H8/3048. Figure 3.2 shows a memory map of the H8/3047. Figure 3.3 shows a memory map of the H8/3044. Figure 3.4 shows a memory map of the H8/3045. The address space is divided into eight areas.

The initial bus mode differs between modes 1 and 2, and also between modes 3 and 4.

The address locations of the on-chip RAM and internal I/O registers differ between the 1-Mbyte modes (modes 1, 2, 5, and 7) and 16-Mbyte modes (modes 3, 4, and 6). The address range specifiable by the CPU in the 8- and 16-bit absolute addressing modes (@aa:8 and @aa:16) also differs.



Note: * External addresses can be accessed by disabling on-chip RAM.

Figure 3.1 H8/3048 Memory Map in Each Operating Mode

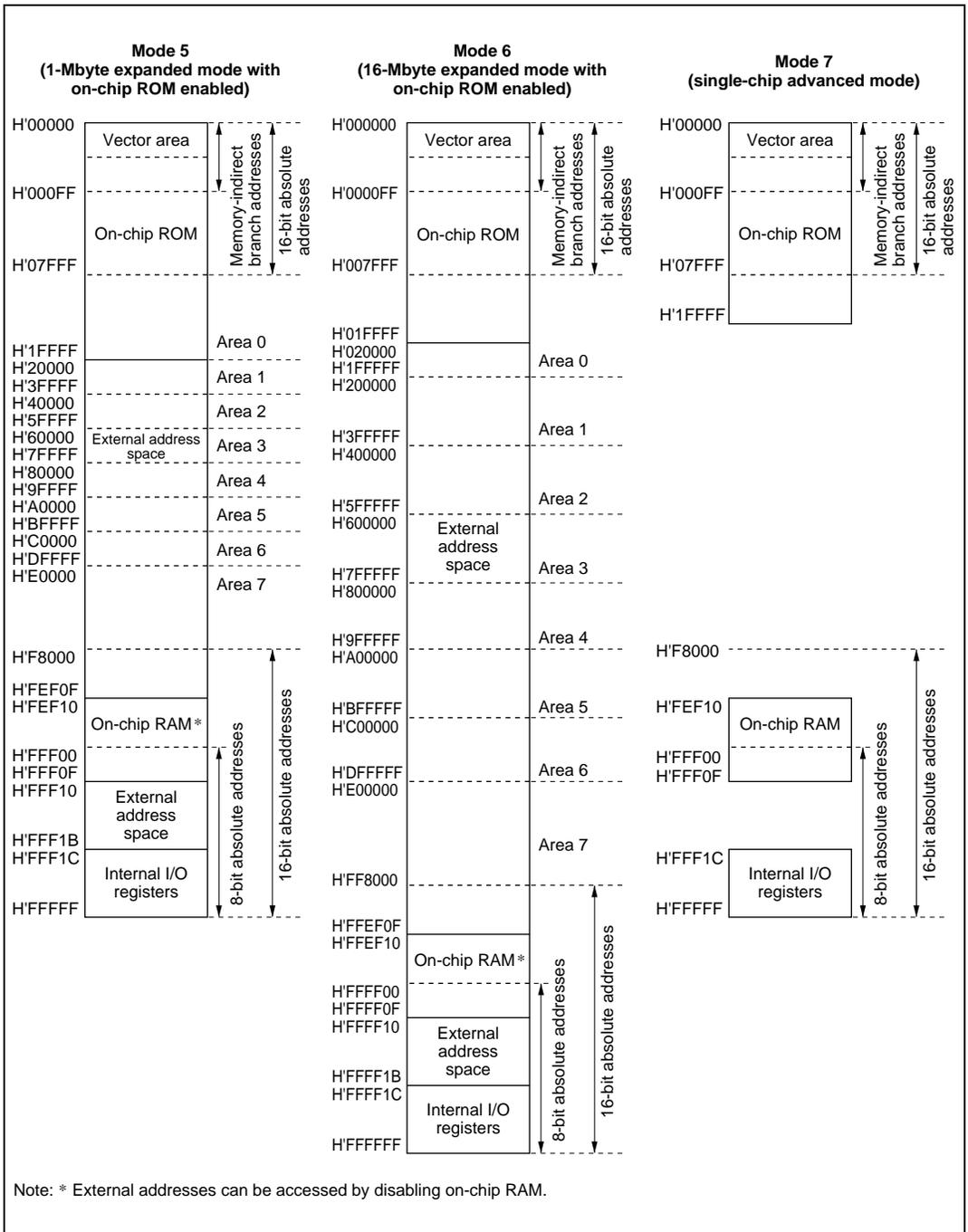


Figure 3.1 H8/3048 Memory Map in Each Operating Mode (cont)

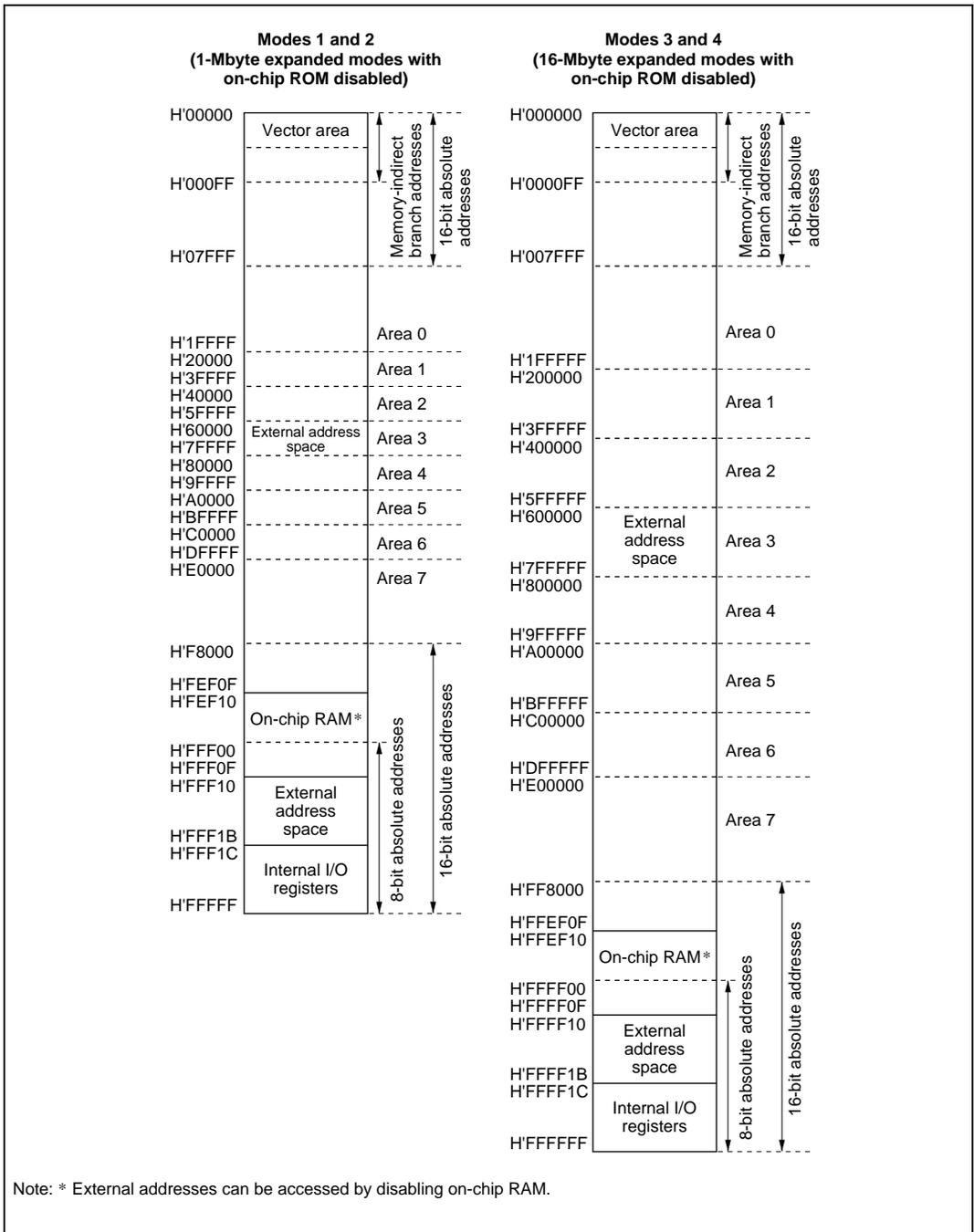


Figure 3.2 H8/3047 Memory Map in Each Operating Mode

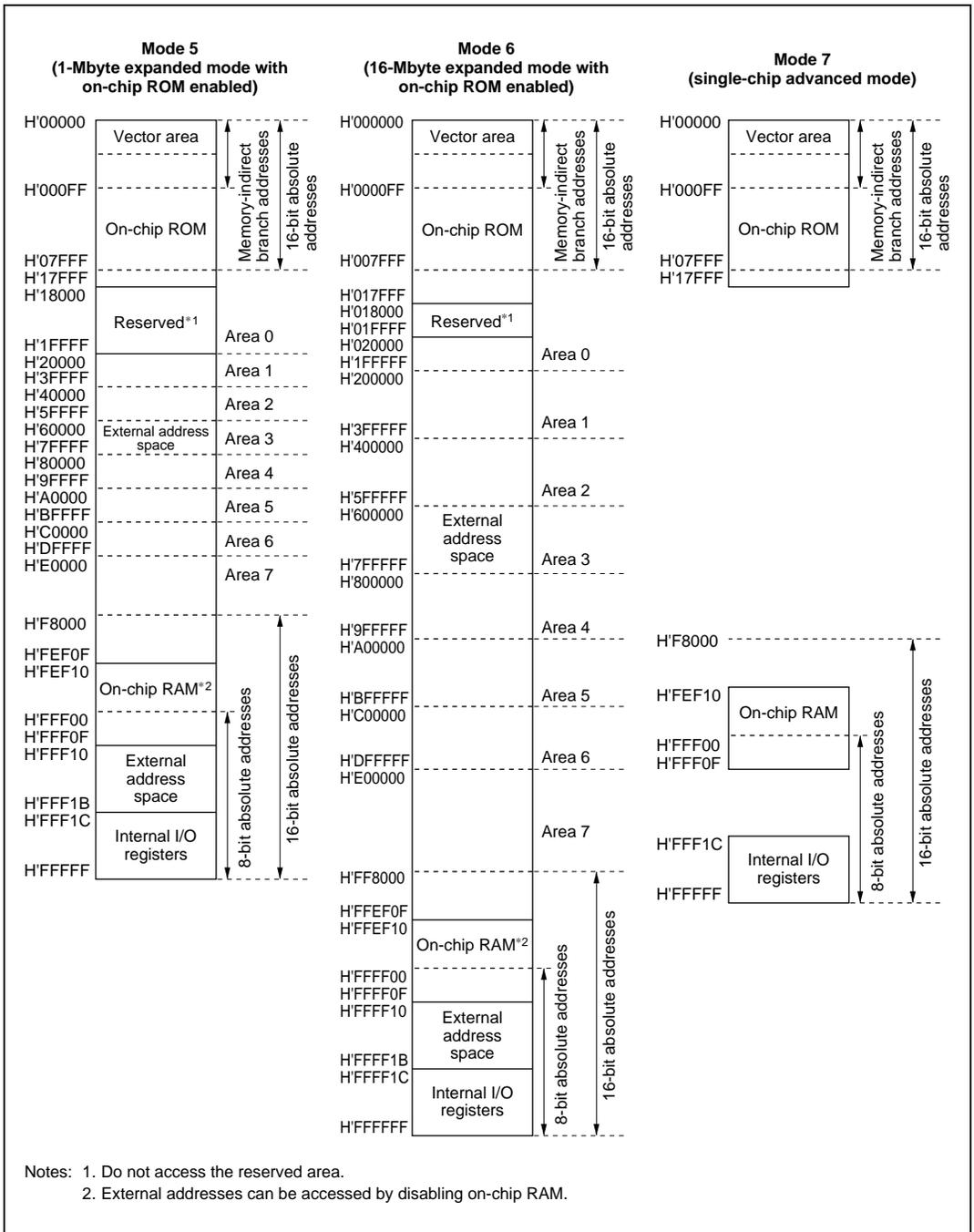


Figure 3.2 H8/3047 Memory Map in Each Operating Mode (cont)

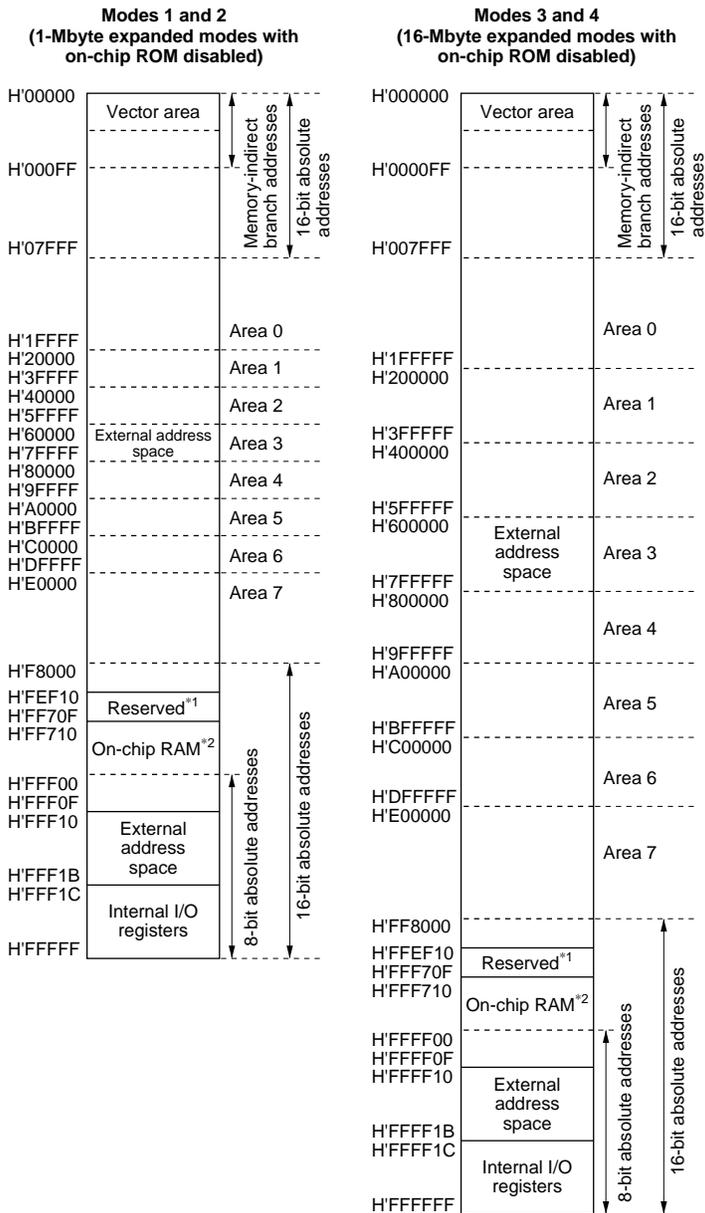


Figure 3.3 H8/3044 Memory Map in Each Operating Mode

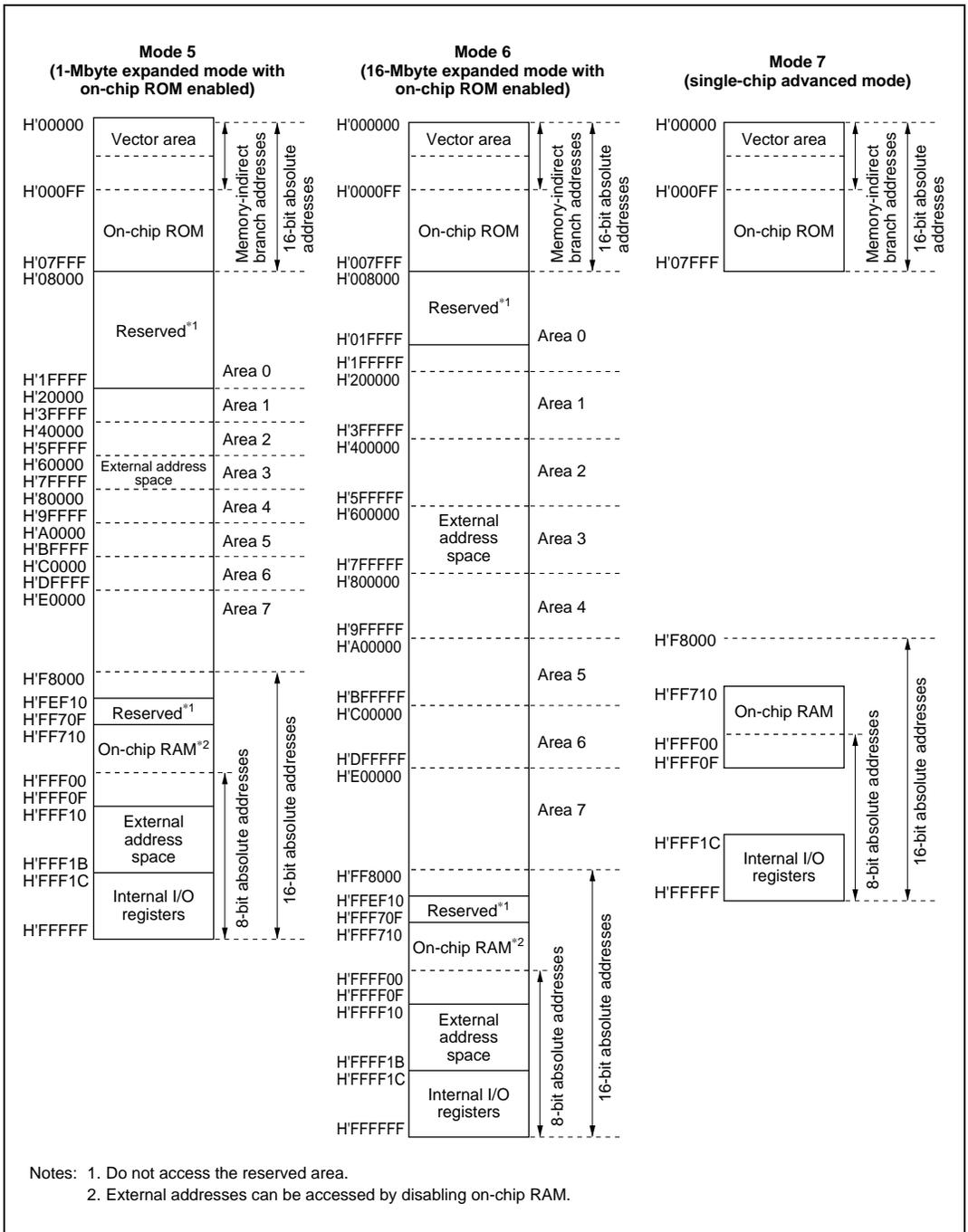
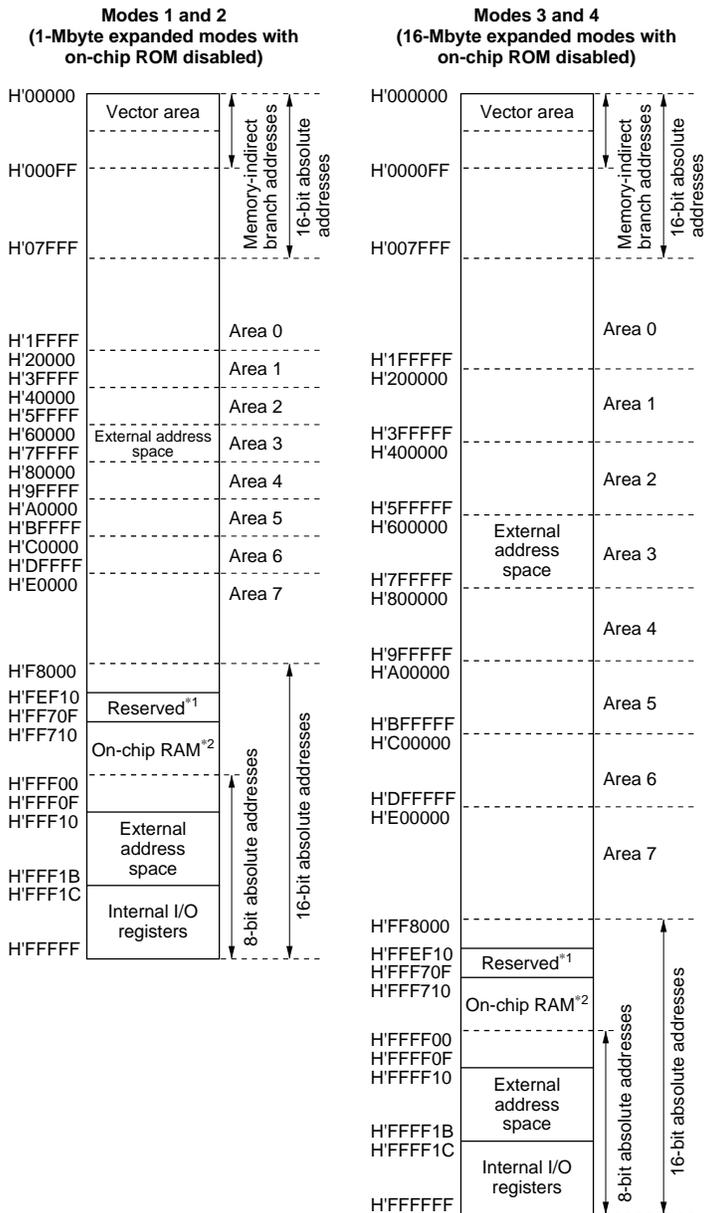


Figure 3.3 H8/3044 Memory Map in Each Operating Mode (cont)



Notes: 1. Do not access the reserved area.

2. External addresses can be accessed by disabling on-chip RAM.

Figure 3.4 H8/3045 Memory Map in Each Operating Mode

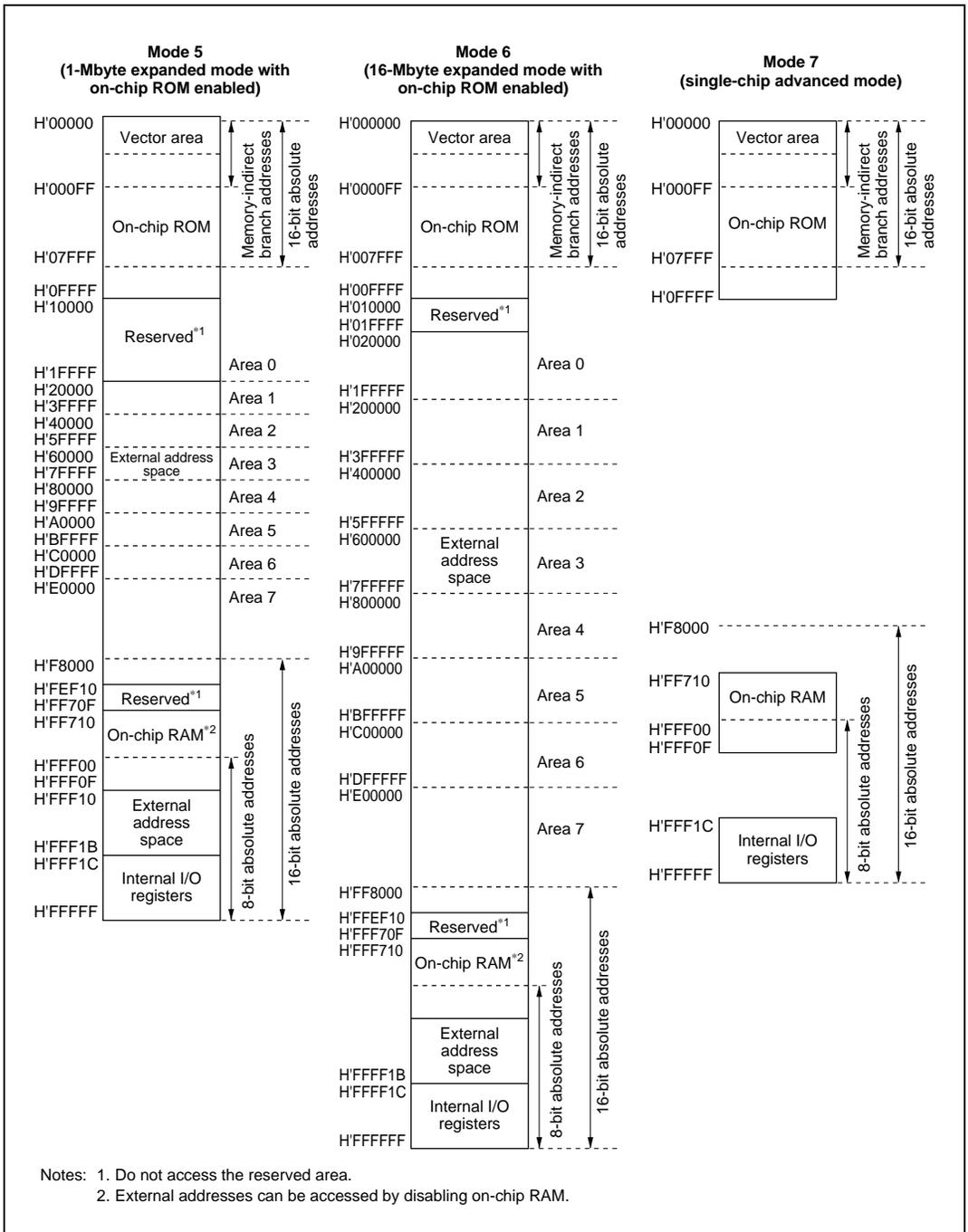


Figure 3.4 H8/3045 Memory Map in Each Operating Mode (cont)

Section 4 Exception Handling

4.1 Overview

4.1.1 Exception Handling Types and Priority

As table 4.1 indicates, exception handling may be caused by a reset, trap instruction, or interrupt. Exception handling is prioritized as shown in table 4.1. If two or more exceptions occur simultaneously, they are accepted and processed in priority order. Trap instruction exceptions are accepted at all times in the program execution state.

Table 4.1 Exception Types and Priority

| Priority | Exception Type | Start of Exception Handling |
|-----------|--------------------------|--|
| High ↑ | Reset | Starts immediately after a low-to-high transition at the RES pin |
| | Interrupt | Interrupt requests are handled when execution of the current instruction or handling of the current exception is completed |
| Low | Trap instruction (TRAPA) | Started by execution of a trap instruction (TRAPA) |

4.1.2 Exception Handling Operation

Exceptions originate from various sources. Trap instructions and interrupts are handled as follows.

1. The program counter (PC) and condition code register (CCR) are pushed onto the stack.
2. The CCR interrupt mask bit is set to 1.
3. A vector address corresponding to the exception source is generated, and program execution starts from the address indicated in that address.

Note: For a reset exception, steps 2 and 3 above are carried out.

4.1.3 Exception Vector Table

The exception sources are classified as shown in figure 4.1. Different vectors are assigned to different exception sources. Table 4.2 lists the exception sources and their vector addresses.

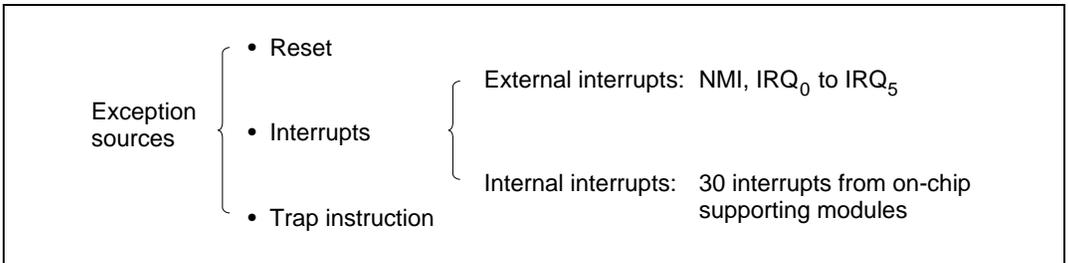


Figure 4.1 Exception Sources

Table 4.2 Exception Vector Table

| Exception Source | Vector Number | Vector Address*¹ |
|-------------------------------------|----------------------|------------------------------------|
| Reset | 0 | H'0000 to H'0003 |
| Reserved for system use | 1 | H'0004 to H'0007 |
| | 2 | H'0008 to H'000B |
| | 3 | H'000C to H'000F |
| | 4 | H'0010 to H'0013 |
| | 5 | H'0014 to H'0017 |
| | 6 | H'0018 to H'001B |
| External interrupt (NMI) | 7 | H'001C to H'001F |
| Trap instruction (4 sources) | 8 | H'0020 to H'0023 |
| | 9 | H'0024 to H'0027 |
| | 10 | H'0028 to H'002B |
| | 11 | H'002C to H'002F |
| External interrupt IRQ ₀ | 12 | H'0030 to H'0033 |
| External interrupt IRQ ₁ | 13 | H'0034 to H'0037 |
| External interrupt IRQ ₂ | 14 | H'0038 to H'003B |
| External interrupt IRQ ₃ | 15 | H'003C to H'003F |
| External interrupt IRQ ₄ | 16 | H'0040 to H'0043 |
| External interrupt IRQ ₅ | 17 | H'0044 to H'0047 |
| Reserved for system use | 18 | H'0048 to H'004B |
| | 19 | H'004C to H'004F |
| Internal interrupts* ² | 20 | H'0050 to H'0053 |
| | to | to |
| | 60 | H'00F0 to H'00F3 |

Notes: 1. Lower 16 bits of the address.

2. For the internal interrupt vectors, see section 5.3.3, Interrupt Vector Table.

4.2 Reset

4.2.1 Overview

A reset is the highest-priority exception. When the $\overline{\text{RES}}$ pin goes low, all processing halts and the chip enters the reset state. A reset initializes the internal state of the CPU and the registers of the on-chip supporting modules. Reset exception handling begins when the $\overline{\text{RES}}$ pin changes from low to high.

The chip can also be reset by overflow of the watchdog timer. For details see section 12, Watchdog Timer.

4.2.2 Reset Sequence

The chip enters the reset state when the $\overline{\text{RES}}$ pin goes low.

To ensure that the chip is reset, hold the $\overline{\text{RES}}$ pin low for at least 20 ms at power-up. To reset the chip during operation, hold the $\overline{\text{RES}}$ pin low for at least 10 system clock (ϕ) cycles. See appendix D.2, Pin States at Reset, for the states of the pins in the reset state.

When the $\overline{\text{RES}}$ pin goes high after being held low for the necessary time, the chip starts reset exception handling as follows.

- The internal state of the CPU and the registers of the on-chip supporting modules are initialized, and the I bit is set to 1 in CCR.
- The contents of the reset vector address (H'0000 to H'0003) are read, and program execution starts from the address indicated in the vector address.

Figure 4.2 shows the reset sequence in modes 1 and 3. Figure 4.3 shows the reset sequence in modes 2 and 4. Figure 4.4 shows the reset sequence in modes 5, 6 and 7.

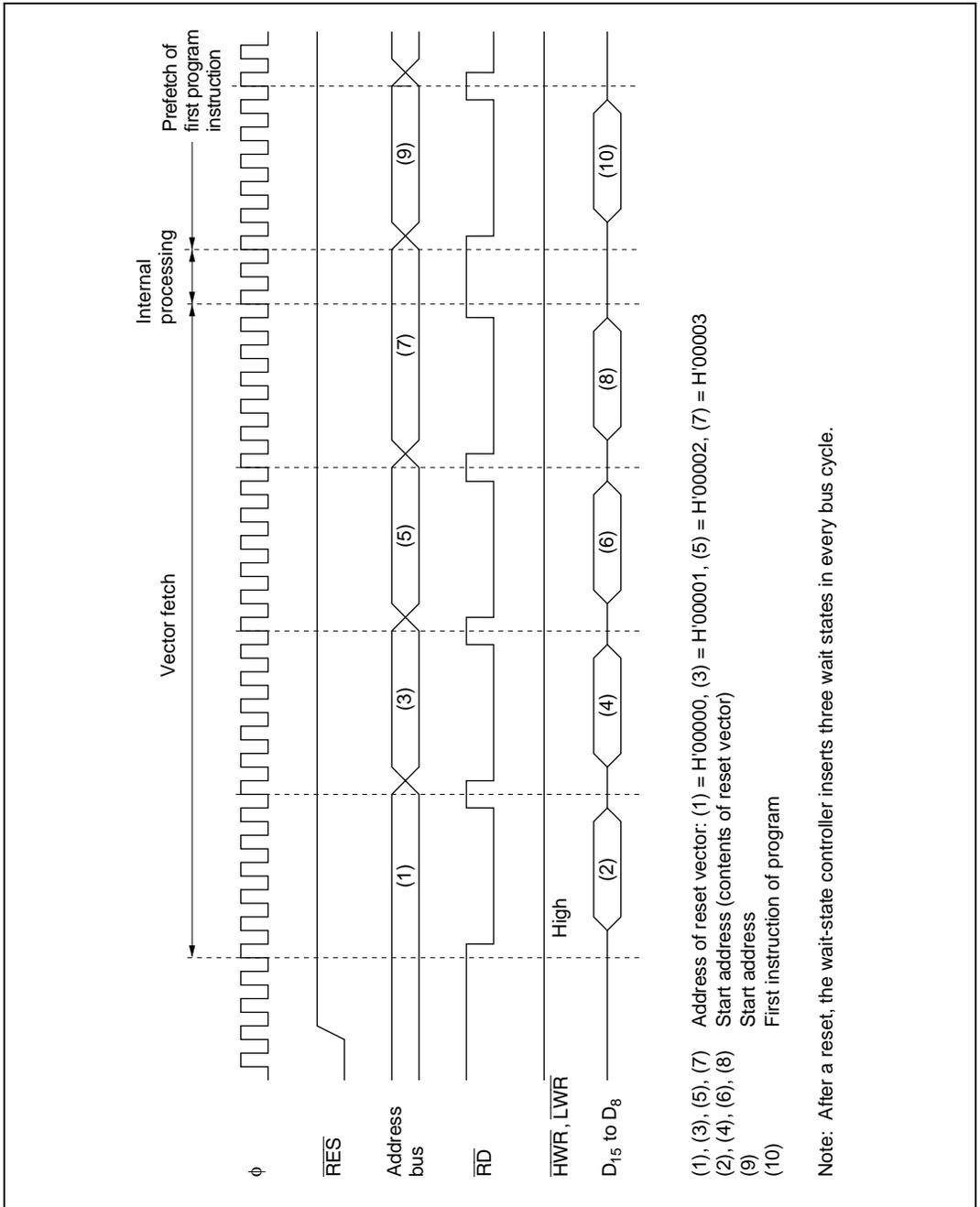


Figure 4.2 Reset Sequence (Modes 1 and 3)

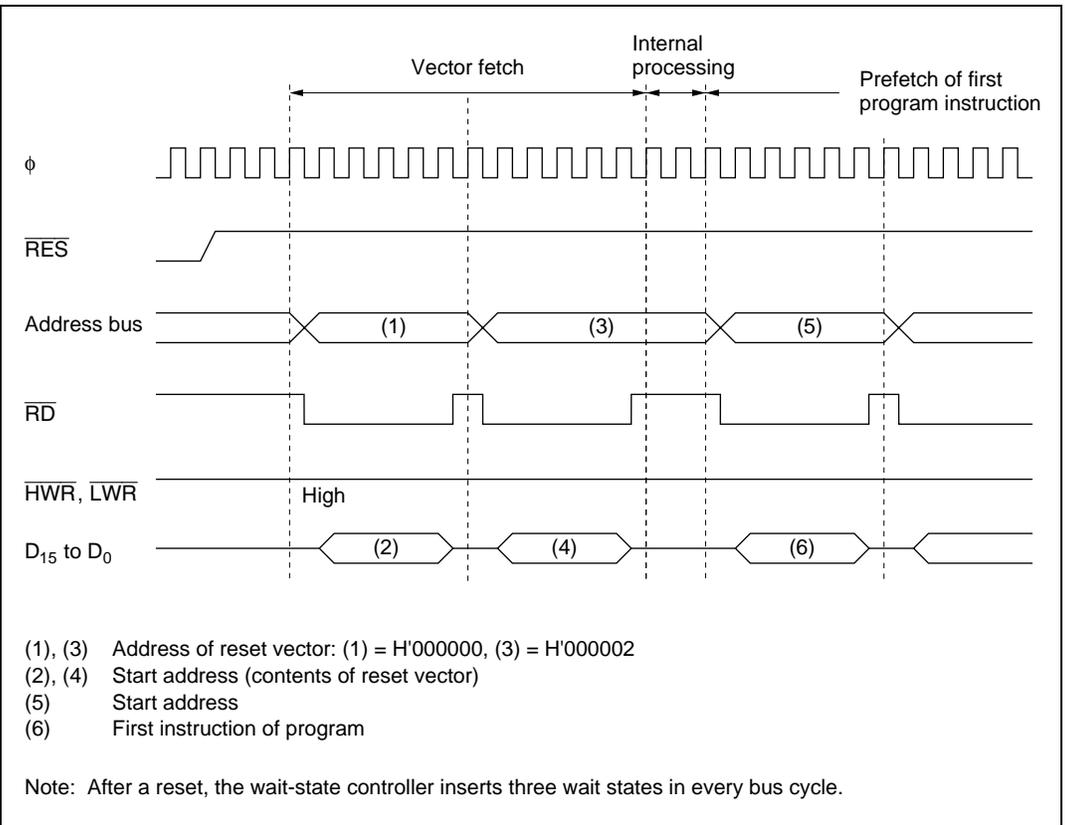


Figure 4.3 Reset Sequence (Modes 2 and 4)

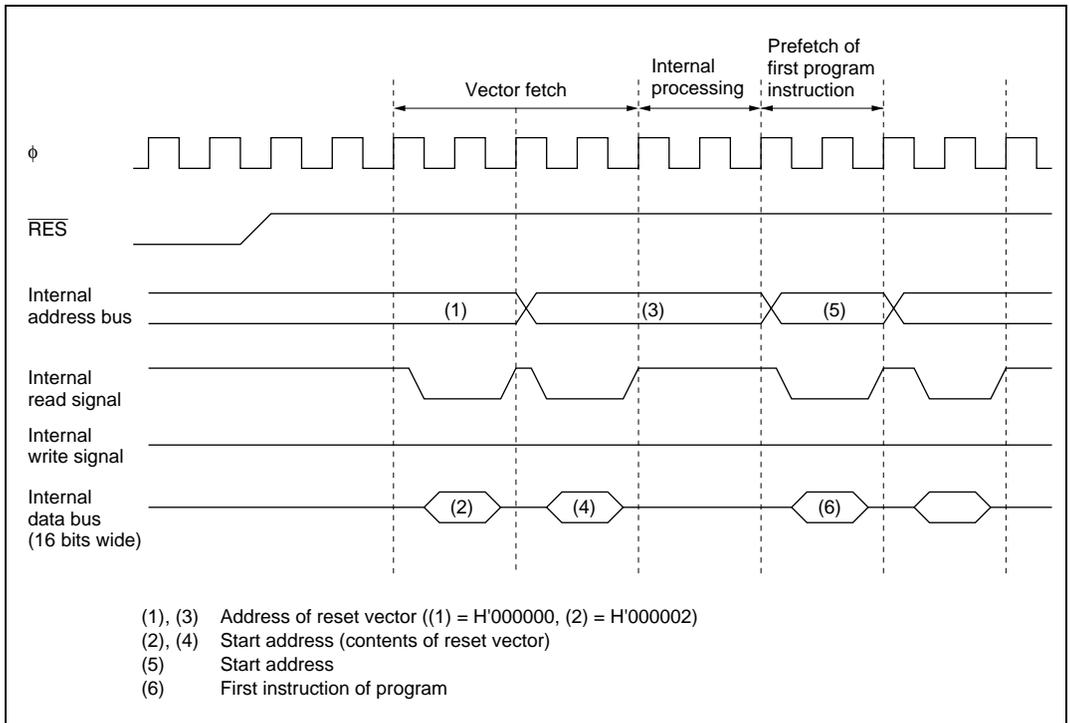


Figure 4.4 Reset Sequence (Modes 5, 6, and 7)

4.2.3 Interrupts after Reset

If an interrupt is accepted after a reset but before the stack pointer (SP) is initialized, PC and CCR will not be saved correctly, leading to a program crash. To prevent this, all interrupt requests, including NMI, are disabled immediately after a reset. The first instruction of the program is always executed immediately after the reset state ends. This instruction should initialize the stack pointer (example: `MOV.L #xx:32, SP`).

4.3 Interrupts

Interrupt exception handling can be requested by seven external sources (NMI, IRQ₀ to IRQ₅) and 30 internal sources in the on-chip supporting modules. Figure 4.5 classifies the interrupt sources and indicates the number of interrupts of each type.

The on-chip supporting modules that can request interrupts are the watchdog timer (WDT), refresh controller, 16-bit integrated timer unit (ITU), DMA controller (DMAC), serial communication interface (SCI), and A/D converter. Each interrupt source has a separate vector address.

NMI is the highest-priority interrupt and is always accepted. Interrupts are controlled by the interrupt controller. The interrupt controller can assign interrupts other than NMI to two priority levels, and arbitrate between simultaneous interrupts. Interrupt priorities are assigned in interrupt priority registers A and B (IPRA and IPRB) in the interrupt controller.

For details on interrupts see section 5, Interrupt Controller.

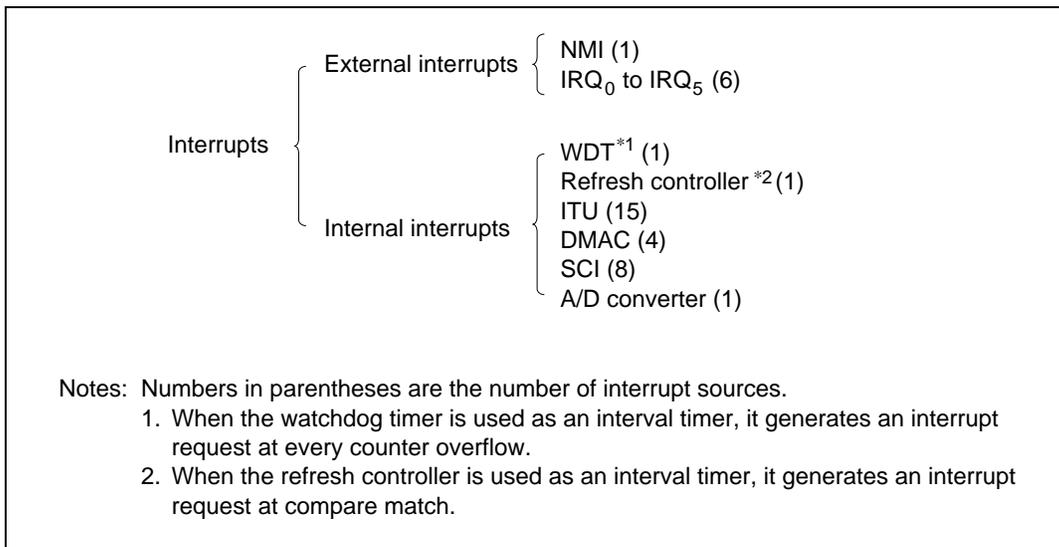


Figure 4.5 Interrupt Sources and Number of Interrupts

4.4 Trap Instruction

Trap instruction exception handling starts when a TRAPA instruction is executed. If the UE bit is set to 1 in the system control register (SYSCR), the exception handling sequence sets the I bit to 1 in CCR. If the UE bit is 0, the I and UI bits are both set to 1. The TRAPA instruction fetches a start address from a vector table entry corresponding to a vector number from 0 to 3, which is specified in the instruction code.

4.5 Stack Status after Exception Handling

Figure 4.6 shows the stack after completion of trap instruction exception handling and interrupt exception handling.

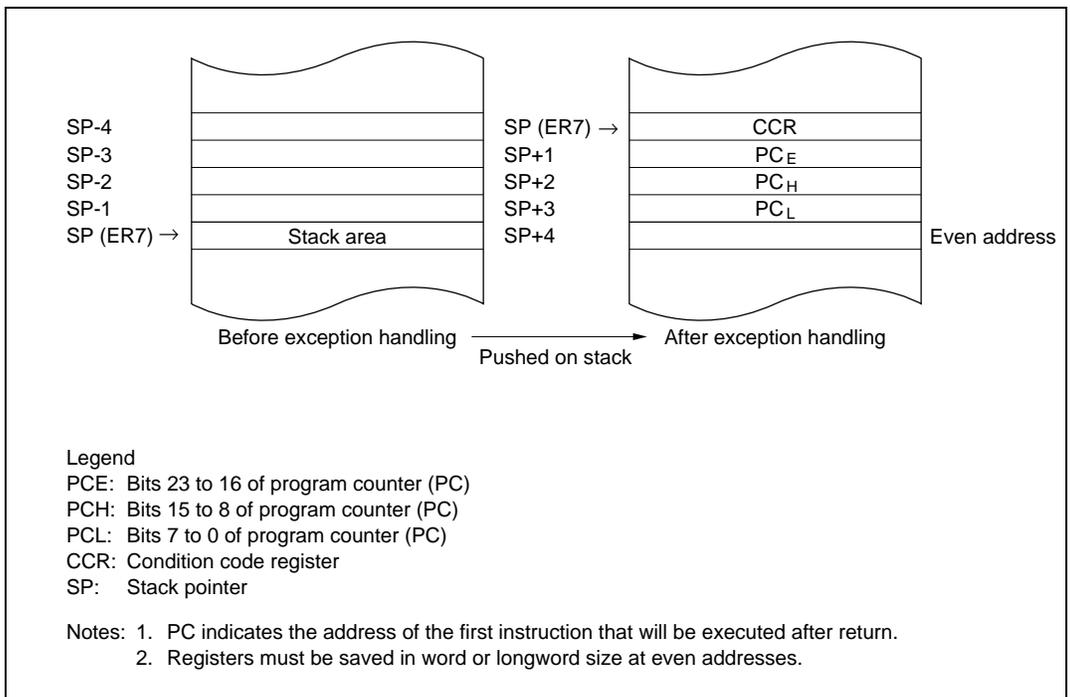


Figure 4.6 Stack after Completion of Exception Handling

4.6 Notes on Stack Usage

When accessing word data or longword data, the H8/3048 Group regards the lowest address bit as 0. The stack should always be accessed by word access or longword access, and the value of the stack pointer (SP:ER7) should always be kept even. Use the following instructions to save registers:

```
PUSH.W Rn (or MOV.W Rn, @-SP)
PUSH.L ERn (or MOV.L ERn, @-SP)
```

Use the following instructions to restore registers:

```
POP.W Rn (or MOV.W @SP+, Rn)
POP.L ERn (or MOV.L @SP+, ERn)
```

Setting SP to an odd value may lead to a malfunction. Figure 4.7 shows an example of what happens when the SP value is odd.

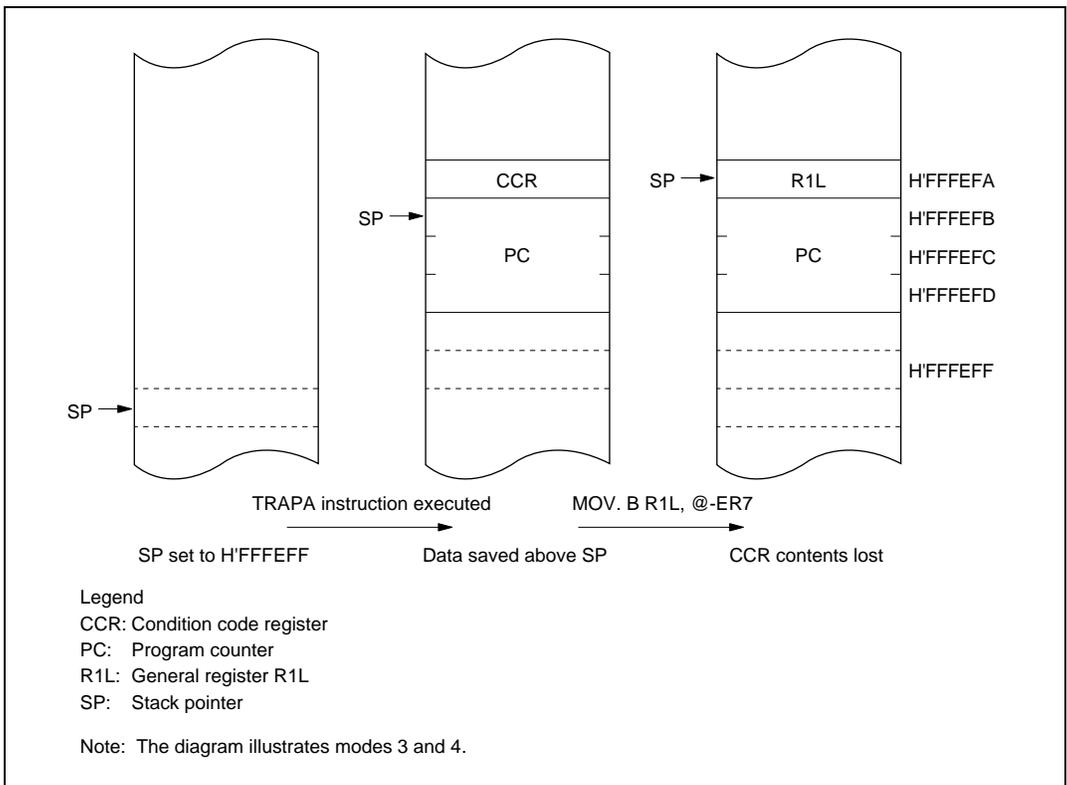


Figure 4.7 Operation when SP Value is Odd

Section 5 Interrupt Controller

5.1 Overview

5.1.1 Features

The interrupt controller has the following features:

- Interrupt priority registers (IPRs) for setting interrupt priorities
Interrupts other than NMI can be assigned to two priority levels on a module-by-module basis in interrupt priority registers A and B (IPRA and IPRB).
- Three-level masking by the I and UI bits in the CPU condition code register (CCR)
- Independent vector addresses
All interrupts are independently vectored; the interrupt service routine does not have to identify the interrupt source.
- Seven external interrupt pins
NMI has the highest priority and is always accepted; either the rising or falling edge can be selected. For each of IRQ₀ to IRQ₅, sensing of the falling edge or level sensing can be selected independently.

5.1.2 Block Diagram

Figure 5.1 shows a block diagram of the interrupt controller.

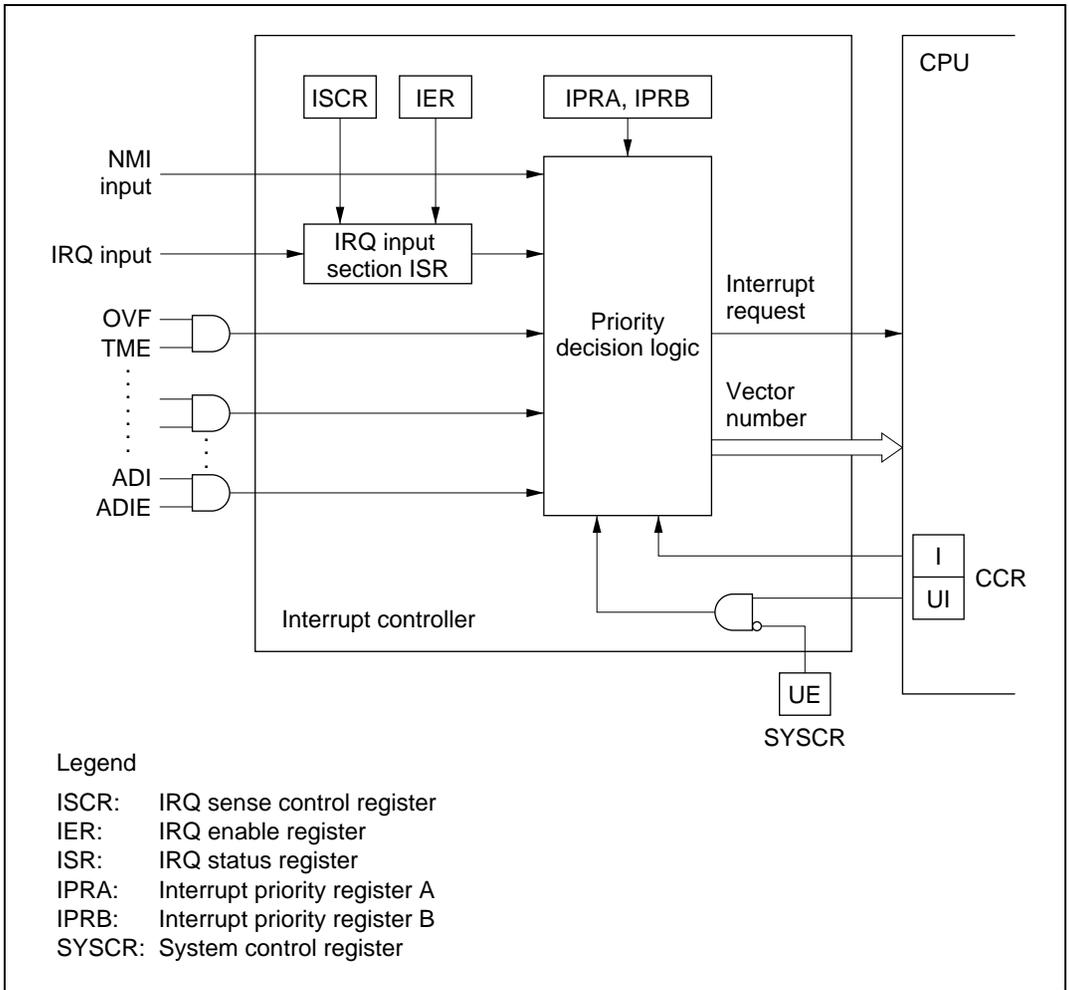


Figure 5.1 Interrupt Controller Block Diagram

5.1.3 Pin Configuration

Table 5.1 lists the interrupt pins.

Table 5.1 Interrupt Pins

| Name | Abbreviation | I/O | Function |
|-----------------------------------|--|-------|---|
| Nonmaskable interrupt | NMI | Input | Nonmaskable interrupt, rising edge or falling edge selectable |
| External interrupt request 5 to 0 | $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ | Input | Maskable interrupts, falling edge or level sensing selectable |

5.1.4 Register Configuration

Table 5.2 lists the registers of the interrupt controller.

Table 5.2 Interrupt Controller Registers

| Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|-----------------------|-------------------------------|--------------|---------------------|---------------|
| H'FFF2 | System control register | SYSCR | R/W | H'0B |
| H'FFF4 | IRQ sense control register | ISCR | R/W | H'00 |
| H'FFF5 | IRQ enable register | IER | R/W | H'00 |
| H'FFF6 | IRQ status register | ISR | R/(W)* ² | H'00 |
| H'FFF8 | Interrupt priority register A | IPRA | R/W | H'00 |
| H'FFF9 | Interrupt priority register B | IPRB | R/W | H'00 |

- Notes: 1. Lower 16 bits of the address.
2. Only 0 can be written, to clear flags.

5.2 Register Descriptions

5.2.1 System Control Register (SYSCR)

SYSCR is an 8-bit readable/writable register that controls software standby mode, selects the action of the UI bit in CCR, selects the NMI edge, and enables or disables the on-chip RAM.

Only bits 3 and 2 are described here. For the other bits, see section 3.3, System Control Register (SYSCR).

SYSCR is initialized to H'0B by a reset and in hardware standby mode. It is not initialized in software standby mode.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|-----|-------|---|------|
| | SSBY | STS2 | STS1 | STS0 | UE | NMIEG | — | RAME |
| Initial value | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

Software standby

Standby timer select 2 to 0

User bit enable
Selects whether to use the UI bit in CCR as a user bit or interrupt mask bit

NMI edge select
Selects the NMI input edge

Reserved bit

RAM enable

Bit 3—User Bit Enable (UE): Selects whether to use the UI bit in CCR as a user bit or an interrupt mask bit.

| Bit 3: UE | Description |
|------------------|---|
| 0 | UI bit in CCR is used as interrupt mask bit |
| 1 | UI bit in CCR is used as user bit (Initial value) |

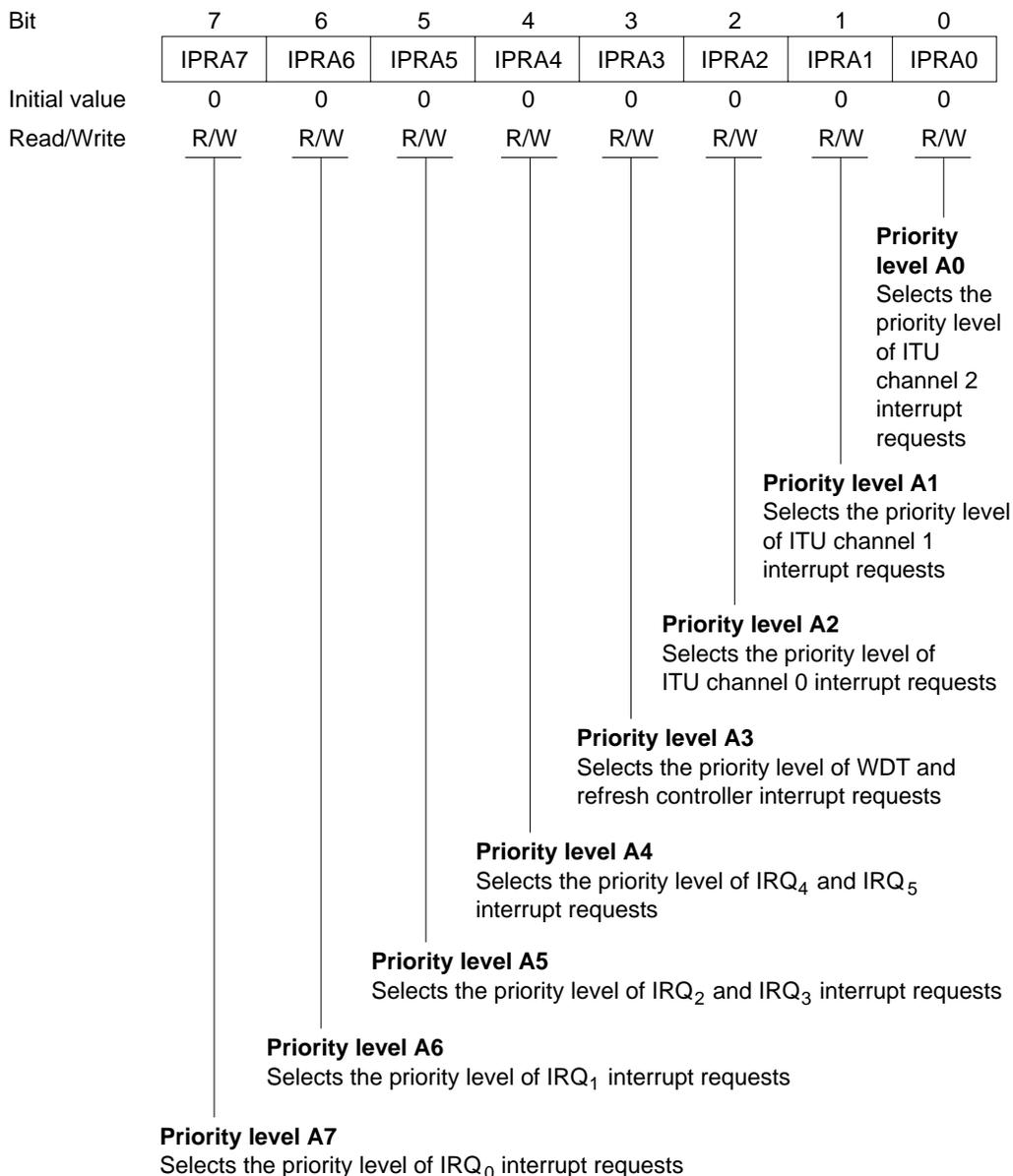
Bit 2—NMI Edge Select (NMIEG): Selects the NMI input edge.

| Bit 2: NMIEG | Description |
|---------------------|---|
| 0 | Interrupt is requested at falling edge of NMI input (Initial value) |
| 1 | Interrupt is requested at rising edge of NMI input |

5.2.2 Interrupt Priority Registers A and B (IPRA, IPRB)

IPRA and IPRB are 8-bit readable/writable registers that control interrupt priority.

Interrupt Priority Register A (IPRA): IPRA is an 8-bit readable/writable register in which interrupt priority levels can be set.



IPRA is initialized to H'00 by a reset and in hardware standby mode.

Bit 7—Priority Level A7 (IPRA7): Selects the priority level of IRQ₀ interrupt requests.

| Bit 7: IPRA7 | Description |
|--------------|--|
| 0 | IRQ ₀ interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | IRQ ₀ interrupt requests have priority level 1 (high priority) |

Bit 6—Priority Level A6 (IPRA6): Selects the priority level of IRQ₁ interrupt requests.

| Bit 6: IPRA6 | Description |
|--------------|--|
| 0 | IRQ ₁ interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | IRQ ₁ interrupt requests have priority level 1 (high priority) |

Bit 5—Priority Level A5 (IPRA5): Selects the priority level of IRQ₂ and IRQ₃ interrupt requests.

| Bit 5: IPRA5 | Description |
|--------------|---|
| 0 | IRQ ₂ and IRQ ₃ interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | IRQ ₂ and IRQ ₃ interrupt requests have priority level 1 (high priority) |

Bit 4—Priority Level A4 (IPRA4): Selects the priority level of IRQ₄ and IRQ₅ interrupt requests.

| Bit 4: IPRA4 | Description |
|--------------|---|
| 0 | IRQ ₄ and IRQ ₅ interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | IRQ ₄ and IRQ ₅ interrupt requests have priority level 1 (high priority) |

Bit 3—Priority Level A3 (IPRA3): Selects the priority level of WDT and refresh controller interrupt requests.

| Bit 3: IPRA3 | Description |
|--------------|--|
| 0 | WDT and refresh controller interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | WDT and refresh controller interrupt requests have priority level 1 (high priority) |

Bit 2—Priority Level A2 (IPRA2): Selects the priority level of ITU channel 0 interrupt requests.

| Bit 2: IPRA2 | Description |
|---------------------|---|
| 0 | ITU channel 0 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | ITU channel 0 interrupt requests have priority level 1 (high priority) |

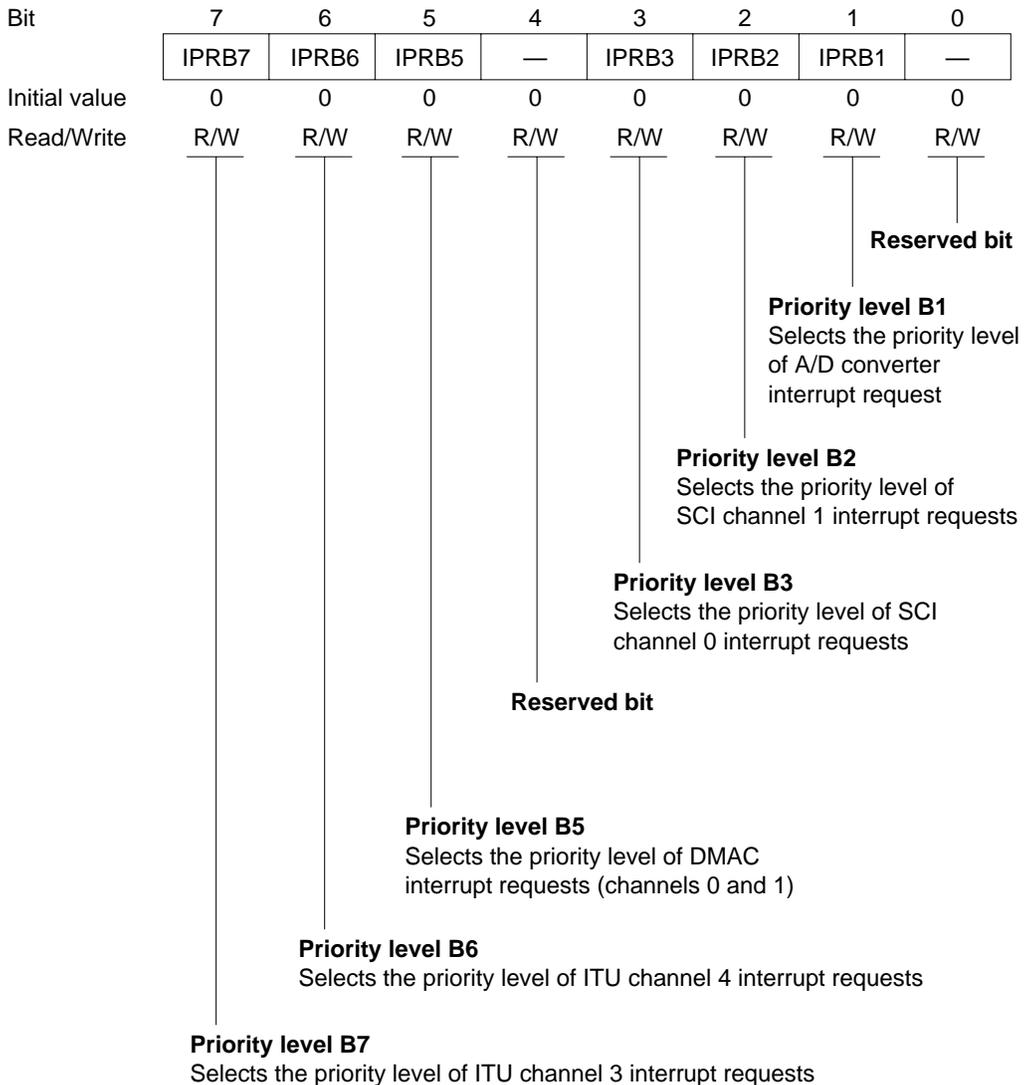
Bit 1—Priority Level A1 (IPRA1): Selects the priority level of ITU channel 1 interrupt requests.

| Bit 1: IPRA1 | Description |
|---------------------|---|
| 0 | ITU channel 1 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | ITU channel 1 interrupt requests have priority level 1 (high priority) |

Bit 0—Priority Level A0 (IPRA0): Selects the priority level of ITU channel 2 interrupt requests.

| Bit 0: IPRA0 | Description |
|---------------------|---|
| 0 | ITU channel 2 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | ITU channel 2 interrupt requests have priority level 1 (high priority) |

Interrupt Priority Register B (IPRB): IPRB is an 8-bit readable/writable register in which interrupt priority levels can be set.



IPRB is initialized to H'00 by a reset and in hardware standby mode.

Bit 7—Priority Level B7 (IPRB7): Selects the priority level of ITU channel 3 interrupt requests.

| Bit 7: IPRB7 | Description |
|--------------|---|
| 0 | ITU channel 3 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | ITU channel 3 interrupt requests have priority level 1 (high priority) |

Bit 6—Priority Level B6 (IPRB6): Selects the priority level of ITU channel 4 interrupt requests.

| Bit 6: IPRB6 | Description |
|--------------|---|
| 0 | ITU channel 4 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | ITU channel 4 interrupt requests have priority level 1 (high priority) |

Bit 5—Priority Level B5 (IPRB5): Selects the priority level of DMAC interrupt requests (channels 0 and 1).

| Bit 5: IPRB5 | Description |
|--------------|---|
| 0 | DMAC interrupt requests (channels 0 and 1) have priority level 0 (low priority) (Initial value) |
| 1 | DMAC interrupt requests (channels 0 and 1) have priority level 1 (high priority) |

Bit 4—Reserved: This bit can be written and read, but it does not affect interrupt priority.

Bit 3—Priority Level B3 (IPRB3): Selects the priority level of SCI channel 0 interrupt requests.

| Bit 3: IPRB3 | Description |
|---------------------|--|
| 0 | SCI0 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | SCI0 interrupt requests have priority level 1 (high priority) |

Bit 2—Priority Level B2 (IPRB2): Selects the priority level of SCI channel 1 interrupt requests.

| Bit 2: IPRB2 | Description |
|---------------------|--|
| 0 | SCI1 interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | SCI1 interrupt requests have priority level 1 (high priority) |

Bit 1—Priority Level B1 (IPRB1): Selects the priority level of A/D converter interrupt requests.

| Bit 1: IPRB1 | Description |
|---------------------|---|
| 0 | A/D converter interrupt requests have priority level 0 (low priority) (Initial value) |
| 1 | A/D converter interrupt requests have priority level 1 (high priority) |

Bit 0—Reserved: This bit can be written and read, but it does not affect interrupt priority.

5.2.3 IRQ Status Register (ISR)

ISR is an 8-bit readable/writable register that indicates the status of IRQ₀ to IRQ₅ interrupt requests.

| | | | | | | | | |
|---------------|---|---|--------|--------|--------|--------|--------|--------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | IRQ5F | IRQ4F | IRQ3F | IRQ2F | IRQ1F | IRQ0F |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* |

Reserved bits
IRQ₅ to IRQ₀ flags
These bits indicate IRQ₅ to IRQ₀ interrupt request status

Note: * Only 0 can be written, to clear flags.

ISR is initialized to H'00 by a reset and in hardware standby mode.

Bits 7 and 6—Reserved: Read-only bits, always read as 0.

Bits 5 to 0—IRQ₅ to IRQ₀ Flags (IRQ5F to IRQ0F): These bits indicate the status of IRQ₅ to IRQ₀ interrupt requests.

Bits 5 to 0:

IRQ5F to IRQ0F Description

| | | |
|---|---|-----------------|
| 0 | [Clearing conditions] 0 is written in IRQnF after reading the IRQnF flag when IRQnF = 1. IRQnSC = 0, $\overline{\text{IRQn}}$ input is high, and interrupt exception handling is carried out. IRQnSC = 1 and IRQn interrupt exception handling is carried out. | (Initial value) |
| 1 | [Setting conditions] IRQnSC = 0 and $\overline{\text{IRQn}}$ input is low. IRQnSC = 1 and $\overline{\text{IRQn}}$ input changes from high to low. | |

Note: n = 5 to 0

5.2.4 IRQ Enable Register (IER)

IER is an 8-bit readable/writable register that enables or disables IRQ₀ to IRQ₅ interrupt requests.

| | | | | | | | | |
|---------------|-----|-----|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | IRQ5E | IRQ4E | IRQ3E | IRQ2E | IRQ1E | IRQ0E |
| Initial 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 |

Reserved bits
IRQ₅ to IRQ₀ enable
 These bits enable or disable IRQ₅ to IRQ₀ interrupts

IER is initialized to H'00 by a reset and in hardware standby mode.

Bits 7 and 6—Reserved: These bits can be written and read, but they do not enable or disable interrupts.

Bits 5 to 0—IRQ₅ to IRQ₀ Enable (IRQ5E to IRQ0E): These bits enable or disable IRQ₅ to IRQ₀ interrupts.

Bits 5 to 0:

| IRQ5E to IRQ0E | Description |
|----------------|--|
| 0 | IRQ ₅ to IRQ ₀ interrupts are disabled (Initial value) |
| 1 | IRQ ₅ to IRQ ₀ interrupts are enabled |

5.2.5 IRQ Sense Control Register (ISCR)

ISCR is an 8-bit readable/writable register that selects level sensing or falling-edge sensing of the inputs at pins $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$.

| | | | | | | | | |
|---------------|-----|-----|--------|--------|--------|--------|--------|--------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | IRQ5SC | IRQ4SC | IRQ3SC | IRQ2SC | IRQ1SC | IRQ0SC |
| Initial 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 |

Reserved bits

IRQ₅ to IRQ₀ sense control

These bits select level sensing or falling-edge sensing for $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ interrupts

ISCR is initialized to H'00 by a reset and in hardware standby mode.

Bits 7 and 6—Reserved: These bits can be written and read, but they do not select level or falling-edge sensing.

Bits 5 to 0—IRQ₅ to IRQ₀ Sense Control (IRQ5SC to IRQ0SC): These bits select whether interrupts $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ are requested by level sensing of pins $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$, or by falling-edge sensing.

| Bits 5 to 0: IRQ5SC to IRQ0SC | Description |
|----------------------------------|---|
| 0 | Interrupts are requested when $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ inputs are low (Initial value) |
| 1 | Interrupts are requested by falling-edge input at $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ |

5.3 Interrupt Sources

The interrupt sources include external interrupts (NMI, IRQ₀ to IRQ₅) and 30 internal interrupts.

5.3.1 External Interrupts

There are seven external interrupts: NMI, and IRQ₀ to IRQ₅. Of these, NMI, IRQ₀, IRQ₁, and IRQ₂ can be used to exit software standby mode.

NMI: NMI is the highest-priority interrupt and is always accepted, regardless of the states of the I and UI bits in CCR. The NMIEG bit in SYSCR selects whether an interrupt is requested by the rising or falling edge of the input at the NMI pin. NMI interrupt exception handling has vector number 7.

IRQ₀ to IRQ₅ Interrupts: These interrupts are requested by input signals at pins $\overline{\text{IRQ}}_0$ to $\overline{\text{IRQ}}_5$. The IRQ₀ to IRQ₅ interrupts have the following features.

- ISCR settings can select whether an interrupt is requested by the low level of the input at pins $\overline{\text{IRQ}}_0$ to $\overline{\text{IRQ}}_5$, or by the falling edge.
- IER settings can enable or disable the IRQ₀ to IRQ₅ interrupts. Interrupt priority levels can be assigned by four bits in IPRA (IPRA7 to IPRA4).
- The status of IRQ₀ to IRQ₅ interrupt requests is indicated in ISR. The ISR flags can be cleared to 0 by software.

Figure 5.2 shows a block diagram of interrupts IRQ₀ to IRQ₅.

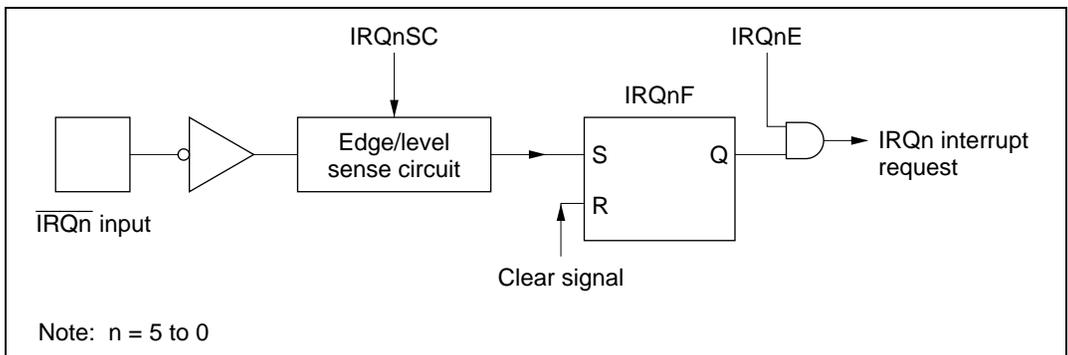


Figure 5.2 Block Diagram of Interrupts IRQ₀ to IRQ₅

Figure 5.3 shows the timing of the setting of the interrupt flags (IRQnF).

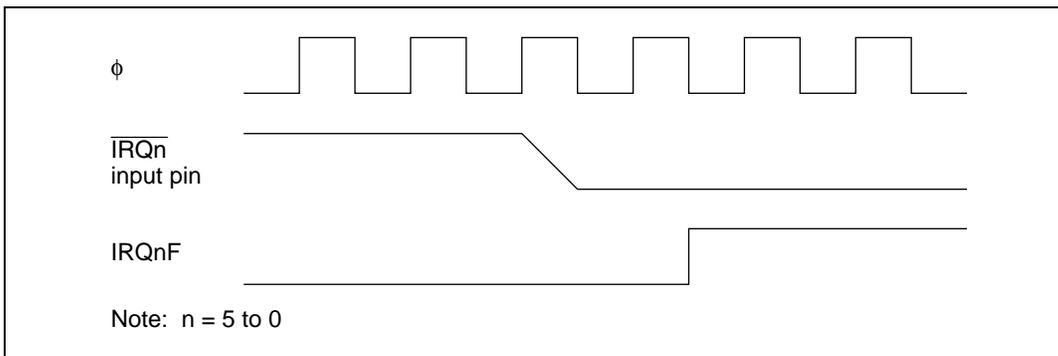


Figure 5.3 Timing of Setting of IRQnF

Interrupts IRQ_0 to IRQ_5 have vector numbers 12 to 17. These interrupts are detected regardless of whether the corresponding pin is set for input or output. When using a pin for external interrupt input, clear its DDR bit to 0 and do not use the pin for chip select output, refresh output, or SCI input or output.

5.3.2 Internal Interrupts

Thirty internal interrupts are requested from the on-chip supporting modules.

- Each on-chip supporting module has status flags for indicating interrupt status, and enable bits for enabling or disabling interrupts.
- Interrupt priority levels can be assigned in IPRA and IPRB.
- ITU and SCI interrupt requests can activate the DMAC, in which case no interrupt request is sent to the interrupt controller, and the I and UI bits are disregarded.

5.3.3 Interrupt Vector Table

Table 5.3 lists the interrupt sources, their vector addresses, and their default priority order. In the default priority order, smaller vector numbers have higher priority. The priority of interrupts other than NMI can be changed in IPRA and IPRB. The priority order after a reset is the default order shown in table 5.3.

| Interrupt Source | Origin | Vector Number | Vector Address* | IPR | Priority |
|-------------------------------|---------------|---------------|------------------|-------|------------------|
| ERI0 (receive error 0) | SCI channel 0 | 52 | H'00D0 to H'00D3 | IPRB3 | High ↑ Low |
| RXI0 (receive data full 0) | | 53 | H'00D4 to H'00D7 | | |
| TXI0 (transmit data empty 0) | | 54 | H'00D8 to H'00DB | | |
| TEI0 (transmit end 0) | | 55 | H'00DC to H'00DF | | |
| ERI1 (receive error 1) | SCI channel 1 | 56 | H'00E0 to H'00E3 | IPRB2 | |
| RXI1 (receive data full 1) | | 57 | H'00E4 to H'00E7 | | |
| TXI1 (transmit data empty 1) | | 58 | H'00E8 to H'00EB | | |
| TEI1 (transmit end 1) | | 59 | H'00EC to H'00EF | | |
| ADI (A/D end) | A/D | 60 | H'00F0 to H'00F3 | IPRB1 | Low |

Note: * Lower 16 bits of the address.

5.4 Interrupt Operation

5.4.1 Interrupt Handling Process

The H8/3048 Group handles interrupts differently depending on the setting of the UE bit. When UE = 1, interrupts are controlled by the I bit. When UE = 0, interrupts are controlled by the I and UI bits. Table 5.4 indicates how interrupts are handled for all setting combinations of the UE, I, and UI bits.

NMI interrupts are always accepted except in the reset and hardware standby states. IRQ interrupts and interrupts from the on-chip supporting modules have their own enable bits. Interrupt requests are ignored when the enable bits are cleared to 0.

Table 5.4 UE, I, and UI Bit Settings and Interrupt Handling

| SYSCR | CCR | | Description |
|-------|-----|----|---|
| | I | UI | |
| 1 | 0 | — | All interrupts are accepted. Interrupts with priority level 1 have higher priority. |
| | 1 | — | No interrupts are accepted except NMI. |
| 0 | 0 | — | All interrupts are accepted. Interrupts with priority level 1 have higher priority. |
| | 1 | 0 | NMI and interrupts with priority level 1 are accepted. |
| | | 1 | No interrupts are accepted except NMI. |

UE = 1: Interrupts IRQ₀ to IRQ₅ and interrupts from the on-chip supporting modules can all be masked by the I bit in the CPU's CCR. Interrupts are masked when the I bit is set to 1, and unmasked when the I bit is cleared to 0. Interrupts with priority level 1 have higher priority. Figure 5.4 is a flowchart showing how interrupts are accepted when UE = 1.

- If an interrupt condition occurs and the corresponding interrupt enable bit is set to 1, an interrupt request is sent to the interrupt controller.
- When the interrupt controller receives one or more interrupt requests, it selects the highest-priority request, following the IPR interrupt priority settings, and holds other requests pending. If two or more interrupts with the same IPR setting are requested simultaneously, the interrupt controller follows the priority order shown in table 5.3.
- The interrupt controller checks the I bit. If the I bit is cleared to 0, the selected interrupt request is accepted. If the I bit is set to 1, only NMI is accepted; other interrupt requests are held pending.
- When an interrupt request is accepted, interrupt exception handling starts after execution of the current instruction has been completed.
- In interrupt exception handling, PC and CCR are saved to the stack area. The PC value that is saved indicates the address of the first instruction that will be executed after the return from the interrupt service routine.
- Next the I bit is set to 1 in CCR, masking all interrupts except NMI.
- The vector address of the accepted interrupt is generated, and the interrupt service routine starts executing from the address indicated by the contents of the vector address.

UE = 0: The I and UI bits in the CPU's CCR and the IPR bits enable three-level masking of IRQ₀ to IRQ₅ interrupts and interrupts from the on-chip supporting modules.

- Interrupt requests with priority level 0 are masked when the I bit is set to 1, and are unmasked when the I bit is cleared to 0.
- Interrupt requests with priority level 1 are masked when the I and UI bits are both set to 1, and are unmasked when either the I bit or the UI bit is cleared to 0.

For example, if the interrupt enable bits of all interrupt requests are set to 1, IPRA is set to H'20, and IPRB is set to H'00 (giving IRQ₂ and IRQ₃ interrupt requests priority over other interrupts), interrupts are masked as follows:

- a. If I = 0, all interrupts are unmasked (priority order: NMI > IRQ₂ > IRQ₃ > IRQ₀ ...).
- b. If I = 1 and UI = 0, only NMI, IRQ₂, and IRQ₃ are unmasked.
- c. If I = 1 and UI = 1, all interrupts are masked except NMI.

Figure 5.5 shows the transitions among the above states.

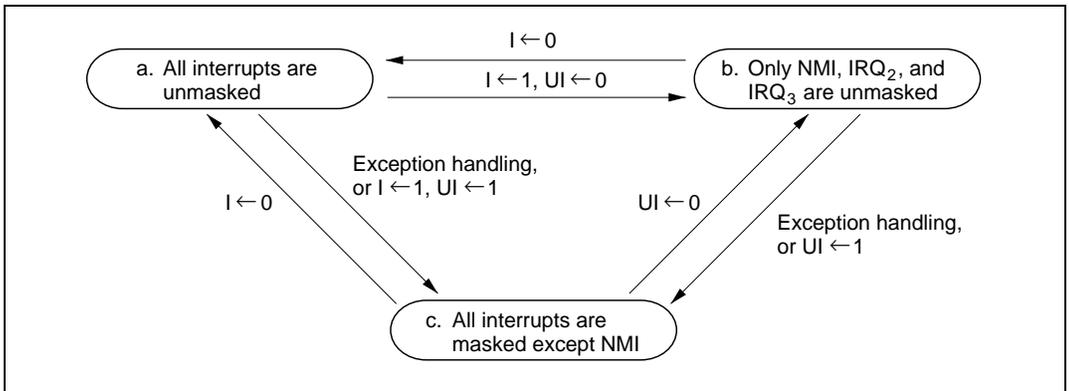


Figure 5.5 Interrupt Masking State Transitions (Example)

Figure 5.6 is a flowchart showing how interrupts are accepted when $UE = 0$.

- If an interrupt condition occurs and the corresponding interrupt enable bit is set to 1, an interrupt request is sent to the interrupt controller.
- When the interrupt controller receives one or more interrupt requests, it selects the highest-priority request, following the IPR interrupt priority settings, and holds other requests pending. If two or more interrupts with the same IPR setting are requested simultaneously, the interrupt controller follows the priority order shown in table 5.3.
- The interrupt controller checks the I bit. If the I bit is cleared to 0, the selected interrupt request is accepted regardless of its IPR setting, and regardless of the UI bit. If the I bit is set to 1 and the UI bit is cleared to 0, only NMI and interrupts with priority level 1 are accepted; interrupt requests with priority level 0 are held pending. If the I bit and UI bit are both set to 1, only NMI is accepted; all other interrupt requests are held pending.
- When an interrupt request is accepted, interrupt exception handling starts after execution of the current instruction has been completed.
- In interrupt exception handling, PC and CCR are saved to the stack area. The PC value that is saved indicates the address of the first instruction that will be executed after the return from the interrupt service routine.
- The I and UI bits are set to 1 in CCR, masking all interrupts except NMI.
- The vector address of the accepted interrupt is generated, and the interrupt service routine starts executing from the address indicated by the contents of the vector address.

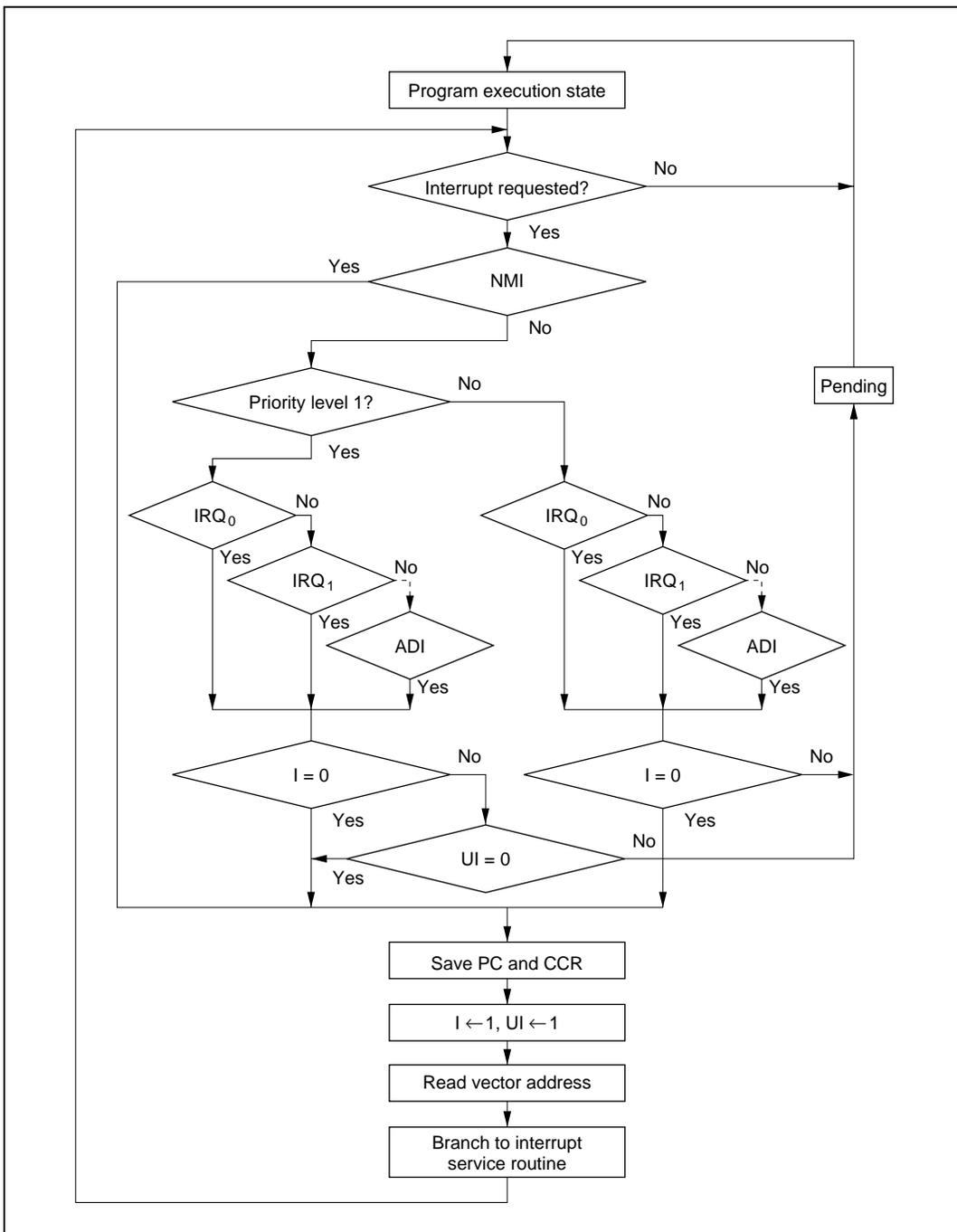


Figure 5.6 Process Up to Interrupt Acceptance when UE = 0

5.4.2 Interrupt Sequence

Figure 5.7 shows the interrupt sequence in mode 2 when the program code and stack are in an external memory area accessed in two states via a 16-bit bus.

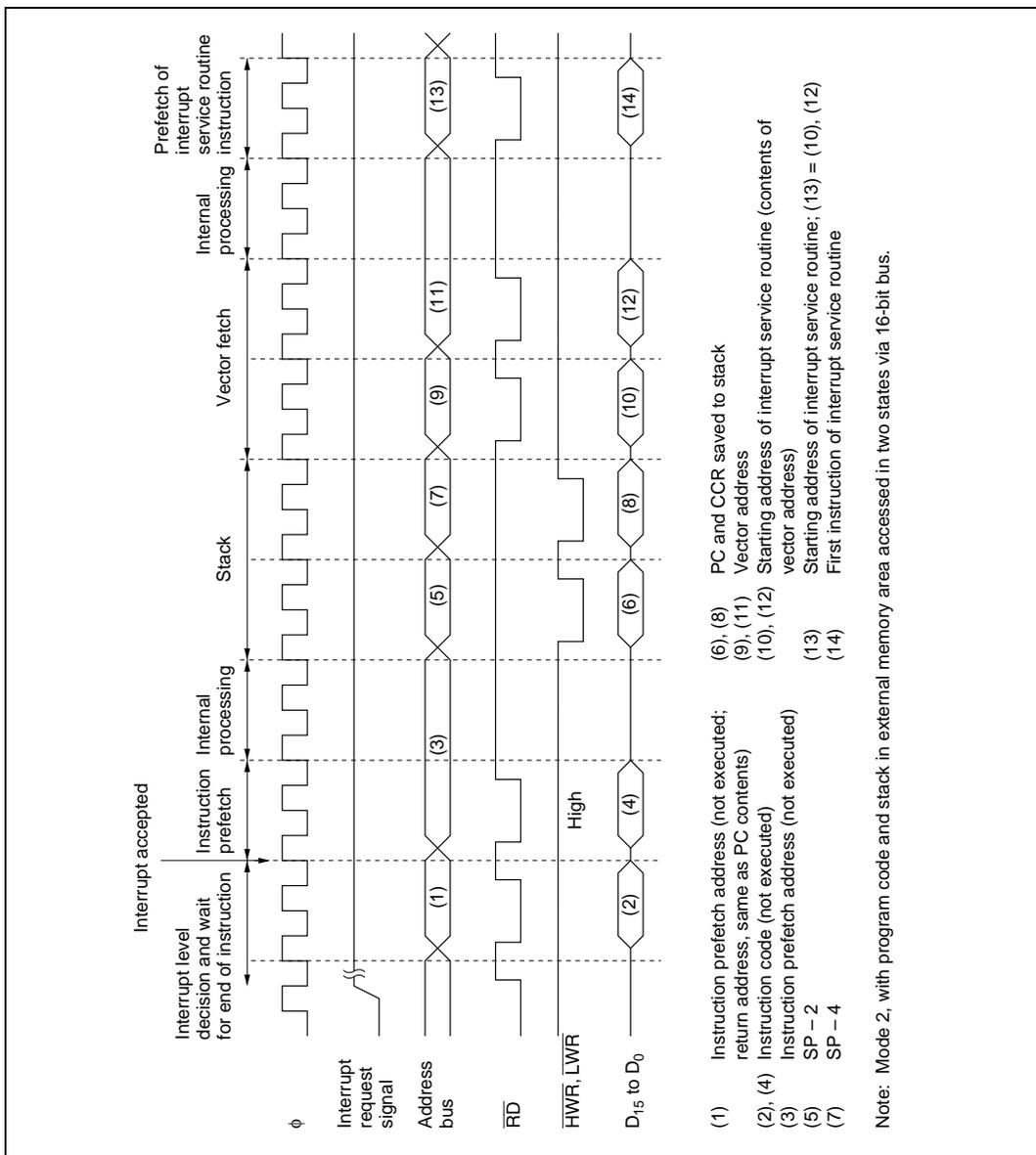


Figure 5.7 Interrupt Sequence (Mode 2, Two-State Access, Stack in External Memory)

5.4.3 Interrupt Response Time

Table 5.5 indicates the interrupt response time from the occurrence of an interrupt request until the first instruction of the interrupt service routine is executed.

Table 5.5 Interrupt Response Time

| No. | Item | On-Chip Memory | External Memory | | | |
|-------|---|-------------------|-----------------|-----------------------|-----------------|-----------------------|
| | | | 8-Bit Bus | | 16-Bit Bus | |
| | | | 2 States | 3 States | 2 States | 3 States |
| 1 | Interrupt priority decision | 2* ¹ | 2* ¹ | 2* ¹ | 2* ¹ | 2* ¹ |
| 2 | Maximum number of states until end of current instruction | 1 to 23 | 1 to 27 | 1 to 31* ⁴ | 1 to 23 | 1 to 25* ⁴ |
| 3 | Saving PC and CCR to stack | 4 | 8 | 12* ⁴ | 4 | 6* ⁴ |
| 4 | Vector fetch | 4 | 8 | 12* ⁴ | 4 | 6* ⁴ |
| 5 | Instruction prefetch* ² | 4 | 8 | 12* ⁴ | 4 | 6* ⁴ |
| 6 | Internal processing* ³ | 4 | 4 | 4 | 4 | 4 |
| Total | | 19 to 41 | 31 to 57 | 43 to 73 | 19 to 41 | 25 to 49 |

- Notes:
- 1 state for internal interrupts.
 - Prefetch after the interrupt is accepted and prefetch of the first instruction in the interrupt service routine.
 - Internal processing after the interrupt is accepted and internal processing after prefetch.
 - The number of states increases if wait states are inserted in external memory access.

5.5 Usage Notes

5.5.1 Contention between Interrupt and Interrupt-Disabling Instruction

When an instruction clears an interrupt enable bit to 0 to disable the interrupt, the interrupt is not disabled until after execution of the instruction is completed. If an interrupt occurs while a BCLR, MOV, or other instruction is being executed to clear its interrupt enable bit to 0, at the instant when execution of the instruction ends the interrupt is still enabled, so its interrupt exception handling is carried out. If a higher-priority interrupt is also requested, however, interrupt exception handling for the higher-priority interrupt is carried out, and the lower-priority interrupt is ignored. This also applies to the clearing of an interrupt flag.

Figure 5.8 shows an example in which an IMIEA bit is cleared to 0 in TIER of the ITU.

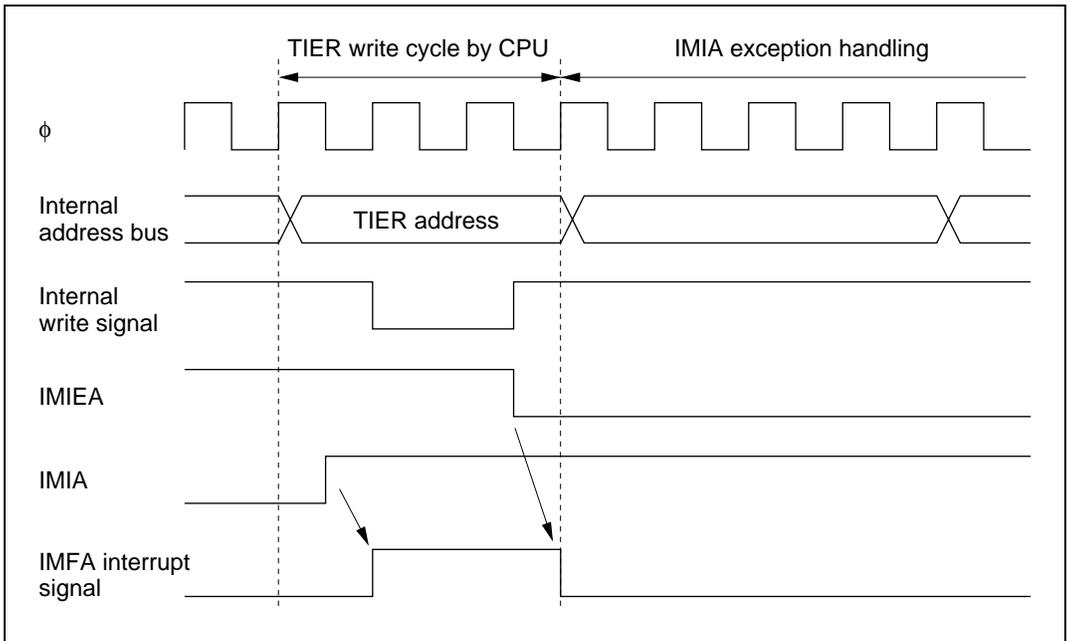


Figure 5.8 Contention between Interrupt and Interrupt-Disabling Instruction

This type of contention will not occur if the interrupt is masked when the interrupt enable bit or flag is cleared to 0.

5.5.2 Instructions that Inhibit Interrupts

The LDC, ANDC, ORC, and XORC instructions inhibit interrupts. When an interrupt occurs, after determining the interrupt priority, the interrupt controller requests a CPU interrupt. If the CPU is currently executing one of these interrupt-inhibiting instructions, however, when the instruction is completed the CPU always continues by executing the next instruction.

5.5.3 Interrupts during EEPMOV Instruction Execution

The EEPMOV.B and EEPMOV.W instructions differ in their reaction to interrupt requests.

When the EEPMOV.B instruction is executing a transfer, no interrupts are accepted until the transfer is completed, not even NMI.

When the EEPMOV.W instruction is executing a transfer, interrupt requests other than NMI are not accepted until the transfer is completed. If NMI is requested, NMI exception handling starts at a transfer cycle boundary. The PC value saved on the stack is the address of the next instruction. Programs should be coded as follows to allow for NMI interrupts during EEPMOV.W execution:

```
L1: EEPMOV.W
    MOV.W R4, R4
    BNE L1
```

5.5.4 Usage Notes on External Interrupts

The IRQnF flag specification calls for the flag to be cleared by writing 0 to it after it has been read while set to 1. However, it is possible for the IRQnF flag to be cleared by mistake simply by writing 0 to it, irrespective of whether it has been read while set to 1, with the result that interrupt exception handling is not executed. This occurs when the following conditions are fulfilled.

- Setting conditions
 1. Multiple external interrupts (IRQa, IRQb) are being used.
 2. Different clearing methods are being used: clearing by writing 0 for the IRQaF flag, and clearing by hardware for the IRQbF flag.
 3. A bit manipulation instruction is used on the IRQ status register to clear the IRQaF flag, or else ISR is read as a byte unit, the IRQaF flag bit is cleared, and the values read in the other bits are written as a byte unit.

- Occurrence conditions

1. When $IRQaF = 1$, for the $IRQaF$ flag to clear, ISR register read is executed. Thereafter interrupt processing is carried out and $IRQbF$ flag clears.
2. $IRQaF$ flag clear and $IRQbF$ flag generation compete ($IRQaF$ flag setting).
(The ISR read needed for $IRQaF$ flag clear was at $IRQbF = 0$ but in the time taken for ISR write, $IRQbF = 1$ was reached.)

In all of the setting conditions 1 to 3 and occurrence conditions 1 and 2 are generated, $IRQbF$ clears in error during ISR write for occurrence condition 2 and interrupt processing is not carried out. However, if $IRQbF$ flag reaches 0 between occurrence conditions 1 and 2, $IRQbF$ flag does not clear in error.

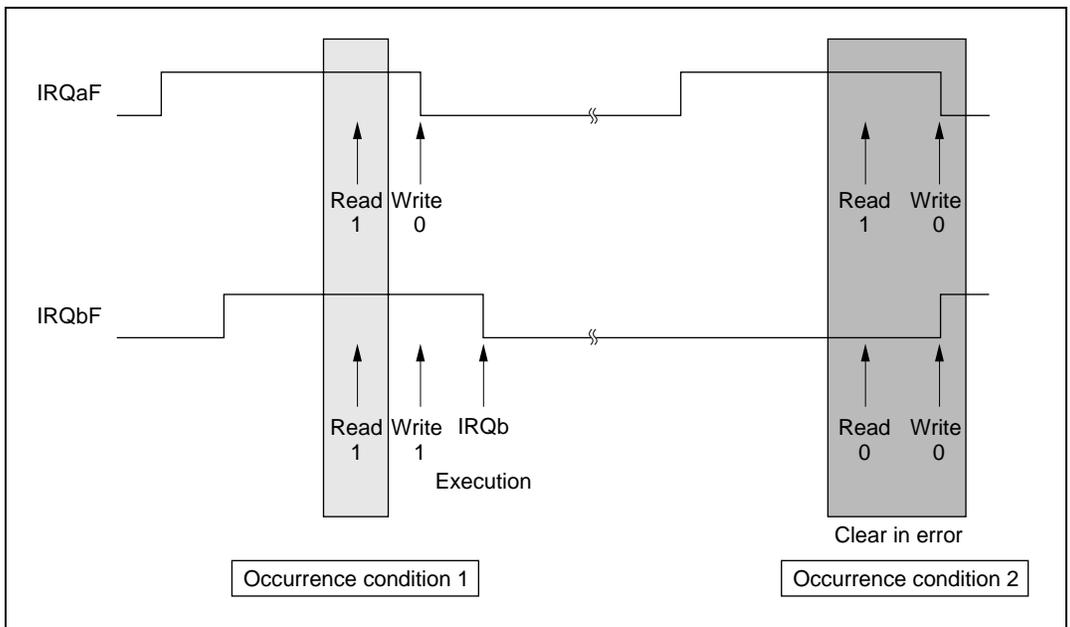


Figure 5.9 IRQnF Flag When Interrupt Processing Is Not Conducted

In this situation, conduct one of the following countermeasures.

Countermeasure 1: When clears IRQaF flag, do not use the bit manipulation instruction, read the ISR in bytes. Then write a value in bytes which sets IRQnF flag to 0 and other bits to 1.

For example, if a = 0

```
MOV.B @ISR,R0L
MOV.B #HFE,R0L
MOV.B R0L,@ISR
```

Countermeasure 2: During IRQb interrupt exception processing, carry out IRQbF flag clear dummy processing.

For example, if b = 1

```
IRQB MOV.B #HFD,R0L
      MOV.B R0L,@ISR
      ⋮
```

5.5.5 Notes on Non-Maskable Interrupts (NMI)

NMI is an exception processing that can be executed by the interrupt controller and CPU when the chip internal circuits are operating normally under a specified electrical characteristics. If an NMI is executed when the circuits are not operating normally due to some factors such as software or abnormal interrupt of input to the pins (runaway execution), the operation will not be guaranteed.

Incorrect NMI Operation Factors: Software

1. When an interrupt exception processing is executed in an H8/300H CPU, it is assumed that the stack pointer (SP(ER7)) has already been set by software, and that the stack pointer (SP(ER7)) points to the stack area set in a system such as RAM. If the program is in a runaway execution, the stack pointer may be overflowed and updated illegally. Therefore, normal operation will not be guaranteed.
2. Requests for NMIs can be accepted on the rising or falling edge of a pin. Acceptance of the rising or falling edge depends on the setting of the bit NMIEG in the system control register (SYSCR). It is necessary for the customer to set the bit according to the designated system. When the program is in a runaway execution, this bit may be rewritten illegally. Therefore, the system may not operate as expected.
3. This chip has a break function to implement on-board emulation for specific customers. To use this break function, execute the BRK instruction (H'5770). Note that the BRK instruction is

usually undefined. Therefore, if the CPU accidentally executes the instruction, the chip will perform exceptional processing and will enter the break mode. In the break mode, interrupts including the NMI are inhibited and the count of the watch dog timer will be stopped. Then by executing the RTB (H'56F0) instruction, the break mode will be cancelled, and usual program execution will resume. When the execution is reset during break mode, the CPU enters the reset state and the break mode is cancelled. Once the reset has been cancelled, normal program execution will resume after the reset exception processing has been executed.

Incorrect NMI Operation Factors: Abnormal Interrupts Input to the Chip Pins

If an abnormal interrupt which was not specified in the electrical characteristics is input to a pin during a chip operation, the chip may be destroyed. In this case, the operation of the chip will not be guaranteed.

When an abnormal interrupt has been input to a pin, the chip may not be destroyed; however, the internal circuits of the chip may partially or wholly malfunction, and the CPU may enter an unimagined undefined state when the CPU was designed. If this occurs, it will be impossible to control the operation of the chip by external pins other than the external reset and standby pins, and the operation of the NMI will not be guaranteed. In this case, after some specified signals have been input to the pins, input an external reset so that the chip can enter the normal program execution state again.

Section 6 Bus Controller

6.1 Overview

The H8/3048 Group has an on-chip bus controller that divides the address space into eight areas and can assign different bus specifications to each. This enables different types of memory to be connected easily.

A bus arbitration function of the bus controller controls the operation of the DMA controller (DMAC) and refresh controller. The bus controller can also release the bus to an external device.

6.1.1 Features

Features of the bus controller are listed below.

- Independent settings for address areas 7 to 0
 - 128-kbyte areas in 1-Mbyte modes; 2-Mbyte areas in 16-Mbyte modes.
 - Chip select signals (CS7 to CS0) can be output for areas 7 to 0.
 - Areas can be designated for 8-bit or 16-bit access.
 - Areas can be designated for two-state or three-state access.
- Four wait modes
 - Programmable wait mode, pin auto-wait mode, and pin wait modes 0 and 1 can be selected.
 - Zero to three wait states can be inserted automatically.
- Bus arbitration function
 - A built-in bus arbiter arbitrates the bus right to the CPU, DMAC, refresh controller, or an external bus master.

6.1.2 Block Diagram

Figure 6.1 shows a block diagram of the bus controller.

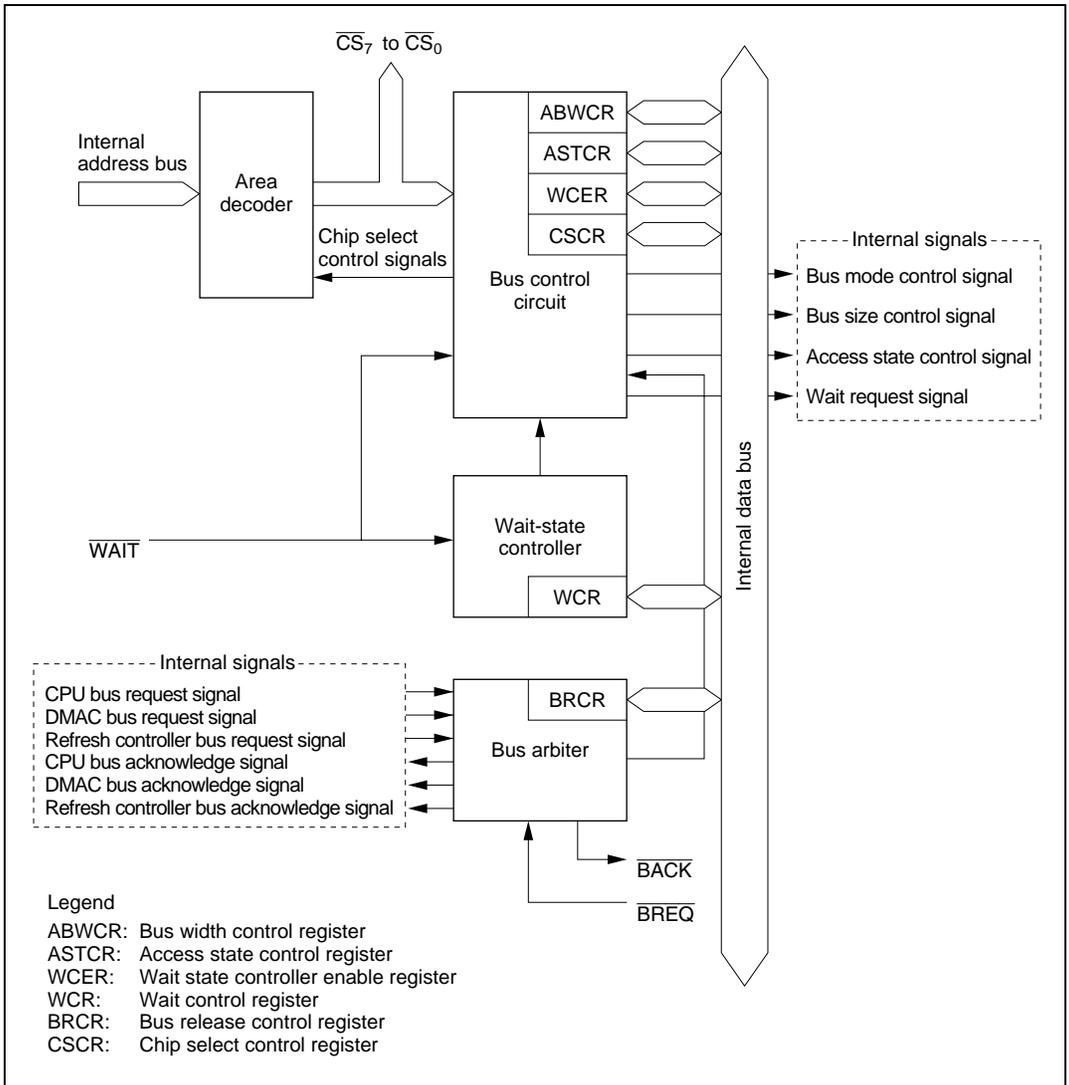


Figure 6.1 Block Diagram of Bus Controller

6.1.3 Input/Output Pins

Table 6.1 summarizes the bus controller's input/output pins.

Table 6.1 Bus Controller Pins

| Name | Abbreviation | I/O | Function |
|--------------------|--|--------|---|
| Chip select 7 to 0 | \overline{CS}_7 to \overline{CS}_0 | Output | Strobe signals selecting areas 7 to 0 |
| Address strobe | \overline{AS} | Output | Strobe signal indicating valid address output on the address bus |
| Read | \overline{RD} | Output | Strobe signal indicating reading from the external address space |
| High write | \overline{HWR} | Output | Strobe signal indicating writing to the external address space, with valid data on the upper data bus (D_{15} to D_8) |
| Low write | \overline{LWR} | Output | Strobe signal indicating writing to the external address space, with valid data on the lower data bus (D_7 to D_0) |
| Wait | \overline{WAIT} | Input | Wait request signal for access to external three-state-access areas |
| Bus request | \overline{BREQ} | Input | Request signal for releasing the bus to an external device |
| Bus acknowledge | \overline{BACK} | Output | Acknowledge signal indicating the bus is released to an external device |

6.1.4 Register Configuration

Table 6.2 summarizes the bus controller's registers.

Table 6.2 Bus Controller Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|---------------------------------------|--------------|-----|------------------|---------------|
| | | | | Modes 1, 3, 5, 6 | Modes 2, 4, 7 |
| H'FFEC | Bus width control register | ABWCR | R/W | H'FF | H'00 |
| H'FFED | Access state control register | ASTCR | R/W | H'FF | H'FF |
| H'FFEE | Wait control register | WCR | R/W | H'F3 | H'F3 |
| H'FFEF | Wait state controller enable register | WCER | R/W | H'FF | H'FF |
| H'FFF3 | Bus release control register | BRCR | R/W | H'FE | H'FE |
| H'FF5F | Chip select control register | CSCR | R/W | H'0F | H'0F |

Note: * Lower 16 bits of the address.

6.2 Register Descriptions

6.2.1 Bus Width Control Register (ABWCR)

ABWCR is an 8-bit readable/writable register that selects 8-bit or 16-bit access for each area.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|------|------|------|------|------|------|------|
| | ABW7 | ABW6 | ABW5 | ABW4 | ABW3 | ABW2 | ABW1 | ABW0 |
| Initial value | Mode 1, 3, 5, 6 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Mode 2, 4, 7 | 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 |

Bits selecting bus width for each area

When ABWCR contains H'FF (selecting 8-bit access for all areas), the chip operates in 8-bit bus mode: the upper data bus (D_{15} to D_8) is valid, and port 4 is an input/output port. When at least one bit is cleared to 0 in ABWCR, the chip operates in 16-bit bus mode with a 16-bit data bus (D_{15} to D_0). In modes 1, 3, 5, and 6 ABWCR is initialized to H'FF by a reset and in hardware standby mode. In modes 2, 4, and 7 ABWCR is initialized to H'00 by a reset and in hardware standby mode. ABWCR is not initialized in software standby mode.

Bits 7 to 0—Areas 7 to 0 Bus Width Control (ABW7 to ABW0): These bits select 8-bit access or 16-bit access to the corresponding address areas.

Bits 7 to 0:

| ABW7 to ABW0 | Description |
|--------------|--------------------------------------|
| 0 | Areas 7 to 0 are 16-bit access areas |
| 1 | Areas 7 to 0 are 8-bit access areas |

ABWCR specifies the bus width of external memory areas. The bus width of on-chip memory and internal I/O registers is fixed and does not depend on ABWCR settings. These settings are therefore meaningless in single-chip mode (mode 7).

6.2.2 Access State Control Register (ASTCR)

ASTCR is an 8-bit readable/writable register that selects whether each area is accessed in two states or three states.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|------|------|------|------|
| | AST7 | AST6 | AST5 | AST4 | AST3 | AST2 | AST1 | AST0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Bits selecting number of states for access to each area

ASTCR is initialized to H'FF by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 0—Areas 7 to 0 Access State Control (AST7 to AST0): These bits select whether the corresponding area is accessed in two or three states.

Bits 7 to 0:

| AST7 to AST0 | Description |
|--------------|---|
| 0 | Areas 7 to 0 are accessed in two states |
| 1 | Areas 7 to 0 are accessed in three states (Initial value) |

ASTCR specifies the number of states in which external areas are accessed. On-chip memory and internal I/O registers are accessed in a fixed number of states that does not depend on ASTCR settings. These settings are therefore meaningless in single-chip mode (mode 7).

6.2.3 Wait Control Register (WCR)

WCR is an 8-bit readable/writable register that selects the wait mode for the wait-state controller (WSC) and specifies the number of wait states.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|------|------|-----|-----|
| | — | — | — | — | WMS1 | WMS0 | WC1 | WC0 |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Reserved bits
Wait count 1/0
These bits select the number of wait states inserted

Wait mode select 1/0
These bits select the wait mode

WCR is initialized to H'F3 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 4—Reserved: Read-only bits, always read as 1.

Bits 3 and 2—Wait Mode Select 1 and 0 (WMS1/0): These bits select the wait mode.

| Bit 3: WMS1 | Bit 2: WMS0 | Description |
|-------------|-------------|--|
| 0 | 0 | Programmable wait mode (Initial value) |
| | 1 | No wait states inserted by wait-state controller |
| 1 | 0 | Pin wait mode 1 |
| | 1 | Pin auto-wait mode |

Bits 1 and 0—Wait Count 1 and 0 (WC1/0): These bits select the number of wait states inserted in access to external three-state-access areas.

| Bit 1: WC1 | Bit 0: WC0 | Description |
|------------|------------|--|
| 0 | 0 | No wait states inserted by wait-state controller |
| | 1 | 1 state inserted |
| 1 | 0 | 2 states inserted |
| | 1 | 3 states inserted (Initial value) |

6.2.4 Wait State Controller Enable Register (WCER)

WCER is an 8-bit readable/writable register that enables or disables wait-state control of external three-state-access areas by the wait-state controller.

| | | | | | | | | |
|---------------|------|------|------|------|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | WCE7 | WCE6 | WCE5 | WCE4 | WCE3 | WCE2 | WCE1 | WCE0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Wait-state controller enable 7 to 0

These bits enable or disable wait-state control

WCER is initialized to H'FF by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 0—Wait-State Controller Enable 7 to 0 (WCE7 to WCE0): These bits enable or disable wait-state control of external three-state-access areas.

Bits 7 to 0:

| WCE7 to WCE0 | Description |
|--------------|---|
| 0 | Wait-state control disabled (pin wait mode 0) |
| 1 | Wait-state control enabled (Initial value) |

Since WCER enables or disables wait-state control of external three-state-access areas, these settings are meaningless in single-chip mode (mode 7).

6.2.5 Bus Release Control Register (BRCR)

BRCR is an 8-bit readable/writable register that enables address output on bus lines A_{23} to A_{21} and enables or disables release of the bus to an external device.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|----------------------|---|---|---|------|
| | A23E | A22E | A21E | — | — | — | — | BRLE |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| Read/ | Mode 1, 2, 5, 7 | — | — | — | — | — | — | R/W |
| Write | Mode 3, 4, 6 | R/W | R/W | R/W | — | — | — | R/W |
| | Address 23 to 21 enable These bits enable PA_6 to PA_4 to be used for A_{23} to A_{21} address output | | | Reserved bits | | Bus release enable Enables or disables release of the bus to an external device | | |

BRCR is initialized to H'FE by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bit 7—Address 23 Enable (A23E): Enables PA_4 to be used as the A_{23} address output pin. Writing 0 in this bit enables A_{23} address output from PA_4 . In modes other than 3, 4, and 6 this bit cannot be modified and PA_4 has its ordinary input/output functions.

| Bit 7: A23E | Description |
|-------------|--|
| 0 | PA_4 is the A_{23} address output pin |
| 1 | PA_4 is the $PA_4/TP_4/TIOCA_1$ input/output pin (Initial value) |

Bit 6—Address 22 Enable (A22E): Enables PA_5 to be used as the A_{22} address output pin. Writing 0 in this bit enables A_{22} address output from PA_5 . In modes other than 3, 4, and 6 this bit cannot be modified and PA_5 has its ordinary input/output functions.

| Bit 6: A22E | Description |
|-------------|--|
| 0 | PA_5 is the A_{22} address output pin |
| 1 | PA_5 is the $PA_5/TP_5/TIOCB_1$ input/output pin (Initial value) |

Bit 5—Address 21 Enable (A21E): Enables PA₆ to be used as the A₂₁ address output pin. Writing 0 in this bit enables A₂₁ address output from PA₆. In modes other than 3, 4, and 6 this bit cannot be modified and PA₆ has its ordinary input/output functions.

| Bit 5: A21E | Description |
|-------------|--|
| 0 | PA ₆ is the A ₂₁ address output pin |
| 1 | PA ₆ is the PA ₆ /TP ₆ /TIOCA ₂ input/output pin (Initial value) |

Bits 4 to 1—Reserved: Read-only bits, always read as 1.

Bit 0—Bus Release Enable (BRLE): Enables or disables release of the bus to an external device.

| Bit 0: BRLE | Description |
|-------------|--|
| 0 | The bus cannot be released to an external device; $\overline{\text{BREQ}}$ and $\overline{\text{BACK}}$ can be used as input/output pins (Initial value) |
| 1 | The bus can be released to an external device |

6.2.6 Chip Select Control Register (CSCR)

CSCR is an 8-bit readable/writable register that enables or disables output of chip select signals ($\overline{\text{CS}}_7$ to $\overline{\text{CS}}_4$).

If a chip select signal ($\overline{\text{CS}}_7$ to $\overline{\text{CS}}_4$) output is selected in this register, the corresponding pin functions as a chip select signal ($\overline{\text{CS}}_7$ to $\overline{\text{CS}}_4$) output, this function taking priority over other functions. CSCR cannot be modified in single-chip mode.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|---|---|---|---|
| | CS7E | CS6E | CS5E | CS4E | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | — | — | — | — |

Chip select 7 to 4 enable
These bits enable or disable chip select signal output
Reserved bits

CSCR is initialized to H'0F by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 4—Chip Select 7 to 4 Enable (CS7E to CS4E): These bits enable or disable output of the corresponding chip select signal.

| Bit n: CSnE | Description | |
|--------------------|--|-----------------|
| 0 | Output of chip select signal CS _n is disabled | (Initial value) |
| 1 | Output of chip select signal CS _n is enabled | |

Note: n = 7 to 4

Bits 3 to 0—Reserved: Read-only bits, always read as 1.

6.3 Operation

6.3.1 Area Division

The external address space is divided into areas 0 to 7. Each area has a size of 128 kbytes in the 1-Mbyte modes, or 2 Mbytes in the 16-Mbyte modes. Figure 6.2 shows a general view of the memory map.

| | | | | | | | |
|---------------------|--------------------------------------|----------------------|--------------------------------------|----------------------|--------------------------------------|----------------------|--------------------------------------|
| H'00000 | Area 0 (128 kbytes) | H'000000 | Area 0 (2 Mbytes) | H'00000 | On-chip ROM ^{*1} | H'000000 | On-chip ROM ^{*1} |
| H'1FFFFF H'20000 | | H'1FFFFF H'200000 | | H'1FFFFF H'200000 | H'1FFFFF H'20000 | Area 0 (128 kbytes) | H'1FFFFF H'200000 |
| H'3FFFFF H'40000 | Area 1 (128 kbytes) | H'3FFFFF H'400000 | Area 1 (2 Mbytes) | H'3FFFFF H'40000 | Area 1 (128 kbytes) | H'3FFFFF H'400000 | Area 1 (2 Mbytes) |
| H'5FFFFF H'60000 | Area 2 (128 kbytes) | H'5FFFFF H'600000 | Area 2 (2 Mbytes) | H'5FFFFF H'60000 | Area 2 (128 kbytes) | H'5FFFFF H'600000 | Area 2 (2 Mbytes) |
| H'7FFFFF H'80000 | Area 3 (128 kbytes) | H'7FFFFF H'800000 | Area 3 (2 Mbytes) | H'7FFFFF H'80000 | Area 3 (128 kbytes) | H'7FFFFF H'800000 | Area 3 (2 Mbytes) |
| H'9FFFFF H'A0000 | Area 4 (128 kbytes) | H'9FFFFF H'A00000 | Area 4 (2 Mbytes) | H'9FFFFF H'A0000 | Area 4 (128 kbytes) | H'9FFFFF H'A00000 | Area 4 (2 Mbytes) |
| HBFFFF H'C0000 | Area 5 (128 kbytes) | H'BFFFFF H'C00000 | Area 5 (2 Mbytes) | H'BFFFFF H'C0000 | Area 5 (128 kbytes) | H'BFFFFF H'C00000 | Area 5 (2 Mbytes) |
| H'DFFFFF H'E0000 | Area 6 (128 kbytes) | H'DFFFFF H'E00000 | Area 6 (2 Mbytes) | H'DFFFFF H'E0000 | Area 6 (128 kbytes) | H'DFFFFF H'E00000 | Area 6 (2 Mbytes) |
| | Area 7 (128 kbytes) | | Area 7 (2 Mbytes) | | Area 7 (128 kbytes) | | Area 7 (2 Mbytes) |
| | On-chip RAM ^{*1 *2} | | On-chip RAM ^{*1 *2} | | On-chip RAM ^{*1 *2} | | On-chip RAM ^{*1 *2} |
| | External address space ^{*3} | | External address space ^{*3} | | External address space ^{*3} | | External address space ^{*3} |
| H'FFFFFF | Internal I/O registers ^{*1} | H'FFFFFF | Internal I/O registers ^{*1} | H'FFFFFF | Internal I/O registers ^{*1} | H'FFFFFF | Internal I/O registers ^{*1} |

a. 1-Mbyte modes with on-chip ROM disabled (modes 1 and 2)

b. 16-Mbyte modes with on-chip ROM disabled (modes 3 and 4)

c. 1-Mbyte mode with on-chip ROM enabled (mode 5)

d. 16-Mbyte mode with on-chip ROM enabled (mode 6)

Notes: 1. The on-chip ROM, on-chip RAM, and internal I/O registers have a fixed bus width and are accessed in a fixed number of states.
2. When the RAME bit is cleared to 0 in SYSCR, this area conforms to the specifications of area 7.
3. This external address area conforms to the specifications of area 7.

Figure 6.2 Access Area Map for Modes 1 to 6

Chip select signals (\overline{CS}_7 to \overline{CS}_0) can be output for areas 7 to 0. The bus specifications for each area can be selected in ABWCR, ASTCR, WCER, and WCR as shown in table 6.3.

Table 6.3 Bus Specifications

| ABWCR | ASTCR | WCER | WCR | | Bus Specifications | | | |
|-------|-------|------|------|------|--------------------|---------------|-----------------|------------------------|
| | | | | | Bus Width | Access States | Wait Mode | |
| ABWn | ASTn | WCEn | WMS1 | WMS0 | | | | |
| 0 | 0 | — | — | — | 16 | 2 | Disabled | |
| | | 1 | 0 | — | 16 | 3 | Pin wait mode 0 | |
| | 1 | 0 | 0 | 0 | 0 | 16 | 3 | Programmable wait mode |
| | | | | 1 | 1 | 16 | 3 | Disabled |
| | | 0 | 0 | 0 | 0 | 16 | 3 | Pin wait mode 1 |
| | | | | 1 | 1 | 16 | 3 | Pin auto-wait mode |
| 1 | 0 | — | — | — | 8 | 2 | Disabled | |
| | | 1 | 0 | — | 8 | 3 | Pin wait mode 0 | |
| | 1 | 0 | 0 | 0 | 0 | 8 | 3 | Programmable wait mode |
| | | | | 1 | 1 | 8 | 3 | Disabled |
| | | 0 | 0 | 0 | 0 | 8 | 3 | Pin wait mode 1 |
| | | | | 1 | 1 | 8 | 3 | Pin auto-wait mode |

Note: n = 0 to 7

6.3.2 Chip Select Signals

For each of areas 7 to 0, the H8/3048 Group can output a chip select signal (\overline{CS}_7 to \overline{CS}_0) that goes low to indicate when the area is selected. Figure 6.3 shows the output timing of a \overline{CS}_n signal (n = 0 to 7).

Output of \overline{CS}_3 to \overline{CS}_0 : Output of \overline{CS}_3 to \overline{CS}_0 is enabled or disabled in the data direction register (DDR) of the corresponding port.

In the expanded modes with on-chip ROM disabled, a reset leaves pin \overline{CS}_0 in the output state and pins \overline{CS}_3 to \overline{CS}_1 in the input state. To output chip select signals \overline{CS}_3 to \overline{CS}_1 , the corresponding DDR bits must be set to 1. In the expanded modes with on-chip ROM enabled, a reset leaves pins \overline{CS}_3 to \overline{CS}_0 in the input state. To output chip select signals \overline{CS}_3 to \overline{CS}_0 , the corresponding DDR bits must be set to 1. For details see section 9, I/O Ports.

Output of \overline{CS}_7 to \overline{CS}_4 : Output of \overline{CS}_7 to \overline{CS}_4 is enabled or disabled in the chip select control register (CSCR). A reset leaves pins \overline{CS}_7 to \overline{CS}_4 in the input state. To output chip select signals \overline{CS}_7 to \overline{CS}_4 , the corresponding CSCR bits must be set to 1. For details see section 9, I/O Ports.

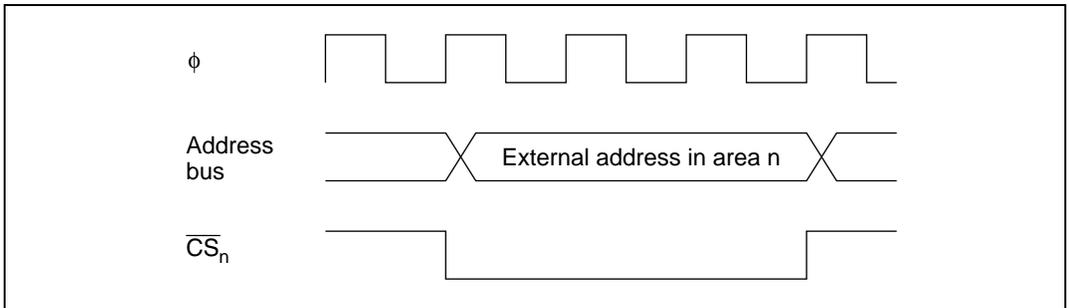


Figure 6.3 \overline{CS}_n Output Timing (n = 7 to 0)

When the on-chip ROM, on-chip RAM, and internal I/O registers are accessed, \overline{CS}_7 and \overline{CS}_0 remain high. The \overline{CS}_n signals are decoded from the address signals. They can be used as chip select signals for SRAM and other devices.

6.3.3 Data Bus

The H8/3048 Group allows either 8-bit access or 16-bit access to be designated for each of areas 7 to 0. An 8-bit-access area uses the upper data bus (D_{15} to D_8). A 16-bit-access area uses both the upper data bus (D_{15} to D_8) and lower data bus (D_7 to D_0).

In read access the \overline{RD} signal applies without distinction to both the upper and lower data bus. In write access the \overline{HWR} signal applies to the upper data bus, and the \overline{LWR} signal applies to the lower data bus.

Table 6.4 indicates how the two parts of the data bus are used under different access conditions.

Table 6.4 Access Conditions and Data Bus Usage

| Area | Access Size | Read/Write | Address | Valid Strobe | Upper Data Bus (D_{15} to D_8) | Lower Data Bus (D_7 to D_0) |
|--------------------|-------------|------------|---------|--|--------------------------------------|-----------------------------------|
| 8-bit-access area | — | Read | — | \overline{RD} | Valid | Invalid |
| | | Write | — | \overline{HWR} | | Undetermined data |
| 16-bit-access area | Byte | Read | Even | \overline{RD} | Valid | Invalid |
| | | | Odd | | Invalid | Valid |
| | | Write | Even | \overline{HWR} | Valid | Undetermined data |
| | | | Odd | \overline{LWR} | Undetermined data | Valid |
| | Word | Read | — | \overline{RD} | Valid | Valid |
| | | Write | — | \overline{HWR} , \overline{LWR} | Valid | Valid |

Note: Undetermined data means that unpredictable data is output.

Invalid means that the bus is in the input state and the input is ignored.

6.3.4 Bus Control Signal Timing

8-Bit, Three-State-Access Areas: Figure 6.4 shows the timing of bus control signals for an 8-bit, three-state-access area. The upper address bus (D_{15} to D_8) is used to access these areas. The LWR pin is always high. Wait states can be inserted.

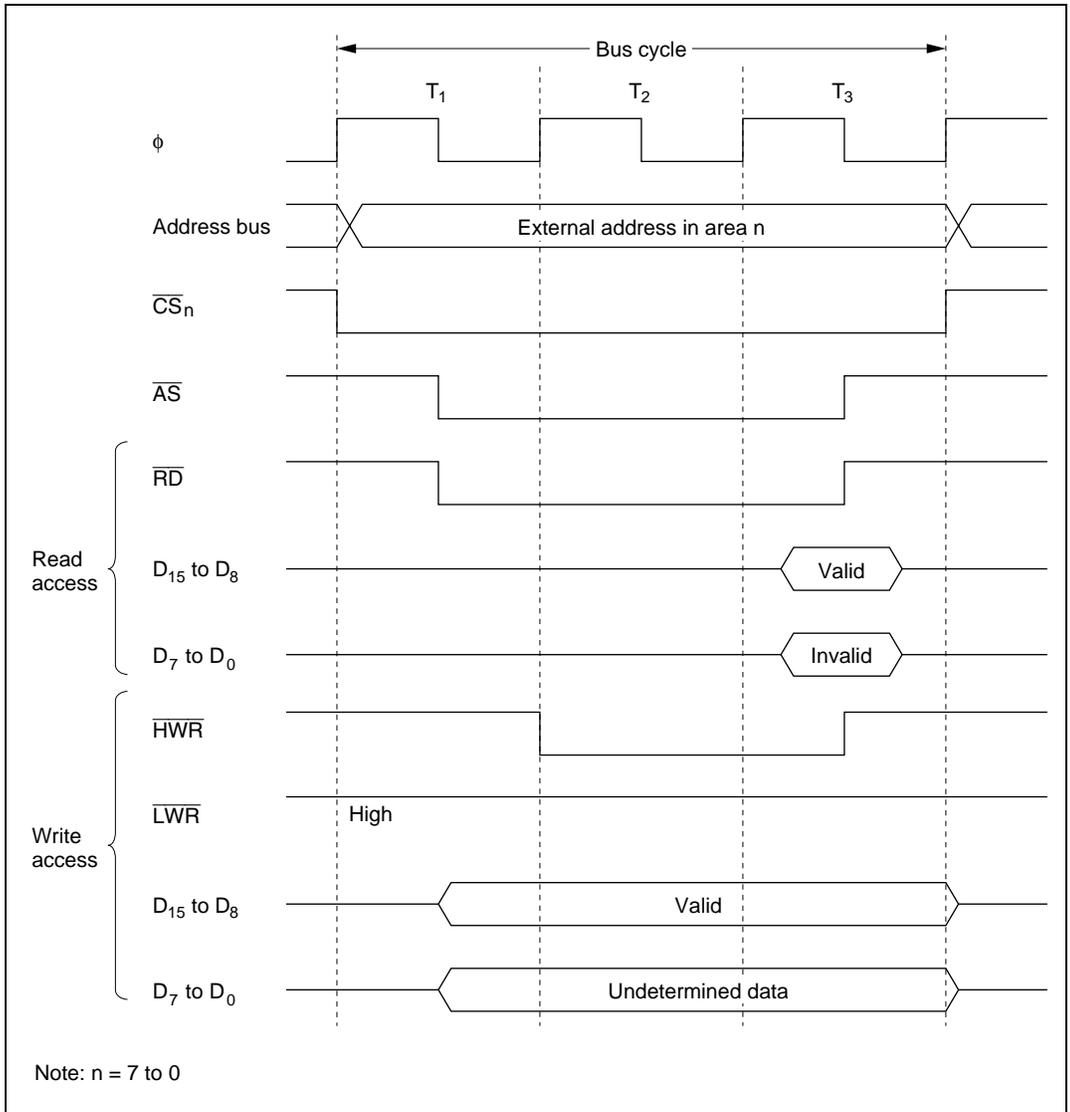


Figure 6.4 Bus Control Signal Timing for 8-Bit, Three-State-Access Area

8-Bit, Two-State-Access Areas: Figure 6.5 shows the timing of bus control signals for an 8-bit, two-state-access area. The upper address bus (D_{15} to D_8) is used to access these areas. The \overline{LWR} pin is always high. Wait states cannot be inserted.

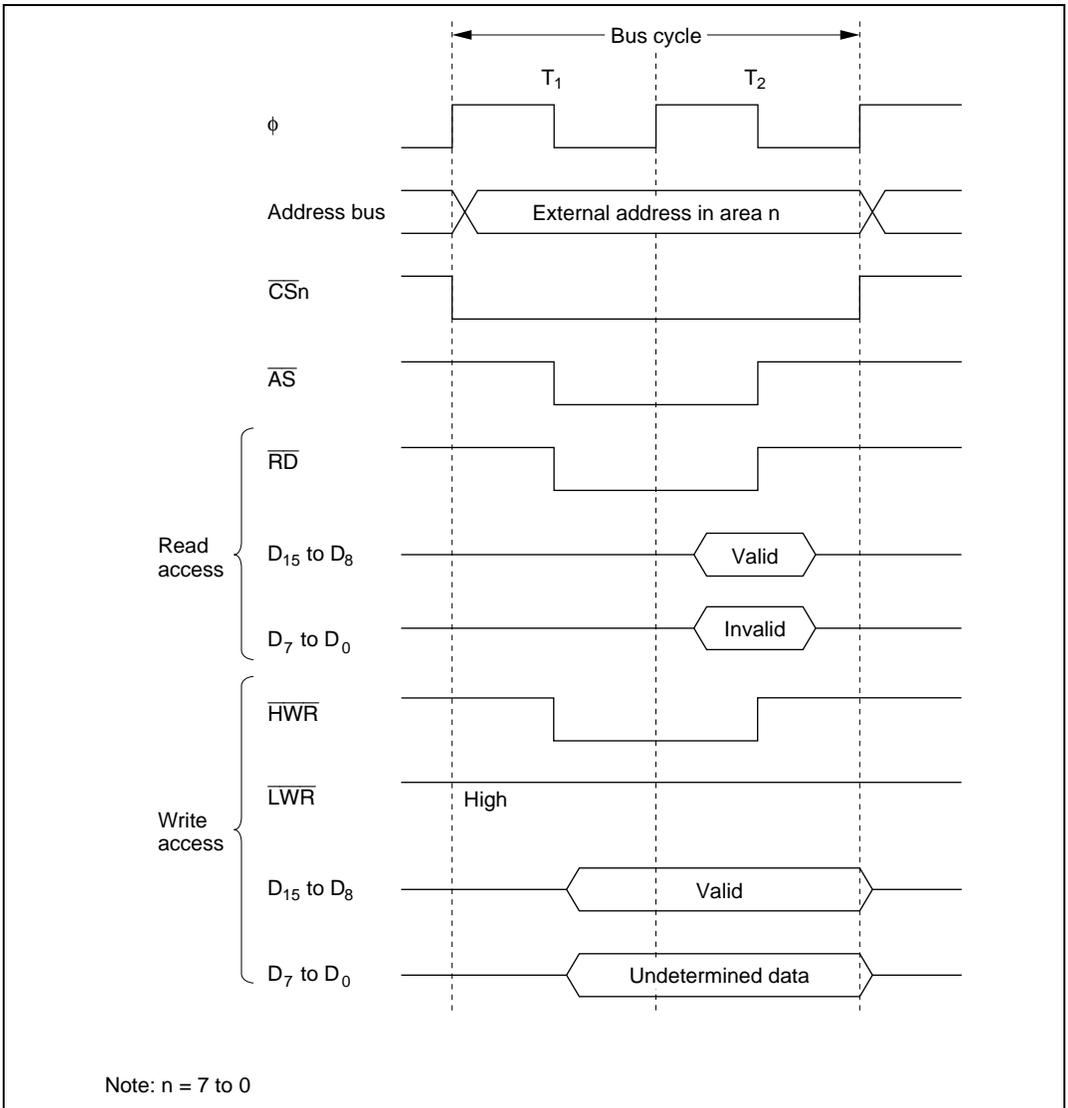


Figure 6.5 Bus Control Signal Timing for 8-Bit, Two-State-Access Area

16-Bit, Three-State-Access Areas: Figures 6.6 to 6.8 show the timing of bus control signals for a 16-bit, three-state-access area. In these areas, the upper address bus (D_{15} to D_8) is used to access even addresses and the lower address bus (D_7 to D_0) is used to access odd addresses. Wait states can be inserted.

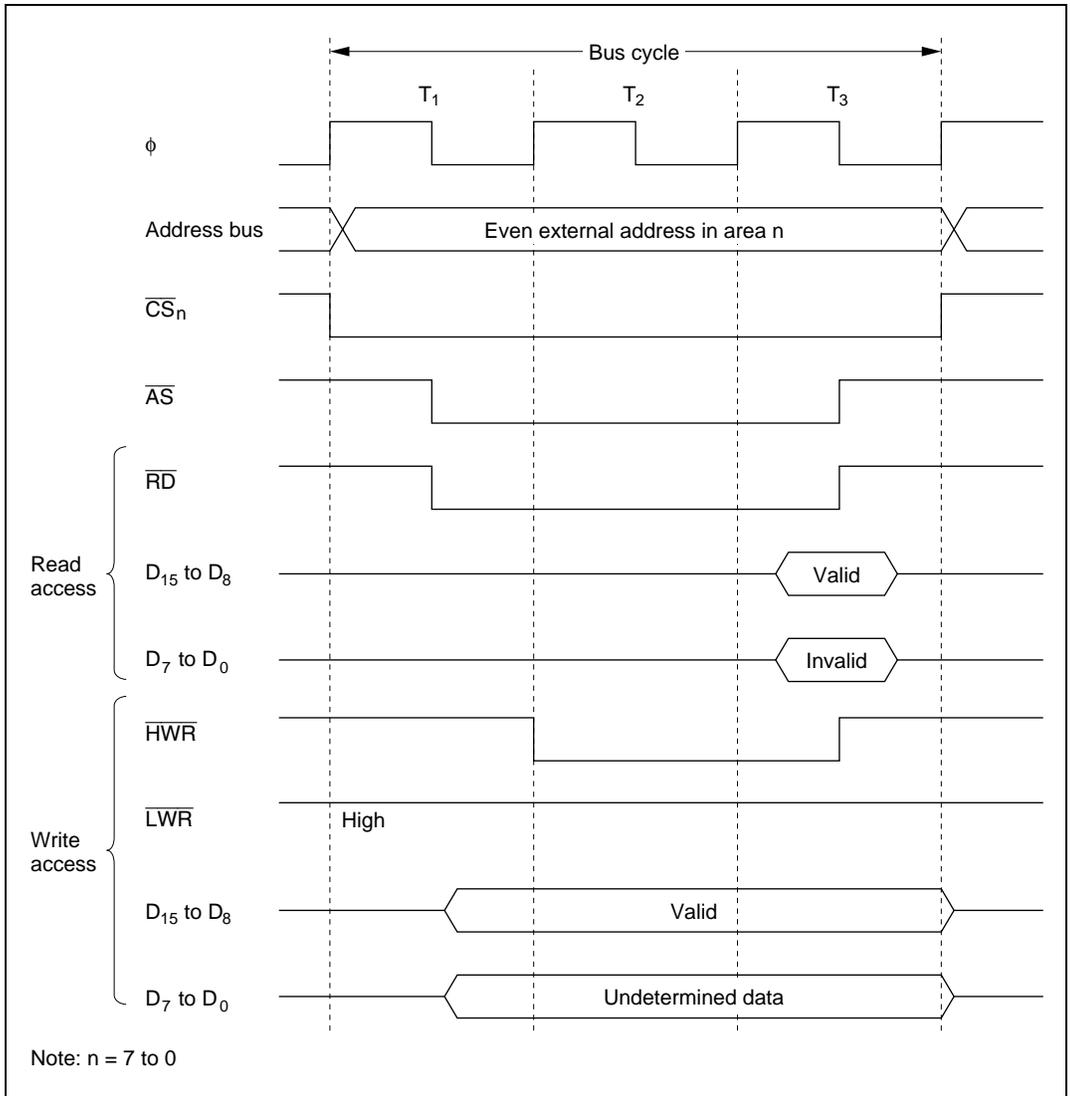
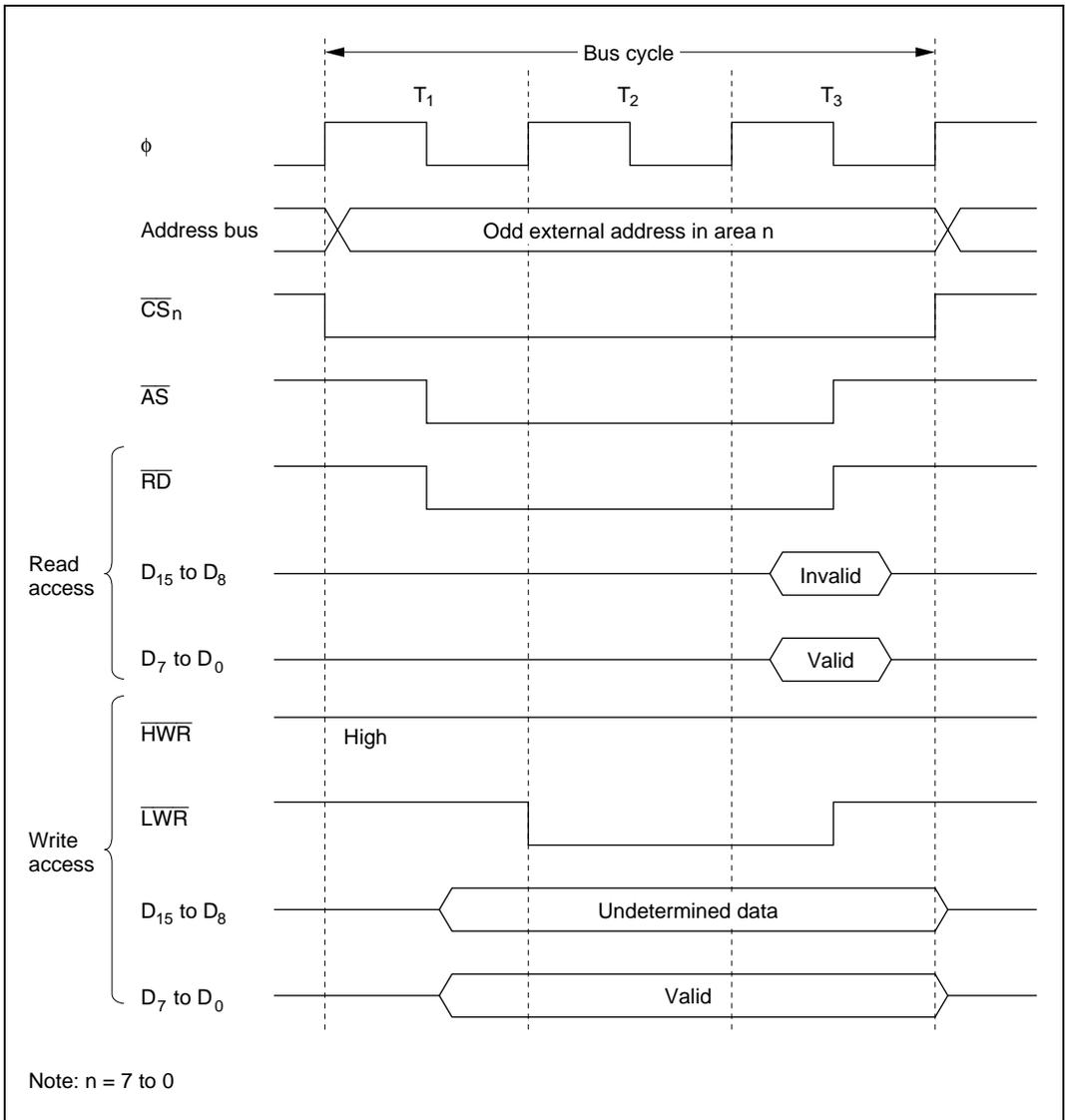
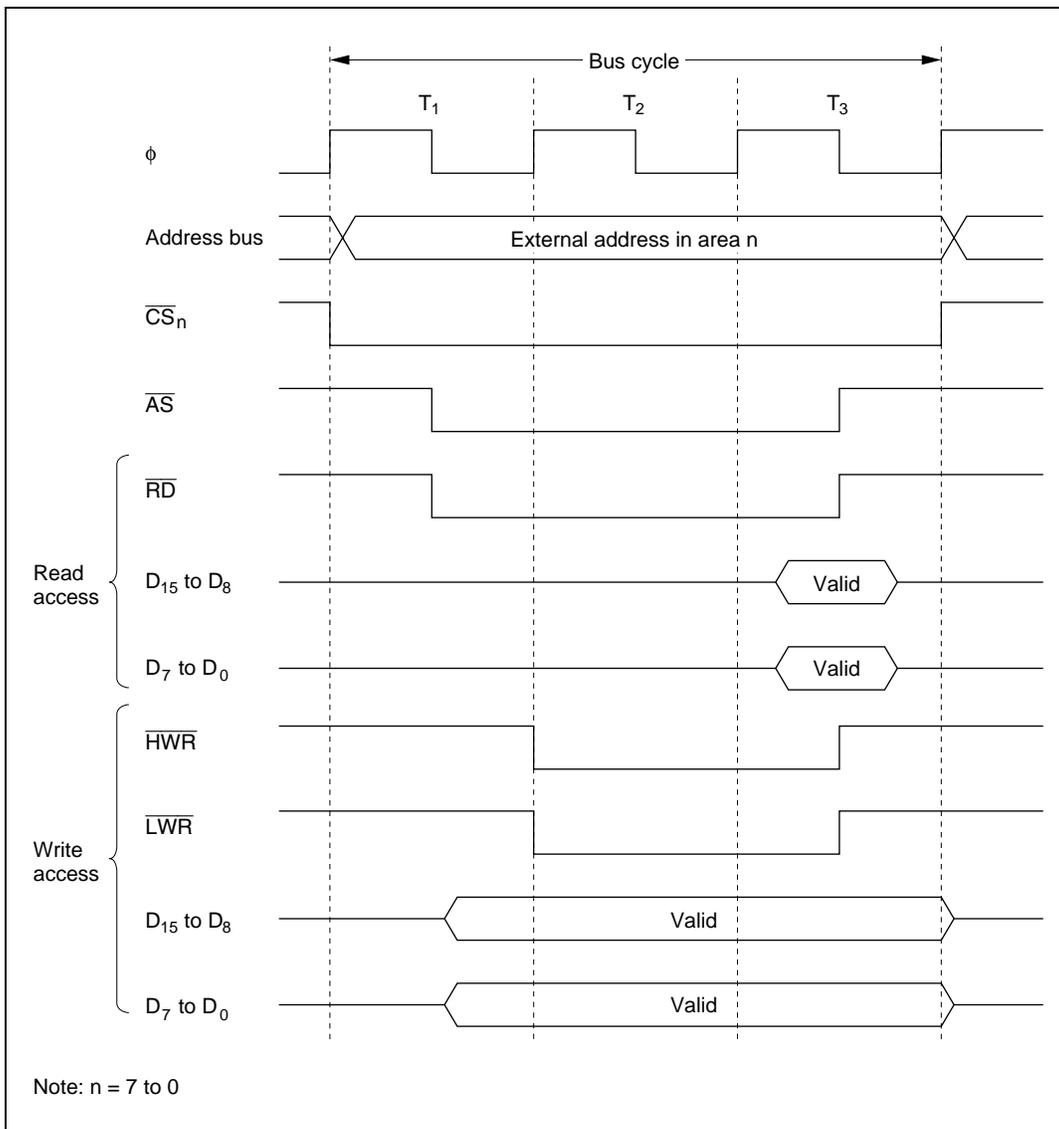


Figure 6.6 Bus Control Signal Timing for 16-Bit, Three-State-Access Area (1)
(Byte Access to Even Address)



**Figure 6.7 Bus Control Signal Timing for 16-Bit, Three-State-Access Area (2)
(Byte Access to Odd Address)**



**Figure 6.8 Bus Control Signal Timing for 16-Bit, Three-State-Access Area (3)
(Word Access)**

16-Bit, Two-State-Access Areas: Figures 6.9 to 6.11 show the timing of bus control signals for a 16-bit, two-state-access area. In these areas, the upper address bus (D_{15} to D_8) is used to access even addresses and the lower address bus (D_7 to D_0) is used to access odd addresses. Wait states cannot be inserted.

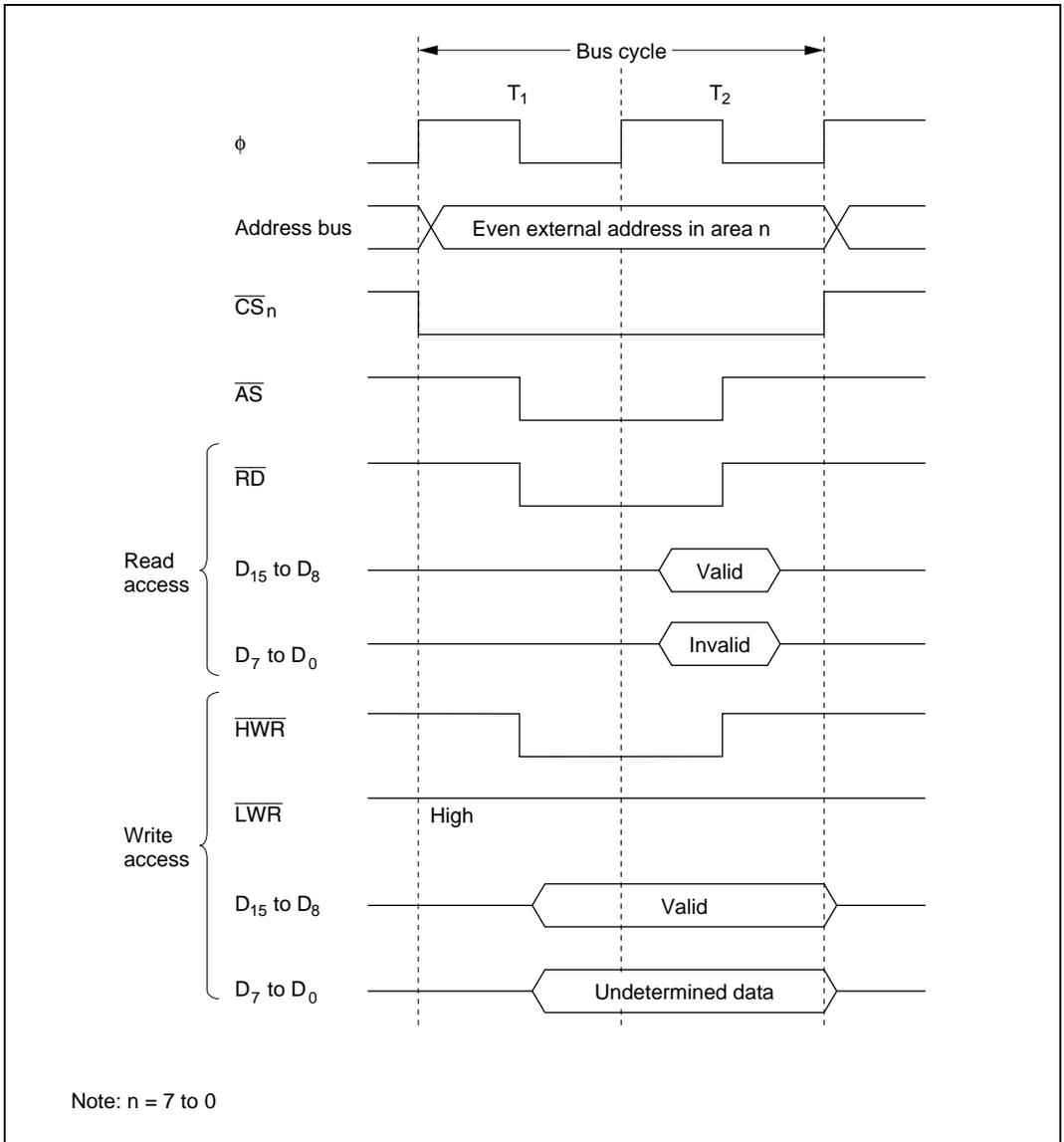
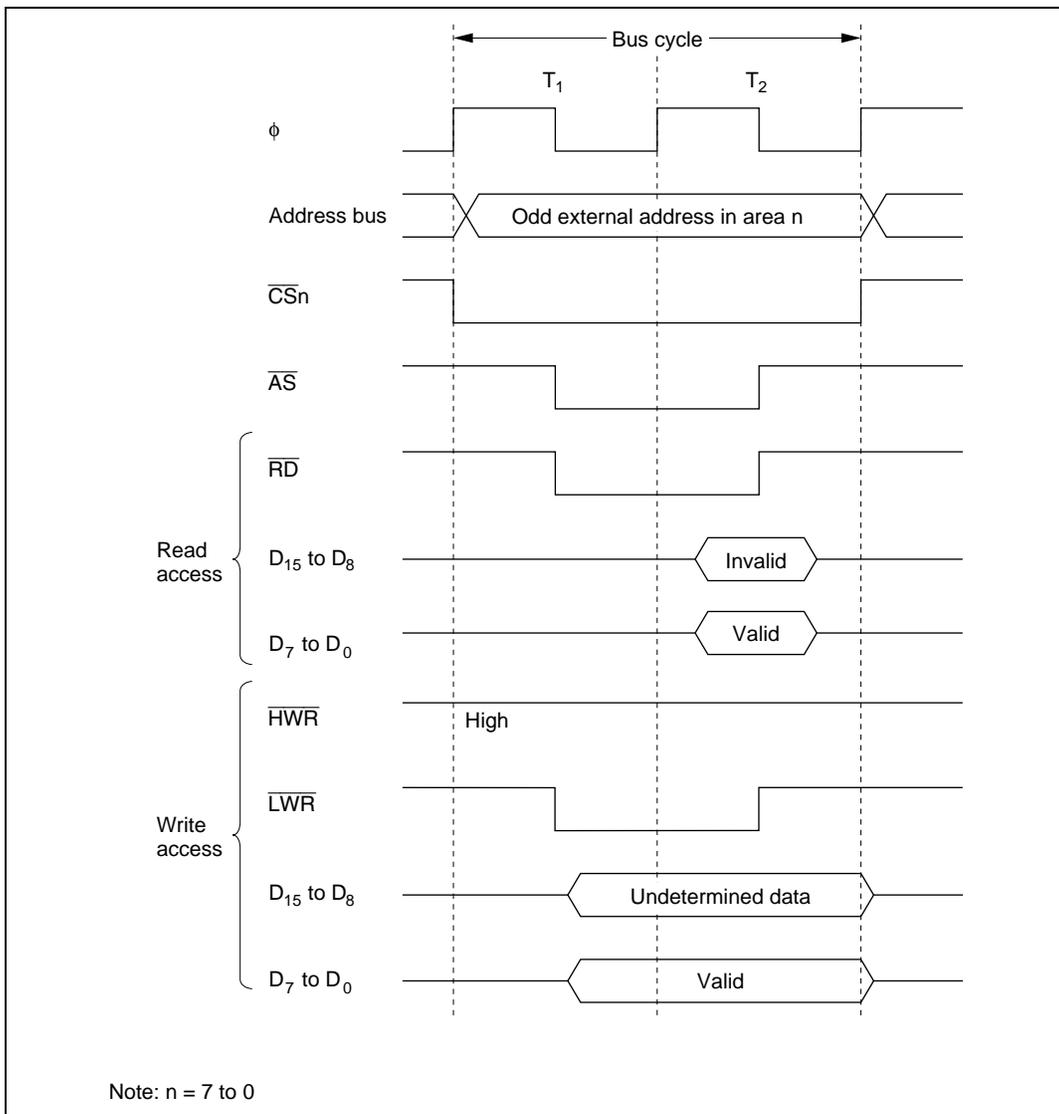
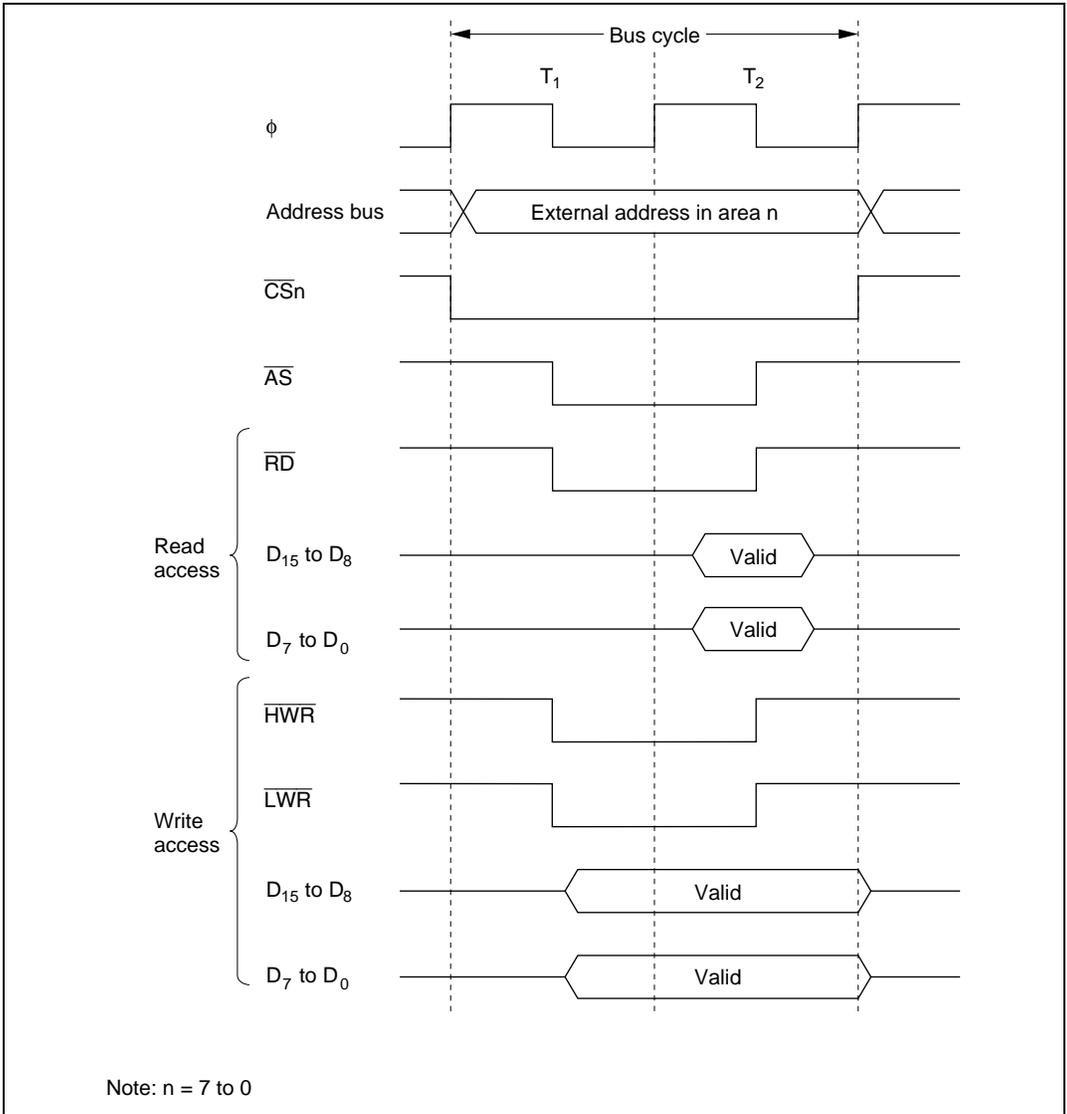


Figure 6.9 Bus Control Signal Timing for 16-Bit, Two-State-Access Area (1)
(Byte Access to Even Address)



**Figure 6.10 Bus Control Signal Timing for 16-Bit, Two-State-Access Area (2)
(Byte Access to Odd Address)**



**Figure 6.11 Bus Control Signal Timing for 16-Bit, Two-State-Access Area (3)
(Word Access)**

6.3.5 Wait Modes

Four wait modes can be selected as shown in table 6.5.

Table 6.5 Wait Mode Selection

| ASTCR | WCER | WCR | | | |
|-----------------|-----------------|-----------------|-----------------|--------------------|--------------------|
| ASTn Bit | WCEn Bit | WMS1 Bit | WMS0 Bit | WSC Control | Wait Mode |
| 0 | — | — | — | Disabled | No wait states |
| 1 | 0 | — | — | Disabled | Pin wait mode 0 |
| | | 0 | 0 | 0 | Enabled |
| | 1 | | 1 | 1 | Enabled |
| | | 0 | 0 | 0 | Enabled |
| | | 1 | 1 | Enabled | Pin auto-wait mode |

Note: n = 7 to 0

Wait Mode in Areas Where Wait-State Controller is Disabled

External three-state access areas in which the wait-state controller is disabled ($ASTn = 1$, $WCEn = 0$) operate in pin wait mode 0. The other wait modes are unavailable. The settings of bits $WMS1$ and $WMS0$ are ignored in these areas.

Pin Wait Mode 0: Wait states can only be inserted by \overline{WAIT} pin control. During access to an external three-state-access area, if the \overline{WAIT} pin is low at the fall of the system clock (ϕ) in the T_2 state, a wait state (T_W) is inserted. If the \overline{WAIT} pin remains low, wait states continue to be inserted until the \overline{WAIT} signal goes high. Figure 6.12 shows the timing.

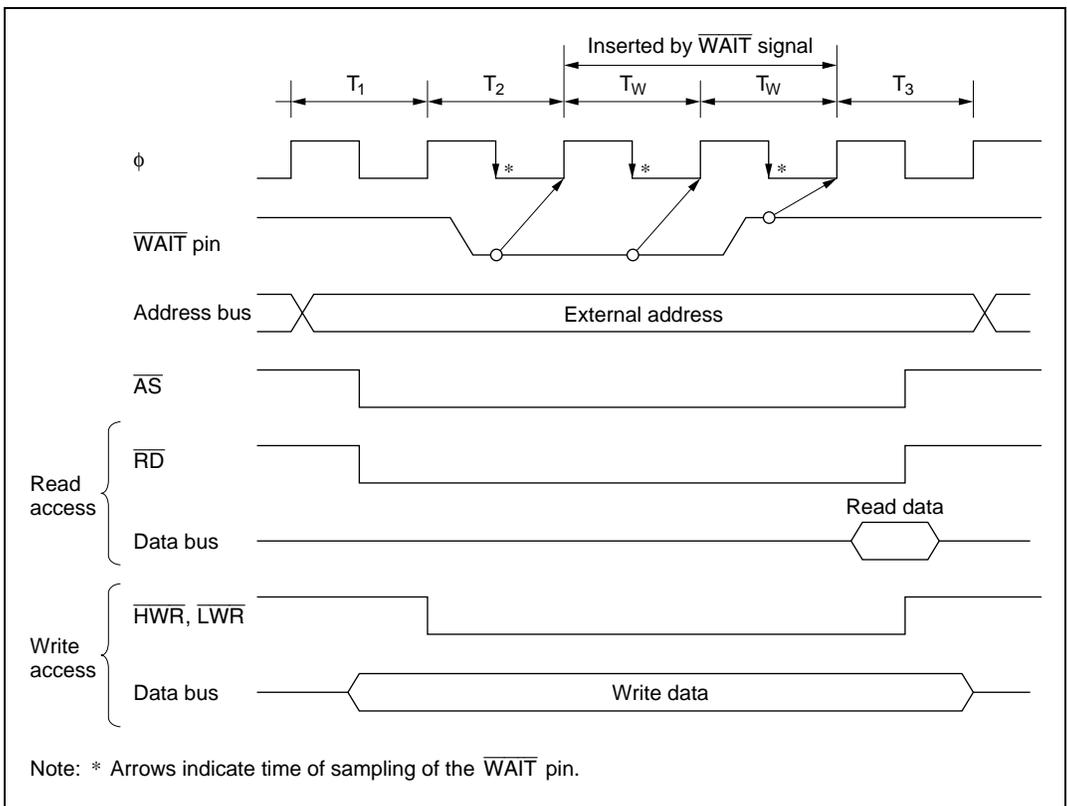


Figure 6.12 Pin Wait Mode 0

Wait Modes in Areas Where Wait-State Controller is Enabled

External three-state access areas in which the wait-state controller is enabled ($AST_n = 1$, $WCEn = 1$) can operate in pin wait mode 1, pin auto-wait mode, or programmable wait mode, as selected by bits $WMS1$ and $WMS0$. Bits $WMS1$ and $WMS0$ apply to all areas, so all areas in which the wait-state controller is enabled operate in the same wait mode.

Pin Wait Mode 1: In all accesses to external three-state-access areas, the number of wait states (T_W) selected by bits $WC1$ and $WC0$ are inserted. If the \overline{WAIT} pin is low at the fall of the system clock (ϕ) in the last of these wait states, an additional wait state is inserted. If the \overline{WAIT} pin remains low, wait states continue to be inserted until the \overline{WAIT} signal goes high.

Pin wait mode 1 is useful for inserting four or more wait states, or for inserting different numbers of wait states for different external devices.

If the wait count is 0, this mode operates in the same way as pin wait mode 0.

Figure 6.13 shows the timing when the wait count is 1 ($WC1 = 0$, $WC0 = 1$) and one additional wait state is inserted by \overline{WAIT} input.

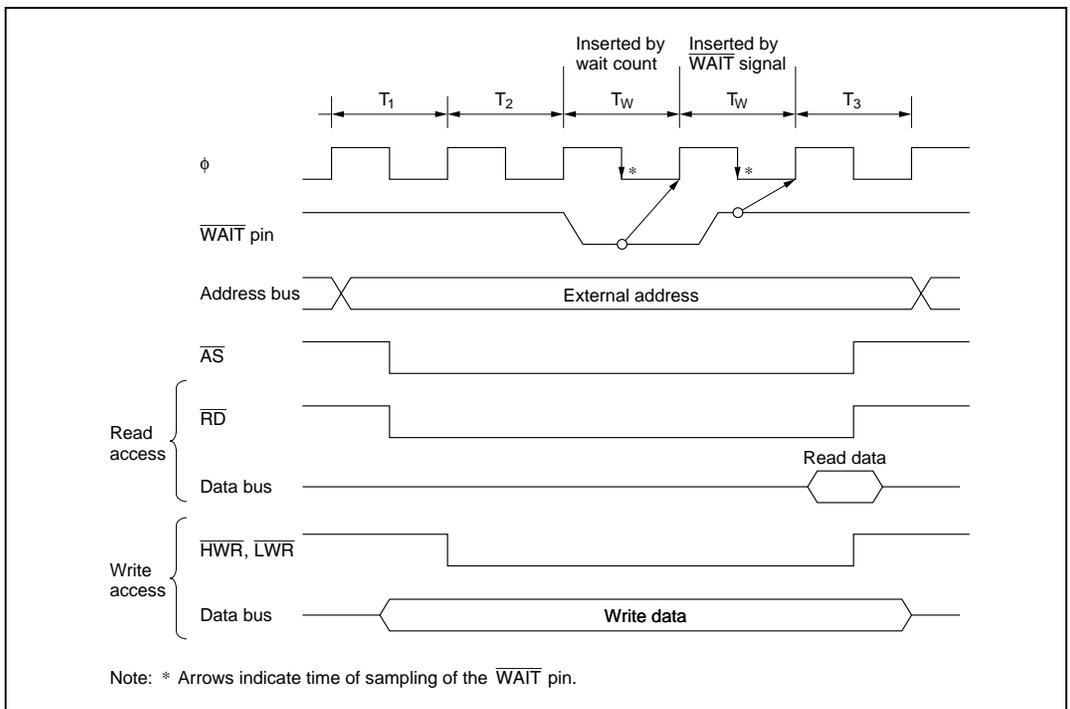


Figure 6.13 Pin Wait Mode 1

Pin Auto-Wait Mode: If the $\overline{\text{WAIT}}$ pin is low, the number of wait states (T_W) selected by bits WC1 and WC0 are inserted.

In pin auto-wait mode, if the $\overline{\text{WAIT}}$ pin is low at the fall of the system clock (ϕ) in the T_2 state, the number of wait states (T_W) selected by bits WC1 and WC0 are inserted. No additional wait states are inserted even if the $\overline{\text{WAIT}}$ pin remains low. Pin auto-wait mode can be used for an easy interface to low-speed memory, simply by routing the chip select signal to the $\overline{\text{WAIT}}$ pin.

Figure 6.14 shows the timing when the wait count is 1.

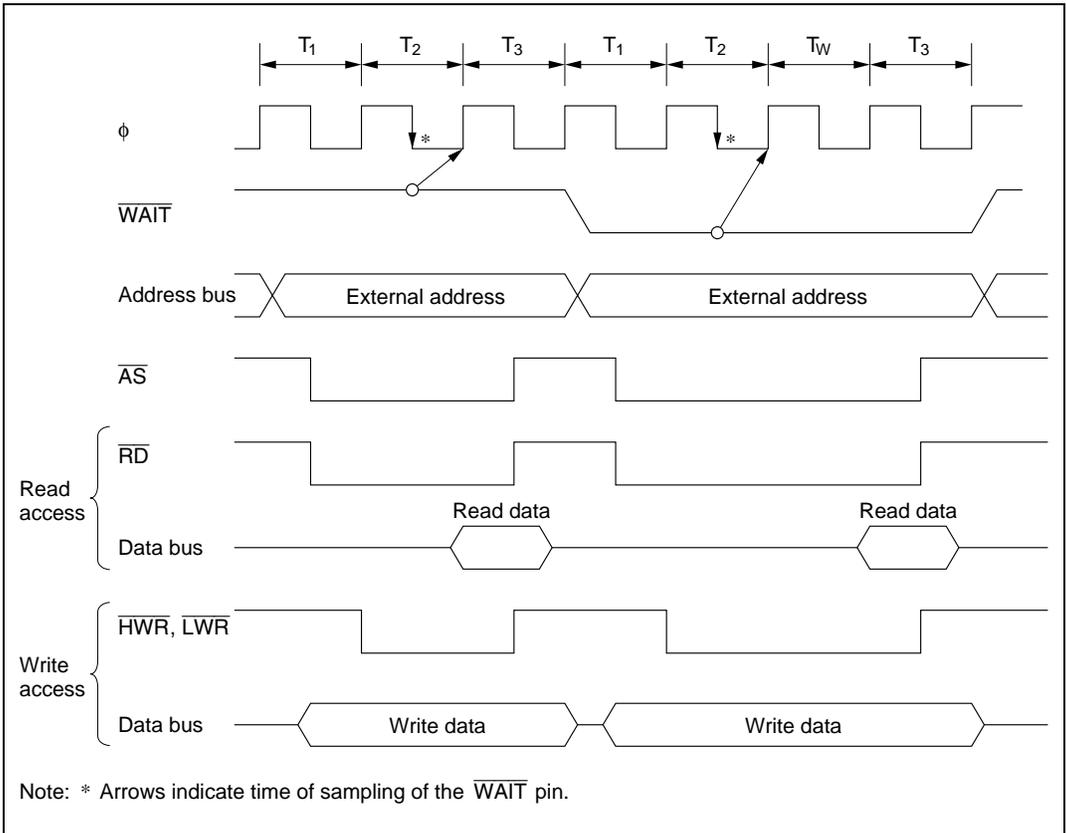


Figure 6.14 Pin Auto-Wait Mode

Programmable Wait Mode: The number of wait states (T_W) selected by bits WC1 and WC0 are inserted in all accesses to external three-state-access areas. Figure 6.15 shows the timing when the wait count is 1 ($WC1 = 0$, $WC0 = 1$).

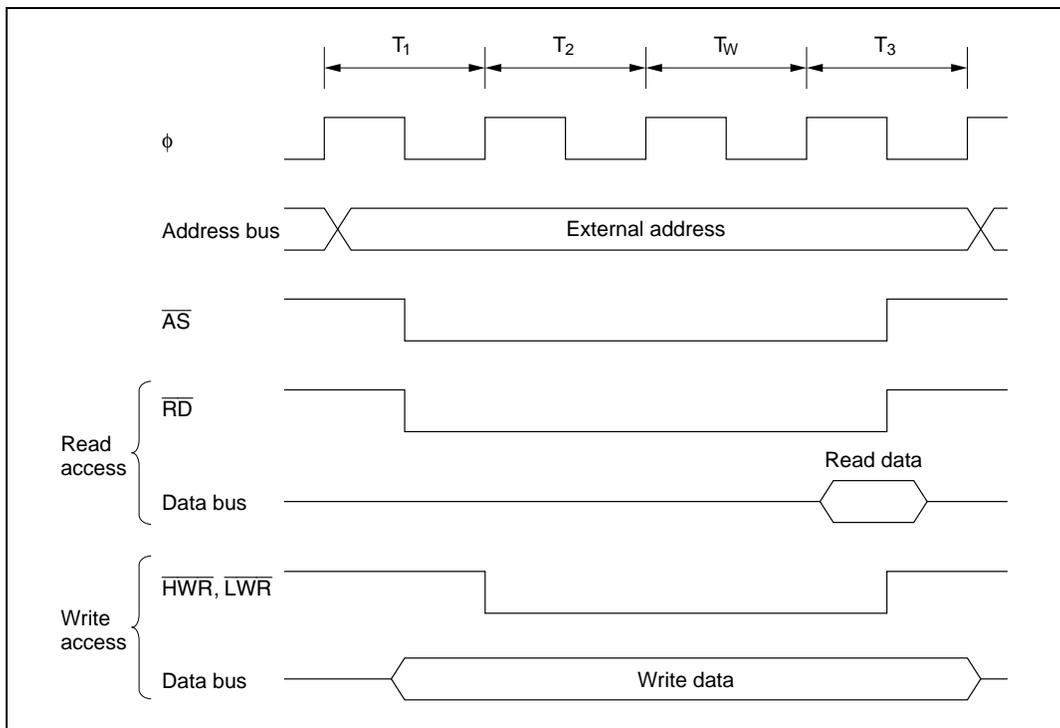


Figure 6.15 Programmable Wait Mode

Example of Wait State Control Settings: A reset initializes ASTCR and WCER to H'FF and WCR to H'F3, selecting programmable wait mode and three wait states for all areas. Software can select other wait modes for individual areas by modifying the ASTCR, WCER, and WCR settings. Figure 6.16 shows an example of wait mode settings.

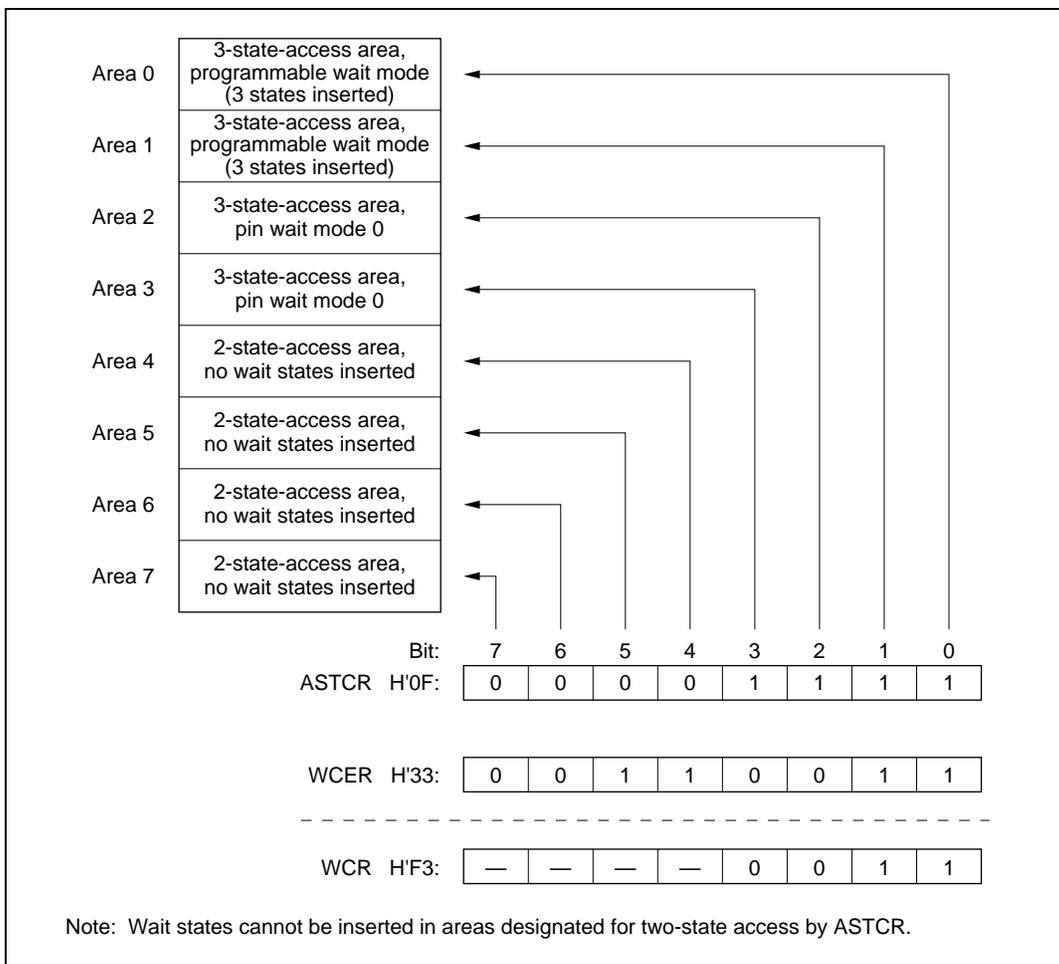


Figure 6.16 Wait Mode Settings (Example)

6.3.6 Interconnections with Memory (Example)

For each area, the bus controller can select two- or three-state access and an 8- or 16-bit data bus width. In three-state-access areas, wait states can be inserted in a variety of modes, simplifying the connection of both high-speed and low-speed devices.

Figure 6.18 shows an example of interconnections between the H8/3048 Group and memory. Figure 6.17 shows a memory map for this example.

A 256-kword \times 16-bit EPROM is connected to area 0. This device is accessed in three states via a 16-bit bus.

Two 32-kword \times 8-bit SRAM devices (SRAM1 and SRAM2) are connected to area 1. These devices are accessed in two states via a 16-bit bus.

One 32-kword \times 8-bit SRAM (SRAM3) is connected to area 2. This device is accessed via an 8-bit bus, using three-state access with an additional wait state inserted in pin auto-wait mode.

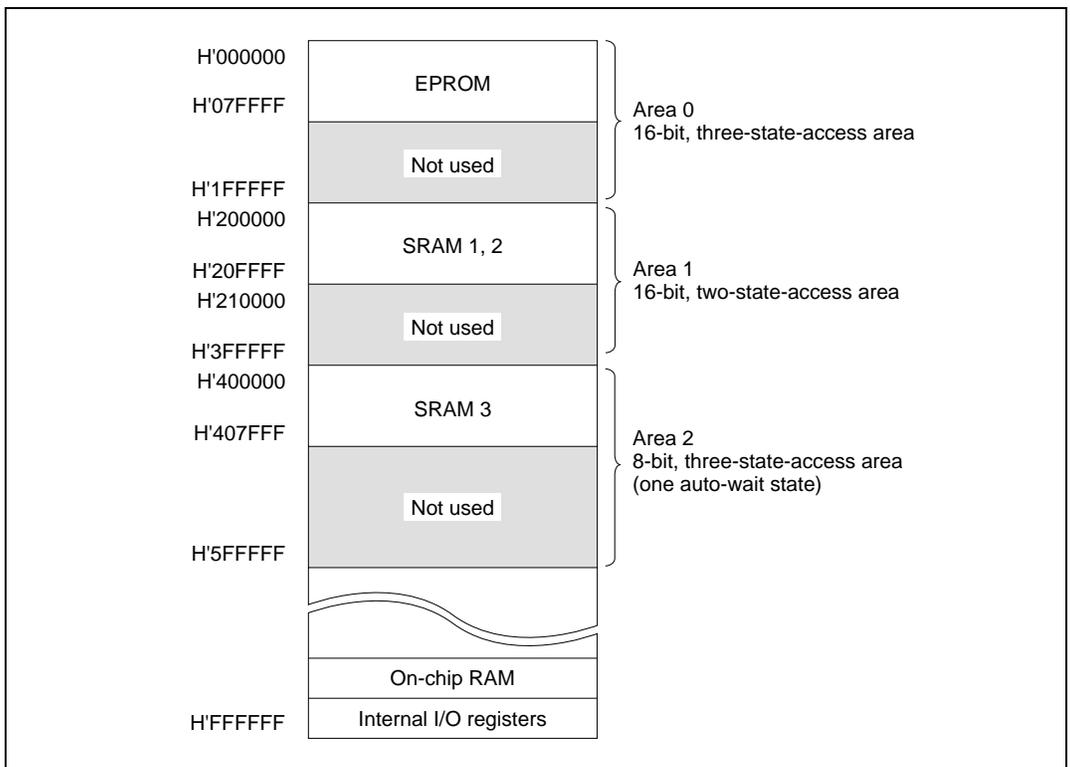


Figure 6.17 Memory Map (Example)

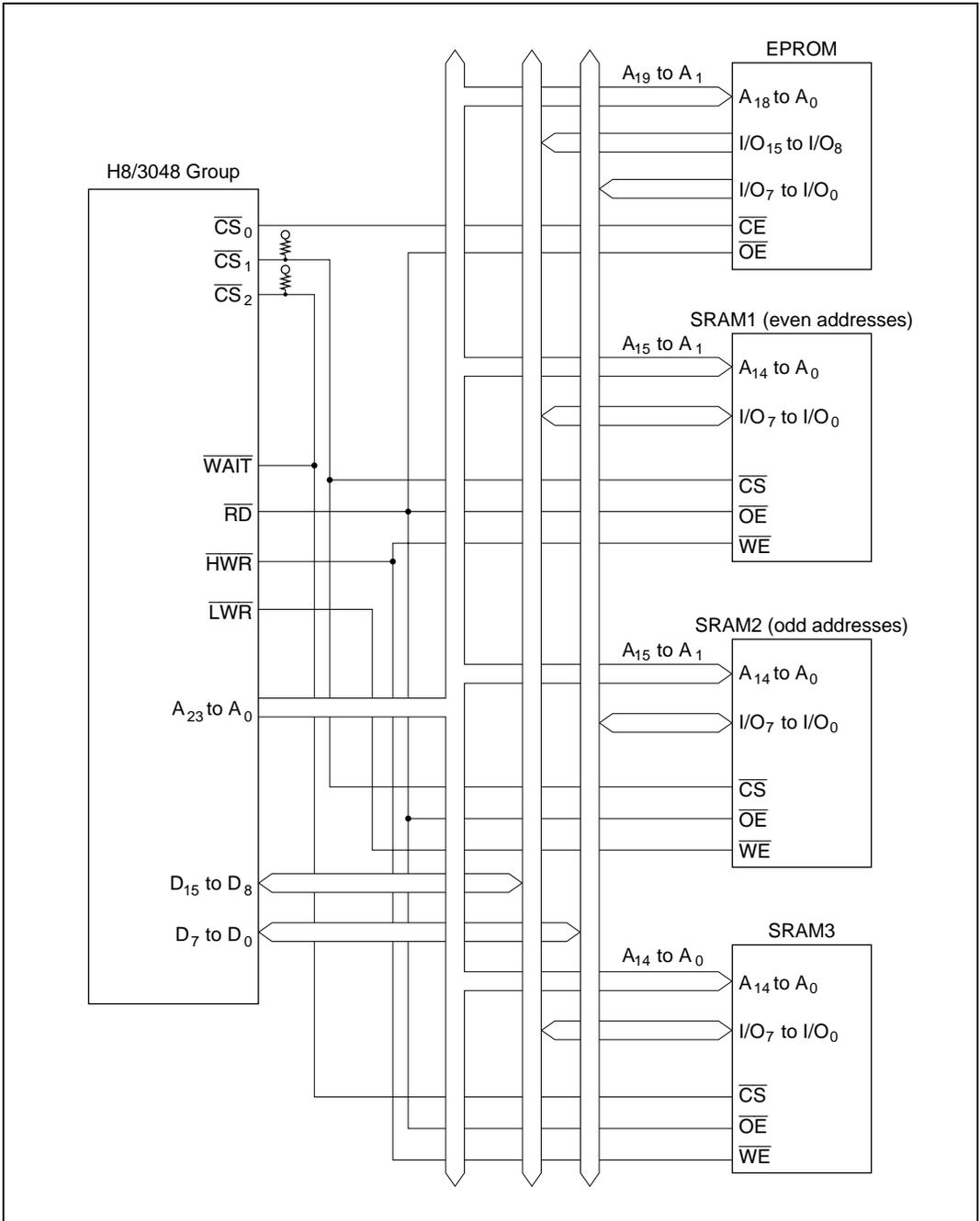


Figure 6.18 Interconnections with Memory (Example)

6.3.7 Bus Arbiter Operation

The bus controller has a built-in bus arbiter that arbitrates between different bus masters. There are four bus masters: the CPU, DMA controller (DMAC), refresh controller, and an external bus master. When a bus master has the bus right it can carry out read, write, or refresh access. Each bus master uses a bus request signal to request the bus right. At fixed times the bus arbiter determines priority and uses a bus acknowledge signal to grant the bus to a bus master, which can then operate using the bus.

The bus arbiter checks whether the bus request signal from a bus master is active or inactive, and returns an acknowledge signal to the bus master if the bus request signal is active. When two or more bus masters request the bus, the highest-priority bus master receives an acknowledge signal. The bus master that receives an acknowledge signal can continue to use the bus until the acknowledge signal is deactivated.

The bus master priority order is:

(High) External bus master > refresh controller > DMAC > CPU (Low)

The bus arbiter samples the bus request signals and determines priority at all times, but it does not always grant the bus immediately, even when it receives a bus request from a bus master with higher priority than the current bus master. Each bus master has certain times at which it can release the bus to a higher-priority bus master.

CPU: The CPU is the lowest-priority bus master. If the DMAC, refresh controller, or an external bus master requests the bus while the CPU has the bus right, the bus arbiter transfers the bus right to the bus master that requested it. The bus right is transferred at the following times:

- The bus right is transferred at the boundary of a bus cycle. If word data is accessed by two consecutive byte accesses, however, the bus right is not transferred between the two byte accesses.
- If another bus master requests the bus while the CPU is performing internal operations, such as executing a multiply or divide instruction, the bus right is transferred immediately. The CPU continues its internal operations.
- If another bus master requests the bus while the CPU is in sleep mode, the bus right is transferred immediately.

DMAC: When the DMAC receives an activation request, it requests the bus right from the bus arbiter. If the DMAC is bus master and the refresh controller or an external bus master requests the bus, the bus arbiter transfers the bus right from the DMAC to the bus master that requested the bus. The bus right is transferred at the following times.

The bus right is transferred when the DMAC finishes transferring 1 byte or 1 word. A DMAC transfer cycle consists of a read cycle and a write cycle. The bus right is not transferred between the read cycle and the write cycle.

There is a priority order among the DMAC channels. For details see section 8.4.9, DMAC Multiple-Channel Operation.

Refresh Controller: When a refresh cycle is requested, the refresh controller requests the bus right from the bus arbiter. When the refresh cycle is completed, the refresh controller releases the bus. For details see section 7, Refresh Controller.

External Bus Master: When the BRLE bit is set to 1 in BRCCR, the bus can be released to an external bus master. The external bus master has highest priority, and requests the bus right from the bus arbiter by driving the $\overline{\text{BREQ}}$ signal low. Once the external bus master gets the bus, it keeps the bus right until the $\overline{\text{BREQ}}$ signal goes high. While the bus is released to an external bus master, the H8/3048 Group holds the address bus and data bus control signals ($\overline{\text{AS}}$, $\overline{\text{RD}}$, $\overline{\text{HWR}}$, and $\overline{\text{LWR}}$) in the high-impedance state, holds the chip select signals high ($\overline{\text{CS}}_n$: $n = 7$ to 0), and holds the $\overline{\text{BACK}}$ pin in the low output state.

The bus arbiter samples the $\overline{\text{BREQ}}$ pin at the rise of the system clock (ϕ). If $\overline{\text{BREQ}}$ is low, the bus is released to the external bus master at the appropriate opportunity. The $\overline{\text{BREQ}}$ signal should be held low until the $\overline{\text{BACK}}$ signal goes low.

When the $\overline{\text{BREQ}}$ pin is high in two consecutive samples, the $\overline{\text{BACK}}$ signal is driven high to end the bus-release cycle.

Figure 6.19 shows the timing when the bus right is requested by an external bus master during a read cycle in a two-state-access area. There is a minimum interval of two states from when the $\overline{\text{BREQ}}$ signal goes low until the bus is released.

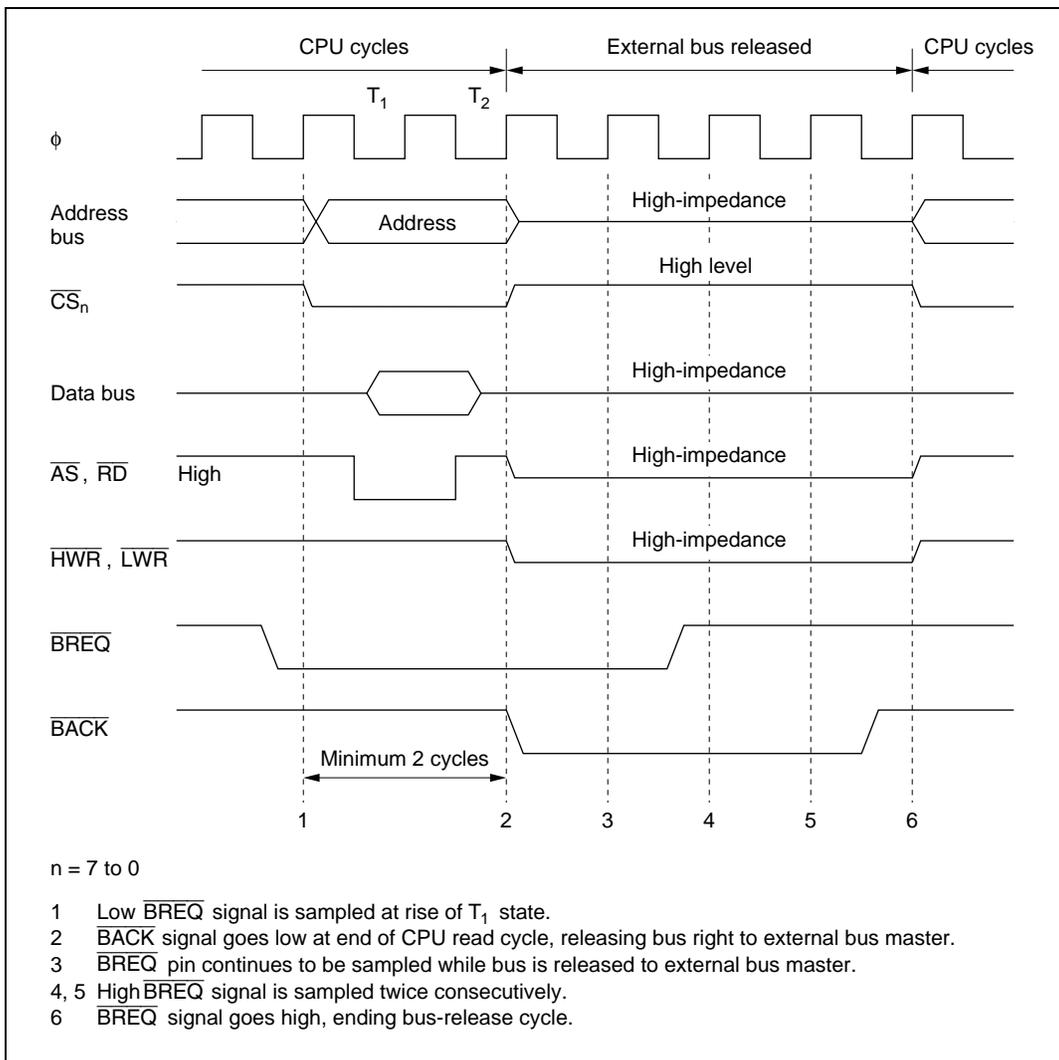


Figure 6.19 External-Bus-Released State (Two-State-Access Area, During Read Cycle)

6.4 Usage Notes

6.4.1 Connection to Dynamic RAM and Pseudo-Static RAM

A different bus control signal timing applies when dynamic RAM or pseudo-static RAM is connected to area 3. For details see section 7, Refresh Controller.

6.4.2 Register Write Timing

ABWCR, ASTCR, and WCER Write Timing: Data written to ABWCR, ASTCR, or WCER takes effect starting from the next bus cycle. Figure 6.20 shows the timing when an instruction fetched from area 0 changes area 0 from three-state access to two-state access.

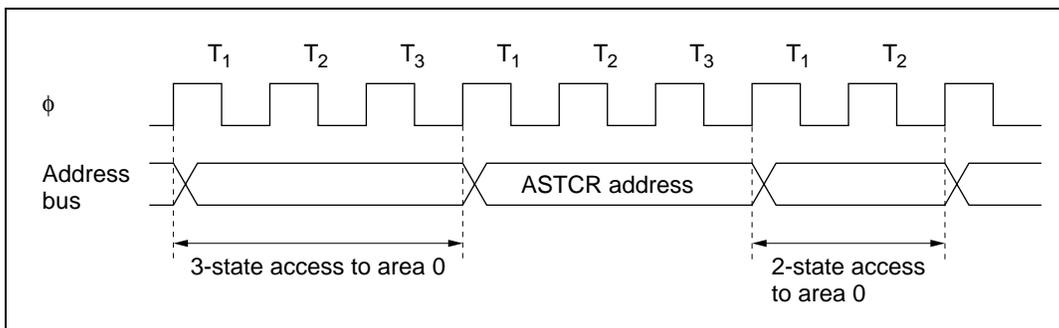


Figure 6.20 ASTCR Write Timing

DDR Write Timing: Data written to a data direction register (DDR) to change a \overline{CS}_n pin from \overline{CS}_n output to generic input, or vice versa, takes effect starting from the T_3 state of the DDR write cycle. Figure 6.21 shows the timing when the \overline{CS}_1 pin is changed from generic input to \overline{CS}_1 output.

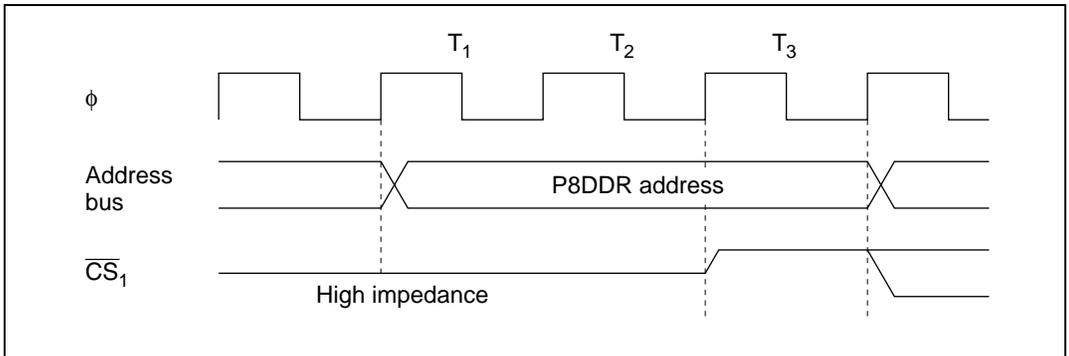


Figure 6.21 DDR Write Timing

BRCR Write Timing: Data written to switch between A_{23} , A_{22} , or A_{21} output and generic input or output takes effect starting from the T_3 state of the BRCR write cycle. Figure 6.22 shows the timing when a pin is changed from generic input to A_{23} , A_{22} , or A_{21} output.

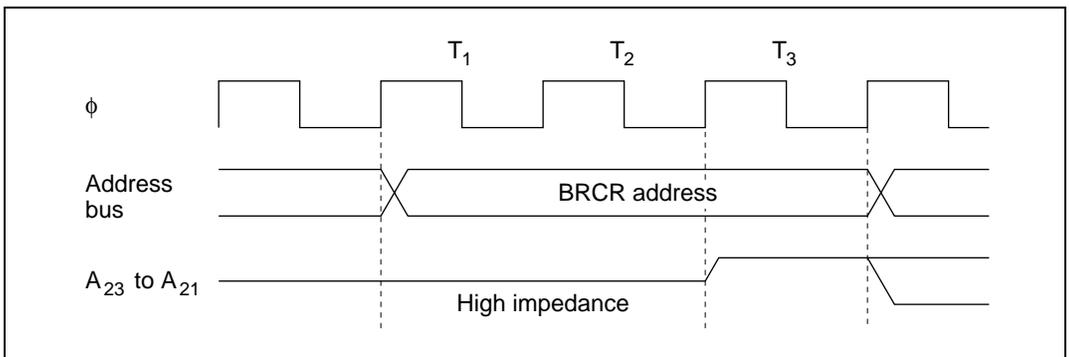


Figure 6.22 BRCR Write Timing

6.4.3 $\overline{\text{BREQ}}$ Input Timing

After driving the $\overline{\text{BREQ}}$ pin low, hold it low until $\overline{\text{BACK}}$ goes low. If $\overline{\text{BREQ}}$ returns to the high level before $\overline{\text{BACK}}$ goes low, the bus arbiter may operate incorrectly.

To terminate the external-bus-released state, hold the $\overline{\text{BREQ}}$ signal high for at least three states. If $\overline{\text{BREQ}}$ is high for too short an interval, the bus arbiter may operate incorrectly.

6.4.4 Transition To Software Standby Mode

If contention occurs between a transition to software standby mode and a bus request from an external bus master, the bus may be released for one state just before the transition to software standby mode (see figure 6.23). When using software standby mode, clear the BRLE bit to 0 in BRCR before executing the SLEEP instruction.

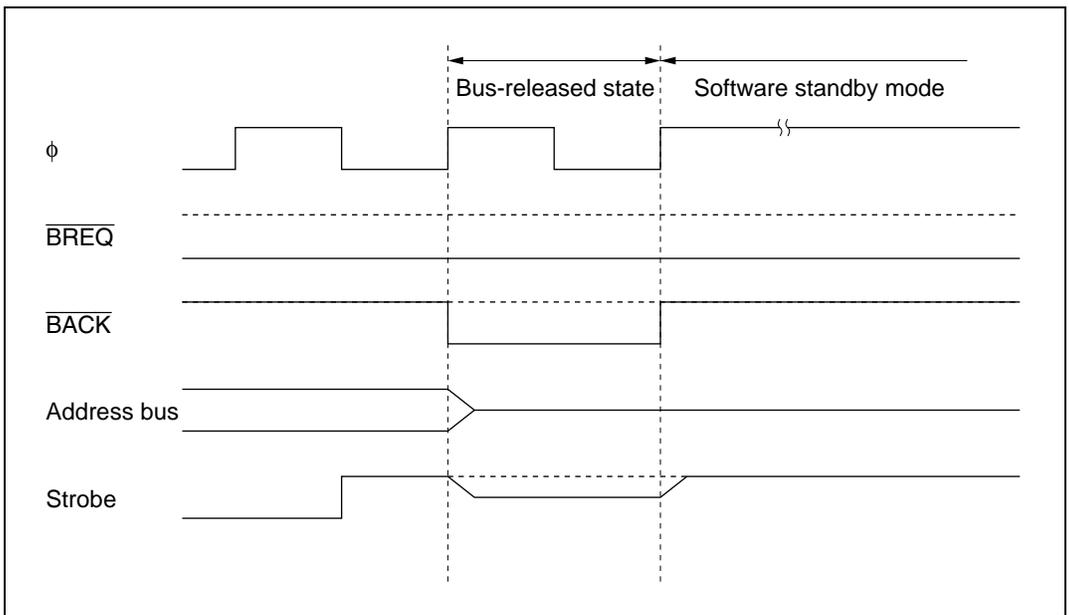


Figure 6.23 Contention between Bus-Released State and Software Standby Mode

Section 7 Refresh Controller

7.1 Overview

The H8/3048 Group has an on-chip refresh controller that enables direct connection of 16-bit-wide DRAM or pseudo-static RAM (PSRAM).

DRAM or pseudo-static RAM can be directly connected to area 3 of the external address space.

A maximum 128 kbytes can be connected in modes 1, 2, and 5 (1-Mbyte modes). A maximum 2 Mbytes can be connected in modes 3, 4, and 6 (16-Mbyte modes).

Systems that do not need to refresh DRAM or pseudo-static RAM can use the refresh controller as an 8-bit interval timer.

When the refresh controller is not used, it can be independently halted to conserve power. For details see section 21.6, Module Standby Function.

7.1.1 Features

The refresh controller can be used for one of three functions: DRAM refresh control, pseudo-static RAM refresh control, or 8-bit interval timing. Features of the refresh controller are listed below.

Features as a DRAM Refresh Controller

- Enables direct connection of 16-bit-wide DRAM
- Selection of $2\overline{\text{CAS}}$ or $2\overline{\text{WE}}$ mode
- Selection of 8-bit or 9-bit column address multiplexing for DRAM address input

Examples:

- 1-Mbit DRAM: 8-bit row address \times 8-bit column address
- 4-Mbit DRAM: 9-bit row address \times 9-bit column address
- 4-Mbit DRAM: 10-bit row address \times 8-bit column address
- $\overline{\text{CAS}}$ -before- $\overline{\text{RAS}}$ refresh control
- Software-selectable refresh interval
- Software-selectable self-refresh mode
- Wait states can be inserted

Features as a Pseudo-Static RAM Refresh Controller

- $\overline{\text{RFSH}}$ signal output for refresh control
- Software-selectable refresh interval
- Software-selectable self-refresh mode
- Wait states can be inserted

Features as an Interval Timer

- Refresh timer counter (RTCNT) can be used as an 8-bit up-counter
- Selection of seven counter clock sources: $\phi/2$, $\phi/8$, $\phi/32$, $\phi/128$, $\phi/512$, $\phi/2048$, $\phi/4096$
- Interrupts can be generated by compare match between RTCNT and the refresh time constant register (RTCOR)

7.1.2 Block Diagram

Figure 7.1 shows a block diagram of the refresh controller.

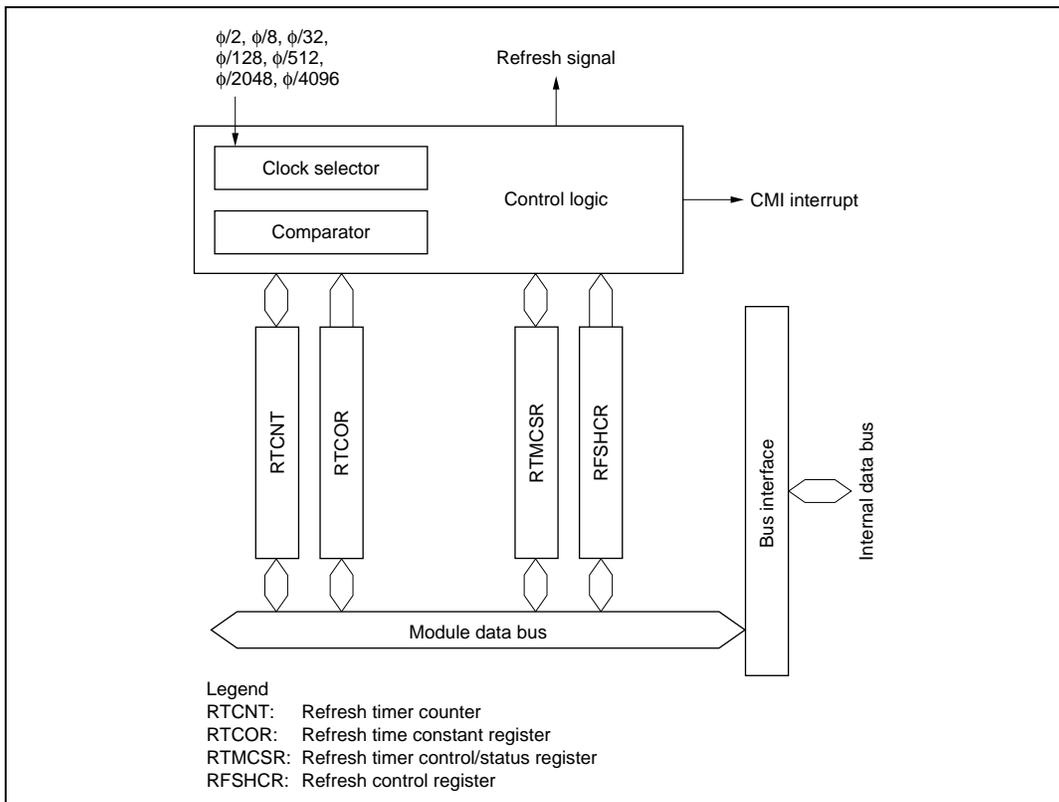


Figure 7.1 Block Diagram of Refresh Controller

7.1.3 Input/Output Pins

Table 7.1 summarizes the refresh controller's input/output pins.

Table 7.1 Refresh Controller Pins

| Pin | Signal | | I/O | Function |
|--------------------------|---|-----------------------------|--------|---|
| | Name | Abbr. | | |
| $\overline{\text{RFSH}}$ | Refresh | $\overline{\text{RFSH}}$ | Output | Goes low during refresh cycles; used to refresh DRAM and PSRAM |
| $\overline{\text{HWR}}$ | Upper write/upper column address strobe | $\overline{\text{UW/UCAS}}$ | Output | Connects to the $\overline{\text{UW}}$ pin of $2\overline{\text{WE}}$ DRAM or $\overline{\text{UCAS}}$ pin of $2\overline{\text{CAS}}$ DRAM |
| $\overline{\text{LWR}}$ | Lower write/lower column address strobe | $\overline{\text{LW/LCAS}}$ | Output | Connects to the $\overline{\text{LW}}$ pin of $2\overline{\text{WE}}$ DRAM or $\overline{\text{LCAS}}$ pin of $2\overline{\text{CAS}}$ DRAM |
| $\overline{\text{RD}}$ | Column address strobe/write enable | $\overline{\text{CAS/WE}}$ | Output | Connects to the $\overline{\text{CAS}}$ pin of $2\overline{\text{WE}}$ DRAM or $\overline{\text{WE}}$ pin of $2\overline{\text{CAS}}$ DRAM |
| $\overline{\text{CS}}_3$ | Row address strobe | $\overline{\text{RAS}}$ | Output | Connects to the $\overline{\text{RAS}}$ pin of DRAM |

7.1.4 Register Configuration

Table 7.2 summarizes the refresh controller's registers.

Table 7.2 Refresh Controller Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|---------------------------------------|--------------|-----|---------------|
| H'FFAC | Refresh control register | RFSHCR | R/W | H'02 |
| H'FFAD | Refresh timer control/status register | RTMCSR | R/W | H'07 |
| H'FFAE | Refresh timer counter | RTCNT | R/W | H'00 |
| H'FFAF | Refresh time constant register | RTCOR | R/W | H'FF |

Note: * Lower 16 bits of the address.

7.2 Register Descriptions

7.2.1 Refresh Control Register (RFSHCR)

RFSHCR is an 8-bit readable/writable register that selects the operating mode of the refresh controller.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|--------|-------|--------|-------|-------|---|-------|
| | SRFMD | PSRAME | DRAME | CAS/WE | M9/M8 | RFSHE | — | RCYCE |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

Self-refresh mode
Selects self-refresh mode

PSRAM enable and DRAM enable
These bits enable or disable connection of pseudo-static RAM and DRAM

Strobe mode select
Selects $2\overline{CAS}$ or $2\overline{WE}$ strobing of DRAM

Address multiplex mode select
Selects the number of column address bits

Refresh pin enable
Enables refresh signal output from the refresh pin

Reserved bit

Refresh cycle enable
Enables or disables insertion of refresh cycles

RFSHCR is initialized to H'02 by a reset and in hardware standby mode.

Bit 7—Self-Refresh Mode (SRFMD): Specifies DRAM or pseudo-static RAM self-refresh during software standby mode. When PSRAME = 1 and DRAME = 0, after the SRFMD bit is set to 1, pseudo-static RAM can be self-refreshed when the H8/3048 Group enters software standby mode. When PSRAME = 0 and DRAME = 1, after the SRFMD bit is set to 1, DRAM can be self-refreshed when the H8/3048 Group enters software standby mode. In either case, the normal access state resumes on exit from software standby mode.

| Bit 7: SRFMD | Description |
|--------------|--|
| 0 | DRAM or PSRAM self-refresh is disabled in software standby mode (Initial value) |
| 1 | DRAM or PSRAM self-refresh is enabled in software standby mode |

Bit 6—PSRAM Enable (PSRAME) and

Bit 5—DRAM Enable (DRAME): These bits enable or disable connection of pseudo-static RAM and DRAM to area 3 of the external address space.

When DRAM or pseudo-static RAM is connected, the bus cycle and refresh cycle of area 3 consist of three states, regardless of the setting in the access state control register (ASTCR). If AST3 = 0 in ASTCR, wait states cannot be inserted.

When the PSRAME or DRAME bit is set to 1, bits 0, 2, 3, and 4 in RFSHCR and registers RTMCSR, RTCNT, and RTCOR are write-disabled, except that the CMF flag in RTMCSR can be cleared by writing 0.

| Bit 6: PSRAME | Bit 5: DRAME | Description |
|---------------|--------------|--|
| 0 | 0 | Can be used as an interval timer (Initial value) (DRAM and PSRAM cannot be directly connected) |
| | 1 | DRAM can be directly connected |
| 1 | 0 | PSRAM can be directly connected |
| | 1 | Illegal setting |

Bit 4—Strobe Mode Select (CAS/WE): Selects $2\overline{\text{CAS}}$ or $2\overline{\text{WE}}$ mode. The setting of this bit is valid when PSRAME = 0 and DRAME = 1. This bit is write-disabled when the PSRAME or DRAME bit is set to 1.

| Bit 4: CAS/WE | Description |
|---------------|---|
| 0 | $2\overline{\text{WE}}$ mode (Initial value) |
| 1 | $2\overline{\text{CAS}}$ mode |

Bit 3—Address Multiplex Mode Select ($M9/\overline{M8}$): Selects 8-bit or 9-bit column addressing.

The setting of this bit is valid when $PSRAM = 0$ and $DRAME = 1$. This bit is write-disabled when the $PSRAM$ or $DRAME$ bit is set to 1.

| Bit 3: $M9/\overline{M8}$ | Description | |
|---------------------------|---------------------------|-----------------|
| 0 | 8-bit column address mode | (Initial value) |
| 1 | 9-bit column address mode | |

Bit 2—Refresh Pin Enable (RFSHE): Enables or disables refresh signal output from the \overline{RFSH} pin. This bit is write-disabled when the $PSRAM$ or $DRAME$ bit is set to 1.

| Bit 2: RFSHE | Description | |
|--------------|---|-----------------|
| 0 | Refresh signal output at the \overline{RFSH} pin is disabled (the \overline{RFSH} pin can be used as a generic input/output port) | (Initial value) |
| 1 | Refresh signal output at the \overline{RFSH} pin is enabled | |

Bit 1—Reserved: Read-only bit, always read as 1.

Bit 0—Refresh Cycle Enable (RCYCE): Enables or disables insertion of refresh cycles.

The setting of this bit is valid when $PSRAM = 1$ or $DRAME = 1$. When $PSRAM = 0$ and $DRAME = 0$, refresh cycles are not inserted regardless of the setting of this bit.

| Bit 0: RCYCE | Description | |
|--------------|---------------------------------------|-----------------|
| 0 | Refresh cycles are disabled | (Initial value) |
| 1 | Refresh cycles are enabled for area 3 | |

7.2.2 Refresh Timer Control/Status Register (RTMCSR)

RTMCSR is an 8-bit readable/writable register that selects the clock source for RTCNT. It also enables or disables interrupt requests when the refresh controller is used as an interval timer.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|------|------|------|------|---|---|---|
| | CMF | CMIE | CKS2 | CKS1 | CKS0 | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| Read/Write | R/(W)* | R/W | R/W | R/W | R/W | — | — | — |

Clock select 2 to 0
 These bits select an internal clock source for input to RTCNT

Reserved bits

Compare match interrupt enable
 Enables or disables the CMI interrupt requested by CMF

Compare match flag
 Status flag indicating that RTCNT has matched RTCOR

Note: * Only 0 can be written, to clear the flag.

Bits 7 and 6 are initialized by a reset and in standby mode. Bits 5 to 3 are initialized by a reset and in hardware standby mode, but retain their previous values on transition to software standby mode.

Bit 7—Compare Match Flag (CMF): This status flag indicates that the RTCNT and RTCOR values have matched.

| Bit 7: CMF | Description |
|------------|--|
| 0 | [Clearing condition] Cleared by reading CMF when CMF = 1, then writing 0 in CMF |
| 1 | [Setting condition] When RTCNT = RTCOR |

Bit 6—Compare Match Interrupt Enable (CMIE): Enables or disables the CMI interrupt requested when the CMF flag is set to 1 in RTMCSR. The CMIE bit is always cleared to 0 when PSRAME = 1 or DRAME = 1.

| Bit 6: CMIE | Description | |
|-------------|--|-----------------|
| 0 | The CMI interrupt requested by CMF is disabled | (Initial value) |
| 1 | The CMI interrupt requested by CMF is enabled | |

Bits 5 to 3—Clock Select 2 to 0 (CKS2 to CKS0): These bits select an internal clock source for input to RTCNT. When used for refresh control, the refresh controller outputs a refresh request at periodic intervals determined by compare match between RTCNT and RTCOR. When used as an interval timer, the refresh controller generates CMI interrupts at periodic intervals determined by compare match. These bits are write-disabled when the PSRAME bit or DRAME bit is set to 1.

| Bit 5: CKS2 | Bit 4: CKS1 | Bit 3: CKS0 | Description |
|-------------|-------------|-------------|---|
| 0 | 0 | 0 | Clock input is disabled (Initial value) |
| | | 1 | $\phi/2$ clock source |
| | 1 | 0 | $\phi/8$ clock source |
| | | 1 | $\phi/32$ clock source |
| 1 | 0 | 0 | $\phi/128$ clock source |
| | | 1 | $\phi/512$ clock source |
| | 1 | 0 | $\phi/2048$ clock source |
| | | 1 | $\phi/4096$ clock source |

Bits 2 to 0—Reserved: Read-only bits, always read as 1.

7.2.3 Refresh Timer Counter (RTCNT)

RTCNT is an 8-bit readable/writable up-counter.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

RTCNT is an up-counter that is incremented by an internal clock selected by bits CKS2 to CKS0 in RTMCSR. When RTCNT matches RTCOR (compare match), the CMF flag is set to 1 and RTCNT is cleared to H'00.

RTCNT is write-disabled when the PSRAME bit or DRAME bit is set to 1. RTCNT is initialized to H'00 by a reset and in standby mode.

7.2.4 Refresh Time Constant Register (RTCOR)

RTCOR is an 8-bit readable/writable register that determines the interval at which RTCNT is compare matched.

| | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

RTCOR and RTCNT are constantly compared. When their values match, the CMF flag is set to 1 in RTMCSR, and RTCNT is simultaneously cleared to H'00.

RTCOR is write-disabled when the PSRAME bit or DRAME bit is set to 1. RTCOR is initialized to H'FF by a reset and in hardware standby mode. In software standby mode it retains its previous value.

7.3 Operation

7.3.1 Overview

One of three functions can be selected for the H8/3048 Group refresh controller: interfacing to DRAM connected to area 3, interfacing to pseudo-static RAM connected to area 3, or interval timing. Table 7.3 summarizes the register settings when these three functions are used.

Table 7.3 Refresh Controller Settings

| Register Settings | | Usage | | |
|-------------------|----------------------|---|---|--|
| | | DRAM Interface | PSRAM Interface | Interval Timer |
| RFSHCR | SRFMD | Selects self-refresh mode | Selects self-refresh mode | Cleared to 0 |
| | PSRAME | Cleared to 0 | Set to 1 | Cleared to 0 |
| | DRAME | Set to 1 | Cleared to 0 | Cleared to 0 |
| | CAS/ \overline{WE} | Selects 2CAS or 2 \overline{WE} mode | — | — |
| | M9/ $\overline{M8}$ | Selects column addressing mode | — | — |
| | RFSHE | Selects \overline{RFSH} signal output | Selects \overline{RFSH} signal output | Cleared to 0 |
| | RCYCE | Selects insertion of refresh cycles | Selects insertion of refresh cycles | — |
| RTCOR | | Refresh interval setting | Refresh interval setting | Interrupt interval setting |
| RTMCSR | CKS2 to CKS0 | | | |
| | CMF | Set to 1 when RTCNT = RTCOR | Set to 1 when RTCNT = RTCOR | Set to 1 when RTCNT = RTCOR |
| | CMIE | Cleared to 0 | Cleared to 0 | Enables or disables interrupt requests |
| P8DDR | P8 ₁ DDR | Set to 1 (\overline{CS}_3 output) | Set to 1 (\overline{CS}_3 output) | Set to 0 or 1 |
| ABWCR | ABW3 | Cleared to 0 | — | — |

DRAM Interface: To set up area 3 for connection to 16-bit-wide DRAM, initialize RTCOR, RTMCSR, and RFSHCR in that order, clearing bit PSRAME to 0 and setting bit DRAME to 1. Set bit P8₁DDR to 1 in the port 8 data direction register (P8DDR) to enable \overline{CS}_3 output. In ABWCR, make area 3 a 16-bit-access area.

Pseudo-Static RAM Interface: To set up area 3 for connection to pseudo-static RAM, initialize RTCOR, RTMCSR, and RFSHCR in that order, setting bit PSRAME to 1 and clearing bit DRAME to 0. Set bit P8₁DDR to 1 in P8DDR to enable \overline{CS}_3 output.

Interval Timer: When PSRAME = 0 and DRAME = 0, the refresh controller operates as an interval timer. After setting RTCOR, select an input clock in RTMCSR and set the CMIE bit to 1. CMI interrupts will be requested at compare match intervals determined by RTCOR and bits CKS2 to CKS0 in RTMCSR.

When setting RTCOR, RTMCSR, and RFSHCR, make sure that PSRAME = 0 and DRAME = 0. Writing is disabled when either of these bits is set to 1.

7.3.2 DRAM Refresh Control

Refresh Request Interval and Refresh Cycle Execution: The refresh request interval is determined by the settings of RTCOR and bits CKS2 to CKS0 in RTMCSR. Figure 7.2 illustrates the refresh request interval.

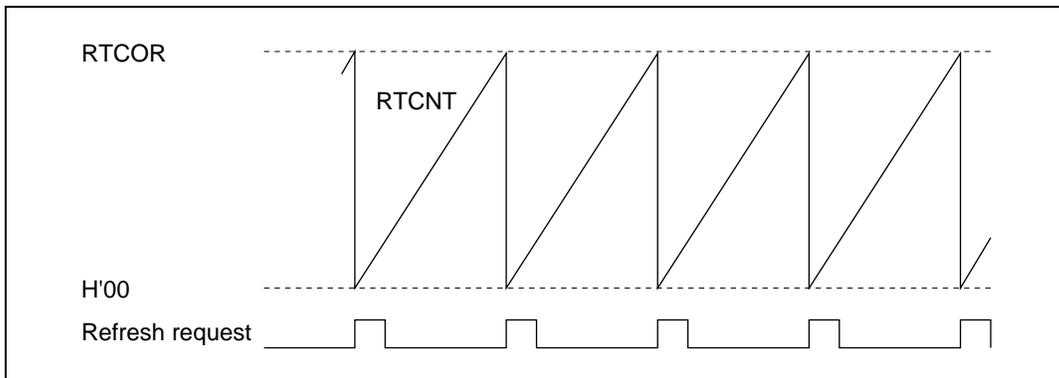


Figure 7.2 Refresh Request Interval (RCYCE = 1)

Refresh requests are generated at regular intervals as shown in figure 7.2, but the refresh cycle is not actually executed until the refresh controller gets the bus right.

Table 7.4 summarizes the relationship among area 3 settings, DRAM read/write cycles, and refresh cycles.

Table 7.4 Area 3 Settings, DRAM Access Cycles, and Refresh Cycles

| Area 3 Settings | Read/Write Cycle by CPU or DMAC | Refresh Cycle |
|--------------------------------|--|--|
| 2-state-access area (AST3 = 0) | 3 states Wait states cannot be inserted | 3 states Wait states cannot be inserted |
| 3-state-access area (AST3 = 1) | 3 states Wait states can be inserted | 3 states Wait states can be inserted |

To insert refresh cycles, set the RCYCE bit to 1 in RFSHCR. Figure 7.3 shows the state transitions for execution of refresh cycles.

When the first refresh request occurs after exit from the reset state or standby mode, the refresh controller does not execute a refresh cycle, but goes into the refresh request pending state. Note this point when using a DRAM that requires a refresh cycle for initialization.

When a refresh request occurs in the refresh request pending state, the refresh controller acquires the bus right, then executes a refresh cycle. If another refresh request occurs during execution of the refresh cycle, it is ignored.

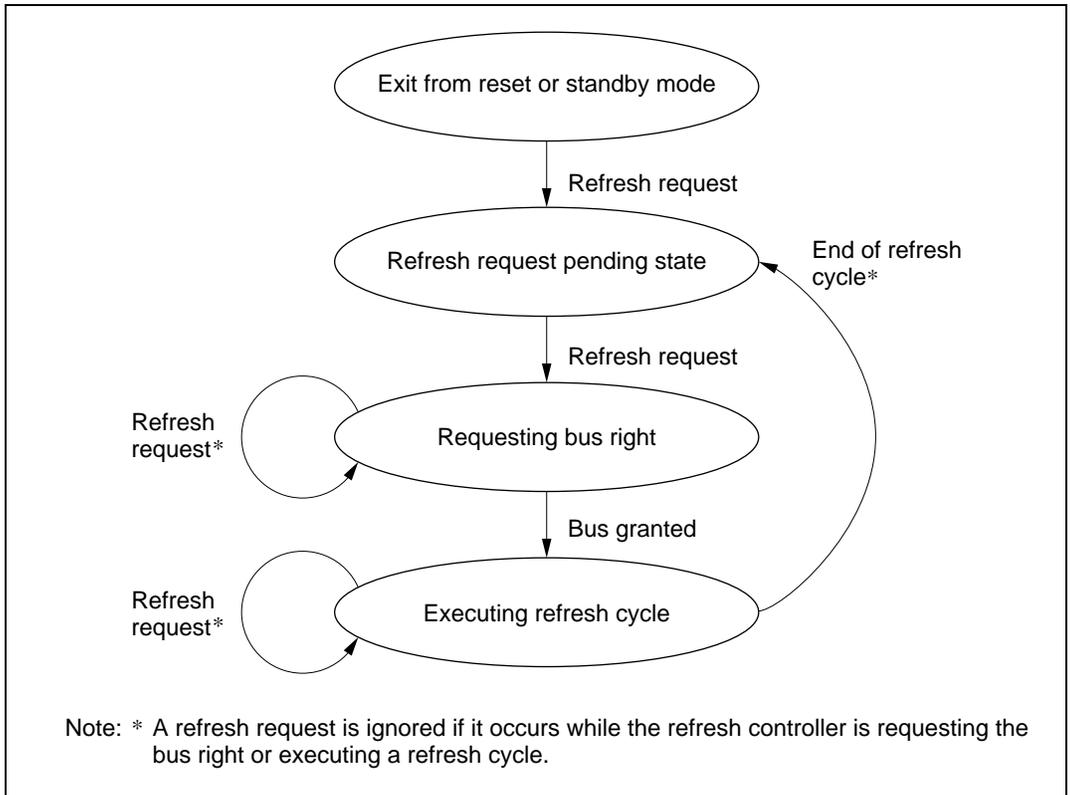


Figure 7.3 State Transitions for Refresh Cycle Execution

Address Multiplexing: Address multiplexing depends on the setting of the $M9/\overline{M8}$ bit in RFSHCR, as described in table 7.5. Figure 7.4 shows the address output timing. Address output is multiplexed only in area 3.

Table 7.5 Address Multiplexing

| Address Pins | A_{23} to | | | | | | | | | | | |
|--|------------------------|----------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-------|
| | A_{10} | A_9 | A_8 | A_7 | A_6 | A_5 | A_4 | A_3 | A_2 | A_1 | A_0 | |
| Address signals during row address output | A_{23} to A_{10} | A_9 | A_8 | A_7 | A_6 | A_5 | A_4 | A_3 | A_2 | A_1 | A_0 | |
| Address signals during column address output | $M9/\overline{M8} = 0$ | A_{23} to A_{10} | A_9 | A_9 | A_{16} | A_{15} | A_{14} | A_{13} | A_{12} | A_{11} | A_{10} | A_0 |
| | $M9/\overline{M8} = 1$ | A_{23} to A_{10} | A_{18} | A_{17} | A_{16} | A_{15} | A_{14} | A_{13} | A_{12} | A_{11} | A_{10} | A_0 |

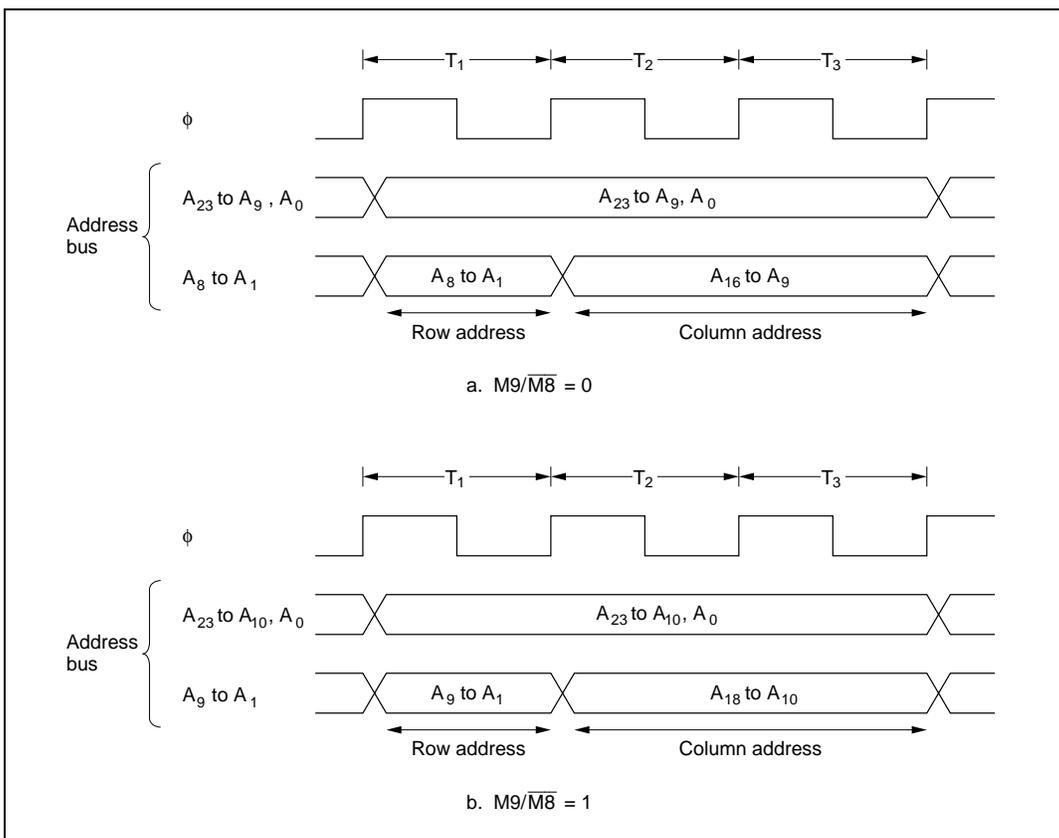


Figure 7.4 Multiplexed Address Output (Example without Wait States)

$2\overline{\text{CAS}}$ and $2\overline{\text{WE}}$ Modes: The $\text{CAS}/\overline{\text{WE}}$ bit in RFSHCR can select two control modes for 16-bit-wide DRAM: one using $\overline{\text{UCAS}}$ and $\overline{\text{LCAS}}$; the other using $\overline{\text{UW}}$ and $\overline{\text{LW}}$. These DRAM pins correspond to H8/3048 Group pins as shown in table 7.6.

Table 7.6 DRAM Pins and H8/3048 Group Pins

| H8/3048 Group Pin | DRAM Pin | |
|--------------------------|---|--|
| | $\text{CAS}/\overline{\text{WE}} = 0$ ($2\overline{\text{WE}}$ Mode) | $\text{CAS}/\overline{\text{WE}} = 1$ ($2\overline{\text{CAS}}$ Mode) |
| $\overline{\text{HWR}}$ | $\overline{\text{UW}}$ | $\overline{\text{UCAS}}$ |
| $\overline{\text{LWR}}$ | $\overline{\text{LW}}$ | $\overline{\text{LCAS}}$ |
| $\overline{\text{RD}}$ | $\overline{\text{CAS}}$ | $\overline{\text{WE}}$ |
| $\overline{\text{CS}}_3$ | $\overline{\text{RAS}}$ | $\overline{\text{RAS}}$ |

Figure 7.5 (1) shows the interface timing for $2\overline{\text{WE}}$ DRAM. Figure 7.5 (2) shows the interface timing for $2\overline{\text{CAS}}$ DRAM.

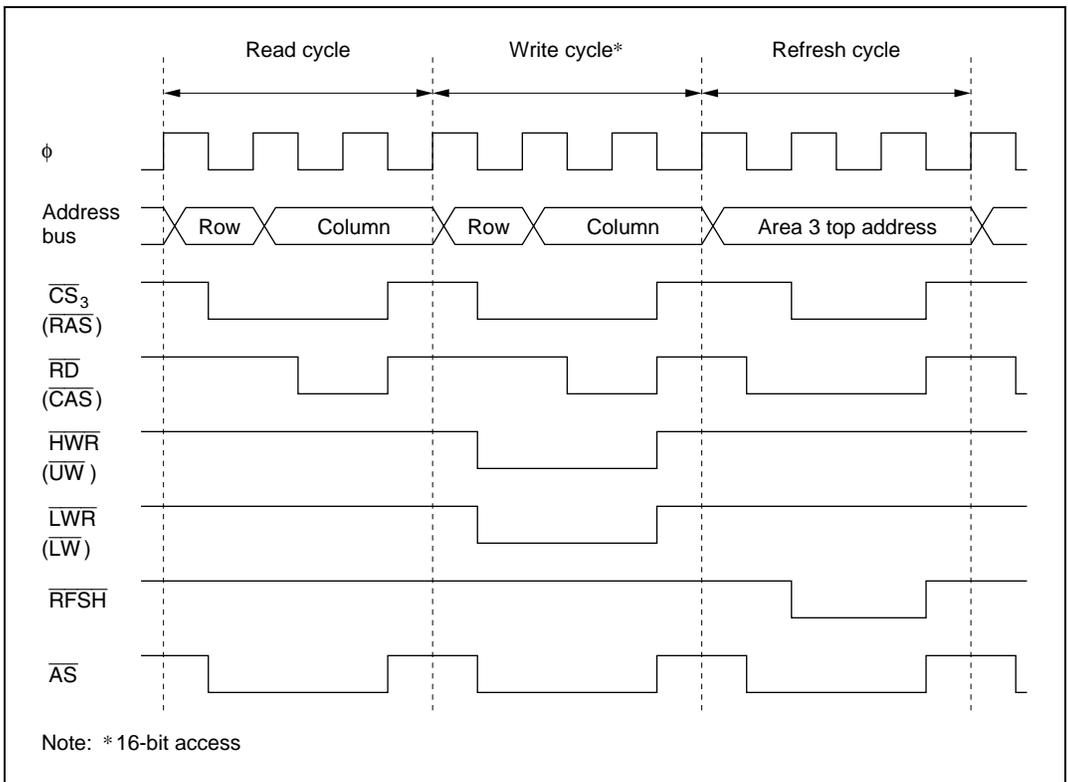


Figure 7.5(1) DRAM Control Signal Output Timing ($2\overline{\text{WE}}$ Mode)

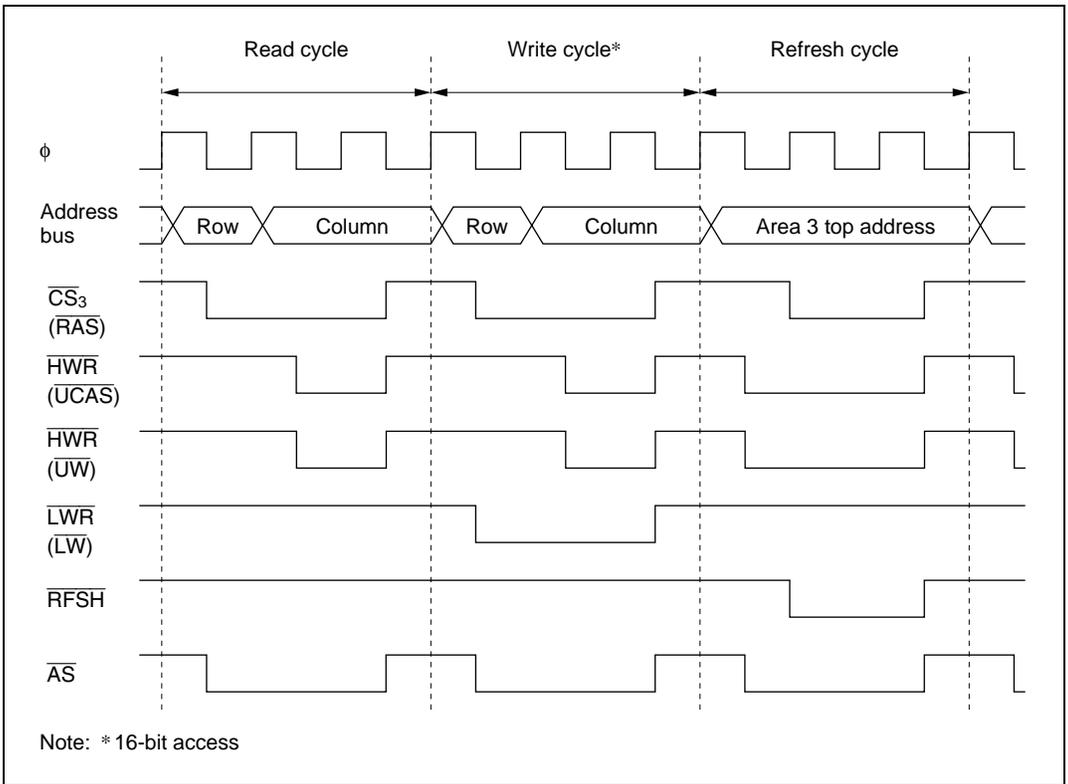


Figure 7.5(2) DRAM Control Signal Output Timing (2CAS Mode)

Refresh Cycle Priority Order: When there are simultaneous bus requests, the priority order is:

(High) External bus master > refresh controller > DMA controller > CPU (Low)

For details see section 6.3.7, Bus Arbiter Operation.

Wait State Insertion: When bit AST3 is set to 1 in ASTCR, bus controller settings can cause wait states to be inserted into bus cycles and refresh cycles. For details see section 6.3.5, Wait Modes.

Self-Refresh Mode: Some DRAM devices have a self-refresh function. After the SRFMD bit is set to 1 in RFSHCR, when a transition to software standby mode occurs, the $\overline{\text{CAS}}$ and $\overline{\text{RAS}}$ outputs go low in that order so that the DRAM self-refresh function can be used. On exit from software standby mode, the $\overline{\text{CAS}}$ and $\overline{\text{RAS}}$ outputs both go high.

Table 7.7 shows the pin states in software standby mode. Figure 7.6 shows the signal output timing.

Table 7.7 Pin States in Software Standby Mode (1) (PSRAME = 0, DRAME = 1)

| Signal | Software Standby Mode | | | |
|--------------------------|--|--|--|--|
| | SRFMD = 0 | | SRFMD = 1 (self-refresh mode) | |
| | $\overline{\text{CAS}}/\overline{\text{WE}} = 0$ | $\overline{\text{CAS}}/\overline{\text{WE}} = 1$ | $\overline{\text{CAS}}/\overline{\text{WE}} = 0$ | $\overline{\text{CAS}}/\overline{\text{WE}} = 1$ |
| $\overline{\text{HWR}}$ | High-impedance | High-impedance | High | Low |
| $\overline{\text{LWR}}$ | High-impedance | High-impedance | High | Low |
| $\overline{\text{RD}}$ | High-impedance | High-impedance | Low | High |
| $\overline{\text{CS}}_3$ | High | High | Low | Low |
| $\overline{\text{RFSH}}$ | High | High | Low | Low |

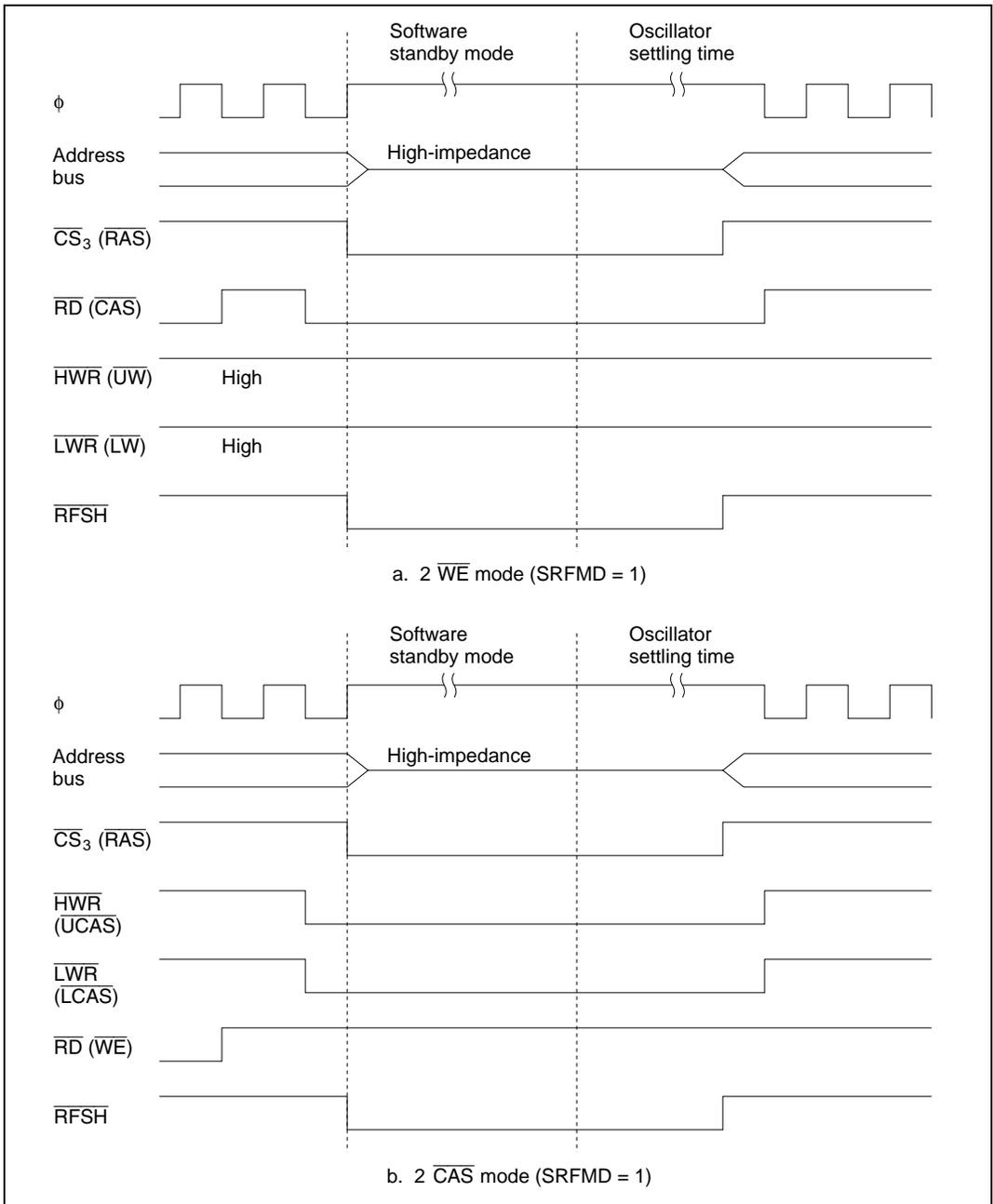


Figure 7.6 Signal Output Timing in Self-Refresh Mode (PSRAME = 0, DRAME = 1)

Operation in Power-Down State: The refresh controller operates in sleep mode. It does not operate in hardware standby mode. In software standby mode RTCNT is initialized, but RFSHCR, RTMCSR bits 5 to 3, and RTCOR retain their settings prior to the transition to software standby mode.

Example 1: Connection to $2\overline{WE}$ 1-Mbit DRAM (1-Byte Mode): Figure 7.7 shows typical interconnections to a $2\overline{WE}$ 1-Mbit DRAM, and the corresponding address map. Figure 7.8 shows a setup procedure to be followed by a program for this example. After power-up the DRAM must be refreshed to initialize its internal state. Initialization takes a certain length of time, which can be measured by using an interrupt from another timer module, or by counting the number of times RTMCSR bit 7 (CMF) is set. Note that no refresh cycle is executed for the first refresh request after exit from the reset state or standby mode (the first time the CMF flag is set; see figure 7.3). When using this example, check the DRAM device characteristics carefully and use a procedure that fits them.

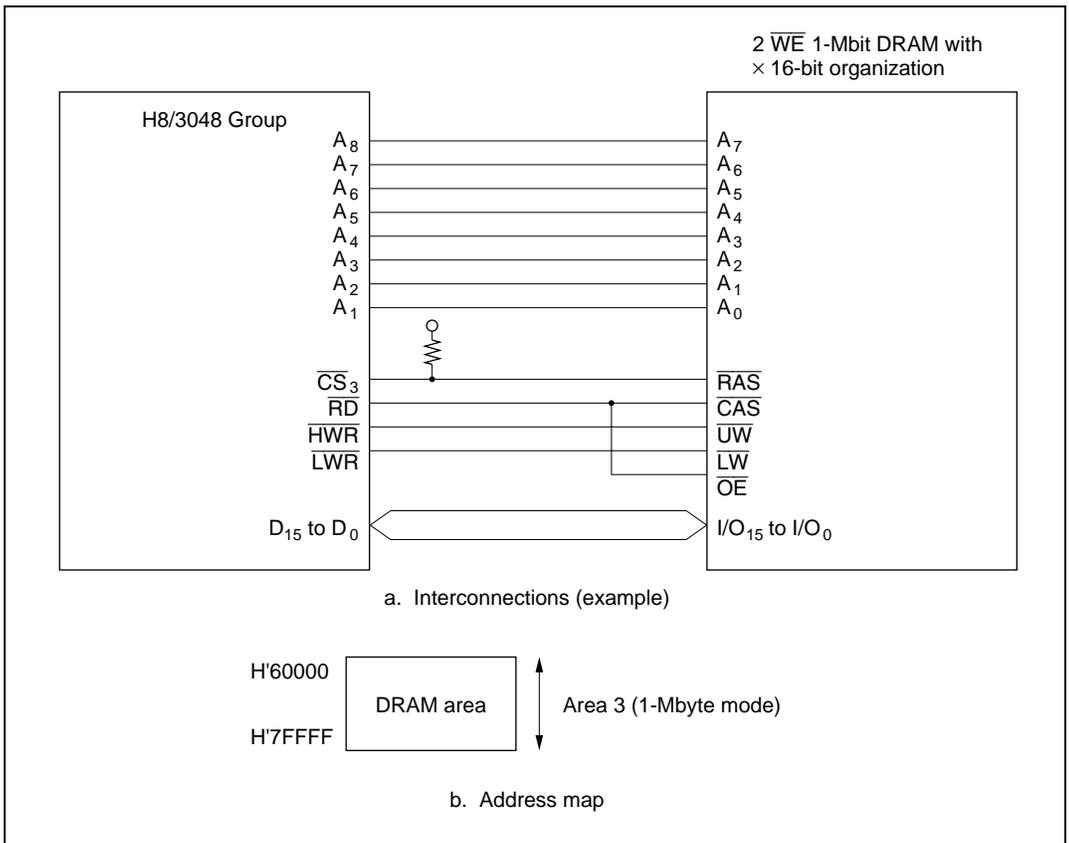


Figure 7.7 Interconnections and Address Map for $2\overline{WE}$ 1-Mbit DRAM (Example)

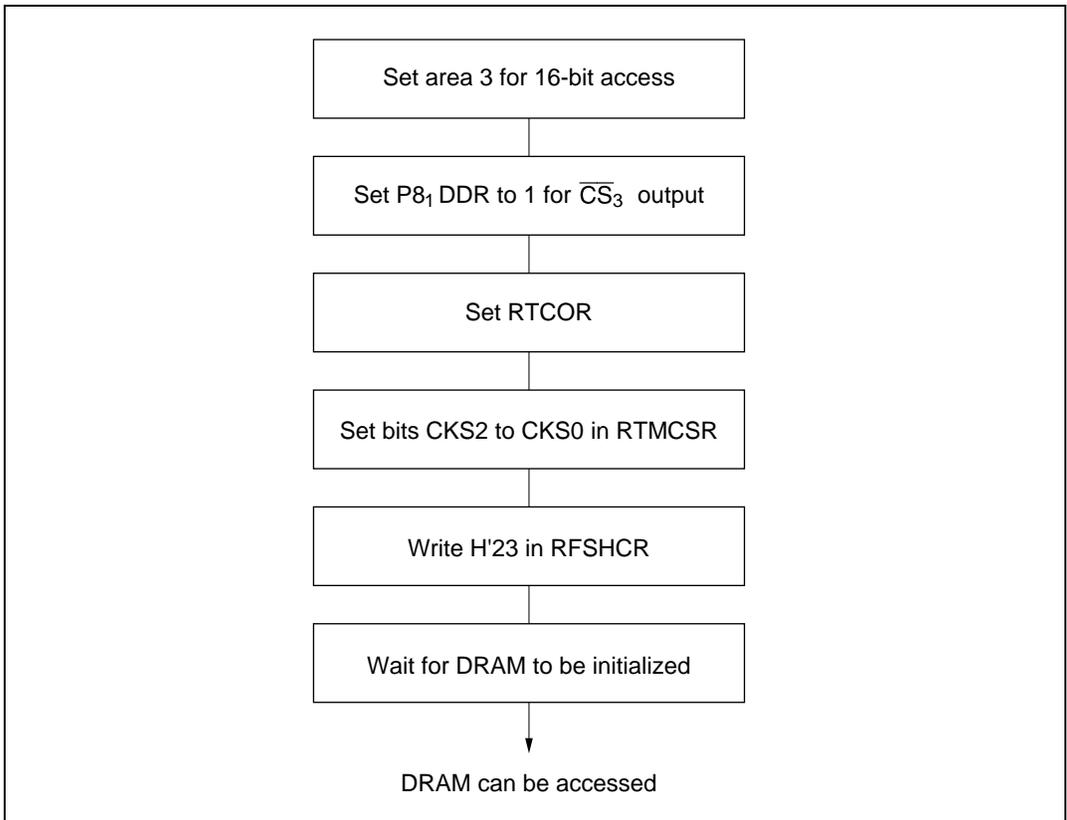


Figure 7.8 Setup Procedure for $\overline{2WE}$ 1-Mbit DRAM (1-Mbyte Mode)

Example 2: Connection to $2\overline{\text{WE}}$ 4-Mbit DRAM (16-Mbyte Mode): Figure 7.9 shows typical interconnections to a single $2\overline{\text{WE}}$ 4-Mbit DRAM, and the corresponding address map. Figure 7.10 shows a setup procedure to be followed by a program for this example.

The DRAM in this example has 10-bit row addresses and 8-bit column addresses. Its address area is H'600000 to H'67FFFF.

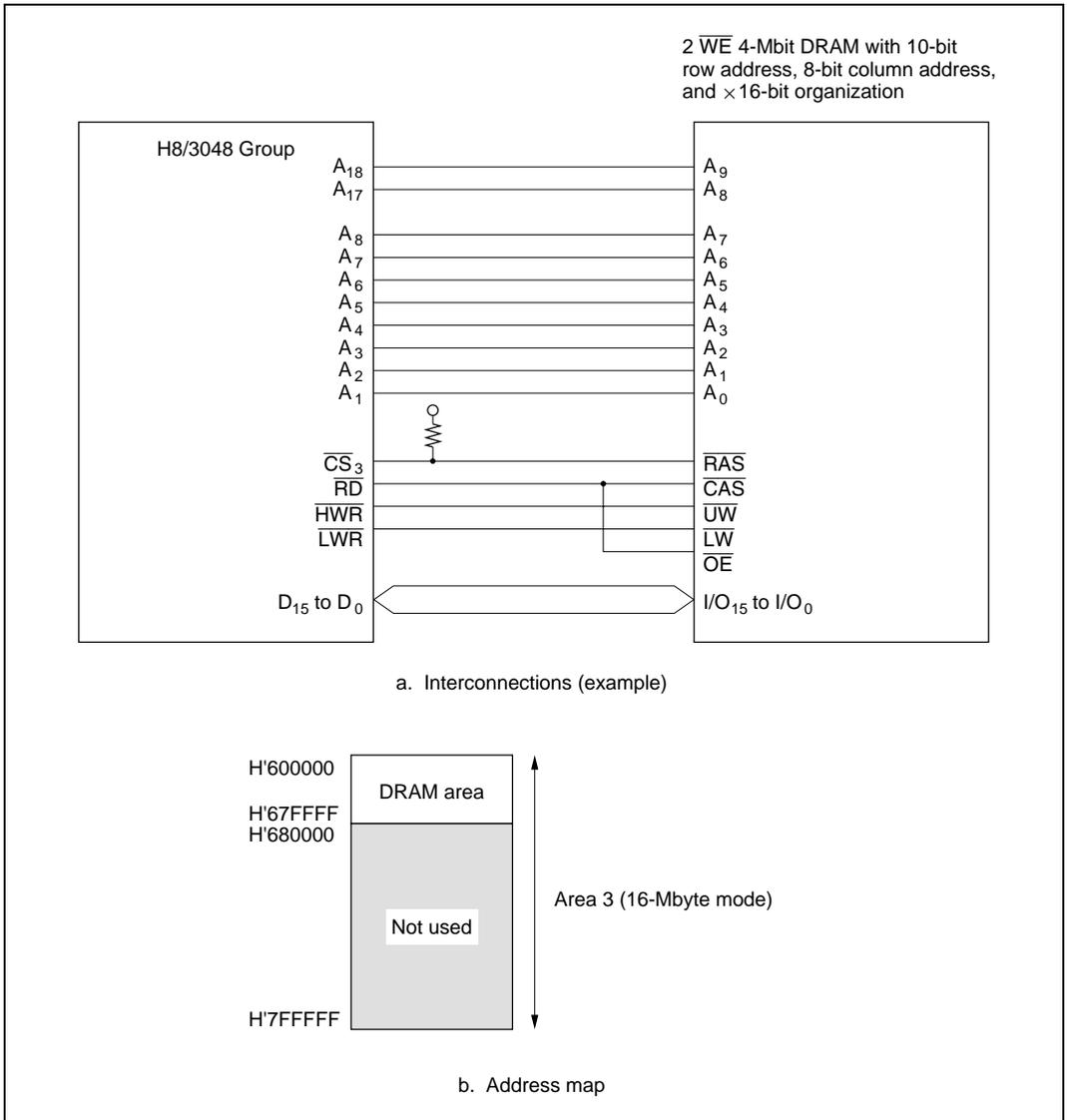


Figure 7.9 Interconnections and Address Map for $2\overline{\text{WE}}$ 4-Mbit DRAM (Example)

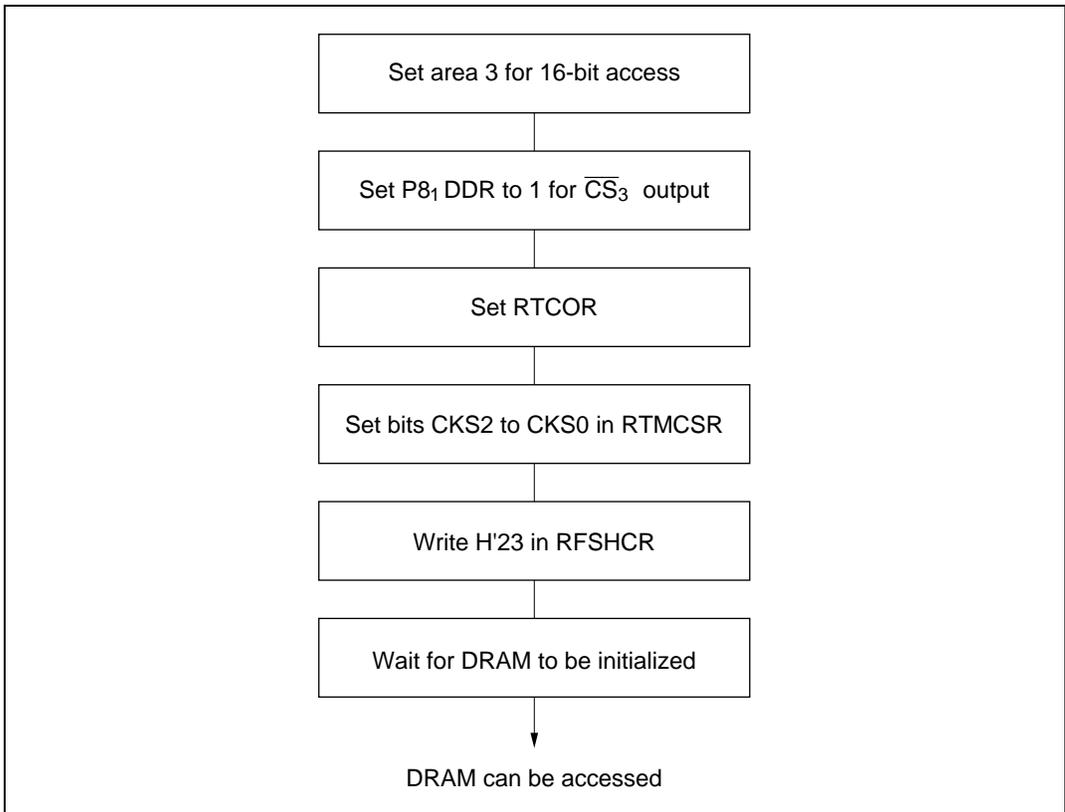


Figure 7.10 Setup Procedure for $2\overline{WE}$ 4-Mbit DRAM with 10-Bit Row Address and 8-Bit Column Address (16-Mbyte Mode)

Example 3: Connection to $2\overline{\text{CAS}}$ 4-Mbit DRAM (16-Mbyte Mode): Figure 7.11 shows typical interconnections to a single $2\overline{\text{CAS}}$ 4-Mbit DRAM, and the corresponding address map.

Figure 7.12 shows a setup procedure to be followed by a program for this example.

The DRAM in this example has 9-bit row addresses and 9-bit column addresses. Its address area is H'600000 to H'67FFFF.

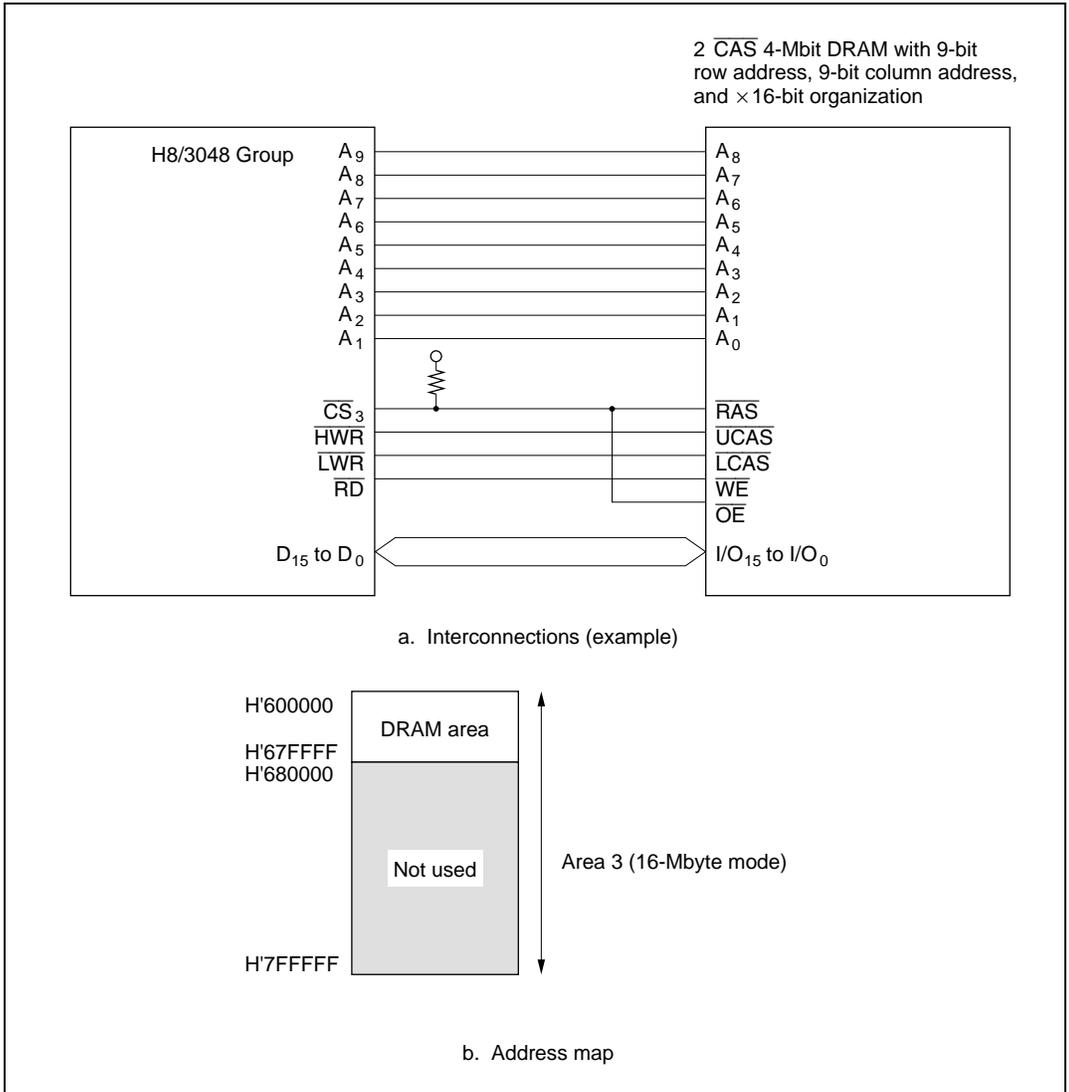


Figure 7.11 Interconnections and Address Map for $2\overline{\text{CAS}}$ 4-Mbit DRAM (Example)

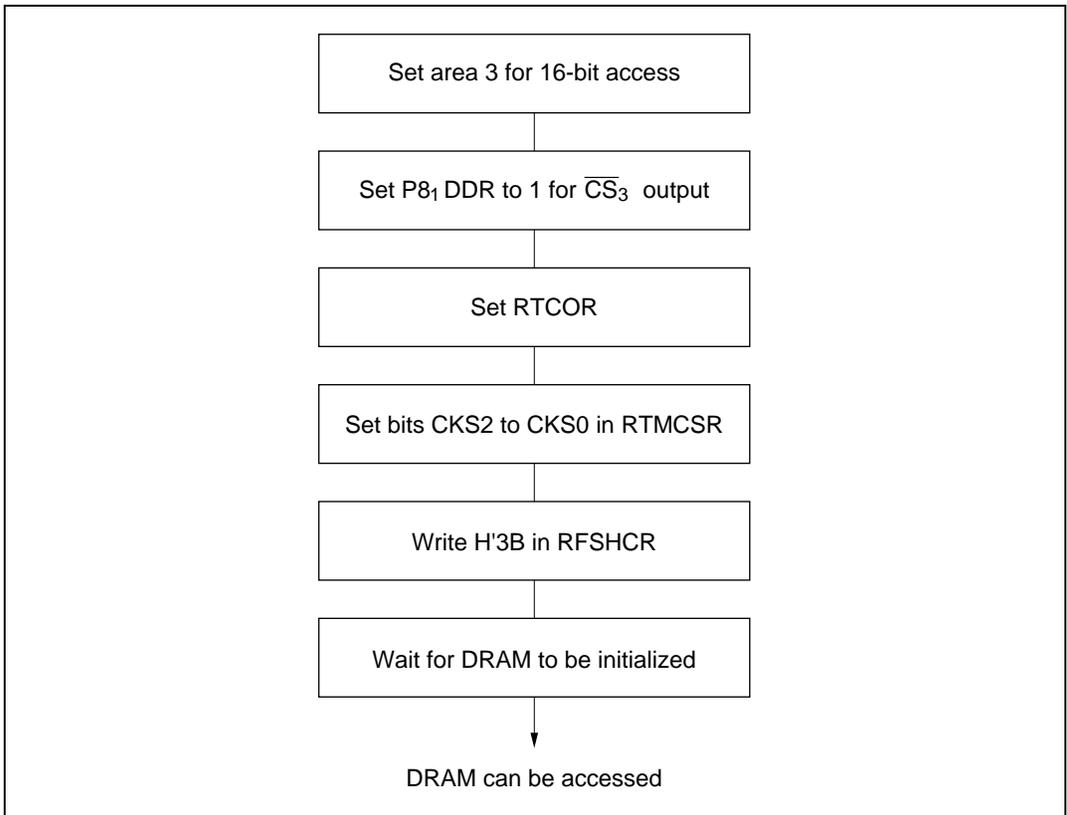


Figure 7.12 Setup Procedure for 2CAS 4-Mbit DRAM with 9-Bit Row Address and 9-Bit Column Address (16-Mbyte Mode)

Example 4: Connection to Multiple 4-Mbit DRAM Chips (16-Mbyte Mode): Figure 7.13 shows an example of interconnections to two $\overline{2}\text{CAS}$ 4-Mbit DRAM chips, and the corresponding address map. Up to four DRAM chips can be connected to area 3 by decoding upper address bits A_{19} and A_{20} .

Figure 7.14 shows a setup procedure to be followed by a program for this example. The DRAM in this example has 9-bit row addresses and 9-bit column addresses. Both chips must be refreshed simultaneously, so the $\overline{\text{RFSH}}$ pin must be used.

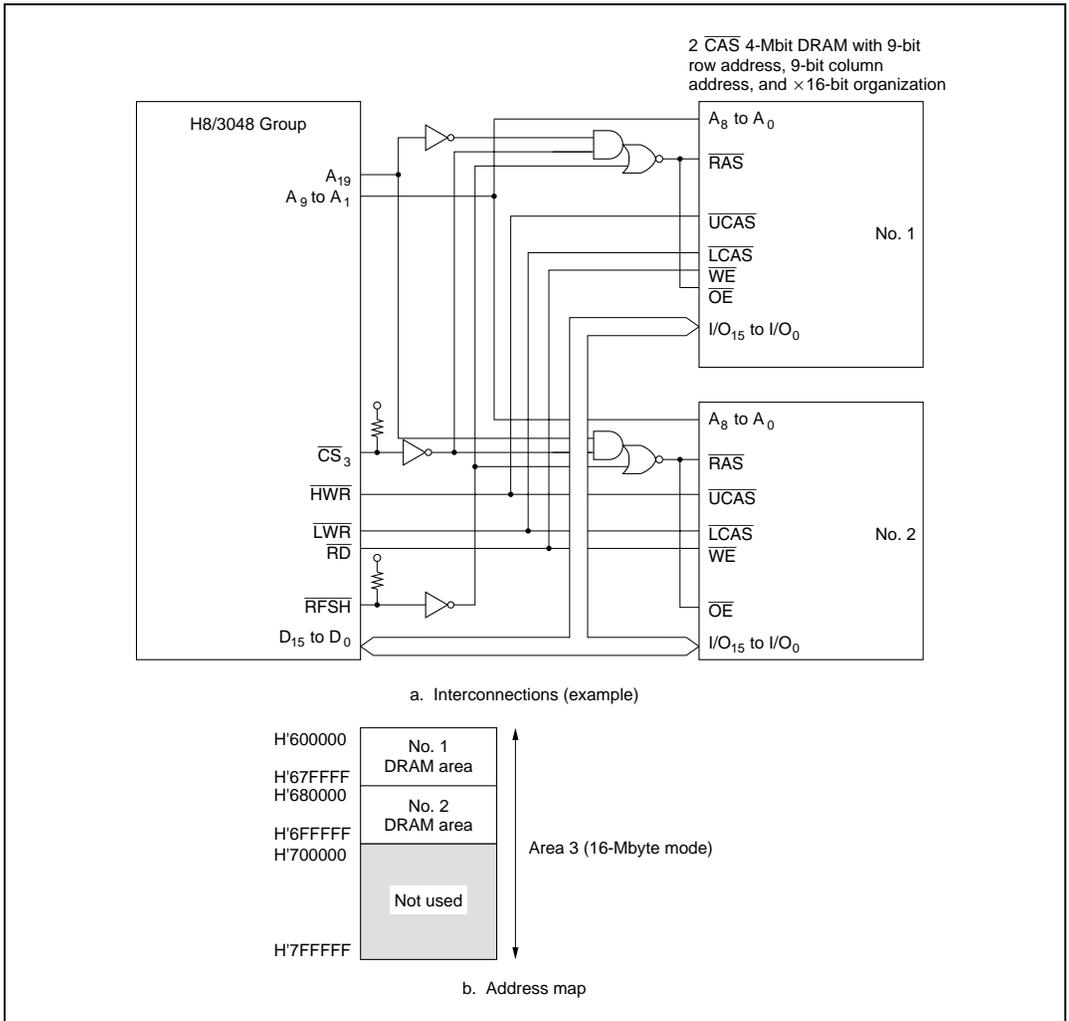


Figure 7.13 Interconnections and Address Map for Multiple $\overline{2}\text{CAS}$ 4-Mbit DRAM Chips (Example)

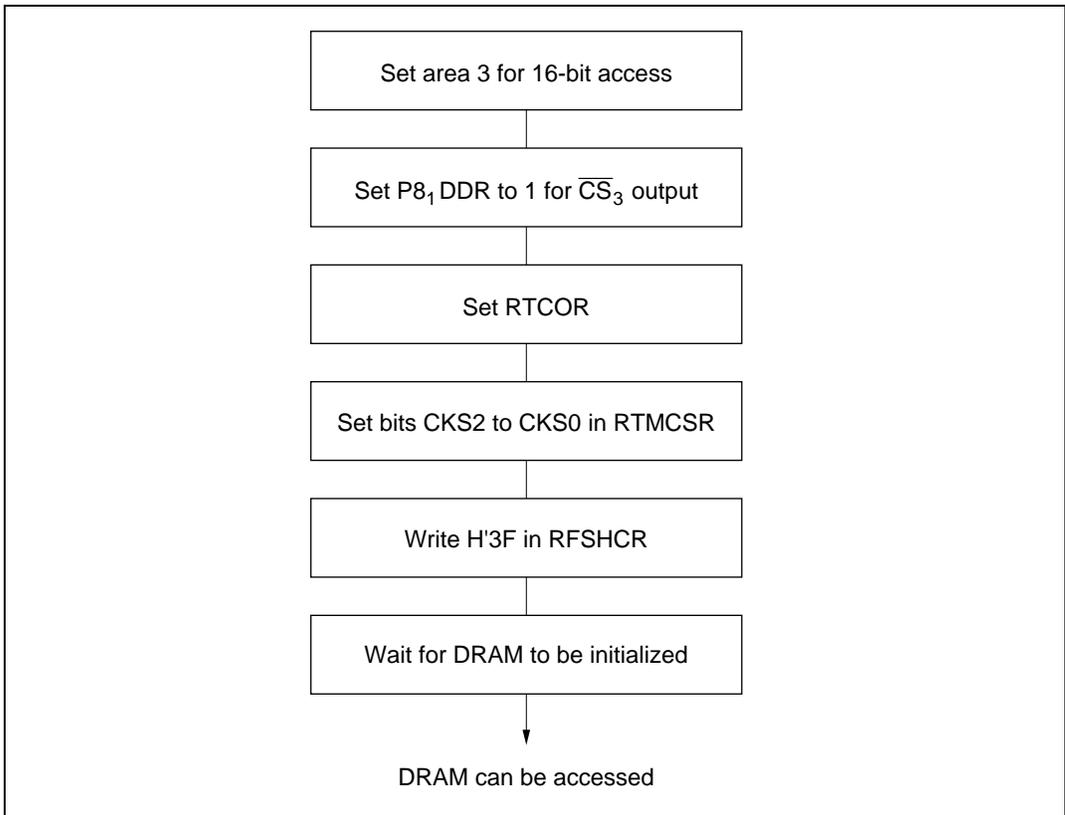


Figure 7.14 Setup Procedure for Multiple $\overline{2CAS}$ 4-Mbit DRAM Chips with 9-Bit Row Address and 9-Bit Column Address (16-Mbyte Mode)

7.3.3 Pseudo-Static RAM Refresh Control

Refresh Request Interval and Refresh Cycle Execution: The refresh request interval is determined as in a DRAM interface, by the settings of RTCOR and bits CKS2 to CKS0 in RTMCSR. The numbers of states required for pseudo-static RAM read/write cycles and refresh cycles are the same as for DRAM (see table 7.4). The state transitions are as shown in figure 7.3.

Pseudo-Static RAM Control Signals: Figure 7.15 shows the control signals for pseudo-static RAM read, write, and refresh cycles.

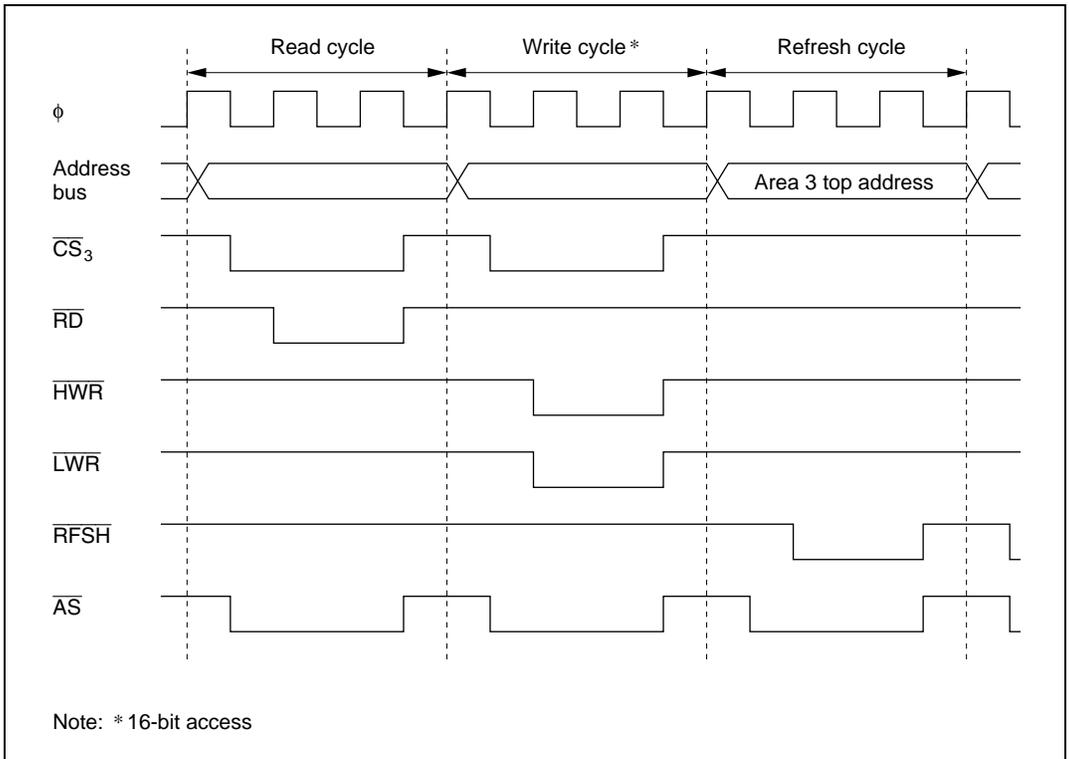


Figure 7.15 Pseudo-Static RAM Control Signal Output Timing

Refresh Cycle Priority Order: When there are simultaneous bus requests, the priority order is:

(High) External bus master > refresh controller > DMA controller > CPU (Low)

For details see section 6.3.7, Bus Arbiter Operation.

Wait State Insertion: When bit AST3 is set to 1 in ASTCR, the wait state controller (WSC) can insert wait states into bus cycles and refresh cycles. For details see section 6.3.5, Wait Modes.

Self-Refresh Mode: Some pseudo-static RAM devices have a self-refresh function. After the SRFMD bit is set to 1 in RFSHCR, when a transition to software standby mode occurs, the H8/3048 Group' \overline{CS}_3 output goes high and its \overline{RFSH} output goes low so that the pseudo-static RAM self-refresh function can be used. On exit from software standby mode, the \overline{RFSH} output goes high.

Table 7.8 shows the pin states in software standby mode. Figure 7.16 shows the signal output timing.

Table 7.8 Pin States in Software Standby Mode (2) (PSRAME = 1, DRAME = 0)

| Signal | Software Standby Mode | |
|-------------------|-----------------------|-------------------------------|
| | SRFMD = 0 | SRFMD = 1 (Self-Refresh Mode) |
| \overline{CS}_3 | High | High |
| \overline{RD} | High-impedance | High-impedance |
| \overline{HWR} | High-impedance | High-impedance |
| \overline{LWR} | High-impedance | High-impedance |
| \overline{RFSH} | High | Low |

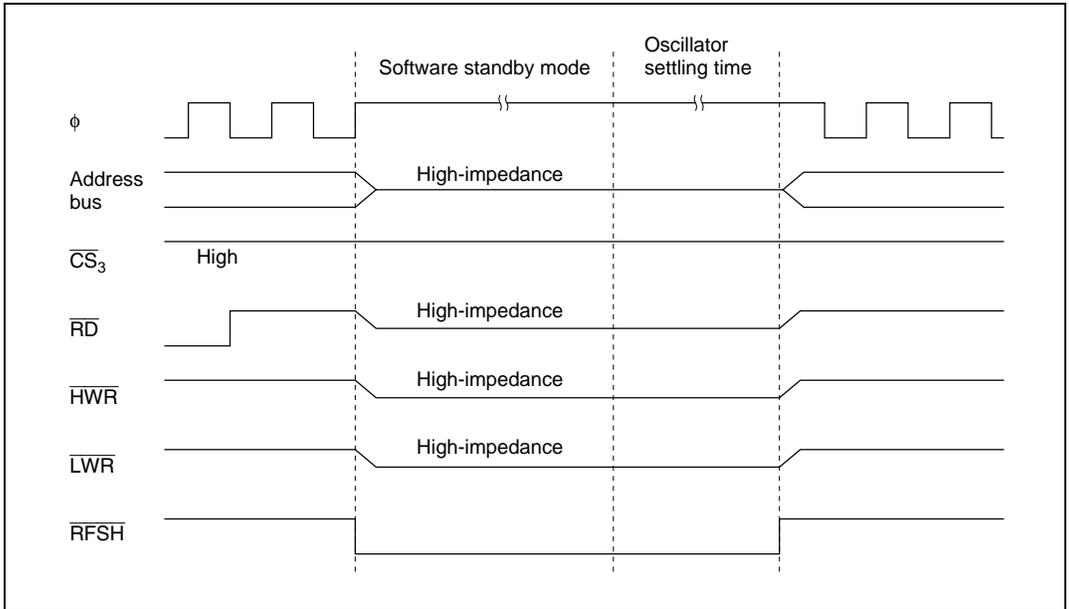


Figure 7.16 Signal Output Timing in Self-Refresh Mode (PSRAM = 1, DRAME = 0)

Operation in Power-Down State: The refresh controller operates in sleep mode. It does not operate in hardware standby mode. In software standby mode RTCNT is initialized, but RFSHCR, RTMCSR bits 5 to 3, and RTCOR retain their settings prior to the transition to software standby mode.

Example: Pseudo-static RAM may have separate \overline{OE} and \overline{RFSH} pins, or these may be combined into a single $\overline{OE/RFSH}$ pin. Figure 7.17 shows an example of a circuit for generating an $\overline{OE/RFSH}$ signal. Check the device characteristics carefully, and design a circuit that fits them. Figure 7.18 shows a setup procedure to be followed by a program.

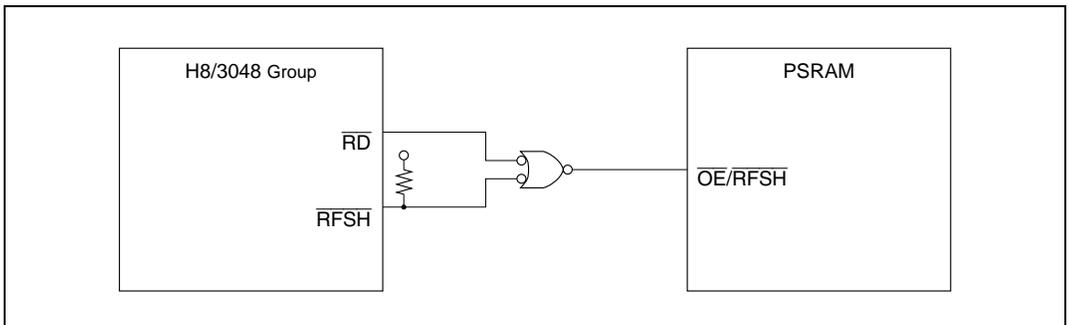


Figure 7.17 Interconnection to Pseudo-Static RAM with $\overline{OE/RFSH}$ Signal (Example)

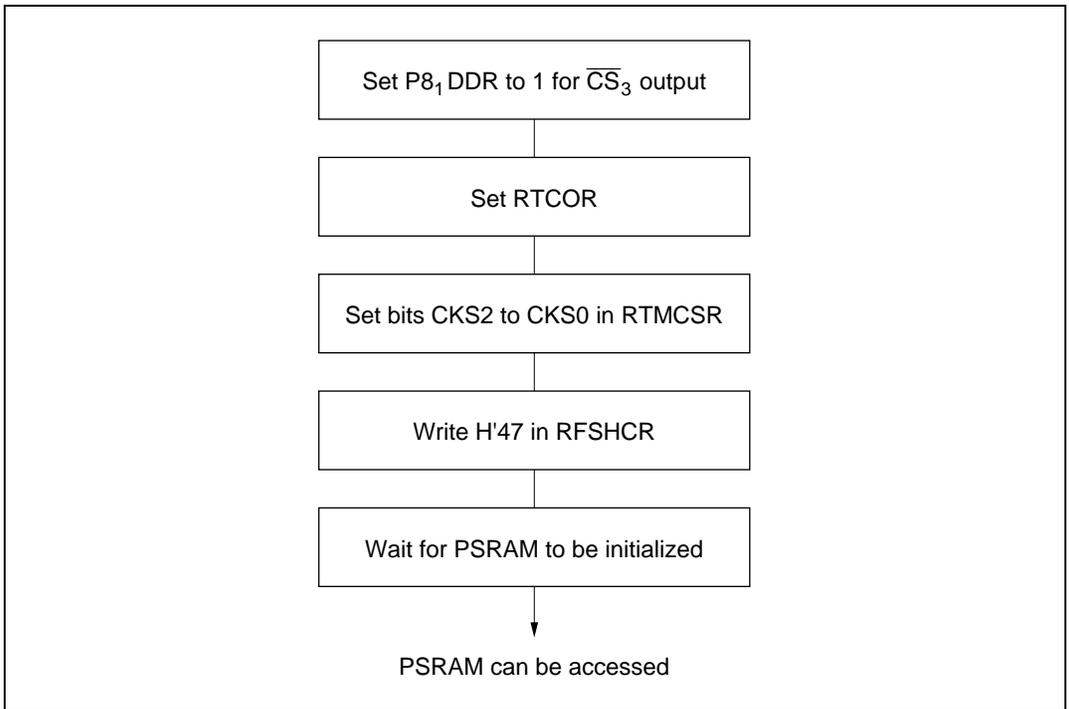


Figure 7.18 Setup Procedure for Pseudo-Static RAM

7.3.4 Interval Timer

To use the refresh controller as an interval timer, clear the PSRAME and DRAME both to 0. After setting RTCOR, select a clock source with bits CKS2 to CKS0 in RTMCSR, and set the CMIE bit to 1.

Timing of Setting of Compare Match Flag and Clearing by Compare Match: The CMF flag in RTCSR is set to 1 by a compare match signal output when the RTCOR and RTCNT values match. The compare match signal is generated in the last state in which the values match (when RTCNT is updated from the matching value to a new value). Accordingly, when RTCNT and RTCOR match, the compare match signal is not generated until the next counter clock pulse. Figure 7.19 shows the timing.

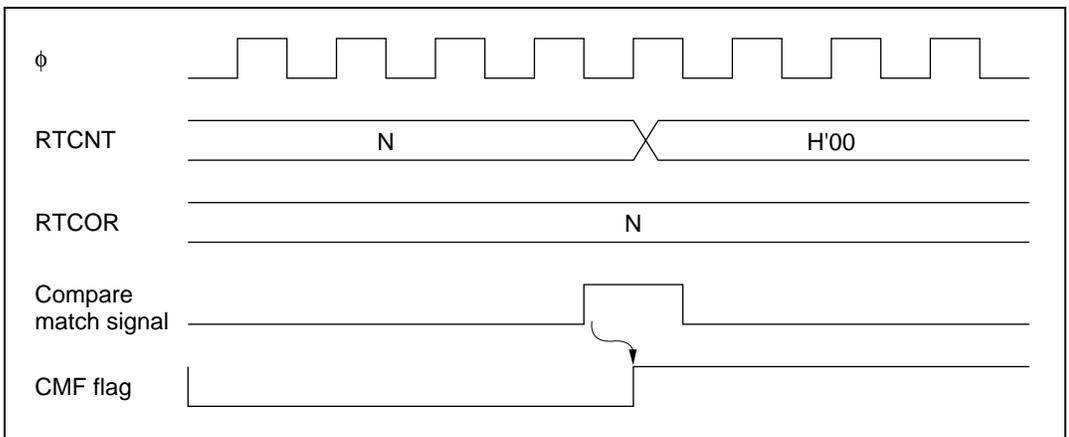


Figure 7.19 Timing of Setting of CMF Flag

Operation in Power-Down State: The interval timer function operates in sleep mode. It does not operate in hardware standby mode. In software standby mode RTCNT and RTMCSR bits 7 and 6 are initialized, but RTMCSR bits 5 to 3 and RTCOR retain their settings prior to the transition to software standby mode.

Contention between RTCNT Write and Counter Clear: If a counter clear signal occurs in the T₃ state of an RTCNT write cycle, clearing of the counter takes priority and the write is not performed. See figure 7.20.

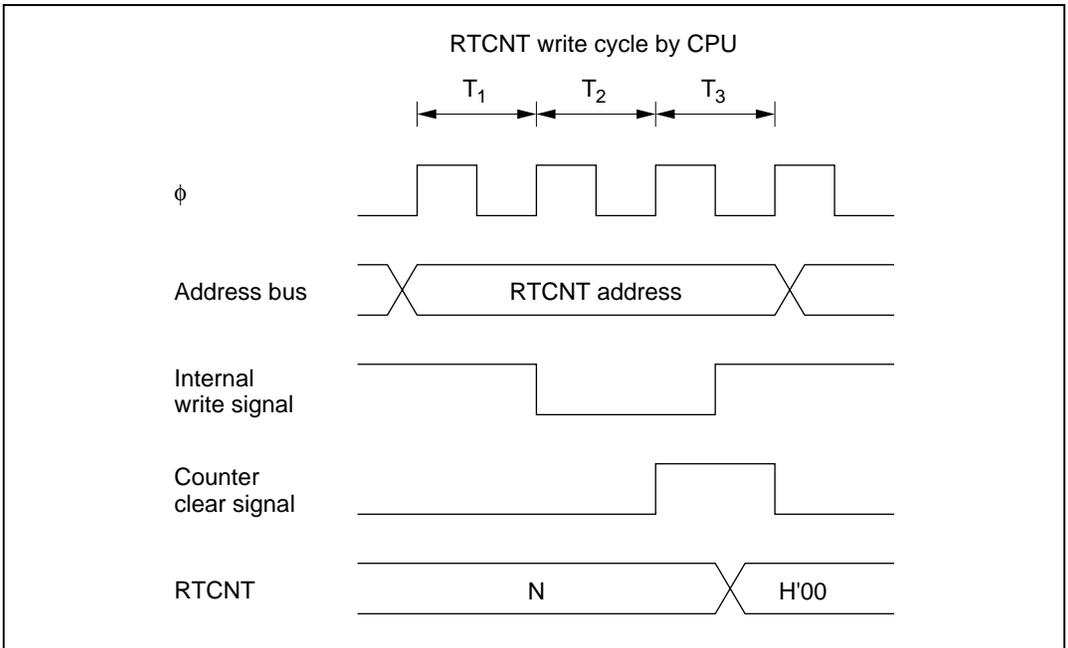


Figure 7.20 Contention between RTCNT Write and Clear

Contention between RTCNT Write and Increment: If an increment pulse occurs in the T_3 state of an RTCNT write cycle, writing takes priority and RTCNT is not incremented. See figure 7.21.

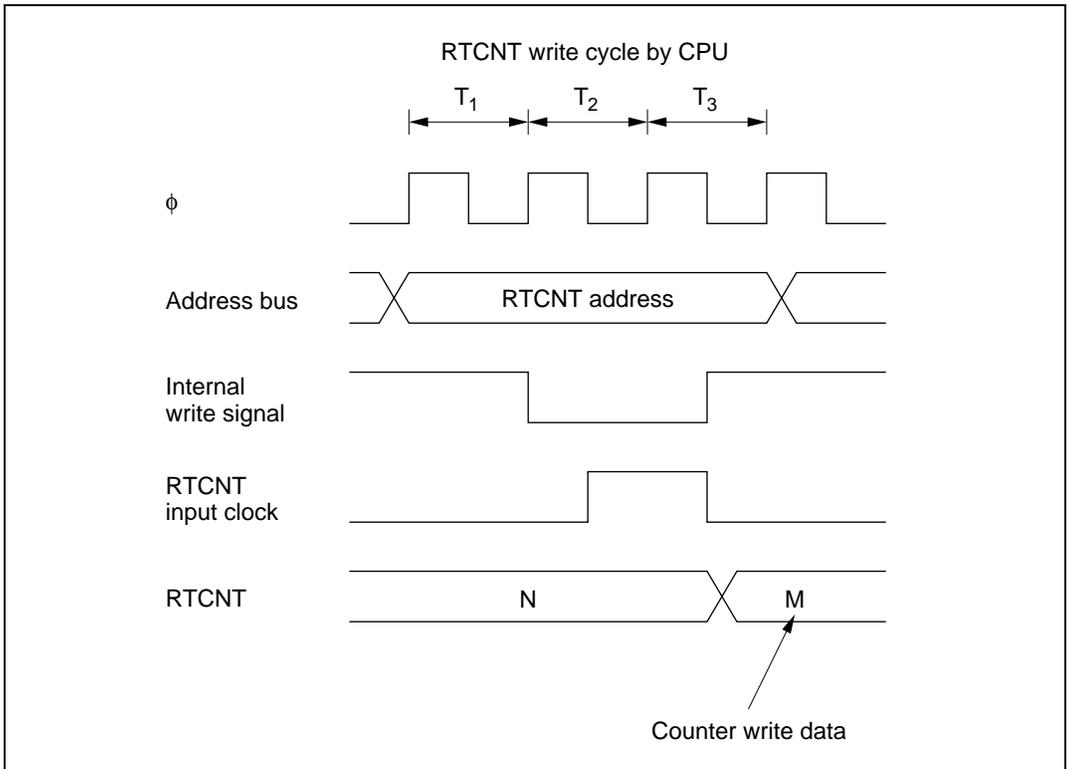


Figure 7.21 Contention between RTCNT Write and Increment

Contention between RTCOR Write and Compare Match: If a compare match occurs in the T_3 state of an RTCOR write cycle, writing takes priority and the compare match signal is inhibited. See figure 7.22.

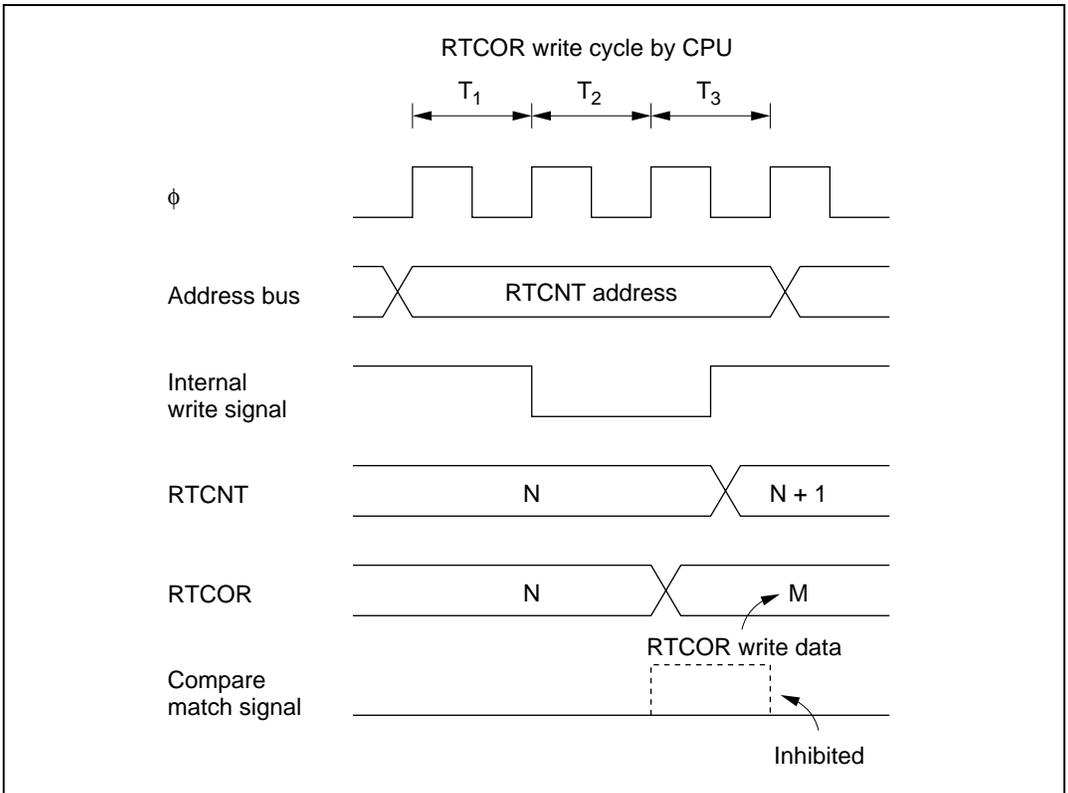
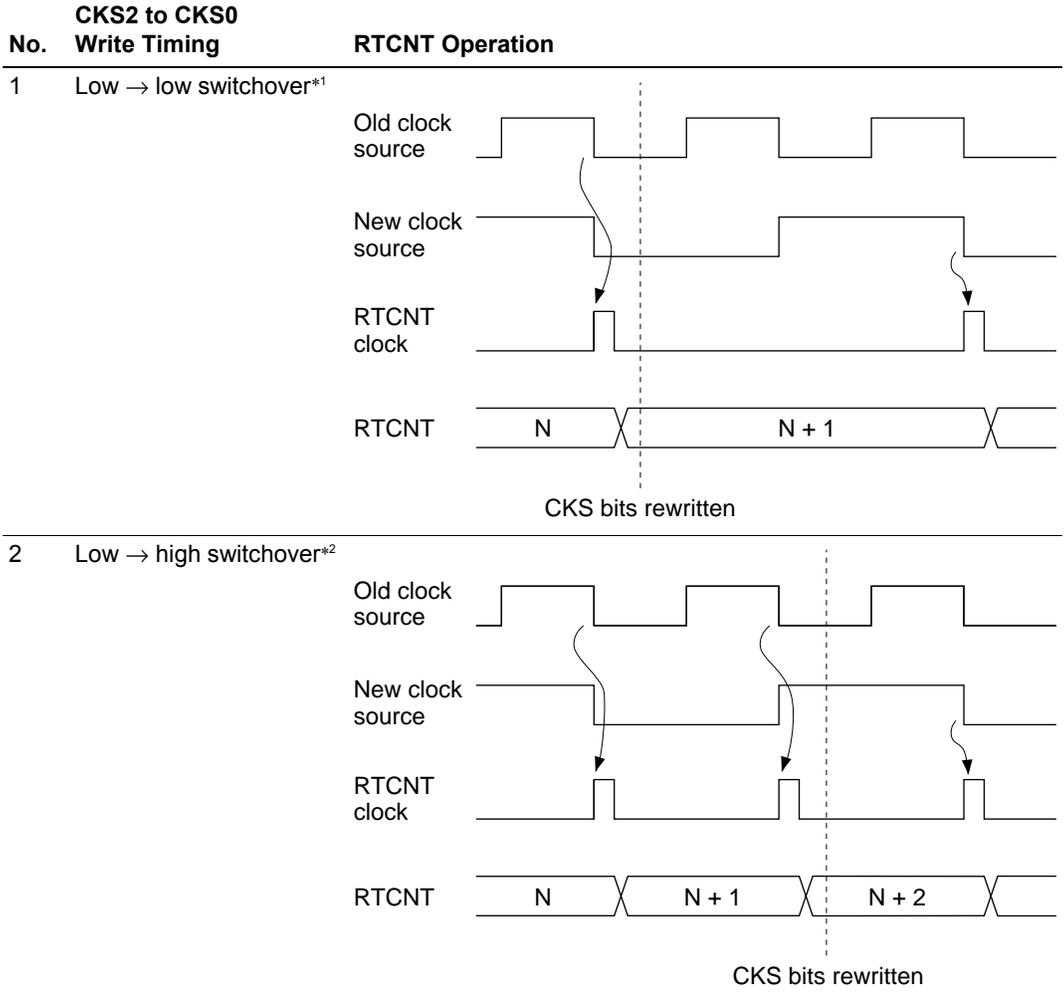


Figure 7.22 Contention between RTCOR Write and Compare Match

RTCNT Operation at Internal Clock Source Switchover: Switching internal clock sources may cause RTCNT to increment, depending on the switchover timing. Table 7.9 shows the relation between the time of the switchover (by writing to bits CKS2 to CKS0) and the operation of RTCNT.

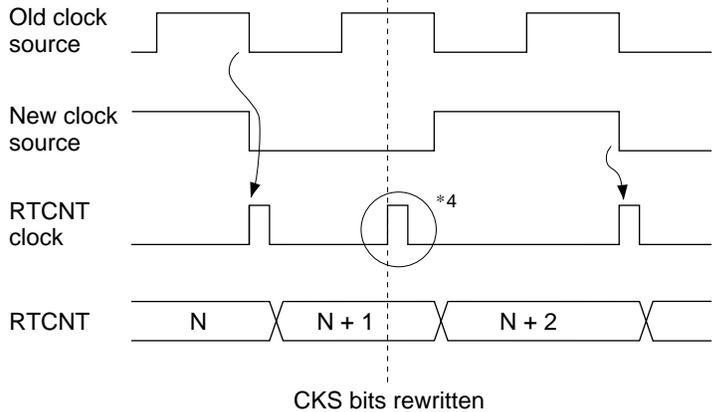
The RTCNT input clock is generated from the internal clock source by detecting the falling edge of the internal clock. If a switchover is made from a high clock source to a low clock source, as in case No. 3 in table 7.9, the switchover will be regarded as a falling edge, an RTCNT clock pulse will be generated, and RTCNT will be incremented.

Table 7.9 Internal Clock Switchover and RTCNT Operation

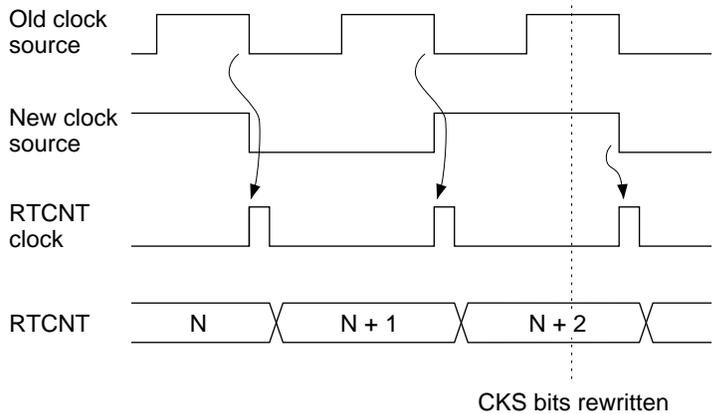
CKS2 to CKS0
No. Write Timing

RTCNT Operation

3 High → low switchover*3



4 High → high switchover*4



- Notes:
1. Including switchovers from a low clock source to the halted state, and from the halted state to a low clock source.
 2. Including switchover from the halted state to a high clock source.
 3. Including switchover from a high clock source to the halted state.
 4. The switchover is regarded as a falling edge, causing RTCNT to increment.

7.4 Interrupt Source

Compare match interrupts (CMI) can be generated when the refresh controller is used as an interval timer. Compare match interrupt requests are masked/unmasked with the CMIE bit of RTMCSR.

7.5 Usage Notes

When using the DRAM or pseudo-static RAM refresh function, note the following points:

- With the refresh controller, if directly connected DRAM or PSRAM is disconnected*, the $P8_0/\overline{RFSH}/\overline{IRQ}_0$ pin and the $P8_1/\overline{CS}_3/\overline{IRQ}_1$ pin may both become low-level outputs simultaneously.

Note: * When the DRAM enable bit (DRAME) or PSRAM enable bit (PSRAME) in the refresh control register (RFSHCR) is cleared to 0 after being set to 1.

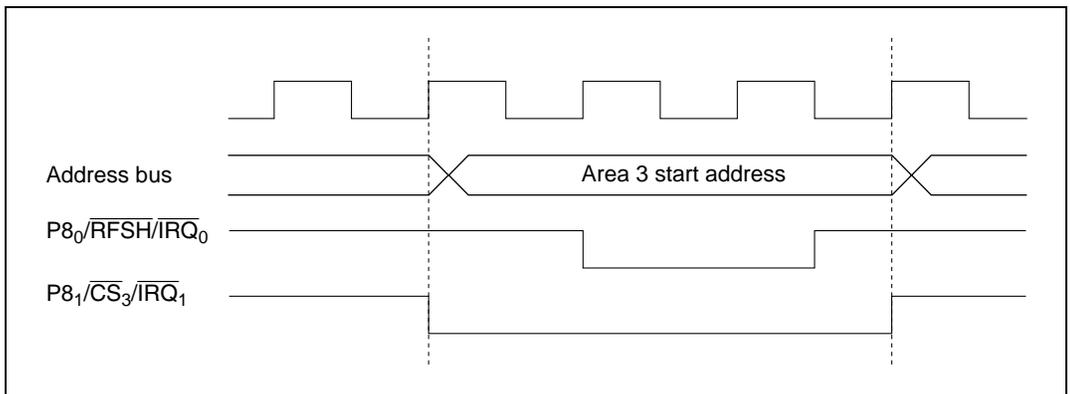


Figure 7.23 Operation when DRAM/PSRAM Connection is Switched

- Refresh cycles are not executed while the bus is released, during software standby mode, and when a bus cycle is greatly prolonged by insertion of wait states. When these conditions occur, other means of refreshing are required.
- If refresh requests occur while the bus is released, the first request is held and one refresh cycle is executed after the bus-released state ends. Figure 7.24 shows the bus cycles in this case.

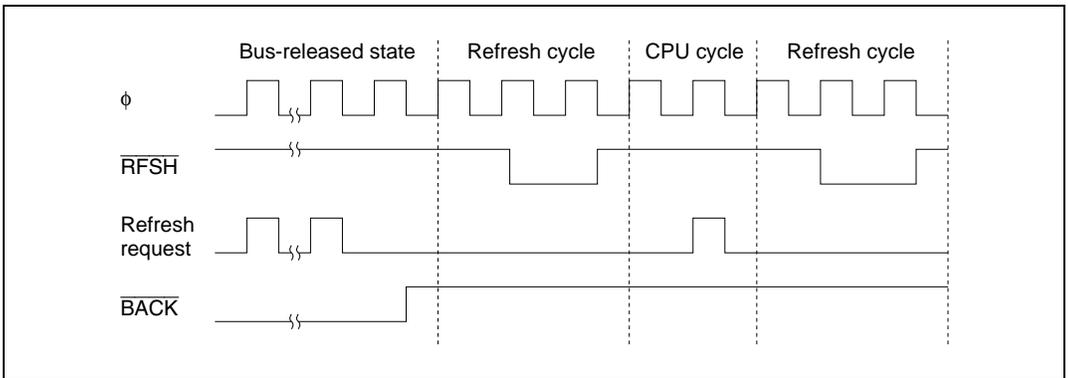


Figure 7.24 Refresh Cycles when Bus is Released

- If a bus cycle is prolonged by insertion of wait states, the first refresh request is held, as in the bus-released state.
- If there is contention with a bus request from an external bus master when making a transition to software standby mode, a one-state bus-released state may occur immediately before the transition to software standby mode (see figure 7.25).

When using software standby mode, clear the BRLE bit to 0 in BRCR before executing the SLEEP instruction.

When making a transition to self-refresh mode, the strobe waveform output may not be guaranteed due to the same kind of contention. This, too, can be prevented by clearing the BRLE bit to 0 in BRCR.

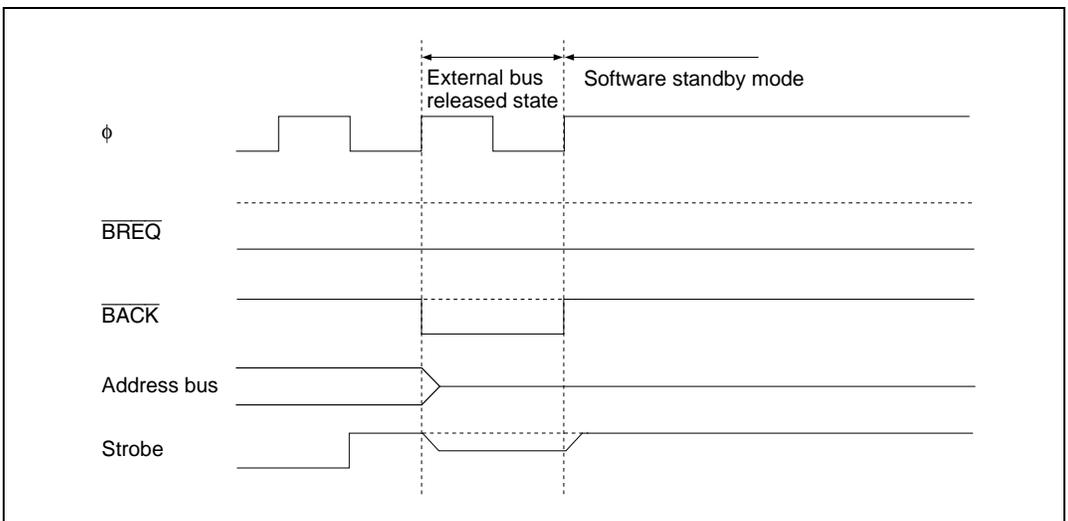


Figure 7.25 Contention between Bus-Released State and Software Standby Mode

Section 8 DMA Controller

8.1 Overview

The H8/3048 Group has an on-chip DMA controller (DMAC) that can transfer data on up to four channels.

When the DMA controller is not used, it can be independently halted to conserve power. For details see section 21.6, Module Standby Function.

8.1.1 Features

DMAC features are listed below.

- Selection of short address mode or full address mode
 - Short address mode
 - 8-bit source address and 24-bit destination address, or vice versa
 - Maximum four channels available
 - Selection of I/O mode, idle mode, or repeat mode
 - Full address mode
 - 24-bit source and destination addresses
 - Maximum two channels available
 - Selection of normal mode or block transfer mode
- Directly addressable 16-Mbyte address space
- Selection of byte or word transfer
- Activation by internal interrupts, external requests, or auto-request (depending on transfer mode)
 - 16-bit integrated timer unit (ITU) compare match/input capture interrupts (four)
 - Serial communication interface (SCI channel 0) transmit-data-empty/receive-data-full interrupts
 - External requests
 - Auto-request

8.1.2 Block Diagram

Figure 8.1 shows a DMAC block diagram.

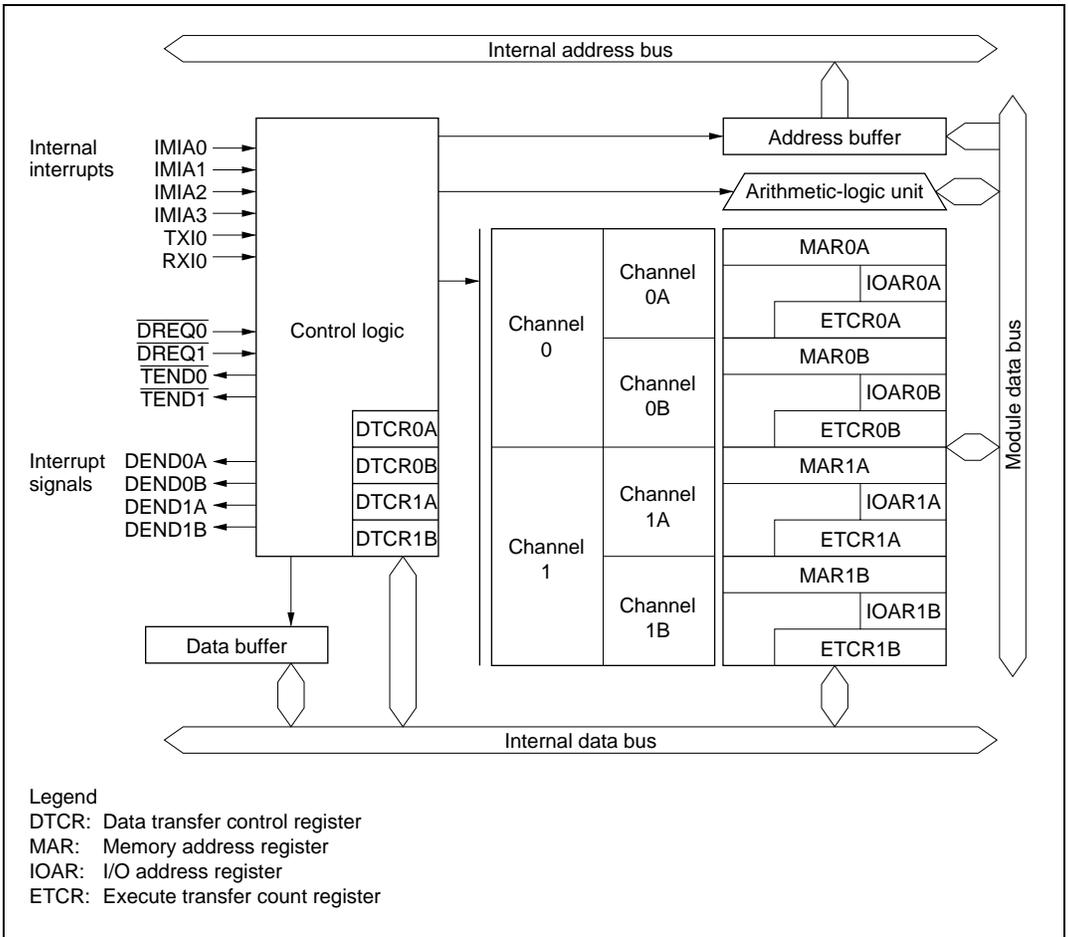


Figure 8.1 Block Diagram of DMAC

8.1.3 Functional Overview

Table 8.1 gives an overview of the DMAC functions.

Table 8.1 DMAC Functional Overview

| Transfer Mode | | Activation | Address Reg. Length | |
|--------------------|---|--|--|-------------|
| | | | Source | Destination |
| Short address mode | I/O mode | <ul style="list-style-type: none"> Compare match/ input capture A interrupts from ITU channels 0 to 3 Transmit-data-empty interrupt from SCI channel 0 | 24 | 8 |
| | <ul style="list-style-type: none"> Transfers one byte or one word per request Increments or decrements the memory address by 1 or 2 Executes 1 to 65,536 transfers | | | |
| | Idle mode | | <ul style="list-style-type: none"> Receive-data-full interrupt from SCI channel 0 | 8 |
| | <ul style="list-style-type: none"> Transfers one byte or one word per request Holds the memory address fixed Executes 1 to 65,536 transfers | <ul style="list-style-type: none"> External request | 24 | 8 |
| | Repeat mode | | | |
| | <ul style="list-style-type: none"> Transfers one byte or one word per request Increments or decrements the memory address by 1 or 2 Executes a specified number (1 to 255) of transfers, then returns to the initial state and continues | | | |

| Transfer Mode | Activation | Address Reg. Length | |
|---|--|---------------------|-------------|
| | | Source | Destination |
| Full address mode <ul style="list-style-type: none"> • Auto-request <ul style="list-style-type: none"> — Retains the transfer request internally — Executes a specified number (1 to 65,536) of transfers continuously — Selection of burst mode or cycle-steal mode • External request <ul style="list-style-type: none"> — Transfers one byte or one word per request — Executes 1 to 65,536 transfers | <ul style="list-style-type: none"> • Auto-request • External request | 24 | 24 |
| Block transfer <ul style="list-style-type: none"> • Transfers one block of a specified size per request • Executes 1 to 65,536 transfers • Allows either the source or destination to be a fixed block area • Block size can be 1 to 255 bytes or words | <ul style="list-style-type: none"> • Compare match/ input capture A interrupts from ITU channels 0 to 3 • External request | 24 | 24 |

8.1.4 Input/Output Pins

Table 8.2 lists the DMAC pins.

Table 8.2 DMAC Pins

| Channel | Name | Abbreviation | Input/Output | Function |
|---------|----------------|----------------------------|--------------|-------------------------------------|
| 0 | DMA request 0 | $\overline{\text{DREQ}}_0$ | Input | External request for DMAC channel 0 |
| | Transfer end 0 | $\overline{\text{TEND}}_0$ | Output | Transfer end on DMAC channel 0 |
| 1 | DMA request 1 | $\overline{\text{DREQ}}_1$ | Input | External request for DMAC channel 1 |
| | Transfer end 1 | $\overline{\text{TEND}}_1$ | Output | Transfer end on DMAC channel 1 |

Note: External requests cannot be made to channel A in short address mode.

8.1.5 Register Configuration

Table 8.3 lists the DMAC registers.

Table 8.3 DMAC Registers

| Channel | Address* | Name | Abbreviation | R/W | Initial Value |
|---------|----------|-------------------------------------|-----------------------------|--------|---------------|
| 0 | H'FF20 | Memory address register 0AR | MAR0AR | R/W | Undetermined |
| | H'FF21 | Memory address register 0AE | MAR0AE | R/W | Undetermined |
| | H'FF22 | Memory address register 0AH | MAR0AH | R/W | Undetermined |
| | H'FF23 | Memory address register 0AL | MAR0AL | R/W | Undetermined |
| | H'FF26 | I/O address register 0A | IOAR0A | R/W | Undetermined |
| | H'FF24 | Execute transfer count register 0AH | ETCR0AH | R/W | Undetermined |
| | H'FF25 | Execute transfer count register 0AL | ETCR0AL | R/W | Undetermined |
| | H'FF27 | Data transfer control register 0A | DTCR0A | R/W | H'00 |
| | H'FF28 | Memory address register 0BR | MAR0BR | R/W | Undetermined |
| | H'FF29 | Memory address register 0BE | MAR0BE | R/W | Undetermined |
| | H'FF2A | Memory address register 0BH | MAR0BH | R/W | Undetermined |
| | H'FF2B | Memory address register 0BL | MAR0BL | R/W | Undetermined |
| | H'FF2E | I/O address register 0B | IOAR0B | R/W | Undetermined |
| | H'FF2C | Execute transfer count register 0BH | ETCR0BH | R/W | Undetermined |
| | H'FF2D | Execute transfer count register 0BL | ETCR0BL | R/W | Undetermined |
| | H'FF2F | Data transfer control register 0B | DTCR0B | R/W | H'00 |
| | 1 | H'FF30 | Memory address register 1AR | MAR1AR | R/W |
| H'FF31 | | Memory address register 1AE | MAR1AE | R/W | Undetermined |
| H'FF32 | | Memory address register 1AH | MAR1AH | R/W | Undetermined |
| H'FF33 | | Memory address register 1AL | MAR1AL | R/W | Undetermined |
| H'FF36 | | I/O address register 1A | IOAR1A | R/W | Undetermined |
| H'FF34 | | Execute transfer count register 1AH | ETCR1AH | R/W | Undetermined |
| H'FF35 | | Execute transfer count register 1AL | ETCR1AL | R/W | Undetermined |
| H'FF37 | | Data transfer control register 1A | DTCR1A | R/W | H'00 |
| H'FF38 | | Memory address register 1BR | MAR1BR | R/W | Undetermined |
| H'FF39 | | Memory address register 1BE | MAR1BE | R/W | Undetermined |
| H'FF3A | | Memory address register 1BH | MAR1BH | R/W | Undetermined |
| H'FF3B | | Memory address register 1BL | MAR1BL | R/W | Undetermined |
| H'FF3E | | I/O address register 1B | IOAR1B | R/W | Undetermined |
| H'FF3C | | Execute transfer count register 1BH | ETCR1BH | R/W | Undetermined |
| H'FF3D | | Execute transfer count register 1BL | ETCR1BL | R/W | Undetermined |
| H'FF3F | | Data transfer control register 1B | DTCR1B | R/W | H'00 |

Note: * The lower 16 bits of the address are indicated.

8.2 Register Descriptions (Short Address Mode)

In short address mode, transfers can be carried out independently on channels A and B. Short address mode is selected by bits DTS2A and DTS1A in data transfer control register A (DTCRA) as indicated in table 8.4.

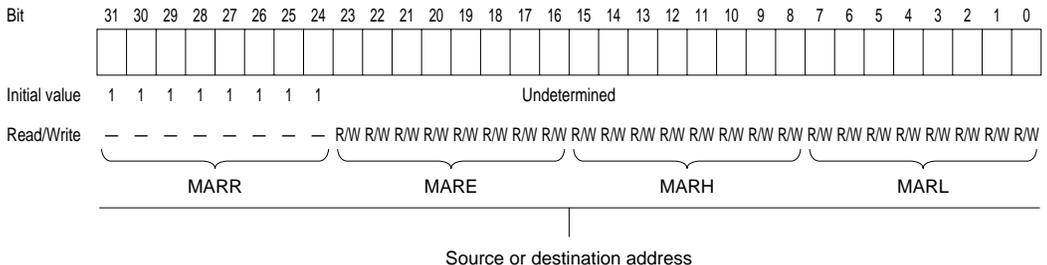
Table 8.4 Selection of Short and Full Address Modes

| Channel | Bit 2: DTS2A | Bit 1: DTS1A | Description |
|---------|------------------|-----------------|---|
| 0 | 1 | 1 | DMAC channel 0 operates as one channel in full address mode |
| | Other than above | | DMAC channels 0A and 0B operate as two independent channels in short address mode |
| 1 | 1 | 1 | DMAC channel 1 operates as one channel in full address mode |
| | Other than above | | DMAC channels 1A and 1B operate as two independent channels in short address mode |

8.2.1 Memory Address Registers (MAR)

A memory address register (MAR) is a 32-bit readable/writable register that specifies a source or destination address. The transfer direction is determined automatically from the activation source.

An MAR consists of four 8-bit registers designated MARR, MARE, MARH, and MARL. All bits of MARR are reserved: they cannot be modified and are always read as 1.



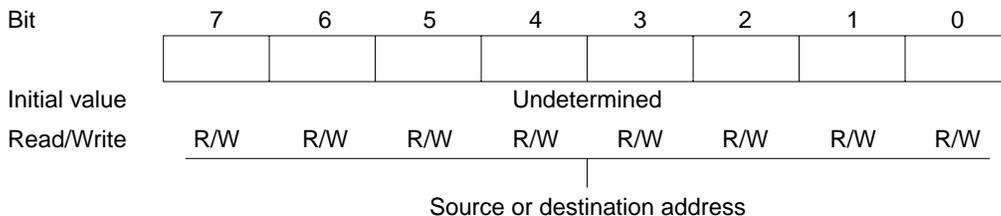
An MAR functions as a source or destination address register depending on how the DMAC is activated: as a destination address register if activation is by a receive-data-full interrupt from the serial communication interface (SCI) (channel 0), and as a source address register otherwise.

The MAR value is incremented or decremented each time one byte or word is transferred, automatically updating the source or destination memory address. For details, see section 8.2.4, Data Transfer Control Registers (DTCR).

The MARs are not initialized by a reset or in standby mode.

8.2.2 I/O Address Registers (IOAR)

An I/O address register (IOAR) is an 8-bit readable/writable register that specifies a source or destination address. The IOAR value is the lower 8 bits of the address. The upper 16 address bits are all 1 (H'FFFF).



An IOAR functions as a source or destination address register depending on how the DMAC is activated: as a source address register if activation is by a receive-data-full interrupt from the SCI (channel 0), and as a destination address register otherwise.

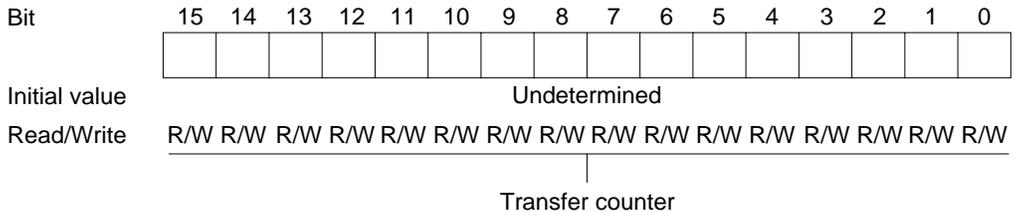
The IOAR value is held fixed. It is not incremented or decremented when a transfer is executed.

The IOARs are not initialized by a reset or in standby mode.

8.2.3 Execute Transfer Count Registers (ETCR)

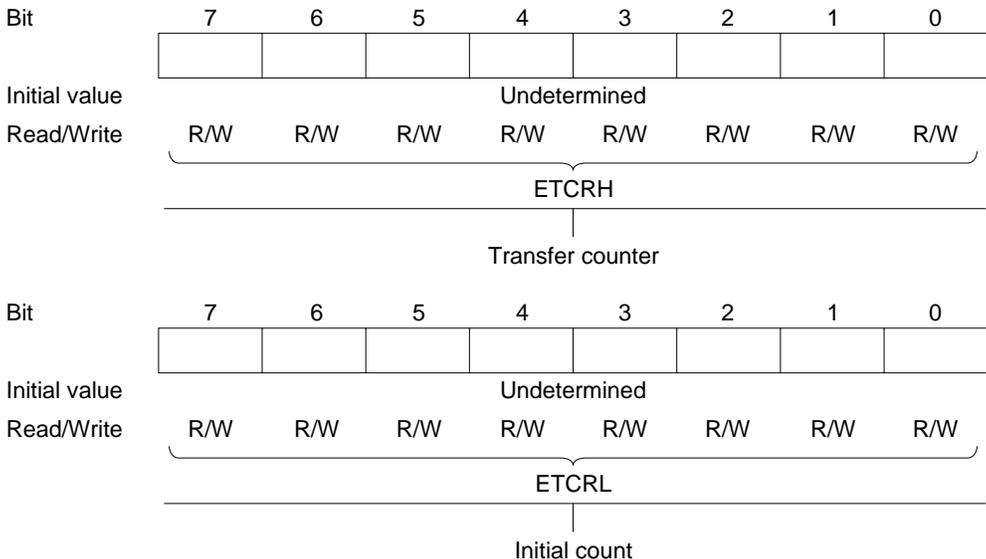
An execute transfer count register (ETCR) is a 16-bit readable/writable register that specifies the number of transfers to be executed. These registers function in one way in I/O mode and idle mode, and another way in repeat mode.

- I/O mode and idle mode



In I/O mode and idle mode, ETCR functions as a 16-bit counter. The count is decremented by 1 each time one transfer is executed. The transfer ends when the count reaches H'0000.

- Repeat mode



In repeat mode, ETCRH functions as an 8-bit transfer counter and ETCRL holds the initial transfer count. ETCRH is decremented by 1 each time one transfer is executed. When ETCRH reaches H'00, the value in ETCRL is reloaded into ETCRH and the same operation is repeated. The ETCRs are not initialized by a reset or in standby mode.

8.2.4 Data Transfer Control Registers (DTCR)

A data transfer control register (DTCR) is an 8-bit readable/writable register that controls the operation of one DMAC channel.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-----|------|------|------|------|
| | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 |
| Initial 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 |

| | | | | | |
|--|--|---|---|---|--|
| <p>Data transfer enable Enables or disables data transfer</p> | <p>Data transfer size Selects byte or word size</p> | <p>Data transfer increment/decrement Selects whether to increment or decrement the memory address register</p> | <p>Repeat enable Selects repeat mode</p> | <p>Data transfer interrupt enable Enables or disables the CPU interrupt at the end of the transfer</p> | <p>Data transfer select These bits select the data transfer activation source</p> |
|--|--|---|---|---|--|

The DTCRs are initialized to H'00 by a reset and in standby mode.

Bit 7—Data Transfer Enable (DTE): Enables or disables data transfer on a channel. When the DTE bit is set to 1, the channel waits for a transfer to be requested, and executes the transfer when activated as specified by bits DTS2 to DTS0. When DTE is 0, the channel is disabled and does not accept transfer requests. DTE is set to 1 by reading the register when DTE is 0, then writing 1.

| Bit 7: DTE | Description |
|------------|--|
| 0 | Data transfer is disabled. In I/O mode or idle mode, DTE is cleared to 0 when the specified number of transfers have been completed. (Initial value) |
| 1 | Data transfer is enabled |

If DTIE is set to 1, a CPU interrupt is requested when DTE is cleared to 0.

Bit 6—Data Transfer Size (DTSZ): Selects the data size of each transfer.

| Bit 6: DTSZ | Description |
|-------------|------------------------------------|
| 0 | Byte-size transfer (Initial value) |
| 1 | Word-size transfer |

Bit 5—Data Transfer Increment/Decrement (DTID): Selects whether to increment or decrement the memory address register (MAR) after a data transfer in I/O mode or repeat mode.

| Bit 5: DTID | Description |
|-------------|--|
| 0 | MAR is incremented after each data transfer <ul style="list-style-type: none"> • If DTSZ = 0, MAR is incremented by 1 after each transfer • If DTSZ = 1, MAR is incremented by 2 after each transfer |
| 1 | MAR is decremented after each data transfer <ul style="list-style-type: none"> • If DTSZ = 0, MAR is decremented by 1 after each transfer • If DTSZ = 1, MAR is decremented by 2 after each transfer |

MAR is not incremented or decremented in idle mode.

Bit 4—Repeat Enable (RPE): Selects whether to transfer data in I/O mode, idle mode, or repeat mode.

| Bit 4: RPE | Bit 3: DTIE | Description |
|------------|-------------|--------------------------|
| 0 | 0 | I/O mode (Initial value) |
| | 1 | |
| 1 | 0 | Repeat mode |
| | 1 | |

Operations in these modes are described in sections 8.4.2, I/O Mode, 8.4.3, Idle Mode, and 8.4.4, Repeat Mode.

Bit 3—Data Transfer Interrupt Enable (DTIE): Enables or disables the CPU interrupt (DEND) requested when the DTE bit is cleared to 0.

| Bit 3: DTIE | Description |
|-------------|---|
| 0 | The DEND interrupt requested by DTE is disabled (Initial value) |
| 1 | The DEND interrupt requested by DTE is enabled |

Bits 2 to 0—Data Transfer Select (DTS2, DTS1, DTS0): These bits select the data transfer activation source. Some of the selectable sources differ between channels A and B.*

Note: * Refer to section 8.3.4, Data Transfer Control Registers (DTCR).

| Bit 2: DTS2 | Bit 1: DTS1 | Bit 0: DTS0 | Description | |
|-------------|-------------|-------------|---|--|
| 0 | 0 | 0 | Compare match/input capture A interrupt from ITU channel 0 (Initial value) | |
| | | 1 | Compare match/input capture A interrupt from ITU channel 1 | |
| | 1 | 0 | Compare match/input capture A interrupt from ITU channel 2 | |
| | | 1 | Compare match/input capture A interrupt from ITU channel 3 | |
| 1 | 0 | 0 | Transmit-data-empty interrupt from SCI channel 0 | |
| | | 1 | Receive-data-full interrupt from SCI channel 0 | |
| | 1 | 0 | Falling edge of DREQ input (channel B) Transfer in full address mode (channel A) | |
| | | 1 | 0 | Low level of DREQ input (channel B) Transfer in full address mode (channel A) |
| | | | 1 | Low level of DREQ input (channel B) Transfer in full address mode (channel A) |

The same internal interrupt can be selected as an activation source for two or more channels at once. In that case the channels are activated in a priority order, highest-priority channel first. For the priority order, see section 8.4.9, DMAC Multiple-Channel Operation.

When a channel is enabled (DTE = 1), its selected DMAC activation source cannot generate a CPU interrupt.

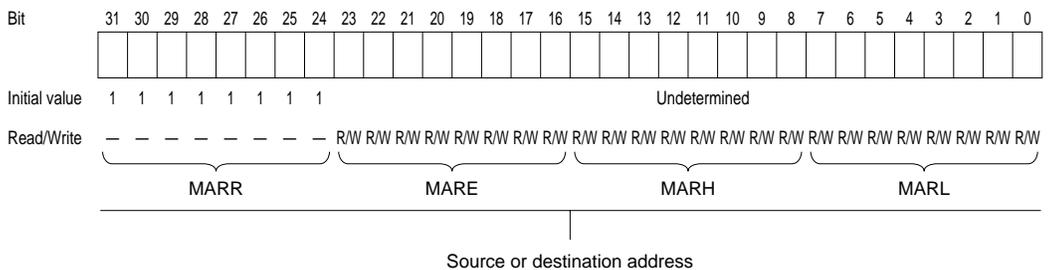
8.3 Register Descriptions (Full Address Mode)

In full address mode the A and B channels operate together. Full address mode is selected as indicated in table 8.4.

8.3.1 Memory Address Registers (MAR)

A memory address register (MAR) is a 32-bit readable/writable register. MARA functions as the source address register of the transfer, and MARB as the destination address register.

An MAR consists of four 8-bit registers designated MARR, MARE, MARH, and MARL. All bits of MARR are reserved: they cannot be modified and are always read as 1.



The MAR value is incremented or decremented each time one byte or word is transferred, automatically updating the source or destination memory address. For details, see section 8.3.4, Data Transfer Control Registers (DTCR).

The MARs are not initialized by a reset or in standby mode.

8.3.2 I/O Address Registers (IOAR)

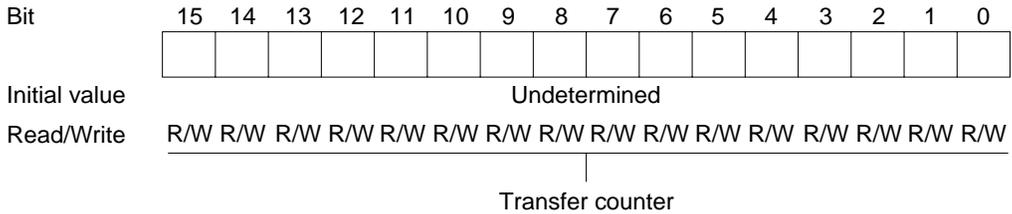
The I/O address registers (IOARs) are not used in full address mode.

8.3.3 Execute Transfer Count Registers (ETCR)

An execute transfer count register (ETCR) is a 16-bit readable/writable register that specifies the number of transfers to be executed. The functions of these registers differ between normal mode and block transfer mode.

- Normal mode

ETCRA

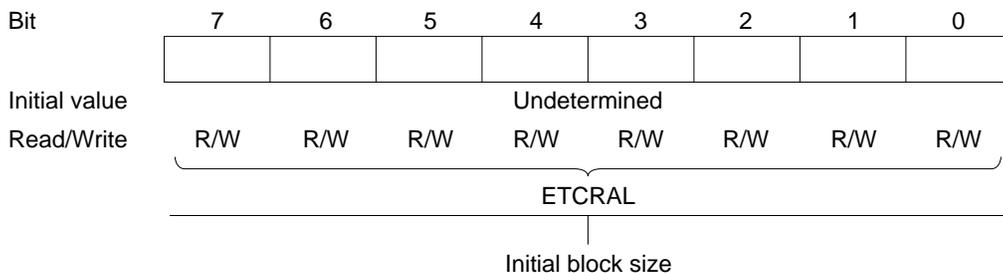
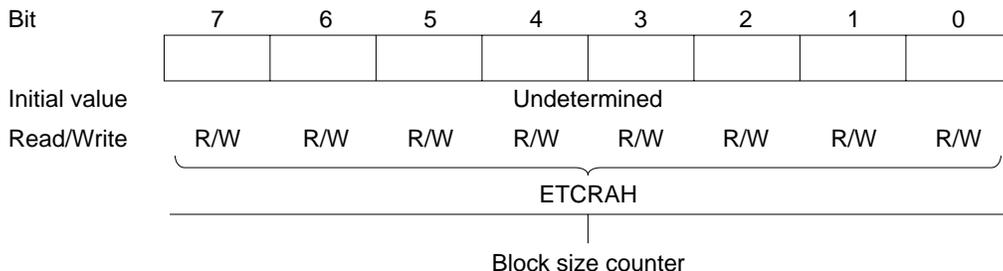


ETCRB: Is not used in normal mode.

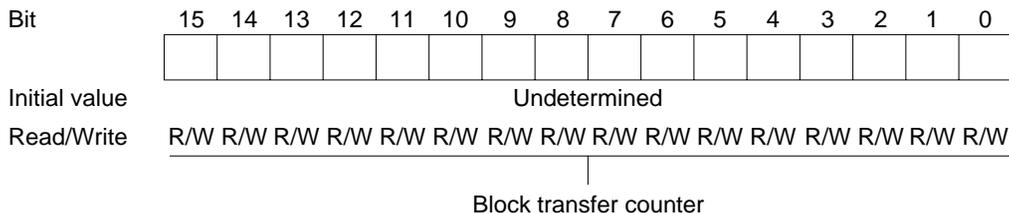
In normal mode ETCRA functions as a 16-bit transfer counter. The count is decremented by 1 each time one transfer is executed. The transfer ends when the count reaches H'0000. ETCRB is not used.

- Block transfer mode

ETCRA



ETCRB



In block transfer mode, ETCRAH functions as an 8-bit block size counter. ETCRAL holds the initial block size. ETCRAH is decremented by 1 each time one byte or word is transferred. When the count reaches H'00, ETCRAH is reloaded from ETCRAL. Blocks consisting of an arbitrary number of bytes or words can be transferred repeatedly by setting the same initial block size value in ETCRAH and ETCRAL.

In block transfer mode ETCRB functions as a 16-bit block transfer counter. ETCRB is decremented by 1 each time one block is transferred. The transfer ends when the count reaches H'0000.

The ETCRs are not initialized by a reset or in standby mode.

8.3.4 Data Transfer Control Registers (DTCR)

The data transfer control registers (DTCRs) are 8-bit readable/writable registers that control the operation of the DMAC channels. A channel operates in full address mode when bits DTS2A and DTS1A are both set to 1 in DTCRA. DTCRA and DTCRB have different functions in full address mode.

DTCRA

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-------|------|-------|-------|-------|
| | DTE | DTSZ | SAID | SAIDE | DTIE | DTS2A | DTS1A | DTS0A |
| Initial 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 |

| | | | | |
|--|--|--|---|---|
| <p>Data transfer enable Enables or disables data transfer</p> | <p>Data transfer size Selects byte or word size</p> | <p>Source address increment/decrement Source address increment/decrement enable These bits select whether the source address register (MARA) is incremented, decremented, or held fixed during the data transfer</p> | <p>Data transfer interrupt enable Enables or disables the CPU interrupt at the end of the transfer</p> | <p>Data transfer select 2A and 1A These bits must both be set to 1</p> |
|--|--|--|---|---|

DTCRA is initialized to H'00 by a reset and in standby mode.

Bit 7—Data Transfer Enable (DTE): Together with the DTME bit in DTCRB, this bit enables or disables data transfer on the channel. When the DTME and DTE bits are both set to 1, the channel is enabled. If auto-request is specified, data transfer begins immediately. Otherwise, the channel waits for transfers to be requested. When the specified number of transfers have been completed, the DTE bit is automatically cleared to 0. When DTE is 0, the channel is disabled and does not accept transfer requests. DTE is set to 1 by reading the register when DTE is 0, then writing 1.

| Bit 7: DTE | Description |
|------------|--|
| 0 | Data transfer is disabled (DTE is cleared to 0 when the specified number of transfers have been completed) (Initial value) |
| 1 | Data transfer is enabled |

If DTIE is set to 1, a CPU interrupt is requested when DTE is cleared to 0.

Bit 6—Data Transfer Size (DTSZ): Selects the data size of each transfer.

| Bit 6: DTSZ | Description |
|-------------|------------------------------------|
| 0 | Byte-size transfer (Initial value) |
| 1 | Word-size transfer |

Bit 5—Source Address Increment/Decrement (SAID) and

Bit 4—Source Address Increment/Decrement Enable (SAIDE): These bits select whether the source address register (MARA) is incremented, decremented, or held fixed during the data transfer.

| Bit 5: SAID | Bit 4: SAIDE | Description |
|-------------|--------------|---|
| 0 | 0 | MARA is held fixed (Initial value) |
| | 1 | MARA is incremented after each data transfer <ul style="list-style-type: none"> If DTSZ = 0, MARA is incremented by 1 after each transfer If DTSZ = 1, MARA is incremented by 2 after each transfer |
| 1 | 0 | MARA is held fixed |
| | 1 | MARA is decremented after each data transfer <ul style="list-style-type: none"> If DTSZ = 0, MARA is decremented by 1 after each transfer If DTSZ = 1, MARA is decremented by 2 after each transfer |

Bit 3—Data Transfer Interrupt Enable (DTIE): Enables or disables the CPU interrupt (DEND) requested when the DTE bit is cleared to 0.

| Bit 3: DTIE | Description |
|--------------------|---|
| 0 | The DEND interrupt requested by DTE is disabled (Initial value) |
| 1 | The DEND interrupt requested by DTE is enabled |

Bits 2 and 1—Data Transfer Select 2A and 1A (DTS2A, DTS1A): A channel operates in full address mode when DTS2A and DTS1A are both set to 1.

Bit 0—Data Transfer Select 0A (DTS0A): Selects normal mode or block transfer mode.

| Bit 0: DTS0A | Description |
|---------------------|-----------------------------|
| 0 | Normal mode (Initial value) |
| 1 | Block transfer mode |

Operations in these modes are described in sections 8.4.5, Normal Mode, and 8.4.6, Block Transfer Mode.

DTCRB

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|-----|------|-------|-----|-------|-------|-------|
| | DTME | — | DAID | DAIDE | TMS | DTS2B | DTS1B | DTS0B |
| Initial 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 |

Data transfer master enable
Enables or disables data transfer, together with the DTE bit, and is cleared to 0 by an interrupt

Reserved bit

Transfer mode select
Selects whether the block area is the source or destination in block transfer mode

**Destination address increment/decrement
Destination address increment/decrement enable**
These bits select whether the destination address register (MARB) is incremented, decremented, or held fixed during the data transfer

Data transfer select 2B to 0B
These bits select the data transfer activation source

DTCRB is initialized to H'00 by a reset and in standby mode.

Bit 7—Data Transfer Master Enable (DTME): Together with the DTE bit in DTCRA, this bit enables or disables data transfer. When the DTME and DTE bits are both set to 1, the channel is enabled. When an NMI interrupt occurs DTME is cleared to 0, suspending the transfer so that the CPU can use the bus. The suspended transfer resumes when DTME is set to 1 again. For further information on operation in block transfer mode, see section 8.6.6, NMI Interrupts and Block Transfer Mode.

DTME is set to 1 by reading the register while DTME = 0, then writing 1.

| Bit 7: DTME | Description |
|-------------|--|
| 0 | Data transfer is disabled (DTME is cleared to 0 when an NMI interrupt occurs) (Initial value) |
| 1 | Data transfer is enabled |

Bit 6—Reserved: Although reserved, this bit can be written and read.

Bit 5—Destination Address Increment/Decrement (DAID) and

Bit 4—Destination Address Increment/Decrement Enable (DAIDE): These bits select whether the destination address register (MARB) is incremented, decremented, or held fixed during the data transfer.

| Bit 5: DAID | Bit 4: DAIDE | Description |
|-------------|--------------|---|
| 0 | 0 | MARB is held fixed (Initial value) |
| | 1 | MARB is incremented after each data transfer <ul style="list-style-type: none"> If DTSZ = 0, MARB is incremented by 1 after each data transfer If DTSZ = 1, MARB is incremented by 2 after each data transfer |
| 1 | 0 | MARB is held fixed |
| | 1 | MARB is decremented after each data transfer <ul style="list-style-type: none"> If DTSZ = 0, MARB is decremented by 1 after each data transfer If DTSZ = 1, MARB is decremented by 2 after each data transfer |

Bit 3—Transfer Mode Select (TMS): Selects whether the source or destination is the block area in block transfer mode.

| Bit 3: TMS | Description |
|------------|--|
| 0 | Destination is the block area in block transfer mode (Initial value) |
| 1 | Source is the block area in block transfer mode |

Bits 2 to 0—Data Transfer Select 2B to 0B (DTS2B, DTS1B, DTS0B): These bits select the data transfer activation source. The selectable activation sources differ between normal mode and block transfer mode.

- Normal mode

| Bit 2: DTS2B | Bit 1: DTS1B | Bit 0: DTS0B | Description |
|-----------------|-----------------|-----------------|---|
| 0 | 0 | 0 | Auto-request (burst mode) (Initial value) |
| | | 1 | Cannot be used |
| | 1 | 0 | Auto-request (cycle-steal mode) |
| | | 1 | Cannot be used |
| 1 | 0 | 0 | Cannot be used |
| | | 1 | Cannot be used |
| | 1 | 0 | Falling edge of \overline{DREQ} |
| | | 1 | Low level input at \overline{DREQ} |

- Block transfer mode

| Bit 2: DTS2B | Bit 1: DTS1B | Bit 0: DTS0B | Description |
|-----------------|-----------------|-----------------|--|
| 0 | 0 | 0 | Compare match/input capture A interrupt from ITU channel 0 (Initial value) |
| | | 1 | Compare match/input capture A interrupt from ITU channel 1 |
| | 1 | 0 | Compare match/input capture A interrupt from ITU channel 2 |
| | | 1 | Compare match/input capture A interrupt from ITU channel 3 |
| 1 | 0 | 0 | Cannot be used |
| | | 1 | Cannot be used |
| | 1 | 0 | Falling edge of \overline{DREQ} |
| | | 1 | Cannot be used |

The same internal interrupt can be selected to activate two or more channels. The channels are activated in a priority order, highest priority first. For the priority order, see section 8.4.9, DMAC Multiple-Channel Operation.

8.4 Operation

8.4.1 Overview

Table 8.5 summarizes the DMAC modes.

Table 8.5 DMAC Modes

| Transfer Mode | | Activation | Notes |
|--------------------|---------------------|---|---|
| Short address mode | I/O mode | Compare match/input capture A interrupt from ITU channels 0 to 3 | <ul style="list-style-type: none"> Up to four channels can operate independently Only the B channels support external requests |
| | Idle mode | Transmit-data-empty and receive-data-full interrupts from SCI channel 0 | |
| | Repeat mode | External request | |
| Full address mode | Normal mode | Auto-request | <ul style="list-style-type: none"> A and B channels are paired; up to two channels are available Burst mode or cycle-steal mode can be selected for auto-requests |
| | | External request | |
| | Block transfer mode | Compare match/input capture A interrupt from ITU channels 0 to 3 | |
| | | External request | |

A summary of operations in these modes follows.

I/O Mode: One byte or word is transferred per request. A designated number of these transfers are executed. A CPU interrupt can be requested at completion of the designated number of transfers. One 24-bit address and one 8-bit address are specified. The transfer direction is determined automatically from the activation source.

Idle Mode: One byte or word is transferred per request. A designated number of these transfers are executed. A CPU interrupt can be requested at completion of the designated number of transfers. One 24-bit address and one 8-bit address are specified. The addresses are held fixed. The transfer direction is determined automatically from the activation source.

Repeat Mode: One byte or word is transferred per request. A designated number of these transfers are executed. When the designated number of transfers are completed, the initial address and counter value are restored and operation continues. No CPU interrupt is requested. One 24-bit address and one 8-bit address are specified. The transfer direction is determined automatically from the activation source.

Normal Mode

- Auto-request

The DMAC is activated by register setup alone, and continues executing transfers until the designated number of transfers have been completed. A CPU interrupt can be requested at completion of the transfers. Both addresses are 24-bit addresses.

- Cycle-steal mode

The bus is released to another bus master after each byte or word is transferred.

- Burst mode

Unless requested by a higher-priority bus master, the bus is not released until the designated number of transfers have been completed.

- External request

One byte or word is transferred per request. A designated number of these transfers are executed. A CPU interrupt can be requested at completion of the designated number of transfers. Both addresses are 24-bit addresses.

Block Transfer Mode: One block of a specified size is transferred per request. A designated number of block transfers are executed. At the end of each block transfer, one address is restored to its initial value. When the designated number of blocks have been transferred, a CPU interrupt can be requested. Both addresses are 24-bit addresses.

8.4.2 I/O Mode

I/O mode can be selected independently for each channel.

One byte or word is transferred at each transfer request in I/O mode. A designated number of these transfers are executed. One address is specified in the memory address register (MAR), the other in the I/O address register (IOAR). The direction of transfer is determined automatically from the activation source. The transfer is from the address specified in IOAR to the address specified in MAR if activated by an SCI channel 0 receive-data-full interrupt, and from the address specified in MAR to the address specified in IOAR otherwise.

Table 8.6 indicates the register functions in I/O mode.

Table 8.6 Register Functions in I/O Mode

| Register | Function | | Initial Setting | Operation |
|---|--|------------------------------|-------------------------------|---|
| | Activated by SCI 0 Receive-Data-Full Interrupt | Other Activation | | |
| <div style="display: flex; justify-content: space-between;"> 23 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> MAR </div> </div> | Destination address register | Source address register | Destination or source address | Incremented or decremented once per transfer |
| <div style="display: flex; justify-content: space-between;"> 23 7 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> All 1s IOAR </div> </div> | Source address register | Destination address register | Source or destination address | Held fixed |
| <div style="display: flex; justify-content: space-between;"> 15 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> ETCR </div> </div> | Transfer counter | Transfer counter | Number of transfers | Decrement once per transfer until H'0000 is reached and transfer ends |

Legend

MAR: Memory address register

IOAR: I/O address register

ETCR: Execute transfer count register

MAR and IOAR specify the source and destination addresses. MAR specifies a 24-bit source or destination address, which is incremented or decremented as each byte or word is transferred. IOAR specifies the lower 8 bits of a fixed address. The upper 16 bits are all 1s. IOAR is not incremented or decremented.

Figure 8.2 illustrates how I/O mode operates.

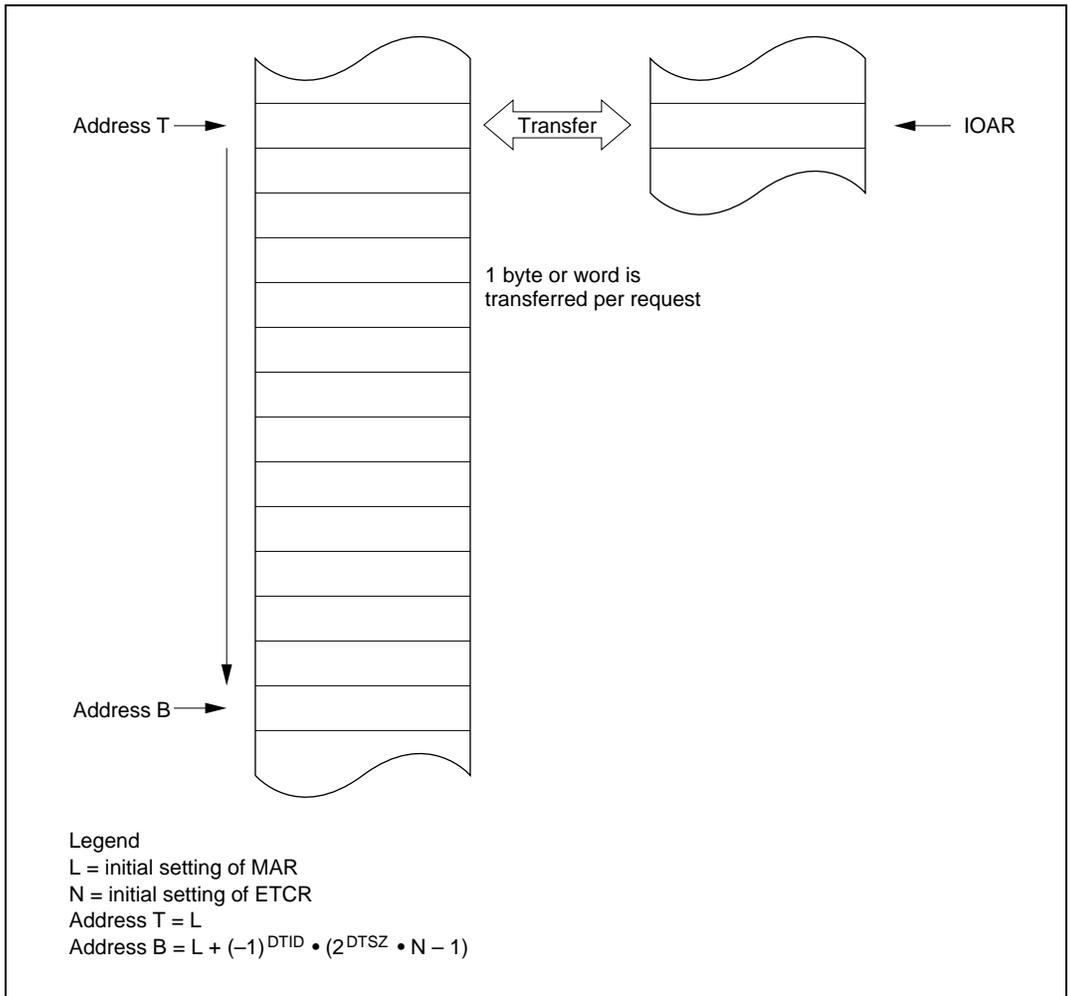


Figure 8.2 Operation in I/O Mode

The transfer count is specified as a 16-bit value in ETCR. The ETCR value is decremented by 1 at each transfer. When the ETCR value reaches H'0000, the DTE bit is cleared and the transfer ends. If the DTIE bit is set to 1, a CPU interrupt is requested at this time. The maximum transfer count is 65,536, obtained by setting ETCR to H'0000.

Transfers can be requested (activated) by compare match/input capture A interrupts from ITU channels 0 to 3, transmit-data-empty and receive-data-full interrupts from SCI channel 0, and external request signals.

For the detailed settings see section 8.2.4, Data Transfer Control Registers (DTCR).

Figure 8.3 shows a sample setup procedure for I/O mode.

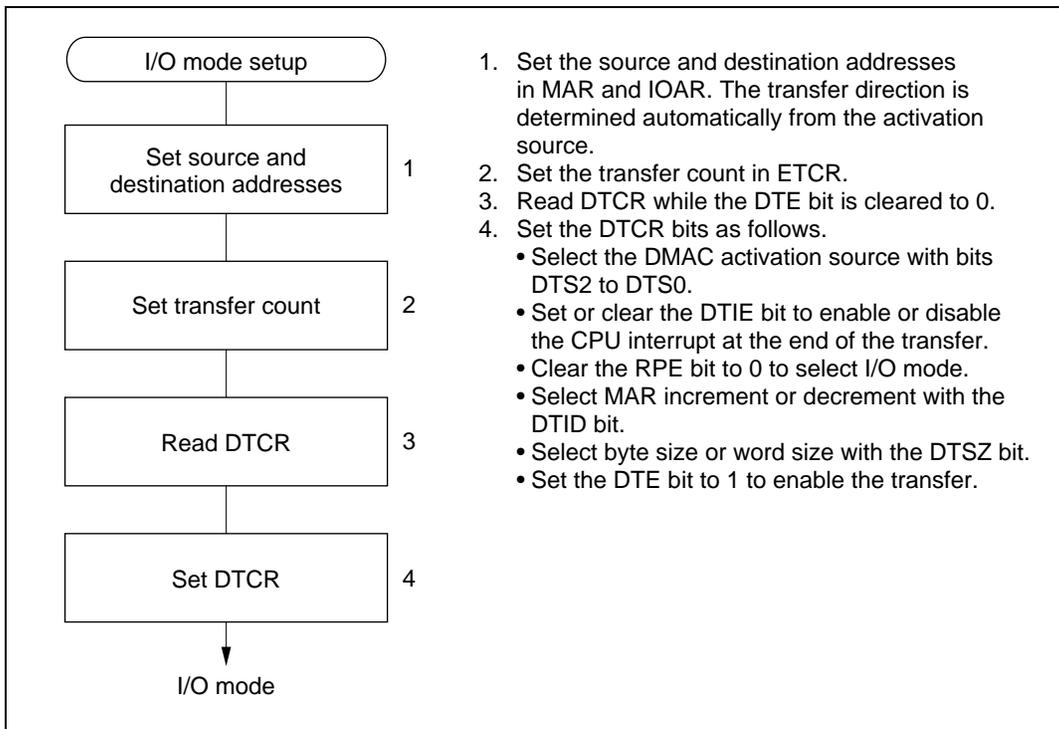


Figure 8.3 I/O Mode Setup Procedure (Example)

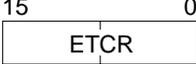
8.4.3 Idle Mode

Idle mode can be selected independently for each channel.

One byte or word is transferred at each transfer request in idle mode. A designated number of these transfers are executed. One address is specified in the memory address register (MAR), the other in the I/O address register (IOAR). The direction of transfer is determined automatically from the activation source. The transfer is from the address specified in IOAR to the address specified in MAR if activated by an SCI channel 0 receive-data-full interrupt, and from the address specified in MAR to the address specified in IOAR otherwise.

Table 8.7 indicates the register functions in idle mode.

Table 8.7 Register Functions in Idle Mode

| Register | Function | | | |
|---|--|------------------------------------|-------------------------------------|---|
| | Activated by SCI 0 Receive- Data-Full Interrupt | Other Activation | Initial Setting | Operation |
| 23  0 | Destination address register | Source address register | Destination or source address | Held fixed |
| 23  7 0 | Source address register | Destination address register | Source or destination address | Held fixed |
| 15  0 | Transfer counter | Transfer counter | Number of transfers | Decrementd once per transfer until H'0000 is reached and transfer ends |

Legend

MAR: Memory address register

IOAR: I/O address register

ETCR: Execute transfer count register

MAR and IOAR specify the source and destination addresses. MAR specifies a 24-bit source or destination address. IOAR specifies the lower 8 bits of a fixed address. The upper 16 bits are all 1s. MAR and IOAR are not incremented or decremented.

Figure 8.4 illustrates how idle mode operates.

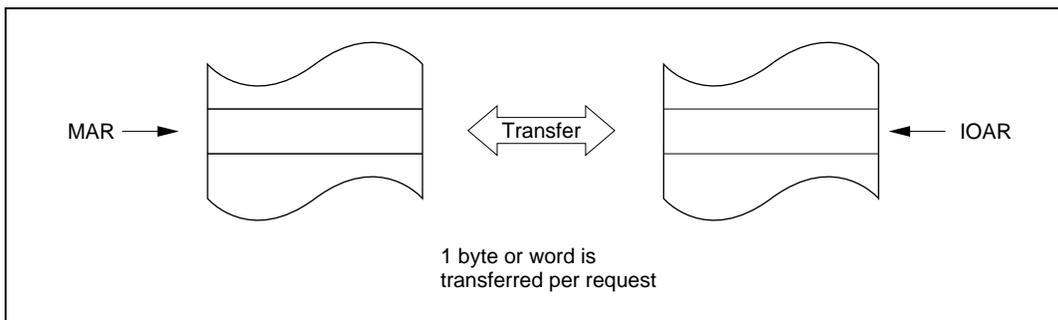


Figure 8.4 Operation in Idle Mode

The transfer count is specified as a 16-bit value in ETCR. The ETCR value is decremented by 1 at each transfer. When the ETCR value reaches H'0000, the DTE bit is cleared, the transfer ends, and a CPU interrupt is requested. The maximum transfer count is 65,536, obtained by setting ETCR to H'0000.

Transfers can be requested (activated) by compare match/input capture A interrupts from ITU channels 0 to 3, transmit-data-empty and receive-data-full interrupts from SCI channel 0, and external request signals.

For the detailed settings see section 8.2.4, Data Transfer Control Registers (DTCR).

Figure 8.5 shows a sample setup procedure for idle mode.

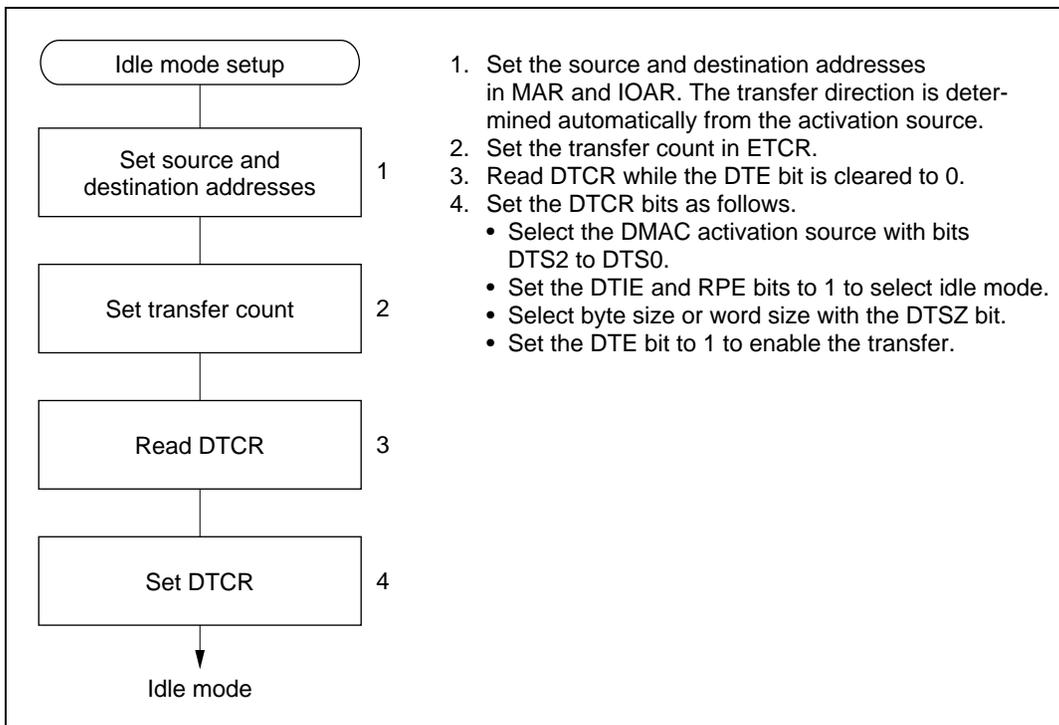


Figure 8.5 Idle Mode Setup Procedure (Example)

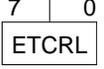
8.4.4 Repeat Mode

Repeat mode is useful for cyclically transferring a bit pattern from a table to the programmable timing pattern controller (TPC) in synchronization, for example, with ITU compare match. Repeat mode can be selected for each channel independently.

One byte or word is transferred per request in repeat mode, as in I/O mode. A designated number of these transfers are executed. One address is specified in the memory address register (MAR), the other in the I/O address register (IOAR). At the end of the designated number of transfers, MAR and ETCR are restored to their original values and operation continues. The direction of transfer is determined automatically from the activation source. The transfer is from the address specified in IOAR to the address specified in MAR if activated by an SCI channel 0 receive-data-full interrupt, and from the address specified in MAR to the address specified in IOAR otherwise.

Table 8.8 indicates the register functions in repeat mode.

Table 8.8 Register Functions in Repeat Mode

| Register | Function | | | |
|---|--|------------------------------------|-------------------------------------|---|
| | Activated by SCI 0 Receive- Data-Full Interrupt | Other Activation | Initial Setting | Operation |
|  | Destination address register | Source address register | Destination or source address | Incremented or decremented at each transfer until H'0000, then restored to initial value |
|  | Source address register | Destination address register | Source or destination address | Held fixed |
|  | Transfer counter | Transfer counter | Number of transfers | Decremented once per transfer until H'0000 is reached, then reloaded from ETCRL |
|  | Initial transfer count | Initial transfer count | Number of transfers | Held fixed |

Legend

MAR: Memory address register

IOAR: I/O address register

ETCR: Execute transfer count register

In repeat mode ETCRH is used as the transfer counter while ETCRL holds the initial transfer count. ETCRH is decremented by 1 at each transfer until it reaches H'00, then is reloaded from ETCRL. MAR is also restored to its initial value, which is calculated from the DTSZ and DTID bits in DTCR. Specifically, MAR is restored as follows:

$$\text{MAR} \leftarrow \text{MAR} - (-1)^{\text{DTID}} \cdot 2^{\text{DTSZ}} \cdot \text{ETCRL}$$

ETCRH and ETCRL should be initially set to the same value.

In repeat mode transfers continue until the CPU clears the DTE bit to 0. After DTE is cleared to 0, if the CPU sets DTE to 1 again, transfers resume from the state at which DTE was cleared. No CPU interrupt is requested.

As in I/O mode, MAR and IOAR specify the source and destination addresses. MAR specifies a 24-bit source or destination address. IOAR specifies the lower 8 bits of a fixed address. The upper 16 bits are all 1s. IOAR is not incremented or decremented.

Figure 8.6 illustrates how repeat mode operates.

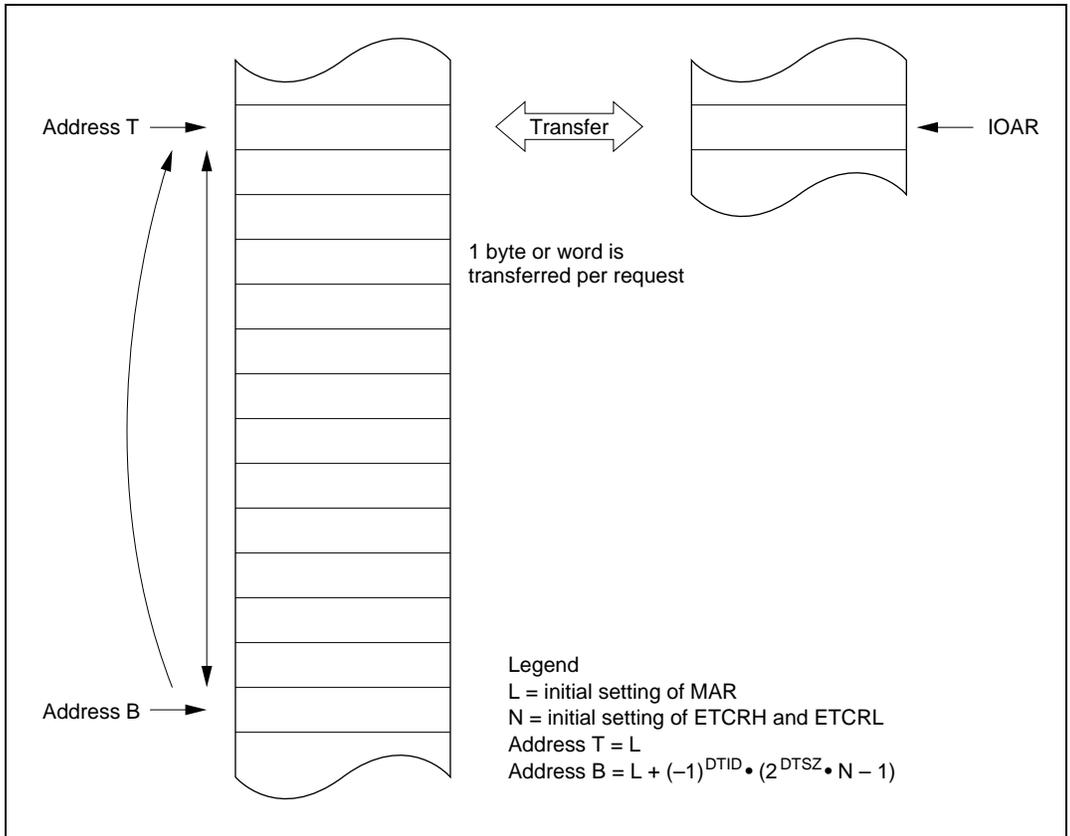


Figure 8.6 Operation in Repeat Mode

The transfer count is specified as an 8-bit value in ETCRH and ETCRL. The maximum transfer count is 255, obtained by setting both ETCRH and ETCRL to H'FF.

Transfers can be requested (activated) by compare match/input capture A interrupts from ITU channels 0 to 3, transmit-data-empty and receive-data-full interrupts from SCI channel 0, and external request signals.

For the detailed settings see section 8.2.4, Data Transfer Control Registers (DTCR).

Figure 8.7 shows a sample setup procedure for repeat mode.

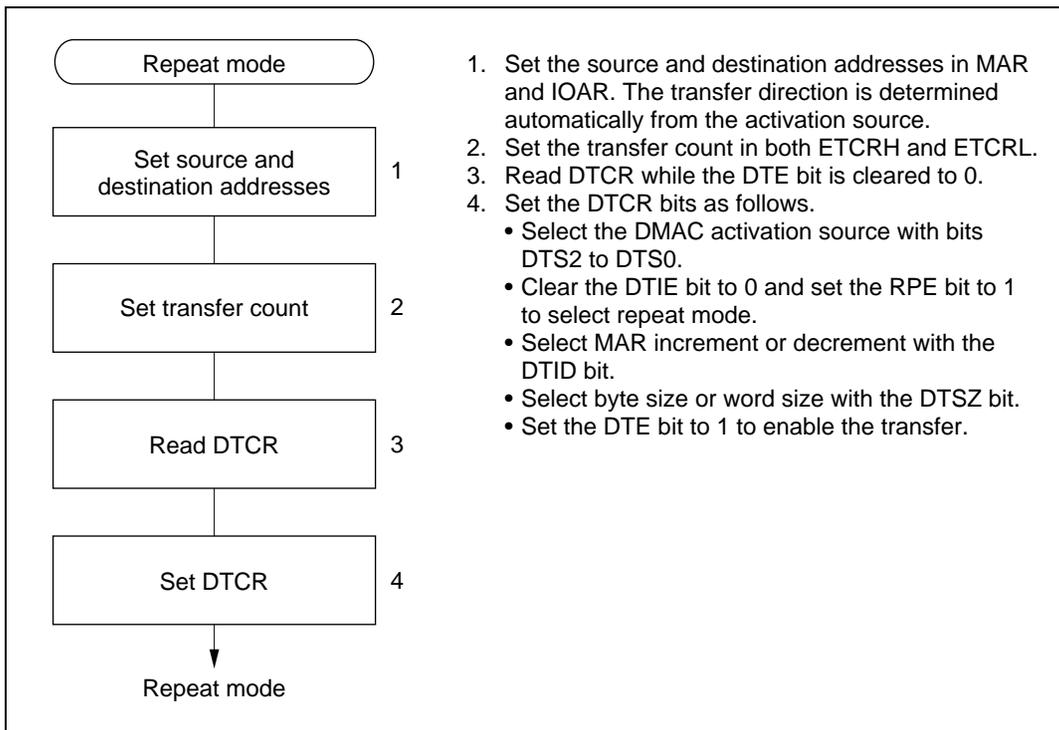


Figure 8.7 Repeat Mode Setup Procedure (Example)

8.4.5 Normal Mode

In normal mode the A and B channels are combined. One byte or word is transferred per request. A designated number of these transfers are executed. Addresses are specified in MARA and MARB. Table 8.9 indicates the register functions in I/O mode.

Table 8.9 Register Functions in Normal Mode

| Register | Function | Initial Setting | Operation |
|--|------------------------------|---------------------|---|
| 23 0 <div style="border: 1px solid black; padding: 2px; width: fit-content; margin: 0 auto;"> MARA </div> | Source address register | Source address | Incremented or decremented once per transfer, or held fixed |
| 23 0 <div style="border: 1px solid black; padding: 2px; width: fit-content; margin: 0 auto;"> MARB </div> | Destination address register | Destination address | Incremented or decremented once per transfer, or held fixed |
| 15 0 <div style="border: 1px solid black; padding: 2px; width: fit-content; margin: 0 auto;"> ETCRA </div> | Transfer counter | Number of transfers | Decrementd once per transfer |

Legend

MARA: Memory address register A

MARB: Memory address register B

ETCRA: Execute transfer count register A

The source and destination addresses are both 24-bit addresses. MARA specifies the source address. MARB specifies the destination address. MARA and MARB can be independently incremented, decremented, or held fixed as data is transferred.

The transfer count is specified as a 16-bit value in ETCRA. The ETCRA value is decremented by 1 at each transfer. When the ETCRA value reaches H'0000, the DTE bit is cleared and the transfer ends. If the DTIE bit is set, a CPU interrupt is requested at this time. The maximum transfer count is 65,536, obtained by setting ETCRA to H'0000.

Figure 8.8 illustrates how normal mode operates.

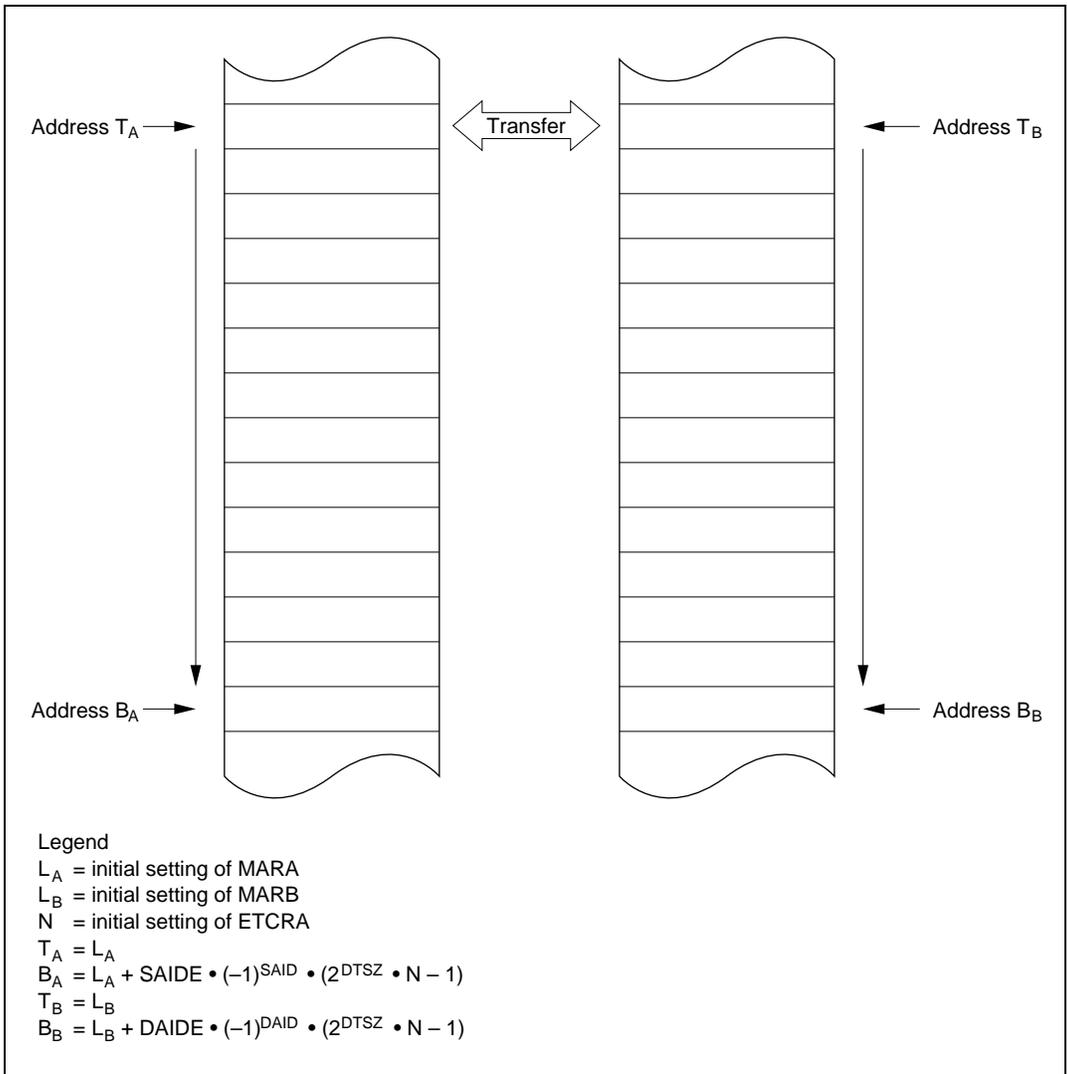


Figure 8.8 Operation in Normal Mode

Transfers can be requested (activated) by an external request or auto-request. An auto-requested transfer is activated by the register settings alone. The designated number of transfers are executed automatically. Either cycle-steal or burst mode can be selected. In cycle-steal mode the DMAC releases the bus temporarily after each transfer. In burst mode the DMAC keeps the bus until the transfers are completed, unless there is a bus request from a higher-priority bus master.

For the detailed settings see section 8.3.4, Data Transfer Control Registers (DTCR).

Figure 8.9 shows a sample setup procedure for normal mode.

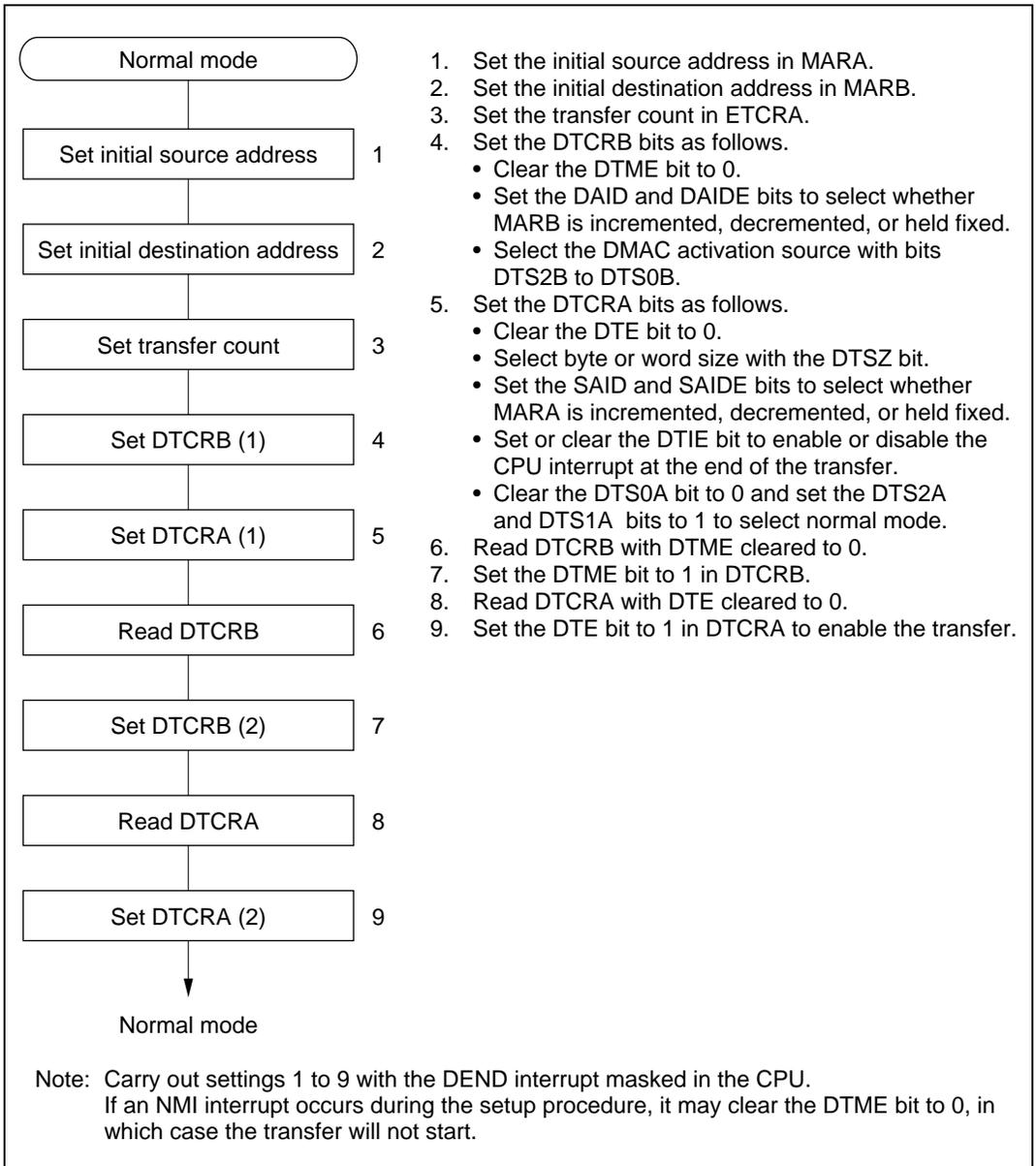


Figure 8.9 Normal Mode Setup Procedure (Example)

8.4.6 Block Transfer Mode

In block transfer mode the A and B channels are combined. One block of a specified size is transferred per request. A designated number of block transfers are executed. Addresses are specified in MARA and MARB. The block area address can be either held fixed or cycled.

Table 8.10 indicates the register functions in block transfer mode.

Table 8.10 Register Functions in Block Transfer Mode

| Register | Function | Initial Setting | Operation |
|---|------------------------------|---------------------------|--|
| <div style="display: flex; justify-content: space-between;"> 23 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> MARA </div> </div> | Source address register | Source address | Incremented or decremented once per transfer, or held fixed |
| <div style="display: flex; justify-content: space-between;"> 23 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> MARB </div> </div> | Destination address register | Destination address | Incremented or decremented once per transfer, or held fixed |
| <div style="display: flex; justify-content: space-between;"> 7 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> ETCRAH </div> </div> | Block size counter | Block size | Decrementd once per transfer until H'00 is reached, then reloaded from ETCRAL |
| <div style="display: flex; justify-content: space-between;"> 7 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> ETCRAL </div> </div> | Initial block size | Block size | Held fixed |
| <div style="display: flex; justify-content: space-between;"> 15 0 </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <div style="display: flex; justify-content: space-between;"> ETCRB </div> </div> | Block transfer counter | Number of block transfers | Decrementd once per block transfer until H'0000 is reached and the transfer ends |

Legend

MARA: Memory address register A

MARB: Memory address register B

ETCRA: Execute transfer count register A

ETCRB: Execute transfer count register B

The source and destination addresses are both 24-bit addresses. MARA specifies the source address. MARB specifies the destination address. MARA and MARB can be independently incremented, decremented, or held fixed as data is transferred. One of these registers operates as a block area register: even if it is incremented or decremented, it is restored to its initial value at the end of each block transfer. The TMS bit in DTCRB selects whether the block area is the source or destination.

If M (1 to 255) is the size of the block transferred at each request and N (1 to 65,536) is the number of blocks to be transferred, then ETCRAH and ETCRAL should initially be set to M and ETCRB should initially be set to N .

Figure 8.10 illustrates how block transfer mode operates. In this figure, bit TMS is cleared to 0, meaning the block area is the destination.

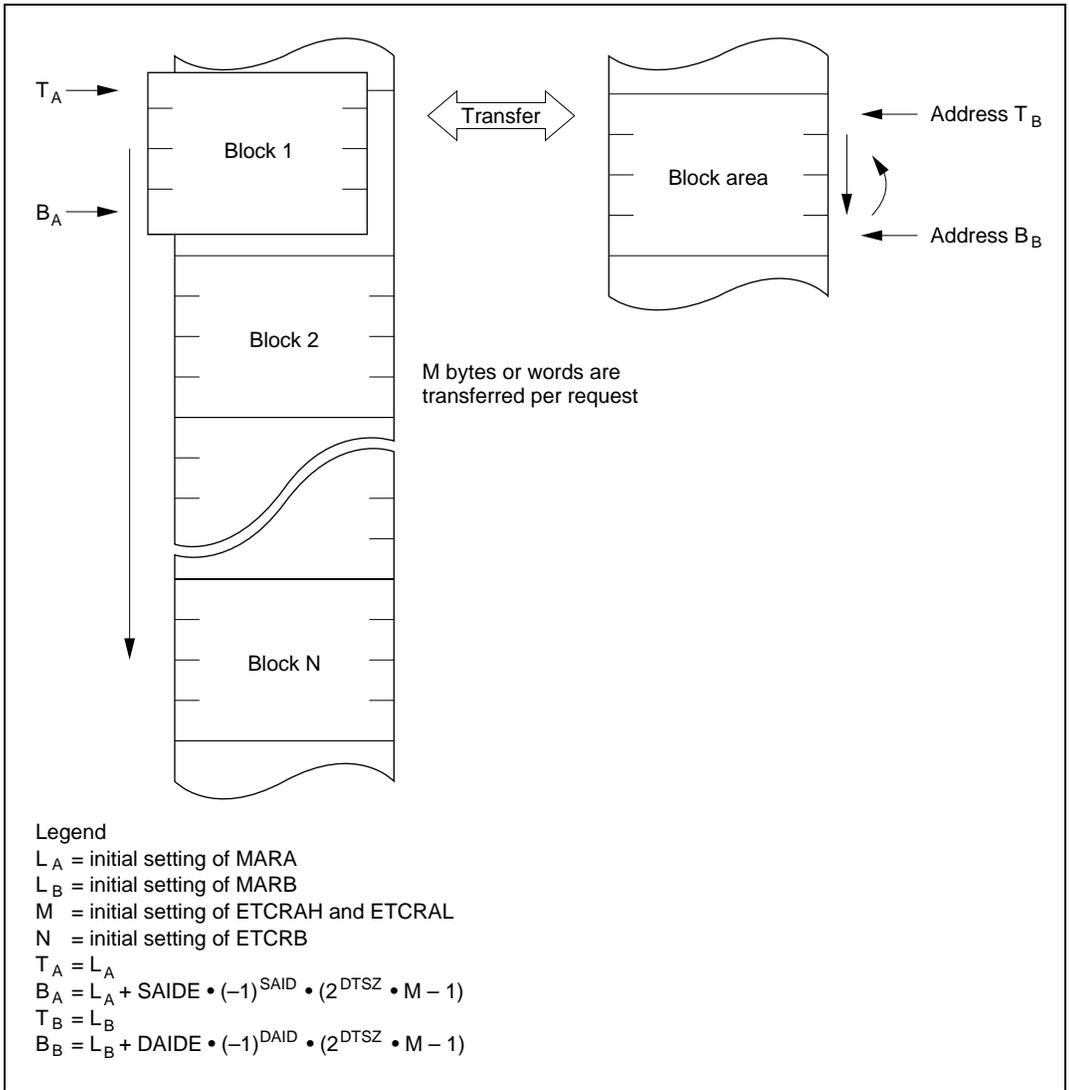


Figure 8.10 Operation in Block Transfer Mode

When activated by a transfer request, the DMAC executes a burst transfer. During the transfer MARA and MARB are updated according to the DTCR settings, and ETCRAH is decremented. When ETCRAH reaches H'00, it is reloaded from ETCRAL to restore the initial value. The memory address register of the block area is also restored to its initial value, and ETCRB is decremented. If ETCRB is not H'0000, the DMAC then waits for the next transfer request. ETCRAH and ETCRAL should be initially set to the same value.

The above operation is repeated until ETCRB reaches H'0000, at which point the DTE bit is cleared to 0 and the transfer ends. If the DTIE bit is set to 1, a CPU interrupt is requested at this time.

Figure 8.11 shows examples of a block transfer with byte data size when the block area is the destination. In (a) the block area address is cycled. In (b) the block area address is held fixed.

Transfers can be requested (activated) by compare match/input capture A interrupts from ITU channels 0 to 3, and by external request signals.

For the detailed settings see section 8.3.4, Data Transfer Control Registers (DTCR).

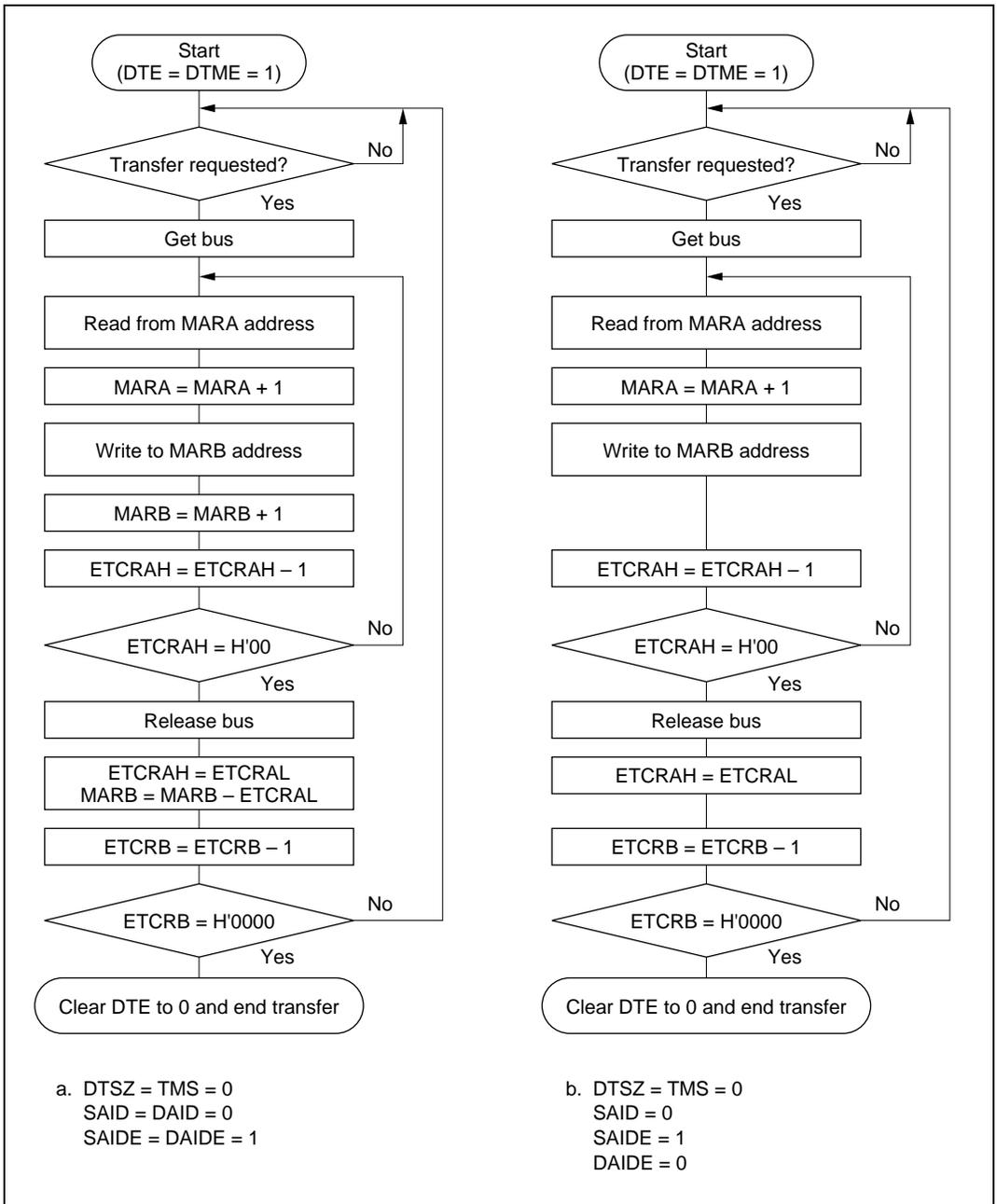


Figure 8.11 Block Transfer Mode Flowcharts (Examples)

Figure 8.12 shows a sample setup procedure for block transfer mode.

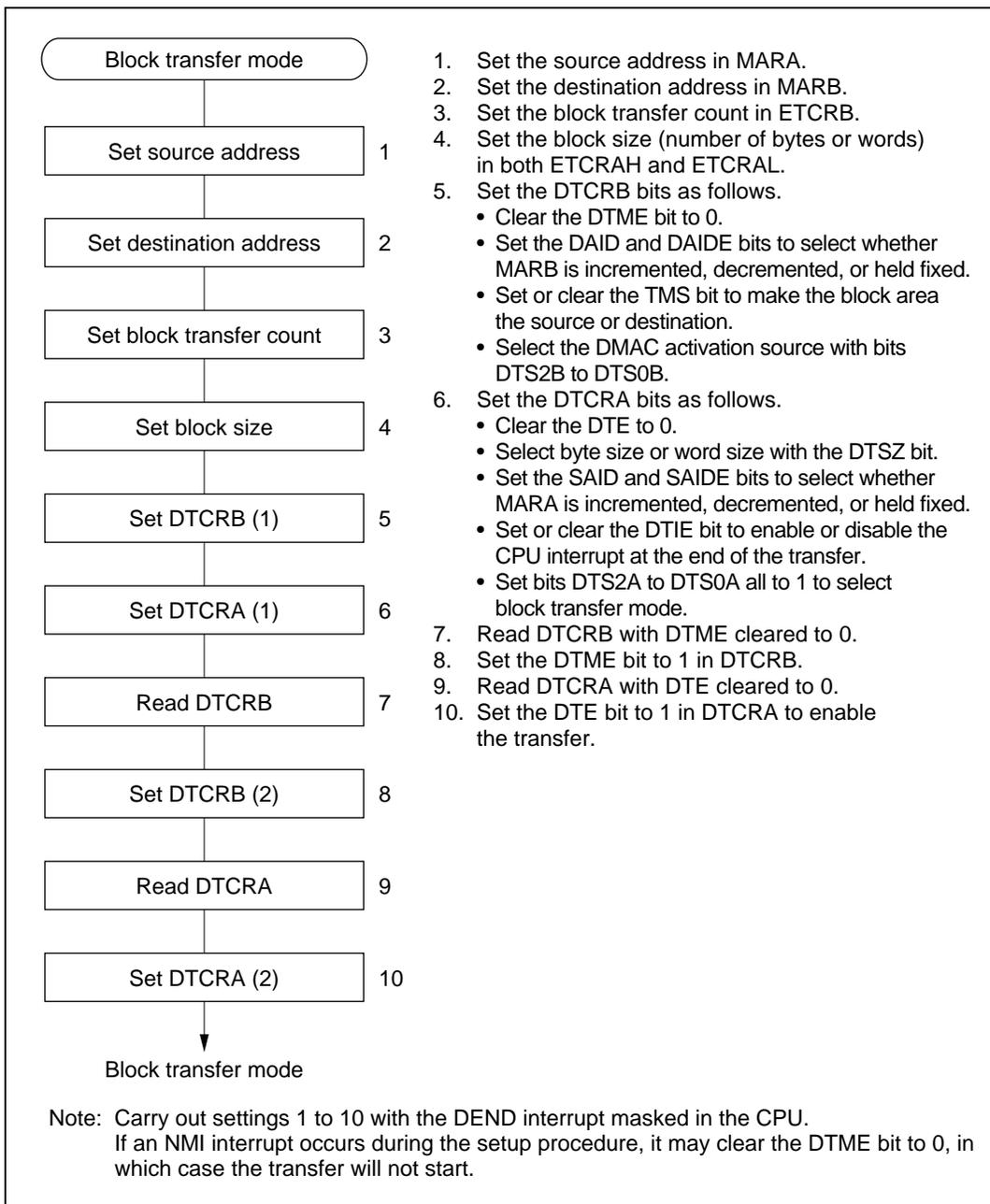


Figure 8.12 Block Transfer Mode Setup Procedure (Example)

8.4.7 DMAC Activation

The DMAC can be activated by an internal interrupt, external request, or auto-request. The available activation sources differ depending on the transfer mode and channel as indicated in table 8.11.

Table 8.11 DMAC Activation Sources

| Activation Source | | Short Address Mode | | Full Address Mode | |
|---------------------|--|--------------------|--------------------|-------------------|-------|
| | | Channels 0A and 1A | Channels 0B and 1B | Normal | Block |
| Internal interrupts | IMIA0 | Yes | Yes | No | Yes |
| | IMIA1 | Yes | Yes | No | Yes |
| | IMIA2 | Yes | Yes | No | Yes |
| | IMIA3 | Yes | Yes | No | Yes |
| | TXI0 | Yes | Yes | No | No |
| | RXI0 | Yes | Yes | No | No |
| External requests | Falling edge of $\overline{\text{DREQ}}$ | No | Yes | Yes | Yes |
| | Low input at $\overline{\text{DREQ}}$ | No | Yes | Yes | No |
| Auto-request | | No | No | Yes | No |

Activation by Internal Interrupts: When an interrupt request is selected as a DMAC activation source and the DTE bit is set to 1, that interrupt request is not sent to the CPU. It is not possible for an interrupt request to activate the DMAC and simultaneously generate a CPU interrupt.

When the DMAC is activated by an interrupt request, the interrupt request flag is cleared automatically. If the same interrupt is selected to activate two or more channels, the interrupt request flag is cleared when the highest-priority channel is activated, but the transfer request is held pending on the other channels in the DMAC, which are activated in their priority order.

Activation by External Request: If an external request ($\overline{\text{DREQ}}$ pin) is selected as an activation source, the $\overline{\text{DREQ}}$ pin becomes an input pin and the corresponding $\overline{\text{TEND}}$ pin becomes an output pin, regardless of the port data direction register (DDR) settings. The $\overline{\text{DREQ}}$ input can be level-sensitive or edge-sensitive.

In short address mode and normal mode, an external request operates as follows. If edge sensing is selected, one byte or word is transferred each time a high-to-low transition of the $\overline{\text{DREQ}}$ input is detected. If the next edge is input before the transfer is completed, the next transfer may not be executed. If level sensing is selected, the transfer continues while $\overline{\text{DREQ}}$ is low, until the transfer is completed. The bus is released temporarily after each byte or word has been transferred, however. If the $\overline{\text{DREQ}}$ input goes high during a transfer, the transfer is suspended after the current byte or word has been transferred. When $\overline{\text{DREQ}}$ goes low, the request is held internally until one byte or word has been transferred. The $\overline{\text{TEND}}$ signal goes low during the last write cycle.

In block transfer mode, an external request operates as follows. Only edge-sensitive transfer requests are possible in block transfer mode. Each time a high-to-low transition of the $\overline{\text{DREQ}}$ input is detected, a block of the specified size is transferred. The $\overline{\text{TEND}}$ signal goes low during the last write cycle in each block.

Activation by Auto-Request: The transfer starts as soon as enabled by register setup, and continues until completed. Cycle-steal mode or burst mode can be selected.

In cycle-steal mode the DMAC releases the bus temporarily after transferring each byte or word. Normally, DMAC cycles alternate with CPU cycles.

In burst mode the DMAC keeps the bus until the transfer is completed, unless there is a higher-priority bus request. If there is a higher-priority bus request, the bus is released after the current byte or word has been transferred.

8.4.8 DMAC Bus Cycle

Figure 8.13 shows an example of the timing of the basic DMAC bus cycle. This example shows a word-size transfer from a 16-bit two-state access area to an 8-bit three-state access area. When the DMAC gets the bus from the CPU, after one dead cycle (T_d), it reads from the source address and writes to the destination address. During these read and write operations the bus is not released even if there is another bus request. DMAC cycles comply with bus controller settings in the same way as CPU cycles.

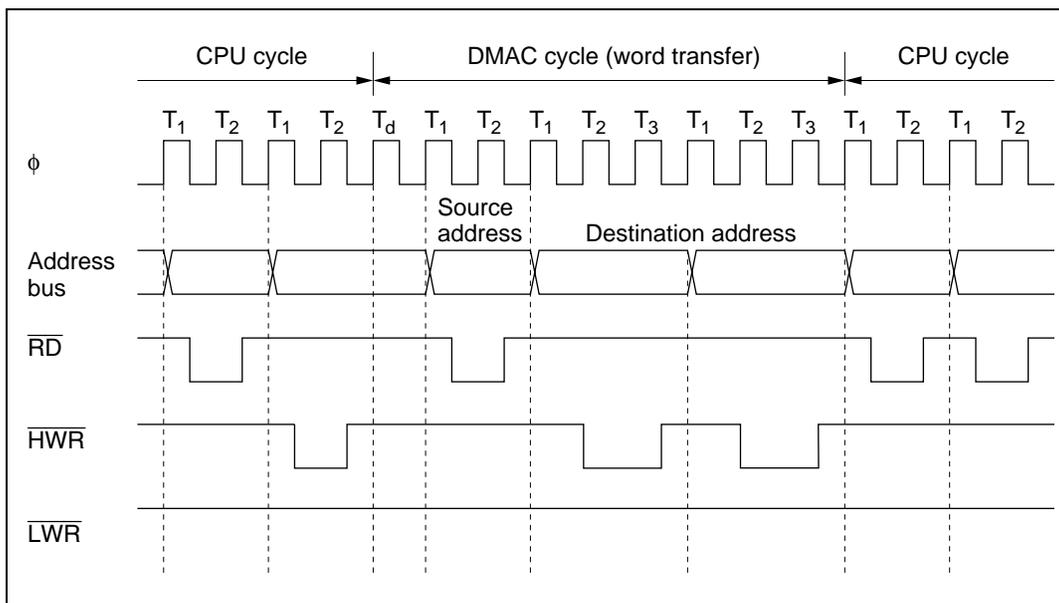


Figure 8.13 DMA Transfer Bus Timing (Example)

Figure 8.14 shows the timing when the DMAC is activated by low input at a $\overline{\text{DREQ}}$ pin. This example shows a word-size transfer from a 16-bit two-state access area to another 16-bit two-state access area. The DMAC continues the transfer while the $\overline{\text{DREQ}}$ pin is held low.

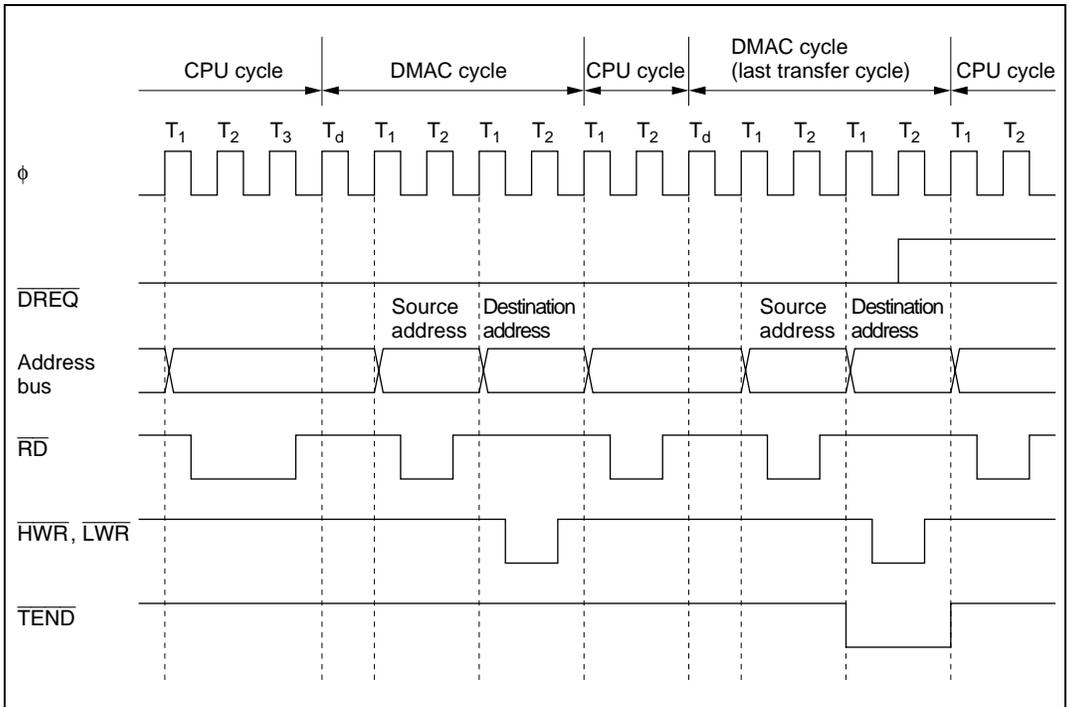


Figure 8.14 Bus Timing of DMA Transfer Requested by Low $\overline{\text{DREQ}}$ Input

Figure 8.15 shows an auto-requested burst-mode transfer. This example shows a transfer of three words from a 16-bit two-state access area to another 16-bit two-state access area.

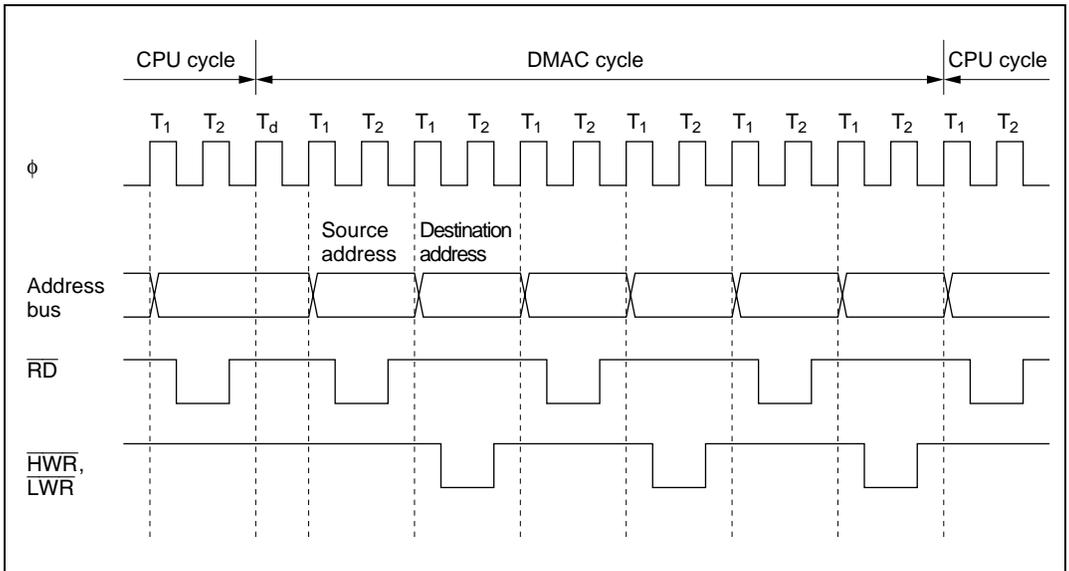


Figure 8.15 Bus Timing of Burst Mode DMA Transfer

When the DMAC is activated from a \overline{DREQ} pin there is a minimum interval of four states from when the transfer is requested until the DMAC starts operating. The \overline{DREQ} pin is not sampled during the time between the transfer request and the start of the transfer. In short address mode and normal mode, the pin is next sampled at the end of the read cycle. In block transfer mode, the pin is next sampled at the end of one block transfer.

Figure 8.16 shows the timing when the DMAC is activated by the falling edge of $\overline{\text{DREQ}}$ in normal mode.

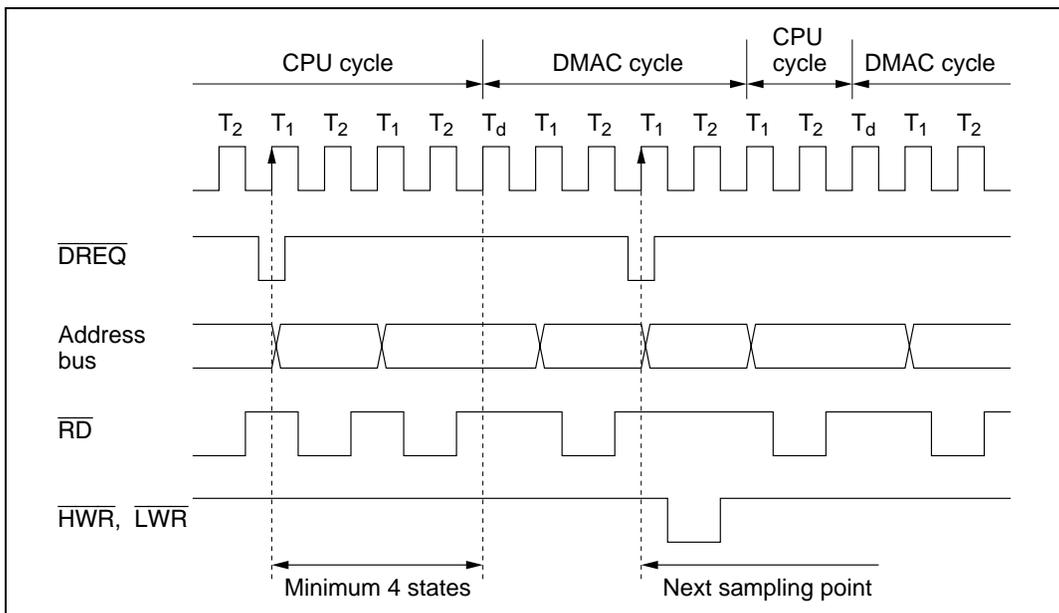


Figure 8.16 Timing of DMAC Activation by Falling Edge of $\overline{\text{DREQ}}$ in Normal Mode

Figure 8.17 shows the timing when the DMAC is activated by level-sensitive low $\overline{\text{DREQ}}$ input in normal mode.

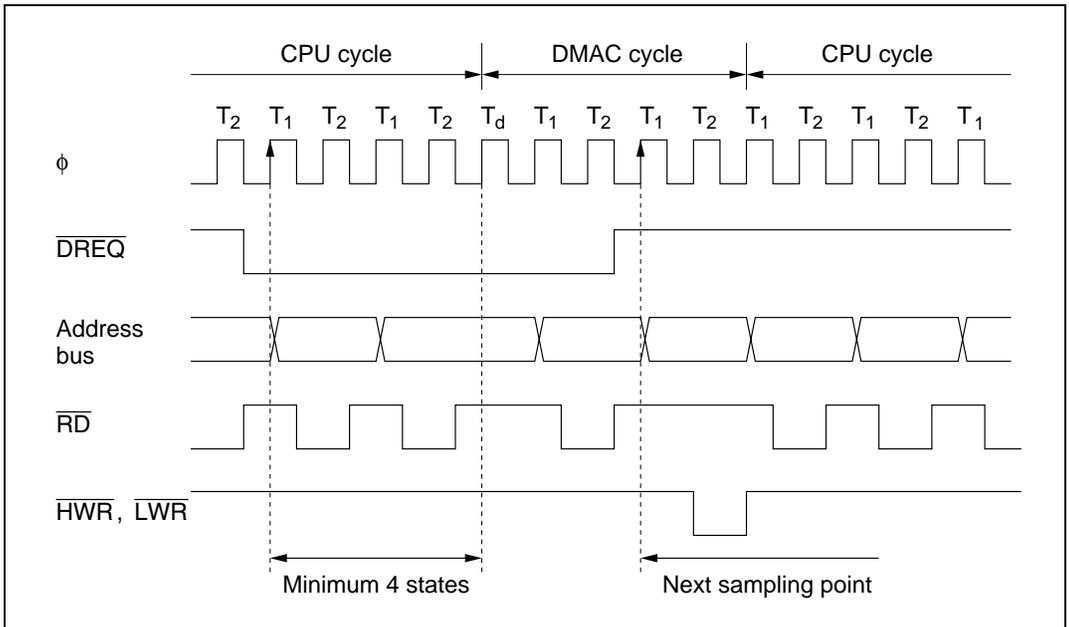


Figure 8.17 Timing of DMAC Activation by Low $\overline{\text{DREQ}}$ Level in Normal Mode

Figure 8.18 shows the timing when the DMAC is activated by the falling edge of $\overline{\text{DREQ}}$ in block transfer mode.

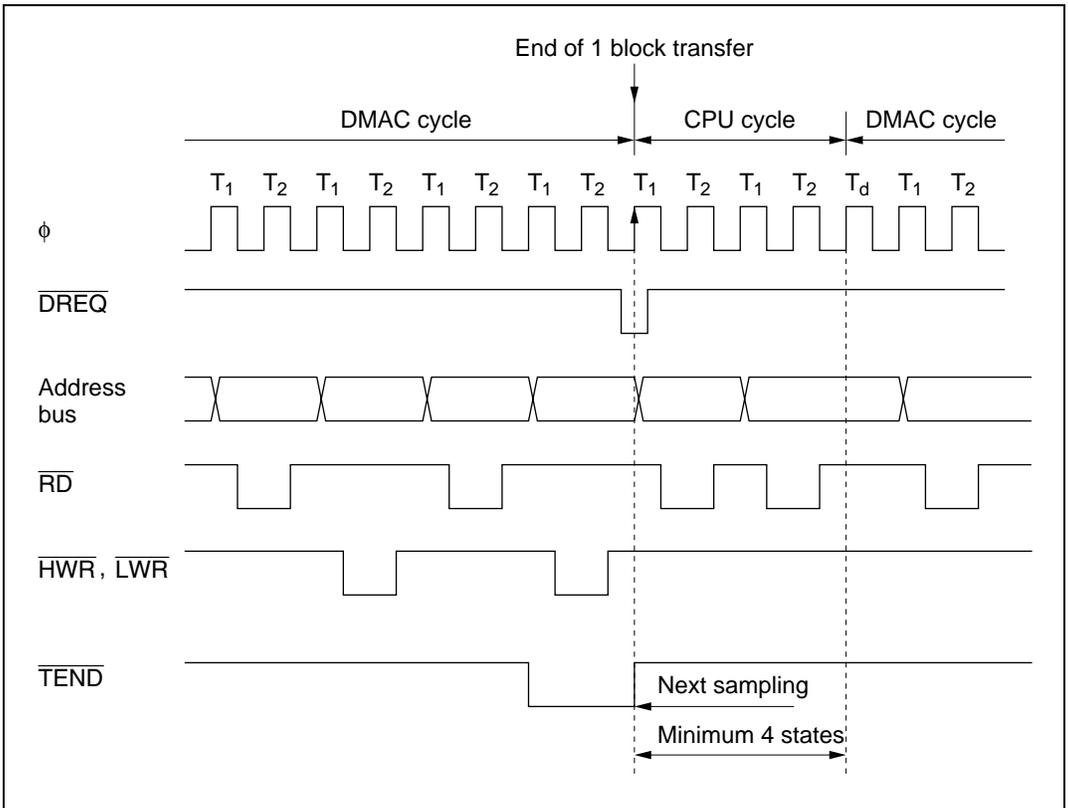


Figure 8.18 Timing of DMAC Activation by Falling Edge of $\overline{\text{DREQ}}$ in Block Transfer Mode

8.4.9 DMAC Multiple-Channel Operation

The DMAC channel priority order is: channel 0 > channel 1 and channel A > channel B.

Table 8.12 shows the complete priority order.

Table 8.12 Channel Priority Order

| Short Address Mode | Full Address Mode | Priority |
|--------------------|-------------------|----------|
| Channel 0A | Channel 0 | High |
| Channel 0B | | |
| Channel 1A | Channel 1 | Low |
| Channel 1B | | |

If transfers are requested on two or more channels simultaneously, or if a transfer on one channel is requested during a transfer on another channel, the DMAC operates as follows.

1. When a transfer is requested, the DMAC requests the bus right. When it gets the bus right, it starts a transfer on the highest-priority channel at that time.
2. Once a transfer starts on one channel, requests to other channels are held pending until that channel releases the bus.
3. After each transfer in short address mode, and each externally-requested or cycle-steal transfer in normal mode, the DMAC releases the bus and returns to step 1. After releasing the bus, if there is a transfer request for another channel, the DMAC requests the bus again.
4. After completion of a burst-mode transfer, or after transfer of one block in block transfer mode, the DMAC releases the bus and returns to step 1. If there is a transfer request for a higher-priority channel or a bus request from a higher-priority bus master, however, the DMAC releases the bus after completing the transfer of the current byte or word. After releasing the bus, if there is a transfer request for another channel, the DMAC requests the bus again.

Figure 8.19 shows the timing when channel 0A is set up for I/O mode and channel 1 for burst mode, and a transfer request for channel 0A is received while channel 1 is active.

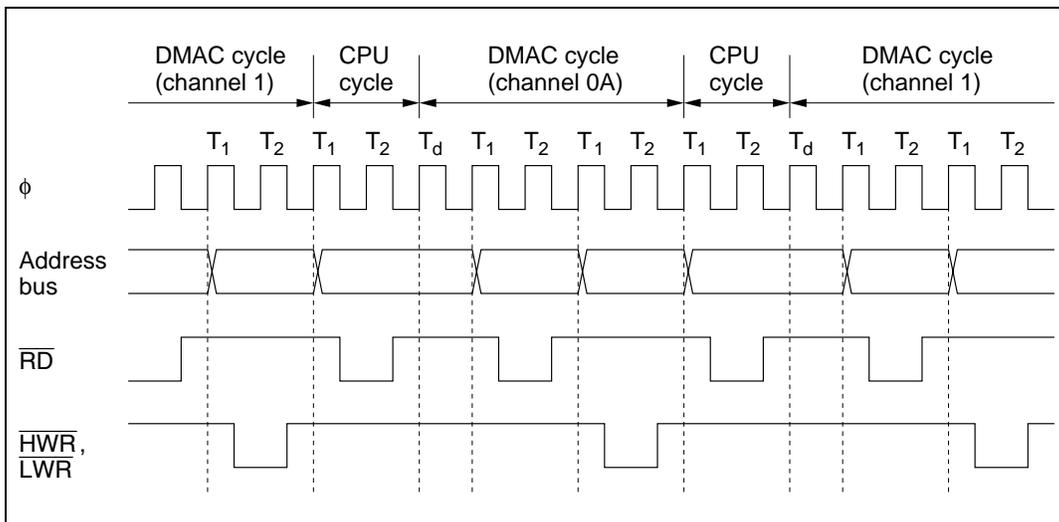


Figure 8.19 Timing of Multiple-Channel Operations

8.4.10 External Bus Requests, Refresh Controller, and DMAC

During a DMA transfer, if the bus right is requested by an external bus request signal (\overline{BREQ}) or by the refresh controller, the DMAC releases the bus after completing the transfer of the current byte or word. If there is a transfer request at this point, the DMAC requests the bus right again. Figure 8.20 shows an example of the timing of insertion of a refresh cycle during a burst transfer on channel 0.

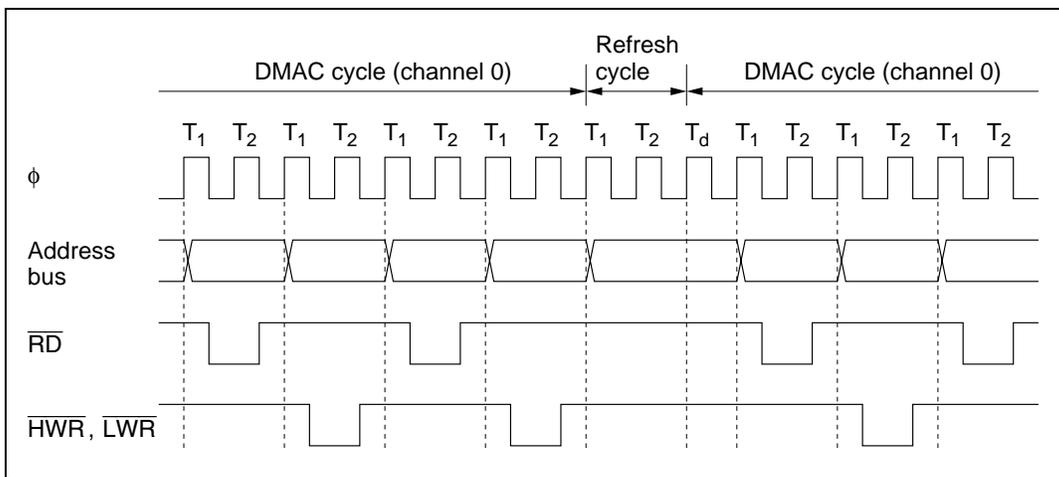


Figure 8.20 Bus Timing of Refresh Controller and DMAC

8.4.11 NMI Interrupts and DMAC

NMI interrupts do not affect DMAC operations in short address mode.

If an NMI interrupt occurs during a transfer in full address mode, the DMAC suspends operations. In full address mode, a channel is enabled when its DTE and DTME bits are both set to 1. NMI input clears the DTME bit to 0. After transferring the current byte or word, the DMAC releases the bus to the CPU. In normal mode, the suspended transfer resumes when the CPU sets the DTME bit to 1 again. Check that the DTE bit is set to 1 and the DTME bit is cleared to 0 before setting the DTME bit to 1.

Figure 8.21 shows the procedure for resuming a DMA transfer in normal mode on channel 0 after the transfer was halted by NMI input.

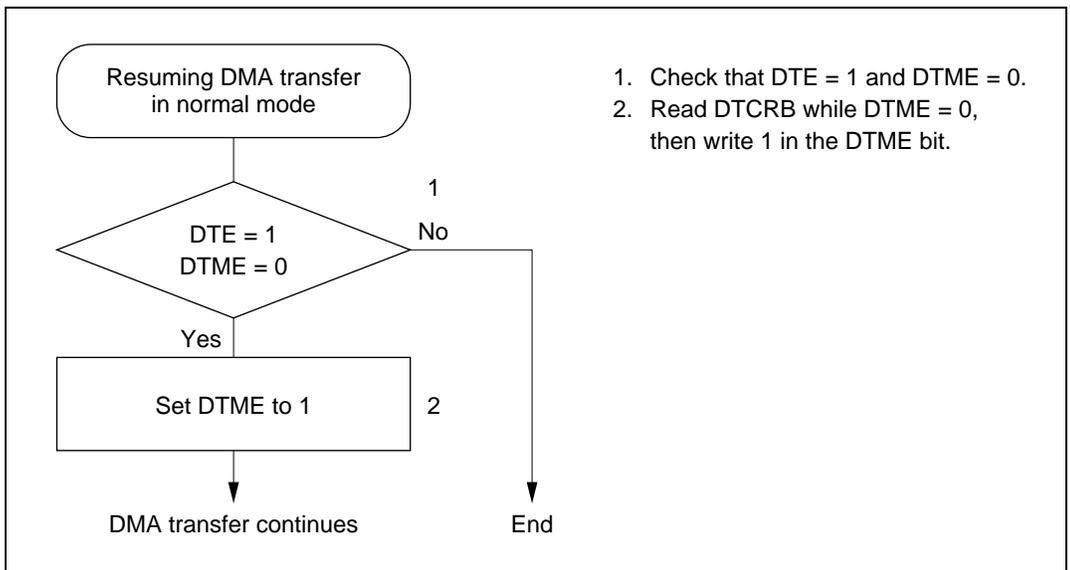


Figure 8.21 Procedure for Resuming a DMA Transfer Halted by NMI (Example)

For information about NMI interrupts in block transfer mode, see section 8.6.6, NMI Interrupts and Block Transfer Mode.

8.4.12 Aborting a DMA Transfer

When the DTE bit in an active channel is cleared to 0, the DMAC halts after transferring the current byte or word. The DMAC starts again when the DTE bit is set to 1. In full address mode, the DTME bit can be used for the same purpose. Figure 8.22 shows the procedure for aborting a DMA transfer by software.

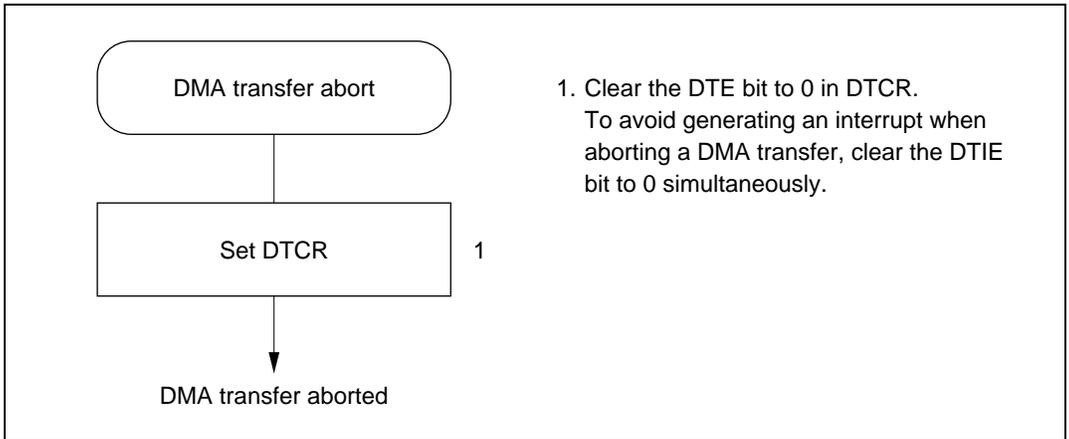


Figure 8.22 Procedure for Aborting a DMA Transfer

8.4.13 Exiting Full Address Mode

Figure 8.23 shows the procedure for exiting full address mode and initializing the pair of channels. To set the channels up in another mode after exiting full address mode, follow the setup procedure for the relevant mode.

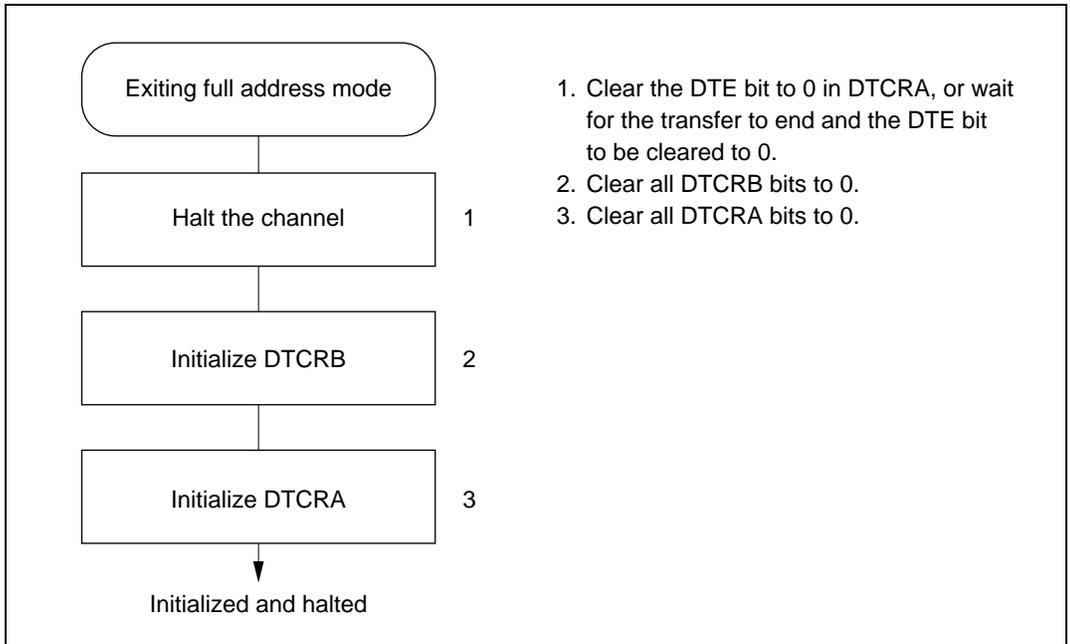


Figure 8.23 Procedure for Exiting Full Address Mode (Example)

8.4.14 DMAC States in Reset State, Standby Modes, and Sleep Mode

When the chip is reset or enters hardware or software standby mode, the DMAC is initialized and halts. DMAC operations continue in sleep mode. Figure 8.24 shows the timing of a cycle-steal transfer in sleep mode.

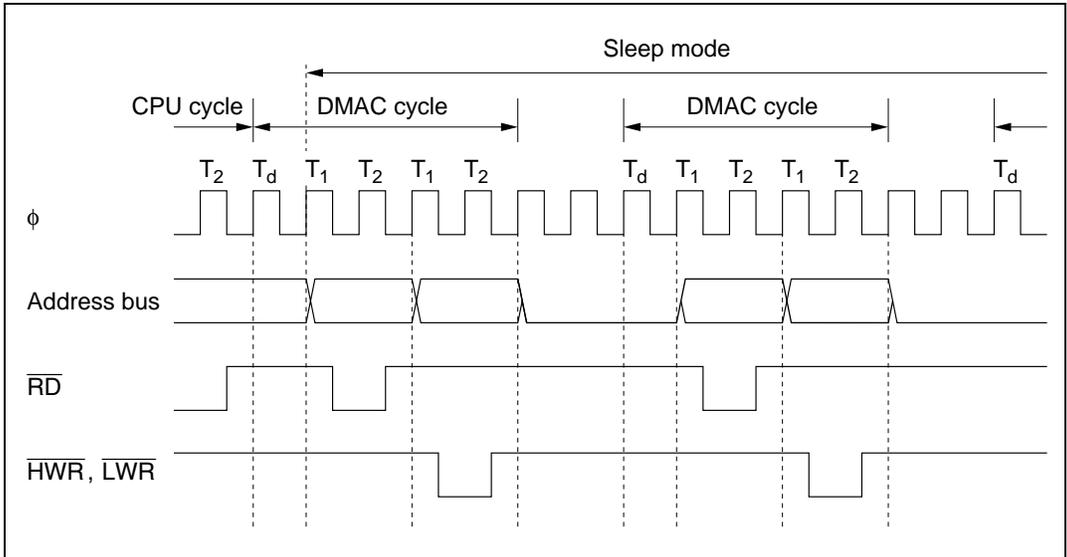


Figure 8.24 Timing of Cycle-Steal Transfer in Sleep Mode

8.5 Interrupts

The DMAC generates only DMA-end interrupts. Table 8.13 lists the interrupts and their priority.

Table 8.13 DMAC Interrupts

| Interrupt | Description | | Interrupt Priority |
|-----------|-------------------------------|------------------------------|--------------------|
| | Short Address Mode | Full Address Mode | |
| DEND0A | End of transfer on channel 0A | End of transfer on channel 0 | High |
| DEND0B | End of transfer on channel 0B | — | ↑ |
| DEND1A | End of transfer on channel 1A | End of transfer on channel 1 | |
| DEND1B | End of transfer on channel 1B | — | Low |

Each interrupt is enabled or disabled by the DTIE bit in the corresponding data transfer control register (DTCR). Separate interrupt signals are sent to the interrupt controller.

The interrupt priority order among channels is channel 0 > channel 1 and channel A > channel B.

Figure 8.25 shows the DMA-end interrupt logic. An interrupt is requested whenever DTE = 0 and DTIE = 1.

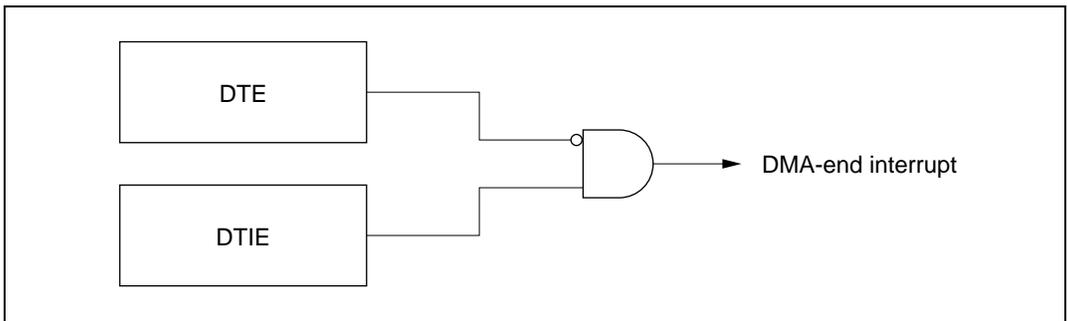


Figure 8.25 DMA-End Interrupt Logic

The DMA-end interrupt for the B channels (DENDB) is unavailable in full address mode. The DTME bit does not affect interrupt operations.

8.6 Usage Notes

8.6.1 Note on Word Data Transfer

Word data cannot be accessed starting at an odd address. When word-size transfer is selected, set even values in the memory and I/O address registers (MAR and IOAR).

8.6.2 DMAC Self-Access

The DMAC itself cannot be accessed during a DMAC cycle. DMAC registers cannot be specified as source or destination addresses.

8.6.3 Longword Access to Memory Address Registers

A memory address register can be accessed as longword data at the MARR address.

Example

```
MOV.L    #LBL, ER0
MOV.L    ER0, @MARR
```

Four byte accesses are performed. Note that the CPU may release the bus between the second byte (MARE) and third byte (MARH).

Memory address registers should be written and read only when the DMAC is halted.

8.6.4 Note on Full Address Mode Setup

Full address mode is controlled by two registers: DTCRA and DTCRB. Care must be taken to prevent the B channel from operating in short address mode during the register setup. The enable bits (DTE and DTME) should not be set to 1 until the end of the setup procedure.

8.6.5 Note on Activating DMAC by Internal Interrupts

When using an internal interrupt to activate the DMAC, make sure that the interrupt selected as the activating source does not occur during the interval after it has been selected but before the DMAC has been enabled. The on-chip supporting module that will generate the interrupt should not be activated until the DMAC has been enabled. If the DMAC must be enabled while the on-chip supporting module is active, follow the procedure in figure 8.26.

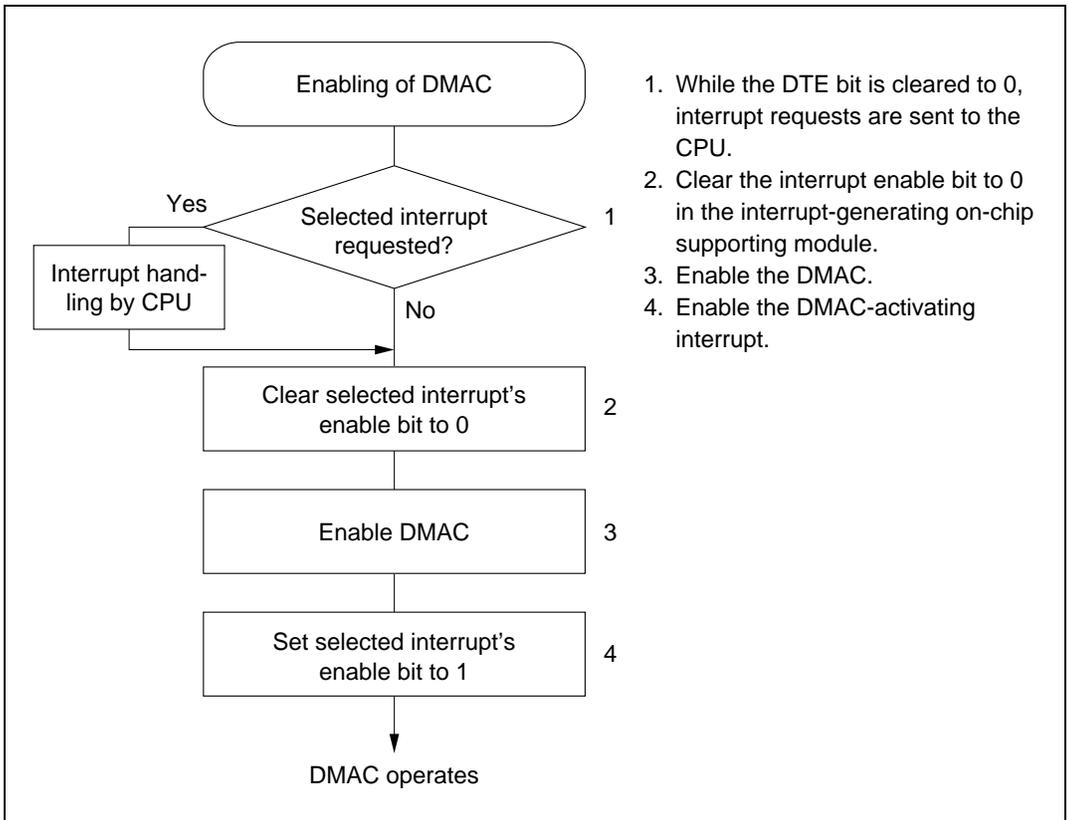


Figure 8.26 Procedure for Enabling DMAC while On-Chip Supporting Module is Operating (Example)

If the DTE bit is set to 1 but the DTME bit is cleared to 0, the DMAC is halted and the selected activating source cannot generate a CPU interrupt. If the DMAC is halted by an NMI interrupt, for example, the selected activating source cannot generate CPU interrupts. To terminate DMAC operations in this state, clear the DTE bit to 0 to allow CPU interrupts to be requested. To continue DMAC operations, carry out steps 2 and 4 in figure 8.26 before and after setting the DTME bit to 1.

When an ITU interrupt activates the DMAC, make sure the next interrupt does not occur before the DMA transfer ends. If one ITU interrupt activates two or more channels, make sure the next interrupt does not occur before the DMA transfers end on all the activated channels. If the next interrupt occurs before a transfer ends, the channel or channels for which that interrupt was selected may fail to accept further activation requests.

8.6.6 NMI Interrupts and Block Transfer Mode

If an NMI interrupt occurs in block transfer mode, the DMAC operates as follows.

- When the NMI interrupt occurs, the DMAC finishes transferring the current byte or word, then clears the DTME bit to 0 and halts. The halt may occur in the middle of a block.
It is possible to find whether a transfer was halted in the middle of a block by checking the block size counter. If the block size counter does not have its initial value, the transfer was halted in the middle of a block.
- If the transfer is halted in the middle of a block, the activating interrupt flag is cleared to 0. The activation request is not held pending.
- While the DTE bit is set to 1 and the DTME bit is cleared to 0, the DMAC is halted and does not accept activating interrupt requests. If an activating interrupt occurs in this state, the DMAC does not operate and does not hold the transfer request pending internally. Neither is a CPU interrupt requested.

For this reason, before setting the DTME bit to 1, first clear the enable bit of the activating interrupt to 0. Then, after setting the DTME bit to 1, set the interrupt enable bit to 1 again. See section 8.6.5, Note on Activating DMAC by Internal Interrupts.

- When the DTME bit is set to 1, the DMAC waits for the next transfer request. If it was halted in the middle of a block transfer, the rest of the block is transferred when the next transfer request occurs. Otherwise, the next block is transferred when the next transfer request occurs.

8.6.7 Memory and I/O Address Register Values

Table 8.14 indicates the address ranges that can be specified in the memory and I/O address registers (MAR and IOAR).

Table 8.14 Address Ranges Specifiable in MAR and IOAR

| | 1-Mbyte Mode | 16-Mbyte Mode |
|------|---|--|
| MAR | H'00000 to H'FFFFFF (0 to 1048575) | H'000000 to H'FFFFFF (0 to 16777215) |
| IOAR | H'FFF00 to H'FFFFFF (1048320 to 1048575) | H'FFFF00 to H'FFFFFF (16776960 to 16777215) |

MAR bits 23 to 20 are ignored in 1-Mbyte mode.

8.6.8 Bus Cycle when Transfer is Aborted

When a transfer is aborted by clearing the DTE bit or suspended by an NMI that clears the DTME bit, if this halts a channel for which the DMAC has a transfer request pending internally, a dead cycle may occur. This dead cycle does not update the halted channel's address register or counter value. Figure 8.27 shows an example in which an auto-requested transfer in cycle-steal mode on channel 0 is aborted by clearing the DTE bit in channel 0.

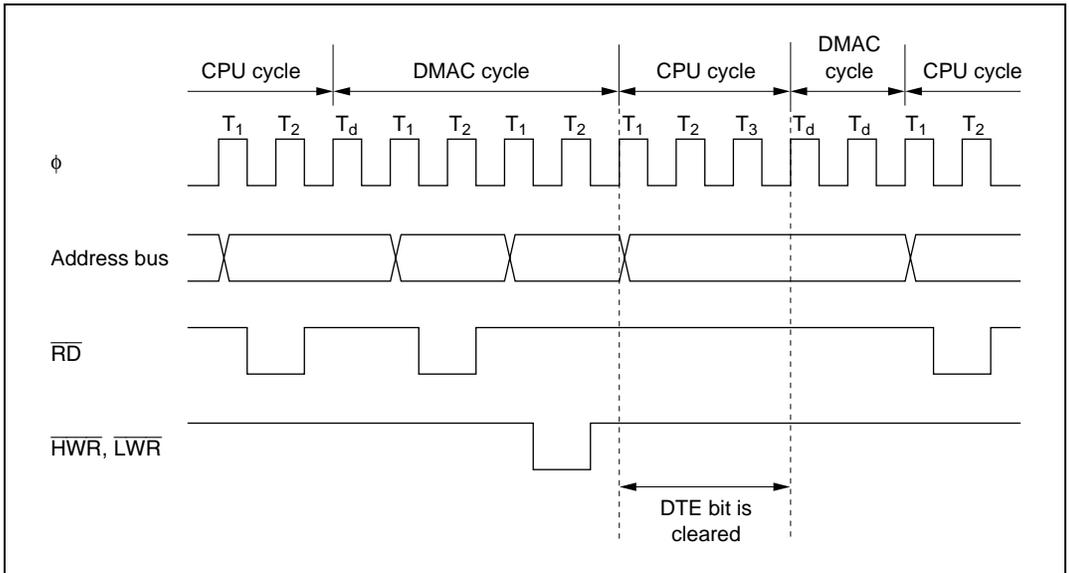


Figure 8.27 Bus Timing at Abort of DMA Transfer in Cycle-Steal Mode

Section 9 I/O Ports

9.1 Overview

The H8/3048 Group has 10 input/output ports (ports 1, 2, 3, 4, 5, 6, 8, 9, A, and B) and one input port (port 7). Table 9.1 summarizes the port functions. The pins in each port are multiplexed as shown in table 9.1.

Each port has a data direction register (DDR) for selecting input or output, and a data register (DR) for storing output data. In addition to these registers, ports 2, 4, and 5 have an input pull-up MOS control register (PCR) for switching input pull-up MOS transistors on and off.

Ports 1 to 6 and port 8 can drive one TTL load and a 90-pF capacitive load. Ports 9, A, and B can drive one TTL load and a 30-pF capacitive load. Ports 1 to 6 and 8 to B can drive a darlington pair. Ports 1, 2, 5, and B can drive LEDs (with 10-mA current sink). Pins P8₂ to P8₀, PA₇ to PA₀, and PB₃ to PB₀ have Schmitt-trigger input circuits.

For block diagrams of the ports see appendix C, I/O Port Block Diagrams.

Table 9.1 Port Functions

| Port | Description | Pins | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 |
|--------|---|--|--|--------|--------|--------|---|----------------------|----------------------|
| Port 1 | <ul style="list-style-type: none"> 8-bit I/O port Can drive LEDs | P1 ₇ to P1 ₀ / A ₇ to A ₀ | Address output pins (A ₇ to A ₀) | | | | Address output (A ₇ to A ₀) and generic input DDR = 0: generic input DDR = 1: address output | Generic input/output | |
| Port 2 | <ul style="list-style-type: none"> 8-bit I/O port Input pull-up MOS Can drive LEDs | P2 ₇ to P2 ₀ / A ₁₅ to A ₈ | Address output pins (A ₁₅ to A ₈) | | | | Address output (A ₁₅ to A ₈) and generic input DDR = 0: generic input DDR = 1: address output | Generic input/output | |
| Port 3 | <ul style="list-style-type: none"> 8-bit I/O port | P3 ₇ to P3 ₀ / D ₁₅ to D ₈ | Data input/output (D ₁₅ to D ₈) | | | | | | Generic input/output |
| Port 4 | <ul style="list-style-type: none"> 8-bit I/O port Input pull-up MOS | P4 ₇ to P4 ₀ / D ₇ to D ₀ | Data input/output (D ₇ to D ₀) and 8-bit generic input/output 8-bit bus mode: generic input/output 16-bit bus mode: data input/output | | | | | | Generic input/output |
| Port 5 | <ul style="list-style-type: none"> 4-bit I/O port Input pull-up MOS Can drive LEDs | P5 ₃ to P5 ₀ / A ₁₉ to A ₁₆ | Address output (A ₁₉ to A ₁₆) | | | | Address output (A ₁₉ to A ₁₆) and 4-bit generic input DDR = 0: generic input DDR = 1: address output | Generic input/output | |
| Port 6 | <ul style="list-style-type: none"> 7-bit I/O port | P6 ₆ /LWR, P6 ₅ /HWR, P6 ₄ /RD, P6 ₃ /AS | Bus control signal output (LWR, HWR, RD, AS) | | | | | | Generic input/output |
| | | P6 ₂ /BACK, P6 ₁ /BREQ, P6 ₀ /WAIT | Bus control signal input/output (BACK, BREQ, WAIT) and 3-bit generic input/output | | | | | | |
| Port 7 | <ul style="list-style-type: none"> 8-bit I/O port | P7 ₇ /AN ₇ /DA ₁ , P7 ₆ /AN ₆ /DA ₀ | Analog input (AN ₇ , AN ₆) to A/D converter, analog output (DA ₁ , DA ₀) from D/A converter, and generic input | | | | | | |
| | | P7 ₅ to P7 ₀ / AN ₅ to AN ₀ | Analog input (AN ₅ to AN ₀) to A/D converter, and generic input | | | | | | |

| Port | Description | Pins | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 |
|--------|--|--|--|---|--------|--|---|---|---|
| Port 8 | <ul style="list-style-type: none"> 5-bit I/O port P8₂ to P8₀ have Schmitt inputs | P8 ₄ / \overline{CS}_0 | DDR = 0: generic input DDR = 1 (after reset): \overline{CS}_0 output | | | | | | Generic input/output |
| | | P8 ₃ / \overline{CS}_1 / \overline{IRQ}_3 , P8 ₂ / \overline{CS}_2 / \overline{IRQ}_2 , P8 ₁ / \overline{CS}_3 / \overline{IRQ}_1 | \overline{IRQ}_3 to \overline{IRQ}_1 input, \overline{CS}_1 to \overline{CS}_3 output, and generic input DDR = 0 (after reset): generic input DDR = 1: \overline{CS}_1 to \overline{CS}_3 output | | | | | | \overline{IRQ}_3 to \overline{IRQ}_0 input and generic input/output |
| | | P8 ₀ / \overline{RFSH} / \overline{IRQ}_0 | \overline{IRQ}_0 input, \overline{RFSH} output, and generic input/output | | | | | | input/output |
| Port 9 | <ul style="list-style-type: none"> 6-bit I/O port | P9 ₅ / \overline{SCK}_1 / \overline{IRQ}_5 , P9 ₄ / \overline{SCK}_0 / \overline{IRQ}_4 , P9 ₃ / \overline{RxD}_1 , P9 ₂ / \overline{RxD}_0 , P9 ₁ / \overline{TxD}_1 , P9 ₀ / \overline{TxD}_0 | Input and output (\overline{SCK}_1 , \overline{SCK}_0 , \overline{RxD}_1 , \overline{RxD}_0 , \overline{TxD}_1 , \overline{TxD}_0) for serial communication interfaces 1 and 0 (SC11/0), \overline{IRQ}_5 and \overline{IRQ}_4 input, and 6-bit generic input/output | | | | | | |
| Port A | <ul style="list-style-type: none"> 8-bit I/O port Schmitt inputs | PA ₇ / \overline{TP}_7 / TIOCB ₂ / A_{20} | Output (\overline{TP}_7) from programmable timing pattern controller (TPC), input or output (TIOCB ₂) for 16-bit integrated timer unit (ITU), and generic input/output | Address output (A_{20}) | | TPC output (\overline{TP}_7), ITU input or output (TIOCB ₂), and generic input/output | Address output (A_{20}) | TPC output (\overline{TP}_7), ITU input or output (TIOCB ₂), and generic input/output | |
| | | PA ₆ / \overline{TP}_6 / TIOCA ₂ / A_{21} / \overline{CS}_4 , PA ₅ / \overline{TP}_5 / TIOCB ₁ / A_{22} / \overline{CS}_5 , PA ₄ / \overline{TP}_4 / TIOCA ₁ / A_{23} / \overline{CS}_6 | TPC output (\overline{TP}_6 to \overline{TP}_4), ITU input and output (TIOCA ₂ , TIOCB ₁ , TIOCA ₁), \overline{CS}_4 to \overline{CS}_6 output, and generic input/output | TPC output (\overline{TP}_6 to \overline{TP}_4), ITU input and output (TIOCA ₂ , TIOCB ₁ , TIOCA ₁), address output (A_{23} to A_{21}), \overline{CS}_4 to \overline{CS}_6 output, and generic input/output | | TPC output (\overline{TP}_6 to \overline{TP}_4), ITU input and output (TIOCA ₂ , TIOCB ₁ , TIOCA ₁), \overline{CS}_4 to \overline{CS}_6 output, and generic input/output | TPC output (\overline{TP}_6 to \overline{TP}_4), ITU input and output (TIOCA ₂ , TIOCB ₁ , TIOCA ₁), address output (A_{23} to A_{21}), \overline{CS}_4 to \overline{CS}_6 output, and generic input/output | TPC output (\overline{TP}_6 to \overline{TP}_4), ITU input and output (TIOCA ₂ , TIOCB ₁ , TIOCA ₁), and generic input/output | |

| Port | Description | Pins | Mode 1 | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 |
|--------|--|--|--|--------|--------|--------|--------|--------|---|
| Port A | <ul style="list-style-type: none"> 8-bit I/O port Schmitt inputs | PA ₃ /TP ₃ / TIOCB ₀ / TCLKD, PA ₂ /TP ₂ / TIOCA ₀ / TCLKC, PA ₁ /TP ₁ / TEND ₁ /TCLKB, PA ₀ /TP ₀ / TEND ₀ /TCLKA | TPC output (TP ₃ to TP ₀), output ($\overline{\text{TEND}}_1$, $\overline{\text{TEND}}_0$) from DMA controller (DMAC), ITU input and output (TCLKD, TCLKC, TCLKB, TCLKA, TIOCB ₀ , TIOCA ₀), and generic input/output | | | | | | |
| Port B | <ul style="list-style-type: none"> 8-bit I/O port Can drive LEDs PB₃ to PB₀ have Schmitt inputs | PB ₇ /TP ₁₅ / DREQ ₁ /ADTR G | TPC output (TP ₁₅), DMAC input ($\overline{\text{DREQ}}_1$), trigger input ($\overline{\text{ADTRG}}$) to A/D converter, and generic input/output | | | | | | |
| | | PB ₆ /TP ₁₄ / DREQ ₀ /CS ₇ | TPC output (TP ₁₄), DMAC input ($\overline{\text{DREQ}}_0$), CS ₇ output, and generic input/output | | | | | | TPC output (TP ₁₄), DMAC input ($\overline{\text{DREQ}}_0$), and generic input/output |
| | | PB ₅ /TP ₁₃ / TOCXB ₄ , PB ₄ /TP ₁₂ / TOCXA ₄ , PB ₃ /TP ₁₁ / TIOCB ₄ , PB ₂ /TP ₁₀ / TIOCA ₄ , PB ₁ /TP ₉ / TIOCB ₃ , PB ₀ /TP ₈ / TIOCA ₃ | TPC output (TP ₁₃ to TP ₈), ITU input and output (TOCXB ₄ , TOCXA ₄ , TIOCB ₄ , TIOCA ₄ , TIOCB ₃ , TIOCA ₃), and generic input/output | | | | | | |

9.2 Port 1

9.2.1 Overview

Port 1 is an 8-bit input/output port with the pin configuration shown in figure 9.1. The pin functions differ between the expanded modes with on-chip ROM disabled, expanded modes with on-chip ROM enabled, and single-chip mode. In modes 1 to 4 (expanded modes with on-chip ROM disabled), they are address bus output pins (A_7 to A_0).

In modes 5 and 6 (expanded modes with on-chip ROM enabled), settings in the port 1 data direction register (P1DDR) can designate pins for address bus output (A_7 to A_0) or generic input. In mode 7 (single-chip mode), port 1 is a generic input/output port.

When DRAM is connected to area 3, A_7 to A_0 output row and column addresses in read and write cycles. For details see section 7, Refresh Controller.

Pins in port 1 can drive one TTL load and a 90-pF capacitive load. They can also drive a darlington transistor pair.

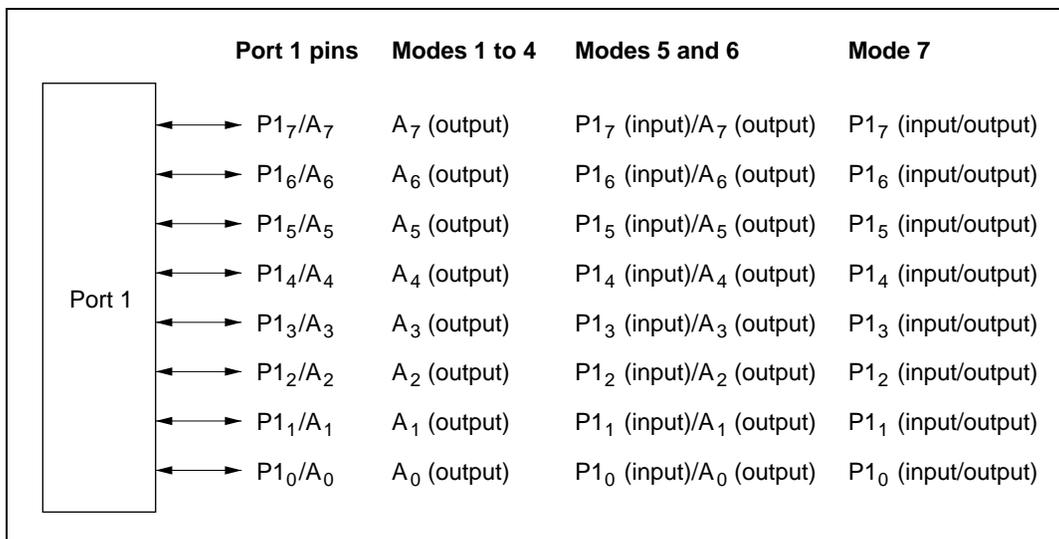


Figure 9.1 Port 1 Pin Configuration

9.2.2 Register Descriptions

Table 9.2 summarizes the registers of port 1.

Table 9.2 Port 1 Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|--------------------------------|--------------|-----|---------------|--------------|
| | | | | Modes 1 to 4 | Modes 5 to 7 |
| H'FFC0 | Port 1 data direction register | P1DDR | W | H'FF | H'00 |
| H'FFC2 | Port 1 data register | P1DR | R/W | H'00 | H'00 |

Note: * Lower 16 bits of the address.

Port 1 Data Direction Register (P1DDR)

P1DDR is an 8-bit write-only register that can select input or output for each pin in port 1.

| Bit | | | | | | | | |
|--------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | P1 ₇ DDR | P1 ₆ DDR | P1 ₅ DDR | P1 ₄ DDR | P1 ₃ DDR | P1 ₂ DDR | P1 ₁ DDR | P1 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Read/Write | — | — | — | — | — | — | — |
| Modes 5 to 7 | Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | W | W | W | W | W | W | W |

Port 1 data direction 7 to 0

These bits select input or output for port 1 pins

Modes 1 to 4 (Expanded Modes with On-Chip ROM Disabled): P1DDR values are fixed at 1 and cannot be modified. Port 1 functions as an address bus.

Modes 5 and 6 (Expanded Modes with On-Chip ROM Enabled): A pin in port 1 becomes an address output pin if the corresponding P1DDR bit is set to 1, and a generic input pin if this bit is cleared to 0.

Mode 7 (Single-Chip Mode): Port 1 functions as an input/output port. A pin in port 1 becomes an output pin if the corresponding P1DDR bit is set to 1, and an input pin if this bit is cleared to 0.

In modes 5 to 7, P1DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P1DDR is initialized to H'FF in modes 1 to 4 and H'00 in modes 5 to 7 by a reset and in hardware standby mode. In software standby mode it retains its previous setting. If a P1DDR bit is set to 1, the corresponding pin maintains its output state in software standby mode.

Port 1 Data Register (P1DR)

P1DR is an 8-bit readable/writable register that stores port 1 output data. While port 1 acts as an output port, the value of this register is output. When this register is read, the pin logic level of a pin is read for bits for which the P1DDR setting is 0, and the P1DR value is read for bits for which the P1DDR setting is 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P1 ₇ | P1 ₆ | P1 ₅ | P1 ₄ | P1 ₃ | P1 ₂ | P1 ₁ | P1 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 1 data 7 to 0

These bits store data for port 1 pins

P1DR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

9.3 Port 2

9.3.1 Overview

Port 2 is an 8-bit input/output port with the pin configuration shown in figure 9.2. The pin functions differ according to the operating mode.

In modes 1 to 4 (expanded modes with on-chip ROM disabled), port 2 consists of address bus output pins (A_{15} to A_8). In modes 5 and 6 (expanded modes with on-chip ROM enabled), settings in the port 2 data direction register (P2DDR) can designate pins for address bus output (A_{15} to A_8) or generic input. In mode 7 (single-chip mode), port 2 is a generic input/output port.

When DRAM is connected to area 3, A_9 and A_8 output row and column addresses in read and write cycles. For details see section 7, Refresh Controller.

Port 2 has software-programmable built-in pull-up MOS. Pins in port 2 can drive one TTL load and a 90-pF capacitive load. They can also drive a darlington transistor pair.

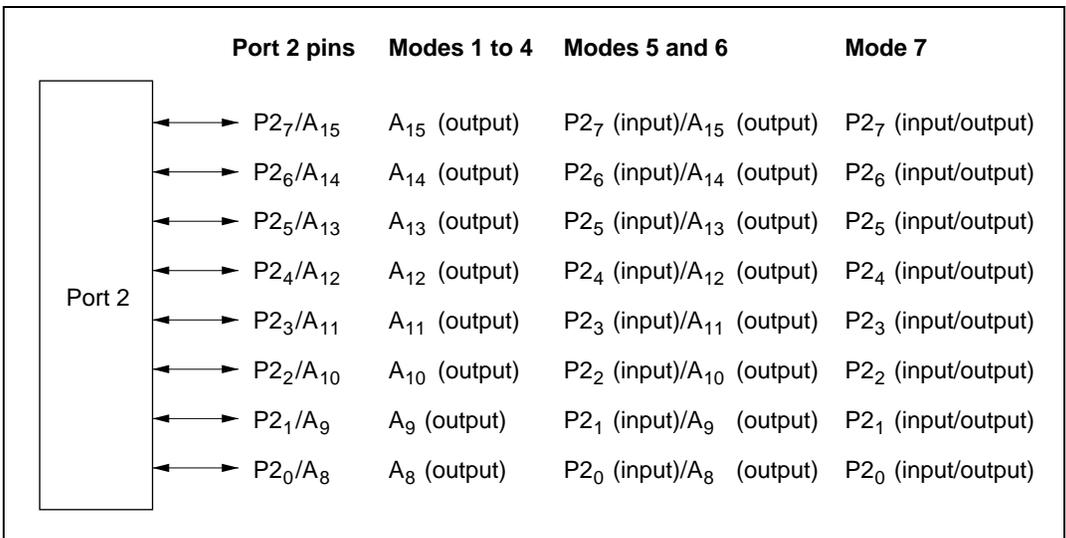


Figure 9.2 Port 2 Pin Configuration

9.3.2 Register Descriptions

Table 9.3 summarizes the registers of port 2.

Table 9.3 Port 2 Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|---|--------------|-----|---------------|--------------|
| | | | | Modes 1 to 4 | Modes 5 to 7 |
| H'FFC1 | Port 2 data direction register | P2DDR | W | H'FF | H'00 |
| H'FFC3 | Port 2 data register | P2DR | R/W | H'00 | H'00 |
| H'FFD8 | Port 2 input pull-up MOS control register | P2PCR | R/W | H'00 | H'00 |

Note: * Lower 16 bits of the address.

Port 2 Data Direction Register (P2DDR)

P2DDR is an 8-bit write-only register that can select input or output for each pin in port 2.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P2 ₇ DDR | P2 ₆ DDR | P2 ₅ DDR | P2 ₄ DDR | P2 ₃ DDR | P2 ₂ DDR | P2 ₁ DDR | P2 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Read/Write | — | — | — | — | — | — | — |
| Modes 5 to 7 | Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | W | W | W | W | W | W | W |

Port 2 data direction 7 to 0

These bits select input or output for port 2 pins

Modes 1 to 4 (Expanded Modes with On-Chip ROM Disabled): P2DDR values are fixed at 1 and cannot be modified. Port 2 functions as an address bus.

Modes 5 and 6 (Expanded Modes with On-Chip ROM Enabled): Following a reset, port 2 is an input port. A pin in port 2 becomes an address output pin if the corresponding P2DDR bit is set to 1, and a generic input port if this bit is cleared to 0.

Mode 7 (Single-Chip Mode): Port 2 functions as an input/output port. A pin in port 2 becomes an output port if the corresponding P2DDR bit is set to 1, and an input port if this bit is cleared to 0.

In modes 1 to 4, P2DDR always returns 1 when read. No value can be written to.

In modes 5 to 7, P2DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P2DDR is initialized to H'FF in modes 1 to 4 and H'00 in modes 5 to 7 by a reset and in hardware standby mode. In software standby mode it retains its previous setting. If a P2DDR bit is set to 1, the corresponding pin maintains its output state in software standby mode.

Port 2 Data Register (P2DR)

P2DR is an 8-bit readable/writable register that stores output data for pins P2₇ to P2₀. While port 2 acts as an output port, the value of this register is output. When a bit in P2DDR is set to 1, if port 2 is read the value of the corresponding P2DR bit is returned. When a bit in P2DDR is cleared to 0, if port 2 is read the corresponding pin level is read.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P2 ₇ | P2 ₆ | P2 ₅ | P2 ₄ | P2 ₃ | P2 ₂ | P2 ₁ | P2 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 2 data 7 to 0

These bits store data for port 2 pins

P2DR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Port 2 Input Pull-Up MOS Control Register (P2PCR)

P2PCR is an 8-bit readable/writable register that controls the MOS input pull-up transistors in port 2.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P2 ₇ PCR | P2 ₆ PCR | P2 ₅ PCR | P2 ₄ PCR | P2 ₃ PCR | P2 ₂ PCR | P2 ₁ PCR | P2 ₀ PCR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 2 input pull-up MOS control 7 to 0

These bits control input pull-up transistors built into port 2

In modes 5 to 7, when a P2DDR bit is cleared to 0 (selecting generic input), if the corresponding bit from P2₇PCR to P2₀PCR is set to 1, the input pull-up MOS is turned on.

P2PCR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Table 9.4 summarizes the states of the input pull-up transistors.

Table 9.4 Input Pull-Up MOS States (Port 2)

| Mode | Reset | Hardware Standby Mode | Software Standby Mode | Other Modes |
|-------------|--------------|------------------------------|------------------------------|--------------------|
| 1 | Off | Off | Off | Off |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | Off | Off | On/off | On/off |
| 6 | | | | |
| 7 | | | | |

Legend

Off: The input pull-up MOS is always off.

On/off: The input pull-up MOS is on if P2PCR = 1 and P2DDR = 0. Otherwise, it is off.

9.4 Port 3

9.4.1 Overview

Port 3 is an 8-bit input/output port with the pin configuration shown in figure 9.3. Port 3 is a data bus in modes 1 to 6 (expanded modes) and a generic input/output port in mode 7 (single-chip mode).

Pins in port 3 can drive one TTL load and a 90-pF capacitive load. They can also drive a darlington transistor pair.

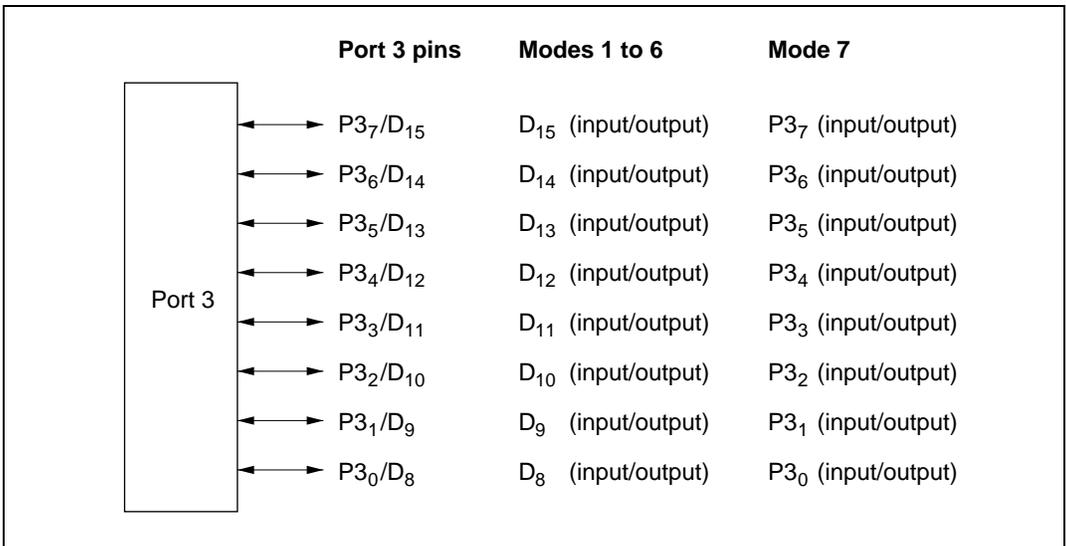


Figure 9.3 Port 3 Pin Configuration

9.4.2 Register Descriptions

Table 9.5 summarizes the registers of port 3.

Table 9.5 Port 3 Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|--------------------------------|--------------|-----|---------------|
| H'FFC4 | Port 3 data direction register | P3DDR | W | H'00 |
| H'FFC6 | Port 3 data register | P3DR | R/W | H'00 |

Note: * Lower 16 bits of the address.

Port 3 Data Direction Register (P3DDR)

P3DDR is an 8-bit write-only register that can select input or output for each pin in port 3.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P3 ₇ DDR | P3 ₆ DDR | P3 ₅ DDR | P3 ₄ DDR | P3 ₃ DDR | P3 ₂ DDR | P3 ₁ DDR | P3 ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port 3 data direction 7 to 0

These bits select input or output for port 3 pins

Modes 1 to 6 (Expanded Modes): Port 3 functions as a data bus. P3DDR is ignored.

Mode 7 (Single-Chip Mode): Port 3 functions as an input/output port. A pin in port 3 becomes an output port if the corresponding P3DDR bit is set to 1, and an input port if this bit is cleared to 0.

P3DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P3DDR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting. If a P3DDR bit is set to 1, the corresponding pin maintains its output state in software standby mode.

Port 3 Data Register (P3DR)

P3DR is an 8-bit readable/writable register that stores output data for pins P3₇ to P3₀. While port 3 acts as an output port, the value of this register is output. When a bit in P3DDR is set to 1, if port 3 is read the value of the corresponding P3DR bit is returned. When a bit in P3DDR is cleared to 0, if port 3 is read the corresponding pin level is read.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P3 ₇ | P3 ₆ | P3 ₅ | P3 ₄ | P3 ₃ | P3 ₂ | P3 ₁ | P3 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 3 data 7 to 0

These bits store data for port 3 pins

P3DR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

9.5 Port 4

9.5.1 Overview

Port 4 is an 8-bit input/output port with the pin configuration shown in figure 9.4. The pin functions differ according to the operating mode.

In modes 1 to 6 (expanded modes), when the bus width control register (ABWCR) designates areas 0 to 7 all as 8-bit-access areas, the chip operates in 8-bit bus mode and port 4 is a generic input/output port. When at least one of areas 0 to 7 is designated as a 16-bit-access area, the chip operates in 16-bit bus mode and port 4 becomes part of the data bus. In mode 7 (single-chip mode), port 4 is a generic input/output port.

Port 4 has software-programmable built-in pull-up MOS.

Pins in port 4 can drive one TTL load and a 90-pF capacitive load. They can also drive a darlington transistor pair.

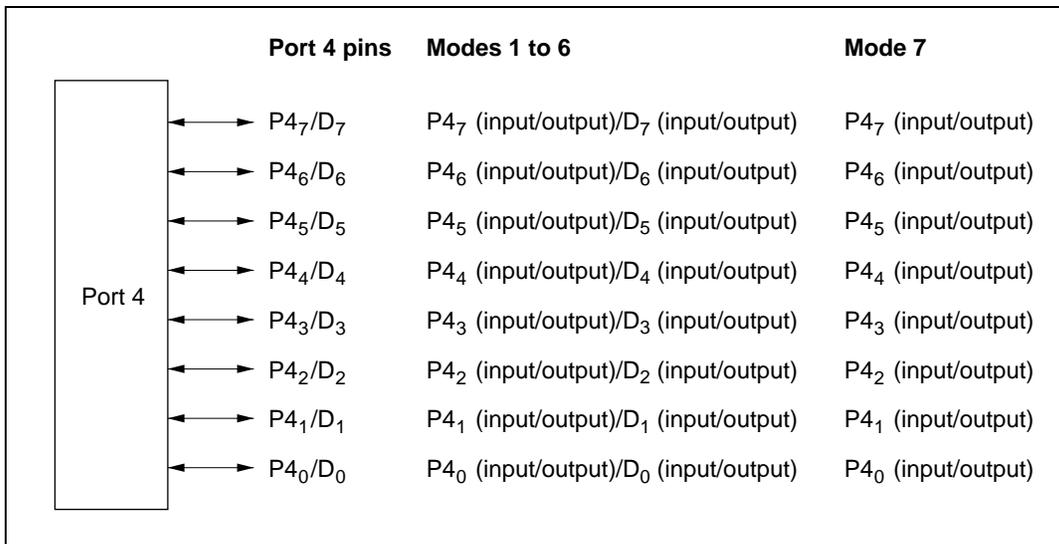


Figure 9.4 Port 4 Pin Configuration

9.5.2 Register Descriptions

Table 9.6 summarizes the registers of port 4.

Table 9.6 Port 4 Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|---|--------------|-----|---------------|
| H'FFC5 | Port 4 data direction register | P4DDR | W | H'00 |
| H'FFC7 | Port 4 data register | P4DR | R/W | H'00 |
| H'FFDA | Port 4 input pull-up MOS control register | P4PCR | R/W | H'00 |

Note: * Lower 16 bits of the address.

Port 4 Data Direction Register (P4DDR)

P4DDR is an 8-bit write-only register that can select input or output for each pin in port 4.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P4 ₇ DDR | P4 ₆ DDR | P4 ₅ DDR | P4 ₄ DDR | P4 ₃ DDR | P4 ₂ DDR | P4 ₁ DDR | P4 ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port 4 data direction 7 to 0

These bits select input or output for port 4 pins

Modes 1 to 6 (Expanded Modes): When all areas are designated as 8-bit-access areas using the bus width control register (ABWCR) of the bus controller, selecting 8-bit bus mode, port 4 functions as a generic input/output port. A pin in port 4 becomes an output port if the corresponding P4DDR bit is set to 1, and an input port if this bit is cleared to 0.

When at least one area is designated as a 16-bit-access area, selecting 16-bit bus mode, port 4 functions as part of the data bus regardless of the value in P4DDR.

Mode 7 (Single-Chip Mode): Port 4 functions as an input/output port. A pin in port 4 becomes an output port if the corresponding P4DDR bit is set to 1, and an input port if this bit is cleared to 0.

P4DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P4DDR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

ABWCR and P4DDR are not initialized in software standby mode. When port 4 functions as a generic input/output port, if a P4DDR bit is set to 1, the corresponding pin maintains its output state in software standby mode.

Port 4 Data Register (P4DR)

P4DR is an 8-bit readable/writable register that stores output data for pins P4₇ to P4₀. While port 4 acts as an output port, the value of this register is output. When a bit in P4DDR is set to 1, if port 4 is read the value of the corresponding P4DR bit is returned. When a bit in P4DDR is cleared to 0, if port 4 is read the corresponding pin level is read.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P4 ₇ | P4 ₆ | P4 ₅ | P4 ₄ | P4 ₃ | P4 ₂ | P4 ₁ | P4 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 4 data 7 to 0

These bits store data for port 4 pins

P4DR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Port 4 Input Pull-Up MOS Control Register (P4PCR)

P4PCR is an 8-bit readable/writable register that controls the MOS input pull-up transistors in port 4.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P4 ₇ PCR | P4 ₆ PCR | P4 ₅ PCR | P4 ₄ PCR | P4 ₃ PCR | P4 ₂ PCR | P4 ₁ PCR | P4 ₀ PCR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 4 input pull-up MOS control 7 to 0

These bits control input pull-up MOS transistors built into port 4

In mode 7 (single-chip mode), and in 8-bit bus mode in modes 1 to 6 (expanded modes), when a P4DDR bit is cleared to 0 (selecting generic input), if the corresponding P4PCR bit is set to 1, the input pull-up MOS transistor is turned on.

P4PCR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Table 9.7 summarizes the states of the input pull-ups MOS in the 8-bit and 16-bit bus modes.

Table 9.7 Input Pull-Up MOS Transistor States (Port 4)

| Mode | | Reset | Hardware Standby Mode | Software Standby Mode | Other Modes |
|-------------|-----------------|--------------|------------------------------|------------------------------|--------------------|
| 1 to 6 | 8-bit bus mode | Off | Off | On/off | On/off |
| | 16-bit bus mode | | | Off | Off |
| 7 | | | | On/off | On/off |

Legend

Off: The input pull-up MOS transistor is always off.

On/off: The input pull-up MOS transistor is on if P4PCR = 1 and P4DDR = 0. Otherwise, it is off.

9.6 Port 5

9.6.1 Overview

Port 5 is a 4-bit input/output port with the pin configuration shown in figure 9.5. The pin functions differ depending on the operating mode.

In modes 1 to 4 (expanded modes with on-chip ROM disabled), port 5 consists of address output pins (A_{19} to A_{16}). In modes 5 and 6 (expanded modes with on-chip ROM enabled), settings in the port 5 data direction register (P5DDR) designate pins for address bus output (A_{19} to A_{16}) or generic input. In mode 7 (single-chip mode), port 5 is a generic input/output port.

Port 5 has software-programmable built-in pull-up MOS transistors.

Pins in port 5 can drive one TTL load and a 90-pF capacitive load. They can also drive an LED or a darlington transistor pair.

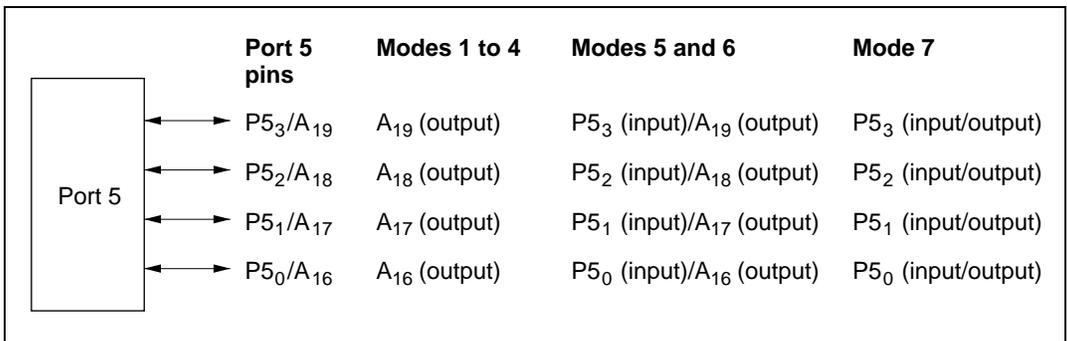


Figure 9.5 Port 5 Pin Configuration

9.6.2 Register Descriptions

Table 9.8 summarizes the registers of port 5.

Table 9.8 Port 5 Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|---|--------------|-----|---------------|--------------|
| | | | | Modes 1 to 4 | Modes 5 to 7 |
| H'FFC8 | Port 5 data direction register | P5DDR | W | H'FF | H'F0 |
| H'FFCA | Port 5 data register | P5DR | R/W | H'F0 | H'F0 |
| H'FFDB | Port 5 input pull-up MOS control register | P5PCR | R/W | H'F0 | H'F0 |

Note: * Lower 16 bits of the address.

Port 5 Data Direction Register (P5DDR)

P5DDR is an 8-bit write-only register that can select input or output for each pin in port 5.

Bits 7 to 4 are reserved. They cannot be modified and are always read as 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------------|---------------|---|---|---|---------------------|---------------------|---------------------|---------------------|
| | — | — | — | — | P5 ₃ DDR | P5 ₂ DDR | P5 ₁ DDR | P5 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Read/Write | — | — | — | — | — | — | — |
| Modes 5 to 7 | Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | Read/Write | — | — | — | W | W | W | W |

Reserved bits

Port 5 data direction 3 to 0

These bits select input or output for port 5 pins

Modes 1 to 4 (Expanded Modes with On-Chip ROM Disabled): P5DDR values are fixed at 1 and cannot be modified. Port 5 functions as an address bus.

Modes 5 and 6 (Expanded Modes with On-Chip ROM Enabled): Following a reset, port 5 is an input port. A pin in port 5 becomes an address output pin if the corresponding P5DDR bit is set to 1, and an input port if this bit is cleared to 0.

Mode 7 (Single-Chip Mode): Port 5 functions as an input/output port. A pin in port 5 becomes an output port if the corresponding P5DDR bit is set to 1, and an input port if this bit is cleared to 0.

In modes 1 to 4, P5DDR always returns 1 when read. No value can be written to.

In modes 5 to 7, P5DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P5DDR is initialized to H'FF in modes 1 to 4 and H'F0 in modes 5 to 7 by a reset and in hardware standby mode. In software standby mode it retains its previous setting, so if a P5DDR bit is set to 1 while port 5 acts as an I/O port, the corresponding pin maintains its output state in software standby mode.

Port 5 Data Register (P5DR)

P5DR is an 8-bit readable/writable register that stores output data for pins P5₃ to P5₀. While port 5 acts as an output port, the value of this register is output. When a bit in P5DDR is set to 1, if port 5 is read the value of the corresponding P5DR bit is returned. When a bit in P5DDR is cleared to 0, if port 5 is read the corresponding pin level is read.

Bits 7 to 4 are reserved. They cannot be modified and are always read as 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|-----------------|-----------------|-----------------|-----------------|
| | — | — | — | — | P5 ₃ | P5 ₂ | P5 ₁ | P5 ₀ |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Reserved bits
Port 5 data 3 to 0
These bits store data
for port 5 pins

P5DR is initialized to H'F0 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Port 5 Input Pull-Up MOS Control Register (P5PCR)

| | | | | | | | | |
|---------------|---|---|---|---|---------------------|---------------------|---------------------|---------------------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | P5 ₃ PCR | P5 ₂ PCR | P5 ₁ PCR | P5 ₀ PCR |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Reserved bits
Port 5 input pull-up MOS control 3 to 0
 These bits control input pull-up MOS transistors built into port 5

P5PCR is an 8-bit readable/writable register that controls the MOS input pull-up MOS transistors in port 5.

Bits 7 to 4 are reserved. They cannot be modified and are always read as 1.

In modes 5 to 7, when a P5DDR bit is cleared to 0 (selecting generic input), if the corresponding bit from P5₃PCR to P5₀PCR is set to 1, the input pull-up MOS transistor is turned on.

P5PCR is initialized to H'F0 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Table 9.9 summarizes the states of the input pull-ups MOS in each mode.

Table 9.9 Input Pull-Up MOS Transistor States (Port 5)

| Mode | Reset | Hardware Standby Mode | Software Standby Mode | Other Modes |
|------|-------|-----------------------|-----------------------|-------------|
| 1 | Off | Off | Off | Off |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | Off | Off | On/off | On/off |
| 6 | | | | |
| 7 | | | | |

Legend

Off: The input pull-up MOS transistor is always off.

On/off: The input pull-up MOS transistor is on if P5PCR = 1 and P5DDR = 0. Otherwise, it is off.

9.7 Port 6

9.7.1 Overview

Port 6 is a 7-bit input/output port that is also used for input and output of bus control signals ($\overline{\text{LWR}}$, $\overline{\text{HWR}}$, $\overline{\text{RD}}$, $\overline{\text{AS}}$, $\overline{\text{BACK}}$, $\overline{\text{BREQ}}$, and $\overline{\text{WAIT}}$). When DRAM is connected to area 3, $\overline{\text{LWR}}$, $\overline{\text{HWR}}$, and $\overline{\text{RD}}$ also function as $\overline{\text{LW}}$, $\overline{\text{UW}}$, and $\overline{\text{CAS}}$, or $\overline{\text{LCAS}}$, $\overline{\text{UCAS}}$, and $\overline{\text{WE}}$, respectively. For details see section 7, Refresh Controller.

Figure 9.6 shows the pin configuration of port 6. In modes 1 to 6 (expanded modes) the pin functions are $\overline{\text{LWR}}$, $\overline{\text{HWR}}$, $\overline{\text{RD}}$, $\overline{\text{AS}}$, $\text{P6}_2/\overline{\text{BACK}}$, $\text{P6}_1/\overline{\text{BREQ}}$, and $\text{P6}_0/\overline{\text{WAIT}}$. See table 9.11 for the method of selecting the pin states. In mode 7 (single-chip mode) port 6 is a generic input/output port.

Pins in port 6 can drive one TTL load and a 30-pF capacitive load. They can also drive a darlington transistor pair.

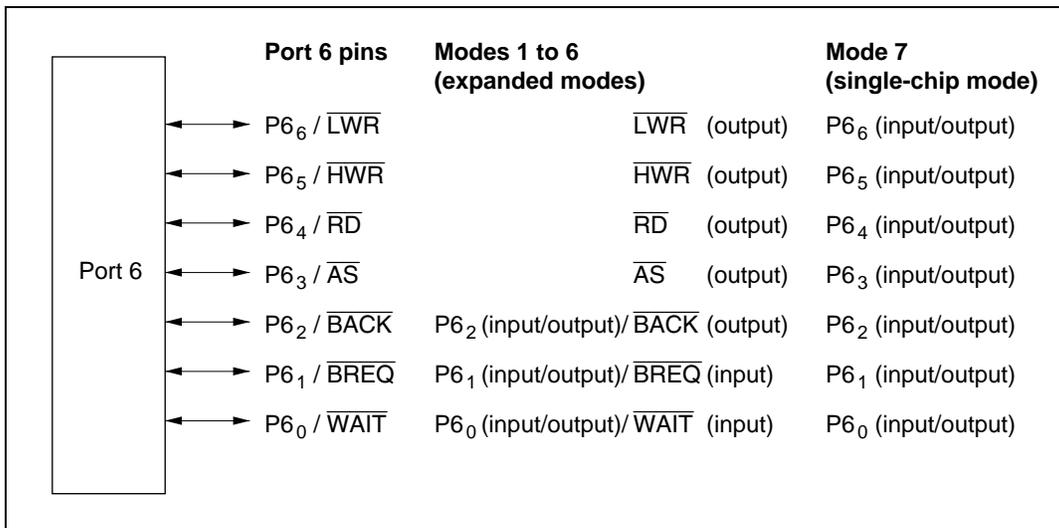


Figure 9.6 Port 6 Pin Configuration

9.7.2 Register Descriptions

Table 9.10 summarizes the registers of port 6.

Table 9.10 Port 6 Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|--------------------------------|--------------|-----|---------------|-----------|
| | | | | Mode 1 to 5 | Mode 6, 7 |
| H'FFC9 | Port 6 data direction register | P6DDR | W | H'F8 | H'80 |
| H'FFCB | Port 6 data register | P6DR | R/W | H'80 | H'80 |

Note: * Lower 16 bits of the address.

Port 6 Data Direction Register (P6DDR)

P6DDR is an 8-bit write-only register that can select input or output for each pin in port 6. Bit 7 is reserved. It cannot be modified and is always read as 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | — | P6 ₆ DDR | P6 ₅ DDR | P6 ₄ DDR | P6 ₃ DDR | P6 ₂ DDR | P6 ₁ DDR | P6 ₀ DDR |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | W | W | W | W | W | W | W |

Reserved bit
Port 6 data direction 6 to 0
 These bits select input or output for port 6 pins

Modes 1 to 6 (Expanded Modes): Ports P6₆ to P6₃ function as bus control output pins ($\overline{\text{LWR}}$, $\overline{\text{HWR}}$, $\overline{\text{RD}}$, $\overline{\text{AS}}$), regardless of the settings of P6₆DDR to P6₃DDR. Ports P6₂ to P6₀ function as the bus control pins ($\overline{\text{BACK}}$, $\overline{\text{BREQ}}$, $\overline{\text{WAIT}}$) or I/O ports. For selecting the pin function, see table 9.11. When ports P6₂ to P6₀ function as I/O ports and if P6DDR is set to 1, the corresponding pin of port 6 functions as an output port. If P6DDR is cleared to 0, the corresponding pin functions as an input port.

Mode 7 (Single-Chip Mode): Port 6 is a generic input/output port. A pin in port 6 becomes an output port if the corresponding P6DDR bit is set to 1, and an input port if this bit is cleared to 0.

P6DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P6DDR is initialized to H'80 by a reset and in hardware standby mode. In software standby mode it retains its previous setting. If a P6DDR bit is set to 1 while port 6 acts as an I/O port, the corresponding pin maintains its output state in software standby mode.

Port 6 Data Register (P6DR)

| | | | | | | | | |
|---------------|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | P6 ₆ | P6 ₅ | P6 ₄ | P6 ₃ | P6 ₂ | P6 ₁ | P6 ₀ |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Reserved bit
Port 6 data 6 to 0
 These bits store data for port 6 pins

P6DR is an 8-bit readable/writable register that stores output data for pins P6₆ to P6₀. When this register is read, bits 6 to 0 each returns the logic level of the pin, when the corresponding bit of P6DDR is 0. When the corresponding bit of P6DDR is 1, bits 6 to 0 return the P6DR value.

Bit 7 is reserved, cannot be modified, and always read as 1.

P6DR is initialized to H'80 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Table 9.11 Port 6 Pin Functions in Modes 1 to 6

| Pin | Pin Functions and Selection Method | | |
|----------------------|--|------------|---|
| P6 ₆ /LWR | Functions as follows regardless of P6 ₆ DDR | | |
| | P6 ₆ DDR | 0 | 1 |
| | Pin function | LWR output | |
| P6 ₅ /HWR | Functions as follows regardless of P6 ₅ DDR | | |
| | P6 ₅ DDR | 0 | 1 |
| | Pin function | HWR output | |
| P6 ₄ /RD | Functions as follows regardless of P6 ₄ DDR | | |
| | P6 ₄ DDR | 0 | 1 |
| | Pin function | RD output | |
| P6 ₃ /AS | Functions as follows regardless of P6 ₃ DDR | | |
| | P6 ₃ DDR | 0 | 1 |
| | Pin function | AS output | |

Pin Pin Functions and Selection Method

P6₂/BACK Bit BRLE in BRCR and bit P6₂DDR select the pin function as follows

| | | | |
|---------------------|-----------------------|------------------------|-------------|
| BRLE | 0 | | 1 |
| P6 ₂ DDR | 0 | 1 | — |
| Pin function | P6 ₂ input | P6 ₂ output | BACK output |

P6₁/BREQ Bit BRLE in BRCR and bit P6₁DDR select the pin function as follows

| | | | |
|---------------------|-----------------------|------------------------|------------|
| BRLE | 0 | | 1 |
| P6 ₁ DDR | 0 | 1 | — |
| Pin function | P6 ₁ input | P6 ₁ output | BREQ input |

P6₀/WAIT Bits WCE7 to WCE0 in WCER, bit WMS1 in WCR, and bit P6₀DDR select the pin function as follows

| | | | |
|---------------------|-----------------------|------------------------|------------|
| WCER | All 1s | | Not all 1s |
| WMS1 | 0 | | 1 |
| P6 ₀ DDR | 0 | 1 | 0* |
| Pin function | P6 ₀ input | P6 ₀ output | WAIT input |

Note: * Do not set bit P6₀DDR to 1.

9.8 Port 7

9.8.1 Overview

Port 7 is an 8-bit input port that is also used for analog input to the A/D converter and analog output from the D/A converter. The pin functions are the same in all operating modes. Figure 9.7 shows the pin configuration of port 7.

For the analog input pins of the A/D converter, see section 15, A/D Converter.

For the analog input pins of the D/A converter, see section 16, D/A Converter.

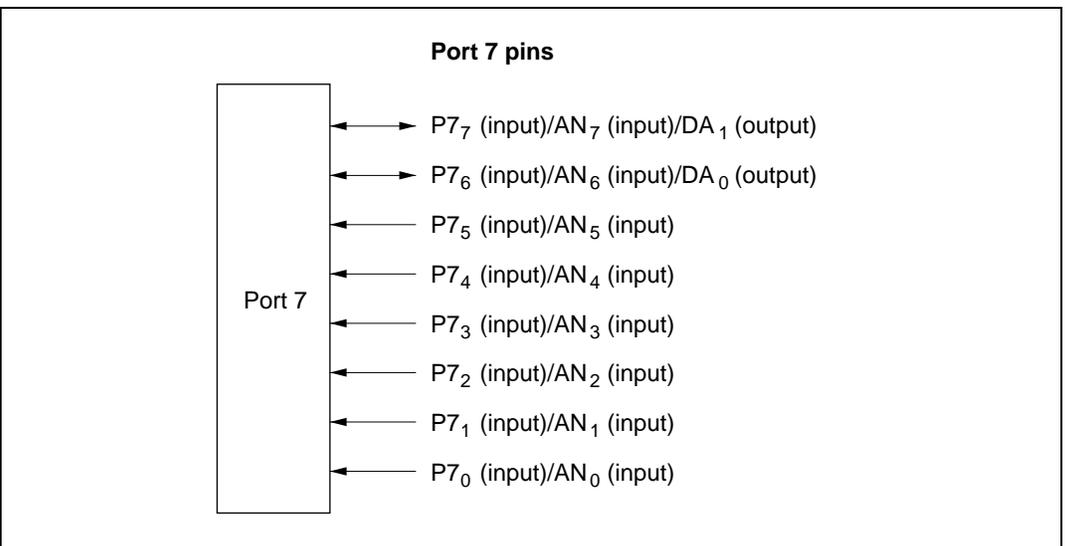


Figure 9.7 Port 7 Pin Configuration

9.8.2 Register Description

Table 9.12 summarizes the port 7 register. Port 7 is an input-only port, so it has no data direction register.

Table 9.12 Port 7 Data Register

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|----------------------|--------------|-----|---------------|
| H'FFCE | Port 7 data register | P7DR | R | Undetermined |

Note: * Lower 16 bits of the address.

Port 7 Data Register (P7DR)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P7 ₇ | P7 ₆ | P7 ₅ | P7 ₄ | P7 ₃ | P7 ₂ | P7 ₁ | P7 ₀ |
| Initial value | —* | —* | —* | —* | —* | —* | —* | —* |
| Read/Write | R | R | R | R | R | R | R | R |

Note: * Determined by pins P7₇ to P7₀.

When P7DR is read, the logic level of the pin is always read. No data can be written to.

9.9 Port 8

9.9.1 Overview

Port 8 is a 5-bit input/output port that is also used for \overline{CS}_3 to \overline{CS}_0 output, \overline{RFSH} output, and \overline{IRQ}_3 to \overline{IRQ}_0 input. Figure 9.8 shows the pin configuration of port 8.

In modes 1 to 6 (expanded modes), port 8 can provide \overline{CS}_3 to \overline{CS}_0 output, \overline{RFSH} output, and \overline{IRQ}_3 to \overline{IRQ}_0 input. See table 9.14 for the selection of pin functions in expanded modes.

In mode 7 (single-chip mode), port 8 can provide \overline{IRQ}_3 to \overline{IRQ}_0 input. See table 9.15 for the selection of pin functions in single-chip mode.

The \overline{IRQ}_3 to \overline{IRQ}_0 functions are selected by IER settings, regardless of whether the pin is used for input or output. For details see section 5, Interrupt Controller.

Pins in port 8 can drive one TTL load and a 90-pF capacitive load. They can also drive a darlington transistor pair.

Pins P8₂ to P8₀ have Schmitt-trigger inputs.

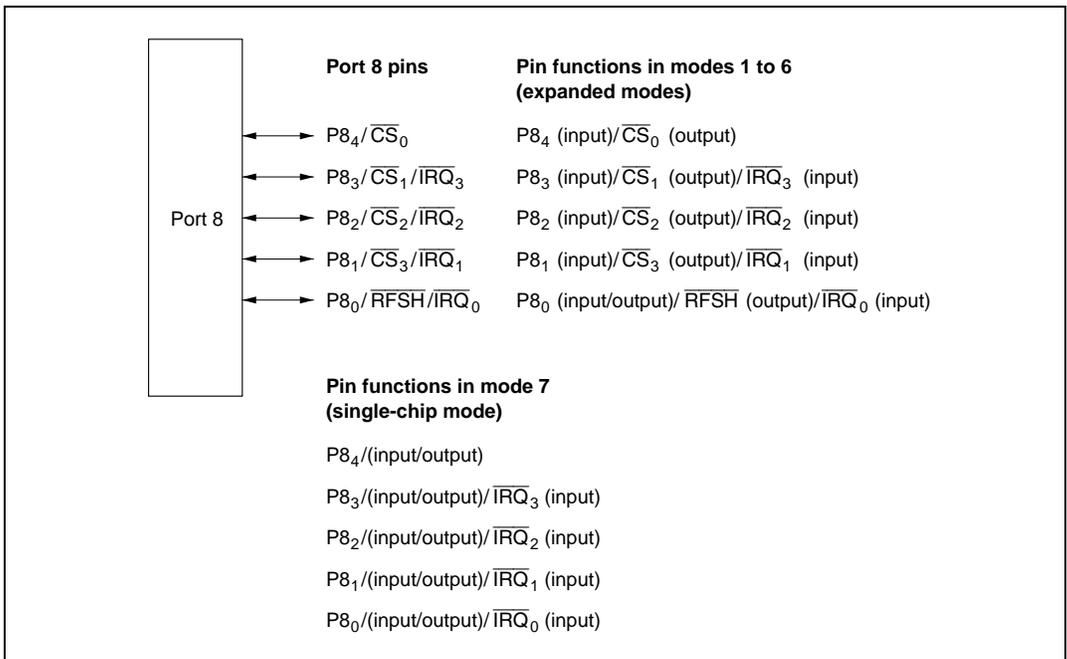


Figure 9.8 Port 8 Pin Configuration

9.9.2 Register Descriptions

Table 9.13 summarizes the registers of port 8.

Table 9.13 Port 8 Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|--------------------------------|--------------|-----|---------------|-------------|
| | | | | Mode 1 to 4 | Mode 5 to 7 |
| H'FFCD | Port 8 data direction register | P8DDR | W | H'F0 | H'E0 |
| H'FFCF | Port 8 data register | P8DR | R/W | H'E0 | H'E0 |

Note: * Lower 16 bits of the address.

Port 8 Data Direction Register (P8DDR)

P8DDR is an 8-bit write-only register that can select input or output for each pin in port 8.

Bits 7 to 5 are reserved. They cannot be modified and are always read as 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------------|---------------|---|---|---------------------|---------------------|---------------------|---------------------|---------------------|
| | — | — | — | P8 ₄ DDR | P8 ₃ DDR | P8 ₂ DDR | P8 ₁ DDR | P8 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | Read/Write | — | — | — | W | W | W | W |
| Modes 5 to 7 | Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | Read/Write | — | — | — | W | W | W | W |

Reserved bits
Port 8 data direction 4 to 0
 These bits select input or output for port 8 pins

Modes 1 to 6 (Expanded Modes): When bits in P8DDR bit are set to 1, P8₄ to P8₁ become \overline{CS}_0 to \overline{CS}_3 output pins. When bits in P8DDR are cleared to 0, the corresponding pins become input ports. In modes 1 to 4 (expanded modes with on-chip ROM disabled), following a reset only \overline{CS}_0 is output. The other three pins are input ports. In modes 5 and 6 (expanded modes with on-chip ROM enabled), following a reset all four pins are input ports.

When the refresh controller is enabled, P8₀ is used unconditionally for \overline{RFSH} output. When the refresh controller is disabled, P8₀ becomes a generic input/output port according to the P8DDR setting. For details see table 9.15.

Mode 7 (Single-Chip Mode): Port 8 is a generic input/output port. A pin in port 8 becomes an output port if the corresponding P8DDR bit is set to 1, and an input port if this bit is cleared to 0.

P8DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P8DDR is initialized to H'F0 in modes 1 to 4 and H'E0 in modes 5 to 7 by a reset and in hardware standby mode. In software standby mode it retains its previous setting, so if a P8DDR bit is set to 1 while port 8 acts as an I/O port, the corresponding pin maintains its output state in software standby mode.

Port 8 Data Register (P8DR)

P8DR is an 8-bit readable/writable register that stores output data for pins P8₄ to P8₀. While port 8 acts as an output port, the value of this register is output. When a bit in P8DDR is set to 1, if port 8 is read the value of the corresponding P8DR bit is returned. When a bit in P8DDR is cleared to 0, if port 8 is read the corresponding pin level is read.

Bits 7 to 5 are reserved. They cannot be modified and always are read as 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|-----------------|-----------------|-----------------|-----------------|-----------------|
| | — | — | — | P8 ₄ | P8 ₃ | P8 ₂ | P8 ₁ | P8 ₀ |
| Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | R/W | R/W | R/W | R/W | R/W |

Reserved bits
Port 8 data 4 to 0
These bits store data
for port 8 pins

P8DR is initialized to H'E0 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Table 9.14 Port 8 Pin Functions in Modes 1 to 6

| Pin | Pin Functions and Selection Method | | |
|--|--|--------------------------|--------------------------|
| P8 ₄ / $\overline{CS_0}$ | Bit P8 ₄ DDR selects the pin function as follows | | |
| | P8 ₄ DDR | 0 | 1 |
| | Pin function | P8 ₄ input | $\overline{CS_0}$ output |
| P8 ₃ / $\overline{CS_1}$ / $\overline{IRQ_3}$ | Bit P8 ₃ DDR selects the pin function as follows | | |
| | P8 ₃ DDR | 0 | 1 |
| | Pin function | P8 ₃ input | $\overline{CS_1}$ output |
| P8 ₂ / $\overline{CS_2}$ / $\overline{IRQ_2}$ | Bit P8 ₂ DDR selects the pin function as follows | | |
| | P8 ₂ DDR | 0 | 1 |
| | Pin function | P8 ₂ input | $\overline{CS_2}$ output |
| P8 ₁ / $\overline{CS_3}$ / $\overline{IRQ_1}$ | Bit P8 ₁ DDR selects the pin function as follows | | |
| | P8 ₁ DDR | 0 | 1 |
| | Pin function | P8 ₁ input | $\overline{CS_3}$ output |
| P8 ₀ / \overline{RFSH} / $\overline{IRQ_0}$ | Bit RFSHE in RFSHCR and bit P8 ₀ DDR select the pin function as follows | | |
| | RFSHE | 0 | |
| | P8 ₀ DDR | 0 | 1 |
| | Pin function | P8 ₀ input | P8 ₀ output |
| | | $\overline{IRQ_0}$ input | |

Table 9.15 Port 8 Pin Functions in Mode 7

| Pin | Pin Functions and Selection Method | |
|-----|------------------------------------|--|
|-----|------------------------------------|--|

| | | |
|-----------------|---|--|
| P8 ₄ | Bit P8 ₄ DDR selects the pin function as follows | |
|-----------------|---|--|

| | | |
|---------------------|---------------------------------|------------------------|
| P8 ₄ DDR | 0 | 1 |
| Pin function | P8 ₄ input | P8 ₄ output |
| | $\overline{\text{IRQ}}_3$ input | |

| | | |
|---|---|--|
| P8 ₃ / $\overline{\text{IRQ}}_3$ | Bit P8 ₃ DDR selects the pin function as follows | |
|---|---|--|

| | | |
|---------------------|---------------------------------|------------------------|
| P8 ₃ DDR | 0 | 1 |
| Pin function | P8 ₃ input | P8 ₃ output |
| | $\overline{\text{IRQ}}_3$ input | |

| | | |
|---|---|--|
| P8 ₂ / $\overline{\text{IRQ}}_2$ | Bit P8 ₂ DDR selects the pin function as follows | |
|---|---|--|

| | | |
|---------------------|---------------------------------|------------------------|
| P8 ₂ DDR | 0 | 1 |
| Pin function | P8 ₂ input | P8 ₂ output |
| | $\overline{\text{IRQ}}_2$ input | |

| | | |
|---|---|--|
| P8 ₁ / $\overline{\text{IRQ}}_1$ | Bit P8 ₁ DDR selects the pin function as follows | |
|---|---|--|

| | | |
|---------------------|---------------------------------|------------------------|
| P8 ₁ DDR | 0 | 1 |
| Pin function | P8 ₁ input | P8 ₁ output |
| | $\overline{\text{IRQ}}_1$ input | |

| | | |
|---|--|--|
| P8 ₀ / $\overline{\text{IRQ}}_0$ | Bit P8 ₀ DDR select the pin function as follows | |
|---|--|--|

| | | |
|---------------------|---------------------------------|------------------------|
| P8 ₀ DDR | 0 | 1 |
| Pin function | P8 ₀ input | P8 ₀ output |
| | $\overline{\text{IRQ}}_0$ input | |

9.10 Port 9

9.10.1 Overview

Port 9 is a 6-bit input/output port that is also used for input and output (TxD₀, TxD₁, RxD₀, RxD₁, SCK₀, SCK₁) by serial communication interface channels 0 and 1 (SCI0 and SCI1), and for $\overline{\text{IRQ}}_5$ and $\overline{\text{IRQ}}_4$ input. See table 9.17 for the selection of pin functions.

The $\overline{\text{IRQ}}_5$ and $\overline{\text{IRQ}}_4$ functions are selected by IER settings, regardless of whether the pin is used for input or output. For details see section 5, Interrupt Controller.

Port 9 has the same set of pin functions in all operating modes. Figure 9.9 shows the pin configuration of port 9.

Pins in port 9 can drive one TTL load and a 30-pF capacitive load. They can also drive a darlington transistor pair.

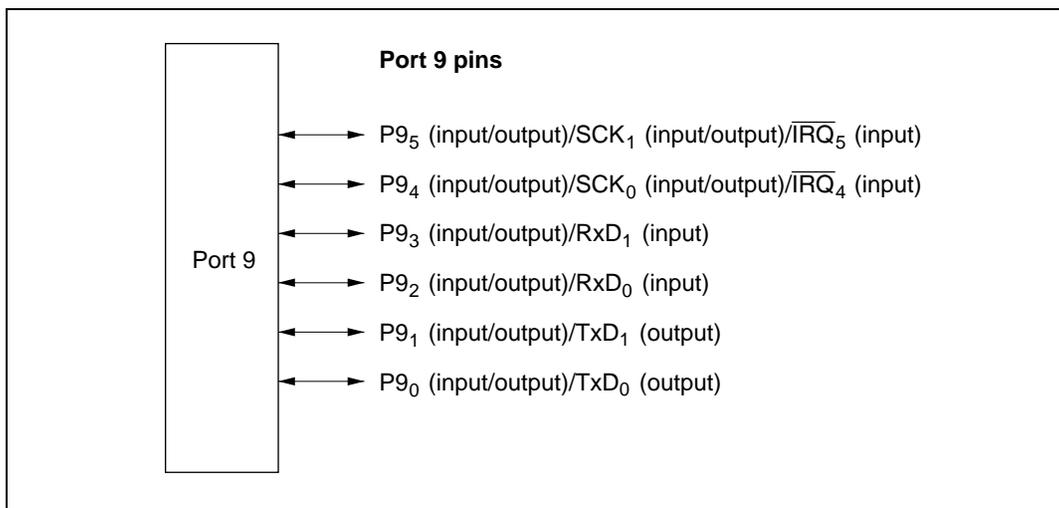


Figure 9.9 Port 9 Pin Configuration

9.10.2 Register Descriptions

Table 9.16 summarizes the registers of port 9.

Table 9.16 Port 9 Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|--------------------------------|--------------|-----|---------------|
| H'FFD0 | Port 9 data direction register | P9DDR | W | H'C0 |
| H'FFD2 | Port 9 data register | P9DR | R/W | H'C0 |

Note: * Lower 16 bits of the address.

Port 9 Data Direction Register (P9DDR)

P9DDR is an 8-bit write-only register that can select input or output for each pin in port 9.

Bits 7 and 6 are reserved. They cannot be modified and are always read as 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | PA ₇ | PA ₆ | PA ₅ | PA ₄ | PA ₃ | PA ₂ | PA ₁ | PA ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port A data 7 to 0

These bits store data for port A pins

While port 9 acts as an I/O port, a pin in port 9 becomes an output port if the corresponding P9DDR bit is set to 1, and an input port if this bit is cleared to 0. For selecting the pin function, see table 9.17.

P9DDR is a write-only register. Its value cannot be read. All bits return 1 when read.

P9DDR is initialized to H'C0 by a reset and in hardware standby mode. In software standby mode it retains its previous setting. If a P9DDR bit is set to 1 while port 9 acts as an I/O port, the corresponding pin maintains its output state in software standby mode.

Port 9 Data Register (P9DR)

P9DR is an 8-bit readable/writable register that stores output data for pins P9₅ to P9₀. While port 9 acts as an output port, the value of this register is output. When a bit in P9DDR is set to 1, if port 9 is read the value of the corresponding P9DR bit is returned. When a bit in P9DDR is cleared to 0, if port 9 is read the corresponding pin level is read.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | — | — | P9 ₅ | P9 ₄ | P9 ₃ | P9 ₂ | P9 ₁ | P9 ₀ |
| Initial value | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | R/W | R/W | R/W | R/W | R/W | R/W |

Reserved bits
Port 9 data 5 to 0
These bits store data
for port 9 pins

Bits 7 and 6 are reserved. They cannot be modified and are always read as 1.

P9DR is initialized to H'C0 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

Table 9.17 Port 9 Pin Functions

| Pin | Pin Functions and Selection Method | | | | |
|-----|------------------------------------|--|--|--|--|
|-----|------------------------------------|--|--|--|--|

P9₅/SCK₁/ $\overline{\text{IRQ}}_5$ Bit C/A in SMR of SCI1, bits CKE0 and CKE1 in SCR of SCI1, and bit P9₅DDR select the pin function as follows

| | | | | | |
|--------------------------|---------------------------------|------------------------|-------------------------|-------------------------|------------------------|
| CKE1 | 0 | | | | 1 |
| C/ $\overline{\text{A}}$ | 0 | | | 1 | — |
| CKE0 | 0 | | 1 | — | — |
| P9 ₅ DDR | 0 | 1 | — | — | — |
| Pin function | P9 ₅ input | P9 ₅ output | SCK ₁ output | SCK ₁ output | SCK ₁ input |
| | $\overline{\text{IRQ}}_5$ input | | | | |

P9₄/SCK₀/ $\overline{\text{IRQ}}_4$ Bit C/A in SMR of SCI0, bits CKE0 and CKE1 in SCR of SCI0, and bit P9₄DDR select the pin function as follows

| | | | | | |
|--------------------------|---------------------------------|------------------------|-------------------------|-------------------------|------------------------|
| CKE1 | 0 | | | | 1 |
| C/ $\overline{\text{A}}$ | 0 | | | 1 | — |
| CKE0 | 0 | | 1 | — | — |
| P9 ₄ DDR | 0 | 1 | — | — | — |
| Pin function | P9 ₄ input | P9 ₄ output | SCK ₀ output | SCK ₀ output | SCK ₀ input |
| | $\overline{\text{IRQ}}_4$ input | | | | |

P9₃/RxD₁ Bit RE in SCR of SCI1 and bit P9₃DDR select the pin function as follows

| | | | | |
|---------------------|-----------------------|--|------------------------|------------------------|
| RE | 0 | | | 1 |
| P9 ₃ DDR | 0 | | 1 | — |
| Pin function | P9 ₃ input | | P9 ₃ output | RxD ₁ input |

P9₂/RxD₀ Bit RE in SCR of SCI0, bit SMIF in SCMR, and bit P9₂DDR select the pin function as follows

| | | | | | |
|---------------------|-----------------------|------------------------|------------------------|------------------------|---|
| SMIF | 0 | | | | 1 |
| RE | 0 | | 1 | — | |
| P9 ₂ DDR | 0 | 1 | — | — | |
| Pin function | P9 ₂ input | P9 ₂ output | RxD ₀ input | RxD ₀ input | |

Pin Pin Functions and Selection Method

P9₁/TxD₁ Bit TE in SCR of SCI1 and bit P9₁DDR select the pin function as follows

| | | | |
|---------------------|-----------------------|------------------------|-------------------------|
| TE | 0 | | 1 |
| P9 ₁ DDR | 0 | 1 | — |
| Pin function | P9 ₁ input | P9 ₁ output | TxD ₁ output |

P9₀/TxD₀ Bit TE in SCR of SCI0, bit SMIF in SCMR, and bit P9₀DDR select the pin function as follows

| | | | | |
|---------------------|-----------------------|------------------------|-------------------------|--------------------------|
| SMIF | 0 | | | 1 |
| TE | 0 | | 1 | — |
| P9 ₀ DDR | 0 | 1 | — | — |
| Pin function | P9 ₀ input | P9 ₀ output | TxD ₀ output | TxD ₀ output* |

Note: * Functions as the TxD₀ output pin, but there are two states: one in which the pin is driven, and another in which the pin is at high-impedance.

9.11 Port A

9.11.1 Overview

Port A is an 8-bit input/output port that is also used for output (TP₇ to TP₀) from the programmable timing pattern controller (TPC), input and output (TIOCB₂, TIOCA₂, TIOCB₁, TIOCA₁, TIOCB₀, TIOCA₀, TCLKD, TCLKC, TCLKB, TCLKA) by the 16-bit integrated timer unit (ITU), output ($\overline{\text{TEND}}_1$, $\overline{\text{TEND}}_0$) from the DMA controller (DMAC), $\overline{\text{CS}}_4$ to $\overline{\text{CS}}_6$ output, and address output (A₂₃ to A₂₀). A reset or hardware standby leaves port A as an input port, except that in modes 3, 4, and 6, one pin is always used for A₂₀ output. For selecting the pin function, see table 9.19. Usage of pins for TPC, ITU, and DMAC input and output is described in the sections on those modules. For output of address bits A₂₃ to A₂₁ in modes 3, 4, and 6, see section 6.2.5, Bus Release Control Register (BRCR). For output of $\overline{\text{CS}}_4$ to $\overline{\text{CS}}_6$ in modes 1 to 6, see section 6.3.2, Chip Select Signals. Pins not assigned to any of these functions are available for generic input/output. Figure 9.10 shows the pin configuration of port A.

Pins in port A can drive one TTL load and a 30-pF capacitive load. They can also drive a darlington transistor pair. Port A has Schmitt-trigger inputs.

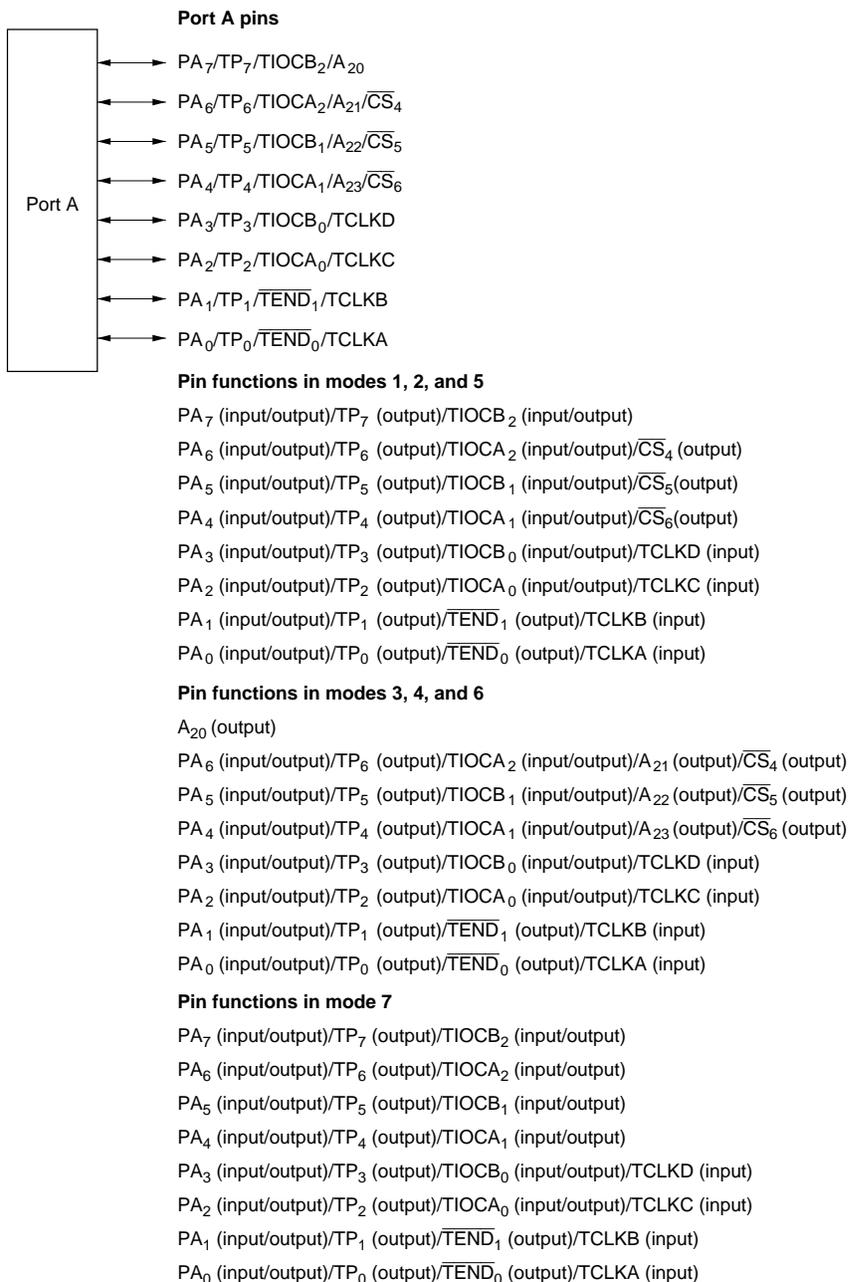


Figure 9.10 Port A Pin Configuration

9.11.2 Register Descriptions

Table 9.18 summarizes the registers of port A.

Table 9.18 Port A Registers

| Address* | Name | Abbreviation | R/W | Initial Value | |
|----------|--------------------------------|--------------|-----|----------------------|-------------------|
| | | | | Modes 1, 2, 5, and 7 | Modes 3, 4, and 6 |
| H'FFD1 | Port A data direction register | PADDR | W | H'00 | H'80 |
| H'FFD3 | Port A data register | PADR | R/W | H'00 | H'00 |

Note: * Lower 16 bits of the address.

Port A Data Direction Register (PADDR)

PADDR is an 8-bit write-only register that can select input or output for each pin in port A. When pins are used for TPC output, the corresponding PADDR bits must also be set.

| Bit | | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----------------------|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | | PA ₇ DDR | PA ₆ DDR | PA ₅ DDR | PA ₄ DDR | PA ₃ DDR | PA ₂ DDR | PA ₁ DDR | PA ₀ DDR |
| Modes 3, 4, and 6 | Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | — | W | W | W | W | W | W | W |
| Modes 1, 2, 5, and 7 | Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | W | W | W | W | W | W | W | W |

Port A data direction 7 to 0

These bits select input or output for port A pins

While port A acts as an I/O port, a pin in port A becomes an output pin if the corresponding PADDR bit is set to 1, and an input pin if this bit is cleared to 0. In modes 3, 4, and 6, PA₇DDR is fixed at 1 and PA₇ functions as an address output pin.

PADDR is a write-only register. Its value cannot be read. All bits return 1 when read.

PADDR is initialized to H'00 by a reset and in hardware standby mode in modes 1, 2, 5, and 7.

It is initialized to H'80 by a reset and in hardware standby mode in modes 3, 4, and 6. In software standby mode it retains its previous setting. If a PADDR bit is set to 1, the corresponding pin maintains its output state in software standby mode.

Port A Data Register (PADR)

PADR is an 8-bit readable/writable register that stores output data for pins PA₇ to PA₀. While port A acts as an output port, the value of this register is output. When a bit in PADDR is set to 1, if port A is read the value of the corresponding PADR bit is returned. When a bit in PADDR is cleared to 0, if port A is read the corresponding pin level is read.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | PA ₇ | PA ₆ | PA ₅ | PA ₄ | PA ₃ | PA ₂ | PA ₁ | PA ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port A data 7 to 0

These bits store data for port A pins

PADR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

9.11.3 Pin Functions

Table 9.19 describes the selection of pin functions.

Table 9.19 Port A Pin Functions

Pin Pin Functions and Selection Method

PA₇/TP₇/TIOCB₂/A₂₀ The mode setting, ITU channel 2 settings (bit PWM2 in TMDR and bits IOB2 to IOB0 in TIOR2), bit NDER7 in NDERA, and bit PA₇DDR in PADDR select the pin function as follows

| Mode | 1, 2, 5, 7 | | | 3, 4, 6 | |
|------------------------|---------------------------|---------------------------|------------------------|------------------------|------------------------|
| ITU channel 2 settings | (1) in table below | (2) in table below | | | — |
| PA ₇ DDR | — | 0 | 1 | 1 | — |
| NDER7 | — | — | 0 | 1 | — |
| Pin function | TIOCB ₂ output | PA ₇ input | PA ₇ output | TP ₇ output | A ₂₀ output |
| | | TIOCB ₂ input* | | | |

Note: * TIOCB₂ input when IOB2 = 1 and PWM2 = 0.

| ITU channel 2 settings | (2) | (1) | | (2) |
|------------------------|-----|-----|---|-----|
| IOB2 | 0 | | | 1 |
| IOB1 | 0 | 0 | 1 | — |
| IOB0 | 0 | 1 | — | — |

Pin Pin Functions and Selection Method

PA₆/TP₆/
TIOCA₂/
A₂₁/ $\overline{\text{CS}}_4$ The mode setting, bit A₂₁E in BR_{CR}, bit CS₄E in CS_{CR}, ITU channel 2 settings (bit PWM2 in TMDR and bits IOA₂ to IOA₀ in TIO_{R2}), bit NDER₆ in NDERA, and bit PA₆DDR in PADDR select the pin function as follows

| | | | | | | | | | | | | | | | |
|------------------------|---------------------------|---------------------------|------------------------|------------------------|---------------------------------|---------------------------|---------------------------|------------------------|------------------------|------------------------|---------------------------------|---------------------------|---------------------------|------------------------|------------------------|
| Mode | 1, 2, 5 | | | | | 3, 4, 6 | | | | | 7 | | | | |
| CS ₄ E | 0 | | | 1 | | 0 | | | 1 | | — | | | | |
| A ₂₁ E | — | | | — | | 1 | | | 0 | | — | | | | |
| ITU channel 2 settings | (1) in table below | (2) in table below | | | — | (1) in table below | (2) in table below | | | — | — | (1) in table below | (2) in table below | | |
| PA ₆ DDR | — | 0 | 1 | 1 | — | — | 0 | 1 | 1 | — | — | — | 0 | 1 | 1 |
| NDER ₆ | — | — | 0 | 1 | — | — | — | 0 | 1 | — | — | — | — | 0 | 1 |
| Pin function | TIOCA ₂ output | PA ₆ input | PA ₆ output | TP ₆ output | $\overline{\text{CS}}_4$ output | TIOCA ₂ output | PA ₆ input | PA ₆ output | TP ₆ output | A ₂₁ output | $\overline{\text{CS}}_4$ output | TIOCA ₂ output | PA ₆ input | PA ₆ output | TP ₆ output |
| | | TIOCA ₂ input* | | | | | TIOCA ₂ input* | | | | | | TIOCA ₂ input* | | |

Note: * TIOCA₂ input when IOA₂ = 1.

| | | | | | | | | | |
|------------------------|-----|--|-----|--|---|-----|---|-----|---|
| ITU channel 2 settings | (2) | | (1) | | | (2) | | (1) | |
| PWM2 | 0 | | | | | | | 1 | |
| IOA ₂ | 0 | | | | | 1 | | — | |
| IOA ₁ | 0 | | 0 | | 1 | | — | | — |
| IOA ₀ | 0 | | 1 | | — | | — | | — |

Pin Pin Functions and Selection Method

PA₅/TP₅/
TIOCB₁/
A₂₂/CS₅ The mode setting, bit A₂₂E in BR_{CR}, bit CS₅E in CS_{CR}, ITU channel 1 settings (bit PWM1 in TMDR and bits IOB2 to IOB0 in TIO_R1), bit NDER5 in NDERA, and bit PA₅DDR in PADDR select the pin function as follows

| Mode | 1, 2, 5 | | | | 3, 4, 6 | | | | 7 | | | | | | |
|------------------------|---------------------------|---------------------------|------------------------|------------------------|------------------------|---------------------------|---------------------------|------------------------|------------------------|------------------------|------------------------|---------------------------|---------------------------|------------------------|------------------------|
| CS ₅ E | 0 | | | 1 | 0 | | | 1 | — | | | | | | |
| A ₂₂ E | — | | | | — | 1 | | 0 | — | | — | | | | |
| ITU channel 1 settings | (1) in table below | (2) in table below | | | — | (1) in table below | (2) in table below | | — | — | (1) in table below | (2) in table below | | | |
| PA ₅ DDR | — | 0 | 1 | 1 | — | — | 0 | 1 | 1 | — | — | — | 0 | 1 | 1 |
| NDER5 | — | — | 0 | 1 | — | — | — | 0 | 1 | — | — | — | — | 0 | 1 |
| Pin function | TIOCB ₁ output | PA ₅ input | PA ₅ output | TP ₅ output | CS ₅ output | TIOCB ₁ output | PA ₅ input | PA ₅ output | TP ₅ output | A ₂₂ output | CS ₅ output | TIOCB ₁ output | PA ₅ input | PA ₅ output | TP ₅ output |
| | | TIOCB ₁ input* | | | | | TIOCB ₁ input* | | | | | | TIOCB ₁ input* | | |

Note: * TIOCB₁ input when IOB2 = 1 and PWM1 = 0.

| ITU channel 1 settings | (2) | (1) | (2) |
|------------------------|-----|-----|-----|
| IOB2 | 0 | | 1 |
| IOB1 | 0 | 0 | 1 |
| IOB0 | 0 | 1 | — |

Pin Pin Functions and Selection Method

PA₄/TP₄/
TIOCA₁/
A₂₃/CS₆ The mode setting, bit A₂₃E in BR CR, bit CS₆E in CSCR, ITU channel 1 settings (bit PWM1 in TMDR and bits IOA2 to IOA0 in TIOR1), bit NDER4 in NDERA, and bit PA₄DDR in PADDR select the pin function as follows

| Mode | 1, 2, 5 | | | | 3, 4, 6 | | | | | | 7 | | | | |
|------------------------|---------------------------|---------------------------|------------------------|------------------------|------------------------|---------------------------|---------------------------|------------------------|------------------------|------------------------|------------------------|---------------------------|---------------------------|------------------------|------------------------|
| CS ₆ E | 0 | | | 1 | 0 | | | | 1 | — | | | | | |
| A ₂₃ E | — | | | — | 1 | | | 0 | — | — | | | | | |
| ITU channel 2 settings | (1) in table below | (2) in table below | | — | (1) in table below | (2) in table below | | — | — | (1) in table below | (2) in table below | | | | |
| PA ₄ DDR | — | 0 | 1 | 1 | — | — | 0 | 1 | 1 | — | — | — | 0 | 1 | 1 |
| NDER4 | — | — | 0 | 1 | — | — | — | 0 | 1 | — | — | — | — | 0 | 1 |
| Pin function | TIOCA ₁ output | PA ₄ input | PA ₄ output | TP ₄ output | CS ₆ output | TIOCA ₁ output | PA ₄ input | PA ₄ output | TP ₄ output | A ₂₃ output | CS ₆ output | TIOCA ₁ output | PA ₄ input | PA ₄ output | TP ₄ output |
| | | TIOCA ₁ input* | | | | | TIOCA ₁ input* | | | | | | TIOCA ₁ input* | | |

Note: * TIOCA1 input when IOA2 = 1.

| | | | | | | | | | |
|------------------------|-----|--|-----|--|---|-----|---|-----|--|
| ITU channel 1 settings | (2) | | (1) | | | (2) | | (1) | |
| PWM1 | 0 | | | | | | | 1 | |
| IOA2 | 0 | | | | | 1 | | — | |
| IOA1 | 0 | | 0 | | 1 | | — | | |
| IOA0 | 0 | | 1 | | — | | — | | |

Pin Pin Functions and Selection Method

PA₃/TP₃/
TIOCB₀/
TCLKD

ITU channel 0 settings (bit PWM0 in TMDR and bits IOB2 to IOB0 in TIOR0), bits TPSC2 to TPSC0 in TCR4 to TCR0, bit NDER3 in NDERA, and bit PA₃DDR in PADDR select the pin function as follows

| ITU channel 0 settings | (1) in table below | (2) in table below | | |
|------------------------|---------------------------|--|------------------------|------------------------|
| PA ₃ DDR | — | 0 | 1 | 1 |
| NDER3 | — | — | 0 | 1 |
| Pin function | TIOCB ₀ output | PA ₃ input | PA ₃ output | TP ₃ output |
| | | TIOCB ₀ input* ¹ | | |
| | TCLKD input* ² | | | |

Notes: 1. TIOCB₀ input when IOB2 = 1 and PWM0 = 0.

2. TCLKD input when TPSC2 = TPSC1 = TPSC0 = 1 in any of TCR4 to TCR0.

| ITU channel 0 settings | (2) | (1) | | (2) |
|------------------------|-----|-----|---|-----|
| IOB2 | | 0 | | 1 |
| IOB1 | 0 | 0 | 1 | — |
| IOB0 | 0 | 1 | — | — |

Pin Pin Functions and Selection Method

PA₂/TP₂/
TIOCA₀/
TCLKC

ITU channel 0 settings (bit PWM0 in TMDR and bits IOA2 to IOA0 in TIOR0), bits TPSC2 to TPSC0 in TCR4 to TCR0, bit NDER2 in NDERA, and bit PA₂DDR in PADDR select the pin function as follows

| ITU channel 0 settings | (1) in table below | (2) in table below | | |
|------------------------|---------------------------|--|------------------------|------------------------|
| PA ₂ DDR | — | 0 | 1 | 1 |
| NDER2 | — | — | 0 | 1 |
| Pin function | IOCA ₀ output | PA ₂ input | PA ₂ output | TP ₂ output |
| | | TIOCA ₀ input* ¹ | | |
| | TCLKC input* ² | | | |

Notes: 1. TIOCA₀ input when IOA2 = 1.

2. TCLKC input when TPSC2 = TPSC1 = 1 and TPSC0 = 0 in any of TCR4 to TCR0.

| ITU channel 0 settings | (2) | (1) | | (2) | (1) |
|------------------------|-----|-----|---|-----|-----|
| PWM0 | 0 | | | | 1 |
| IOA2 | 0 | | | 1 | — |
| IOA1 | 0 | 0 | 1 | — | — |
| IOA0 | 0 | 1 | — | — | — |

Pin Pin Functions and Selection Method

PA₁/TP₁/
TCLKB/
 $\overline{\text{TEND}}_1$

DMAC channel 1 settings (bits DTS2/1/0A and DTS2/1/0B in DTCR1A and DTCR1B), bit NDER1 in NDERA, and bit PA₁DDR in PADDR select the pin function as follows

| DMAC channel 1 settings | (1) in table below | (2) in table below | | |
|-------------------------|-----------------------------------|-----------------------|------------------------|------------------------|
| PA ₁ DDR | — | 0 | 1 | 1 |
| NDER1 | — | — | 0 | 1 |
| Pin function | $\overline{\text{TEND}}_1$ output | PA ₁ input | PA ₁ output | TP ₁ output |
| | TCLKB input* | | | |

Note: *TCLKB input when MDF = 1 in TMDR, or when TPSC2 = 1, TPSC1 = 0, and TPSC0 = 1 in any of TCR4 to TCR0.

| DMAC channel 1 settings | (2) | | (1) | (2) | (1) | (2) | | (1) |
|-------------------------|------------|---|-----|--------|-----|-----|---|-----|
| DTS2A, DTS1A | Not both 1 | | | Both 1 | | | | |
| DTS0A | — | | | 0 | 0 | 1 | 1 | 1 |
| DTS2B | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| DTS1B | — | 0 | 1 | — | — | — | 0 | 1 |

Pin Pin Functions and Selection Method

PA₀/TP₀/
TCLKA/
TEND₀

DMAC channel 0 settings (bits DTS2/1/0A and DTS2/1/0B in DTCR0A and DTCR0B), bit NDER0 in NDERA, and bit PA₀DDR in PADDR select the pin function as follows

| DMAC channel 0 settings | (1) in table below | (2) in table below | | |
|-------------------------|--------------------------|-----------------------|------------------------|------------------------|
| PA ₀ DDR | — | 0 | 1 | 1 |
| NDER0 | — | — | 0 | 1 |
| Pin function | TEND ₀ output | PA ₀ input | PA ₀ output | TP ₀ output |
| | TCLKA input* | | | |

Note: *TCLKA input when MDF = 1 in TMDR, or when TPSC2 = 1 and TPSC1 = 0 in any of TCR4 to TCR0.

| DMAC channel 0 settings | (2) | | (1) | (2) | (1) | (2) | | (1) |
|-------------------------|------------|---|-----|--------|-----|-----|---|-----|
| DTS2A, DTS1A | Not both 1 | | | Both 1 | | | | |
| DTS0A | — | | | 0 | 0 | 1 | 1 | 1 |
| DTS2B | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| DTS1B | — | 0 | 1 | — | — | — | 0 | 1 |

9.12 Port B

9.12.1 Overview

Port B is an 8-bit input/output port that is also used for output (TP₁₅ to TP₈) from the programmable timing pattern controller (TPC), input/output (TIOCB₄, TIOCB₃, TIOCA₄, TIOCA₃) and output (TOCXB₄, TOCXA₄) by the 16-bit integrated timer unit (ITU), input ($\overline{\text{DREQ}}_1$, $\overline{\text{DREQ}}_0$) to the DMA controller (DMAC), $\overline{\text{ADTRG}}$ input to the A/D converter, and $\overline{\text{CS}}_7$ output. A reset or hardware standby leaves port B as an input port. For selecting the pin function, see table 9.21. Usage of pins for TPC, ITU, DMAC, and A/D converter input and output is described in the sections on those modules. For output of $\overline{\text{CS}}_7$ in modes 1 to 6, see section 6.3.2, Chip Select Signals. Pins not assigned to any of these functions are available for generic input/output. Figure 9.11 shows the pin configuration of port B.

Pins in port B can drive one TTL load and a 30-pF capacitive load. They can also drive an LED or darlington transistor pair. Pins PB₃ to PB₀ have Schmitt-trigger inputs.

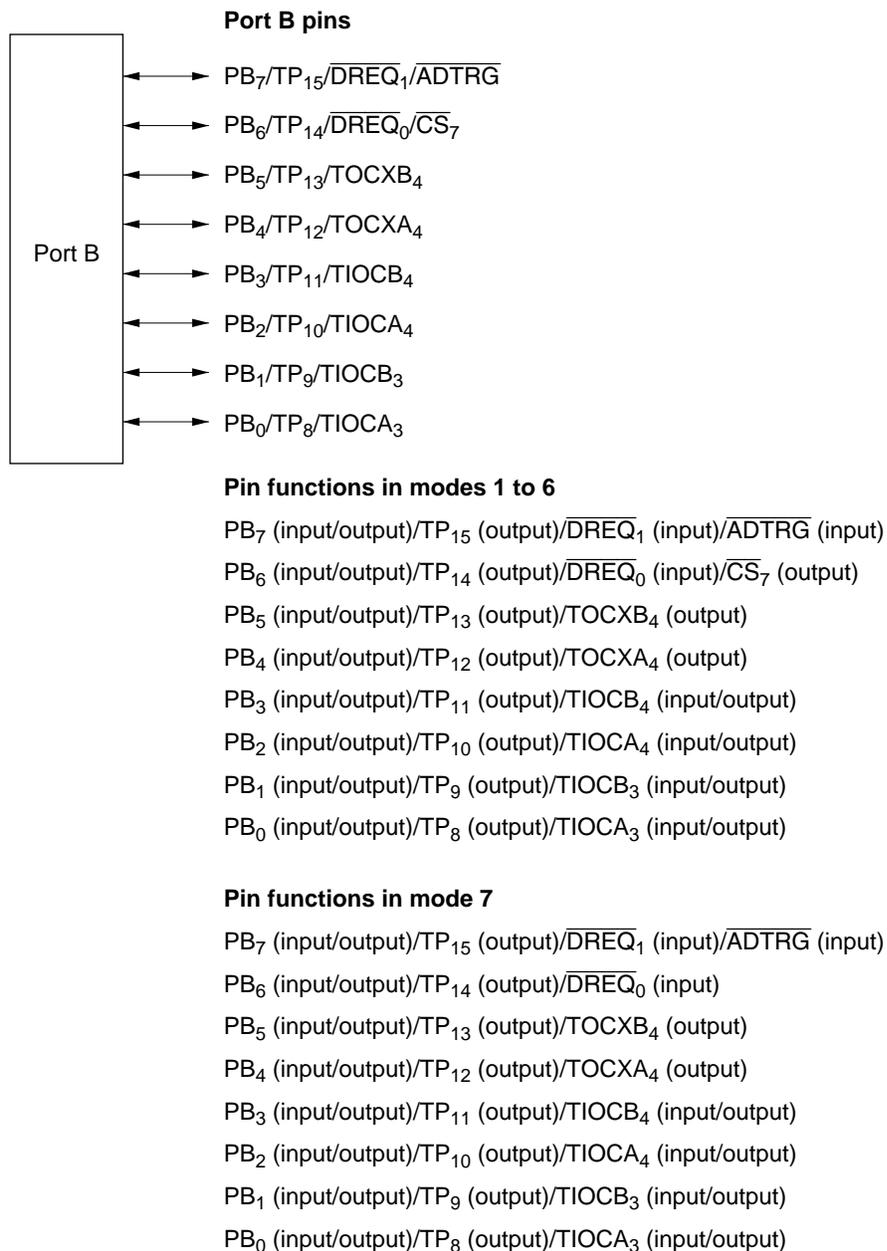


Figure 9.11 Port B Pin Configuration

9.12.2 Register Descriptions

Table 9.20 summarizes the registers of port B.

Table 9.20 Port B Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|--------------------------------|--------------|-----|---------------|
| H'FFD4 | Port B data direction register | PBDDR | W | H'00 |
| H'FFD6 | Port B data register | PBDR | R/W | H'00 |

Note: * Lower 16 bits of the address.

Port B Data Direction Register (PBDDR)

PBDDR is an 8-bit write-only register that can select input or output for each pin in port B. When pins are used for TPC output, the corresponding PBDDR bits must also be set.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | PB ₇ DDR | PB ₆ DDR | PB ₅ DDR | PB ₄ DDR | PB ₃ DDR | PB ₂ DDR | PB ₁ DDR | PB ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port B data direction 7 to 0

These bits select input or output for port B pins

While port B acts as an I/O port, a pin in port B becomes an output pin if the corresponding PBDDR bit is set to 1, and an input pin if this bit is cleared to 0.

PBDDR is a write-only register. Its value cannot be read. All bits return 1 when read.

PBDDR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting. If a PBDDR bit is set to 1 while port B acts as an I/O port, the corresponding pin maintains its output state in software standby mode.

Port B Data Register (PBDR)

PBDR is an 8-bit readable/writable register that stores output data for pins PB7 to PB0. While port B acts as an output port, the value of this register is output. When a bit in PBDDR is set to 1, if port B is read the value of the corresponding PBDR bit is returned. When a bit in PBDDR is cleared to 0, if port B is read the corresponding pin level is read.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | PB ₇ | PB ₆ | PB ₅ | PB ₄ | PB ₃ | PB ₂ | PB ₁ | PB ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port B data 7 to 0

These bits store data for port B pins

PBDR is initialized to H'00 by a reset and in hardware standby mode. In software standby mode it retains its previous setting.

9.12.3 Pin Functions

Table 9.21 describes the selection of pin functions.

Table 9.21 Port B Pin Functions

Pin Pin Functions and Selection Method

$\overline{PB_7}/TP_{15}/$
 $\overline{DREQ_1}/$
 \overline{ADTRG} DMAC channel 1 settings (bits DTS2/1/0A and DTS2/1/0B in DTCR1A and DTCR1B), bit TRGE in ADCR, bit NDER15 in NDERB, and bit PB_7DDR in $PBDDR$ select the pin function as follows

| | | | |
|--------------|---|---------------|------------------|
| PB_7DDR | 0 | 1 | 1 |
| NDER15 | — | 0 | 1 |
| Pin function | PB_7 input | PB_7 output | TP_{15} output |
| | $\overline{DREQ_1}$ input* ¹ | | |
| | \overline{ADTRG} input* ² | | |

Notes: 1. $\overline{DREQ_1}$ input under DMAC channel 1 settings (1) in the table below.

2. \overline{ADTRG} input when TRGE = 1.

| | | | | | | | | |
|-------------------------|------------|---|-----|--------|-----|-----|---|-----|
| DMAC channel 1 settings | (2) | | (1) | (2) | (1) | (2) | | (1) |
| DTS2A, DTS1A | Not both 1 | | | Both 1 | | | | |
| DTS0A | — | | | 0 | 0 | 1 | 1 | 1 |
| DTS2B | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| DTS1B | — | 0 | 1 | — | — | — | 0 | 1 |

Pin Pin Functions and Selection Method

PB₆/TP₁₄/
DREQ₀/
CS₇ Bit CS7E in CSCR, DMAC channel 0 settings (bits DTS2/1/0A and DTS2/1/0B in DTCR0A and DTCR0B), bit NDER14 in NDERB, and bit PB₆DDR in PBDDR select the pin function as follows

| | | | | |
|---------------------|--------------------------|------------------------|-------------------------|------------------------|
| PB ₆ DDR | 0 | 1 | 1 | — |
| CS7E | 0 | 0 | 0 | 1 |
| NDER14 | — | 0 | 1 | — |
| Pin function | PB ₆ input | PB ₆ output | TP ₁₄ output | — |
| | DREQ ₀ input* | | | CS ₇ output |

Note: * DREQ₀ input under DMAC channel 0 settings (1) in the table below.

| | | | | | | | | |
|-------------------------|------------|---|-----|--------|-----|-----|---|-----|
| DMAC channel 0 settings | (2) | | (1) | (2) | (1) | (2) | | (1) |
| DTS2A, DTS1A | Not both 1 | | | Both 1 | | | | |
| DTS0A | — | | | 0 | 0 | 1 | 1 | 1 |
| DTS2B | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| DTS1B | — | 0 | 1 | — | — | — | 0 | 1 |

PB₅/TP₁₃/
TOCXB₄ ITU channel 4 settings (bit CMD1 in TFCR and bit EXB4 in TOER), bit NDER13 in NDERB, and bit PB₅DDR in PBDDR select the pin function as follows

| | | | | | |
|---------------------|-----------------------|------------------------|-------------------------|---------------------------|--|
| EXB4, CMD1 | Not both 1 | | | Both 1 | |
| PB ₅ DDR | 0 | 1 | 1 | — | |
| NDER13 | — | 0 | 1 | — | |
| Pin function | PB ₅ input | PB ₅ output | TP ₁₃ output | TOCXB ₄ output | |

PB₄/TP₁₂/
TOCXA₄ ITU channel 4 settings (bit CMD1 in TFCR and bit EXA4 in TOER), bit NDER12 in NDERB, and bit PB₄DDR in PBDDR select the pin function as follows

| | | | | | |
|---------------------|-----------------------|------------------------|-------------------------|---------------------------|--|
| EXA4, CMD1 | Not both 1 | | | Both 1 | |
| PB ₄ DDR | 0 | 1 | 1 | — | |
| NDER12 | — | 0 | 1 | — | |
| Pin function | PB ₄ input | PB ₄ output | TP ₁₂ output | TOCXA ₄ output | |

Pin Pin Functions and Selection Method

PB₃/TP₁₁/TIOCB₄ ITU channel 4 settings (bit PWM4 in TMDR, bit CMD1 in TFCR, bit EB4 in TOER, and bits IOB2 to IOB0 in TIOR4), bit NDER11 in NDERB, and bit PB₃DDR in PBDDR select the pin function as follows

| ITU channel 4 settings | (1) in table below | (2) in table below | | |
|------------------------|---------------------------|---------------------------|------------------------|-------------------------|
| PB ₃ DDR | — | 0 | 1 | 1 |
| NDER11 | — | — | 0 | 1 |
| Pin function | TIOCB ₄ output | PB ₃ input | PB ₃ output | TP ₁₁ output |
| | | TIOCB ₄ input* | | |

Note: * TIOCB₄ input when CMD1 = PWM4 = 0 and IOB2 = 1.

| ITU channel 4 settings | (2) | (2) | (1) | | (2) | (1) |
|------------------------|-----|-----|-----|---|-----|-----|
| EB4 | 0 | 1 | | | | |
| CMD1 | — | 0 | | | | 1 |
| IOB2 | — | 0 | 0 | 0 | 1 | — |
| IOB1 | — | 0 | 0 | 1 | — | — |
| IOB0 | — | 0 | 1 | — | — | — |

PB₂/TP₁₀/TIOCA₄ ITU channel 4 settings (bit CMD1 in TFCR, bit EA4 in TOER, bit PWM4 in TMDR, and bits IOA2 to IOA0 in TIOR4), bit NDER10 in NDERB, and bit PB₂DDR in PBDDR select the pin function as follows

| ITU channel 4 settings | (1) in table below | (2) in table below | | |
|------------------------|---------------------------|---------------------------|------------------------|-------------------------|
| PB ₂ DDR | — | 0 | 1 | 1 |
| NDER10 | — | — | 0 | 1 |
| Pin function | TIOCA ₄ output | PB ₂ input | PB ₂ output | TP ₁₀ output |
| | | TIOCA ₄ input* | | |

Note: * TIOCA₄ input when CMD1 = PWM4 = 0 and IOA2 = 1.

| ITU channel 4 settings | (2) | (2) | (1) | | (2) | (1) |
|------------------------|-----|-----|-----|---|-----|-----|
| EA4 | 0 | 1 | | | | |
| CMD1 | — | 0 | | | | 1 |
| PWM4 | — | 0 | | | 1 | — |
| IOA2 | — | 0 | 0 | 0 | 1 | — |
| IOA1 | — | 0 | 0 | 1 | — | — |
| IOA0 | — | 0 | 1 | — | — | — |

Pin Pin Functions and Selection Method

PB₁/TP₉/TIOCB₃ ITU channel 3 settings (bit PWM3 in TMDR, bit CMD1 in TFCR, bit EB3 in TOER, and bits IOB2 to IOB0 in TIOR3), bit NDER9 in NDERB, and bit PB₁DDR in PBDDR select the pin function as follows

| ITU channel 3 settings | (1) in table below | (2) in table below | | |
|------------------------|---------------------------|---------------------------|------------------------|------------------------|
| PB ₁ DDR | — | 0 | 1 | 1 |
| NDER9 | — | — | 0 | 1 |
| Pin function | TIOCB ₃ output | PB ₁ input | PB ₁ output | TP ₉ output |
| | | TIOCB ₃ input* | | |

Note: * TIOCB₃ input when CMD1 = PWM3 = 0 and IOB2 = 1.

| ITU channel 3 settings | (2) | (2) | (1) | | (2) | (1) |
|------------------------|-----|-----|-----|---|-----|-----|
| EB3 | 0 | 1 | | | | |
| CMD1 | — | 0 | | | | 1 |
| IOB2 | — | 0 | 0 | 0 | 1 | — |
| IOB1 | — | 0 | 0 | 1 | — | — |
| IOB0 | — | 0 | 1 | — | — | — |

PB₀/TP₈/TIOCA₃ ITU channel 3 settings (bit CMD1 in TFCR, bit EA3 in TOER, bit PWM3 in TMDR, and bits IOA2 to IOA0 in TIOR3), bit NDER8 in NDERB, and bit PB₀DDR in PBDDR select the pin function as follows

| ITU channel 3 settings | (1) in table below | (2) in table below | | |
|------------------------|---------------------------|---------------------------|------------------------|------------------------|
| PB ₀ DDR | — | 0 | 1 | 1 |
| NDER8 | — | — | 0 | 1 |
| Pin function | TIOCA ₃ output | PB ₀ input | PB ₀ output | TP ₈ output |
| | | TIOCA ₃ input* | | |

Note: * TIOCA₃ input when CMD1 = PWM3 = 0 and IOA2 = 1.

| ITU channel 3 settings | (2) | (2) | (1) | | (2) | (1) |
|------------------------|-----|-----|-----|---|-----|-----|
| EA3 | 0 | 1 | | | | |
| CMD1 | — | 0 | | | | 1 |
| PWM3 | — | 0 | | | 1 | — |
| IOA2 | — | 0 | 0 | 0 | 1 | — |
| IOA1 | — | 0 | 0 | 1 | — | — |
| IOA0 | — | 0 | 1 | — | — | — |

Section 10 16-Bit Integrated Timer Unit (ITU)

10.1 Overview

The H8/3048 Group has a built-in 16-bit integrated timer unit (ITU) with five 16-bit timer channels.

When the ITU is not used, it can be independently halted to conserve power. For details see section 21.6, Module Standby Function.

10.1.1 Features

ITU features are listed below.

- Capability to process up to 12 pulse outputs or 10 pulse inputs
- Ten general registers (GRs, two per channel) with independently-assignable output compare or input capture functions
- Selection of eight counter clock sources for each channel:
Internal clocks: ϕ , $\phi/2$, $\phi/4$, $\phi/8$
External clocks: TCLKA, TCLKB, TCLKC, TCLKD
- Five operating modes selectable in all channels:
 - Waveform output by compare match
Selection of 0 output, 1 output, or toggle output (only 0 or 1 output in channel 2)
 - Input capture function
Rising edge, falling edge, or both edges (selectable)
 - Counter clearing function
Counters can be cleared by compare match or input capture
 - Synchronization
Two or more timer counters (TCNTs) can be preset simultaneously, or cleared simultaneously by compare match or input capture. Counter synchronization enables synchronous register input and output.
 - PWM mode
PWM output can be provided with an arbitrary duty cycle. With synchronization, up to five-phase PWM output is possible
- Phase counting mode selectable in channel 2
Two-phase encoder output can be counted automatically.

- Three additional modes selectable in channels 3 and 4
 - Reset-synchronized PWM mode

If channels 3 and 4 are combined, three-phase PWM output is possible with three pairs of complementary waveforms.
 - Complementary PWM mode

If channels 3 and 4 are combined, three-phase PWM output is possible with three pairs of non-overlapping complementary waveforms.
 - Buffering

Input capture registers can be double-buffered. Output compare registers can be updated automatically.
- High-speed access via internal 16-bit bus

The 16-bit timer counters, general registers, and buffer registers can be accessed at high speed via a 16-bit bus.
- Fifteen interrupt sources

Each channel has two compare match/input capture interrupts and an overflow interrupt. All interrupts can be requested independently.
- Activation of DMA controller (DMAC)

Four of the compare match/input capture interrupts from channels 0 to 3 can start the DMAC.
- Output triggering of programmable timing pattern controller (TPC)

Compare match/input capture signals from channels 0 to 3 can be used as TPC output triggers.

Table 10.1 summarizes the ITU functions.

Table 10.1 ITU Functions

| Item | Channel 0 | Channel 1 | Channel 2 | Channel 3 | Channel 4 |
|--|---|---|---|---|---|
| Clock sources | Internal clocks: ϕ , $\phi/2$, $\phi/4$, $\phi/8$ External clocks: TCLKA, TCLKB, TCLKC, TCLKD, selectable independently | | | | |
| General registers (output compare/input capture registers) | GRA0, GRB0 | GRA1, GRB1 | GRA2, GRB2 | GRA3, GRB3 | GRA4, GRB4 |
| Buffer registers | — | — | — | BRA3, BRB3 | BRA4, BRB4 |
| Input/output pins | TIOCA ₀ , TIOCB ₀ | TIOCA ₁ , TIOCB ₁ | TIOCA ₂ , TIOCB ₂ | TIOCA ₃ , TIOCB ₃ | TIOCA ₄ , TIOCB ₄ |
| Output pins | — | — | — | — | TOCXA ₄ , TOCXB ₄ |
| Counter clearing function | GRA0/GRB0 compare match or input capture | GRA1/GRB1 compare match or input capture | GRA2/GRB2 compare match or input capture | GRA3/GRB3 compare match or input capture | GRA4/GRB4 compare match or input capture |
| Compare match output | 0 | O | O | O | O |
| | 1 | O | O | O | O |
| | Toggle | O | O | — | O |
| Input capture function | O | O | O | O | O |
| Synchronization | O | O | O | O | O |
| PWM mode | O | O | O | O | O |
| Reset-synchronized PWM mode | — | — | — | O | O |
| Complementary PWM mode | — | — | — | O | O |
| Phase counting mode | — | — | O | — | — |
| Buffering | — | — | — | O | O |
| DMAC activation | GRA0 compare match or input capture | GRA1 compare match or input capture | GRA2 compare match or input capture | GRA3 compare match or input capture | — |
| Interrupt sources | Three sources • Compare match/input capture A0 • Compare match/input capture B0 • Overflow | Three sources • Compare match/input capture A1 • Compare match/input capture B1 • Overflow | Three sources • Compare match/input capture A2 • Compare match/input capture B2 • Overflow | Three sources • Compare match/input capture A3 • Compare match/input capture B3 • Overflow | Three sources • Compare match/input capture A4 • Compare match/input capture B4 • Overflow |

Legend

O: Available

—: Not available

10.1.2 Block Diagrams

ITU Block Diagram (Overall): Figure 10.1 is a block diagram of the ITU.

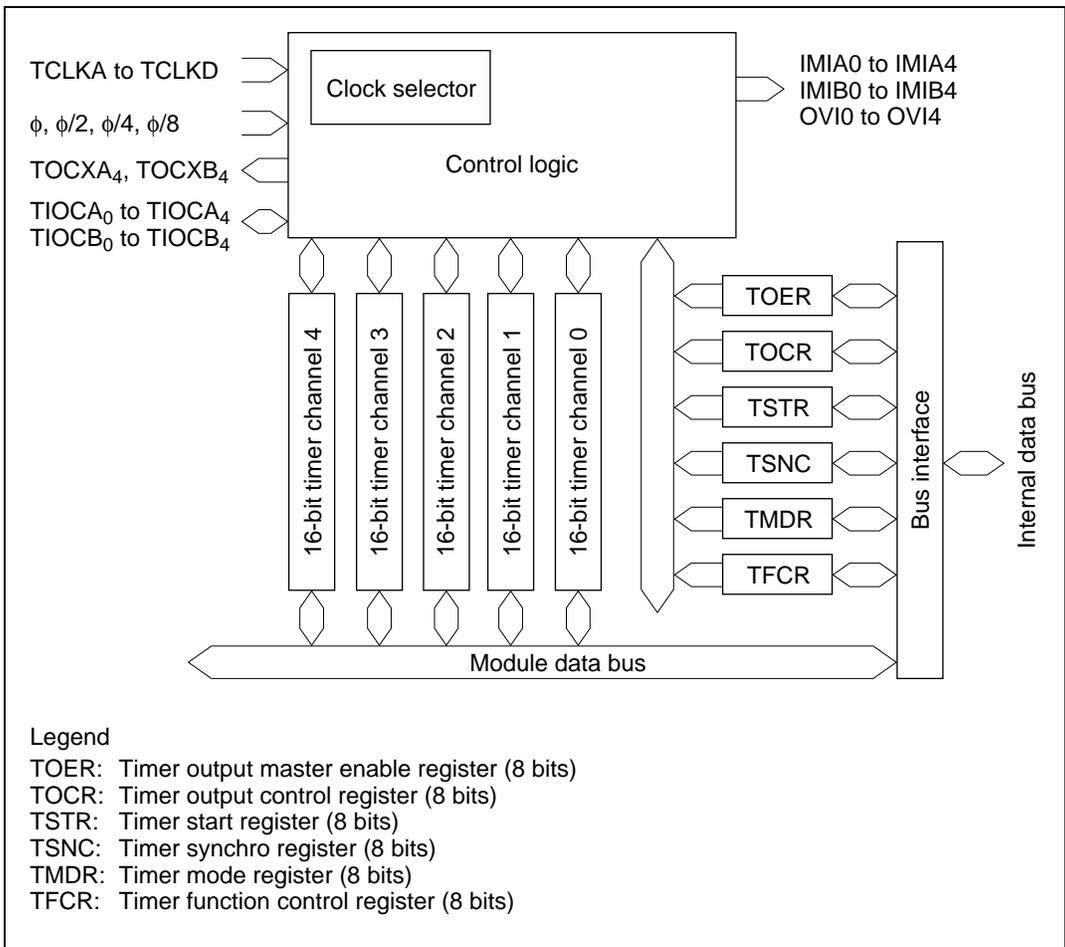


Figure 10.1 ITU Block Diagram (Overall)

Block Diagram of Channels 0 and 1: ITU channels 0 and 1 are functionally identical. Both have the structure shown in figure 10.2.

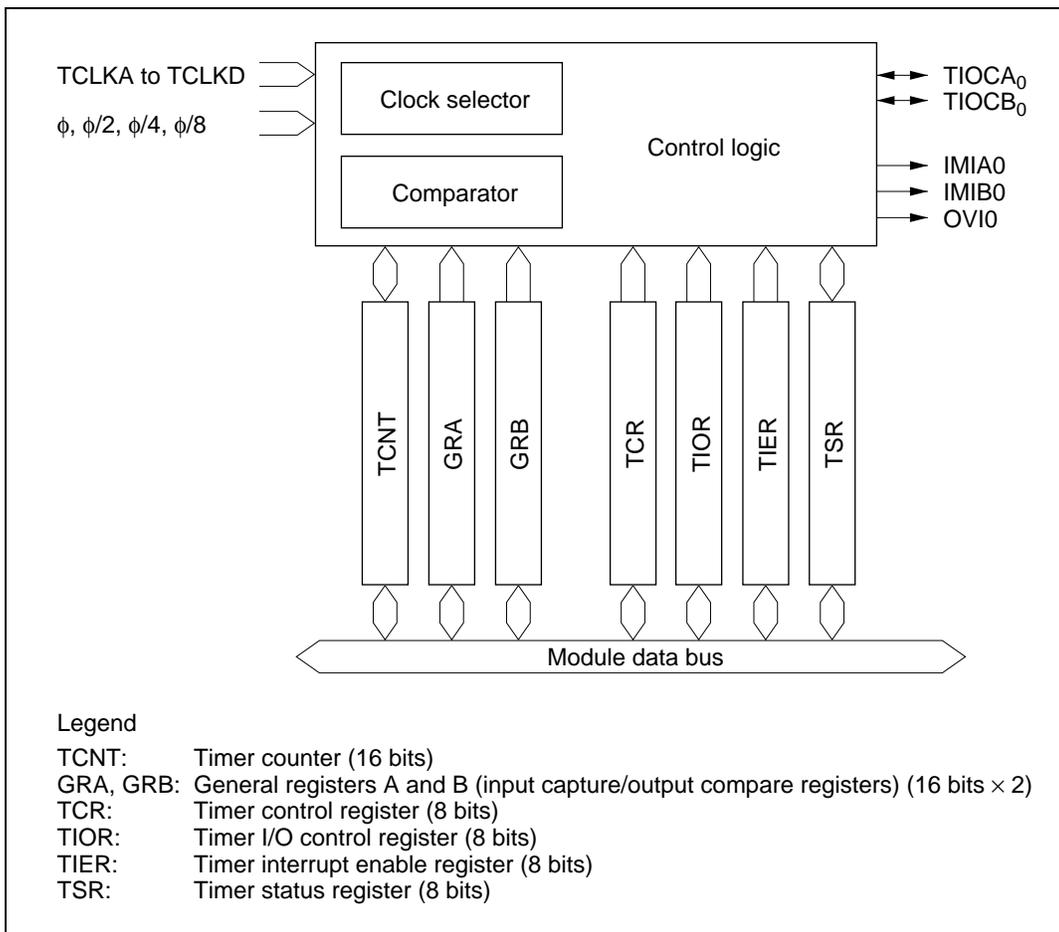


Figure 10.2 Block Diagram of Channels 0 and 1 (for Channel 0)

Block Diagram of Channel 2: Figure 10.3 is a block diagram of channel 2. This is the channel that provides only 0 output and 1 output.

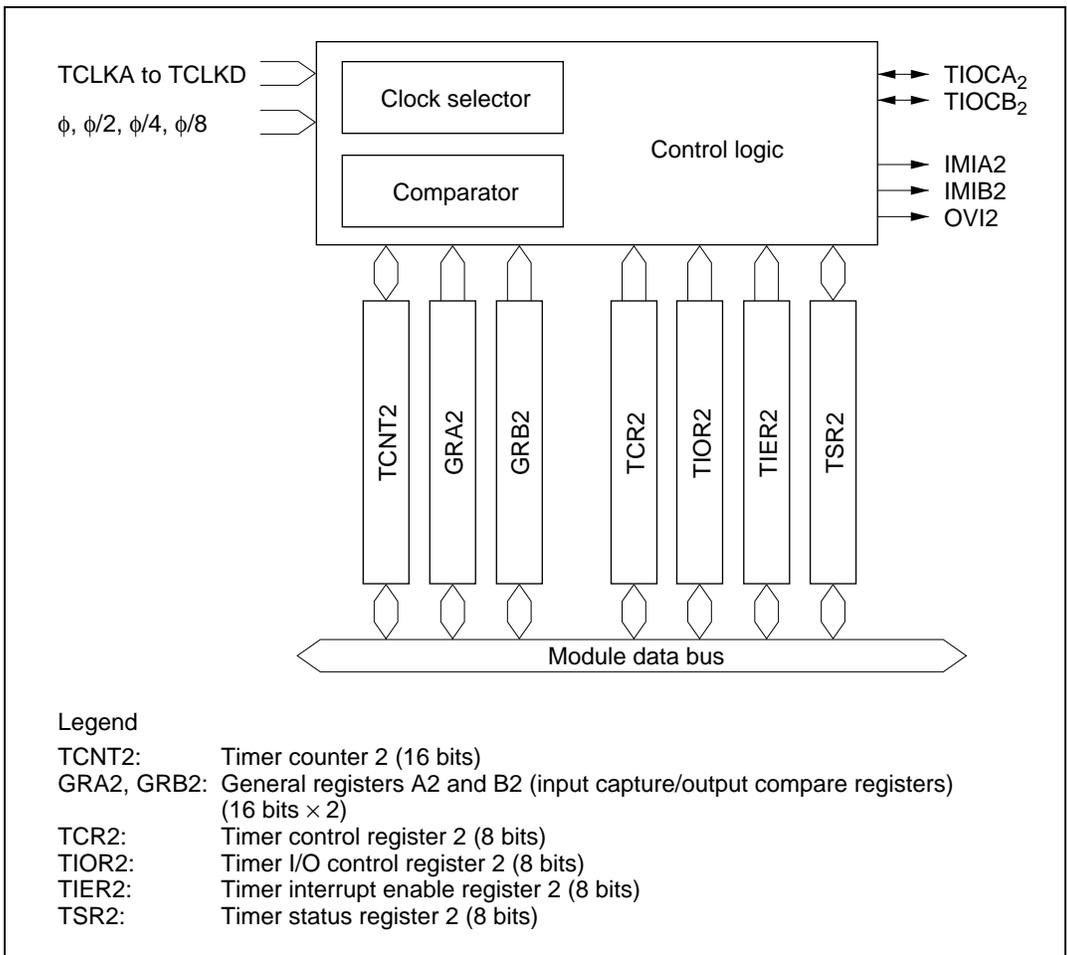


Figure 10.3 Block Diagram of Channel 2

Block Diagrams of Channels 3 and 4: Figure 10.4 is a block diagram of channel 3. Figure 10.5 is a block diagram of channel 4.

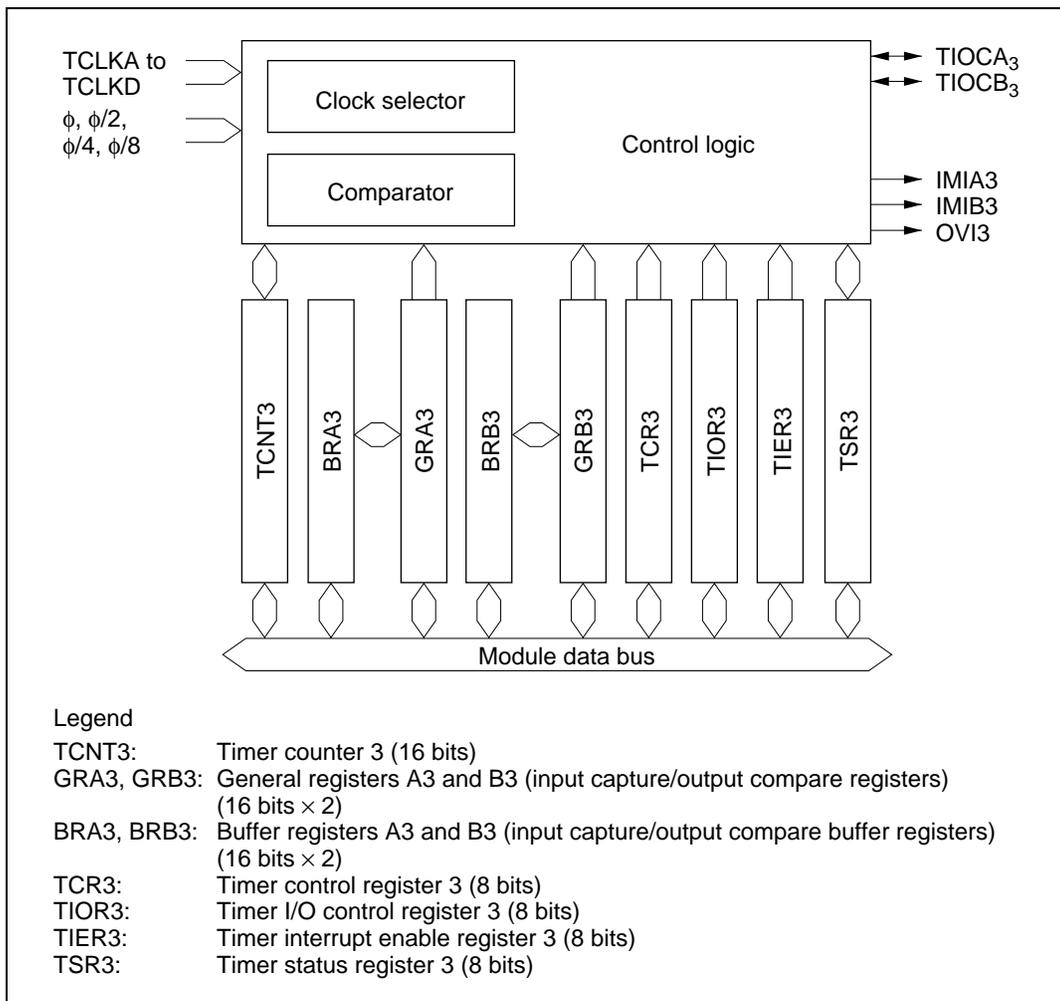


Figure 10.4 Block Diagram of Channel 3

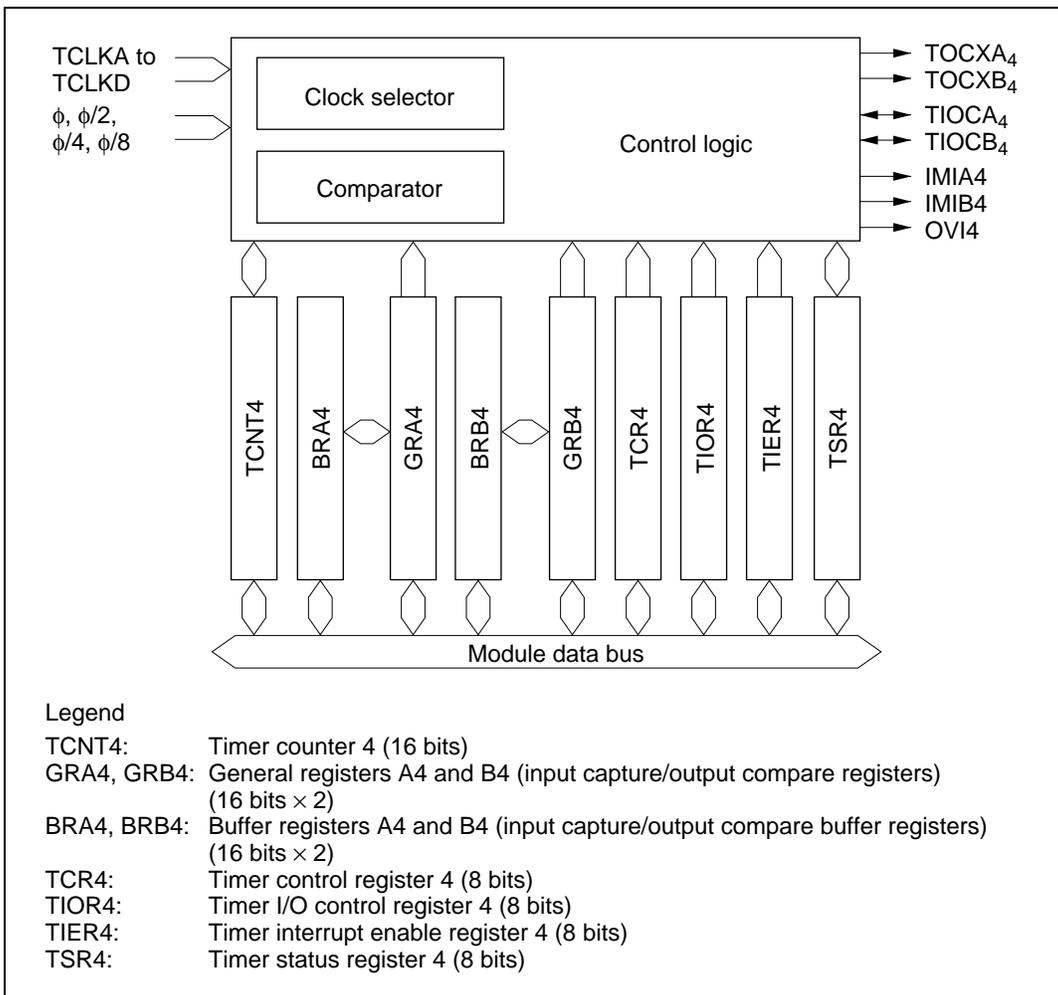


Figure 10.5 Block Diagram of Channel 4

10.1.3 Input/Output Pins

Table 10.2 summarizes the ITU pins.

Table 10.2 ITU Pins

| Channel | Name | Abbreviation | Input/Output | Function |
|---------|---------------------------------|--------------------|--------------|---|
| Common | Clock input A | TCLKA | Input | External clock A input pin (phase-A input pin in phase counting mode) |
| | Clock input B | TCLKB | Input | External clock B input pin (phase-B input pin in phase counting mode) |
| | Clock input C | TCLKC | Input | External clock C input pin |
| | Clock input D | TCLKD | Input | External clock D input pin |
| 0 | Input capture/output compare A0 | TIOCA ₀ | Input/output | GRA0 output compare or input capture pin PWM output pin in PWM mode |
| | Input capture/output compare B0 | TIOCB ₀ | Input/output | GRB0 output compare or input capture pin |
| 1 | Input capture/output compare A1 | TIOCA ₁ | Input/output | GRA1 output compare or input capture pin PWM output pin in PWM mode |
| | Input capture/output compare B1 | TIOCB ₁ | Input/output | GRB1 output compare or input capture pin |
| 2 | Input capture/output compare A2 | TIOCA ₂ | Input/output | GRA2 output compare or input capture pin PWM output pin in PWM mode |
| | Input capture/output compare B2 | TIOCB ₂ | Input/output | GRB2 output compare or input capture pin |
| 3 | Input capture/output compare A3 | TIOCA ₃ | Input/output | GRA3 output compare or input capture pin PWM output pin in PWM mode, |
| | Input capture/output compare B3 | TIOCB ₃ | Input/output | GRB3 output compare or input capture pin PWM output pin in complementary PWM |
| 4 | Input capture/output compare A4 | TIOCA ₄ | Input/output | GRA4 output compare or input capture pin PWM output pin in PWM mode, |
| | Input capture/output compare B4 | TIOCB ₄ | Input/output | GRB4 output compare or input capture pin PWM output pin in complementary PWM |
| | Output compare XA4 | TOCXA ₄ | Output | PWM output pin in complementary PWM mode or reset-synchronized PWM mode |
| | Output compare XB4 | TOCXB ₄ | Output | PWM output pin in complementary PWM mode or reset-synchronized PWM mode |

10.1.4 Register Configuration

Table 10.3 summarizes the ITU registers.

Table 10.3 ITU Registers

| Channel | Address*1 | Name | Abbreviation | R/W | Initial Value |
|---------|-----------|-------------------------------------|--------------|---------|---------------|
| Common | H'FF60 | Timer start register | TSTR | R/W | H'E0 |
| | H'FF61 | Timer synchro register | TSNC | R/W | H'E0 |
| | H'FF62 | Timer mode register | TMDR | R/W | H'80 |
| | H'FF63 | Timer function control register | TFCR | R/W | H'C0 |
| | H'FF90 | Timer output master enable register | TOER | R/W | H'FF |
| | H'FF91 | Timer output control register | TOCR | R/W | H'FF |
| 0 | H'FF64 | Timer control register 0 | TCR0 | R/W | H'80 |
| | H'FF65 | Timer I/O control register 0 | TIOR0 | R/W | H'88 |
| | H'FF66 | Timer interrupt enable register 0 | TIER0 | R/W | H'F8 |
| | H'FF67 | Timer status register 0 | TSR0 | R/(W)*2 | H'F8 |
| | H'FF68 | Timer counter 0 (high) | TCNT0H | R/W | H'00 |
| | H'FF69 | Timer counter 0 (low) | TCNT0L | R/W | H'00 |
| | H'FF6A | General register A0 (high) | GRA0H | R/W | H'FF |
| | H'FF6B | General register A0 (low) | GRA0L | R/W | H'FF |
| | H'FF6C | General register B0 (high) | GRB0H | R/W | H'FF |
| | H'FF6D | General register B0 (low) | GRB0L | R/W | H'FF |
| 1 | H'FF6E | Timer control register 1 | TCR1 | R/W | H'80 |
| | H'FF6F | Timer I/O control register 1 | TIOR1 | R/W | H'88 |
| | H'FF70 | Timer interrupt enable register 1 | TIER1 | R/W | H'F8 |
| | H'FF71 | Timer status register 1 | TSR1 | R/(W)*2 | H'F8 |
| | H'FF72 | Timer counter 1 (high) | TCNT1H | R/W | H'00 |
| | H'FF73 | Timer counter 1 (low) | TCNT1L | R/W | H'00 |
| | H'FF74 | General register A1 (high) | GRA1H | R/W | H'FF |
| | H'FF75 | General register A1 (low) | GRA1L | R/W | H'FF |
| | H'FF76 | General register B1 (high) | GRB1H | R/W | H'FF |
| | H'FF77 | General register B1 (low) | GRB1L | R/W | H'FF |

| Channel | Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|---------|-----------------------|-----------------------------------|--------------|---------------------|---------------|
| 2 | H'FF78 | Timer control register 2 | TCR2 | R/W | H'80 |
| | H'FF79 | Timer I/O control register 2 | TIOR2 | R/W | H'88 |
| | H'FF7A | Timer interrupt enable register 2 | TIER2 | R/W | H'F8 |
| | H'FF7B | Timer status register 2 | TSR2 | R/(W)* ² | H'F8 |
| | H'FF7C | Timer counter 2 (high) | TCNT2H | R/W | H'00 |
| | H'FF7D | Timer counter 2 (low) | TCNT2L | R/W | H'00 |
| | H'FF7E | General register A2 (high) | GRA2H | R/W | H'FF |
| | H'FF7F | General register A2 (low) | GRA2L | R/W | H'FF |
| | H'FF80 | General register B2 (high) | GRB2H | R/W | H'FF |
| | H'FF81 | General register B2 (low) | GRB2L | R/W | H'FF |
| 3 | H'FF82 | Timer control register 3 | TCR3 | R/W | H'80 |
| | H'FF83 | Timer I/O control register 3 | TIOR3 | R/W | H'88 |
| | H'FF84 | Timer interrupt enable register 3 | TIER3 | R/W | H'F8 |
| | H'FF85 | Timer status register 3 | TSR3 | R/(W)* ² | H'F8 |
| | H'FF86 | Timer counter 3 (high) | TCNT3H | R/W | H'00 |
| | H'FF87 | Timer counter 3 (low) | TCNT3L | R/W | H'00 |
| | H'FF88 | General register A3 (high) | GRA3H | R/W | H'FF |
| | H'FF89 | General register A3 (low) | GRA3L | R/W | H'FF |
| | H'FF8A | General register B3 (high) | GRB3H | R/W | H'FF |
| | H'FF8B | General register B3 (low) | GRB3L | R/W | H'FF |
| | H'FF8C | Buffer register A3 (high) | BRA3H | R/W | H'FF |
| | H'FF8D | Buffer register A3 (low) | BRA3L | R/W | H'FF |
| | H'FF8E | Buffer register B3 (high) | BRB3H | R/W | H'FF |
| | H'FF8F | Buffer register B3 (low) | BRB3L | R/W | H'FF |

| Channel | Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|---------|-----------------------|-----------------------------------|--------------|---------------------|---------------|
| 4 | H'FF92 | Timer control register 4 | TCR4 | R/W | H'80 |
| | H'FF93 | Timer I/O control register 4 | TIOR4 | R/W | H'88 |
| | H'FF94 | Timer interrupt enable register 4 | TIER4 | R/W | H'F8 |
| | H'FF95 | Timer status register 4 | TSR4 | R/(W)* ² | H'F8 |
| | H'FF96 | Timer counter 4 (high) | TCNT4H | R/W | H'00 |
| | H'FF97 | Timer counter 4 (low) | TCNT4L | R/W | H'00 |
| | H'FF98 | General register A4 (high) | GRA4H | R/W | H'FF |
| | H'FF99 | General register A4 (low) | GRA4L | R/W | H'FF |
| | H'FF9A | General register B4 (high) | GRB4H | R/W | H'FF |
| | H'FF9B | General register B4 (low) | GRB4L | R/W | H'FF |
| | H'FF9C | Buffer register A4 (high) | BRA4H | R/W | H'FF |
| | H'FF9D | Buffer register A4 (low) | BRA4L | R/W | H'FF |
| | H'FF9E | Buffer register B4 (high) | BRB4H | R/W | H'FF |
| | H'FF9F | Buffer register B4 (low) | BRB4L | R/W | H'FF |

- Notes: 1. Lower 16 bits of the address.
 2. Only 0 can be written, to clear flags.

10.2 Register Descriptions

10.2.1 Timer Start Register (TSTR)

TSTR is an 8-bit readable/writable register that starts and stops the timer counter (TCNT) in channels 0 to 4.

| | | | | | | | | |
|---------------|---|---|---|------|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | STR4 | STR3 | STR2 | STR1 | STR0 |
| Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | R/W | R/W | R/W | R/W | R/W |

Reserved bits
Counter start 4 to 0
These bits start and stop TCNT4 to TCNT0

TSTR is initialized to H'E0 by a reset and in standby mode.

Bits 7 to 5—Reserved: Read-only bits, always read as 1.

Bit 4—Counter Start 4 (STR4): Starts and stops timer counter 4 (TCNT4).

| Bit 4: STR4 | Description |
|-------------|---------------------------------|
| 0 | TCNT4 is halted (Initial value) |
| 1 | TCNT4 is counting |

Bit 3—Counter Start 3 (STR3): Starts and stops timer counter 3 (TCNT3).

| Bit 3: STR3 | Description |
|-------------|---------------------------------|
| 0 | TCNT3 is halted (Initial value) |
| 1 | TCNT3 is counting |

Bit 2—Counter Start 2 (STR2): Starts and stops timer counter 2 (TCNT2).

| Bit 2: STR2 | Description |
|-------------|---------------------------------|
| 0 | TCNT2 is halted (Initial value) |
| 1 | TCNT2 is counting |

Bit 1—Counter Start 1 (STR1): Starts and stops timer counter 1 (TCNT1).

| Bit 1: STR1 | Description | |
|-------------|-------------------|-----------------|
| 0 | TCNT1 is halted | (Initial value) |
| 1 | TCNT1 is counting | |

Bit 0—Counter Start 0 (STR0): Starts and stops timer counter 0 (TCNT0).

| Bit 0: STR0 | Description | |
|-------------|-------------------|-----------------|
| 0 | TCNT0 is halted | (Initial value) |
| 1 | TCNT0 is counting | |

10.2.2 Timer Synchro Register (TSNC)

TSNC is an 8-bit readable/writable register that selects whether channels 0 to 4 operate independently or synchronously. Channels are synchronized by setting the corresponding bits to 1.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|-------|-------|-------|-------|-------|
| | — | — | — | SYNC4 | SYNC3 | SYNC2 | SYNC1 | SYNC0 |
| Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | R/W | R/W | R/W | R/W | R/W |

Reserved bits
Timer sync 4 to 0
These bits synchronize channels 4 to 0

TSNC is initialized to H'E0 by a reset and in standby mode.

Bits 7 to 5—Reserved: Read-only bits, always read as 1.

Bit 4—Timer Sync 4 (SYNC4): Selects whether channel 4 operates independently or synchronously.

| Bit 4: SYNC4 | Description | |
|--------------|---|-----------------|
| 0 | Channel 4's timer counter (TCNT4) operates independently TCNT4 is preset and cleared independently of other channels | (Initial value) |
| 1 | Channel 4 operates synchronously TCNT4 can be synchronously preset and cleared | |

Bit 3—Timer Sync 3 (SYNC3): Selects whether channel 3 operates independently or synchronously.

| Bit 3: SYNC3 | Description |
|--------------|---|
| 0 | Channel 3's timer counter (TCNT3) operates independently (Initial value) TCNT3 is preset and cleared independently of other channels |
| 1 | Channel 3 operates synchronously TCNT3 can be synchronously preset and cleared |

Bit 2—Timer Sync 2 (SYNC2): Selects whether channel 2 operates independently or synchronously.

| Bit 2: SYNC2 | Description |
|--------------|---|
| 0 | Channel 2's timer counter (TCNT2) operates independently (Initial value) TCNT2 is preset and cleared independently of other channels |
| 1 | Channel 2 operates synchronously TCNT2 can be synchronously preset and cleared |

Bit 1—Timer Sync 1 (SYNC1): Selects whether channel 1 operates independently or synchronously.

| Bit 1: SYNC1 | Description |
|--------------|---|
| 0 | Channel 1's timer counter (TCNT1) operates independently (Initial value) TCNT1 is preset and cleared independently of other channels |
| 1 | Channel 1 operates synchronously TCNT1 can be synchronously preset and cleared |

Bit 0—Timer Sync 0 (SYNC0): Selects whether channel 0 operates independently or synchronously.

| Bit 0: Bit 0 | Description |
|--------------|---|
| 0 | Channel 0's timer counter (TCNT0) operates independently (Initial value) TCNT0 is preset and cleared independently of other channels |
| 1 | Channel 0 operates synchronously TCNT0 can be synchronously preset and cleared |

10.2.3 Timer Mode Register (TMDR)

TMDR is an 8-bit readable/writable register that selects PWM mode for channels 0 to 4. It also selects phase counting mode and the overflow flag (OVF) setting conditions for channel 2.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|-----|------|------|------|------|------|------|
| | — | MDF | FDIR | PWM4 | PWM3 | PWM2 | PWM1 | PWM0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | R/W | R/W | R/W | R/W |

Reserved bit
 Bit 7 is a reserved bit and is always read as 1.

Phase counting mode flag
 Selects phase counting mode for channel 2.

Flag direction
 Selects the setting condition for the overflow flag (OVF) in timer status register 2 (TSR2).

PWM mode 4 to 0
 These bits select PWM mode for channels 4 to 0.

TMDR is initialized to H'80 by a reset and in standby mode.

Bit 7—Reserved: Read-only bit, always read as 1.

Bit 6—Phase Counting Mode Flag (MDF): Selects whether channel 2 operates normally or in phase counting mode.

| Bit 6: MDF | Description |
|------------|---|
| 0 | Channel 2 operates normally (Initial value) |
| 1 | Channel 2 operates in phase counting mode |

When MDF is set to 1 to select phase counting mode, TCNT2 operates as an up/down-counter and pins TCLKA and TCLKB become counter clock input pins. TCNT2 counts both rising and falling edges of TCLKA and TCLKB, and counts up or down as follows.

| Counting Direction | Down-Counting | | | | Up-Counting | | | |
|--------------------|---------------|---|------|---|-------------|---|-----|---|
| | TCLKA pin | ↑ | High | ↓ | Low | ↑ | Low | ↓ |
| TCLKB pin | Low | ↑ | High | ↓ | High | ↓ | Low | ↓ |

In phase counting mode channel 2 operates as above regardless of the external clock edges selected by bits CKEG1 and CKEG0 and the clock source selected by bits TPSC2 to TPSC0 in TCR2. Phase counting mode takes precedence over these settings.

The counter clearing condition selected by the CCLR1 and CCLR0 bits in TCR2 and the compare match/input capture settings and interrupt functions of TIOR2, TIER2, and TSR2 remain effective in phase counting mode.

Bit 5—Flag Direction (FDIR): Designates the setting condition for the OVF flag in TSR2. The FDIR designation is valid in all modes in channel 2.

| Bit 5: FDIR | Description |
|-------------|--|
| 0 | OVF is set to 1 in TSR2 when TCNT2 overflows or underflows (Initial value) |
| 1 | OVF is set to 1 in TSR2 when TCNT2 overflows |

Bit 4—PWM Mode 4 (PWM4): Selects whether channel 4 operates normally or in PWM mode.

| Bit 4: PWM4 | Description |
|-------------|---|
| 0 | Channel 4 operates normally (Initial value) |
| 1 | Channel 4 operates in PWM mode |

When bit PWM4 is set to 1 to select PWM mode, pin TIOCA₄ becomes a PWM output pin. The output goes to 1 at compare match with GRA4, and to 0 at compare match with GRB4.

If complementary PWM mode or reset-synchronized PWM mode is selected by bits CMD1 and CMD0 in TFCR, the CMD1 and CMD0 setting takes precedence and the PWM4 setting is ignored.

Bit 3—PWM Mode 3 (PWM3): Selects whether channel 3 operates normally or in PWM mode.

| Bit 3: PWM3 | Description | |
|-------------|--------------------------------|-----------------|
| 0 | Channel 3 operates normally | (Initial value) |
| 1 | Channel 3 operates in PWM mode | |

When bit PWM3 is set to 1 to select PWM mode, pin TIOCA₃ becomes a PWM output pin. The output goes to 1 at compare match with GRA3, and to 0 at compare match with GRB3.

If complementary PWM mode or reset-synchronized PWM mode is selected by bits CMD1 and CMD0 in TFCR, the CMD1 and CMD0 setting takes precedence and the PWM3 setting is ignored.

Bit 2—PWM Mode 2 (PWM2): Selects whether channel 2 operates normally or in PWM mode.

| Bit 2: PWM2 | Description | |
|-------------|--------------------------------|-----------------|
| 0 | Channel 2 operates normally | (Initial value) |
| 1 | Channel 2 operates in PWM mode | |

When bit PWM2 is set to 1 to select PWM mode, pin TIOCA₂ becomes a PWM output pin. The output goes to 1 at compare match with GRA2, and to 0 at compare match with GRB2.

Bit 1—PWM Mode 1 (PWM1): Selects whether channel 1 operates normally or in PWM mode.

| Bit 1: PWM1 | Description | |
|-------------|--------------------------------|-----------------|
| 0 | Channel 1 operates normally | (Initial value) |
| 1 | Channel 1 operates in PWM mode | |

When bit PWM1 is set to 1 to select PWM mode, pin TIOCA₁ becomes a PWM output pin. The output goes to 1 at compare match with GRA1, and to 0 at compare match with GRB1.

Bit 0—PWM Mode 0 (PWM0): Selects whether channel 0 operates normally or in PWM mode.

| Bit 0: PWM0 | Description | |
|-------------|--------------------------------|-----------------|
| 0 | Channel 0 operates normally | (Initial value) |
| 1 | Channel 0 operates in PWM mode | |

When bit PWM0 is set to 1 to select PWM mode, pin TIOCA₀ becomes a PWM output pin. The output goes to 1 at compare match with GRA0, and to 0 at compare match with GRB0.

10.2.4 Timer Function Control Register (TFCR)

TFCR is an 8-bit readable/writable register that selects complementary PWM mode, reset-synchronized PWM mode, and buffering for channels 3 and 4.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|------|------|------|------|------|------|
| | — | — | CMD1 | CMD0 | BFB4 | BFA4 | BFB3 | BFA3 |
| Initial value | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | R/W | R/W | R/W | R/W | R/W | R/W |

Reserved bits

Combination mode 1/0
These bits select complementary PWM mode or reset-synchronized PWM mode for channels 3 and 4

Buffer mode B4 and A4
These bits select buffering of general registers (GRB4 and GRA4) by buffer registers (BRB4 and BRA4) in channel 4

Buffer mode B3 and A3
These bits select buffering of general registers (GRB3 and GRA3) by buffer registers (BRB3 and BRA3) in channel 3

TFCR is initialized to H'C0 by a reset and in standby mode.

Bits 7 and 6—Reserved: Read-only bits, always read as 1.

Bits 5 and 4—Combination Mode 1 and 0 (CMD1, CMD0): These bits select whether channels 3 and 4 operate in normal mode, complementary PWM mode, or reset-synchronized PWM mode.

| Bit 5: CMD1 | Bit 4: CMD0 | Description |
|-------------|-------------|--|
| 0 | 0 | Channels 3 and 4 operate normally (Initial value) |
| | 1 | |
| 1 | 0 | Channels 3 and 4 operate together in complementary PWM mode |
| | 1 | Channels 3 and 4 operate together in reset-synchronized PWM mode |

Before selecting reset-synchronized PWM mode or complementary PWM mode, halt the timer counter or counters that will be used in these modes.

When these bits select complementary PWM mode or reset-synchronized PWM mode, they take precedence over the setting of the PWM mode bits (PWM4 and PWM3) in TMDR. Settings of complementary PWM mode or reset-synchronized PWM mode and settings of timer sync bits SYNC4 and SYNC3 in TSNC are valid simultaneously, however, when complementary PWM mode is selected, channels 3 and 4 must not be synchronized (do not set bits SYNC3 and SYNC4 both to 1 in TSNC).

Bit 3—Buffer Mode B4 (BFB4): Selects whether GRB4 operates normally in channel 4, or whether GRB4 is buffered by BRB4.

| Bit 3: BFB4 | Description | |
|-------------|--------------------------|-----------------|
| 0 | GRB4 operates normally | (Initial value) |
| 1 | GRB4 is buffered by BRB4 | |

Bit 2—Buffer Mode A4 (BFA4): Selects whether GRA4 operates normally in channel 4, or whether GRA4 is buffered by BRA4.

| Bit 2: BFA4 | Description | |
|-------------|--------------------------|-----------------|
| 0 | GRA4 operates normally | (Initial value) |
| 1 | GRA4 is buffered by BRA4 | |

Bit 1—Buffer Mode B3 (BFB3): Selects whether GRB3 operates normally in channel 3, or whether GRB3 is buffered by BRB3.

| Bit 1: BFB3 | Description | |
|-------------|--------------------------|-----------------|
| 0 | GRB3 operates normally | (Initial value) |
| 1 | GRB3 is buffered by BRB3 | |

Bit 0—Buffer Mode A3 (BFA3): Selects whether GRA3 operates normally in channel 3, or whether GRA3 is buffered by BRA3.

| Bit 0: BFA3 | Description | |
|-------------|--------------------------|-----------------|
| 0 | GRA3 operates normally | (Initial value) |
| 1 | GRA3 is buffered by BRA3 | |

10.2.5 Timer Output Master Enable Register (TOER)

TOER is an 8-bit readable/writable register that enables or disables output settings for channels 3 and 4.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|------|------|-----|-----|-----|-----|
| | — | — | EXB4 | EXA4 | EB3 | EB4 | EA4 | EA3 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | R/W | R/W | R/W | R/W | R/W | R/W |

Reserved bits

Master enable TOCXA4, TOCXB4
These bits enable or disable output settings for pins TOCXA₄ and TOCXB₄

Master enable TIOCA3, TIOCB3 , TIOCA4, TIOCB4
These bits enable or disable output settings for pins TIOCA₃, TIOCB₃ , TIOCA₄, and TIOCB₄

TOER is initialized to H'FF by a reset and in standby mode.

Bits 7 and 6—Reserved: Read-only bits, always read as 1.

Bit 5—Master Enable TOCXB4 (EXB4): Enables or disables ITU output at pin TOCXB₄.

| Bit 5: EXB4 | Description |
|-------------|---|
| 0 | TOCXB ₄ output is disabled regardless of TFCR settings (TOCXB ₄ operates as a generic input/output pin). If XTGD = 0, EXB4 is cleared to 0 when input capture A occurs in channel 1. |
| 1 | TOCXB ₄ is enabled for output according to TFCR settings (Initial value) |

Bit 4—Master Enable TOCXA4 (EXA4): Enables or disables ITU output at pin TOCXA₄.

| Bit 4: EXA4 | Description |
|-------------|---|
| 0 | TOCXA ₄ output is disabled regardless of TFCR settings (TOCXA ₄ operates as a generic input/output pin). If XTGD = 0, EXA4 is cleared to 0 when input capture A occurs in channel 1. |
| 1 | TOCXA ₄ is enabled for output according to TFCR settings (Initial value) |

Bit 3—Master Enable TIOCB3 (EB3): Enables or disables ITU output at pin TIOCB₃.

| Bit 3: EB3 | Description |
|------------|--|
| 0 | TIOCB ₃ output is disabled regardless of TIOR3 and TFCR settings (TIOCB ₃ operates as a generic input/output pin). If XTGD = 0, EB3 is cleared to 0 when input capture A occurs in channel 1. |
| 1 | TIOCB ₃ is enabled for output according to TIOR3 and TFCR settings (Initial value) |

Bit 2—Master Enable TIOCB4 (EB4): Enables or disables ITU output at pin TIOCB₄.

| Bit 2: EB4 | Description |
|------------|--|
| 0 | TIOCB ₄ output is disabled regardless of TIOR4 and TFCR settings (TIOCB ₄ operates as a generic input/output pin). If XTGD = 0, EB4 is cleared to 0 when input capture A occurs in channel 1. |
| 1 | TIOCB ₄ is enabled for output according to TIOR4 and TFCR settings (Initial value) |

Bit 1—Master Enable TIOCA4 (EA4): Enables or disables ITU output at pin TIOCA₄.

| Bit 1: EA4 | Description |
|------------|---|
| 0 | TIOCA ₄ output is disabled regardless of TIOR4, TMDR, and TFCR settings (TIOCA ₄ operates as a generic input/output pin). If XTGD = 0, EA4 is cleared to 0 when input capture A occurs in channel 1. |
| 1 | TIOCA ₄ is enabled for output according to TIOR4, TMDR, and TFCR settings (Initial value) |

Bit 0—Master Enable TIOCA3 (EA3): Enables or disables ITU output at pin TIOCA₃.

| Bit 0: EA3 | Description |
|------------|---|
| 0 | TIOCA ₃ output is disabled regardless of TIOR3, TMDR, and TFCR settings (TIOCA ₃ operates as a generic input/output pin). If XTGD = 0, EA3 is cleared to 0 when input capture A occurs in channel 1. |
| 1 | TIOCA ₃ is enabled for output according to TIOR3, TMDR, and TFCR settings (Initial value) |

10.2.6 Timer Output Control Register (TOCR)

TOCR is an 8-bit readable/writable register that selects externally triggered disabling of output in complementary PWM mode and reset-synchronized PWM mode, and inverts the output levels.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|------|---|---|------|------|
| | — | — | — | XTGD | — | — | OLS4 | OLS3 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | — | R/W | — | — | R/W | R/W |

Reserved bits (bits 7, 6, 5)
External trigger disable (bit 4)
Reserved bits (bits 3, 2)
Output level select 3, 4 (bits 1, 0)
 These bits select output levels in complementary PWM mode and reset-synchronized PWM mode

The settings of the XTGD, OLS4, and OLS3 bits are valid only in complementary PWM mode and reset-synchronized PWM mode. These settings do not affect other modes.

TOCR is initialized to H'FF by a reset and in standby mode.

Bits 7 to 5—Reserved: Read-only bits, always read as 1.

Bit 4—External Trigger Disable (XTGD): Selects externally triggered disabling of ITU output in complementary PWM mode and reset-synchronized PWM mode.

| Bit 4: XTGD | Description |
|-------------|---|
| 0 | Input capture A in channel 1 is used as an external trigger signal in complementary PWM mode and reset-synchronized PWM mode. When an external trigger occurs, bits 5 to 0 in TOER are cleared to 0, disabling ITU output. |
| 1 | External triggering is disabled (Initial value) |

Bits 3 and 2—Reserved: Read-only bits, always read as 1.

Bit 1—Output Level Select 4 (OLS4): Selects output levels in complementary PWM mode and reset-synchronized PWM mode.

| Bit 1: OLS4 | Description |
|-------------|---|
| 0 | TIOCA ₃ , TIOCA ₄ , and TIOCB ₄ outputs are inverted |
| 1 | TIOCA ₃ , TIOCA ₄ , and TIOCB ₄ outputs are not inverted (Initial value) |

Bit 0—Output Level Select 3 (OLS3): Selects output levels in complementary PWM mode and reset-synchronized PWM mode.

| Bit 0: OLS3 | Description |
|-------------|---|
| 0 | TIOCB ₃ , TOCXA ₄ , and TOCXB ₄ outputs are inverted |
| 1 | TIOCB ₃ , TOCXA ₄ , and TOCXB ₄ outputs are not inverted (Initial value) |

10.2.7 Timer Counters (TCNT)

TCNT is a 16-bit counter. The ITU has five TCNTs, one for each channel.

| Channel | Abbreviation | Function |
|---------|--------------|---|
| 0 | TCNT0 | Up-counter |
| 1 | TCNT1 | |
| 2 | TCNT2 | Phase counting mode: up/down-counter Other modes: up-counter |
| 3 | TCNT3 | Complementary PWM mode: up/down-counter |
| 4 | TCNT4 | Other modes: up-counter |

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Each TCNT is a 16-bit readable/writable register that counts pulse inputs from a clock source. The clock source is selected by bits TPSC2 to TPSC0 in TCR.

TCNT0 and TCNT1 are up-counters. TCNT2 is an up/down-counter in phase counting mode and an up-counter in other modes. TCNT3 and TCNT4 are up/down-counters in complementary PWM mode and up-counters in other modes.

TCNT can be cleared to H'0000 by compare match with GRA or GRB or by input capture to GRA or GRB (counter clearing function) in the same channel.

When TCNT overflows (changes from H'FFFF to H'0000), the OVF flag is set to 1 in TSR of the corresponding channel.

When TCNT underflows (changes from H'0000 to H'FFFF), the OVF flag is set to 1 in TSR of the corresponding channel.

The TCNTs are linked to the CPU by an internal 16-bit bus and can be written or read by either word access or byte access.

Each TCNT is initialized to H'0000 by a reset and in standby mode.

10.2.8 General Registers (GRA, GRB)

The general registers are 16-bit registers. The ITU has 10 general registers, two in each channel.

| Channel | Abbreviation | Function |
|---------|--------------|---|
| 0 | GRA0, GRB0 | Output compare/input capture register |
| 1 | GRA1, GRB1 | |
| 2 | GRA2, GRB2 | |
| 3 | GRA3, GRB3 | Output compare/input capture register; can be buffered by |
| 4 | GRA4, GRB4 | buffer registers BRA and BRB |

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

A general register is a 16-bit readable/writable register that can function as either an output compare register or an input capture register. The function is selected by settings in TIOR.

When a general register is used as an output compare register, its value is constantly compared with the TCNT value. When the two values match (compare match), the IMFA or IMFB flag is set to 1 in TSR. Compare match output can be selected in TIOR.

When a general register is used as an input capture register, rising edges, falling edges, or both edges of an external input capture signal are detected and the current TCNT value is stored in the

general register. The corresponding IMFA or IMFB flag in TSR is set to 1 at the same time. The valid edge or edges of the input capture signal are selected in TIOR.

TIOR settings are ignored in PWM mode, complementary PWM mode, and reset-synchronized PWM mode.

General registers are linked to the CPU by an internal 16-bit bus and can be written or read by either word access or byte access.

General registers are initialized to the output compare function (with no output signal) by a reset and in standby mode. The initial value is H'FFFF.

10.2.9 Buffer Registers (BRA, BRB)

The buffer registers are 16-bit registers. The ITU has four buffer registers, two each in channels 3 and 4.

| Channel | Abbreviation | Function |
|---------|--------------|--|
| 3 | BRA3, BRB3 | Used for buffering |
| 4 | BRA4, BRB4 | <ul style="list-style-type: none"> When the corresponding GRA or GRB functions as an output compare register, BRA or BRB can function as an output compare buffer register: the BRA or BRB value is automatically transferred to GRA or GRB at compare match When the corresponding GRA or GRB functions as an input capture register, BRA or BRB can function as an input capture buffer register: the GRA or GRB value is automatically transferred to BRA or BRB at input capture |

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

A buffer register is a 16-bit readable/writable register that is used when buffering is selected. Buffering can be selected independently by bits BFB4, BFA4, BFB3, and BFA3 in TFCR.

The buffer register and general register operate as a pair. When the general register functions as an output compare register, the buffer register functions as an output compare buffer register. When the general register functions as an input capture register, the buffer register functions as an input capture buffer register.

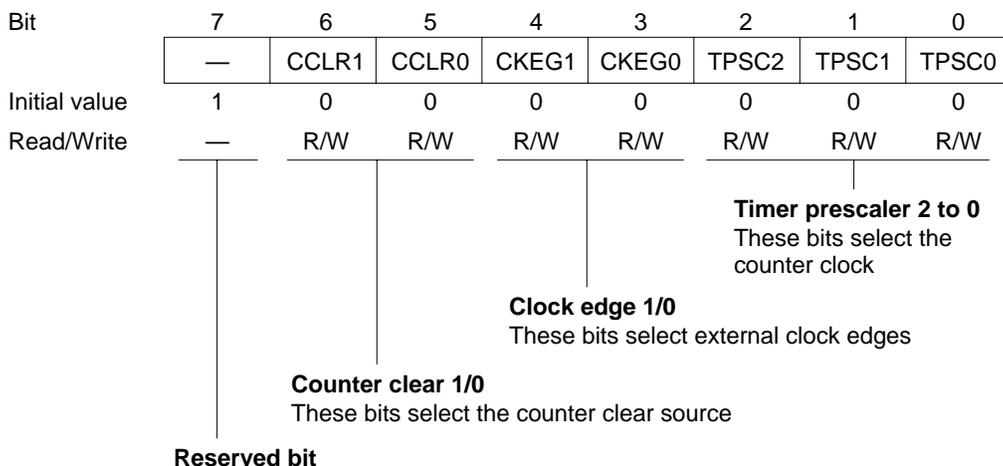
The buffer registers are linked to the CPU by an internal 16-bit bus and can be written or read by either word or byte access.

Buffer registers are initialized to H'FFFF by a reset and in standby mode.

10.2.10 Timer Control Registers (TCR)

TCR is an 8-bit register. The ITU has five TCRs, one in each channel.

| Channel | Abbreviation | Function |
|---------|--------------|--|
| 0 | TCR0 | TCR controls the timer counter. The TCRs in all channels are functionally identical. When phase counting mode is selected in channel 2, the settings of bits CKEG1 and CKEG0 and TPSC2 to TPSC0 in TCR2 are ignored. |
| 1 | TCR1 | |
| 2 | TCR2 | |
| 3 | TCR3 | |
| 4 | TCR4 | |



Each TCR is an 8-bit readable/writable register that selects the timer counter clock source, selects the edge or edges of external clock sources, and selects how the counter is cleared.

TCR is initialized to H'80 by a reset and in standby mode.

Bit 7—Reserved: Read-only bit, always read as 1.

Bits 6 and 5—Counter Clear 1/0 (CCLR1, CCLR0): These bits select how TCNT is cleared.

| Bit 6: CCLR1 | Bit 5: CCLR0 | Description |
|--------------|--------------|--|
| 0 | 0 | TCNT is not cleared (Initial value) |
| | 1 | TCNT is cleared by GRA compare match or input capture* ¹ |
| 1 | 0 | TCNT is cleared by GRB compare match or input capture* ¹ |
| | 1 | Synchronous clear: TCNT is cleared in synchronization with other synchronized timers* ² |

Notes: 1. TCNT is cleared by compare match when the general register functions as an output compare register, and by input capture when the general register functions as an input capture register.

2. Selected in TSNC.

Bits 4 and 3—Clock Edge 1/0 (CKEG1, CKEG0): These bits select external clock input edges when an external clock source is used.

| Bit 4: CKEG1 | Bit 3: CKEG0 | Description |
|--------------|--------------|------------------------------------|
| 0 | 0 | Count rising edges (Initial value) |
| | 1 | Count falling edges |
| 1 | — | Count both edges |

When channel 2 is set to phase counting mode, bits CKEG1 and CKEG0 in TCR2 are ignored. Phase counting takes precedence.

Bits 2 to 0—Timer Prescaler 2 to 0 (TPSC2 to TPSC0): These bits select the counter clock source.

| Bit 2: TPSC2 | Bit 1: TPSC1 | Bit 0: TPSC0 | Description |
|--------------|--------------|--------------|--|
| 0 | 0 | 0 | Internal clock: ϕ (Initial value) |
| | | 1 | Internal clock: $\phi/2$ |
| | 1 | 0 | Internal clock: $\phi/4$ |
| | | 1 | Internal clock: $\phi/8$ |
| 1 | 0 | 0 | External clock A: TCLKA input |
| | | 1 | External clock B: TCLKB input |
| | 1 | 0 | External clock C: TCLKC input |
| | | 1 | External clock D: TCLKD input |

When bit TPSC2 is cleared to 0 an internal clock source is selected, and the timer counts only falling edges. When bit TPSC2 is set to 1 an external clock source is selected, and the timer counts the edge or edges selected by bits CKEG1 and CKEG0.

When channel 2 is set to phase counting mode (MDF = 1 in TMDR), the settings of bits TPSC2 to TPSC0 in TCR2 are ignored. Phase counting takes precedence.

10.2.11 Timer I/O Control Register (TIOR)

TIOR is an 8-bit register. The ITU has five TIORs, one in each channel.

| Channel | Abbreviation | Function |
|---------|--------------|--|
| 0 | TIOR0 | TIOR controls the general registers. Some functions differ in PWM mode. TIOR3 and TIOR4 settings are ignored when complementary PWM mode or reset-synchronized PWM mode is selected in channels 3 and 4. |
| 1 | TIOR1 | |
| 2 | TIOR2 | |
| 3 | TIOR3 | |
| 4 | TIOR4 | |

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|------|---|------|------|------|
| | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 |
| Initial value | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | — | R/W | R/W | R/W |

Reserved bit (Bit 7)
I/O control B2 to B0 (Bits 6, 5, 4)
 These bits select GRB functions
Reserved bit (Bit 3)
I/O control A2 to A0 (Bits 2, 1, 0)
 These bits select GRA functions

Each TIOR is an 8-bit readable/writable register that selects the output compare or input capture function for GRA and GRB, and specifies the functions of the TIOCA and TIOCB pins. If the output compare function is selected, TIOR also selects the type of output. If input capture is selected, TIOR also selects the edge or edges of the input capture signal.

TIOR is initialized to H'88 by a reset and in standby mode.

Bit 7—Reserved: Read-only bit, always read as 1.

Bits 6 to 4—I/O Control B2 to B0 (IOB2 to IOB0): These bits select the GRB function.

| Bit 6: IOB2 | Bit 5: IOB1 | Bit 4: IOB0 | Description | |
|----------------|----------------|----------------|-----------------------------------|--|
| 0 | 0 | 0 | GRB is an output compare register | No output at compare match (Initial value) |
| | | 1 | | 0 output at GRB compare match* ¹ |
| | 1 | 0 | | 1 output at GRB compare match* ¹ |
| | | 1 | | Output toggles at GRB compare match (1 output in channel 2)* ¹ * ² |
| 1 | 0 | 0 | GRB is an input capture register | GRB captures rising edge of input |
| | | 1 | | GRB captures falling edge of input |
| | 1 | 0 | | GRB captures both edges of input |
| | | 1 | | |

- Notes: 1. After a reset, the output is 0 until the first compare match.
 2. Channel 2 output cannot be toggled by compare match. This setting selects 1 output instead.

Bit 3—Reserved: Read-only bit, always read as 1.

Bits 2 to 0—I/O Control A2 to A0 (IOA2 to IOA0): These bits select the GRA function.

| Bit 2: IOA2 | Bit 1: IOA1 | Bit 0: IOA0 | Description | |
|----------------|----------------|----------------|-----------------------------------|--|
| 0 | 0 | 0 | GRA is an output compare register | No output at compare match (Initial value) |
| | | 1 | | 0 output at GRA compare match* ¹ |
| | 1 | 0 | | 1 output at GRA compare match* ¹ |
| | | 1 | | Output toggles at GRA compare match (1 output in channel 2)* ¹ * ² |
| 1 | 0 | 0 | GRA is an input capture register | GRA captures rising edge of input |
| | | 1 | | GRA captures falling edge of input |
| | 1 | 0 | | GRA captures both edges of input |
| | | 1 | | |

- Notes: 1. After a reset, the output is 0 until the first compare match.
 2. Channel 2 output cannot be toggled by compare match. This setting selects 1 output instead.

10.2.12 Timer Status Register (TSR)

TSR is an 8-bit register. The ITU has five TSRs, one in each channel.

| Channel | Abbreviation | Function |
|---------|--------------|---|
| 0 | TSR0 | Indicates input capture, compare match, and overflow status |
| 1 | TSR1 | |
| 2 | TSR2 | |
| 3 | TSR3 | |
| 4 | TSR4 | |

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|--------|--------|--------|
| | — | — | — | — | — | OVF | IMFB | IMFA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/(W)* | R/(W)* | R/(W)* |

Reserved bits

Overflow flag
Status flag indicating overflow or underflow

Input capture/compare match flag B
Status flag indicating GRB compare match or input capture

Input capture/compare match flag A
Status flag indicating GRA compare match or input capture

Note: * Only 0 can be written, to clear the flag.

Each TSR is an 8-bit readable/writable register containing flags that indicate TCNT overflow or underflow and GRA or GRB compare match or input capture. These flags are interrupt sources and generate CPU interrupts if enabled by corresponding bits in TIER.

TSR is initialized to H'F8 by a reset and in standby mode.

Bits 7 to 3—Reserved: Read-only bits, always read as 1.

Bit 2—Overflow Flag (OVF): This status flag indicates TCNT overflow or underflow.

| Bit 2: OVF | Description |
|------------|---|
| 0 | [Clearing condition] (Initial value) Read OVF when OVF = 1, then write 0 in OVF |
| 1 | [Setting condition] TCNT overflowed from H'FFFF to H'0000, or underflowed from H'0000 to H'FFFF* |

- Notes: 1. Channel 2 operates in phase counting mode (MDF = 1 in TMDR)
2. Channel 3 and 4 operate in complementary PWM mode (CMD1 = 1 and CMD0 = 0 in TFCR)

* TCNT underflow occurs when TCNT operates as an up/down-counter. Underflow occurs only under the following conditions:

Bit 1—Input Capture/Compare Match Flag B (IMFB): This status flag indicates GRB compare match or input capture events.

| Bit 1: IMFB | Description |
|-------------|---|
| 0 | [Clearing condition] (Initial value) Read IMFB when IMFB = 1, then write 0 in IMFB |
| 1 | [Setting conditions] TCNT = GRB when GRB functions as an output compare register. TCNT value is transferred to GRB by an input capture signal, when GRB functions as an input capture register. |

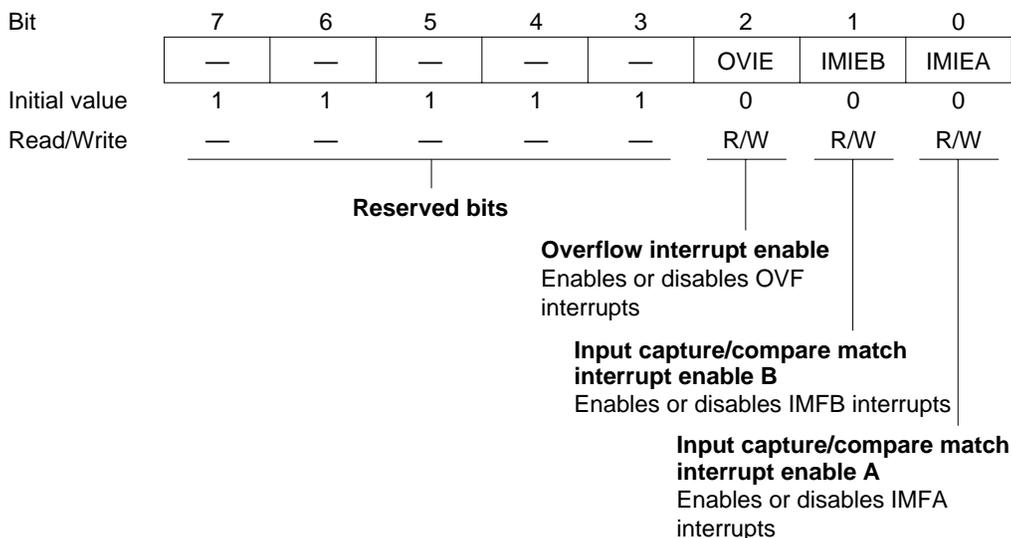
Bit 0—Input Capture/Compare Match Flag A (IMFA): This status flag indicates GRA compare match or input capture events.

| Bit 0: IMFA | Description |
|-------------|---|
| 0 | [Clearing condition] (Initial value) Read IMFA when IMFA = 1, then write 0 in IMFA. DMAC activated by IMIA interrupt (channels 0 to 3 only). |
| 1 | [Setting conditions] TCNT = GRA when GRA functions as an output compare register. TCNT value is transferred to GRA by an input capture signal, when GRA functions as an input capture register. |

10.2.13 Timer Interrupt Enable Register (TIER)

TIER is an 8-bit register. The ITU has five TIERS, one in each channel.

| Channel | Abbreviation | Function |
|---------|--------------|---|
| 0 | TIER0 | Enables or disables interrupt requests. |
| 1 | TIER1 | |
| 2 | TIER2 | |
| 3 | TIER3 | |
| 4 | TIER4 | |



Each TIER is an 8-bit readable/writable register that enables and disables overflow interrupt requests and general register compare match and input capture interrupt requests.

TIER is initialized to H'F8 by a reset and in standby mode.

Bits 7 to 3—Reserved: Read-only bits, always read as 1.

Bit 2—Overflow Interrupt Enable (OVIE): Enables or disables the interrupt requested by the OVF flag in TSR when OVF is set to 1.

| Bit 2: OVIE | Description | |
|-------------|--|-----------------|
| 0 | OVI interrupt requested by OVF is disabled | (Initial value) |
| 1 | OVI interrupt requested by OVF is enabled | |

Bit 1—Input Capture/Compare Match Interrupt Enable B (IMIEB): Enables or disables the interrupt requested by the IMFB flag in TSR when IMFB is set to 1.

| Bit 1: IMIEB | Description | |
|--------------|--|-----------------|
| 0 | IMIB interrupt requested by IMFB is disabled | (Initial value) |
| 1 | IMIB interrupt requested by IMFB is enabled | |

Bit 0—Input Capture/Compare Match Interrupt Enable A (IMIEA): Enables or disables the interrupt requested by the IMFA flag in TSR when IMFA is set to 1.

| Bit 0: IMIEA | Description | |
|--------------|--|-----------------|
| 0 | IMIA interrupt requested by IMFA is disabled | (Initial value) |
| 1 | IMIA interrupt requested by IMFA is enabled | |

10.3 CPU Interface

10.3.1 16-Bit Accessible Registers

The timer counters (TCNTs), general registers A and B (GRAs and GRBs), and buffer registers A and B (BRAs and BRBs) are 16-bit registers, and are linked to the CPU by an internal 16-bit data bus. These registers can be written or read a word at a time, or a byte at a time.

Figures 10.6 and 10.7 show examples of word access to a timer counter (TCNT). Figures 10.8 to 10.11 show examples of byte access to TCNTH and TCNTL.

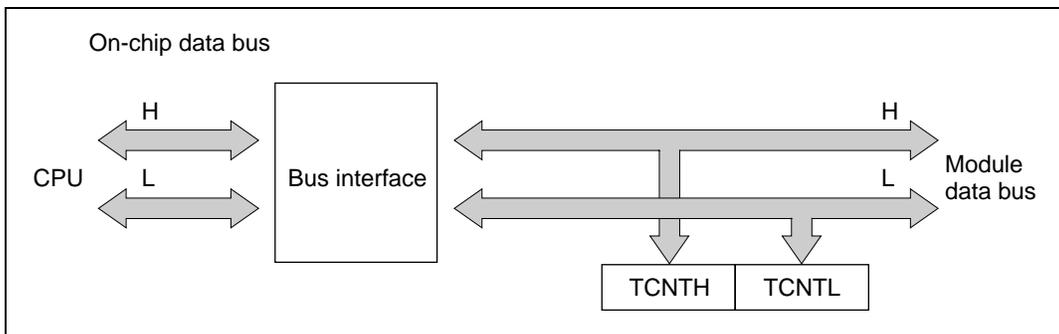


Figure 10.6 Access to Timer Counter (CPU Writes to TCNT, Word)

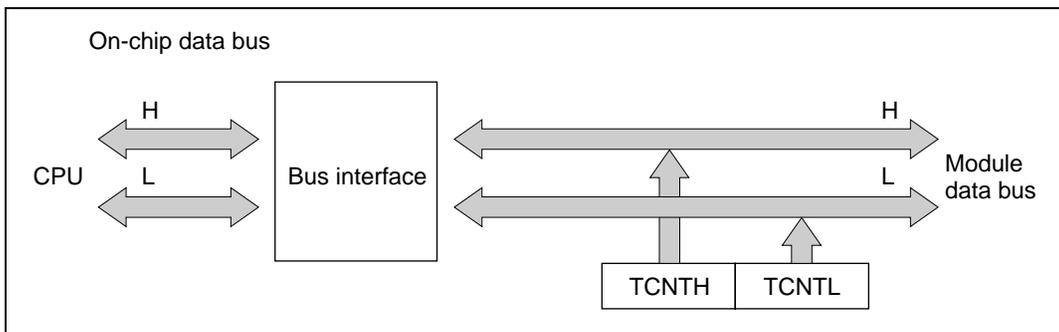


Figure 10.7 Access to Timer Counter (CPU Reads TCNT, Word)

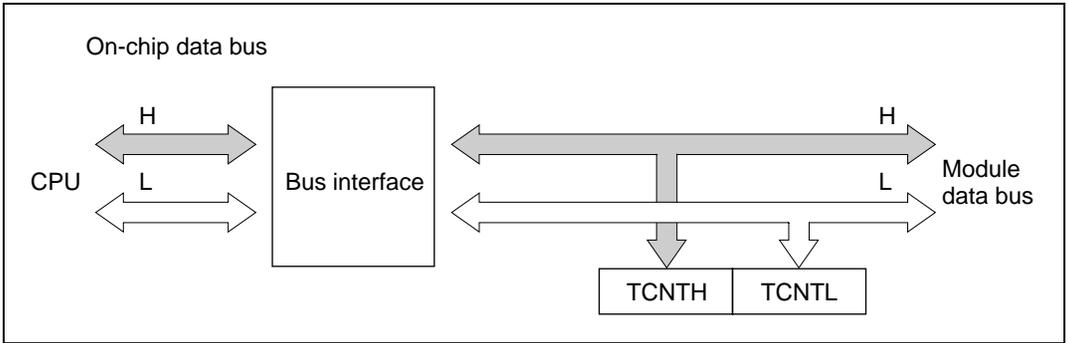


Figure 10.8 Access to Timer Counter (CPU Writes to TCNT, Upper Byte)

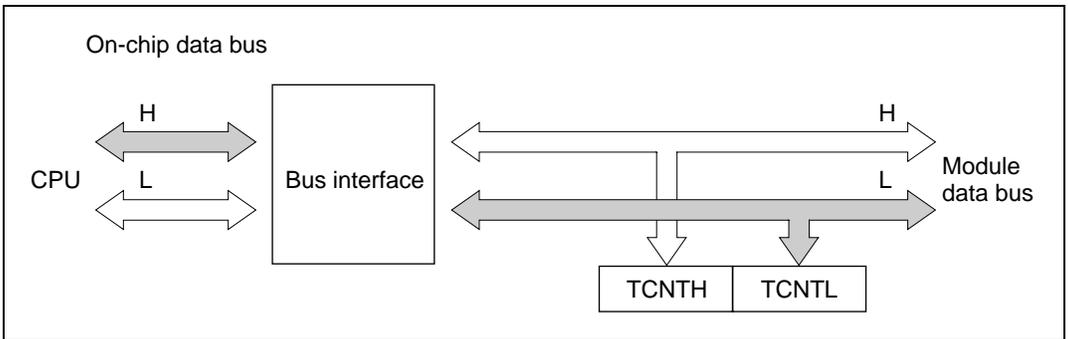


Figure 10.9 Access to Timer Counter (CPU Writes to TCNT, Lower Byte)

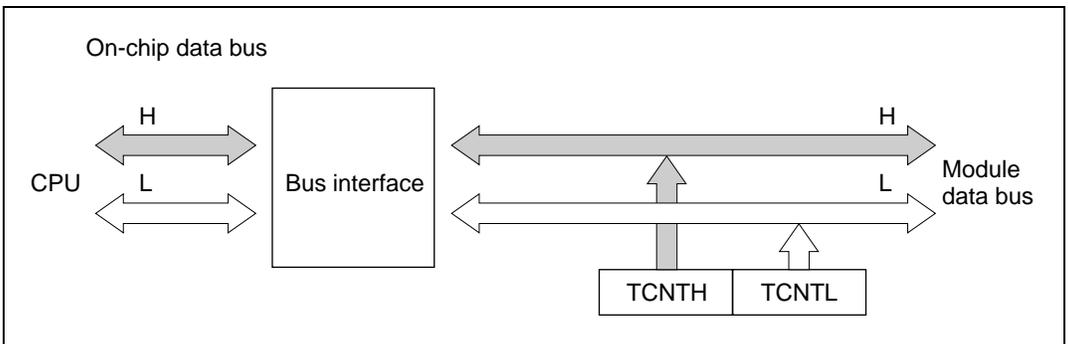


Figure 10.10 Access to Timer Counter (CPU Reads TCNT, Upper Byte)

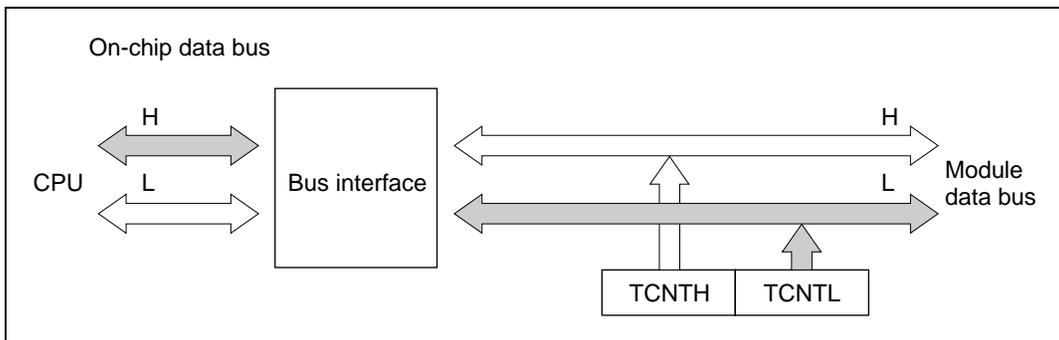


Figure 10.11 Access to Timer Counter (CPU Reads TCNT, Lower Byte)

10.3.2 8-Bit Accessible Registers

The registers other than the timer counters, general registers, and buffer registers are 8-bit registers. These registers are linked to the CPU by an internal 8-bit data bus.

Figures 10.12 and 10.13 show examples of byte read and write access to a TCR.

If a word-size data transfer instruction is executed, two byte transfers are performed.

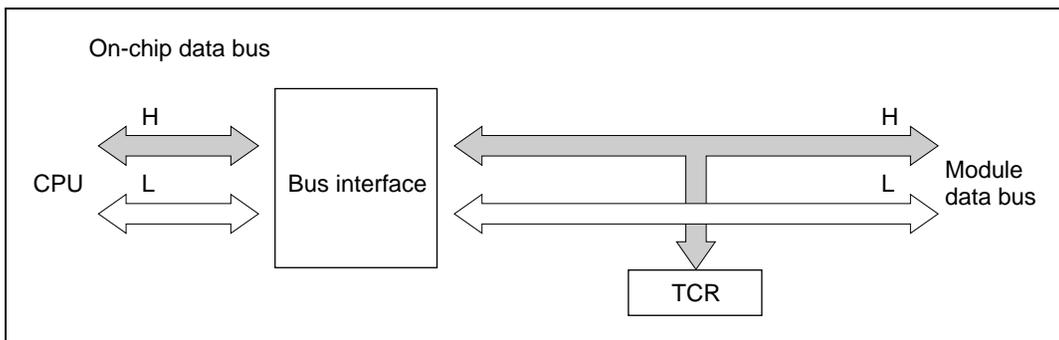


Figure 10.12 Access to Timer Counter (CPU Writes to TCR)

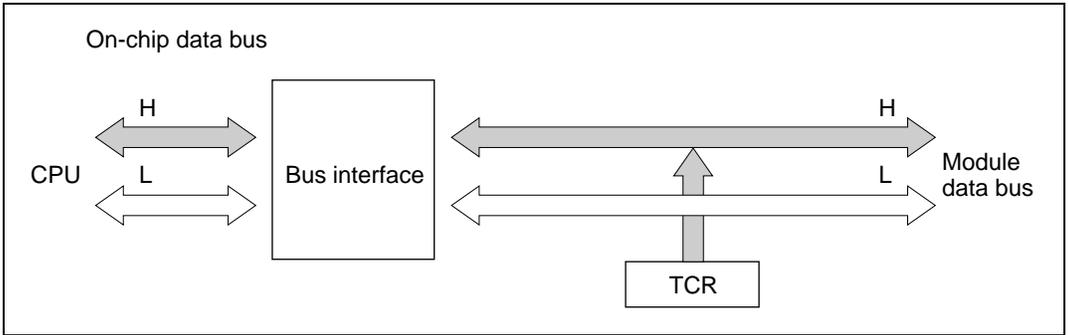


Figure 10.13 Access to Timer Counter (CPU Reads TCR)

10.4 Operation

10.4.1 Overview

A summary of operations in the various modes is given below.

Normal Operation: Each channel has a timer counter and general registers. The timer counter counts up, and can operate as a free-running counter, periodic counter, or external event counter. General registers A and B can be used for input capture or output compare.

Synchronous Operation: The timer counters in designated channels are preset synchronously. Data written to the timer counter in any one of these channels is simultaneously written to the timer counters in the other channels as well. The timer counters can also be cleared synchronously if so designated by the CCLR1 and CCLR0 bits in the TCRs.

PWM Mode: A PWM waveform is output from the TIOCA pin. The output goes to 1 at compare match A and to 0 at compare match B. The duty cycle can be varied from 0% to 100% depending on the settings of GRA and GRB. When a channel is set to PWM mode, its GRA and GRB automatically become output compare registers.

Reset-Synchronized PWM Mode: Channels 3 and 4 are paired for three-phase PWM output with complementary waveforms. (The three phases are related by having a common transition point.) When reset-synchronized PWM mode is selected GRA3, GRB3, GRA4, and GRB4 automatically function as output compare registers, TIOCA₃, TIOCB₃, TIOCA₄, TOCXA₄, TIOCB₄, and TOCXB₄ function as PWM output pins, and TCNT3 operates as an up-counter. TCNT4 operates independently, and is not compared with GRA4 or GRB4.

Complementary PWM Mode: Channels 3 and 4 are paired for three-phase PWM output with non-overlapping complementary waveforms. When complementary PWM mode is selected GRA3, GRB3, GRA4, and GRB4 automatically function as output compare registers, and TIOCA₃, TIOCB₃, TIOCA₄, TOCXA₄, TIOCB₄, and TOCXB₄ function as PWM output pins. TCNT3 and TCNT4 operate as up/down-counters.

Phase Counting Mode: The phase relationship between two clock signals input at TCLKA and TCLKB is detected and TCNT2 counts up or down accordingly. When phase counting mode is selected TCLKA and TCLKB become clock input pins and TCNT2 operates as an up/down-counter.

Buffering

- If the general register is an output compare register
When compare match occurs the buffer register value is transferred to the general register.
- If the general register is an input capture register
When input capture occurs the TCNT value is transferred to the general register, and the previous general register value is transferred to the buffer register.
- Complementary PWM mode
The buffer register value is transferred to the general register when TCNT3 and TCNT4 change counting direction.
- Reset-synchronized PWM mode
The buffer register value is transferred to the general register at GRA3 compare match.

10.4.2 Basic Functions

Counter Operation: When one of bits STR0 to STR4 is set to 1 in the timer start register (TSTR), the timer counter (TCNT) in the corresponding channel starts counting. The counting can be free-running or periodic.

- Sample setup procedure for counter
Figure 10.14 shows a sample procedure for setting up a counter.

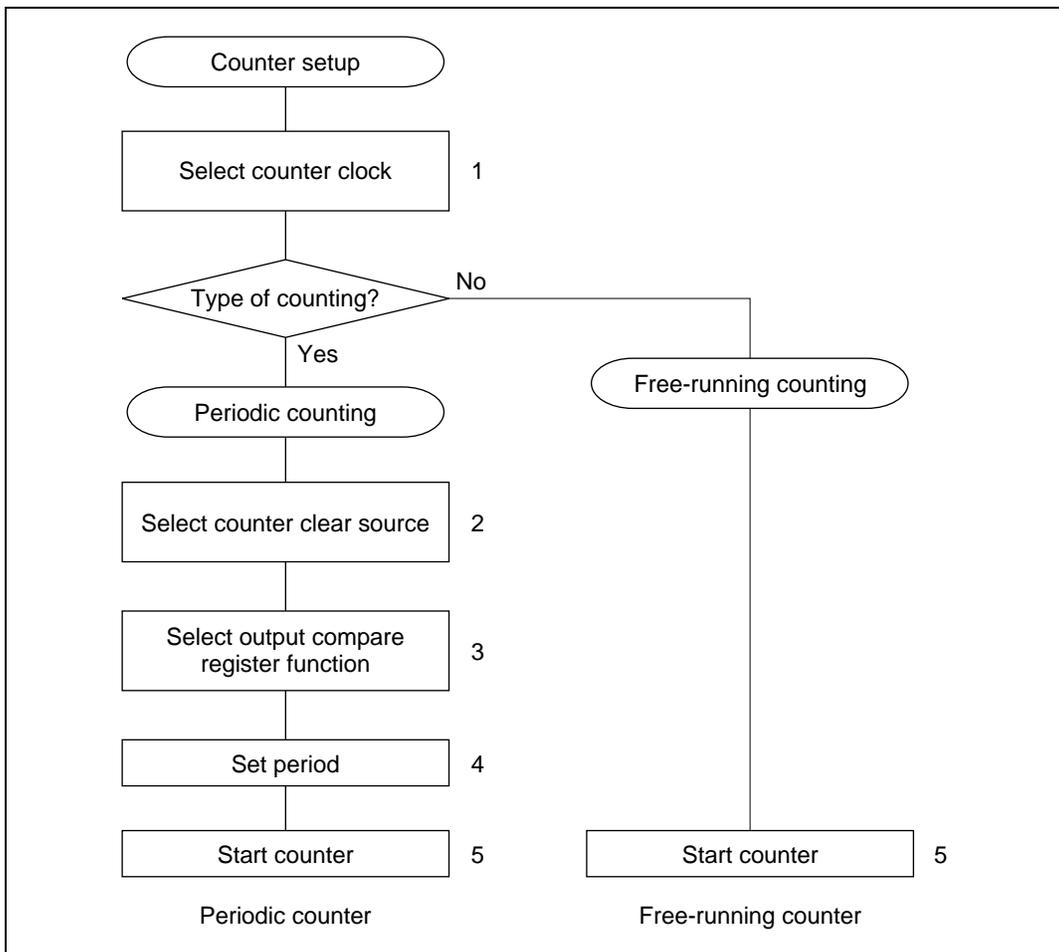


Figure 10.14 Counter Setup Procedure (Example)

1. Set bits TPSC2 to TPSC0 in TCR to select the counter clock source. If an external clock source is selected, set bits CKEG1 and CKEG0 in TCR to select the desired edge(s) of the external clock signal.
2. For periodic counting, set CCLR1 and CCLR0 in TCR to have TCNT cleared at GRA compare match or GRB compare match.
3. Set TIOR to select the output compare function of GRA or GRB, whichever was selected in step 2.
4. Write the count period in GRA or GRB, whichever was selected in step 2.
5. Set the STR bit to 1 in TSTR to start the timer counter.

- Free-running and periodic counter operation

A reset leaves the counters (TCNTs) in ITU channels 0 to 4 all set as free-running counters. A free-running counter starts counting up when the corresponding bit in TSTR is set to 1. When the count overflows from H'FFFF to H'0000, the OVF flag is set to 1 in TSR. If the corresponding OVIE bit is set to 1 in TIER, a CPU interrupt is requested. After the overflow, the counter continues counting up from H'0000. Figure 10.15 illustrates free-running counting.

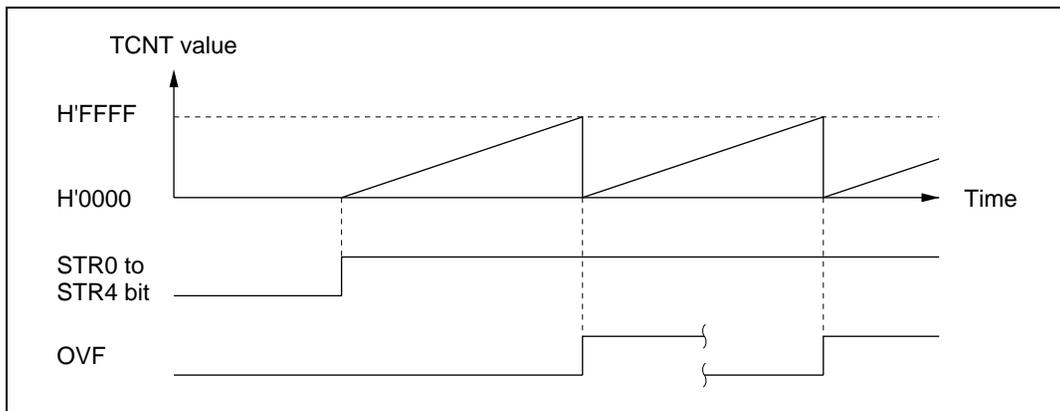


Figure 10.15 Free-Running Counter Operation

When a channel is set to have its counter cleared by compare match, in that channel TCNT operates as a periodic counter. Select the output compare function of GRA or GRB, set bit CCLR1 or CCLR0 in TCR to have the counter cleared by compare match, and set the count period in GRA or GRB. After these settings, the counter starts counting up as a periodic counter when the corresponding bit is set to 1 in TSTR. When the count matches GRA or GRB, the IMFA or IMFB flag is set to 1 in TSR and the counter is cleared to H'0000. If the corresponding IMIEA or IMIEB bit is set to 1 in TIER, a CPU interrupt is requested at this time. After the compare match, TCNT continues counting up from H'0000. Figure 10.16 illustrates periodic counting.

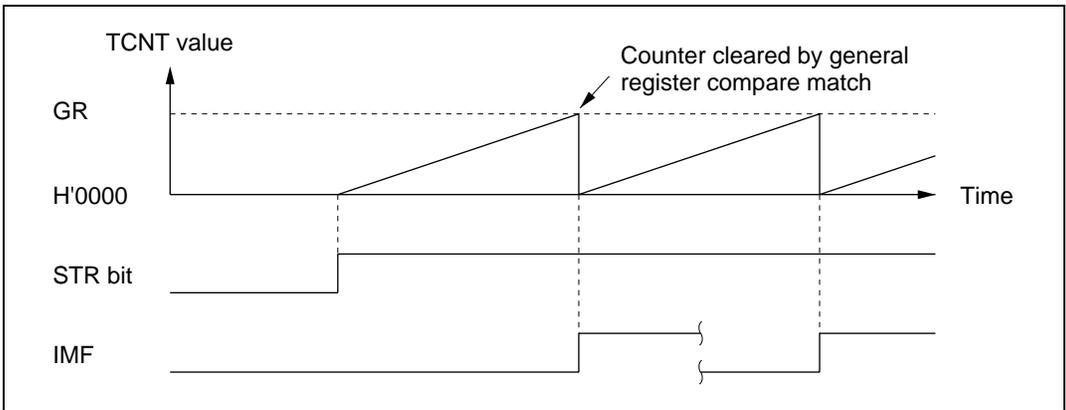


Figure 10.16 Periodic Counter Operation

- TCNT count timing

- Internal clock source

Bits TPSC2 to TPSC0 in TCR select the system clock (ϕ) or one of three internal clock sources obtained by prescaling the system clock ($\phi/2$, $\phi/4$, $\phi/8$).

Figure 10.17 shows the timing.

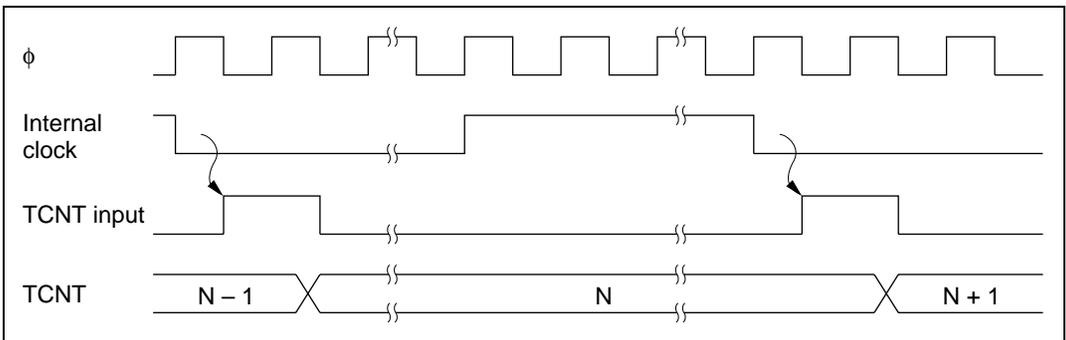


Figure 10.17 Count Timing for Internal Clock Sources

- External clock source

Bits TPSC2 to TPSC0 in TCR select an external clock input pin (TCLKA to TCLKD), and its valid edge or edges are selected by bits CKEG1 and CKEG0. The rising edge, falling edge, or both edges can be selected.

The pulse width of the external clock signal must be at least 1.5 system clocks when a single edge is selected, and at least 2.5 system clocks when both edges are selected. Shorter pulses will not be counted correctly.

Figure 10.18 shows the timing when both edges are detected.

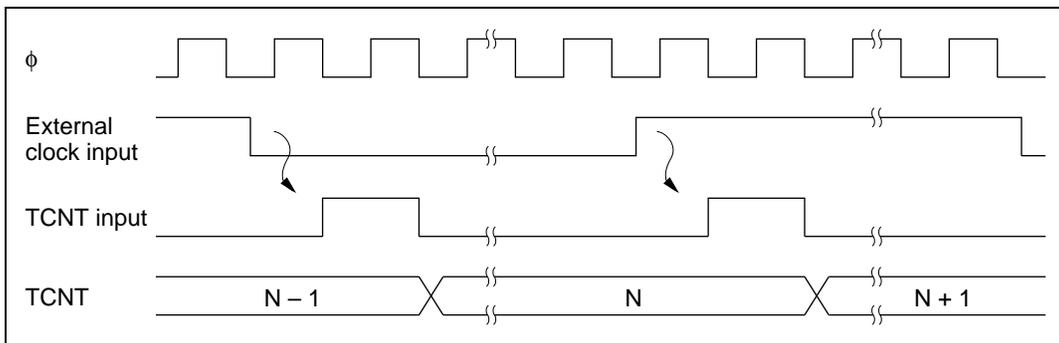


Figure 10.18 Count Timing for External Clock Sources (when Both Edges are Detected)

Waveform Output by Compare Match: In ITU channels 0, 1, 3, and 4, compare match A or B can cause the output at the TIOCA or TIOCB pin to go to 0, go to 1, or toggle. In channel 2 the output can only go to 0 or go to 1.

- Sample setup procedure for waveform output by compare match

Figure 10.19 shows a sample procedure for setting up waveform output by compare match.

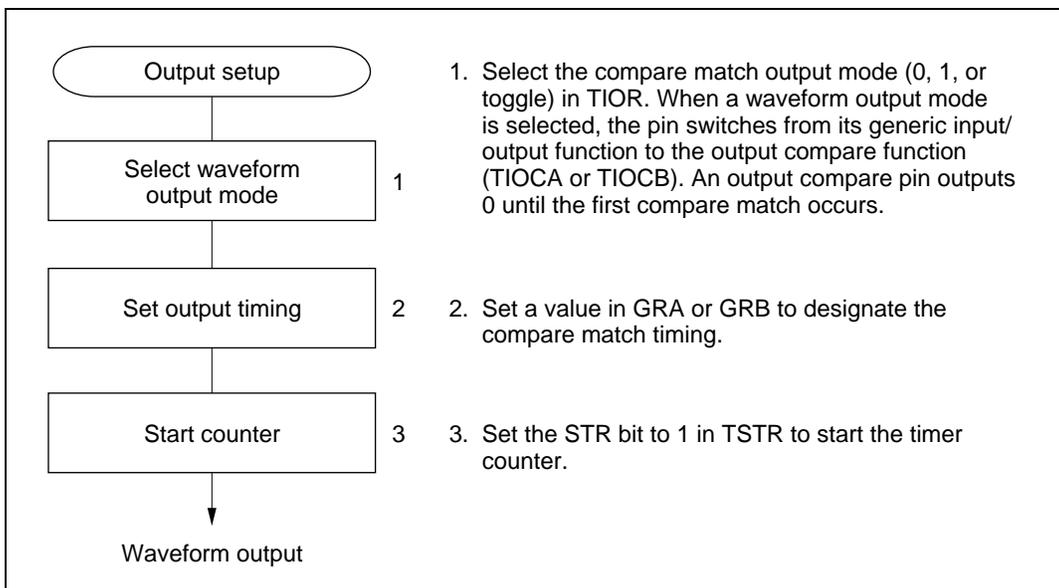


Figure 10.19 Setup Procedure for Waveform Output by Compare Match (Example)

- Examples of waveform output

Figure 10.20 shows examples of 0 and 1 output. TCNT operates as a free-running counter, 0 output is selected for compare match A, and 1 output is selected for compare match B. When the pin is already at the selected output level, the pin level does not change.

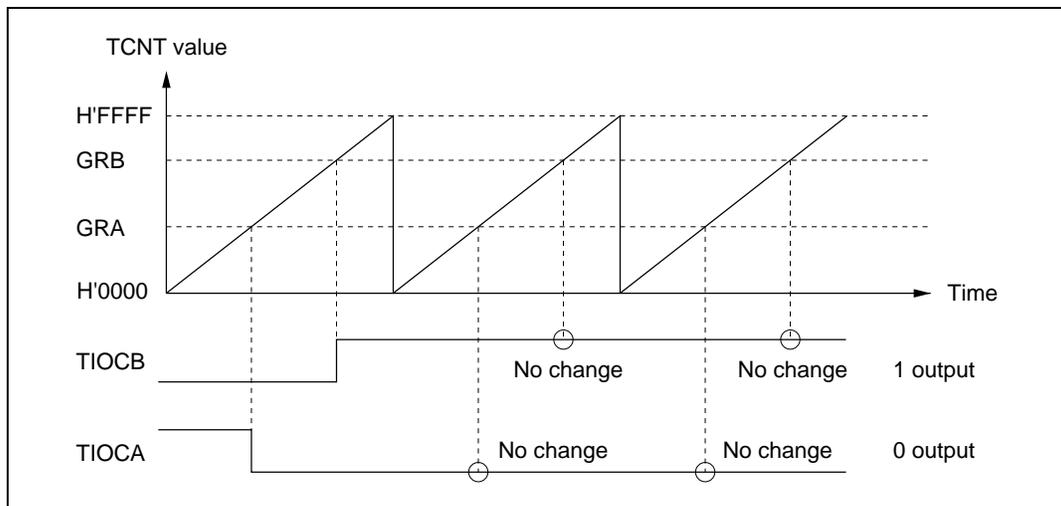


Figure 10.20 0 and 1 Output (Examples)

Figure 10.21 shows examples of toggle output. TCNT operates as a periodic counter, cleared by compare match B. Toggle output is selected for both compare match A and B.

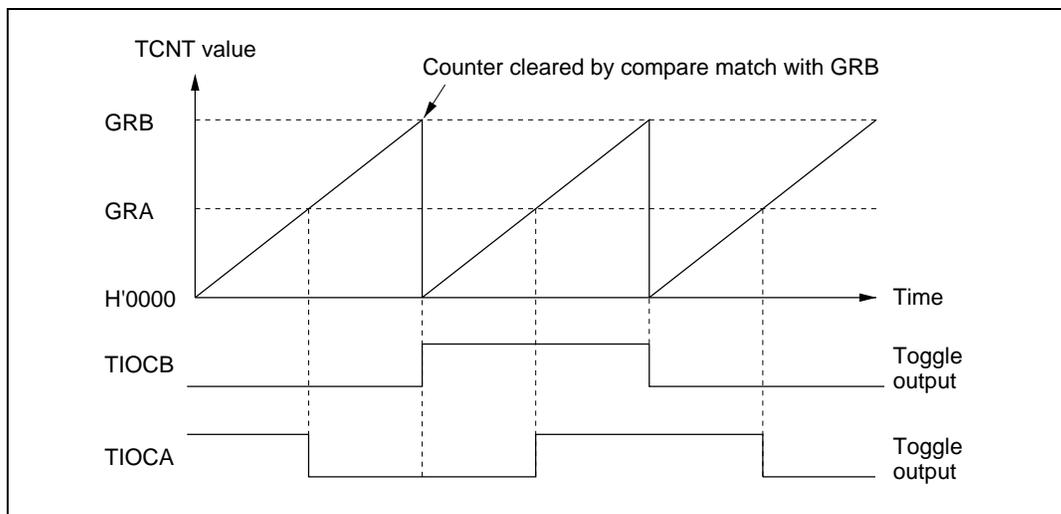


Figure 10.21 Toggle Output (Example)

- Output compare timing

The compare match signal is generated in the last state in which TCNT and the general register match (when TCNT changes from the matching value to the next value). When the compare match signal is generated, the output value selected in TIOR is output at the output compare pin (TIOCA or TIOCB). When TCNT matches a general register, the compare match signal is not generated until the next counter clock pulse.

Figure 10.22 shows the output compare timing.

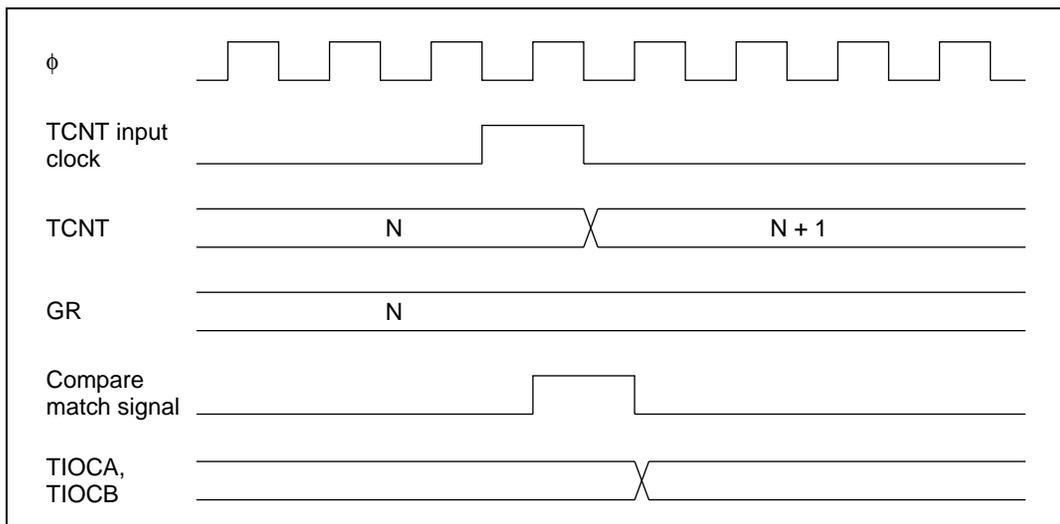


Figure 10.22 Output Compare Timing

Input Capture Function: The TCNT value can be captured into a general register when a transition occurs at an input capture/output compare pin (TIOCA or TIOCB). Capture can take place on the rising edge, falling edge, or both edges. The input capture function can be used to measure pulse width or period.

- Sample setup procedure for input capture

Figure 10.23 shows a sample procedure for setting up input capture.

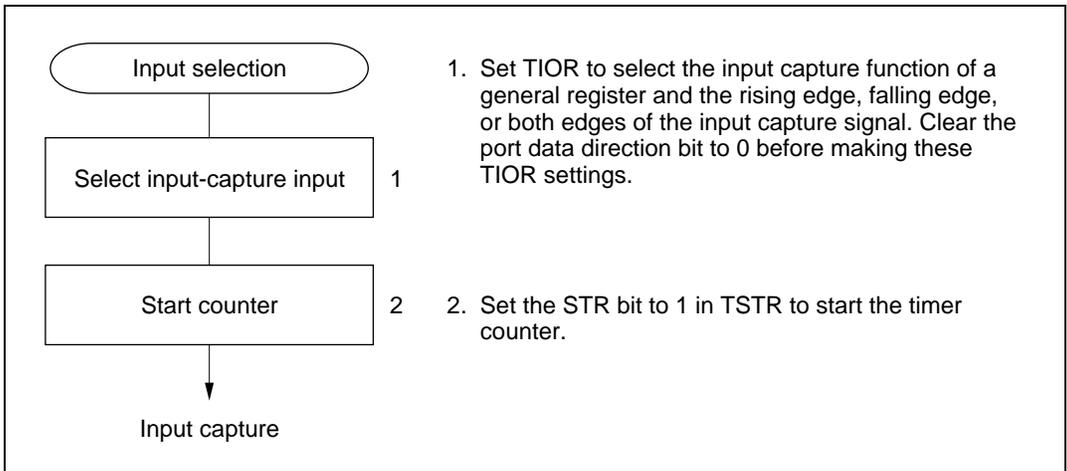


Figure 10.23 Setup Procedure for Input Capture (Example)

- Examples of input capture

Figure 10.24 illustrates input capture when the falling edge of TIOCB and both edges of TIOCA are selected as capture edges. TCNT is cleared by input capture into GRB.

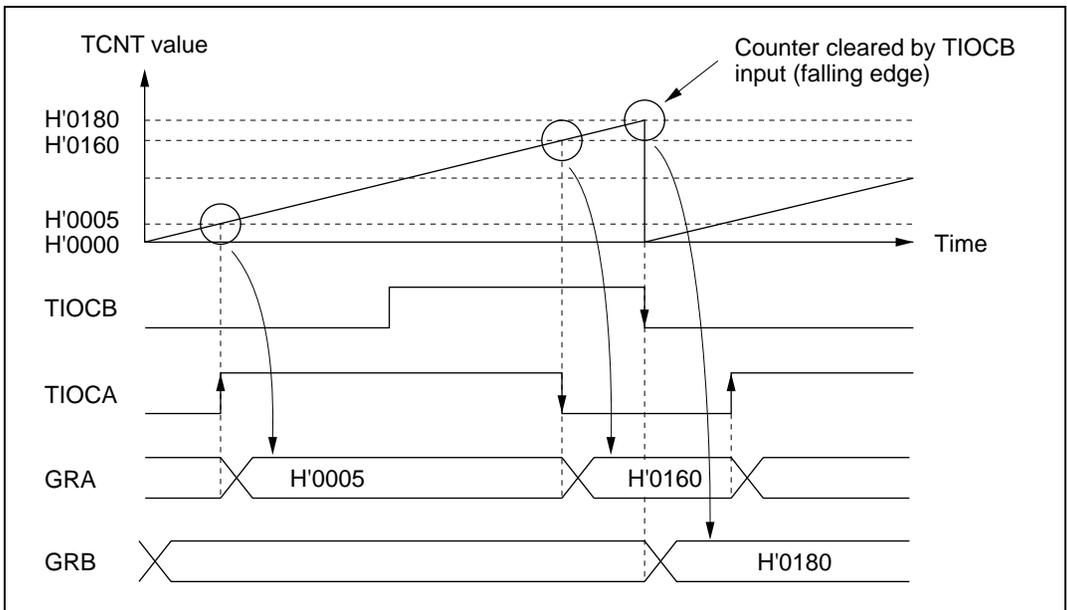


Figure 10.24 Input Capture (Example)

- Input capture signal timing

Input capture on the rising edge, falling edge, or both edges can be selected by settings in TIOR. Figure 10.25 shows the timing when the rising edge is selected. The pulse width of the input capture signal must be at least 1.5 system clocks for single-edge capture, and 2.5 system clocks for capture of both edges.

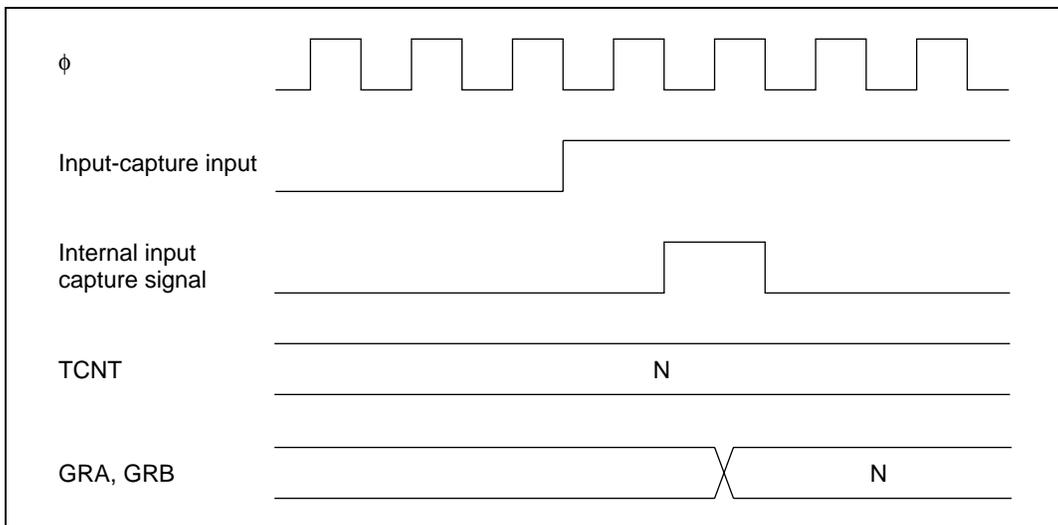


Figure 10.25 Input Capture Signal Timing

10.4.3 Synchronization

The synchronization function enables two or more timer counters to be synchronized by writing the same data to them simultaneously (synchronous preset). With appropriate TCR settings, two or more timer counters can also be cleared simultaneously (synchronous clear). Synchronization enables additional general registers to be associated with a single time base. Synchronization can be selected for all channels (0 to 4).

Sample Setup Procedure for Synchronization: Figure 10.26 shows a sample procedure for setting up synchronization.

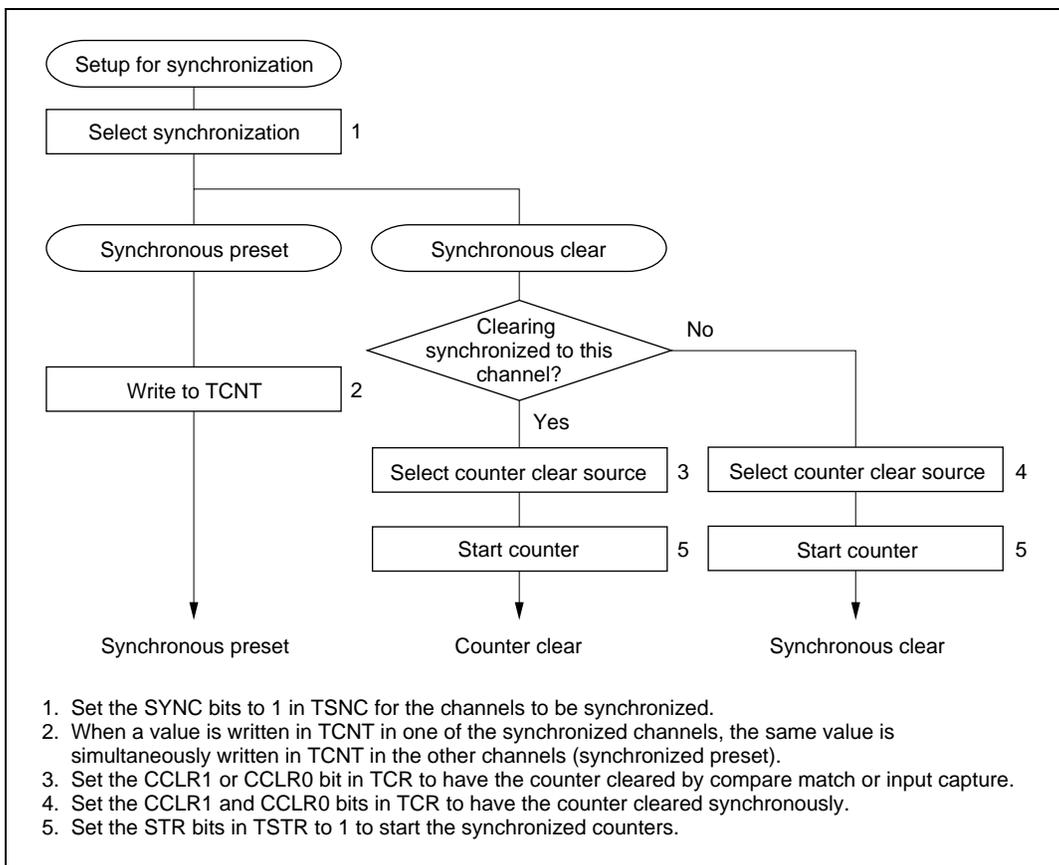


Figure 10.26 Setup Procedure for Synchronization (Example)

Example of Synchronization: Figure 10.27 shows an example of synchronization. Channels 0, 1, and 2 are synchronized, and are set to operate in PWM mode. Channel 0 is set for counter clearing by compare match with GRB0. Channels 1 and 2 are set for synchronous counter clearing. The timer counters in channels 0, 1, and 2 are synchronously preset, and are synchronously cleared by compare match with GRB0. A three-phase PWM waveform is output from pins TIOCA₀, TIOCA₁, and TIOCA₂. For further information on PWM mode, see section 10.4.4, PWM Mode.

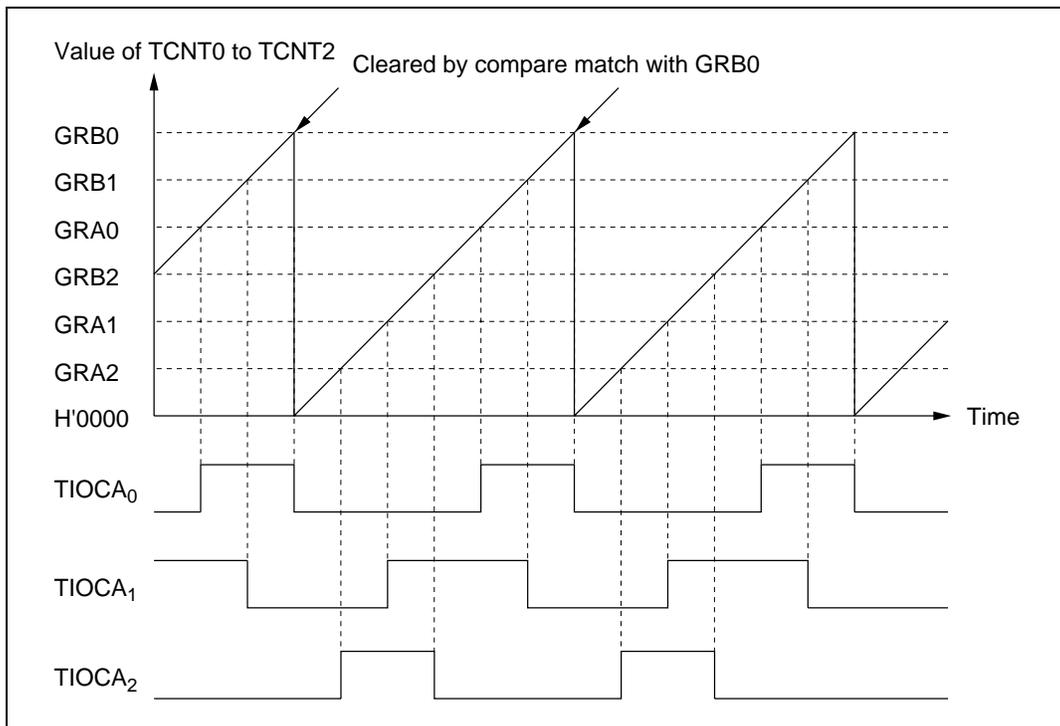


Figure 10.27 Synchronization (Example)

10.4.4 PWM Mode

In PWM mode GRA and GRB are paired and a PWM waveform is output from the TIOCA pin. GRA specifies the time at which the PWM output changes to 1. GRB specifies the time at which the PWM output changes to 0. If either GRA or GRB is selected as the counter clear source, a PWM waveform with a duty cycle from 0% to 100% is output at the TIOCA pin. PWM mode can be selected in all channels (0 to 4).

Table 10.4 summarizes the PWM output pins and corresponding registers. If the same value is set in GRA and GRB, the output does not change when compare match occurs.

Table 10.4 PWM Output Pins and Registers

| Channel | Output Pin | 1 Output | 0 Output |
|---------|--------------------|----------|----------|
| 0 | TIOCA ₀ | GRA0 | GRB0 |
| 1 | TIOCA ₁ | GRA1 | GRB1 |
| 2 | TIOCA ₂ | GRA2 | GRB2 |
| 3 | TIOCA ₃ | GRA3 | GRB3 |
| 4 | TIOCA ₄ | GRA4 | GRB4 |

Sample Setup Procedure for PWM Mode: Figure 10.28 shows a sample procedure for setting up PWM mode.

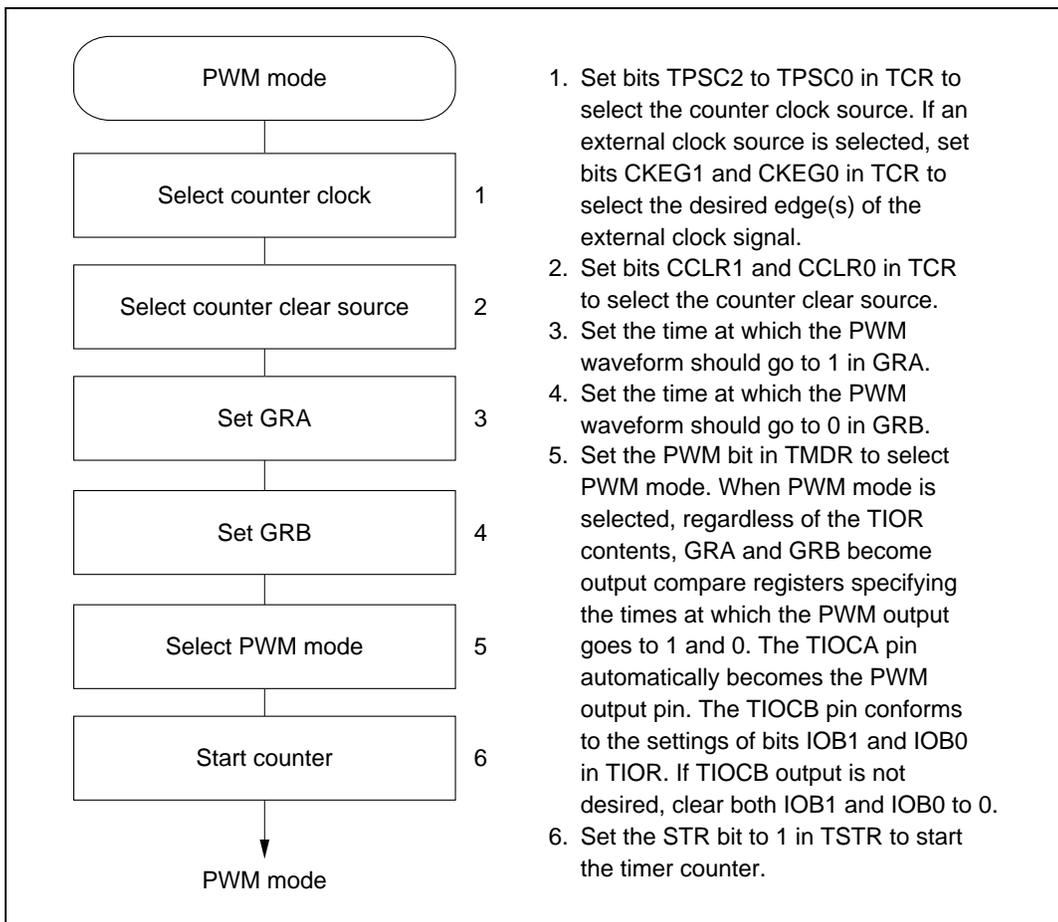


Figure 10.28 Setup Procedure for PWM Mode (Example)

Examples of PWM Mode: Figure 10.29 shows examples of operation in PWM mode. In PWM mode TIOCA becomes an output pin. The output goes to 1 at compare match with GRA, and to 0 at compare match with GRB.

In the examples shown, TCNT is cleared by compare match with GRA or GRB. Synchronized operation and free-running counting are also possible.

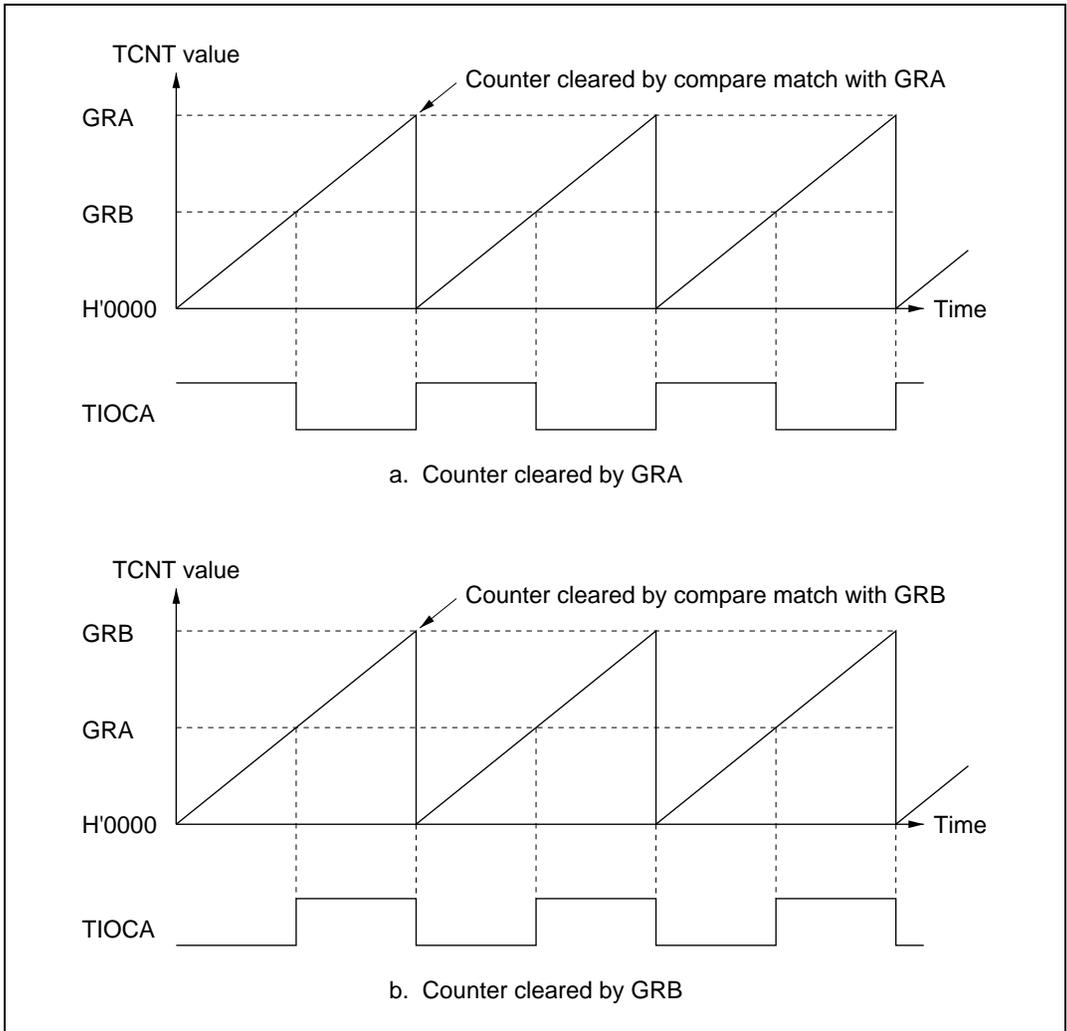


Figure 10.29 PWM Mode (Example 1)

Figure 10.30 shows examples of the output of PWM waveforms with duty cycles of 0% and 100%. If the counter is cleared by compare match with GRB, and GRA is set to a higher value than GRB, the duty cycle is 0%. If the counter is cleared by compare match with GRA, and GRB is set to a higher value than GRA, the duty cycle is 100%.

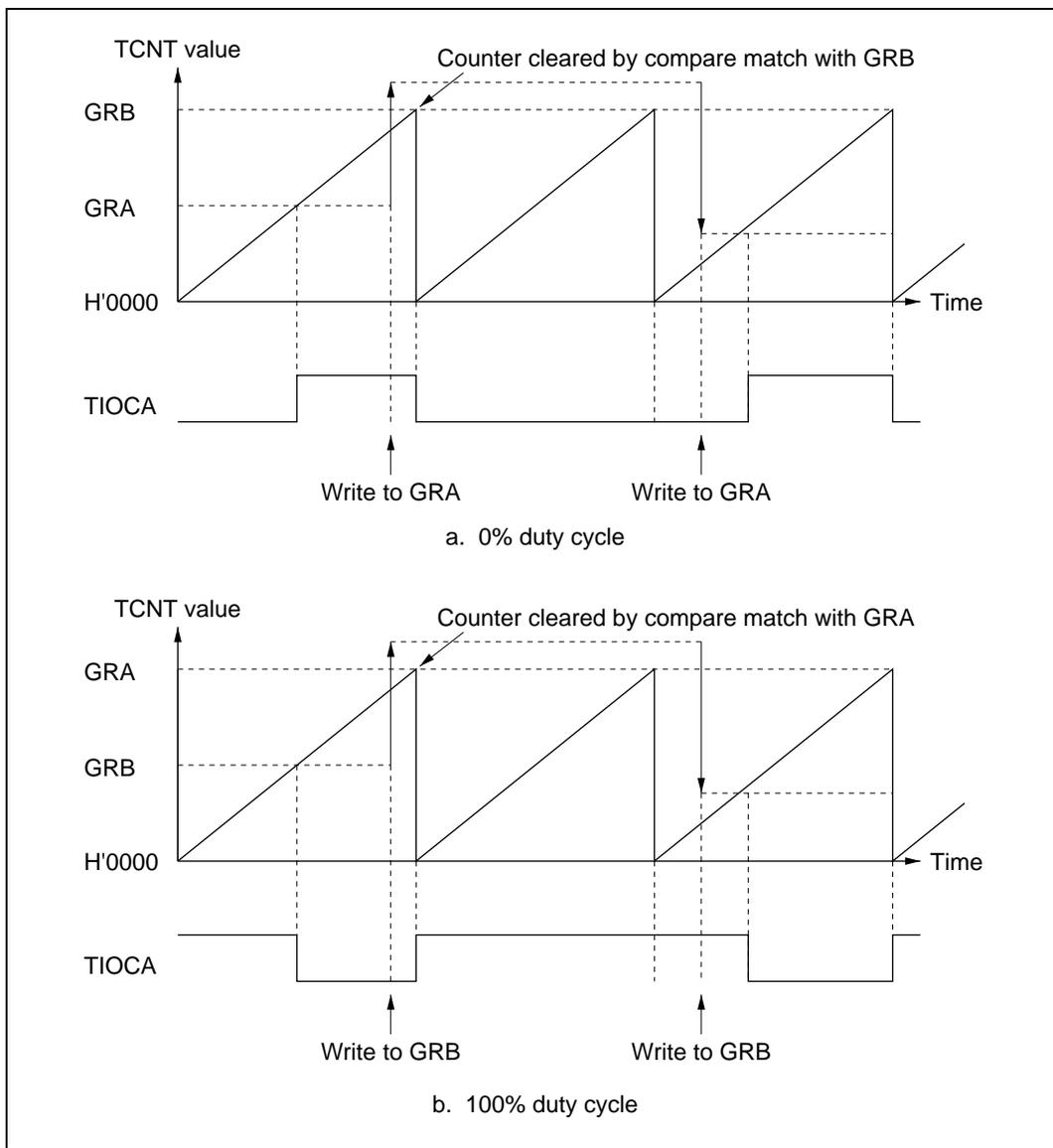


Figure 10.30 PWM Mode (Example 2)

10.4.5 Reset-Synchronized PWM Mode

In reset-synchronized PWM mode channels 3 and 4 are combined to produce three pairs of complementary PWM waveforms, all having one waveform transition point in common.

When reset-synchronized PWM mode is selected TIOCA₃, TIOCB₃, TIOCA₄, TOCXA₄, TIOCB₄, and TOCXB₄ automatically become PWM output pins, and TCNT3 functions as an up-counter.

Table 10.5 lists the PWM output pins. Table 10.6 summarizes the register settings.

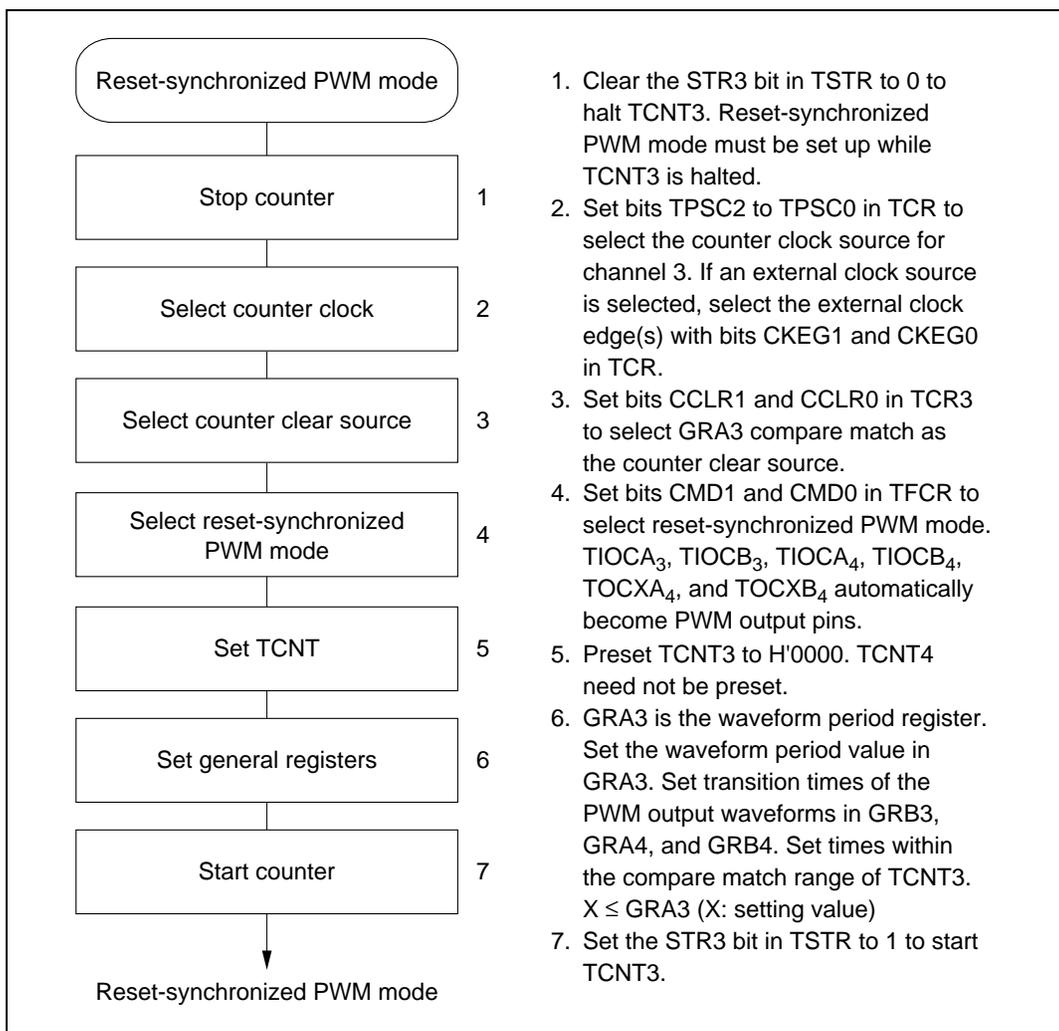
Table 10.5 Output Pins in Reset-Synchronized PWM Mode

| Channel | Output Pin | Description |
|---------|--------------------|--|
| 3 | TIOCA ₃ | PWM output 1 |
| | TIOCB ₃ | PWM output 1' (complementary waveform to PWM output 1) |
| 4 | TIOCA ₄ | PWM output 2 |
| | TOCXA ₄ | PWM output 2' (complementary waveform to PWM output 2) |
| | TIOCB ₄ | PWM output 3 |
| | TOCXB ₄ | PWM output 3' (complementary waveform to PWM output 3) |

Table 10.6 Register Settings in Reset-Synchronized PWM Mode

| Register | Setting |
|----------|---|
| TCNT3 | Initially set to H'0000 |
| TCNT4 | Not used (operates independently) |
| GRA3 | Specifies the count period of TCNT3 |
| GRB3 | Specifies a transition point of PWM waveforms output from TIOCA ₃ and TIOCB ₃ |
| GRA4 | Specifies a transition point of PWM waveforms output from TIOCA ₄ and TOCXA ₄ |
| GRB4 | Specifies a transition point of PWM waveforms output from TIOCB ₄ and TOCXB ₄ |

Sample Setup Procedure for Reset-Synchronized PWM Mode: Figure 10.31 shows a sample procedure for setting up reset-synchronized PWM mode.



1. Clear the STR3 bit in TSTR to 0 to halt TCNT3. Reset-synchronized PWM mode must be set up while TCNT3 is halted.
2. Set bits TPSC2 to TPSC0 in TCR to select the counter clock source for channel 3. If an external clock source is selected, select the external clock edge(s) with bits CKEG1 and CKEG0 in TCR.
3. Set bits CCLR1 and CCLR0 in TCR3 to select GRA3 compare match as the counter clear source.
4. Set bits CMD1 and CMD0 in TFCR to select reset-synchronized PWM mode. TIOCA₃, TIOCB₃, TIOCA₄, TIOCB₄, TOCXA₄, and TOCXB₄ automatically become PWM output pins.
5. Preset TCNT3 to H'0000. TCNT4 need not be preset.
6. GRA3 is the waveform period register. Set the waveform period value in GRA3. Set transition times of the PWM output waveforms in GRB3, GRA4, and GRB4. Set times within the compare match range of TCNT3. $X \leq \text{GRA3}$ (X: setting value)
7. Set the STR3 bit in TSTR to 1 to start TCNT3.

Figure 10.31 Setup Procedure for Reset-Synchronized PWM Mode (Example)

Example of Reset-Synchronized PWM Mode: Figure 10.32 shows an example of operation in reset-synchronized PWM mode. TCNT3 operates as an up-counter in this mode. TCNT4 operates independently, detached from GRA4 and GRB4. When TCNT3 matches GRA3, TCNT3 is cleared and resumes counting from H'0000. The PWM outputs toggle at compare match of TCNT3 with GRB3, GRA4, and GRB4 respectively, and all toggle when the counter is cleared.

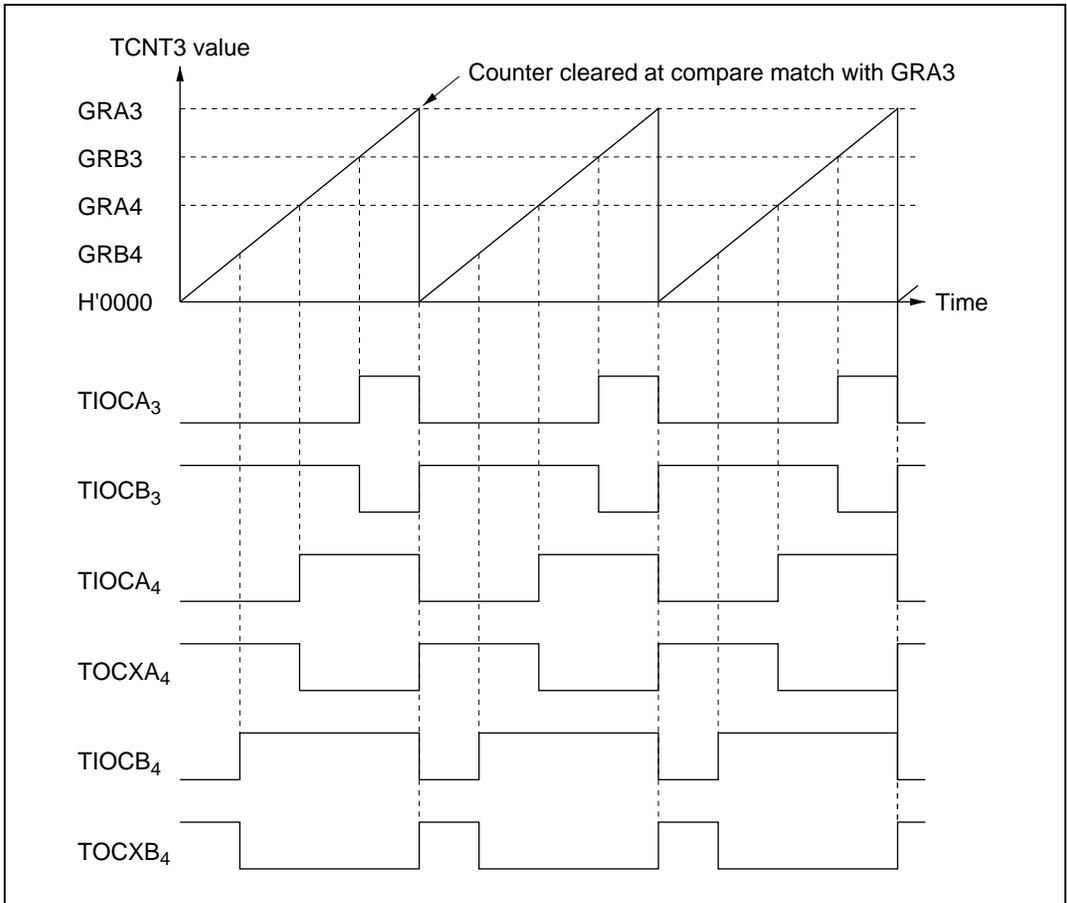


Figure 10.32 Operation in Reset-Synchronized PWM Mode (Example)
(when OLS3 = OLS4 = 1)

For the settings and operation when reset-synchronized PWM mode and buffer mode are both selected, see section 10.4.8, Buffering.

10.4.6 Complementary PWM Mode

In complementary PWM mode channels 3 and 4 are combined to output three pairs of complementary, non-overlapping PWM waveforms.

When complementary PWM mode is selected TIOCA₃, TIOCB₃, TIOCA₄, TOCXA₄, TIOCB₄, and TOCXB₄ automatically become PWM output pins, and TCNT3 and TCNT4 function as up/down-counters.

Table 10.7 lists the PWM output pins. Table 10.8 summarizes the register settings.

Table 10.7 Output Pins in Complementary PWM Mode

| Channel | Output Pin | Description |
|---------|--------------------|--|
| 3 | TIOCA ₃ | PWM output 1 |
| | TIOCB ₃ | PWM output 1' (non-overlapping complementary waveform to PWM output 1) |
| 4 | TIOCA ₄ | PWM output 2 |
| | TOCXA ₄ | PWM output 2' (non-overlapping complementary waveform to PWM output 2) |
| | TIOCB ₄ | PWM output 3 |
| | TOCXB ₄ | PWM output 3' (non-overlapping complementary waveform to PWM output 3) |

Table 10.8 Register Settings in Complementary PWM Mode

| Register | Setting |
|----------|---|
| TCNT3 | Initially specifies the non-overlap margin (difference to TCNT4) |
| TCNT4 | Initially set to H'0000 |
| GRA3 | Specifies the upper limit value of TCNT3 minus 1 |
| GRB3 | Specifies a transition point of PWM waveforms output from TIOCA ₃ and TIOCB ₃ |
| GRA4 | Specifies a transition point of PWM waveforms output from TIOCA ₄ and TOCXA ₄ |
| GRB4 | Specifies a transition point of PWM waveforms output from TIOCB ₄ and TOCXB ₄ |

Setup Procedure for Complementary PWM Mode: Figure 10.33 shows a sample procedure for setting up complementary PWM mode.

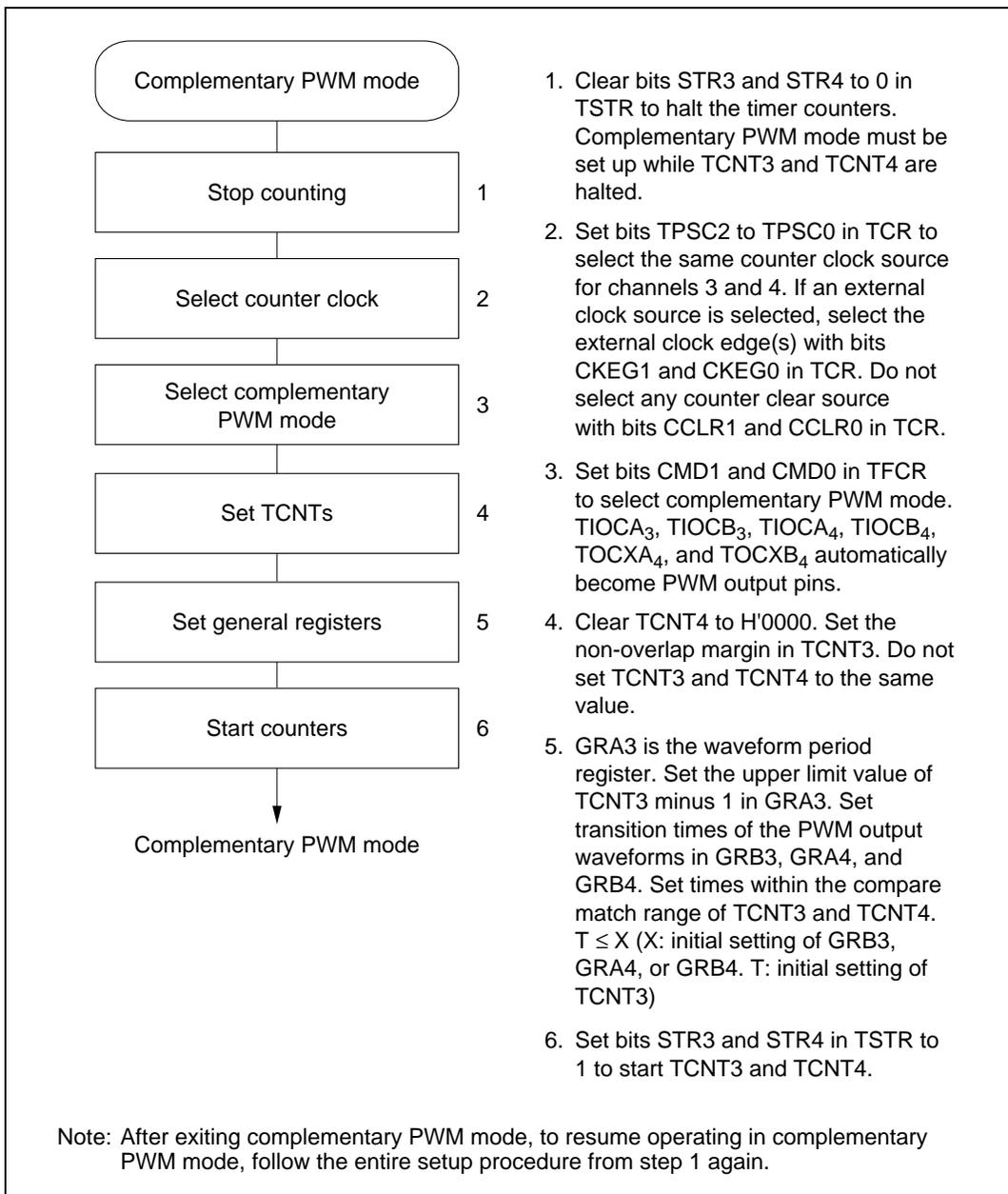


Figure 10.33 Setup Procedure for Complementary PWM Mode (Example)

Clearing Procedure for Complementary PWM Mode: Figure 10.34 shows the steps to clear complementary PWM mode.

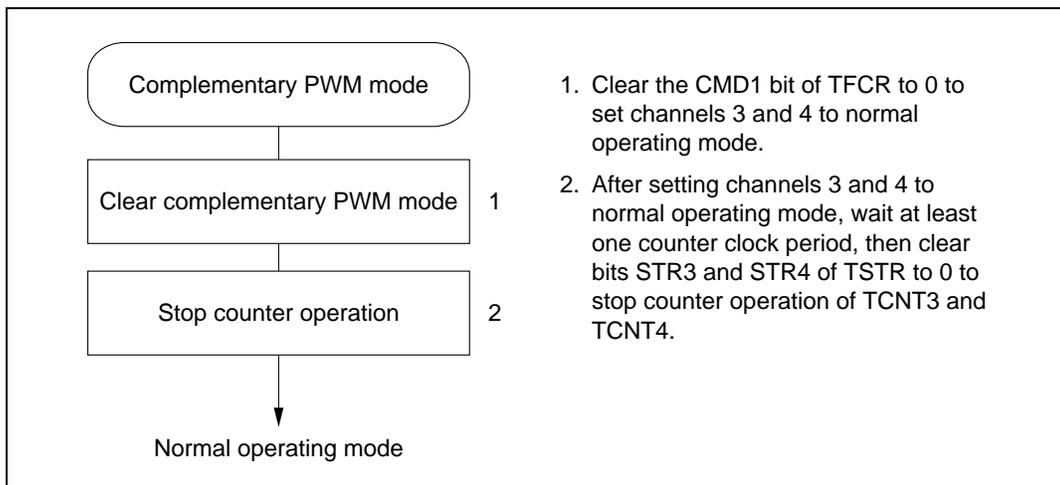


Figure 10.34 Clearing Procedure for Complementary PWM Mode

Examples of Complementary PWM Mode: Figure 10.35 shows an example of operation in complementary PWM mode. TCNT3 and TCNT4 operate as up/down-counters, counting down from compare match between TCNT3 and GRA3 and counting up from the point at which TCNT4 underflows. During each up-and-down counting cycle, PWM waveforms are generated by compare match with general registers GRB3, GRA4, and GRB4. Since TCNT3 is initially set to a higher value than TCNT4, compare match events occur in the sequence TCNT3, TCNT4, TCNT4, TCNT3.

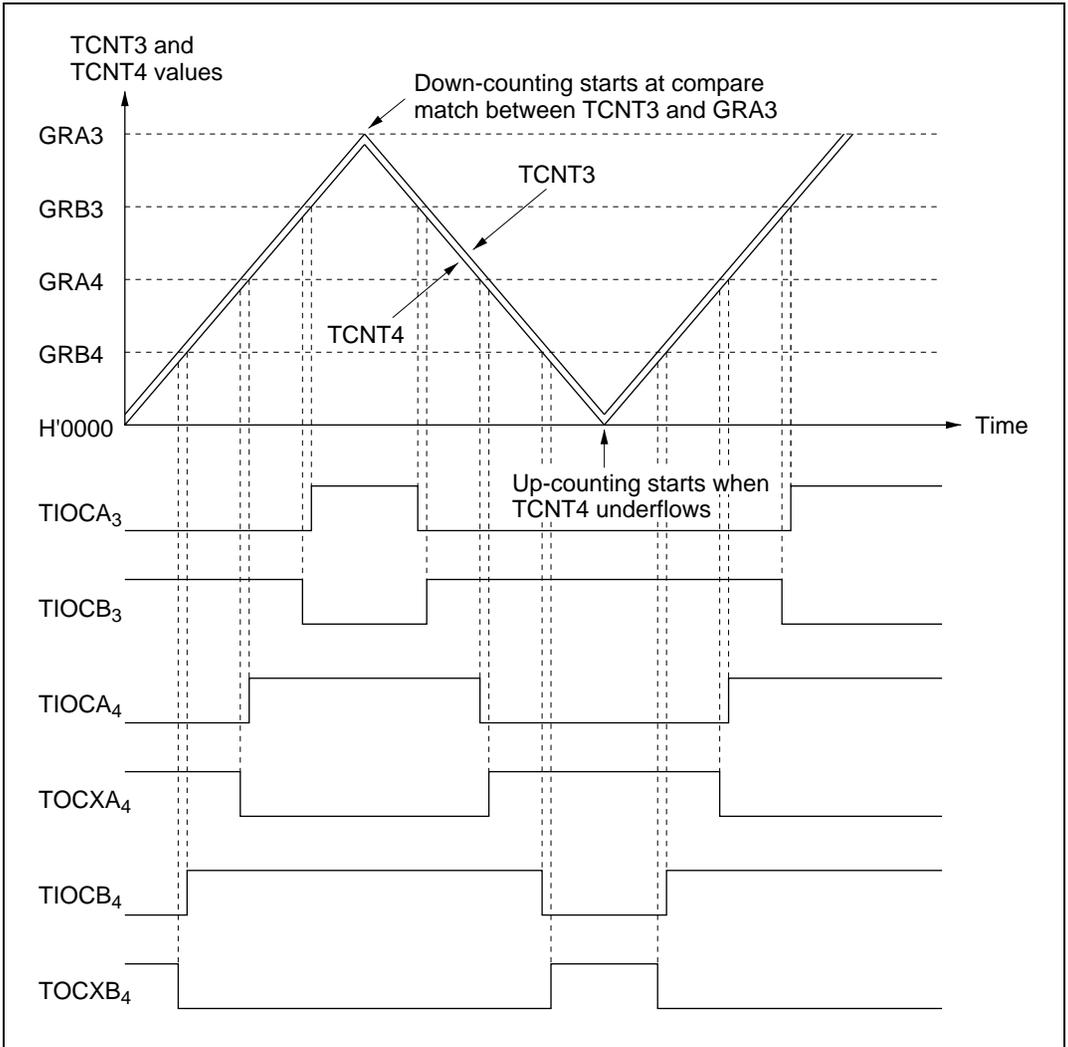


Figure 10.35 Operation in Complementary PWM Mode (Example 1, OLS3 = OLS4 = 1)

Figure 10.36 shows examples of waveforms with 0% and 100% duty cycles (in one phase) in complementary PWM mode. In this example the outputs change at compare match with GRB3, so waveforms with duty cycles of 0% or 100% can be output by setting GRB3 to a value larger than GRA3. The duty cycle can be changed easily during operation by use of the buffer registers. For further information see section 10.4.8, Buffering.

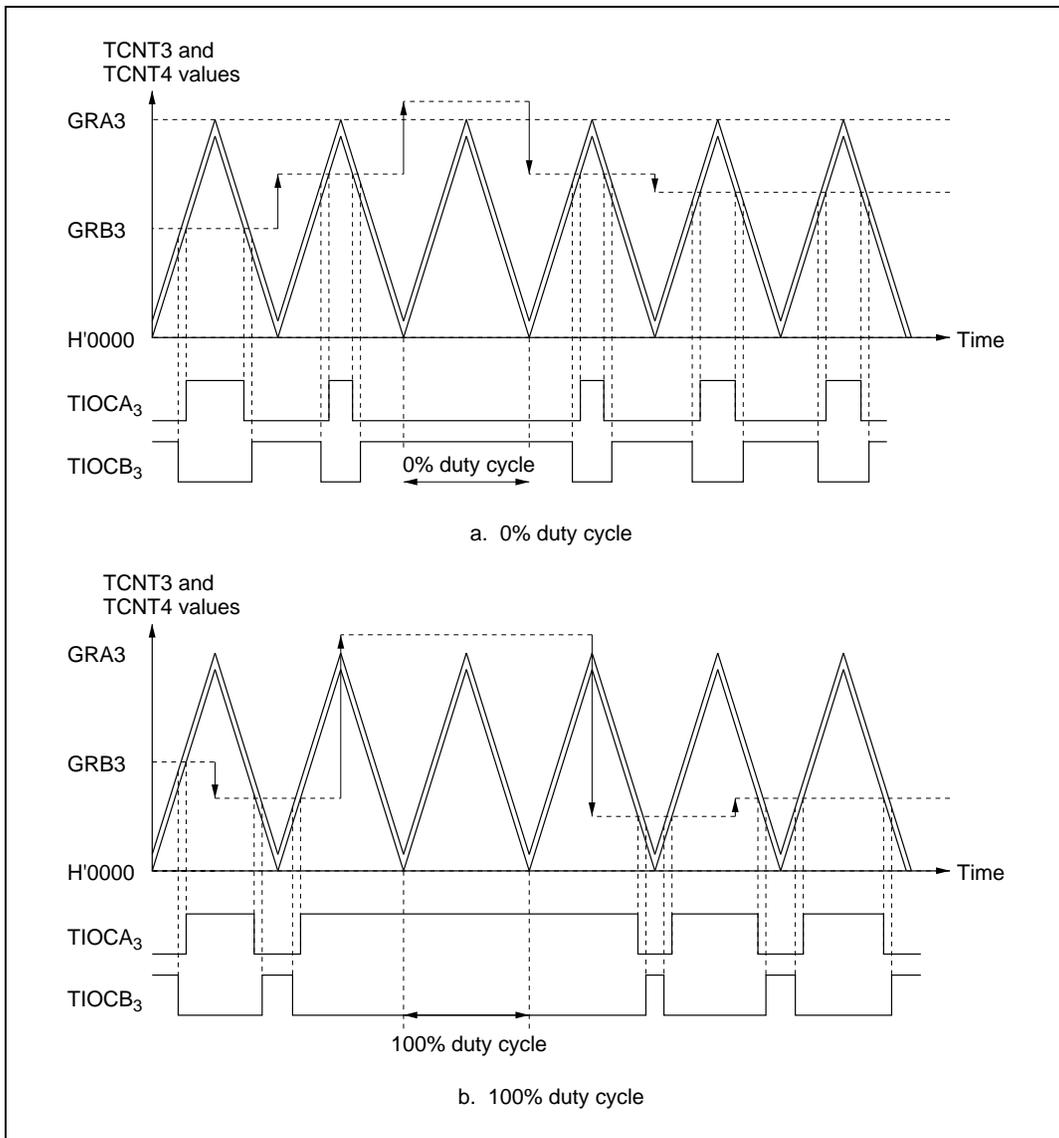


Figure 10.36 Operation in Complementary PWM Mode (Example 2, OLS3 = OLS4 = 1)

In complementary PWM mode, TCNT3 and TCCNT4 overshoot and undershoot at the transitions between up-counting and down-counting. The setting conditions for the IMFA bit in channel 3 and the OVF bit in channel 4 differ from the usual conditions. In buffered operation the buffer transfer conditions also differ. Timing diagrams are shown in figures 10.37 and 10.38.

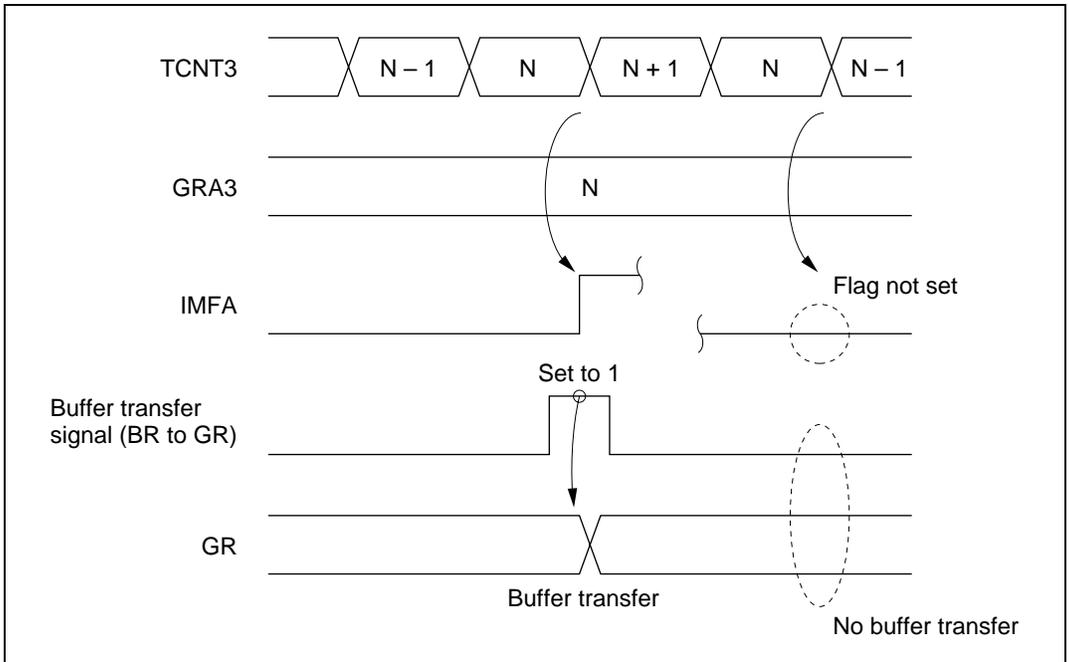


Figure 10.37 Overshoot Timing

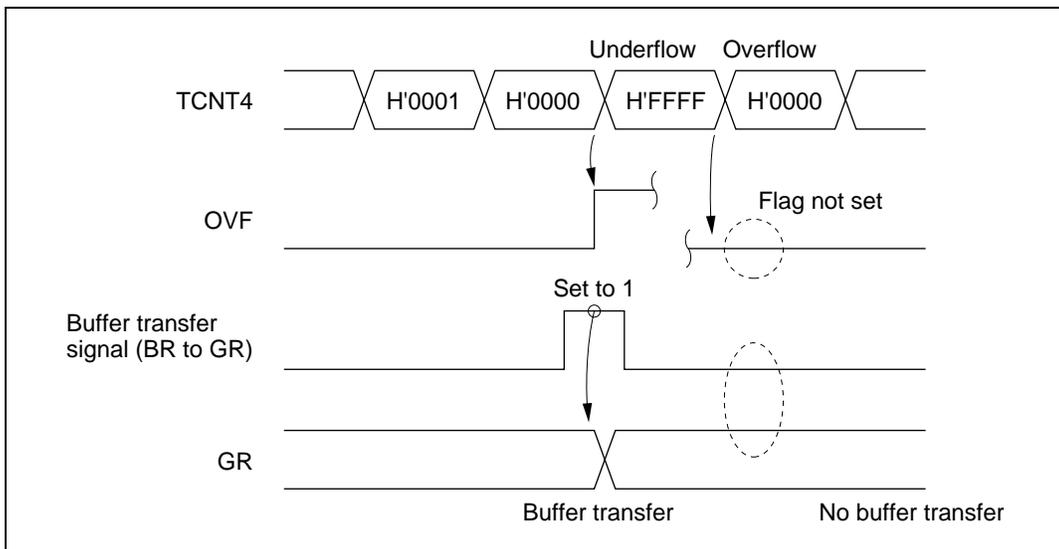


Figure 10.38 Undershoot Timing

In channel 3, IMFA is set to 1 only during up-counting. In channel 4, OVF is set to 1 only when an underflow occurs. When buffering is selected, buffer register contents are transferred to the general register at compare match A3 during up-counting, and when TCNT4 underflows.

General Register Settings in Complementary PWM Mode: When setting up general registers for complementary PWM mode or changing their settings during operation, note the following points.

- **Initial settings**
Do not set values from H'0000 to $T - 1$ (where T is the initial value of TCNT3). After the counters start and the first compare match A3 event has occurred, however, settings in this range also become possible.
- **Changing settings**
Use the buffer registers. Correct waveform output may not be obtained if a general register is written to directly.
- **Cautions on changes of general register settings**
Figure 10.39 shows six correct examples and one incorrect example.

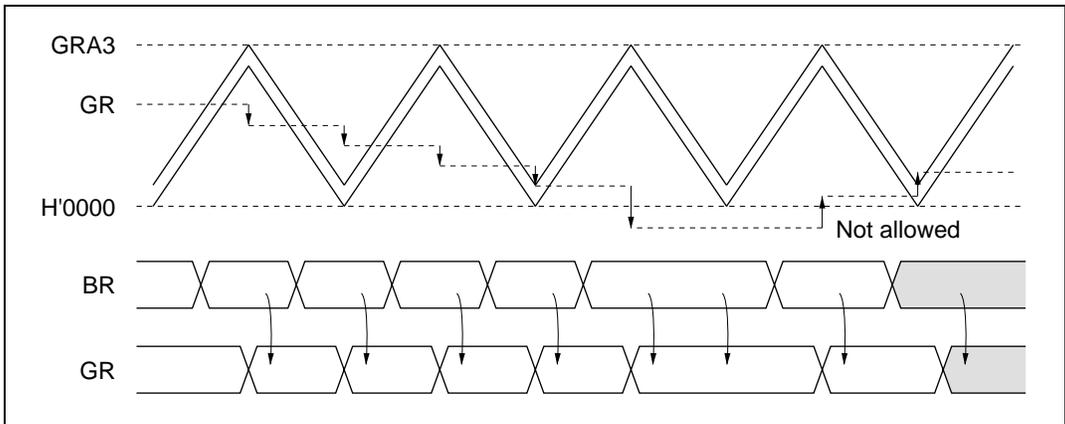


Figure 10.39 Changing a General Register Setting by Buffer Transfer (Example 1)

- Buffer transfer at transition from up-counting to down-counting

If the general register value is in the range from $\text{GRA3} - T + 1$ to GRA3 , do not transfer a buffer register value outside this range. Conversely, if the general register value is outside this range, do not transfer a value within this range. See figure 10.40.

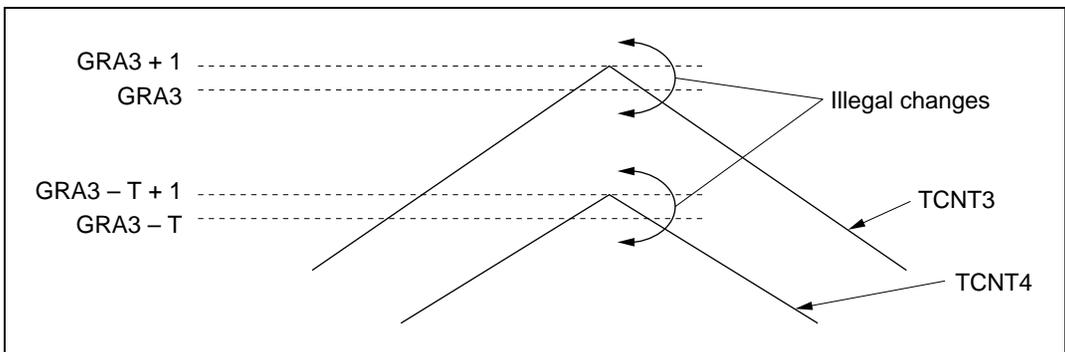


Figure 10.40 Changing a General Register Setting by Buffer Transfer (Caution 1)

- Buffer transfer at transition from down-counting to up-counting

If the general register value is in the range from $\text{H}'0000$ to $T - 1$, do not transfer a buffer register value outside this range. Conversely, when a general register value is outside this range, do not transfer a value within this range. See figure 10.41.

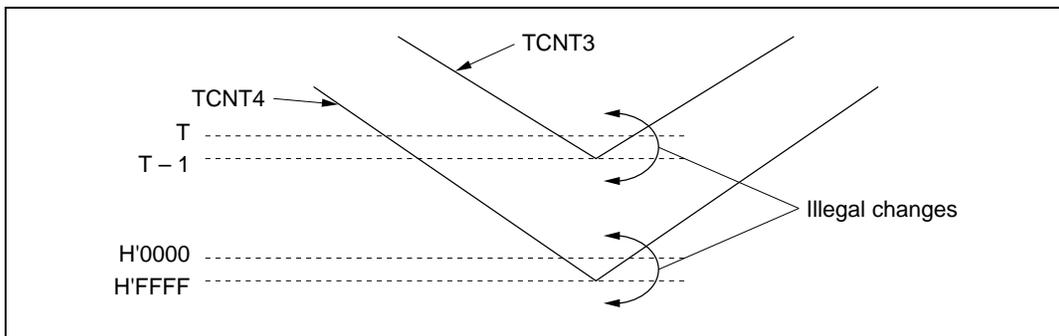


Figure 10.41 Changing a General Register Setting by Buffer Transfer (Caution 2)

— General register settings outside the counting range (H'0000 to GRA3)

Waveforms with a duty cycle of 0% or 100% can be output by setting a general register to a value outside the counting range. When a buffer register is set to a value outside the counting range, then later restored to a value within the counting range, the counting direction (up or down) must be the same both times. See figure 10.42.

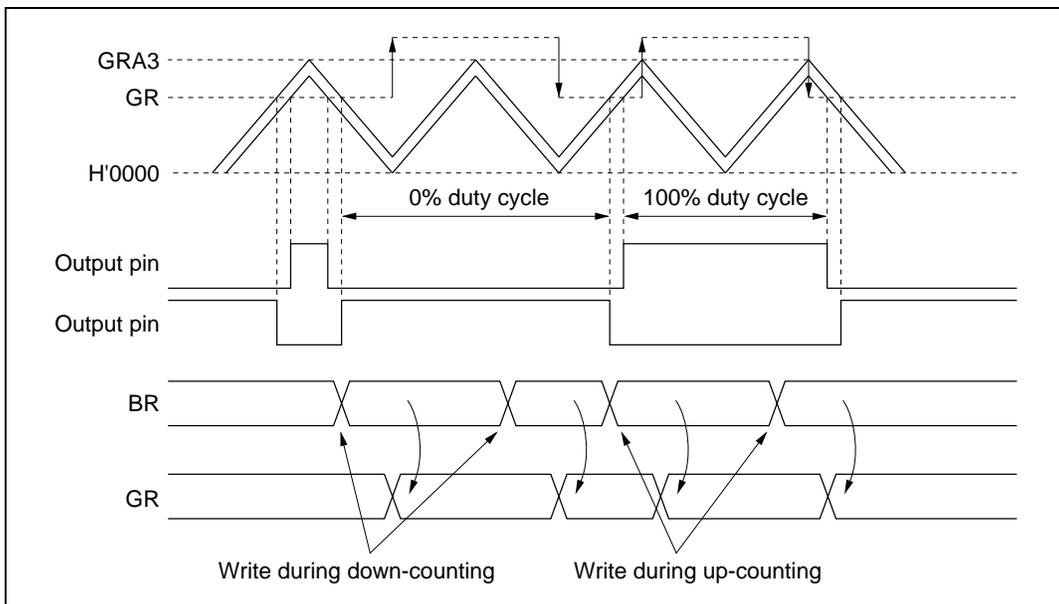


Figure 10.42 Changing a General Register Setting by Buffer Transfer (Example 2)

Settings can be made in this way by detecting GRA3 compare match or TCNT4 underflow before writing to the buffer register. They can also be made by using GRA3 compare match to activate the DMAC.

10.4.7 Phase Counting Mode

In phase counting mode the phase difference between two external clock inputs (at the TCLKA and TCLKB pins) is detected, and TCNT2 counts up or down accordingly.

In phase counting mode, the TCLKA and TCLKB pins automatically function as external clock input pins and TCNT2 becomes an up/down-counter, regardless of the settings of bits TPSC2 to TPSC0, CKEG1, and CKEG0 in TCR2. Settings of bits CCLR1, CCLR0 in TCR2, and settings in TIOR2, TIER2, TSR2, GRA2, and GRB2 are valid. The input capture and output compare functions can be used, and interrupts can be generated.

Phase counting is available only in channel 2.

Sample Setup Procedure for Phase Counting Mode: Figure 10.43 shows a sample procedure for setting up phase counting mode.

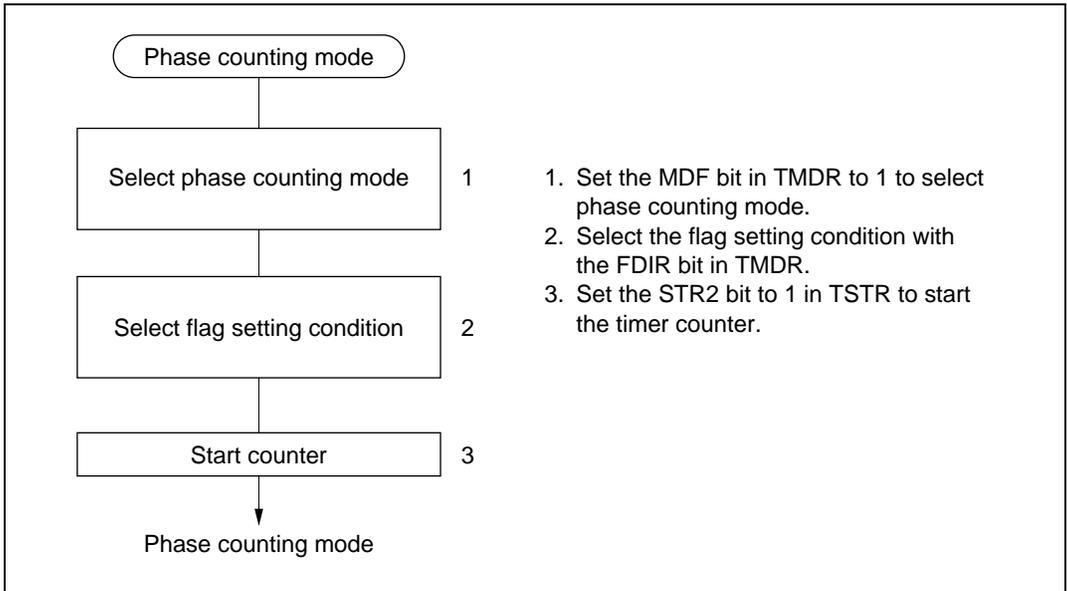


Figure 10.43 Setup Procedure for Phase Counting Mode (Example)

Example of Phase Counting Mode: Figure 10.44 shows an example of operations in phase counting mode. Table 10.9 lists the up-counting and down-counting conditions for TCNT2.

In phase counting mode both the rising and falling edges of TCLKA and TCLKB are counted. The phase difference between TCLKA and TCLKB must be at least 1.5 states, the phase overlap must also be at least 1.5 states, and the pulse width must be at least 2.5 states. See figure 10.45.

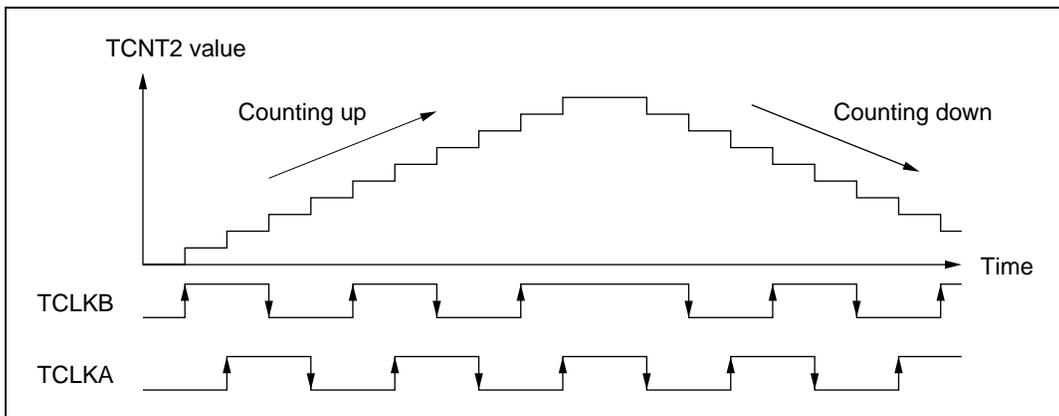


Figure 10.44 Operation in Phase Counting Mode (Example)

Table 10.9 Up/Down Counting Conditions

| Counting Direction | Up-Counting | | | | Down-Counting | | | |
|--------------------|-------------|------|------|-----|---------------|-----|-----|------|
| TCLKB | ↑ | High | ↓ | Low | High | ↓ | Low | ↑ |
| TCLKA | Low | ↑ | High | ↓ | ↓ | Low | ↑ | High |

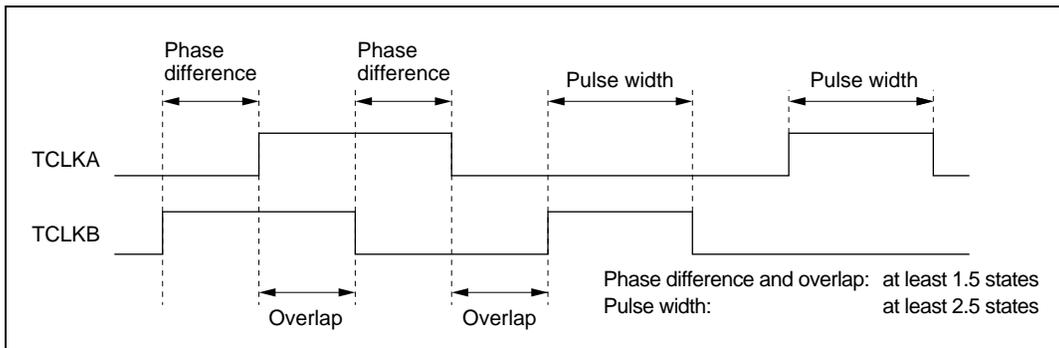


Figure 10.45 Phase Difference, Overlap, and Pulse Width in Phase Counting Mode

10.4.8 Buffering

Buffering operates differently depending on whether a general register is an output compare register or an input capture register, with further differences in reset-synchronized PWM mode and complementary PWM mode. Buffering is available only in channels 3 and 4. Buffering operations under the conditions mentioned above are described next.

- General register used for output compare

The buffer register value is transferred to the general register at compare match.

See figure 10.46.

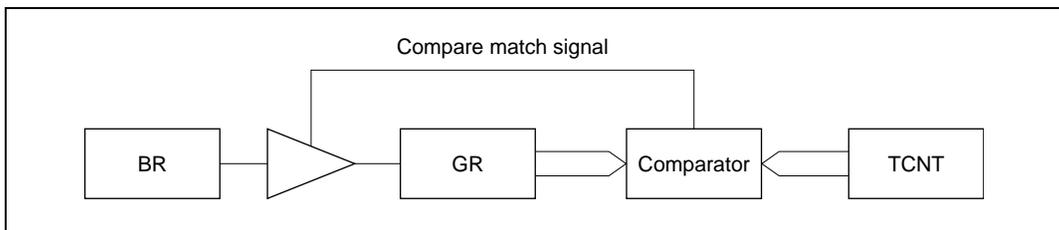


Figure 10.46 Compare Match Buffering

- General register used for input capture

The TCNT value is transferred to the general register at input capture. The previous general register value is transferred to the buffer register.

See figure 10.47.

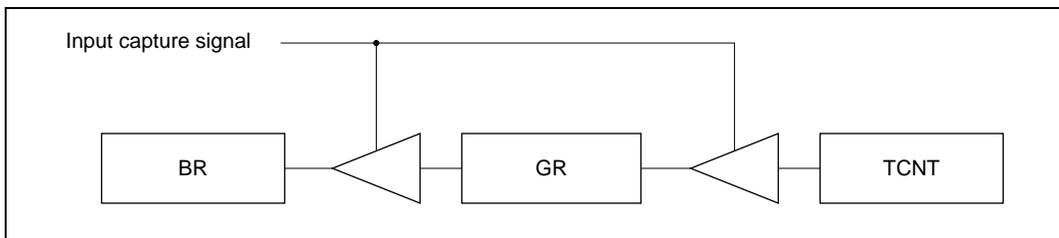


Figure 10.47 Input Capture Buffering

- Complementary PWM mode

The buffer register value is transferred to the general register when TCNT3 and TCNT4 change counting direction. This occurs at the following two times:

- When TCNT3 compare matches GRA3
- When TCNT4 underflows

- Reset-synchronized PWM mode

The buffer register value is transferred to the general register at compare match A3.

Sample Buffering Setup Procedure: Figure 10.48 shows a sample buffering setup procedure.

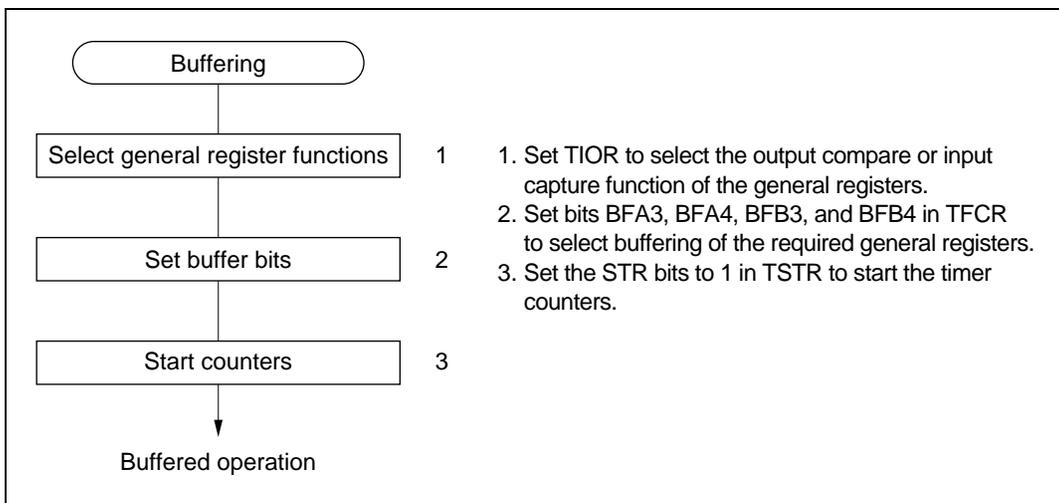


Figure 10.48 Buffering Setup Procedure (Example)

Examples of Buffering: Figure 10.49 shows an example in which GRA is set to function as an output compare register buffered by BRA, TCNT is set to operate as a periodic counter cleared by GRB compare match, and TIOCA and TIOCB are set to toggle at compare match A and B. Because of the buffer setting, when TIOCA toggles at compare match A, the BRA value is simultaneously transferred to GRA. This operation is repeated each time compare match A occurs. Figure 10.50 shows the transfer timing.

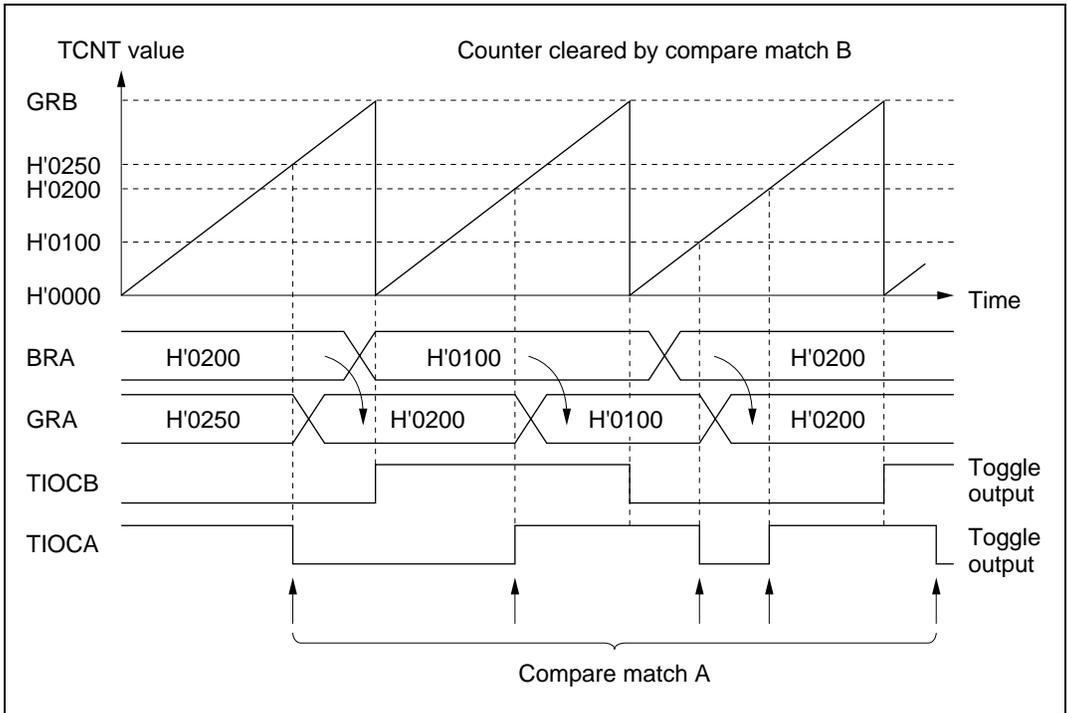


Figure 10.49 Register Buffering (Example 1: Buffering of Output Compare Register)

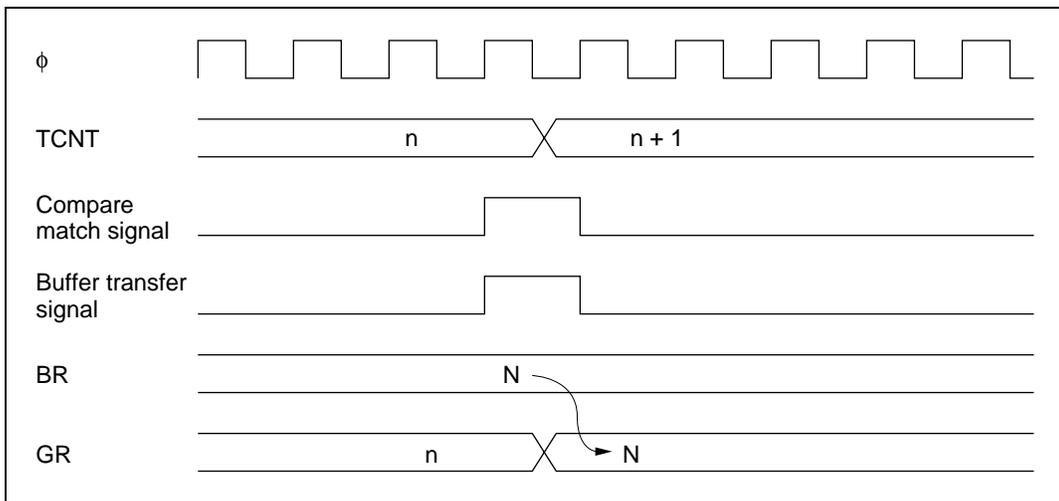


Figure 10.50 Compare Match and Buffer Transfer Timing (Example)

Figure 10.51 shows an example in which GRA is set to function as an input capture register buffered by BRA, and TCNT is cleared by input capture B. The falling edge is selected as the input capture edge at TIOCB. Both edges are selected as input capture edges at TIOCA. Because of the buffer setting, when the TCNT value is captured into GRA at input capture A, the previous GRA value is simultaneously transferred to BRA. Figure 10.52 shows the transfer timing.

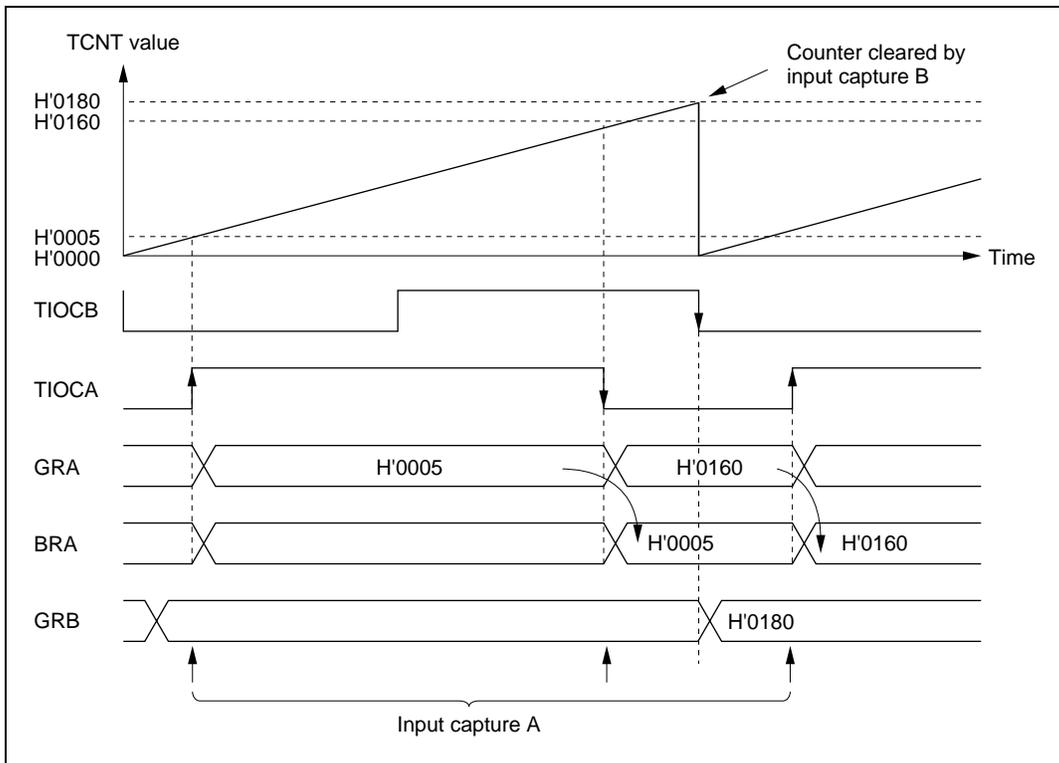


Figure 10.51 Register Buffering (Example 2: Buffering of Input Capture Register)

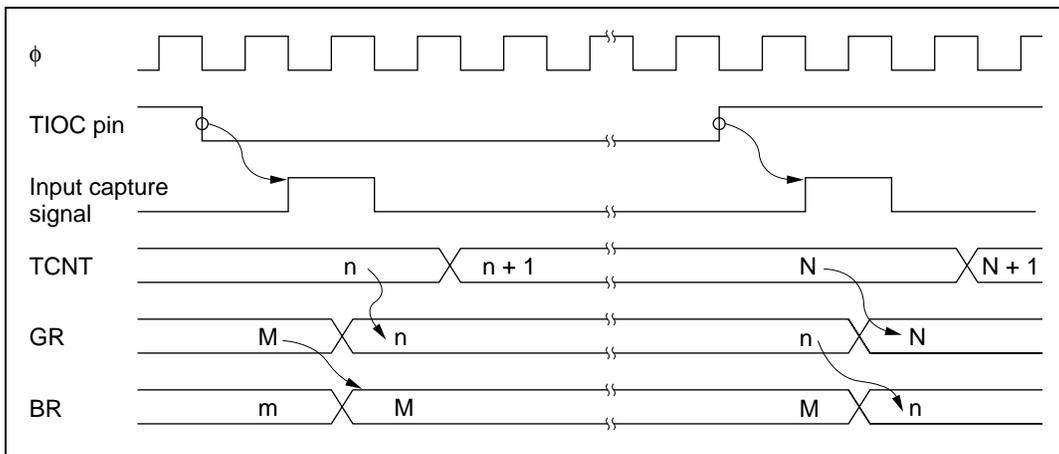


Figure 10.52 Input Capture and Buffer Transfer Timing (Example)

Figure 10.53 shows an example in which GRB3 is buffered by BRB3 in complementary PWM mode. Buffering is used to set GRB3 to a higher value than GRA3, generating a PWM waveform with 0% duty cycle. The BRB3 value is transferred to GRB3 when TCNT3 matches GRA3, and when TCNT4 underflows.

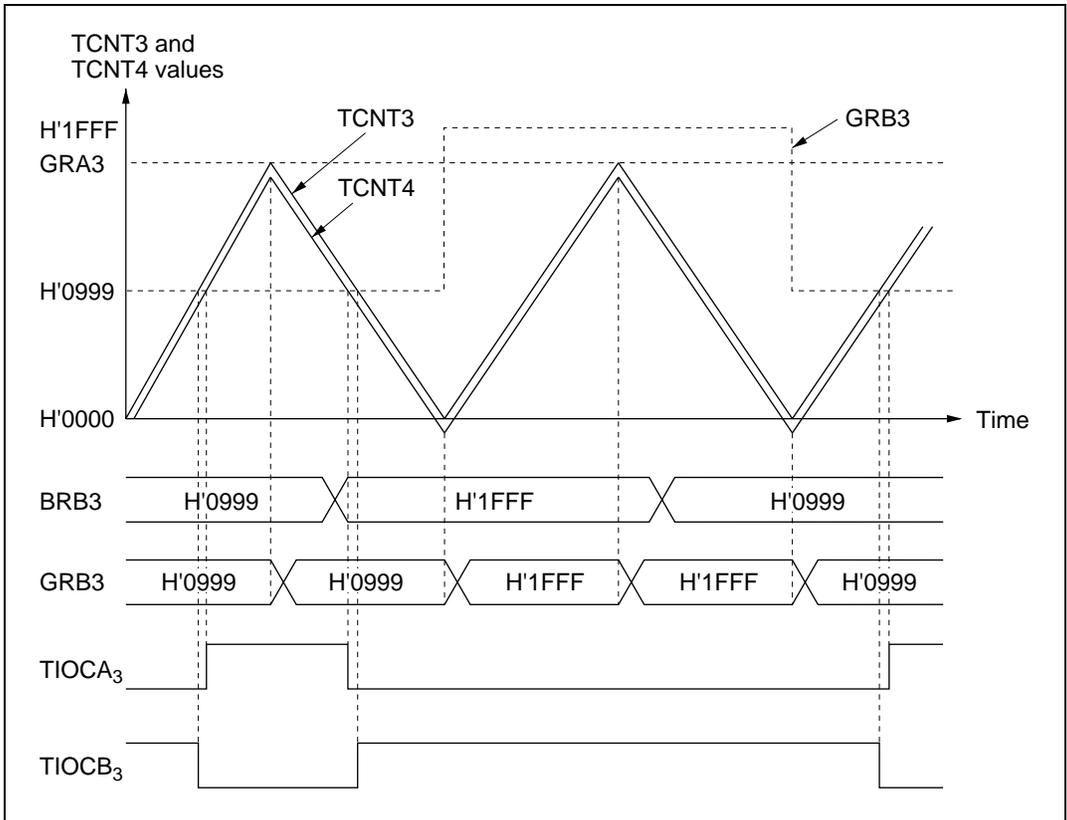


Figure 10.53 Register Buffering (Example 3: Buffering in Complementary PWM Mode)

10.4.9 ITU Output Timing

The ITU outputs from channels 3 and 4 can be disabled by bit settings in TOER or by an external trigger, or inverted by bit settings in TOCR.

Timing of Enabling and Disabling of ITU Output by TOER: In this example an ITU output is disabled by clearing a master enable bit to 0 in TOER. An arbitrary value can be output by appropriate settings of the data register (DR) and data direction register (DDR) of the corresponding input/output port. Figure 10.54 illustrates the timing of the enabling and disabling of ITU output by TOER.

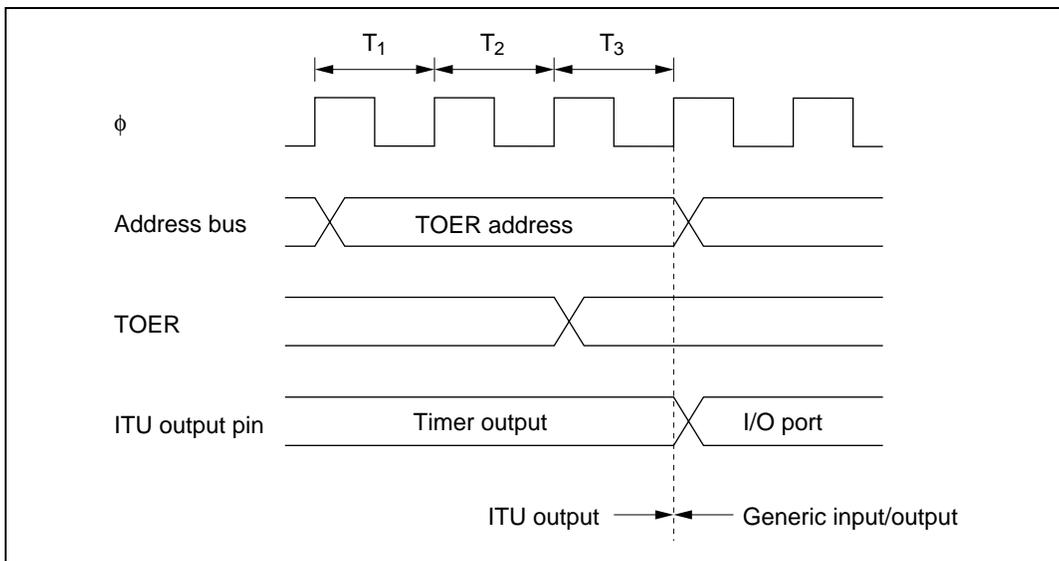


Figure 10.54 Timing of Disabling of ITU Output by Writing to TOER (Example)

Timing of Disabling of ITU Output by External Trigger: If the XTGD bit is cleared to 0 in TOCR in reset-synchronized PWM mode or complementary PWM mode, when an input capture A signal occurs in channel 1, the master enable bits are cleared to 0 in TOER, disabling ITU output. Figure 10.55 shows the timing.

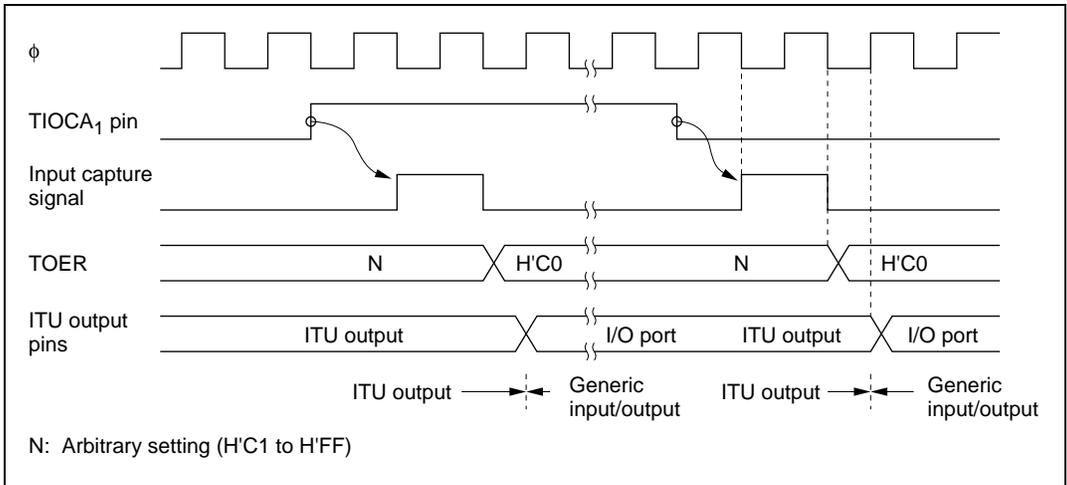


Figure 10.55 Timing of Disabling of ITU Output by External Trigger (Example)

Timing of Output Inversion by TOCR: The output levels in reset-synchronized PWM mode and complementary PWM mode can be inverted by inverting the output level select bits (OLS4 and OLS3) in TOCR. Figure 10.56 shows the timing.

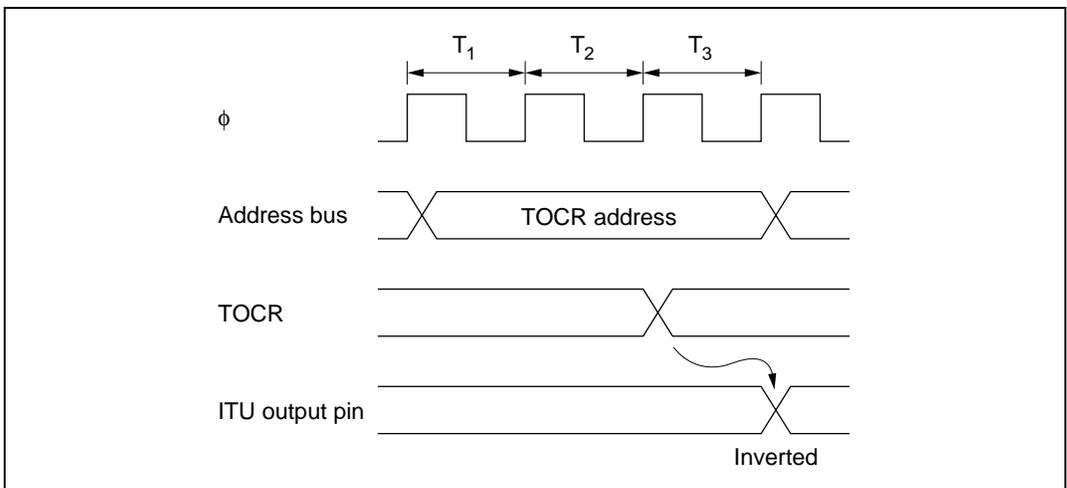


Figure 10.56 Timing of Inverting of ITU Output Level by Writing to TOCR (Example)

10.5 Interrupts

The ITU has two types of interrupts: input capture/compare match interrupts, and overflow interrupts.

10.5.1 Setting of Status Flags

Timing of Setting of IMFA and IMFB at Compare Match: IMFA and IMFB are set to 1 by a compare match signal generated when TCNT matches a general register (GR). The compare match signal is generated in the last state in which the values match (when TCNT is updated from the matching count to the next count). Therefore, when TCNT matches a general register, the compare match signal is not generated until the next timer clock input. Figure 10.57 shows the timing of the setting of IMFA and IMFB.

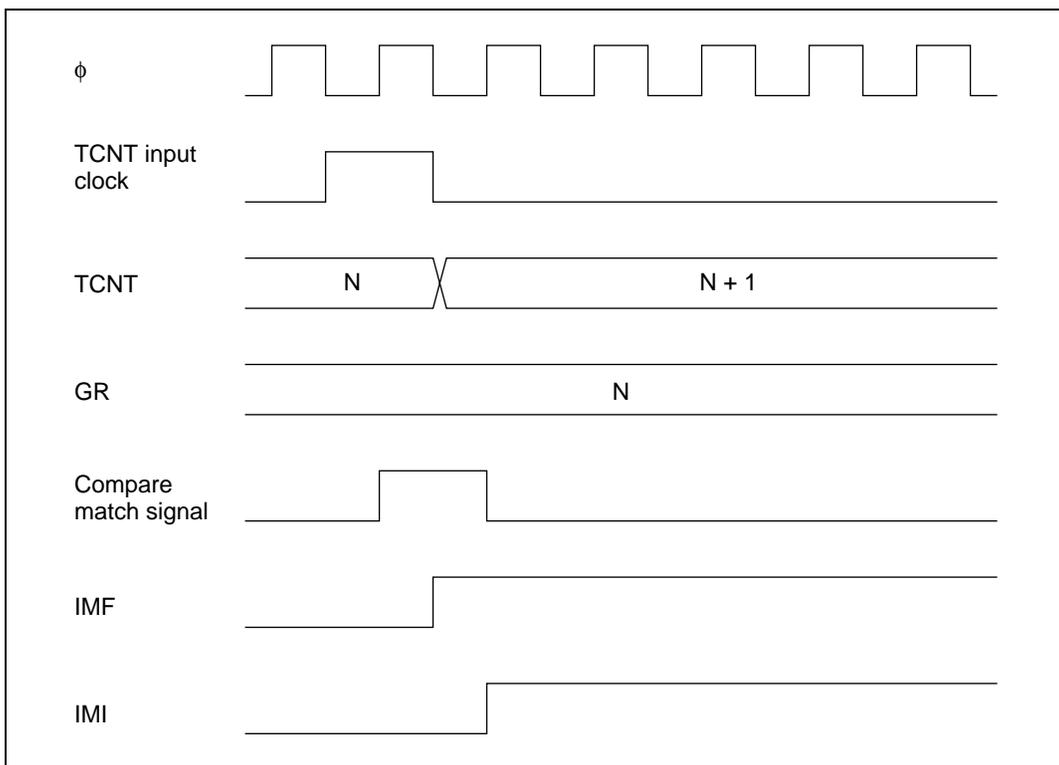


Figure 10.57 Timing of Setting of IMFA and IMFB by Compare Match

Timing of Setting of IMFA and IMFB by Input Capture: IMFA and IMFB are set to 1 by an input capture signal. The TCNT contents are simultaneously transferred to the corresponding general register. Figure 10.58 shows the timing.

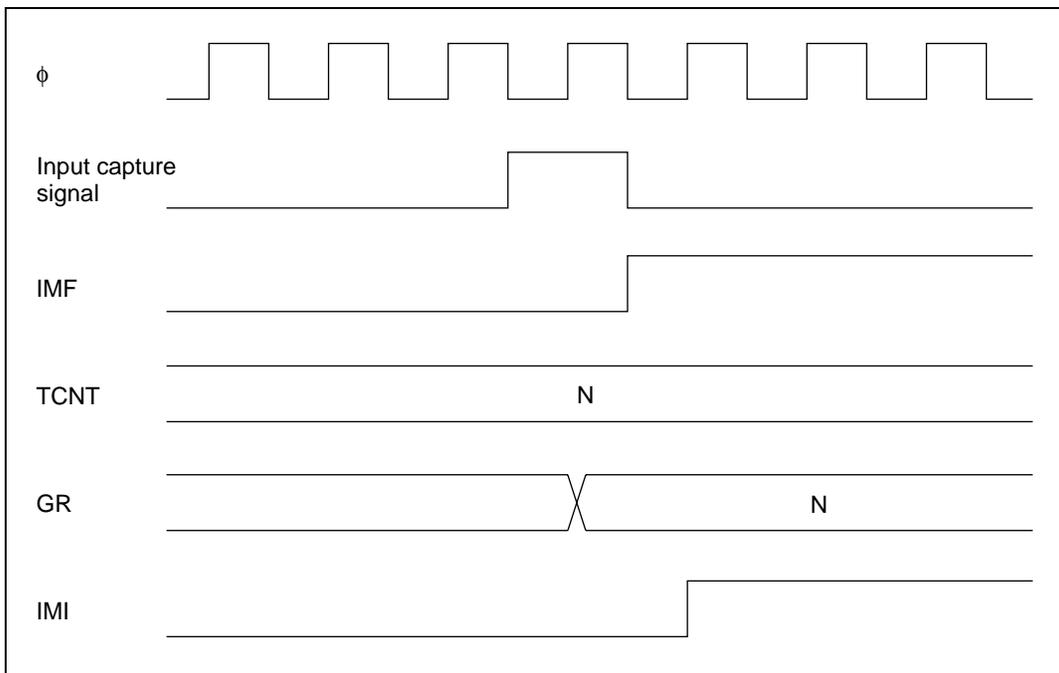


Figure 10.58 Timing of Setting of IMFA and IMFB by Input Capture

Timing of Setting of Overflow Flag (OVF): OVF is set to 1 when TCNT overflows from H'FFFF to H'0000 or underflows from H'0000 to H'FFFF. Figure 10.59 shows the timing.

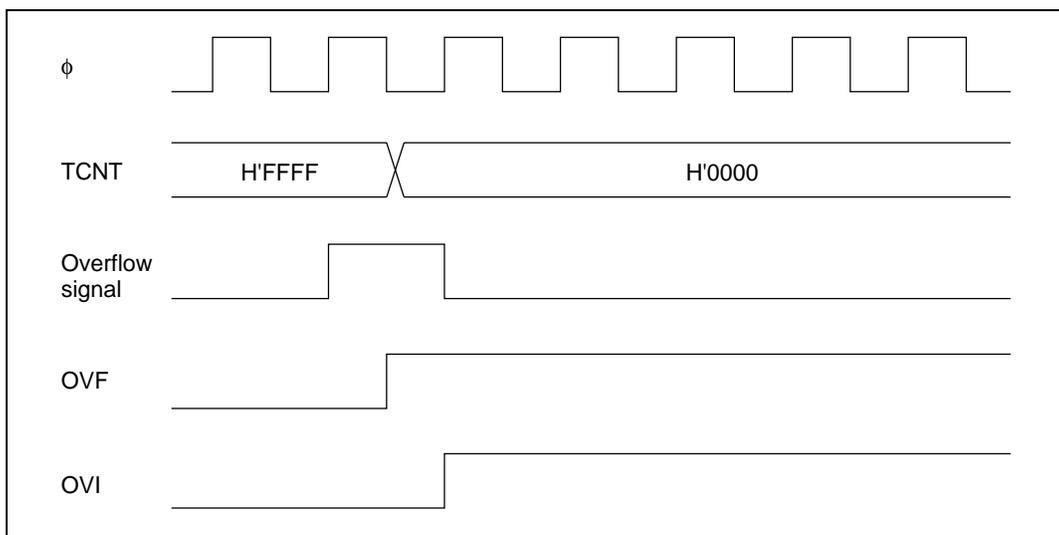


Figure 10.59 Timing of Setting of OVF

10.5.2 Clearing of Status Flags

If the CPU reads a status flag while it is set to 1, then writes 0 in the status flag, the status flag is cleared. Figure 10.60 shows the timing.

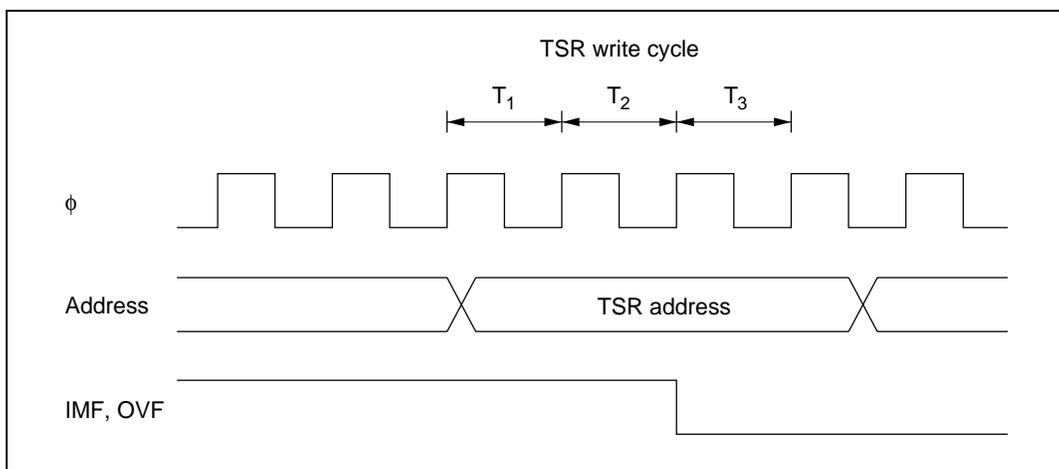


Figure 10.60 Timing of Clearing of Status Flags

10.6 Usage Notes

This section describes contention and other matters requiring special attention during ITU operations.

Contention between TCNT Write and Clear: If a counter clear signal occurs in the T_3 state of a TCNT write cycle, clearing of the counter takes priority and the write is not performed. See figure 10.61.

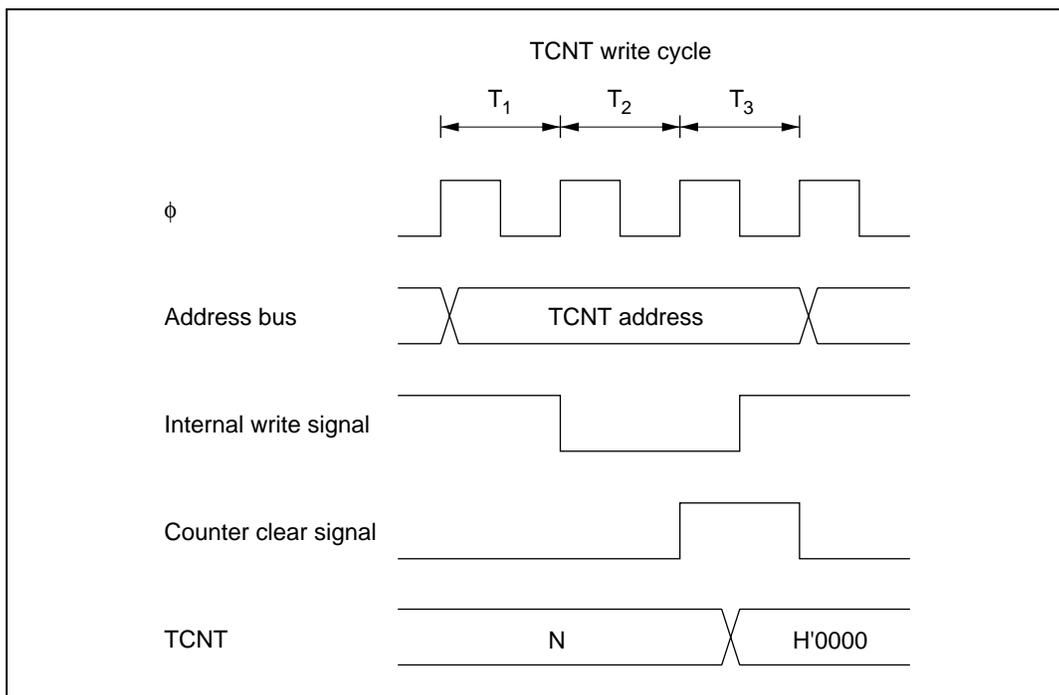


Figure 10.61 Contention between TCNT Write and Clear

Contention between TCNT Word Write and Increment: If an increment pulse occurs in the T_3 state of a TCNT word write cycle, writing takes priority and TCNT is not incremented. See figure 10.62.

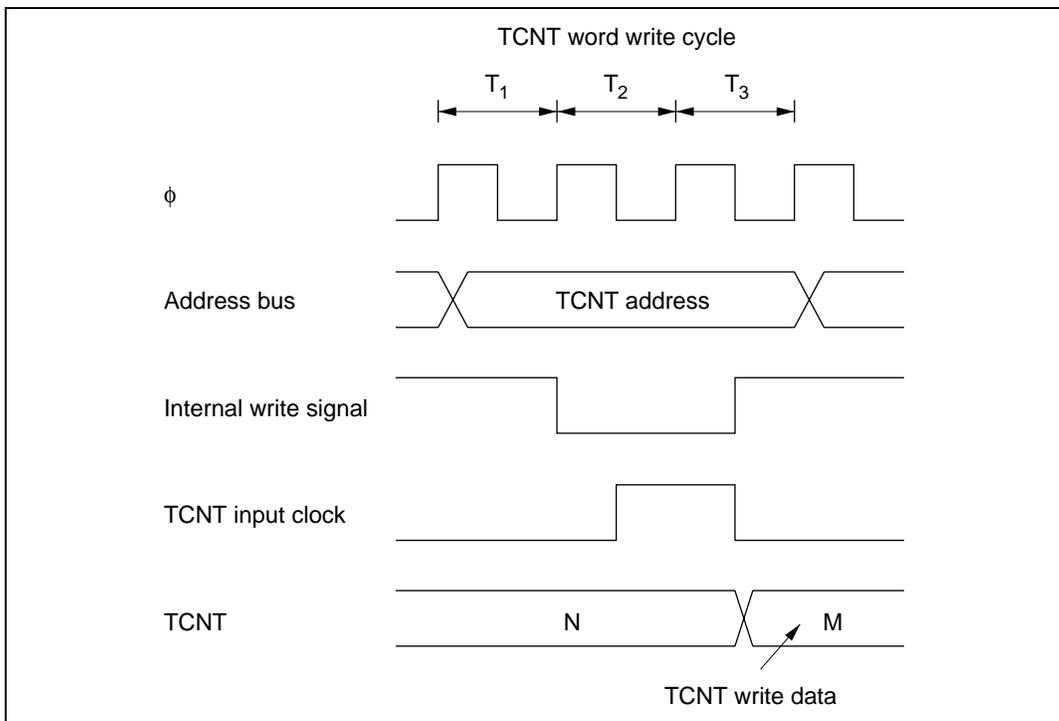


Figure 10.62 Contention between TCNT Word Write and Increment

Contention between TCNT Byte Write and Increment: If an increment pulse occurs in the T_2 or T_3 state of a TCNT byte write cycle, writing takes priority and TCNT is not incremented. The TCNT byte that was not written retains its previous value. See figure 10.63, which shows an increment pulse occurring in the T_2 state of a byte write to TCNTH.

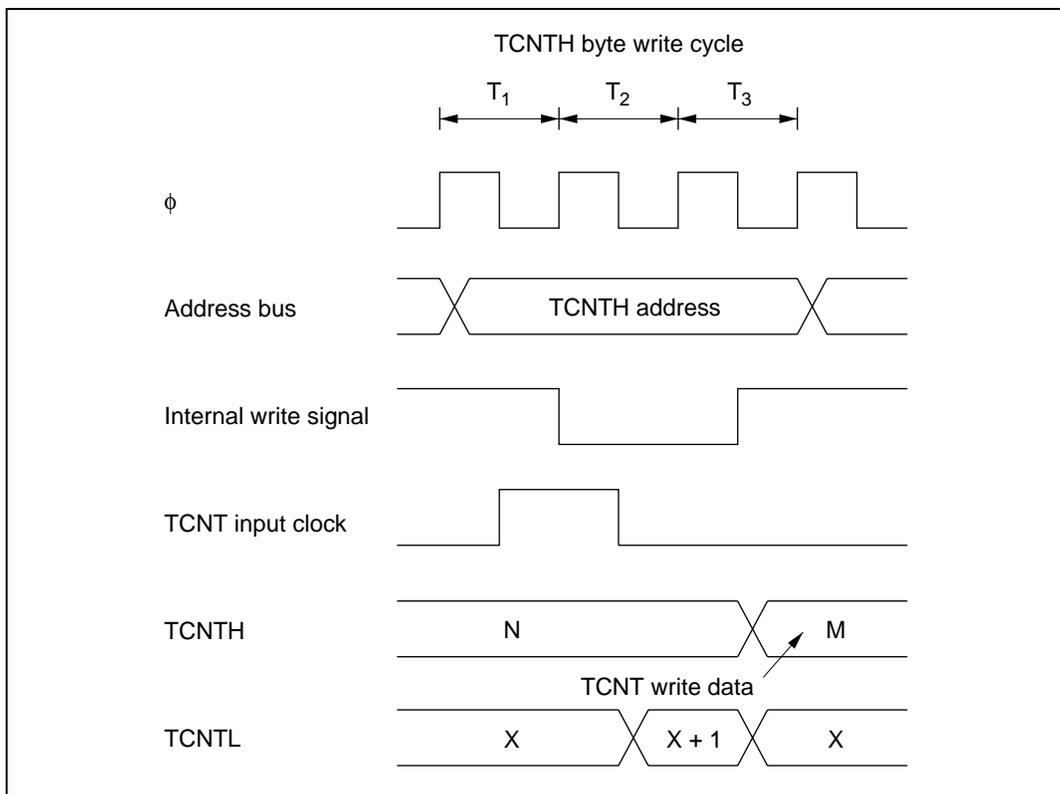


Figure 10.63 Contention between TCNT Byte Write and Increment

Contention between General Register Write and Compare Match: If a compare match occurs in the T_3 state of a general register write cycle, writing takes priority and the compare match signal is inhibited. See figure 10.64.

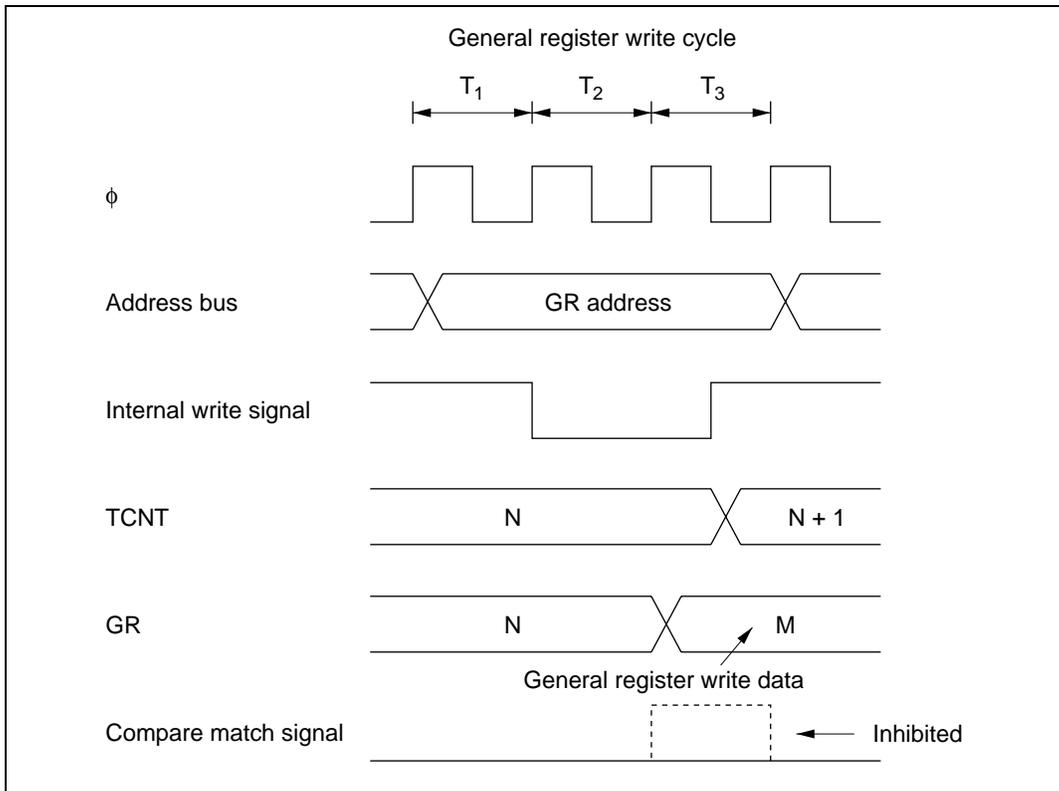


Figure 10.64 Contention between General Register Write and Compare Match

Contention between TCNT Write and Overflow or Underflow: If an overflow occurs in the T_3 state of a TCNT write cycle, writing takes priority and the counter is not incremented. OVF is set to 1. The same holds for underflow. See figure 10.65.

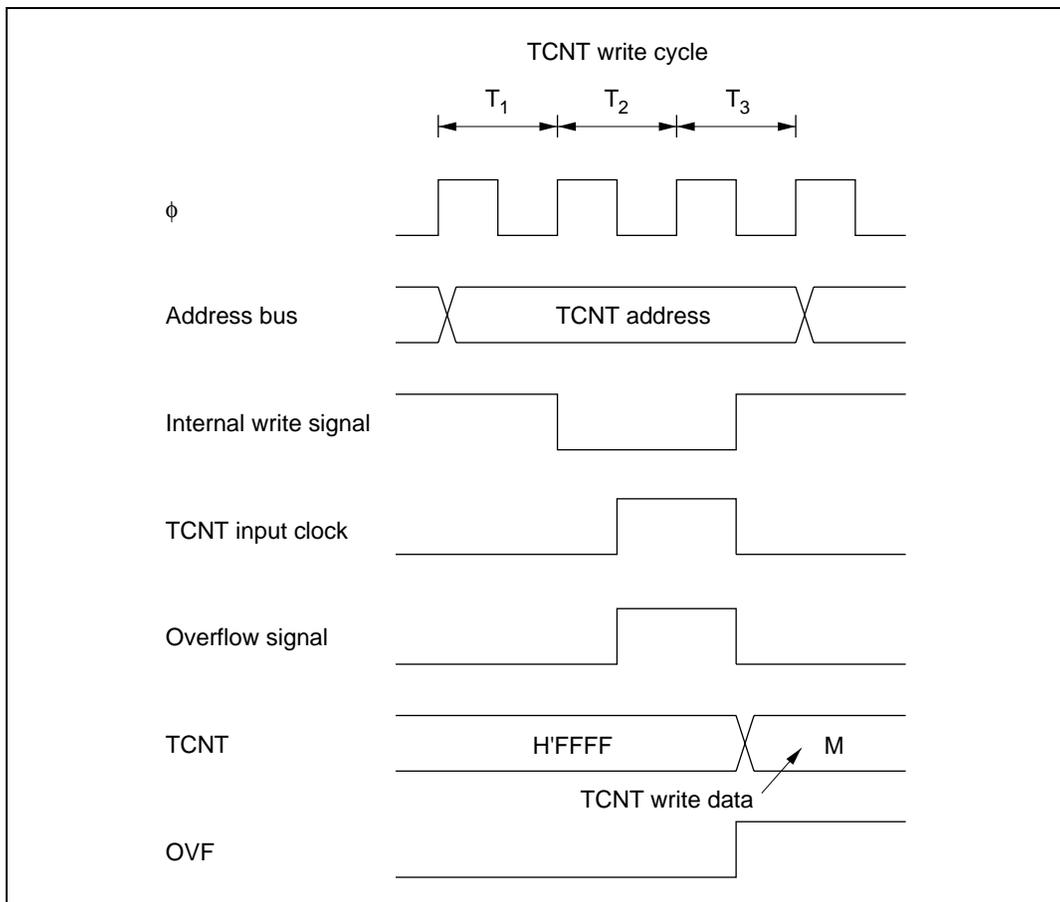


Figure 10.65 Contention between TCNT Write and Overflow

Contention between General Register Read and Input Capture: If an input capture signal occurs during the T_3 state of a general register read cycle, the value before input capture is read. See figure 10.66.

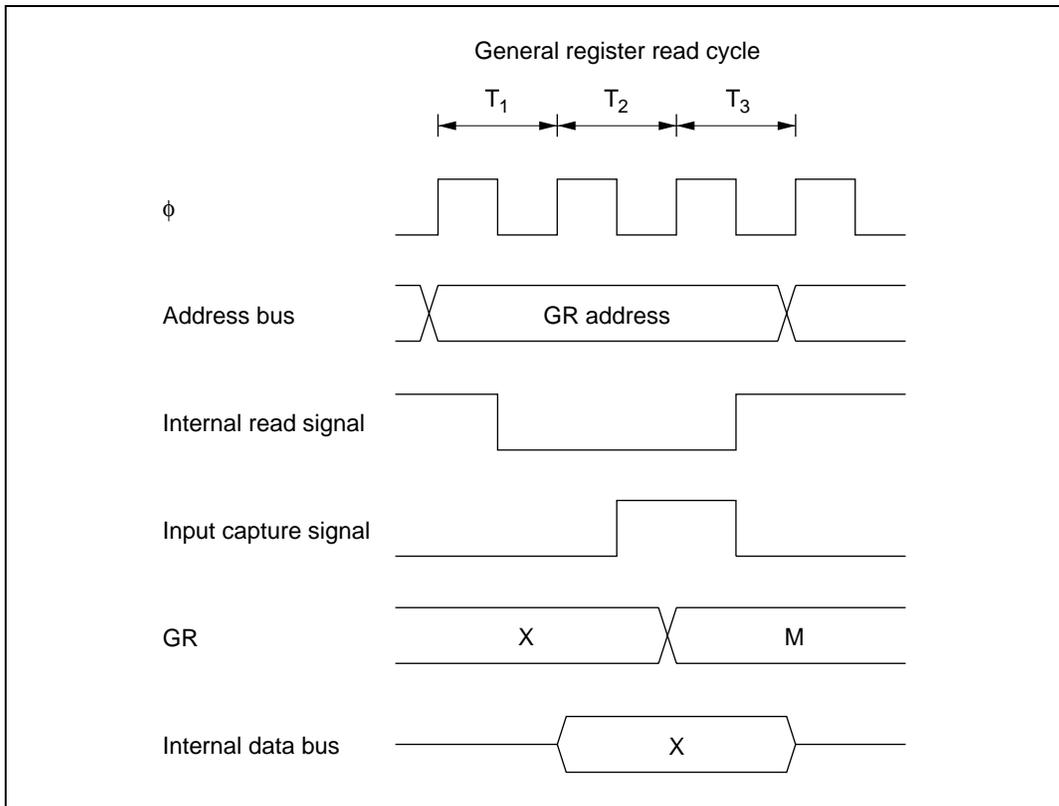


Figure 10.66 Contention between General Register Read and Input Capture

Contention between Counter Clearing by Input Capture and Counter Increment: If an input capture signal and counter increment signal occur simultaneously, the counter is cleared according to the input capture signal. The counter is not incremented by the increment signal. The value before the counter is cleared is transferred to the general register. See figure 10.67.

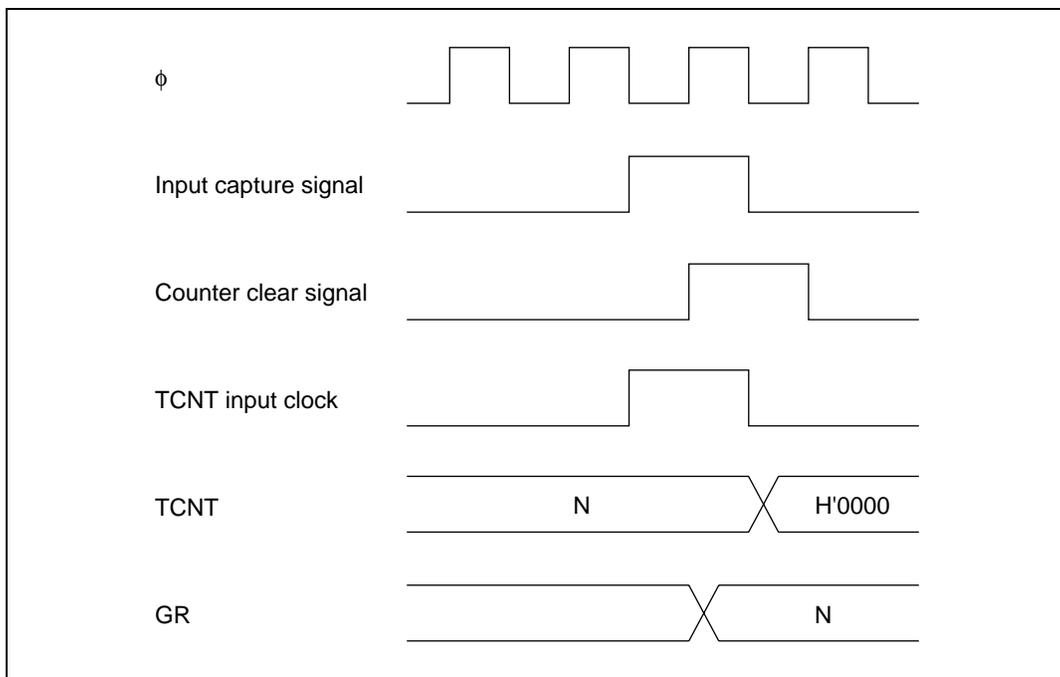


Figure 10.67 Contention between Counter Clearing by Input Capture and Counter Increment

Contention between General Register Write and Input Capture: If an input capture signal occurs in the T₃ state of a general register write cycle, input capture takes priority and the write to the general register is not performed. See figure 10.68.

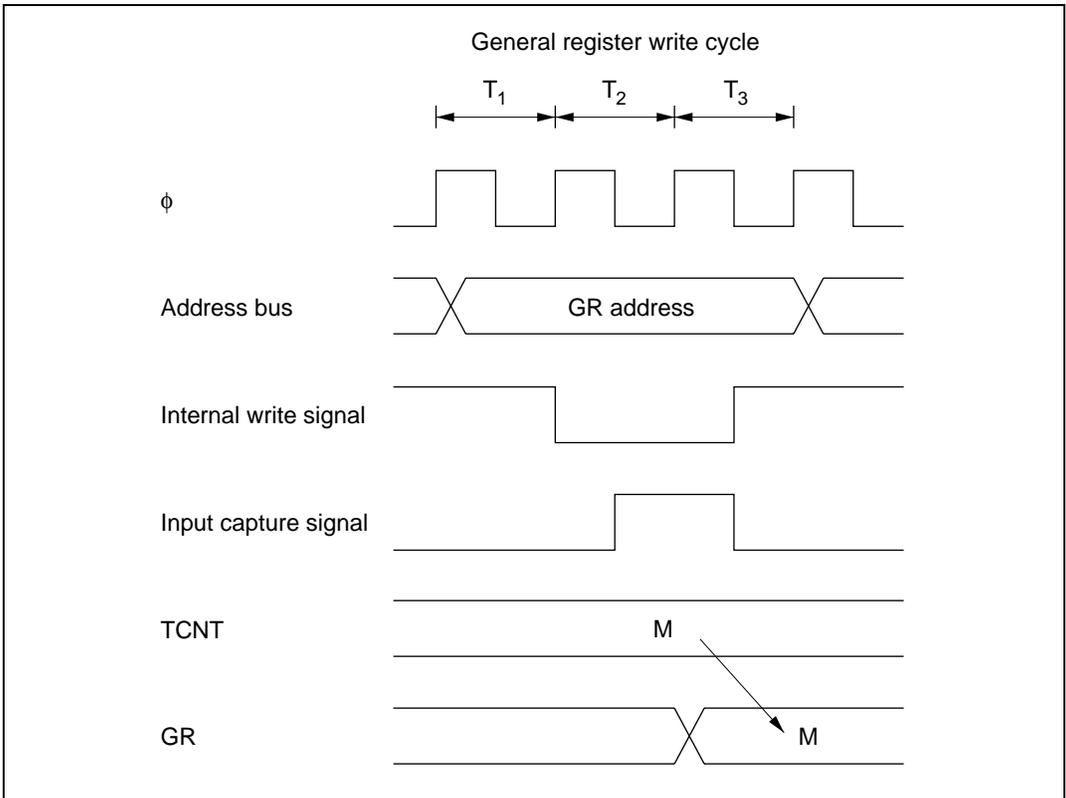


Figure 10.68 Contention between General Register Write and Input Capture

Note on Waveform Period Setting: When a counter is cleared by compare match, the counter is cleared in the last state at which the TCNT value matches the general register value, at the time when this value would normally be updated to the next count. The actual counter frequency is therefore given by the following formula:

$$f = \frac{\phi}{(N + 1)}$$

(f: counter frequency. ϕ : system clock frequency. N: value set in general register.)

Contention between Buffer Register Write and Input Capture: If a buffer register is used for input capture buffering and an input capture signal occurs in the T_3 state of a write cycle, input capture takes priority and the write to the buffer register is not performed. See figure 10.69.

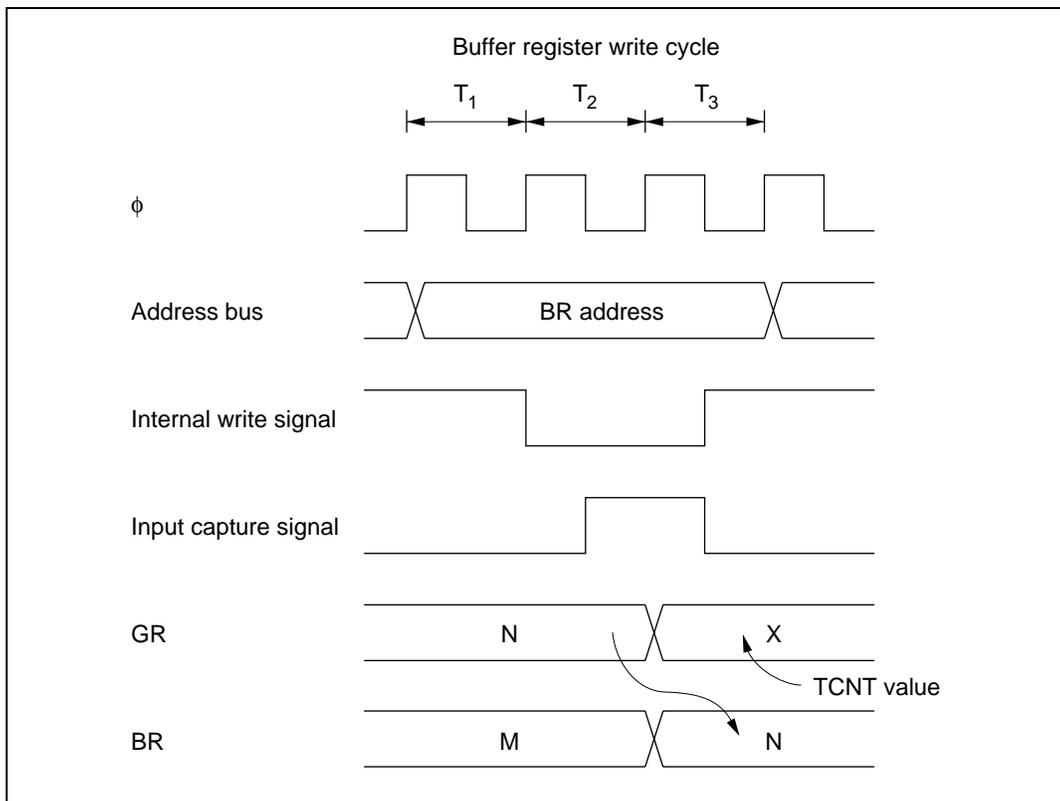
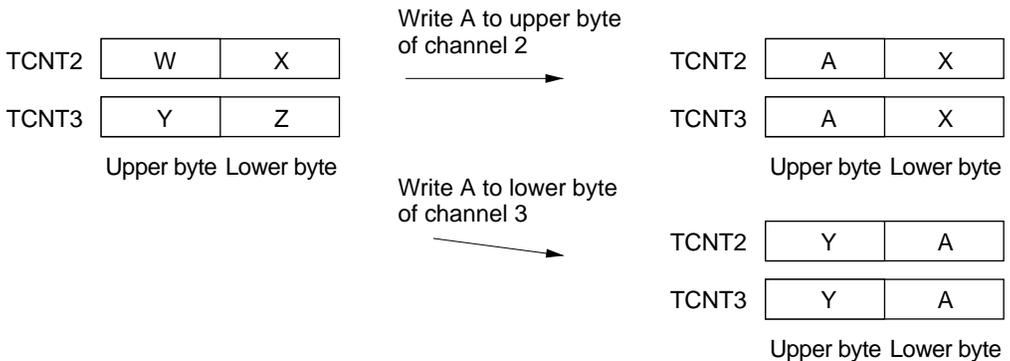


Figure 10.69 Contention between Buffer Register Write and Input Capture

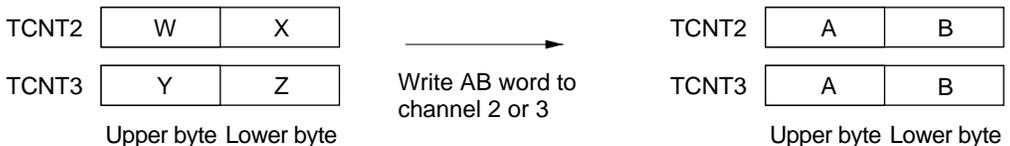
Note on Synchronous Preset: When channels are synchronized, if a TCNT value is modified by byte write access, all 16 bits of all synchronized counters assume the same value as the counter that was addressed.

Example: When channels 2 and 3 are synchronized

- Byte write to channel 2 or byte write to channel 3



- Word write to channel 2 or word write to channel 3



Note on Setup of Reset-Synchronized PWM Mode and Complementary PWM Mode: When setting bits CMD1 and CMD0 in TFCR, take the following precautions:

- Write to bits CMD1 and CMD0 only when TCNT3 and TCNT4 are stopped.
- Do not switch directly between reset-synchronized PWM mode and complementary PWM mode. First switch to normal mode (by clearing bit CMD1 to 0), then select reset-synchronized PWM mode or complementary PWM mode.

ITU Operating Modes

Table 10.11 (a) ITU Operating Modes (Channel 0)

| Operating Mode | Register Settings | | | | | | | | | | | | | | | | |
|--|----------------------|-----|------|----------|---------------------------|------------------------------------|----------------|------|---------------------------|------------------|--|--|-----------------|-----------------|---|------|---|
| | TSNC | | | TMDR | | | TFCR | | | TOCR | | TOER | | TIOR0 | | TCR0 | |
| | Synchro- nization | MDF | FDIR | PWM | Comple- mentary PWM | Reset- Synchro- nized PWM | Buffer- ing | XTGD | Output Level Select | Master Enable | IOA | IOB | Clear Select | Clock Select | | | |
| Synchronous preset | — | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| PWM mode | ○ | — | — | PWM0 = 1 | — | — | — | — | — | — | — | ○* | ○ | ○ | ○ | ○ | ○ |
| Output compare A | ○ | — | — | PWM0 = 0 | — | — | — | — | — | — | IOA2 = 0 Other bits unrestricted | ○ | ○ | ○ | ○ | ○ | ○ |
| Output compare B | ○ | — | — | ○ | — | — | — | — | — | — | ○ | IOB2 = 0 Other bits unrestricted | ○ | ○ | ○ | ○ | ○ |
| Input capture A | ○ | — | — | PWM0 = 0 | — | — | — | — | — | — | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ | ○ | ○ | ○ |
| Input capture B | ○ | — | — | PWM0 = 0 | — | — | — | — | — | — | ○ | IOB2 = 1 Other bits unrestricted | ○ | ○ | ○ | ○ | ○ |
| Counter clearing | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| By compare match/input capture A | ○ | — | — | — | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| By compare match/input capture B | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| Syn- chronous clear | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | ○ | ○ | ○ |

Legend: ○: Setting available (valid).

—: Setting does not affect this mode.

Note: * The input capture function cannot be used in PWM mode. If compare match A and compare match B occur simultaneously, the compare match signal is inhibited.

Table 10.11 (b) ITU Operating Modes (Channel 1)

| Operating Mode | Register Settings | | | | | | | | | | | | | | |
|---------------------------|--|-----|------|----------|---------------------------|------------------------------------|----------------|------|---------------------------|--|--|-------|------------------------|-----------------|--|
| | TSNC | | | TMDR | | | TFCR | | | TOCR | | TIOER | | TCR1 | |
| | Synchro- nization | MDF | FDIR | PWM | Comple- mentary PWM | Reset- Synchro- nized PWM | Buffer- ing | XTGD | Output Level Select | Master Enable | IOA | IOB | Clear Select | Clock Select | |
| Synchronous preset | — | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ | |
| PWM mode | ○ | — | — | PWM1 = 1 | — | — | — | — | — | — | ○*1 | ○ | ○ | ○ | |
| Output compare A | ○ | — | — | PWM1 = 0 | — | — | — | — | — | IOA2 = 0 Other bits unrestricted | ○ | ○ | ○ | ○ | |
| Output compare B | ○ | — | — | ○ | — | — | — | — | — | ○ | IOB2 = 0 Other bits unrestricted | ○ | ○ | ○ | |
| Input capture A | ○ | — | — | PWM1 = 0 | — | — | — | ○*2 | — | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ | ○ | |
| Input capture B | ○ | — | — | PWM1 = 0 | — | — | — | — | — | ○ | IOB2 = 1 Other bits unrestricted | ○ | ○ | ○ | |
| Counter clearing | By compare match/input capture A | — | — | ○ | — | — | — | — | — | — | ○ | ○ | CCLR1 = 0 CCLR0 = 1 | ○ | |
| | By compare match/input capture B | — | — | ○ | — | — | — | — | — | — | ○ | ○ | CCLR1 = 1 CCLR0 = 0 | ○ | |
| Syn- chronous clear | — | — | — | ○ | — | — | — | — | — | — | ○ | ○ | CCLR1 = 1 CCLR0 = 1 | ○ | |

Legend: ○: Setting available (valid).

—: Setting does not affect this mode.

- Notes: 1. The input capture function cannot be used in PWM mode. If compare match A and compare match B occur simultaneously, the compare match signal is inhibited.
2. Valid only when channels 3 and 4 are operating in complementary PWM mode or reset-synchronized PWM mode.

Table 10.11 (c) ITU Operating Modes (Channel 2)

| Operating Mode | Register Settings | | | | | | | | | | | | | |
|--|----------------------|---------|------|----------|---------------------------|------------------------------------|----------------|------|---------------------------|------------------|--|--|-----------------|-----------------|
| | TSNC | | TMDR | | TFCR | | TOCR | | TOER | | TIOR2 | | TCR2 | |
| | Synchro- nization | MDF | FDIR | PWM | Comple- mentary PWM | Reset- Synchro- nized PWM | Buffer- ing | XTGD | Output Level Select | Master Enable | IOA | IOB | Clear Select | Clock Select |
| Synchronous preset | — | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| PWM mode | ○ | — | — | PWM2 = 1 | — | — | — | — | — | — | — | ○* | ○ | ○ |
| Output compare A | ○ | — | — | PWM2 = 0 | — | — | — | — | — | — | IOA2 = 0 Other bits unrestricted | ○ | ○ | ○ |
| Output compare B | ○ | — | — | ○ | — | — | — | — | — | — | ○ | IOB2 = 0 Other bits unrestricted | ○ | ○ |
| Input capture A | ○ | — | — | PWM2 = 0 | — | — | — | — | — | — | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ |
| Input capture B | ○ | — | — | PWM2 = 0 | — | — | — | — | — | — | ○ | IOB2 = 1 Other bits unrestricted | ○ | ○ |
| Counter clearing | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| By compare match/input capture B | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| Syn- chronous clear | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| | ○ | — | — | ○ | — | — | — | — | — | — | ○ | ○ | ○ | ○ |
| Phase counting mode | ○ | MDF = 1 | ○ | ○ | — | — | — | — | — | — | ○ | ○ | ○ | — |

Legend: ○: Setting available (valid).

—: Setting does not affect this mode.

Note: * The input capture function cannot be used in PWM mode. If compare match A and compare match B occur simultaneously, the compare match signal is inhibited.

Table 10.11 (d) ITU Operating Modes (Channel 3)

| Operating Mode | Register Settings | | | | | | | | | | | | | | | | |
|---|----------------------|-----|------|----------|--|------------------------------------|----------------|----------------|---------------------------|---|--|----------------|------------------------|-----------------|--|------|--|
| | TSNC | | | TMDR | | | TFCR | | | TOCR | | TOER | | TIOR3 | | TCR3 | |
| | Synchro- nization | MDF | FDIR | PWM | Comple- mentary PWM | Reset- Synchro- nized PWM | Buffer- ing | XTGD | Output Level Select | Master Enable | IOA | IOB | Clear Select | Clock Select | | | |
| Synchronous preset | — | — | — | ○ | ○ ³ | ○ | ○ | — | — | ○ ¹ | ○ | ○ | ○ | ○ | | | |
| PWM mode | ○ | — | — | PWM3 = 1 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ | — | ○ ² | ○ | ○ | | | |
| Output compare A | ○ | — | — | PWM3 = 0 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ | IOA2 = 0 Other bits unrestricted | ○ | ○ | ○ | | | |
| Output compare B | ○ | — | — | ○ | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ | IOB2 = 0 Other bits unrestricted | ○ | ○ | ○ | | | |
| Input capture A | ○ | — | — | PWM3 = 0 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | EA3 ignored Other bits unrestricted | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ | | | |
| Input capture B | ○ | — | — | PWM3 = 0 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | EB3 ignored Other bits unrestricted | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ | | | |
| Counter By compare clearing match/input capture A | ○ | — | — | ○ | Illegal setting: CMD1 = 1 CMD0 = 0 | ○ ⁴ | ○ | — | — | ○ ¹ | ○ | ○ | CCLR1 = 0 CCLR0 = 1 | ○ | | | |
| By compare match/input capture B | ○ | — | — | ○ | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ ¹ | ○ | ○ | CCLR1 = 1 CCLR0 = 0 | ○ | | | |
| Syn- chronous clear | SYNC3 = 1 | — | — | ○ | Illegal setting: CMD1 = 1 CMD0 = 0 | ○ | ○ | — | — | ○ ¹ | ○ | ○ | CCLR1 = 1 CCLR0 = 1 | ○ | | | |
| Complementary PWM mode | ○ ³ | — | — | — | CMD1 = 1 CMD0 = 0 | CMD1 = 1 CMD0 = 0 | ○ | ○ ⁶ | ○ | ○ | — | — | CCLR1 = 0 CCLR0 = 0 | ○ ⁵ | | | |
| Reset-synchronized PWM mode | ○ | — | — | — | CMD1 = 1 CMD0 = 1 | CMD1 = 1 CMD0 = 1 | ○ | ○ ⁶ | ○ | ○ | — | — | CCLR1 = 0 CCLR0 = 1 | ○ | | | |
| Buffering (BRA) | ○ | — | — | ○ | ○ | ○ | ○ | — | — | ○ ¹ | ○ | ○ | ○ | ○ | | | |
| Buffering (BRB) | ○ | — | — | ○ | ○ | ○ | ○ | — | — | ○ ¹ | ○ | ○ | ○ | ○ | | | |

Legend: ○: Setting available (valid).

—: Setting does not affect this mode.

- Notes:
1. Master enable bit settings are valid only during waveform output.
 2. The input capture function cannot be used in PWM mode. If compare match A and compare match B occur simultaneously, the compare match signal is inhibited.
 3. Do not set both channels 3 and 4 for synchronous operation when complementary PWM mode is selected.
 4. The counter cannot be cleared by input capture A when reset-synchronized PWM mode is selected.
 5. In complementary PWM mode, select the same clock source for channels 3 and 4.
 6. Use the input capture A function in channel 1.

Table 10.11 (e) ITU Operating Modes (Channel 4)

| Operating Mode | Register Settings | | | | | | | | | | | | | |
|--|----------------------|-----|------|----------|--|------------------------------------|--|------|---------------------------|---|--|--|------------------------|-----------------|
| | TSNC | | | TMDR | | | TFPCR | | TOCR | | TIOR4 | | TCR4 | |
| | Synchro- nization | MDF | FDIR | PWM | Comple- mentary PWM | Reset- Synchro- nized PWM | Buffer- ing | XTGD | Output Level Select | Master Enable | IOA | IOB | Clear Select | Clock Select |
| Synchronous preset | — | — | — | ○ | ○ ³ | ○ | ○ | — | — | ○ ^{*1} | ○ | ○ | ○ | ○ |
| PWM mode | ○ | — | — | PWM4 = 1 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ | — | ○ ² | ○ | ○ |
| Output compare A | ○ | — | — | PWM4 = 0 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ | IOA2 = 0 Other bits unrestricted | ○ | ○ | ○ |
| Output compare B | ○ | — | — | ○ | CMD1 = 0 | CMD1 = 0 | ○ | — | — | ○ | ○ | IOB2 = 0 Other bits unrestricted | ○ | ○ |
| Input capture A | ○ | — | — | PWM4 = 0 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | E44 ignored Other bits unrestricted | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ |
| Input capture B | ○ | — | — | PWM4 = 0 | CMD1 = 0 | CMD1 = 0 | ○ | — | — | E44 ignored Other bits unrestricted | IOA2 = 1 Other bits unrestricted | ○ | ○ | ○ |
| Counter: By compare match/input clearing | ○ | — | — | ○ | Illegal setting: CMD1 = 1 CMD0 = 0 | ○ ^{*4} | ○ | — | — | ○ ^{*1} | ○ | ○ | CCLR1 = 0 CCLRO = 1 | ○ |
| By compare match/input capture A | ○ | — | — | ○ | Illegal setting: CMD1 = 1 CMD0 = 0 | ○ ^{*4} | ○ | — | — | ○ ^{*1} | ○ | ○ | CCLR1 = 1 CCLRO = 0 | ○ |
| By compare match/input capture B | ○ | — | — | ○ | Illegal setting: CMD1 = 1 CMD0 = 0 | ○ ^{*4} | ○ | — | — | ○ ^{*1} | ○ | ○ | CCLR1 = 1 CCLRO = 0 | ○ |
| Syn- chronous clear | ○ | — | — | ○ | Illegal setting: CMD1 = 1 CMD0 = 0 | ○ ^{*4} | ○ | — | — | ○ ^{*1} | ○ | ○ | CCLR1 = 1 CCLRO = 0 | ○ |
| Complementary PWM mode | ○ ³ | — | — | — | CMD1 = 1 CMD0 = 0 | CMD1 = 1 CMD0 = 0 | ○ | ○ | ○ | ○ | — | ○ | CCLR1 = 1 CCLRO = 1 | ○ ⁵ |
| Reset-synchronized PWM mode | ○ | — | — | — | CMD1 = 1 CMD0 = 1 | CMD1 = 1 CMD0 = 1 | ○ | ○ | ○ | ○ | — | ○ | CCLR1 = 0 CCLRO = 0 | ○ ⁶ |
| Buffering (BRA) | ○ | — | — | ○ | ○ | ○ | BFA4 = 1 Other bits unrestricted | — | — | ○ ^{*1} | ○ | ○ | ○ | ○ |
| Buffering (BRB) | ○ | — | — | ○ | ○ | ○ | BFA4 = 1 Other bits unrestricted | — | — | ○ ^{*1} | ○ | ○ | ○ | ○ |

Legend: ○: Setting available (valid).

—: Setting does not affect this mode.

Notes: 1. Master enable bit settings are valid only during waveform output.

2. The input capture function cannot be used in PWM mode. If compare match A and compare match B occur simultaneously, the compare match signal is inhibited.

3. Do not set both channels 3 and 4 for synchronous operation when complementary PWM mode is selected.

4. When reset-synchronized PWM mode is selected, TCNT4 operates independently and the counter clearing function is available. Waveform output is not affected.

5. In complementary PWM mode, select the same clock source for channels 3 and 4.

6. TCR4 settings are valid in reset-synchronized PWM mode, but TCNT4 operates independently, without affecting waveform output.

Section 11 Programmable Timing Pattern Controller

11.1 Overview

The H8/3048 Group has a built-in programmable timing pattern controller (TPC) that provides pulse outputs by using the 16-bit integrated timer unit (ITU) as a time base. The TPC pulse outputs are divided into 4-bit groups (group 3 to group 0) that can operate simultaneously and independently.

11.1.1 Features

TPC features are listed below.

- 16-bit output data
Maximum 16-bit data can be output. TPC output can be enabled on a bit-by-bit basis.
- Four output groups
Output trigger signals can be selected in 4-bit groups to provide up to four different 4-bit outputs.
- Selectable output trigger signals
Output trigger signals can be selected for each group from the compare-match signals of four ITU channels.
- Non-overlap mode
A non-overlap margin can be provided between pulse outputs.
- Can operate together with the DMA controller (DMAC)
The compare-match signals selected as trigger signals can activate the DMAC for sequential output of data without CPU intervention.

11.1.2 Block Diagram

Figure 11.1 shows a block diagram of the TPC.

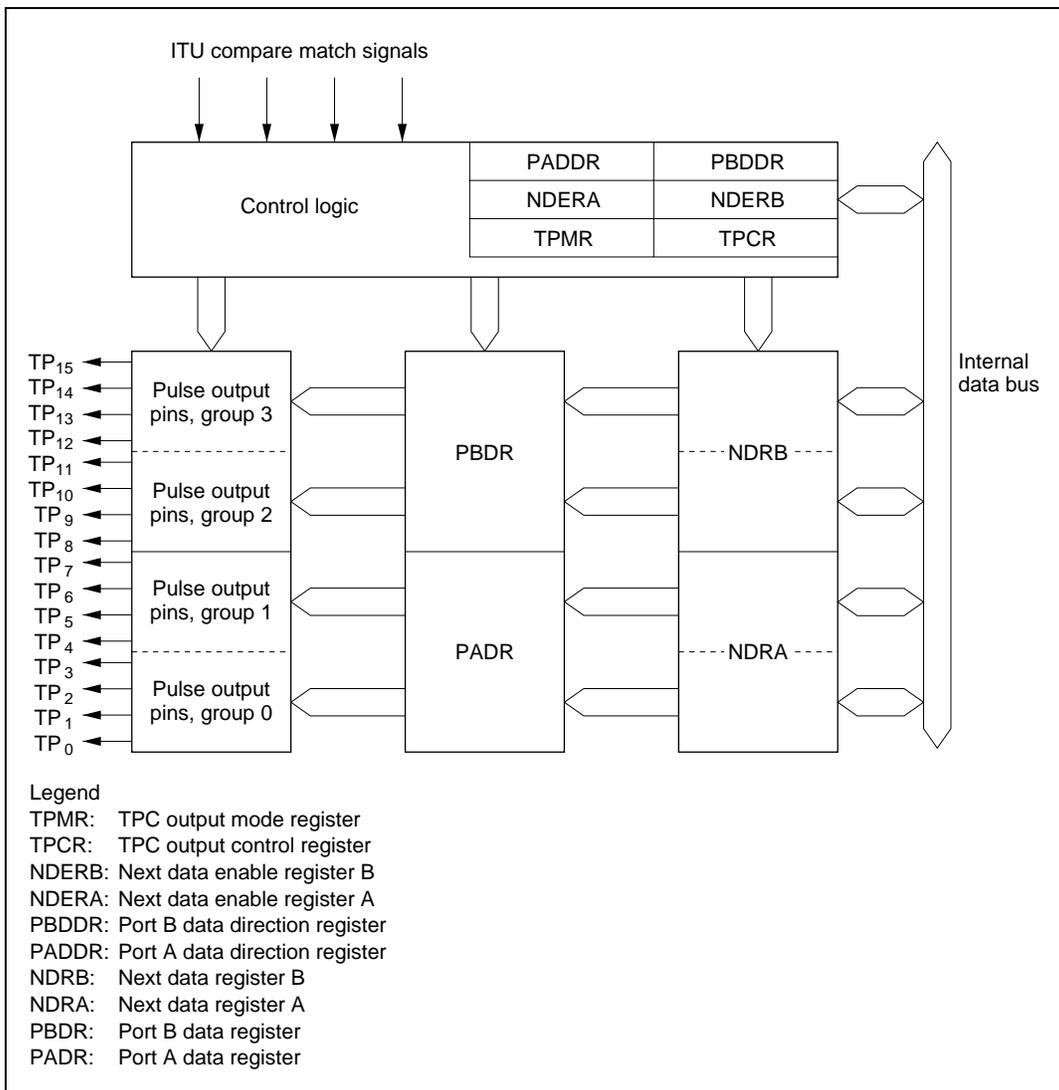


Figure 11.1 TPC Block Diagram

11.1.3 TPC Pins

Table 11.1 summarizes the TPC output pins.

Table 11.1 TPC Pins

| Name | Symbol | I/O | Function |
|---------------|------------------|------------|----------------------|
| TPC output 0 | TP ₀ | Output | Group 0 pulse output |
| TPC output 1 | TP ₁ | Output | |
| TPC output 2 | TP ₂ | Output | |
| TPC output 3 | TP ₃ | Output | Group 1 pulse output |
| TPC output 4 | TP ₄ | Output | |
| TPC output 5 | TP ₅ | Output | |
| TPC output 6 | TP ₆ | Output | Group 2 pulse output |
| TPC output 7 | TP ₇ | Output | |
| TPC output 8 | TP ₈ | Output | |
| TPC output 9 | TP ₉ | Output | Group 3 pulse output |
| TPC output 10 | TP ₁₀ | Output | |
| TPC output 11 | TP ₁₁ | Output | |
| TPC output 12 | TP ₁₂ | Output | Group 3 pulse output |
| TPC output 13 | TP ₁₃ | Output | |
| TPC output 14 | TP ₁₄ | Output | |
| TPC output 15 | TP ₁₅ | Output | |

11.1.4 Registers

Table 11.2 summarizes the TPC registers.

Table 11.2 TPC Registers

| Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|---------------------------------|--------------------------------|--------------|---------------------|---------------|
| H'FFD1 | Port A data direction register | PADDR | W | H'00 |
| H'FFD3 | Port A data register | PADR | R/(W)* ² | H'00 |
| H'FFD4 | Port B data direction register | PBDDR | W | H'00 |
| H'FFD6 | Port B data register | PBDR | R/(W)* ² | H'00 |
| H'FFA0 | TPC output mode register | TPMR | R/W | H'F0 |
| H'FFA1 | TPC output control register | TPCR | R/W | H'FF |
| H'FFA2 | Next data enable register B | NDERB | R/W | H'00 |
| H'FFA3 | Next data enable register A | NDERA | R/W | H'00 |
| H'FFA5/ H'FFA7* ³ | Next data register A | NDRA | R/W | H'00 |
| H'FFA4 H'FFA6* ³ | Next data register B | NDRB | R/W | H'00 |

- Notes:
1. Lower 16 bits of the address.
 2. Bits used for TPC output cannot be written.
 3. The NDRA address is H'FFA5 when the same output trigger is selected for TPC output groups 0 and 1 by settings in TPCR. When the output triggers are different, the NDRA address is H'FFA7 for group 0 and H'FFA5 for group 1. Similarly, the address of NDRB is H'FFA4 when the same output trigger is selected for TPC output groups 2 and 3 by settings in TPCR. When the output triggers are different, the NDRB address is H'FFA6 for group 2 and H'FFA4 for group 3.

11.2 Register Descriptions

11.2.1 Port A Data Direction Register (PADDR)

PADDR is an 8-bit write-only register that selects input or output for each pin in port A.

| | | | | | | | | |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | PA ₇ DDR | PA ₆ DDR | PA ₅ DDR | PA ₄ DDR | PA ₃ DDR | PA ₂ DDR | PA ₁ DDR | PA ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port A data direction 7 to 0

These bits select input or output for port A pins

Port A is multiplexed with pins TP₇ to TP₀. Bits corresponding to pins used for TPC output must be set to 1. For further information about PADDR, see section 9.11, Port A.

11.2.2 Port A Data Register (PADR)

PADR is an 8-bit readable/writable register that stores TPC output data for groups 0 and 1, when these TPC output groups are used.

| | | | | | | | | |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | PA ₇ | PA ₆ | PA ₅ | PA ₄ | PA ₃ | PA ₂ | PA ₁ | PA ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/(W)* |

Port A data 7 to 0

These bits store output data for TPC output groups 0 and 1

Note: * Bits selected for TPC output by NDERA settings become read-only bits.

For further information about PADR, see section 9.11, Port A.

11.2.3 Port B Data Direction Register (PBDDR)

PBDDR is an 8-bit write-only register that selects input or output for each pin in port B.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | PB ₇ DDR | PB ₆ DDR | PB ₅ DDR | PB ₄ DDR | PB ₃ DDR | PB ₂ DDR | PB ₁ DDR | PB ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port B data direction 7 to 0

These bits select input or output for port B pins

Port B is multiplexed with pins TP₁₅ to TP₈. Bits corresponding to pins used for TPC output must be set to 1. For further information about PBDDR, see section 9.12, Port B.

11.2.4 Port B Data Register (PBDR)

PBDR is an 8-bit readable/writable register that stores TPC output data for groups 2 and 3, when these TPC output groups are used.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | PB ₇ | PB ₆ | PB ₅ | PB ₄ | PB ₃ | PB ₂ | PB ₁ | PB ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/(W)* |

Port B data 7 to 0

These bits store output data for TPC output groups 2 and 3

Note: * Bits selected for TPC output by NDERB settings become read-only bits.

For further information about PBDR, see section 9.12, Port B.

11.2.5 Next Data Register A (NDRA)

NDRA is an 8-bit readable/writable register that stores the next output data for TPC output groups 1 and 0 (pins TP₇ to TP₀). During TPC output, when an ITU compare match event specified in TPCR occurs, NDRA contents are transferred to the corresponding bits in PADR. The address of NDRA differs depending on whether TPC output groups 0 and 1 have the same output trigger or different output triggers.

NDRA is initialized to H'00 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Same Trigger for TPC Output Groups 0 and 1: If TPC output groups 0 and 1 are triggered by the same compare match event, the NDRA address is H'FFA5. The upper 4 bits belong to group 1 and the lower 4 bits to group 0. Address H'FFA7 consists entirely of reserved bits that cannot be modified and are always read as 1.

Address H'FFA5

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|------|------|------|------|
| | NDR7 | NDR6 | NDR5 | NDR4 | NDR3 | NDR2 | NDR1 | NDR0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Next data 7 to 4
These bits store the next output data for TPC output group 1

Next data 3 to 0
These bits store the next output data for TPC output group 0

Address H'FFA7

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|---|---|---|
| | — | — | — | — | — | — | — | — |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | — | — | — | — | — | — |

Reserved bits

Different Triggers for TPC Output Groups 0 and 1: If TPC output groups 0 and 1 are triggered by different compare match events, the address of the upper 4 bits of NDRA (group 1) is H'FFA5 and the address of the lower 4 bits (group 0) is H'FFA7. Bits 3 to 0 of address H'FFA5 and bits 7 to 4 of address H'FFA7 are reserved bits that cannot be modified and are always read as 1.

Address H'FFA5

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|---|---|---|---|
| | NDR7 | NDR6 | NDR5 | NDR4 | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | — | — | — | — |

Next data 7 to 4
These bits store the next output data for TPC output group 1
Reserved bits

Address H'FFA7

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|------|------|------|------|
| | — | — | — | — | NDR3 | NDR2 | NDR1 | NDR0 |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Reserved bits
Next data 3 to 0
These bits store the next output data for TPC output group 0

11.2.6 Next Data Register B (NDRB)

NDRB is an 8-bit readable/writable register that stores the next output data for TPC output groups 3 and 2 (pins TP₁₅ to TP₈). During TPC output, when an ITU compare match event specified in TPCR occurs, NDRB contents are transferred to the corresponding bits in PBDR. The address of NDRB differs depending on whether TPC output groups 2 and 3 have the same output trigger or different output triggers.

NDRB is initialized to H'00 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Same Trigger for TPC Output Groups 2 and 3: If TPC output groups 2 and 3 are triggered by the same compare match event, the NDRB address is H'FFA4. The upper 4 bits belong to group 3 and the lower 4 bits to group 2. Address H'FFA6 consists entirely of reserved bits that cannot be modified and are always read as 1.

Address H'FFA4

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|-------|-------|-------|-------|-------|------|------|
| | NDR15 | NDR14 | NDR13 | NDR12 | NDR11 | NDR10 | NDR9 | NDR8 |
| Initial 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 |

| | |
|--|--|
| Next data 15 to 12 | Next data 11 to 8 |
| These bits store the next output data for TPC output group 3 | These bits store the next output data for TPC output group 2 |

Address H'FFA6

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|---|---|---|
| | — | — | — | — | — | — | — | — |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | — | — | — | — | — | — |

| |
|----------------------|
| Reserved bits |
|----------------------|

Different Triggers for TPC Output Groups 2 and 3: If TPC output groups 2 and 3 are triggered by different compare match events, the address of the upper 4 bits of NDRB (group 3) is H'FFA4 and the address of the lower 4 bits (group 2) is H'FFA6. Bits 3 to 0 of address H'FFA4 and bits 7 to 4 of address H'FFA6 are reserved bits that cannot be modified and are always read as 1.

Address H'FFA4

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|-------|-------|-------|---|---|---|---|
| | NDR15 | NDR14 | NDR13 | NDR12 | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | — | — | — | — |

Next data 15 to 12
These bits store the next output data for TPC output group 3
Reserved bits

Address H'FFA6

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|-------|-------|------|------|
| | — | — | — | — | NDR11 | NDR10 | NDR9 | NDR8 |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Reserved bits
Next data 11 to 8
These bits store the next output data for TPC output group 2

11.2.7 Next Data Enable Register A (NDERA)

NDERA is an 8-bit readable/writable register that enables or disables TPC output groups 1 and 0 (TP₇ to TP₀) on a bit-by-bit basis.

| | | | | | | | | |
|---------------|-------|-------|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDER7 | NDER6 | NDER5 | NDER4 | NDER3 | NDER2 | NDER1 | NDER0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Next data enable 7 to 0

These bits enable or disable
TPC output groups 1 and 0

If a bit is enabled for TPC output by NDERA, then when the ITU compare match event selected in the TPC output control register (TPCR) occurs, the NDRA value is automatically transferred to the corresponding PADR bit, updating the output value. If TPC output is disabled, the bit value is not transferred from NDRA to PADR and the output value does not change.

NDERA is initialized to H'00 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 0—Next Data Enable 7 to 0 (NDER7 to NDER0): These bits enable or disable TPC output groups 1 and 0 (TP₇ to TP₀) on a bit-by-bit basis.

Bits 7 to 0:

| NDER7 to NDER0 | Description |
|----------------|--|
| 0 | TPC outputs TP ₇ to TP ₀ are disabled (NDR7 to NDR0 are not transferred to PA ₇ to PA ₀) (Initial value) |
| 1 | TPC outputs TP ₇ to TP ₀ are enabled (NDR7 to NDR0 are transferred to PA ₇ to PA ₀) |

11.2.8 Next Data Enable Register B (NDERB)

NDERB is an 8-bit readable/writable register that enables or disables TPC output groups 3 and 2 (TP₁₅ to TP₈) on a bit-by-bit basis.

| | | | | | | | | |
|---------------|--------|--------|--------|--------|--------|--------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDER15 | NDER14 | NDER13 | NDER12 | NDER11 | NDER10 | NDER9 | NDER8 |
| Initial 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 |

Next data enable 15 to 8

These bits enable or disable
TPC output groups 3 and 2

If a bit is enabled for TPC output by NDERB, then when the ITU compare match event selected in the TPC output control register (TPCR) occurs, the NDRB value is automatically transferred to the corresponding PBDR bit, updating the output value. If TPC output is disabled, the bit value is not transferred from NDRB to PBDR and the output value does not change.

NDERB is initialized to H'00 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 0—Next Data Enable 15 to 8 (NDER15 to NDER8): These bits enable or disable TPC output groups 3 and 2 (TP₁₅ to TP₈) on a bit-by-bit basis.

Bits 7 to 0:

| NDER15 to NDER8 | Description |
|-----------------|--|
| 0 | TPC outputs TP ₁₅ to TP ₈ are disabled (NDR15 to NDR8 are not transferred to PB ₇ to PB ₀) (Initial value) |
| 1 | TPC outputs TP ₁₅ to TP ₈ are enabled (NDR15 to NDR8 are transferred to PB ₇ to PB ₀) |

11.2.9 TPC Output Control Register (TPCR)

TPCR is an 8-bit readable/writable register that selects output trigger signals for TPC outputs on a group-by-group basis.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|--------|--------|--------|--------|--------|--------|--------|
| | G3CMS1 | G3CMS0 | G2CMS1 | G2CMS0 | G1CMS1 | G1CMS0 | G0CMS1 | G0CMS0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Group 3 compare match select 1 and 0
These bits select the compare match event that triggers TPC output group 3 (TP₁₅ to TP₁₂)

Group 2 compare match select 1 and 0
These bits select the compare match event that triggers TPC output group 2 (TP₁₁ to TP₈)

Group 1 compare match select 1 and 0
These bits select the compare match event that triggers TPC output group 1 (TP₇ to TP₄)

Group 0 compare match select 1 and 0
These bits select the compare match event that triggers TPC output group 0 (TP₃ to TP₀)

TPCR is initialized to H'FF by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 and 6—Group 3 Compare Match Select 1 and 0 (G3CMS1, G3CMS0): These bits select the compare match event that triggers TPC output group 3 (TP₁₅ to TP₁₂).

| Bit 7: G3CMS1 | Bit 6: G3CMS0 | Description |
|---------------|---------------|---|
| 0 | 0 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 3 (Initial value) |

Bits 5 and 4—Group 2 Compare Match Select 1 and 0 (G2CMS1, G2CMS0): These bits select the compare match event that triggers TPC output group 2 (TP₁₁ to TP₈).

| Bit 5: G2CMS1 | Bit 4: G2CMS0 | Description |
|---------------|---------------|---|
| 0 | 0 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 3 (Initial value) |

Bits 3 and 2—Group 1 Compare Match Select 1 and 0 (G1CMS1, G1CMS0): These bits select the compare match event that triggers TPC output group 1 (TP₇ to TP₄).

| Bit 3: G1CMS1 | Bit 2: G1CMS0 | Description |
|---------------|---------------|--|
| 0 | 0 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 3 (Initial value) |

Bits 1 and 0—Group 0 Compare Match Select 1 and 0 (G0CMS1, G0CMS0): These bits select the compare match event that triggers TPC output group 0 (TP₃ to TP₀).

| Bit 1: G0CMS1 | Bit 0: G0CMS0 | Description |
|---------------|---------------|--|
| 0 | 0 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 3 (Initial value) |

11.2.10 TPC Output Mode Register (TPMR)

TPMR is an 8-bit readable/writable register that selects normal or non-overlapping TPC output for each group.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|-------|-------|-------|-------|
| | — | — | — | — | G3NOV | G2NOV | G1NOV | G0NOV |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Reserved bits

Group 3 non-overlap —————

Selects non-overlapping TPC output for group 3 (TP₁₅ to TP₁₂)

Group 2 non-overlap —————

Selects non-overlapping TPC output for group 2 (TP₁₁ to TP₈)

Group 1 non-overlap —————

Selects non-overlapping TPC output for group 1 (TP₇ to TP₄)

Group 0 non-overlap —————

Selects non-overlapping TPC output for group 0 (TP₃ to TP₀)

The output trigger period of a non-overlapping TPC output waveform is set in general register B (GRB) in the ITU channel selected for output triggering. The non-overlap margin is set in general register A (GRA). The output values change at compare match A and B. For details see section 11.3.4, Non-Overlapping TPC Output.

TPMR is initialized to H'F0 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 4—Reserved: Read-only bits, always read as 1.

Bit 3—Group 3 Non-Overlap (G3NOV): Selects normal or non-overlapping TPC output for group 3 (TP₁₅ to TP₁₂).

| Bit 3: G3NOV | Description |
|--------------|---|
| 0 | Normal TPC output in group 3 (output values change at compare match A in the selected ITU channel) (Initial value) |
| 1 | Non-overlapping TPC output in group 3 (independent 1 and 0 output at compare match A and B in the selected ITU channel) |

Bit 2—Group 2 Non-Overlap (G2NOV): Selects normal or non-overlapping TPC output for group 2 (TP₁₁ to TP₈).

| Bit 2: G2NOV | Description |
|--------------|---|
| 0 | Normal TPC output in group 2 (output values change at compare match A in the selected ITU channel) (Initial value) |
| 1 | Non-overlapping TPC output in group 2 (independent 1 and 0 output at compare match A and B in the selected ITU channel) |

Bit 1—Group 1 Non-Overlap (G1NOV): Selects normal or non-overlapping TPC output for group 1 (TP₇ to TP₄).

| Bit 1: G1NOV | Description |
|--------------|---|
| 0 | Normal TPC output in group 1 (output values change at compare match A in the selected ITU channel) (Initial value) |
| 1 | Non-overlapping TPC output in group 1 (independent 1 and 0 output at compare match A and B in the selected ITU channel) |

Bit 0—Group 0 Non-Overlap (G0NOV): Selects normal or non-overlapping TPC output for group 0 (TP₃ to TP₀).

| Bit 0: G0NOV | Description |
|--------------|---|
| 0 | Normal TPC output in group 0 (output values change at compare match A in the selected ITU channel) (Initial value) |
| 1 | Non-overlapping TPC output in group 0 (independent 1 and 0 output at compare match A and B in the selected ITU channel) |

11.3 Operation

11.3.1 Overview

When corresponding bits in PADDR or PBDDR and NDERA or NDERB are set to 1, TPC output is enabled. The TPC output initially consists of the corresponding PADDR or PBDR contents. When a compare-match event selected in TPCR occurs, the corresponding NDRA or NDRB bit contents are transferred to PADDR or PBDR to update the output values.

Figure 11.2 illustrates the TPC output operation. Table 11.3 summarizes the TPC operating conditions.

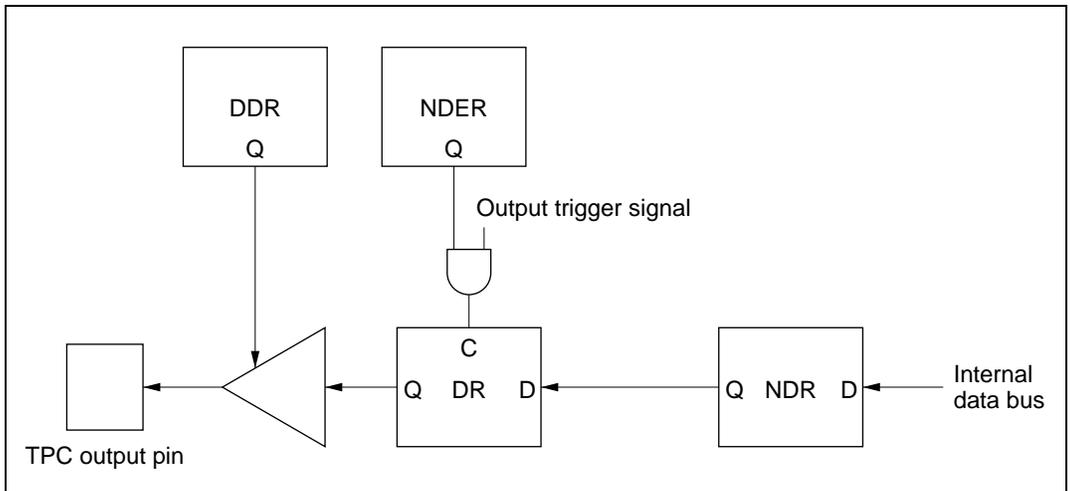


Figure 11.2 TPC Output Operation

Table 11.3 TPC Operating Conditions

| NDER | DDR | Pin Function |
|------|-----|---|
| 0 | 0 | Generic input port |
| | 1 | Generic output port |
| 1 | 0 | Generic input port (but the DR bit is a read-only bit, and when compare match occurs, the NDR bit value is transferred to the DR bit) |
| | 1 | TPC pulse output |

Sequential output of up to 16-bit patterns is possible by writing new output data to NDRA and NDRB before the next compare match. For information on non-overlapping operation, see section 11.3.4, Non-Overlapping TPC Output.

11.3.2 Output Timing

If TPC output is enabled, NDRA/NDRB contents are transferred to PADR/PBDR and output when the selected compare match event occurs. Figure 11.3 shows the timing of these operations for the case of normal output in groups 2 and 3, triggered by compare match A.

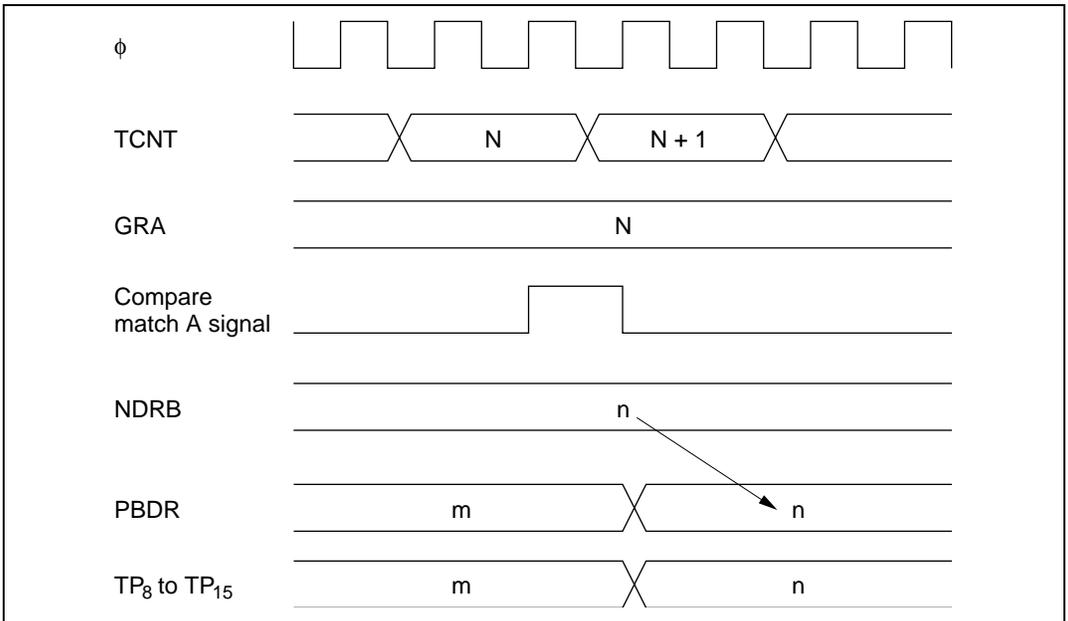


Figure 11.3 Timing of Transfer of Next Data Register Contents and Output (Example)

11.3.3 Normal TPC Output

Sample Setup Procedure for Normal TPC Output: Figure 11.4 shows a sample procedure for setting up normal TPC output.

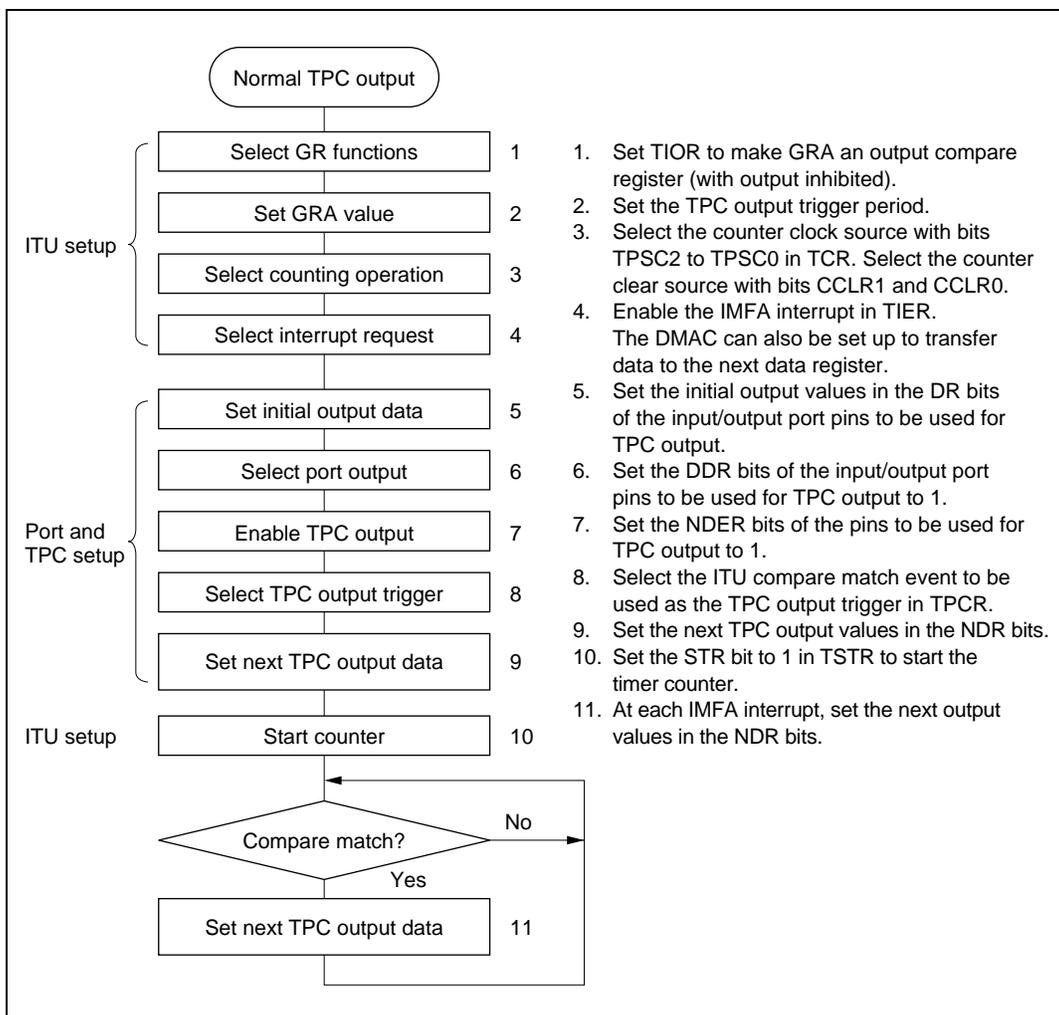


Figure 11.4 Setup Procedure for Normal TPC Output (Example)

Example of Normal TPC Output (Example of Five-Phase Pulse Output): Figure 11.5 shows an example in which the TPC is used for cyclic five-phase pulse output.

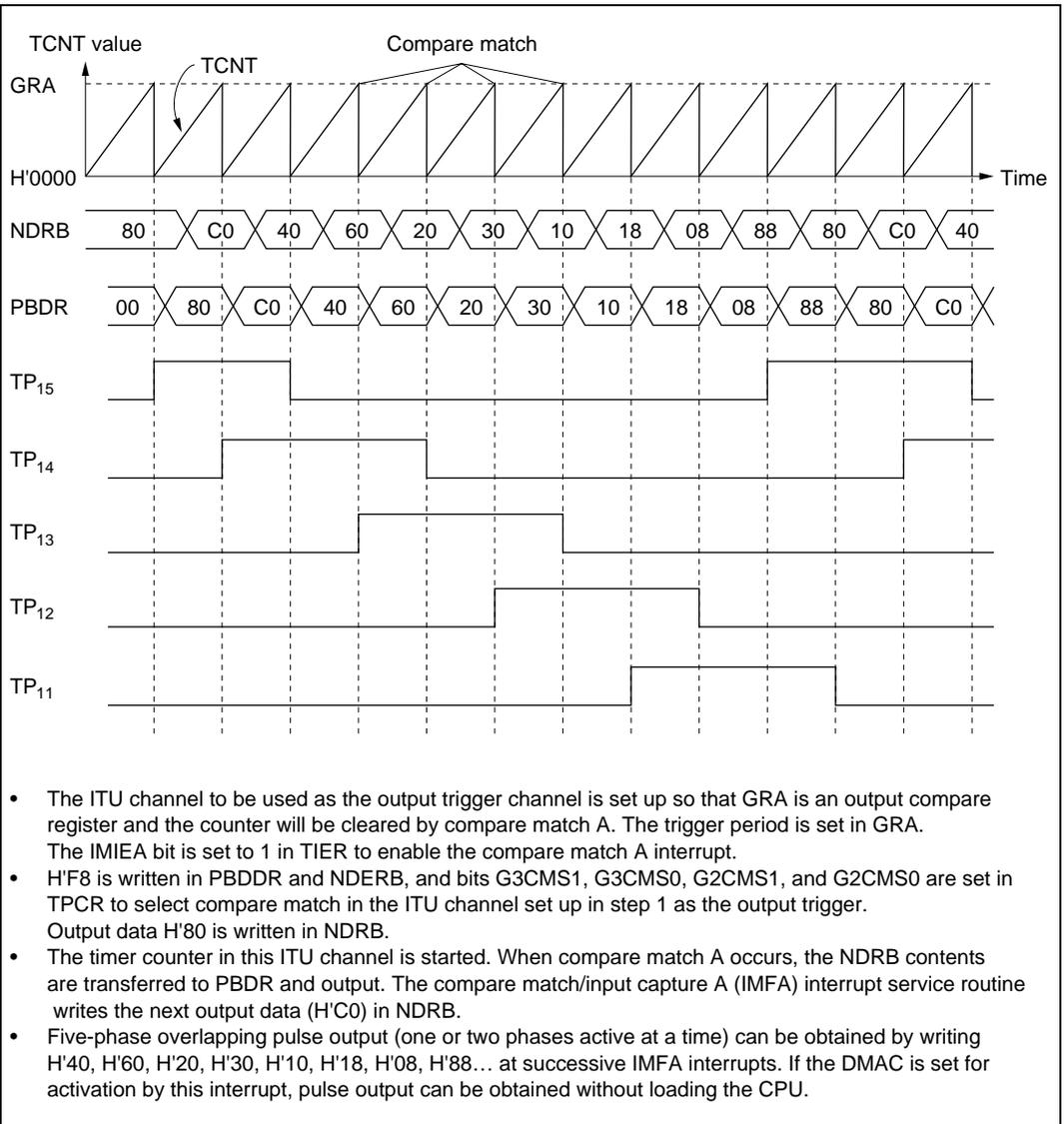


Figure 11.5 Normal TPC Output Example (Five-Phase Pulse Output)

11.3.4 Non-Overlapping TPC Output

Sample Setup Procedure for Non-Overlapping TPC Output: Figure 11.6 shows a sample procedure for setting up non-overlapping TPC output.

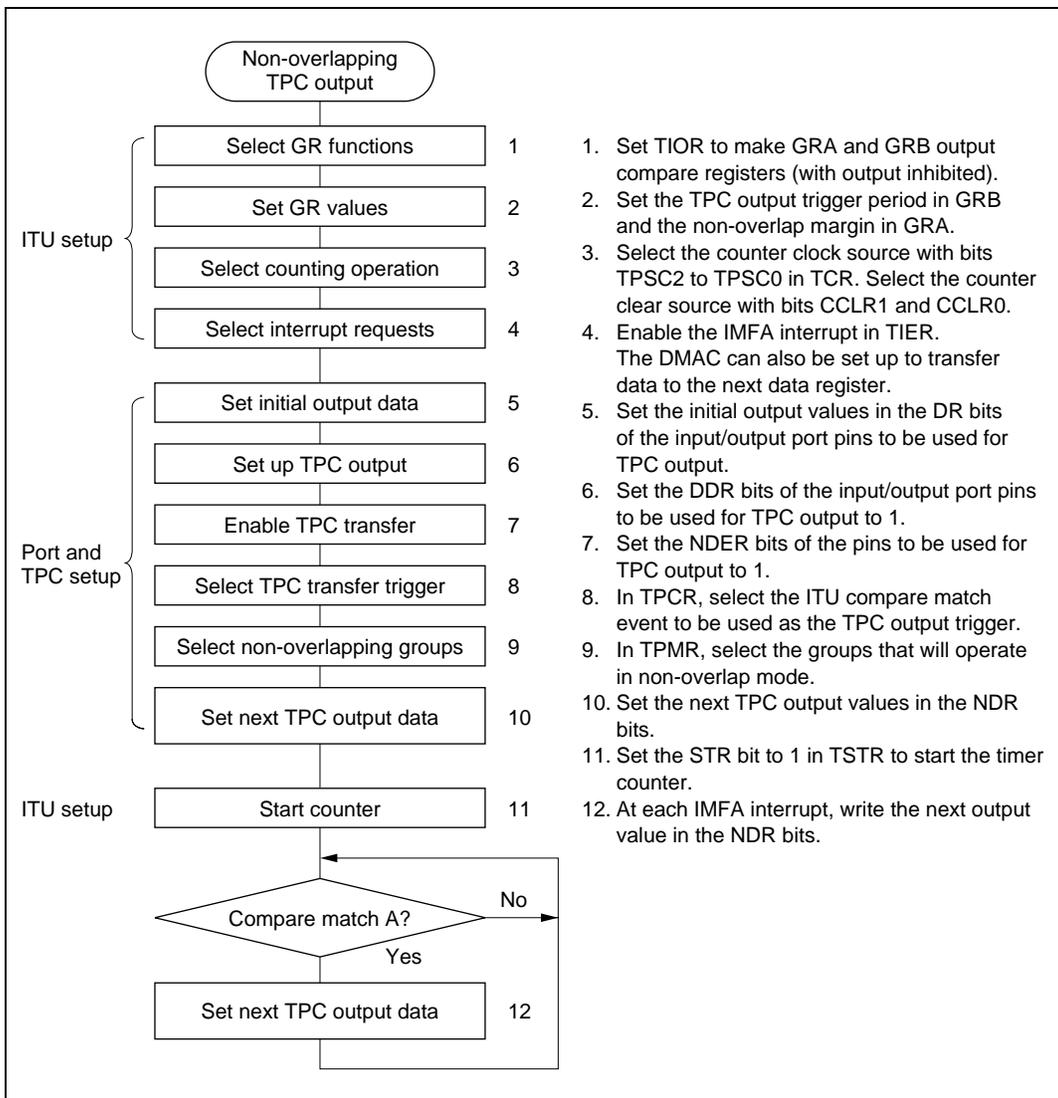
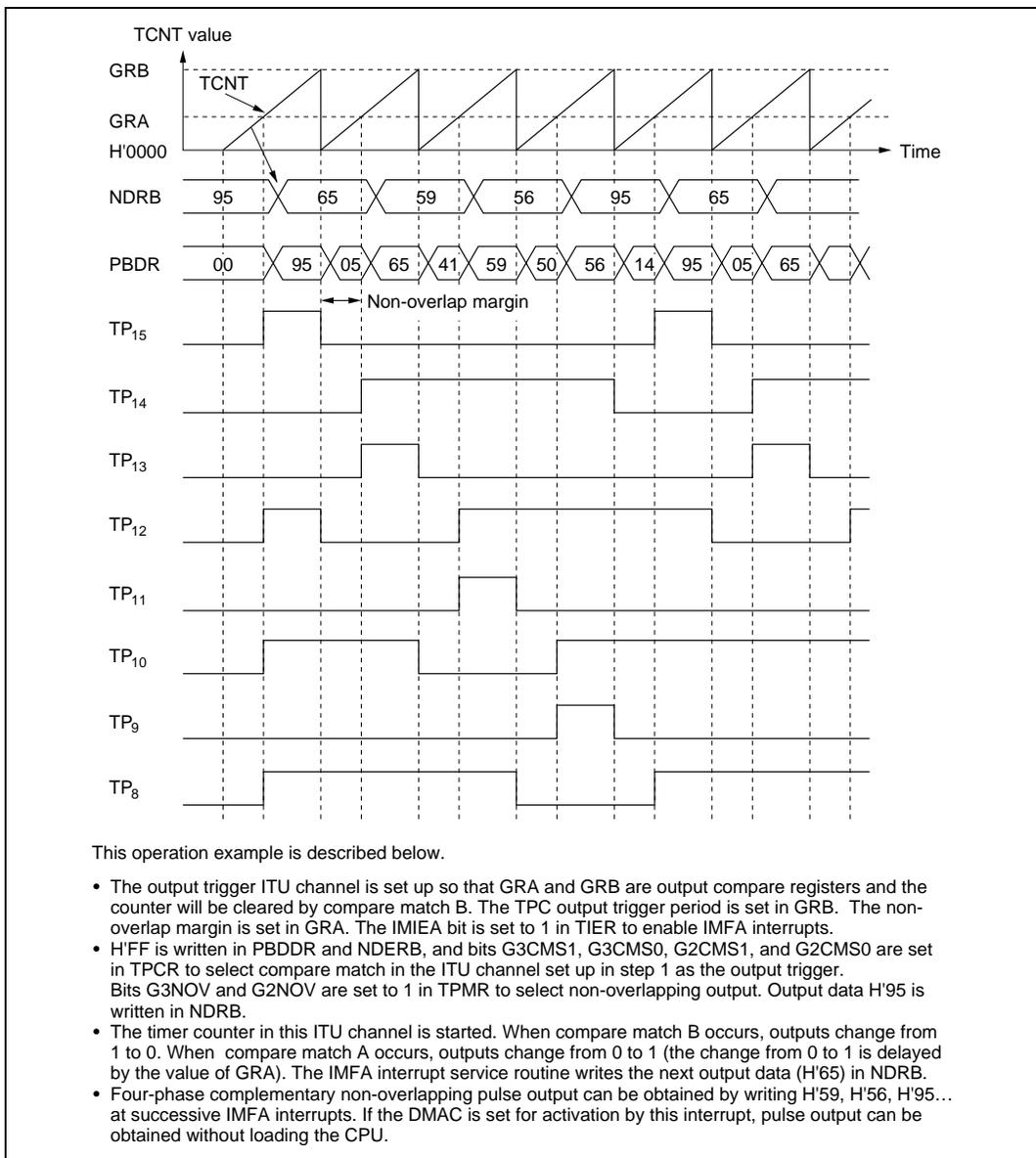


Figure 11.6 Setup Procedure for Non-Overlapping TPC Output (Example)

Example of Non-Overlapping TPC Output (Example of Four-Phase Complementary Non-Overlapping Output): Figure 11.7 shows an example of the use of TPC output for four-phase complementary non-overlapping pulse output.



**Figure 11.7 Non-Overlapping TPC Output Example
(Four-Phase Complementary Non-Overlapping Pulse Output)**

11.3.5 TPC Output Triggering by Input Capture

TPC output can be triggered by ITU input capture as well as by compare match. If GRA and GRB functions as an input capture register in the ITU channel selected in TPCR, TPC output will be triggered by the input capture signal. Figure 11.8 shows the timing.

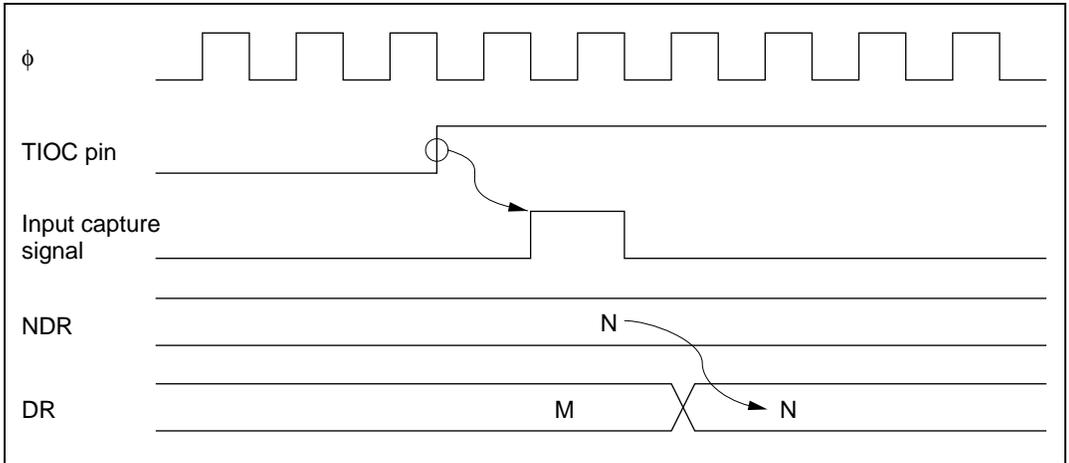


Figure 11.8 TPC Output Triggering by Input Capture (Example)

11.4 Usage Notes

11.4.1 Operation of TPC Output Pins

TP₀ to TP₁₅ are multiplexed with ITU, DMAC, address bus, and other pin functions. When ITU, DMAC, or address output is enabled, the corresponding pins cannot be used for TPC output. The data transfer from NDR bits to DR bits takes place, however, regardless of the usage of the pin.

Pin functions should be changed only under conditions in which the output trigger event will not occur.

11.4.2 Note on Non-Overlapping Output

During non-overlapping operation, the transfer of NDR bit values to DR bits takes place as follows.

1. NDR bits are always transferred to DR bits at compare match A.
2. At compare match B, NDR bits are transferred only if their value is 0. Bits are not transferred if their value is 1.

Figure 11.9 illustrates the non-overlapping TPC output operation.

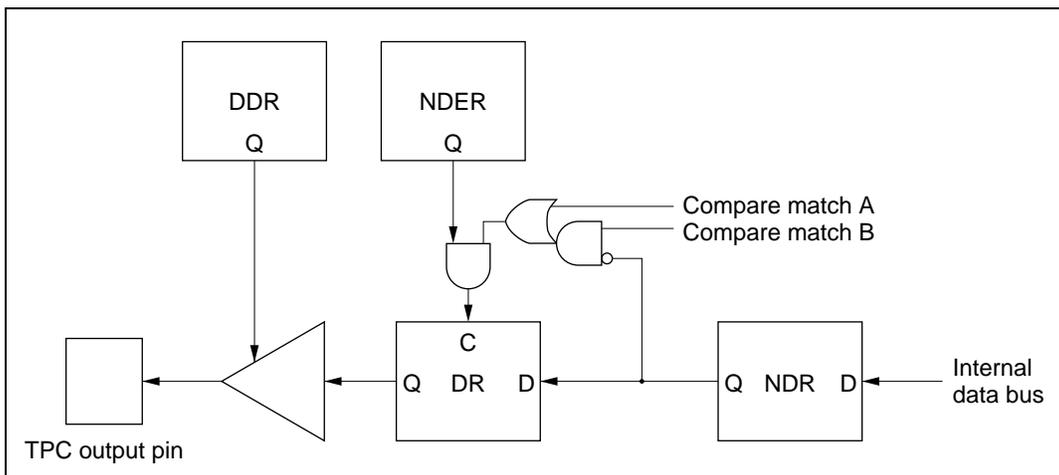


Figure 11.9 Non-Overlapping TPC Output

Therefore, 0 data can be transferred ahead of 1 data by making compare match B occur before compare match A. NDR contents should not be altered during the interval from compare match B to compare match A (the non-overlap margin).

This can be accomplished by having the IMFA interrupt service routine write the next data in NDR, or by having the IMFA interrupt activate the DMAC. The next data must be written before the next compare match B occurs.

Figure 11.10 shows the timing relationships.

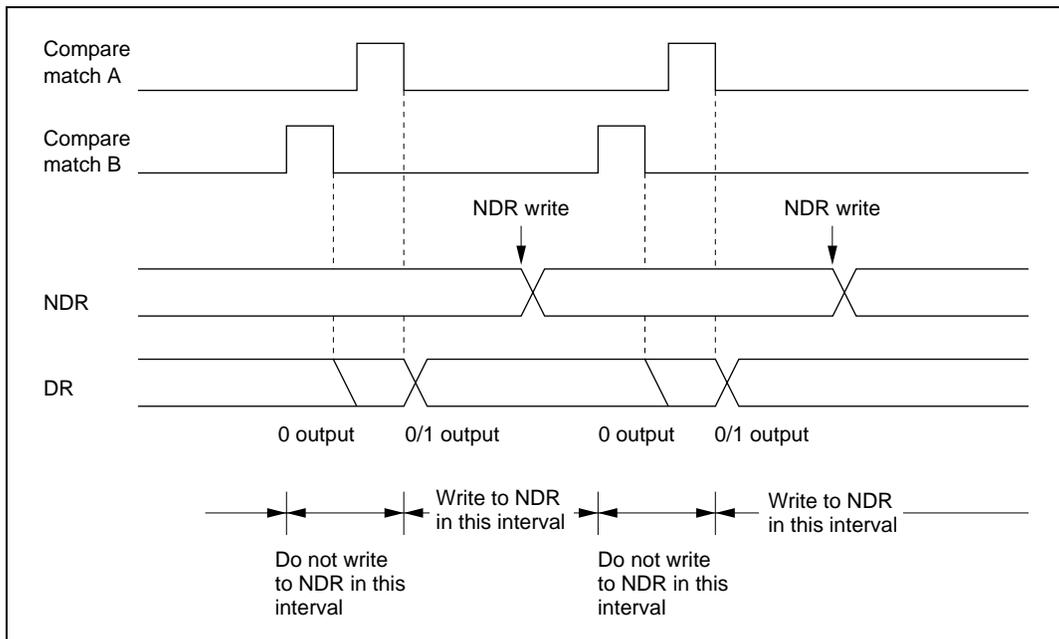


Figure 11.10 Non-Overlapping Operation and NDR Write Timing

Section 12 Watchdog Timer

12.1 Overview

The H8/3048 Group has an on-chip watchdog timer (WDT). The WDT has two selectable functions: it can operate as a watchdog timer to supervise system operation, or it can operate as an interval timer. As a watchdog timer, it generates a reset signal for the chip if a system crash allows the timer counter (TCNT) to overflow before being rewritten. In interval timer operation, an interval timer interrupt is requested at each TCNT overflow.

12.1.1 Features

WDT features are listed below.

- Selection of eight counter clock sources
 $\phi/2$, $\phi/32$, $\phi/64$, $\phi/128$, $\phi/256$, $\phi/512$, $\phi/2048$, or $\phi/4096$
- Interval timer option
- Timer counter overflow generates a reset signal or interrupt.
The reset signal is generated in watchdog timer operation. An interval timer interrupt is generated in interval timer operation.
- Watchdog timer reset signal resets the entire chip internally, and can also be output externally.
The reset signal generated by timer counter overflow during watchdog timer operation resets the entire chip internally. An external reset signal can be output from the $\overline{\text{RESO}}$ pin to reset other system devices simultaneously.

12.1.2 Block Diagram

Figure 12.1 shows a block diagram of the WDT.

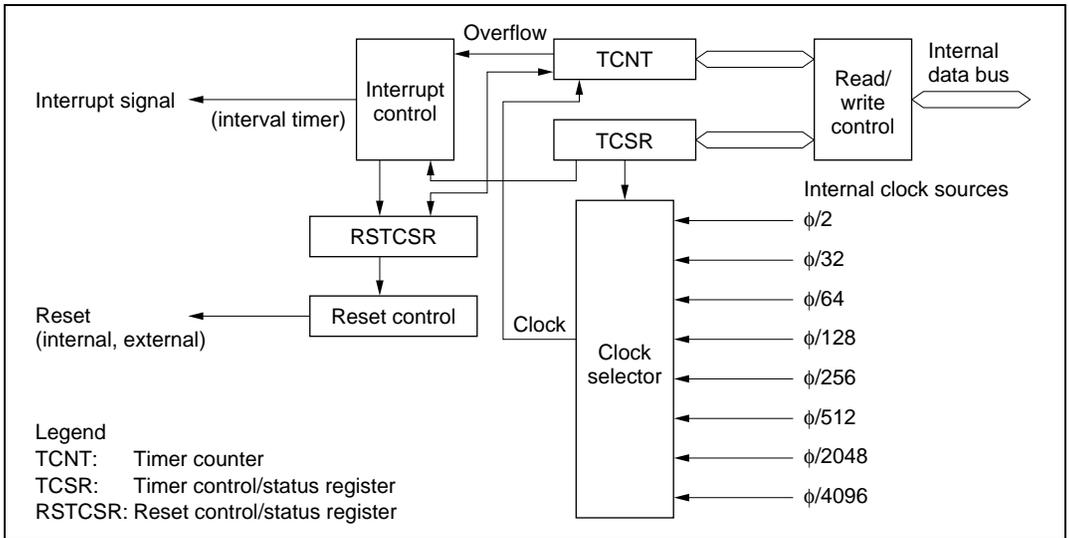


Figure 12.1 WDT Block Diagram

12.1.3 Pin Configuration

Table 12.1 describes the WDT output pin.

Table 12.1 WDT Pin

| Name | Abbreviation | I/O | Function |
|--------------|--------------------------|---------|--|
| Reset output | $\overline{\text{RESO}}$ | Output* | External output of the watchdog timer reset signal |

Note: * Open-drain output.

12.1.4 Register Configuration

Table 12.2 summarizes the WDT registers.

Table 12.2 WDT Registers

| Address* ¹ | | Name | Abbreviation | R/W | Initial Value |
|-----------------------|--------|-------------------------------|--------------|---------------------|---------------|
| Write* ² | Read | | | | |
| H'FFA8 | H'FFA8 | Timer control/status register | TCSR | R/(W)* ³ | H'18 |
| | H'FFA9 | Timer counter | TCNT | R/W | H'00 |
| H'FFAA | H'FFAB | Reset control/status register | RSTCSR | R/(W)* ³ | H'3F |

- Notes: 1. Lower 16 bits of the address.
 2. Write word data starting at this address.
 3. Only 0 can be written in bit 7, to clear the flag.

12.2 Register Descriptions

12.2.1 Timer Counter (TCNT)

TCNT is an 8-bit readable and writable* up-counter.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

When the TME bit is set to 1 in TCSR, TCNT starts counting pulses generated from an internal clock source selected by bits CKS2 to CKS0 in TCSR. When the count overflows (changes from H'FF to H'00), the OVF bit is set to 1 in TCSR. TCNT is initialized to H'00 by a reset and when the TME bit is cleared to 0.

Note: * TCNT is write-protected by a password. For details see section 12.2.4, Notes on Register Access.

12.2.2 Timer Control/Status Register (TCSR)

TCSR is an 8-bit readable and writable* register. Its functions include selecting the timer mode and clock source.

Note: * TCSR differs from other registers in being more difficult to write. For details see section 12.2.4, Notes on Register Access.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|-------|-----|---|---|------|------|------|
| | OVF | WT/IT | TME | — | — | CKS2 | CKS1 | CKS0 |
| Initial value | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | R/(W)* | R/W | R/W | — | — | R/W | R/W | R/W |

Overflow flag
 Status flag indicating overflow

Timer mode select
 Selects the mode

Timer enable
 Selects whether TCNT runs or halts

Reserved bits

Clock select
 These bits select the TCNT clock source

Note: * Only 0 can be written, to clear the flag.

Bits 7 to 5 are initialized to 0 by a reset and in standby mode. Bits 2 to 0 are initialized to 0 by a reset. In software standby mode bits 2 to 0 are not initialized, but retain their previous values.

Bit 7—Overflow Flag (OVF): This status flag indicates that the timer counter has overflowed from H'FF to H'00.

| Bit 7: OVF | Description |
|------------|--|
| 0 | [Clearing condition] Cleared by reading OVF when OVF = 1, then writing 0 in OVF (Initial value) |
| 1 | [Setting condition] Set when TCNT changes from H'FF to H'00 |

Bit 6—Timer Mode Select (WT/IT̄): Selects whether to use the WDT as a watchdog timer or interval timer. If used as an interval timer, the WDT generates an interval timer interrupt request when TCNT overflows. If used as a watchdog timer, the WDT generates a reset signal when TCNT overflows.

| Bit 6: WT/IT̄ | Description |
|---------------|--|
| 0 | Interval timer: requests interval timer interrupts (Initial value) |
| 1 | Watchdog timer: generates a reset signal |

Bit 5—Timer Enable (TME): Selects whether TCNT runs or is halted.

When WT/IT̄ = 1, clear the SYSCR software standby bit (SSBY) to 0, then set the TME to 1.

When SSBY is set to 1, clear TME to 0.

| Bit 5: TME | Description |
|------------|---|
| 0 | TCNT is initialized to H'00 and halted (Initial value) |
| 1 | TCNT is counting and CPU interrupt requests are enabled |

Bits 4 and 3—Reserved: Read-only bits, always read as 1.

Bits 2 to 0—Clock Select 2 to 0 (CKS2/1/0): These bits select one of eight internal clock sources, obtained by prescaling the system clock (ϕ), for input to TCNT.

| Bit 2: CKS2 | Bit 1: CKS1 | Bit 0: CKS0 | Description |
|-------------|-------------|-------------|--------------------------|
| 0 | 0 | 0 | $\phi/2$ (Initial value) |
| | | 1 | $\phi/32$ |
| | 1 | 0 | $\phi/64$ |
| | | 1 | $\phi/128$ |
| 1 | 0 | 0 | $\phi/256$ |
| | | 1 | $\phi/512$ |
| | 1 | 0 | $\phi/2048$ |
| | | 1 | $\phi/4096$ |

12.2.3 Reset Control/Status Register (RSTCSR)

RSTCSR is an 8-bit readable and writable* register that indicates when a reset signal has been generated by watchdog timer overflow, and controls external output of the reset signal.

Note: * RSTCSR differs from other registers in being more difficult to write. For details see section 12.2.4, Notes on Register Access.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|-------|---|---|---|---|---|---|
| | WRST | RSTOE | — | — | — | — | — | — |
| Initial value | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/(W)* | R/W | — | — | — | — | — | — |

Reserved bits

Reset output enable
Enables or disables external output of the reset signal

Watchdog timer reset
Indicates that a reset signal has been generated

Note: * Only 0 can be written in bit 7, to clear the flag.

Bits 7 and 6 are initialized by input of a reset signal at the $\overline{\text{RES}}$ pin. They are not initialized by reset signals generated by watchdog timer overflow.

Bit 7—Watchdog Timer Reset (WRST): During watchdog timer operation, this bit indicates that TCNT has overflowed and generated a reset signal. This reset signal resets the entire chip internally. If bit RSTOE is set to 1, this reset signal is also output (low) at the $\overline{\text{RESO}}$ pin to initialize external system devices.

| Bit 7: WRST | Description |
|-------------|---|
| 0 | [Clearing conditions] Cleared to 0 by reset signal input at $\overline{\text{RES}}$ pin (Initial value) Cleared by reading WRST when WRST = 1, then writing 0 in WRST |
| 1 | [Setting condition] Set when TCNT overflow generates a reset signal during watchdog timer operation |

Bit 6—Reset Output Enable (RSTOE): Enables or disables external output at the $\overline{\text{RESO}}$ pin of the reset signal generated if TCNT overflows during watchdog timer operation.

| Bit 6: RSTOE | Description |
|--------------|---|
| 0 | Reset signal is not output externally (Initial value) |
| 1 | Reset signal is output externally |

Bits 5 to 0—Reserved: Read-only bits, always read as 1.

12.2.4 Notes on Register Access

The watchdog timer's TCNT, TCSR, and RSTCSR registers differ from other registers in being more difficult to write. The procedures for writing and reading these registers are given below.

Writing to TCNT and TCSR: These registers must be written by a word transfer instruction. They cannot be written by byte instructions. Figure 12.2 shows the format of data written to TCNT and TCSR. TCNT and TCSR both have the same write address. The write data must be contained in the lower byte of the written word. The upper byte must contain H'5A (password for TCNT) or H'A5 (password for TCSR). This transfers the write data from the lower byte to TCNT or TCSR.

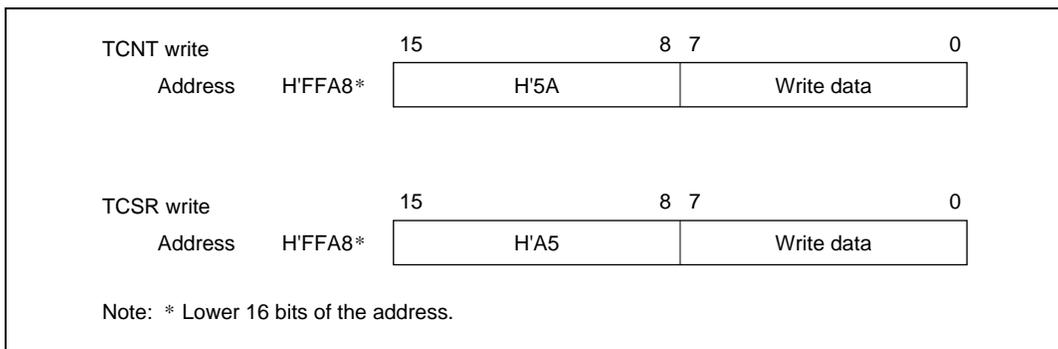


Figure 12.2 Format of Data Written to TCNT and TCSR

Writing to RSTCSR: RSTCSR must be written by a word transfer instruction. It cannot be written by byte transfer instructions. Figure 12.3 shows the format of data written to RSTCSR. To write 0 in the WRST bit, the write data must have H'A5 in the upper byte and H'00 in the lower byte. The H'00 in the lower byte clears the WRST bit in RSTCSR to 0. To write to the RSTOE bit, the upper byte must contain H'5A and the lower byte must contain the write data. Writing this word transfers a write data value into the RSTOE bit.

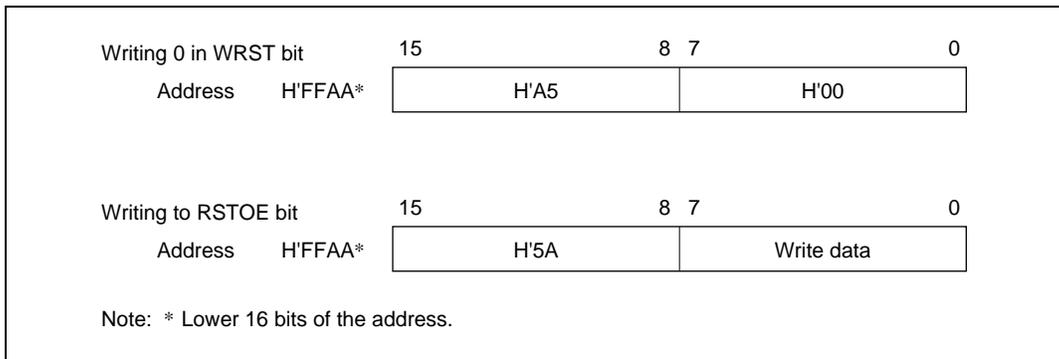


Figure 12.3 Format of Data Written to RSTCSR

Reading TCNT, TCSR, and RSTCSR: These registers are read like other registers. Byte access instructions can be used. The read addresses are H'FFA8 for TCSR, H'FFA9 for TCNT, and H'FFAB for RSTCSR, as listed in table 12.3.

Table 12.3 Read Addresses of TCNT, TCSR, and RSTCSR

| Address* | Register |
|----------|----------|
| H'FFA8 | TCSR |
| H'FFA9 | TCNT |
| H'FFAB | RSTCSR |

Note: * Lower 16 bits of the address.

12.3 Operation

Operations when the WDT is used as a watchdog timer and as an interval timer are described below.

12.3.1 Watchdog Timer Operation

Figure 12.4 illustrates watchdog timer operation. To use the WDT as a watchdog timer, set the $\overline{WT}/\overline{IT}$ and TME bits to 1 in TCSR. Software must prevent TCNT overflow by rewriting the TCNT value (normally by writing H'00) before overflow occurs. If TCNT fails to be rewritten and overflows due to a system crash etc., the chip is internally reset for a duration of 518 states.

The watchdog reset signal can be externally output from the \overline{RESO} pin to reset external system devices. The reset signal is output externally for 132 states. External output can be enabled or disabled by the RSTOE bit in RSTCSR.

A watchdog reset has the same vector as a reset generated by input at the \overline{RES} pin. Software can distinguish a \overline{RES} reset from a watchdog reset by checking the WRST bit in RSTCSR.

If a \overline{RES} reset and a watchdog reset occur simultaneously, the \overline{RES} reset takes priority.

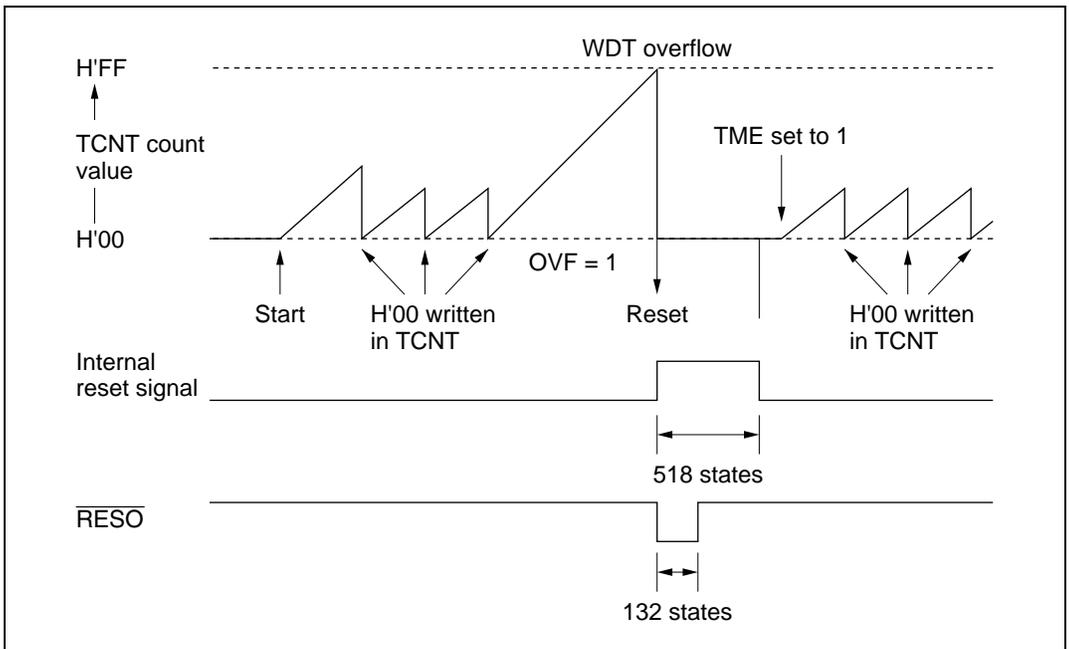


Figure 12.4 Watchdog Timer Operation

12.3.2 Interval Timer Operation

Figure 12.5 illustrates interval timer operation. To use the WDT as an interval timer, clear bit $\overline{WT}/\overline{IT}$ to 0 and set bit TME to 1 in TCSR. An interval timer interrupt request is generated at each TCNT overflow. This function can be used to generate interval timer interrupts at regular intervals.

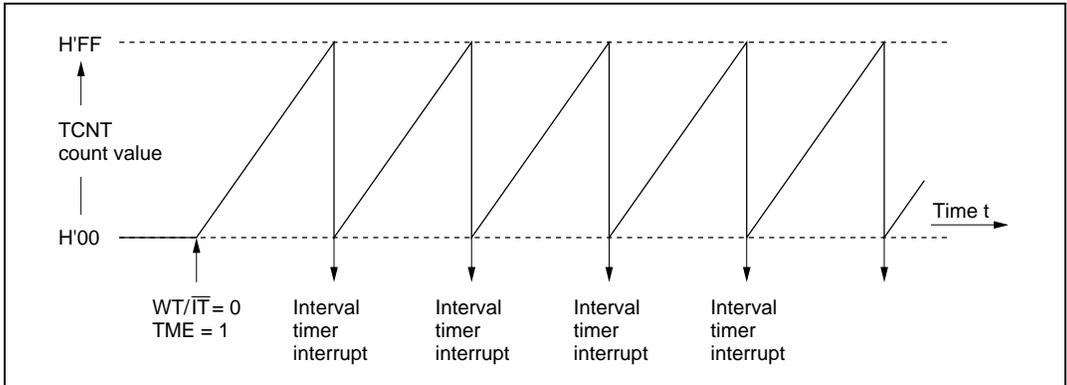


Figure 12.5 Interval Timer Operation

12.3.3 Timing of Setting of Overflow Flag (OVF)

Figure 12.6 shows the timing of setting of the OVF flag in TCSR. The OVF flag is set to 1 when TCNT overflows. At the same time, a reset signal is generated in watchdog timer operation, or an interval timer interrupt is generated in interval timer operation.

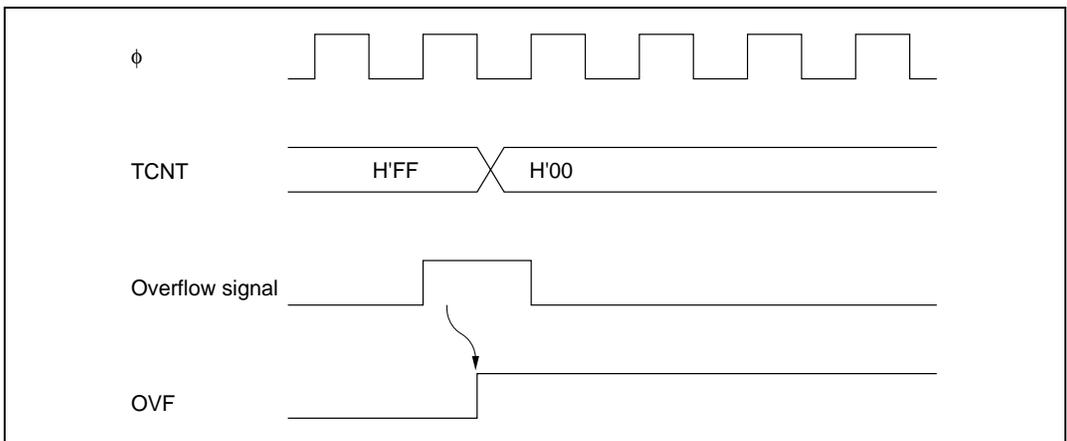


Figure 12.6 Timing of Setting of OVF

12.3.4 Timing of Setting of Watchdog Timer Reset Bit (WRST)

The WRST bit in RSTCSR is valid when bits WT/\overline{IT} and TME are both set to 1 in TCSR.

Figure 12.7 shows the timing of setting of WRST and the internal reset timing. The WRST bit is set to 1 when TCNT overflows and OVF is set to 1. At the same time an internal reset signal is generated for the entire chip. This internal reset signal clears OVF to 0, but the WRST bit remains set to 1. The reset routine must therefore clear the WRST bit.

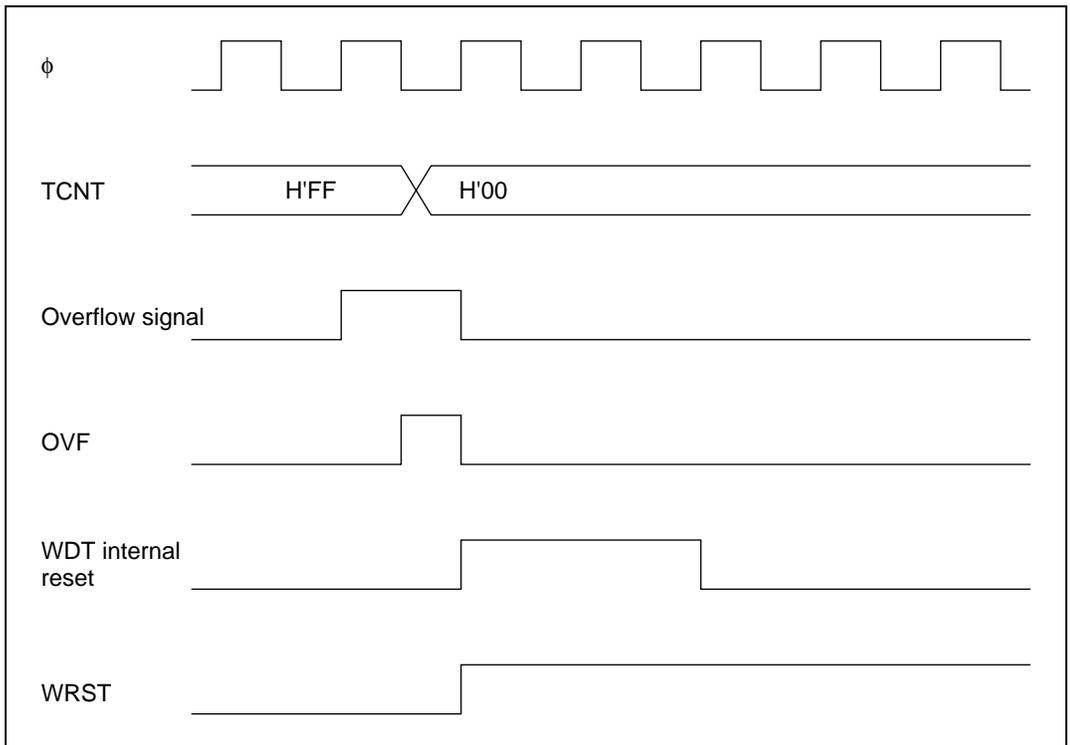


Figure 12.7 Timing of Setting of WRST Bit and Internal Reset

12.4 Interrupts

During interval timer operation, an overflow generates an interval timer interrupt (WOVI). The interval timer interrupt is requested whenever the OVF bit is set to 1 in TCSR.

12.5 Usage Notes

Contention between TCNT Write and Increment: If a timer counter clock pulse is generated during the T_3 state of a write cycle to TCNT, the write takes priority and the timer count is not incremented. See figure 12.8.

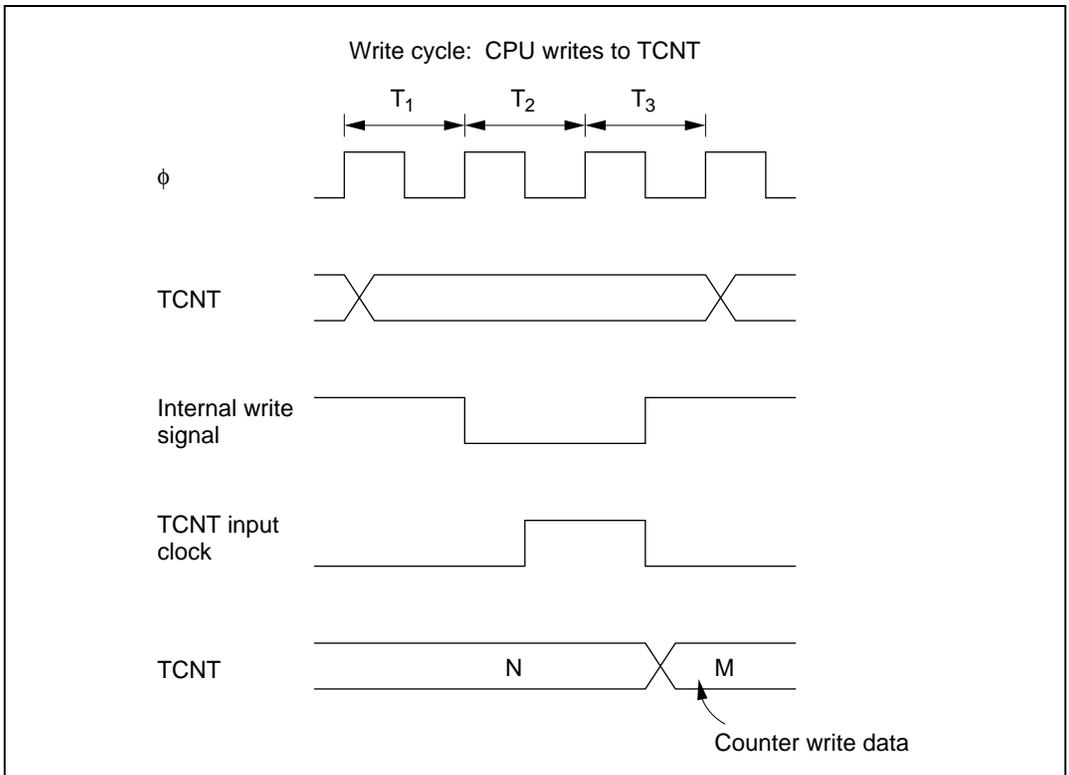


Figure 12.8 Contention between TCNT Write and Increment

Changing CKS2 to CKS0 Values: Halt TCNT by clearing the TME bit to 0 in TCSR before changing the values of bits CKS2 to CKS0.

12.6 Notes

This chip incorporates an WDT. The timer counter value of the on-chip WDT is not rewritten, even if a system crash occurs. If an overflow occurs, a reset signal is generated and the chip is reset.

However, if the following three events occur due to a CPU overrun, for example, the above operations cannot be guaranteed since the WDT and the CPU are incorporated in the same chip.

- When the internal I/O registers related to the on-chip WDT are rewritten.
- When software standby mode is incorrectly entered.
- When the break mode is incorrectly entered.

In addition, as stated in the NMI above, if an abnormal level is input into the power supply pins or the system control pins, correct operations cannot be guaranteed.

Except the above cases, the on-chip WDT functions as a device that supports recovery from a system crash. Accordingly, when a fail-safe function is required in your system, an additional circuit may be required as necessary.

Section 13 Serial Communication Interface

13.1 Overview

The H8/3048 Group has a serial communication interface (SCI) with two independent channels. The two channels are functionally identical. The SCI can communicate in asynchronous or synchronous mode. It also has a multiprocessor communication function for serial communication among two or more processors.

When the SCI is not used, it can be halted to conserve power. Each SCI channel can be halted independently. For details see section 21.6, Module Standby Function.

Channel 0 (SCI0) also has a smart card interface function conforming to the ISO/IEC7816-3 (Identification Card) standard. This function supports serial communication with a smart card. For details, see section 14, Smart Card Interface.

13.1.1 Features

SCI features are listed below.

- Selection of asynchronous or synchronous mode for serial communication
 - Asynchronous mode

Serial data communication is synchronized one character at a time. The SCI can communicate with a universal asynchronous receiver/transmitter (UART), asynchronous communication interface adapter (ACIA), or other chip that employs standard asynchronous serial communication. It can also communicate with two or more other processors using the multiprocessor communication function. There are twelve selectable serial data communication formats.
- Data length: 7 or 8 bits
- Stop bit length: 1 or 2 bits
- Parity bit: even, odd, or none
- Multiprocessor bit: 1 or 0
- Receive error detection: parity, overrun, and framing errors
- Break detection: by reading the RxD level directly when a framing error occurs
 - Synchronous mode

Serial data communication is synchronized with a clock signal. The SCI can communicate with other chips having a synchronous communication function. There is one serial data communication format.

- Data length: 8 bits
- Receive error detection: overrun errors
- Full duplex communication

The transmitting and receiving sections are independent, so the SCI can transmit and receive simultaneously. The transmitting and receiving sections are both double-buffered, so serial data can be transmitted and received continuously.

- Built-in baud rate generator with selectable bit rates
- Selectable transmit/receive clock sources: internal clock from baud rate generator, or external clock from the SCK pin.
- Four types of interrupts

Transmit-data-empty, transmit-end, receive-data-full, and receive-error interrupts are requested independently. The transmit-data-empty and receive-data-full interrupts from SCI0 can activate the DMA controller (DMAC) to transfer data.

13.1.2 Block Diagram

Figure 13.1 shows a block diagram of the SCI.

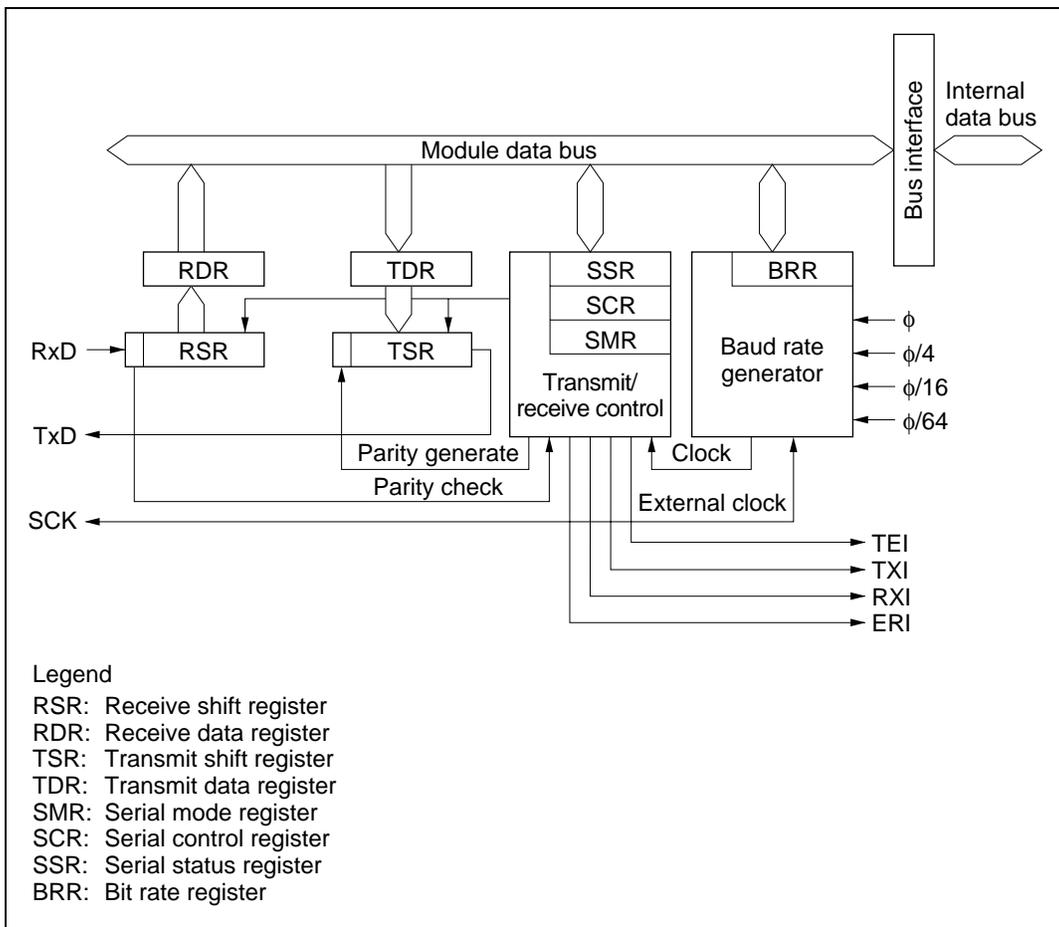


Figure 13.1 SCI Block Diagram

13.1.3 Input/Output Pins

The SCI has serial pins for each channel as listed in table 13.1.

Table 13.1 SCI Pins

| Channel | Name | Abbreviation | I/O | Function |
|---------|-------------------|------------------|--------------|---------------------------------------|
| 0 | Serial clock pin | SCK ₀ | Input/output | SCI ₀ clock input/output |
| | Receive data pin | RxD ₀ | Input | SCI ₀ receive data input |
| | Transmit data pin | TxD ₀ | Output | SCI ₀ transmit data output |
| 1 | Serial clock pin | SCK ₁ | Input/output | SCI ₁ clock input/output |
| | Receive data pin | RxD ₁ | Input | SCI ₁ receive data input |
| | Transmit data pin | TxD ₁ | Output | SCI ₁ transmit data output |

13.1.4 Register Configuration

The SCI has internal registers as listed in table 13.2. These registers select asynchronous or synchronous mode, specify the data format and bit rate, and control the transmitter and receiver sections.

Table 13.2 Registers

| Channel | Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|---------|-----------------------|-------------------------|--------------|---------------------|---------------|
| 0 | H'FFB0 | Serial mode register | SMR | R/W | H'00 |
| | H'FFB1 | Bit rate register | BRR | R/W | H'FF |
| | H'FFB2 | Serial control register | SCR | R/W | H'00 |
| | H'FFB3 | Transmit data register | TDR | R/W | H'FF |
| | H'FFB4 | Serial status register | SSR | R/(W)* ² | H'84 |
| | H'FFB5 | Receive data register | RDR | R | H'00 |
| 1 | H'FFB8 | Serial mode register | SMR | R/W | H'00 |
| | H'FFB9 | Bit rate register | BRR | R/W | H'FF |
| | H'FFBA | Serial control register | SCR | R/W | H'00 |
| | H'FFBB | Transmit data register | TDR | R/W | H'FF |
| | H'FFBC | Serial status register | SSR | R/(W)* ² | H'84 |
| | H'FFBD | Receive data register | RDR | R | H'00 |

Notes: 1. Lower 16 bits of the address.

2. Only 0 can be written, to clear flags.

13.2 Register Descriptions

13.2.1 Receive Shift Register (RSR)

RSR is the register that receives serial data.

| | | | | | | | | |
|------------|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |
| Read/Write | — | — | — | — | — | — | — | — |

The SCI loads serial data input at the RxD pin into RSR in the order received, LSB (bit 0) first, thereby converting the data to parallel data. When 1 byte has been received, it is automatically transferred to RDR. The CPU cannot read or write RSR directly.

13.2.2 Receive Data Register (RDR)

RDR is the register that stores received serial data.

| | | | | | | | | |
|---------------|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R |

When the SCI finishes receiving 1 byte of serial data, it transfers the received data from RSR into RDR for storage. RSR is then ready to receive the next data. This double buffering allows data to be received continuously.

RDR is a read-only register. Its contents cannot be modified by the CPU. RDR is initialized to H'00 by a reset and in standby mode.

13.2.3 Transmit Shift Register (TSR)

TSR is the register that transmits serial data.

| | | | | | | | | |
|------------|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |
| Read/Write | — | — | — | — | — | — | — | — |

The SCI loads transmit data from TDR into TSR, then transmits the data serially from the TxD pin, LSB (bit 0) first. After transmitting one data byte, the SCI automatically loads the next transmit data from TDR into TSR and starts transmitting it. If the TDRE flag is set to 1 in SSR, however, the SCI does not load the TDR contents into TSR. The CPU cannot read or write TSR directly.

13.2.4 Transmit Data Register (TDR)

TDR is an 8-bit register that stores data for serial transmission.

| | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

When the SCI detects that TSR is empty, it moves transmit data written in TDR from TDR into TSR and starts serial transmission. Continuous serial transmission is possible by writing the next transmit data in TDR during serial transmission from TSR.

The CPU can always read and write TDR. TDR is initialized to H'FF by a reset and in standby mode.

13.2.5 Serial Mode Register (SMR)

SMR is an 8-bit register that specifies the SCI serial communication format and selects the clock source for the baud rate generator.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------------|-----|-----|-------------|------|-----|------|------|
| | C/\bar{A} | CHR | PE | O/\bar{E} | STOP | MP | CKS1 | CKS0 |
| Initial 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 |

Communication mode
Selects asynchronous or synchronous mode

Character length
Selects character length in asynchronous mode

Parity enable
Selects whether a parity bit is added

Parity mode
Selects even or odd parity

Stop bit length
Selects the stop bit length

Multiprocessor mode
Selects the multiprocessor function

Clock select 1/0
These bits select the baud rate generator's clock source

The CPU can always read and write SMR. SMR is initialized to H'00 by a reset and in standby mode.

Bit 7—Communication Mode (C/\bar{A}): Selects whether the SCI operates in asynchronous or synchronous mode.

| Bit 7: C/\bar{A} | Description |
|--------------------|-----------------------------------|
| 0 | Asynchronous mode (Initial value) |
| 1 | Synchronous mode |

Bit 6—Character Length (CHR): Selects 7-bit or 8-bit data length in asynchronous mode. In synchronous mode the data length is 8 bits regardless of the CHR setting.

| Bit 6: CHR | Description | |
|------------|-------------|-----------------|
| 0 | 8-bit data | (Initial value) |
| 1 | 7-bit data* | |

Note: * When 7-bit data is selected, the MSB (bit 7) in TDR is not transmitted.

Bit 5—Parity Enable (PE): In asynchronous mode, this bit enables or disables the addition of a parity bit to transmit data, and the checking of the parity bit in receive data. In synchronous mode the parity bit is neither added nor checked, regardless of the PE setting.

| Bit 5: PE | Description | |
|-----------|---------------------------------|-----------------|
| 0 | Parity bit not added or checked | (Initial value) |
| 1 | Parity bit added and checked* | |

Note: * When PE is set to 1, an even or odd parity bit is added to transmit data according to the even or odd parity mode selected by the O/E bit, and the parity bit in receive data is checked to see that it matches the even or odd mode selected by the O/\bar{E} bit.

Bit 4—Parity Mode (O/\bar{E}): Selects even or odd parity. The O/\bar{E} bit setting is valid in asynchronous mode when the PE bit is set to 1 to enable the adding and checking of a parity bit. The O/\bar{E} setting is ignored in synchronous mode, or when parity adding and checking is disabled in asynchronous mode.

| Bit 4: O/\bar{E} | Description | |
|--------------------|---------------------------|-----------------|
| 0 | Even parity* ¹ | (Initial value) |
| 1 | Odd parity* ² | |

- Notes:
1. When even parity is selected, the parity bit added to transmit data makes an even number of 1s in the transmitted character and parity bit combined. Receive data must have an even number of 1s in the received character and parity bit combined.
 2. When odd parity is selected, the parity bit added to transmit data makes an odd number of 1s in the transmitted character and parity bit combined. Receive data must have an odd number of 1s in the received character and parity bit combined.

Bit 3—Stop Bit Length (STOP): Selects one or two stop bits in asynchronous mode. This setting is used only in asynchronous mode. In synchronous mode no stop bit is added, so the STOP bit setting is ignored.

| Bit 3: STOP | Description | |
|-------------|-----------------------------|-----------------|
| 0 | One stop bit* ¹ | (Initial value) |
| 1 | Two stop bits* ² | |

Notes: 1. One stop bit (with value 1) is added at the end of each transmitted character.
2. Two stop bits (with value 1) are added at the end of each transmitted character.

In receiving, only the first stop bit is checked, regardless of the STOP bit setting. If the second stop bit is 1 it is treated as a stop bit. If the second stop bit is 0 it is treated as the start bit of the next incoming character.

Bit 2—Multiprocessor Mode (MP): Selects a multiprocessor format. When a multiprocessor format is selected, parity settings made by the PE and O/\bar{E} bits are ignored. The MP bit setting is valid only in asynchronous mode. It is ignored in synchronous mode.

For further information on the multiprocessor communication function, see section 13.3.3, Multiprocessor Communication.

| Bit 2: MP | Description | |
|-----------|----------------------------------|-----------------|
| 0 | Multiprocessor function disabled | (Initial value) |
| 1 | Multiprocessor format selected | |

Bits 1 and 0—Clock Select 1 and 0 (CKS1/0): These bits select the clock source of the on-chip baud rate generator. Four clock sources are available: ϕ , $\phi/4$, $\phi/16$, and $\phi/64$.

For the relationship between the clock source, bit rate register setting, and baud rate, see section 13.2.8, Bit Rate Register (BRR).

| Bit 1: CKS1 | Bit 0: CKS0 | Description | |
|-------------|-------------|-------------|-----------------|
| 0 | 0 | ϕ | (Initial value) |
| | 1 | $\phi/4$ | |
| 1 | 0 | $\phi/16$ | |
| | 1 | $\phi/64$ | |

13.2.6 Serial Control Register (SCR)

SCR enables the SCI transmitter and receiver, enables or disables serial clock output in asynchronous mode, enables or disables interrupts, and selects the transmit/receive clock source.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|------|------|------|------|
| | TIE | RIE | TE | RE | MPIE | TEIE | CKE1 | CKE0 |
| Initial 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 |

Transmit interrupt enable
Enables or disables transmit-data-empty interrupts (TXI)

Receive interrupt enable
Enables or disables receive-data-full interrupts (RXI) and receive-error interrupts (ERI)

Transmit enable
Enables or disables the transmitter

Receive enable
Enables or disables the receiver

Multiprocessor interrupt enable
Enables or disables multiprocessor interrupts

Transmit-end interrupt enable
Enables or disables transmit-end interrupts (TEI)

Clock enable 1/0
These bits select the SCI clock source

The CPU can always read and write SCR. SCR is initialized to H'00 by a reset and in standby mode.

Bit 7—Transmit Interrupt Enable (TIE): Enables or disables the transmit-data-empty interrupt (TXI) requested when the TDRE flag in SSR is set to 1 due to transfer of serial transmit data from TDR to TSR.

| Bit 7: TIE | Description |
|------------|--|
| 0 | Transmit-data-empty interrupt request (TXI) is disabled* (Initial value) |
| 1 | Transmit-data-empty interrupt request (TXI) is enabled |

Note: *TXI interrupt requests can be cleared by reading the value 1 from the TDRE flag, then clearing it to 0; or by clearing the TIE bit to 0.

Bit 6—Receive Interrupt Enable (RIE): Enables or disables the receive-data-full interrupt (RXI) requested when the RDRF flag is set to 1 in SSR due to transfer of serial receive data from RSR to RDR; also enables or disables the receive-error interrupt (ERI).

| Bit 6: RIE | Description |
|------------|--|
| 0 | Receive-data-full (RXI) and receive-error (ERI) interrupt requests are disabled* (Initial value) |
| 1 | Receive-data-full (RXI) and receive-error (ERI) interrupt requests are enabled |

Note: *RXI and ERI interrupt requests can be cleared by reading the value 1 from the RDRF, FER, PER, or ORER flag, then clearing it to 0; or by clearing the RIE bit to 0.

Bit 5—Transmit Enable (TE): Enables or disables the start of SCI serial transmitting operations.

| Bit 5: TE | Description |
|-----------|---|
| 0 | Transmitting disabled* ¹ (Initial value) |
| 1 | Transmitting enabled* ² |

Notes: 1. The TDRE bit is locked at 1 in SSR.

2. In the enabled state, serial transmitting starts when the TDRE bit in SSR is cleared to 0 after writing of transmit data into TDR. Select the transmit format in SMR before setting the TE bit to 1.

Bit 4—Receive Enable (RE): Enables or disables the start of SCI serial receiving operations.

| Bit 4: RE | Description |
|-----------|--|
| 0 | Receiving disabled* ¹ (Initial value) |
| 1 | Receiving enabled* ² |

- Notes:
1. Clearing the RE bit to 0 does not affect the RDRF, FER, PER, and ORER flags. These flags retain their previous values.
 2. In the enabled state, serial receiving starts when a start bit is detected in asynchronous mode, or serial clock input is detected in synchronous mode. Select the receive format in SMR before setting the RE bit to 1.

Bit 3—Multiprocessor Interrupt Enable (MPIE): Enables or disables multiprocessor interrupts. The MPIE setting is valid only in asynchronous mode, and only if the MP bit is set to 1 in SMR. The MPIE setting is ignored in synchronous mode or when the MP bit is cleared to 0.

| Bit 3: MPIE | Description |
|-------------|--|
| 0 | Multiprocessor interrupts are disabled (normal receive operation) (Initial value) [Clearing conditions] The MPIE bit is cleared to 0. MPB = 1 in received data. |
| 1 | Multiprocessor interrupts are enabled* Receive-data-full interrupts (RXI), receive-error interrupts (ERI), and setting of the RDRF, FER, and ORER status flags in SSR are disabled until data with the multiprocessor bit set to 1 is received. |

Note: * The SCI does not transfer receive data from RSR to RDR, does not detect receive errors, and does not set the RDRF, FER, and ORER flags in SSR. When it receives data in which MPB = 1, the SCI sets the MPB bit to 1 in SSR, automatically clears the MPIE bit to 0, enables RXI and ERI interrupts (if the RIE bit is set to 1 in SCR), and allows the FER and ORER flags to be set.

Bit 2—Transmit-End Interrupt Enable (TEIE): Enables or disables the transmit-end interrupt (TEI) requested if TDR does not contain new transmit data when the MSB is transmitted.

| Bit 2: TEIE | Description |
|-------------|---|
| 0 | Transmit-end interrupt requests (TEI) are disabled* (Initial value) |
| 1 | Transmit-end interrupt requests (TEI) are enabled* |

Note: * TEI interrupt requests can be cleared by reading the value 1 from the TDRE flag in SSR, then clearing the TDRE flag to 0, thereby also clearing the TEND flag to 0; or by clearing the TEIE bit to 0.

Bits 1 and 0—Clock Enable 1 and 0 (CKE1/0): These bits select the SCI clock source and enable or disable clock output from the SCK pin. Depending on the settings of CKE1 and CKE0, the SCK pin can be used for generic input/output, serial clock output, or serial clock input.

The CKE0 setting is valid only in asynchronous mode, and only when the SCI is internally clocked (CKE1 = 0). The CKE0 setting is ignored in synchronous mode, or when an external clock source is selected (CKE1 = 1). Select the SCI operating mode in SMR before setting the CKE1 and CKE0 bits. For further details on selection of the SCI clock source, see table 13.9 in section 13.3, Operation.

| Bit 1: CKE1 | Bit 0: CKE0 | Description | |
|----------------|----------------|-------------------|---|
| 0 | 0 | Asynchronous mode | Internal clock, SCK pin available for generic input/output * ¹ |
| | | Synchronous mode | Internal clock, SCK pin used for serial clock output * ¹ |
| | 1 | Asynchronous mode | Internal clock, SCK pin used for clock output* ² |
| | | Synchronous mode | Internal clock, SCK pin used for serial clock output |
| 1 | 0 | Asynchronous mode | External clock, SCK pin used for clock input * ³ |
| | | Synchronous mode | External clock, SCK pin used for serial clock input |
| | 1 | Asynchronous mode | External clock, SCK pin used for clock input * ³ |
| | | Synchronous mode | External clock, SCK pin used for serial clock input |

- Notes: 1. Initial value
 2. The output clock frequency is the same as the bit rate.
 3. The input clock frequency is 16 times the bit rate.

13.2.7 Serial Status Register (SSR)

SSR is an 8-bit register containing multiprocessor bit values, and status flags that indicate SCI operating status.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|--------|--------|--------|--------|------|-----|------|
| | TDRE | RDRF | ORER | FER | PER | TEND | MPB | MPBT |
| Initial value | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| Read/Write | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R | R | R/W |

Transmit data register empty
Status flag indicating that transmit data has been transferred from TDR into TSR and new data can be written in TDR

Receive data register full
Status flag indicating that data has been received and stored in RDR

Overrun error
Status flag indicating detection of a receive overrun error

Framing error
Status flag indicating detection of a receive framing error

Parity error
Status flag indicating detection of a receive parity error

Transmit end
Status flag indicating end of transmission

Multiprocessor bit
Stores the received multiprocessor bit value

Multiprocessor bit transfer
Value of multiprocessor bit to be transmitted

MPBT

MPB

TEND

PER

FER

ORER

RDRF

TDRE

Note: * Only 0 can be written, to clear the flag.

The CPU can always read and write SSR, but cannot write 1 in the TDRE, RDRF, ORER, PER, and FER flags. These flags can be cleared to 0 only if they have first been read while set to 1. The TEND and MPB flags are read-only bits that cannot be written.

SSR is initialized to H'84 by a reset and in standby mode.

Bit 7—Transmit Data Register Empty (TDRE): Indicates that the SCI has loaded transmit data from TDR into TSR and the next serial transmit data can be written in TDR.

| Bit 7: TDRE | Description |
|-------------|---|
| 0 | TDR contains valid transmit data [Clearing conditions] Software reads TDRE while it is set to 1, then writes 0. The DMAC writes data in TDR. |
| 1 | TDR does not contain valid transmit data (Initial value) [Setting conditions] The chip is reset or enters standby mode. The TE bit in SCR is cleared to 0. TDR contents are loaded into TSR, so new data can be written in TDR. |

Bit 6—Receive Data Register Full (RDRF): Indicates that RDR contains new receive data.

| Bit 6: RDRF | Description |
|-------------|--|
| 0 | RDR does not contain new receive data (Initial value) [Clearing conditions] The chip is reset or enters standby mode. Software reads RDRF while it is set to 1, then writes 0. The DMAC reads data from RDR. |
| 1 | RDR contains new receive data [Setting condition] When serial data is received normally and transferred from RSR to RDR. |

Note: The RDR contents and RDRF flag are not affected by detection of receive errors or by clearing of the RE bit to 0 in SCR. They retain their previous values. If the RDRF flag is still set to 1 when reception of the next data ends, an overrun error occurs and receive data is lost.

Bit 5—Overrun Error (ORER): Indicates that data reception ended abnormally due to an overrun error.

| Bit 5: ORER | Description |
|-------------|--|
| 0 | Receiving is in progress or has ended normally (Initial value)* ¹ [Clearing conditions] The chip is reset or enters standby mode. Software reads ORER while it is set to 1, then writes 0. |
| 1 | A receive overrun error occurred* ² [Setting condition] Reception of the next serial data ends when RDRF = 1. |

- Notes: 1. Clearing the RE bit to 0 in SCR does not affect the ORER flag, which retains its previous value.
2. RDR continues to hold the receive data before the overrun error, so subsequent receive data is lost. Serial receiving cannot continue while the ORER flag is set to 1. In synchronous mode, serial transmitting is also disabled.

Bit 4—Framing Error (FER): Indicates that data reception ended abnormally due to a framing error in asynchronous mode.

| Bit 4: FER | Description |
|------------|---|
| 0 | Receiving is in progress or has ended normally (Initial value)* ¹ [Clearing conditions] The chip is reset or enters standby mode. Software reads FER while it is set to 1, then writes 0. |
| 1 | A receive framing error occurred* ² [Setting condition] The stop bit at the end of receive data is checked and found to be 0. |

- Notes: 1. Clearing the RE bit to 0 in SCR does not affect the FER flag, which retains its previous value.
2. When the stop bit length is 2 bits, only the first bit is checked. The second stop bit is not checked. When a framing error occurs the SCI transfers the receive data into RDR but does not set the RDRF flag. Serial receiving cannot continue while the FER flag is set to 1. In synchronous mode, serial transmitting is also disabled.

Bit 3—Parity Error (PER): Indicates that data reception ended abnormally due to a parity error in asynchronous mode.

| Bit 3: PER | Description |
|------------|---|
| 0 | Receiving is in progress or has ended normally* ¹ (Initial value) [Clearing conditions] The chip is reset or enters standby mode. Software reads PER while it is set to 1, then writes 0. |
| 1 | A receive parity error occurred* ² [Setting condition] The number of 1s in receive data, including the parity bit, does not match the even or odd parity setting of O/E in SMR. |

- Notes: 1. Clearing the RE bit to 0 in SCR does not affect the PER flag, which retains its previous value.
2. When a parity error occurs the SCI transfers the receive data into RDR but does not set the RDRF flag. Serial receiving cannot continue while the PER flag is set to 1. In synchronous mode, serial transmitting is also disabled.

Bit 2—Transmit End (TEND): Indicates that when the last bit of a serial character was transmitted TDR did not contain new transmit data, so transmission has ended. The TEND flag is a read-only bit and cannot be written.

| Bit 2: TEND | Description |
|-------------|---|
| 0 | Transmission is in progress [Clearing conditions] Software reads TDRE while it is set to 1, then writes 0 in the TDRE flag. The DMAC writes data in TDR. |
| 1 | End of transmission (Initial value) [Setting conditions] The chip is reset or enters standby mode. The TE bit is cleared to 0 in SCR. TDRE is 1 when the last bit of a serial character is transmitted. |

Bit 1—Multiprocessor Bit (MPB): Stores the value of the multiprocessor bit in receive data when a multiprocessor format is used in asynchronous mode. MPB is a read-only bit and cannot be written.

| Bit 1: MPB | Description |
|------------|--|
| 0 | Multiprocessor bit value in receive data is 0* (Initial value) |
| 1 | Multiprocessor bit value in receive data is 1 |

Note: * If the RE bit is cleared to 0 when a multiprocessor format is selected, MPB retains its previous value.

Bit 0—Multiprocessor Bit Transfer (MPBT): Stores the value of the multiprocessor bit added to transmit data when a multiprocessor format is selected for transmitting in asynchronous mode. The MPBT setting is ignored in synchronous mode, when a multiprocessor format is not selected, or when the SCI is not transmitting.

| Bit 0: MPBT | Description |
|-------------|--|
| 0 | Multiprocessor bit value in transmit data is 0 (Initial value) |
| 1 | Multiprocessor bit value in transmit data is 1 |

13.2.8 Bit Rate Register (BRR)

BRR is an 8-bit register that, together with the CKS1 and CKS0 bits in SMR that select the baud rate generator clock source, determines the serial communication bit rate.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

The CPU can always read and write BRR. BRR is initialized to H'FF by a reset and in standby mode. The two SCI channels have independent baud rate generator control, so different values can be set in the two channels.

Table 13.3 shows examples of BRR settings in asynchronous mode. Table 13.4 shows examples of BRR settings in synchronous mode.

Table 13.3 Examples of Bit Rates and BRR Settings in Asynchronous Mode

| Bit Rate (bits/s) | ϕ (MHz) | | | | | | | | | | | |
|----------------------|--------------|-----|-----------|----------|-----|-----------|--------|-----|-----------|---|-----|-----------|
| | 2 | | | 2.097152 | | | 2.4576 | | | 3 | | |
| | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) |
| 110 | 1 | 141 | 0.03 | 1 | 148 | -0.04 | 1 | 174 | -0.26 | 1 | 212 | 0.03 |
| 150 | 1 | 103 | 0.16 | 1 | 108 | 0.21 | 1 | 127 | 0.00 | 1 | 155 | 0.16 |
| 300 | 0 | 207 | 0.16 | 0 | 217 | 0.21 | 0 | 255 | 0.00 | 1 | 77 | 0.16 |
| 600 | 0 | 103 | 0.16 | 0 | 108 | 0.21 | 0 | 127 | 0.00 | 0 | 155 | 0.16 |
| 1200 | 0 | 51 | 0.16 | 0 | 54 | -0.70 | 0 | 63 | 0.00 | 0 | 77 | 0.16 |
| 2400 | 0 | 25 | 0.16 | 0 | 26 | 1.14 | 0 | 31 | 0.00 | 0 | 38 | 0.16 |
| 4800 | 0 | 12 | 0.16 | 0 | 13 | -2.48 | 0 | 15 | 0.00 | 0 | 19 | -2.34 |
| 9600 | 0 | 6 | -6.99 | 0 | 6 | -2.48 | 0 | 7 | 0.00 | 0 | 9 | -2.34 |
| 19200 | 0 | 2 | 8.51 | 0 | 2 | 13.78 | 0 | 3 | 0.00 | 0 | 4 | -2.34 |
| 31250 | 0 | 1 | 0.00 | 0 | 1 | 4.86 | 0 | 1 | 22.88 | 0 | 2 | 0.00 |
| 38400 | 0 | 1 | -18.62 | 0 | 1 | -14.67 | 0 | 1 | 0.00 | — | — | — |

| Bit Rate (bits/s) | ϕ (MHz) | | | | | | | | | | | |
|----------------------|--------------|-----|-----------|---|-----|-----------|--------|-----|-----------|---|-----|-----------|
| | 3.6864 | | | 4 | | | 4.9152 | | | 5 | | |
| | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) |
| 110 | 2 | 64 | 0.70 | 2 | 70 | 0.03 | 2 | 86 | 0.31 | 2 | 88 | -0.25 |
| 150 | 1 | 191 | 0.00 | 1 | 207 | 0.16 | 1 | 255 | 0.00 | 2 | 64 | 0.16 |
| 300 | 1 | 95 | 0.00 | 1 | 103 | 0.16 | 1 | 127 | 0.00 | 1 | 129 | 0.16 |
| 600 | 0 | 191 | 0.00 | 0 | 207 | 0.16 | 0 | 255 | 0.00 | 1 | 64 | 0.16 |
| 1200 | 0 | 95 | 0.00 | 0 | 103 | 0.16 | 0 | 127 | 0.00 | 0 | 129 | 0.16 |
| 2400 | 0 | 47 | 0.00 | 0 | 51 | 0.16 | 0 | 63 | 0.00 | 0 | 64 | 0.16 |
| 4800 | 0 | 23 | 0.00 | 0 | 25 | 0.16 | 0 | 31 | 0.00 | 0 | 32 | -1.36 |
| 9600 | 0 | 11 | 0.00 | 0 | 12 | 0.16 | 0 | 15 | 0.00 | 0 | 15 | 1.73 |
| 19200 | 0 | 5 | 0.00 | 0 | 6 | -6.99 | 0 | 7 | 0.00 | 0 | 7 | 1.73 |
| 31250 | — | — | — | 0 | 3 | 0.00 | 0 | 4 | -1.70 | 0 | 4 | 0.00 |
| 38400 | 0 | 2 | 0.00 | 0 | 2 | 8.51 | 0 | 3 | 0.00 | 0 | 3 | 1.73 |

| Bit Rate (bits/s) | ϕ (MHz) | | | | | | | | | | | |
|----------------------|--------------|-----|-----------|-------|-----|-----------|--------|-----|-----------|---|-----|-----------|
| | 6 | | | 6.144 | | | 7.3728 | | | 8 | | |
| | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) |
| 110 | 2 | 106 | -0.44 | 2 | 108 | 0.08 | 2 | 130 | -0.07 | 2 | 141 | 0.03 |
| 150 | 2 | 77 | 0.16 | 2 | 79 | 0.00 | 2 | 95 | 0.00 | 2 | 103 | 0.16 |
| 300 | 1 | 155 | 0.16 | 1 | 159 | 0.00 | 1 | 191 | 0.00 | 1 | 207 | 0.16 |
| 600 | 1 | 77 | 0.16 | 1 | 79 | 0.00 | 1 | 95 | 0.00 | 1 | 103 | 0.16 |
| 1200 | 0 | 155 | 0.16 | 0 | 159 | 0.00 | 0 | 191 | 0.00 | 0 | 207 | 0.16 |
| 2400 | 0 | 77 | 0.16 | 0 | 79 | 0.00 | 0 | 95 | 0.00 | 0 | 103 | 0.16 |
| 4800 | 0 | 38 | 0.16 | 0 | 39 | 0.00 | 0 | 47 | 0.00 | 0 | 51 | 0.16 |
| 9600 | 0 | 19 | -2.34 | 0 | 19 | 0.00 | 0 | 23 | 0.00 | 0 | 25 | 0.16 |
| 19200 | 0 | 9 | -2.34 | 0 | 9 | 0.00 | 0 | 11 | 0.00 | 0 | 12 | 0.16 |
| 31250 | 0 | 5 | 0.00 | 0 | 5 | 2.40 | 0 | 6 | 5.33 | 0 | 7 | 0.00 |
| 38400 | 0 | 4 | -2.34 | 0 | 4 | 0.00 | 0 | 5 | 0.00 | 0 | 6 | -6.99 |

| Bit Rate (bits/s) | ϕ (MHz) | | | | | | | | | | | |
|----------------------|--------------|-----|-----------|----|-----|-----------|----|-----|-----------|--------|-----|-----------|
| | 9.8304 | | | 10 | | | 12 | | | 12.288 | | |
| | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) |
| 110 | 2 | 174 | -0.26 | 2 | 177 | -0.25 | 2 | 212 | 0.03 | 2 | 217 | 0.08 |
| 150 | 2 | 127 | 0.00 | 2 | 129 | 0.16 | 2 | 155 | 0.16 | 2 | 159 | 0.00 |
| 300 | 1 | 255 | 0.00 | 2 | 64 | 0.16 | 2 | 77 | 0.16 | 2 | 79 | 0.00 |
| 600 | 1 | 127 | 0.00 | 1 | 129 | 0.16 | 1 | 155 | 0.16 | 1 | 159 | 0.00 |
| 1200 | 0 | 255 | 0.00 | 1 | 64 | 0.16 | 1 | 77 | 0.16 | 1 | 79 | 0.00 |
| 2400 | 0 | 127 | 0.00 | 0 | 129 | 0.16 | 0 | 155 | 0.16 | 0 | 159 | 0.00 |
| 4800 | 0 | 63 | 0.00 | 0 | 64 | 0.16 | 0 | 77 | 0.16 | 0 | 79 | 0.00 |
| 9600 | 0 | 31 | 0.00 | 0 | 32 | -1.36 | 0 | 38 | 0.16 | 0 | 39 | 0.00 |
| 19200 | 0 | 15 | 0.00 | 0 | 15 | 1.73 | 0 | 19 | -2.34 | 0 | 19 | 0.00 |
| 31250 | 0 | 9 | -1.70 | 0 | 9 | 0.00 | 0 | 11 | 0.00 | 0 | 11 | 2.40 |
| 38400 | 0 | 7 | 0.00 | 0 | 7 | 1.73 | 0 | 9 | -2.34 | 0 | 9 | 0.00 |

| Bit Rate (bits/s) | ϕ (MHz) | | | | | | | | | | | |
|----------------------|--------------|-----|-----------|----|-----|-----------|---------|-----|-----------|----|-----|-----------|
| | 13 | | | 14 | | | 14.7456 | | | 16 | | |
| | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) | n | N | Error (%) |
| 110 | 2 | 230 | -0.08 | 2 | 248 | -0.17 | 3 | 64 | 0.70 | 3 | 70 | 0.03 |
| 150 | 2 | 168 | 0.16 | 2 | 181 | 0.16 | 2 | 191 | 0.00 | 2 | 207 | 0.16 |
| 300 | 2 | 84 | -0.43 | 2 | 90 | 0.16 | 2 | 95 | 0.00 | 2 | 103 | 0.16 |
| 600 | 1 | 168 | 0.16 | 1 | 181 | 0.16 | 1 | 191 | 0.00 | 1 | 207 | 0.16 |
| 1200 | 1 | 84 | -0.43 | 1 | 90 | 0.16 | 1 | 95 | 0.00 | 1 | 103 | 0.16 |
| 2400 | 0 | 168 | 0.16 | 0 | 181 | 0.16 | 0 | 191 | 0.00 | 0 | 207 | 0.16 |
| 4800 | 0 | 84 | -0.43 | 0 | 90 | 0.16 | 0 | 95 | 0.00 | 0 | 103 | 0.16 |
| 9600 | 0 | 41 | 0.76 | 0 | 45 | -0.93 | 0 | 47 | 0.00 | 0 | 51 | 0.16 |
| 19200 | 0 | 20 | 0.76 | 0 | 22 | -0.93 | 0 | 23 | 0.00 | 0 | 25 | 0.16 |
| 31250 | 0 | 12 | 0.00 | 0 | 13 | 0.00 | 0 | 14 | -1.70 | 0 | 15 | 0.00 |
| 38400 | 0 | 10 | -3.82 | 0 | 10 | 3.57 | 0 | 11 | 0.00 | 0 | 12 | 0.16 |

| Bit Rate (bits/s) | ϕ (MHz) | | |
|----------------------|--------------|-----|-----------|
| | 18 | | |
| | n | N | Error (%) |
| 110 | 3 | 79 | -0.12 |
| 150 | 2 | 233 | 0.16 |
| 300 | 2 | 116 | 0.16 |
| 600 | 1 | 233 | 0.16 |
| 1200 | 1 | 116 | 0.16 |
| 2400 | 0 | 233 | 0.16 |
| 4800 | 0 | 116 | 0.16 |
| 9600 | 0 | 58 | -0.69 |
| 19200 | 0 | 28 | 1.02 |
| 31250 | 0 | 17 | 0.00 |
| 38400 | 0 | 14 | -2.34 |

Table 13.4 Examples of Bit Rates and BRR Settings in Synchronous Mode

| Bit Rate (bits/s) | ϕ (MHz) | | | | | | | | | | | | | |
|----------------------|--------------|-----|---|-----|---|-----|----|-----|----|-----|----|-----|----|-----|
| | 2 | | 4 | | 8 | | 10 | | 13 | | 16 | | 18 | |
| | n | N | n | N | n | N | n | N | n | N | n | N | n | N |
| 110 | 3 | 70 | — | — | — | — | — | — | — | — | — | — | — | — |
| 250 | 2 | 124 | 2 | 249 | 3 | 124 | — | — | 3 | 202 | 3 | 249 | — | — |
| 500 | 1 | 249 | 2 | 124 | 2 | 249 | — | — | 3 | 101 | 3 | 124 | 3 | 140 |
| 1 k | 1 | 124 | 1 | 249 | 2 | 124 | — | — | 2 | 202 | 2 | 249 | 3 | 69 |
| 2.5 k | 0 | 199 | 1 | 99 | 1 | 199 | 1 | 249 | 2 | 80 | 2 | 99 | 2 | 112 |
| 5 k | 0 | 99 | 0 | 199 | 1 | 99 | 1 | 124 | 1 | 162 | 1 | 199 | 1 | 224 |
| 10 k | 0 | 49 | 0 | 99 | 0 | 199 | 0 | 249 | 1 | 80 | 1 | 99 | 1 | 112 |
| 25 k | 0 | 19 | 0 | 39 | 0 | 79 | 0 | 99 | 0 | 129 | 0 | 159 | 0 | 179 |
| 50 k | 0 | 9 | 0 | 19 | 0 | 39 | 0 | 49 | 0 | 64 | 0 | 79 | 0 | 89 |
| 100 k | 0 | 4 | 0 | 9 | 0 | 19 | 0 | 24 | — | — | 0 | 39 | 0 | 44 |
| 250 k | 0 | 1 | 0 | 3 | 0 | 7 | 0 | 9 | 0 | 12 | 0 | 15 | 0 | 17 |
| 500 k | 0 | 0* | 0 | 1 | 0 | 3 | 0 | 4 | — | — | 0 | 7 | 0 | 8 |
| 1 M | | | 0 | 0* | 0 | 1 | — | — | — | — | 0 | 3 | 0 | 4 |
| 2 M | | | | | 0 | 0* | — | — | — | — | 0 | 1 | — | — |
| 2.5 M | | | | | — | — | 0 | 0* | — | — | — | — | — | — |
| 4 M | | | | | | | | | | | 0 | 0* | — | — |

Note: Settings with an error of 1% or less are recommended.

Legend

Blank: No setting available

—: Setting possible, but error occurs

*: Continuous transmit/receive not possible

The BRR setting is calculated as follows:

Asynchronous mode:

$$N = \frac{\phi}{64 \times 2^{2n-1} \times B} \times 10^6 - 1$$

Synchronous mode:

$$N = \frac{\phi}{8 \times 2^{2n-1} \times B} \times 10^6 - 1$$

B: Bit rate (bits/s)

N: BRR setting for baud rate generator ($0 \leq N \leq 255$)

ϕ : System clock frequency (MHz)

n: Baud rate generator clock source ($n = 0, 1, 2, 3$)

(For the clock sources and values of n, see the following table.)

| n | Clock Source | SMR Settings | |
|---|--------------|--------------|------|
| | | CKS1 | CKS0 |
| 0 | ϕ | 0 | 0 |
| 1 | $\phi/4$ | 0 | 1 |
| 2 | $\phi/16$ | 1 | 0 |
| 3 | $\phi/64$ | 1 | 1 |

The bit rate error in asynchronous mode is calculated as follows.

$$\text{Error (\%)} = \left\{ \frac{\phi \times 10^6}{(N + 1) \times B \times 64 \times 2^{2n-1}} - 1 \right\} \times 100$$

Table 13.5 indicates the maximum bit rates in asynchronous mode for various system clock frequencies. Tables 13.6 and 13.7 indicate the maximum bit rates with external clock input.

Table 13.5 Maximum Bit Rates for Various Frequencies (Asynchronous Mode)

| ϕ (MHz) | Maximum Bit Rate (bits/s) | Settings | |
|--------------|---------------------------|----------|---|
| | | n | N |
| 2 | 62500 | 0 | 0 |
| 2.097152 | 65536 | 0 | 0 |
| 2.4576 | 76800 | 0 | 0 |
| 3 | 93750 | 0 | 0 |
| 3.6864 | 115200 | 0 | 0 |
| 4 | 125000 | 0 | 0 |
| 4.9152 | 153600 | 0 | 0 |
| 5 | 156250 | 0 | 0 |
| 6 | 187500 | 0 | 0 |
| 6.144 | 192000 | 0 | 0 |
| 7.3728 | 230400 | 0 | 0 |
| 8 | 250000 | 0 | 0 |
| 9.8304 | 307200 | 0 | 0 |
| 10 | 312500 | 0 | 0 |
| 12 | 375000 | 0 | 0 |
| 12.288 | 384000 | 0 | 0 |
| 14 | 437500 | 0 | 0 |
| 14.7456 | 460800 | 0 | 0 |
| 16 | 500000 | 0 | 0 |
| 17.2032 | 537600 | 0 | 0 |
| 18 | 562500 | 0 | 0 |

Table 13.6 Maximum Bit Rates with External Clock Input (Asynchronous Mode)

| ϕ (MHz) | External Input Clock (MHz) | Maximum Bit Rate (bits/s) |
|--------------|----------------------------|---------------------------|
| 2 | 0.5000 | 31250 |
| 2.097152 | 0.5243 | 32768 |
| 2.4576 | 0.6144 | 38400 |
| 3 | 0.7500 | 46875 |
| 3.6864 | 0.9216 | 57600 |
| 4 | 1.0000 | 62500 |
| 4.9152 | 1.2288 | 76800 |
| 5 | 1.2500 | 78125 |
| 6 | 1.5000 | 93750 |
| 6.144 | 1.5360 | 96000 |
| 7.3728 | 1.8432 | 115200 |
| 8 | 2.0000 | 125000 |
| 9.8304 | 2.4576 | 153600 |
| 10 | 2.5000 | 156250 |
| 12 | 3.0000 | 187500 |
| 12.288 | 3.0720 | 192000 |
| 14 | 3.5000 | 218750 |
| 14.7456 | 3.6864 | 230400 |
| 16 | 4.0000 | 250000 |
| 17.2032 | 4.3008 | 268800 |
| 18 | 4.5000 | 281250 |

Table 13.7 Maximum Bit Rates with External Clock Input (Synchronous Mode)

| ϕ (MHz) | External Input Clock (MHz) | Maximum Bit Rate (bits/s) |
|--------------|----------------------------|---------------------------|
| 2 | 0.3333 | 333333.3 |
| 4 | 0.6667 | 666666.7 |
| 6 | 1.0000 | 1000000.0 |
| 8 | 1.3333 | 1333333.3 |
| 10 | 1.6667 | 1666666.7 |
| 12 | 2.0000 | 2000000.0 |
| 14 | 2.3333 | 2333333.3 |
| 16 | 2.6667 | 2666666.7 |
| 18 | 3.0000 | 3000000.0 |

13.3 Operation

13.3.1 Overview

The SCI has an asynchronous mode in which characters are synchronized individually, and a synchronous mode in which communication is synchronized with clock pulses. Serial communication is possible in either mode. Asynchronous or synchronous mode and the communication format are selected in SMR, as shown in table 13.8. The SCI clock source is selected by the C/\bar{A} bit in SMR and the CKE1 and CKE0 bits in SCR, as shown in table 13.9.

Asynchronous Mode

- Data length is selectable: 7 or 8 bits.
- Parity and multiprocessor bits are selectable. So is the stop bit length (1 or 2 bits). These selections determine the communication format and character length.
- In receiving, it is possible to detect framing errors, parity errors, overrun errors, and the break state.
- An internal or external clock can be selected as the SCI clock source.
 - When an internal clock is selected, the SCI operates using the on-chip baud rate generator, and can output a serial clock signal with a frequency matching the bit rate.
 - When an external clock is selected, the external clock input must have a frequency 16 times the bit rate. (The on-chip baud rate generator is not used.)

Synchronous Mode

- The communication format has a fixed 8-bit data length.
- In receiving, it is possible to detect overrun errors.
- An internal or external clock can be selected as the SCI clock source.
 - When an internal clock is selected, the SCI operates using the on-chip baud rate generator, and outputs a serial clock signal to external devices.
 - When an external clock is selected, the SCI operates on the input serial clock. The on-chip baud rate generator is not used.

Table 13.8 SMR Settings and Serial Communication Formats

| SMR Settings | | | | | | SCI Communication Format | | | | | | |
|------------------------|---------------|--------------|--------------|----------------|----------------------|--|----------------------------|---------------|-----------------------|------------|------------|--------|
| Bit 7: C/ \bar{A} | Bit 6: CHR | Bit 2: MP | Bit 5: PE | Bit 3: STOP | Mode | Data Length | Multi- processor Bit | Parity Bit | Stop Bit Length | | | |
| 0 | 0 | 0 | 0 | 0 | Asynchronous mode | 8-bit data | Absent | Absent | 1 bit | | | |
| | | | | 1 | | | | | 2 bits | | | |
| | | | | 1 | | | | | 0 | Present | 1 bit | |
| | | | | 1 | | | | | 2 bits | | | |
| | | | | 1 | | | | | 0 | 7-bit data | Absent | 1 bit |
| | | | | 1 | | | | | 2 bits | | | |
| | 1 | 0 | 7-bit data | Absent | 1 bit | | | | | | | |
| | 1 | 2 bits | | | | | | | | | | |
| | 1 | 0 | 1 | — | 0 | Asynchronous mode (multi- processor format) | 8-bit data | Present | Absent | 1 bit | | |
| | | | | | 1 | | | | | 2 bits | | |
| | | | | | 1 | | | | | 0 | 7-bit data | Absent |
| | | 1 | 2 bits | | | | | | | | | |
| 1 | | — | — | — | — | Synchronous mode | 8-bit data | Absent | None | | | |

Table 13.9 SMR and SCR Settings and SCI Clock Source Selection

| SMR | SCR Settings | | | SCI Transmit/Receive Clock | | | |
|------------------------|----------------|----------------|----------------------|----------------------------|------------------------------|---|--------------------------|
| Bit 7: C/ \bar{A} | Bit 1: CKE1 | Bit 0: CKE0 | Mode | Clock Source | SCK Pin Function | | |
| 0 | 0 | 0 | Asynchronous mode | Internal | SCI does not use the SCK pin | | |
| | | | 1 | | | Outputs a clock with frequency matching the bit rate | |
| | | 1 | 0 | Synchronous mode | External | Inputs a clock with frequency 16 times the bit rate | |
| | | | 1 | | | | |
| | | 1 | 0 | 0 | Synchronous mode | Internal | Outputs the serial clock |
| | | | | 1 | | | |
| 1 | 0 | | | External | | | |
| 1 | | | | | | | |

13.3.2 Operation in Asynchronous Mode

In asynchronous mode each transmitted or received character begins with a start bit and ends with a stop bit. Serial communication is synchronized one character at a time.

The transmitting and receiving sections of the SCI are independent, so full duplex communication is possible. The transmitter and receiver are both double buffered, so data can be written and read while transmitting and receiving are in progress, enabling continuous transmitting and receiving.

Figure 13.2 shows the general format of asynchronous serial communication. In asynchronous serial communication the communication line is normally held in the mark (high) state. The SCI monitors the line and starts serial communication when the line goes to the space (low) state, indicating a start bit. One serial character consists of a start bit (low), data (LSB first), parity bit (high or low), and stop bit (high), in that order.

When receiving in asynchronous mode, the SCI synchronizes at the falling edge of the start bit. The SCI samples each data bit on the eighth pulse of a clock with a frequency 16 times the bit rate. Receive data is latched at the center of each bit.

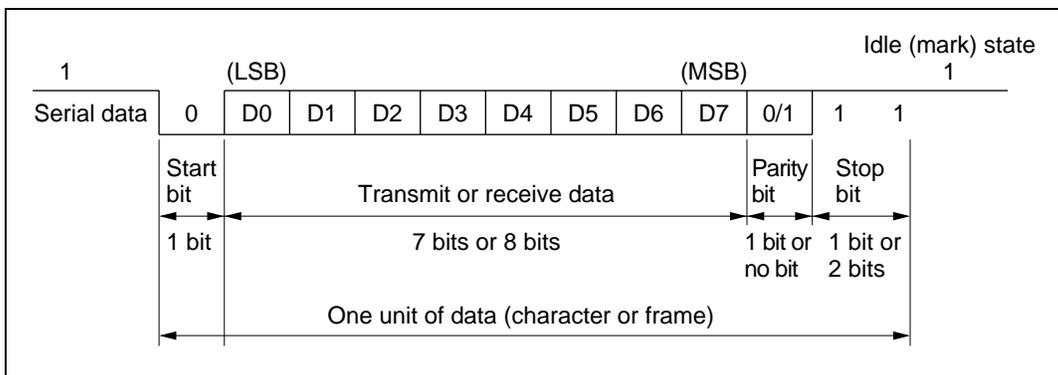


Figure 13.2 Data Format in Asynchronous Communication
(Example: 8-Bit Data with Parity and 2 Stop Bits)

Communication Formats: Table 13.10 shows the 12 communication formats that can be selected in asynchronous mode. The format is selected by settings in SMR.

Table 13.10 Serial Communication Formats (Asynchronous Mode)

| SMR Settings | | | | Serial Communication Format and Frame Length | | | | | | | | | | | | |
|--------------|----|----|------|--|------------|---|---|---|---|---|---|------|------|------|------|--|
| CHR | PE | MP | STOP | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | |
| 0 | 0 | 0 | 0 | S | 8-bit data | | | | | | | | STOP | | | |
| 0 | 0 | 0 | 1 | S | 8-bit data | | | | | | | | STOP | STOP | | |
| 0 | 1 | 0 | 0 | S | 8-bit data | | | | | | | | P | STOP | | |
| 0 | 1 | 0 | 1 | S | 8-bit data | | | | | | | | P | STOP | STOP | |
| 1 | 0 | 0 | 0 | S | 7-bit data | | | | | | | STOP | | | | |
| 1 | 0 | 0 | 1 | S | 7-bit data | | | | | | | STOP | STOP | | | |
| 1 | 1 | 0 | 0 | S | 7-bit data | | | | | | | P | STOP | | | |
| 1 | 1 | 0 | 1 | S | 7-bit data | | | | | | | P | STOP | STOP | | |
| 0 | — | 1 | 0 | S | 8-bit data | | | | | | | | MPB | STOP | | |
| 0 | — | 1 | 1 | S | 8-bit data | | | | | | | | MPB | STOP | STOP | |
| 1 | — | 1 | 0 | S | 7-bit data | | | | | | | MPB | STOP | | | |
| 1 | — | 1 | 1 | S | 7-bit data | | | | | | | MPB | STOP | STOP | | |

Legend

S: Start bit

STOP: Stop bit

P: Parity bit

MPB: Multiprocessor bit

Clock: An internal clock generated by the on-chip baud rate generator or an external clock input from the SCK pin can be selected as the SCI transmit/receive clock. The clock source is selected by the C/A bit in SMR and bits CKE1 and CKE0 in SCR. See table 13.9.

When an external clock is input at the SCK pin, it must have a frequency equal to 16 times the desired bit rate.

When the SCI operates on an internal clock, it can output a clock signal at the SCK pin. The frequency of this output clock is equal to the bit rate. The phase is aligned as in figure 13.3 so that the rising edge of the clock occurs at the center of each transmit data bit.

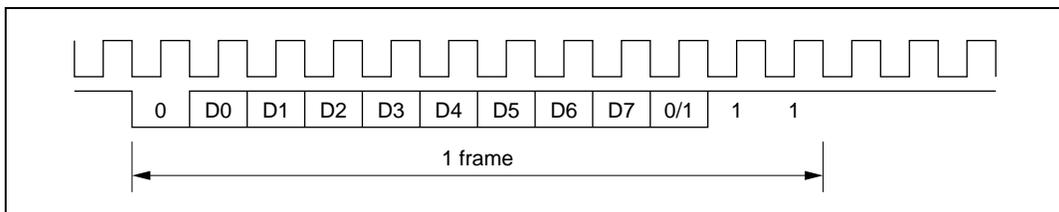


Figure 13.3 Phase Relationship between Output Clock and Serial Data (Asynchronous Mode)

Transmitting and Receiving Data

- SCI Initialization (Asynchronous Mode)

Before transmitting or receiving, clear the TE and RE bits to 0 in SCR, then initialize the SCI as follows.

When changing the communication mode or format, always clear the TE and RE bits to 0 before following the procedure given below. Clearing TE to 0 sets the TDRE flag to 1 and initializes TSR. Clearing RE to 0, however, does not initialize the RDRF, PER, FER, and ORER flags and RDR, which retain their previous contents.

When an external clock is used, the clock should not be stopped during initialization or subsequent operation. SCI operation becomes unreliable if the clock is stopped.

Figure 13.4 is a sample flowchart for initializing the SCI.

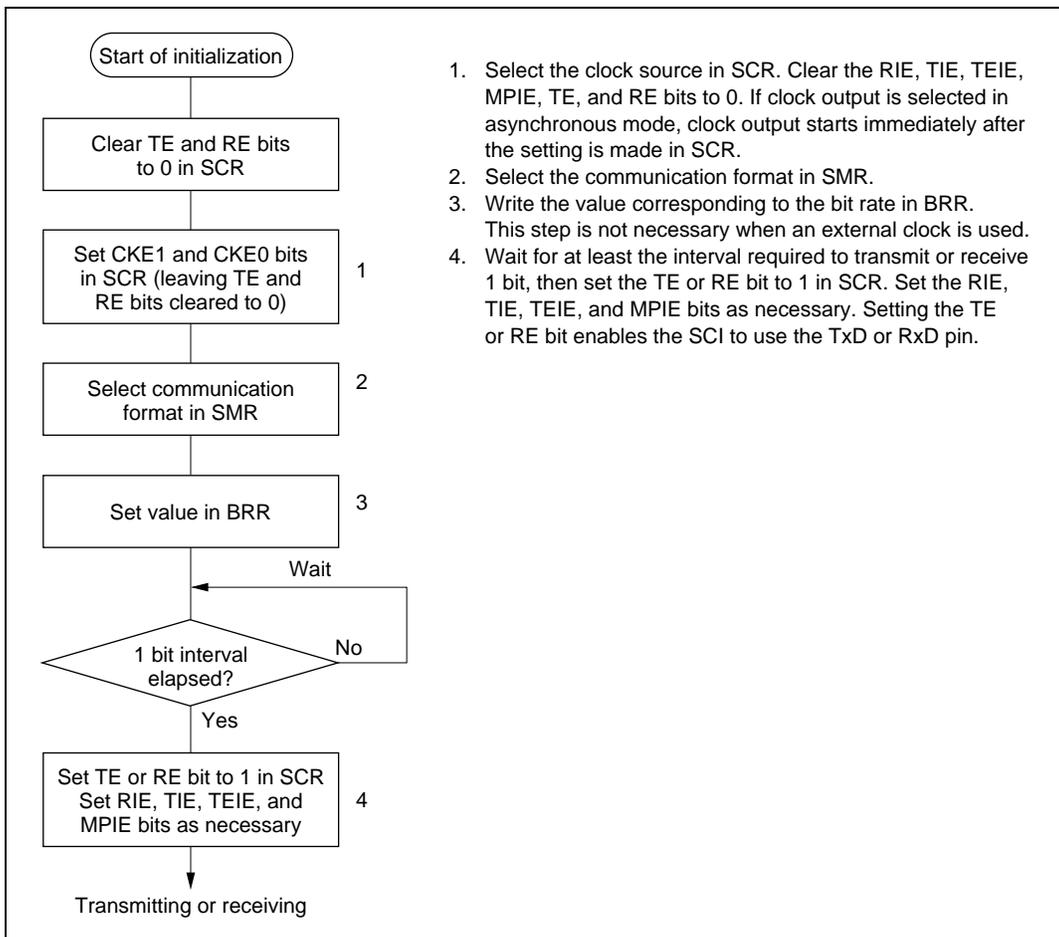


Figure 13.4 Sample Flowchart for SCI Initialization

- Transmitting Serial Data (Asynchronous Mode)

Figure 13.5 shows a sample flowchart for transmitting serial data and indicates the procedure to follow.

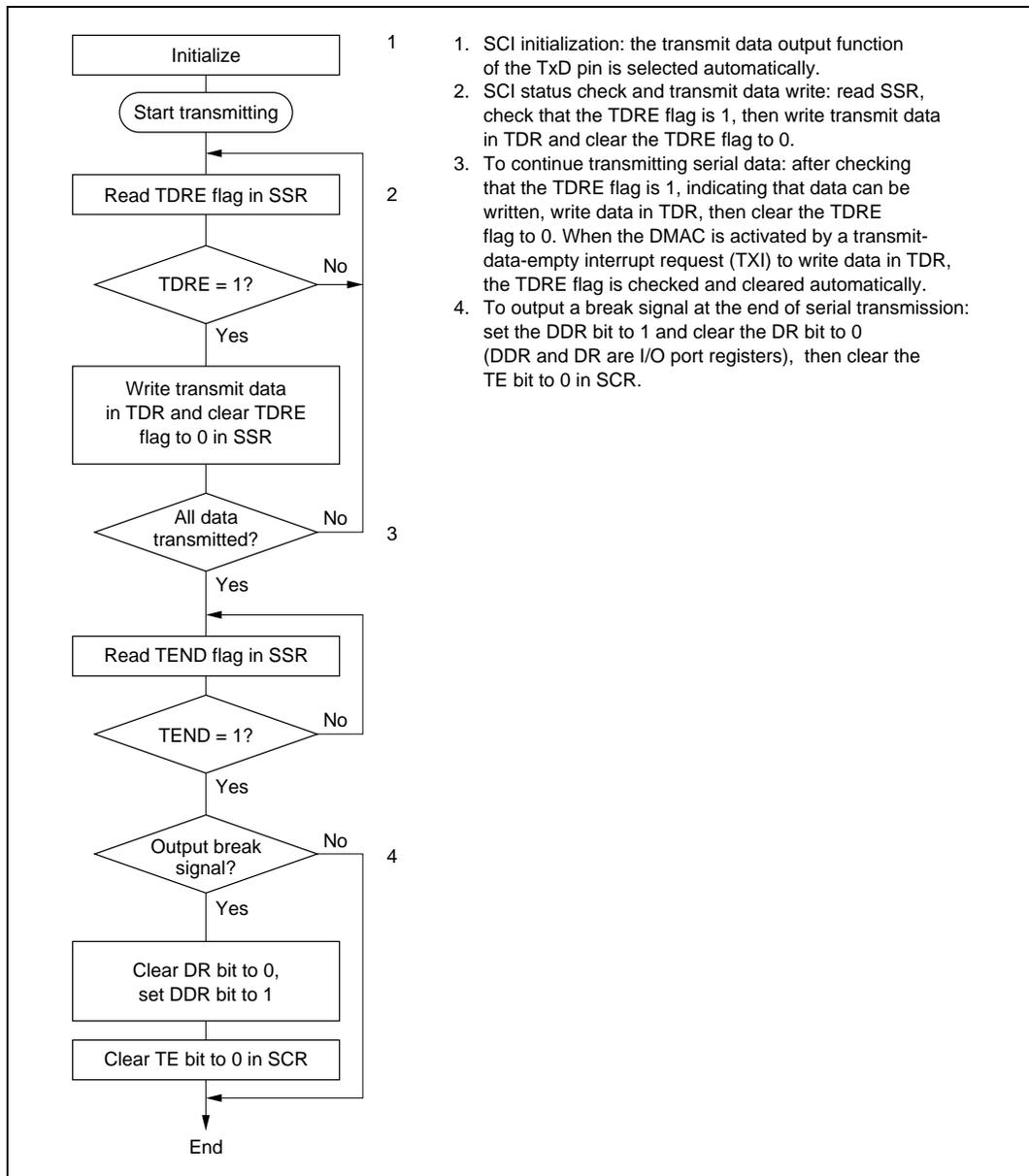
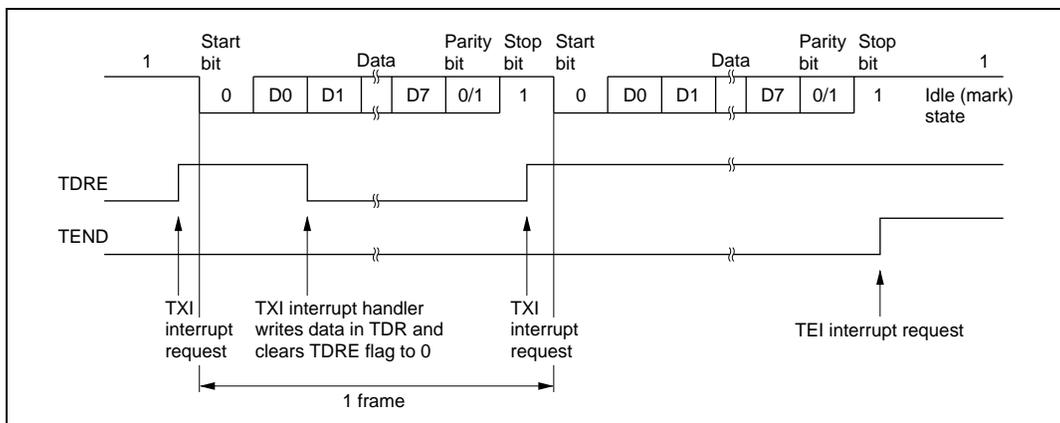


Figure 13.5 Sample Flowchart for Transmitting Serial Data

In transmitting serial data, the SCI operates as follows.

1. The SCI monitors the TDRE flag in SSR. When the TDRE flag is cleared to 0 the SCI recognizes that TDR contains new data, and loads this data from TDR into TSR.
2. After loading the data from TDR into TSR, the SCI sets the TDRE flag to 1 and starts transmitting. If the TIE bit is set to 1 in SCR, the SCI requests a transmit-data-empty interrupt (TXI) at this time.
 - a. Start bit: One 0 bit is output.
 - b. Transmit data: 7 or 8 bits are output, LSB first.
 - c. Parity bit or multiprocessor bit: One parity bit (even or odd parity) or one multiprocessor bit is output. Formats in which neither a parity bit nor a multiprocessor bit is output can also be selected.
 - d. Stop bit: One or two 1 bits (stop bits) are output.
 - e. Mark state: Output of 1 bits continues until the start bit of the next transmit data.
3. The SCI checks the TDRE flag when it outputs the stop bit. If the TDRE flag is 0, the SCI loads new data from TDR into TSR, outputs the stop bit, then begins serial transmission of the next frame. If the TDRE flag is 1, the SCI sets the TEND flag to 1 in SSR, outputs the stop bit, then continues output of 1 bits in the mark state. If the TEIE bit is set to 1 in SCR, a transmit-end interrupt (TEI) is requested at this time.

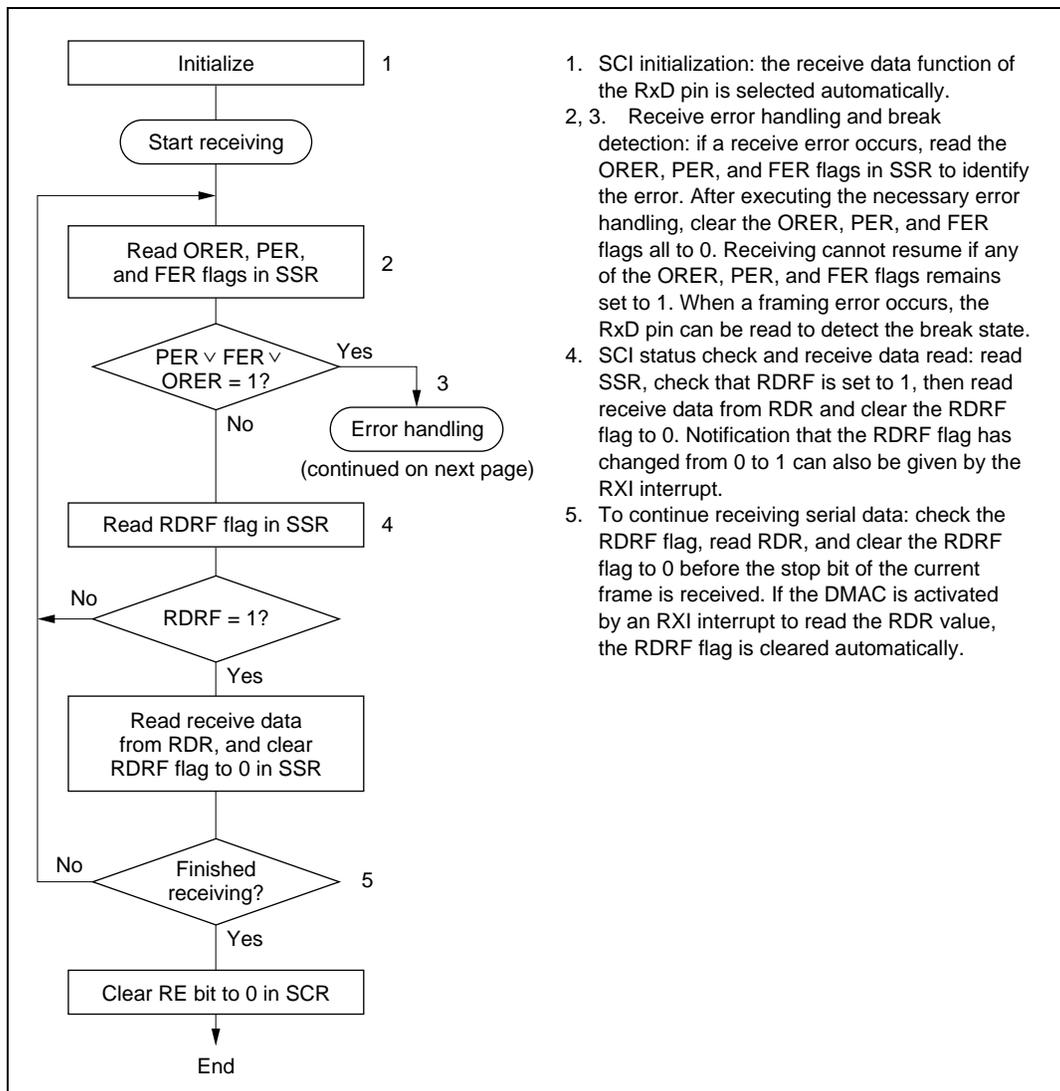
Figure 13.6 shows an example of SCI transmit operation in asynchronous mode.



**Figure 13.6 Example of SCI Transmit Operation in Asynchronous Mode
(8-Bit Data with Parity and 1 Stop Bit)**

- Receiving Serial Data (Asynchronous Mode)

Figure 13.7 shows a sample flowchart for receiving serial data and indicates the procedure to follow.



1. SCI initialization: the receive data function of the RxD pin is selected automatically.
- 2, 3. Receive error handling and break detection: if a receive error occurs, read the ORER, PER, and FER flags in SSR to identify the error. After executing the necessary error handling, clear the ORER, PER, and FER flags all to 0. Receiving cannot resume if any of the ORER, PER, and FER flags remains set to 1. When a framing error occurs, the RxD pin can be read to detect the break state.
4. SCI status check and receive data read: read SSR, check that RDRF is set to 1, then read receive data from RDR and clear the RDRF flag to 0. Notification that the RDRF flag has changed from 0 to 1 can also be given by the RXI interrupt.
5. To continue receiving serial data: check the RDRF flag, read RDR, and clear the RDRF flag to 0 before the stop bit of the current frame is received. If the DMAC is activated by an RXI interrupt to read the RDR value, the RDRF flag is cleared automatically.

Figure 13.7 Sample Flowchart for Receiving Serial Data (1)

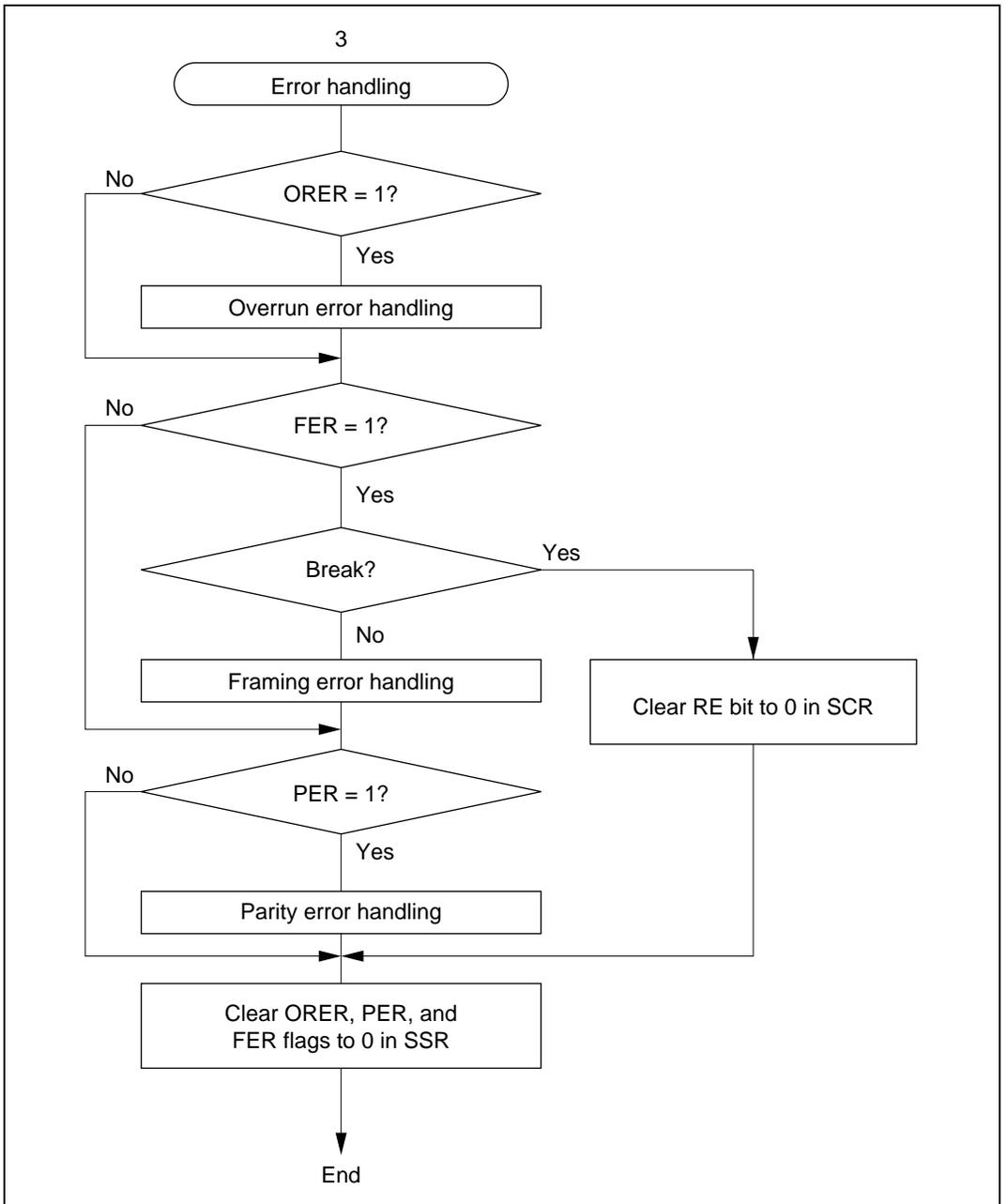


Figure 13.7 Sample Flowchart for Receiving Serial Data (2)

In receiving, the SCI operates as follows.

1. The SCI monitors the receive data line. When it detects a start bit, the SCI synchronizes internally and starts receiving.
2. Receive data is stored in RSR in order from LSB to MSB.
3. The parity bit and stop bit are received.

After receiving, the SCI makes the following checks:

- a. Parity check: The number of 1s in the receive data must match the even or odd parity setting of the O/\bar{E} bit in SMR.
- b. Stop bit check: The stop bit value must be 1. If there are two stop bits, only the first stop bit is checked.
- c. Status check: The RDRF flag must be 0 so that receive data can be transferred from RSR into RDR.

If these checks all pass, the RDRF flag is set to 1 and the received data is stored in RDR. If one of the checks fails (receive error), the SCI operates as indicated in table 13.11.

Note: When a receive error occurs, further receiving is disabled. In receiving, the RDRF flag is not set to 1. Be sure to clear the error flags to 0.

4. When the RDRF flag is set to 1, if the RIE bit is set to 1 in SCR, a receive-data-full interrupt (RXI) is requested. If the ORER, PER, or FER flag is set to 1 and the RIE bit in SCR is also set to 1, a receive-error interrupt (ERI) is requested.

Table 13.11 Receive Error Conditions

| Receive Error | Abbreviation | Condition | Data Transfer |
|---------------|--------------|--|--|
| Overrun error | ORER | Receiving of next data ends while RDRF flag is still set to 1 in SSR | Receive data not transferred from RSR to RDR |
| Framing error | FER | Stop bit is 0 | Receive data transferred from RSR to RDR |
| Parity error | PER | Parity of receive data differs from even/odd parity setting in SMR | Receive data transferred from RSR to RDR |

Figure 13.8 shows an example of SCI receive operation in asynchronous mode.

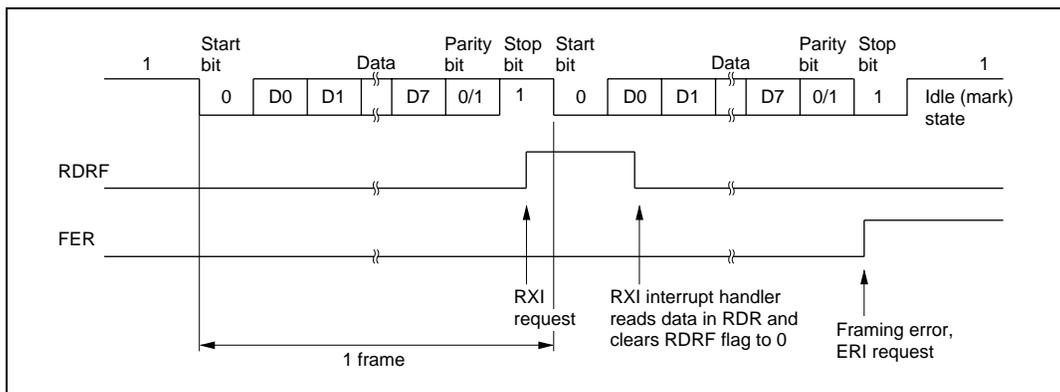


Figure 13.8 Example of SCI Receive Operation (8-Bit Data with Parity and One Stop Bit)

13.3.3 Multiprocessor Communication

The multiprocessor communication function enables several processors to share a single serial communication line. The processors communicate in asynchronous mode using a format with an additional multiprocessor bit (multiprocessor format).

In multiprocessor communication, each receiving processor is addressed by an ID. A serial communication cycle consists of an ID-sending cycle that identifies the receiving processor, and a data-sending cycle. The multiprocessor bit distinguishes ID-sending cycles from data-sending cycles.

The transmitting processor starts by sending the ID of the receiving processor with which it wants to communicate as data with the multiprocessor bit set to 1. Next the transmitting processor sends transmit data with the multiprocessor bit cleared to 0.

Receiving processors skip incoming data until they receive data with the multiprocessor bit set to 1. When they receive data with the multiprocessor bit set to 1, receiving processors compare the data with their IDs. The receiving processor with a matching ID continues to receive further incoming data. Processors with IDs not matching the received data skip further incoming data until they again receive data with the multiprocessor bit set to 1. Multiple processors can send and receive data in this way.

Figure 13.9 shows an example of communication among different processors using a multiprocessor format.

Communication Formats: Four formats are available. Parity-bit settings are ignored when a multiprocessor format is selected. For details see table 13.10.

Clock: See the description of asynchronous mode.

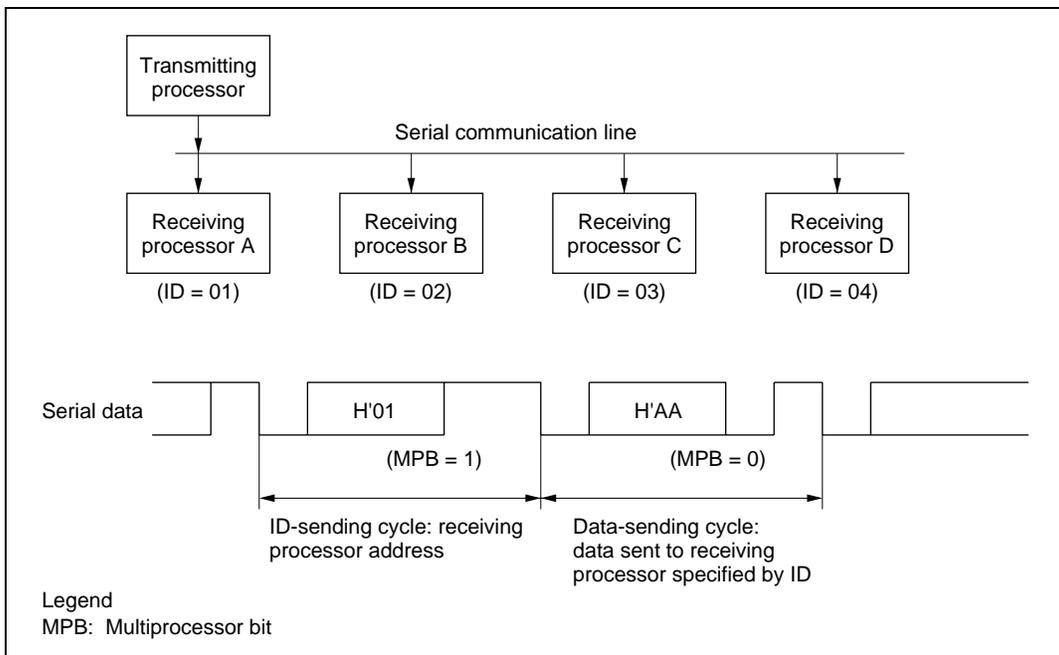


Figure 13.9 Example of Communication among Processors using Multiprocessor Format (Sending Data H'AA to Receiving Processor A)

Transmitting and Receiving Data

- Transmitting Multiprocessor Serial Data

Figure 13.10 shows a sample flowchart for transmitting multiprocessor serial data and indicates the procedure to follow.

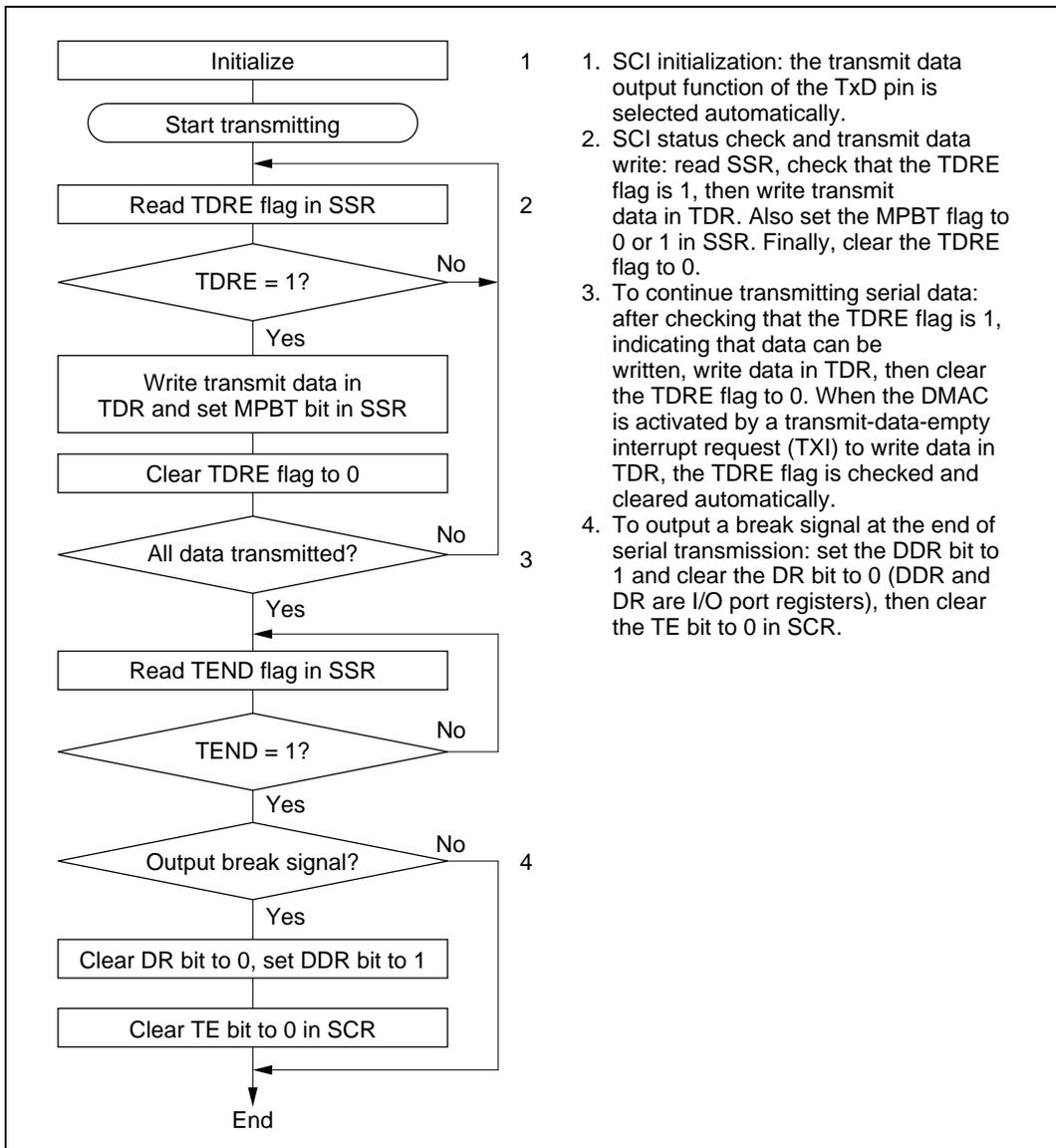


Figure 13.10 Sample Flowchart for Transmitting Multiprocessor Serial Data

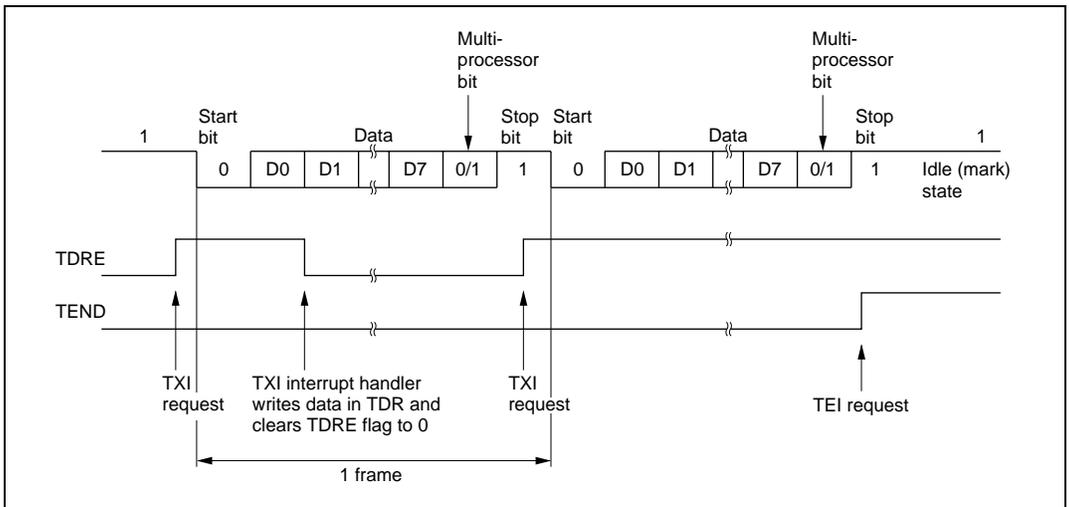
In transmitting serial data, the SCI operates as follows.

1. The SCI monitors the TDRE flag in SSR. When the TDRE flag is cleared to 0 the SCI recognizes that TDR contains new data, and loads this data from TDR into TSR.
2. After loading the data from TDR into TSR, the SCI sets the TDRE flag to 1 and starts transmitting. If the TIE bit in SCR is set to 1, the SCI requests a transmit-data-empty interrupt (TXI) at this time.

Serial transmit data is transmitted in the following order from the TxD pin:

- a. Start bit: One 0 bit is output.
 - b. Transmit data: 7 or 8 bits are output, LSB first.
 - c. Multiprocessor bit: One multiprocessor bit (MPBT value) is output.
 - d. Stop bit: One or two 1 bits (stop bits) are output.
 - e. Mark state: Output of 1 bits continues until the start bit of the next transmit data.
3. The SCI checks the TDRE flag when it outputs the stop bit. If the TDRE flag is 0, the SCI loads data from TDR into TSR, outputs the stop bit, then begins serial transmission of the next frame. If the TDRE flag is 1, the SCI sets the TEND flag in SSR to 1, outputs the stop bit, then continues output of 1 bits in the mark state. If the TEIE bit is set to 1 in SCR, a transmit-end interrupt (TEI) is requested at this time.

Figure 13.11 shows an example of SCI transmit operation using a multiprocessor format.



**Figure 13.11 Example of SCI Transmit Operation
(8-Bit Data with Multiprocessor Bit and One Stop Bit)**

- Receiving Multiprocessor Serial Data

Figure 13.12 shows a sample flowchart for receiving multiprocessor serial data and indicates the procedure to follow.

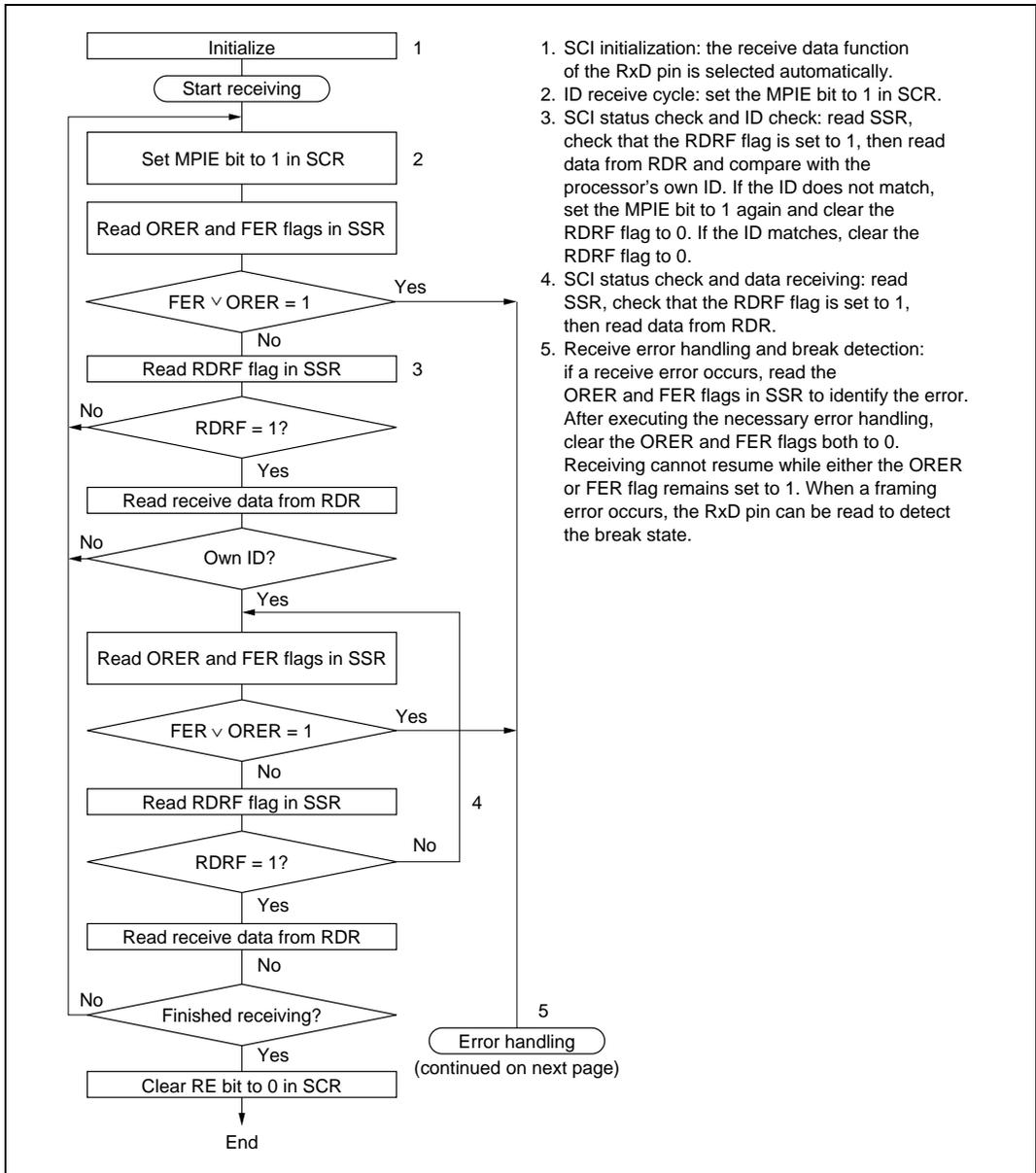


Figure 13.12 Sample Flowchart for Receiving Multiprocessor Serial Data (1)

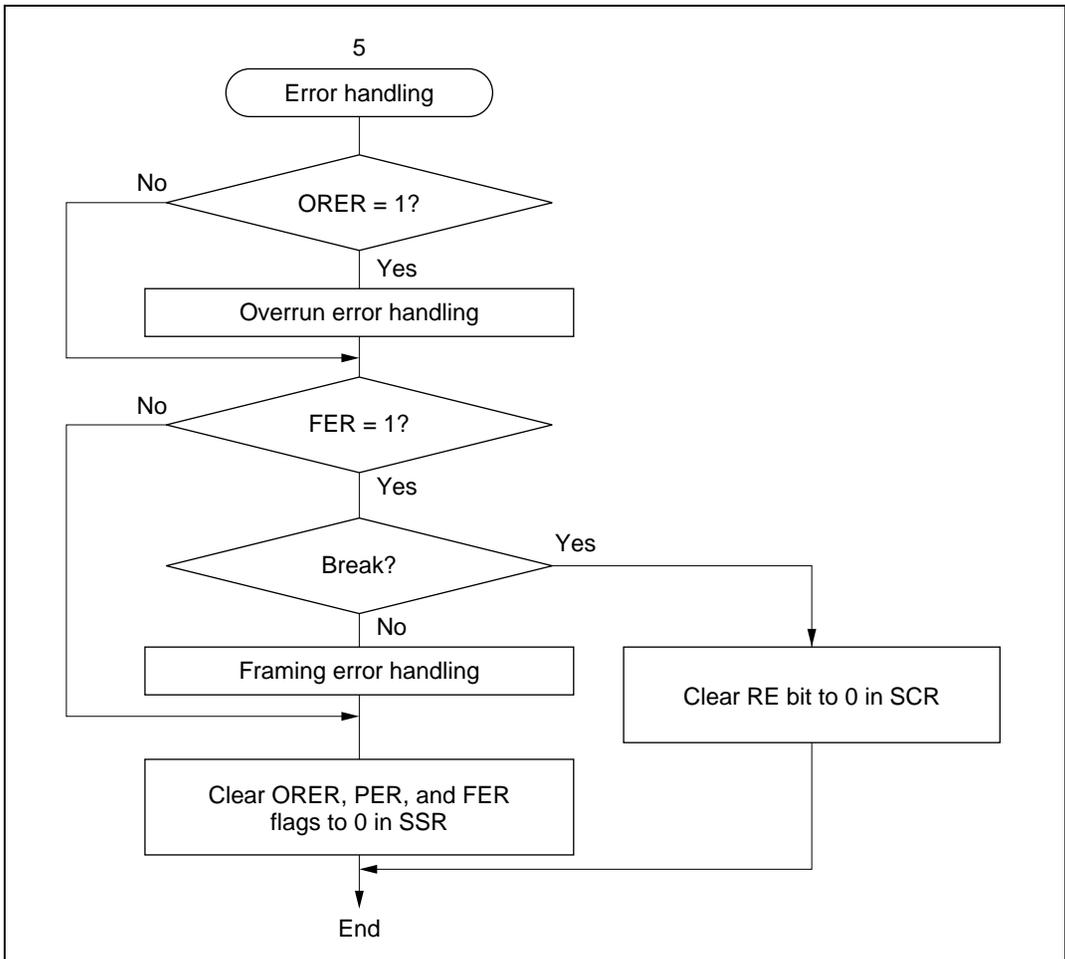
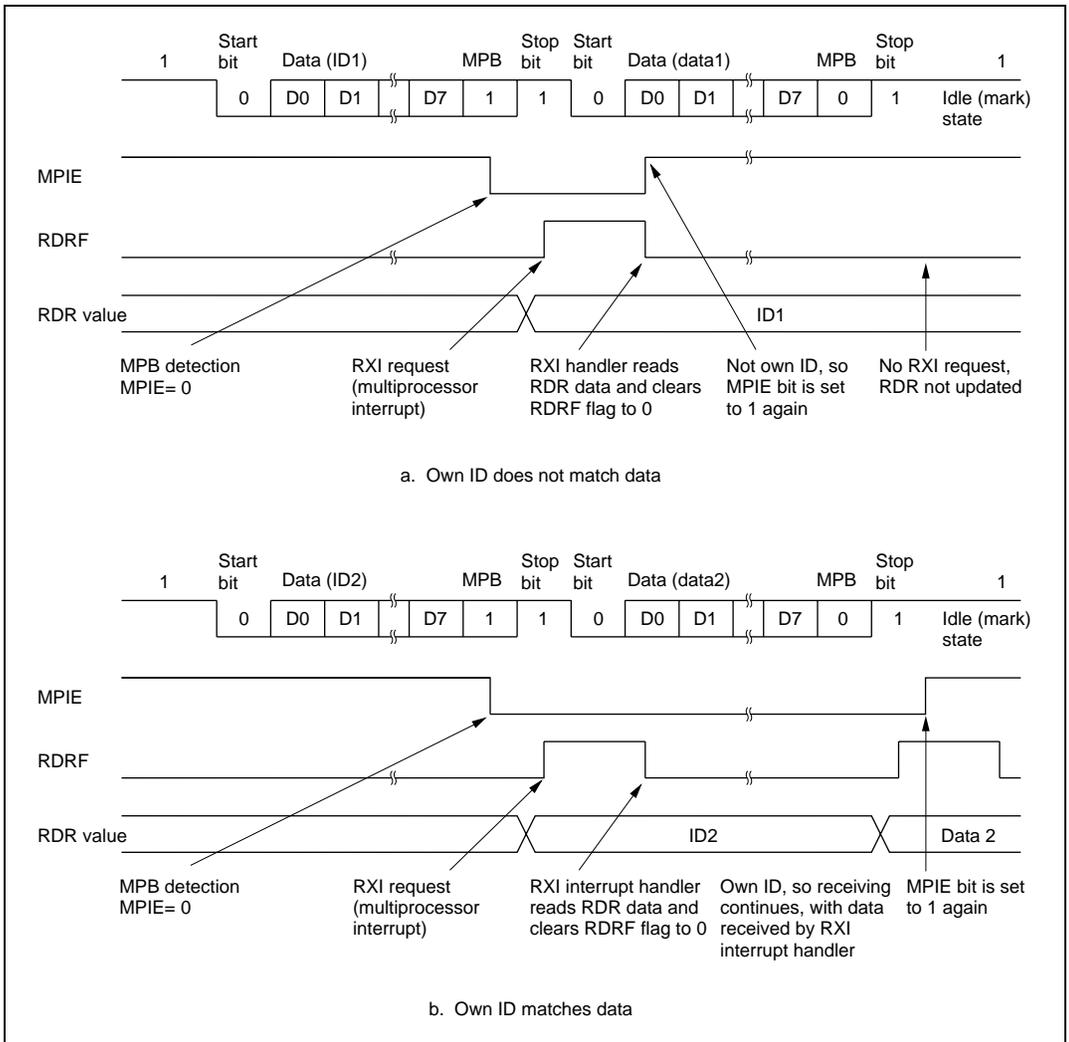


Figure 13.12 Sample Flowchart for Receiving Multiprocessor Serial Data (2)

Figure 13.13 shows an example of SCI receive operation using a multiprocessor format.



**Figure 13.13 Example of SCI Receive Operation
(8-Bit Data with Multiprocessor Bit and One Stop Bit)**

13.3.4 Synchronous Operation

In synchronous mode, the SCI transmits and receives data in synchronization with clock pulses. This mode is suitable for high-speed serial communication.

The SCI transmitter and receiver share the same clock but are otherwise independent, so full duplex communication is possible. The transmitter and receiver are also double buffered, so continuous transmitting or receiving is possible by reading or writing data while transmitting or receiving is in progress.

Figure 13.14 shows the general format in synchronous serial communication.

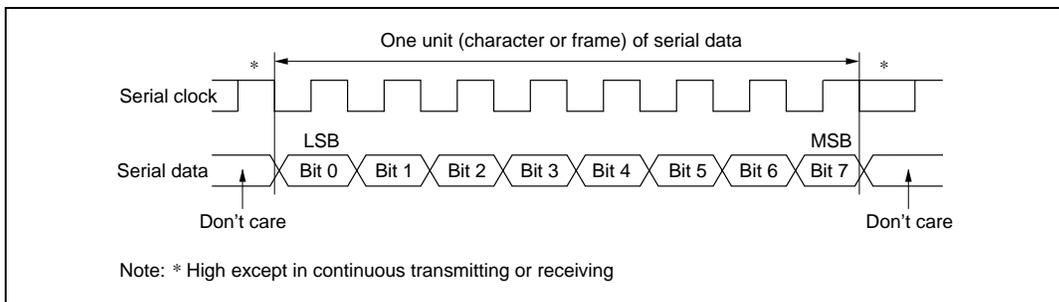


Figure 13.14 Data Format in Synchronous Communication

In synchronous serial communication, each data bit is placed on the communication line from one falling edge of the serial clock to the next. Data is guaranteed valid at the rise of the serial clock. In each character, the serial data bits are transmitted in order from LSB (first) to MSB (last). After output of the MSB, the communication line remains in the state of the MSB. In synchronous mode the SCI receives data by synchronizing with the rise of the serial clock.

Communication Format: The data length is fixed at 8 bits. No parity bit or multiprocessor bit can be added.

Clock: An internal clock generated by the on-chip baud rate generator or an external clock input from the SCK pin can be selected by clearing or setting the CKE1 bit in SCR. See table 13.9. When the SCI operates on an internal clock, it outputs the clock signal at the SCK pin. Eight clock pulses are output per transmitted or received character.

When the SCI operates on an internal clock, the serial clock outputs the clock signal at the SCK pin. Eight clock pulses are output per transmitted or received character. When the SCI is not transmitting or receiving, the clock signal remains in the high state. However, when receiving only, overrun error may occur or the serial clock continues output until the RE bit clears at 0. When transmitting or receiving in single characters, select the external clock.

Transmitting and Receiving Data

- SCI Initialization (Synchronous Mode)

Before transmitting or receiving, clear the TE and RE bits to 0 in SCR, then initialize the SCI as follows.

When changing the communication mode or format, always clear the TE and RE bits to 0 before following the procedure given below. Clearing the TE bit to 0 sets the TDRE flag to 1 and initializes TSR. Clearing the RE bit to 0, however, does not initialize the RDRF, PER, FER, and ORE flags and RDR, which retain their previous contents.

Figure 13.15 is a sample flowchart for initializing the SCI.

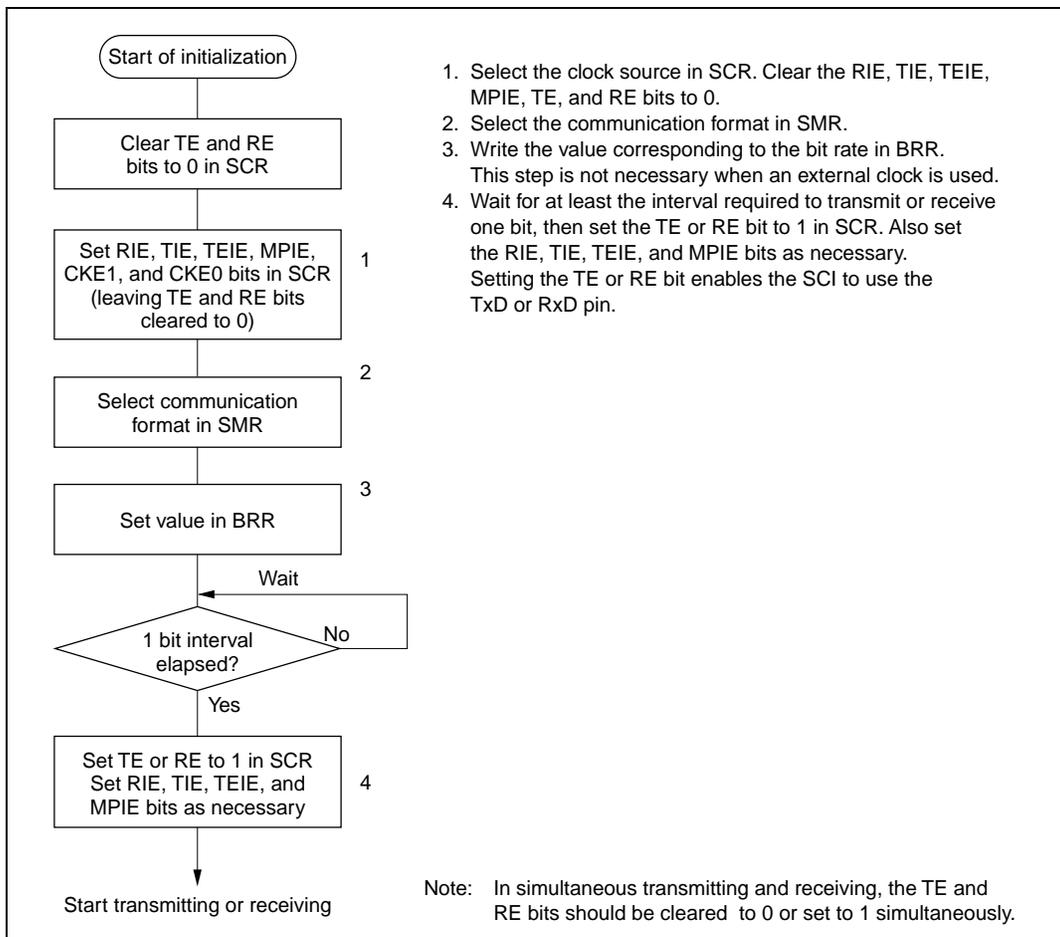


Figure 13.15 Sample Flowchart for SCI Initialization

- Transmitting Serial Data (Synchronous Mode)

Figure 13.16 shows a sample flowchart for transmitting serial data and indicates the procedure to follow.

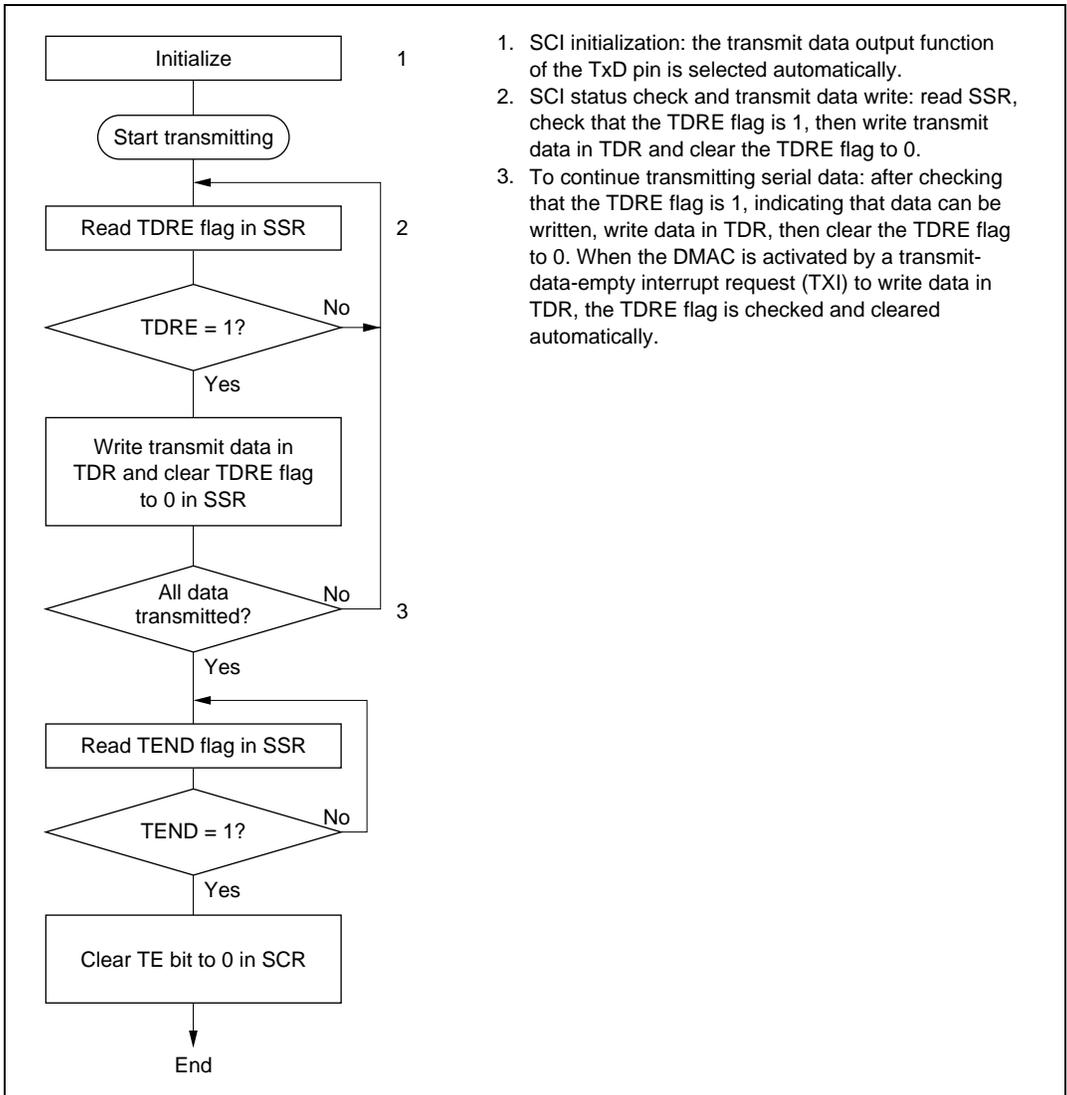


Figure 13.16 Sample Flowchart for Serial Transmitting

In transmitting serial data, the SCI operates as follows.

1. The SCI monitors the TDRE flag in SSR. When the TDRE flag is cleared to 0 the SCI recognizes that TDR contains new data, and loads this data from TDR into TSR.
2. After loading the data from TDR into TSR, the SCI sets the TDRE flag to 1 and starts transmitting. If the TIE bit is set to 1 in SCR, the SCI requests a transmit-data-empty interrupt (TXI) at this time.

If clock output is selected, the SCI outputs eight serial clock pulses. If an external clock source is selected, the SCI outputs data in synchronization with the input clock. Data is output from the TxD pin in order from LSB (bit 0) to MSB (bit 7).

3. The SCI checks the TDRE flag when it outputs the MSB (bit 7). If the TDRE flag is 0, the SCI loads data from TDR into TSR and begins serial transmission of the next frame. If the TDRE flag is 1, the SCI sets the TEND flag to 1 in SSR, and after transmitting the MSB, holds the TxD pin in the MSB state. If the TEIE bit in SCR is set to 1, a transmit-end interrupt (TEI) is requested at this time.
4. After the end of serial transmission, the SCK pin is held in a constant state.

Figure 13.17 shows an example of SCI transmit operation.

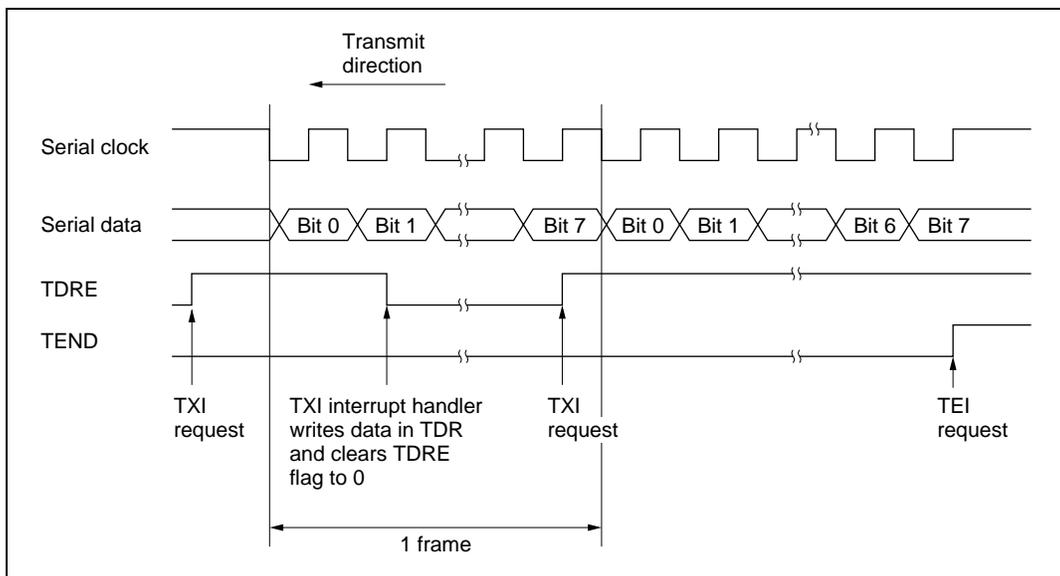
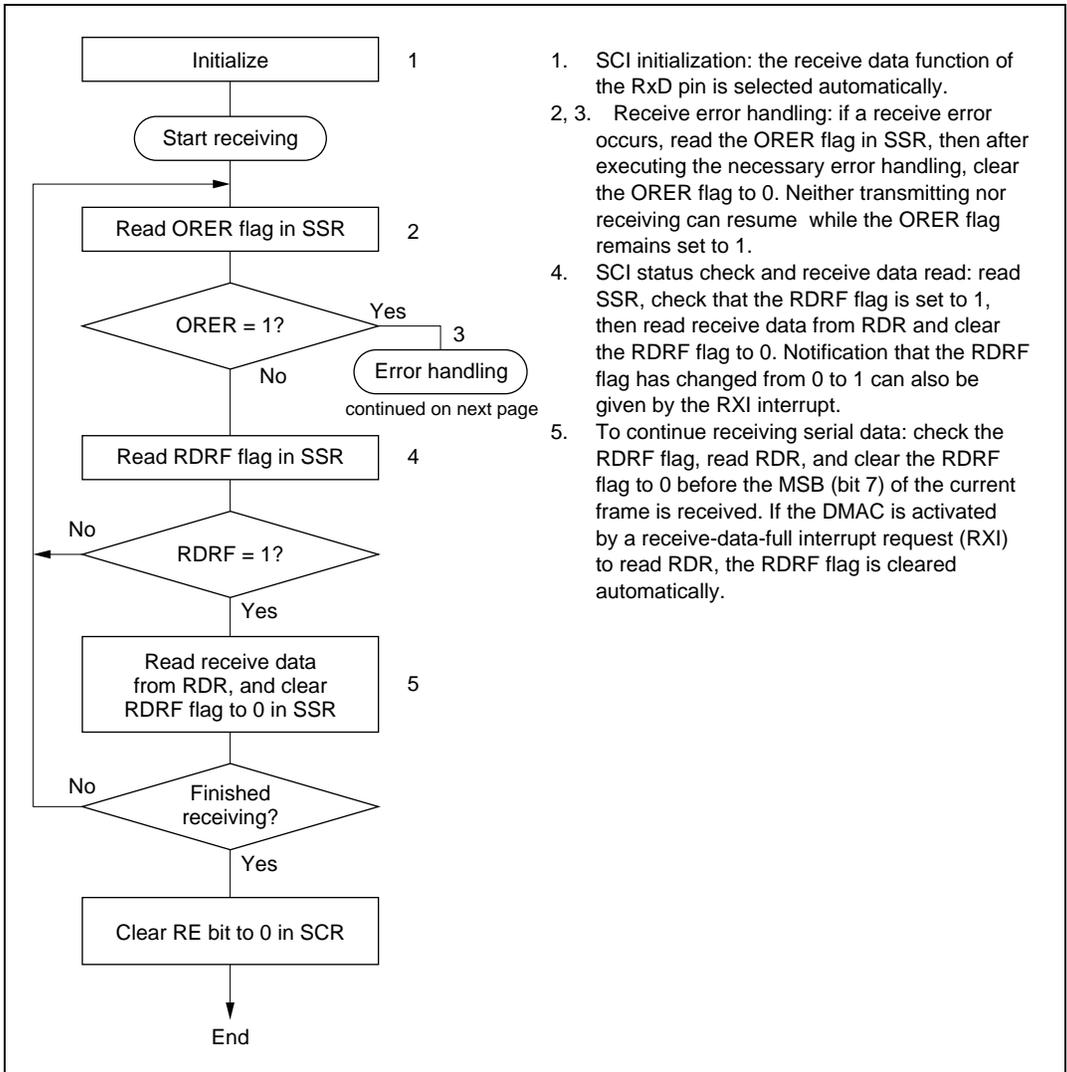


Figure 13.17 Example of SCI Transmit Operation

- Receiving Serial Data

Figure 13.18 shows a sample flowchart for receiving serial data and indicates the procedure to follow. When switching from asynchronous mode to synchronous mode, make sure that the ORER, PER, and FER flags are cleared to 0. If the FER or PER flag is set to 1 the RDRF flag will not be set and both transmitting and receiving will be disabled.



1. SCI initialization: the receive data function of the RxD pin is selected automatically.
- 2, 3. Receive error handling: if a receive error occurs, read the ORER flag in SSR, then after executing the necessary error handling, clear the ORER flag to 0. Neither transmitting nor receiving can resume while the ORER flag remains set to 1.
4. SCI status check and receive data read: read SSR, check that the RDRF flag is set to 1, then read receive data from RDR and clear the RDRF flag to 0. Notification that the RDRF flag has changed from 0 to 1 can also be given by the RXI interrupt.
5. To continue receiving serial data: check the RDRF flag, read RDR, and clear the RDRF flag to 0 before the MSB (bit 7) of the current frame is received. If the DMAC is activated by a receive-data-full interrupt request (RXI) to read RDR, the RDRF flag is cleared automatically.

Figure 13.18 Sample Flowchart for Serial Receiving (1)

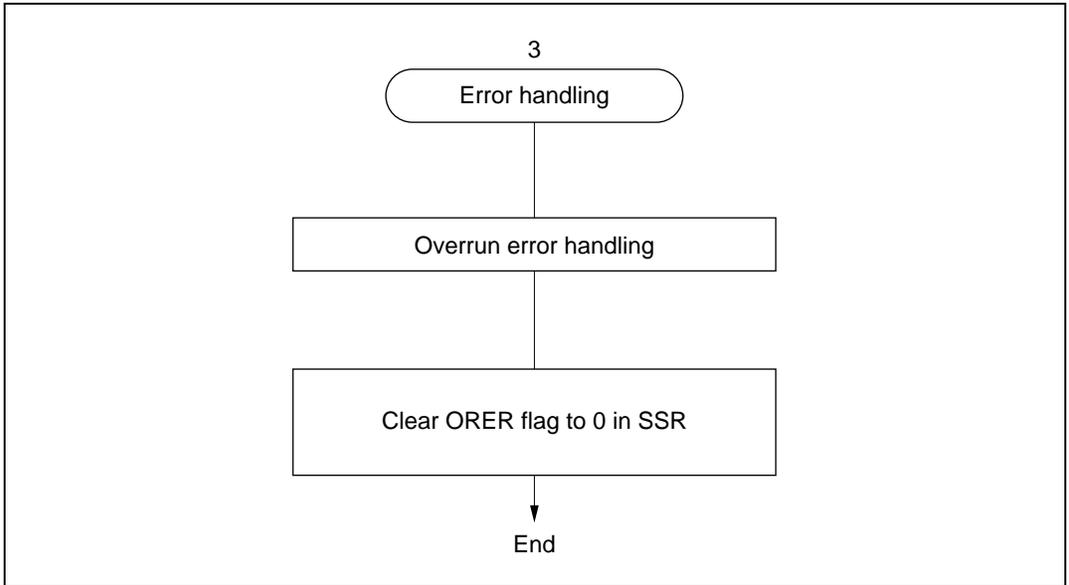


Figure 13.18 Sample Flowchart for Serial Receiving (2)

In receiving, the SCI operates as follows.

1. The SCI synchronizes with serial clock input or output and initializes internally.
2. Receive data is stored in RSR in order from LSB to MSB.
After receiving the data, the SCI checks that the RDRF flag is 0 so that receive data can be transferred from RSR to RDR. If this check passes, the RDRF flag is set to 1 and the received data is stored in RDR. If the check does not pass (receive error), the SCI operates as indicated in table 13.11.
3. After setting the RDRF flag to 1, if the RIE bit is set to 1 in SCR, the SCI requests a receive-data-full interrupt (RXI). If the ORER flag is set to 1 and the RIE bit in SCR is also set to 1, the SCI requests a receive-error interrupt (ERI).

Figure 13.19 shows an example of SCI receive operation.

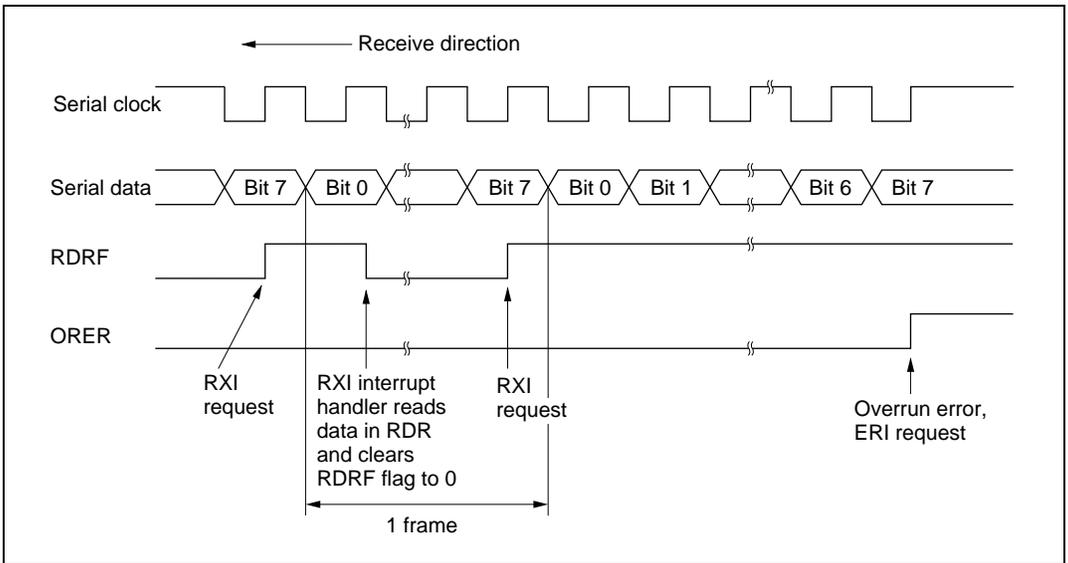
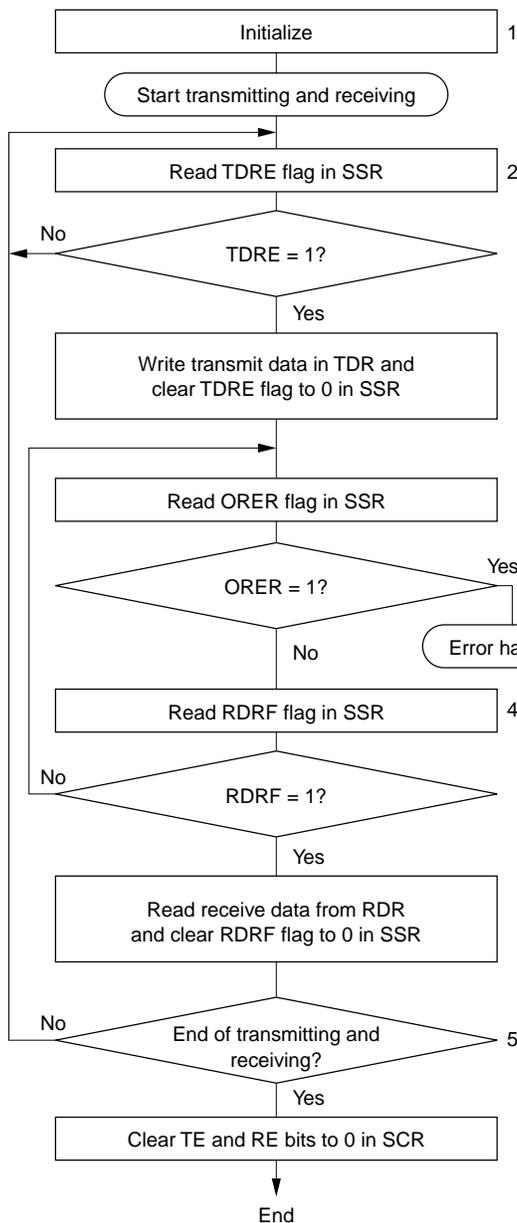


Figure 13.19 Example of SCI Receive Operation

- Transmitting and Receiving Serial Data Simultaneously (Synchronous Mode)
Figure 13.20 shows a sample flowchart for transmitting and receiving serial data simultaneously and indicates the procedure to follow.



1. SCI initialization: the transmit data output function of the TxD pin and receive data input function of the RxD pin are selected, enabling simultaneous transmitting and receiving.
2. SCI status check and transmit data write: read SSR, check that the TDRE flag is 1, then write transmit data in TDR and clear the TDRE flag to 0. Notification that the TDRE flag has changed from 0 to 1 can also be given by the TXI interrupt.
3. Receive error handling: if a receive error occurs, read the ORER flag in SSR, then after executing the necessary error handling, clear the ORER flag to 0. Neither transmitting nor receiving can resume while the ORER flag remains set to 1.
4. SCI status check and receive data read: read SSR, check that the RDRF flag is 1, then read receive data from RDR and clear the RDRF flag to 0. Notification that the RDRF flag has changed from 0 to 1 can also be given by the RXI interrupt.
5. To continue transmitting and receiving serial data: check the RDRF flag, read RDR, and clear the RDRF flag to 0 before the MSB (bit 7) of the current frame is received. Also check that the TDRE flag is set to 1, indicating that data can be written, write data in TDR, then clear the TDRE flag to 0 before the MSB (bit 7) of the current frame is transmitted. When the DMAC is activated by a transmit-data-empty interrupt request (TXI) to write data in TDR, the TDRE flag is checked and cleared automatically. When the DMAC is activated by a receive-data-full interrupt request (RXI) to read RDR, the RDRF flag is cleared automatically.

Note: When switching from transmitting or receiving to simultaneous transmitting and receiving, clear both the TE bit and the RE bit to 0, then set both bits to 1.

Figure 13.20 Sample Flowchart for Serial Transmitting

13.4 SCI Interrupts

The SCI has four interrupt request sources: TEI (transmit-end interrupt), ERI (receive-error interrupt), RXI (receive-data-full interrupt), and TXI (transmit-data-empty interrupt). Table 13.12 lists the interrupt sources and indicates their priority. These interrupts can be enabled and disabled by the TIE, TEIE, and RIE bits in SCR. Each interrupt request is sent separately to the interrupt controller.

The TXI interrupt is requested when the TDRE flag is set to 1 in SSR. The TEI interrupt is requested when the TEND flag is set to 1 in SSR. The TXI interrupt request can activate the DMAC to transfer data. Data transfer by the DMAC automatically clears the TDRE flag to 0. The TEI interrupt request cannot activate the DMAC.

The RXI interrupt is requested when the RDRF flag is set to 1 in SSR. The ERI interrupt is requested when the ORER, PER, or FER flag is set to 1 in SSR. The RXI interrupt request can activate the DMAC to transfer data. Data transfer by the DMAC automatically clears the RDRF flag to 0. The ERI interrupt request cannot activate the DMAC.

The DMAC can be activated by interrupts from SCI channel 0.

Table 13.12 SCI Interrupt Sources

| Interrupt | Description | Priority |
|-----------|-------------------------------------|----------|
| ERI | Receive error (ORER, FER, or PER) | High |
| RXI | Receive data register full (RDRF) | ↑ |
| TXI | Transmit data register empty (TDRE) | |
| TEI | Transmit end (TEND) | |

13.5 Usage Notes

Note the following points when using the SCI.

TDR Write and TDRE Flag: The TDRE flag in SSR is a status flag indicating the loading of transmit data from TDR into TSR. The SCI sets the TDRE flag to 1 when it transfers data from TDR to TSR.

Data can be written into TDR regardless of the state of the TDRE flag. If new data is written in TDR when the TDRE flag is 0, the old data stored in TDR will be lost because this data has not yet been transferred to TSR. Before writing transmit data in TDR, be sure to check that the TDRE flag is set to 1.

Simultaneous Multiple Receive Errors: Table 13.13 indicates the state of SSR status flags when multiple receive errors occur simultaneously. When an overrun error occurs the RSR contents are not transferred to RDR, so receive data is lost.

Table 13.13 SSR Status Flags and Transfer of Receive Data

| RDRF | ORER | FER | PER | Receive Data Transfer | Receive Errors |
|------|------|-----|-----|--------------------------|--|
| | | | | RSR → RDR | |
| 1 | 1 | 0 | 0 | × | Overrun error |
| 0 | 0 | 1 | 0 | O | Framing error |
| 0 | 0 | 0 | 1 | O | Parity error |
| 1 | 1 | 1 | 0 | × | Overrun error + framing error |
| 1 | 1 | 0 | 1 | × | Overrun error + parity error |
| 0 | 0 | 1 | 1 | O | Framing error + parity error |
| 1 | 1 | 1 | 1 | × | Overrun error + framing error + parity error |

Notes: O: Receive data is transferred from RSR to RDR.

×: Receive data is not transferred from RSR to RDR.

Break Detection and Processing: Break signals can be detected by reading the RxD pin directly when a framing error (FER) is detected. In the break state the input from the RxD pin consists of all 0s, so the FER flag is set and the parity error flag (PER) may also be set. In the break state the SCI receiver continues to operate, so if the FER flag is cleared to 0 it will be set to 1 again.

Sending a Break Signal: When the TE bit is cleared to 0 the TxD pin becomes an I/O port, the level and direction (input or output) of which are determined by DR and DDR bits. This feature can be used to send a break signal.

After the serial transmitter is initialized, the DR value substitutes for the mark state until the TE bit is set to 1 (the TxD pin function is not selected until the TE bit is set to 1). The DDR and DR bits should therefore both be set to 1 beforehand.

To send a break signal during serial transmission, clear the DR bit to 0, then clear the TE bit to 0. When the TE bit is cleared to 0 the transmitter is initialized, regardless of its current state, so the TxD pin becomes an output port outputting the value 0.

Receive Error Flags and Transmitter Operation (Synchronous Mode Only): When a receive error flag (ORER, PER, or FER) is set to 1 the SCI will not start transmitting, even if the TDRE flag is cleared to 0. Be sure to clear the receive error flags to 0 when starting to transmit. Note that clearing the RE bit to 0 does not clear the receive error flags to 0.

Receive Data Sampling Timing in Asynchronous Mode and Receive Margin: In asynchronous mode the SCI operates on a base clock with 16 times the bit rate frequency. In receiving, the SCI synchronizes internally with the fall of the start bit, which it samples on the base clock. Receive data is latched at the rising edge of the eighth base clock pulse. See figure 13.21.

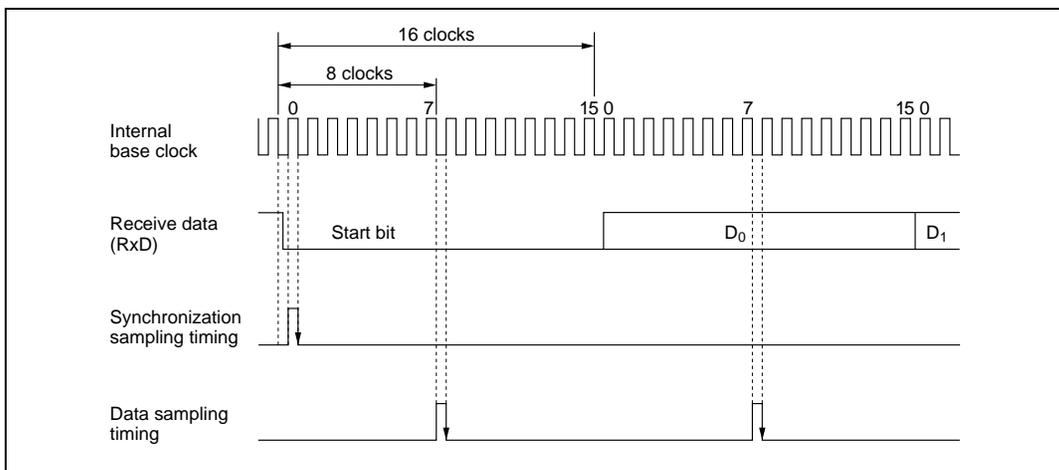


Figure 13.21 Receive Data Sampling Timing in Asynchronous Mode

The receive margin in asynchronous mode can therefore be expressed as in equation (1).

$$M = \left| \left(0.5 - \frac{1}{2N} \right) - (L - 0.5) F - \frac{|D - 0.5|}{N} (1 + F) \right| \times 100\% \dots\dots\dots (1)$$

- M: Receive margin (%)
- N: Ratio of clock frequency to bit rate (N = 16)
- D: Clock duty cycle (D = 0 to 1.0)
- L: Frame length (L = 9 to 12)
- F: Absolute deviation of clock frequency

From equation (1), if F = 0 and D = 0.5 the receive margin is 46.875%, as given by equation (2).

$$\begin{aligned} D &= 0.5, F = 0 \\ M &= \{0.5 - 1/(2 \times 16)\} \times 100\% \\ &= 46.875\% \dots\dots\dots (2) \end{aligned}$$

This is a theoretical value. A reasonable margin to allow in system designs is 20% to 30%.

Restrictions on Usage of DMAC: To have the DMAC read RDR, be sure to select the SCI receive-data-full interrupt (RXI) as the activation source with bits DTS2 to DTS0 in DTCR.

Restrictions on Usage of the Serial Clock: When transmitting data using an external clock as the serial clock, an interval of at least 5 states is necessary between clearing the TDRE bit in SSR and the start (falling edge) of the first transmit clock pulse corresponding to each frame (see figure 13.22). This condition is also needed for continuous transmission. If it is not fulfilled, operational error will occur.

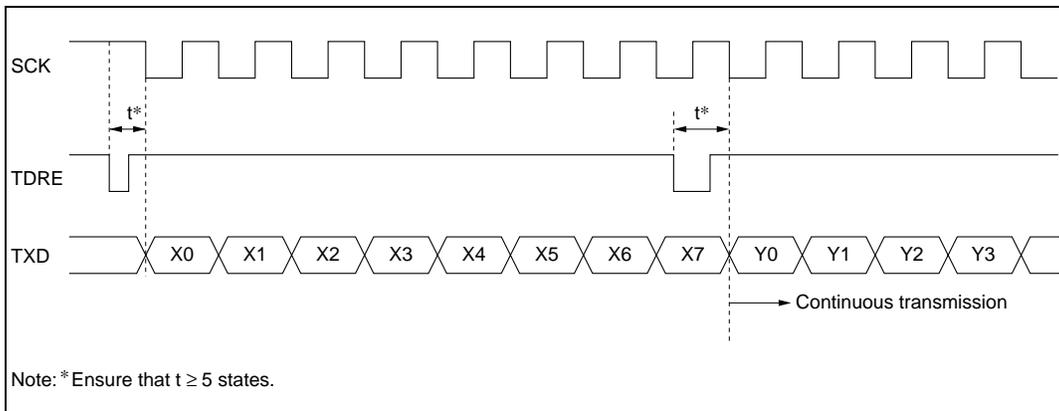


Figure 13.22 Serial Clock Transmission (Example)

Switching SCK Pin to Port Output Pin Function in Synchronous Mode: When the SCK pin is used as the serial clock output in synchronous mode, and is then switched to its output port function at the end of transmission, a low level may be output for one half-cycle. Half-cycle low-level output occurs when SCK is switched to its port function with the following settings when $DDR = 1$, $DR = 1$, $C/\bar{A} = 1$, $CKE1 = 0$, $CKE0 = 0$, and $TE = 1$.

1. End of serial data transmission
2. TE bit = 0
3. C/\bar{A} bit = 0 ... switchover to port output
4. Occurrence of low-level output (see figure 13.23)

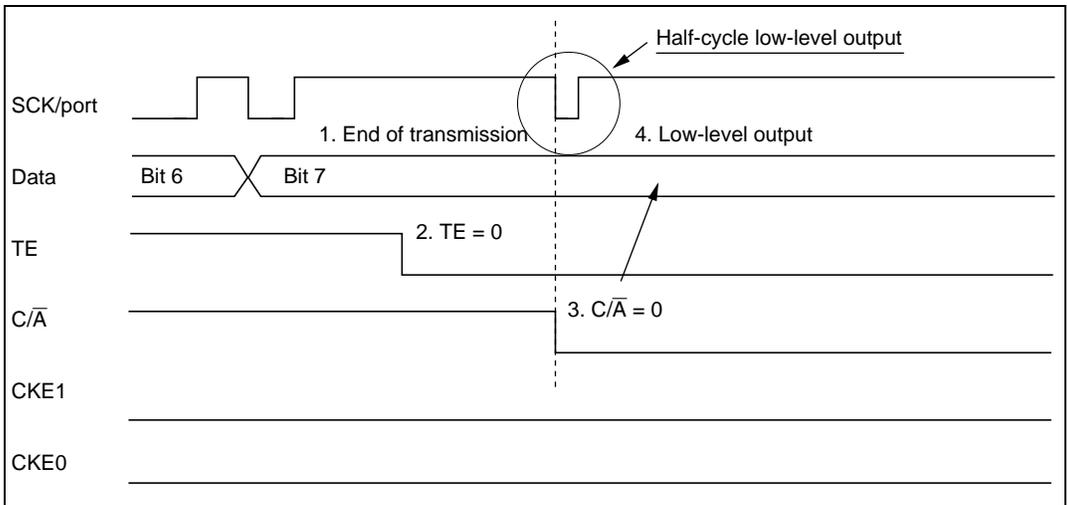


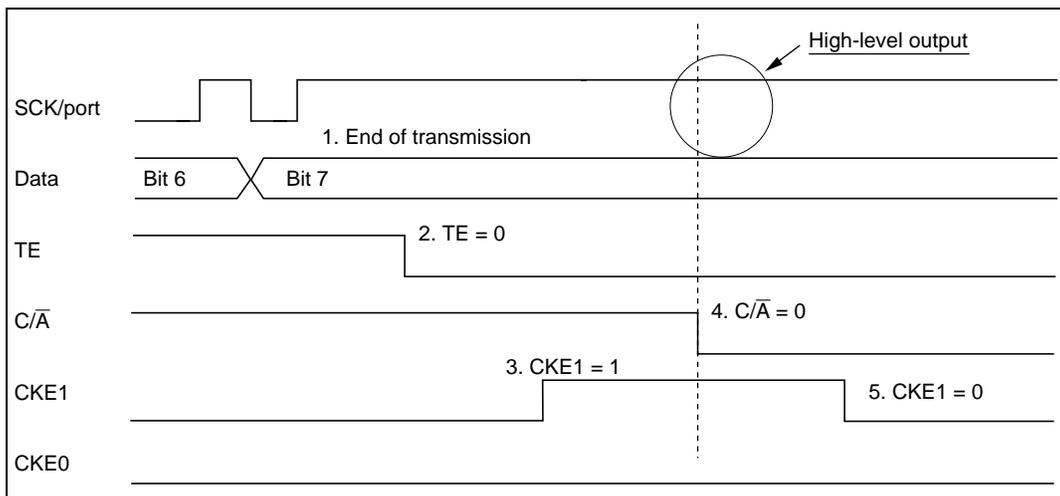
Figure 13.23 Operation when Switching from SCK Pin Function to Port Pin Function

Sample Procedure for Preventing Low-Level Output

As this sample procedure temporarily places the SCK pin in the input state, the SCK/port pin should be pulled up beforehand with an external circuit.

With $DDR = 1$, $DR = 1$, $C/\bar{A} = 1$, $CKE1 = 0$, $CKE0 = 0$, and $TE = 1$, make the following settings in the order shown.

1. End of serial data transmission
2. TE bit = 0
3. $CKE1$ bit = 1
4. C/\bar{A} bit = 0 ... switchover to port output
5. $CKE1$ bit = 0



**Figure 13.24 Operation when Switching from SCK Pin Function to Port Pin Function
(Example of Preventing Low-Level Output)**

Section 14 Smart Card Interface

14.1 Overview

As an extension of its serial communication interface functions, SCI0 supports a smart card (IC card) interface conforming to the ISO/IEC7816-3 (Identification Card) standard. Switchover between normal serial communication and the smart card interface is controlled by a register setting.

14.1.1 Features

Features of the smart-card interface supported by the H8/3048 Group are listed below.

- Asynchronous communication
 - Data length: 8 bits
 - Parity bits generated and checked
 - Error signal output in receive mode (parity error)
 - Error signal detect and automatic data retransmit in transmit mode
 - Supports both direct convention and inverse convention
- Built-in baud rate generator with selectable bit rates
- Three types of interrupts

Transmit-data-empty, receive-data-full, and receive-error interrupts are requested independently. The transmit-data-empty and receive-data-full interrupts can activate the DMA controller (DMAC) to transfer data.

14.1.2 Block Diagram

Figure 14.1 shows a block diagram of the smart card interface.

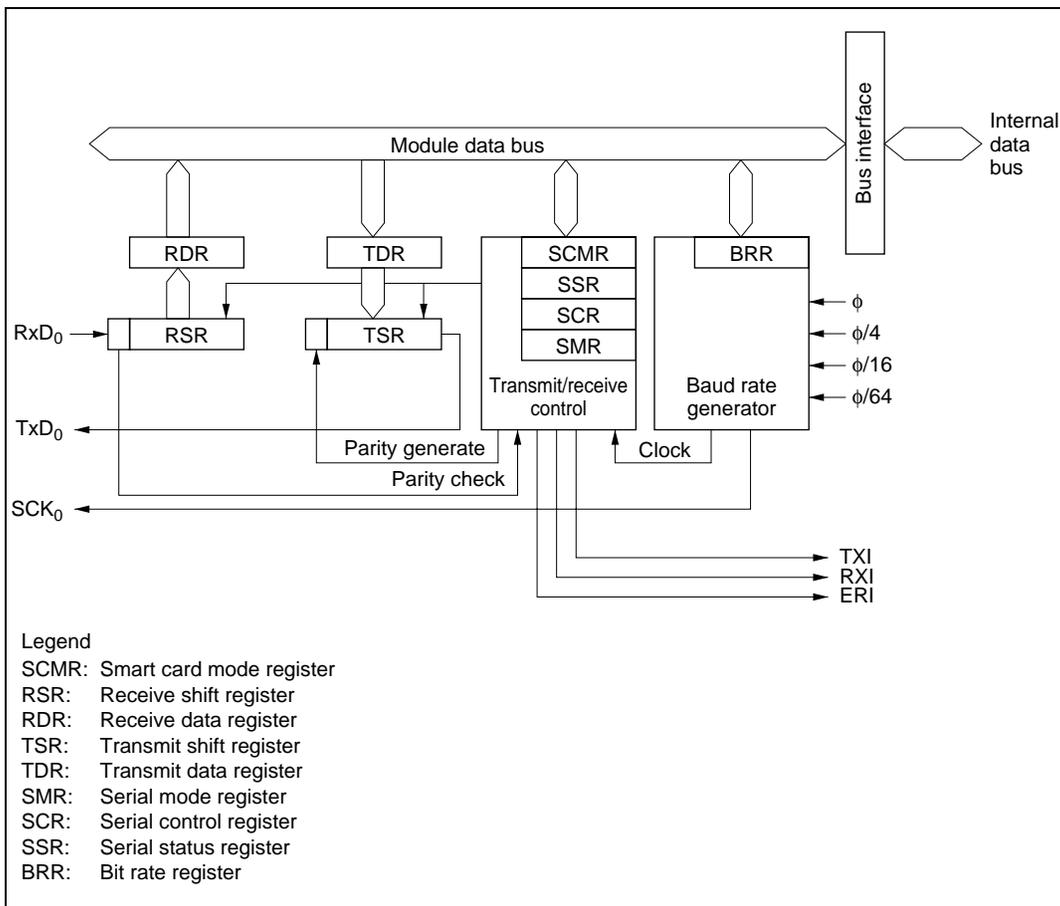


Figure 14.1 Smart Card Interface Block Diagram

14.1.3 Input/Output Pins

Table 14.1 lists the smart card interface pins.

Table 14.1 Smart Card Interface Pins

| Name | Abbreviation | I/O | Function |
|-------------------|------------------|--------|----------------------|
| Serial clock pin | SCK ₀ | Output | Clock output |
| Receive data pin | RxD ₀ | Input | Receive data input |
| Transmit data pin | TxD ₀ | Output | Transmit data output |

14.1.4 Register Configuration

The smart card interface has the internal registers listed in table 14.2. BRR, TDR, and RDR have their normal serial communication interface functions, as described in section 13, Serial Communication Interface.

Table 14.2 Registers

| Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|-----------------------|--------------------------|--------------|---------------------|---------------|
| H'FFB0 | Serial mode register | SMR | R/W | H'00 |
| H'FFB1 | Bit rate register | BRR | R/W | H'FF |
| H'FFB2 | Serial control register | SCR | R/W | H'00 |
| H'FFB3 | Transmit data register | TDR | R/W | H'FF |
| H'FFB4 | Serial status register | SSR | R/(W)* ² | F'84 |
| H'FFB5 | Receive data register | RDR | R | H'00 |
| H'FFB6 | Smart card mode register | SCMR | R/W | H'F2 |

- Notes: 1. Lower 16 bits of the address.
 2. Only 0 can be written, to clear flags.

14.2 Register Descriptions

This section describes the new or modified registers and bit functions in the smart card interface.

14.2.1 Smart Card Mode Register (SCMR)

SCMR is an 8-bit readable/writable register that selects smart card interface functions.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|------|------|---|------|
| | — | — | — | — | SDIR | SINV | — | SMIF |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | — | R/W |

Reserved bits (Bits 7, 6, 5, 4)
Reserved bits (Bits 3, 2, 1, 0)
Smart card interface mode select
 Enables or disables the smart card interface function
Smart card data invert
 Inverts data logic levels
Smart card data transfer direction
 Selects the serial/parallel conversion format

SCMR is initialized to H'F2 by a reset and in standby mode.

Bits 7 to 4—Reserved: Read-only bits, always read as 1.

Bit 3—Smart Card Data Transfer Direction (SDIR): Selects the serial/parallel conversion format.

| Bit 3: SDIR | Description |
|-------------|---|
| 0 | TDR contents are transmitted LSB-first Received data is stored LSB-first in RDR (Initial value) |
| 1 | TDR contents are transmitted MSB-first Received data is stored MSB-first in RDR |

Bit 2—Smart Card Data Inverter (SINV): Inverts data logic levels. This function is used in combination with bit 3 to communicate with inverse-convention cards. SINV does not affect the logic level of the parity bit. For parity settings, see section 14.3.4, Register Settings.

| Bit 2: SINV | Description |
|-------------|--|
| 0 | Unmodified TDR contents are transmitted (Initial value) Received data is stored unmodified in RDR |
| 1 | Inverted TDR contents are transmitted Received data is inverted before storage in RDR |

Bit 1—Reserved: Read-only bit, always read as 1.

Bit 0—Smart Card Interface Mode Select (SMIF): Enables the smart card interface function.

| Bit 0: SMIF | Description |
|-------------|---|
| 0 | Smart card interface function is disabled (Initial value) |
| 1 | Smart card interface function is enabled |

14.2.2 Serial Status Register (SSR)

The function of SSR bit 4 is modified in the smart card interface. This change also causes a modification to the setting conditions for bit 2 (TEND).

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|--------|--------|--------|--------|------|-----|------|
| | TDRE | RDRF | ORER | ERS | PER | TEND | MPB | MPBT |
| Initial value | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| Read/Write | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R | R | R/W |

Transmit end
Status flag indicating
end of transmission

Error signal status (ERS)
Status flag indicating that an
error signal has been received

Note: * Only 0 can be written, to clear the flag.

Bits 7 to 5: These bits operate as in normal serial communication. For details see section 13, Serial Communication Interface.

Bit 4—Error Signal Status (ERS): In smart card interface mode, this flag indicates the status of the error signal sent from the receiving device to the transmitting device. The smart card interface does not detect framing errors.

| Bit 4: ERS | Description |
|------------|--|
| 0 | Indicates normal data transmission, with no error signal returned (Initial value) [Clearing conditions] The chip is reset or enters standby mode. Software reads ERS while it is set to 1, then writes 0. |
| 1 | Indicates that the receiving device sent an error signal reporting a parity error [Setting condition] A low error signal was sampled. |

Note: Clearing the TE bit to 0 in SCR does not affect the ERS flag, which retains its previous value.

Bits 3 to 0: These bits operate as in normal serial communication. For details see section 13, Serial Communication Interface. The setting conditions for transmit end (TEND, bit 2), however, are modified as follows.

| Bit 2: TEND | Description |
|-------------|---|
| 0 | Transmission is in progress [Clearing conditions] Software reads TDRE while it is set to 1, then writes 0 in the TDRE flag. The DMAC writes data in TDR. |
| 1 | End of transmission (Initial value) [Setting conditions] The chip is reset or enters standby mode. The TE bit and FER/ERS bit are both cleared to 0 in SCR. TDRE is 1 and FER/ERS is 0 at a time 2.5 etu after the last bit of a 1-byte serial character is transmitted (normal transmission) |

Note: An etu (elementary time unit) is the time needed to transmit one bit.

14.2.3 Serial Mode Register (SMR)

Bit 7 of SMR has a different function in smart card interface mode. The related serial control register (SCR) changes from bit 1 to bit 0. However, this function does not exist in the flash memory version.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|--------------|------|-----|------|------|
| | GM | CHR | PR | O/ \bar{E} | STOP | MP | CKS1 | CKS0 |
| Initial 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 7-GSM Mode (GM): Set at 0 when using the regular smart card interface. In GSM mode, set to 1. When transmission is complete, initially the TEND flag set timing appears followed by clock output restriction mode. Clock output restriction mode comprises serial control register bit 1 and bit 0.

Bit 7: GM Description

| | |
|---|---|
| 0 | Using the regular smart card interface mode <ul style="list-style-type: none"> The TEND flag is set 12.5 etu after the beginning of the start bit (Initial value) Clock output on/off control only |
| 1 | Using the GSM mode smart card interface mode <ul style="list-style-type: none"> The TEND flag is set 11.0 etu after the beginning of the start bit Clock output on/off and fixed-high/fixed-low control |

Bits 6 to 0—Operate in the same way as for the normal SCI.

For details, see section 13.2.5, Serial Mode Register (SMR).

14.2.4 Serial Control Register (SCR)

Bits 1 and 0 have different functions in smart card interface mode. However, this function does not exist in the flash memory version.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|------|------|------|------|
| | TIE | RIE | TE | RE | MPIE | TEIE | CKE1 | CKE0 |
| Initial 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 |

Bits 7 to 2—Operate in the same way as for the normal SCI.

For details, see section 13.2.6, Serial Control Register (SCR).

Bits 1 and 0—Clock Enable (CKE1, CKE0): Setting enable or disable for the SCI clock selection and clock output from the SCK pin. In smart card interface mode, it is possible to switch between enabling and disabling of the normal clock output, and specify a fixed high level or fixed low level for the clock output.

| SMR | SCR | | Description |
|--------------|----------------|----------------|--|
| Bit 7: GM | Bit 1: CKE1 | Bit 0: CKE0 | |
| 0 | 0 | 0 | The internal clock/SCK0 pin functions as an I/O port (Initial value) |
| 0 | 0 | 1 | The internal clock/SCK0 pin functions as the clock output |
| 1 | 0 | 0 | The internal clock/SCK0 pin is fixed at low-level output |
| 1 | 0 | 1 | The internal clock/SCK0 pin functions as the clock output |
| 1 | 1 | 0 | The internal clock/SCK0 pin is fixed at high-level output |
| 1 | 1 | 1 | The internal clock/SCK0 pin functions as the clock output |

14.3 Operation

14.3.1 Overview

The main features of the smart-card interface are as follows.

- One frame consists of eight data bits and a parity bit.
- In transmitting, a guard time of at least two elementary time units (2 etu) is provided between the end of the parity bit and the start of the next frame. (An elementary time unit is the time required to transmit one bit.)
- In receiving, if a parity error is detected, a low error signal is output for 1 etu, beginning 10.5 etu after the start bit.
- In transmitting, if an error signal is received, after at least 2 etu, the same data is automatically transmitted again.
- Only asynchronous communication is supported. There is no synchronous communication function.

14.3.2 Pin Connections

Figure 14.2 shows a pin connection diagram for the smart card interface.

In communication with a smart card, data is transmitted and received over the same signal line. The TxD_0 and RxD_0 pins should both be connected to this line. The data transmission line should be pulled up to V_{CC} through a resistor.

If the smart card uses the clock generated by the smart card interface, connect the SCK_0 output pin to the card's CLK input. If the card uses its own internal clock, this connection is unnecessary.

The reset signal should be output from one of the H8/3048 Group's generic ports.

In addition to these pin connections, power and ground connections will normally also be necessary.

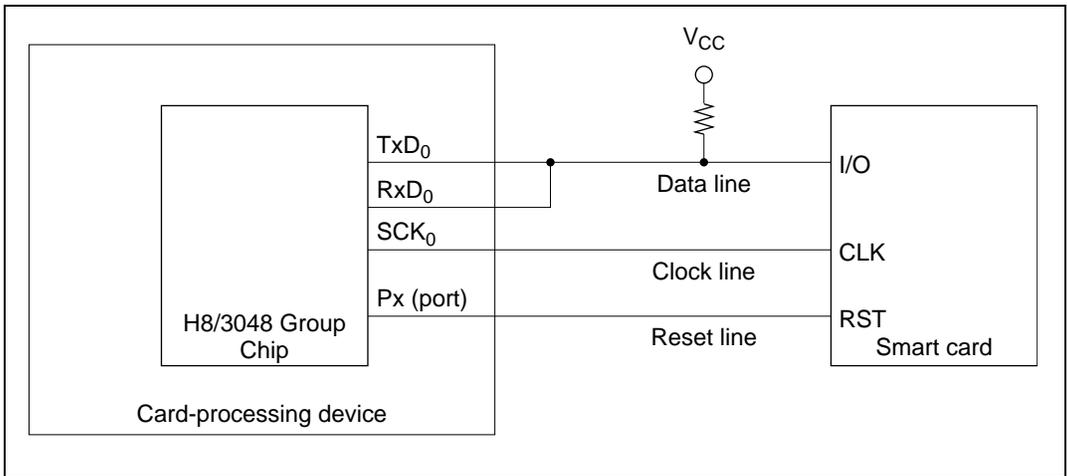


Figure 14.2 Smart Card Interface Connection Diagram

Note: A loop-back test can be performed by setting both RE and TE to 1 without connecting a smart card.

14.3.3 Data Format

Figure 14.3 shows the data format of the smart card interface. In receive mode, parity is checked once per frame. If a parity error is detected, an error signal is returned to the transmitting device to request retransmission. In transmit mode, the error signal is sampled and the same data is retransmitted if the error signal is low.

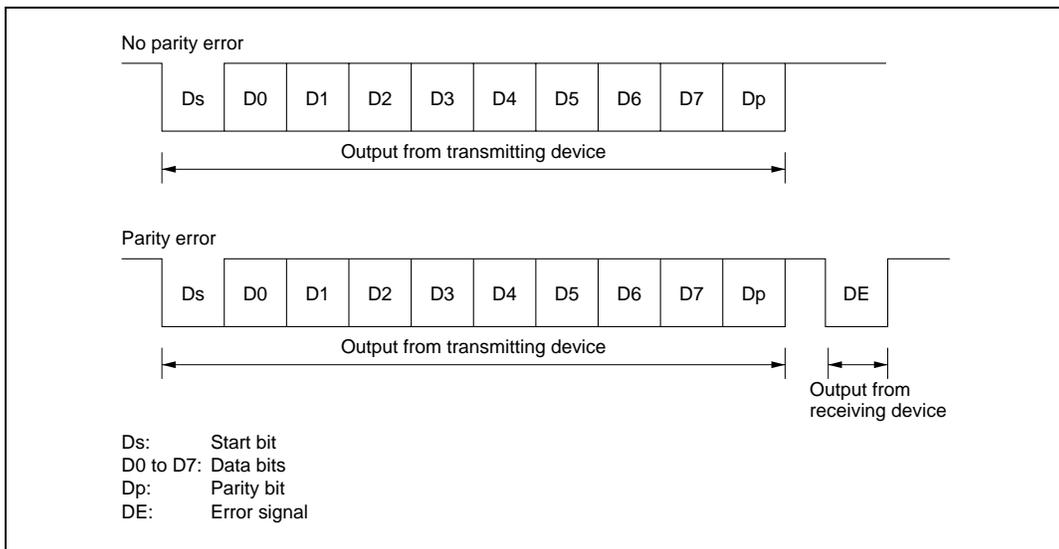


Figure 14.3 Smart Card Interface Data Format

The operating sequence is as follows.

1. When not in use, the data line is in the high-impedance state, and is pulled up to the high level through a resistor.
2. To start transmitting a frame of data, the transmitting device transmits a low start bit (Ds), followed by eight data bits (D0 to D7) and a parity bit (Dp).
3. Next, in the smart card interface, the transmitting device returns the data line to the high-impedance state. The data line is pulled up to the high level through a resistor.
4. The receiving device performs a parity check. If there is no parity error, the receiving device waits to receive the next data. If a parity error is present, the receiving device outputs a low error signal (DE) to request retransmission of the data. After outputting the error signal for a designated interval, the receiving device returns the signal line to the high-impedance state. The signal line is pulled back up to the high level through the pull-up resistor.
5. If the transmitting device does not receive an error signal, it proceeds to transmit the next data. If it receives an error signal, it returns to step 2 and transmits the same data again.

14.3.4 Register Settings

Table 14.3 shows a bit map of the registers used in the smart card interface. Bits indicated as 0 or 1 should always be set to the indicated value. The settings of the other bits will be described in this section.

Table 14.3 Register Settings in Smart Card Interface

| Register | Address* ¹ | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|----------|-----------------------|-------|-------|-------|-------|-------|-------|--------------------|-------|
| SMR | H'FFB0 | GM | 0 | 1 | O/E | 1 | 0 | CKS1 | CKS0 |
| BRR | H'FFB1 | BRR7 | BRR6 | BRR5 | BRR4 | BRR3 | BRR2 | BRR1 | BRR0 |
| SCR | H'FFB2 | TIE | RIE | TE | RE | 0 | 0 | CKE1* ² | CKE0 |
| TDR | H'FFB3 | TDR7 | TDR6 | TDR5 | TDR4 | TDR3 | TDR2 | TDR1 | TDR0 |
| SSR | H'FFB4 | TDRE | RDRF | ORER | ERS | PER | TEND | 0 | 0 |
| RDR | H'FFB5 | RDR7 | RDR6 | RDR5 | RDR4 | RDR3 | RDR2 | RDR1 | RDR0 |
| SCMR | H'FFB6 | — | — | — | — | SDIR | SINV | — | SMIF |

Notes: — Unused bit.

1. Lower 16 bits of the address.
2. When the GM of the SMR is set at 0, be sure the CKE1 bit is 0.

Serial Mode Register (SMR) Settings: In regular smart card interface mode, set the GM bit at 0. In regular smart card mode, clear the GM bit to 0. In GSM mode, set the GM bit to 1. Clear the O/ \bar{E} bit to 0 if the smart card uses the direct convention. Set the O/ \bar{E} bit to 1 if the smart card uses the inverse convention. Bits CKS1 and CKS0 select the clock source of the built-in baud rate generator. See section 14.3.5, Clock.

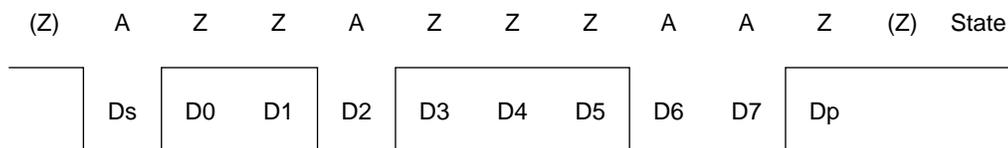
Bit Rate Register (BRR) Settings: This register sets the bit rate. Equations for calculating the setting are given in section 14.3.5, Clock.

Serial Control Register (SCR): The TIE, RIE, TE, and RE bits have their normal serial communication functions. For details, see section 13, Serial Communication Interface. The CKE1 and CKE0 bits select clock output. When the GM bit of the SMR is cleared to 0, to disable clock output, clear this bit to 00. To enable clock output, set this bit to 01. When the GM bit of the SMR is set to 1, clock output is enabled. Clock output is fixed at high or low.

Smart Card Mode Register (SCMR): If the smart card follows the direct convention, clear the SDIR and SINV bits to 0. If the smart card follows the indirect convention, set the SDIR and SINV bits to 1. To use the smart card interface, set the SMIF bit to 1.

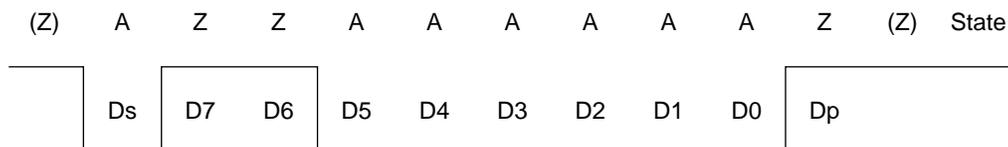
The register settings and examples of starting character waveforms are shown below for two smart cards, one following the direct convention and one the inverse convention.

- Direct convention ($SDIR = SINV = O/\bar{E} = 0$)



In the direct convention, state Z corresponds to logic level 1, and state A to logic level 0. Characters are transmitted and received LSB-first. In the example above the first character data is H'3B. The parity bit is 1, following the even parity rule designated for smart cards.

- Inverse convention ($SDIR = SINV = O/\bar{E} = 1$)



In the inverse convention, state A corresponds to the logic level 1, and state Z to the logic level 0. Characters are transmitted and received MSB-first. In the example above the first character data is H'3F. Following the even parity rule designated for smart cards, the parity bit logic level is 0, corresponding to state Z.

In the H8/3048 Group, the SINV bit inverts only the data bits D7 to D0. The parity bit is not inverted, so the O/\bar{E} bit in SMR must be set to odd parity mode. This applies in both transmitting and receiving.

14.3.5 Clock

As its serial communication clock, the smart card interface can use only the internal clock generated by the on-chip baud rate generator. The bit rate can be selected by setting the bit rate register (BRR) and bits CKS1 and CKS0 in the serial mode register (SMR). The bit rate can be calculated from the equation given below. Table 14.5 lists some examples of bit rate settings.

If bit CKE0 is set to 1, a clock signal with a frequency equal to 372 times the bit rate is output from the SCK₀ pin.

$$B = \frac{\phi}{1488 \times 2^{2n-1} \times (N + 1)} \times 10^6$$

where, N: BRR setting ($0 \leq N \leq 255$)

B: Bit rate (bits/s)

ϕ : System clock frequency (MHz)*

n: See table 14.4

Table 14.4 n-Values of CKS1 and CKS0 Settings

| n | CKS1 | CKS0 |
|---|------|------|
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 2 | 1 | 0 |
| 3 | 1 | 1 |

Note: * If the gear function is used to divide the system clock frequency, use the divided frequency to calculate the bit rate. The equation above applies directly to 1/1 frequency division.

Table 14.5 Bit Rates (bits/s) for Different BRR Settings (when n = 0)

| N | ϕ (MHz) | | | | | | |
|---|--------------|---------|---------|---------|---------|---------|---------|
| | 7.1424 | 10.00 | 10.7136 | 13.00 | 14.2848 | 16.00 | 18.00 |
| 0 | 9600.0 | 13440.9 | 14400.0 | 17473.1 | 19200.0 | 21505.4 | 24193.5 |
| 1 | 4800.0 | 6720.4 | 7200.0 | 8736.6 | 9600.0 | 10752.7 | 12096.8 |
| 2 | 3200.0 | 4480.3 | 4800.0 | 5824.4 | 6400.0 | 7168.5 | 8064.5 |

Note: Bit rates are rounded off to one decimal place.

The following equation calculates the bit rate register (BRR) setting from the system clock frequency and bit rate. N is an integer from 0 to 255, specifying the value with the smaller error.

$$N = \frac{\phi}{1488 \times 2^{2n-1} \times B} \times 10^6 - 1$$

Table 14.6 BRR Settings for Typical Bit Rate (bits/s) (when n = 0)

| Bit/s | ϕ (MHz) | | | | | | | | | | | | | |
|-------|--------------|-------|-------|-------|---------|-------|-------|-------|---------|-------|-------|-------|-------|-------|
| | 7.1424 | | 10.00 | | 10.7136 | | 13.00 | | 14.2848 | | 16.00 | | 18.00 | |
| | N | Error | N | Error | N | Error | N | Error | N | Error | N | Error | N | Error |
| 9600 | 0 | 0.00 | 1 | 30.00 | 1 | 25.00 | 1 | 8.99 | 1 | 0.00 | 1 | 12.01 | 2 | 15.99 |

Table 14.7 Maximum Bit Rates for Various Frequencies (Smart Card Interface)

| ϕ (MHz) | Maximum Bit Rate (bits/s) | N | n |
|--------------|---------------------------|---|---|
| 7.1424 | 9600 | 0 | 0 |
| 10.00 | 13441 | 0 | 0 |
| 10.7136 | 14400 | 0 | 0 |
| 13.00 | 17473 | 0 | 0 |
| 14.2848 | 19200 | 0 | 0 |
| 16.00 | 21505 | 0 | 0 |
| 18.00 | 24194 | 0 | 0 |

The bit rate error is calculated from the following equation.

$$\text{Error (\%)} = \left\{ \frac{\phi}{1488 \times 2^{2n-1} \times B \times (N + 1)} \times 10^6 - 1 \right\} \times 100$$

14.3.6 Transmitting and Receiving Data

Initialization: Before transmitting or receiving data, initialize the smart card interface by the procedure below. Initialization is also necessary when switching from transmit mode to receive mode or from receive mode to transmit mode.

1. Clear the TE and RE bits to 0 in the serial control register (SCR).
2. Clear the ERS, PER, and ORER error flags to 0 in the serial status register (SSR).
3. Set the parity mode bit (O/\bar{E}) and baud rate generator clock source select bits (CKS1 and CKS0) as required in the serial mode register (SMR). At the same time, clear the C/\bar{A} , CHR, and MP bits to 0, and set the STOP and PE bits to 1.
4. Set the SMIF, SDIR, and SINV bits as required in the smart card mode register (SMR). When the SMIF bit is set to 1, the TxD₀ and RxD₀ pins switch from their I/O port functions to their serial communication interface functions, and are placed in the high-impedance state.
5. Set a value corresponding to the desired bit rate in the bit rate register (BRR).
6. Set clock enable bit 0 (CKE0) as required in the serial control register (SCR). Write 0 in the TIE, RIE, TE, RE, MPIE, TEIE, and CKE1 bits. If bit CKE0 is set to 1, a serial clock will be output from the SCK₀ pin.
7. Wait for at least the interval required to transmit or receive one bit, then set the TIE, RIE, TE, and RE bits as necessary in SCR. Do not set TE and RE both to 1, except when performing a loop-back test.

Transmitting Serial Data: The transmitting procedure in smart card mode is different from the normal SCI procedure, because of the need to sample the error signal and retransmit. Figure 14.4 shows a flowchart for transmitting, and figure 14.5 shows the relation between a transmit operation and the internal registers.

1. Initialize the smart card interface by the procedure given above in Initialization.
2. Check that the ERS error flag is cleared to 0 in SSR.
3. Check that the TEND flag is set to 1 in SSR. Repeat steps 2 and 3 until this check passes.
4. Write transmit data in TDR and clear the TDRE flag to 0. The data will be transmitted and the TEND flag will be cleared to 0.
5. To continue transmitting data, return to step 2.
6. To terminate transmission, clear the TE bit to 0.

This procedure may include interrupt handling and DMA transfer.

If the TIE bit is set to 1 to enable interrupt requests, when transmission is completed and the TEND flag is set to 1, a transmit-data-empty interrupt (TXI) is requested. If the RIE bit is set to 1

to enable interrupt requests, when a transmit error occurs and the ERS flag is set to 1, a transmit/receive-error interrupt (ERI) is requested.

The timing of TEND flag setting depends on the GM bit in SMR. The timing is shown in figure 14.6.

If the TXI interrupt activates the DMAC, the number of bytes designated in the DMAC can be transmitted automatically, including automatic retransmit.

For details, see Interrupt Operations and Data Transfer by DMAC in this section.

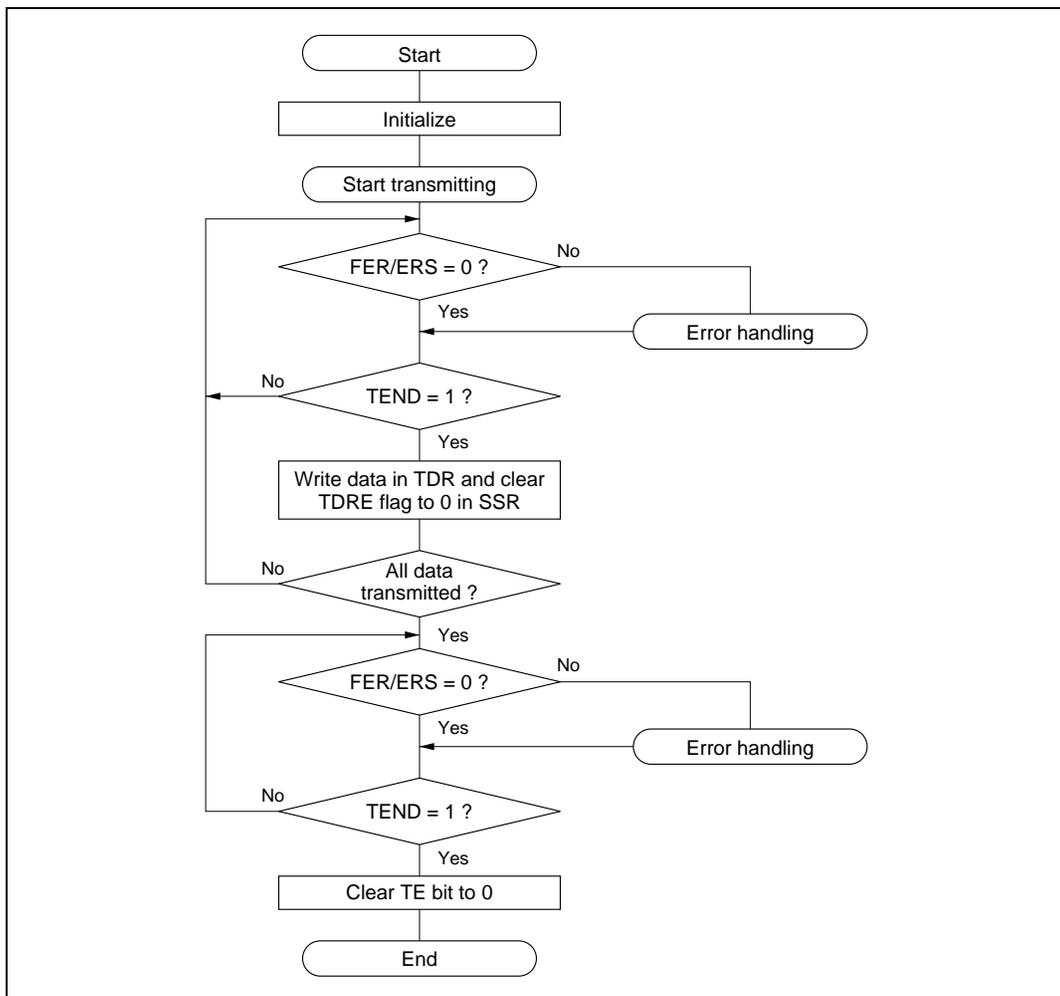


Figure 14.4 Transmit Flowchart (Example)

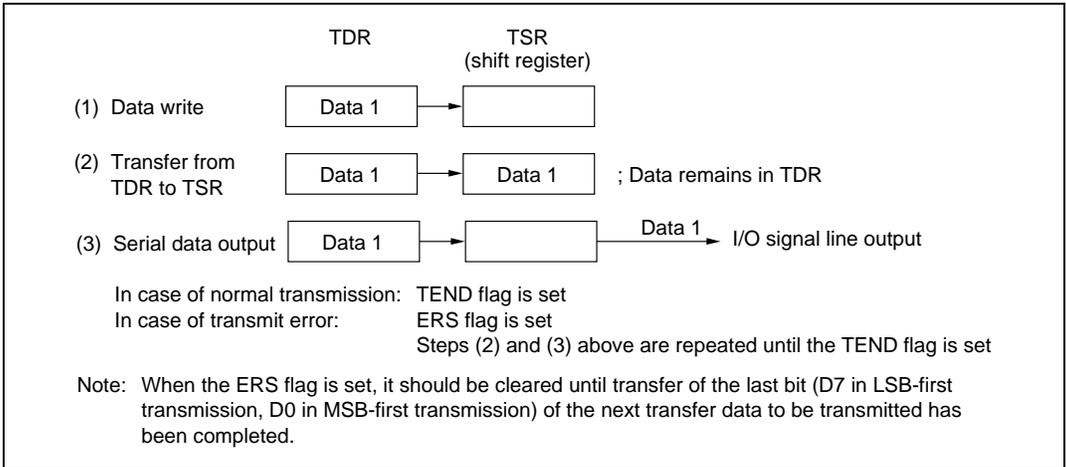


Figure 14.5 Relation Between Transmit Operation and Internal Registers

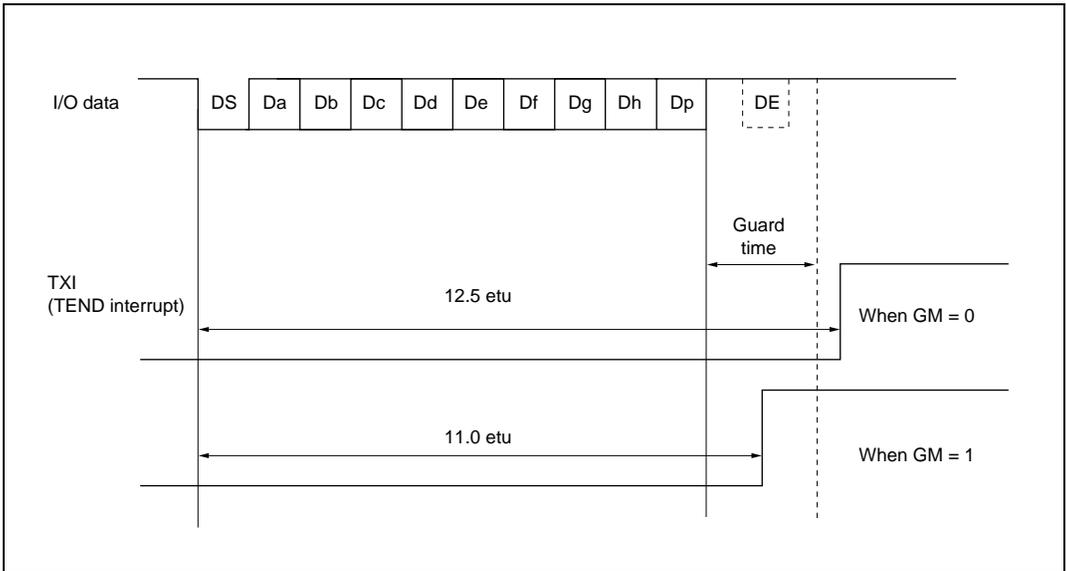


Figure 14.6 TEND Flag Occurrence Timing

Receiving Serial Data: The receiving procedure in smart card mode is the same as the normal SCI procedure. Figure 14.7 shows a flowchart for receiving.

1. Initialize the smart card interface by the procedure given in Initialization at the beginning of this section.
2. Check that the ORER and PER error flags are cleared to 0 in SSR. If either flag is set, carry out the necessary error handling, then clear both the ORER and PER flags to 0.
3. Check that the RDRF flag is set to 1. Repeat steps 2 and 3 until this check passes.
4. Read receive data from RDR.
5. To continue receiving data, clear the RDRF flag to 0 and return to step 2.
6. To terminate receiving, clear the RE bit to 0.

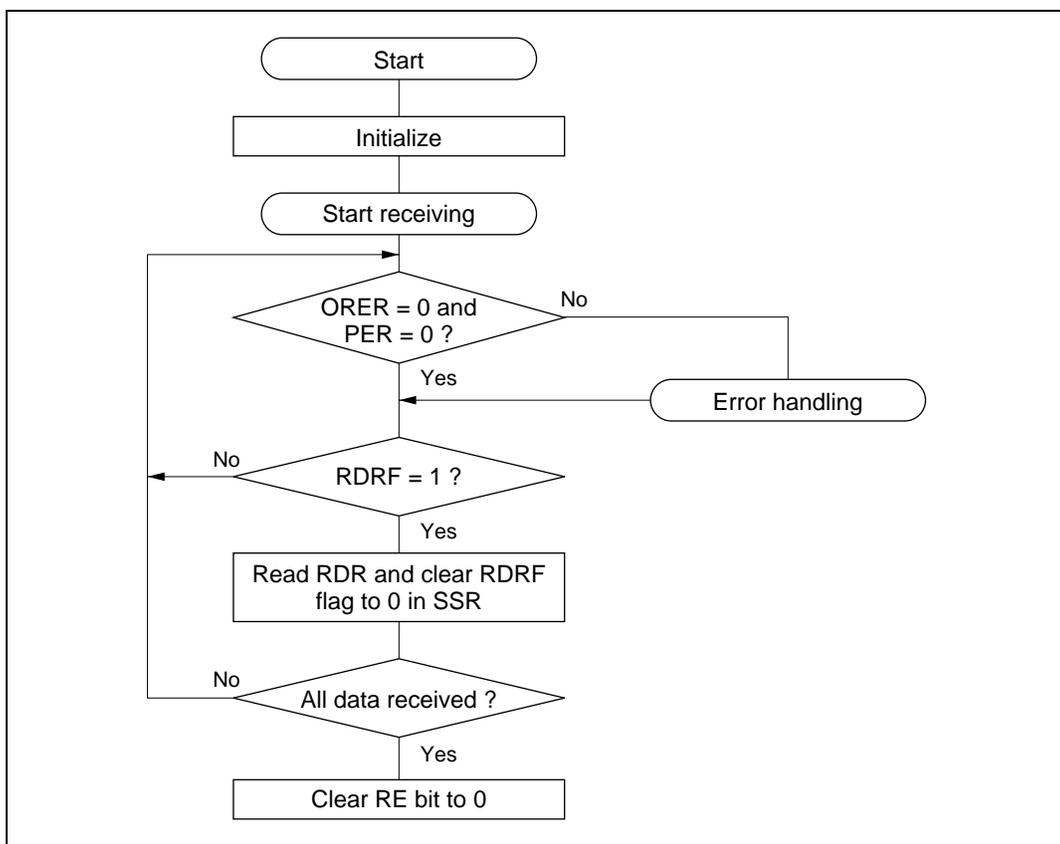


Figure 14.7 Receive Flowchart (Example)

This procedure may include interrupt handling and DMA transfer.

If the RIE bit is set to 1 to enable interrupt requests, when receiving is completed and the RDRF flag is set to 1, a receive-data-full interrupt (RXI) is requested. If a receive error occurs, either the ORER or PER flag is set to 1 and a transmit/receive-error interrupt (ERI) is requested.

If the RXI interrupt activates the DMAC, the number of bytes designated in the DMAC will be transferred, skipping receive data in which an error occurred.

For details, see Interrupt Operations and Data Transfer by DMAC below.

When a parity error occurs and PER is set to 1, the receive data is transferred to RDR, so the erroneous data can be read.

Switching Modes: To switch from receive mode to transmit mode, check that receiving operations have completed, then initialize the smart card interface, clearing RE to 0 and setting TE to 1. Completion of receive operations is indicated by the RDRF, PER, or ORER flag.

To switch from transmit mode to receive mode, check that transmitting operations have completed, then initialize the smart card interface, clearing TE to 0 and setting RE to 1. Completion of transmit operations can be verified from the TEND flag.

Fixing Clock Output: When the GM bit of the SMR is set to 1, clock output is fixed by CKE1 and CKE0 of SCR. In this case, the clock pulse can be set at minimum value.

Figure 14.8 shows clock output fixed timing: CKE0 is restricted with GM = 1 and CKE1 = 1.

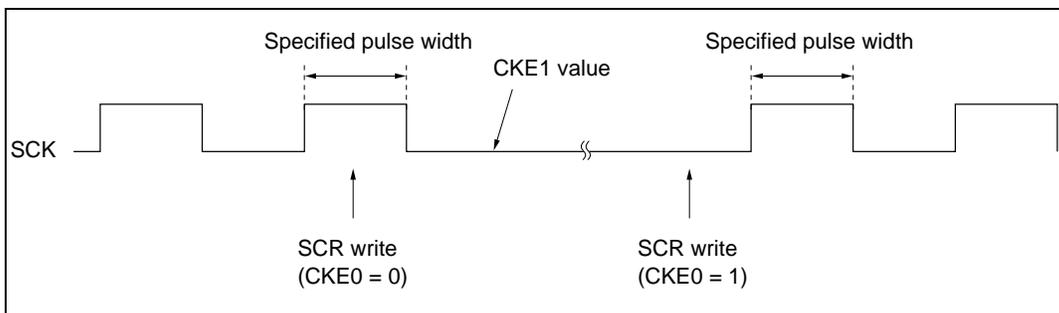


Figure 14.8 Clock Output Fixed Timing

Interrupt Operations: The smart card interface has three interrupt sources: transmit-data-empty (TXI), transmit/receive-error (ERI), and receive-data-full (RXI). The transmit-end interrupt request (TEI) is not available in smart card mode.

A TXI interrupt is requested when the TEND flag is set to 1 in SSR. An RXI interrupt is requested when the RDRF flag is set to 1 in SSR. An ERI interrupt is requested when the ORER, PER, or ERS flag is set to 1 in SSR. These relationships are shown in table 14.8.

Table 14.8 Smart Card Mode Operating States and Interrupt Sources

| Operating State | | Flag | Mask Bit | Interrupt Source | DMAC Activation |
|-----------------|------------------|-----------|----------|------------------|-----------------|
| Transmit mode | Normal operation | TEND | TIE | TXI | Available |
| | Error | ERS | RIE | ERI | Not available |
| Receive mode | Normal operation | RDRF | RIE | RXI | Available |
| | Error | PER, ORER | RIE | ERI | Not available |

Data Transfer by DMAC: The DMAC can be used to transmit and receive in smart card mode, as in normal SCI operations. In transmit mode, when the TEND flag is set to 1 in SSR, the TDRE flag is set simultaneously, generating a TXI interrupt. If TXI is designated in advance as a DMAC activation source, the DMAC will be activated by the TXI request and will transfer the next transmit data. This data transfer by the DMAC automatically clears the TDRE and TEND flags to 0. When an error occurs, the SCI automatically retransmits the same data, keeping TEND cleared to 0 so that the DMAC is not activated. The SCI and DMAC will therefore automatically transmit the designated number of bytes, including retransmission when an error occurs. When an error occurs the ERS flag is not cleared automatically, so the RIE bit should be set to 1 to enable the error to generate an ERI request, and the ERI interrupt handler should clear ERS.

When using the DMAC to transmit or receive, first set up and enable the DMAC, then make SCI settings. DMAC settings are described in section 8, DMA Controller.

In receive operations, when the RDRF flag is set to 1 in SSR, an RXI interrupt is requested. If RXI is designated in advance as a DMAC activation source, the DMAC will be activated by the RXI request and will transfer the received data. This data transfer by the DMAC automatically clears the RDRF flag to 0. When an error occurs, the RDRF flag is not set and an error flag is set instead. The DMAC is not activated. The ERI interrupt request is directed to the CPU. The ERI interrupt handler should clear the error flags.

Examples of Operation in GSM Mode: When switching between smart card interface mode and software standby mode, use the following procedures to maintain the clock duty cycle.

- Switching from smart card interface mode to software standby mode
 1. Set the P94 data register (DR) and data direction register (DDR) to the values for the fixed output state in software standby mode.
 2. Write 0 to the TE and RE bits in the serial control register (SCR) to stop transmit/receive operations. At the same time, set the CKE1 bit to the value for the fixed output state in software standby mode.
 3. Write 0 to the CKE0 bit in SCR to stop the clock.
 4. Wait for one serial clock cycle. During this period, the duty cycle is preserved and clock output is fixed at the specified level.
 5. Write H'00 to the serial mode register (SMR) and smart card mode register (SCMR).
 6. Make the transition to the software standby state.
- Returning from software standby mode to smart card interface mode
 1. Clear the software standby state.
 2. Set the CKE1 bit in SCR to the value for the fixed output state at the start of software standby (the current P94 pin state).
 3. Set smart card interface mode and output the clock. Clock signal generation is started with the normal duty cycle.

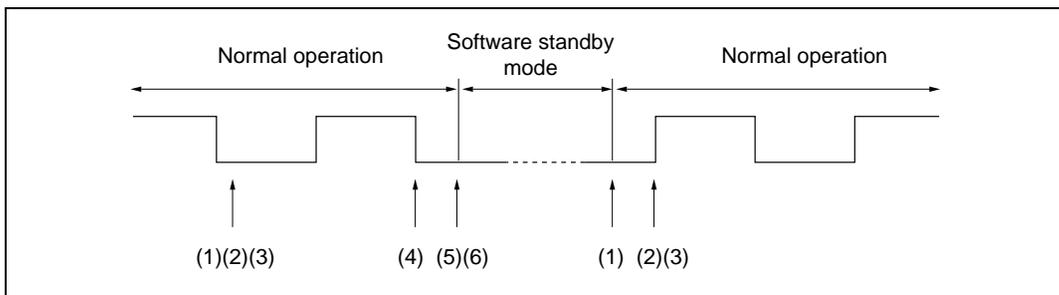


Figure 14.9 Procedure for Stopping and Restarting the Clock

Use the following procedure to secure the clock duty cycle after powering on.

1. The initial state is port input and high impedance. Use pull-up or pull-down resistors to fix the potential.
2. Fix at the output specified by the CKE1 bit in SCR.
3. Set SMR and SCMR, and switch to smart card interface mode operation.
4. Set the CKE0 bit in SCR to 1 to start clock output.

14.4 Usage Notes

When using the SCI as a smart card interface, note the following points.

Receive Data Sampling Timing in Smart Card Mode and Receive Margin: In smart card mode the SCI operates on a base clock with 372 times the bit rate frequency. In receiving, the SCI synchronizes internally with the fall of the start bit, which it samples on the base clock. Receive data is latched at the rising edge of the 186th base clock pulse. See figure 14.10.

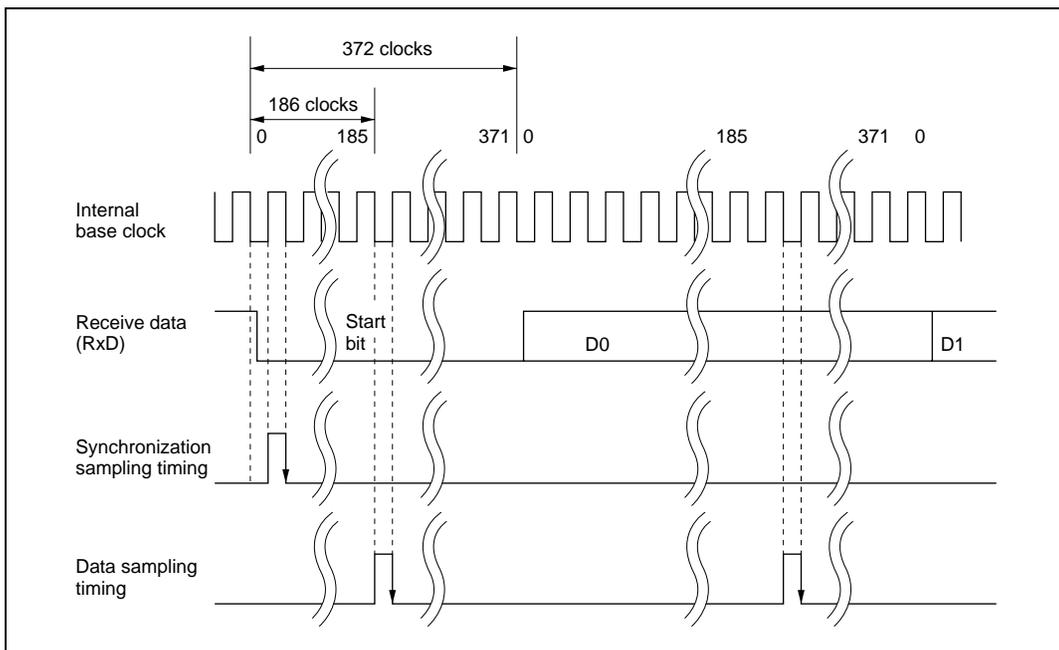


Figure 14.10 Receive Data Sampling Timing in Smart Card Mode

The receive margin can therefore be expressed as follows.

Receive margin in smart card mode:

$$M = \left\{ \left\{ 0.5 - \frac{1}{2N} \right\} - (L - 0.5) F - \frac{|D - 0.5|}{N} (1 + F) \right\} \times 100\%$$

M: Receive margin (%)

N: Ratio of clock frequency to bit rate (N = 372)

D: Clock duty cycle (D = 0 to 1.0)

L: Frame length (L = 10)

F: Absolute deviation of clock frequency

From this equation, if $F = 0$ and $D = 0.5$ the receive margin is as follows.

$$\begin{aligned} D &= 0.5, F = 0 \\ M &= \{0.5 - 1/(2 \times 372)\} \times 100\% \\ &= 49.866\% \end{aligned}$$

Retransmission: Retransmission is described below for the separate cases of transmit mode and receive mode.

- Retransmission when SCI is in Receive Mode (see figure 14.11)
 - (1) The SCI checks the received parity bit. If it detects an error, it automatically sets the PER flag to 1. If the RIE bit in SCR is set to the enable state, an ERI interrupt is requested. The PER flag should be cleared to 0 in SSR before the next parity bit sampling timing.
 - (2) The RDRF bit in SSR is not set to 1 for the error frame.
 - (3) If an error is not detected when the parity bit is checked, the PER flag is not set in SSR.
 - (4) If an error is not detected when the parity bit is checked, receiving operations are assumed to have ended normally, and the RDRF bit is automatically set to 1 in SSR. If the RIE bit in SCR is set to the enable state, an RXI interrupt is requested. If RXI is enabled as a DMA transfer activation source, the RDR contents can be read automatically. When the DMAC reads the RDR data, it automatically clears RDRF to 0.
 - (5) When a normal frame is received, at the error signal transmit timing, the data pin is held in the high-impedance state.

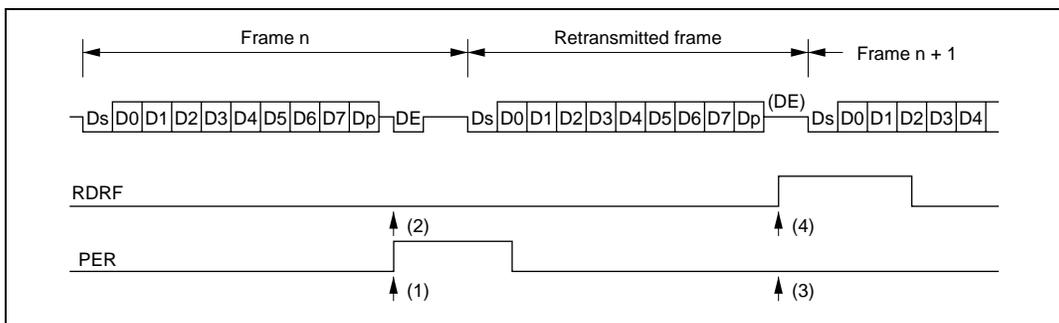


Figure 14.11 Retransmission in SCI Receive Mode

- Retransmission when SCI is in Transmit Mode (see figure 14.12)
- (6) After transmitting one frame, if the receiving device returns an error signal, the SCI sets the ERS flag to 1 in SSR. If the RIE bit in SCR is set to the enable state, an ERI interrupt is requested. The ERS flag should be cleared to 0 in SSR before the next parity bit sampling timing.
 - (7) The TEND bit in SSR is not set for the frame in which the error signal was received, indicating an error.
 - (8) If no error signal is returned from the receiving device, the ERS flag is not set in SSR.
 - (9) If no error signal is returned from the receiving device, transmission of the frame, including retransmission, is assumed to be complete, and the TEND bit is set to 1 in SSR. If the TIE bit in SCR is set to the enable state, a TXI interrupt is requested. If TXI is enabled as a DMA transfer activation source, the next data can be written in TDR automatically. When the DMAC writes data in TDR, it automatically clears the TDRE bit to 0.

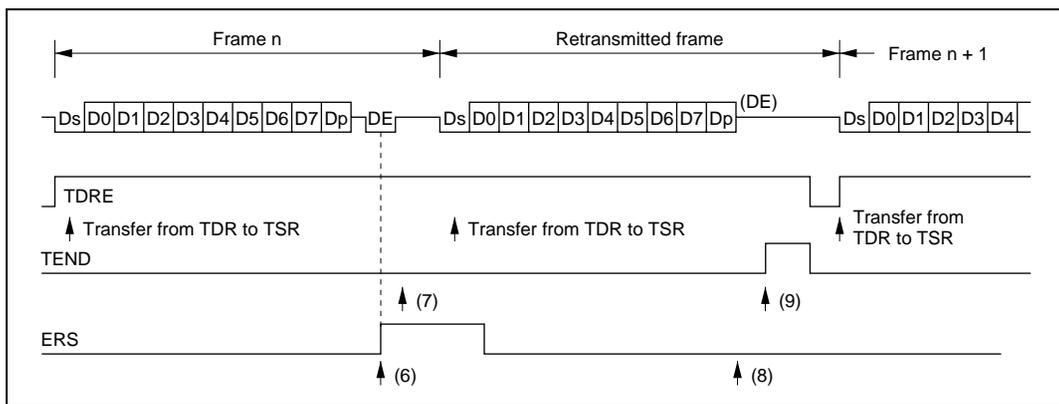


Figure 14.12 Retransmission in SCI Transmit Mode

Section 15 A/D Converter

15.1 Overview

The H8/3048 Group includes a 10-bit successive-approximations A/D converter with a selection of up to eight analog input channels.

When the A/D converter is not used, it can be halted independently to conserve power. For details see section 21.6, Module Standby Function.

15.1.1 Features

A/D converter features are listed below.

- 10-bit resolution
- Eight input channels
- Selectable analog conversion voltage range
The analog voltage conversion range can be programmed by input of an analog reference voltage at the V_{REF} pin.
- High-speed conversion
Conversion time: Minimum 7.45 μ s per channel (with 18 MHz system clock)
- Two conversion modes
Single mode: A/D conversion of one channel
Scan mode: continuous conversion on one to four channels
- Four 16-bit data registers
A/D conversion results are transferred for storage into data registers corresponding to the channels.
- Sample-and-hold function
- A/D conversion can be externally triggered
- A/D interrupt requested at end of conversion
At the end of A/D conversion, an A/D end interrupt (ADI) can be requested.

15.1.2 Block Diagram

Figure 15.1 shows a block diagram of the A/D converter.

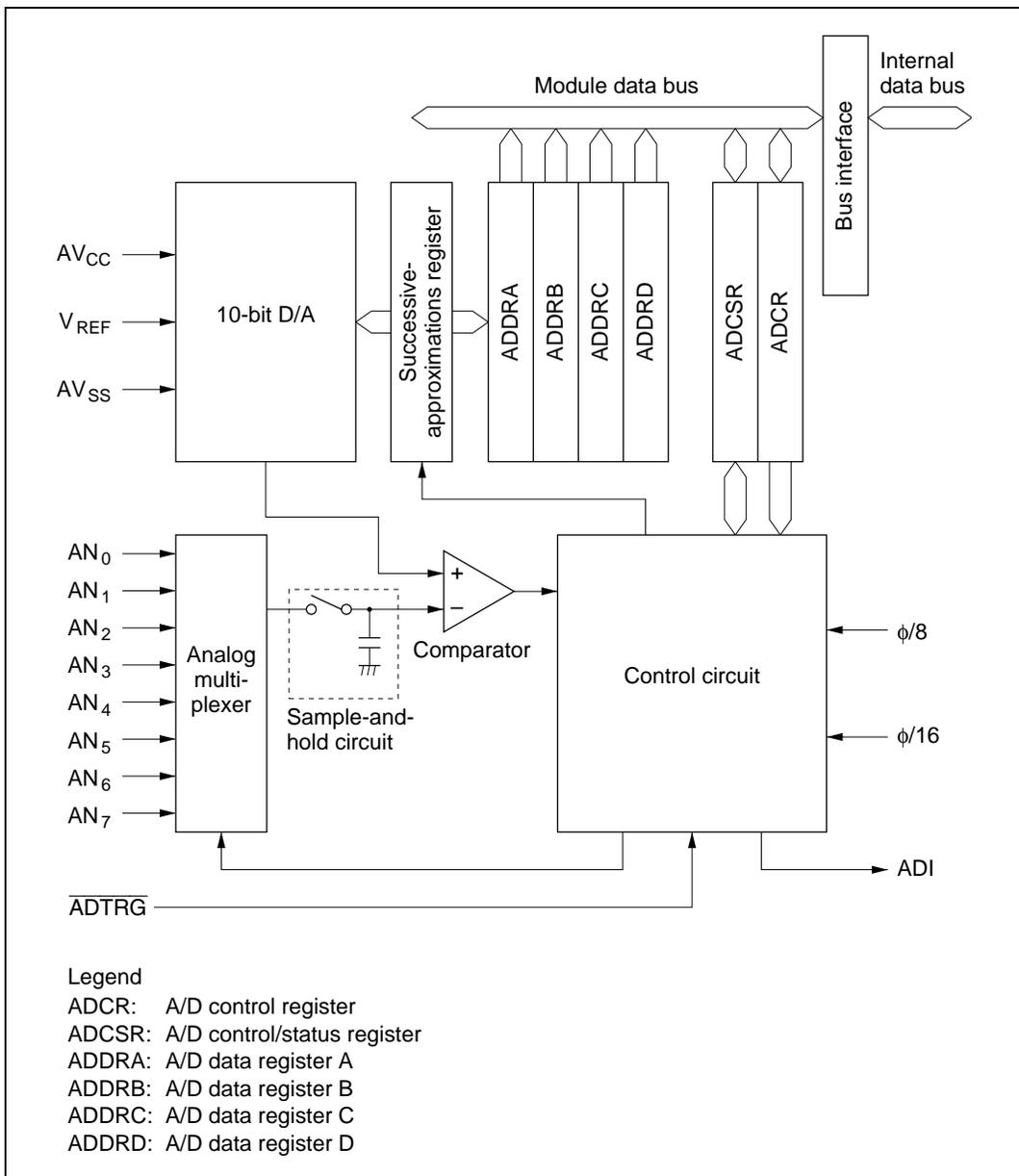


Figure 15.1 A/D Converter Block Diagram

15.1.3 Input Pins

Table 15.1 summarizes the A/D converter's input pins. The eight analog input pins are divided into two groups: group 0 (AN₀ to AN₃), and group 1 (AN₄ to AN₇). AV_{CC} and AV_{SS} are the power supply for the analog circuits in the A/D converter. V_{REF} is the A/D conversion reference voltage.

Table 15.1 A/D Converter Pins

| Pin Name | Abbreviation | I/O | Function |
|--------------------------------|------------------|-------|--|
| Analog power supply pin | AV _{CC} | Input | Analog power supply |
| Analog ground pin | AV _{SS} | Input | Analog ground and reference voltage |
| Reference voltage pin | V _{REF} | Input | Analog reference voltage |
| Analog input pin 0 | AN ₀ | Input | Group 0 analog inputs |
| Analog input pin 1 | AN ₁ | Input | |
| Analog input pin 2 | AN ₂ | Input | |
| Analog input pin 3 | AN ₃ | Input | |
| Analog input pin 4 | AN ₄ | Input | Group 1 analog inputs |
| Analog input pin 5 | AN ₅ | Input | |
| Analog input pin 6 | AN ₆ | Input | |
| Analog input pin 7 | AN ₇ | Input | |
| A/D external trigger input pin | ADTRG | Input | External trigger input for starting A/D conversion |

15.1.4 Register Configuration

Table 15.2 summarizes the A/D converter's registers.

Table 15.2 A/D Converter Registers

| Address* ¹ | Name | Abbreviation | R/W | Initial Value |
|-----------------------|-----------------------------|--------------|---------------------|--------------------|
| H'FFE0 | A/D data register A (high) | ADDRAH | R | H'00 |
| H'FFE1 | A/D data register A (low) | ADDRAL | R | H'00 |
| H'FFE2 | A/D data register B (high) | ADDRBH | R | H'00 |
| H'FFE3 | A/D data register B (low) | ADDRBL | R | H'00 |
| H'FFE4 | A/D data register C (high) | ADDRCH | R | H'00 |
| H'FFE5 | A/D data register C (low) | ADDRCL | R | H'00 |
| H'FFE6 | A/D data register D (high) | ADDRDH | R | H'00 |
| H'FFE7 | A/D data register D (low) | ADDRDL | R | H'00 |
| H'FFE8 | A/D control/status register | ADCSR | R/(W)* ² | H'00 |
| H'FFE9 | A/D control register | ADCR | R/W | H'7F* ³ |

- Notes:
1. Lower 16 bits of the address
 2. Only 0 can be written in bit 7, to clear the flag.
 3. H8/3048F, H8/3048ZTAT, H8/3048 mask-ROM, H8/3047 mask-ROM, H8/3045 mask-ROM, and H8/3044 mask-ROM versions

15.2 Register Descriptions

15.2.1 A/D Data Registers A to D (ADDRA to ADDR D)

| | | | | | | | | | | | | | | | | |
|----------------------------|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|----------------------|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ADDR _n | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | AD1 | AD0 | — | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write (n = A to D) | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R |
| | A/D conversion data 10-bit data giving an A/D conversion result | | | | | | | | | | Reserved bits | | | | | |

The four A/D data registers (ADDRA to ADDR D) are 16-bit read-only registers that store the results of A/D conversion.

An A/D conversion produces 10-bit data, which is transferred for storage into the A/D data register corresponding to the selected channel. The upper 8 bits of the result are stored in the upper byte of the A/D data register. The lower 2 bits are stored in the lower byte. Bits 5 to 0 of an A/D data register are reserved bits that are always read as 0. Table 15.3 indicates the pairings of analog input channels and A/D data registers.

The CPU can always read and write the A/D data registers. The upper byte can be read directly, but the lower byte is read through a temporary register (TEMP). For details see section 15.3, CPU Interface.

The A/D data registers are initialized to H'0000 by a reset and in standby mode.

Table 15.3 Analog Input Channels and A/D Data Registers

| Analog Input Channel | | A/D Data Register |
|----------------------|-----------------|-------------------|
| Group 0 | Group 1 | |
| AN ₀ | AN ₄ | ADDRA |
| AN ₁ | AN ₅ | ADDRB |
| AN ₂ | AN ₆ | ADDRC |
| AN ₃ | AN ₇ | ADDRD |

15.2.2 A/D Control/Status Register (ADCSR)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|------|------|------|-----|-----|-----|-----|
| | ADF | ADIE | ADST | SCAN | CKS | CH2 | CH1 | CH0 |
| Initial 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 |

A/D end flag
 Indicates end of A/D conversion

A/D interrupt enable
 Enables and disables A/D end interrupts

A/D start
 Starts or stops A/D conversion

Scan mode
 Selects single mode or scan mode

Clock select
 Selects the A/D conversion time

Channel select 2 to 0
 These bits select analog input channels

Note: * Only 0 can be written, to clear the flag.

ADCSR is an 8-bit readable/writable register that selects the mode and controls the A/D converter. ADCSR is initialized to H'00 by a reset and in standby mode.

Bit 7—A/D End Flag (ADF): Indicates the end of A/D conversion.

| Bit 7: ADF | Description |
|------------|---|
| 0 | [Clearing condition] (Initial value) Cleared by reading ADF while ADF = 1, then writing 0 in ADF |
| 1 | [Setting conditions] Single mode: A/D conversion ends Scan mode: A/D conversion ends in all selected channels |

Bit 6—A/D Interrupt Enable (ADIE): Enables or disables the interrupt (ADI) requested at the end of A/D conversion.

| Bit 6: ADIE | Description |
|-------------|---|
| 0 | A/D end interrupt request (ADI) is disabled (Initial value) |
| 1 | A/D end interrupt request (ADI) is enabled |

Bit 5—A/D Start (ADST): Starts or stops A/D conversion. The ADST bit remains set to 1 during A/D conversion. It can also be set to 1 by external trigger input at the ADTRG pin.

| Bit 5: ADST | Description |
|-------------|--|
| 0 | A/D conversion is stopped (Initial value) |
| 1 | Single mode: A/D conversion starts; ADST is automatically cleared to 0 when conversion ends. Scan mode: A/D conversion starts and continues, cycling among the selected channels, until ADST is cleared to 0 by software, by a reset, or by a transition to standby mode. |

Bit 4—Scan Mode (SCAN): Selects single mode or scan mode. For further information on operation in these modes, see section 15.4, Operation. Clear the ADST bit to 0 before switching the conversion mode.

| Bit 4: SCAN | Description |
|-------------|-----------------------------|
| 0 | Single mode (Initial value) |
| 1 | Scan mode |

Bit 3—Clock Select (CKS): Selects the A/D conversion time. Clear the ADST bit to 0 before switching the conversion time.

| Bit 3: CKS | Description |
|------------|--|
| 0 | Conversion time = 266 states (maximum) (Initial value) |
| 1 | Conversion time = 134 states (maximum) |

Bits 2 to 0—Channel Select 2 to 0 (CH2 to CH0): These bits and the SCAN bit select the analog input channels. Clear the ADST bit to 0 before changing the channel selection.

| Group Selection | Channel Selection | | Description | |
|-----------------|-------------------|-----|---------------------------------|------------------------------------|
| | CH1 | CH0 | Single Mode | Scan Mode |
| 0 | 0 | 0 | AN ₀ (Initial value) | AN ₀ |
| | | 1 | AN ₁ | AN ₀ , AN ₁ |
| | 1 | 0 | AN ₂ | AN ₀ to AN ₂ |
| | | 1 | AN ₃ | AN ₀ to AN ₃ |
| 1 | 0 | 0 | AN ₄ | AN ₄ |
| | | 1 | AN ₅ | AN ₄ , AN ₅ |
| | 1 | 0 | AN ₆ | AN ₄ to AN ₆ |
| | | 1 | AN ₇ | AN ₄ to AN ₇ |

15.2.3 A/D Control Register (ADCR)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|---|---|---|---|---|---|---|
| | TRGE | — | — | — | — | — | — | — |
| Initial value | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | — | — | — | — | — | — | — |

Reserved bits

Trigger enable
Enables or disables external triggering of A/D conversion

ADCR is an 8-bit readable/writable register that enables or disables external triggering of A/D conversion. ADCR is initialized to H'7F by a reset and in standby mode.

Bit 7—Trigger Enable (TRGE): Enables or disables external triggering of A/D conversion.

| Bit 7: TRGE | Description |
|-------------|--|
| 0 | A/D conversion cannot be externally triggered (Initial value) |
| 1 | A/D conversion starts at the falling edge of the external trigger signal (ADTRG) |

Bits 6 to 0—Reserved: Read-only bits, always read as 1.

15.3 CPU Interface

ADDRA to ADDR_D are 16-bit registers, but they are connected to the CPU by an 8-bit data bus. Therefore, although the upper byte can be accessed directly by the CPU, the lower byte is read through an 8-bit temporary register (TEMP).

An A/D data register is read as follows. When the upper byte is read, the upper-byte value is transferred directly to the CPU and the lower-byte value is transferred into TEMP. Next, when the lower byte is read, the TEMP contents are transferred to the CPU.

When reading an A/D data register, always read the upper byte before the lower byte. It is possible to read only the upper byte, but if only the lower byte is read, incorrect data may be obtained.

Figure 15.2 shows the data flow for access to an A/D data register.

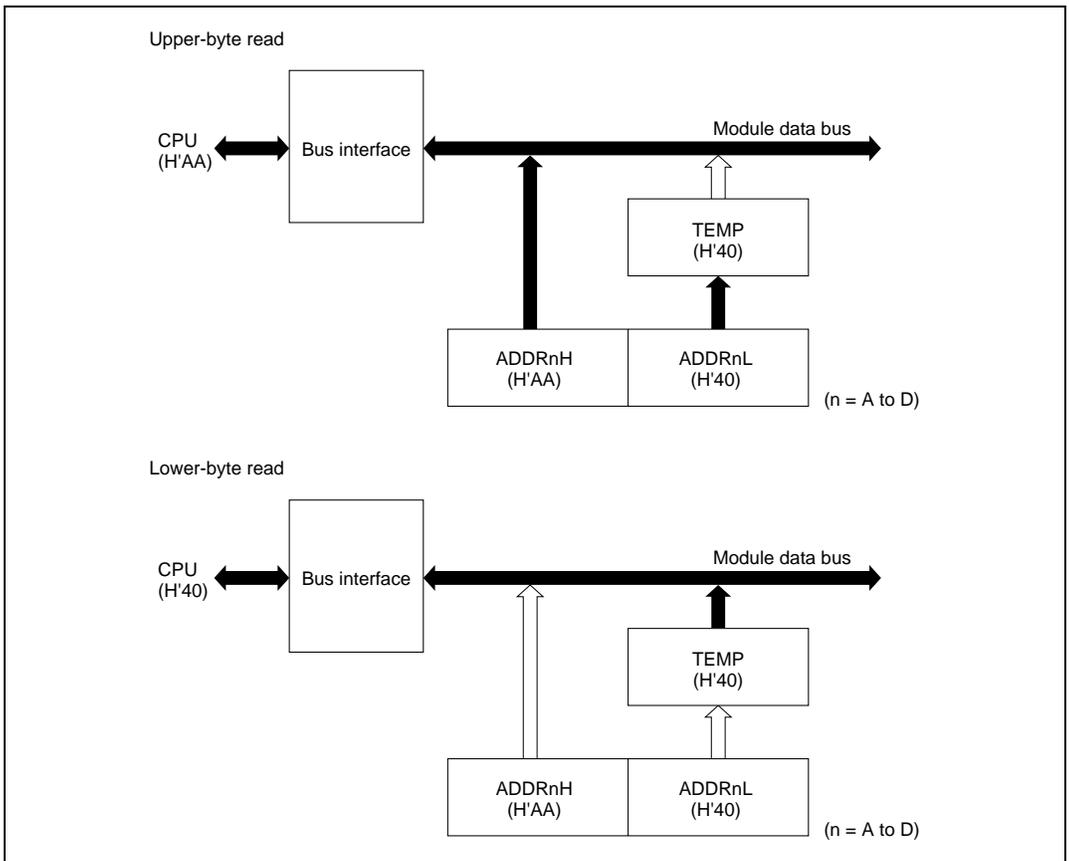


Figure 15.2 A/D Data Register Access Operation (Reading H'AA40)

15.4 Operation

The A/D converter operates by successive approximations with 10-bit resolution. It has two operating modes: single mode and scan mode.

15.4.1 Single Mode (SCAN = 0)

Single mode should be selected when only one A/D conversion on one channel is required. A/D conversion starts when the ADST bit is set to 1 by software, or by external trigger input. The ADST bit remains set to 1 during A/D conversion and is automatically cleared to 0 when conversion ends.

When conversion ends the ADF bit is set to 1. If the ADIE bit is also set to 1, an ADI interrupt is requested at this time. To clear the ADF flag to 0, first read ADCSR, then write 0 in ADF.

When the mode or analog input channel must be switched during analog conversion, to prevent incorrect operation, first clear the ADST bit to 0 in ADCSR to halt A/D conversion. After making the necessary changes, set the ADST bit to 1 to start A/D conversion again. The ADST bit can be set at the same time as the mode or channel is changed.

Typical operations when channel 1 (AN₁) is selected in single mode are described next.

Figure 15.3 shows a timing diagram for this example.

1. Single mode is selected (SCAN = 0), input channel AN₁ is selected (CH2 = CH1 = 0, CH0 = 1), the A/D interrupt is enabled (ADIE = 1), and A/D conversion is started (ADST = 1).
2. When A/D conversion is completed, the result is transferred into ADDR_B. At the same time the ADF flag is set to 1, the ADST bit is cleared to 0, and the A/D converter becomes idle.
3. Since ADF = 1 and ADIE = 1, an ADI interrupt is requested.
4. The A/D interrupt handling routine starts.
5. The routine reads ADCSR, then writes 0 in the ADF flag.
6. The routine reads and processes the conversion result (ADDR_B).
7. Execution of the A/D interrupt handling routine ends. After that, if the ADST bit is set to 1, A/D conversion starts again and steps 2 to 7 are repeated.

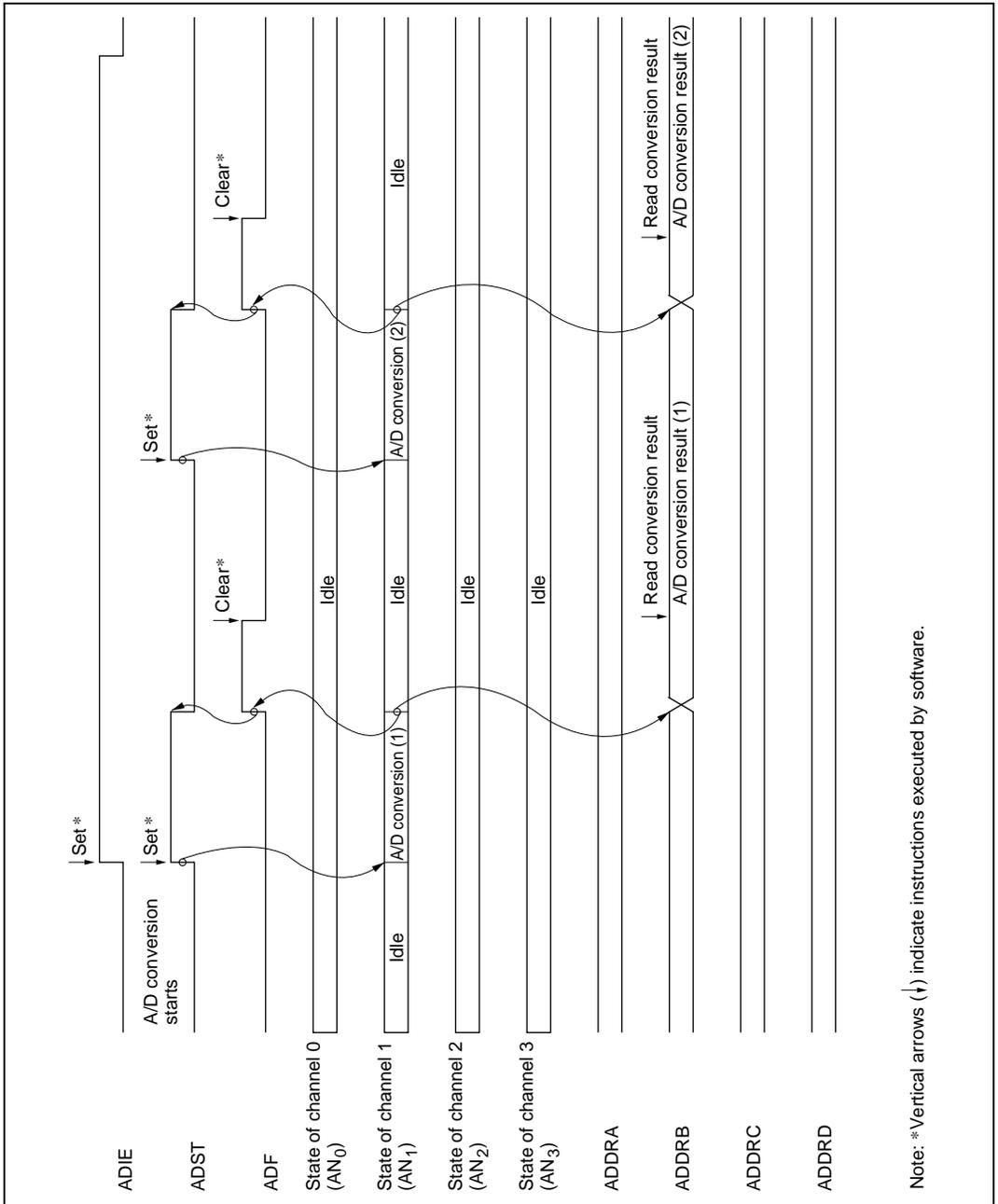


Figure 15.3 Example of A/D Converter Operation (Single Mode, Channel 1 Selected)

15.4.2 Scan Mode (SCAN = 1)

Scan mode is useful for monitoring analog inputs in a group of one or more channels. When the ADST bit is set to 1 by software or external trigger input, A/D conversion starts on the first channel in the group (AN₀ when CH2 = 0, AN₄ when CH2 = 1). When two or more channels are selected, after conversion of the first channel ends, conversion of the second channel (AN₁ or AN₅) starts immediately. A/D conversion continues cyclically on the selected channels until the ADST bit is cleared to 0. The conversion results are transferred for storage into the A/D data registers corresponding to the channels.

When the mode or analog input channel selection must be changed during analog conversion, to prevent incorrect operation, first clear the ADST bit to 0 in ADCSR to halt A/D conversion. After making the necessary changes, set the ADST bit to 1. A/D conversion will start again from the first channel in the group. The ADST bit can be set at the same time as the mode or channel selection is changed.

Typical operations when three channels in group 0 (AN₀ to AN₂) are selected in scan mode are described next. Figure 15.4 shows a timing diagram for this example.

1. Scan mode is selected (SCAN = 1), scan group 0 is selected (CH2 = 0), analog input channels AN₀ to AN₂ are selected (CH1 = 1, CH0 = 0), and A/D conversion is started (ADST = 1).
2. When A/D conversion of the first channel (AN₀) is completed, the result is transferred into ADDRA. Next, conversion of the second channel (AN₁) starts automatically.
3. Conversion proceeds in the same way through the third channel (AN₂).
4. When conversion of all selected channels (AN₀ to AN₂) is completed, the ADF flag is set to 1 and conversion of the first channel (AN₀) starts again. If the ADIE bit is set to 1, an ADI interrupt is requested at this time.
5. Steps 2 to 4 are repeated as long as the ADST bit remains set to 1. When the ADST bit is cleared to 0, A/D conversion stops. After that, if the ADST bit is set to 1, A/D conversion starts again from the first channel (AN₀).

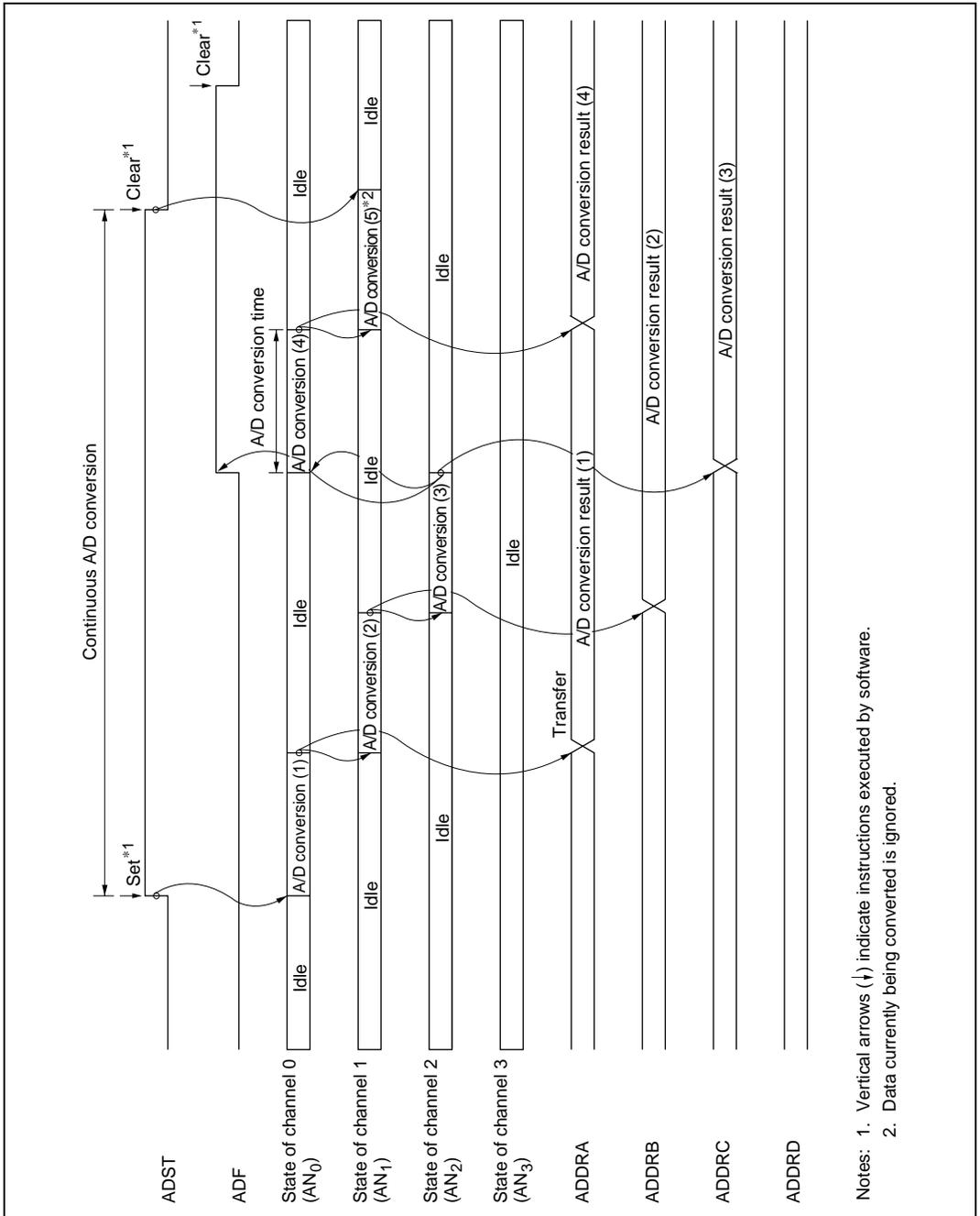


Figure 15.4 Example of A/D Converter Operation
(Scan Mode, Channels AN₀ to AN₂ Selected)

15.4.3 Input Sampling and A/D Conversion Time

The A/D converter has a built-in sample-and-hold circuit. The A/D converter samples the analog input at a time t_D after the ADST bit is set to 1, then starts conversion. Figure 15.5 shows the A/D conversion timing. Table 15.4 indicates the A/D conversion time.

As indicated in figure 15.5, the A/D conversion time includes t_D and the input sampling time. The length of t_D varies depending on the timing of the write access to ADCSR. The total conversion time therefore varies within the ranges indicated in table 15.4.

In scan mode, the values given in table 15.4 apply to the first conversion. In the second and subsequent conversions the conversion time is fixed at 256 states when $CKS = 0$ or 128 states when $CKS = 1$.

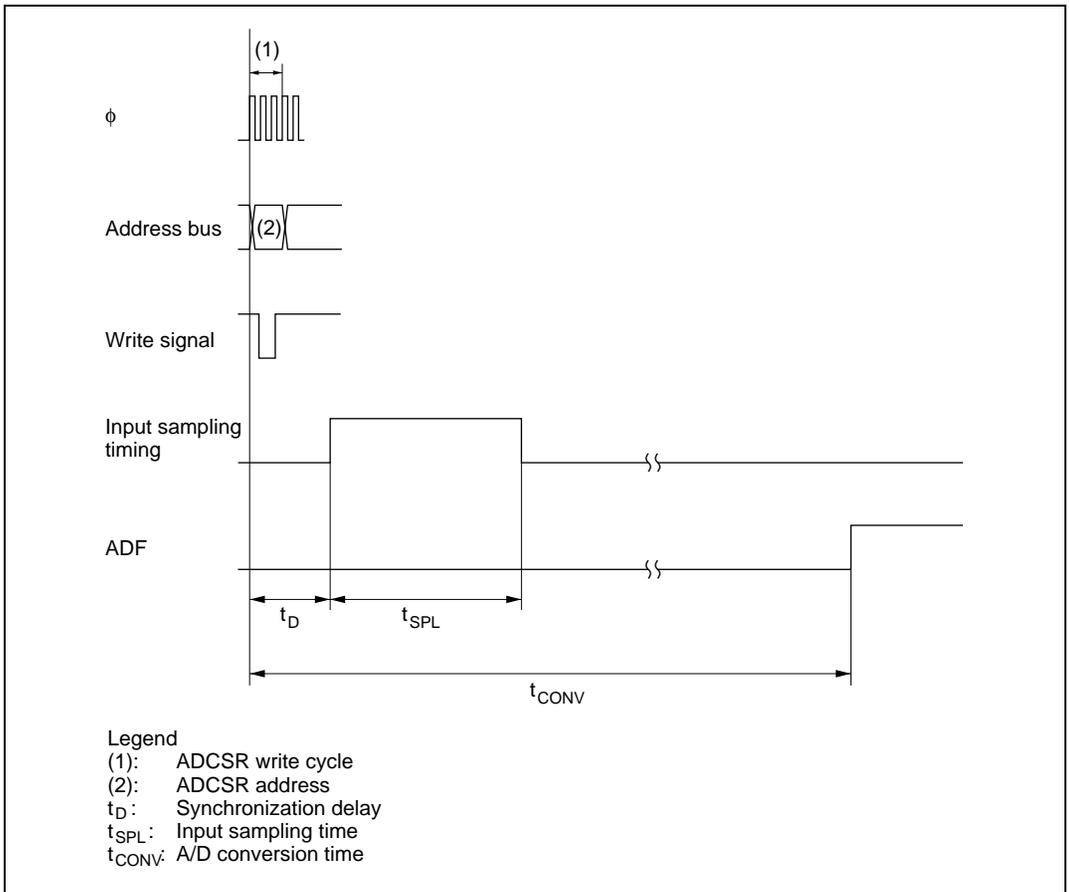


Figure 15.5 A/D Conversion Timing

Table 15.4 A/D Conversion Time (Single Mode)

| | Symbol | CKS = 0 | | | CKS = 1 | | |
|-----------------------|------------|---------|-----|-----|---------|-----|-----|
| | | Min | Typ | Max | Min | Typ | Max |
| Synchronization delay | t_D | 10 | — | 17 | 6 | — | 9 |
| Input sampling time | t_{SPL} | — | 63 | — | — | 31 | — |
| A/D conversion time | t_{CONV} | 259 | — | 266 | 131 | — | 134 |

Note: Values in the table are numbers of states.

15.4.4 External Trigger Input Timing

A/D conversion can be externally triggered. When the TRGE bit is set to 1 in ADCR, external trigger input is enabled at the \overline{ADTRG} pin. A high-to-low transition at the \overline{ADTRG} pin sets the ADST bit to 1 in ADCSR, starting A/D conversion. Other operations, in both single and scan modes, are the same as if the ADST bit had been set to 1 by software. Figure 15.6 shows the timing.

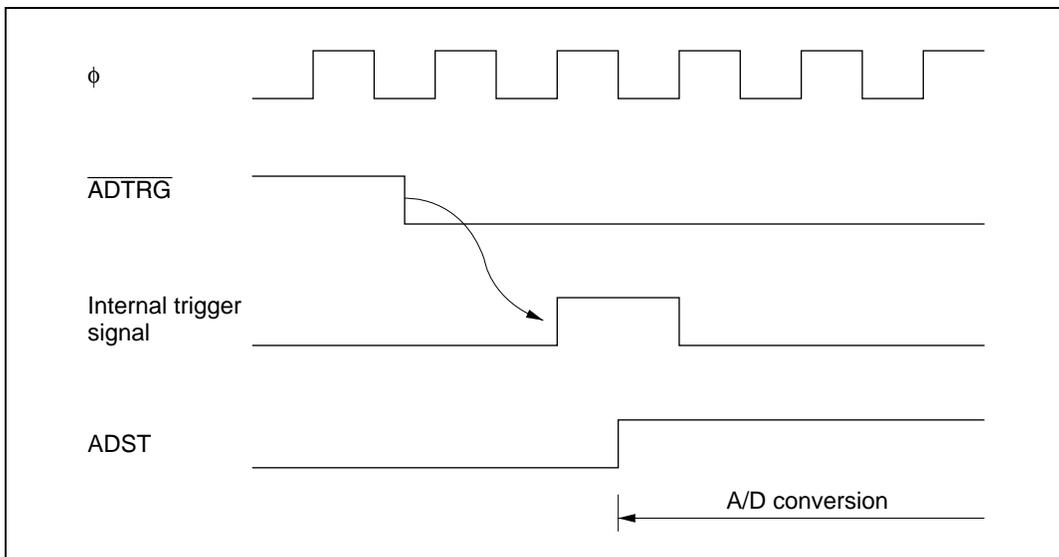


Figure 15.6 External Trigger Input Timing

15.5 Interrupts

The A/D converter generates an interrupt (ADI) at the end of A/D conversion. The ADI interrupt request can be enabled or disabled by the ADIE bit in ADCSR.

15.6 Usage Notes

When using the A/D converter, note the following points:

1. **Analog Input Voltage Range:** During A/D conversion, the voltages input to the analog input pins should be in the range $AV_{SS} \leq AN_n \leq V_{REF}$.
2. **Relationships of AV_{CC} and AV_{SS} to V_{CC} and V_{SS} :** AV_{CC} , AV_{SS} , V_{CC} , and V_{SS} should be related as follows: $AV_{SS} = V_{SS}$. AV_{CC} and AV_{SS} must not be left open, even if the A/D converter is not used.
3. **V_{REF} Programming Range:** The reference voltage input at the V_{REF} pin should be in the range $V_{REF} \leq AV_{CC}$.
4. **Analog Voltage:** When using an A/D converter, make the following voltage settings.
 - a. $V_{CC} \geq AV_{CC} - 0.3V$
 - b. $AV_{CC} \geq V_{REF} \geq AN_n \geq AV_{SS} = V_{SS}$
($N = 0$ to 7)

Note: Restriction for the ZTAT version only; The S-mask version of ZTAT, the Flash Memory version and Mask ROM version can be used regularly without restriction.

Failure to observe points 1, 2, 3, and 4 above may degrade chip reliability.

5. **Note on Board Design:** In board layout, separate the digital circuits from the analog circuits as much as possible. Particularly avoid layouts in which the signal lines of digital circuits cross or closely approach the signal lines of analog circuits. Induction and other effects may cause the analog circuits to operate incorrectly, or may adversely affect the accuracy of A/D conversion. The analog input signals (AN_0 to AN_7), analog reference voltage (V_{REF}), and analog supply voltage (AV_{CC}) must be separated from digital circuits by the analog ground (AV_{SS}). The analog ground (AV_{SS}) should be connected to a stable digital ground (V_{SS}) at one point on the board.

6. Note on Noise: To prevent damage from surges and other abnormal voltages at the analog input pins (AN_0 to AN_7) and analog reference voltage pin (V_{REF}), connect a protection circuit like the one in figure 15.7 between AV_{CC} and AV_{SS} . The bypass capacitors connected to AV_{CC} and V_{REF} and the filter capacitors connected to AN_0 to AN_7 must be connected to AV_{SS} . If filter capacitors like the ones in figure 15.7 are connected, the voltage values input to the analog input pins (AN_0 to AN_7) will be smoothed, which may give rise to error. Error can also occur if A/D conversion is frequently performed in scan mode so that the current that charges and discharges the capacitor in the sample-and-hold circuit of the A/D converter becomes greater than that input to the analog input pins via input impedance R_{in} . The circuit constants should therefore be selected carefully.

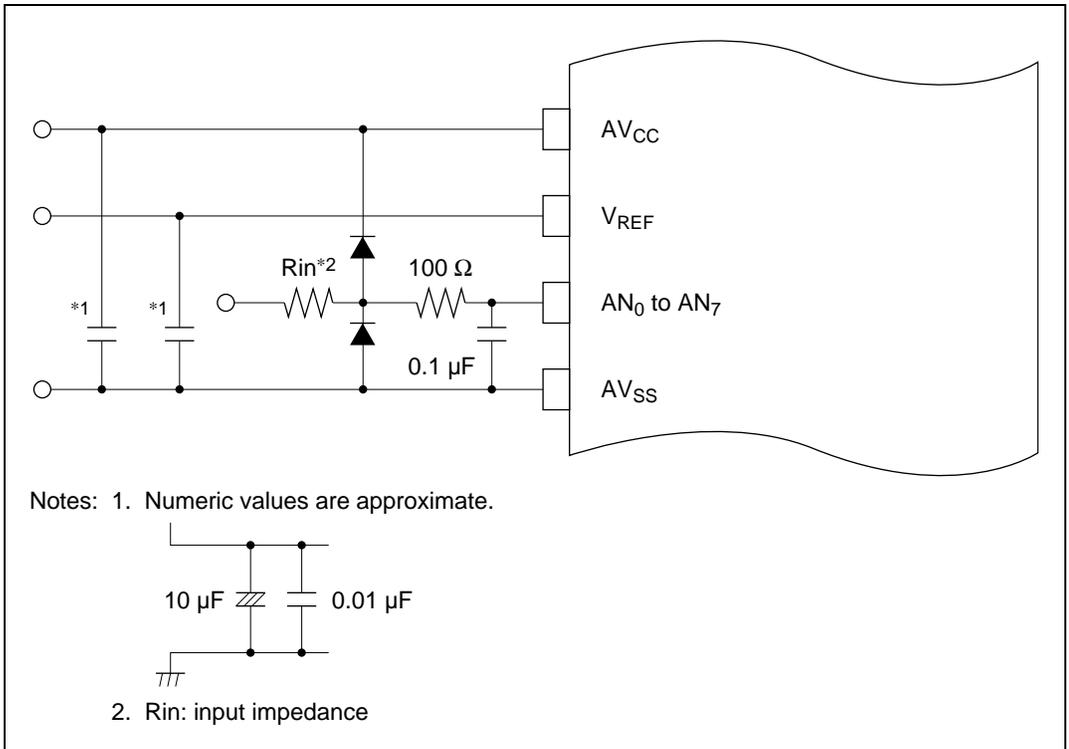
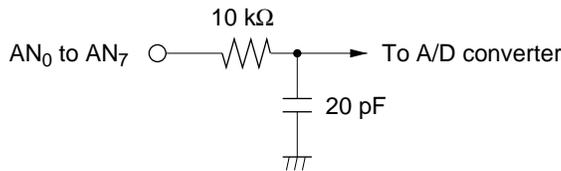


Figure 15.7 Example of Analog Input Protection Circuit



Note: Numeric values are approximate.

Figure 15.8 Analog Input Pin Equivalent Circuit

Table 15.5 Analog Input Pin Ratings

| Item | Min | Max | Unit |
|-----------------------------------|-----|-----|------|
| Analog input capacitance | — | 20 | pF |
| Allowable signal-source impedance | — | 10* | kΩ |

Note: * When $V_{CC} = 4.0\text{ V to }5.5\text{ V}$ and $\phi \leq 12\text{ MHz}$.

7. A/D Conversion Accuracy Definitions: A/D conversion accuracy in the H8/3048 Group is defined as follows:

- Resolution
Digital output code length of A/D converter
- Offset error
Deviation from ideal A/D conversion characteristic of analog input voltage required to raise digital output from minimum voltage value B'0000000000 to B'0000000001 (figure 15.10)
- Full-scale error
Deviation from ideal A/D conversion characteristic of analog input voltage required to raise digital output from B'1111111110 to B'1111111111 (figure 15.10)
- Quantization error
Intrinsic error of the A/D converter; 1/2 LSB (figure 15.9)
- Nonlinearity error
Deviation from ideal A/D conversion characteristic in range from zero volts to full scale, exclusive of offset error, full-scale error, and quantization error.
- Absolute accuracy
Deviation of digital value from analog input value, including offset error, full-scale error, quantization error, and nonlinearity error.

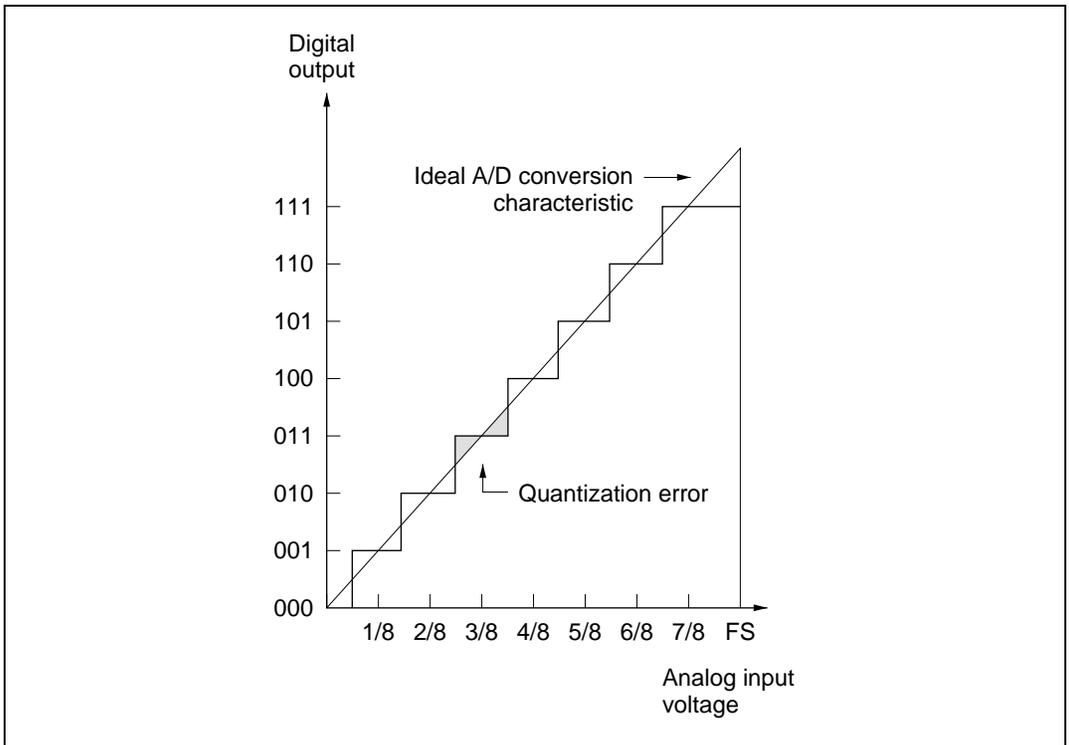


Figure 15.9 A/D Converter Accuracy Definitions (1)

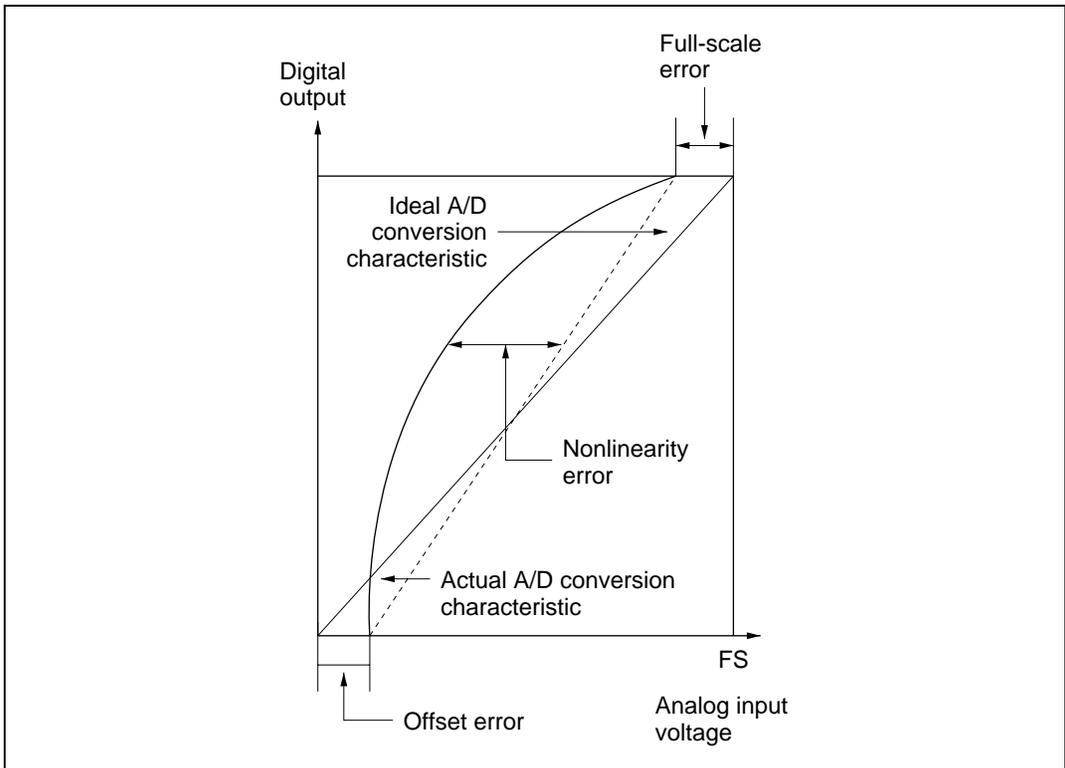


Figure 15.10 A/D Converter Accuracy Definitions (2)

8. **Allowable Signal-Source Impedance:** The analog inputs of the H8/3048 Group are designed to assure accurate conversion of input signals with a signal-source impedance not exceeding 10 k Ω . The reason for this rating is that it enables the input capacitor in the sample-and-hold circuit in the A/D converter to charge within the sampling time. If the sensor output impedance exceeds 10 k Ω , charging may be inadequate and the accuracy of A/D conversion cannot be guaranteed.

If a large external capacitor is provided in scan mode, then the internal 10-k Ω input resistance becomes the only significant load on the input. In this case the impedance of the signal source is not a problem.

A large external capacitor, however, acts as a low-pass filter. This may make it impossible to track analog signals with high dv/dt (e.g. a variation of 5 mV/ μ s) (figure 15.11). To convert high-speed analog signals or to use scan mode, insert a low-impedance buffer.

9. Effect on Absolute Accuracy: Attaching an external capacitor creates a coupling with ground, so if there is noise on the ground line, it may degrade absolute accuracy. The capacitor must be connected to an electrically stable ground, such as AV_{SS} .

If a filter circuit is used, be careful of interference with digital signals on the same board, and make sure the circuit does not act as an antenna.

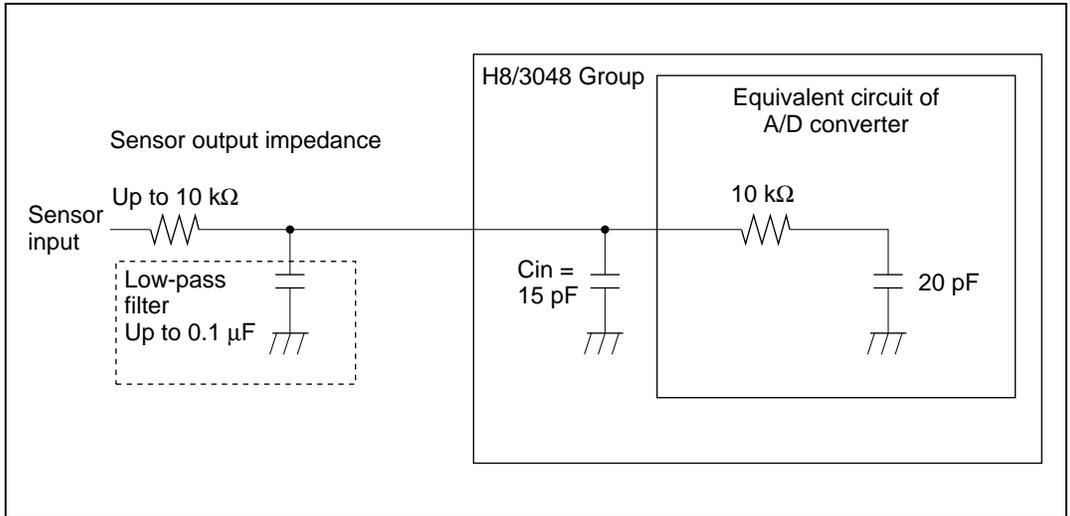


Figure 15.11 Analog Input Circuit (Example)

Section 16 D/A Converter

16.1 Overview

The H8/3048 Group includes a D/A converter with two channels.

16.1.1 Features

D/A converter features are listed below.

- Eight-bit resolution
- Two output channels
- Conversion time: maximum 10 μ s (with 20-pF capacitive load)
- Output voltage: 0 V to $255/256 * V_{REF}$
- D/A outputs can be sustained in software standby mode

16.1.2 Block Diagram

Figure 16.1 shows a block diagram of the D/A converter.

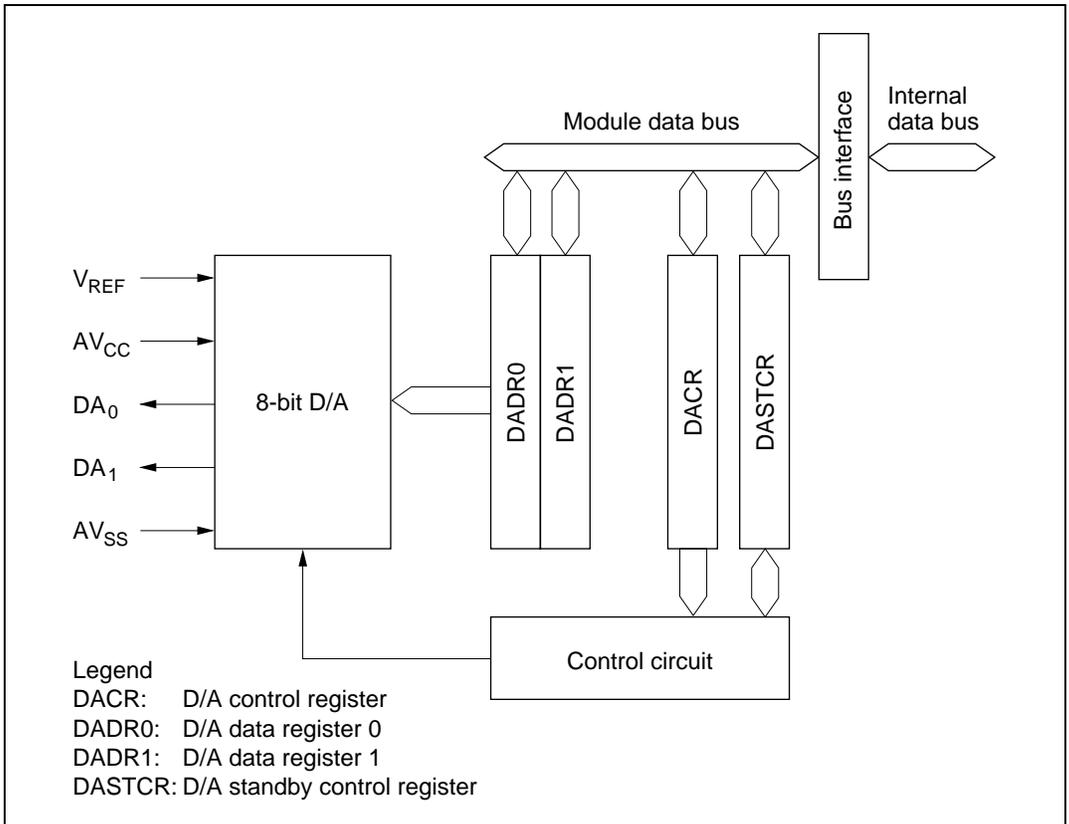


Figure 16.1 D/A Converter Block Diagram

16.1.3 Input/Output Pins

Table 16.1 summarizes the D/A converter's input and output pins.

Table 16.1 D/A Converter Pins

| Pin Name | Abbreviation | I/O | Function |
|-----------------------------|------------------|--------|-------------------------------------|
| Analog power supply pin | AV _{CC} | Input | Analog power supply |
| Analog ground pin | AV _{SS} | Input | Analog ground and reference voltage |
| Analog output pin 0 | DA ₀ | Output | Analog output, channel 0 |
| Analog output pin 1 | DA ₁ | Output | Analog output, channel 1 |
| Reference voltage input pin | V _{REF} | Input | Analog reference voltage |

16.1.4 Register Configuration

Table 16.2 summarizes the D/A converter's registers.

Table 16.2 D/A Converter Registers

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|------------------------------|--------------|-----|---------------|
| H'FFDC | D/A data register 0 | DADR0 | R/W | H'00 |
| H'FFDD | D/A data register 1 | DADR1 | R/W | H'00 |
| H'FFDE | D/A control register | DACR | R/W | H'1F |
| H'FF5C | D/A standby control register | DASTCR | R/W | H'FE |

Note: * Lower 16 bits of the address

16.2 Register Descriptions

16.2.1 D/A Data Registers 0 and 1 (DADR0/1)

| | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

The D/A data registers (DADR0 and DADR1) are 8-bit readable/writable registers that store the data to be converted. When analog output is enabled, the D/A data register values are constantly converted and output at the analog output pins.

The D/A data registers are initialized to H'00 by a reset and in standby mode.

16.2.2 D/A Control Register (DACR)

| | | | | | | | | |
|---------------|-------|-------|-----|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | DAOE1 | DAOE0 | DAE | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | — | — | — | — | — |

D/A enable
 Controls D/A conversion

D/A output enable 0
 Controls D/A conversion and analog output

D/A output enable 1
 Controls D/A conversion and analog output

DACR is an 8-bit readable/writable register that controls the operation of the D/A converter. DACR is initialized to H'1F by a reset and in standby mode.

Bit 7—D/A Output Enable 1 (DAOE1): Controls D/A conversion and analog output.

| Bit 7: DAOE1 | Description |
|--------------|--|
| 0 | DA ₁ analog output is disabled (Initial value) |
| 1 | Channel-1 D/A conversion and DA ₁ analog output are enabled |

Bit 6—D/A Output Enable 0 (DAOE0): Controls D/A conversion and analog output.

| Bit 6: DAOE0 | Description |
|--------------|--|
| 0 | DA ₀ analog output is disabled (Initial value) |
| 1 | Channel-0 D/A conversion and DA ₀ analog output are enabled |

Bit 5—D/A Enable (DAE): Controls D/A conversion, together with bits DAOE0 and DAOE1. When the DAE bit is cleared to 0, analog conversion is controlled independently in channels 0 and 1. When the DAE bit is set to 1, analog conversion is controlled together in channels 0 and 1. Output of the conversion results is always controlled independently by DAOE0 and DAOE1.

| Bit 7: DAOE1 | Bit 6: DAOE0 | Bit 5: DAE | Description |
|--------------|--------------|------------|--|
| 0 | 0 | — | D/A conversion is disabled in channels 0 and 1 |
| | 1 | 0 | D/A conversion is enabled in channel 0 |
| | | 1 | D/A conversion is disabled in channel 1 |
| 1 | 0 | 1 | D/A conversion is enabled in channels 0 and 1 |
| | | 0 | D/A conversion is disabled in channel 0 |
| | 1 | 0 | D/A conversion is enabled in channel 1 |
| | | 1 | D/A conversion is disabled in channels 0 and 1 |

When the DAE bit is set to 1, even if bits DAOE0 and DAOE1 in DACR and the ADST bit in ADCSR are cleared to 0, the same current is drawn from the analog power supply as during A/D and D/A conversion.

Bits 4 to 0—Reserved: Read-only bits, always read as 1.

16.2.3 D/A Standby Control Register (DASTCR)

DASTCR is an 8-bit readable/writable register that enables or disables D/A output in software standby mode.

| | | | | | | | | |
|---------------|---|---|---|---|---|---|---|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | — | — | — | DASTE |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| Read/Write | — | — | — | — | — | — | — | R/W |

Reserved bits

D/A standby enable
Enables or disables D/A output
in software standby mode

DASTCR is initialized to H'FE by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 1—Reserved: Read-only bits, always read as 1.

Bit 0—D/A Standby Enable (DASTE): Enables or disables D/A output in software standby mode.

| Bit 0: DASTE | Description | |
|--------------|---|-----------------|
| 0 | D/A output is disabled in software standby mode | (Initial value) |
| 1 | D/A output is enabled in software standby mode | |

16.3 Operation

The D/A converter has two built-in D/A conversion circuits that can perform conversion independently.

D/A conversion is performed constantly while enabled in DACR. If the DADR0 or DADR1 value is modified, conversion of the new data begins immediately. The conversion results are output when bits DAOE0 and DAOE1 are set to 1.

An example of D/A conversion on channel 0 is given next. Timing is indicated in figure 16.2.

1. Data to be converted is written in DADR0.
2. Bit DAOE0 is set to 1 in DACR. D/A conversion starts and DA₀ becomes an output pin. The converted result is output after the conversion time. The output value is $(\text{DADR0 contents}/256) \times V_{\text{REF}}$. Output of this conversion result continues until the value in DADR0 is modified or the DAOE0 bit is cleared to 0.
3. If the DADR0 value is modified, conversion starts immediately, and the result is output after the conversion time.
4. When the DAOE0 bit is cleared to 0, DA₀ becomes an input pin.

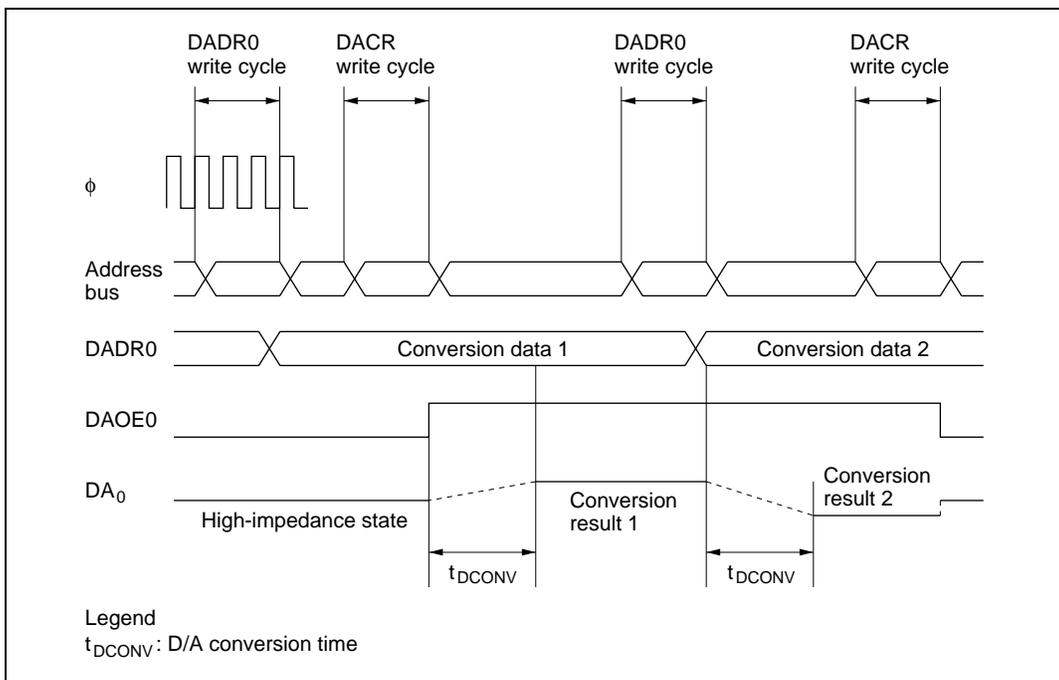


Figure 16.2 Example of D/A Converter Operation

16.4 D/A Output Control

In the H8/3048 Group, D/A converter output can be enabled or disabled in software standby mode.

When the DASTE bit is set to 1 in DASTCR, D/A converter output is enabled in software standby mode. The D/A converter registers retain the values they held prior to the transition to software standby mode.

When D/A output is enabled in software standby mode, the reference supply current is the same as during normal operation.

16.5 Usage Notes

When using an D/A converter, note the following.

1. $V_{CC} \geq AV_{CC} - 0.3V$
2. $AV_{CC} \geq V_{REF} \geq AN_n \geq AV_{SS} = V_{SS}$
(N = 0 to 7)

Note: Restriction for the ZTAT™ version only; The S Mask version of ZTAT™, the Flash Memory version and Mask ROM version can be used regularly without restriction.

Section 17 RAM

17.1 Overview

The H8/3048 and H8/3047 have 4 kbytes of high-speed static RAM on-chip. The H8/3045 and H8/3044 have 2 kbytes. The RAM is connected to the CPU by a 16-bit data bus. The CPU accesses both byte data and word data in two states, making the RAM useful for rapid data transfer.

The on-chip RAM of the H8/3048 and H8/3047 is assigned to addresses H'FEF10 to H'FFF0F in modes 1, 2, 5, and 7, and to addresses H'FFE10 to H'FFF0F in modes 3, 4, and 6. The on-chip RAM of the H8/3045 and H8/3044 are assigned to addresses H'FF710 to H'FFF0F in modes 1, 2, 5, and 7, and to addresses H'FFF710 to H'FFF0F in modes 3, 4, and 6. The RAM enable bit (RAME) in the system control register (SYSCR) can enable or disable the on-chip RAM.

17.1.1 Block Diagram

Figure 17.1 shows a block diagram of the on-chip RAM.

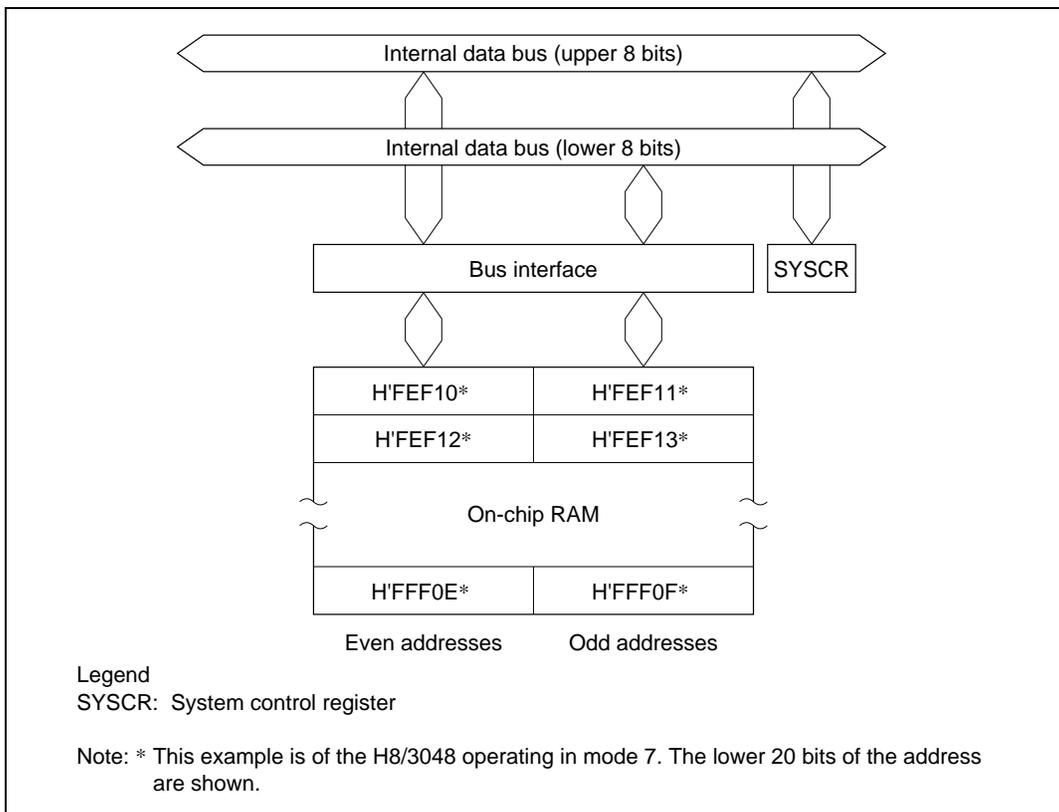


Figure 17.1 RAM Block Diagram

17.1.2 Register Configuration

The on-chip RAM is controlled by SYSCR. Table 17.1 gives the address and initial value of SYSCR.

Table 17.1 System Control Register

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|-------------------------|--------------|-----|---------------|
| H'FFF2 | System control register | SYSCR | R/W | H'0B |

Note: * Lower 16 bits of the address.

17.2 System Control Register (SYSCR)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|-----|-------|---|------|
| | SSBY | STS2 | STS1 | STS0 | UE | NMIEG | — | RAME |
| Initial value | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

Software standby
 Standby timer select 2 to 0
 User bit enable
 NMI edge select
 Reserved bit
 RAM enable
 Enables or disables on-chip RAM

One function of SYSCR is to enable or disable access to the on-chip RAM. The on-chip RAM is enabled or disabled by the RAME bit in SYSCR. For details about the other bits, see section 3.3, System Control Register (SYSCR).

Bit 0—RAM Enable (RAME): Enables or disables the on-chip RAM. The RAME bit is initialized at the rising edge of the input at the $\overline{\text{RES}}$ pin. It is not initialized in software standby mode.

| Bit 0: RAME | Description |
|-------------|--|
| 0 | On-chip RAM is disabled |
| 1 | On-chip RAM is enabled (Initial value) |

17.3 Operation

When the RAME bit is set to 1, the on-chip RAM is enabled. Accesses to addresses H'FEF10 to H'FFF0F in the H8/3048 and H8/3047 in modes 1, 2, 5, and 7, addresses H'FEEF10 to H'FFFF0F in the H8/3048 and H8/3047 in modes 3, 4, and 6, addresses H'FF710 to H'FFF0F in the H8/3045 and H8/3044 in modes 1, 2, 5, and 7, and addresses H'FFF710 to H'FFFF0F in the H8/3045 and H8/3044 in modes 3, 4, and 6 are directed to the on-chip RAM. In modes 1 to 6 (expanded modes), when the RAME bit is cleared to 0, the off-chip address space is accessed. In mode 7 (single-chip mode), when the RAME bit is cleared to 0, the on-chip RAM is not accessed: read access always results in H'FF data, and write access is ignored.

Since the on-chip RAM is connected to the CPU by an internal 16-bit data bus, it can be written and read by word access. It can also be written and read by byte access. Byte data is accessed in two states using the upper 8 bits of the data bus. Word data starting at an even address is accessed in two states using all 16 bits of the data bus.

Section 18 ROM (H8/3048ZTAT and Mask-ROM Versions)

18.1 Overview

The H8/3048 has 128 kbytes of on-chip ROM, the H8/3047 has 96 kbytes, the H8/3045 has 64 kbytes and the H8/3044 has 32 kbytes. The ROM is connected to the CPU by a 16-bit data bus. The CPU accesses both byte data and word data in two states, enabling rapid data transfer.

The mode pins (MD₂ to MD₀) can be set to enable or disable the on-chip ROM as indicated in table 18.1.

Table 18.1 Operating Mode and ROM

| Mode | Mode Pins | | | On-Chip ROM |
|--|-----------------|-----------------|-----------------|--|
| | MD ₂ | MD ₁ | MD ₀ | |
| Mode 1 (1-Mbyte expanded mode with on-chip ROM disabled) | 0 | 0 | 1 | Disabled (external address area) |
| Mode 2 (1-Mbyte expanded mode with on-chip ROM disabled) | 0 | 1 | 0 | |
| Mode 3 (16-Mbyte expanded mode with on-chip ROM disabled) | 0 | 1 | 1 | |
| Mode 4 (16-Mbyte expanded mode with on-chip ROM disabled) | 1 | 0 | 0 | Enabled |
| Mode 5 (1-Mbyte expanded mode with on-chip ROM enabled) | 1 | 0 | 1 | |
| Mode 6 (16-Mbyte expanded mode with on-chip ROM enabled) | 1 | 1 | 0 | |
| Mode 7 (single-chip mode) | 1 | 1 | 1 | |

The PROM version (H8/3048ZTAT) can be set to PROM mode and programmed with a general-purpose PROM programmer.

Note: Care is required when changing from the H8/3048F-ONE to a model with on-chip mask ROM (H8/3048, H8/3047, H8/3045, or H8/3044).

For details, refer to the H8/3048F-ONE Hardware Manual (Rev. 1.0) 1.4.5, Note on Changeover to Mask ROM Version.

18.1.1 Block Diagram

Figure 18.1 shows a block diagram of the ROM.

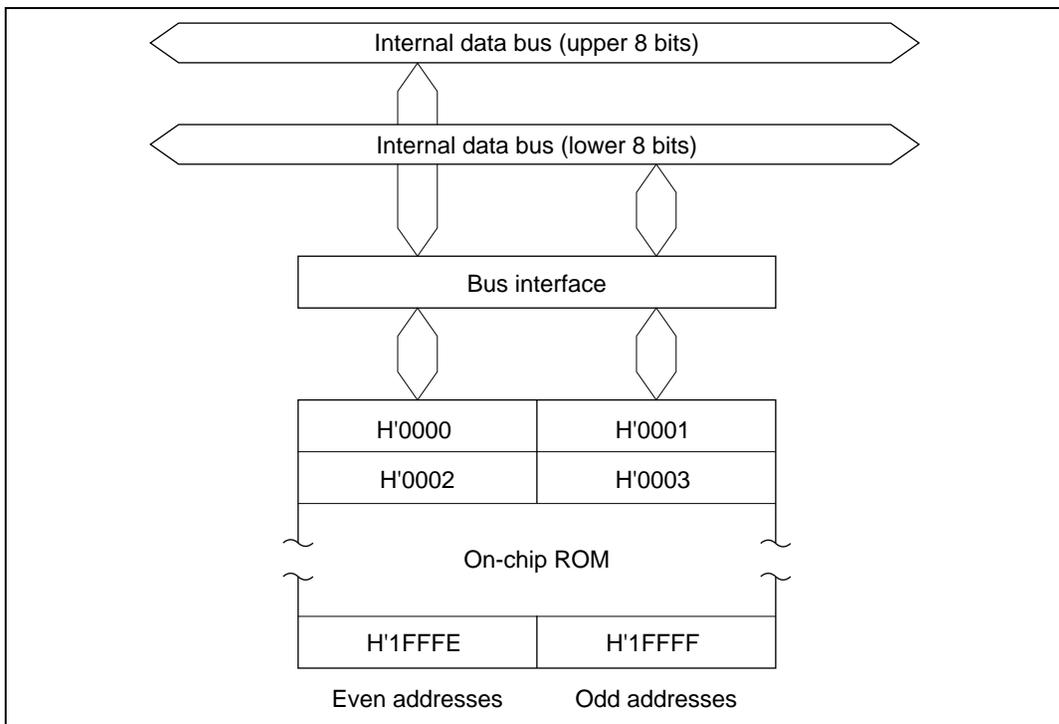


Figure 18.1 ROM Block Diagram (H8/3048, Mode 7)

18.2 PROM Mode

18.2.1 PROM Mode Setting

In PROM mode, the H8/3048 (H8/3048ZTAT) version with on-chip PROM suspends its microcontroller functions, enabling the on-chip PROM to be programmed. The programming method is the same as for the HN27C101, except that page programming is not supported. Table 18.2 indicates how to select PROM mode.

Table 18.2 Selecting PROM Mode

| Pins | Setting |
|--|---------|
| Three mode pins (MD ₂ , MD ₁ , MD ₀) | Low |
| STBY pin | |
| P5 ₁ and P5 ₀ | High |

18.2.2 Socket Adapter and Memory Map

The PROM is programmed using a general-purpose PROM programmer with a socket adapter to convert to 32 pins. Table 18.3 lists the socket adapter for each package option. Figure 18.2 shows the pin assignments of the socket adapter. Figure 18.3 shows a memory map in PROM mode.

Table 18.3 Socket Adapter

| Microcontroller | Package | Socket Adapter |
|-----------------|-------------------------|----------------|
| H8/3048 | 100-pin QFP (FP-100B) | HS3042ESHS1H |
| | 100-pin TQFP (TFP-100B) | HS3042ESNS1H |

The size of the H8/3048 PROM is 128 kbytes. Figure 18.3 shows a memory map in PROM mode. H'FF data should be specified for unused address areas in the on-chip PROM.

When programming the H8/3048 with a PROM programmer, set the address range to H'00000 to H'1FFFF.

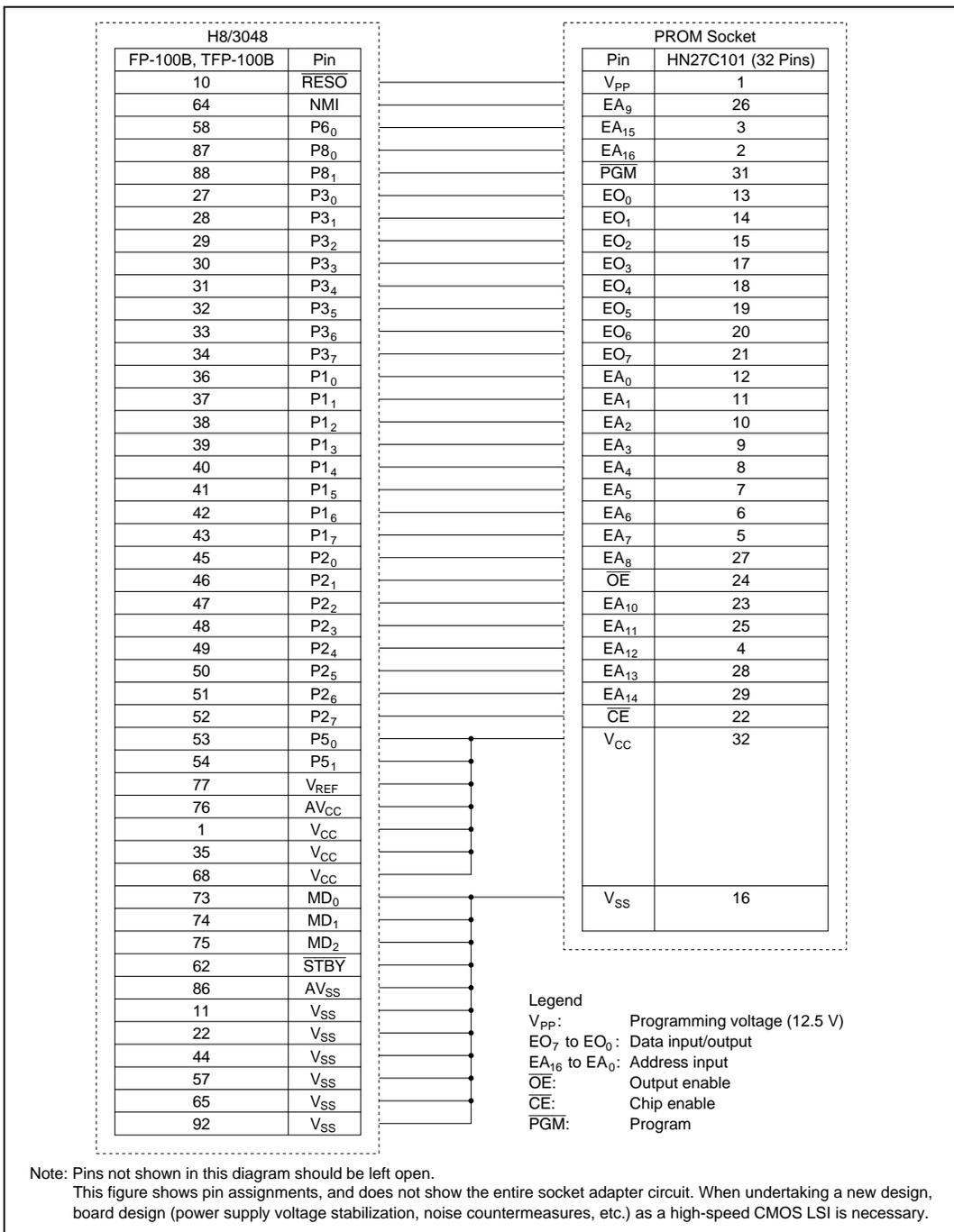


Figure 18.2 Socket Adapter Pin Assignments

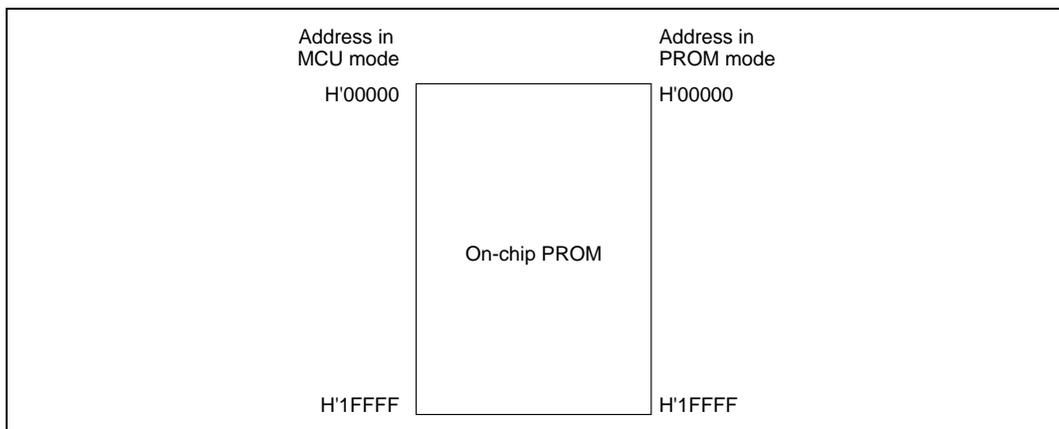


Figure 18.3 H8/3048ZTAT Memory Map in PROM Mode

18.3 PROM Programming

Table 18.4 indicates how to select the program, verify, and other modes in PROM mode.

Table 18.4 Mode Selection in PROM Mode

| Mode | Pins | | | | | | |
|-------------------|------------------------|------------------------|-------------------------|-----------------|-----------------|--------------------------------|-----------------------------------|
| | $\overline{\text{CE}}$ | $\overline{\text{OE}}$ | $\overline{\text{PGM}}$ | V_{PP} | V_{CC} | EO_7 to EO_0 | EA_{16} to EA_0 |
| Program | L | H | L | V_{PP} | V_{CC} | Data input | Address input |
| Verify | L | L | H | V_{PP} | V_{CC} | Data output | Address input |
| Program inhibited | L | L | L | V_{PP} | V_{CC} | High impedance | Address input |
| | L | H | H | | | | |
| | H | L | L | | | | |
| | H | H | H | | | | |

Legend

L: Low voltage level

H: High voltage level

V_{PP} : V_{PP} voltage level

V_{CC} : V_{CC} voltage level

Read/write specifications are the same as for the standard HN27C101 EPROM, except that page programming is not supported. Do not select page programming mode. A PROM programmer that supports only page-programming mode cannot be used. When selecting a PROM programmer, check that it supports a byte-at-a-time high-speed programming mode. Be sure to set the address range to H'00000 to H'1FFFF.

18.3.1 Programming and Verification

An efficient, high-speed programming procedure can be used to program and verify PROM data. This procedure programs the chip quickly without subjecting it to voltage stress and without sacrificing data reliability. Unused address areas contain H'FF data. Figure 18.4 shows the basic high-speed programming flowchart. Tables 18.5 and 18.6 list the electrical characteristics of the chip during programming. Figure 18.5 shows a timing chart.

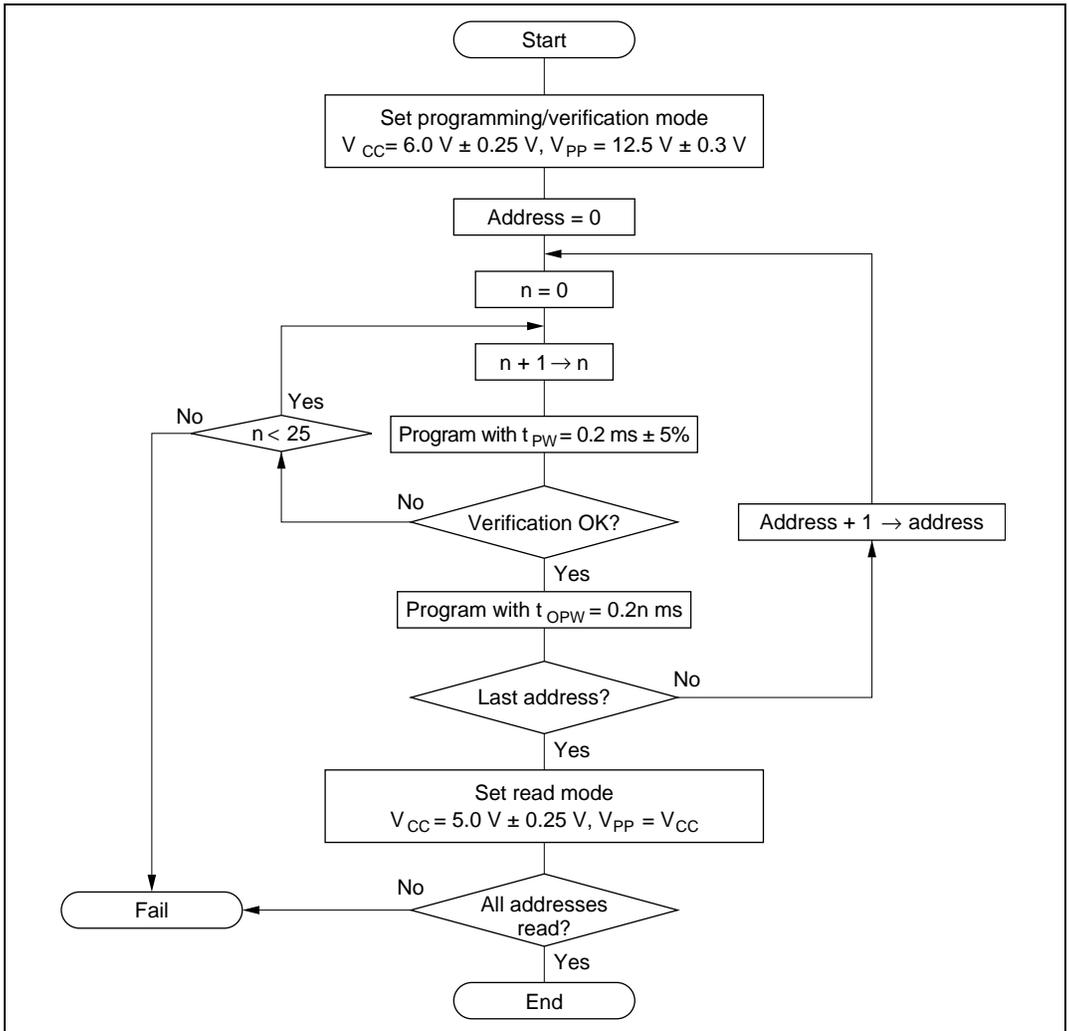


Figure 18.4 High-Speed Programming Flowchart

Table 18.5 DC Characteristics in PROM Mode(Conditions: $V_{CC} = 6.0 \text{ V} \pm 0.25 \text{ V}$, $V_{PP} = 12.5 \text{ V} \pm 0.3 \text{ V}$, $V_{SS} = 0 \text{ V}$, $T_a = 25^\circ\text{C} \pm 5^\circ\text{C}$)

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions |
|-------------------------|--|-----------------|------|-----|-----------------------|------|--------------------------------|
| Input high voltage | EO ₇ to EO ₀ , EA ₁₆ to EA ₀ , OE, CE, PGM | V _{IH} | 2.4 | — | V _{CC} + 0.3 | V | |
| Input low voltage | EO ₇ to EO ₀ , EA ₁₆ to EA ₀ , OE, CE, PGM | V _{IL} | -0.3 | — | 0.8 | V | |
| Output high voltage | EO ₇ to EO ₀ | V _{OH} | 2.4 | — | — | V | I _{OH} = -200 μA |
| Output low voltage | EO ₇ to EO ₀ | V _{OL} | — | — | 0.45 | V | I _{OL} = 1.6 mA |
| Input leakage current | EO ₇ to EO ₀ , EA ₁₆ to EA ₀ , OE, CE, PGM | I _{LI} | — | — | 2 | μA | V _{in} = 5.25 V/0.5 V |
| V _{CC} current | | I _{CC} | — | — | 40 | mA | |
| V _{PP} current | | I _{PP} | — | — | 40 | mA | |

Note: For details on absolute maximum ratings, see section 22.1.1, Absolute Maximum Ratings. Using an LSI in excess of absolute maximum ratings may result in permanent damage. V_{PP} peak overshoot should not exceed 13 V.

Table 18.6 AC Characteristics in PROM Mode(Conditions: $V_{CC} = 6.0 \text{ V} \pm 0.25 \text{ V}$, $V_{PP} = 12.5 \text{ V} \pm 0.3 \text{ V}$, $T_a = 25^\circ\text{C} \pm 5^\circ\text{C}$)

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions |
|--|--------------------------|------|------|------|---------------|---------------------------|
| Address setup time | t_{AS} | 2 | — | — | μs | Figure 18.5* ¹ |
| \overline{OE} setup time | t_{OES} | 2 | — | — | μs | |
| Data setup time | t_{DS} | 2 | — | — | μs | |
| Address hold time | t_{AH} | 0 | — | — | μs | |
| Data hold time | t_{DH} | 2 | — | — | μs | |
| Data output disable time | t_{DF} * ² | — | — | 130 | ns | |
| V_{PP} setup time | t_{VPS} | 2 | — | — | μs | |
| Programming pulse width | t_{PW} | 0.19 | 0.20 | 0.21 | ms | |
| \overline{PGM} pulse width for overwrite programming | t_{OPW} * ³ | 0.19 | — | 5.25 | ms | |
| V_{CC} setup time | t_{VCS} | 2 | — | — | μs | |
| \overline{CE} setup time | t_{CES} | 2 | — | — | μs | |
| Data output delay time | t_{OE} | 0 | — | 150 | ns | |

Notes: 1. Input pulse level: 0.8 V to 2.2 V

Input rise time and fall time $\leq 20 \text{ ns}$

Timing reference levels: 1.0 V and 2.0 V for input; 0.8 V and 2.0 V for output

- t_{DF} is defined at the point where the output is in the open state and the output level cannot be read.
- t_{OPW} is defined by the value given in the flowchart.

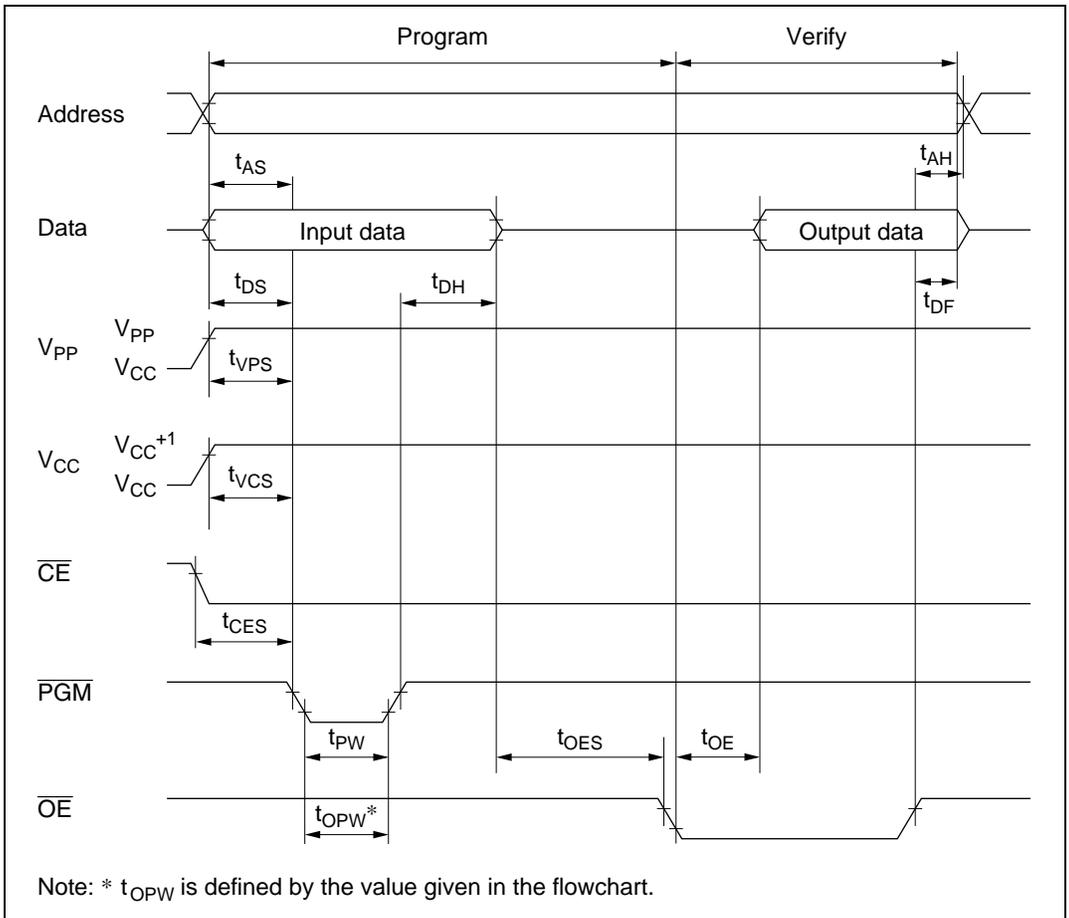


Figure 18.5 PROM Program/Verify Timing

18.3.2 Programming Precautions

- Program with the specified voltages and timing.
The programming voltage (V_{pp}) in PROM mode is 12.5 V.
Applied voltages in excess of the rated values can permanently destroy the chip. Be particularly careful about the PROM programmer's overshoot characteristics.
If the PROM programmer is set to Renesas Technology HN27C101 specifications, V_{pp} will be 12.5 V.
- Before programming, check that the chip is correctly mounted in the PROM programmer. Overcurrent damage to the chip can result if the index marks on the PROM programmer, socket adapter, and chip are not correctly aligned.
- Don't touch the socket adapter or chip while programming. Touching either of these can cause contact faults and write errors.
- Select the programming mode carefully. The chip cannot be programmed in page programming mode.
- The H8/3048 PROM size is 128 kbytes. Set the address range to H'00000 to H'1FFFF.

18.3.3 Reliability of Programmed Data

A highly effective way to improve data retention characteristics is to bake the programmed chips at 150°C, then screen them for data errors. This procedure quickly eliminates chips with PROM memory cells prone to early failure.

Figure 18.6 shows the recommended screening procedure.

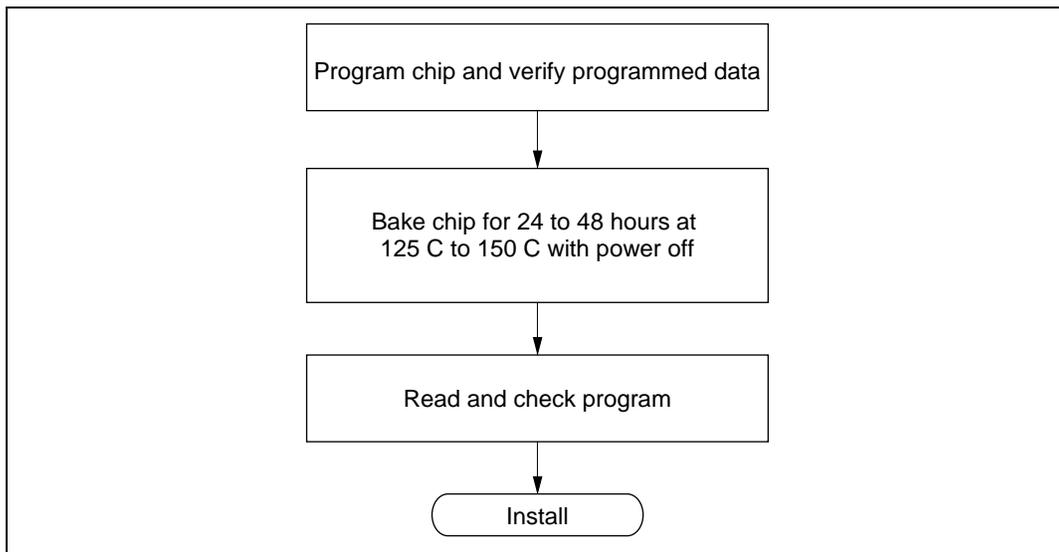


Figure 18.6 Recommended Screening Procedure

If a series of programming errors occurs while the same PROM programmer is in use, stop programming and check the PROM programmer and socket adapter for defects. Please inform Renesas Technology of any abnormal conditions noted during or after programming or in screening of program data after high-temperature baking.

18.4 Notes on Ordering Mask ROM Version Chip

When ordering the H8/3048 Group chips with a mask ROM, note the following.

- When ordering through an EPROM, use a 128-kbyte one.
- Fill all the unused addresses with H'FF as shown in figure 18.7 to make the ROM data size 128 kbytes for all H8/3048 Group chips, which incorporate different sizes of ROM. This applies to ordering through an EPROM and through electrical data transfer.

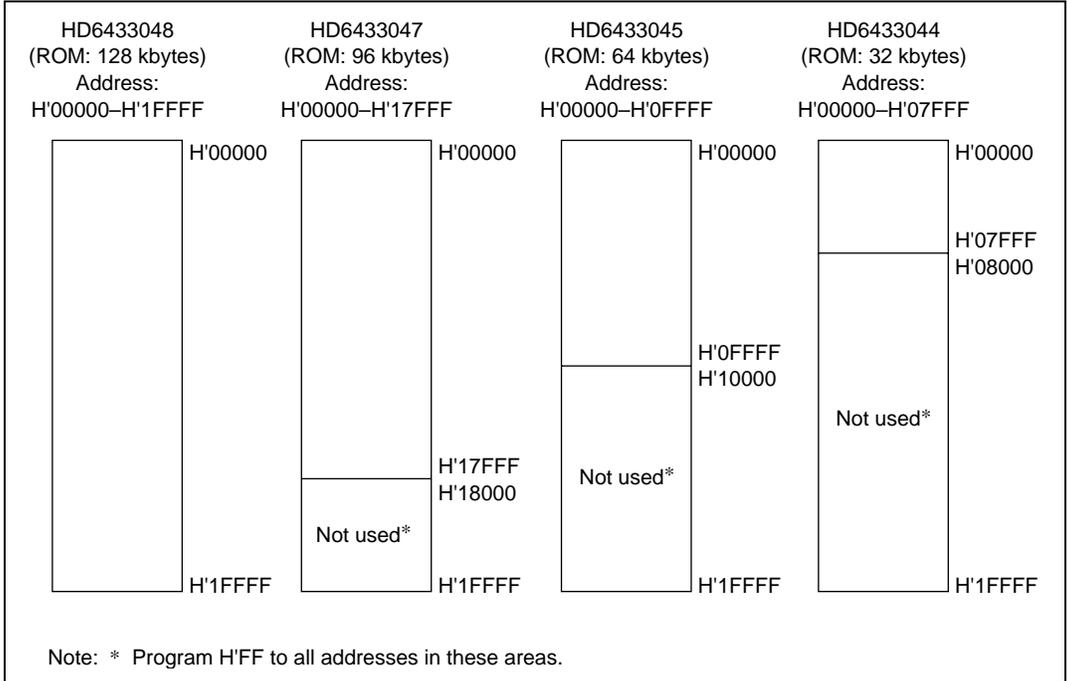


Figure 18.7 Masked ROM Addresses and Data

- The flash memory control registers (FLMCR, EBR1, EBR2, and RAMCR)* for use only by the on-chip flash memory version (H8/3048F (dual-power-supply model)) are not provided in the mask ROM version. Reading a corresponding address will always return a value of 1, and writes to the corresponding addresses are invalid. This point must be noted when switching from a flash memory model to a mask ROM version.
- In the case of the H8/3048F-ONE (single-power-supply model) on-chip flash memory version, the 5 V version has a V_{CL} pin and requires connection of an external capacitor. Care is therefore required with the board design when switching to a mask ROM version. (For details, see section 1.4.5, Notes on Switching to Mask ROM Version, in the H8/3048F-ONE Hardware Manual (First Edition).

Note: * In the H8/3048F-ONE with on-chip flash memory, the flash memory control registers are FLMCR1, FLMCR2, EBR, and RAMCR. (For details, see appendix B, Internal I/O Registers, in the H8/3048F-ONE Hardware Manual (First Edition)).

Section 19 Flash Memory

(H8/3048F: Dual Power Supply ($V_{PP} = 12\text{ V}$))

19.1 Overview

The H8/3048F has 128 kbytes of on-chip flash memory. The flash memory is connected to the CPU by a 16-bit data bus. The CPU accesses both byte data and word data in two states, enabling rapid data transfer.

The mode pins (MD_2 to MD_0) can be set to enable or disable the on-chip ROM as indicated in table 19.1.

Table 19.1 Operating Mode and ROM

| Mode | Mode Pins | | | On-Chip ROM |
|--|-----------|--------|--------|--|
| | MD_2 | MD_1 | MD_0 | |
| Mode 1 (1-Mbyte expanded mode with on-chip ROM disabled) | 0 | 0 | 1 | Disabled (external address area) |
| Mode 2 (1-Mbyte expanded mode with on-chip ROM disabled) | 0 | 1 | 0 | |
| Mode 3 (16-Mbyte expanded mode with on-chip ROM disabled) | 0 | 1 | 1 | |
| Mode 4 (16-Mbyte expanded mode with on-chip ROM disabled) | 1 | 0 | 0 | Enabled |
| Mode 5 (1-Mbyte expanded mode with on-chip ROM enabled) | 1 | 0 | 1 | |
| Mode 6 (16-Mbyte expanded mode with on-chip ROM enabled) | 1 | 1 | 0 | |
| Mode 7 (single-chip mode) | 1 | 1 | 1 | |

The H8/3048F (dual-power supply flash memory version) can be set to PROM mode and programmed with a general-purpose PROM programmer.

19.2 Flash Memory Overview

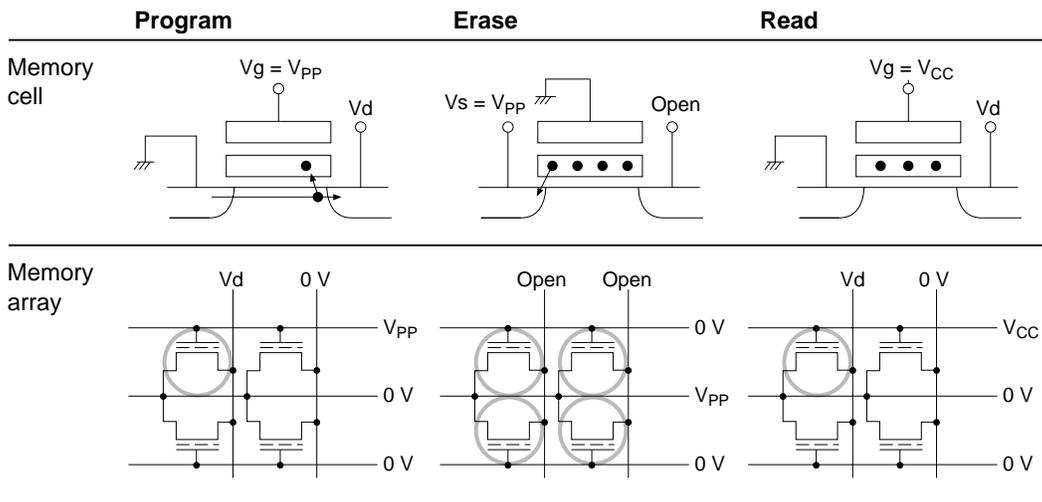
19.2.1 Flash Memory Operation

Table 19.2 illustrates the principle of operation of the on-chip flash memory of the H8/3048F (dual-power supply).

Like EPROM, flash memory is programmed by applying a high gate-to-drain voltage that draws hot electrons generated in the vicinity of the drain into a floating gate. The threshold voltage of a programmed memory cell is therefore higher than that of an erased cell. Cells are erased by grounding the gate and applying a high voltage to the source, causing the electrons stored in the floating gate to tunnel out. After erasure, the threshold voltage drops. A memory cell is read like an EPROM cell, by driving the gate to the high level and detecting the drain current, which depends on the threshold voltage. Erasing must be done carefully, because if a memory cell is overerased, its threshold voltage may become negative, causing the cell to operate incorrectly.

Section 19.5.6, Erasing Flowchart and Sample Program shows an optimal erase control flowchart and sample program.

Table 19.2 Principle of Memory Cell Operation



19.2.2 Mode Programming and Flash Memory Address Space

As its on-chip ROM, the H8/3048F has 128 kbytes of flash memory. The flash memory is connected to the CPU by a 16-bit data bus. The CPU accesses both byte data and word data in two states.

The flash memory is assigned to addresses H'00000 to H'1FFFF on the memory map. The mode pins enable either on-chip flash memory or external memory to be selected for this area. Table 19.3 summarizes the mode pin settings and usage of the flash memory area.

Table 19.3 Mode Pin Settings and Flash Memory Area

| Mode | Mode Pin Setting | | | Flash Memory Area Usage |
|--------|------------------|-----------------|-----------------|---------------------------|
| | MD ₂ | MD ₁ | MD ₀ | |
| Mode 0 | 0 | 0 | 0 | Illegal setting |
| Mode 1 | 0 | 0 | 1 | External memory area |
| Mode 2 | 0 | 1 | 0 | External memory area |
| Mode 3 | 0 | 1 | 1 | External memory area |
| Mode 4 | 1 | 0 | 0 | External memory area |
| Mode 5 | 1 | 0 | 1 | On-chip flash memory area |
| Mode 6 | 1 | 1 | 0 | On-chip flash memory area |
| Mode 7 | 1 | 1 | 1 | On-chip flash memory area |

19.2.3 Features

Features of the flash memory are listed below.

- Five flash memory operating modes
The flash memory has five operating modes: program mode, program-verify mode, erase mode, erase-verify mode, and prewrite-verify mode.
- Block erase designation
Blocks to be erased in the flash memory address space can be selected by bit settings. The address space includes a large-block area (eight blocks with sizes from 12 kbytes to 16 kbytes) and a small-block area (eight 512-byte blocks).
- Program and erase time
Programming one byte of flash memory typically takes 50 μs . Erasing all blocks (128 kbytes) typically takes 1 s.
- Erase-program cycles
Flash memory contents can be erased and reprogrammed up to 100 times.
- On-board programming modes
These modes can be used to program, erase, and verify flash memory contents. There are two modes: boot mode, and user programming mode.
- Automatic bit-rate alignment
In boot-mode data transfer, the H8/3048F aligns its bit rate automatically to the host bit rate (9600 bps, 4800 bps and 2400 bps).
- Flash memory emulation by RAM
Part of the RAM area can be overlapped onto flash memory, to emulate flash memory updates in real time.
- PROM mode
As an alternative to on-board programming, the flash memory can be programmed and erased in PROM mode, using a general-purpose PROM programmer.
- Protect modes
Flash memory can be program-, erase-, and/or verify-protected in hardware and software protect modes.

19.2.4 Block Diagram

Figure 19.1 shows a block diagram of the flash memory.

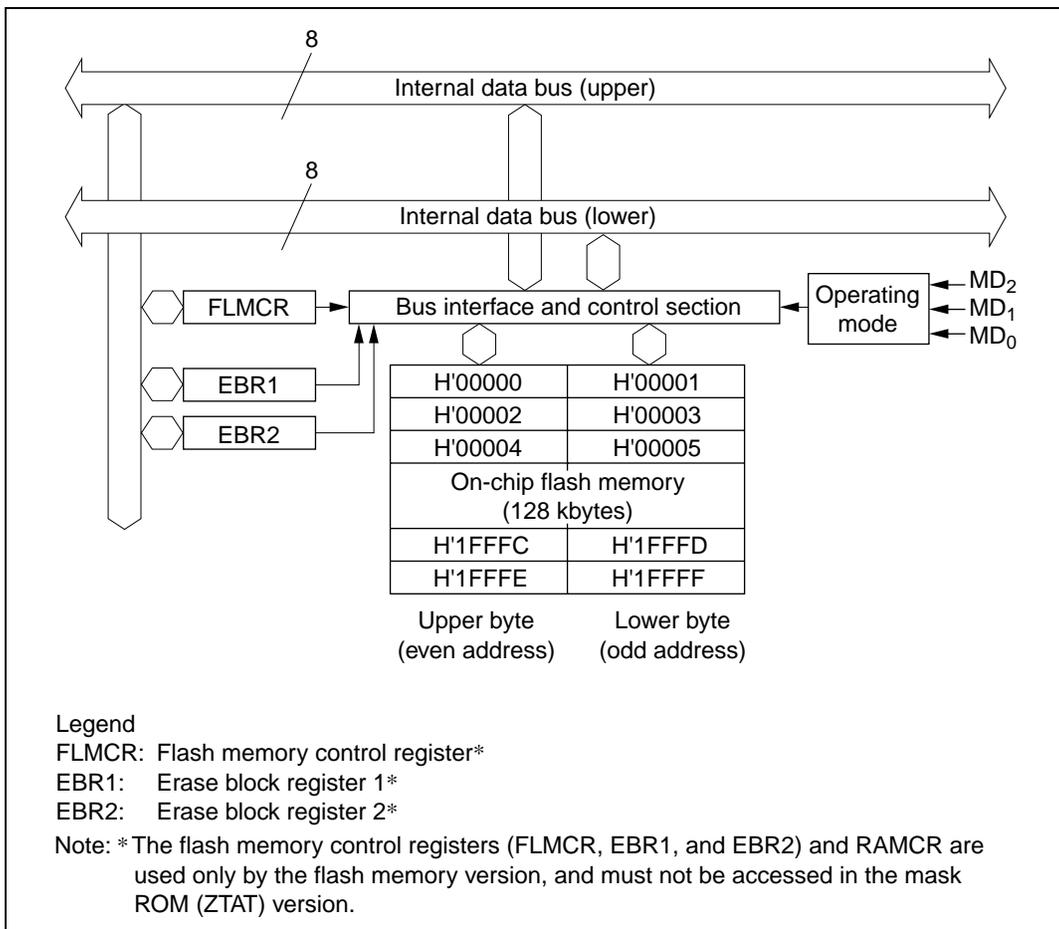


Figure 19.1 Flash Memory Block Diagram

19.2.5 Input/Output Pins

Flash memory is controlled by the pins listed in table 19.4.

Table 19.4 Flash Memory Pins

| Pin Name | Abbreviation | Input/Output | Function |
|-------------------|------------------|--------------|-------------------------------------|
| Programming power | V _{PP} | Power supply | Apply 12.0 V |
| Mode 2 | MD ₂ | Input | H8/3048F operating mode programming |
| Mode 1 | MD ₁ | Input | H8/3048F operating mode programming |
| Mode 0 | MD ₀ | Input | H8/3048F operating mode programming |
| Transmit data | TXD ₁ | Output | Serial transmit data output |
| Receive data | RXD ₁ | Input | Serial receive data input |

The transmit data and receive data pins are used in boot mode.

19.2.6 Register Configuration

The flash memory is controlled by the registers listed in table 19.5.

Table 19.5 Flash Memory Registers

| Address | Name | Abbreviation | R/W | Initial Value |
|---------|---|--------------|-------------------|--------------------|
| H'FF40 | Flash memory control register* ³ | FLMCR | R/W* ² | H'00* ¹ |
| H'FF42 | Erase block register 1* ³ | EBR1 | R/W* ² | H'00* ¹ |
| H'FF43 | Erase block register 2* ³ | EBR2 | R/W* ² | H'00* ¹ |
| H'FF48 | RAM control register | RAMCR | R/W | H'70 |

- Notes:
1. The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled).
 2. In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.
 3. Dedicated registers for controlling flash memory, which are not provided by the mask-ROM and ZTAT versions. Therefore, these registers must not be accessed in the mask-ROM and ZTAT versions. These registers cannot be modified in the mask-ROM and ZTAT versions.

19.3 Flash Memory Register Descriptions

19.3.1 Flash Memory Control Register

The flash memory control register (FLMCR) is an eight-bit register that controls the flash memory operating modes. Transitions to program mode, erase mode, program-verify mode, and erase-verify mode are made by setting bits in this register. FLMCR is initialized to H'00 by a reset, in the standby modes, and when 12 V is not applied to V_{PP} . When 12 V is applied to V_{PP} , a reset or entry to a standby mode initializes FLMCR to H'80.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----------------|----------|-----------|---|---|------|------|------|------|
| | V_{PP} | V_{PPE} | — | — | EV | PV | E | P |
| Initial value* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| R/W | R | R/W | — | — | R/W* | R/W* | R/W* | R/W* |

Programming power
Status flag indicating the power to V_{PP}

V_{PP} enable
Disables or enables 12-V application to V_{PP} pin

Reserved bits

Erase-verify mode
Designates transition to or exit from erase-verify mode

Program-verify mode
Designates transition to or exit from program-verify mode

Erase mode
Designates transition to or exit from erase mode

Program mode
Designates transition to or exit from program mode

Note: * The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled). In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.

Bit 7—Programming Power (V_{PP}): Programming power bit (V_{PP}) detects V_{PP} , and level is displayed as “1” or “0.” The permissible output currents for impressed high voltage V_H are given in 22.2.2, “DC Characteristics.” The value of V_H ranges from $V_{CC} + 2\text{ V}$ to 11.4 V. If a voltage in excess of V_H is applied, “1” is displayed; otherwise “0” is displayed.

This bit restricts the hardware protect functions during write and erase operations for the flash memory. For details on hardware protect, see section 19.5.8, “Protect Modes.” For notes on V_{PP} usage, see section 19.8, “Flash Memory Programming and Erasing Precautions (Dual-Power Supply).”

| Bit 7: V_{PP} | Description |
|-----------------|---|
| 0 | [Clear condition] (Initial value) This is the regular operational mode when a voltage exceeding V_H is not applied to the V_{PP} pin. The flash memory cannot be written or erased. “Hardware Protect” is displayed. |
| 1 | [Set condition] This is the operational mode when a voltage exceeding V_H is applied to the V_{PP} pin. The flash memory can be written and erased. “Hardware Protect Disabled” is displayed*. |

Note: *For correct write and erase functions, the setting should be $V_{PP} = 12.0\text{ V}$ to 0.6 V (11.4 V to 12.6 V).

Bit 6— V_{PP} Enable ($V_{PP}E$): Disables or enables 12-V application to the V_{PP} pin. After this bit is set, it is necessary to wait for at least 5 μs for the internal power supply to stabilize; programming and erasing cannot be performed until stabilization is complete. After this bit is cleared, it is necessary to wait for the flash memory read setup time (t_{FRS}) in order to read flash memory.

| Bit 6: $V_{PP}E$ | Description |
|------------------|--|
| 0 | V_{PP} pin 12-V power supply is disabled (Initial value) |
| 1 | V_{PP} pin 12-V supply is enabled |

Note: The power supply system used for the flash memory is switched by means of the $V_{PP}E$ bit. After switching, operation is not guaranteed during the period before the power supply system stabilizes. It is therefore prohibited to fetch from flash memory and execute an instruction that sets or resets the $V_{PP}E$ bit.

Bits 5 and 4—Reserved: Read-only bits, always read as 0.

Bit 3—Erase-Verify Mode (EV)^{*1}: Selects transition to or exit from erase-verify mode.

| Bit 3: EV | Description |
|-----------|---|
| 0 | Exit from erase-verify mode (Initial value) |
| 1 | Transition to erase-verify mode |

Bit 2—Erase-Verify Mode (PV)^{*1}: Selects transition to or exit from program-verify mode.

| Bit 2: PV | Description |
|-----------|---|
| 0 | Exit from program-verify mode (Initial value) |
| 1 | Transition to program-verify mode |

Bit 1—Erase Mode (E)^{*1 *2}: Selects transition to or exit from erase mode.

| Bit 1: E | Description |
|----------|--------------------------------------|
| 0 | Exit from erase mode (Initial value) |
| 1 | Transition to erase mode |

Bit 0—Program Mode (P)^{*1 *2}: Selects transition to or exit from program mode.

| Bit 0: P | Description |
|----------|--|
| 0 | Exit from program mode (Initial value) |
| 1 | Transition to program mode |

- Notes:
1. Do not set two or more of these bits simultaneously. Do not turn off power supply ($V_{CC}-V_{PP}$) while a bit is set.
 2. For each bit setting procedure, follow the algorithm described in section 19.5, Programming and Erasing Flash Memory. For the notes on programming and erasing, refer to section 19.8, Flash Memory Programming and Erasing Precautions (Dual-Power Supply). Particularly, be sure to set the watchdog timer beforehand to prevent program runaway, when the E or P bit is set.

19.3.2 Erase Block Register 1

Erase block register 1 (EBR1) is an eight-bit register that designates large flash-memory blocks for programming and erasure. EBR1 is initialized to H'00 by a reset, in the standby modes, when 12 V is applied to V_{PP} while the V_{PP}E bit is 0, and when 12 V is not applied to V_{PP}. When a bit in EBR1 is set to 1, the corresponding block is selected and can be programmed and erased. Figure 19.2 shows a block map.

| | | | | | | | | |
|----------------|------|------|------|------|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | LB7 | LB6 | LB5 | LB4 | LB3 | LB2 | LB1 | LB0 |
| Initial value* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W* |

Note: * The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled). In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.

Bits 7 to 0—Large Block 7 to 0 (LB7 to LB0): These bits select large blocks (LB7 to LB0) to be programmed and erased.

Bits 7 to 0:

| LB7 to LB0 | Description |
|------------|--|
| 0 | Block LB7 to LB0 is not selected (Initial value) |
| 1 | Block LB7 to LB0 is selected |

19.3.3 Erase Block Register 2

Erase block register 2 (EBR2) is an eight-bit register that designates small flash-memory blocks for programming and erasure. EBR2 is initialized to H'00 by a reset, in the standby modes, when 12 V is applied to V_{PP} while the $V_{PP}E$ bit is 0, and when 12 V is not applied to V_{PP} . When a bit in EBR2 is set to 1, the corresponding block is selected and can be programmed and erased. Figure 19.2 shows a block map.

| | | | | | | | | |
|----------------|------|------|------|------|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | SB7 | SB6 | SB5 | SB4 | SB3 | SB2 | SB1 | SB0 |
| Initial value* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W* |

Note: * The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled). In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.

Bits 7 to 0—Small Block 7 to 0 (SB7 to SB0): These bits select small blocks (SB7 to SB0) to be programmed and erased.

Bits 7 to 0:

| SB7 to SB0 | Description |
|------------|--|
| 0 | Block SB7 to SB0 is not selected (Initial value) |
| 1 | Block SB7 to SB0 is selected |

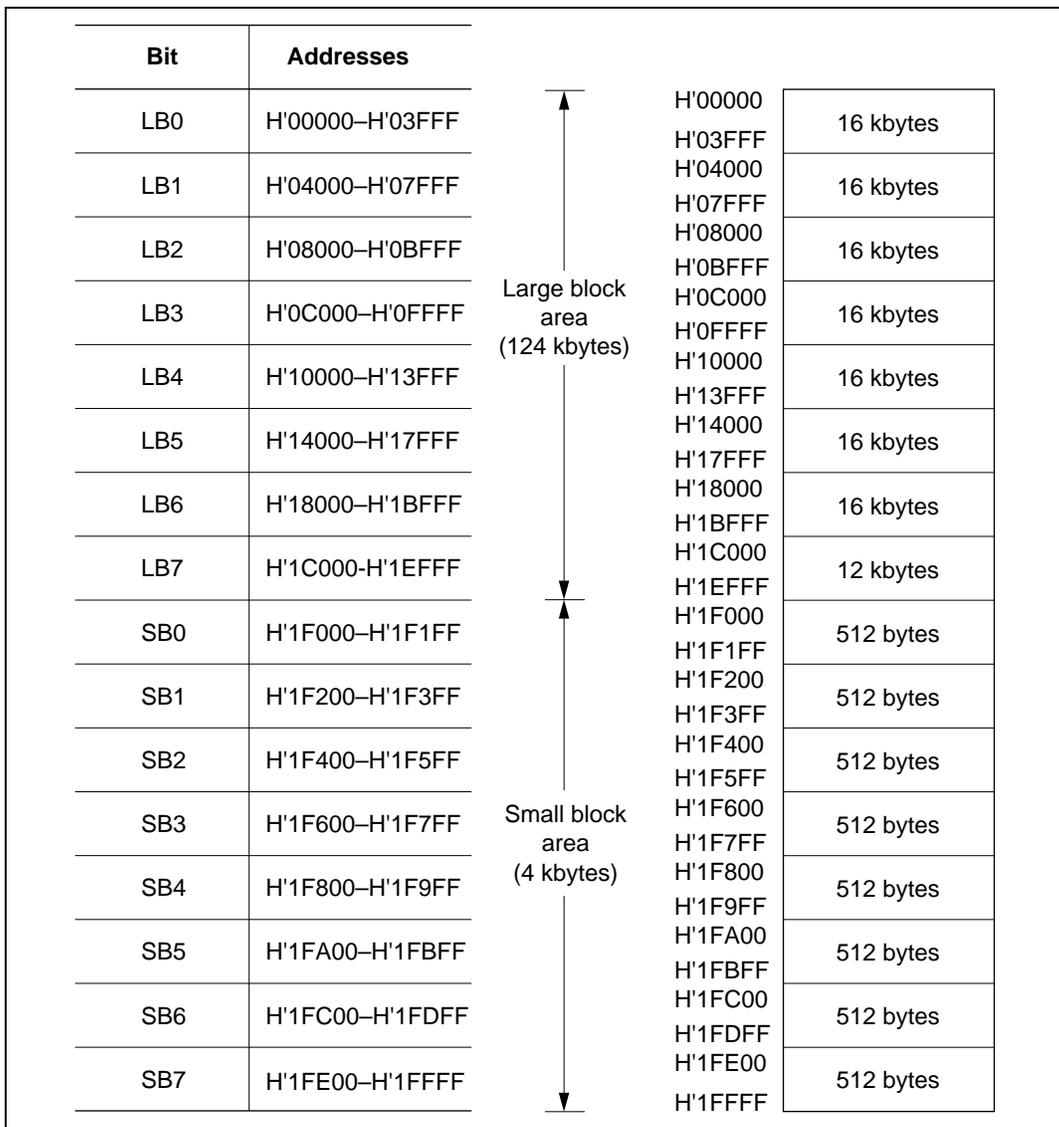


Figure 19.2 Erase Block Map

19.3.4 RAM Control Register (RAMCR)

The RAM control register (RAMCR) enables flash-memory updates to be emulated in RAM, and indicates flash memory errors.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|---|---|---|------|------|------|------|
| | FLER | — | — | — | RAMS | RAM2 | RAM1 | RAM0 |
| Initial value | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | R | — | — | — | R/W | R/W | R/W | R/W |

Bit 7—Flash Memory Error (FLER): Indicates that an error occurred while flash memory was being programmed or erased. When bit 7 is set, flash memory is placed in an error-protect mode.*¹

| Bit 7: FLER | Description |
|-------------|--|
| 0 | Flash memory is not write/erase-protected (is not in error protect mode* ¹) (Initial value) [Clearing condition] Reset or hardware standby mode |
| 1 | Indicates that an error occurred while flash memory was being programmed or erased, and error protection* ¹ is in effect [Setting conditions] Flash memory was read* ² while being programmed or erased (including vector or instruction fetch, but not including reading of a RAM area overlapped onto flash memory). A hardware exception-handling sequence (other than a reset, trace exception, invalid instruction, trap instruction, or zero-divide exception) was executed just before programming or erasing. The SLEEP instruction (for transition to sleep mode or software standby mode) was executed during programming or erasing. A bus was released during programming or erasing. |

Notes: 1. For details, see section 19.5.8, Protect Modes.

2. The read data has undetermined values.

Bits 6 to 4—Reserved: Read-only bits, always read as 1.

Bit 3—RAM Select (RAMS)*: Is used with bits 2 to 0 to reassign an area to RAM (see table 19.6). When bit 3 is set, all flash-memory blocks are protected from programming and erasing, regardless of the values of bits 2 to 0.

It is initialized by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 2 to 0—RAM2 to RAM0*: These bits are used with bit 3 to reassign an area to RAM (see table 19.6). They are initialized by a reset and in hardware standby mode. They are not initialized in software standby mode.

Note: * These bits can be written to in modes 5, 6, and 7 (on-chip flash memory enabled). In other modes, they are always read as 0 and cannot be modified.

Table 19.6 RAM Area Reassignment

| RAM Area | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|----------------------|-------|-------|-------|-------|
| | RAMS | RAM2 | RAM1 | RAM0 |
| H'FFF000 to H'FFF1FF | 0 | 0/1 | 0/1 | 0/1 |
| H'01F000 to H'01F1FF | 1 | 0 | 0 | 0 |
| H'01F200 to H'01F3FF | 1 | 0 | 0 | 1 |
| H'01F400 to H'01F5FF | 1 | 0 | 1 | 0 |
| H'01F600 to H'01F7FF | 1 | 0 | 1 | 1 |
| H'01F800 to H'01F9FF | 1 | 1 | 0 | 0 |
| H'01FA00 to H'01FBFF | 1 | 1 | 0 | 1 |
| H'01FC00 to H'01FDFF | 1 | 1 | 1 | 0 |
| H'01FE00 to H'01FFFF | 1 | 1 | 1 | 1 |

19.4 On-Board Programming Modes

When an on-board programming mode is selected, the on-chip flash memory can be programmed, erased, and verified. There are two on-board programming modes: boot mode, and user program mode. These modes are selected by inputs at the mode pins (MD_2 to MD_0) and V_{PP} pin. Table 19.7 indicates how to select the on-board programming modes. For information about turning V_{PP} on and off, see note (4) in section 19.8, Flash Memory Programming and Erasing Precautions (Dual-Power Supply).

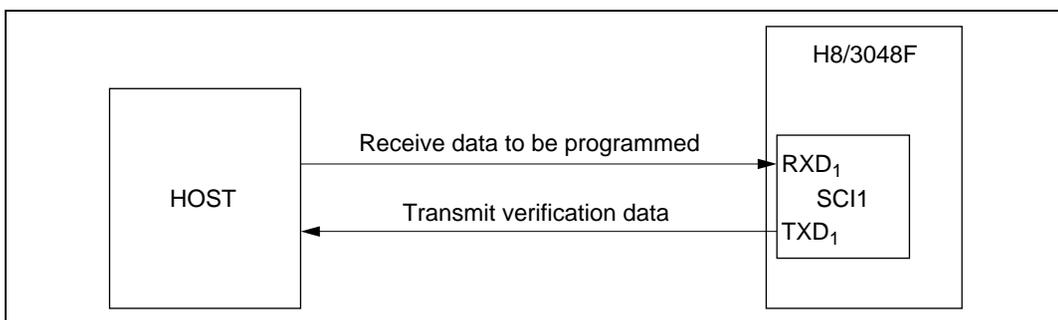
Table 19.7 On-Board Programming Mode Selection

| Mode Selections | | V_{PP} | MD_2 | MD_1 | MD_0 | Notes |
|-------------------|--------|----------|--------|--------|--------|-------------|
| Boot mode | Mode 5 | 12 V | 12 V | 0 | 1 | 0: V_{IL} |
| | Mode 6 | | 12 V | 1 | 0 | 1: V_{IH} |
| | Mode 7 | | 12 V | 1 | 1 | |
| User program mode | Mode 5 | | 1 | 0 | 1 | |
| | Mode 6 | | 1 | 1 | 0 | |
| | Mode 7 | | 1 | 1 | 1 | |

19.4.1 Boot Mode

To use boot mode, a user program for programming and erasing the flash memory must be provided in advance on the host machine (which may be a personal computer). Serial communication interface 1 (SCI1) is used in asynchronous mode (see figure 19.3). If the H8/3048F is placed in boot mode, after it comes out of reset, a built-in boot program is activated. This program starts by measuring the low period of data transmitted from the host and setting the bit rate register (BRR) accordingly. The H8/3048F's built-in serial communication interface (SCI) can then be used to download the user program from the host machine. The user program is stored in on-chip RAM.

After the program has been stored, execution branches to address H'FF300 in modes 5 and 6 and H'FFF300 in mode 7 in the on-chip RAM, and the program stored on RAM is executed to program and erase the flash memory. Figure 19.4 shows the boot-mode execution procedure.

**Figure 19.3 Boot-Mode System Configuration**

Boot-Mode Execution Procedure: Figure 19.4 shows the boot-mode execution procedure.

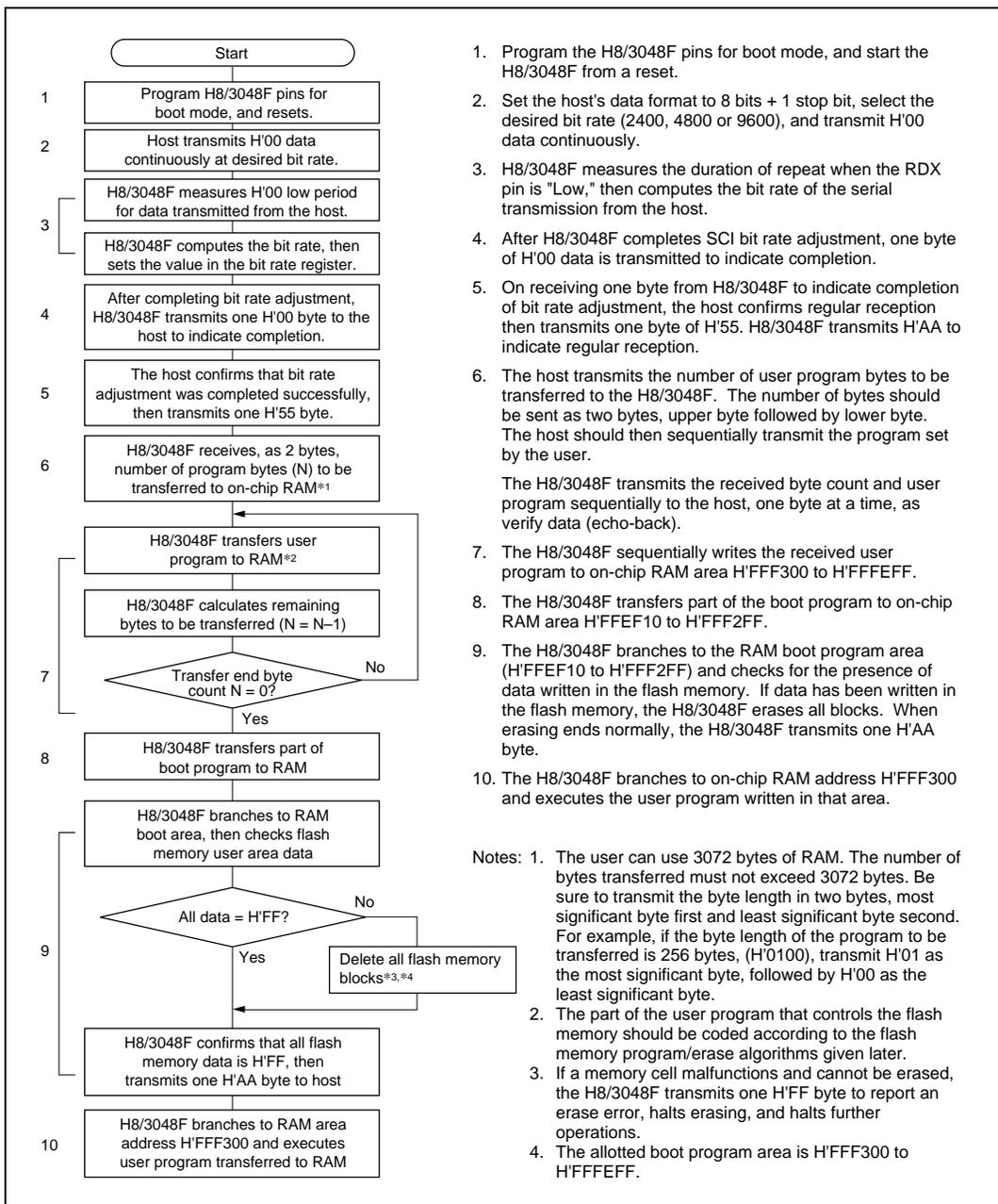


Figure 19.4 Boot Mode Flowchart

Automatic Alignment of SCI Bit Rate

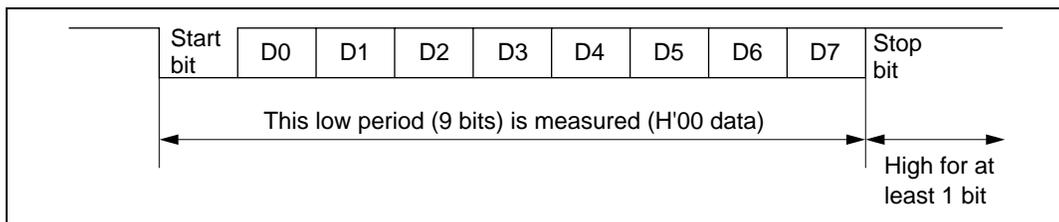


Figure 19.5 Measurement of Low Period in Data Transmitted from Host

When started in boot mode, the H8/3048F measures the low period in asynchronous SCI data transmitted from the host (figure 19.5). The data format is eight data bits, one stop bit, and no parity bit. From the measured low period (nine bits), the H8/3048F computes the host's transmission bit rate. After aligning its own bit rate, the H8/3048F sends the host one byte of H'00 data to indicate that bit-rate alignment is completed. The host should check that this alignment-completed indication is received normally, then transmit one H'55 byte. If the host does not receive a normal alignment-completed indication, the H8/3048F should be reset, then restarted in boot mode to measure the low period again. There may be some alignment error between the host's and H8/3048F's bit rates, depending on the host's bit rate and the H8/3048F's system clock frequency. To have the SCI operate normally, set the host's bit rate to a value 2400, 4800, or 9600 bps*¹. Table 19.8 lists typical host bit rates and indicates the clock-frequency ranges over which the H8/3048F can align its bit rate automatically. Boot mode should be used within these frequency ranges.*²

Table 19.8 System Clock Frequencies Permitting Automatic Bit-Rate Alignment by H8/3048F

| Host Bit Rate* ¹ | System Clock Frequencies Permitting Automatic Bit-Rate Alignment by H8/3048F |
|-----------------------------|--|
| 9600 bps | 8 MHz to 16 MHz |
| 4800 bps | 4 MHz to 16 MHz |
| 2400 bps | 2 MHz to 16 MHz |

- Notes: 1. Host bit rate settings are 2400, 4800, and 9600 bps; no other settings should be used.
2. Although the H8/3048F may perform automatic bit-rate alignment with combinations of bit rate and system clock other than those shown in table 19.8, there may be a discrepancy between the bit rates of the host and the H8/3048F, preventing subsequent transfer from being performed normally. Boot mode execution should therefore be confined to the range of combinations shown in table 19.8.

RAM Area Allocation in Boot Mode: In boot mode, the H'3F0 bytes from H'FEF10 to H'FF2FF in modes 5 and 7, and from H'FEF10 to H'FFF2FF in mode 6 are reserved for use by the boot program. The user program is transferred into the area from H'FF300 to H'FFEFF, in modes 5 and 7, and from H'FFF300 to H'FFFEFF in mode 6 (H'C00 bytes). The boot program area is used during the transition to execution of the user program transferred into RAM.

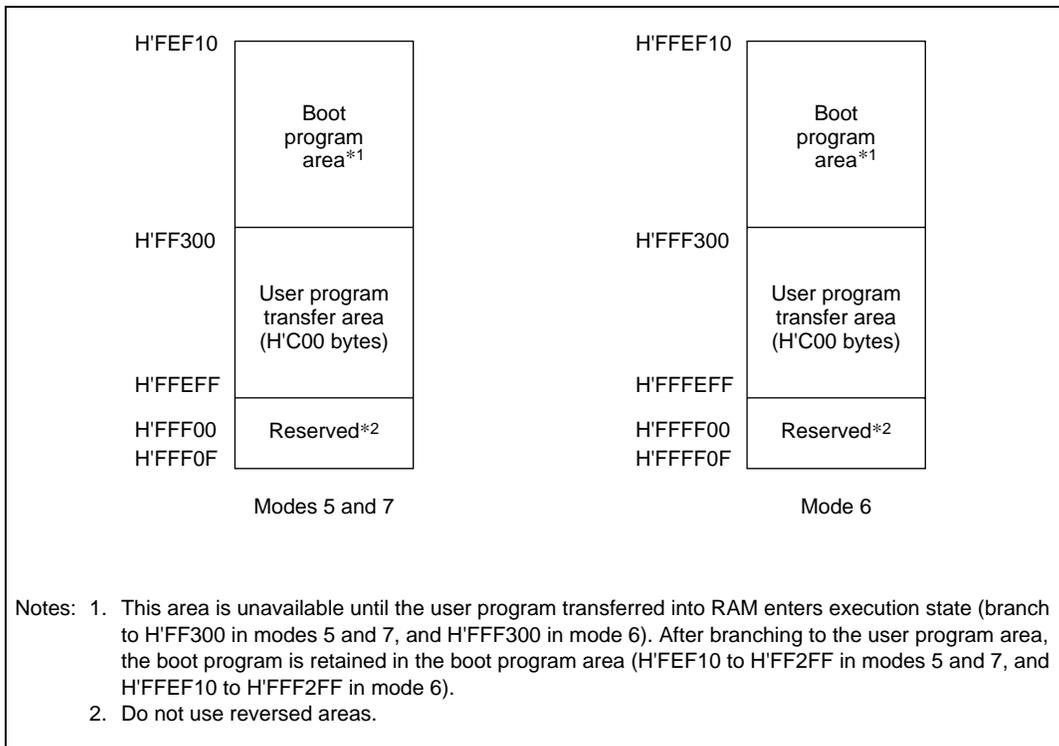


Figure 19.6 RAM Areas in Boot Mode

Notes on Use of Boot Mode

1. When the H8/3048F comes out of reset in boot mode, it measures the low period of the input at the SCI1's RXD₁ pin. The reset should end with RXD₁ high. After the reset ends, it takes about 100 states for the H8/3048F to get ready to measure the low period of the RXD₁ input.
2. In boot mode, if any data has been programmed into the flash memory (if all data are not H'FF), all flash memory blocks are erased. Boot mode is for use when user program mode is unavailable, e.g. the first time on-board programming is performed, or if the update program activated in user program mode is accidentally erased.
3. Interrupts cannot be used while the flash memory is being programmed or erased.
4. The RXD₁ and TXD₁ lines should be pulled up on-board.
5. Before branching to the user program (at address H'F300 in the RAM area), the H8/3048F terminates transmit and receive operations by the on-chip SCI (channel 1) (by clearing the RE and TE bits in serial control register (SCR) to 0 in channel 1), but the auto-aligned bit rate remains set in bit rate register BRR1. The transmit data pin (TXD₁) is in the high output state (in port 9, the P9₁DDR bit in port 9 data direction register P9DDR and P9₁DR bit in port 9 data register are set to 1).

When the branch to the user program occurs, the contents of general registers in the CPU are undetermined. After the branch, the user program should begin by initializing general registers, especially the stack pointer (SP), which is used implicitly in subroutine calls and at other times. The stack pointer must be set to provide a stack area for use by the user program. The other on-chip registers do not have specific initialization requirements.

6. Transition to boot mode are shown in figure 19.7, User Program Mode Operation (Example). This is possible after applying 12 V to pins MD₂ and V_{PP} and restarting. In this case, H8/3048F reset is erased (startup with Low → High) timing*¹, mode pin status latches the personal computer internally to maintain boot mode. Boot mode can be erased if the 12 V applied to the MD₂ pin and the V_{PP} pin is erased, then reset is erased*¹. However, please note the following.
 - a. When transferring from boot mode to regular mode ($V_{PP} \neq 12\text{ V}$, MD₂ $\neq 12\text{ V}$), before transfer the erase must be carried out by the reset input personal computer internal boot mode $\overline{\text{RES}}$ pin. After V_{PP} interrupt, erase reset. The time needed until reset vector lead is flash memory read setup (t_{FRS})*².
 - b. While in boot mode, if the 12 V applied to the MD₂ pin is erased, as long as reset input from the $\overline{\text{RES}}$ pin does not occur, the personal computer internal boot mode status will be maintained and boot mode will continue. In boot mode, if watchdog timer reset occur, the personal computer internal boot mode is not erased, and despite mode pin status the internal boot program restarts.
 - c. When transferring to boot mode (reset erase timing) or during boot mode operation, program voltage V_{PP} should be within the range 12 V to 0.6 V. If this range is exceeded,

boot mode will not operate correctly. In addition, during boot program operation or writing and erasing the flash memory, do not interrupt V_{PP} *².

7. During reset (when $\overline{\text{RES}}$ pin input is Low), if MD_2 pin input changes from 0 V to 12 V or vice versa, by instantaneous transfer to 5 V input, the personal computer switches to operation mode. As a result, the address port or bus control output signal ($\overline{\text{AS}}$, $\overline{\text{RD}}$, $\overline{\text{HWR}}$, $\overline{\text{LWR}}$) status changes, so do not use these pins as output signals during reset, as the personal computer internal section needs to be shut down.
8. Regarding 12 V application to the V_{PP} and MD_2 pins, insure that peak overshoot does not exceed the maximum rating of 13 V. Also, be sure to connect bypass capacitors to the V_{PP} and MD_2 pins*¹.

- Notes:
1. Mode pin input must satisfy the mode programming setup time (t_{MDS}) with respect to the reset release timing. When 12 V is applied to or disconnected from the MD_2 pin, a delay occurs in the fall and rise waveforms due to the influence of the pull-up/pull-down resistor connected to the MD_2 pin, etc. For reset release timing, therefore, this delay must be confirmed with the actual waveform on the board.
 2. For notes on applying and cutting V_{PP} , refer to 19.8, note (4) of “Flash Memory Programming and Erasing Precautions (Dual-Power Supply).”

19.4.2 User Program Mode

When set to user program mode, the H8/3048F can erase and program its flash memory by executing a user program. On-board updates of the on-chip flash memory can be carried out by providing on-board circuits for supplying V_{PP} and data, and storing an update program in part of the program area.

To select user program mode, select a mode that enables the on-chip ROM (mode 5, 6, or 7) and apply 12 V to the V_{PP} pin. In this mode, the on-chip peripheral modules operate as they normally would in mode 5, 6, or 7, except for the flash memory. A watchdog timer overflow, however, cannot output a reset signal while 12 V is applied to V_{PP} . The watchdog timer's reset output enable bit (RSTOE) should not be set to 1.

The flash memory cannot be read while being programmed or erased, so the update program must either be stored in external memory, or transferred temporarily to the RAM area and executed in RAM.

User Program Mode Execution Procedure: Figure 19.7 shows the procedure for user program mode execution in RAM.

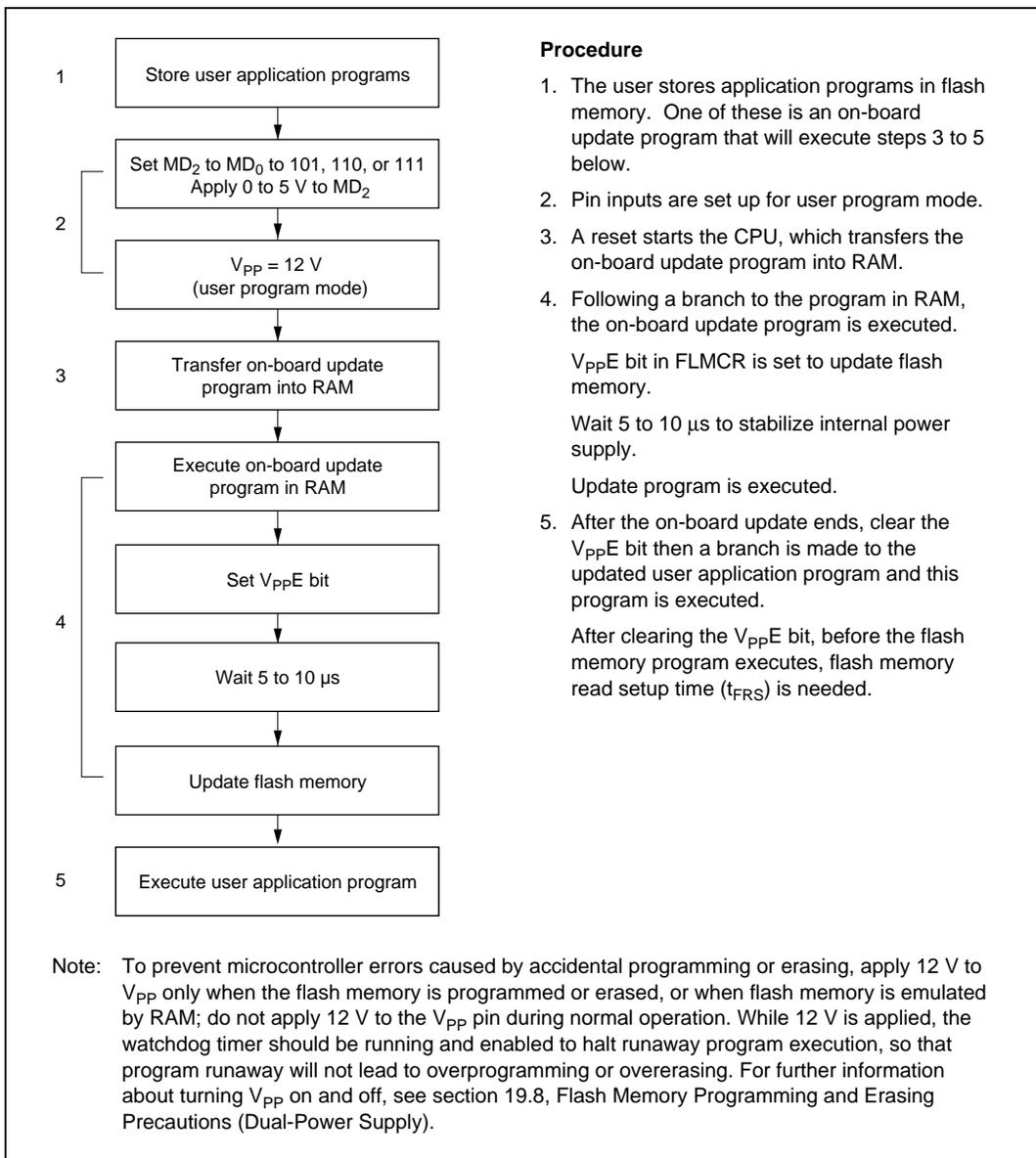


Figure 19.7 User Program Mode Operation (Example)

19.5 Programming and Erasing Flash Memory

The H8/3048F's on-chip flash memory is programmed and erased by software, using the CPU.

The flash memory operating modes and state transition diagram are shown in figure 19.8.

Program/erase modes comprise program mode, erase mode, program-verify mode, erase-verify mode, and prewrite-verify mode. Transitions to these modes can be made by setting the P, E, PV, and EV bits in the flash memory control register (FLMCR). Transition to the prewrite-verify mode can also be made by clearing all the bits in FLMCR.

The flash memory cannot be read while being programmed or erased. The program that controls the programming and erasing of the flash memory must be stored and executed in on-chip RAM or in external memory. A description of each mode is given below, with recommended flowcharts and sample programs for programming and erasing. High-reliability programming and erasing algorithms are used, which double the programming or erase processing time for each step. Section 19.8, Flash Memory Programming and Erasing Precautions (Dual-Power Supply), gives further notes on programming and erasing.

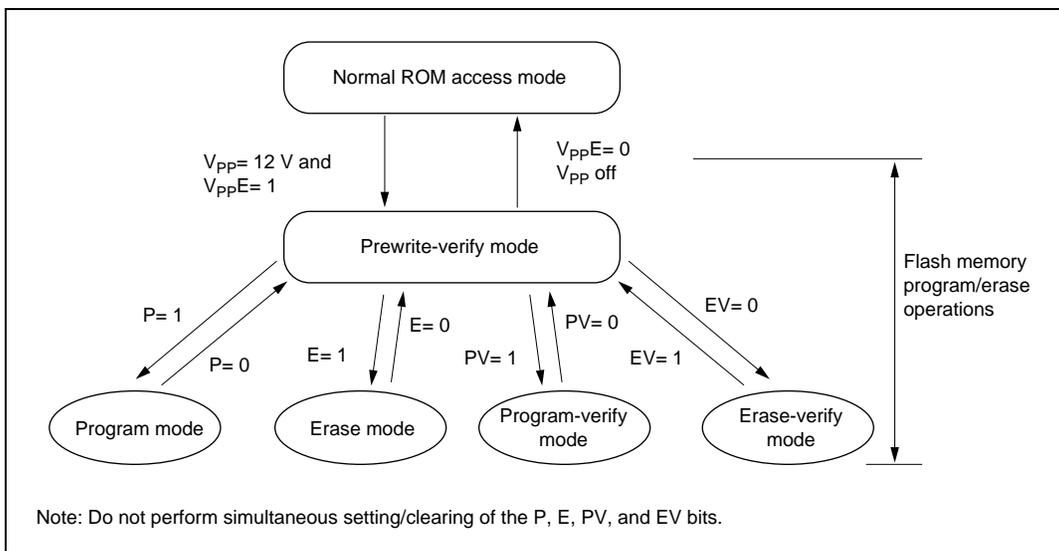


Figure 19.8 Flash Memory Program/Erase Operating Mode State Transition Diagram

19.5.1 Program Mode

To write data into the flash memory, follow the programming algorithm shown in figure 19.9. This programming algorithm can write data without subjecting the device to voltage stress or impairing the reliability of programmed data.

To program data, first set the V_{ppE} bit in FLMCR, wait 5 to 10 μs , then designate the blocks to be programmed by erase block registers 1 and 2 (EBR1, EBR2), and write the data to the address to be programmed, as in writing to RAM. The flash memory latches the address and data in an address latch and data latch. Next set the P bit in FLMCR, selecting program mode. The programming duration is the time during which the P bit is set. A software timer should be used to provide an initial programming duration of 15.8 μs or less. Programming for too long a time, due to program runaway for example, can cause device damage. Before selecting program mode, set up the watchdog timer so as to prevent overprogramming.

19.5.2 Program-Verify Mode

In program-verify mode, after data has been programmed in program mode, the data is read to check that it has been programmed correctly.

After the programming time has elapsed, exit programming mode (clear the P bit to 0) and select program-verify mode (set the PV bit to 1). In program-verify mode, a program-verify voltage is applied to the memory cells at the latched address. If the flash memory is read in this state, the data at the latched address will be read. After selecting program-verify mode, wait 4 μs before reading, then compare the programmed data with the verify data. If they agree, exit program-verify mode and program the next address. If they do not agree, select program mode again and repeat the same program and program-verify sequence. Do not repeat the program and program-verify sequence more than 6 times for the same bit. (When a bit is programmed repeatedly, set a loop counter so that the total programming time will not exceed 1 ms.)

19.5.3 Programming Flowchart and Sample Program

Flowchart for Programming One Byte

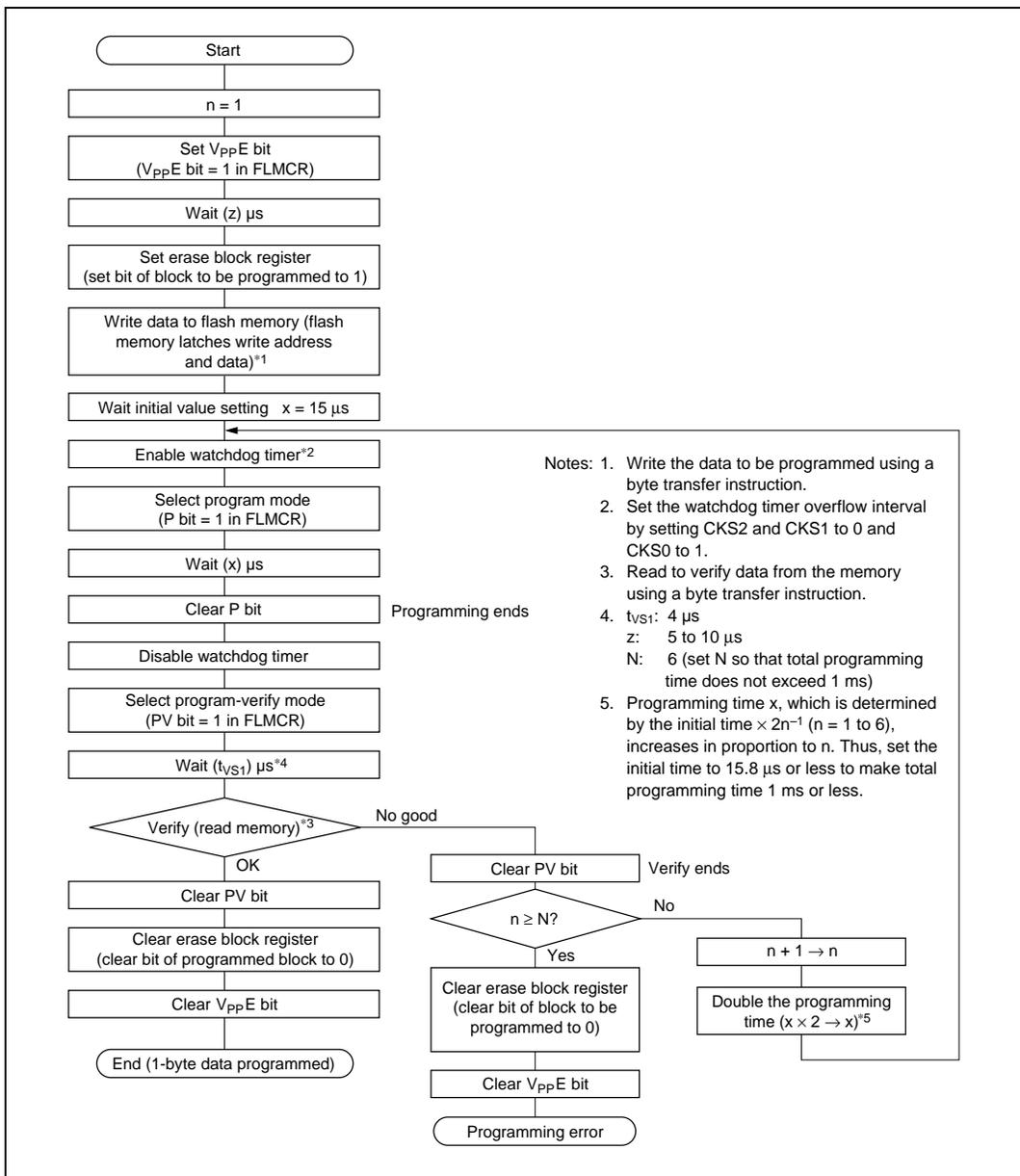


Figure 19.9 Programming Flowchart

Sample Program for Programming One Byte: This program uses the following registers.

- R0: Program-verify fail counter
- R1: Program-verify timing loop counter
- ER2: Stores the address to be programmed as long word data. Valid addresses are H'00000000 to H'0001FFFF.
- R3H: Stores data to be programmed as byte data
- R4: Sets and clears TCSR and FLMCR
- E4: Stores the initial program loop counter value
- R5: Clears FLMCR
- E5: Stores the program loop counter value

Arbitrary data can be programmed at an arbitrary address by setting the address in ER2 and the data in R3H.

The values of #a, #b, and #g depend on the clock frequency. They can be calculated as indicated under table 19.9.

```

FLMCR: .EQU      FFFF40
EBR1:   .EQU      FFFF42
EBR2:   .EQU      FFFF43
TCSR:   .EQU      FFFFA8
PRGM:   MOV.W     #0001, R0      ; Program-verify fail count
        MOV.W     #g,      R1      ; Set program loop counter
        MOV.W     #4140,  R4      ;
        MOV.B     R4L,    @FLMCR:8 ; Set VPPE bit
LOOP0:  DEC.W     #1,      R1      ;
        BPL      LOOP0
        MOV.B     #**,     R0H     ;
        MOV.B     R0H,    @EBR*:8 ; Set EBR*
        MOV.B     R3H,    @ER2    ; Dummy write
        MOV.W     #a,     E4      ; Set initial program loop counter value
PRGMS:  MOV.W     #A579,  R4      ; Start watchdog timer
        MOV.W     R4,     @TCSR:16 ;
        MOV.W     E4,     E5      ; Set program loop counter
        MOV.W     #4140,  R4      ;
        MOV.B     R4H,    @FLMCR:8 ; Set P bit
LOOP1:  DEC.W     #1,     E5      ; Program
        BPL      LOOP1          ;

```

```

MOV.B   R4L,      @FLMCR:8 ; Clear P bit
MOV.W   #A500,   R4        ;
MOV.W   R4,      @TCSR:16 ; Stop watchdog timer
MOV:W   #b ,     R1        ; Set program-verify loop counter
MOV.B   #44,     R4H       ;
MOV.B   R4H,     @FLMCR:8 ; Set PV bit
LOOP2:  DEC.W    #1,      R1        ; Wait
        BPL     LOOP2      ;
MOV.B   @ER2,    R1H       ; Read programmed address
CMP.B   R3H,     R1H       ; Compare programmed data with read data
BEQ     PVOK     ; Program-verify decision
PVNG:   MOV.B   #40,     R5H       ;
        MOV.B   R5H,     @FLMCR:8 ; Clear PV bit
        CMP.B   #06,     R0L       ; Program-verify executed 6 times?
        BEQ     NGEND     ; If program-verify executed 6 times, branch to
NGEND
        INC.B   R0L          ; Program-verify fail count + 1 → R0L
        SHLL.W  E4          ; Double program loop counter value
        BRA    PRGMS       ; Program again
PVOK:   MOV.W   #4000,   R5        ;
        MOV.B   R5H,     @FLMCR:8 ; Clear PV bit
        MOV.B   R5L,     @EBR*:8 ; Clear EBR*
        MOV.B   R5L,     @FLMCR:8 ; Clear VPPE bit
        ..... One byte programmed
NGEND:  MOV.W   #4000,   R5        ;
        MOV.B   R5L,     @EBR*:8 ; Clear EBR*
        MOV.B   R5L,     @FLMCR:8 ; Clear VPPE bit

```

Programming error

19.5.4 Erase Mode

To erase the flash memory, follow the erasing algorithm shown in figure 19.10. This erasing algorithm can erase data without subjecting the device to voltage stress or impairing the reliability of programmed data.

To erase flash memory, before starting to erase, first place all memory data in all blocks to be erased in the programmed state (program all memory data to H'00). If all memory data is not in the programmed state, follow the sequence described later to program the memory data to zero. To select the flash memory areas to be erased, first set the $V_{PP}E$ bit in the flash memory control register (FLMCR), wait 5 to 10 μs , and set up erase block registers 1 and 2 (EBR1 and EBR2). Next set the E bit in FLMCR, selecting erase mode. The erase time is the time during which the E bit is set. To prevent overerasing, use a software timer to divide the erase time. Overerasing, due to program runaway for example, can give memory cells a negative threshold voltage and cause them to operate incorrectly. Before selecting erase mode, set up the watchdog timer so as to prevent overerasing.

19.5.5 Erase-Verify Mode

In program-verify mode, after data has been erased, it is read to check that it has been erased correctly. After the erase time has elapsed, exit erase mode (clear the E bit to 0), select erase-verify mode (set the EV bit to 1), and wait 4 μs . Before reading data in erase-verify mode, write H'FF dummy data to the address to be read. This dummy write applies an erase-verify voltage to the memory cells at the latched address. If the flash memory is read in this state, the data at the latched address will be read. After the dummy write, wait 2 μs before reading. If the read data has been successfully erased, perform the dummy write, wait 2 μs , and erase-verify for the next address. If the read data has not been erased, select erase mode again and repeat the same erase and erase-verify sequence through the last address, until all memory data has been erased to 1. Do not repeat the erase and erase-verify sequence more than 602 times, however.

19.5.6 Erasing Flowchart and Sample Program

Flowchart for Erasing One Block

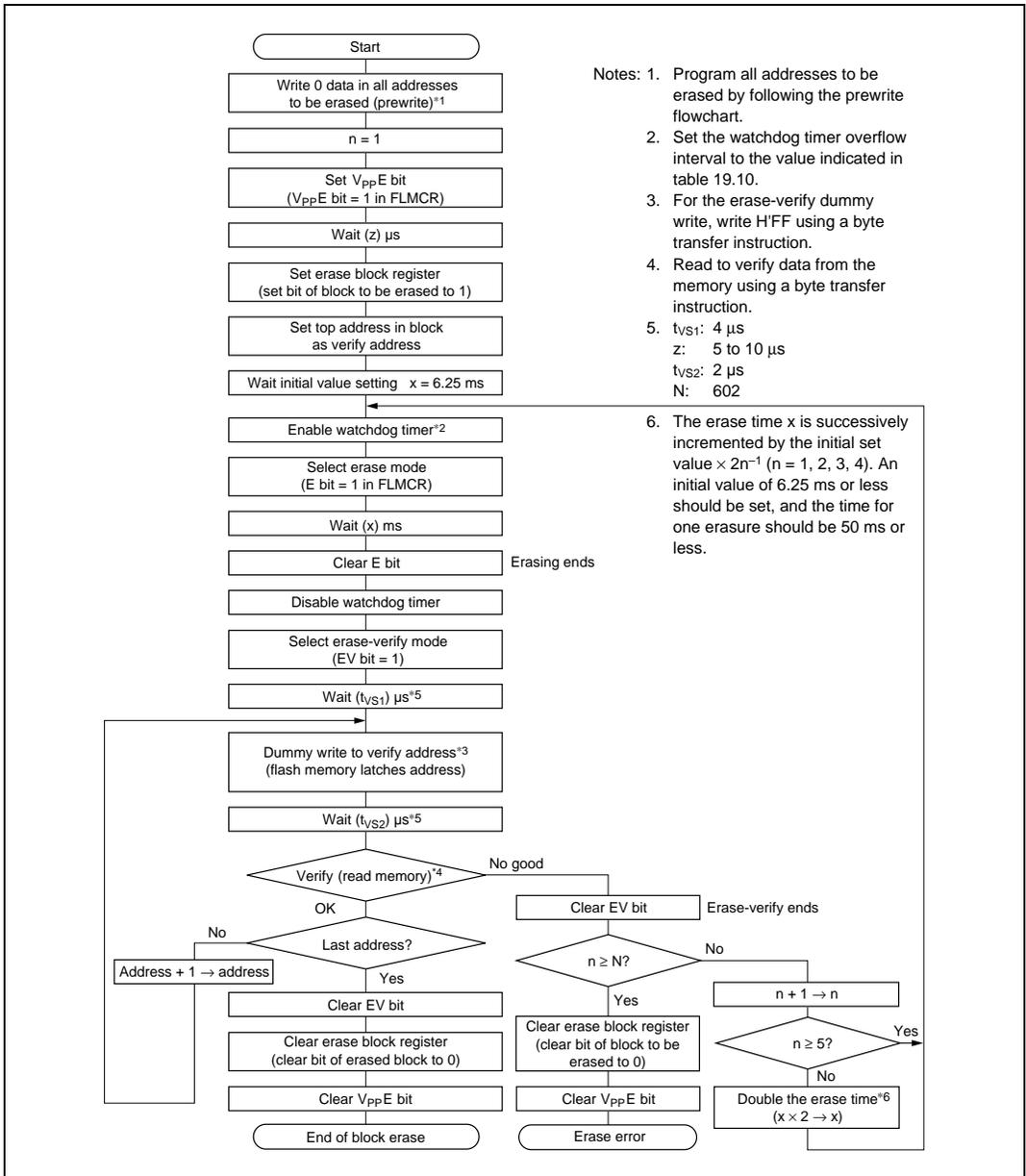


Figure 19.10 Erasing Flowchart

Prewrite Flowchart

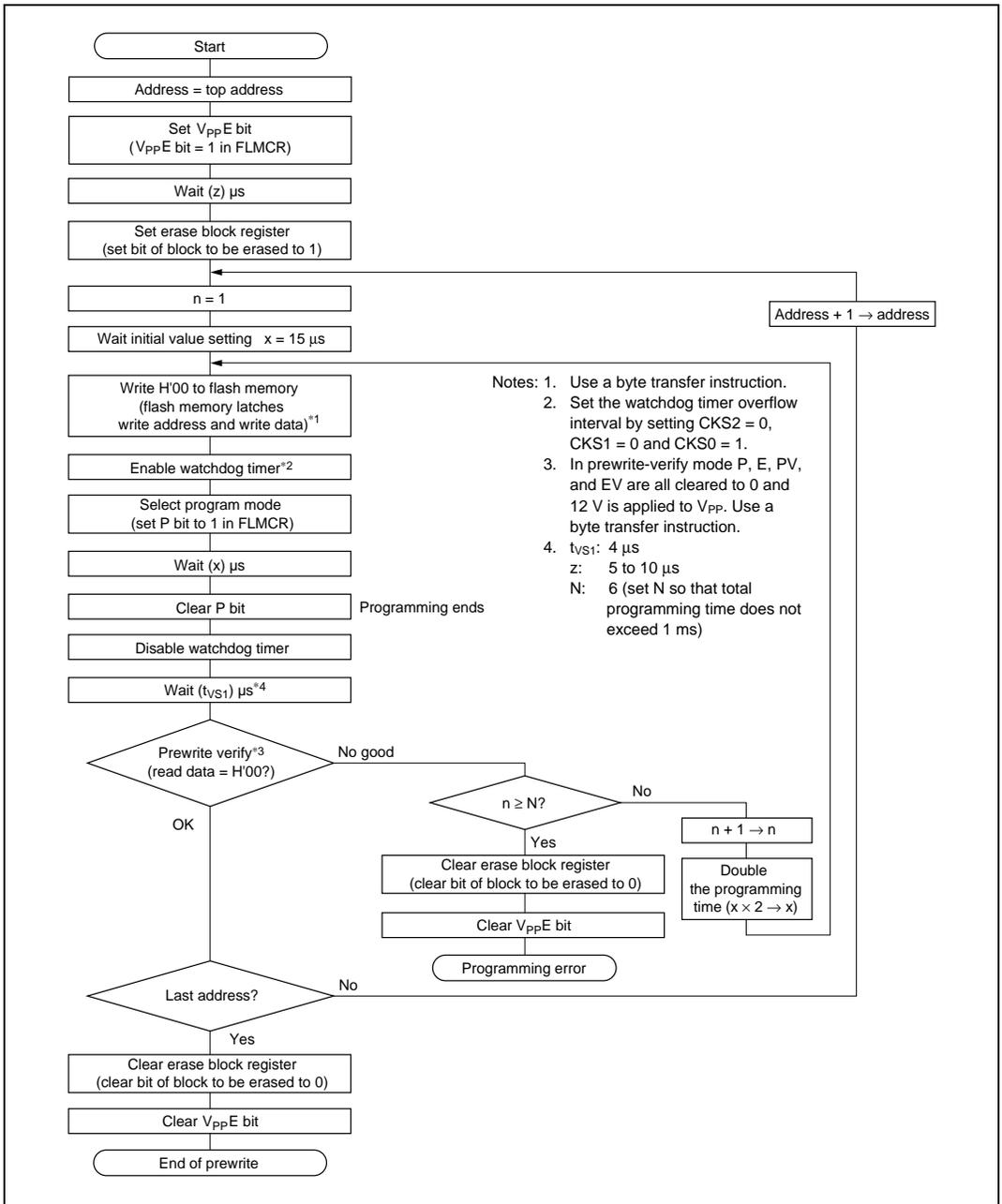


Figure 19.11 Prewrite Flowchart

Sample Program for Erasing One Block: This program uses the following registers.

R0: Prewrite-verify and erase-verify fail counter
 ER1: Stores address used in prewrite
 ER2: Stores address used in prewrite and erase-verify
 ER3: Stores address used in erase-verify
 ER4: Timing loop counter
 R5: Sets appropriate registers
 R6: Sets appropriate registers

The values of #a, #c, #d, #e, #f, #g, and #h, in the program depend on the clock frequency. They can be calculated as indicated in tables 19.9 and 19.10.

```

FLMCR: .EQU      FFFF40
EBR1:  .EQU      FFFF42
EBR2:  .EQU      FFFF43
TCSR:  .EQU      FFFFA8

; #BLKSTR is top address of block to be erased
; #BLKEND is last address of block to be erased

      MOV.L      #BLKSTR:32, ER1    ; ER1: top address of block to be erased
      MOV.L      #BLKEND:32, ER2   ; ER2: last address of block to be erased

; Execute prewrite
PREWRT: MOV.W    #g,      R4        ; Set wait counter
      MOV.W    #4140,    R6        ;
      MOV.B    R6L,     @FLMCR:8   ; Set VPPE bit
LOOPR0: DEC.W    #1,      R4        ;
      BPL     LOOPR0              ;

; SET EBR1 or EBR2 bit of block to be erased
      MOV.B    #**,      R5H       ;
      MOV.B    R5H,     @EBR*     ; Set EBR*
PREWRN: SUB.B    R0H,    R0H       ; R0: prewrite-verify fail count
      MOV.W    #a,      E4        ; Set initial prewrite loop counter value
PREWRS: MOV.B    #00,    R5H       ; Write #00 data
      MOV.B    R5H,     @ER1      ;
      MOV.W    #A579,   R5        ; Start watchdog timer
      MOV.W    R5,      @TCSR:16  ;
      MOV.W    E4,      R4        ; Set prewrite loop counter
      MOV.W    #4140,   R6        ;

```

```

MOV.B      R6H,      @FLMCR:8 ; Set P bit
LOOPR1: DEC.W      #1,      R4      ; Prewrite
        BPL        LOOPR1      ;
MOV.B      R6L,      @FLMCR:8 ; Clear P bit
MOV.W      #A500,    R5        ; Stop watchdog timer
MOV.W      R5,      @TCSR:16 ;
MOV.W      #c,      R5        ; Set prewrite-verify loop counter
LOOPR2: DEC.W      #1,      R5      ; Wait
        BPL        LOOPR2      ;
MOV.B      @ER1,    R5H        ; Read data = H'00?
BEQ        PWVFOK      ; If read data = H'00, branch to PWVFOK
CMP.B      #05,    R0H        ; Prewrite-verify executed 6 times?
BEQ        ABEND1      ; If prewrite-verify executed 6 times, branch to
ABEND1
        SHLL.W     E4          ; Double prewrite loop counter value
        INC.B      R0H        ; Prewrite-verify fail count + 1 → R0H
        BRA        PREWRS     ; Prewrite again
PWVFOK: CMP.L      ER2,      ER1    ; Last address?
        BEQ        ERASES     ;
        INC.L      #1,      ER1    ; Address + 1 → R1
        BRA        PREWRN     ; If not last address, prewrite next address
; Execute erase
ERASES: SUB.W      R0,      R0      ; R0: erase-verify fail count
        MOV.L      #BLKSTR:32,ER3 ; ER3: top address of block to be erased
        MOV.W      #d,      E4      ; Set initial erase loop counter value
ERASE:  CMP.W      #025A,    R0      ; R0 = H'025A? (erase-verify fail count = 603?)
        BEQ        ABEND2     ; If R0 = H'025A, branch to ABEND2
        INC.W      #1,      R0      ; Erase-verify fail count + 1 → R0
        MOV.W      E4,      R4      ;
        MOV.W      #f,      R5      ; Start watchdog timer
        MOV.W      R5,      @TCSR:16 ;
        MOV.B      #42,    R5H      ; Set E bit
        MOV.B      R5H,    @FLMCR:8 ;
LOOPE:  PUSH.L     ER5
        POP.L      ER5

```

```

        PUSH.L   ER5
        POP.L    ER5
        PUSH.L   ER5
        POP.L    ER5
        DEC.W    #1,      R4      ; Erase
        BPL      LOOPE    ;
        MOV.B    #40,     R5H     ;
        MOV.B    R5H,     @FLMCR:8 ; Clear E bit
        MOV.W    #A500,   R5      ;
        MOV.W    R5,      @TCSR:16 ; Stop watchdog timer

; Execute erase-verify
        MOV.B    #48,     R5H     ;
        MOV.B    R5H,     @FLMCR:8 ; Set EV bit
        MOV.W    #e,      R4      ; R4: erase-verify loop counter
LOOPEV: DEC.W    #1,      R4      ;
        BPL      LOOPEV    ; Wait
EVR2:   MOV.B    #FF,     @ER3    ; Dummy write
        MOV.W    #h,      R4      ; R4: erase-verify loop counter
LOOPDW: DEC.W    #1,      R4      ;
        BPL      LOOPDW    ; Wait
        MOV.B    @ER3+,   R4H     ; Read
        CMP.B    #FF,     R4H     ; Read data = H'FF?
        BNE      RERASE    ; If read data ≠ H'FF, branch to RERASE
        CMP.L    ER2,     ER3     ; Last address in block?
        BGT      EVR2      ; If not last address in block, erase-verify next
address
        BRA      OKEND,    ; Branch to OKEND
RERASE: MOV.W    #4000,    R5      ;
        MOV.B    R5H,     @FLMCR:8 ; Clear EV bit
        DEC.L    #1,      ER3     ; Erase-verify address – 1 → R3
        CMP.W    #0004,   R0      ;
        BGE      KEEP      ; Erase executed 4 times?
        SHLL.W   E4        ; Double erase loop counter value
KEEP:   BRA      ERASE     ; Erase again
OKEND:  MOV.W    #4000,    R5      ;

```

```

MOV.B   R5H,      @FLMCR:8 ; Clear EV bit
MOV.W   #0000,   R5        ;
MOV.W   R5,      @EBR1:16 ; Clear EBR1 and EBR2
MOV.B   R5L,     @FLMCR:8 ; Clear VPPE bit

```

..... One block erased

```

ABEND1: MOV.W   #0000,   R5        ;
        MOV.W   R5,      @EBR1:16 ; Clear EBR1 and EBR2
        MOV.B   R5L,     @FLMCR:8 ; Clear VPPE bit

```

Programming error

```

ABEND2: MOV.W   #0000,   R5        ;
        MOV.W   R5,      @EBR1:16 ; Clear EBR1 and EBR2
        MOV.B   R5L,     @FLMCR:8 ; Clear VPPE bit

```

Erase error

Flowchart for Erasing Multiple Blocks

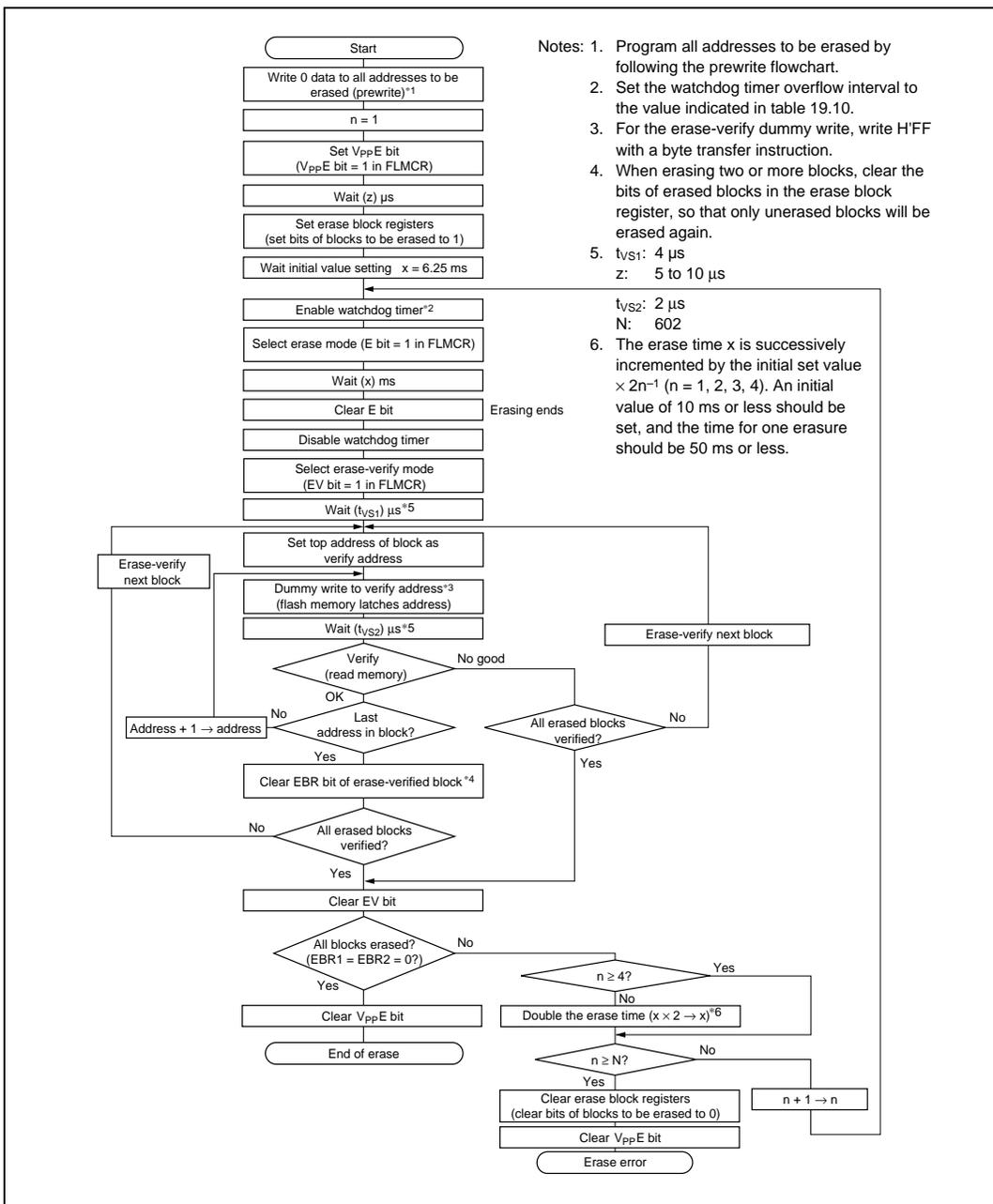


Figure 19.12 Multiple-Block Erase Flowchart

Sample Program for Erasing Multiple Blocks: This program uses the following registers.

- R0, R6: Specifies blocks to be erased (set as explained below)
- R1H: Prewrite-verify fail counter
- R1L: Used to test bits 0 to 15 of R0
- ER2: Specifies address where address used in prewrite and erase-verify is stored
- ER3: Stores address used in prewrite and erase-verify
- ER4: Stores address used in prewrite and erase-verify
- ER5: Sets appropriate registers
- E0, E1: Timing loop counter
- E6: Erase-verify fail counter

Arbitrary blocks can be erased by setting bits in R6.

A bit map of R6 and an example setting for erasing specific blocks are shown next.

| | | | | | | | | | | | | | | | | |
|-----|---------------------|-----|-----|-----|-----|-----|-----|-----|---------------------|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| R6 | LB7 | LB6 | LB5 | LB4 | LB3 | LB2 | LB1 | LB0 | SB7 | SB6 | SB5 | SB4 | SB3 | SB2 | SB1 | SB0 |
| | Corresponds to EBR1 | | | | | | | | Corresponds to EBR2 | | | | | | | |

Example: to erase blocks LB2, SB7, and SB0

| | | | | | | | | | | | | | | | | |
|-----|---------------------|-----|-----|-----|-----|-----|-----|-----|---------------------|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| R6 | LB7 | LB6 | LB5 | LB4 | LB3 | LB2 | LB1 | LB0 | SB7 | SB6 | SB5 | SB4 | SB3 | SB2 | SB1 | SB0 |
| | Corresponds to EBR1 | | | | | | | | Corresponds to EBR2 | | | | | | | |

Setting 0 0 0 0 0 1 0 0 1 0 0 0 0 0 0 0 1

R6 is set as follows:

```
MOV.W #0481, R6
MOV.W R6, @EBR1
```

The values of #a, #c, #d, #e, #f, #g, and #h in the program depend on the clock frequency. They can be calculated as indicated in tables 19.9 and 19.10.

For #RAMSTR in the program, substitute the starting destination address in RAM, to be used when this program is moved from flash memory into RAM.

```

FLMCR:      .EQU    FFFF40
EBR1:      .EQU    FFFF42
EBR2:      .EQU    FFFF43
TCSR:      .EQU    FFFFA8

; Set R0 value
START:     MOV.W    #FFFF,   R6      ; Select blocks to be erased (R6: EBR1/EBR2)
           MOV.W    R6,      R0      ; R0: EBR1/EBR2
           SUB.W    R1,      R1      ; R1L: used to test R1-th bit in R0

; #RAMSTR is starting destination address to which program is transferred in RAM
; Set #RAMSTR to even number
           MOV.L    #RAMSTR:32, ER2   ; Starting transfer destination address
           ADD.L    #ERVADR:32, ER2   ; #RAMSTR + #ERVADR → ER2
           SUB.L    #START:32, ER2   ; ER2: address of data area used in RAM
PRETST:    CMP.B   #10,      R1L     ; R1L = #10?
           BEQ     ERASES     ; If finished checking all R0 bits, branch to ERASES
           CMP.B   #08,      R1L     ;
           BCC     BC0        ;
           BTST    R1L,      R0H     ;
           BNE     PREWRT     ;
           BRA     PWADD1     ;
BC0:      BTST    R1L,      R0L     ; Test R1-th bit in R0
           BNE     PREWRT     ; If R1-th bit in R0 is 1, branch to PREWRT
PWADD1:   INC.B   R1L        ; R1L + 1 → R1L
           MOV.L   @ER2+,    ER3     ; Dummy-increment ER2
           BRA     PRETST

; Execute prewrite
PREWRT:   MOV.L   @ER2+,    ER3     ; ER3: prewrite starting address
           MOV.L   @ER2,    ER4     ; ER4: top address of next block
           MOV.W   #g,      E5      ; Wait counter
           MOV.W   #4140,   R5      ;
           MOV.B   R5L,     @FLMCR:8 ; Set VppE bit
LOOPR0:   DEC.W   #1,      E5      ;
           BPL     LOOPR0     ;
           MOV.W   R6,      @EBR1:16 ; Set EBR (R6: EBR1/EBR2)
PREW:     MOV.B   #01,     R1H     ; Prewrite-verify fail count

```

```

MOV.W   #a,      E0      ; Set initial prewrite loop counter value
PREWRS: MOV.B   #00,    R5H    ; Write #00 data
MOV.B   R5H,    @ER3    ;
MOV.W   #A579,  E5      ;
MOV.W   E5,    @TCSR:16 ; Start watchdog timer
MOV.W   E0,    E1      ; Set program loop counter
MOV.W   #4140, R5      ;
MOV.B   R5H,    @FLMCR:8 ; Set P bit
LOOPR1: DEC.W   #1,    E1      ; Program
BPL     LOOPR1          ;
MOV.B   R5L,    @FLMCR:8 ; Clear P bit
MOV.W   #A500,  R5      ;
MOV.W   R5,    @TCSR:16 ; Stop watchdog timer
MOV.W   #c,    R5      ; Prewrite-verify loop counter
LOOPR2: DEC.W   #1,    R5      ;
BPL     LOOPR2          ;
MOV.B   @ER3,   R5H     ; Read data = #00?
BEQ     PWVFOK          ; If read data = #00, branch to PWVFOK
PWVFNG: CMP.B   #06,   R1H    ; Prewrite-verify executed 6 times?
BEQ     ABEND1         ; If prewrite-verify executed 6 times, branch to
ABEND1
INC.B   R1H          ; Prewrite-verify fail count + 1 → R1H
SHLL.W E0           ; Double prewrite loop counter value
BRA     PREWRS        ; Prewrite again
PWVFOK: INC.L   #1,    ER3    ; Address + 1 → ER3
CMP.L   ER4,    ER3     ; Last address?
BEQ     PWADD2        ;
BRA     PREW          ;
PWADD2: INC.B   R1L     ; Used to test (R1L + 1)-th bit in R0
BRA     PRETST        ; Branch to PRETST
; Execute erase
ERASES: MOV.W   R6,    @EBR1:16 ; Set EBR1/EBR2
SUB.W   E6,    E6      ; E6: erase-verify fail count
MOV.W   #d,    E0      ; Set initial erase loop counter value
ERASE:  MOV.W   #f,    R5      ;

```

```

MOV.W   R5,      @TCSR:16 ; Start watchdog timer
MOV.W   E0,      E1       ; Set erase-loop counter
MOV.W   #4240,   R5       ;
MOV.B   R5H,     @FLMCR:8 ; Set E bit
LOOPE:  PUSH.L   ER5
        POP.L    ER5
        PUSH.L   ER5
        POP.L    ER5
        PUSH.L   ER5
        POP.L    ER5
DEC.W   #1,      E1       ; Erase
BPL     LOOPE
MOV.B   R5L,     @FLMCR:8 ; Clear E bit
MOV.W   #A500,   R5       ;
MOV.W   R5,      @TCSR:16 ; Stop watchdog timer

; Execute erase-verify
EVR:    MOV.W   R6,      R0       ; R0: EBR1/EBR2
        SUB.W   R1,      R1       ; R1: used to test R1-th bit in R0

; #RAMSTR is starting destination address to which program is transferred in RAM
MOV.L   #RAMSTR:32, ER2 ; Starting transfer destination address (RAM)
ADD.L   #ERVADR:32, ER2 ; #RAMSTR + #ERVADR → ER2
SUB.L   #START:32,  ER2 ; ER2: address of data area used in RAM
MOV.B   #48,      R5H       ;
MOV.B   R5H,     @FLMCR:8 ; Set EV bit
MOV.W   #e ,      R5       ; R5: set erase-verify loop counter
LOOPEV: DEC.W   #1,      R5       ; Program
        BPL     LOOPEV        ; Wait
EBRTST: CMP.B   #10,     R1L     ; R1L = #10?
        BEQ    HANTEI        ; If finished checking all R0 bits, branch to HANTEI
        CMP.B   #08,     R1L     ;
        BCC    BC1           ;
BTST   R1L,      R0H       ; Test R1-th bit in R0H (EBR1)
BNE    ERSEVF        ;
BRA    ADD01        ;

```

```

BC1:   BTST    R1L,    R0L    ; Test R1-th bit in R0L (EBR2)
       BNE    ERSEVF ; If R1-th bit in R0 is 1, branch to ERSEVF
ADD01: INC .B  R1L    ; R1L + 1 → R1L
       MOV .L @ER2+,  ER3    ; Dummy-increment R2
       BRA    EBRTST ;
ERSEVF: MOV .L @ER2+,  ER3    ; ER3: top address of block to be erase-verified
       MOV .L @ER2,   ER4    ; ER4: top address of next block
EVR2:  MOV .B  #FF,   R5H    ;
       MOV .B  R5H,   @ER3   ; Dummy write
       MOV .W  #h,   R5     ; R5: erase-verify loop counter
LOOPDW: DEC .W  #1,   R5     ;
       BPL    LOOPDW ; Wait
       MOV .B  @ER3+, R5L    ; Read
       CMP .B  #FF,   R5L    ; Read data = #FF?
       BNE    ADD02   ; If read data ≠ #FF, branch to ADD02
       CMP .L  ER4,   ER3    ; Last address in block?
       BNE    EVR2   ; If not last address in block, branch to EVR2
       CMP .B  #08,   R1L    ;
       BCC    BC2     ;
       BCLR   R1L,   R0H    ; Clear R1L-th bit in R0H (EBR1)
       BRA    ADD02   ;
BC2:   BCLR   R1L,   R0L    ; Clear R1L-th bit in R0L (EBR2)
ADD02: INC .B  R1L    ; R1L + 1 → R1L
       BRA    EBRTST ; Erase-verify next erased block
HANTEI: MOV .W  #4000, R5     ;
       MOV .B  R5H,   @FLMCR:8 ; Clear EV bit
       MOV .W  R0,   @EBR1:16 ; Clear bit of erased block to 0
       BEQ    EOWARI  ; If EBR1/EBR2 is all 0, erasing ended normally
       CMP .W  #025A, E6     ; E6 = 025A? (erase-verify fail count = 602?)
       BEQ    ABEND2  ; If E6 = 025A, branch to ABEND2
       INC .W  #1,   E6     ; Erase-verify fail count + 1 → E6
       CMP .W  #0004, E6     ;
       BGE    KEEP    ; Erase executed 4-times?
       SHLL .W  E0     ; Double erase loop counter value
KEEP:  BRA    ERASE    ; Erase again

```

;

 <Block address table used in erase-verify>

```

.ALIGN2
ERVADR: .DATA.L 00000000      ; #0000  LB0
        .DATA.L 00004000      ; #4000  LB1
        .DATA.L 00008000      ; #8000  LB2
        .DATA.L 0000C000      ; #C000  LB3
        .DATA.L 00010000      ; #10000 LB4
        .DATA.L 00014000      ; #14000 LB5
        .DATA.L 00018000      ; #18000 LB6
        .DATA.L 0001C000      ; #1C000 LB7
        .DATA.L 0001F000      ; #1F000 SB0
        .DATA.L 0001F200      ; #1F200 SB1
        .DATA.L 0001F400      ; #1F400 SB2
        .DATA.L 0001F600      ; #1F600 SB3
        .DATA.L 0001F800      ; #1F800 SB4
        .DATA.L 0001FA00      ; #1FA00 SB5
        .DATA.L 0001FC00      ; #1FC00 SB6
        .DATA.L 0001FE00      ; #1FE00 SB7
        .DATA.L 00020000      ; #20000 FLASH AREA END ADDRESS

EOWARI: MOV.B   #00,      R5L      ;
        MOV.B   R5L,      @FLMCR:8 ; Clear VppE bit
        Erase end

ABEND1: MOV.W   #0000,    R5      ;
        MOV.W   R5,      @EBR1:16 ; Clear EBR1 and EBR2
        MOV.B   R5L,      @FLMCR:8 ; Clear VppE bit
        Programming error

ABEND2: MOV.W   #0000,    R5      ;
        MOV.W   R5,      @EBR1:16 ; Clear EBR1 and EBR2
        MOV.B   R5L,      @FLMCR:8 ; Clear VppE bit
        Erase error

```

Loop Counter Values in Programs and Watchdog Timer Overflow Interval Settings: The values of a to h in the programs depend on the clock frequency. Table 19.9 indicates the values for 10 MHz. Values for other frequencies can be calculated as shown below, but use the settings in table 19.10 for the value off.

Table 19.9 Loop Counter Values in Program (10 MHz)

| Clock Frequency | | Variable | | | | | | |
|-----------------|-------------|----------|------------------------------|----------------------------------|--------|------------------------------|--------|------------------|
| | | a (f) | b (f) | c (f) | d (f) | e (f) | g (f) | h (f) |
| f = 10 MHz | Hexadecimal | H'0019 | H'0007 | H'0007 | H'03B3 | H'0007 | H'0009 | H'0004 |
| | Decimal | 25 | 7 | 7 | 947 | 7 | 9 | 4 |
| Comments | | Program | t _{VS1} at write | t _{VS2} at pre-write | Erase | t _{VS1} at erase | z | t _{VS2} |

Formula:

$$a (f) \text{ to } h (f) = \frac{\text{Clock frequency } f \text{ [MHz]}}{10} \times \{a (f = 10) \text{ to } h (f = 10)\}$$

Examples for 16 MHz:

$$a (f) = \frac{16}{10} \times 25 = 40 \approx \text{H}'0028$$

$$b (f) = \frac{16}{10} \times 7 = 11.2 \approx \text{H}'000C$$

$$c (f) = \frac{16}{10} \times 7 = 11.2 \approx \text{H}'000C$$

$$d (f) = \frac{16}{10} \times 947 = 1515.2 \approx \text{H}'05EC$$

$$e (f) = \frac{16}{10} \times 7 = 11.2 \approx \text{H}'000C$$

$$g (f) = \frac{16}{10} \times 9 = 14.4 \approx \text{H}'000F$$

$$h (f) = \frac{16}{10} \times 4 = 6.4 \approx \text{H}'0007$$

Table 19.10 Watchdog Timer Overflow Interval Settings

| Clock Frequency | Variable |
|--|----------|
| | f |
| $10\text{ MHz} \leq \text{frequency} \leq 16\text{ MHz}$ | H'A57F |
| $2\text{ MHz} \leq \text{frequency} < 10\text{ MHz}$ | H'A57E |
| $1\text{ MHz} \leq \text{frequency} < 2\text{ MHz}$ | H'A57D |

Note: The watchdog timer (WDT) set value is calculated based on the number of instructions including write time and erase time from start to stop of WDT operation. In this program example, therefore, no more instructions should be added between the start and stop of WDT operation.

19.5.7 Prewrite-Verify Mode

Prewrite-verify mode is a verify mode used after writing 0 to all bits to equalize their threshold voltages before erasure.

To program all bits, write H'00 in accordance with the algorithm shown in figure 19.11. Use this procedure to set all data in the flash memory to H'00 after programming. After the necessary programming time has elapsed, exit program mode (by clearing the P bit to 0) and select prewrite-verify mode (leave the P, E, PV, and EV bits all cleared to 0). In prewrite-verify mode, a prewrite-verify voltage is applied to the memory cells at the read address. If the flash memory is read in this state, the data at the read address will be read. After selecting prewrite-verify mode, wait 4 μs before reading.

Note: For a sample prewriting program, see the sample erasing program.

19.5.8 Protect Modes

Flash memory can be protected from programming and erasing by software or hardware methods. These two protection modes are described below.

Software Protection: Prevents transitions to program mode and erase mode even if the P or E bit is set in the flash memory control register (FLMCR). Details are as follows.

| Protection | Description | Function | | |
|-------------------|--|------------------------|------------------------|----------------------|
| | | Program | Erase | Verify* ¹ |
| Block protect | Individual blocks can be erase and program-protected by the erase block registers (EBR1 and EBR2). If EBR1 and EBR2 are both set to H'00, all blocks are erase- and program-protected. | Disabled | Disabled | Enabled |
| Emulation protect | When the RAMS bit is set in the RAM control register (RAMCR), all blocks are protected from both programming and erasing. | Disabled* ² | Disabled* ³ | Enabled |

- Notes:
1. Three modes: program-verify, erase-verify, and prewrite-verify.
 2. Except in RAM areas overlapped onto flash memory.
 3. All blocks are erase-disabled. It is not possible to specify individual blocks.

Hardware Protection: Suspends or disables the programming and erasing of flash memory, and resets the flash memory control register (FLMCR) and erase block registers (EBR1 and EBR2). The error-protect function permits the P and E bits to be set, but prevents transitions to program mode and erase mode. Details of hardware protection are as follows.

| Protection | Description | Function | | |
|--|--|----------|------------------------|----------------------|
| | | Program | Erase | Verify* ¹ |
| Programming voltage (V_{PP}) protect | When V_{PP} is not applied, FLMCR, EBR1, and EBR2 are initialized, disabling programming and erasing. To obtain this protection, V_{PP} should not exceed V_{CC} . ^{*3} | Disabled | Disabled* ² | Disabled |
| Reset and standby protect | When a reset occurs (including a watchdog timer reset) or standby mode is entered, FLMCR, EBR1, and EBR2 are initialized, disabling programming and erasing. Note that \overline{RES} input does not ensure a reset unless the \overline{RES} pin is held low for at least 20 ms at power-up (to enable the oscillator to settle), or at least 10 system clock cycles (ϕ) during operation. | Disabled | Disabled* ² | Disabled |
| Error protect | If an operational error is detected during programming or erasing of flash memory (FLER = 1), the FLMCR, EBR1, and EBR2 settings are preserved, but programming or erasing is aborted immediately. This type of protection can be cleared only by a reset or hardware standby. | Disabled | Disabled* ² | Enabled |

Notes: 1. Program-verify, erase-verify, and prewrite-verify modes.

2. All blocks are erase-disabled. It is not possible to specify individual blocks.

3. For details, see section 19.8, Flash Memory Programming and Erasing Precautions (Dual-Power Supply).

Error Protect: This protection mode is entered if one of the error conditions that set the FLER bit in RAMCR is detected while flash memory is being programmed or erased (while the P bit or E bit is set in FLMCR). These conditions can occur if microcontroller operations do not follow the programming or erasing algorithm. Error protect is a flash-memory state. It does not affect other microcontroller operations.

In this state the settings of the flash memory control register (FLMCR) and erase block registers (EBR1 and EBR2) are preserved*, but program mode or erase mode is terminated as soon as the error is detected. While the FLER bit is set, it is not possible to enter program mode or erase

mode, even by setting the P bit or E bit in FLMCR again. The PV and EV bits in FLMCR remain valid, however. Transitions to verify modes are possible in the error-protect state.

The error-protect state can be cleared only by a reset or entry to hardware standby mode.

Note: * It is possible to write to these registers. Note that a transition to software standby mode initializes these registers.

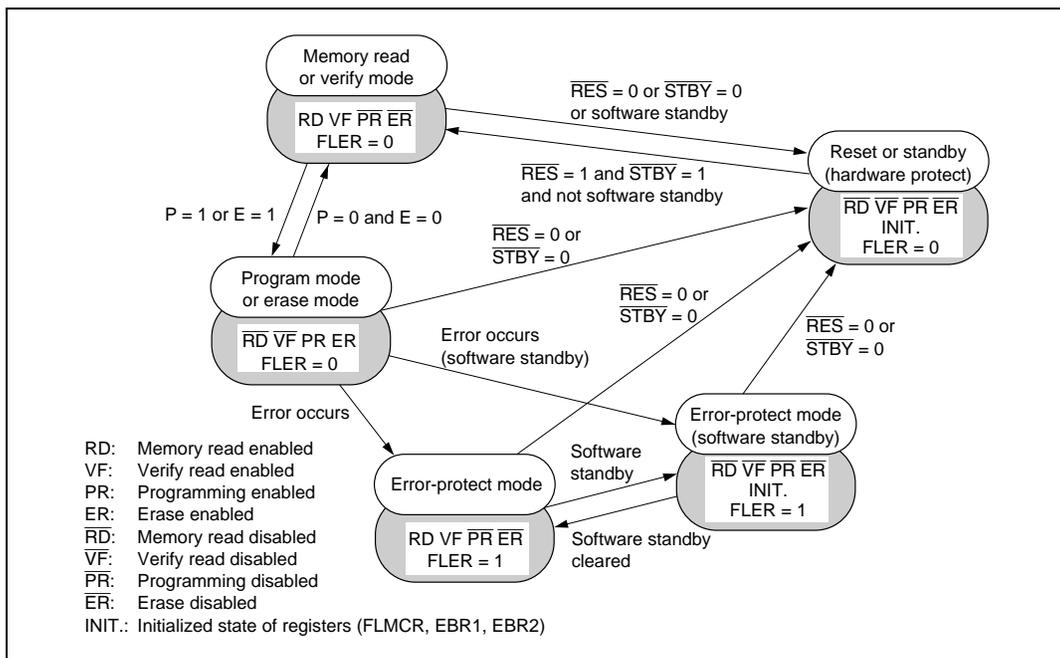


Figure 19.13 Flash Memory State Transitions in Modes 5, 6, and 7 (On-Chip ROM Enabled) when Programming Voltage (V_{PP}) is Applied

The purpose of error-protect mode is to prevent overprogramming or overerasing damage to flash memory by detecting abnormal conditions that occur if the programming or erasing algorithm is not followed, or if a program crashes while the flash memory is being programmed or erased.

This protection function does not cover abnormal conditions other than the setting conditions of the flash memory error bit (FLER), however. Also, if too much time elapses before the error-protect state is reached, the flash memory may already have been damaged. This function accordingly does not offer foolproof protection from damage to flash memory.

To prevent abnormal operations, when programming voltage (V_{PP}) is applied, follow the programming and erasing algorithms correctly, and keep microcontroller operations under

constant internal and external supervision, using the watchdog timer for example. If a transition to error-protect mode occurs, the flash memory may contain incorrect data due to errors in programming or erasing, or it may contain data that has been insufficiently programmed or erased because of the suspension of these operations. Boot mode should be used to recover to a normal state.

If the memory contains overerased memory cells, boot mode may not operate correctly. This is because the H8/3048F's built-in boot program is located in part of flash memory, and will not read correctly if memory cells have been overerased.

19.5.9 NMI Input Masking

NMI input is disabled when flash memory is being programmed or erased (when the P or E bit is set in FLMCR). NMI input is also disabled while the boot program is executing in boot mode, until the branch to the on-chip RAM area takes place^{*1}. There are three reasons for this.

- NMI input during programming or erasing might cause a violation of the programming or erasing algorithm. Normal operation could not be assured.
- In the NMI exception-handling sequence during programming or erasing, the vector would not be read correctly^{*2}. The result might be a program runaway.
- If NMI input occurred during boot program execution, the normal boot-mode sequence could not be executed.

NMI input is also disabled in the error-protect state while the P or E bit remains set in the flash memory control register (FLMCR).

NMI requests should be disabled externally whenever V_{PP} is applied.

- Notes:
1. The disabled state lasts until the branch to the boot program area in on-chip RAM (addresses H'FFEF10 to H'FFF2FF) that takes place as soon as the transfer of the user program is completed. After the branch to the RAM area, NMI input is enabled except during programming or erasing. NMI interrupt requests must therefore be disabled externally until the user program has completed initial programming (including the vector table and the NMI interrupt-handling program).
 2. The vector may not be read correctly for the following two reasons.
 - If flash memory is read while being programmed or erased (while the P or E bit is set in FLMCR), correct read data will not be obtained. Undetermined values are returned.
 - If the NMI entry in the vector table has not been programmed yet, NMI exception handling will not be executed correctly.

19.6 Flash Memory Emulation by RAM

Erasing and programming flash memory takes time, which can make it difficult to tune parameters and other data in real time. If necessary, real-time updates of flash memory can be emulated by overlapping the small-block flash-memory area with part of the RAM (H'FFF000 to H'FFF1FF). This RAM reassignment is performed using bits 3 to 0 of the RAM control register (RAMCR).

After a flash memory area has been overlapped by RAM, it can be accessed from two address areas: the overlapped flash memory area, and the original RAM area (H'FFF000 to H'FFF1FF). Table 19.11 indicates how to reassign RAM.

RAM Control Register (RAMCR)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----------------|------|---|---|---|------|------|------|------|
| | FLER | — | — | — | RAMS | RAM2 | RAM1 | RAM0 |
| Initial value* | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | R | — | — | — | R/W | R/W | R/W | R/W |

Note: * Bit 7 and bits 3 to 0 are initialized by a reset and in hardware standby mode. They are not initialized in software standby mode. Bits 3 to 0 can be written to in modes 5, 6, and 7 (on-chip flash memory enabled). In other modes, they are always read as 0 and cannot be modified.

Table 19.11 RAM Area Reassignment

| RAM Area | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|----------------------|-------|-------|-------|-------|
| | RAMS | RAM2 | RAM1 | RAM0 |
| H'FFF000 to H'FFF1FF | 0 | 0/1 | 0/1 | 0/1 |
| H'01F000 to H'01F1FF | 1 | 0 | 0 | 0 |
| H'01F200 to H'01F3FF | 1 | 0 | 0 | 1 |
| H'01F400 to H'01F5FF | 1 | 0 | 1 | 0 |
| H'01F600 to H'01F7FF | 1 | 0 | 1 | 1 |
| H'01F800 to H'01F9FF | 1 | 1 | 0 | 0 |
| H'01FA00 to H'01FBFF | 1 | 1 | 0 | 1 |
| H'01FC00 to H'01FDFF | 1 | 1 | 1 | 0 |
| H'01FE00 to H'01FFFF | 1 | 1 | 1 | 1 |

Example of Emulation of Real-Time Flash-Memory Update

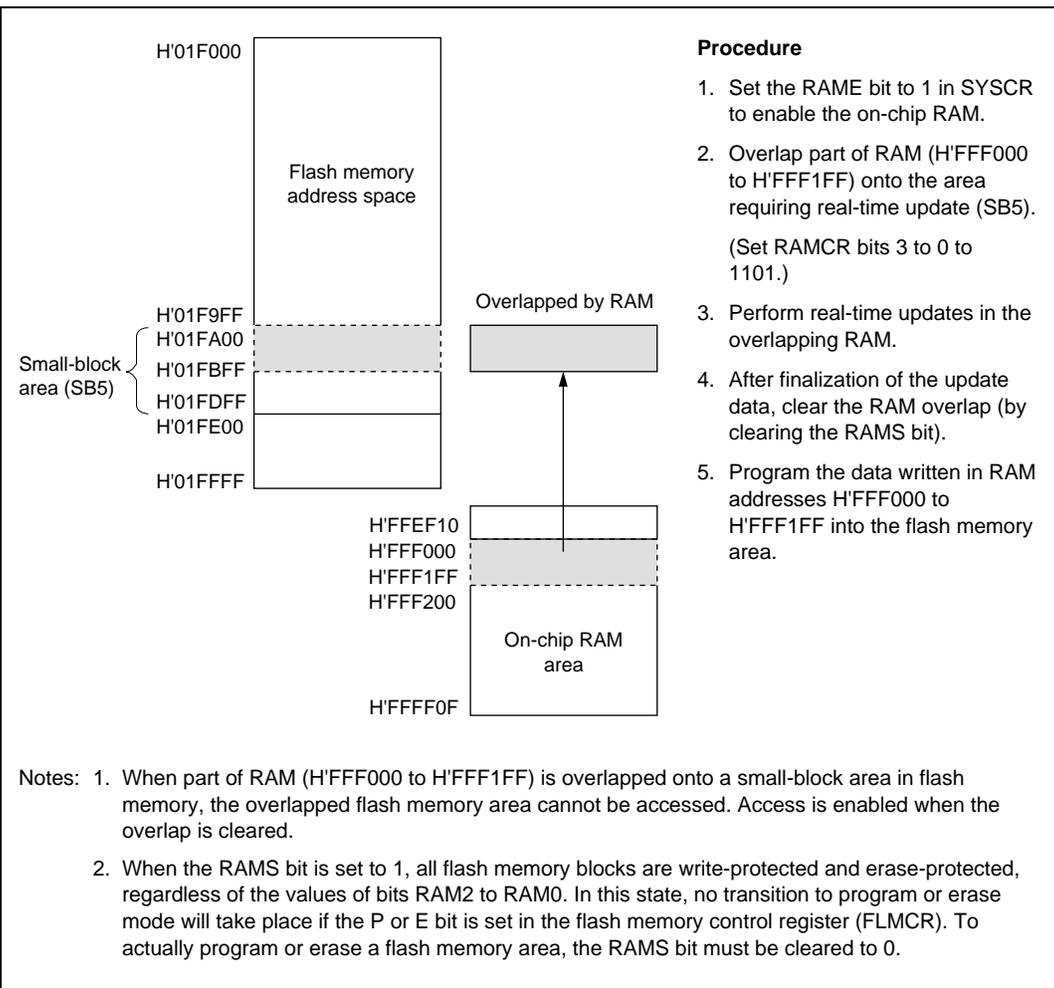


Figure 19.14 Example of RAM Overlap

19.7 Flash Memory PROM Mode

19.7.1 PROM Mode Setting

The on-chip flash memory of the H8/3048F can be programmed and erased not only in the on-board programming modes but also in PROM mode, using a general-purpose PROM programmer. Table 19.12 indicates how to select PROM mode. Be sure to use the indicated table 19.13 socket adapter in PROM mode.

Table 19.12 Selecting PROM Mode

| Pins | Setting |
|---|------------------------|
| Mode pins: MD ₂ , MD ₁ , MD ₀ P8 ₀ , P8 ₁ , and P9 ₂ | Low |
| $\overline{\text{STBY}}$ and $\overline{\text{HWR}}$ P5 ₀ , P5 ₁ , and P8 ₂ | High |
| $\overline{\text{RES}}$ | Power on reset circuit |
| XTAL and EXTAL | Oscillator circuit |

19.7.2 Socket Adapter and Memory Map

Programs can be written and verified by attaching a special 100-pin/32-pin socket adapter to the PROM programmer. Table 19.13 gives ordering information for the socket adapter. Figure 19.15 shows a memory map in PROM mode. Figure 19.16 shows the socket adapter pin interconnections.

Table 19.13 Socket Adapter

| Microcontroller | Package | Socket Adapter |
|-----------------|---------------------------------|----------------|
| HD64F3048F | 100-pin plastic QFP (FP-100B) | HS3048ESHF1H |
| HD64F3048VF | | |
| HD64F3048TF | 100-pin plastic TQFP (TFP-100B) | HS3048ESNF1H |
| HD64F3048VTF | | |

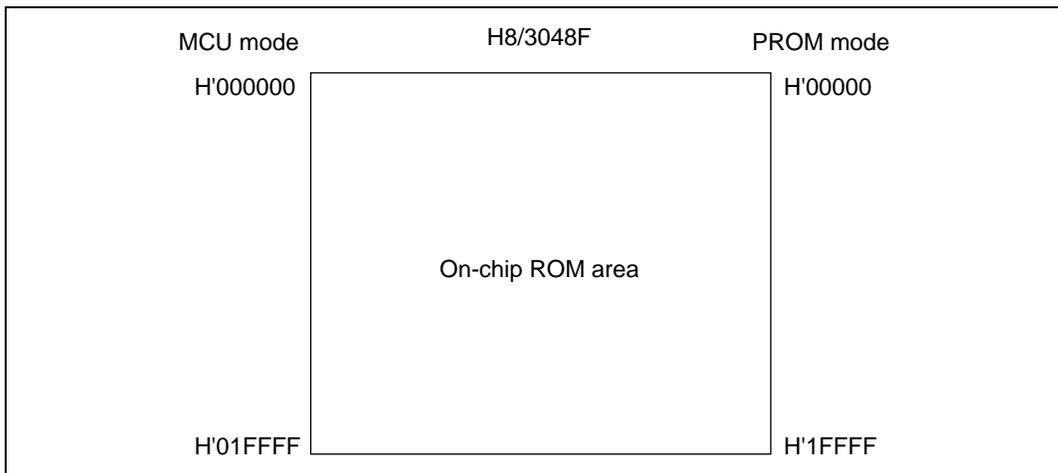
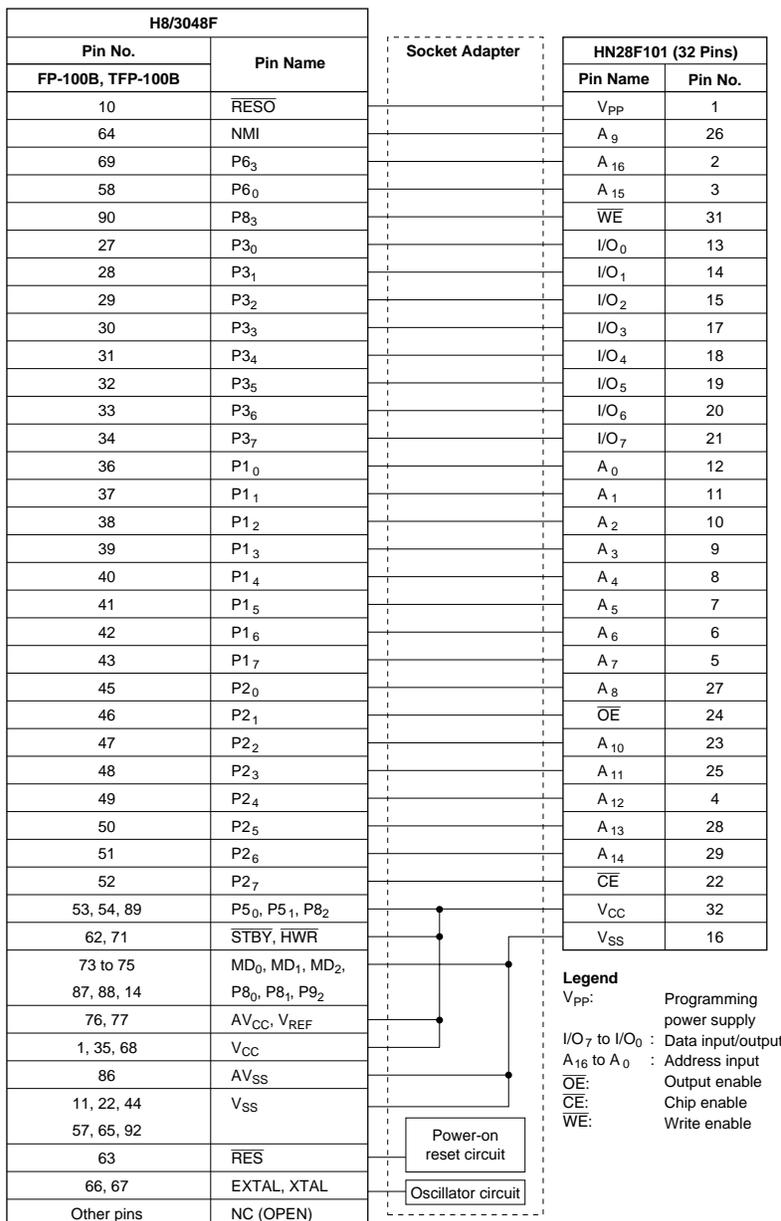


Figure 19.15 Memory Map in PROM Mode

Note: The FP-100B and TFP-100B pin pitch is only 0.5 mm. Use an appropriate tool when inserting the device in the IC socket and removing it. For example, the tool listed in table 19.14 can be used.

Table 19.14

| Manufacturer | Part Number |
|--------------------|---------------------|
| ENPLAS CORPORATION | HP-100 (vacuum pen) |



Note: This figure shows pin assignments, and does not show the entire socket adapter circuit. When undertaking a new design, board design (power supply voltage stabilization, noise countermeasures, etc.) and operating timing design as a high-speed CMOS LSI are necessary.

Figure 19.16 Wiring of Socket Adapter

19.7.3 Operation in PROM Mode

The program/erase/verify specifications in PROM mode are the same as for the standard HN28F101 flash memory. Table 19.15 indicates how to select the various operating modes. The H8/3048F does not have a device recognition code, so the programmer cannot read the device name automatically.

Table 19.15 Operating Mode Selection in PROM Mode

| Mode | | Pins | | | | | | A ₁₆ to A ₀ |
|---------------|----------------|-----------------|-----------------|------------------------|------------------------|------------------------|--------------------------------------|-----------------------------------|
| | | V _{PP} | V _{CC} | $\overline{\text{CE}}$ | $\overline{\text{OE}}$ | $\overline{\text{WE}}$ | I/O ₇ to I/O ₀ | |
| Read | Read | V _{CC} | V _{CC} | L | L | H | Data output | Address input |
| | Output disable | V _{CC} | V _{CC} | L | H | H | High impedance | |
| | Standby | V _{CC} | V _{CC} | H | X | X | High impedance | |
| Command write | Read | V _{PP} | V _{CC} | L | L | H | Data output | |
| | Output disable | V _{PP} | V _{CC} | L | H | H | High impedance | |
| | Standby | V _{PP} | V _{CC} | H | X | X | High impedance | |
| | Write | V _{PP} | V _{CC} | L | H | L | Data input | |

Legend

L: Low level

H: High level

V_{PP}: V_{PP} level

V_{CC}: V_{CC} level

X: Don't care

Table 19.16 PROM Mode Commands

| Command | Cycles | 1st Cycle | | | 2nd Cycle | | |
|---------------------------------|--------|-----------|---------|------|-----------|---------|------|
| | | Mode | Address | Data | Mode | Address | Data |
| Memory read | 1 | Write | X | H'00 | Read | RA | Dout |
| Erase setup/erase | 2 | Write | X | H'20 | Write | X | H'20 |
| Erase-verify | 2 | Write | EA | H'A0 | Read | X | EVD |
| Auto-erase setup/ auto-erase | 2 | Write | X | H'30 | Write | X | H'30 |
| Program setup/ program | 2 | Write | X | H'40 | Write | PA | PD |
| Program-verify | 2 | Write | X | H'C0 | Read | X | PVD |
| Reset | 2 | Write | X | H'FF | Write | X | H'FF |

PA: Program address

EA: Erase-verify address

RA: Read address

PD: Program data

PVD: Program-verify output data

EVD: Erase-verify output data

High-Speed, High-Reliability Programming: Unused areas of the H8/3048F flash memory contain H'FF data (initial value). The H8/3048F flash memory uses a high-speed, high-reliability programming procedure. This procedure provides enhanced programming speed without subjecting the device to voltage stress and without sacrificing the reliability of programmed data. Figure 19.17 shows the basic high-speed, high-reliability programming flowchart. Tables 19.17 and 19.18 list the electrical characteristics during programming.

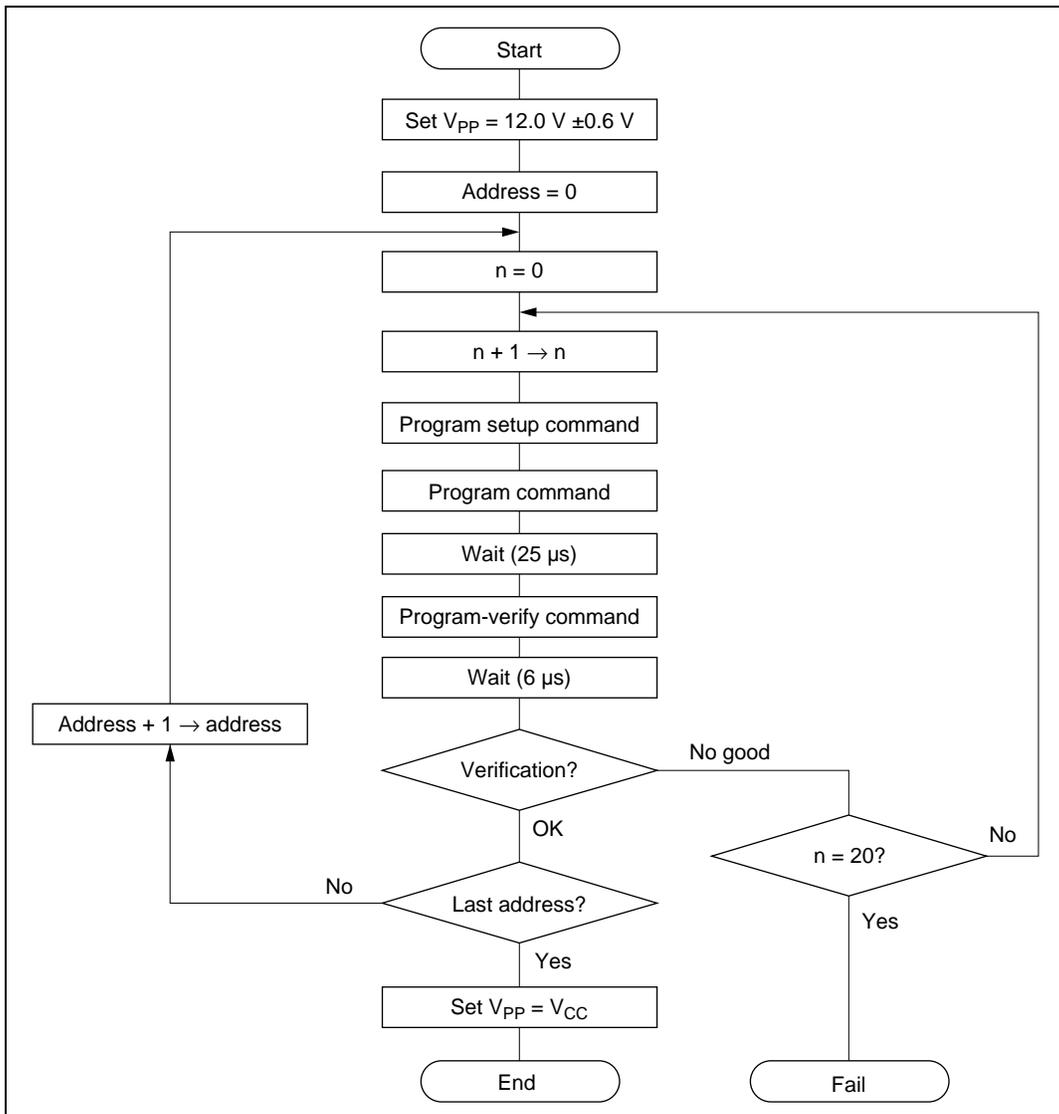


Figure 19.17 High-Speed, High-Reliability Programming

High-Speed, High-Reliability Erasing: The H8/3048F flash memory uses a high-speed, high-reliability erasing procedure. This procedure provides enhanced erasing speed without subjecting the device to voltage stress and without sacrificing data reliability. Figure 19.18 shows the basic high-speed, high-reliability erasing flowchart. Tables 19.17 and 19.18 list the electrical characteristics during programming.

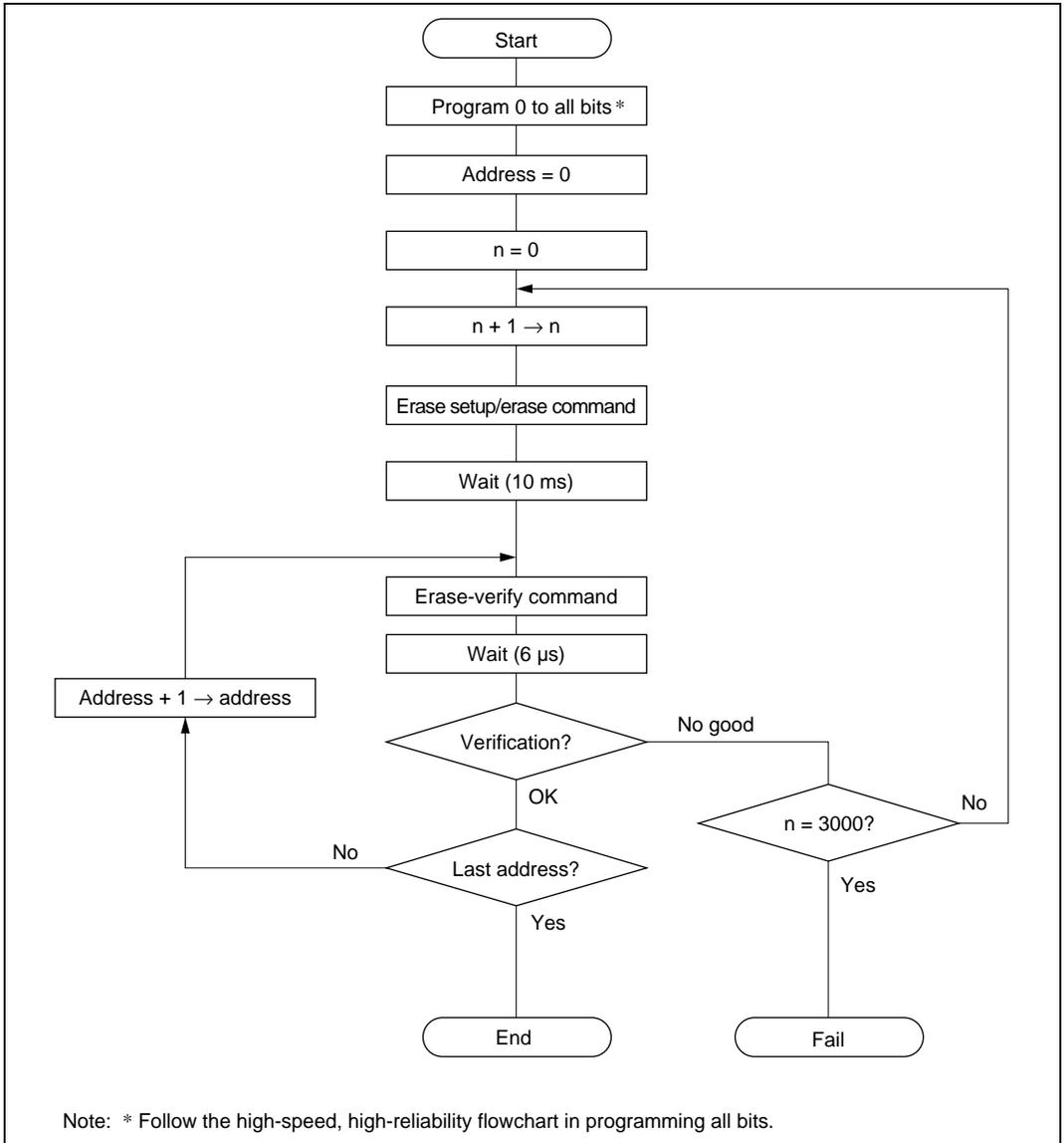


Figure 19.18 High-Speed, High-Reliability Erasing

Table 19.17 DC Characteristics in PROM Mode(Conditions: $V_{CC} = 5.0\text{ V} \pm 10\%$, $V_{PP} = 12.0\text{ V} \pm 0.6\text{ V}$, $V_{SS} = 0\text{ V}$, $T_a = 25^\circ\text{C} \pm 5^\circ\text{C}$)

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions |
|-----------------------|---|----------|------|-----|----------------|---------------|--|
| Input high voltage | I/O ₇ to I/O ₀ , A ₁₆ to A ₀ , $\overline{\text{OE}}$, $\overline{\text{CE}}$, $\overline{\text{WE}}$ | V_{IH} | 2.2 | — | $V_{CC} + 0.3$ | V | |
| Input low voltage | I/O ₇ to I/O ₀ , A ₁₆ to A ₀ , $\overline{\text{OE}}$, $\overline{\text{CE}}$, $\overline{\text{WE}}$ | V_{IL} | -0.3 | — | 0.8 | V | |
| Output high voltage | I/O ₇ to I/O ₀ | V_{OH} | 2.4 | — | — | V | $I_{OH} = -200\ \mu\text{A}$ |
| Output low voltage | I/O ₇ to I/O ₀ | V_{OL} | — | — | 0.45 | V | $I_{OL} = 1.6\text{ mA}$ |
| Input leakage current | I/O ₇ to I/O ₀ , A ₁₆ to A ₀ , $\overline{\text{OE}}$, $\overline{\text{CE}}$, $\overline{\text{WE}}$ | I_{LI} | — | — | 2 | μA | $V_{IN} = 0\text{ to }V_{CC}\text{ V}$ |
| V_{CC} current | Read | I_{CC} | — | 40 | 80 | mA | |
| | Program | I_{CC} | — | 40 | 80 | mA | |
| | Erase | I_{CC} | — | 40 | 80 | mA | |
| V_{PP} current | Read | I_{PP} | — | — | 200 | μA | $V_{PP} = 5.0\text{ V}$ |
| | | | — | 10 | 20 | mA | $V_{PP} = 12.6\text{ V}$ |
| | Program | I_{PP} | — | 20 | 40 | mA | |
| | Erase | I_{PP} | — | 20 | 40 | mA | |

Note: For details on absolute maximum ratings, see section 22.2.1. Using an LSI in excess of absolute maximum ratings may result in permanent damage*.

* V_{PP} peak overshoot should not exceed 13 V.

Table 19.18 AC Characteristics in PROM Mode(Conditions: $V_{CC} = 5.0\text{ V} \pm 10\%$, $V_{PP} = 12.0\text{ V} \pm 0.6\text{ V}$, $V_{SS} = 0\text{ V}$, $T_a = 25^\circ\text{C} \pm 5^\circ\text{C}$)

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions |
|--|------------|-----|-----|-----|---------------|-----------------|
| Command write cycle | t_{CWC} | 120 | — | — | ns | Figure 19.19 |
| Address setup time | t_{AS} | 0 | — | — | ns | Figure 19.20* |
| Address hold time | t_{AH} | 60 | — | — | ns | Figure 19.21 |
| Data setup time | t_{DS} | 50 | — | — | ns | |
| Data hold time | t_{DH} | 10 | — | — | ns | |
| \overline{CE} setup time | t_{CES} | 0 | — | — | ns | |
| \overline{CE} hold time | t_{CEH} | 0 | — | — | ns | |
| V_{PP} setup time | t_{VPS} | 100 | — | — | ns | |
| V_{PP} hold time | t_{VPH} | 100 | — | — | ns | |
| \overline{WE} programming pulse width | t_{WEP} | 70 | — | — | ns | |
| \overline{WE} programming pulse high time | t_{WEH} | 20 | — | — | ns | |
| \overline{OE} setup time before command write | t_{OEPS} | 0 | — | — | ns | |
| \overline{OE} setup time before verify | t_{OERS} | 6 | — | — | μs | |
| Verify access time | t_{VA} | — | — | 500 | ns | |
| \overline{OE} setup time before status polling | t_{OEPS} | 120 | — | — | ns | |
| Status polling access time | t_{SPA} | — | — | 120 | ns | |
| Program wait time | t_{PPW} | 25 | — | — | ns | |
| Erase wait time | t_{ET} | 9 | — | 11 | ms | |
| Output disable time | t_{DF} | 0 | — | 40 | ns | |
| Total auto-erase time | t_{AET} | 0.5 | — | 30 | s | |

Note: \overline{CE} , \overline{OE} , and \overline{WE} should be high during transitions of V_{PP} from 5 V to 12 V and from 12 V to 5 V.

* Input pulse level: 0.45 V to 2.4 V

Input rise time and fall time $\leq 10\text{ ns}$

Timing reference levels: 0.8 V and 2.0 V for input; 0.8 V and 2.0 V for output

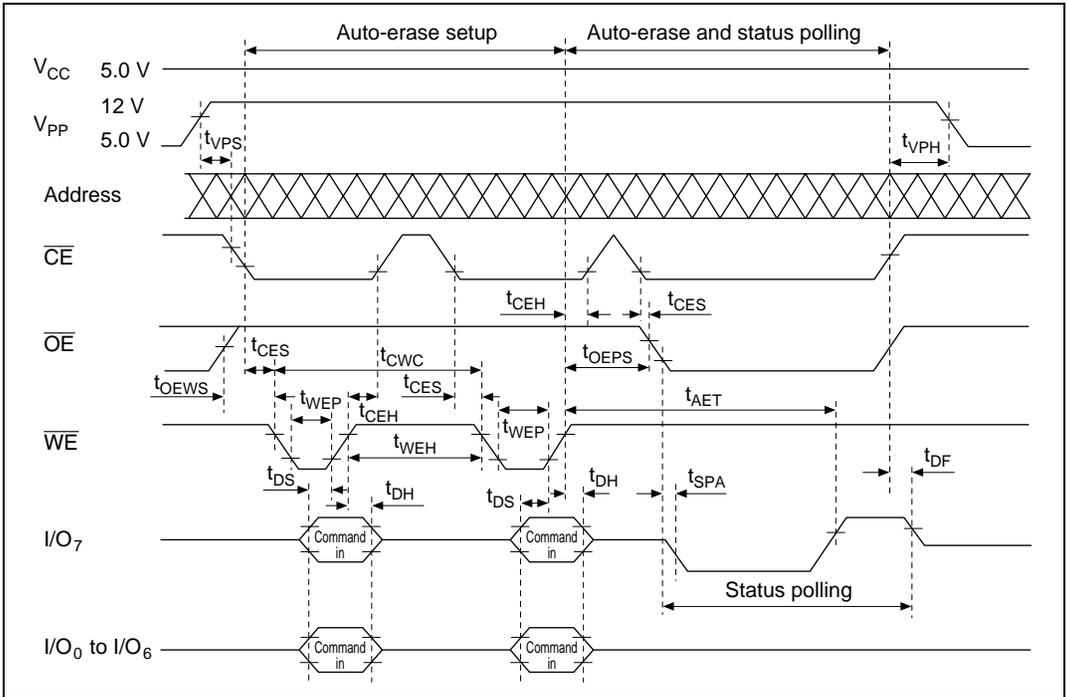


Figure 19.19 Auto-Erase Timing

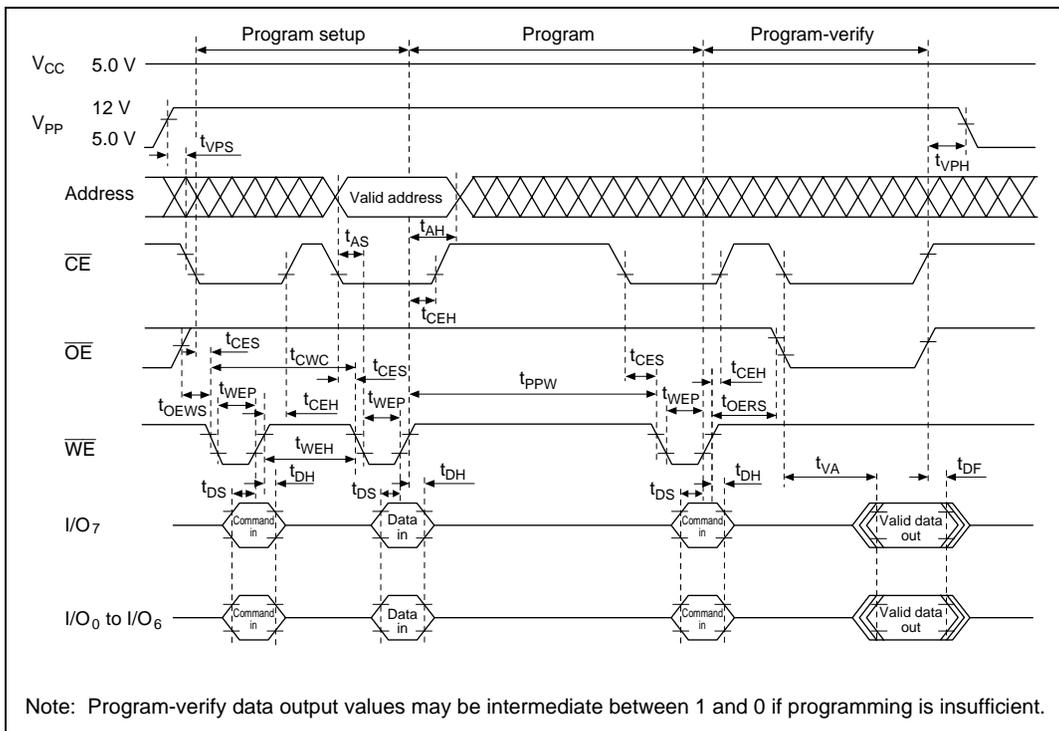


Figure 19.20 High-Speed, High-Reliability Programming Timing

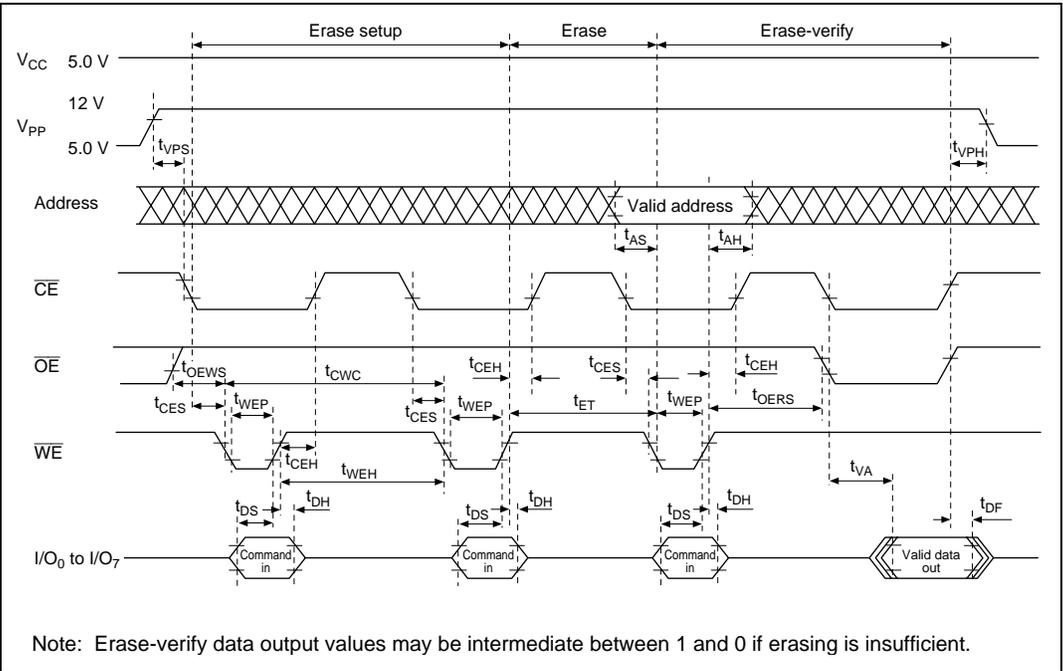


Figure 19.21 Erase Timing

19.8 Flash Memory Programming and Erasing Precautions (Dual-Power Supply)

(1) Program with the specified voltages and timing.

The rated programming voltage (V_{PP}) of the flash memory is 12.0 V.

If the PROM programmer is set to Renesas Technology HN28F101 specifications, V_{PP} will be 12.0 V. Applied voltages in excess of the rating can permanently damage the device. In sure, in particular, that peak overshoot at the V_{pp} and MD2 pins does not exceed the maximum rating of 13 V. Also, be very careful about PROM programmer overshoot.

(2) Before programming, check that the chip is correctly mounted in the PROM programmer. Overcurrent damage to the device can result if the index marks on the PROM programmer socket, socket adapter, and chip are not correctly aligned.

(3) Don't touch the socket adapter or chip while programming. Touching either of these can cause contact faults and write errors.

(4) Precautions in turning the programming voltage (V_{PP}) on and off (see figures 19.22 to 19.24):

- Apply the programming voltage (V_{PP}) after the rise of V_{CC} , when the microcontroller is in a stable condition. Shut off V_{PP} before V_{CC} , again while the microcontroller is in a stable condition. If V_{PP} is turned on or off while V_{CC} is not within its rated voltage range ($V_{CC} = 2.7$ to 5.5 V), since microcontroller operation is unstable and flash memory protection is not functioning, the flash memory may be programmed or erased by mistake. This can occur even if $V_{CC} = 0\text{ V}$. The same danger of incorrect programming or erasing exists when V_{CC} is within its rated voltage range ($V_{CC} = 2.7$ to 5.5 V) if the clock oscillator has not stabilized, if the clock oscillator has stopped (except in standby), or if a program runaway has occurred. After V_{CC} power-up, do not apply V_{PP} until the clock oscillator has had time to settle ($t_{OSC1} = 20\text{ ms min}$) and the microcontroller is safely in the reset state, or the reset has been cleared.

These power-on and power-off timing requirements should also be satisfied in the event of a power failure and recovery from a power failure. If these requirements are not satisfied, the flash memory may not only be unintentionally programmed or erased; it may be permanently damaged.

- The V_{PP} bit in the flash memory control register (FLMCR) is set or cleared when the V_{ppE} bit in FLMCR is set or cleared while a voltage of $12.0 \pm 0.6\text{ V}$ is being applied to the V_{PP} pin. After the V_{ppE} bit is set, it becomes possible to write the erase block registers (EBR1 and EBR2) and the EV, PV, E, and P bits in FLMCR. Accordingly, program or erase flash memory

5 to 10 μs after the $V_{PP}E$ bit is set. V_{PP} should be turned off only when the P, E and $V_{PP}E$ bits in FLMCR are cleared. Be sure that these bits are not set by mistaken access to FLMCR.

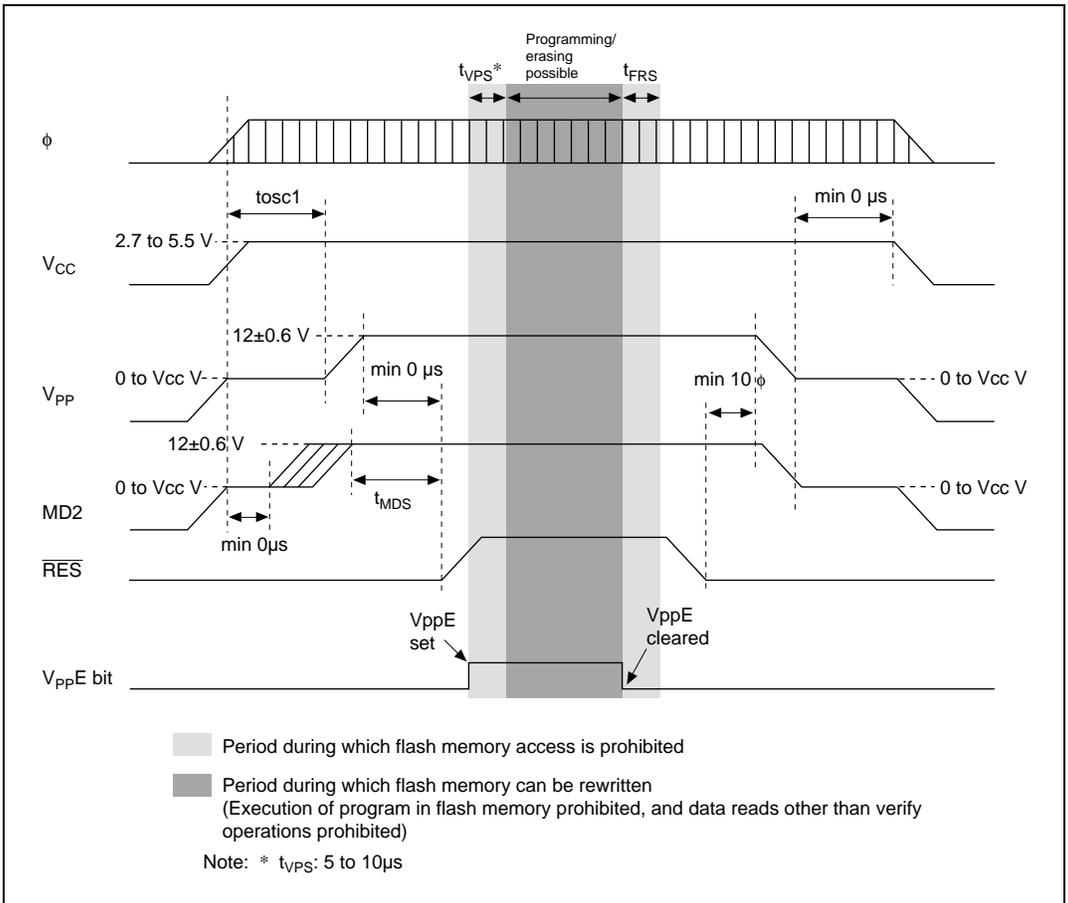


Figure 19.22 Power-On and Power-Off Timing (Boot Mode)

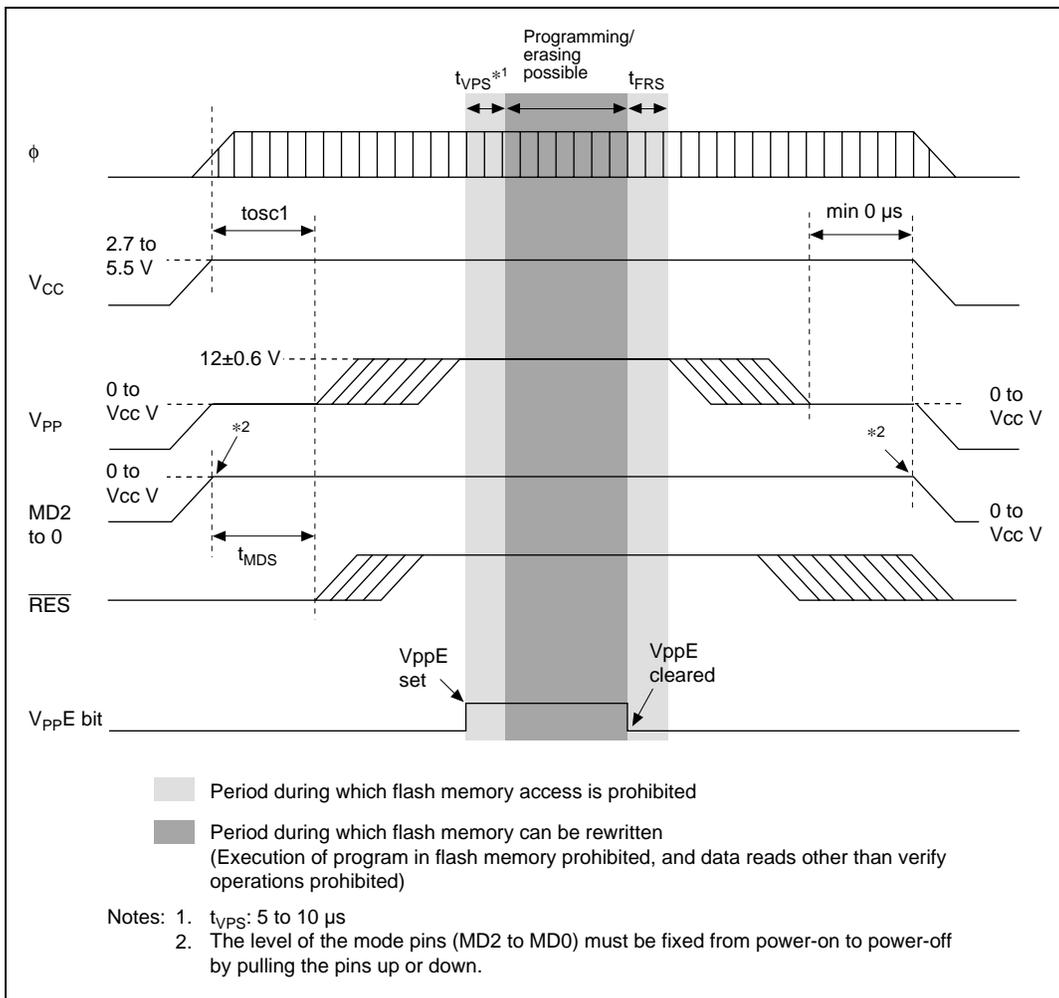


Figure 19.23 Power-On and Power-Off Timing (User Program Mode)

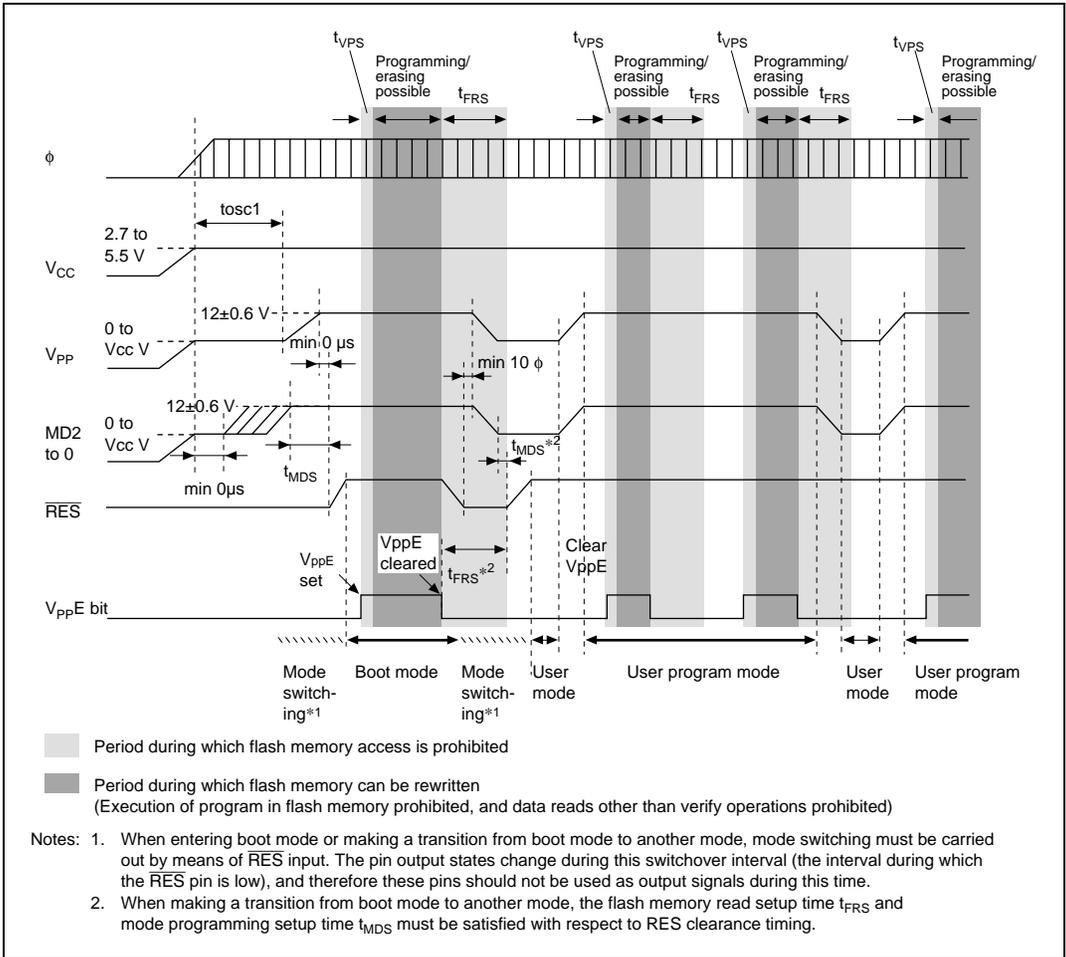


Figure 19.24 Mode Transition Timing
(Example: Boot Mode → User Mode ↔ User Program Mode)

(5) **Do not apply 12 V to the V_{PP} pin during normal operation.** To prevent microcontroller errors caused by accidental programming or erasing, apply 12 V to V_{PP} only when the flash memory is programmed or erased, or when flash memory is emulated by RAM. While 12 V is applied, the watchdog timer should be running and enabled to halt runaway program execution, so that program runaway will not lead to overprogramming or overerasing.

(6) **Disable watchdog-timer reset output ($\overline{\text{RESO}}$) while the programming voltage (V_{PP}) is turned on.** If 12 V is applied during watchdog timer reset output (while the $\overline{\text{RESO}}$ pin is low), overcurrent flow will permanently destroy the reset output circuit. The watchdog timers reset output enable bit (RSTOE) should not be set to 1.

If a pull-up resistor is externally attached to the $V_{PP}/\overline{\text{RESO}}$ pin, a diode is necessary to prevent reverse current from flowing to V_{CC} when V_{PP} is applied (figure 19.25).

(7) **If the watchdog timer generates a reset output signal when 12 V is not applied, the rise and fall of the reset output waveform will be delayed by any decoupling capacitors connected to the V_{PP} pin.**

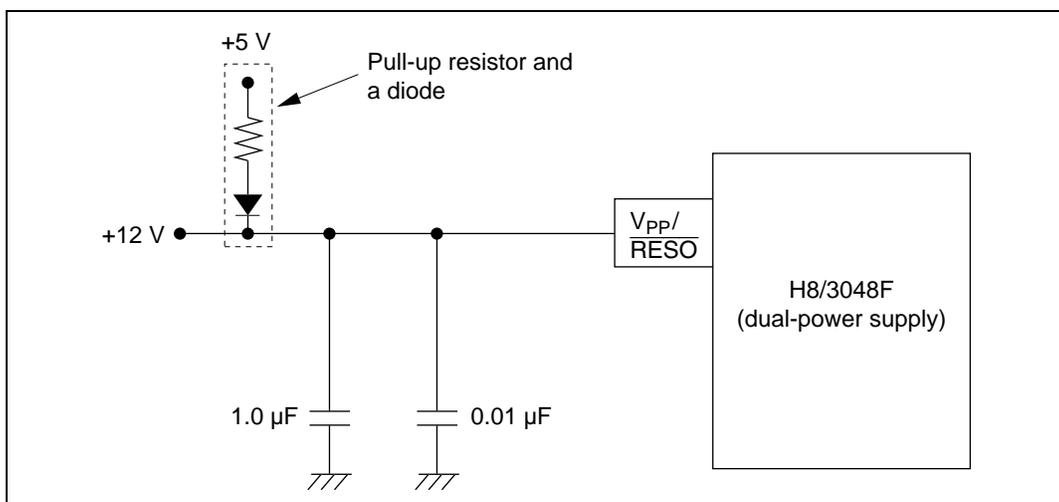


Figure 19.25 V_{PP} Power Supply Circuit Design (Example)

(8) Notes concerning mounting board development—handling of V_{PP} and mode MD2 pins

1. The standard 12 V high voltage is applied to the V_{PP} and mode MD2 pins when erasing or programming flash memory. The voltage at these pins also includes overshoot and noise, and the following points should be noted to ensure that the 13 V maximum rated voltage is not exceeded.
 - a. Bypass capacitors should be inserted to eliminate overshoot and noise. These should be positioned as close as possible to the chip's V_{PP} and mode MD2 pins.
 - 1.0 μF : Stabilizes fluctuations in the low-frequency components, such as power supply ripple.
 - 0.01 μF : Bypasses high-frequency components such as induction noise.
 - b. The V_{PP} and mode MD2 pin wiring should be kept as short as possible to suppress induction noise. When designing a new board, in particular, noise may be increased by jumper wires, etc. In this case too, the power supply waveform should be monitored and measures taken to prevent the maximum rating from being exceeded.
 - c. The maximum rated voltage is based on the potential of the V_{SS} pin. If the potential of this pin oscillates due to current fluctuations, etc., the voltage of the V_{PP} and mode MD2 pins may reciprocally exceed the maximum rated voltage. Careful attention must therefore be paid to stabilizing the reference potential.

Note: When the user system's 12 V power supply is connected, attention must be paid to the current capacity. A power supply with a small current capacity will not be able to handle fluctuations in the chip's operating voltage, resulting in voltage drops and rises or oscillation that may make it impossible to obtain the rated operating voltage. If the power supply has a large current capacity, or if the 12 V voltage is turned on abruptly by means of a switch, etc., caution is required since a voltage exceeding the maximum rating may be generated due to the inductance component of the power supply wiring or the power supply characteristics.

Before using the power supply, check the power supply waveform to ensure that the above problems will not arise.

2. 12 V is applied to the V_{PP} and mode MD2 pins when programming or erasing flash memory. When these pins are pulled up to the V_{CC} line in normal operation, diodes should be inserted to prevent reverse current from flowing to the V_{CC} line when 12 V is applied.

Note: In normal operation, if the mode MD2 pin to which 12 V is applied is to be set to 0, it should be pulled down with a resistor.

A sample circuit is shown figure 19.26.

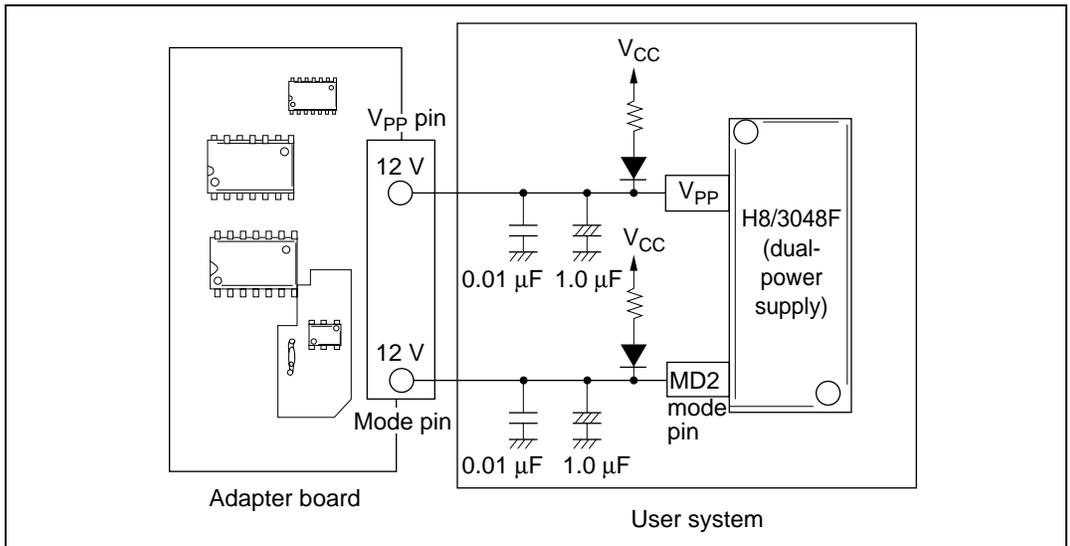


Figure 19.26 Example of Mounting Board Design for the H8/3048F-ZTAT with the Dual-Power Supply
(Connection to Adapter Board—When V_{PP} Pin and Mode Pin Settings Are 1)

(9) Do not set or clear the VppE bit during execution of a program in flash memory.

Flash memory data cannot be read normally when the VppE bit is set or cleared. After the VppE bit is cleared, flash memory data can be rewritten after waiting for the elapse of the Vpp enable setup time (t_{VPS} : 5–10 μs), but flash memory cannot be accessed for purposes other than verification (verification during programming, erasing, or prewriting). After the VppE is cleared, wait for the elapse of the flash memory read setup time before performing program execution and data reading in flash memory.

(10) Do not use interrupts while programming or erasing flash memory.

When Vpp is applied, disable all interrupt requests, including NMI, to give the programming or erase operation (including RAM emulation) the highest priority.

(11) The Vpp flag is set and cleared by a threshold decision on the voltage applied to the Vpp pin. The threshold level is approximately in the range from $V_{CC} + 2\text{ V}$ to 11.4 V.

When this flag is set, it becomes possible to write to the flash memory control register (FLMCR) and the erase block registers (EBR1 and EBR2), even though the Vpp voltage may not yet have

reached the programming voltage range of $12.0\text{ V} \pm 0.6\text{ V}$. Do not actually program or erase the flash memory until V_{pp} has reached the programming voltage range.

The programming voltage range for programming and erasing flash memory is $12.0\text{ V} \pm 0.6\text{ V}$ (11.4 V to 12.6 V). Programming and erasing cannot be performed correctly outside this range. When not programming or erasing the flash memory, ensure that the V_{pp} voltage does not exceed the V_{cc} voltage. This will prevent unintentional programming and erasing.

(12) After the V_{pp} enable bit (V_{ppE}) is cleared, the flash memory read setup time (t_{FRS})* must elapse before the flash memory is read.

When switching from boot mode or user program mode to normal mode ($V_{pp} \neq 12\text{ V}$, $MD2 \neq 12\text{ V}$), this setup time is required as the period from V_{ppE} bit clearance until the flash memory is read.

When switching from boot mode to another mode, a mode programming setup time (t_{MDS}) is required with respect to the \overline{RES} release timing.

Note: * The flash memory read setup time stipulates the interval before flash memory is read after the V_{ppE} bit is cleared (figure 19.24). Also, when using an external clock (EXTAL input), after powering on and when returning from standby mode, the flash memory read setup time must elapse before the flash memory is read.

19.9 Notes when Converting the F-ZTAT (Dual-Power Supply) Application Software to the Mask-ROM Versions

Please note the following when converting the F-ZTAT (dual-power supply) application software to the mask-ROM versions.

The values read from the internal registers (refer to appendix B, Internal I/O Register, Table B.1) for the flash ROM of the mask-ROM version and F-ZTAT (dual-power supply) version differ as follows.

| Register | Bit | Status | |
|----------|----------|---|--|
| | | F-ZTAT (Dual-Power Supply) Version | Mask-ROM Version |
| FLMCR | V_{PP} | 0: Application software running 1: Programming | 0: Not read out 1: Application software running |

Note: This difference applies to all the F-ZTAT (dual-power supply) versions and all the mask-ROM versions that have different ROM size.

Section 20 Clock Pulse Generator

20.1 Overview

The H8/3048 Group has a built-in clock pulse generator (CPG) that generates the system clock (ϕ) and other internal clock signals ($\phi/2$ to $\phi/4096$). After duty adjustment, a frequency divider divides the clock frequency to generate the system clock (ϕ). The system clock is output at the ϕ pin*¹ and furnished as a master clock to prescalers that supply clock signals to the on-chip supporting modules. Frequency division ratios of 1/1, 1/2, 1/4, and 1/8 can be selected for the frequency divider by settings in a division control register (DIVCR). Power consumption in the chip is reduced in almost direct proportion to the frequency division ratio*².

- Notes:
1. Usage of the ϕ pin differs depending on the chip operating mode and the PSTOP bit setting in the module standby control register (MSTCR). For details, see section 21.7, System Clock Output Disabling Function.
 2. The division ratio of the frequency divider can be changed dynamically during operation. The clock output at the ϕ pin also changes when the division ratio is changed. The frequency output at the ϕ pin is shown below.

$$\phi = \text{EXTAL} \times n$$

where, EXTAL: Frequency of crystal resonator or external clock signal
n: Frequency division ratio (n = 1/1, 1/2, 1/4, or 1/8)

20.1.1 Block Diagram

Figure 20.1 shows a block diagram of the clock pulse generator.

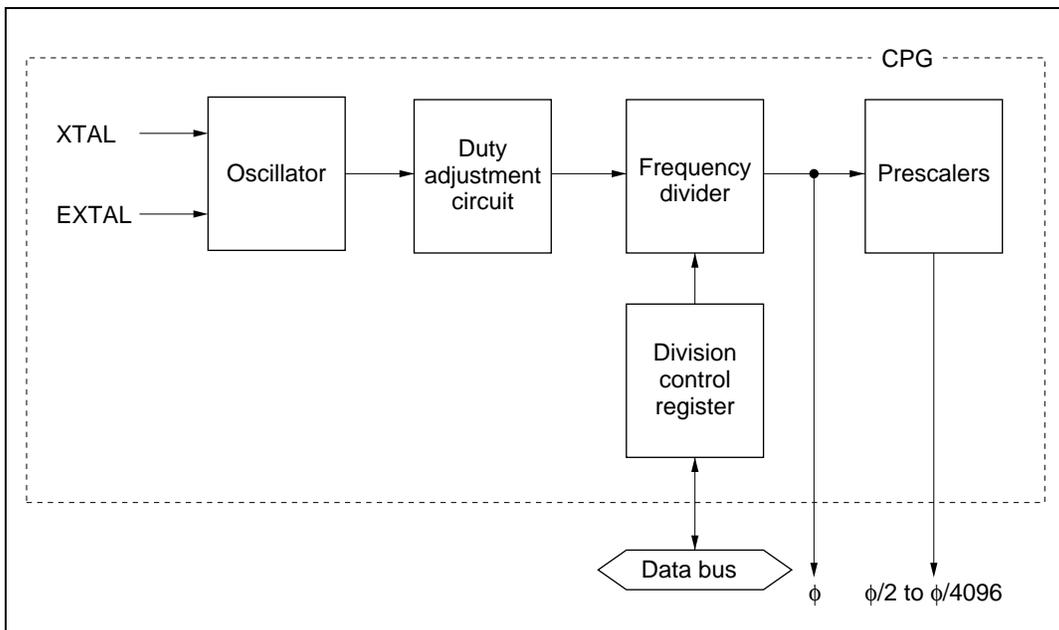


Figure 20.1 Block Diagram of Clock Pulse Generator

20.2 Oscillator Circuit

Clock pulses can be supplied by connecting a crystal resonator, or by input of an external clock signal.

20.2.1 Connecting a Crystal Resonator

Circuit Configuration: A crystal resonator can be connected as in the example in figure 20.2. The damping resistance R_d should be selected according to table 20.1. An AT-cut parallel-resonance crystal should be used.

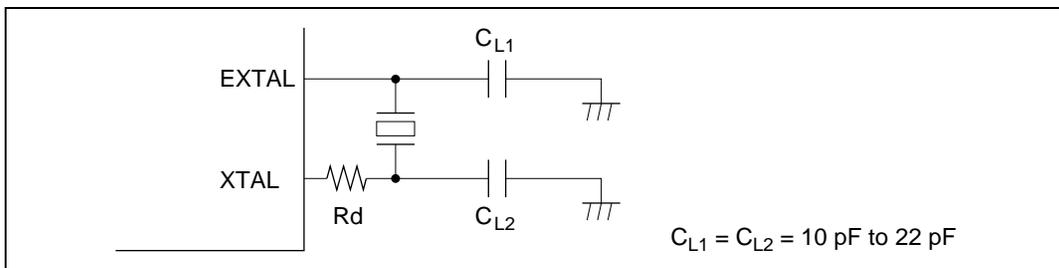


Figure 20.2 Connection of Crystal Resonator (Example)

In order to improve the accuracy of the oscillation frequency, a thorough study of oscillation matching evaluation, etc., should be carried out when deciding the circuit constants.

Table 20.1 Damping Resistance Value

| Damping Resistance Value | Frequency f (MHz) | | | | | | |
|----------------------------------|---------------------|----------------|----------------|-----------------|------------------|------------------|------------------|
| | 2 | $2 < f \leq 4$ | $4 < f \leq 8$ | $8 < f \leq 10$ | $10 < f \leq 13$ | $13 < f \leq 16$ | $16 < f \leq 18$ |
| R_d For products listed below* | 1 k | 500 | 200 | 0 | 0 | 0 | 0 |
| H8/3048F | 1 k | 1 k | 500 | 200 | 100 | 0 | — |

Note: A crystal resonator between 2 MHz and 18 MHz can be used. If the chip is to be operated at less than 2 MHz, the on-chip frequency divider should be used. (A crystal resonator of less than 2 MHz cannot be used.)

* H8/3048ZTAT, H8/3048 mask-ROM, H8/3047 mask-ROM, H8/3045 mask-ROM, H8/3044 mask-ROM

Crystal Resonator: Figure 20.3 shows an equivalent circuit of the crystal resonator. The crystal resonator should have the characteristics listed in table 20.2.

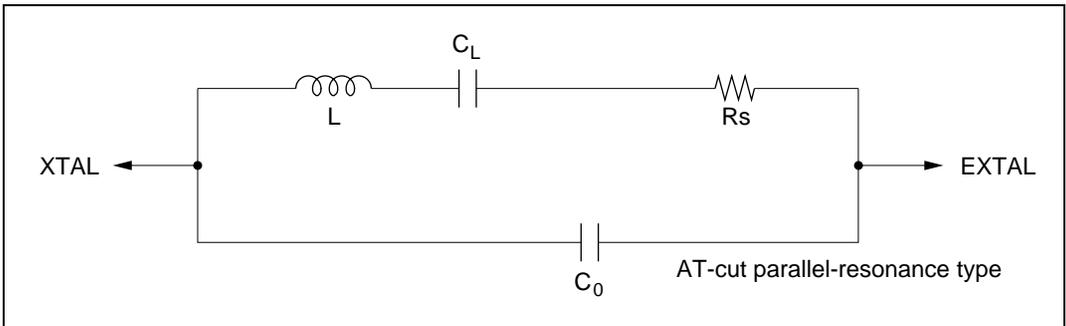


Figure 20.3 Crystal Resonator Equivalent Circuit

Table 20.2 Crystal Resonator Parameters

| | | | | | | | |
|-------------------------------|-----|-----|----|----|----|----|----|
| Frequency (MHz) | 2 | 4 | 8 | 10 | 12 | 16 | 18 |
| R_s max (Ω) | 500 | 120 | 80 | 70 | 60 | 50 | 40 |
| C₀ max (pF) | 7 | | | | | | |

Use a crystal resonator with a frequency equal to the system clock frequency (ϕ).

Notes on Board Design: When a crystal resonator is connected, the following points should be noted:

Other signal lines should be routed away from the oscillator circuit to prevent induction from interfering with correct oscillation. See figure 20.4.

When the board is designed, the crystal resonator and its load capacitors should be placed as close as possible to the XTAL and EXTAL pins.

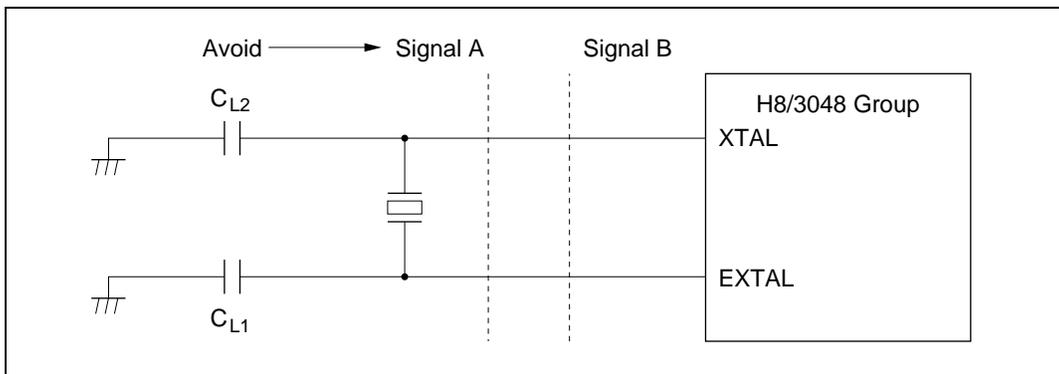


Figure 20.4 Example of Incorrect Board Design

20.2.2 External Clock Input

Circuit Configuration: An external clock signal can be input as shown in the examples in figure 20.5. The external clock is input from the EXTAL pin. If the XTAL pin is left open, the stray capacitance should not exceed 10 pF. If the stray capacitance at the XTAL pin exceeds 10 pF in configuration a, use configuration b instead and hold the clock high in standby mode.

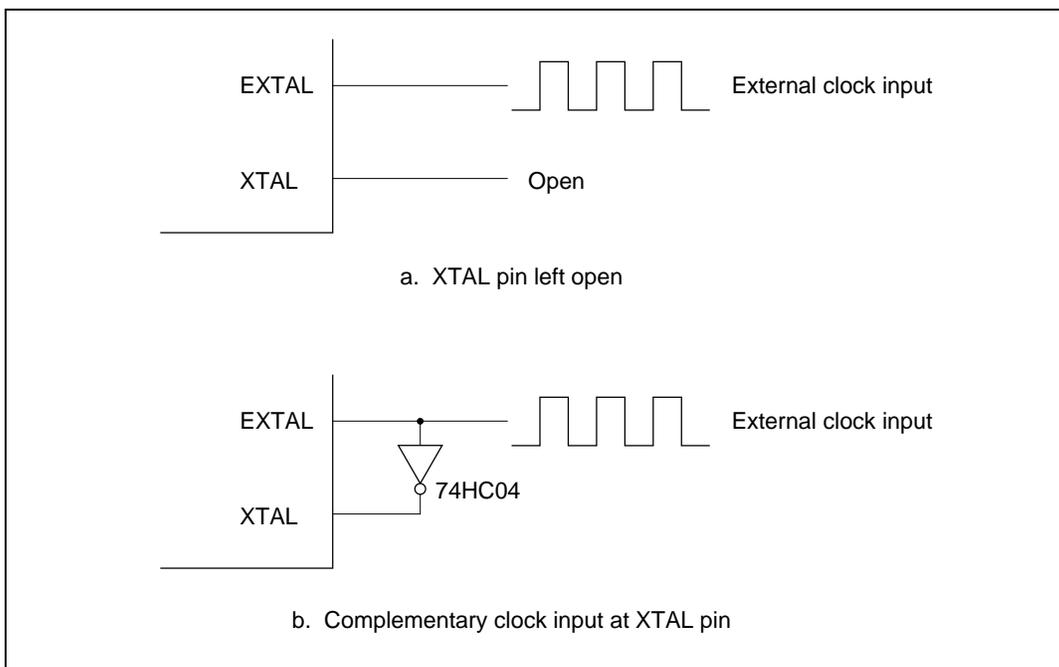


Figure 20.5 External Clock Input (Examples)

External Clock: The external clock frequency should be equal to the system clock frequency (ϕ) when not divided by the on-chip frequency divider. Table 20.3, figures 20.6 and 20.7 indicate the clock timing.

When the appropriate external clock is input via the EXTAL pin, its waveform is corrected by the on-chip oscillator and duty adjustment circuit. The resulting stable clock is output to external devices after the external clock settling time (t_{DEXT}) has passed after the clock input. The system must remain reset with the reset signal low during t_{DEXT} , while the clock output is unstable.

Table 20.3 Clock Timing

| Item | Symbol | $V_{CC} =$ 2.7 V to 5.5 V | | $V_{CC} =$ 5.0 V \pm 10% | | Unit | Test Conditions | |
|---|--------------|------------------------------|-----|-------------------------------|-----|-----------|-------------------|-------------|
| | | Min | Max | Min | Max | | | |
| External clock input low pulse width | t_{EXL} | 40 | — | 20 | — | ns | Figure 20.6 | |
| External clock input high pulse width | t_{EXH} | 40 | — | 20 | — | ns | | |
| External clock rise time | t_{EXr} | — | 10 | — | 5 | ns | | |
| External clock fall time | t_{EXf} | — | 10 | — | 5 | ns | | |
| Clock low pulse width | t_{CL} | 0.4 | 0.6 | 0.4 | 0.6 | t_{cyc} | $\phi \geq 5$ MHz | Figure 22.7 |
| | | 80 | — | 80 | — | ns | $\phi < 5$ MHz | |
| Clock high pulse width | t_{CH} | 0.4 | 0.6 | 0.4 | 0.6 | t_{cyc} | $\phi \geq 5$ MHz | |
| | | 80 | — | 80 | — | ns | $\phi < 5$ MHz | |
| External clock output settling delay time | t_{DEXT}^* | 500 | — | 500 | — | μ s | Figure 20.7 | |

Note: * t_{DEXT} includes 10 t_{cyc} of \overline{RES} (t_{RESW}).

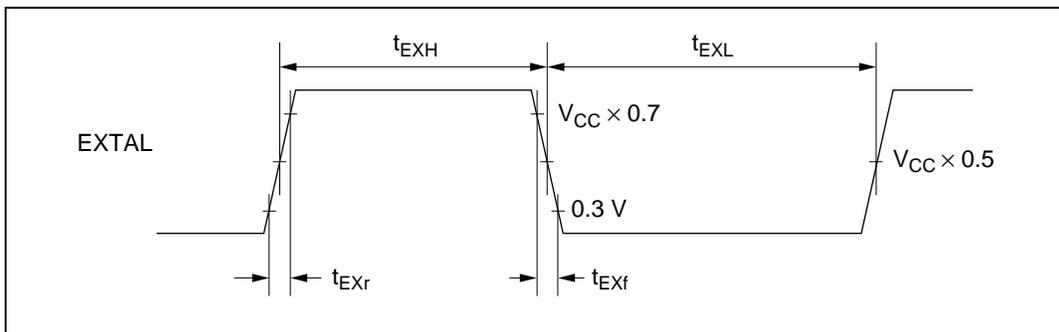


Figure 20.6 External Clock Input Timing

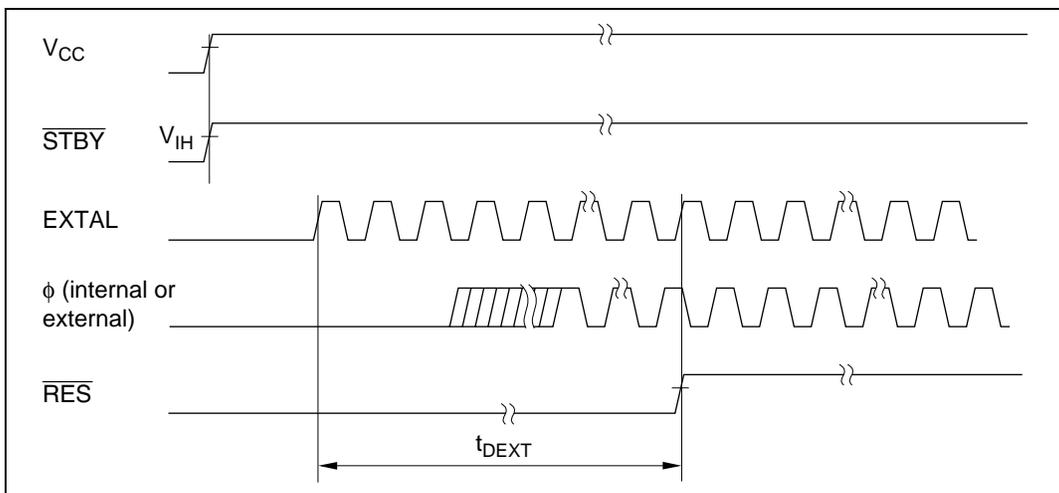


Figure 20.7 External Clock Output Settling Delay Timing

20.3 Duty Adjustment Circuit

When the oscillator frequency is 5 MHz or higher, the duty adjustment circuit adjusts the duty cycle of the clock signal from the oscillator to generate the signal that becomes the system clock.

20.4 Prescalers

The prescalers divide the system clock (ϕ) to generate internal clocks ($\phi/2$ to $\phi/4096$).

20.5 Frequency Divider

The frequency divider divides the duty-adjusted clock signal to generate the system clock (ϕ). The frequency division ratio can be changed dynamically by modifying the value in DIVCR, as described below. Power consumption in the chip is reduced in almost direct proportion to the frequency division ratio. The system clock generated by the frequency divider can be output at the ϕ pin.

20.5.1 Register Configuration

Table 20.4 summarizes the frequency division register.

Table 20.4 Frequency Division Register

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|---------------------------|--------------|-----|---------------|
| H'FF5D | Division control register | DIVCR | R/W | H'FC |

Note: * The lower 16 bits of the address are shown.

20.5.2 Division Control Register (DIVCR)

DIVCR is an 8-bit readable/writable register that selects the division ratio of the frequency divider.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|---|------|------|
| | — | — | — | — | — | — | DIV1 | DIV0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| Read/Write | — | — | — | — | — | — | R/W | R/W |

Reserved bits

Divide bits 1 and 0
 These bits select the frequency division ratio

DIVCR is initialized to H'FC by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bits 7 to 2—Reserved: Read-only bits, always read as 1.

Bits 1 and 0—Divide (DIV1 and DIV0): These bits select the frequency division ratio, as follows.

| Bit 1: DIV1 | Bit 0: DIV0 | Frequency Division Ratio | |
|-------------|-------------|--------------------------|-----------------|
| 0 | 0 | 1/1 | (Initial value) |
| | 1 | 1/2 | |
| 1 | 0 | 1/4 | |
| | 1 | 1/8 | |

20.5.3 Usage Notes

The DIVCR setting changes the ϕ frequency, so note the following points.

- Select a frequency division ratio that stays within the assured operation range specified for the clock cycle time t_{cyc} in the AC electrical characteristics. Note that ϕ_{MIN} must be in the lower limit of the clock frequency range. Avoid settings that give system clock frequencies less than the lower limit.

Table 20.5 shows the comparison with the clock frequency range for each version.

Table 20.5 Comparison with the Clock Frequency Ranges in the H8/3048 Group

| ROM type | | F-ZTAT | ZTAT | Mask ROM | | | |
|---|------------|----------|----------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| Product type | | H8/3048F | H8/3048 | H8/3048 Mask ROM Version | H8/3047 Mask ROM Version | H8/3045 Mask ROM Version | H8/3044 Mask ROM Version |
| Guaranteed clock frequency range | 4.5–5.5 V | 1–16 MHz | 1–18 MHz | 1–18 MHz | | | |
| | 3.15–5.5 V | — | 1–13 MHz | 1–13 MHz | | | |
| | 2.7–5.5 V | 1–8 MHz | 1–8 MHz | 1–8 MHz | | | |
| Crystal oscillation range | | 2–16 MHz | 2–18 MHz | 2–18 MHz | | | |

- All on-chip module operations are based on ϕ . Note that the timing of timer operations, serial communication, and other time-dependent processing differs before and after any change in the division ratio. The waiting time for exit from software standby mode also changes when the division ratio is changed. For details, see section 21.4.3, Selection of Waiting Time for Exit from Software Standby Mode.

Section 21 Power-Down State

21.1 Overview

The H8/3048 Group has a power-down state that greatly reduces power consumption by halting the CPU, and a module standby function that reduces power consumption by selectively halting on-chip modules.

The power-down state includes the following three modes:

- Sleep mode
- Software standby mode
- Hardware standby mode

The module standby function can halt on-chip supporting modules independently of the power-down state. The modules that can be halted are the ITU, SCI0, SCI1, DMAC, refresh controller, and A/D converter.

Table 21.1 indicates the methods of entering and exiting the power-down modes and module standby mode, and gives the status of the CPU and on-chip supporting modules in each mode.

Table 21.1 Power-Down State and Module Standby Function

| Mode | State | | | | | | | | | | Exiting Conditions | | | |
|-----------------------|--|--------|--------|---------------|---|-------------------------------|-------------------------------|-------------------------------|-------------------------------|------------------|--------------------|-----------------------------|---------------------|--|
| | Entering Conditions | Clock | CPU | CPU Registers | Refresh Controller | ITU | SC10 | SC11 | A/D | Other Modules | | RAM | ϕ Clock Output | I/O Ports |
| Sleep mode | SLEEP instruction executed while SSBY = 0 in SYSCR | Active | Halted | Held | Active | Active | Active | Active | Active | Active | Held | ϕ output | Held | Interrupt • RES • STBY |
| Software standby mode | SLEEP instruction executed while SSBY = 1 in SYSCR | Halted | Halted | Held | Halted and reset held ¹ | Halted and reset | Halted and reset | Halted and reset | Halted and reset | Halted and reset | Held | High output | Held | • NMI • IRQ ₂ to IRQ ₀ • RES • STBY |
| Hardware standby mode | Low input at STBY pin | Halted | Halted | Undetermined | Halted and reset | Halted and reset | Halted and reset | Halted and reset | Halted and reset | Halted and reset | Held ³ | High impedance | High impedance | • STBY • RES |
| Module standby | Corresponding bit set to 1 in MSTCR | Active | Active | — | Halted ² and reset held ¹ | Halted ² and reset | Active | — | High impedance ² | — | • STBY • RES • Clear MSTCR bit to 0 ⁴ |

Notes: 1. RTCNT and bits 7 and 6 of RTMCSR are initialized. Other bits and registers hold their previous states.

2. State in which the corresponding MSTCR bit was set to 1. For details see section 21.2.2, Module Standby Control Register (MSTCR).

3. The RAME bit must be cleared to 0 in SYSCR before the transition from the program execution state to hardware standby mode.

4. When a MSTCR bit is set to 1, the registers of the corresponding on-chip supporting module are initialized. To restart the module, first clear the MSTCR bit to 0, then set up the module registers again.

Legend

SYSCR: System control register

SSBY: Software standby bit

MSTCR: Module standby control register

21.2 Register Configuration

The H8/3048 Group has a system control register (SYSCR) that controls the power-down state, and a module standby control register (MSTCR) that controls the module standby function. Table 21.2 summarizes these registers.

Table 21.2 Control Register

| Address* | Name | Abbreviation | R/W | Initial Value |
|----------|---------------------------------|--------------|-----|---------------|
| H'FFF2 | System control register | SYSCR | R/W | H'0B |
| H'FF5E | Module standby control register | MSTCR | R/W | H'40 |

Note: * Lower 16 bits of the address.

21.2.1 System Control Register (SYSCR)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|-----|-------|---|------|
| | SSBY | STS2 | STS1 | STS0 | UE | NMIEG | — | RAME |
| Initial value | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

RAM enable

Reserved bit

NMI edge select

User bit enable

Standby timer select 2 to 0
These bits select the waiting time at exit from software standby mode

Software standby
Enables transition to software standby mode

SYSCR is an 8-bit readable/writable register. Bit 7 (SSBY) and bits 6 to 4 (STS2 to STS0) control the power-down state. For information on the other SYSCR bits, see section 3.3, System Control Register (SYSCR).

Bit 7—Software Standby (SSBY): Enables transition to software standby mode. When software standby mode is exited by an external interrupt, this bit remains set to 1 after the return to normal operation. To clear this bit, write 0.

| Bit 7: SSBY | Description | |
|-------------|--|-----------------|
| 0 | SLEEP instruction causes transition to sleep mode | (Initial value) |
| 1 | SLEEP instruction causes transition to software standby mode | |

Bits 6 to 4—Standby Timer Select (STS2 to STS0): These bits select the length of time the CPU and on-chip supporting modules wait for the clock to settle when software standby mode is exited by an external interrupt. If the clock is generated by a crystal resonator, set these bits according to the clock frequency so that the waiting time will be at least 7 ms. See table 21.3. If an external clock is used, any value may be selected.

| Bit 6: STS2 | Bit 5: STS1 | Bit 4: STS0 | Description |
|-------------|-------------|-------------|---|
| 0 | 0 | 0 | Waiting time = 8,192 states (Initial value) |
| | | 1 | Waiting time = 16,384 states |
| | 1 | 0 | Waiting time = 32,768 states |
| | | 1 | Waiting time = 65,536 states |
| 1 | 0 | 0 | Waiting time = 131,072 states |
| | | 1 | Waiting time = 1,024 states |
| | 1 | — | Illegal setting |

21.2.2 Module Standby Control Register (MSTCR)

MSTCR is an 8-bit readable/writable register that controls output of the system clock (ϕ). It also controls the module standby function, which places individual on-chip supporting modules in the standby state. Module standby can be designated for the ITU, SCIO, SCII, DMAC, refresh controller, and A/D converter modules.

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|---|--------|--------|--------|--------|--------|--------|
| | PSTOP | — | MSTOP5 | MSTOP4 | MSTOP3 | MSTOP2 | MSTOP1 | MSTOP0 |
| Initial value | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W | — | R/W | R/W | R/W | R/W | R/W | R/W |

Reserved bit
∅ clock stop
 Enables or disables output of the system clock

Module standby 5 to 0
 These bits select modules to be placed in standby

MSTCR is initialized to H'40 by a reset and in hardware standby mode. It is not initialized in software standby mode.

Bit 7— ϕ Clock Stop (PSTOP): Enables or disables output of the system clock (ϕ).

| Bit 1: PSTOP | Description |
|--------------|--|
| 0 | System clock output is enabled (Initial value) |
| 1 | System clock output is disabled |

Bit 6—Reserved: Read-only bit, always read as 1.

Bit 5—Module Standby 5 (MSTOP5): Selects whether to place the ITU in standby.

| Bit 5: MSTOP5 | Description |
|---------------|---------------------------------------|
| 0 | ITU operates normally (Initial value) |
| 1 | ITU is in standby state |

Bit 4—Module Standby 4 (MSTOP4): Selects whether to place SCI0 in standby.

| Bit 4: MSTOP4 | Description | |
|----------------------|--------------------------|-----------------|
| 0 | SCI0 operates normally | (Initial value) |
| 1 | SCI0 is in standby state | |

Bit 3—Module Standby 3 (MSTOP3): Selects whether to place SCI1 in standby.

| Bit 3: MSTOP3 | Description | |
|----------------------|--------------------------|-----------------|
| 0 | SCI1 operates normally | (Initial value) |
| 1 | SCI1 is in standby state | |

Bit 2—Module Standby 2 (MSTOP2): Selects whether to place the DMAC in standby.

| Bit 2: MSTOP2 | Description | |
|----------------------|--------------------------|-----------------|
| 0 | DMAC operates normally | (Initial value) |
| 1 | DMAC is in standby state | |

Bit 1—Module Standby 1 (MSTOP1): Selects whether to place the refresh controller in standby.

| Bit 1: MSTOP1 | Description | |
|----------------------|--|-----------------|
| 0 | Refresh controller operates normally | (Initial value) |
| 1 | Refresh controller is in standby state | |

Bit 0—Module Standby 0 (MSTOP0): Selects whether to place the A/D converter in standby.

| Bit 0: MSTOP0 | Description | |
|----------------------|-----------------------------------|-----------------|
| 0 | A/D converter operates normally | (Initial value) |
| 1 | A/D converter is in standby state | |

21.3 Sleep Mode

21.3.1 Transition to Sleep Mode

When the SSBY bit is cleared to 0 in SYSCR, execution of the SLEEP instruction causes a transition from the program execution state to sleep mode. Immediately after executing the SLEEP instruction the CPU halts, but the contents of its internal registers are retained. The DMA controller (DMAC), refresh controller, and on-chip supporting modules do not halt in sleep mode. Modules which have been placed in standby by the module standby function, however, remain halted.

21.3.2 Exit from Sleep Mode

Sleep mode is exited by an interrupt, or by input at the $\overline{\text{RES}}$ or $\overline{\text{STBY}}$ pin.

Exit by Interrupt: An interrupt terminates sleep mode and causes a transition to the interrupt exception handling state. Sleep mode is not exited by an interrupt source in an on-chip supporting module if the interrupt is disabled in the on-chip supporting module. Sleep mode is not exited by an interrupt other than NMI if the interrupt is masked by the I and UI bits in CCR and IPR.

Exit by $\overline{\text{RES}}$ Input: Low input at the $\overline{\text{RES}}$ pin exits from sleep mode to the reset state.

Exit by $\overline{\text{STBY}}$ Input: Low input at the $\overline{\text{STBY}}$ pin exits from sleep mode to hardware standby mode.

21.4 Software Standby Mode

21.4.1 Transition to Software Standby Mode

To enter software standby mode, execute the SLEEP instruction while the SSBY bit is set to 1 in SYSCR.

In software standby mode, current dissipation is reduced to an extremely low level because the CPU, clock, and on-chip supporting modules all halt. The DMAC and on-chip supporting modules are reset. As long as the specified voltage is supplied, however, CPU register contents and on-chip RAM data are retained. The settings of the I/O ports and refresh controller* are also held.

Note: * RTCNT and bits 7 and 6 of RTMCSR are initialized. Other bits and registers hold their previous states.

When the WDT is used as a watchdog timer ($WT/\overline{IT} = 1$), the TME bit must be cleared to 0 before setting SSBY. Also, when setting TME to 1, SSBY should be cleared to 0.

Clear the BRLE bit in BRCR (inhibiting bus release) before making a transition to software standby mode.

21.4.2 Exit from Software Standby Mode

Software standby mode can be exited by input of an external interrupt at the NMI, $\overline{IRQ_0}$, $\overline{IRQ_1}$, or $\overline{IRQ_2}$ pin, or by input at the \overline{RES} or \overline{STBY} pin.

Exit by Interrupt: When an NMI, IRQ_0 , IRQ_1 , or IRQ_2 interrupt request signal is received, the clock oscillator begins operating. After the oscillator settling time selected by bits STS2 to STS0 in SYSCR, stable clock signals are supplied to the entire chip, software standby mode ends, and interrupt exception handling begins. Software standby mode is not exited if the interrupt enable bits of interrupts IRQ_0 , IRQ_1 , and IRQ_2 are cleared to 0, or if these interrupts are masked in the CPU.

Exit by \overline{RES} Input: When the \overline{RES} input goes low, the clock oscillator starts and clock pulses are supplied immediately to the entire chip. The \overline{RES} signal must be held low long enough for the clock oscillator to stabilize. When \overline{RES} goes high, the CPU starts reset exception handling.

Exit by \overline{STBY} Input: Low input at the \overline{STBY} pin causes a transition to hardware standby mode.

21.4.3 Selection of Waiting Time for Exit from Software Standby Mode

Bits STS2 to STS0 in SYSCR and bits DIV1 and DIV0 in DIVCR should be set as follows.

Crystal Resonator: Set STS2 to STS0, DIV1, and DIV0 so that the waiting time (for the clock to stabilize) is at least 7 ms. Table 21.3 indicates the waiting times that are selected by STS2 to STS0, DIV1, and DIV0 settings at various system clock frequencies. Refer to table 21.3 for the operating frequency and the waiting time needed for the oscillator to settle.

External Clock: Any values may be set.

Table 21.3 Clock Frequency and Waiting Time for Clock to Settle

| DIV1 | DIV0 | STS2 | STS1 | STS0 | Waiting Time | 18 MHz | 16 MHz | 12 MHz | 10 MHz | 8 MHz | 6 MHz | 4 MHz | 2 MHz | 1 MHz | Unit |
|------|------|------|------|------|-----------------|--------|--------|--------|--------|-------|-------|-------|-------|--------|------|
| 0 | 0 | 0 | 0 | 0 | 8192 states | 0.46 | 0.51 | 0.65 | 0.8 | 1.0 | 1.3 | 2.0 | 4.1 | 8.2* | ms |
| | | 0 | 0 | 1 | 16384 states | 0.91 | 1.0 | 1.3 | 1.6 | 2.0 | 2.7 | 4.1 | 8.2* | 16.4 | |
| | | 0 | 1 | 0 | 32768 states | 1.8 | 2.0 | 2.7 | 3.3 | 4.1 | 5.5 | 8.2* | 16.4 | 32.8 | |
| | | 0 | 1 | 1 | 65536 states | 3.6 | 4.1 | 5.5 | 6.6 | 8.2* | 10.9* | 16.4 | 32.8 | 65.5 | |
| | | 1 | 0 | 0 | 131072 states | 7.3* | 8.2* | 10.9* | 13.1* | 16.4 | 21.8 | 32.8 | 65.5 | 131.1 | |
| | | 1 | 0 | 1 | 1024 states | 0.057 | 0.064 | 0.085 | 0.10 | 0.13 | 0.17 | 0.26 | 0.51 | 1.0 | |
| | | 1 | 1 | — | Illegal setting | | | | | | | | | | |
| 0 | 1 | 0 | 0 | 0 | 8192 states | 0.91 | 1.02 | 1.4 | 1.6 | 2.0 | 2.7 | 4.0 | 8.2* | 16.4* | ms |
| | | 0 | 0 | 1 | 16384 states | 1.8 | 2.0 | 2.7 | 3.3 | 4.1 | 5.5 | 8.2* | 16.4 | 32.8 | |
| | | 0 | 1 | 0 | 32768 states | 3.6 | 4.1 | 5.5 | 6.6 | 8.2* | 10.9* | 16.4 | 32.8 | 65.5 | |
| | | 0 | 1 | 1 | 65536 states | 7.3* | 8.2* | 10.9* | 13.1* | 16.4 | 21.8 | 32.8 | 65.5 | 131.1 | |
| | | 1 | 0 | 0 | 131072 states | 14.6 | 16.4 | 21.8 | 26.2 | 32.8 | 43.7 | 65.5 | 131.1 | 262.1 | |
| | | 1 | 0 | 1 | 1024 states | 0.11 | 0.13 | 0.17 | 0.20 | 0.26 | 0.34 | 0.51 | 1.0 | 2.0 | |
| | | 1 | 1 | — | Illegal setting | | | | | | | | | | |
| 1 | 0 | 0 | 0 | 0 | 8192 states | 1.8 | 2.0 | 2.7 | 3.3 | 4.1 | 5.5 | 8.2* | 16.4* | 32.8* | ms |
| | | 0 | 0 | 1 | 16384 states | 3.6 | 4.1 | 5.5 | 6.6 | 8.2* | 10.9* | 16.4 | 32.8 | 65.5 | |
| | | 0 | 1 | 0 | 32768 states | 7.3* | 8.2* | 10.9* | 13.1* | 16.4 | 21.8 | 32.8 | 65.5 | 131.1 | |
| | | 0 | 1 | 1 | 65536 states | 14.6 | 16.4 | 21.8 | 26.2 | 32.8 | 43.7 | 65.5 | 131.1 | 262.1 | |
| | | 1 | 0 | 0 | 131072 states | 29.1 | 32.8 | 43.7 | 52.4 | 65.5 | 87.4 | 131.1 | 262.1 | 524.3 | |
| | | 1 | 0 | 1 | 1024 states | 0.23 | 0.26 | 0.34 | 0.41 | 0.51 | 0.68 | 1.02 | 2.0 | 4.1 | |
| | | 1 | 1 | — | Illegal setting | | | | | | | | | | |
| 1 | 1 | 0 | 0 | 0 | 8192 states | 3.6 | 4.1 | 5.5 | 6.6 | 8.2* | 10.9* | 16.4* | 32.8* | 65.5 | ms |
| | | 0 | 0 | 1 | 16384 states | 7.3* | 8.2* | 10.9* | 13.1* | 16.4 | 21.8 | 32.8 | 65.5 | 131.1 | |
| | | 0 | 1 | 0 | 32768 states | 14.6 | 16.4 | 21.8 | 26.2 | 32.8 | 43.7 | 65.5 | 131.1 | 262.1 | |
| | | 0 | 1 | 1 | 65536 states | 29.1 | 32.8 | 43.7 | 52.4 | 65.5 | 87.4 | 131.1 | 262.1 | 524.3 | |
| | | 1 | 0 | 0 | 131072 states | 58.3 | 65.5 | 87.4 | 104.9 | 131.1 | 174.8 | 262.1 | 524.3 | 1048.6 | |
| | | 1 | 0 | 1 | 1024 states | 0.46 | 0.51 | 0.68 | 0.82 | 1.0 | 1.4 | 2.0 | 4.1 | 8.2 | |
| | | 1 | 1 | — | Illegal setting | | | | | | | | | | |

*: Recommended setting

21.4.4 Sample Application of Software Standby Mode

Figure 21.1 shows an example in which software standby mode is entered at the fall of NMI and exited at the rise of NMI.

With the NMI edge select bit (NMIEG) cleared to 0 in SYSCR (selecting the falling edge), an NMI interrupt occurs. Next the NMIEG bit is set to 1 (selecting the rising edge) and the SSBY bit is set to 1; then the SLEEP instruction is executed to enter software standby mode.

Software standby mode is exited at the next rising edge of the NMI signal.

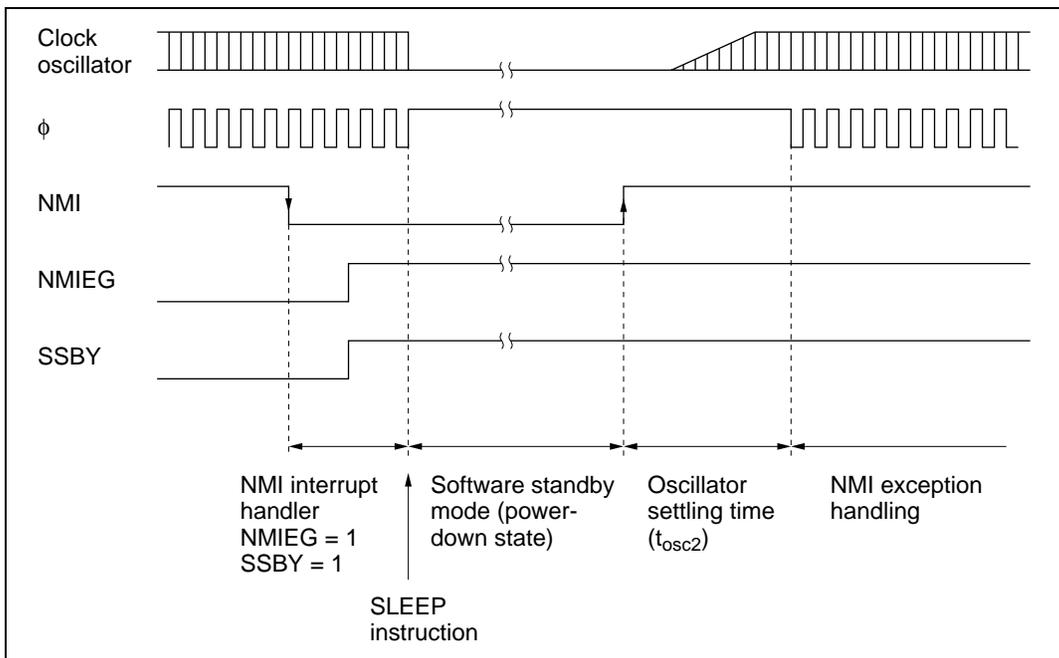


Figure 21.1 NMI Timing for Software Standby Mode (Example)

21.4.5 Note

The I/O ports retain their existing states in software standby mode. If a port is in the high output state, its output current is not reduced.

21.5 Hardware Standby Mode

21.5.1 Transition to Hardware Standby Mode

Regardless of its current state, the chip enters hardware standby mode whenever the \overline{STBY} pin goes low. Hardware standby mode reduces power consumption drastically by halting all functions of the CPU, DMAC, refresh controller, and on-chip supporting modules. All modules are reset except the on-chip RAM. As long as the specified voltage is supplied, on-chip RAM data is retained. I/O ports are placed in the high-impedance state.

Clear the RAME bit to 0 in SYSCR before \overline{STBY} goes low to retain on-chip RAM data.

The inputs at the mode pins (MD2 to MD0) should not be changed during hardware standby mode.

21.5.2 Exit from Hardware Standby Mode

Hardware standby mode is exited by inputs at the \overline{STBY} and \overline{RES} pins. While \overline{RES} is low, when \overline{STBY} goes high, the clock oscillator starts running. \overline{RES} should be held low long enough for the clock oscillator to settle. When \overline{RES} goes high, reset exception handling begins, followed by a transition to the program execution state.

21.5.3 Timing for Hardware Standby Mode

Figure 21.2 shows the timing relationships for hardware standby mode. To enter hardware standby mode, first drive \overline{RES} low, then drive \overline{STBY} low. To exit hardware standby mode, first drive \overline{STBY} high, wait for the clock to settle, then bring \overline{RES} from low to high.

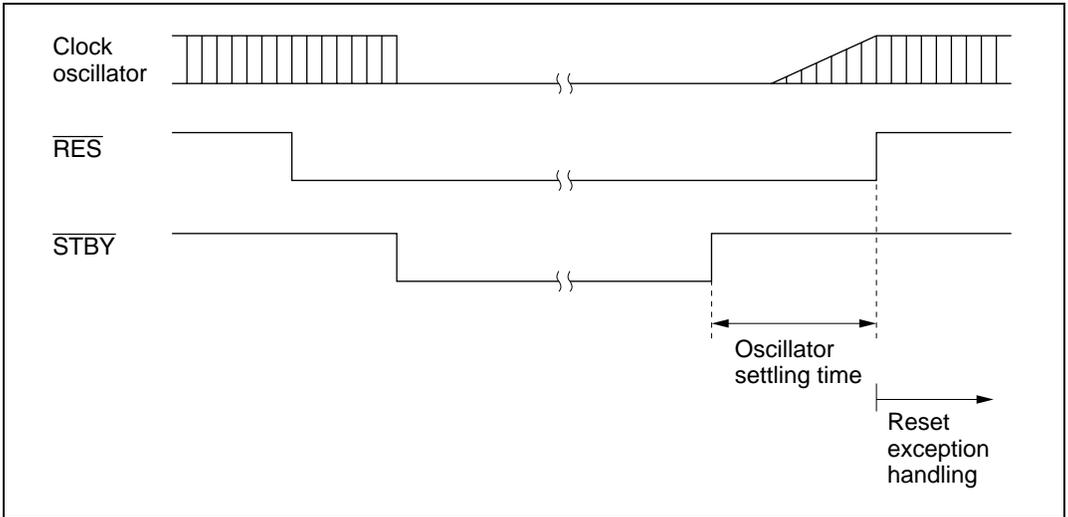


Figure 21.2 Hardware Standby Mode Timing

21.6 Module Standby Function

21.6.1 Module Standby Timing

The module standby function can halt several of the on-chip supporting modules (the ITU, SCI0, SCI1, DMAC, refresh controller, and A/D converter) independently of the power-down state. This standby function is controlled by bits MSTOP5 to MSTOP0 in MSTCR. When one of these bits is set to 1, the corresponding on-chip supporting module is placed in standby and halts at the beginning of the next bus cycle after the MSTCR write cycle.

21.6.2 Read/Write in Module Standby

When an on-chip supporting module is in module standby, read/write access to its registers is disabled. Read access always results in H'FF data. Write access is ignored.

21.6.3 Usage Notes

When using the module standby function, note the following points.

DMAC and Refresh Controller: When setting bit MSTOP2 or MSTOP1 to 1 to place the DMAC or refresh controller in module standby, make sure that the DMAC or refresh controller is not currently requesting the bus right. If bit MSTOP2 or MSTOP1 is set to 1 when a bus request is present, operation of the bus arbiter becomes ambiguous and a malfunction may occur.

Internal Peripheral Module Interrupt: When MSTCR is set to “1”, prevent module interrupt in advance. When an on-chip supporting module is placed in standby by the module standby function, its registers, including the interrupt flag, are initialized.

Pin States: Pins used by an on-chip supporting module lose their module functions when the module is placed in module standby. What happens after that depends on the particular pin. For details, see section 9, I/O Ports. Pins that change from the input to the output state require special care. For example, if SC11 is placed in module standby, the receive data pin loses its receive data function and becomes a generic I/O pin. If its data direction bit is set to 1, the pin becomes a data output pin, and its output may collide with external serial data. Data collisions should be prevented by clearing the data direction bit to 0 or taking other appropriate action.

Register Resetting: When an on-chip supporting module is halted by the module standby function, all its registers are initialized. To restart the module, after its MSTCR bit is cleared to 0, its registers must be set up again. It is not possible to write to the registers while the MSTCR bit is set to 1.

MSTCR Access from DMAC Disabled: To prevent malfunctions, MSTCR can only be accessed from the CPU. It can be read by the DMAC, but it cannot be written by the DMAC.

21.7 System Clock Output Disabling Function

Output of the system clock (ϕ) can be controlled by the PSTOP bit in MSTCR. When the PSTOP bit is set to 1, output of the system clock halts and the ϕ pin is placed in the high-impedance state. Figure 21.3 shows the timing of the stopping and starting of system clock output. When the PSTOP bit is cleared to 0, output of the system clock is enabled. Table 21.4 indicates the state of the ϕ pin in various operating states.

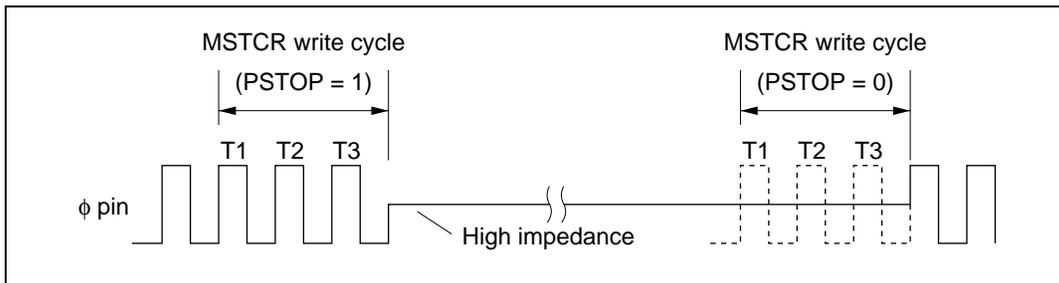


Figure 21.3 Starting and Stopping of System Clock Output

Table 21.4 ϕ Pin State in Various Operating States

| Operating State | PSTOP = 0 | PSTOP = 1 |
|------------------|---------------------|----------------|
| Hardware standby | High impedance | High impedance |
| Software standby | Always high | High impedance |
| Sleep mode | System clock output | High impedance |
| Normal operation | System clock output | High impedance |

Section 22 Electrical Characteristics

Table 22.1 shows the electrical characteristics of the various products in the H8/3048 Group.

Table 22.1 Electrical Characteristics of H8/3048 Group Products

| Item | | Symbol | Unit | H8/3048 F-ZTAT (Dual Power Supply) | H8/3048 H8/3047 H8/3045 H8/3044 | H8/3048 ZTAT | H8/3048 F-ONE (Single Power Supply)* ⁵ |
|-----------------------------------|--|-------------------------|---------------|---|--|-----------------|---|
| Operating range | $V_{CC} = 4.5$ to 5.5 V | | MHz | 1 to 16 | 1 to 18 | 1 to 18 | 2 to 25 |
| | $V_{CC} = 3.15$ to 5.5 V | | | — | 1 to 13 | 1 to 13 | — |
| | $V_{CC} = 2.7$ to 5.5 V | | | 1 to 8 | 1 to 8 | 1 to 8 | — |
| | $V_{CC} = 3.0$ to 3.6 V | | | — | — | — | 2 to 25 |
| Operating temperature range | Regular specifications | T_{opr} | °C | –20 to +75 | –20 to +75 | –20 to +75 | –20 to +75* ¹ |
| | Wide-range specifications | | | –40 to +85 | –40 to +85 | –40 to +85 | –40 to +85* ¹ |
| Absolute maximum ratings | V_{PP} pin rating | V_{in} | | Yes | — | Yes | — |
| | FWE pin rating | | | — | — | — | Yes |
| | V_{CL} pin | | | — | — | — | Cannot be connected to power supply* ² (5 V operation model only) |
| | Power supply voltage | V_{in} | V | –0.3 to +7.0 | –0.3 to +7.0 | –0.3 to +7.0 | –0.3 to +7.0 (5 V operation model) –0.3 to +4.6 (3 V operation model) |
| DC charac- teristics | \overline{RESO} pin specification | | | Yes | Yes | Yes | — |
| | FWE pin specification | | | — | — | — | Yes |
| | Determination level for applying high voltage (12 V) | | | Yes | — | — | — |
| | Standby current ($T_a \leq 50^\circ\text{C}$) | I_{CC} * ³ | μA | Max 5 | Max 5 | Max 5 | Max 10 |
| | Standby current ($50^\circ\text{C} < T_a$) | | | Max 20 | Max 20 | Max 20 | Max 80 |

| Item | | Symbol | Unit | H8/3048 F-ZTAT (Dual Power Supply) | H8/3048 H8/3047 H8/3045 H8/3044 | H8/3048 ZTAT | H8/3048 F-ONE (Single Power Supply)*5 |
|---|---|-------------|-----------|---|--|-----------------|--|
| AC charac- teristics | Clock cycle time | t_{cyc} | ns | Max 1000 | Max 1000 | Max 1000 | Max 500 |
| | \overline{RES} pulse width | t_{RESW} | t_{cyc} | Min 10 | Min 10 | Min 10 | Min 20 |
| | \overline{RESO} output delay time | t_{RESD} | ns | Max 100 | Max 100 | Max 100 | — |
| | \overline{RESO} output pulse width | t_{RESOW} | t_{cyc} | Min 132 | Min 132 | Min 132 | — |
| Flash memory charac- teristics*4 | Other wait times | | | See table 22.20 | — | — | See table 21.11 |

- Notes:
1. The operating temperature range for flash memory programming/erasing is 0°C to +75°.
 2. Connect an external capacitor between the V_{CL} pin and GND.
 3. See the DC Characteristics table for current dissipation during operation.
 4. Refer to the program/erase algorithms for details of flash memory characteristics.
 5. Refer to the H8/3048F-ONE Hardware Manual (Rev. 1.0) for details.

22.1 Electrical Characteristics for H8/3048 ZTAT (PROM) and On-Chip Mask ROM Versions

Target product types: H8/3048 ZTAT, H8/3048 mask-ROM, H8/3047 mask-ROM, H8/3045 mask-ROM, H8/3044 mask-ROM

22.1.1 Absolute Maximum Ratings

Table 22.2 lists the absolute maximum ratings.

Table 22.2 Absolute Maximum Ratings

| Item | Symbol | Value | Unit |
|------------------------------------|-----------|---------------------------------------|------|
| Power supply voltage | V_{CC} | -0.3 to +7.0 | V |
| Programming voltage (H8/3048 ZTAT) | V_{PP} | -0.3 to +13.5 | V |
| Input voltage (except for port 7) | V_{in} | -0.3 to $V_{CC} + 0.3$ | V |
| Input voltage (port 7) | V_{in} | -0.3 to $AV_{CC} + 0.3$ | V |
| Reference voltage | V_{REF} | -0.3 to $AV_{CC} + 0.3$ | V |
| Analog power supply voltage | AV_{CC} | -0.3 to +7.0 | V |
| Analog input voltage | V_{AN} | -0.3 to $AV_{CC} + 0.3$ | V |
| Operating temperature | T_{opr} | Regular specifications: -20 to +75 | °C |
| | | Wide-range specifications: -40 to +85 | °C |
| Storage temperature | T_{stg} | -55 to +125 | °C |

Caution: Permanent damage to the chip may result if absolute maximum ratings are exceeded. Particularly, insure that peak overshoot at the V_{PP} pin does not exceed 13 V.

22.1.2 DC Characteristics

Table 22.3 lists the DC characteristics. Table 22.4 lists the permissible output currents.

Table 22.3 DC Characteristics (1)

Conditions: $V_{CC} = 5.0 \text{ V} \pm 10\%$, $AV_{CC} = 5.0 \text{ V} \pm 10\%$, $V_{REF} = 4.5 \text{ V to } AV_{CC}$,
 $V_{SS} = AV_{SS} = 0 \text{ V}^{*1}$, $T_a = -20^\circ\text{C to } +75^\circ\text{C}$ (regular specifications),
 $T_a = -40^\circ\text{C to } +85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions | |
|--------------------------------|---|---------------------|---------------------|-----|---------------------|-----------------|--|
| Schmitt trigger input voltages | Port A, P8 ₂ to P8 ₀ , PB ₃ to PB ₀ | V_{T^-} | 1.0 | — | — | V | |
| | | V_{T^+} | — | — | $V_{CC} \times 0.7$ | V | |
| | | $V_{T^+} - V_{T^-}$ | 0.4 | — | — | V | |
| Input high voltage | \overline{RES} , STBY, NMI, EXTAL | V_{IH} | $V_{CC} - 0.7$ | — | $V_{CC} + 0.3$ | V | |
| | | | $V_{CC} \times 0.7$ | — | $V_{CC} + 0.3$ | V | |
| | Port 7 | | 2.0 | — | $AV_{CC} + 0.3$ | V | |
| | Ports 1 to 6, 9, P8 ₃ , P8 ₄ , PB ₄ | | 2.0 | — | $V_{CC} + 0.3$ | V | |
| Input low voltage | \overline{RES} , STBY, MD ₂ to MD ₀ | V_{IL} | -0.3 | — | 0.5 | V | |
| | NMI, EXTAL, ports 1 to 7, 9, | | -0.3 | — | 0.8 | V | |
| Output high voltage | All output pins (except $\overline{RES0}$) | V_{OH} | $V_{CC} - 0.5$ | — | — | V | $I_{OH} = -200 \mu\text{A}$ |
| | | | 3.5 | — | — | V | $I_{OH} = -1 \text{ mA}$ |
| Output low voltage | All output pins (except $\overline{RES0}$) | V_{OL} | — | — | 0.4 | V | $I_{OL} = 1.6 \text{ mA}$ |
| | Ports 1, 2, 5, and B | | — | — | 1.0 | V | $I_{OL} = 10 \text{ mA}$ |
| | $\overline{RES0}$ | | — | — | 0.4 | V | $I_{OL} = 2.6 \text{ mA}$ |
| Input leakage current | STBY, NMI, \overline{RES} , | $ I_{IN} $ | — | — | 1.0 | μA | $V_{IN} = 0.5 \text{ to } V_{CC} - 0.5 \text{ V}$ |
| | Port 7 | | — | — | 1.0 | μA | $V_{IN} = 0.5 \text{ to } AV_{CC} - 0.5 \text{ V}$ |

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions |
|---|-----------------------------------|-------------|------|---------------|-----------------------------|---------------|---|
| Three-state leakage current (off state) | Ports 1 to 6, 8 to B | $ I_{TS1} $ | — | — | 1.0 | μA | $V_{IN} = 0.5$ to $V_{CC} - 0.5$ V |
| | $\overline{\text{RESO}}$ | | — | — | 10.0 | μA | |
| Input pull-up current | Ports 2, 4, and 5 | $-I_P$ | 50 | — | 300 | μA | $V_{IN} = 0$ V |
| Input capacitance | NMI | C_{IN} | — | — | 50 | pF | $V_{IN} = 0$ V |
| | All input pins except NMI | | — | — | 15 | pF | $f = 1$ MHz $T_a = 25^\circ\text{C}$ |
| Current dissipation* ² | Normal operation | I_{CC} | — | 50 | 65 | mA | $f = 16$ MHz |
| | | | — | 55 | 75 | mA | $f = 18$ MHz |
| | Sleep mode | | — | 35 | 50 | mA | $f = 16$ MHz |
| | | | — | 40 | 55 | mA | $f = 18$ MHz |
| | Module standby mode* ⁴ | | — | 20 | 25 | mA | $f = 16$ MHz |
| | | | — | 25 | 27 | mA | $f = 18$ MHz |
| Standby mode* ³ | — | 0.01 | 5.0 | μA | $T_a \leq 50^\circ\text{C}$ | | |
| | — | — | 20.0 | μA | $50^\circ\text{C} < T_a$ | | |
| Analog power supply current | During A/D conversion | AI_{CC} | — | 1.2 | 2.0 | mA | |
| | During A/D and D/A conversion | | — | 1.2 | 2.0 | mA | |
| | Idle | | — | 0.01 | 5.0 | μA | DASTE = 0 |
| Reference current | During A/D conversion | AI_{CC} | — | 0.3 | 0.6 | mA | $V_{REF} = 5.0$ V |
| | During A/D and D/A conversion | | — | 1.3 | 3.0 | mA | |
| | Idle | | — | 0.01 | 5.0 | μA | DASTE = 0 |
| RAM standby voltage | | V_{RAM} | 2.0 | — | — | V | |

- Notes: 1. If the A/D and D/A converters are not used, do not leave the AV_{CC} , AV_{SS} , and V_{REF} pins open. Connect AV_{CC} and V_{REF} to V_{CC} , and connect AV_{SS} to V_{SS} .
2. Current dissipation values are for $V_{IHmin} = V_{CC} - 0.5$ V and $V_{ILmax} = 0.5$ V with all output pins unloaded and the on-chip pull-up transistors in the off state.
3. The values are for $V_{RAM} \leq V_{CC} < 4.5$ V, $V_{IHmin} = V_{CC} \times 0.9$, and $V_{ILmax} = 0.3$ V.
4. Module standby current values apply in sleep mode with all modules halted.

Table 22.2 DC Characteristics (2)

Conditions: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}^{*1}$, $T_a = -20^{\circ}\text{C to }+75^{\circ}\text{C}$ (regular specifications),
 $T_a = -40^{\circ}\text{C to }+85^{\circ}\text{C}$ (wide-range specifications)

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions | | |
|--------------------------------|---|----------------------|----------------------|-----|---------------------|---|---|--|
| Schmitt trigger input voltages | Port A, P8 ₂ to P8 ₀ , PB ₃ to PB ₀ | V_{T^-} | $V_{CC} \times 0.2$ | — | — | V | | |
| | | V_{T^+} | — | — | $V_{CC} \times 0.7$ | V | | |
| | | $V_{T^+} - V_{T^-}$ | $V_{CC} \times 0.07$ | — | — | V | | |
| Input high voltage | \overline{RES} , \overline{STBY} , NMI, MD ₂ to MD ₀ | V_{IH} | $V_{CC} \times 0.9$ | — | $V_{CC} + 0.3$ | V | | |
| | EXTAL | | $V_{CC} \times 0.7$ | — | $V_{CC} + 0.3$ | V | | |
| | Port 7 | | $V_{CC} \times 0.7$ | — | $AV_{CC} + 0.3$ | V | | |
| | Ports 1 to 6, 9, P8 ₄ , P8 ₃ , PB ₇ to PB ₄ | | $V_{CC} \times 0.7$ | — | $V_{CC} + 0.3$ | V | | |
| Input low voltage | \overline{RES} , \overline{STBY} , MD ₂ to MD ₀ | V_{IL} | -0.3 | — | $V_{CC} \times 0.1$ | V | | |
| | NMI, EXTAL, ports 1 to 7, 9, P8 ₃ , P8 ₄ , PB ₄ to PB ₇ | | -0.3 | — | $V_{CC} \times 0.2$ | V | | |
| | | | | | 0.8 | V | | |
| | | | | | | $V_{CC} = 4.0\text{ V to }5.5\text{ V}$ | | |
| Output high voltage | All output pins (except \overline{RESO}) | V_{OH} | $V_{CC} - 0.5$ | — | — | V | $I_{OH} = -200\text{ }\mu\text{A}$ | |
| | | | $V_{CC} - 1.0$ | — | — | V | $I_{OH} = -1\text{ mA}$ | |
| Output low voltage | All output pins (except \overline{RESO}) | V_{OL} | — | — | 0.4 | V | $I_{OL} = 1.6\text{ mA}$ | |
| | | Ports 1, 2, 5, and B | | — | — | 1.0 | V | $V_{CC} \leq 4\text{ V}$ $I_{OL} = 5\text{ mA}$, $4\text{ V} < V_{CC} \leq 5.5\text{ V}$ $I_{OL} = 10\text{ mA}$ |
| | | \overline{RESO} | | — | — | 0.4 | V | $I_{OL} = 1.6\text{ mA}$ |
| Input leakage current | \overline{STBY} , NMI, \overline{RES} , MD ₂ to MD ₀ | $ I_{IN} $ | — | — | 1.0 | μA | $V_{IN} = 0.5\text{ to }V_{CC} - 0.5\text{ V}$ | |
| | Port 7 | | — | — | 1.0 | μA | $V_{IN} = 0.5\text{ to }AV_{CC} - 0.5\text{ V}$ | |

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions | |
|---|-------------------------------|---------------|-----------------------|------------|---------------|--------------------|---|-------------------|
| Three-state leakage current (off state) | Ports 1 to 6, 8 to B | $ I_{TS1} $ | — | — | 1.0 | μA | $V_{IN} = 0.5$ to $V_{CC} - 0.5$ V | |
| | $\overline{\text{RESO}}$ | | — | — | 10.0 | μA | | |
| Input pull-up current | Ports 2, 4, and 5 | $-I_P$ | 10 | — | 300 | μA | $V_{CC} = 2.7$ V to 5.5 V, $V_{IN} = 0$ V | |
| Input capacitance | NMI | C_{IN} | — | — | 50 | pF | $V_{IN} = 0$ V | |
| | All input pins except NMI | | — | — | 15 | | $f = 1$ MHz $T_a = 25^\circ\text{C}$ | |
| Current dissipation*2 | Normal operation | I_{CC}^{*4} | — | 12 (3.0 V) | 35 (5.5 V) | mA | $f = 8$ MHz | |
| | | | — | 20 (3.3 V) | 55 (5.5 V) | mA | $f = 13$ MHz ($V_{CC} = 3.15$ V to 5.5 V) | |
| | Sleep mode | | — | 8 (3.0 V) | 25 (5.5 V) | mA | $f = 8$ MHz | |
| | | | — | 12 (3.3 V) | 40 (5.5 V) | mA | $f = 13$ MHz ($V_{CC} = 3.15$ V to 5.5 V) | |
| | Module standby mode*5 | | — | 5 (3.0 V) | 14 (5.5 V) | mA | $f = 8$ MHz | |
| | | | — | 7 (3.3 V) | 20 (5.5 V) | mA | 13 MHz ($V_{CC} = 3.15$ V to 5.5 V) | |
| | Standby mode*3 | | — | 0.01 | 5.0 | μA | $T_a \leq 50^\circ\text{C}$ | |
| | | | — | — | 20.0 | μA | $50^\circ\text{C} < T_a$ | |
| | Analog power supply current | | During A/D conversion | — | 0.4 | 1.0 | mA | $AV_{CC} = 3.0$ V |
| | | | | — | 1.2 | — | mA | $AV_{CC} = 5.0$ V |
| During A/D and D/A conversion | | — | 0.4 | 1.0 | mA | $AV_{CC} = 3.0$ V | | |
| | | — | 1.2 | — | mA | $AV_{CC} = 5.0$ V | | |
| Idle | | — | 0.01 | 5.0 | μA | $\text{DASTE} = 0$ | | |
| | | — | — | — | — | — | | |
| Reference current | During A/D conversion | — | 0.2 | 0.4 | mA | $V_{REF} = 3.0$ V | | |
| | | — | 0.3 | — | mA | $V_{REF} = 5.0$ V | | |
| | During A/D and D/A conversion | — | 0.8 | 2.0 | mA | $V_{REF} = 3.0$ V | | |
| | | — | 1.3 | — | mA | $V_{REF} = 5.0$ V | | |
| | Idle | — | 0.01 | 5.0 | μA | $\text{DASTE} = 0$ | | |
| | | — | — | — | — | — | | |
| RAM standby voltage | | V_{RAM} | 2.0 | — | — | V | | |

- Notes:
1. If the A/D and D/A converters are not used, do not leave the AV_{CC} , AV_{SS} , and V_{REF} pins open. Connect AV_{CC} and V_{REF} to V_{CC} , and connect AV_{SS} to V_{SS} .
 2. Current dissipation values are for $V_{IHmin} = V_{CC} - 0.5\text{ V}$ and $V_{ILmax} = 0.5\text{ V}$ with all output pins unloaded and the on-chip pull-up transistors in the off state.
 3. The values are for $V_{RAM} \leq V_{CC} < 2.7\text{ V}$, $V_{IHmin} = V_{CC} \times 0.9$, and $V_{ILmax} = 0.3\text{ V}$.
 4. I_{CC} depends on V_{CC} and f as follows:

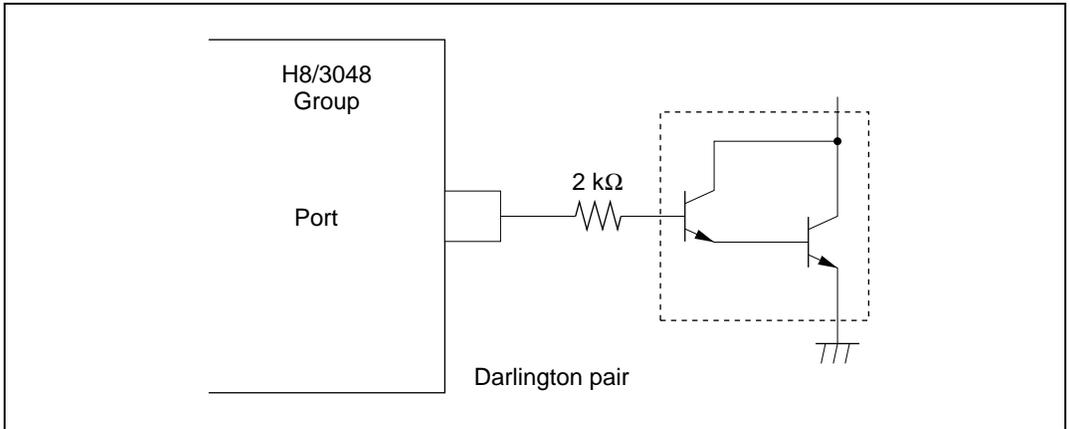
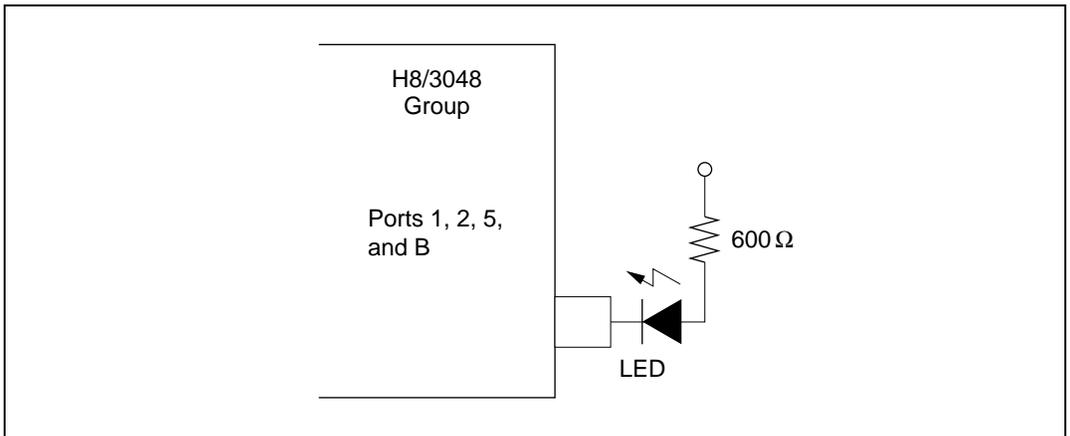
| | |
|--|-----------------------|
| $I_{CCmax} = 3.0\text{ (mA)} + 0.75\text{ (mA/MHz} \cdot \text{V)} \times V_{CC} \times f$ | [normal mode] |
| $I_{CCmax} = 3.0\text{ (mA)} + 0.55\text{ (mA/MHz} \cdot \text{V)} \times V_{CC} \times f$ | [sleep mode] |
| $I_{CCmax} = 3.0\text{ (mA)} + 0.25\text{ (mA/MHz} \cdot \text{V)} \times V_{CC} \times f$ | [module standby mode] |
 5. Module standby current values apply in sleep mode with all modules halted.

Table 22.4 Permissible Output Currents

Conditions: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications),
 $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | | Symbol | Min | Typ | Max | Unit |
|---|---|-----------------|-----|-----|-----|------|
| Permissible output low current (per pin) | Ports 1, 2, 5, and B | I_{OL} | — | — | 10 | mA |
| | Other output pins | | — | — | 2.0 | mA |
| Permissible output low current (total) | Total of 28 pins in ports 1, 2, 5, and B | ΣI_{OL} | — | — | 80 | mA |
| | Total of all output pins, including the above | | — | — | 120 | mA |
| Permissible output high current (per pin) | All output pins | I_{OH} | — | — | 2.0 | mA |
| Permissible output high current (total) | Total of all output pins | ΣI_{OH} | — | — | 40 | mA |

- Notes:
1. To protect chip reliability, do not exceed the output current values in table 22.4.
 2. When driving a darlington pair or LED, always insert a current-limiting resistor in the output line, as shown in figures 22.1 and 22.2.

**Figure 22.1 Darlington Pair Drive Circuit (Example)****Figure 22.2 LED Drive Circuit (Example)**

22.1.3 AC Characteristics

Bus timing parameters are listed in table 22.5. Refresh controller bus timing parameters are listed in table 22.6. Control signal timing parameters are listed in table 22.7. Timing parameters of the on-chip supporting modules are listed in table 22.8.

Table 22.5 Bus Timing

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition B: $V_{CC} = 3.15\text{ V to }5.5\text{ V}$, $AV_{CC} = 3.15\text{ V to }5.5\text{ V}$, $V_{REF} = 3.15\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }13\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }18\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition B | | Condition C | | | | Unit | Test Conditions |
|---------------------------------|-------------|-------------|------|-------------|------|-------------|------|--------|------|------|-----------------------------|
| | | 8 MHz | | 13 MHz | | 16 MHz | | 18 MHz | | | |
| | | Min | Max | Min | Max | Min | Max | Min | Max | | |
| Clock cycle time | t_{CYC} | 125 | 1000 | 76.9 | 1000 | 62.5 | 1000 | 55.5 | 1000 | ns | Figure 22.7, Figure 22.8 |
| Clock pulse low width | t_{CL} | 40 | — | 20 | — | 20 | — | 17 | — | | |
| Clock pulse high width | t_{CH} | 40 | — | 20 | — | 20 | — | 17 | — | | |
| Clock rise time | t_{CR} | — | 20 | — | 15 | — | 10 | — | 10 | | |
| Clock fall time | t_{CF} | — | 20 | — | 15 | — | 10 | — | 10 | | |
| Address delay time | t_{AD} | — | 60 | — | 50 | — | 30 | — | 25 | | |
| Address hold time | t_{AH} | 25 | — | 20 | — | 10 | — | 10 | — | | |
| Address strobe delay time | t_{ASD} | — | 60 | — | 50 | — | 30 | — | 25 | | |
| Write strobe delay time | t_{WSD} | — | 60 | — | 50 | — | 30 | — | 25 | | |
| Strobe delay time | t_{SD} | — | 60 | — | 50 | — | 30 | — | 25 | | |
| Write data strobe pulse width 1 | t_{WSW1*} | 85 | — | 40 | — | 35 | — | 32 | — | | |
| Write data strobe pulse width 2 | t_{WSW2*} | 150 | — | 90 | — | 65 | — | 62 | — | | |
| Address setup time 1 | t_{AS1} | 20 | — | 15 | — | 10 | — | 10 | — | | |
| Address setup time 2 | t_{AS2} | 80 | — | 45 | — | 40 | — | 38 | — | | |

| Item | Symbol | Condition A | | Condition B | | Condition C | | | | Unit | Test Conditions |
|------------------------------|-------------|-------------|-----|-------------|-----|-------------|-----|--------|-----|------|-----------------|
| | | 8 MHz | | 13 MHz | | 16 MHz | | 18 MHz | | | |
| | | Min | Max | Min | Max | Min | Max | Min | Max | | |
| Read data setup time | t_{RDS} | 50 | — | 30 | — | 20 | — | 15 | — | ns | Figure 22.7, |
| Read data hold time | t_{RDH} | 0 | — | 0 | — | 0 | — | 0 | — | | Figure 22.8 |
| Write data delay time | t_{WDD} | — | 75 | — | 75 | — | 60 | — | 55 | | |
| Write data setup time 1 | t_{WDS1} | 60 | — | 20 | — | 15 | — | 10 | — | | |
| Write data setup time 2 | t_{WDS2} | 5 | — | -10 | — | -5 | — | -10 | — | | |
| Write data hold time | t_{WDH} | 25 | — | 15 | — | 20 | — | 20 | — | | |
| Read data access time 1 | t_{ACC1*} | — | 120 | — | 60 | — | 60 | — | 50 | | |
| Read data access time 2 | t_{ACC2*} | — | 240 | — | 140 | — | 120 | — | 105 | | |
| Read data access time 3 | t_{ACC3*} | — | 70 | — | 30 | — | 30 | — | 20 | | |
| Read data access time 4 | t_{ACC4*} | — | 180 | — | 100 | — | 95 | — | 80 | | |
| Precharge time | t_{PCH*} | 85 | — | 55 | — | 45 | — | 40 | — | | |
| Wait setup time | t_{WTS} | 40 | — | 40 | — | 25 | — | 25 | — | ns | Figure 22.9 |
| Wait hold time | t_{WTH} | 10 | — | 10 | — | 5 | — | 5 | — | | |
| Bus request setup time | t_{BRQS} | 40 | — | 40 | — | 40 | — | 40 | — | ns | Figure 22.21 |
| Bus acknowledge delay time 1 | t_{BACD1} | — | 60 | — | 50 | — | 30 | — | 30 | | |
| Bus acknowledge delay time 2 | t_{BACD2} | — | 60 | — | 50 | — | 30 | — | 30 | | |
| Bus-floating time | t_{BZD} | — | 70 | — | 70 | — | 40 | — | 40 | | |

Note: * At 8 MHz, the times below depend as indicated on the clock cycle time.

$$t_{ACC1} = 1.5 \times t_{CYC} - 68 \text{ (ns)}$$

$$t_{WSW1} = 1.0 \times t_{CYC} - 40 \text{ (ns)}$$

$$t_{ACC2} = 2.5 \times t_{CYC} - 73 \text{ (ns)}$$

$$t_{WSW2} = 1.5 \times t_{CYC} - 38 \text{ (ns)}$$

$$t_{ACC3} = 1.0 \times t_{CYC} - 55 \text{ (ns)}$$

$$t_{PCH} = 1.0 \times t_{CYC} - 40 \text{ (ns)}$$

$$t_{ACC4} = 2.0 \times t_{CYC} - 70 \text{ (ns)}$$

At 13 MHz, the times below depend as indicated on the clock cycle time.

$$t_{ACC1} = 1.5 \times t_{CYC} - 56 \text{ (ns)}$$

$$t_{WSW1} = 1.0 \times t_{CYC} - 37 \text{ (ns)}$$

$$t_{ACC2} = 2.5 \times t_{CYC} - 53 \text{ (ns)}$$

$$t_{WSW2} = 1.5 \times t_{CYC} - 26 \text{ (ns)}$$

$$t_{ACC3} = 1.0 \times t_{CYC} - 47 \text{ (ns)}$$

$$t_{PCH} = 1.0 \times t_{CYC} - 32 \text{ (ns)}$$

$$t_{ACC4} = 2.0 \times t_{CYC} - 54 \text{ (ns)}$$

At 16 MHz, the times below depend as indicated on the clock cycle time.

$$t_{ACC1} = 1.5 \times t_{CYC} - 34 \text{ (ns)}$$

$$t_{WSW1} = 1.0 \times t_{CYC} - 28 \text{ (ns)}$$

$$t_{ACC2} = 2.5 \times t_{CYC} - 37 \text{ (ns)}$$

$$t_{WSW2} = 1.5 \times t_{CYC} - 29 \text{ (ns)}$$

$$t_{ACC3} = 1.0 \times t_{CYC} - 33 \text{ (ns)}$$

$$t_{PCH} = 1.0 \times t_{CYC} - 28 \text{ (ns)}$$

$$t_{ACC4} = 2.0 \times t_{CYC} - 30 \text{ (ns)}$$

At 18 MHz, the times below depend as indicated on the clock cycle time.

$$\begin{aligned} t_{ACC1} &= 1.5 \times t_{CYC} - 34 \text{ (ns)} & t_{WSW1} &= 1.0 \times t_{CYC} - 24 \text{ (ns)} \\ t_{ACC2} &= 2.5 \times t_{CYC} - 34 \text{ (ns)} & t_{WSW2} &= 1.5 \times t_{CYC} - 22 \text{ (ns)} \\ t_{ACC3} &= 1.0 \times t_{CYC} - 36 \text{ (ns)} & t_{PCH} &= 1.0 \times t_{CYC} - 21 \text{ (ns)} \\ t_{ACC4} &= 2.0 \times t_{CYC} - 31 \text{ (ns)} & & \end{aligned}$$

Table 22.6 Refresh Controller Bus Timing

Condition A: $V_{CC} = 2.7 \text{ V to } 5.5 \text{ V}$, $AV_{CC} = 2.7 \text{ V to } 5.5 \text{ V}$, $V_{REF} = 2.7 \text{ V to } AV_{CC}$,
 $V_{SS} = AV_{SS} = 0 \text{ V}$, $\phi = 1 \text{ MHz to } 8 \text{ MHz}$, $T_a = -20^\circ\text{C to } +75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to } +85^\circ\text{C}$ (wide-range specifications)

Condition B: $V_{CC} = 3.15 \text{ V to } 5.5 \text{ V}$, $AV_{CC} = 3.15 \text{ V to } 5.5 \text{ V}$, $V_{REF} = 3.15 \text{ V to } AV_{CC}$,
 $V_{SS} = AV_{SS} = 0 \text{ V}$, $\phi = 1 \text{ MHz to } 13 \text{ MHz}$, $T_a = -20^\circ\text{C to } +75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to } +85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0 \text{ V} \pm 10\%$, $AV_{CC} = 5.0 \text{ V} \pm 10\%$, $V_{REF} = 4.5 \text{ V to } AV_{CC}$,
 $V_{SS} = AV_{SS} = 0 \text{ V}$, $\phi = 1 \text{ MHz to } 18 \text{ MHz}$, $T_a = -20^\circ\text{C to } +75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to } +85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition B | | Condition C | | Unit | Test Conditions | | |
|----------------------------|------------|-------------|-----|-------------|-----|-------------|-----|------|-----------------|--------|------------------------------------|
| | | 8 MHz | | 13 MHz | | 16 MHz | | | | 18 MHz | |
| | | Min | Max | Min | Max | Min | Max | | | Min | Max |
| RAS delay time 1 | t_{RAD1} | — | 60 | — | 50 | — | 30 | — | 30 | ns | Figure 22.10 to Figure 22.16 |
| RAS delay time 2 | t_{RAD2} | — | 60 | — | 50 | — | 30 | — | 30 | | |
| RAS delay time 3 | t_{RAD3} | — | 60 | — | 50 | — | 30 | — | 30 | | |
| Row address hold time* | t_{RAH} | 25 | — | 20 | — | 15 | — | 15 | — | | |
| RAS precharge time* | t_{RP} | 85 | — | 55 | — | 45 | — | 40 | — | | |
| CAS to RAS precharge time* | t_{CRP} | 85 | — | 55 | — | 45 | — | 40 | — | | |
| CAS pulse width | t_{CAS} | 100 | — | 55 | — | 40 | — | 35 | — | | |
| RAS access time* | t_{RAC} | — | 160 | — | 80 | — | 85 | — | 70 | | |
| Address access time | t_{AA} | — | 105 | — | 45 | — | 55 | — | 45 | | |
| CAS access time* | t_{CAC} | — | 50 | — | 30 | — | 30 | — | 25 | | |
| Write data setup time 3 | t_{WDS3} | 50 | — | 20 | — | 15 | — | 10 | — | | |
| CAS setup time* | t_{CSR} | 20 | — | 10 | — | 15 | — | 10 | — | | |
| Read strobe delay time | t_{RSD} | — | 60 | — | 50 | — | 30 | — | 30 | | |

Note: * At 8 MHz, the times below depend as indicated on the clock cycle time.

$$t_{RAH} = 0.5 \times t_{CYC} - 38 \text{ (ns)} \quad t_{CAC} = 1.0 \times t_{CYC} - 75 \text{ (ns)}$$

$$t_{RAC} = 2.0 \times t_{CYC} - 90 \text{ (ns)} \quad t_{CSR} = 0.5 \times t_{CYC} - 43 \text{ (ns)}$$

$$t_{RP} = t_{CRP} = 1.0 \times t_{CYC} - 40 \text{ (ns)}$$

At 13 MHz, the times below depend as indicated on the clock cycle time.

$$t_{RAH} = 0.5 \times t_{CYC} - 19 \text{ (ns)} \quad t_{CAC} = 1.0 \times t_{CYC} - 47 \text{ (ns)}$$

$$t_{RAC} = 2.0 \times t_{CYC} - 74 \text{ (ns)} \quad t_{CSR} = 0.5 \times t_{CYC} - 29 \text{ (ns)}$$

$$t_{RP} = t_{CRP} = 1.0 \times t_{CYC} - 22 \text{ (ns)}$$

At 16 MHz, the times below depend as indicated on the clock cycle time.

$$t_{RAH} = 0.5 \times t_{CYC} - 17 \text{ (ns)} \quad t_{CAC} = 1.0 \times t_{CYC} - 33 \text{ (ns)}$$

$$t_{RAC} = 2.0 \times t_{CYC} - 40 \text{ (ns)} \quad t_{CSR} = 0.5 \times t_{CYC} - 17 \text{ (ns)}$$

$$t_{RP} = t_{CRP} = 1.0 \times t_{CYC} - 18 \text{ (ns)}$$

At 18 MHz, the times below depend as indicated on the clock cycle time.

$$t_{RAH} = 0.5 \times t_{CYC} - 13 \text{ (ns)} \quad t_{CAC} = 1.0 \times t_{CYC} - 31 \text{ (ns)}$$

$$t_{RAC} = 2.0 \times t_{CYC} - 41 \text{ (ns)} \quad t_{CSR} = 0.5 \times t_{CYC} - 18 \text{ (ns)}$$

$$t_{RP} = t_{CRP} = 1.0 \times t_{CYC} - 16 \text{ (ns)}$$

Table 22.7 Control Signal Timing

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition B: $V_{CC} = 3.15\text{ V to }5.5\text{ V}$, $AV_{CC} = 3.15\text{ V to }5.5\text{ V}$, $V_{REF} = 3.15\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }13\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }18\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition B | | Condition C | | | | Unit | Test Conditions |
|--|--------------------|-------------|-----|-------------|-----|-------------|-----|--------|-----|------------------|-----------------|
| | | 8 MHz | | 13 MHz | | 16 MHz | | 18 MHz | | | |
| | | Min | Max | Min | Max | Min | Max | Min | Max | | |
| $\overline{\text{RES}}$ setup time | t_{RESS} | 200 | — | 200 | — | 200 | — | 200 | — | ns | Figure 22.18 |
| $\overline{\text{RES}}$ pulse width | t_{RESW} | 10 | — | 10 | — | 10 | — | 10 | — | t_{CYC} | |
| Mode programming setup time | t_{MDS} | 200 | — | 200 | — | 200 | — | 200 | — | ns | |
| $\overline{\text{RESO}}$ output delay time | t_{RESD} | — | 100 | — | 100 | — | 100 | — | 100 | ns | Figure 22.19 |
| $\overline{\text{RESO}}$ output pulse width | t_{RESOW} | 132 | — | 132 | — | 132 | — | 132 | — | t_{CYC} | |
| NMI setup time (NMI, $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$) | t_{NMIS} | 200 | — | 200 | — | 150 | — | 150 | — | ns | Figure 22.20 |
| NMI hold time (NMI, $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$) | t_{NMIH} | 10 | — | 10 | — | 10 | — | 10 | — | | |
| Interrupt pulse width (NMI, $\overline{\text{IRQ}}_2$ to $\overline{\text{IRQ}}_0$ when exiting software standby mode) | t_{NMIW} | 200 | — | 200 | — | 200 | — | 200 | — | | |
| Clock oscillator settling time at reset (crystal) | t_{OSC1} | 20 | — | 20 | — | 20 | — | 20 | — | ms | Figure 22.22 |
| Clock oscillator settling time in software standby (crystal) | t_{OSC2} | 7 | — | 7 | — | 7 | — | 7 | — | ms | Figure 21.1 |

Table 22.8 Timing of On-Chip Supporting Modules

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition B: $V_{CC} = 3.15\text{ V to }5.5\text{ V}$, $AV_{CC} = 3.15\text{ V to }5.5\text{ V}$, $V_{REF} = 3.15\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }13\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }18\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition B | | Condition C | | | | Unit | Test Conditions | | | |
|------|---------------------------------------|-------------------|--------------------|-------------|-----|-------------|-----|--------|-----|------|-------------------|------------------|-------------------------------|------------------|
| | | 8 MHz | | 13 MHz | | 16 MHz | | 18 MHz | | | | | | |
| | | Min | Max | Min | Max | Min | Max | Min | Max | | | | | |
| DMAC | $\overline{\text{DREQ}}$ setup time | t_{DRQS} | 40 | — | 40 | — | 30 | — | 30 | — | ns | Figure 22.30 | | |
| | $\overline{\text{DREQ}}$ hold time | t_{DRQH} | 10 | — | 10 | — | 10 | — | 10 | — | | | | |
| | $\overline{\text{TEND}}$ delay time 1 | t_{TED1} | — | 100 | — | 100 | — | 50 | — | 50 | | | Figure 22.28, Figure 22.29 | |
| | $\overline{\text{TEND}}$ delay time 2 | t_{TED2} | — | 100 | — | 100 | — | 50 | — | 50 | | | | |
| ITU | Timer output delay time | t_{TOCD} | — | 100 | — | 100 | — | 100 | — | 100 | ns | Figure 22.24 | | |
| | Timer input setup time | t_{TICS} | 50 | — | 50 | — | 50 | — | 50 | — | | | | |
| | Timer clock input setup time | t_{TCKS} | 50 | — | 50 | — | 50 | — | 50 | — | | | Figure 22.25 | |
| | Timer clock pulse width | Single edge | t_{TCKWH} | 1.5 | — | 1.5 | — | 1.5 | — | 1.5 | — | | | t_{CYC} |
| | | Both edges | t_{TCKWL} | 2.5 | — | 2.5 | — | 2.5 | — | 2.5 | — | | | |
| SCI | Input clock cycle | Asynchronous | t_{SCYC} | 4 | — | 4 | — | 4 | — | 4 | — | t_{CYC} | Figure 22.26 | |
| | | Synchronous | t_{SCYC} | 6 | — | 6 | — | 6 | — | 6 | — | | | |
| | Input clock rise time | t_{SCKr} | — | 1.5 | — | 1.5 | — | 1.5 | — | 1.5 | | | | |
| | Input clock fall time | t_{SCKf} | — | 1.5 | — | 1.5 | — | 1.5 | — | 1.5 | | | | |
| | Input clock pulse width | t_{SCKW} | 0.4 | 0.6 | 0.4 | 0.6 | 0.4 | 0.6 | 0.4 | 0.6 | t_{SCYC} | | | |

| Item | Symbol | Condition A | | Condition B | | Condition C | | | | Unit | Test Conditions | |
|---------------|---------------------------------------|-------------|-----|-------------|-----|-------------|-----|--------|-----|------|-----------------|--------------|
| | | 8 MHz | | 13 MHz | | 16 MHz | | 18 MHz | | | | |
| | | Min | Max | Min | Max | Min | Max | Min | Max | | | |
| SCI | Transmit data delay time | t_{TXD} | — | 100 | — | 100 | — | 100 | — | 100 | ns | Figure 22.27 |
| | Receive data setup time (synchronous) | t_{RXS} | 100 | — | 100 | — | 100 | — | 100 | — | | |
| | Receive data hold time (synchronous) | t_{RXH} | 100 | — | 100 | — | 100 | — | 100 | — | | |
| Ports and TPC | Output data delay time | t_{PWD} | — | 100 | — | 100 | — | 100 | — | 100 | ns | Figure 22.23 |
| | Input data setup time | t_{PRS} | 50 | — | 50 | — | 50 | — | 50 | — | | |
| | Input data hold time | t_{PRH} | 50 | — | 50 | — | 50 | — | 50 | — | | |

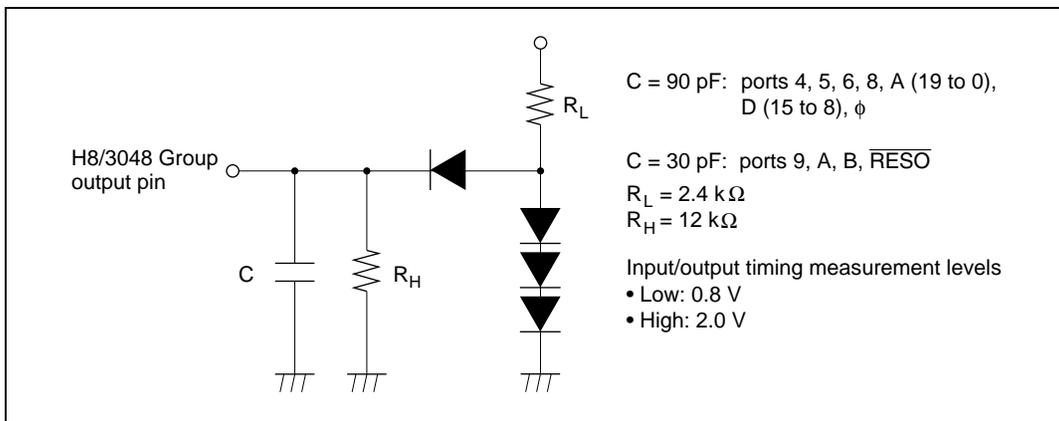


Figure 22.3 Output Load Circuit

22.1.4 A/D Conversion Characteristics

Table 22.9 lists the A/D conversion characteristics.

Table 22.9 A/D Converter Characteristics

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition B: $V_{CC} = 3.15\text{ V to }5.5\text{ V}$, $AV_{CC} = 3.15\text{ V to }5.5\text{ V}$, $V_{REF} = 3.15\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }13\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }18\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Condition A | | | Condition B | | | Condition C | | | | Unit | | |
|-------------------------------------|-------------|-----|-----------|-------------|-----|-----------|-------------|-----|-----------|--------|------|-----------|---------------|
| | 8 MHz | | | 13 MHz | | | 16 MHz | | | 18 MHz | | | |
| | Min | Typ | Max | Min | Typ | Max | Min | Typ | Max | Min | | Typ | Max |
| Resolution | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | bits |
| Conversion time | 16.75 | — | — | 10.31 | — | — | 8.375 | — | — | 7.45 | — | — | μs |
| Analog input capacitance | — | — | 20 | — | — | 20 | — | — | 20 | — | — | 20 | pF |
| Permissible signal-source impedance | — | — | 10^{*1} | — | — | 10^{*1} | — | — | 10^{*3} | — | — | 10^{*3} | k Ω |
| | — | — | 5^{*2} | — | — | 5^{*2} | — | — | 5^{*4} | — | — | 5^{*4} | |
| Nonlinearity error | — | — | ± 6.0 | — | — | ± 6.0 | — | — | ± 3.0 | — | — | ± 3.0 | LSB |
| Offset error | — | — | ± 4.0 | — | — | ± 4.0 | — | — | ± 2.0 | — | — | ± 2.0 | LSB |
| Full-scale error | — | — | ± 4.0 | — | — | ± 4.0 | — | — | ± 2.0 | — | — | ± 2.0 | LSB |
| Quantization error | — | — | ± 0.5 | — | — | ± 0.5 | — | — | ± 0.5 | — | — | ± 0.5 | LSB |
| Absolute accuracy | — | — | ± 8.0 | — | — | ± 8.0 | — | — | ± 4.0 | — | — | ± 4.0 | LSB |

- Notes: 1. The value is for $4.0 \leq AV_{CC} \leq 5.5$.
2. The value is for $2.7 \leq AV_{CC} \leq 4.0$.
3. The value is for $\phi \leq 12\text{ MHz}$.
4. The value is for $\phi > 12\text{ MHz}$.

22.1.5 D/A Conversion Characteristics

Table 22.10 lists the D/A conversion characteristics.

Table 22.10 D/A Converter Characteristics

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition B: $V_{CC} = 3.15\text{ V to }5.5\text{ V}$, $AV_{CC} = 3.15\text{ V to }5.5\text{ V}$, $V_{REF} = 3.15\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }13\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }18\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Condition A | | | Condition B | | | Condition C | | | | Unit | Test Conditions | | |
|-------------------|-------------|-----------|-----------|-------------|-----------|-----------|-------------|-----------|-----------|-----|-----------|-----------------|---------------|-----------------------------|
| | 8 MHz | | | 13 MHz | | | 16 MHz | | 18 MHz | | | | | |
| | Min | Typ | Max | Min | Typ | Max | Min | Typ | Max | Min | | | Typ | Max |
| Resolution | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | Bits | |
| Conversion time | — | — | 10 | — | — | 10 | — | — | 10 | — | — | 10 | μs | 20-pF capacitive load |
| Absolute accuracy | — | ± 2.0 | ± 3.0 | — | ± 2.0 | ± 3.0 | — | ± 1.0 | ± 1.5 | — | ± 1.0 | ± 1.5 | LSB | 2-M Ω resistive load |
| | — | — | ± 2.0 | — | — | ± 2.0 | — | — | ± 1.0 | — | — | ± 1.0 | LSB | 4-M Ω resistive load |

22.2 Electrical Characteristics of H8/3048F (Dual-Power Supply)

22.2.1 Absolute Maximum Ratings

Table 22.11 lists the absolute maximum ratings.

Table 22.11 Absolute Maximum Ratings

| Item | Symbol | Value | Unit |
|--|-----------|---------------------------------------|------|
| Power supply voltage | V_{CC} | -0.3 to +7.0 | V |
| Programming voltage | V_{PP} | -0.3 to +13.0 | V |
| Input voltage (except for MD ₂ and port 7) | V_{in} | -0.3 to $V_{CC} + 0.3$ | V |
| Input voltage (MD ₂) | V_{in} | -0.3 to +13.0 | V |
| Input voltage (port 7) | V_{in} | -0.3 to $AV_{CC} + 0.3$ | V |
| Reference voltage | V_{REF} | -0.3 to $AV_{CC} + 0.3$ | V |
| Analog power supply voltage | AV_{CC} | -0.3 to +7.0 | V |
| Analog input voltage | V_{AN} | -0.3 to $AV_{CC} + 0.3$ | V |
| Operating temperature | T_{opr} | Regular specifications: -20 to +75 | °C |
| | | Wide-range specifications: -40 to +85 | °C |
| Storage temperature | T_{stg} | -55 to +125 | °C |

Caution: Permanent damage to the chip may result if absolute maximum ratings are exceeded. Particularly, insure that peak overshoot at the V_{PP} and MD₂ pins does not exceed 13 V.

22.2.2 DC Characteristics

Table 22.12 lists the DC characteristics. Table 22.13 lists the permissible output currents.

Table 22.12 DC Characteristics (1)

Conditions: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}^{*1}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications),
 $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions | |
|---|---|---------------------|---------------------|-----|---------------------|-----------------|---|
| Schmitt trigger input voltages | Port A, P8 ₂ to P8 ₀ , PB ₃ to PB ₀ | V_{T^-} | 1.0 | — | — | V | |
| | | V_{T^+} | — | — | $V_{CC} \times 0.7$ | V | |
| | | $V_{T^+} - V_{T^-}$ | 0.4 | — | — | V | |
| Input high voltage | RES, STBY, NMI, MD ₂ to MD ₀ | V_{IH} | $V_{CC} - 0.7$ | — | $V_{CC} + 0.3$ | V | |
| | EXTAL | | $V_{CC} \times 0.7$ | — | $V_{CC} + 0.3$ | V | |
| | Port 7 | | 2.0 | — | $AV_{CC} + 0.3$ | V | |
| | Ports 1 to 6, 9, P8 ₄ , P8 ₃ , PB ₇ to PB ₄ | | 2.0 | — | $V_{CC} + 0.3$ | V | |
| Input low voltage | RES, STBY, MD ₂ to MD ₀ | V_{IL} | -0.3 | — | 0.5 | V | |
| | NMI, EXTAL, ports 1 to 7, 9, P8 ₄ , P8 ₃ , PB ₇ to PB ₄ | | -0.3 | — | 0.8 | V | |
| Output high voltage | All output pins | V_{OH} | $V_{CC} - 0.5$ | — | — | V | $I_{OH} = -200\ \mu\text{A}$ |
| | | | 3.5 | — | — | V | $I_{OH} = -1\ \text{mA}$ |
| Output low voltage | All output pins (except RES ₀) | V_{OL} | — | — | 0.4 | V | $I_{OL} = 1.6\ \text{mA}$ |
| | | | — | — | 1.0 | V | $I_{OL} = 10\ \text{mA}$ |
| | | | — | — | 0.4 | V | $I_{OL} = 2.6\ \text{mA}$ |
| High voltage (12 V) application criterion level ^{*5} | RES ₀ /V _{PP} MD2 | V_H | $V_{CC} + 2.0$ | — | 11.4 | V | $V_{CC} = 4.5\text{ V to }5.5\text{ V}$ |

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions |
|---|--|------------------|-----|------|------|------|--|
| Input leakage current | STBY, NMI, RES, MD ₁ , MD ₀ | I _{in} | — | — | 1.0 | μA | V _{in} = 0.5 to V _{CC} - 0.5 V |
| | MD ₂ | | — | — | 10.0 | μA | V _{in} = 0.5 to V _{CC} + 0.5 V |
| | MD ₂ | | — | — | 50.0 | μA | V _{in} = V _{CC} + 0.5 to 12.6 V |
| | Port 7 | | — | — | 1.0 | μA | V _{in} = 0.5 to AV _{CC} - 0.5 V |
| Three-state leakage current (off state) | Ports 1 to 6, 8 to B | I _{TSI} | — | — | 1.0 | μA | V _{in} = 0.5 to V _{CC} - 0.5 V |
| | RES0/V _{PP} | | — | — | 20.0 | mA | V _{CC} to 5 V < V _{in} ≤ 12.6 V |
| | | | — | — | 10.0 | μA | 0.5 V ≤ V _{in} ≤ V _{CC} to 0.5 V |
| Input pull-up current | Ports 2, 4, and 5 | -I _P | 50 | — | 300 | μA | V _{in} = 0 V |
| Input capacitance | NMI | C _{in} | — | — | 50 | pF | V _{IN} = 0 V |
| | All input pins except NMI | | — | — | 15 | pF | f = 1 MHz T _a = 25°C |
| Current dissipation*2 | Normal operation | I _{CC} | — | 50 | 65 | mA | f = 16 MHz |
| | Sleep mode | | — | 35 | 50 | mA | f = 16 MHz |
| | Module standby mode*4 | | — | 20 | 25 | mA | f = 16 MHz |
| | Standby mode*3 | | — | 0.01 | 5.0 | μA | T _a ≤ 50°C |
| | | | — | — | 20.0 | μA | 50°C < T _a |
| Analog power supply current | During A/D conversion | AI _{CC} | — | 1.2 | 2.0 | mA | |
| | During A/D and D/A conversion | | — | 1.2 | 2.0 | mA | |
| | Idle | | — | 0.01 | 5.0 | μA | DASTE = 0 |
| Reference current | During A/D conversion | AI _{CC} | — | 0.3 | 0.6 | mA | V _{REF} = 5.0 V |
| | During A/D and D/A conversion | | — | 1.3 | 3.0 | mA | |
| | Idle | | — | 0.01 | 5.0 | μA | DASTE = 0 |

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions | |
|-----------------------------|-------------------|-----------------|-----|-----|------|-----------------|--------------------------|
| V _{PP} pin current | Read output | I _{PP} | — | — | 10 | μA | V _{PP} = 5.0 V |
| | | | — | 10 | 20 | mA | V _{PP} = 12.6 V |
| | Program execution | — | 20 | 40 | mA | | |
| | Erase | — | 20 | 40 | mA | | |
| RAM standby voltage | V _{RAM} | 2.0 | — | — | V | | |

- Notes:
1. If the A/D and D/A converters are not used, do not leave the AV_{CC}, AV_{SS}, and V_{REF} pins open. Connect AV_{CC} and V_{REF} to V_{CC}, and connect AV_{SS} to V_{SS}.
 2. Current dissipation values are for V_{IHmin} = V_{CC} – 0.5 V and V_{ILmax} = 0.5 V with all output pins unloaded and the on-chip pull-up transistors in the off state.
 3. The values are for V_{RAM} ≤ V_{CC} < 4.5 V, V_{IHmin} = V_{CC} × 0.9, and V_{ILmax} = 0.3 V.
 4. Module standby current values apply in sleep mode with all modules halted.
 5. The high-voltage application criterion level is as shown above. However, in boot mode and during flash memory write and erase it should be set at 12.0 V ±0.6 V.

Table 22.12 DC Characteristics (2)

Conditions: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}^{*1}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications),
 $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions |
|---|--|---------------------|----------------------|-----|----------------------------|--------|--|
| Schmitt trigger input voltages | Port A, | V_{T^-} | $V_{CC} \times 0.2$ | — | — | V | |
| | P8 ₂ to P8 ₀ , PB ₃ to PB ₀ | V_{T^+} | — | — | $V_{CC} \times 0.7$ | V | |
| | | $V_{T^+} - V_{T^-}$ | $V_{CC} \times 0.07$ | — | — | V | |
| Input high voltage | \overline{RES} , \overline{STBY} , NMI, MD ₂ to MD ₀ | V_{IH} | $V_{CC} \times 0.9$ | — | $V_{CC} + 0.3$ | V | |
| | EXTAL | | $V_{CC} \times 0.7$ | — | $V_{CC} + 0.3$ | V | |
| | Port 7 | | $V_{CC} \times 0.7$ | — | $AV_{CC} + 0.3$ | V | |
| | Ports 1 to 6, 9, P8 ₄ , P8 ₃ , PB ₇ to PB ₄ | | $V_{CC} \times 0.7$ | — | $V_{CC} + 0.3$ | V | |
| Input low voltage | \overline{RES} , \overline{STBY} , MD ₂ to MD ₀ | V_{IL} | -0.3 | — | $V_{CC} \times 0.1$ | V | |
| | NMI, EXTAL, ports 1 to 7, 9, P8 ₄ , P8 ₃ , PB ₇ to PB ₄ | | -0.3 | — | $V_{CC} \times 0.2$ 0.8 | V V | $V_{CC} < 4.0\text{ V}$ $V_{CC} = 4.0\text{ V to }5.5\text{ V}$ |
| Output high voltage | All output pins | V_{OH} | $V_{CC} - 0.5$ | — | — | V | $I_{OH} = -200\ \mu\text{A}$ |
| | | | $V_{CC} - 1.0$ | — | — | V | $I_{OH} = -1\text{ mA}$ |
| Output low voltage | All output pins (except \overline{RESO}) | V_{OL} | — | — | 0.4 | V | $I_{OL} = 1.6\text{ mA}$ |
| | | | — | — | 1.0 | V | $V_{CC} \leq 4\text{ V}$ $I_{OL} = 5\text{ mA}$, $4\text{ V} < V_{CC} \leq 5.5\text{ V}$ $I_{OL} = 10\text{ mA}$ |
| | \overline{RESO} | | — | — | 0.4 | V | $I_{OL} = 1.6\text{ mA}$ |
| High voltage (12 V) application criterion level ^{*6} | \overline{RESO}/V_{PP} MD2 | V_H | $V_{CC} + 2.0$ | — | 11.4 | V | $V_{CC} = 2.7\text{ V to }5.5\text{ V}$ |

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions |
|---|---|---------------|-----|------------|---|---|
| Input leakage current | STBY, NMI, RES, MD ₁ , MD ₀ | $ I_{in} $ | — | — | 1.0 | μA $V_{in} = 0.5$ to $V_{CC} - 0.5$ V |
| | MD ₂ | — | — | 10.0 | μA $V_{in} = 0.5$ to $V_{CC} + 0.5$ V | |
| | MD ₂ | — | — | 50.0 | μA $V_{in} = V_{CC} + 0.5$ to 12.6 V | |
| | Port 7 | — | — | 1.0 | μA $V_{in} = 0.5$ to $AV_{CC} - 0.5$ V | |
| Three-state leakage current (off state) | Ports 1 to 6, 8 to B | $ I_{TSI} $ | — | — | 1.0 | μA $V_{in} = 0.5$ to $V_{CC} - 0.5$ V |
| | RESO/ V_{PP} | — | — | 20.0 | mA $V_{CC} + 0.5 < V_{in} \leq 12.6$ | |
| | | — | — | 10.0 | μA $0.5 \leq V_{in} \leq V_{CC} + 0.5\text{V}$ | |
| Input pull-up current | Ports 2, 4, and 5 | $-I_P$ | 10 | — | 300 | μA $V_{CC} = 2.7$ V to 5.5 V, $V_{in} = 0$ V |
| Input capacitance | NMI | C_{in} | — | — | 50 | pF $V_{in} = 0$ V |
| | All input pins except NMI | — | — | — | 15 | pF $f = 1$ MHz $T_a = 25^\circ\text{C}$ |
| Current dissipation * ₂ | Normal operation | I_{CC}^{*4} | — | 12 (3.0 V) | 35 (5.5 V) | mA $f = 8$ MHz |
| | Sleep mode | — | — | 8 (3.0 V) | 25 (5.5 V) | mA $f = 8$ MHz |
| | Module standby mode * ₅ | — | — | 5 (3.0 V) | 14 (5.5 V) | mA $f = 8$ MHz |
| | Standby mode * ₃ | — | — | 0.01 | 5.0 | μA $T_a \leq 50^\circ\text{C}$ |
| | | — | — | — | 20.0 | μA $50^\circ\text{C} < T_a$ |
| Analog power supply current | During A/D conversion | $A_{I_{CC}}$ | — | 0.4 | 1.0 | mA $AV_{CC} = 3.0$ V |
| | | | — | 1.2 | — | mA $AV_{CC} = 5.0$ V |
| | During A/D and D/A conversion | | — | 0.4 | 1.0 | mA $AV_{CC} = 3.0$ V |
| | | | — | 1.2 | — | mA $AV_{CC} = 5.0$ V |
| | Idle | | — | 0.01 | 5.0 | μA DASTE = 0 |
| Reference current | During A/D conversion | $A_{I_{CC}}$ | — | 0.2 | 0.4 | mA $V_{REF} = 3.0$ V |
| | | | — | 0.3 | — | mA $V_{REF} = 5.0$ V |
| | During A/D and D/A conversion | | — | 0.8 | 2.0 | mA $V_{REF} = 3.0$ V |
| | | | — | 1.3 | — | mA $V_{REF} = 5.0$ V |
| | Idle | | — | 0.01 | 5.0 | μA DASTE = 0 |

| Item | | Symbol | Min | Typ | Max | Unit | Test Conditions |
|-----------------------------|-------------------|------------------|-----|-----|-----|------|--------------------------|
| V _{PP} pin current | Read output | I _{PP} | — | — | 10 | μA | V _{PP} = 5.0 V |
| | | | — | 10 | 20 | mA | |
| | Program execution | | — | 20 | 40 | mA | V _{PP} = 12.6 V |
| | | | — | 20 | 40 | mA | |
| RAM standby voltage | | V _{RAM} | 2.0 | — | — | V | |

- Notes:
1. If the A/D and D/A converters are not used, do not leave the AV_{CC}, AV_{SS}, and V_{REF} pins open. Connect AV_{CC} and V_{REF} to V_{CC}, and connect AV_{SS} to V_{SS}.
 2. Current dissipation values are for V_{IHmin} = V_{CC} – 0.5 V and V_{ILmax} = 0.5 V with all output pins unloaded and the on-chip pull-up transistors in the off state.
 3. The values are for V_{RAM} ≤ V_{CC} < 2.7 V, V_{IHmin} = V_{CC} × 0.9, and V_{ILmax} = 0.3 V.
 4. I_{CC} depends on V_{CC} and f as follows:

| | |
|---|-----------------------|
| I _{CCmax} = 3.0 (mA) + 0.75 (mA/MHz · V) × V _{CC} × f | [normal mode] |
| I _{CCmax} = 3.0 (mA) + 0.55 (mA/MHz · V) × V _{CC} × f | [sleep mode] |
| I _{CCmax} = 3.0 (mA) + 0.25 (mA/MHz · V) × V _{CC} × f | [module standby mode] |
 5. Module standby current values apply in sleep mode with all modules halted.
 6. The high-voltage application criterion level is as shown above. However, in boot mode and during flash memory write and erase it should be set at 12.0 V ± 0.6 V.

Table 22.13 Permissible Output Currents

Conditions: V_{CC} = 2.7 V to 5.5 V, AV_{CC} = 2.7 V to 5.5 V, V_{REF} = 2.7 V to AV_{CC},
 V_{SS} = AV_{SS} = 0 V, T_a = –20°C to +75°C (regular specifications),
 T_a = –40°C to +85°C (wide-range specifications)

| Item | | Symbol | Min | Typ | Max | Unit |
|---|---|------------------|-----|-----|-----|------|
| Permissible output low current (per pin) | Ports 1, 2, 5, and B | I _{OL} | — | — | 10 | mA |
| | Other output pins | | — | — | 2.0 | mA |
| Permissible output low current (total) | Total of 28 pins in ports 1, 2, 5, and B | ΣI _{OL} | — | — | 80 | mA |
| | Total of all output pins, including the above | | — | — | 120 | mA |
| Permissible output high current (per pin) | All output pins | I _{OH} | — | — | 2.0 | mA |
| Permissible output high current (total) | Total of all output pins | ΣI _{OH} | — | — | 40 | mA |

- Notes:
1. To protect chip reliability, do not exceed the output current values in table 22.13.
 2. When driving a darlington pair or LED, always insert a current-limiting resistor in the output line, as shown in figures 22.4 and 22.5.

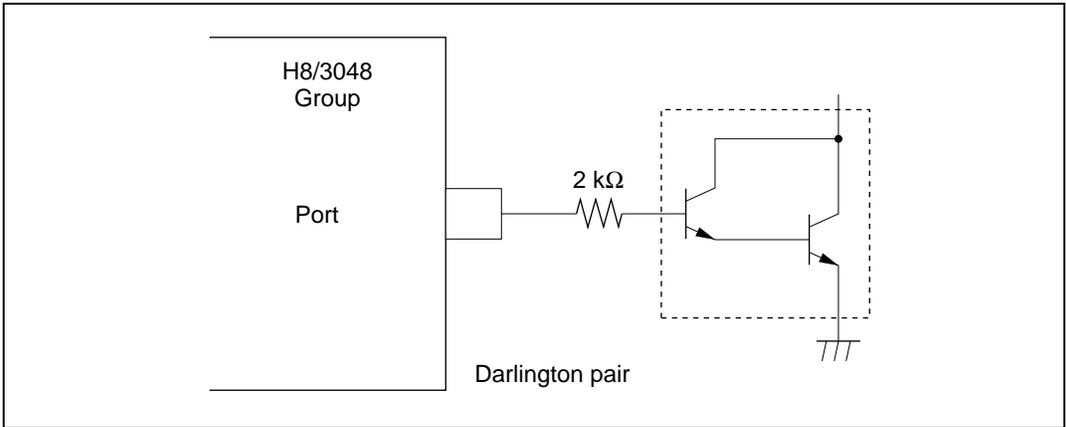


Figure 22.4 Darlington Pair Drive Circuit (Example)

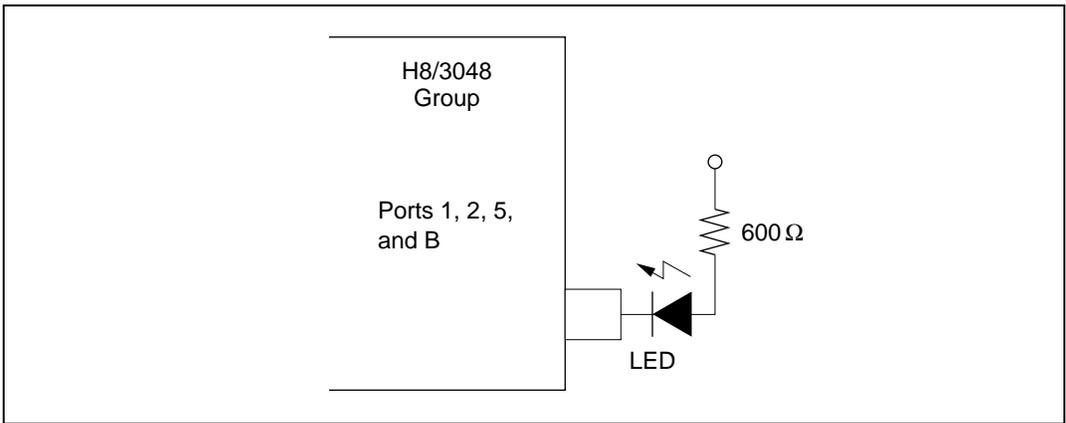


Figure 22.5 LED Drive Circuit (Example)

22.2.3 AC Characteristics

Bus timing parameters are listed in table 22.14. Refresh controller bus timing parameters are listed in table 22.15. Control signal timing parameters are listed in table 22.16. Timing parameters of the on-chip supporting modules are listed in table 22.17.

Table 22.14 Bus Timing

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition C | | Unit | Test Conditions |
|---------------------------------|-------------|-------------|------|-------------|------|------|-----------------------------|
| | | 8 MHz | | 16 MHz | | | |
| | | Min | Max | Min | Max | | |
| Clock cycle time | t_{CYC} | 125 | 1000 | 62.5 | 1000 | ns | Figure 22.7, Figure 22.8 |
| Clock pulse low width | t_{CL} | 40 | — | 20 | — | | |
| Clock pulse high width | t_{CH} | 40 | — | 20 | — | | |
| Clock rise time | t_{CR} | — | 20 | — | 10 | | |
| Clock fall time | t_{CF} | — | 20 | — | 10 | | |
| Address delay time | t_{AD} | — | 60 | — | 30 | | |
| Address hold time | t_{AH} | 25 | — | 10 | — | | |
| Address strobe delay time | t_{ASD} | — | 60 | — | 30 | | |
| Write strobe delay time | t_{WSD} | — | 60 | — | 30 | | |
| Strobe delay time | t_{SD} | — | 60 | — | 30 | | |
| Write data strobe pulse width 1 | t_{WSW1*} | 85 | — | 35 | — | | |
| Write data strobe pulse width 2 | t_{WSW2*} | 150 | — | 65 | — | | |
| Address setup time 1 | t_{AS1} | 20 | — | 10 | — | | |
| Address setup time 2 | t_{AS2} | 80 | — | 40 | — | | |
| Read data setup time | t_{RDS} | 50 | — | 20 | — | | |
| Read data hold time | t_{RDH} | 0 | — | 0 | — | | |

| Item | Symbol | Condition A | | Condition C | | Unit | Test Conditions |
|------------------------------|-------------|-------------|-----|-------------|-----|------|-----------------|
| | | 8 MHz | | 16 MHz | | | |
| | | Min | Max | Min | Max | | |
| Write data delay time | t_{WDD} | — | 75 | — | 60 | ns | Figure 22.7, |
| Write data setup time 1 | t_{WDS1} | 60 | — | 15 | — | | Figure 22.8 |
| Write data setup time 2 | t_{WDS2} | 5 | — | –5 | — | | |
| Write data hold time | t_{WDH} | 25 | — | 20 | — | | |
| Read data access time 1 | t_{ACC1*} | — | 120 | — | 60 | | |
| Read data access time 2 | t_{ACC2*} | — | 240 | — | 120 | | |
| Read data access time 3 | t_{ACC3*} | — | 70 | — | 30 | | |
| Read data access time 4 | t_{ACC4*} | — | 180 | — | 95 | | |
| Precharge time | t_{PCH*} | 85 | — | 45 | — | | |
| Wait setup time | t_{WTS} | 40 | — | 25 | — | ns | Figure 22.9 |
| Wait hold time | t_{WTH} | 10 | — | 5 | — | | |
| Bus request setup time | t_{BRQS} | 40 | — | 40 | — | ns | Figure 22.21 |
| Bus acknowledge delay time 1 | t_{BACD1} | — | 60 | — | 30 | | |
| Bus acknowledge delay time 2 | t_{BACD2} | — | 60 | — | 30 | | |
| Bus-floating time | t_{BZD} | — | 70 | — | 40 | | |

Note: * At 8 MHz, the times below depend as indicated on the clock cycle time.

$$t_{ACC1} = 1.5 \times t_{CYC} - 68 \text{ (ns)}$$

$$t_{WSW1} = 1.0 \times t_{CYC} - 40 \text{ (ns)}$$

$$t_{ACC2} = 2.5 \times t_{CYC} - 73 \text{ (ns)}$$

$$t_{WSW2} = 1.5 \times t_{CYC} - 38 \text{ (ns)}$$

$$t_{ACC3} = 1.0 \times t_{CYC} - 55 \text{ (ns)}$$

$$t_{PCH} = 1.0 \times t_{CYC} - 40 \text{ (ns)}$$

$$t_{ACC4} = 2.0 \times t_{CYC} - 70 \text{ (ns)}$$

At 16 MHz, the times below depend as indicated on the clock cycle time.

$$t_{ACC1} = 1.5 \times t_{CYC} - 34 \text{ (ns)}$$

$$t_{WSW1} = 1.0 \times t_{CYC} - 28 \text{ (ns)}$$

$$t_{ACC2} = 2.5 \times t_{CYC} - 37 \text{ (ns)}$$

$$t_{WSW2} = 1.5 \times t_{CYC} - 29 \text{ (ns)}$$

$$t_{ACC3} = 1.0 \times t_{CYC} - 33 \text{ (ns)}$$

$$t_{PCH} = 1.0 \times t_{CYC} - 28 \text{ (ns)}$$

$$t_{ACC4} = 2.0 \times t_{CYC} - 30 \text{ (ns)}$$

Table 22.15 Refresh Controller Bus Timing

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition C | | Unit | Test Conditions |
|----------------------------|------------|-------------|-----|-------------|-----|------|------------------------------|
| | | 8 MHz | | 16 MHz | | | |
| | | Min | Max | Min | Max | | |
| RAS delay time 1 | t_{RAD1} | — | 60 | — | 30 | ns | Figure 22.10 to Figure 22.16 |
| RAS delay time 2 | t_{RAD2} | — | 60 | — | 30 | | |
| RAS delay time 3 | t_{RAD3} | — | 60 | — | 30 | | |
| Row address hold time* | t_{RAH} | 25 | — | 15 | — | | |
| RAS precharge time* | t_{RP} | 85 | — | 45 | — | | |
| CAS to RAS precharge time* | t_{CRP} | 85 | — | 45 | — | | |
| CAS pulse width | t_{CAS} | 100 | — | 40 | — | | |
| RAS access time* | t_{RAC} | — | 160 | — | 85 | | |
| Address access time | t_{AA} | — | 105 | — | 55 | | |
| CAS access time* | t_{CAC} | — | 50 | — | 30 | | |
| Write data setup time 3 | t_{WDS3} | 50 | — | 15 | — | | |
| CAS setup time* | t_{CSR} | 20 | — | 15 | — | | |
| Read strobe delay time | t_{RSD} | — | 60 | — | 30 | | |

Note: * At 8 MHz, the times below depend as indicated on the clock cycle time.

$$t_{RAH} = 0.5 \times t_{CYC} - 38 \text{ (ns)} \quad t_{CAC} = 1.0 \times t_{CYC} - 75 \text{ (ns)}$$

$$t_{RAC} = 2.0 \times t_{CYC} - 90 \text{ (ns)} \quad t_{CSR} = 0.5 \times t_{CYC} - 43 \text{ (ns)}$$

$$t_{RP} = t_{CRP} = 1.0 \times t_{CYC} - 40 \text{ (ns)}$$

At 16 MHz, the times below depend as indicated on the clock cycle time.

$$t_{RAH} = 0.5 \times t_{CYC} - 17 \text{ (ns)} \quad t_{CAC} = 1.0 \times t_{CYC} - 33 \text{ (ns)}$$

$$t_{RAC} = 2.0 \times t_{CYC} - 40 \text{ (ns)} \quad t_{CSR} = 0.5 \times t_{CYC} - 17 \text{ (ns)}$$

$$t_{RP} = t_{CRP} = 1.0 \times t_{CYC} - 18 \text{ (ns)}$$

Table 22.16 Control Signal Timing

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition C | | Unit | Test Conditions |
|---|--------------------|-------------|-----|-------------|-----|------------------|-----------------|
| | | 8 MHz | | 16 MHz | | | |
| | | Min | Max | Min | Max | | |
| $\overline{\text{RES}}$ setup time | t_{RESS} | 200 | — | 200 | — | ns | Figure 22.18 |
| $\overline{\text{RES}}$ pulse width | t_{RESW} | 10 | — | 10 | — | t_{CYC} | |
| Mode programming setup time | t_{MDS} | 200 | — | 200 | — | ns | |
| $\overline{\text{RESO}}$ output delay time | t_{RESD} | — | 100 | — | 100 | ns | Figure 22.19 |
| $\overline{\text{RESO}}$ output pulse width | t_{RESOW} | 132 | — | 132 | — | t_{CYC} | |
| NMI setup time (NMI, $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$) | t_{NMIS} | 200 | — | 150 | — | ns | Figure 22.20 |
| NMI hold time (NMI, $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$) | t_{NMIH} | 10 | — | 10 | — | | |
| Interrupt pulse width (NMI, $\overline{\text{IRQ}}_2$ to $\overline{\text{IRQ}}_0$ when exiting software standby mode) | t_{NMIW} | 200 | — | 200 | — | | |
| Clock oscillator settling time at reset (crystal) | t_{OSC1} | 20 | — | 20 | — | ms | Figure 22.22 |
| Clock oscillator settling time in software standby (crystal) | t_{OSC2} | 7 | — | 7 | — | ms | Figure 21.1 |

Table 22.17 Timing of On-Chip Supporting Modules

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Condition A | | Condition C | | Unit | Test Conditions | | |
|---------------|---------------------------------------|--------------|-------------|-------------|-----|------|-----------------|--------------|--------------|
| | | 8 MHz | | 16 MHz | | | | | |
| | | Min | Max | Min | Max | | | | |
| DMAC | DREQ setup time | t_{DRQS} | 40 | — | 30 | — | ns | Figure 22.30 | |
| | DREQ hold time | t_{DRQH} | 10 | — | 10 | — | | | |
| | TEND delay time 1 | t_{TED1} | — | 100 | — | 50 | | Figure 22.28 | |
| | TEND delay time 2 | t_{TED2} | — | 100 | — | 50 | | Figure 22.29 | |
| ITU | Timer output delay time | t_{TOCD} | — | 100 | — | 100 | ns | Figure 22.24 | |
| | Timer input setup time | t_{TICS} | 50 | — | 50 | — | | | |
| | Timer clock input setup time | t_{TCKS} | 50 | — | 50 | — | | Figure 22.25 | |
| | Timer clock pulse width | Single edge | t_{TCKWH} | 1.5 | — | 1.5 | — | t_{CYC} | |
| Both edges | | t_{TCKWL} | 2.5 | — | 2.5 | — | | | |
| SCI | Input clock cycle | Asynchronous | t_{SCYC} | 4 | — | 4 | — | t_{CYC} | Figure 22.26 |
| | | Synchronous | t_{SCYC} | 6 | — | 6 | — | | |
| | Input clock rise time | t_{SCKr} | — | 1.5 | — | 1.5 | | | |
| | Input clock fall time | t_{SCKf} | — | 1.5 | — | 1.5 | | | |
| | Input clock pulse width | t_{SCKW} | 0.4 | 0.6 | 0.4 | 0.6 | t_{SCYC} | | |
| SCI | Transmit data delay time | t_{TXD} | — | 100 | — | 100 | ns | Figure 22.27 | |
| | Receive data setup time (synchronous) | t_{RXS} | 100 | — | 100 | — | | | |
| | Receive data hold time (synchronous) | Clock input | t_{RXH} | 100 | — | 100 | — | | |
| | | Clock output | t_{RXH} | 0 | — | 0 | — | | |
| Ports and TPC | Output data delay time | t_{PWD} | — | 100 | — | 100 | ns | Figure 22.23 | |
| | Input data setup time | t_{PRS} | 50 | — | 50 | — | | | |
| | Input data hold time | t_{PRH} | 50 | — | 50 | — | | | |

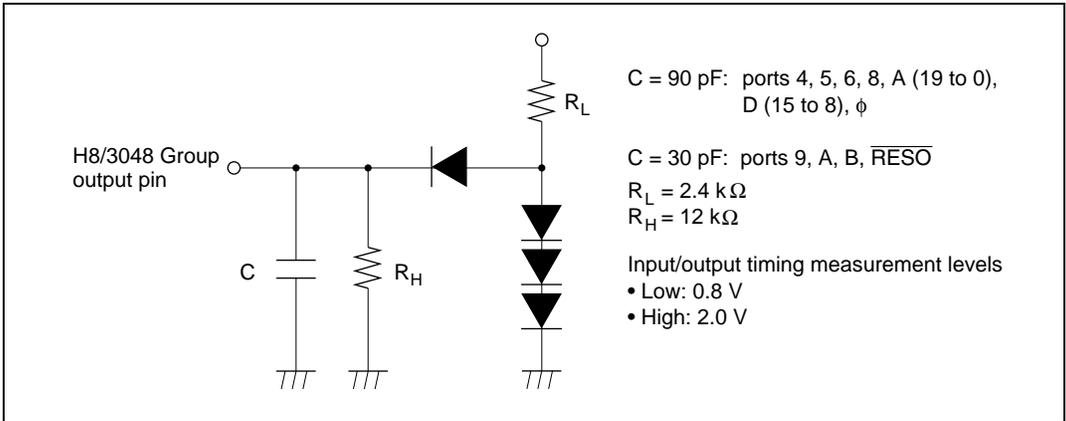


Figure 22.6 Output Load Circuit

22.2.4 A/D Conversion Characteristics

Table 22.18 lists the A/D conversion characteristics.

Table 22.18 A/D Converter Characteristics

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Condition A | | | Condition C | | | Unit |
|-------------------------------------|-------------|-----|------------------|-------------|-----|------------------|---------------|
| | 8 MHz | | | 16 MHz | | | |
| | Min | Typ | Max | Min | Typ | Max | |
| Resolution | 10 | 10 | 10 | 10 | 10 | 10 | bits |
| Conversion time | 16.75 | — | — | 8.375 | — | — | μs |
| Analog input capacitance | — | — | 20 | — | — | 20 | pF |
| Permissible signal-source impedance | — | — | 10 ^{*1} | — | — | 10 ^{*3} | k Ω |
| | — | — | 5 ^{*2} | — | — | 5 ^{*4} | |
| Nonlinearity error | — | — | ± 6.0 | — | — | ± 3.0 | LSB |
| Offset error | — | — | ± 4.0 | — | — | ± 2.0 | LSB |
| Full-scale error | — | — | ± 4.0 | — | — | ± 2.0 | LSB |
| Quantization error | — | — | ± 0.5 | — | — | ± 0.5 | LSB |
| Absolute accuracy | — | — | ± 8.0 | — | — | ± 4.0 | LSB |

- Notes: 1. The value is for $4.0 \leq AV_{CC} \leq 5.5$.
2. The value is for $2.7 \leq AV_{CC} < 4.0$.
3. The value is for $\phi \leq 12\text{ MHz}$.
4. The value is for $\phi > 12\text{ MHz}$.

22.2.5 D/A Conversion Characteristics

Table 22.19 lists the D/A conversion characteristics.

Table 22.19 D/A Converter Characteristics

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$ (regular
specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Condition A | | | Condition C | | | Unit | Test Conditions |
|-------------------|-------------|-----------|-----------|-------------|-----------|-----------|---------------|-----------------------------|
| | 8 MHz | | | 16 MHz | | | | |
| | Min | Typ | Max | Min | Typ | Max | | |
| Resolution | 8 | 8 | 8 | 8 | 8 | 8 | Bits | |
| Conversion time | — | — | 10 | — | — | 10 | μs | 20-pF capacitive load |
| Absolute accuracy | — | ± 2.0 | ± 3.0 | — | ± 1.0 | ± 1.5 | LSB | 2-M Ω resistive load |
| | — | — | ± 2.0 | — | — | ± 1.0 | LSB | 4-M Ω resistive load |

22.2.6 Flash Memory Characteristics

Table 22.20 lists the flash memory characteristics.

Table 22.20 Flash Memory

Condition A: $V_{CC} = 2.7\text{ V to }5.5\text{ V}$, $AV_{CC} = 2.7\text{ V to }5.5\text{ V}$, $V_{REF} = 2.7\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $V_{PP} = 12\text{ V} \pm 0.6\text{ V}$, $\phi = 1\text{ MHz to }8\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$
 (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

Condition C: $V_{CC} = 5.0\text{ V} \pm 10\%$, $AV_{CC} = 5.0\text{ V} \pm 10\%$, $V_{REF} = 4.5\text{ V to }AV_{CC}$,
 $V_{SS} = AV_{SS} = 0\text{ V}$, $V_{PP} = 12\text{ V} \pm 0.6\text{ V}$, $\phi = 1\text{ MHz to }16\text{ MHz}$, $T_a = -20^\circ\text{C to }+75^\circ\text{C}$
 (regular specifications), $T_a = -40^\circ\text{C to }+85^\circ\text{C}$ (wide-range specifications)

| Item | Symbol | Min | Typ | Max | Unit | Test Conditions |
|--|-----------|-----|-----|------|---------------|----------------------------|
| Programming time* ¹ | t_P | — | 50 | 1000 | μs | |
| Erase time* ¹ | t_E | — | 1 | 30 | s | |
| Erase-program cycle | N_{WEC} | — | — | 100 | time | |
| Verify setup time 1* ¹ | t_{VS1} | 4 | — | — | μs | |
| Verify setup time 2* ¹ | t_{VS2} | 2 | — | — | μs | |
| Flash memory read setup time* ² | t_{FRS} | 50 | — | — | μs | $V_{CC} \geq 4.5\text{ V}$ |
| | | 100 | — | — | μs | $V_{CC} < 4.5\text{ V}$ |

Notes: 1. To specify each time, follow the appropriate algorithm.

- Before reading the flash memory, wait at least for the read setup time after clearing the $V_{PP}E$ bit; lowering the voltage supplied to V_{PP} from 12 V to 0–5 V; turning on the power when the external clock is used; or returning from standby mode. When the V_{PP} voltage is cut off, t_{FRS} indicates the time from when the V_{PP} falls below $V_{CC} + 2\text{ V}$ to when the flash memory is read.

22.3 Operational Timing

This section shows timing diagrams.

22.3.1 Bus Timing

Bus timing is shown as follows:

- Basic bus cycle: two-state access
Figure 22.7 shows the timing of the external two-state access cycle.
- Basic bus cycle: three-state access
Figure 22.8 shows the timing of the external three-state access cycle.
- Basic bus cycle: three-state access with one wait state
Figure 22.9 shows the timing of the external three-state access cycle with one wait state inserted.

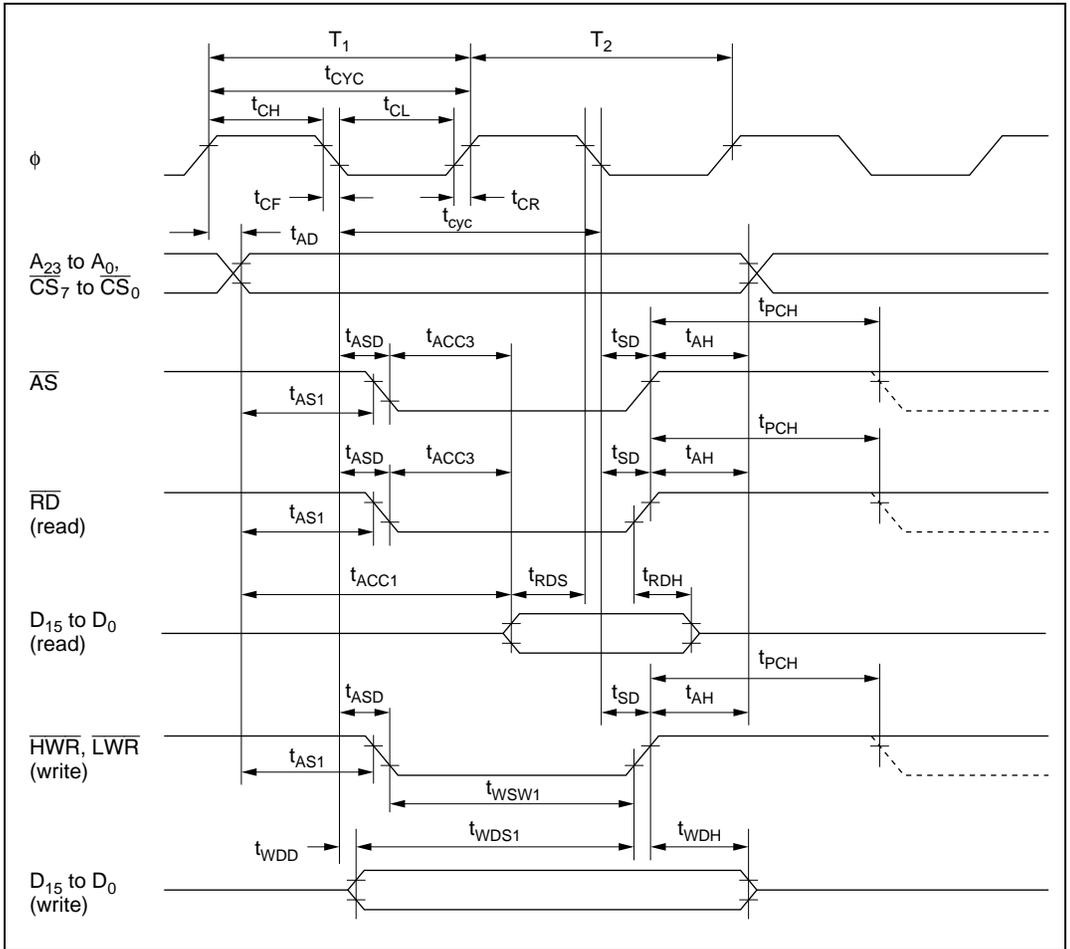


Figure 22.7 Basic Bus Cycle: Two-State Access

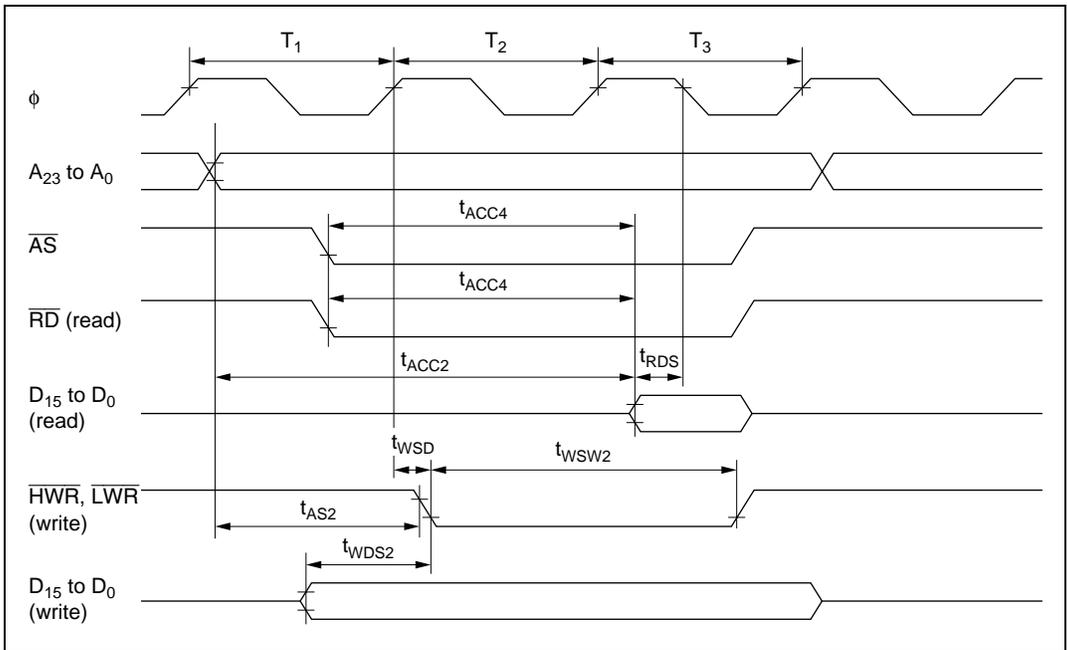


Figure 22.8 Basic Bus Cycle: Three-State Access

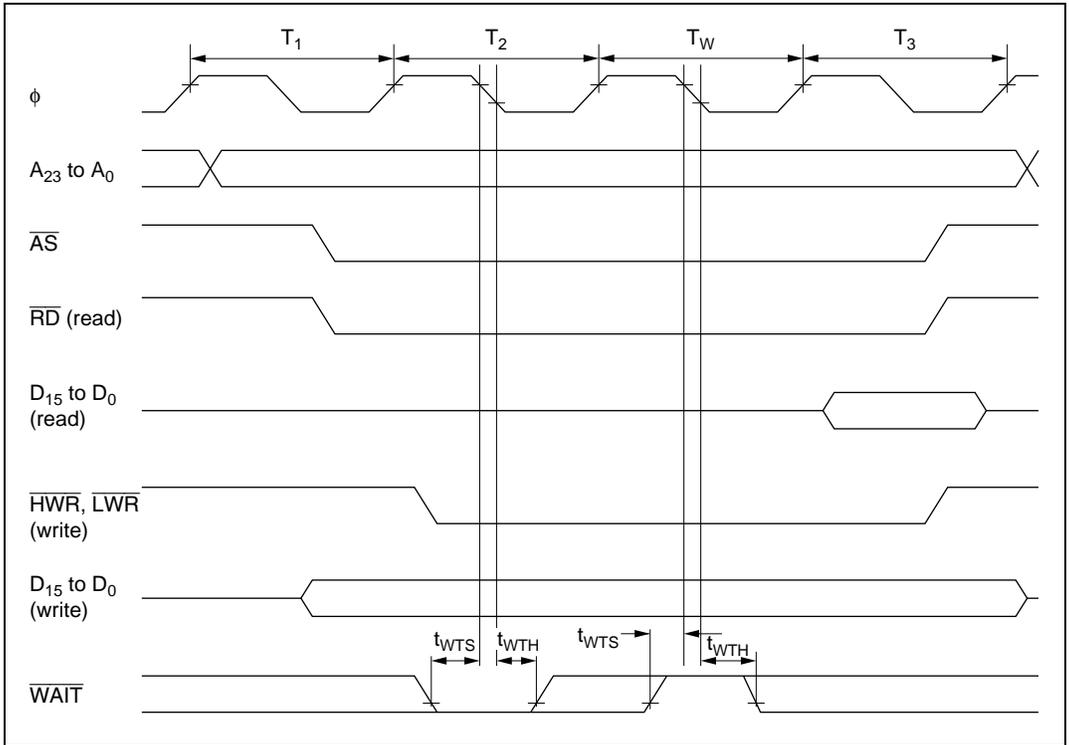


Figure 22.9 Basic Bus Cycle: Three-State Access with One Wait State

22.3.2 Refresh Controller Bus Timing

Refresh controller bus timing is shown as follows:

- DRAM bus timing
Figures 22.10 to 22.15 show the DRAM bus timing in each operating mode.
- PSRAM bus timing
Figures 22.16 and 22.17 show the pseudo-static RAM bus timing in each operating mode.

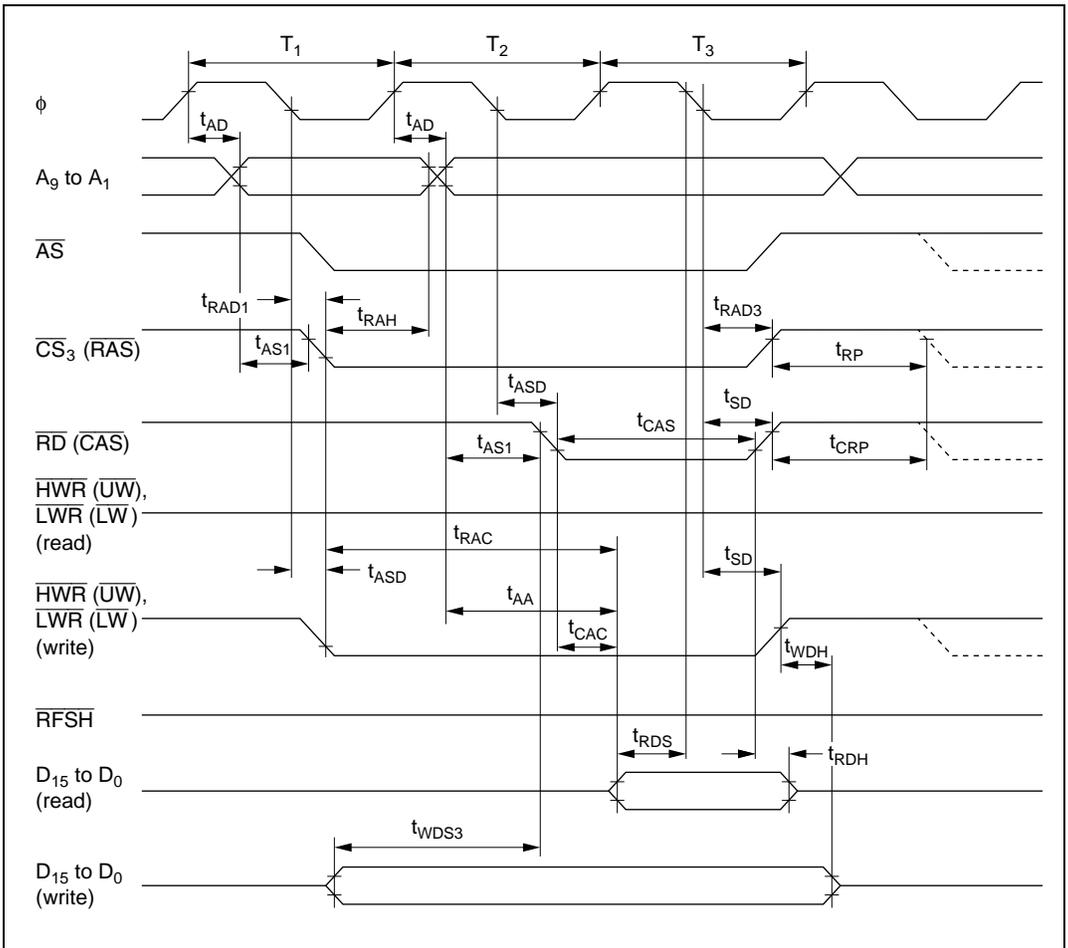


Figure 22.10 DRAM Bus Timing (Read/Write): Three-State Access
— $2\overline{WE}$ Mode —

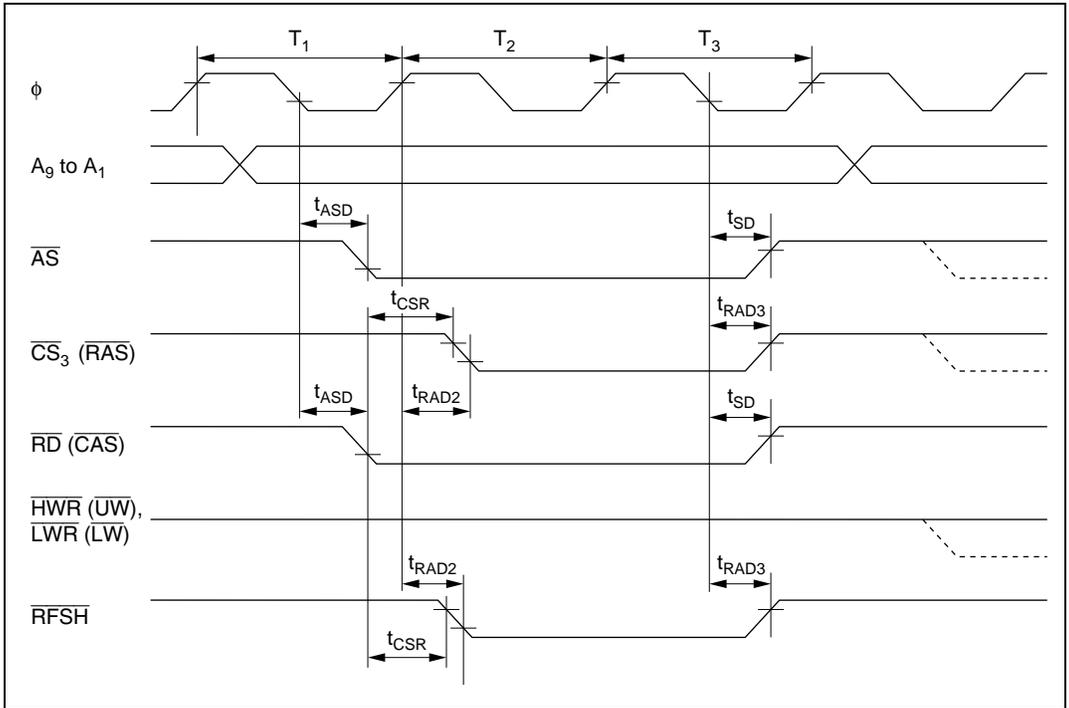


Figure 22.11 DRAM Bus Timing (Refresh Cycle): Three-State Access
— $2\overline{WE}$ Mode —

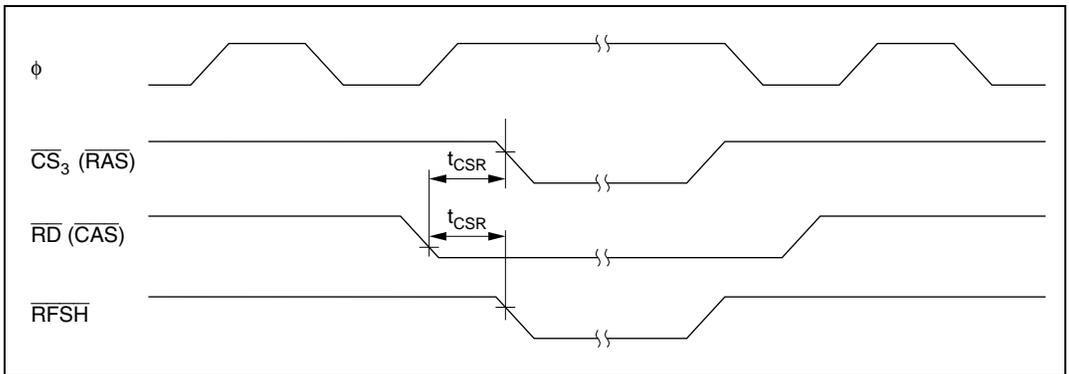


Figure 22.12 DRAM Bus Timing (Self-Refresh Mode)
— $2\overline{WE}$ Mode —

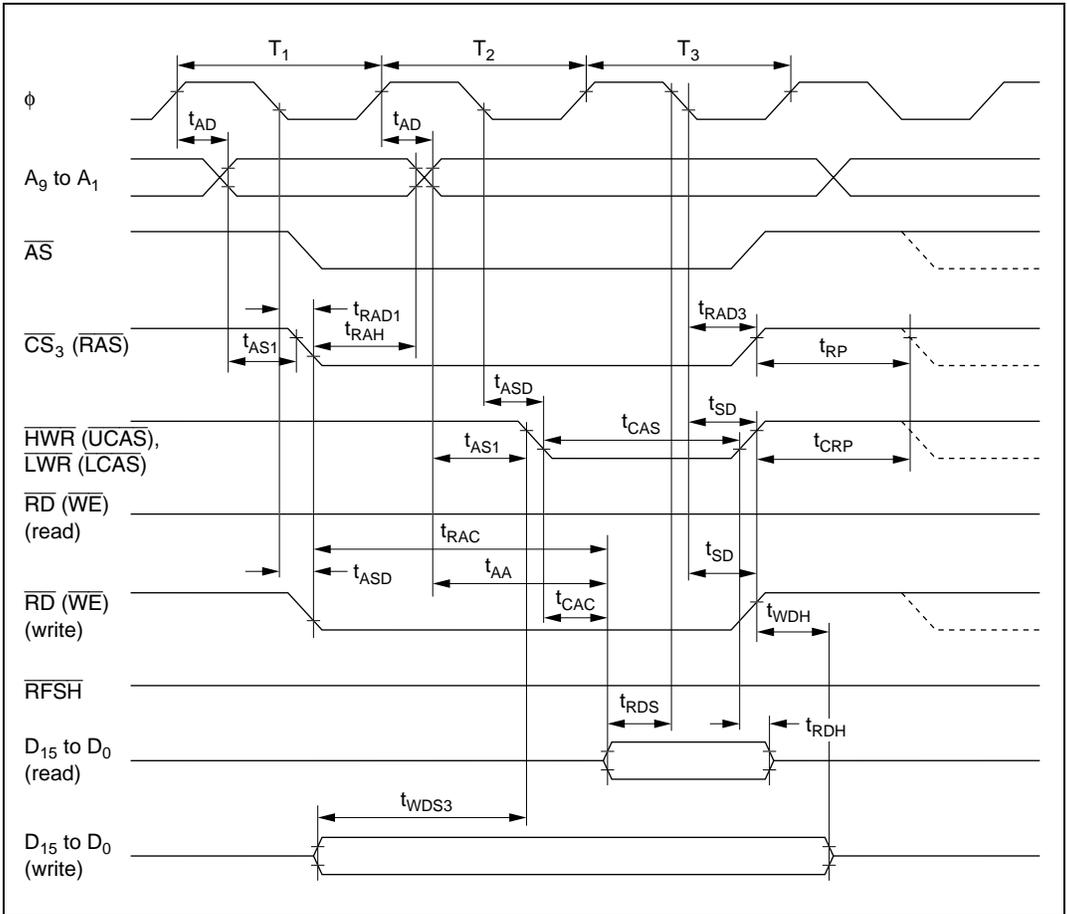


Figure 22.13 DRAM Bus Timing (Read/Write): Three-State Access
— 2CAS Mode —

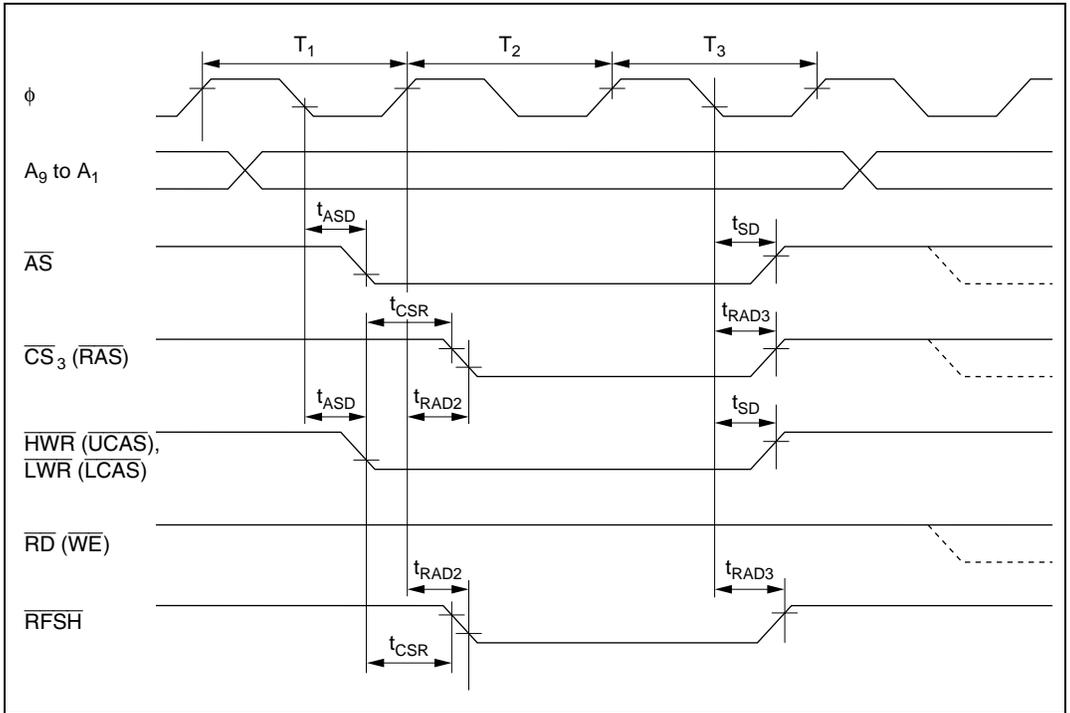


Figure 22.14 DRAM Bus Timing (Refresh Cycle): Three-State Access
— 2CAS Mode —

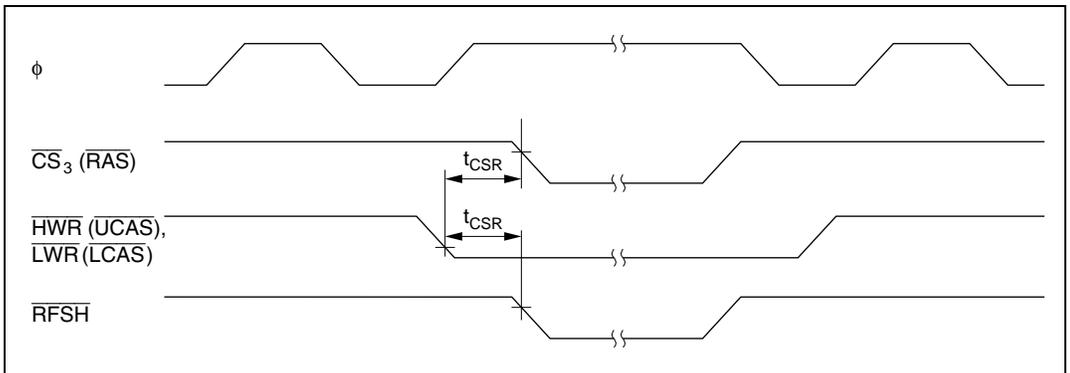


Figure 22.15 DRAM Bus Timing (Self-Refresh Mode)
— 2CAS Mode —

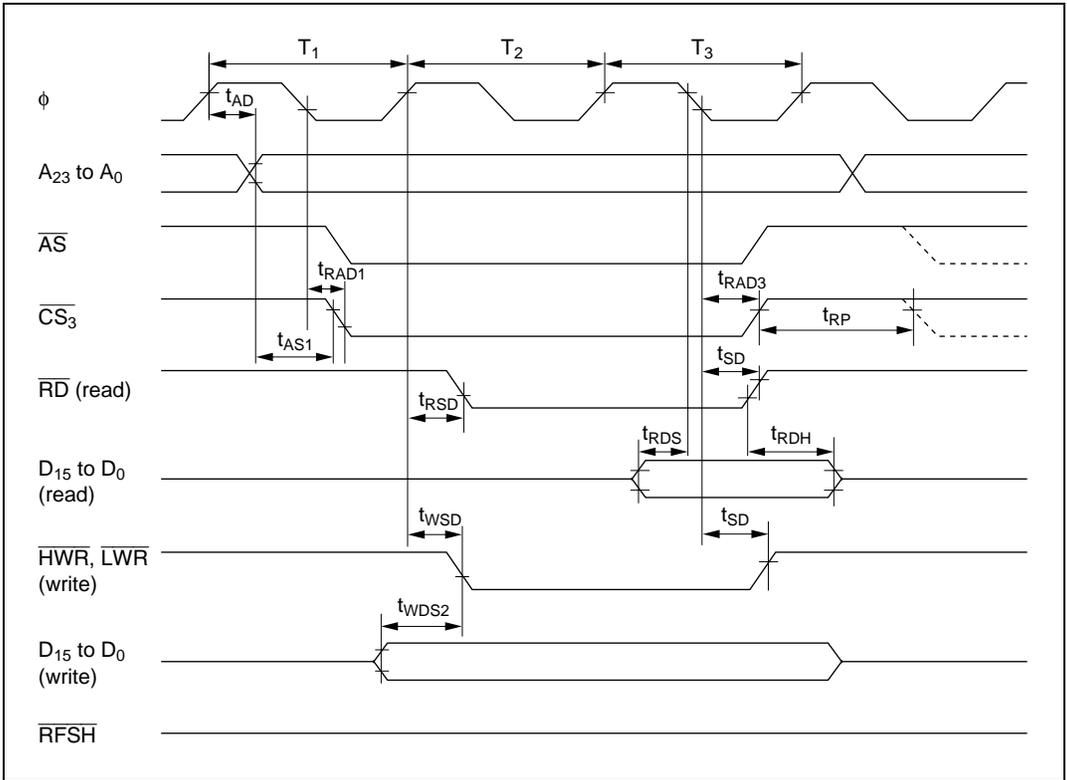


Figure 22.16 PSRAM Bus Timing (Read/Write): Three-State Access

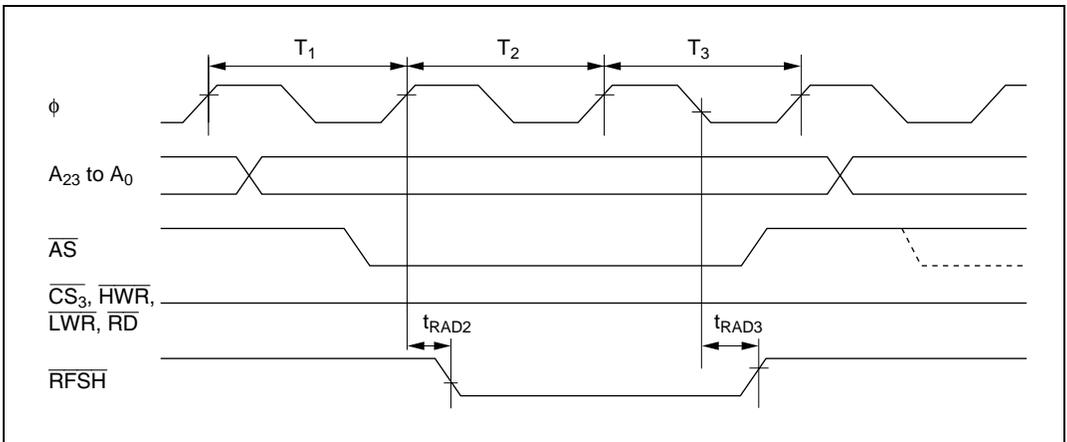


Figure 22.17 PSRAM Bus Timing (Refresh Cycle): Three-State Access

22.3.3 Control Signal Timing

Control signal timing is shown as follows:

- Reset input timing
Figure 22.18 shows the reset input timing.
- Reset output timing
Figure 22.19 shows the reset output timing.
- Interrupt input timing
Figure 22.20 shows the input timing for NMI and IRQ₅ to IRQ₀.
- Bus-release mode timing
Figure 22.21 shows the bus-release mode timing.

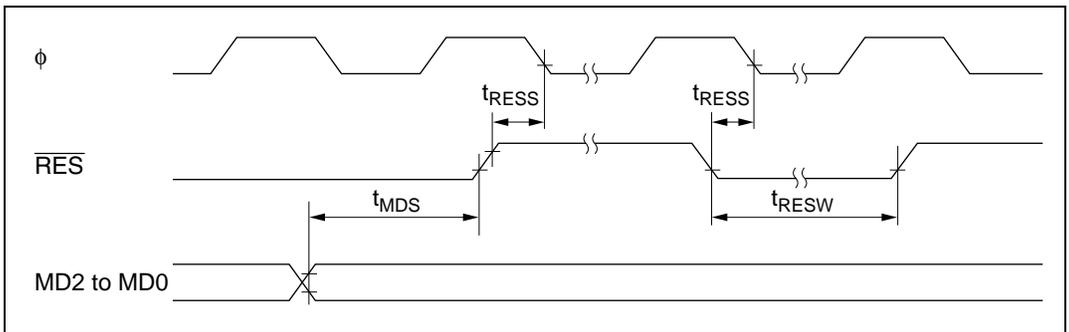


Figure 22.18 Reset Input Timing

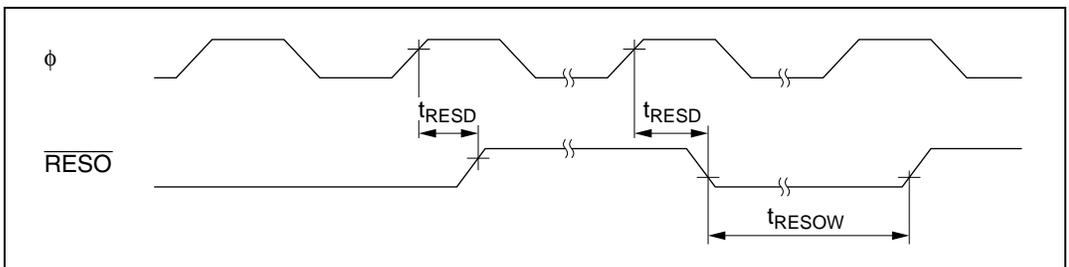


Figure 22.19 Reset Output Timing*

Note: * This is a function for models with on-chip mask ROM (H8/3048, H8/3047, H8/3045, and H8/3044), PROM (H8/3048ZTAT), and on-chip flash memory with a dual power supply (H8/3048F). The function does not exist in the product with on-chip flash memory with a single power supply (H8/3048F-ONE).

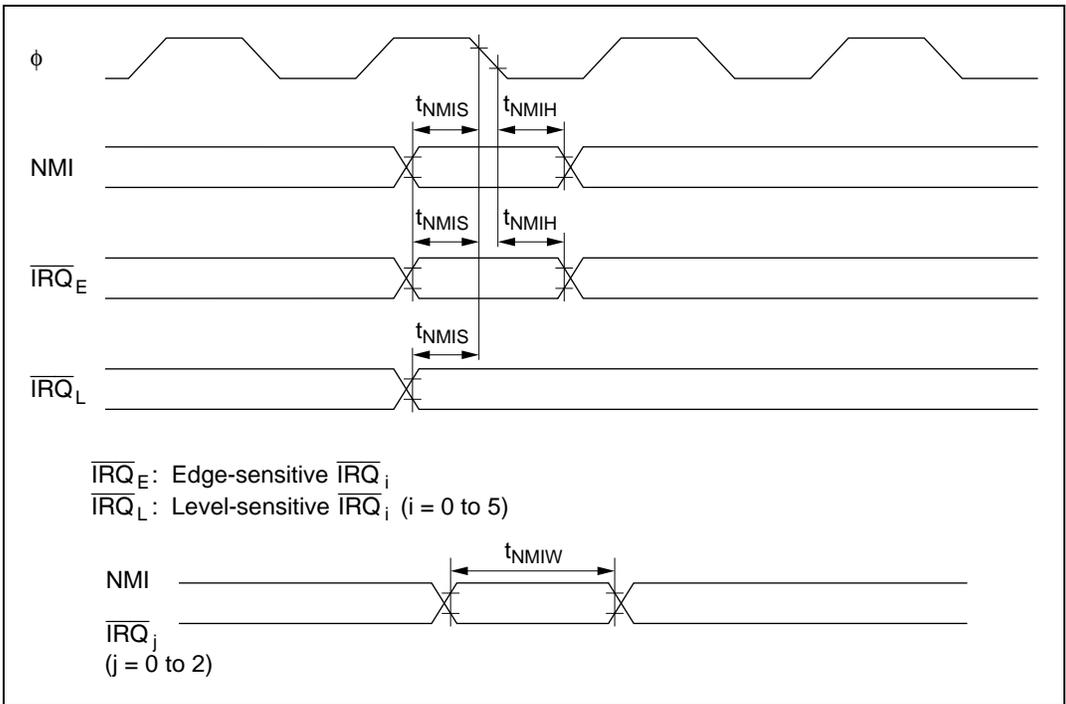


Figure 22.20 Interrupt Input Timing

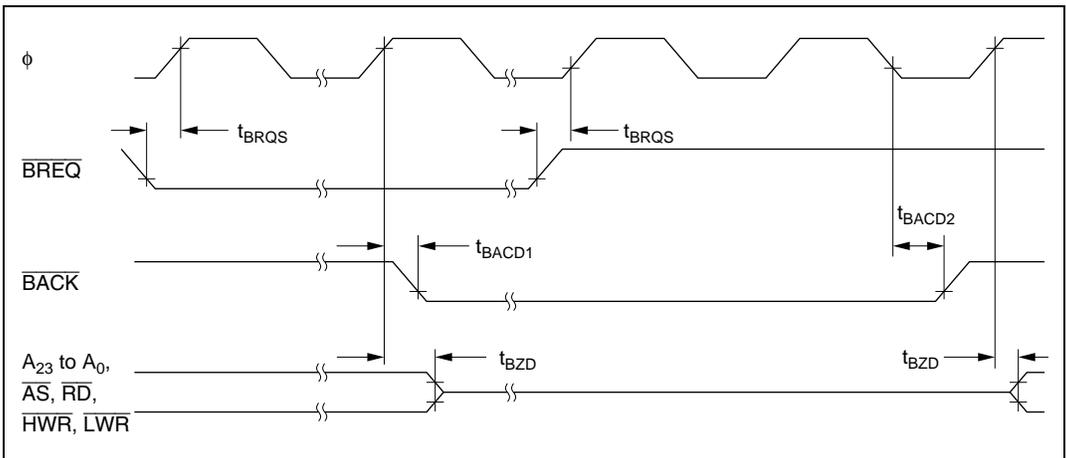


Figure 22.21 Bus-Release Mode Timing

22.3.4 Clock Timing

Clock timing is shown as follows:

- Oscillator settling timing

Figure 22.22 shows the oscillator settling timing.

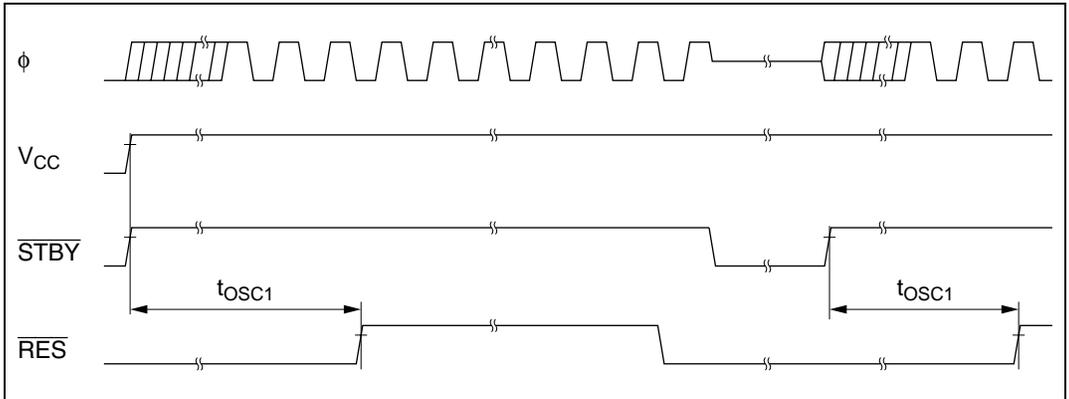


Figure 22.22 Oscillator Settling Timing

22.3.5 TPC and I/O Port Timing

Figure 22.23 shows the TPC and I/O port timing.

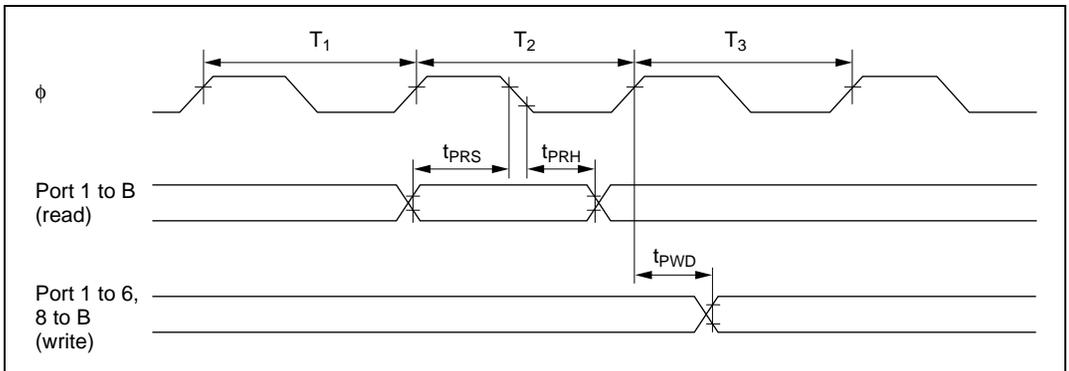


Figure 22.23 TPC and I/O Port Input/Output Timing

22.3.6 ITU Timing

ITU timing is shown as follows:

- ITU input/output timing
Figure 22.24 shows the ITU input/output timing.
- ITU external clock input timing
Figure 22.25 shows the ITU external clock input timing.

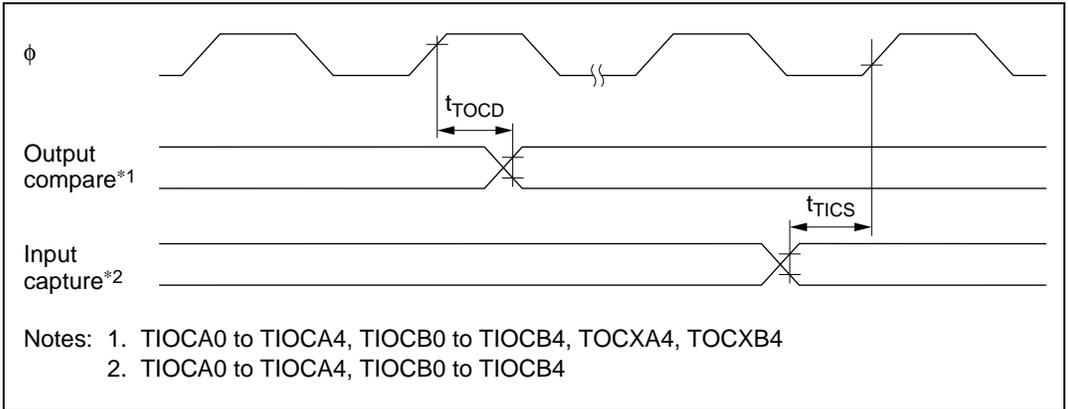


Figure 22.24 ITU Input/Output Timing

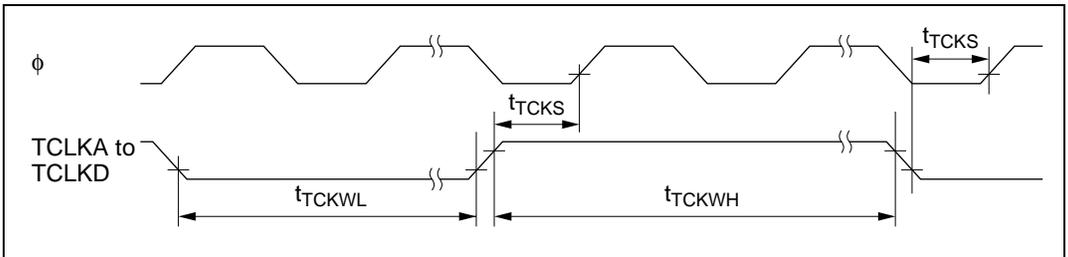


Figure 22.25 ITU External Clock Input Timing

22.3.7 SCI Input/Output Timing

SCI timing is shown as follows:

- SCI input clock timing
Figure 22.26 shows the SCK input clock timing.
- SCI input/output timing (synchronous mode)
Figure 22.27 shows the SCI input/output timing in synchronous mode.

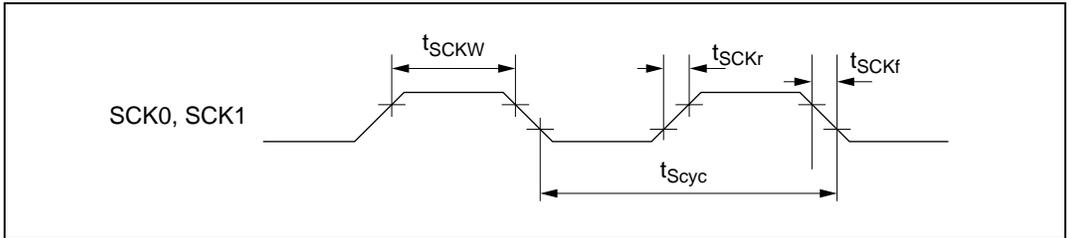


Figure 22.26 SCK Input Clock Timing

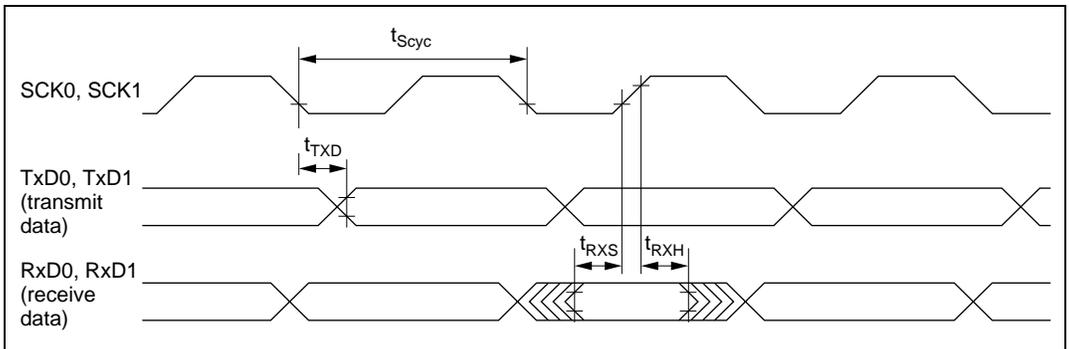


Figure 22.27 SCI Input/Output Timing in Synchronous Mode

22.3.8 DMAC Timing

DMAC timing is shown as follows.

- DMAC $\overline{\text{TEND}}$ output timing for 2 state access
Figure 22.28 shows the DMAC $\overline{\text{TEND}}$ output timing for 2 state access.
- DMAC $\overline{\text{TEND}}$ output timing for 3 state access
Figure 22.29 shows the DMAC $\overline{\text{TEND}}$ output timing for 3 state access.
- DMAC $\overline{\text{DREQ}}$ input timing
Figure 22.30 shows DMAC $\overline{\text{DREQ}}$ input timing.

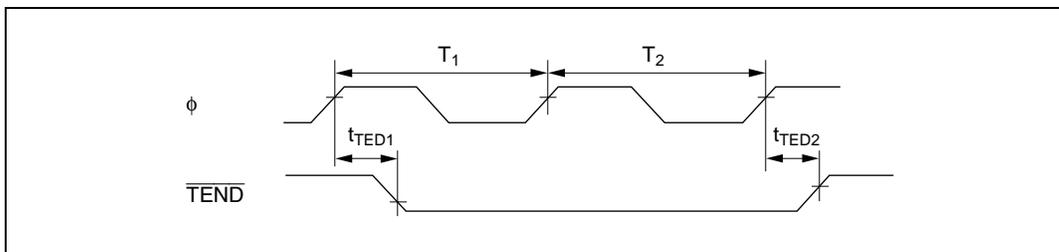


Figure 22.28 DMAC $\overline{\text{TEND}}$ Output Timing for 2 State Access

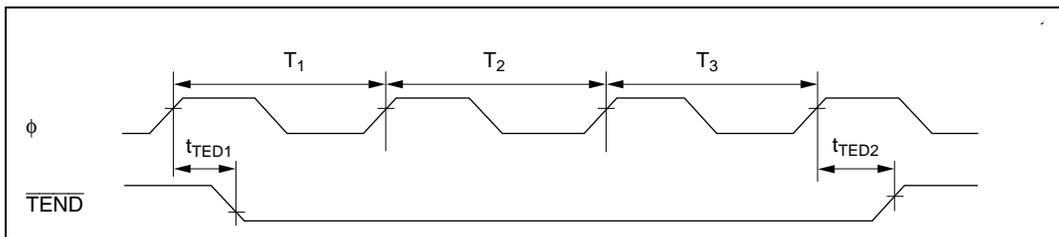


Figure 22.29 DMAC $\overline{\text{TEND}}$ Output Timing for 3 State Access

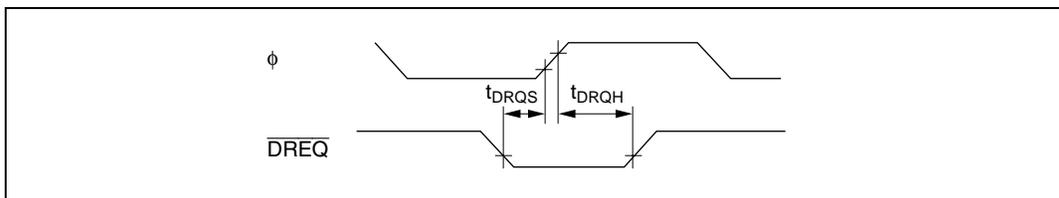


Figure 22.30 DMAC $\overline{\text{DREQ}}$ Input Timing

Appendix A Instruction Set

A.1 Instruction List

Operand Notation

| Symbol | Description |
|----------|---|
| Rd | General destination register |
| Rs | General source register |
| Rn | General register |
| ERd | General destination register (address register or 32-bit register) |
| ERs | General source register (address register or 32-bit register) |
| ERn | General register (32-bit register) |
| (EAd) | Destination operand |
| (EAs) | Source operand |
| PC | Program counter |
| SP | Stack pointer |
| CCR | Condition code register |
| N | N (negative) flag in CCR |
| Z | Z (zero) flag in CCR |
| V | V (overflow) flag in CCR |
| C | C (carry) flag in CCR |
| disp | Displacement |
| → | Transfer from the operand on the left to the operand on the right, or transition from the state on the left to the state on the right |
| + | Addition of the operands on both sides |
| - | Subtraction of the operand on the right from the operand on the left |
| × | Multiplication of the operands on both sides |
| ÷ | Division of the operand on the left by the operand on the right |
| ^ | Logical AND of the operands on both sides |
| ∨ | Logical OR of the operands on both sides |
| ⊕ | Exclusive logical OR of the operands on both sides |
| ¬ | NOT (logical complement) |
| (), < > | Contents of operand |

Note: General registers include 8-bit registers (R0H to R7H and R0L to R7L) and 16-bit registers (R0 to R7 and E0 to E7).

Condition Code Notation

| Symbol | Description |
|---------------|--|
| ↕ | Changed according to execution result |
| * | Undetermined (no guaranteed value) |
| 0 | Cleared to 0 |
| 1 | Set to 1 |
| — | Not affected by execution of the instruction |
| Δ | Varies depending on conditions, described in notes |

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | | |
|-------------------------|--------------|-------------------------------------|--|----|------|------------|-------------|-----|-----------|------|----------------|---|-------------------------------------|---|---|---|-----------------------------|--------|----------|--|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @@aa | I | I | H | N | Z | V | C | Normal | Advanced | |
| | | | | | | | | | | | | | | | | | | | | |
| MOV.W Rs, @-ERd | W | ERd32-2 → ERd32 Rs16 → @ERd | | | | | 2 | | | | | | — | — | ↑ | ↓ | 0 | — | 6 | |
| MOV.W Rs, @aa:16 | W | Rs16 → @aa:16 | | | | | | 4 | | | | | — | — | ↑ | ↓ | 0 | — | 6 | |
| MOV.W Rs, @aa:24 | W | Rs16 → @aa:24 | | | | | | 6 | | | | | — | — | ↑ | ↓ | 0 | — | 8 | |
| MOV.L #xx:32, Rd | L | #xx:32 → Rd32 | 6 | | | | | | | | | | — | — | ↑ | ↓ | 0 | — | 6 | |
| MOV.L ERs, ERd | L | ERs32 → ERd32 | | 2 | | | | | | | | | — | — | ↑ | ↓ | 0 | — | 2 | |
| MOV.L @ERs, ERd | L | @ERs → ERd32 | | | 4 | | | | | | | | — | — | ↑ | ↓ | 0 | — | 8 | |
| MOV.L @(d:16, ERs), ERd | L | @(d:16, ERs) → ERd32 | | | | 6 | | | | | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOV.L @(d:24, ERs), ERd | L | @(d:24, ERs) → ERd32 | | | | 10 | | | | | | | — | — | ↑ | ↓ | 0 | — | 14 | |
| MOV.L @ERs+, ERd | L | @ERs → ERd32 ERs32+4 → ERs32 | | | | 4 | | | | | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOV.L @aa:16, ERd | L | @aa:16 → ERd32 | | | | | | | | | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOV.L @aa:24, ERd | L | @aa:24 → ERd32 | | | | | | 6 | | | | | — | — | ↑ | ↓ | 0 | — | 12 | |
| MOV.L ERs, @ERd | L | ERs32 → @ERd | | | 4 | | | 8 | | | | | — | — | ↑ | ↓ | 0 | — | 8 | |
| MOV.L ERs, @(d:16, ERd) | L | ERs32 → @(d:16, ERd) | | | | 6 | | | | | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOV.L ERs, @(d:24, ERd) | L | ERs32 → @(d:24, ERd) | | | | 10 | | | | | | | — | — | ↑ | ↓ | 0 | — | 14 | |
| MOV.L ERs, @-ERd | L | ERd32-4 → ERd32 ERs32 → @ERd | | | | 4 | | | | | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOV.L ERs, @aa:16 | L | ERs32 → @aa:16 | | | | | | | | | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOV.L ERs, @aa:24 | L | ERs32 → @aa:24 | | | | | | 6 | | | | | — | — | ↑ | ↓ | 0 | — | 12 | |
| POP.W Rn | W | @SP → Rn16 SP+2 → SP | | | | | | 8 | | 2 | | | — | — | ↑ | ↓ | 0 | — | 6 | |
| POP.L ERn | L | @SP → ERn32 SP+4 → SP | | | | | | | | 4 | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| PUSH.W Rn | W | SP-2 → SP Rn16 → @SP | | | | | | | | 2 | | | — | — | ↑ | ↓ | 0 | — | 6 | |
| PUSH.L ERn | L | SP-4 → SP ERn32 → @SP | | | | | | | | 4 | | | — | — | ↑ | ↓ | 0 | — | 10 | |
| MOVFPPE @aa:16, Rd | B | Cannot be used in the H8/3048 Group | | | | | | 4 | | | | | Cannot be used in the H8/3048 Group | | | | | | | |
| MOVTPE Rs, @aa:16 | B | Cannot be used in the H8/3048 Group | | | | | | 4 | | | | | Cannot be used in the H8/3048 Group | | | | | | | |

2. Arithmetic instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|-------------------|--------------|-----------------------------|--|----|------|------------|-------------|-----|-----------|------|----------------|-----|---|---|-----|-----|-----------------------------|--------|----------|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @@aa | I | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| ADD.B #xx:8, Rd | B | Rd8+#xx:8 → Rd8 | 2 | | | | | | | | | | | | | | | 2 | |
| ADD.B Rs, Rd | B | Rd8+Rs8 → Rd8 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| ADD.W #xx:16, Rd | W | Rd16+#xx:16 → Rd16 | 4 | | | | | | | | | (1) | ↓ | ↓ | ↓ | ↓ | ↓ | 4 | |
| ADD.W Rs, Rd | W | Rd16+Rs16 → Rd16 | 2 | 2 | | | | | | | | (1) | ↓ | ↓ | ↓ | ↓ | ↓ | 2 | |
| ADD.L #xx:32, ERd | L | ERd32+#xx:32 → ERd32 | 6 | | | | | | | | | (2) | ↓ | ↓ | ↓ | ↓ | ↓ | 6 | |
| ADD.L ERs, ERd | L | ERd32+ERs32 → ERd32 | 2 | 2 | | | | | | | | (2) | ↓ | ↓ | ↓ | ↓ | ↓ | 2 | |
| ADDX.B #xx:8, Rd | B | Rd8+#xx:8 +C → Rd8 | 2 | | | | | | | | | | ↓ | ↓ | (3) | ↓ | ↓ | 2 | |
| ADDX.B Rs, Rd | B | Rd8+Rs8 +C → Rd8 | 2 | 2 | | | | | | | | | ↓ | ↓ | (3) | ↓ | ↓ | 2 | |
| ADDS.L #1, ERd | L | ERd32+1 → ERd32 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| ADDS.L #2, ERd | L | ERd32+2 → ERd32 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| ADDS.L #4, ERd | L | ERd32+4 → ERd32 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| INC.B Rd | B | Rd8+1 → Rd8 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| INC.W #1, Rd | W | Rd16+1 → Rd16 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| INC.W #2, Rd | W | Rd16+2 → Rd16 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| INC.L #1, ERd | L | ERd32+1 → ERd32 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| INC.L #2, ERd | L | ERd32+2 → ERd32 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| DAA Rd | B | Rd8 decimal adjust → Rd8 | 2 | 2 | | | | | | | | * | ↓ | ↓ | * | | | 2 | |
| SUB.B Rs, Rd | B | Rd8-Rs8 → Rd8 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| SUB.W #xx:16, Rd | W | Rd16-#xx:16 → Rd16 | 4 | | | | | | | | | (1) | ↓ | ↓ | ↓ | ↓ | ↓ | 4 | |
| SUB.W Rs, Rd | W | Rd16-Rs16 → Rd16 | 2 | 2 | | | | | | | | (1) | ↓ | ↓ | ↓ | ↓ | ↓ | 2 | |
| SUB.L #xx:32, ERd | L | ERd32-#xx:32 → ERd32 | 6 | | | | | | | | | (2) | ↓ | ↓ | ↓ | ↓ | ↓ | 6 | |
| SUB.L ERs, ERd | L | ERd32-ERs32 → ERd32 | 2 | 2 | | | | | | | | (2) | ↓ | ↓ | ↓ | ↓ | ↓ | 2 | |
| SUBX.B #xx:8, Rd | B | Rd8-#xx:8-C → Rd8 | 2 | | | | | | | | | | | ↓ | ↓ | (3) | ↓ | ↓ | 2 |
| SUBX.B Rs, Rd | B | Rd8-Rs8-C → Rd8 | 2 | 2 | | | | | | | | | | ↓ | ↓ | (3) | ↓ | ↓ | 2 |
| SUBS.L #1, ERd | L | ERd32-1 → ERd32 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| SUBS.L #2, ERd | L | ERd32-2 → ERd32 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| SUBS.L #4, ERd | L | ERd32-4 → ERd32 | 2 | 2 | | | | | | | | | | | | | | 2 | |
| DEC.B Rd | B | Rd8-1 → Rd8 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| DEC.W #1, Rd | W | Rd16-1 → Rd16 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |
| DEC.W #2, Rd | W | Rd16-2 → Rd16 | 2 | 2 | | | | | | | | | | ↓ | ↓ | ↓ | | 2 | |

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|-------------------|--------------|---|--|----|------|------------|-------------|-----|-----------|------|----------------|-----|-----|---|---|---|-----------------------------|--------|----------|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @@aa | I | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| DEC.L #1, ERd | L | ERd32-1 → ERd32 | 2 | | | | | | | | | | | | | | | 2 | |
| DEC.L #2, ERd | L | ERd32-2 → ERd32 | 2 | | | | | | | | | | | | | | | 2 | |
| DAS.Rd | B | Rd8 decimal adjust → Rd8 | 2 | | | | | | | | * | ↑ | ↑ | ↑ | * | | | 2 | |
| MULXU. B Rs, Rd | B | Rd8 × Rs8 → Rd16 (unsigned multiplication) | 2 | | | | | | | | | | | | | | | 14 | |
| MULXU. W Rs, ERd | W | Rd16 × Rs16 → ERd32 (unsigned multiplication) | 2 | | | | | | | | | | | | | | | 22 | |
| MULXS. B Rs, Rd | B | Rd8 × Rs8 → Rd16 (signed multiplication) | 4 | | | | | | | | | ↑ | ↑ | | | | | 16 | |
| MULXS. W Rs, ERd | W | Rd16 × Rs16 → ERd32 (signed multiplication) | 4 | | | | | | | | | ↑ | ↑ | | | | | 24 | |
| DIVXU. B Rs, Rd | B | Rd16 ÷ Rs8 → Rd16 (RdH: remainder, RdL: quotient) (unsigned division) | 2 | | | | | | | | | (6) | (7) | | | | | 14 | |
| DIVXU. W Rs, ERd | W | ERd32 ÷ Rs16 → ERd32 (Ed: remainder, Rd: quotient) (unsigned division) | 2 | | | | | | | | | (6) | (7) | | | | | 22 | |
| DIVXS. B Rs, Rd | B | Rd16 ÷ Rs8 → Rd16 (RdH: remainder, RdL: quotient) (signed division) | 4 | | | | | | | | | (8) | (7) | | | | | 16 | |
| DIVXS. W Rs, ERd | W | ERd32 ÷ Rs16 → ERd32 (Ed: remainder, Rd: quotient) (signed division) | 4 | | | | | | | | | (8) | (7) | | | | | 24 | |
| CMP.B #xx:8, Rd | B | Rd8-#xx:8 | 2 | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | | 2 | |
| CMP.B Rs, Rd | B | Rd8-Rs8 | 2 | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | | 2 | |
| CMP.W #xx:16, Rd | W | Rd16-#xx:16 | 4 | | | | | | | | (1) | ↑ | ↑ | ↑ | ↑ | | | 4 | |
| CMP.W Rs, Rd | W | Rd16-Rs16 | 2 | | | | | | | | (1) | ↑ | ↑ | ↑ | ↑ | | | 2 | |
| CMP.L #xx:32, ERd | L | ERd32-#xx:32 | 6 | | | | | | | | (2) | ↑ | ↑ | ↑ | ↑ | | | 4 | |
| CMP.L ERs, ERd | L | ERd32-ERs32 | 2 | | | | | | | | (2) | ↑ | ↑ | ↑ | ↑ | | | 2 | |

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|------------|--------------|--|--|----|-------|------------|-------------|-----|-----------|-------|----------------|---|---|---|---|---|-----------------------------|--------|----------|
| | | | #xx | Rn | @ ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @ @aa | I | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| NEG.B Rd | B | 0-Rd8 → Rd8 | | 2 | | | | | | | | | | | | | | 2 | |
| NEG.W Rd | W | 0-Rd16 → Rd16 | | 2 | | | | | | | | | | | | | | 2 | |
| NEG.L ERd | L | 0-ERd32 → ERd32 | | 2 | | | | | | | | | | | | | | 2 | |
| EXTU.W Rd | W | 0 → (<bits 15 to 8> of Rd16) | | 2 | | | | | | | | 0 | ↑ | 0 | — | | | 2 | |
| EXTU.L ERd | L | 0 → (<bits 31 to 16> of ERd32) | | 2 | | | | | | | | 0 | ↑ | 0 | — | | | 2 | |
| EXTS.W Rd | W | (<bit 7> of Rd16) → (<bits 15 to 8> of Rd16) | | 2 | | | | | | | | ↑ | ↑ | 0 | — | | | 2 | |
| EXTS.L ERd | L | (<bit 15> of ERd32) → (<bits 31 to 16> of ERd32) | | 2 | | | | | | | | ↑ | ↑ | 0 | — | | | 2 | |

3. Logic instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | | |
|-------------------|--------------|----------------------|--|----|------|------------|-------------|-----|-----------|------|----------------|---|---|---|---|---|-----------------------------|--------|----------|---|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @_ERn/@ERn+ | @aa | @ (d, PC) | @_aa | I | I | H | N | Z | V | C | Normal | Advanced | |
| | | | | | | | | | | | | | | | | | | | | |
| AND.B #xx:8, Rd | B | Rd8^#xx:8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| AND.B Rs, Rd | B | Rd8^Rs8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| AND.W #xx:16, Rd | W | Rd16^#xx:16 → Rd16 | 4 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 4 |
| AND.W Rs, Rd | W | Rd16^Rs16 → Rd16 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| AND.L #xx:32, ERd | L | ERd32^#xx:32 → ERd32 | 6 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 6 |
| AND.L ERs, ERd | L | ERd32^ERs32 → ERd32 | 4 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 4 |
| OR.B #xx:8, Rd | B | Rd8∨#xx:8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| OR.B Rs, Rd | B | Rd8∨Rs8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| OR.W #xx:16, Rd | W | Rd16∨#xx:16 → Rd16 | 4 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 4 |
| OR.W Rs, Rd | W | Rd16∨Rs16 → Rd16 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| OR.L #xx:32, ERd | L | ERd32∨#xx:32 → ERd32 | 6 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 6 |
| OR.L ERs, ERd | L | ERd32∨ERs32 → ERd32 | 4 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 4 |
| XOR.B #xx:8, Rd | B | Rd8⊕#xx:8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| XOR.B Rs, Rd | B | Rd8⊕Rs8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| XOR.W #xx:16, Rd | W | Rd16⊕#xx:16 → Rd16 | 4 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 4 |
| XOR.W Rs, Rd | W | Rd16⊕Rs16 → Rd16 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| XOR.L #xx:32, ERd | L | ERd32⊕#xx:32 → ERd32 | 6 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 6 |
| XOR.L ERs, ERd | L | ERd32⊕ERs32 → ERd32 | 4 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 4 |
| NOT.B Rd | B | ¬ Rd8 → Rd8 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| NOT.W Rd | W | ¬ Rd16 → Rd16 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |
| NOT.L ERd | L | ¬ Rd32 → Rd32 | 2 | | | | | | | | | | | — | — | ↑ | ↑ | 0 | — | 2 |

4. Shift instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|-------------|--------------|-----------|--|----|------|------------|-------------|-----|-----------|------|----------------|---|---|---|---|---|-----------------------------|--------|----------|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @@aa | | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| SHAL.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| SHAL.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| SHAL.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| SHAR.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| SHAR.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| SHAR.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| SHLL.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| SHLL.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| SHLL.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| SHLR.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| SHLR.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| SHLR.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTXL.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTXL.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTXL.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTXR.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTXR.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTXR.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTL.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTL.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTL.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTR.B Rd | B | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTR.W Rd | W | | 2 | | | | | | | | | | | | | | | | 2 |
| ROTR.L ERd | L | | 2 | | | | | | | | | | | | | | | | 2 |

5. Bit manipulation instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|-------------------|--------------|--|--|----|------|-----------|-------------|-----|----------|-----|----------------|---|---|---|---|---|-----------------------------|--------|----------|
| | | | #xx | Rn | @ERn | @{d, ERn} | @_ERn/@ERn+ | @aa | @{d, PC} | @aa | I | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| BSET #xx:3, Rd | B | {#xx:3 of Rd8} ← 1 | | 2 | | | | | | | | | | | | | | 2 | |
| BSET #xx:3, @ERd | B | {#xx:3 of @ERd} ← 1 | | | 4 | | | | | | | | | | | | | 8 | |
| BSET #xx:3, @aa:8 | B | {#xx:3 of @aa:8} ← 1 | | | | | 4 | | | | | | | | | | | 8 | |
| BSET Rn, Rd | B | (Rn8 of Rd8) ← 1 | | 2 | | | | | | | | | | | | | | 2 | |
| BSET Rn, @ERd | B | (Rn8 of @ERd) ← 1 | | | 4 | | | | | | | | | | | | | 8 | |
| BSET Rn, @aa:8 | B | (Rn8 of @aa:8) ← 1 | | | | | 4 | | | | | | | | | | | 8 | |
| BCLR #xx:3, Rd | B | {#xx:3 of Rd8} ← 0 | | 2 | | | | | | | | | | | | | | 2 | |
| BCLR #xx:3, @ERd | B | {#xx:3 of @ERd} ← 0 | | | 4 | | | | | | | | | | | | | 8 | |
| BCLR #xx:3, @aa:8 | B | {#xx:3 of @aa:8} ← 0 | | | | | 4 | | | | | | | | | | | 8 | |
| BCLR Rn, Rd | B | (Rn8 of Rd8) ← 0 | | 2 | | | | | | | | | | | | | | 2 | |
| BCLR Rn, @ERd | B | (Rn8 of @ERd) ← 0 | | | 4 | | | | | | | | | | | | | 8 | |
| BCLR Rn, @aa:8 | B | (Rn8 of @aa:8) ← 0 | | | | | 4 | | | | | | | | | | | 8 | |
| BNOT #xx:3, Rd | B | {#xx:3 of Rd8} ← ¬ {#xx:3 of Rd8} | | 2 | | | | | | | | | | | | | | 2 | |
| BNOT #xx:3, @ERd | B | {#xx:3 of @ERd} ← ¬ {#xx:3 of @ERd} | | | 4 | | | | | | | | | | | | | 8 | |
| BNOT #xx:3, @aa:8 | B | {#xx:3 of @aa:8} ← ¬ {#xx:3 of @aa:8} | | | | | 4 | | | | | | | | | | | 8 | |
| BNOT Rn, Rd | B | (Rn8 of Rd8) ← ¬ (Rn8 of Rd8) | | 2 | | | | | | | | | | | | | | 2 | |
| BNOT Rn, @ERd | B | (Rn8 of @ERd) ← ¬ (Rn8 of @ERd) | | | 4 | | | | | | | | | | | | | 8 | |
| BNOT Rn, @aa:8 | B | (Rn8 of @aa:8) ← ¬ (Rn8 of @aa:8) | | | | | 4 | | | | | | | | | | | 8 | |
| BTST #xx:3, Rd | B | ¬ {#xx:3 of Rd8} → Z | | 2 | | | | | | | | | | ↑ | | | | 2 | |
| BTST #xx:3, @ERd | B | ¬ {#xx:3 of @ERd} → Z | | | 4 | | | | | | | | | ↑ | | | | 6 | |
| BTST #xx:3, @aa:8 | B | ¬ {#xx:3 of @aa:8} → Z | | | | | 4 | | | | | | | ↑ | | | | 6 | |
| BTST Rn, Rd | B | ¬ (Rn8 of @Rd8) → Z | | 2 | | | | | | | | | | ↑ | | | | 2 | |
| BTST Rn, @ERd | B | ¬ (Rn8 of @ERd) → Z | | | 4 | | | | | | | | | ↑ | | | | 6 | |
| BTST Rn, @aa:8 | B | ¬ (Rn8 of @aa:8) → Z | | | | | 4 | | | | | | | ↑ | | | | 6 | |
| BLD #xx:3, Rd | B | {#xx:3 of Rd8} → C | | 2 | | | | | | | | | | | | | ↑ | 2 | |

6. Branching instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | | | |
|---------------------|--------------|--|--|-----|----|------|------------|-------------|-----|-----------|----------------|---|---|---|---|---|-----------------------------|--------|----------|---|---|
| | | | Branch Condition | #xx | Rn | @ERn | @ (d, ERn) | @_ERn/@ERn+ | @aa | @ (d, PC) | @ @aa | I | H | N | Z | V | C | Normal | Advanced | | |
| | | | | | | | | | | | | | | | | | | | | | |
| BRA d:8 (BT d:8) | — | If condition is true then PC ← PC+d else next; | Always | | | | | | | 2 | | | | | | | | | | 4 | |
| BRA d:16 (BT d:16) | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BRN d:8 (BF d:8) | — | | Never | | | | | | | | 2 | | | | | | | | | | 4 |
| BRN d:16 (BF d:16) | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BHI d:8 | — | | C ∨ Z = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BHI d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BLS d:8 | — | | C ∨ Z = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BLS d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BCC d:8 (BHS d:8) | — | | C = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BCC d:16 (BHS d:16) | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BCS d:8 (BLO d:8) | — | | C = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BCS d:16 (BLO d:16) | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BNE d:8 | — | | Z = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BNE d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BEQ d:8 | — | | Z = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BEQ d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BVC d:8 | — | | V = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BVC d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BVS d:8 | — | | V = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BVS d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BPL d:8 | — | | N = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BPL d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BMI d:8 | — | | N = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BMI d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BGE d:8 | — | | N ⊕ V = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BGE d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BLT d:8 | — | | N ⊕ V = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BLT d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BGT d:8 | — | | Z ∨ (N ⊕ V) = 0 | | | | | | | | 2 | | | | | | | | | | 4 |
| BGT d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |
| BLE d:8 | — | | Z ∨ (N ⊕ V) = 1 | | | | | | | | 2 | | | | | | | | | | 4 |
| BLE d:16 | — | | | | | | | | | | | 4 | | | | | | | | | 6 |

7. System control instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|-----------------------|--------------|--|--|----|------|------------|-------------|-----|-----------|-----|----------------|---|---|---|---|---|-----------------------------|--------|----------|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @aa | I | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| TRAPA #x:2 | — | PC → @-SP CCR → @-SP <vector> → PC | | | | | | | | | 2 | 1 | — | — | — | — | — | 14 | 16 |
| RTE | — | CCR ← @SP+ PC ← @SP+ | | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 10 | |
| SLEEP | — | Transition to power-down state | | | | | | | | | | — | — | — | — | — | — | 2 | |
| LDC #xx:8, CCR | B | #xx:8 → CCR | 2 | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 2 | |
| LDC Rs, CCR | B | Rs8 → CCR | | 2 | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 2 | |
| LDC @ERs, CCR | W | @ERs → CCR | | | 4 | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 6 | |
| LDC @(d:16, ERs), CCR | W | @(d:16, ERs) → CCR | | | | 6 | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 8 | |
| LDC @(d:24, ERs), CCR | W | @(d:24, ERs) → CCR | | | | 10 | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 12 | |
| LDC @ERs+, CCR | W | @ERs → CCR ERs32+2 → ERs32 | | | | | 4 | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 8 | |
| LDC @aa:16, CCR | W | @aa:16 → CCR | | | | | | 6 | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 8 | |
| LDC @aa:24, CCR | W | @aa:24 → CCR | | | | | | 8 | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 10 | |
| STC CCR, Rd | B | CCR → Rd8 | | 2 | | | | | | | | — | — | — | — | — | — | 2 | |
| STC CCR, @ERd | W | CCR → @ERd | | | 4 | | | | | | | — | — | — | — | — | — | 6 | |
| STC CCR, @(d:16, ERd) | W | CCR → @(d:16, ERd) | | | | 6 | | | | | | — | — | — | — | — | — | 8 | |
| STC CCR, @(d:24, ERd) | W | CCR → @(d:24, ERd) | | | | 10 | | | | | | — | — | — | — | — | — | 12 | |
| STC CCR, @-ERd | W | ERd32-2 → ERd32 CCR → @ERd | | | | | 4 | | | | | — | — | — | — | — | — | 8 | |
| STC CCR, @aa:16 | W | CCR → @aa:16 | | | | | | 6 | | | | — | — | — | — | — | — | 8 | |
| STC CCR, @aa:24 | W | CCR → @aa:24 | | | | | | 8 | | | | — | — | — | — | — | — | 10 | |
| ANDC #xx:8, CCR | B | CCR ^ #xx:8 → CCR | 2 | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 2 | |
| ORC #xx:8, CCR | B | CCR v #xx:8 → CCR | 2 | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 2 | |
| XORC #xx:8, CCR | B | CCR ⊕ #xx:8 → CCR | 2 | | | | | | | | | ↑ | ↑ | ↑ | ↑ | ↑ | ↑ | 2 | |
| NOP | — | PC ← PC+2 | | | | | | | | 2 | | — | — | — | — | — | — | 2 | |

8. Block transfer instructions

| Mnemonic | Operand Size | Operation | Addressing Mode and Instruction Length (bytes) | | | | | | | | Condition Code | | | | | | No. of States ^{*1} | | |
|-----------|--------------|--|--|----|------|------------|-------------|-----|-----------|------|----------------|---|---|---|---|---|-----------------------------|------------------|----------|
| | | | #xx | Rn | @ERn | @ (d, ERn) | @-ERn/@ERn+ | @aa | @ (d, PC) | @@aa | | I | H | N | Z | V | C | Normal | Advanced |
| | | | | | | | | | | | | | | | | | | | |
| EEPMOV. B | — | if R4L ≠ 0 then repeat @R5 → @R6 R5+1 → R5 R6+1 → R6 R4L-1 → R4L until R4L=0 else next | | | | | | | | 4 | — | — | — | — | — | — | 8+ | 4n ^{*2} | |
| EEPMOV. W | — | if R4 ≠ 0 then repeat @R5 → @R6 R5+1 → R5 R6+1 → R6 R4-1 → R4 until R4=0 else next | | | | | | | | 4 | — | — | — | — | — | — | 8+ | 4n ^{*2} | |

Notes: 1. The number of states is the number of states required for execution when the instruction and its operands are located in on-chip memory. For other cases see section A.3, Number of States Required for Execution.

2. n is the value set in register R4L or R4.

(1) Set to 1 when a carry or borrow occurs at bit 11; otherwise cleared to 0.

(2) Set to 1 when a carry or borrow occurs at bit 27; otherwise cleared to 0.

(3) Retains its previous value when the result is zero; otherwise cleared to 0.

(4) Set to 1 when the adjustment produces a carry; otherwise retains its previous value.

(5) The number of states required for execution of an instruction that transfers data in synchronization with the E clock is variable.

(6) Set to 1 when the divisor is negative; otherwise cleared to 0.

(7) Set to 1 when the divisor is zero; otherwise cleared to 0.

(8) Set to 1 when the quotient is negative; otherwise cleared to 0.

A.2 Operation Code Map

Table A.2 Operation Code Map

| Instruction code: | | 1st byte | | 2nd byte | | Instruction when most significant bit of BH is 0. | | | | | | | | | | | Instruction when most significant bit of BH is 1. | | | | | | | | | | | | | | | |
|-------------------|---------------|---------------|-------|----------|------|---|-------|-------|---------------|-----|---------------|-----|------|---------------|------|-----|---|---|------|---|---------------|--|--|--|--|--|--|--|--|--|--|--|
| | | AH | AL | BH | BL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F | | | | | | | | | | | |
| 0 | NOP | Table A-2 (2) | | STC | LDC | ORC | XORC | ANDC | LDC | ADD | Table A-2 (2) | | MOV | Table A-2 (2) | | | | | | | | | | | | | | | | | | |
| 1 | Table A-2 (2) | Table A-2 (2) | | OR.B | OR.B | XOR.B | XOR.B | AND.B | Table A-2 (2) | SUB | Table A-2 (2) | | CMP | Table A-2 (2) | | | | | | | | | | | | | | | | | | |
| 2 | MOV.B | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | MOV | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | BRA | BRN | BHI | BLS | BCC | BCS | BNE | BEQ | BVC | BVS | BPL | BMI | BGE | BLT | BGT | BLE | | | | | | | | | | | | | | | | |
| 5 | MULXU | DIVXU | MULXU | DIVXU | RTS | BSR | RTE | TRAPA | Table A-2 (2) | JMP | | BSR | JSR | | | | | | | | | | | | | | | | | | | |
| 6 | BSET | | BNOT | | OR | | XOR | | AND | | BST | | MOV | | | | | | | | | | | | | | | | | | | |
| 7 | BOR | | BAND | | BAND | | BAND | | BAND | | BAND | | BAND | | BAND | | BAND | | BAND | | Table A-2 (3) | | | | | | | | | | | |
| 8 | ADD | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | ADDX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A | CMP | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | SUBX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| C | OR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D | XOR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| E | AND | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| F | MOV | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

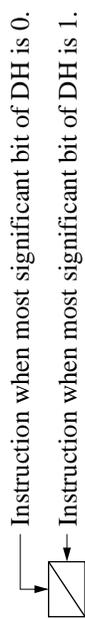
Instruction code:

| | |
|----------|----------|
| 1st byte | 2nd byte |
| AH AL | BH BL |

| BH AH/AL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
|-------------|-------|-----|---|-----|---------|-----|-----|-----|-------|-----|-----|-----|------------------|------------------|-----|------------------|
| 01 | MOV | | | | LDC/STC | | | | SLEEP | | | | Table A-2 (3) | Table A-2 (3) | | Table A-2 (3) |
| 0A | INC | ADD | | | | | | | | | | | | | | |
| 0B | ADDS | | | | | INC | | INC | ADDS | | | | | INC | | INC |
| 0F | DAA | MOV | | | | | | | | | | | | | | |
| 10 | SHLL | | | | | | | | SHAL | | | | | SHAL | | |
| 11 | SHLR | | | | | | | | SHAR | | | | | SHAR | | |
| 12 | ROTXL | | | | | | | | ROTL | | | | | ROTL | | |
| 13 | ROTXR | | | | | | | | ROTR | | | | | ROTR | | |
| 17 | NOT | | | | | | | | EXTU | | | | | EXTU | | EXTS |
| 1A | DEC | SUB | | | | | | | | | | | | | | |
| 1B | SUBS | | | | | DEC | | DEC | SUB | | | | | DEC | | DEC |
| 1F | DAS | CMP | | | | | | | | | | | | | | |
| 58 | BRA | BRN | | BHI | BLS | BCC | BNE | BEQ | BVC | BVS | BPL | BMI | BGE | BLT | BGT | BLE |
| 79 | MOV | ADD | | CMP | SUB | OR | XOR | AND | | | | | | | | |
| 7A | MOV | ADD | | CMP | SUB | OR | XOR | AND | | | | | | | | |

Instruction code:

| 1st byte | 2nd byte | 3rd byte | 4th byte |
|----------|----------|----------|----------|
| AH AL | BH BL | CH CL | DH DL |



| CL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
|--------------------|-------|-------|---|-------|----|-----|-----|---|---|------|------|-------|-------|-------|------|-----|
| AH ALBH BLCH | | | | | | | | | | LDC | | LDC | | LDC | | LDC |
| 01406 | | | | | | | | | | STC | | STC | | STC | | STC |
| 01C05 | MULXS | | | MULXS | | | | | | | | | | | | |
| 01D05 | | DIVXS | | DIVXS | | | | | | | | | | | | |
| 01F06 | | | | | OR | XOR | AND | | | | | | | | | |
| 7C706*1 | | | | | | | | | | BTST | | | | | | |
| 7C707*1 | | | | | | | | | | | BOR | BXOR | BAND | BLD | | |
| | | | | | | | | | | | BIOR | BIXOR | BIAND | BILD | | |
| | | | | | | | | | | | | | | BST | | |
| 7D706*1 | BSET | | | | | | | | | | BCLR | | | | | |
| | | | | | | | | | | | | | | | | |
| 7D707*1 | BSET | | | | | | | | | | BCLR | | | | | |
| | | | | | | | | | | | | | | | | |
| 7Eaa6*2 | | | | | | | | | | | BTST | | | | | |
| 7Eaa7*2 | | | | | | | | | | | | BOR | BXOR | BAND | BLD | |
| | | | | | | | | | | | | BIOR | BIXOR | BIAND | BILD | |
| | | | | | | | | | | | | | | BST | | |
| 7Faa6*2 | BSET | | | | | | | | | | BCLR | | | | | |
| | | | | | | | | | | | | | | | | |
| 7Faa7*2 | BSET | | | | | | | | | | BCLR | | | | | |
| | | | | | | | | | | | | | | | | |

Notes: 1. r is the register designation field.
 2. aa is the absolute address field.

A.3 Number of States Required for Execution

The tables in this section can be used to calculate the number of states required for instruction execution by the H8/300H CPU. Table A.4 indicates the number of instruction fetch, data read/write, and other cycles occurring in each instruction. Table A.3 indicates the number of states required per cycle according to the bus size. The number of states required for execution of an instruction can be calculated from these two tables as follows:

$$\text{Number of states} = I \times S_I + J \times S_J + K \times S_K + L \times S_L + M \times S_M + N \times S_N$$

Examples of Calculation of Number of States Required for Execution

Examples: Advanced mode, stack located in external address space, on-chip supporting modules accessed with 8-bit bus width, external devices accessed in three states with one wait state and 16-bit bus width.

BSET #0, @FFFFC7:8

From table A.4, $I = L = 2$ and $J = K = M = N = 0$

From table A.3, $S_I = 4$ and $S_L = 3$

$$\text{Number of states} = 2 \times 4 + 2 \times 3 = 14$$

JSR @@30

From table A.4, $I = J = K = 2$ and $L = M = N = 0$

From table A.3, $S_I = S_J = S_K = 4$

$$\text{Number of states} = 2 \times 4 + 2 \times 4 + 2 \times 4 = 24$$

Table A.3 Number of States per Cycle

| Cycle | | Access Conditions | | | | | | |
|---------------------|-------|-------------------|---------------------------------|---------------|-------------------|-------------------|-------------------|-------------------|
| | | On-Chip Memory | On-Chip Supporting Module | | External Device | | | |
| | | | 8-Bit Bus | 16-Bit Bus | 8-Bit Bus | | 16-Bit Bus | |
| | | | | | 2-State Access | 3-State Access | 2-State Access | 3-State Access |
| Instruction fetch | S_I | 2 | 6 | 3 | 4 | $6 + 2m$ | 2 | $3 + m$ |
| Branch address read | S_J | | | | | | | |
| Stack operation | S_K | | | | | | | |
| Byte data access | S_L | | 3 | | 2 | $3 + m$ | | |
| Word data access | S_M | | 6 | | 4 | $6 + 2m$ | | |
| Internal operation | S_N | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

Legend

m: Number of wait states inserted into external device access

Table A.4 Number of Cycles per Instruction

| Instruction Mnemonic | | Instruction | Branch | Stack | Byte Data | Word Data | Internal |
|----------------------|-------------------|-------------|------------|-----------|-----------|-----------|-----------|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation |
| | | I | J | K | L | M | N |
| ADD | ADD.B #xx:8, Rd | 1 | | | | | |
| | ADD.B Rs, Rd | 1 | | | | | |
| | ADD.W #xx:16, Rd | 2 | | | | | |
| | ADD.W Rs, Rd | 1 | | | | | |
| | ADD.L #xx:32, ERd | 3 | | | | | |
| | ADD.L ERs, ERd | 1 | | | | | |
| ADDS | ADDS #1/2/4, ERd | 1 | | | | | |
| ADDX | ADDX #xx:8, Rd | 1 | | | | | |
| | ADDX Rs, Rd | 1 | | | | | |
| AND | AND.B #xx:8, Rd | 1 | | | | | |
| | AND.B Rs, Rd | 1 | | | | | |
| | AND.W #xx:16, Rd | 2 | | | | | |
| | AND.W Rs, Rd | 1 | | | | | |
| | AND.L #xx:32, ERd | 3 | | | | | |
| | AND.L ERs, ERd | 2 | | | | | |
| ANDC | ANDC #xx:8, CCR | 1 | | | | | |
| BAND | BAND #xx:3, Rd | 1 | | | | | |
| | BAND #xx:3, @ERd | 2 | | | 1 | | |
| | BAND #xx:3, @aa:8 | 2 | | | 1 | | |
| Bcc | BRA d:8 (BT d:8) | 2 | | | | | |
| | BRN d:8 (BF d:8) | 2 | | | | | |
| | BHI d:8 | 2 | | | | | |
| | BLS d:8 | 2 | | | | | |
| | BCC d:8 (BHS d:8) | 2 | | | | | |
| | BCS d:8 (BLO d:8) | 2 | | | | | |
| | BNE d:8 | 2 | | | | | |
| | BEQ d:8 | 2 | | | | | |
| | BVC d:8 | 2 | | | | | |
| | BVS d:8 | 2 | | | | | |
| | BPL d:8 | 2 | | | | | |
| | BMI d:8 | 2 | | | | | |
| | BGE d:8 | 2 | | | | | |
| | BLT d:8 | 2 | | | | | |

| Instruction | Mnemonic | Instruction | Branch | Stack | Byte Data | Word Data | Internal |
|-------------|---------------------|-------------|------------|-----------|-----------|-----------|-----------|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation |
| | | I | J | K | L | M | N |
| Bcc | BGT d:8 | 2 | | | | | |
| | BLE d:8 | 2 | | | | | |
| | BRA d:16 (BT d:16) | 2 | | | | | 2 |
| | BRN d:16 (BF d:16) | 2 | | | | | 2 |
| | BHI d:16 | 2 | | | | | 2 |
| | BLS d:16 | 2 | | | | | 2 |
| | BCC d:16 (BHS d:16) | 2 | | | | | 2 |
| | BCS d:16 (BLO d:16) | 2 | | | | | 2 |
| | BNE d:16 | 2 | | | | | 2 |
| | BEQ d:16 | 2 | | | | | 2 |
| | BVC d:16 | 2 | | | | | 2 |
| | BVS d:16 | 2 | | | | | 2 |
| | BPL d:16 | 2 | | | | | 2 |
| | BMI d:16 | 2 | | | | | 2 |
| | BGE d:16 | 2 | | | | | 2 |
| | BLT d:16 | 2 | | | | | 2 |
| | BGT d:16 | 2 | | | | | 2 |
| BLE d:16 | 2 | | | | | 2 | |
| BCLR | BCLR #xx:3, Rd | 1 | | | | | |
| | BCLR #xx:3, @ERd | 2 | | | 2 | | |
| | BCLR #xx:3, @aa:8 | 2 | | | 2 | | |
| | BCLR Rn, Rd | 1 | | | | | |
| | BCLR Rn, @ERd | 2 | | | 2 | | |
| | BCLR Rn, @aa:8 | 2 | | | 2 | | |
| BIAND | BIAND #xx:3, Rd | 1 | | | | | |
| | BIAND #xx:3, @ERd | 2 | | | 1 | | |
| | BIAND #xx:3, @aa:8 | 2 | | | 1 | | |
| BILD | BILD #xx:3, Rd | 1 | | | | | |
| | BILD #xx:3, @ERd | 2 | | | 1 | | |
| | BILD #xx:3, @aa:8 | 2 | | | 1 | | |
| BIOR | BIOR #xx:8, Rd | 1 | | | | | |
| | BIOR #xx:8, @ERd | 2 | | | 1 | | |
| | BIOR #xx:8, @aa:8 | 2 | | | 1 | | |
| BIST | BIST #xx:3, Rd | 1 | | | | | |
| | BIST #xx:3, @ERd | 2 | | | 2 | | |
| | BIST #xx:3, @aa:8 | 2 | | | 2 | | |

| Instruction Mnemonic | | Instruction | Branch | Stack | Byte Data | Word Data | Internal |
|----------------------|--------------------|-------------|------------|-----------|-----------|-----------|-----------|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation |
| | | I | J | K | L | M | N |
| BIXOR | BIXOR #xx:3, Rd | 1 | | | | | |
| | BIXOR #xx:3, @ERd | 2 | | | 1 | | |
| | BIXOR #xx:3, @aa:8 | 2 | | | 1 | | |
| BLD | BLD #xx:3, Rd | 1 | | | | | |
| | BLD #xx:3, @ERd | 2 | | | 1 | | |
| | BLD #xx:3, @aa:8 | 2 | | | 1 | | |
| BNOT | BNOT #xx:3, Rd | 1 | | | | | |
| | BNOT #xx:3, @ERd | 2 | | | 2 | | |
| | BNOT #xx:3, @aa:8 | 2 | | | 2 | | |
| | BNOT Rn, Rd | 1 | | | | | |
| | BNOT Rn, @ERd | 2 | | | 2 | | |
| | BNOT Rn, @aa:8 | 2 | | | 2 | | |
| BOR | BOR #xx:3, Rd | 1 | | | | | |
| | BOR #xx:3, @ERd | 2 | | | 1 | | |
| | BOR #xx:3, @aa:8 | 2 | | | 1 | | |
| BSET | BSET #xx:3, Rd | 1 | | | | | |
| | BSET #xx:3, @ERd | 2 | | | 2 | | |
| | BSET #xx:3, @aa:8 | 2 | | | 2 | | |
| | BSET Rn, Rd | 1 | | | | | |
| | BSET Rn, @ERd | 2 | | | 2 | | |
| | BSET Rn, @aa:8 | 2 | | | 2 | | |
| BSR | BSR d:8 | Normal*1 | 2 | 1 | | | |
| | | Advanced | 2 | 2 | | | |
| | BSR d:16 | Normal*1 | 2 | | 1 | | 2 |
| | | Advanced | 2 | | 2 | | 2 |
| BST | BST #xx:3, Rd | 1 | | | | | |
| | BST #xx:3, @ERd | 2 | | | 2 | | |
| | BST #xx:3, @aa:8 | 2 | | | 2 | | |
| BTST | BTST #xx:3, Rd | 1 | | | | | |
| | BTST #xx:3, @ERd | 2 | | | 1 | | |
| | BTST #xx:3, @aa:8 | 2 | | | 1 | | |
| | BTST Rn, Rd | 1 | | | | | |
| | BTST Rn, @ERd | 2 | | | 1 | | |
| | BTST Rn, @aa:8 | 2 | | | 1 | | |

Appendix A Instruction Set

| Instruction | Mnemonic | Instruction | Branch | Stack | Byte Data | Word Data | Internal | |
|-------------|-------------------|----------------------|------------|-----------|---------------|-----------|-----------|---|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation | |
| | | I | J | K | L | M | N | |
| BXOR | BXOR #xx:3, Rd | 1 | | | | | | |
| | BXOR #xx:3, @ERd | 2 | | | 1 | | | |
| | BXOR #xx:3, @aa:8 | 2 | | | 1 | | | |
| CMP | CMP.B #xx:8, Rd | 1 | | | | | | |
| | CMP.B Rs, Rd | 1 | | | | | | |
| | CMP.W #xx:16, Rd | 2 | | | | | | |
| | CMP.W Rs, Rd | 1 | | | | | | |
| | CMP.L #xx:32, ERd | 3 | | | | | | |
| | CMP.L ERs, ERd | 1 | | | | | | |
| DAA | DAA Rd | 1 | | | | | | |
| DAS | DAS Rd | 1 | | | | | | |
| DEC | DEC.B Rd | 1 | | | | | | |
| | DEC.W #1/2, Rd | 1 | | | | | | |
| | DEC.L #1/2, ERd | 1 | | | | | | |
| DIVXS | DIVXS.B Rs, Rd | 2 | | | | | 12 | |
| | DIVXS.W Rs, ERd | 2 | | | | | 20 | |
| DIVXU | DIVXU.B Rs, Rd | 1 | | | | | 12 | |
| | DIVXU.W Rs, ERd | 1 | | | | | 20 | |
| EEPMOV | EEPMOV.B | 2 | | | $2n + 2^{*2}$ | | | |
| | EEPMOV.W | 2 | | | $2n + 2^{*2}$ | | | |
| EXTS | EXTS.W Rd | 1 | | | | | | |
| | EXTS.L ERd | 1 | | | | | | |
| EXTU | EXTU.W Rd | 1 | | | | | | |
| | EXTU.L ERd | 1 | | | | | | |
| INC | INC.B Rd | 1 | | | | | | |
| | INC.W #1/2, Rd | 1 | | | | | | |
| | INC.L #1/2, ERd | 1 | | | | | | |
| JMP | JMP @ERn | 2 | | | | | | |
| | JMP @aa:24 | 2 | | | | | 2 | |
| | JMP @@aa:8 | Normal ^{*1} | 2 | 1 | | | | 2 |
| | | Advanced | 2 | 2 | | | | 2 |

| Instruction Mnemonic | | | Instruction | Branch | Stack | Byte Data | Word Data | Internal |
|----------------------|------------------------|----------|-------------|------------|-----------|-----------|-----------|-----------|
| | | | Fetch | Addr. Read | Operation | Access | Access | Operation |
| | | | I | J | K | L | M | N |
| JSR | JSR @ERn | Normal*1 | 2 | | 1 | | | |
| | | Advanced | 2 | | 2 | | | |
| | JSR @aa:24 | Normal*1 | 2 | | 1 | | | 2 |
| | | Advanced | 2 | | 2 | | | 2 |
| | JSR @@aa:8 | Normal*1 | 2 | 1 | 1 | | | |
| | | Advanced | 2 | 2 | 2 | | | |
| LDC | LDC #xx:8, CCR | | 1 | | | | | |
| | LDC Rs, CCR | | 1 | | | | | |
| | LDC @ERs, CCR | | 2 | | | | 1 | |
| | LDC @(d:16, ERs), CCR | | 3 | | | | 1 | |
| | LDC @(d:24, ERs), CCR | | 5 | | | | 1 | |
| | LDC @ERs+, CCR | | 2 | | | | 1 | 2 |
| | LDC @aa:16, CCR | | 3 | | | | 1 | |
| | LDC @aa:24, CCR | | 4 | | | | 1 | |
| MOV | MOV.B #xx:8, Rd | | 1 | | | | | |
| | MOV.B Rs, Rd | | 1 | | | | | |
| | MOV.B @ERs, Rd | | 1 | | | 1 | | |
| | MOV.B @(d:16, ERs), Rd | | 2 | | | 1 | | |
| | MOV.B @(d:24, ERs), Rd | | 4 | | | 1 | | |
| | MOV.B @ERs+, Rd | | 1 | | | 1 | | 2 |
| | MOV.B @aa:8, Rd | | 1 | | | 1 | | |
| | MOV.B @aa:16, Rd | | 2 | | | 1 | | |
| | MOV.B @aa:24, Rd | | 3 | | | 1 | | |
| | MOV.B Rs, @ERd | | 1 | | | 1 | | |
| | MOV.B Rs, @(d:16, ERd) | | 2 | | | 1 | | |
| | MOV.B Rs, @(d:24, ERd) | | 4 | | | 1 | | |
| | MOV.B Rs, @-ERd | | 1 | | | 1 | | 2 |
| | MOV.B Rs, @aa:8 | | 1 | | | 1 | | |
| | MOV.B Rs, @aa:16 | | 2 | | | 1 | | |
| | MOV.B Rs, @aa:24 | | 3 | | | 1 | | |
| | MOV.W #xx:16, Rd | | 2 | | | | | |
| | MOV.W Rs, Rd | | 1 | | | | | |
| | MOV.W @ERs, Rd | | 1 | | | | 1 | |
| | MOV.W @(d:16, ERs), Rd | | 2 | | | | 1 | |

| Instruction | Mnemonic | Instruction | Branch | Stack | Byte Data | Word Data | Internal | |
|-------------------------|-------------------------|-------------|------------|-----------|-----------|-----------|-----------|---|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation | |
| | | I | J | K | L | M | N | |
| MOV | MOV.W @(d:24, ERs), Rd | 4 | | | | 1 | | |
| | MOV.W @ERs+, Rd | 1 | | | | 1 | 2 | |
| | MOV.W @aa:16, Rd | 2 | | | | 1 | | |
| | MOV.W @aa:24, Rd | 3 | | | | 1 | | |
| | MOV.W Rs, @ERd | 1 | | | | 1 | | |
| | MOV.W Rs, @(d:16, ERd) | 2 | | | | 1 | | |
| | MOV.W Rs, @(d:24, ERd) | 4 | | | | 1 | | |
| | MOV.W Rs, @-ERd | 1 | | | | 1 | 2 | |
| | MOV.W Rs, @aa:16 | 2 | | | | 1 | | |
| | MOV.W Rs, @aa:24 | 3 | | | | 1 | | |
| | MOV.L #xx:32, ERd | 3 | | | | | | |
| | MOV.L ERs, ERd | 1 | | | | | | |
| | MOV.L @ERs, ERd | 2 | | | | | 2 | |
| | MOV.L @(d:16, ERs), ERd | 3 | | | | | 2 | |
| | MOV.L @(d:24, ERs), ERd | 5 | | | | | 2 | |
| | MOV.L @ERs+, ERd | 2 | | | | | 2 | 2 |
| | MOV.L @aa:16, ERd | 3 | | | | | 2 | |
| | MOV.L @aa:24, ERd | 4 | | | | | 2 | |
| | MOV.L ERs, @ERd | 2 | | | | | 2 | |
| | MOV.L ERs, @(d:16, ERd) | 3 | | | | | 2 | |
| MOV.L ERs, @(d:24, ERd) | 5 | | | | | 2 | | |
| MOV.L ERs, @-ERd | 2 | | | | | 2 | 2 | |
| MOV.L ERs, @aa:16 | 3 | | | | | 2 | | |
| MOV.L ERs, @aa:24 | 4 | | | | | 2 | | |
| MOVFP | MOVFP @aa:16, Rd*1 | 2 | | | 1 | | | |
| MOVTP | MOVTP Rs, @aa:16*1 | 2 | | | 1 | | | |
| MULXS | MULXS.B Rs, Rd | 2 | | | | | 12 | |
| | MULXS.W Rs, ERd | 2 | | | | | 20 | |
| MULXU | MULXU.B Rs, Rd | 1 | | | | | 12 | |
| | MULXU.W Rs, ERd | 1 | | | | | 20 | |
| NEG | NEG.B Rd | 1 | | | | | | |
| | NEG.W Rd | 1 | | | | | | |
| | NEG.L ERd | 1 | | | | | | |
| NOP | NOP | 1 | | | | | | |

| Instruction Mnemonic | | Instruction | Branch | Stack | Byte Data | Word Data | Internal |
|----------------------|------------------|-------------|------------|-----------|-----------|-----------|-----------|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation |
| | | I | J | K | L | M | N |
| NOT | NOT.B Rd | 1 | | | | | |
| | NOT.W Rd | 1 | | | | | |
| | NOT.L ERd | 1 | | | | | |
| OR | OR.B #xx:8, Rd | 1 | | | | | |
| | OR.B Rs, Rd | 1 | | | | | |
| | OR.W #xx:16, Rd | 2 | | | | | |
| | OR.W Rs, Rd | 1 | | | | | |
| | OR.L #xx:32, ERd | 3 | | | | | |
| | OR.L ERs, ERd | 2 | | | | | |
| ORC | ORC #xx:8, CCR | 1 | | | | | |
| POP | POP.W Rn | 1 | | | | 1 | 2 |
| | POP.L ERn | 2 | | | | 2 | 2 |
| PUSH | PUSH.W Rn | 1 | | | | 1 | 2 |
| | PUSH.L ERn | 2 | | | | 2 | 2 |
| ROTL | ROTL.B Rd | 1 | | | | | |
| | ROTL.W Rd | 1 | | | | | |
| | ROTL.L ERd | 1 | | | | | |
| ROTR | ROTR.B Rd | 1 | | | | | |
| | ROTR.W Rd | 1 | | | | | |
| | ROTR.L ERd | 1 | | | | | |
| ROTXL | ROTXL.B Rd | 1 | | | | | |
| | ROTXL.W Rd | 1 | | | | | |
| | ROTXL.L ERd | 1 | | | | | |
| ROTXR | ROTXR.B Rd | 1 | | | | | |
| | ROTXR.W Rd | 1 | | | | | |
| | ROTXR.L ERd | 1 | | | | | |
| RTE | RTE | 2 | | 2 | | 2 | |
| RTS | RTS | Normal*1 | 2 | | 1 | | 2 |
| | | Advanced | 2 | | 2 | | 2 |
| SHAL | SHAL.B Rd | 1 | | | | | |
| | SHAL.W Rd | 1 | | | | | |
| | SHAL.L ERd | 1 | | | | | |
| SHAR | SHAR.B Rd | 1 | | | | | |
| | SHAR.W Rd | 1 | | | | | |
| | SHAR.L ERd | 1 | | | | | |

| Instruction | Mnemonic | Instruction | Branch | Stack | Byte Data | Word Data | Internal |
|-------------|---------------------------------|-------------|------------|-----------|-----------|-----------|-----------|
| | | Fetch | Addr. Read | Operation | Access | Access | Operation |
| | | I | J | K | L | M | N |
| SHLL | SHLL.B Rd | 1 | | | | | |
| | SHLL.W Rd | 1 | | | | | |
| | SHLL.L ERd | 1 | | | | | |
| SHLR | SHLR.B Rd | 1 | | | | | |
| | SHLR.W Rd | 1 | | | | | |
| | SHLR.L ERd | 1 | | | | | |
| SLEEP | SLEEP | 1 | | | | | |
| STC | STC CCR, Rd | 1 | | | | | |
| | STC CCR, @ERd | 2 | | | | 1 | |
| | STC CCR, @(d:16, ERd) | 3 | | | | 1 | |
| | STC CCR, @(d:24, ERd) | 5 | | | | 1 | |
| | STC CCR, @-ERd | 2 | | | | 1 | 2 |
| | STC CCR, @aa:16 | 3 | | | | 1 | |
| | STC CCR, @aa:24 | 4 | | | | 1 | |
| SUB | SUB.B Rs, Rd | 1 | | | | | |
| | SUB.W #xx:16, Rd | 2 | | | | | |
| | SUB.W Rs, Rd | 1 | | | | | |
| | SUB.L #xx:32, ERd | 3 | | | | | |
| | SUB.L ERs, ERd | 1 | | | | | |
| SUBS | SUBS #1/2/4, ERd | 1 | | | | | |
| SUBX | SUBX #xx:8, Rd | 1 | | | | | |
| | SUBX Rs, Rd | 1 | | | | | |
| TRAPA | TRAPA #x:2 Normal* ¹ | 2 | 1 | 2 | | | 4 |
| | Advanced | 2 | 2 | 2 | | | 4 |
| XOR | XOR.B #xx:8, Rd | 1 | | | | | |
| | XOR.B Rs, Rd | 1 | | | | | |
| | XOR.W #xx:16, Rd | 2 | | | | | |
| | XOR.W Rs, Rd | 1 | | | | | |
| | XOR.L #xx:32, ERd | 3 | | | | | |
| | XOR.L ERs, ERd | 2 | | | | | |
| XORC | XORC #xx:8, CCR | 1 | | | | | |

Notes: 1. Not available in the H8/3048 Group.

2. n is the value set in register R4L or R4. The source and destination are accessed n + 1 times each.

Appendix B Internal I/O Register

Table B.1 Comparison of H8/3048 Group Internal I/O Register Specifications

| Address (Low) | H8/3048 ZTAT | H8/3048 Mask ROM Version, H8/3047 Mask ROM Version, H8/3045 Mask ROM Version, H8/3044 Mask ROM Version | H8/3048F | Module |
|---------------|--------------|--|----------|--------------|
| H'FF40 | — | — | FLMCR | Flash memory |
| H'FF41 | — | — | — | |
| H'FF42 | — | — | EBR1 | |
| H'FF43 | — | — | EBR2 | |
| H'FF47 | — | — | — | |
| H'FF48 | — | — | RAMCR | |

Note: A dash (“—”) indicates that access is prohibited. Normal operation is not guaranteed if these addresses are accessed.

B.1 Addresses

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name | |
|------------------|------------------|----------------------|-----------|-------|-------|-------|-------|-------|-------|-------|----------------|--------------------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | | |
| H'1C | | | | | | | | | | | | |
| H'1D | | | | | | | | | | | | |
| H'1E | | | | | | | | | | | | |
| H'1F | | | | | | | | | | | | |
| H'20 | MAR0AR | 8 | | | | | | | | | | DMAC channel 0A |
| H'21 | MAR0AE | 8 | | | | | | | | | | |
| H'22 | MAR0AH | 8 | | | | | | | | | | |
| H'23 | MAR0AL | 8 | | | | | | | | | | |
| H'24 | ETCR0AH | 8 | | | | | | | | | | |
| H'25 | ETCR0AL | 8 | | | | | | | | | | |
| H'26 | IOAR0A | 8 | | | | | | | | | | |
| H'27 | DTCR0A | 8 | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 | | Short address mode |
| | | | | DTE | DTSZ | SAID | SAIDE | DTIE | DTS2A | DTS1A | DTS0A | |
| H'28 | MAR0BR | 8 | | | | | | | | | | DMAC channel 0B |
| H'29 | MAR0BE | 8 | | | | | | | | | | |
| H'2A | MAR0BH | 8 | | | | | | | | | | |
| H'2B | MAR0BL | 8 | | | | | | | | | | |
| H'2C | ETCR0BH | 8 | | | | | | | | | | |
| H'2D | ETCR0BL | 8 | | | | | | | | | | |
| H'2E | IOAR0B | 8 | | | | | | | | | | |
| H'2F | DTCR0B | 8 | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 | | Short address mode |
| | | | | DTME | — | DAID | DAIDE | TMS | DTS2B | DTS1B | DTS0B | |

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name |
|------------------|------------------|----------------------|-----------|-------|-------|-------|-------|-------|-------|-------|--------------------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | |
| H'30 | MAR1AR | 8 | | | | | | | | | DMAC |
| H'31 | MAR1AE | 8 | | | | | | | | | channel 1A |
| H'32 | MAR1AH | 8 | | | | | | | | | |
| H'33 | MAR1AL | 8 | | | | | | | | | |
| H'34 | ETCR1AH | 8 | | | | | | | | | |
| H'35 | ETCR1AL | 8 | | | | | | | | | |
| H'36 | IOAR1A | 8 | | | | | | | | | |
| H'37 | DTCR1A | 8 | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 | Short address mode |
| | | | DTE | DTSZ | SAID | SAIDE | DTIE | DTS2A | DTS1A | DTS0A | Full address mode |
| H'38 | MAR1BR | 8 | | | | | | | | | DMAC |
| H'39 | MAR1BE | 8 | | | | | | | | | channel 1B |
| H'3A | MAR1BH | 8 | | | | | | | | | |
| H'3B | MAR1BL | 8 | | | | | | | | | |
| H'3C | ETCR1BH | 8 | | | | | | | | | |
| H'3D | ETCR1BL | 8 | | | | | | | | | |
| H'3E | IOAR1B | 8 | | | | | | | | | |
| H'3F | DTCR1B | 8 | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 | Short address mode |
| | | | DTME | — | DAID | DAIDE | TMS | DTS2B | DTS1B | DTS0B | Full address mode |
| H'40 | FLMCR | 8 | VPP | VpPE | — | — | EV | PV | E | P | Flash memory |
| H'41 | — | — | — | — | — | — | — | — | — | — | |
| H'42 | EBR1 | 8 | LB7 | LB6 | LB5 | LB4 | LB3 | LB2 | LB1 | LB0 | |
| H'43 | EBR2 | 8 | SB7 | SB6 | SB5 | SB4 | SB3 | SB2 | SB1 | SB0 | |
| H'44 | — | — | — | — | — | — | — | — | — | — | |
| H'45 | — | — | — | — | — | — | — | — | — | — | |
| H'46 | — | — | — | — | — | — | — | — | — | — | |
| H'47 | — | — | — | — | — | — | — | — | — | — | |
| H'48 | RAMCR | 8 | FLER | — | — | — | RAMS | RAM2 | RAM1 | RAM0 | |
| H'49 | — | — | — | — | — | — | — | — | — | — | |
| H'4A | — | — | — | — | — | — | — | — | — | — | |
| H'4B | — | — | — | — | — | — | — | — | — | — | |
| H'4C | — | — | — | — | — | — | — | — | — | — | |
| H'4D | — | — | — | — | — | — | — | — | — | — | |

Appendix B Internal I/O Register

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name | |
|------------------|------------------|----------------------|-----------|-------|--------|--------|--------|--------|--------|--------|----------------|----------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | | |
| H'4E | — | — | — | — | — | — | — | — | — | — | — | |
| H'4F | — | — | — | — | — | — | — | — | — | — | — | |
| H'50 | — | — | — | — | — | — | — | — | — | — | — | |
| H'51 | — | — | — | — | — | — | — | — | — | — | — | |
| H'52 | — | — | — | — | — | — | — | — | — | — | — | |
| H'53 | — | — | — | — | — | — | — | — | — | — | — | |
| H'54 | — | — | — | — | — | — | — | — | — | — | — | |
| H'55 | — | — | — | — | — | — | — | — | — | — | — | |
| H'56 | — | — | — | — | — | — | — | — | — | — | — | |
| H'57 | — | — | — | — | — | — | — | — | — | — | — | |
| H'58 | — | — | — | — | — | — | — | — | — | — | — | |
| H'59 | — | — | — | — | — | — | — | — | — | — | — | |
| H'5A | — | — | — | — | — | — | — | — | — | — | — | |
| H'5B | — | — | — | — | — | — | — | — | — | — | — | |
| H'5C | DASTCR | 8 | — | — | — | — | — | — | — | — | DASTE | D/A converter |
| H'5D | DIVCR | 8 | — | — | — | — | — | — | — | DIV1 | DIV0 | System control |
| H'5E | MSTCR | 8 | PSTOP | — | MSTOP5 | MSTOP4 | MSTOP3 | MSTOP2 | MSTOP1 | MSTOP0 | — | — |
| H'5F | CSCR | 8 | CS7E | CS6E | CS5E | CS4E | — | — | — | — | — | Bus controller |
| H'60 | TSTR | 8 | — | — | — | STR4 | STR3 | STR2 | STR1 | STR0 | — | ITU |
| H'61 | TSNC | 8 | — | — | — | SYNC4 | SYNC3 | SYNC2 | SYNC1 | SYNC0 | — | (all channels) |
| H'62 | TMDR | 8 | — | MDF | FDIR | PWM4 | PWM3 | PWM2 | PWM1 | PWM0 | — | — |
| H'63 | TFCR | 8 | — | — | CMD1 | CMD0 | BFB4 | BFA4 | BFB3 | BFA3 | — | — |
| H'64 | TCR0 | 8 | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 | — | ITU |
| H'65 | TIOR0 | 8 | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 | — | channel 0 |
| H'66 | TIER0 | 8 | — | — | — | — | — | OVIE | IMIEB | IMIEA | — | — |
| H'67 | TSR0 | 8 | — | — | — | — | — | OVF | IMFB | IMFA | — | — |
| H'68 | TCNT0H | 16 | — | — | — | — | — | — | — | — | — | — |
| H'69 | TCNT0L | — | — | — | — | — | — | — | — | — | — | — |
| H'6A | GRA0H | 16 | — | — | — | — | — | — | — | — | — | — |
| H'6B | GRA0L | — | — | — | — | — | — | — | — | — | — | — |
| H'6C | GRB0H | 16 | — | — | — | — | — | — | — | — | — | — |
| H'6D | GRB0L | — | — | — | — | — | — | — | — | — | — | — |
| H'6E | TCR1 | 8 | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 | — | ITU |
| H'6F | TIOR1 | 8 | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 | — | channel 1 |

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | | Module Name |
|------------------|------------------|----------------------|-----------|-------|-------|-------|-------|-------|-------|-------|---------------|----------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | | |
| H'70 | TIER1 | 8 | — | — | — | — | — | — | OVIE | IMIEB | IMIEA | ITU channel 1 |
| H'71 | TSR1 | 8 | — | — | — | — | — | — | OVF | IMFB | IMFA | |
| H'72 | TCNT1H | 16 | | | | | | | | | | |
| H'73 | TCNT1L | | | | | | | | | | | |
| H'74 | GRA1H | 16 | | | | | | | | | | |
| H'75 | GRA1L | | | | | | | | | | | |
| H'76 | GRB1H | 16 | | | | | | | | | | |
| H'77 | GRB1L | | | | | | | | | | | |
| H'78 | TCR2 | 8 | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 | ITU channel 2 | |
| H'79 | TIOR2 | 8 | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 | | |
| H'7A | TIER2 | 8 | — | — | — | — | — | OVIE | IMIEB | IMIEA | | |
| H'7B | TSR2 | 8 | — | — | — | — | — | OVF | IMFB | IMFA | | |
| H'7C | TCNT2H | 16 | | | | | | | | | | |
| H'7D | TCNT2L | | | | | | | | | | | |
| H'7E | GRA2H | 16 | | | | | | | | | | |
| H'7F | GRA2L | | | | | | | | | | | |
| H'80 | GRB2H | 16 | | | | | | | | | | |
| H'81 | GRB2L | | | | | | | | | | | |
| H'82 | TCR3 | 8 | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 | ITU channel 3 | |
| H'83 | TIOR3 | 8 | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 | | |
| H'84 | TIER3 | 8 | — | — | — | — | — | OVIE | IMIEB | IMIEA | | |
| H'85 | TSR3 | 8 | — | — | — | — | — | OVF | IMFB | IMFA | | |
| H'86 | TCNT3H | 16 | | | | | | | | | | |
| H'87 | TCNT3L | | | | | | | | | | | |
| H'88 | GRA3H | 16 | | | | | | | | | | |
| H'89 | GRA3L | | | | | | | | | | | |
| H'8A | GRB3H | 16 | | | | | | | | | | |
| H'8B | GRB3L | | | | | | | | | | | |
| H'8C | BRA3H | 16 | | | | | | | | | | |
| H'8D | BRA3L | | | | | | | | | | | |
| H'8E | BRB3H | 16 | | | | | | | | | | |
| H'8F | BRB3L | | | | | | | | | | | |

Appendix B Internal I/O Register

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name |
|---------------|----------------------|----------------|-----------|--------|--------|--------|--------|--------|--------|--------|--------------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | |
| H'90 | TOER | 8 | — | — | EXB4 | EXA4 | EB3 | EB4 | EA4 | EA3 | ITU (all channels) |
| H'91 | TOCR | 8 | — | — | — | XTGD | — | — | OLS4 | OLS3 | |
| H'92 | TCR4 | 8 | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 | ITU channel 4 |
| H'93 | TIOR4 | 8 | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 | |
| H'94 | TIER4 | 8 | — | — | — | — | — | OVIE | IMIEB | IMIEA | |
| H'95 | TSR4 | 8 | — | — | — | — | — | OVF | IMFB | IMFA | |
| H'96 | TCNT4H | 16 | | | | | | | | | |
| H'97 | TCNT4L | | | | | | | | | | |
| H'98 | GRA4H | 16 | | | | | | | | | |
| H'99 | GRA4L | | | | | | | | | | |
| H'9A | GRB4H | 16 | | | | | | | | | |
| H'9B | GRB4L | | | | | | | | | | |
| H'9C | BRA4H | 16 | | | | | | | | | |
| H'9D | BRA4L | | | | | | | | | | |
| H'9E | BRB4H | 16 | | | | | | | | | |
| H'9F | BRB4L | | | | | | | | | | |
| H'A0 | TPMR | 8 | — | — | — | — | G3NOV | G2NOV | G1NOV | G0NOV | TPC |
| H'A1 | TPCR | 8 | G3CMS1 | G3CMS0 | G2CMS1 | G2CMS0 | G1CMS1 | G1CMS0 | G0CMS1 | G0CMS0 | |
| H'A2 | NDERB | 8 | NDER15 | NDER14 | NDER13 | NDER12 | NDER11 | NDER10 | NDER9 | NDER8 | |
| H'A3 | NDERA | 8 | NDER7 | NDER6 | NDER5 | NDER4 | NDER3 | NDER2 | NDER1 | NDER0 | |
| H'A4 | NDRB ^{*1} | 8 | NDR15 | NDR14 | NDR13 | NDR12 | NDR11 | NDR10 | NDR9 | NDR8 | |
| | | 8 | NDR15 | NDR14 | NDR13 | NDR12 | — | — | — | — | |
| H'A5 | NDRA ^{*1} | 8 | NDR7 | NDR6 | NDR5 | NDR4 | NDR3 | NDR2 | NDR1 | NDR0 | |
| | | 8 | NDR7 | NDR6 | NDR5 | NDR4 | — | — | — | — | |
| H'A6 | NDRB ^{*1} | 8 | — | — | — | — | — | — | — | — | |
| | | 8 | — | — | — | — | NDR11 | NDR10 | NDR9 | NDR8 | |
| H'A7 | NDRA ^{*1} | 8 | — | — | — | — | — | — | — | — | |
| | | 8 | — | — | — | — | NDR3 | NDR2 | NDR1 | NDR0 | |
| H'A8 | TCSR ^{*2} | 8 | OVF | WT/IT | TME | — | — | CKS2 | CKS1 | CKS0 | WDT |
| H'A9 | TCNT ^{*2} | 8 | | | | | | | | | |
| H'AA | — | — | — | — | — | — | — | — | — | — | |
| H'AB | RSTCSR ^{*3} | 8 | WRST | RSTOE | — | — | — | — | — | — | |
| H'AC | RFSHCR | 8 | SRFMD | PSRAME | DRAME | CAS/WE | M9/M8 | RFSHE | — | RCYCE | Refresh controller |
| H'AD | RTMCSR | 8 | CMF | CMIE | CKS2 | CKS1 | CKS0 | — | — | — | |
| H'AE | RTCNT | 8 | | | | | | | | | |
| H'AF | RTCOR | 8 | | | | | | | | | |

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name |
|------------------|------------------|----------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|----------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | |
| H'B0 | SMR | 8 | C/ \bar{A} /GM | CHR | PE | O/E | STOP | MP | CKS1 | CKS0 | SCI channel 0 |
| H'B1 | BRR | 8 | | | | | | | | | |
| H'B2 | SCR | 8 | TIE | RIE | TE | RE | MPIE | TEIE | CKE1 | CKE0 | |
| H'B3 | TDR | 8 | | | | | | | | | |
| H'B4 | SSR | 8 | TDRE | RDRF | ORER | FER/ ERS | PER | TEND | MPB | MPBT | |
| H'B5 | RDR | 8 | | | | | | | | | |
| H'B6 | SCMR | 8 | — | — | — | — | SDIR | SINV | — | SMIF | |
| H'B7 | | | | | | | | | | | |
| H'B8 | SMR | 8 | C/A | CHR | PE | O/ \bar{E} | STOP | MP | CKS1 | CKS0 | SCI channel 1 |
| H'B9 | BRR | 8 | | | | | | | | | |
| H'BA | SCR | 8 | TIE | RIE | TE | RE | MPIE | TEIE | CKE1 | CKE0 | |
| H'BB | TDR | 8 | | | | | | | | | |
| H'BC | SSR | 8 | TDRE | RDRF | ORER | FER | PER | TEND | MPB | MPBT | |
| H'BD | RDR | 8 | | | | | | | | | |
| H'BE | — | — | — | — | — | — | — | — | — | — | |
| H'BF | | | | | | | | | | | |
| H'C0 | P1DDR | 8 | P1 ₇ DDR | P1 ₆ DDR | P1 ₅ DDR | P1 ₄ DDR | P1 ₃ DDR | P1 ₂ DDR | P1 ₁ DDR | P1 ₀ DDR | Port 1 |
| H'C1 | P2DDR | 8 | P2 ₇ DDR | P2 ₆ DDR | P2 ₅ DDR | P2 ₄ DDR | P2 ₃ DDR | P2 ₂ DDR | P2 ₁ DDR | P2 ₀ DDR | Port 2 |
| H'C2 | P1DR | 8 | P1 ₇ | P1 ₆ | P1 ₅ | P1 ₄ | P1 ₃ | P1 ₂ | P1 ₁ | P1 ₀ | Port 1 |
| H'C3 | P2DR | 8 | P2 ₇ | P2 ₆ | P2 ₅ | P2 ₄ | P2 ₃ | P2 ₂ | P2 ₁ | P2 ₀ | Port 2 |
| H'C4 | P3DDR | 8 | P3 ₇ DDR | P3 ₆ DDR | P3 ₅ DDR | P3 ₄ DDR | P3 ₃ DDR | P3 ₂ DDR | P3 ₁ DDR | P3 ₀ DDR | Port 3 |
| H'C5 | P4DDR | 8 | P4 ₇ DDR | P4 ₆ DDR | P4 ₅ DDR | P4 ₄ DDR | P4 ₃ DDR | P4 ₂ DDR | P4 ₁ DDR | P4 ₀ DDR | Port 4 |
| H'C6 | P3DR | 8 | P3 ₇ | P3 ₆ | P3 ₅ | P3 ₄ | P3 ₃ | P3 ₂ | P3 ₁ | P3 ₀ | Port 3 |
| H'C7 | P4DR | 8 | P4 ₇ | P4 ₆ | P4 ₅ | P4 ₄ | P4 ₃ | P4 ₂ | P4 ₁ | P4 ₀ | Port 4 |
| H'C8 | P5DDR | 8 | — | — | — | — | P5 ₃ DDR | P5 ₂ DDR | P5 ₁ DDR | P5 ₀ DDR | Port 5 |
| H'C9 | P6DDR | 8 | — | P6 ₆ DDR | P6 ₅ DDR | P6 ₄ DDR | P6 ₃ DDR | P6 ₂ DDR | P6 ₁ DDR | P6 ₀ DDR | Port 6 |
| H'CA | P5DR | 8 | — | — | — | — | P5 ₃ | P5 ₂ | P5 ₁ | P5 ₀ | Port 5 |
| H'CB | P6DR | 8 | — | P6 ₆ | P6 ₅ | P6 ₄ | P6 ₃ | P6 ₂ | P6 ₁ | P6 ₀ | Port 6 |
| H'CC | — | — | — | — | — | — | — | — | — | — | |
| H'CD | P8DDR | 8 | — | — | — | P8 ₄ DDR | P8 ₃ DDR | P8 ₂ DDR | P8 ₁ DDR | P8 ₀ DDR | Port 8 |
| H'CE | P7DR | 8 | P7 ₇ | P7 ₆ | P7 ₅ | P7 ₄ | P7 ₃ | P7 ₂ | P7 ₁ | P7 ₀ | Port 7 |
| H'CF | P8DR | 8 | — | — | — | P8 ₄ | P8 ₃ | P8 ₂ | P8 ₁ | P8 ₀ | Port 8 |

Appendix B Internal I/O Register

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name |
|---------------|---------------|----------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|----------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | |
| H'D0 | P9DDR | 8 | — | — | P9 ₅ DDR | P9 ₄ DDR | P9 ₃ DDR | P9 ₂ DDR | P9 ₁ DDR | P9 ₀ DDR | Port 9 |
| H'D1 | PADDR | 8 | PA ₇ DDR | PA ₆ DDR | PA ₅ DDR | PA ₄ DDR | PA ₃ DDR | PA ₂ DDR | PA ₁ DDR | PA ₀ DDR | Port A |
| H'D2 | P9DR | 8 | — | — | P9 ₅ | P9 ₄ | P9 ₃ | P9 ₂ | P9 ₁ | P9 ₀ | Port 9 |
| H'D3 | PADR | 8 | PA ₇ | PA ₆ | PA ₅ | PA ₄ | PA ₃ | PA ₂ | PA ₁ | PA ₀ | Port A |
| H'D4 | PBDDR | 8 | PB ₇ DDR | PB ₆ DDR | PB ₅ DDR | PB ₄ DDR | PB ₃ DDR | PB ₂ DDR | PB ₁ DDR | PB ₀ DDR | Port B |
| H'D5 | — | — | — | — | — | — | — | — | — | — | — |
| H'D6 | PBDR | 8 | PB ₇ | PB ₆ | PB ₅ | PB ₄ | PB ₃ | PB ₂ | PB ₁ | PB ₀ | Port B |
| H'D7 | — | — | — | — | — | — | — | — | — | — | — |
| H'D8 | P2PCR | | P2 ₇ PCR | P2 ₆ PCR | P2 ₅ PCR | P2 ₄ PCR | P2 ₃ PCR | P2 ₂ PCR | P2 ₁ PCR | P2 ₀ PCR | Port 2 |
| H'D9 | — | — | — | — | — | — | — | — | — | — | — |
| H'DA | P4PCR | 8 | P4 ₇ PCR | P4 ₆ PCR | P4 ₅ PCR | P4 ₄ PCR | P4 ₃ PCR | P4 ₂ PCR | P4 ₁ PCR | P4 ₀ PCR | Port 4 |
| H'DB | P5PCR | 8 | — | — | — | — | P5 ₃ PCR | P5 ₂ PCR | P5 ₁ PCR | P5 ₀ PCR | Port 5 |
| H'DC | DADR0 | 8 | | | | | | | | | D/A converter |
| H'DD | DADR1 | 8 | | | | | | | | | |
| H'DE | DACR | 8 | DAOE1 | DAOE0 | DAE | — | — | — | — | — | |
| H'DF | — | — | — | — | — | — | — | — | — | — | |
| H'E0 | ADDRAH | 8 | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | A/D converter |
| H'E1 | ADDRAL | 8 | AD1 | AD0 | — | — | — | — | — | — | |
| H'E2 | ADDRBH | 8 | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | |
| H'E3 | ADDRBL | 8 | AD1 | AD0 | — | — | — | — | — | — | |
| H'E4 | ADDRCH | 8 | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | |
| H'E5 | ADDRCL | 8 | AD1 | AD0 | — | — | — | — | — | — | |
| H'E6 | ADDRDH | 8 | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | |
| H'E7 | ADDRDL | 8 | AD1 | AD0 | — | — | — | — | — | — | |
| H'E8 | ADCSR | 8 | ADF | ADIE | ADST | SCAN | CKS | CH2 | CH1 | CH0 | |
| H'E9 | ADCR | 8 | TRGE | — | — | — | — | — | — | — | |
| H'EA | — | — | — | — | — | — | — | — | — | — | |
| H'EB | — | — | — | — | — | — | — | — | — | — | |
| H'EC | ABWCR | 8 | ABW7 | ABW6 | ABW5 | ABW4 | ABW3 | ABW2 | ABW1 | ABW0 | Bus controller |
| H'ED | ASTCR | 8 | AST7 | AST6 | AST5 | AST4 | AST3 | AST2 | AST1 | AST0 | |
| H'EE | WCR | 8 | — | — | — | — | WMS1 | WMS0 | WC1 | WC0 | |
| H'EF | WCER | 8 | WCE7 | WCE6 | WCE5 | WCE4 | WCE3 | WCE2 | WCE1 | WCE0 | |

| Address (low) | Register Name | Data Bus Width | Bit Names | | | | | | | | Module Name | |
|------------------|------------------|----------------------|-----------|-------|--------|--------|--------|--------|--------|--------|----------------|-------------------------|
| | | | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | | |
| H'F0 | — | — | — | — | — | — | — | — | — | — | — | |
| H'F1 | MDCR | 8 | — | — | — | — | — | — | MDS2 | MDS1 | MDS0 | System control |
| H'F2 | SYSCR | 8 | SSBY | STS2 | STS1 | STS0 | UE | NMIEG | — | RAME | | |
| H'F3 | BRCR | 8 | A23E | A22E | A21E | — | — | — | — | — | BRLE | Bus controller |
| H'F4 | ISCR | 8 | — | — | IRQ5SC | IRQ4SC | IRQ3SC | IRQ2SC | IRQ1SC | IRQ0SC | — | Interrupt controller |
| H'F5 | IER | 8 | — | — | IRQ5E | IRQ4E | IRQ3E | IRQ2E | IRQ1E | IRQ0E | — | |
| H'F6 | ISR | 8 | — | — | IRQ5F | IRQ4F | IRQ3F | IRQ2F | IRQ1F | IRQ0F | — | |
| H'F7 | — | — | — | — | — | — | — | — | — | — | — | |
| H'F8 | IPRA | 8 | IPRA7 | IPRA6 | IPRA5 | IPRA4 | IPRA3 | IPRA2 | IPRA1 | IPRA0 | — | |
| H'F9 | IPRB | 8 | IPRB7 | IPRB6 | IPRB5 | — | IPRB3 | IPRB2 | IPRB1 | — | — | |
| H'FA | — | — | — | — | — | — | — | — | — | — | — | |
| H'FB | — | — | — | — | — | — | — | — | — | — | — | |
| H'FC | — | — | — | — | — | — | — | — | — | — | — | |
| H'FD | — | — | — | — | — | — | — | — | — | — | — | |
| H'FE | — | — | — | — | — | — | — | — | — | — | — | |
| H'FF | — | — | — | — | — | — | — | — | — | — | — | |

- Notes: 1. The address depends on the output trigger setting.
2. For write access to TCSR and TCNT, see section 12.2.4, Notes on Register Access.
3. For write access to RSTCSR, see section 12.2.4, Notes on Register Access.

Legend

DMAC: DMA controller

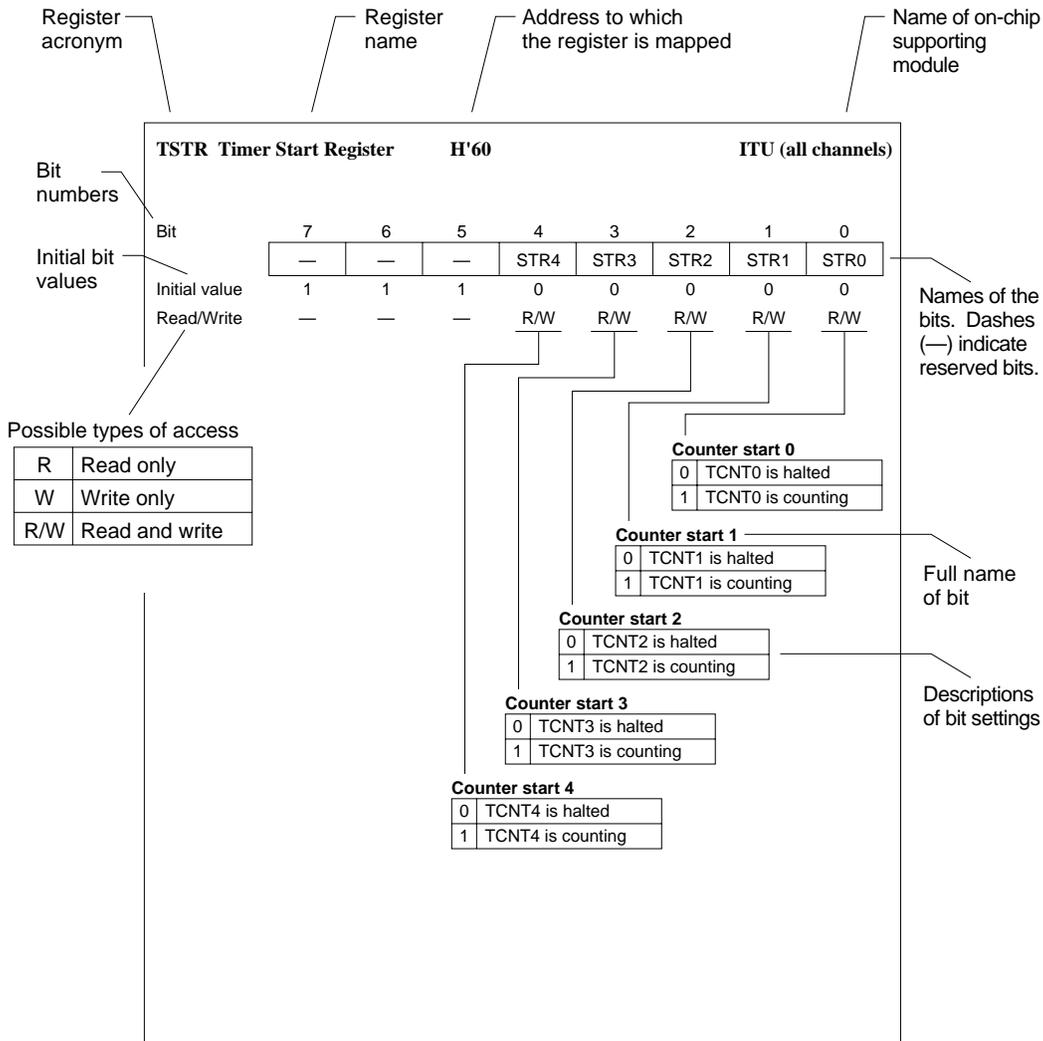
ITU: 16-bit integrated timer unit

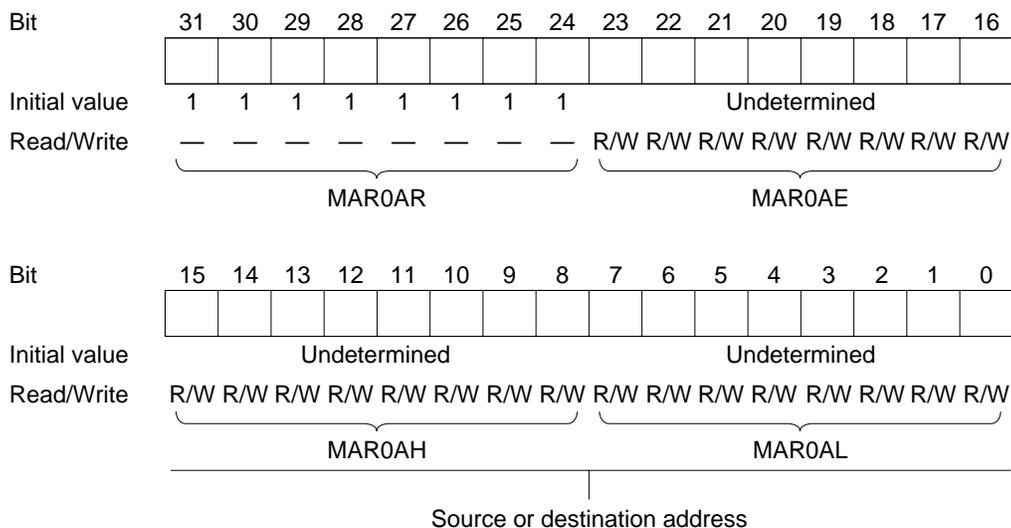
TPC: Programmable timing pattern controller

SCI: Serial communication interface

WDT: Watchdog timer

B.2 Function



MAR0A R/E/H/L—Memory Address Register 0A R/E/H/L **H'20, H'21, DMAC0**
H'22, H'23


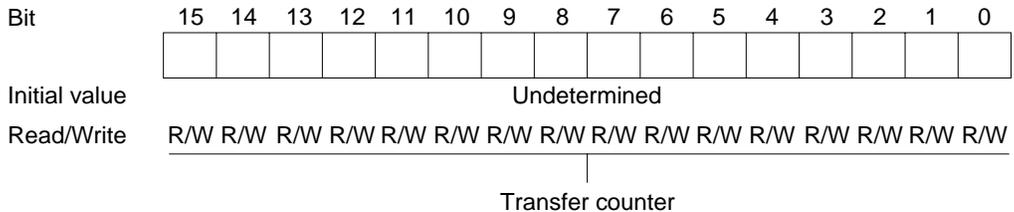
ETCR0A H/L—Execute Transfer Count Register 0A H/L

H'24, H'25

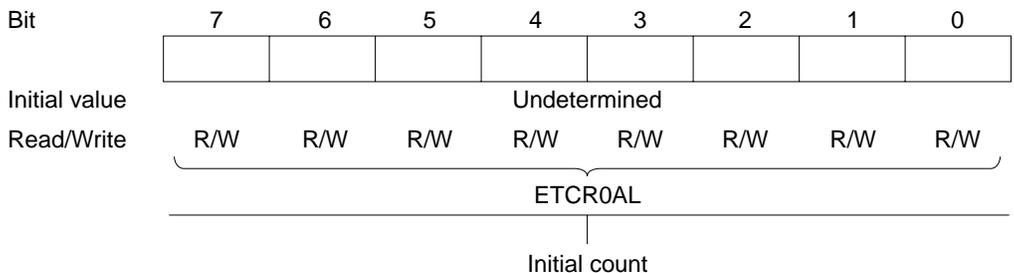
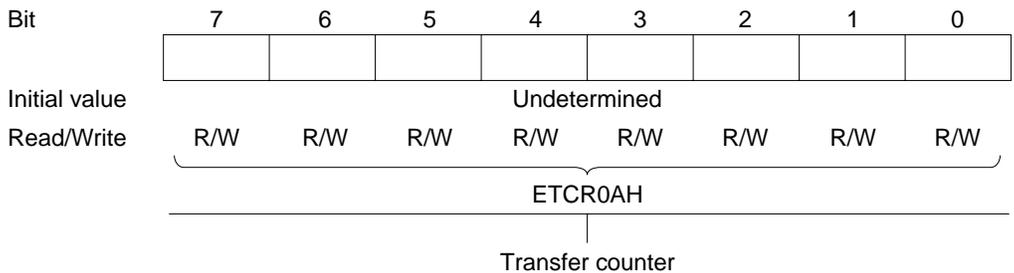
DMAC0

- Short address mode

- I/O mode and idle mode



- Repeat mode



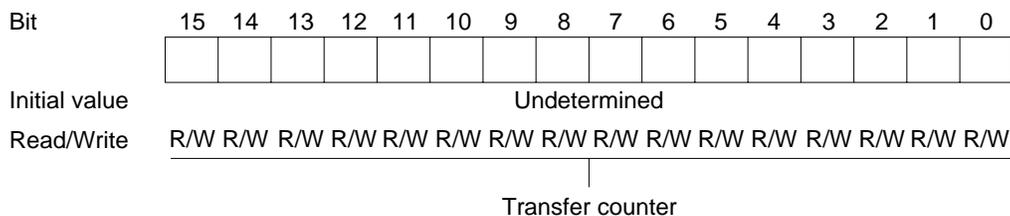
ETCR0A H/L—Execute Transfer Count Register 0A H/L
(cont)

H'24, H'25

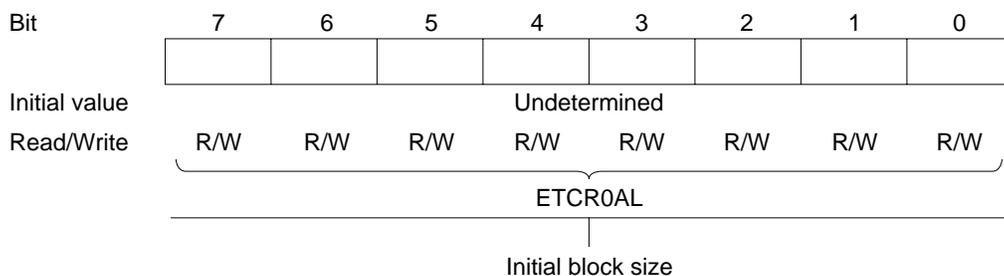
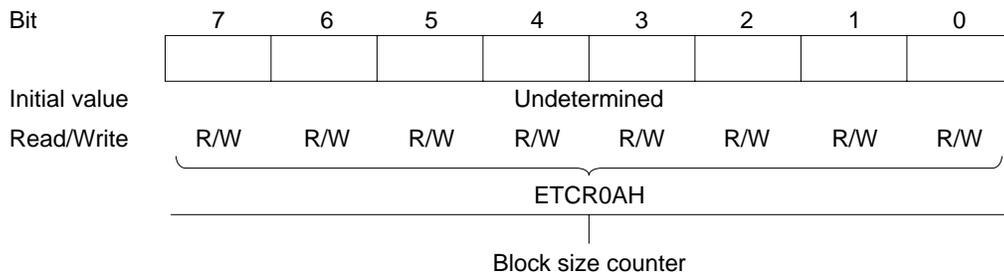
DMAC0

- Full address mode

— Normal mode



— Block transfer mode



IOAR0A—I/O Address Register 0A**H'26****DMAC0**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Initial value | | | | | | | | |
| Read/Write | R/W |

Undetermined

Short address mode: source or destination address

Full address mode: not used

DTCR0A—Data Transfer Control Register 0A

H'27

DMAC0

- Short address mode

| | | | | | | | | |
|---------------|-----|------|------|-----|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 |
| Initial 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 |

Data transfer select

| Bit 2 | Bit 1 | Bit 0 | Data Transfer Activation Source |
|-------|-------|-------|--|
| 0 | 0 | 0 | Compare match/input capture A interrupt from ITU channel 0 |
| | | 1 | Compare match/input capture A interrupt from ITU channel 1 |
| | 1 | 0 | Compare match/input capture A interrupt from ITU channel 2 |
| | | 1 | Compare match/input capture A interrupt from ITU channel 3 |
| 1 | 0 | 0 | SCI0 transmit-data-empty interrupt |
| | | 1 | SCI0 receive-data-full interrupt |
| | 1 | 0 | Transfer in full address mode (channel A) |
| | | 1 | Transfer in full address mode (channel A) |

Data transfer interrupt enable

| | |
|---|--|
| 0 | Interrupt requested by DTE bit is disabled |
| 1 | Interrupt requested by DTE bit is enabled |

Repeat enable

| RPE | DTIE | Description |
|-----|------|-------------|
| 0 | 0 | I/O mode |
| | 1 | |
| 1 | 0 | Repeat mode |
| | 1 | Idle mode |

Data transfer increment/decrement

| | |
|---|---|
| 0 | Incremented: If DTSZ = 0, MAR is incremented by 1 after each transfer If DTSZ = 1, MAR is incremented by 2 after each transfer |
| 1 | Decrement: If DTSZ = 0, MAR is decremented by 1 after each transfer If DTSZ = 1, MAR is decremented by 2 after each transfer |

Data transfer size

| | |
|---|--------------------|
| 0 | Byte-size transfer |
| 1 | Word-size transfer |

Data transfer enable

| | |
|---|---------------------------|
| 0 | Data transfer is disabled |
| 1 | Data transfer is enabled |

DTCR0A—Data Transfer Control Register 0A (cont)

H'27

DMAC0

- Full address mode

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-------|------|-------|-------|-------|
| | DTE | DTSZ | SAID | SAIDE | DTIE | DTS2A | DTS1A | DTS0A |
| Initial 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 |

Data transfer select 0A

| | |
|---|---------------------|
| 0 | Normal mode |
| 1 | Block transfer mode |

Data transfer select 2A and 1A
Set both bits to 1

Data transfer interrupt enable

| | |
|---|--|
| 0 | Interrupt request by DTE bit is disabled |
| 1 | Interrupt request by DTE bit is enabled |

Source address increment/decrement (bit 5)**Source address increment/decrement enable (bit 4)**

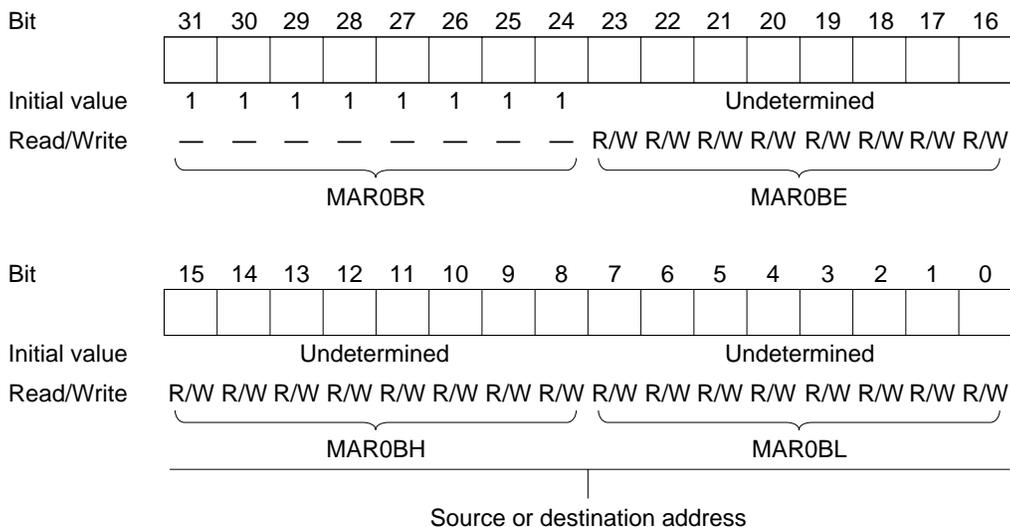
| Bit 5 | Bit 4 | |
|-------|-------|---|
| SAID | SAIDE | Increment/Decrement Enable |
| 0 | 0 | MARA is held fixed |
| | 1 | Incremented: If DTSZ = 0, MARA is incremented by 1 after each transfer If DTSZ = 1, MARA is incremented by 2 after each transfer |
| 1 | 0 | MARA is held fixed |
| | 1 | Decrement: If DTSZ = 0, MARA is decremented by 1 after each transfer If DTSZ = 1, MARA is decremented by 2 after each transfer |

Data transfer size

| | |
|---|--------------------|
| 0 | Byte-size transfer |
| 1 | Word-size transfer |

Data transfer enable

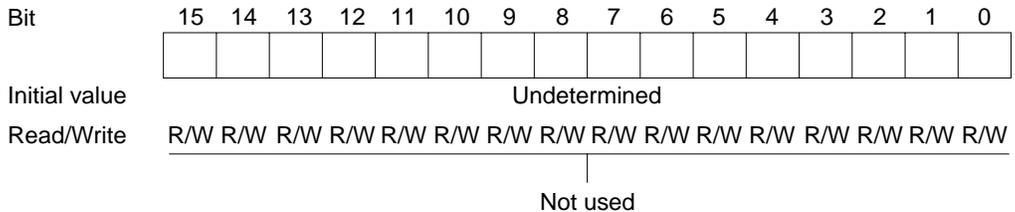
| | |
|---|---------------------------|
| 0 | Data transfer is disabled |
| 1 | Data transfer is enabled |

MAR0B R/E/H/L—Memory Address Register 0B R/E/H/L **H'28, H'29, DMAC0**
H'2A, H'2B


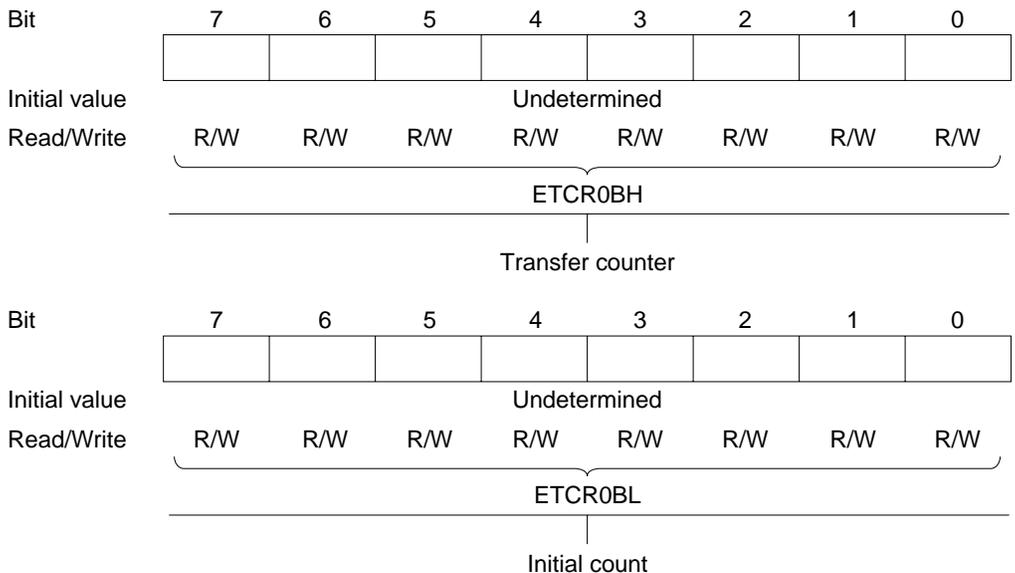
ETCR0B H/L—Execute Transfer Count Register 0B H/L H'2C, H'2D DMAC0

- Short address mode

— I/O mode and idle mode



— Repeat mode



ETCR0B H/L—Execute Transfer Count Register 0B H/L
(cont)**H'2C, H'2D****DMAC0**

• Full address mode

— Normal mode

| | | | | | | | | | | | | | | | | |
|---------------|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | Undetermined | | | | | | | | | | | | | | | |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| | Not used | | | | | | | | | | | | | | | |

— Block transfer mode

| | | | | | | | | | | | | | | | | |
|---------------|----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | Undetermined | | | | | | | | | | | | | | | |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| | Block transfer counter | | | | | | | | | | | | | | | |

IOAR0B—I/O Address Register 0B**H'2E****DMAC0**

| | | | | | | | | |
|---------------|--|-----|-----|-----|-----|-----|-----|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | Undetermined | | | | | | | |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| | Short address mode: source or destination address Full address mode: not used | | | | | | | |

DTCR0B—Data Transfer Control Register 0B

H'2F

DMAC0

- Short address mode

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-----|------|------|------|------|
| | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 |
| Initial 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 |

Data transfer select

| Bit 2 | Bit 1 | Bit 0 | Data Transfer Activation Source |
|-------|-------|-------|--|
| DTS2 | DTS1 | DTS0 | |
| 0 | 0 | 0 | Compare match/input capture A interrupt from ITU channel 0 |
| | | 1 | Compare match/input capture A interrupt from ITU channel 1 |
| | 1 | 0 | Compare match/input capture A interrupt from ITU channel 2 |
| | | 1 | Compare match/input capture A interrupt from ITU channel 3 |
| 1 | 0 | 0 | SCI0 transmit-data-empty interrupt |
| | | 1 | SCI0 receive-data-full interrupt |
| | 1 | 0 | Falling edge of $\overline{\text{DREQ}}$ input |
| | | 1 | Low level of $\overline{\text{DREQ}}$ input |

Data transfer interrupt enable

| | |
|---|---|
| 0 | Interrupt requested by DTE bit is disabled |
| 1 | Interrupt requested by DTE bit is enabled An interrupt request is issued to the CPU when the DTE bit = 0 |

Repeat enable

| RPE | DTIE | Description |
|-----|------|-------------|
| 0 | 0 | I/O mode |
| | 1 | |
| 1 | 0 | Repeat mode |
| | 1 | Idle mode |

Data transfer increment/decrement

| | |
|---|---|
| 0 | Incremented: If DTSZ = 0, MAR is incremented by 1 after each transfer If DTSZ = 1, MAR is incremented by 2 after each transfer |
| 1 | Decrement: If DTSZ = 0, MAR is decremented by 1 after each transfer If DTSZ = 1, MAR is decremented by 2 after each transfer |

Data transfer size

| | |
|---|--------------------|
| 0 | Byte-size transfer |
| 1 | Word-size transfer |

Data transfer enable

| | |
|---|---------------------------|
| 0 | Data transfer is disabled |
| 1 | Data transfer is enabled |

DTCR0B—Data Transfer Control Register 0B (cont)

H'2F

DMAC0

- Full address mode

| | | | | | | | | |
|---------------|------|-----|------|-------|-----|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | DTME | — | DAID | DAIDE | TMS | DTS2B | DTS1B | DTS0B |
| Initial 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 |

Data transfer select 2B to 0B

| Bit 2 | Bit 1 | Bit 0 | Data Transfer Activation Source | |
|-------|-------|-------|--------------------------------------|--|
| DTS2B | DTS1B | DTS0B | Normal Mode | Block Transfer Mode |
| 0 | 0 | 0 | Auto-request (burst mode) | Compare match/input capture A from ITU channel 0 |
| | | 1 | Not available | Compare match/input capture A from ITU channel 1 |
| | 1 | 0 | Auto-request (cycle-steal mode) | Compare match/input capture A from ITU channel 2 |
| | | 1 | Not available | Compare match/input capture A from ITU channel 3 |
| 1 | 0 | 0 | Not available | Not available |
| | | 1 | Not available | Not available |
| | 1 | 0 | Falling edge of \overline{DREQ} | Falling edge of \overline{DREQ} |
| | | 1 | Low level input at \overline{DREQ} | Not available |

Transfer mode select

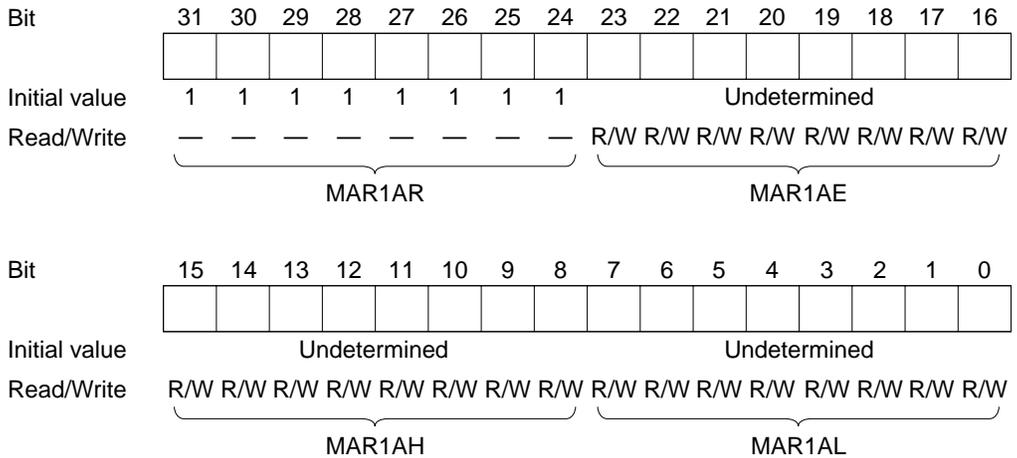
| | |
|---|--|
| 0 | Destination is the block area in block transfer mode |
| 1 | Source is the block area in block transfer mode |

Destination address increment/decrement (bit 5)**Destination address increment/decrement enable (bit 4)**

| Bit 5 | Bit 4 | Increment/Decrement Enable |
|-------|-------|---|
| DAID | DAIDE | |
| 0 | 0 | MARB is held fixed |
| | 1 | Incremented: If DTSZ = 0, MARB is incremented by 1 after each transfer If DTSZ = 1, MARB is incremented by 2 after each transfer |
| 1 | 0 | MARB is held fixed |
| | 1 | Decrement: If DTSZ = 0, MARB is decremented by 1 after each transfer If DTSZ = 1, MARB is decremented by 2 after each transfer |

Data transfer master enable

| | |
|---|---------------------------|
| 0 | Data transfer is disabled |
| 1 | Data transfer is enabled |

MAR1A R/E/H/L—Memory Address Register 1A R/E/H/L **H'30, H'31,** **DMAC1**
H'32, H'33


Note: Bit functions are the same as for DMAC0.

ETCR1A H/L—Execute Transfer Count Register 1A H/L **H'34, H'35** **DMAC1**

| | | | | | | | | | | | | | | | | |
|-----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W

| | | | | | | | | |
|-----|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W R/W R/W R/W R/W R/W R/W

ETCR1AH

| | | | | | | | | |
|-----|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W R/W R/W R/W R/W R/W R/W

ETCR1AL

Note: Bit functions are the same as for DMAC0.

IOAR1A—I/O Address Register 1A **H'36** **DMAC1**

| | | | | | | | | |
|-----|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W R/W R/W R/W R/W R/W R/W

Note: Bit functions are the same as for DMAC0.

DTCR1A—Data Transfer Control Register 1A**H'37****DMAC1**

- Short address mode

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-----|------|------|------|------|
| | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 |
| Initial 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 |

- Full address mode

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-------|------|-------|-------|-------|
| | DTE | DTSZ | SAID | SAIDE | DTIE | DTS2A | DTS1A | DTS0A |
| Initial 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 |

Note: Bit functions are the same as for DMAC0.

MAR1B R/E/H/L—Memory Address Register 1B R/E/H/L**H'38, H'39,
H'3A, H'3B****DMAC1**

| Bit | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
|---------------|--------------|-----|-----|-----|-----|-----|-----|-----|--------------|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Undetermined | | | | | | | |
| Read/Write | — | — | — | — | — | — | — | — | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| | MAR1BR | | | | | | | | MAR1BE | | | | | | | |
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | Undetermined | | | | | | | | Undetermined | | | | | | | |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W |
| | MAR1BH | | | | | | | | MAR1BL | | | | | | | |

Note: Bit functions are the same as for DMAC0.

ETCR1B H/L—Execute Transfer Count Register 1B H/L **H'3C, H'3D** **DMAC1**

| | | | | | | | | | | | | | | | | |
|-----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W

| | | | | | | | | |
|-----|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W R/W R/W R/W R/W R/W R/W

ETCR1BH

| | | | | | | | | |
|-----|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W R/W R/W R/W R/W R/W R/W

ETCR1BL

Note: Bit functions are the same as for DMAC0.

IOAR1B—I/O Address Register 1B **H'3E** **DMAC1**

| | | | | | | | | |
|-----|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | |

Initial value Undetermined

Read/Write R/W R/W R/W R/W R/W R/W R/W R/W

Note: Bit functions are the same as for DMAC0.

DTCR1B—Data Transfer Control Register 1B**H'3F****DMAC1**

- Short address mode

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|------|------|-----|------|------|------|------|
| | DTE | DTSZ | DTID | RPE | DTIE | DTS2 | DTS1 | DTS0 |
| Initial 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 |

- Full address mode

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|-----|------|-------|-----|-------|-------|-------|
| | DTME | — | DAID | DAIDE | TMS | DTS2B | DTS1B | DTS0B |
| Initial 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 |

Note: Bit functions are the same as for DMAC0.

FLMCR—Flash Memory Control Register

H'40

Flash memory

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----------------|-----------------|-------------------|---|---|------|------|------|------|
| | V _{PP} | V _{PP} E | — | — | EV | PV | E | P |
| Initial value* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| R/W | R | R/W | — | — | R/W* | R/W* | R/W* | R/W* |

| Program mode | |
|--------------|--|
| 0 | Exit from program mode (Initial value) |
| 1 | Transition to program mode |

| Erase mode | |
|------------|--------------------------------------|
| 0 | Exit from erase mode (Initial value) |
| 1 | Transition to erase mode |

| Program-verify mode | |
|---------------------|---|
| 0 | Exit from program-verify mode (Initial value) |
| 1 | Transition to program-verify mode |

| Erase-verify mode | |
|-------------------|---|
| 0 | Exit from erase-verify mode (Initial value) |
| 1 | Transition to erase-verify mode |

| V _{PP} enable | |
|------------------------|---|
| 0 | V _{PP} pin 12 V power supply is disabled (Initial value) |
| 1 | V _{PP} pin 12 V power supply is enabled |

| Programming power | |
|-------------------|---|
| 0 | Cleared when 12 V is not applied to V _{PP} (Initial value) |
| 1 | Set when 12 V is applied to V _{PP} |

Note: * The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled). In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.

| | |
|--------------------------|---------------------------|
| H8/3048F | Include this register |
| H8/3048ZTAT | Not include this register |
| H8/3048 mask ROM version | |
| H8/3047 mask ROM version | |
| H8/3045 mask ROM version | |
| H8/3044 mask ROM version | |

EBR1—Erase Block Register 1**H'42****Flash memory**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----------------|------|------|------|------|------|------|------|------|
| | LB7 | LB6 | LB5 | LB4 | LB3 | LB2 | LB1 | LB0 |
| Initial value* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| R/W | R/W* |

Large block 7 to 0

| | |
|---|--|
| 0 | Block LB7 to LB0 is not selected (Initial value) |
| 1 | Block LB7 to LB0 is selected |

Note: * The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled). In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.

| | |
|---|---------------------------|
| H8/3048F | Include this register |
| H8/3048ZTAT H8/3048 mask ROM version H8/3047 mask ROM version H8/3045 mask ROM version H8/3044 mask ROM version | Not include this register |

EBR2—Erase Block Register 2**H'43****Flash memory**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----------------|------|------|------|------|------|------|------|------|
| | SB7 | SB6 | SB5 | SB4 | SB3 | SB2 | SB1 | SB0 |
| Initial value* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| R/W | R/W* |

Small block 7 to 0

| | |
|---|--|
| 0 | Block SB7 to SB0 is not selected (Initial value) |
| 1 | Block SB7 to SB0 is selected |

Note: * The initial value is H'00 in modes 5, 6, and 7 (on-chip flash memory enabled). In modes 1, 2, 3, and 4 (on-chip flash memory disabled), this register cannot be modified and is always read as H'FF.

| | |
|---|---------------------------|
| H8/3048F | Include this register |
| H8/3048ZTAT H8/3048 mask ROM version H8/3047 mask ROM version H8/3045 mask ROM version H8/3044 mask ROM version | Not include this register |

RAMCR—RAM Control Register

H'48

Flash memory

| | | | | | | | | |
|---------------|------|---|---|---|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | FLER | — | — | — | RAMS | RAM2 | RAM1 | RAM0 |
| Initial value | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| R/W | R | — | — | — | R/W | R/W | R/W | R/W |

RAM select, RAM 2 to RAM 0

| Bit 3 | Bit 2 | Bit 1 | Bit 0 | RAM Area |
|-------|-------|-------|-------|----------------------|
| RAMS | RAM 2 | RAM 1 | RAM 0 | |
| 0 | 1/0 | 1/0 | 1/0 | H'FFF000 to H'FFF1FF |
| 1 | 0 | 0 | 0 | H'01F000 to H'01F1FF |
| | | | 1 | H'01F200 to H'01F3FF |
| | | 1 | 0 | H'01F400 to H'01F5FF |
| | | | 1 | H'01F600 to H'01F7FF |
| 1 | 1 | 0 | 0 | H'01F800 to H'01F9FF |
| | | | 1 | H'01FA00 to H'01FBFF |
| | | 1 | 0 | H'01FC00 to H'01FDFF |
| | | | 1 | H'01FE00 to H'01FFFF |

Flash memory error

| | | |
|---|---|-----------------|
| 0 | Flash memory is not write/erase-protected (is not in error protect mode) | (Initial value) |
| 1 | Flash memory is write/erase-protected (is in error protect mode) | |

| | |
|---|---------------------------|
| H8/3048F | Include this register |
| H8/3048ZTAT H8/3048 mask ROM version H8/3047 mask ROM version H8/3045 mask ROM version H8/3044 mask ROM version | Not include this register |

DASTCR—D/A Standby Control Register**H'5C****System control**

| | | | | | | | | |
|---------------|---|---|---|---|---|---|---|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | — | — | — | DASTE |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| Read/Write | — | — | — | — | — | — | — | R/W |

D/A standby enable

| | |
|---|---|
| 0 | D/A output is disabled in software standby mode |
| 1 | D/A output is enabled in software standby mode |

DIVCR—Division Control Register**H'5D****System control**

| | | | | | | | | |
|---------------|---|---|---|---|---|---|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | — | — | DIV1 | DIV0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| Read/Write | — | — | — | — | — | — | R/W | R/W |

Divide 1 and 0

| Bit 1 | Bit 0 | Frequency Division Ratio |
|-------|-------|--------------------------|
| DIV1 | DIV0 | |
| 0 | 0 | 1/1 |
| | 1 | 1/2 |
| 1 | 0 | 1/4 |
| | 1 | 1/8 |

MSTCR—Module Standby Control Register

H'5E

System control

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|---|--------|--------|--------|--------|--------|--------|
| | PSTOP | — | MSTOP5 | MSTOP4 | MSTOP3 | MSTOP2 | MSTOP1 | MSTOP0 |
| Initial value | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W | — | R/W | R/W | R/W | R/W | R/W | R/W |

Module standby 0

| | |
|---|---|
| 0 | A/D converter operates normally (Initial value) |
| 1 | A/D converter is in standby state |

Module standby 1

| | |
|---|--|
| 0 | Refresh controller operates normally (Initial value) |
| 1 | Refresh controller is in standby state |

Module standby 2

| | |
|---|--|
| 0 | DMAC operates normally (Initial value) |
| 1 | DMAC is in standby state |

Module standby 3

| | |
|---|--|
| 0 | SCI1 operates normally (Initial value) |
| 1 | SCI1 is in standby state |

Module standby 4

| | |
|---|--|
| 0 | SCI0 operates normally (Initial value) |
| 1 | SCI0 is in standby state |

Module standby 5

| | |
|---|---------------------------------------|
| 0 | ITU operates normally (Initial value) |
| 1 | ITU is in standby state |

ø clock stop

| | |
|---|---|
| 0 | ø clock output is enabled (Initial value) |
| 1 | ø clock output is disabled |

CSCR—Chip Select Control Register

H'5F

System control

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|---|---|---|---|
| | CS7E | CS6E | CS5E | CS4E | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | — | — | — | — |

Chip select 7 to 4 enable

| Bit n | Description |
|-------|--|
| 0 | Output of chip select signal CSn is disabled (Initial value) |
| 1 | Output of chip select signal CSn is enabled |

(n = 7 to 4)

TSTR—Timer Start Register

H'60

ITU (all channels)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|------|------|------|------|------|
| | — | — | — | STR4 | STR3 | STR2 | STR1 | STR0 |
| Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | R/W | R/W | R/W | R/W | R/W |

Counter start 0

| | |
|---|-------------------|
| 0 | TCNT0 is halted |
| 1 | TCNT0 is counting |

Counter start 1

| | |
|---|-------------------|
| 0 | TCNT1 is halted |
| 1 | TCNT1 is counting |

Counter start 2

| | |
|---|-------------------|
| 0 | TCNT2 is halted |
| 1 | TCNT2 is counting |

Counter start 3

| | |
|---|-------------------|
| 0 | TCNT3 is halted |
| 1 | TCNT3 is counting |

Counter start 4

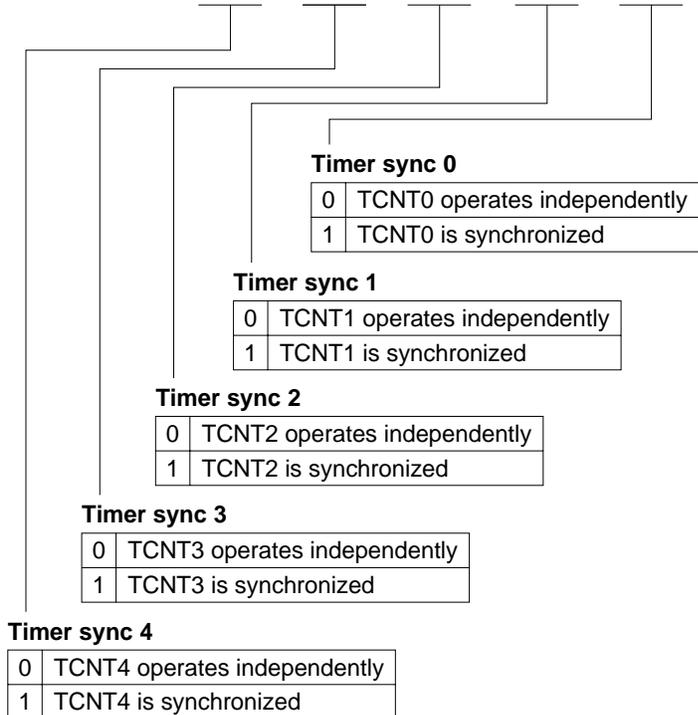
| | |
|---|-------------------|
| 0 | TCNT4 is halted |
| 1 | TCNT4 is counting |

TSNC—Timer Synchro Register

H'61

ITU (all channels)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|-------|-------|-------|-------|-------|
| | — | — | — | SYNC4 | SYNC3 | SYNC2 | SYNC1 | SYNC0 |
| Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | R/W | R/W | R/W | R/W | R/W |

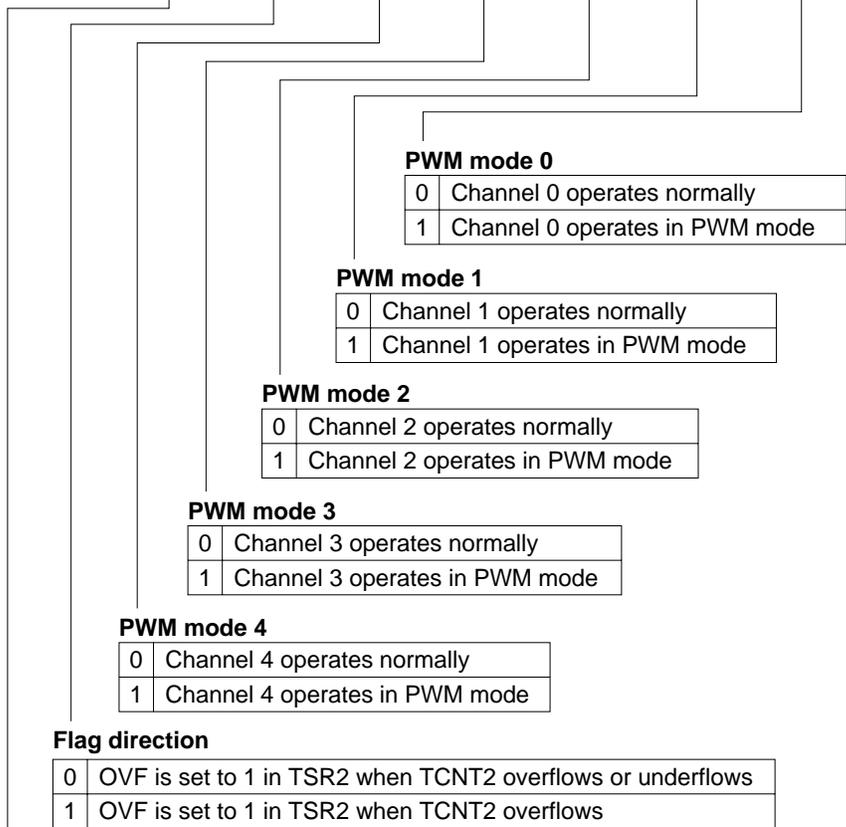


TMDR—Timer Mode Register

H'62

ITU (all channels)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|-----|------|------|------|------|------|------|
| | — | MDF | FDIR | PWM4 | PWM3 | PWM2 | PWM1 | PWM0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | R/W | R/W | R/W | R/W |

**Phase counting mode flag**

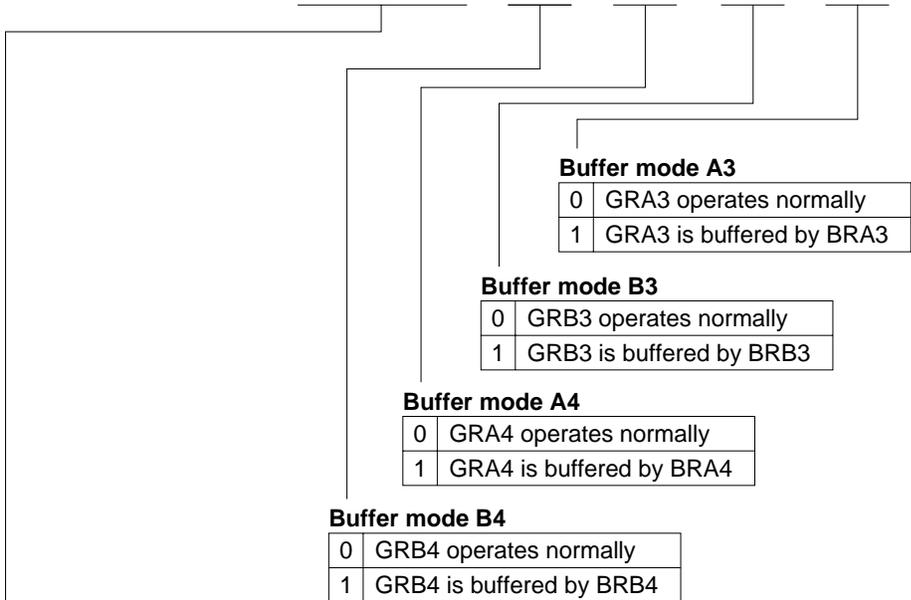
| | |
|---|---|
| 0 | Channel 2 operates normally |
| 1 | Channel 2 operates in phase counting mode |

TFCR—Timer Function Control Register

H'63

ITU (all channels)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|------|------|------|------|------|------|
| | — | — | CMD1 | CMD0 | BFB4 | BFA4 | BFB3 | BFA3 |
| Initial value | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | R/W | R/W | R/W | R/W | R/W | R/W |

**Combination mode 1 and 0**

| Bit 5 | Bit 4 | |
|-------|-------|--|
| CMD1 | CMD0 | Operating Mode of Channels 3 and 4 |
| 0 | 0 | Channels 3 and 4 operate normally |
| | 1 | |
| 1 | 0 | Channels 3 and 4 operate together in complementary PWM mode |
| | 1 | Channels 3 and 4 operate together in reset-synchronized PWM mode |

TCR0—Timer Control Register 0

H'64

ITU0

| | | | | | | | | |
|---------------|---|-------|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Timer prescaler 2 to 0

| Bit 2 | Bit 1 | Bit 0 | TCNT Clock Source |
|-------|-------|-------|-------------------------------|
| TPSC2 | TPSC1 | TPSC0 | |
| 0 | 0 | 0 | Internal clock: ϕ |
| | | 1 | Internal clock: $\phi/2$ |
| | 1 | 0 | Internal clock: $\phi/4$ |
| | | 1 | Internal clock: $\phi/8$ |
| 1 | 0 | 0 | External clock A: TCLKA input |
| | | 1 | External clock B: TCLKB input |
| | 1 | 0 | External clock C: TCLKC input |
| | | 1 | External clock D: TCLKD input |

Clock edge 1 and 0

| Bit 4 | Bit 3 | Counted Edges of External Clock |
|-------|-------|---------------------------------|
| CKEG1 | CKEG0 | |
| 0 | 0 | Rising edges counted |
| | 1 | Falling edges counted |
| 1 | — | Both edges counted |

Counter clear 1 and 0

| Bit 6 | Bit 5 | TCNT Clear Source |
|-------|-------|--|
| CCLR1 | CCLR0 | |
| 0 | 0 | TCNT is not cleared |
| | 1 | TCNT is cleared by GRA compare match or input capture |
| 1 | 0 | TCNT is cleared by GRB compare match or input capture |
| | 1 | Synchronous clear: TCNT is cleared in synchronization with other synchronized timers |

TIOR0—Timer I/O Control Register 0

H'65

ITU0

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|------|---|------|------|------|
| | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 |
| Initial value | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | — | R/W | R/W | R/W |

I/O control A2 to A0

| Bit 2 | Bit 1 | Bit 0 | GRA Function | |
|-------|-------|-------|-----------------------------------|-------------------------------------|
| IOA2 | IOA1 | IOA0 | | |
| 0 | 0 | 0 | GRA is an output compare register | No output at compare match |
| | | 1 | | 0 output at GRA compare match |
| | 1 | 0 | | 1 output at GRA compare match |
| | | 1 | | Output toggles at GRA compare match |
| 1 | 0 | 0 | GRA is an input capture register | GRA captures rising edge of input |
| | | 1 | | GRA captures falling edge of input |
| | 1 | 0 | | GRA captures both edges of input |
| | | 1 | | |

I/O control B2 to B0

| Bit 6 | Bit 5 | Bit 4 | GRB Function | |
|-------|-------|-------|-----------------------------------|-------------------------------------|
| IOB2 | IOB1 | IOB0 | | |
| 0 | 0 | 0 | GRB is an output compare register | No output at compare match |
| | | 1 | | 0 output at GRB compare match |
| | 1 | 0 | | 1 output at GRB compare match |
| | | 1 | | Output toggles at GRB compare match |
| 1 | 0 | 0 | GRB is an input capture register | GRB captures rising edge of input |
| | | 1 | | GRB captures falling edge of input |
| | 1 | 0 | | GRB captures both edges of input |
| | | 1 | | |

TIER0—Timer Interrupt Enable Register 0**H'66****ITU0**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|------|-------|-------|
| | — | — | — | — | — | OVIE | IMIEB | IMIEA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/W | R/W | R/W |

Input capture/compare match interrupt enable A

| | |
|---|---|
| 0 | IMIA interrupt requested by IMFA flag is disabled |
| 1 | IMIA interrupt requested by IMFA flag is enabled |

Input capture/compare match interrupt enable B

| | |
|---|---|
| 0 | IMIB interrupt requested by IMFB flag is disabled |
| 1 | IMIB interrupt requested by IMFB flag is enabled |

Overflow interrupt enable

| | |
|---|---|
| 0 | OVI interrupt requested by OVF flag is disabled |
| 1 | OVI interrupt requested by OVF flag is enabled |

TSR0—Timer Status Register 0

H'67

ITU0

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|--------|--------|--------|
| | — | — | — | — | — | OVF | IMFB | IMFA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/(W)* | R/(W)* | R/(W)* |

Input capture/compare match flag A

| | |
|---|---|
| 0 | [Clearing condition] Read IMFA when IMFA = 1, then write 0 in IMFA |
| 1 | [Setting conditions] TCNT = GRA when GRA functions as an output compare register. TCNT value is transferred to GRA by an input capture signal, when GRA functions as an input capture register. |

Input capture/compare match flag B

| | |
|---|---|
| 0 | [Clearing condition] Read IMFB when IMFB = 1, then write 0 in IMFB |
| 1 | [Setting conditions] TCNT = GRB when GRB functions as an output compare register. TCNT value is transferred to GRB by an input capture signal, when GRB functions as an input capture register. |

Overflow flag

| | |
|---|---|
| 0 | [Clearing condition] Read OVF when OVF = 1, then write 0 in OVF |
| 1 | [Setting condition] TCNT overflowed from H'FFFF to H'0000 or underflowed from H'0000 to H'FFFF |

Note: * Only 0 can be written, to clear the flag.

TCNT0 H/L—Timer Counter 0 H/L**H'68, H'69****ITU0**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Up-counter

GRA0 H/L—General Register A0 H/L**H'6A, H'6B****ITU0**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Output compare or input capture register

GRB0 H/L—General Register B0 H/L**H'6C, H'6D****ITU0**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Output compare or input capture register

TCR1—Timer Control Register 1**H'6E****ITU1**

| | | | | | | | | |
|---------------|---|-------|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Note: Bit functions are the same as for ITU0.

TIOR1—Timer I/O Control Register 1**H'6F****ITU1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|------|---|------|------|------|
| | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 |
| Initial value | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TIER1—Timer Interrupt Enable Register 1**H'70****ITU1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|------|-------|-------|
| | — | — | — | — | — | OVIE | IMIEB | IMIEA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TSR1—Timer Status Register 1**H'71****ITU1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|--------|--------|--------|
| | — | — | — | — | — | OVF | IMFB | IMFA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/(W)* | R/(W)* | R/(W)* |

Notes: Bit functions are the same as for ITU0.

* Only 0 can be written, to clear the flag.

TCNT1 H/L—Timer Counter 1 H/L**H'72, H'73****ITU1**

| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU0.

GRA1 H/L—General Register A1 H/L**H'74, H'75****ITU1**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU0.

GRB1 H/L—General Register B1 H/L**H'76, H'77****ITU1**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU0.

TCR2—Timer Control Register 2**H'78****ITU2**

| | | | | | | | | |
|---------------|--------------------------|-------|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Notes: 1. Bit functions are the same as for ITU0.

2. When channel 2 is used in phase counting mode, the counter clock source selection by bits TPSC2 to TPSC0 is ignored.

TIOR2—Timer I/O Control Register 2**H'79****ITU2**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|------|---|------|------|------|
| | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 |
| Initial value | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TIER2—Timer Interrupt Enable Register 2**H'7A****ITU2**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|------|-------|-------|
| | — | — | — | — | — | OVIE | IMIEB | IMIEA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TSR2—Timer Status Register 2**H'7B****ITU2**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|--------|--------|--------|
| | — | — | — | — | — | OVF | IMFB | IMFA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/(W)* | R/(W)* | R/(W)* |

Notes: Bit functions are the same as for ITU0.

* Only 0 can be written, to clear the flag.

The function is the same as ITU0.

Overflow flag

| | |
|---|--|
| 0 | [Clearing condition] Read OVF when OVF = 1, then write 0 in OVF. |
| 1 | [Setting condition] The TCNT value overflows (from H'FFFF to H'0000) or underflows (from H'0000 to H'FFFF) |

TCNT2 H/L—Timer Counter 2 H/L**H'7C, H'7D****ITU2**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Phase counting mode: up/down counter
Other modes: up-counter

GRA2 H/L—General Register A2 H/L**H'7E, H'7F****ITU2**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU0.

GRB2 H/L—General Register B2 H/L**H'80, H'81****ITU2**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU0.

TCR3—Timer Control Register 3**H'82****ITU3**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|-------|-------|-------|-------|-------|-------|-------|
| | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Note: Bit functions are the same as for ITU0.

TIOR3—Timer I/O Control Register 3**H'83****ITU3**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|------|---|------|------|------|
| | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 |
| Initial value | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TIER3—Timer Interrupt Enable Register 3**H'84****ITU3**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|------|-------|-------|
| | — | — | — | — | — | OVIE | IMIEB | IMIEA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TSR3—Timer Status Register 3

H'85

ITU3

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|--------|--------|--------|
| | — | — | — | — | — | OVF | IMFB | IMFA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/(W)* | R/(W)* | R/(W)* |

Overflow flag

| | |
|---|---|
| 0 | [Clearing condition] Read OVF when OVF = 1, then write 1 in OVF |
| 1 | [Setting condition] TCNT overflowed from H'FFFF to H'0000 or underflowed from H'0000 to H'FFFF |

Bit functions are the same as for ITU0

Note: * Only 0 can be written, to clear the flag.

TCNT3 H/L—Timer Counter 3 H/L

H'86, H'87

ITU3

| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Complementary PWM mode: up/down counter
Other modes: up-counter

GRA3 H/L—General Register A3 H/L

H'88, H'89

ITU3

| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Output compare or input capture register (can be buffered)

GRB3 H/L—General Register B3 H/L**H'8A, H'8B****ITU3**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Output compare or input capture register (can be buffered)

BRA3 H/L—Buffer Register A3 H/L**H'8C, H'8D****ITU3**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Used to buffer GRA

BRB3 H/L—Buffer Register B3 H/L**H'8E, H'8F****ITU3**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | | | | | | | | | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Used to buffer GRB

TOER—Timer Output Enable Register

H'90

ITU (all channels)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|------|------|-----|-----|-----|-----|
| | — | — | EXB4 | EXA4 | EB3 | EB4 | EA4 | EA3 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | R/W | R/W | R/W | R/W | R/W | R/W |

Master enable TIOCA3

| | |
|---|--|
| 0 | TIOCA ₃ output is disabled regardless of TIOR3, TMDR, and TFCR settings |
| 1 | TIOCA ₃ is enabled for output according to TIOR3, TMDR, and TFCR settings |

Master enable TIOCA4

| | |
|---|--|
| 0 | TIOCA ₄ output is disabled regardless of TIOR4, TMDR, and TFCR settings |
| 1 | TIOCA ₄ is enabled for output according to TIOR4, TMDR, and TFCR settings |

Master enable TIOCB4

| | |
|---|---|
| 0 | TIOCB ₄ output is disabled regardless of TIOR4 and TFCR settings |
| 1 | TIOCB ₄ is enabled for output according to TIOR4 and TFCR settings |

Master enable TIOCB3

| | |
|---|---|
| 0 | TIOCB ₃ output is disabled regardless of TIOR3 and TFCR settings |
| 1 | TIOCB ₃ is enabled for output according to TIOR3 and TFCR settings |

Master enable TOCXA4

| | |
|---|---|
| 0 | TOCXA ₄ output is disabled regardless of TFCR settings |
| 1 | TOCXA ₄ is enabled for output according to TFCR settings |

Master enable TOCXB4

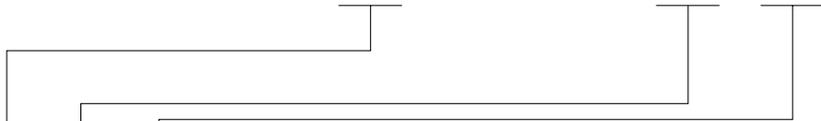
| | |
|---|---|
| 0 | TOCXB ₄ output is disabled regardless of TFCR settings |
| 1 | TOCXB ₄ is enabled for output according to TFCR settings |

TOCR—Timer Output Control Register

H'91

ITU (all channels)

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|------|---|---|------|------|
| | — | — | — | XTGD | — | — | OLS4 | OLS3 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | — | R/W | — | — | R/W | R/W |

**Output level select 3**

| | |
|---|---|
| 0 | TIOCB ₃ , TOCXA ₄ , and TOCXB ₄ outputs are inverted |
| 1 | TIOCB ₃ , TOCXA ₄ , and TOCXB ₄ outputs are not inverted |

Output level select 4

| | |
|---|---|
| 0 | TIOCA ₃ , TIOCA ₄ , and TIOCB ₄ outputs are inverted |
| 1 | TIOCA ₃ , TIOCA ₄ , and TIOCB ₄ outputs are not inverted |

External trigger disable

| | |
|---|---|
| 0 | Input capture A in channel 1 is used as an external trigger signal in reset-synchronized PWM mode and complementary PWM mode* |
| 1 | External triggering is disabled |

Note: * When an external trigger occurs, bits 5 to 0 in TOER are cleared to 0, disabling ITU output.

TCR4—Timer Control Register 4**H'92****ITU4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|-------|-------|-------|-------|-------|-------|-------|
| | — | CCLR1 | CCLR0 | CKEG1 | CKEG0 | TPSC2 | TPSC1 | TPSC0 |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Note: Bit functions are the same as for ITU0.

TIOR4—Timer I/O Control Register 4**H'93****ITU4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|------|------|------|---|------|------|------|
| | — | IOB2 | IOB1 | IOB0 | — | IOA2 | IOA1 | IOA0 |
| Initial value | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| Read/Write | — | R/W | R/W | R/W | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TIER4—Timer Interrupt Enable Register 4**H'94****ITU4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|------|-------|-------|
| | — | — | — | — | — | OVIE | IMIEB | IMIEA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/W | R/W | R/W |

Note: Bit functions are the same as for ITU0.

TSR4—Timer Status Register 4**H'95****ITU4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|--------|--------|--------|
| | — | — | — | — | — | OVF | IMFB | IMFA |
| Initial value | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | — | R/(W)* | R/(W)* | R/(W)* |

Notes: Bit functions are the same as for ITU0.

* Only 0 can be written, to clear the flag.

TCNT4 H/L—Timer Counter 4 H/L**H'96, H'97****ITU4**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU3.

GRA4 H/L—General Register A4 H/L**H'98, H'99****ITU4**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU3.

GRB4 H/L—General Register B4 H/L**H'9A, H'9B****ITU4**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU3.

BRA4 H/L—Buffer Register A4 H/L**H'9C, H'9D****ITU4**

| | | | | | | | | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | <input type="checkbox"/> |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU3.

BRB4 H/L—Buffer Register B4 H/L**H'9E, H'9F****ITU4**

| | | | | | | | | | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for ITU3.

TPMR—TPC Output Mode Register**H'A0****TPC**

| | | | | | | | | |
|---------------|---|---|---|---|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | G3NOV | G2NOV | G1NOV | G0NOV |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Group 0 non-overlap

| | |
|---|--|
| 0 | Normal TPC output in group 0 Output values change at compare match A in the selected ITU channel |
| 1 | Non-overlapping TPC output in group 0, controlled by compare match A and B in the selected ITU channel |

Group 1 non-overlap

| | |
|---|--|
| 0 | Normal TPC output in group 1 Output values change at compare match A in the selected ITU channel |
| 1 | Non-overlapping TPC output in group 1, controlled by compare match A and B in the selected ITU channel |

Group 2 non-overlap

| | |
|---|--|
| 0 | Normal TPC output in group 2 Output values change at compare match A in the selected ITU channel |
| 1 | Non-overlapping TPC output in group 2, controlled by compare match A and B in the selected ITU channel |

Group 3 non-overlap

| | |
|---|--|
| 0 | Normal TPC output in group 3 Output values change at compare match A in the selected ITU channel |
| 1 | Non-overlapping TPC output in group 3, controlled by compare match A and B in the selected ITU channel |

TPCR—TPC Output Control Register

H'A1

TPC

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|--------|--------|--------|--------|--------|--------|--------|
| | G3CMS1 | G3CMS0 | G2CMS1 | G2CMS0 | G1CMS1 | G1CMS0 | G0CMS1 | G0CMS0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Group 0 compare match select 1 and 0

| Bit 1 | Bit 0 | |
|--------|--------|---|
| G0CMS1 | G0CMS0 | ITU Channel Selected as Output Trigger |
| 0 | 0 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 0 (TP ₃ to TP ₀) is triggered by compare match in ITU channel 3 |

Group 1 compare match select 1 and 0

| Bit 3 | Bit 2 | |
|--------|--------|---|
| G1CMS1 | G1CMS0 | ITU Channel Selected as Output Trigger |
| 0 | 0 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 1 (TP ₇ to TP ₄) is triggered by compare match in ITU channel 3 |

Group 2 compare match select 1 and 0

| Bit 5 | Bit 4 | |
|--------|--------|--|
| G2CMS1 | G2CMS0 | ITU Channel Selected as Output Trigger |
| 0 | 0 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 2 (TP ₁₁ to TP ₈) is triggered by compare match in ITU channel 3 |

Group 3 compare match select 1 and 0

| Bit 7 | Bit 6 | |
|--------|--------|---|
| G3CMS1 | G3CMS0 | ITU Channel Selected as Output Trigger |
| 0 | 0 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 0 |
| | 1 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 1 |
| 1 | 0 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 2 |
| | 1 | TPC output group 3 (TP ₁₅ to TP ₁₂) is triggered by compare match in ITU channel 3 |

NDERB—Next Data Enable Register B**H'A2****TPC**

| | | | | | | | | |
|---------------|--------|--------|--------|--------|--------|--------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDER15 | NDER14 | NDER13 | NDER12 | NDER11 | NDER10 | NDER9 | NDER8 |
| Initial 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 |

Next data enable 15 to 8

| | |
|-----------------|--|
| Bits 7 to 0 | |
| NDER15 to NDER8 | Description |
| 0 | TPC outputs TP ₁₅ to TP ₈ are disabled (NDR15 to NDR8 are not transferred to PB ₇ to PB ₀) |
| 1 | TPC outputs TP ₁₅ to TP ₈ are enabled (NDR15 to NDR8 are transferred to PB ₇ to PB ₀) |

NDERA—Next Data Enable Register A**H'A3****TPC**

| | | | | | | | | |
|---------------|-------|-------|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDER7 | NDER6 | NDER5 | NDER4 | NDER3 | NDER2 | NDER1 | NDER0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Next data enable 7 to 0

| | |
|----------------|--|
| Bits 7 to 0 | |
| NDER7 to NDER0 | Description |
| 0 | TPC outputs TP ₇ to TP ₀ are disabled (NDR7 to NDR0 are not transferred to PA ₇ to PA ₀) |
| 1 | TPC outputs TP ₇ to TP ₀ are enabled (NDR7 to NDR0 are transferred to PA ₇ to PA ₀) |

NDRB—Next Data Register B**H'A4/H'A6****TPC**

- Same trigger for TPC output groups 2 and 3

— Address H'FFA4

| | | | | | | | | |
|---------------|-------|-------|-------|-------|-------|-------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDR15 | NDR14 | NDR13 | NDR12 | NDR11 | NDR10 | NDR9 | NDR8 |
| Initial 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 |

Store the next output data for
TPC output group 3
 Store the next output data for
TPC output group 2

— Address H'FFA6

| | | | | | | | | |
|---------------|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | — | — | — | — |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | — | — | — | — | — | — |

- Different triggers for TPC output groups 2 and 3

— Address H'FFA4

| | | | | | | | | |
|---------------|-------|-------|-------|-------|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDR15 | NDR14 | NDR13 | NDR12 | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | — | — | — | — |

Store the next output data for
TPC output group 3

— Address H'FFA6

| | | | | | | | | |
|---------------|---|---|---|---|-------|-------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | NDR11 | NDR10 | NDR9 | NDR8 |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Store the next output data for
TPC output group 2

NDRA—Next Data Register A**H'A5/H'A7****TPC**

- Same trigger for TPC output groups 0 and 1

— Address H'FFA5

| | | | | | | | | |
|---------------|------|------|------|------|------|------|------|------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDR7 | NDR6 | NDR5 | NDR4 | NDR3 | NDR2 | NDR1 | NDR0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Store the next output data for TPC output group 1
 Store the next output data for TPC output group 0

— Address H'FFA7

| | | | | | | | | |
|---------------|---|---|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | — | — | — | — | — | — | — | — |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | — | — | — | — | — | — | — | — |

- Different triggers for TPC output groups 0 and 1

— Address H'FFA5

| | | | | | | | | |
|---------------|------|------|------|------|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | NDR7 | NDR6 | NDR5 | NDR4 | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | — | — | — | — |

Store the next output data for TPC output group 1

— Address H'FFA7

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|------|------|------|------|
| | — | — | — | — | NDR3 | NDR2 | NDR1 | NDR0 |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Store the next output data for TPC output group 0

TCSR—Timer Control/Status Register

H'A8

WDT

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|---------------------|-----|---|---|------|------|------|
| | OVF | WT/ \overline{IT} | TME | — | — | CKS2 | CKS1 | CKS0 |
| Initial value | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 |
| Read/Write | R/(W)* | R/W | R/W | — | — | R/W | R/W | R/W |

Timer enable

| | |
|---|---|
| 0 | Timer disabled • TCNT is initialized to H'00 and halted |
| 1 | Timer enabled • TCNT is counting • CPU interrupt requests are enabled |

Timer mode select

| | |
|---|--|
| 0 | Interval timer: requests interval timer interrupts |
| 1 | Watchdog timer: generates a reset signal |

Clock select 2 to 0

| | | | |
|---|---|---|-------------|
| 0 | 0 | 0 | $\phi/2$ |
| | | 1 | $\phi/32$ |
| | 1 | 0 | $\phi/64$ |
| 1 | 0 | 1 | $\phi/128$ |
| | | 0 | $\phi/256$ |
| | 1 | 0 | $\phi/512$ |
| | | 1 | $\phi/2048$ |
| | | 1 | $\phi/4096$ |

Overflow flag

| | |
|---|--|
| 0 | [Clearing condition] Read OVF when OVF = 1, then write 0 in OVF |
| 1 | [Setting condition] TCNT changes from H'FF to H'00 |

Note: * Only 0 can be written, to clear the flag.

TCNT—Timer Counter**H'A9 (read),
H'A8 (write)****WDT**

| | | | | | | | | |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

|
Count value

RSTCSR—Reset Control/Status Register**H'AB (read),
H'AA (write)****WDT**

| | | | | | | | | |
|---------------|--------|-----|---|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Initial value | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/(W)* | R/W | — | — | — | — | — | — |

Reset output enable

| | |
|---|---|
| 0 | External output of reset signal is disabled |
| 1 | External output of reset signal is enabled |

Watchdog timer reset

| | |
|---|--|
| 0 | [Clearing condition] • Reset signal input at RES pin • When WRST= "1", write "0" after reading WRST flag |
| 1 | [Setting condition] TCNT overflow generates a reset signal |

Note: * Only 0 can be written in bit 7, to clear the flag.

RFSHCR—Refresh Control Register

H'AC Refresh controller

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|--------|-------|--------|-------|-------|---|-------|
| | SRFMD | PSRAME | DRAME | CAS/WE | M9/M8 | RFSHE | — | RCYCE |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

Refresh cycle enable

| | |
|---|---------------------------------------|
| 0 | Refresh cycles are disabled |
| 1 | Refresh cycles are enabled for area 3 |

Refresh pin enable

| | |
|---|---|
| 0 | Refresh signal output at the RFSH pin is disabled |
| 1 | Refresh signal output at the RFSH pin is enabled |

Address multiplex mode select

| | |
|---|-------------------|
| 0 | 8-bit column mode |
| 1 | 9-bit column mode |

Strobe mode select

| | |
|---|-------------------------|
| 0 | 2 \overline{WE} mode |
| 1 | 2 \overline{CAS} mode |

PSRAM enable, DRAM enable

| Bit 6 | Bit 5 | RAM Interface |
|--------|-------|--|
| PSRAME | DRAME | |
| 0 | 0 | Can be used as an interval timer (DRAM and PSRAM cannot be directly connected) |
| | 1 | DRAM can be directly connected |
| 1 | 0 | PSRAM can be directly connected |
| | 1 | Illegal setting |

Self-refresh mode

| | |
|---|---|
| 0 | DRAM or PSRAM self-refresh is disabled in software standby mode |
| 1 | DRAM or PSRAM self-refresh is enabled in software standby mode |

RTMCSR—Refresh Timer Control/Status Register

H'AD

Refresh controller

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|------|------|------|------|---|---|---|
| | CMF | CMIE | CKS2 | CKS1 | CKS0 | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| Read/Write | R/(W)* | R/W | R/W | R/W | R/W | — | — | — |

Clock select 2 to 0

| Bit 5 | Bit 4 | Bit 3 | Counter Clock Source |
|-------|-------|-------|-------------------------|
| CKS2 | CKS1 | CKS0 | |
| 0 | 0 | 0 | Clock input is disabled |
| | | 1 | $\phi/2$ |
| | 1 | 0 | $\phi/8$ |
| | | 1 | $\phi/32$ |
| 1 | 0 | 0 | $\phi/128$ |
| | | 1 | $\phi/512$ |
| | 1 | 0 | $\phi/2048$ |
| | | 1 | $\phi/4096$ |

Compare match interrupt enable

| | |
|---|--|
| 0 | The CMI interrupt requested by CMF is disabled |
| 1 | The CMI interrupt requested by CMF is enabled |

Compare match flag

| | |
|---|--|
| 0 | [Clearing condition] Read CMF when CMF = 1, then write 0 in CMF |
| 1 | [Setting condition] RTCNT = RTCOR |

Note: * Only 0 can be written, to clear the flag.

RTCNT—Refresh Timer Counter**H'AE****Refresh controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

|
Count value

RTCOR—Refresh Time Constant Register**H'AF****Refresh controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

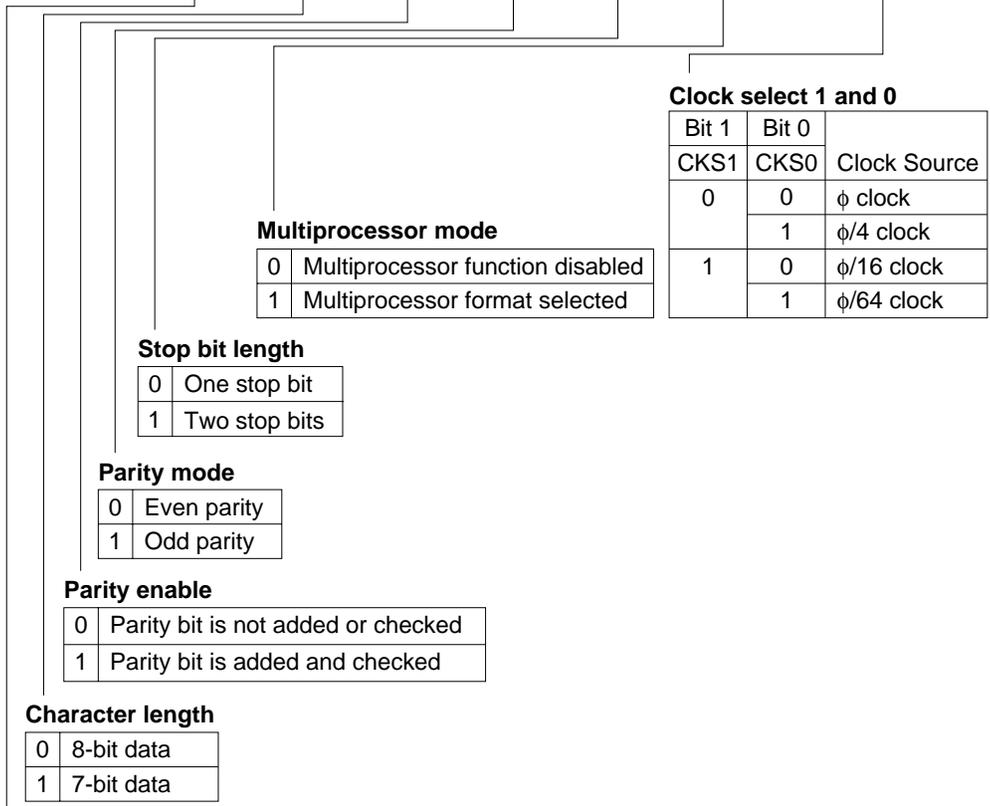
|
Interval at which RTCNT and compare match are set

SMR—Serial Mode Register

H'B0

SCIO

| | | | | | | | | |
|---------------|-----------------|-----|-----|-----|------|-----|------|------|
| Bit | 7 | 6 | 5 | 7 | 3 | 2 | 1 | 0 |
| | C/ \bar{A} GM | CHR | PE | O/E | STOP | MP | CKS1 | CKS0 |
| Initial 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 |



**Communication mode
(when using a serial communication interface)**

| | |
|---|-------------------|
| 0 | Asynchronous mode |
| 1 | Synchronous mode |

GSM mode (when using a smart card interface)

| | |
|---|---|
| 0 | Regular smart card interface operation |
| 1 | GSM mode smart card interface operation |

BRR—Bit Rate Register**H'B1****SCI0**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Serial communication bit rate setting

SCR—Serial Control Register

H'B2

SCIO

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|------|------|------|------|
| | TIE | RIE | TE | RE | MPIE | TEIE | CKE1 | CKE0 |
| Initial 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 |

Clock enable 1 and 0

| Bit 1 | Bit 0 | | |
|-------|-------|----------------------------|--|
| CKE1 | CKE0 | Clock Selection and Output | |
| 0 | 0 | Asynchronous mode | Internal clock, SCK pin available for generic I/O |
| | | Synchronous mode | Internal clock, SCK pin used for serial clock output |
| | 1 | Asynchronous mode | Internal clock, SCK pin used for clock output |
| | | Synchronous mode | Internal clock, SCK pin used for serial clock output |
| 1 | 0 | Asynchronous mode | External clock, SCK pin used for clock input |
| | | Synchronous mode | External clock, SCK pin used for serial clock input |
| | 1 | Asynchronous mode | External clock, SCK pin used for clock input |
| | | Synchronous mode | External clock, SCK pin used for serial clock input |

Transmit-end interrupt enable

| | |
|---|--|
| 0 | Transmit-end interrupt requests (TEI) are disabled |
| 1 | Transmit-end interrupt requests (TEI) are enabled |

Multiprocessor interrupt enable

| | |
|---|---|
| 0 | Multiprocessor interrupts are disabled (normal receive operation) |
| 1 | Multiprocessor interrupts are enabled |

Transmit enable

| | |
|---|--------------------------|
| 0 | Transmitting is disabled |
| 1 | Transmitting is enabled |

Receive enable

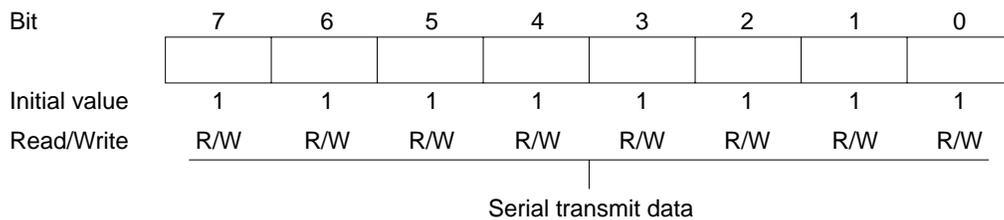
| | |
|---|-----------------------|
| 0 | Receiving is disabled |
| 1 | Receiving is enabled |

Receive interrupt enable

| | |
|---|---|
| 0 | Receive-data-full (RXI) and receive-error (ERI) interrupt requests are disabled |
| 1 | Receive-data-full (RXI) and receive-error (ERI) interrupt requests are enabled |

Transmit interrupt enable

| | |
|---|---|
| 0 | Transmit-data-empty interrupt request (TXI) is disabled |
| 1 | Transmit-data-empty interrupt request (TXI) is enabled |

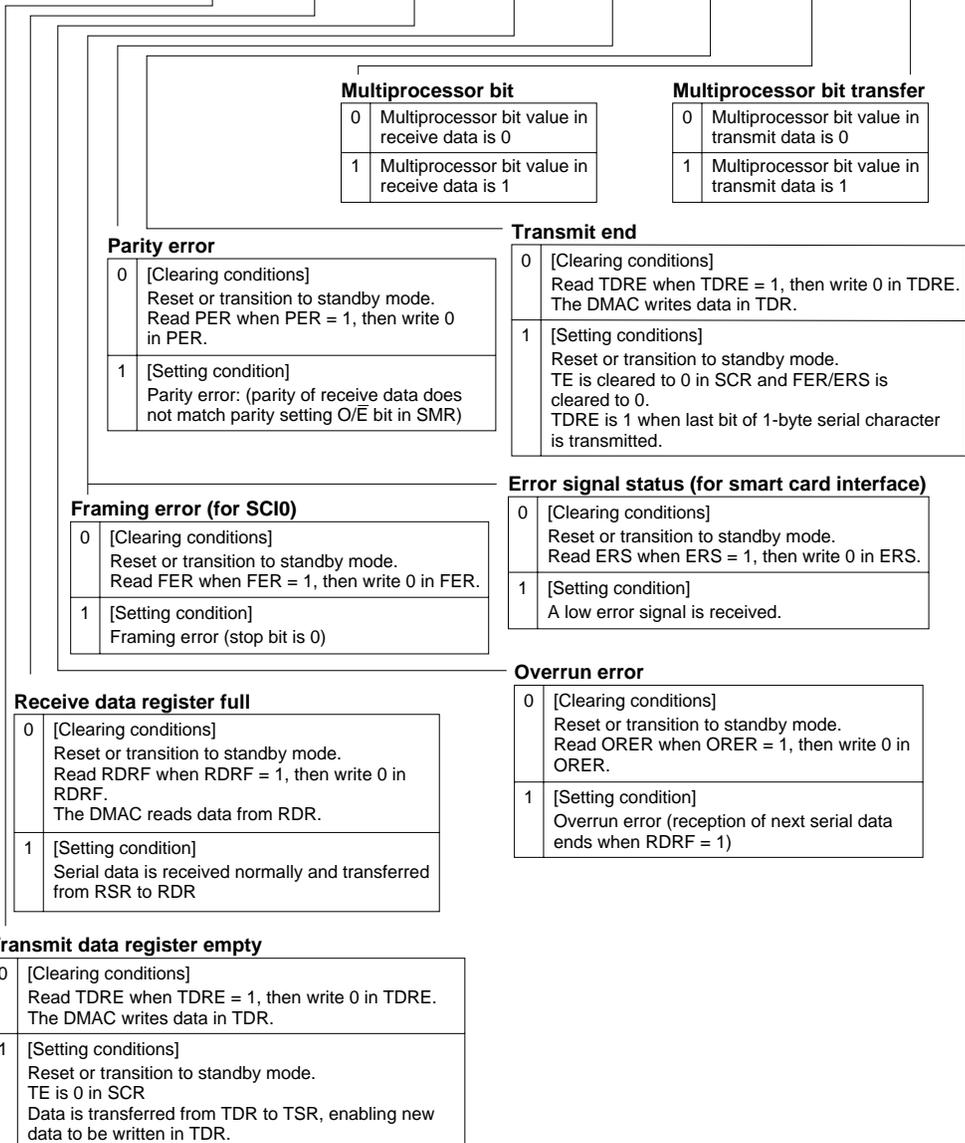
TDR—Transmit Data Register**H'B3****SCI0**

SSR—Serial Status Register

H'B4

SCIO

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|--------|--------|---------|--------|------|-----|------|
| | TDRE | RDRF | ORER | FER/ERS | PER | TEND | MPB | MPBT |
| Initial value | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| Read/Write | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R | R | R/W |



Note: * Only 0 can be written, to clear the flag.

RDR—Receive Data Register**H'B5****SCIO**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|---|---|---|
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R |

Serial receive data

SCMR—Smart Card Mode Register**H'B6****SCIO**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|------|------|---|------|
| Initial value | — | — | — | — | SDIR | SINV | — | SMIF |
| Read/Write | — | — | — | — | R/W | R/W | — | R/W |

Smart card interface mode select

| | |
|---|---|
| 0 | Smart card interface function is disabled (Initial value) |
| 1 | Smart card interface function is enabled |

Smart card data invert

| | |
|---|--|
| 0 | Unmodified TDR contents are transmitted (Initial value) Received data is stored unmodified in RDR |
| 1 | Inverted TDR contents are transmitted Received data are inverted before storage in RDR |

Smart card data transfer direction

| | |
|---|--|
| 0 | TDR contents are transmitted LSB-first (Initial value) Received data is stored LSB-first in RDR |
| 1 | TDR contents are transmitted MSB-first Received data is stored MSB-first in RDR |

SMR—Serial Mode Register**H'B8****SCI1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|------|-----|------|------|
| | C/A | CHR | PE | O/E | STOP | MP | CKS1 | CKS0 |
| Initial 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 |

Note: Bit functions are the same as for SCI0.

BRR—Bit Rate Register**H'B9****SCI1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for SCI0.

SCR—Serial Control Register**H'BA****SCI1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|------|------|------|------|
| | TIE | RIE | TE | RE | MPIE | TEIE | CKE1 | CKE0 |
| Initial 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 |

Note: Bit functions are the same as for SCI0.

TDR—Transmit Data Register **H'BB** **SCI1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Note: Bit functions are the same as for SCI0.

SSR—Serial Status Register **H'BC** **SCI1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|--------|--------|--------|--------|------|-----|------|
| | TDRE | RDRF | ORER | FER | PER | TEND | MPB | MPBT |
| Initial value | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| Read/Write | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R | R | R/W |

Notes: Bit functions are the same as for SCI0.

* Only 0 can be written, to clear the flag.

RDR—Receive Data Register **H'BD** **SCI1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R |

Note: Bit functions are the same as for SCI0.

P1DDR—Port 1 Data Direction Register**H'C0****Port 1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P1 ₇ DDR | P1 ₆ DDR | P1 ₅ DDR | P1 ₄ DDR | P1 ₃ DDR | P1 ₂ DDR | P1 ₁ DDR | P1 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Read/Write | — | — | — | — | — | — | — |
| Modes 5 to 7 | Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | W | W | W | W | W | W | W |

Port 1 input/output select

| | |
|---|--------------------|
| 0 | Generic input pin |
| 1 | Generic output pin |

P2DDR—Port 2 Data Direction Register**H'C1****Port 2**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P2 ₇ DDR | P2 ₆ DDR | P2 ₅ DDR | P2 ₄ DDR | P2 ₃ DDR | P2 ₂ DDR | P2 ₁ DDR | P2 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Read/Write | — | — | — | — | — | — | — |
| Modes 5 to 7 | Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | W | W | W | W | W | W | W |

Port 2 input/output select

| | |
|---|--------------------|
| 0 | Generic input pin |
| 1 | Generic output pin |

P1DR—Port 1 Data Register**H'C2****Port 1**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P1 ₇ | P1 ₆ | P1 ₅ | P1 ₄ | P1 ₃ | P1 ₂ | P1 ₁ | P1 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Data for port 1 pins

P2DR—Port 2 Data Register**H'C3****Port 2**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P2 ₇ | P2 ₆ | P2 ₅ | P2 ₄ | P2 ₃ | P2 ₂ | P2 ₁ | P2 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Data for port 2 pins

P3DDR—Port 3 Data Direction Register**H'C4****Port 3**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P3 ₇ DDR | P3 ₆ DDR | P3 ₅ DDR | P3 ₄ DDR | P3 ₃ DDR | P3 ₂ DDR | P3 ₁ DDR | P3 ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port 3 input/output select

| | |
|---|--------------------|
| 0 | Generic input pin |
| 1 | Generic output pin |

P4DDR—Port 4 Data Direction Register**H'C5****Port 4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P4 ₇ DDR | P4 ₆ DDR | P4 ₅ DDR | P4 ₄ DDR | P4 ₃ DDR | P4 ₂ DDR | P4 ₁ DDR | P4 ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port 4 input/output select

| | |
|---|--------------------|
| 0 | Generic input pin |
| 1 | Generic output pin |

P3DR—Port 3 Data Register**H'C6****Port 3**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P3 ₇ | P3 ₆ | P3 ₅ | P3 ₄ | P3 ₃ | P3 ₂ | P3 ₁ | P3 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Data for port 3 pins

P4DR—Port 4 Data Register**H'C7****Port 4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P4 ₇ | P4 ₆ | P4 ₅ | P4 ₄ | P4 ₃ | P4 ₂ | P4 ₁ | P4 ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Data for port 4 pins

P5DDR—Port 5 Data Direction Register**H'C8****Port 5**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----------------|---------------|---|---|---|---------------------|---------------------|---------------------|---------------------|
| | — | — | — | — | P5 ₃ DDR | P5 ₂ DDR | P5 ₁ DDR | P5 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Read/Write | — | — | — | — | — | — | — |
| Modes 5 to 7 | Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | Read/Write | — | — | — | W | W | W | W |

Port 5 input/output select

| | |
|---|----------------|
| 0 | Generic input |
| 1 | Generic output |

P6DDR—Port 6 Data Direction Register**H'C9****Port 6**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | — | P6 ₆ DDR | P6 ₅ DDR | P6 ₄ DDR | P6 ₃ DDR | P6 ₂ DDR | P6 ₁ DDR | P6 ₀ DDR |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | W | W | W | W | W | W | W |

Port 6 input/output select

| | |
|---|----------------|
| 0 | Generic input |
| 1 | Generic output |

P5DR—Port 5 Data Register**H'CA****Port 5**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|-----------------|-----------------|-----------------|-----------------|
| | — | — | — | — | P5 ₃ | P5 ₂ | P5 ₁ | P5 ₀ |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Data for port 5 pins

P6DR—Port 6 Data Register**H'CB****Port 6**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | — | P6 ₆ | P6 ₅ | P6 ₄ | P6 ₃ | P6 ₂ | P6 ₁ | P6 ₀ |
| Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | R/W |

Data for port 6 pins

P8DDR—Port 8 Data Direction Register**H'CD****Port 8**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------------|---------------|---|---|---------------------|---------------------|---------------------|---------------------|---------------------|
| | — | — | — | P8 ₄ DDR | P8 ₃ DDR | P8 ₂ DDR | P8 ₁ DDR | P8 ₀ DDR |
| Modes 1 to 4 | Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | Read/Write | — | — | W | W | W | W | W |
| Modes 5 to 7 | Initial value | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | Read/Write | — | — | W | W | W | W | W |

| Port 8 input/output select | | Port 8 input/output select | |
|----------------------------|---------------|----------------------------|----------------|
| 0 | Generic input | 0 | Generic input |
| 1 | CS output | 1 | Generic output |

P7DR—Port 7 Data Register**H'CE****Port 7**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | P7 ₇ | P7 ₆ | P7 ₅ | P7 ₄ | P7 ₃ | P7 ₂ | P7 ₁ | P7 ₀ |
| Initial value | —* | —* | —* | —* | —* | —* | —* | —* |
| Read/Write | R | R | R | R | R | R | R | R |

Read the pin levels for port 7

Note: * Determined by pins P7₇ to P7₀.

P8DR—Port 8 Data Register**H'CF****Port 8**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|-----------------|-----------------|-----------------|-----------------|-----------------|
| | — | — | — | P8 ₄ | P8 ₃ | P8 ₂ | P8 ₁ | P8 ₀ |
| Initial value | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | R/W | R/W | R/W | R/W | R/W |

Data for port 8 pins

P9DDR—Port 9 Data Direction Register**H'D0****Port 9**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | — | — | P9 ₅ DDR | P9 ₄ DDR | P9 ₃ DDR | P9 ₂ DDR | P9 ₁ DDR | P9 ₀ DDR |
| Initial value | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | W | W | W | W | W | W |

Port 9 input/output select

| | |
|---|----------------|
| 0 | Generic input |
| 1 | Generic output |

PADDR—Port A Data Direction Register**H'D1****Port A**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|--------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | PA ₇ DDR | PA ₆ DDR | PA ₅ DDR | PA ₄ DDR | PA ₃ DDR | PA ₂ DDR | PA ₁ DDR | PA ₀ DDR |
| Modes { | Initial value | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 3, 4, 6 { | Read/Write | — | W | W | W | W | W | W |
| Modes { | Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1, 2, 5, 7 { | Read/Write | W | W | W | W | W | W | W |

Port A input/output select

| | |
|---|----------------|
| 0 | Generic input |
| 1 | Generic output |

P9DR—Port 9 Data Register**H'D2****Port 9**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | — | — | P9 ₅ | P9 ₄ | P9 ₃ | P9 ₂ | P9 ₁ | P9 ₀ |
| Initial value | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | R/W | R/W | R/W | R/W | R/W | R/W |

Data for port 9 pins

PADR—Port A Data Register**H'D3****Port A**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | PA ₇ | PA ₆ | PA ₅ | PA ₄ | PA ₃ | PA ₂ | PA ₁ | PA ₀ |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Data for port A pins

PBDDR—Port B Data Direction Register**H'D4****Port B**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | PB ₇ DDR | PB ₆ DDR | PB ₅ DDR | PB ₄ DDR | PB ₃ DDR | PB ₂ DDR | PB ₁ DDR | PB ₀ DDR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | W | W | W | W | W | W | W | W |

Port B input/output select

| | |
|---|----------------|
| 0 | Generic input |
| 1 | Generic output |

PBDR—Port B Data Register**H'D6****Port B**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P2 ₇ PCR | P2 ₆ PCR | P2 ₅ PCR | P2 ₄ PCR | P2 ₃ PCR | P2 ₂ PCR | P2 ₁ PCR | P2 ₀ PCR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 2 input pull-up MOS control 7 to 0

| | |
|---|---------------------------------|
| 0 | Input pull-up transistor is off |
| 1 | Input pull-up transistor is on |

Note: Valid when the corresponding P2DDR bit is cleared to 0 (designating generic input).

P2PCR—Port 2 Input Pull-Up MOS Control Register
H'D8 **Port 2**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P2 ₇ PCR | P2 ₆ PCR | P2 ₅ PCR | P2 ₄ PCR | P2 ₃ PCR | P2 ₂ PCR | P2 ₁ PCR | P2 ₀ PCR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 2 input pull-up MOS control 7 to 0

| | |
|---|---------------------------------|
| 0 | Input pull-up transistor is off |
| 1 | Input pull-up transistor is on |

Note: Valid when the corresponding P2DDR bit is cleared to 0 (designating generic input).

P4PCR—Port 4 Input Pull-Up MOS Control Register
H'DA **Port 4**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| | P4 ₇ PCR | P4 ₆ PCR | P4 ₅ PCR | P4 ₄ PCR | P4 ₃ PCR | P4 ₂ PCR | P4 ₁ PCR | P4 ₀ PCR |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Port 4 input pull-up MOS control 7 to 0

| | |
|---|---------------------------------|
| 0 | Input pull-up transistor is off |
| 1 | Input pull-up transistor is on |

Note: Valid when the corresponding P4DDR bit is cleared to 0 (designating generic input).

P5PCR—Port 5 Input Pull-Up MOS Control Register**H'DB****Port 5**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---------------------|---------------------|---------------------|---------------------|
| | — | — | — | — | P5 ₃ PCR | P5 ₂ PCR | P5 ₁ PCR | P5 ₀ PCR |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Port 5 input pull-up MOS control 3 to 0

| | |
|---|---------------------------------|
| 0 | Input pull-up transistor is off |
| 1 | Input pull-up transistor is on |

Note: Valid when the corresponding P5DDR bit is cleared to 0 (designating generic input).

DADR0—D/A Data Register 0**H'DC****D/A**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

D/A conversion data

DADR1—D/A Data Register 1**H'DD****D/A**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

D/A conversion data

DACR—D/A Control Register

H'DE

D/A

| | | | | | | | | |
|---------------|-------|-------|-----|---|---|---|---|---|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | DAOE1 | DAOE0 | DAE | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | — | — | — | — | — |

D/A enable

| Bit 7 | Bit 6 | Bit 5 | Description |
|-------|-------|-------|---|
| DAOE1 | DAOE0 | DAE | |
| 0 | 0 | — | D/A conversion is disabled in channels 0 and 1 |
| | | 1 | D/A conversion is enabled in channel 0 D/A conversion is disabled in channel 1 |
| | 1 | 1 | D/A conversion is enabled in channels 0 and 1 |
| 1 | 0 | 0 | D/A conversion is disabled in channel 0 D/A conversion is enabled in channel 1 |
| | | 1 | D/A conversion is enabled in channels 0 and 1 |
| | 1 | — | D/A conversion is enabled in channels 0 and 1 |

D/A output enable 0

| | |
|---|--|
| 0 | DA ₀ analog output is disabled |
| 1 | Channel-0 D/A conversion and DA ₀ analog output are enabled |

D/A output enable 1

| | |
|---|--|
| 0 | DA ₁ analog output is disabled |
| 1 | Channel-1 D/A conversion and DA ₁ analog output are enabled |

ADDRA H/L—A/D Data Register A H/L

H'E0, H'E1

A/D

| | | | | | | | | | | | | | | | | |
|---------------|--------|-----|-----|-----|-----|-----|-----|-----|-----|--------|---|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | AD1 | AD0 | — | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R |
| | ADDRAH | | | | | | | | | ADDRAL | | | | | | |

A/D conversion data

10-bit data giving an
A/D conversion result

ADDRB H/L—A/D Data Register B H/L**H'E2, H'E3****A/D**

| | | | | | | | | | | | | | | | | |
|---------------|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|--------|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | AD1 | AD0 | — | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R |
| | ADDRBH | | | | | | | | | | ADDRBL | | | | | |
| | A/D conversion data 10-bit data giving an A/D conversion result | | | | | | | | | | | | | | | |

ADDRC H/L—A/D Data Register C H/L**H'E4, H'E5****A/D**

| | | | | | | | | | | | | | | | | |
|---------------|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|--------|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | AD1 | AD0 | — | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R |
| | ADDRCH | | | | | | | | | | ADDRCL | | | | | |
| | A/D conversion data 10-bit data giving an A/D conversion result | | | | | | | | | | | | | | | |

ADDRD H/L—A/D Data Register D H/L**H'E6, H'E7****A/D**

| | | | | | | | | | | | | | | | | |
|---------------|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|--------|---|---|---|---|---|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | AD9 | AD8 | AD7 | AD6 | AD5 | AD4 | AD3 | AD2 | AD1 | AD0 | — | — | — | — | — | — |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R | R |
| | ADDRDH | | | | | | | | | | ADDRDL | | | | | |
| | A/D conversion data 10-bit data giving an A/D conversion result | | | | | | | | | | | | | | | |

ADCSR—A/D Control/Status Register

H'E8

A/D

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------|------|------|------|-----|-----|-----|-----|
| | ADF | ADIE | ADST | SCAN | CKS | CH2 | CH1 | CH0 |
| Initial 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 |

Clock select

| | |
|---|--|
| 0 | Conversion time = 266 states (maximum) |
| 1 | Conversion time = 134 states (maximum) |

Channel select 2 to 0

| Group Selection | Channel Selection | Description | |
|-----------------|-------------------|-------------|------------------------------------|
| | | Single Mode | Scan Mode |
| 0 | 0 | 0 | AN ₀ |
| | | 1 | AN ₀ , AN ₁ |
| | 1 | 0 | AN ₂ |
| | | 1 | AN ₀ to AN ₃ |
| 1 | 0 | 0 | AN ₄ |
| | | 1 | AN ₄ , AN ₅ |
| | 1 | 0 | AN ₆ |
| | | 1 | AN ₄ to AN ₇ |

Scan mode

| | |
|---|-------------|
| 0 | Single mode |
| 1 | Scan mode |

A/D start

| | |
|---|--|
| 0 | A/D conversion is stopped |
| 1 | Single mode: A/D conversion starts; ADST is automatically cleared to 0 when conversion ends Scan mode: A/D conversion starts and continues, cycling among the selected channels, until ADST is cleared to 0 by software, by a reset, or by a transition to standby mode |

A/D interrupt enable

| | |
|---|---------------------------------------|
| 0 | A/D end interrupt request is disabled |
| 1 | A/D end interrupt request is enabled |

A/D end flag

| | |
|---|---|
| 0 | [Clearing condition] Read ADF while ADF = 1, then write 0 in ADF |
| 1 | [Setting conditions] Single mode: A/D conversion ends Scan mode: A/D conversion ends in all selected channels |

Note: * Only 0 can be written, to clear flag.

ADCR—A/D Control Register**H'E9****A/D**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|---|---|---|---|---|---|---|
| | TRGE | — | — | — | — | — | — | — |
| Initial value | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W | — | — | — | — | — | — | — |

Trigger enable

| | |
|---|--|
| 0 | A/D conversion cannot be externally triggered |
| 1 | A/D conversion starts at the fall of the external trigger signal (ADTRG) |

ABWCR—Bus Width Control Register**H'EC****Bus controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|--------------|------|------|------|------|------|------|------|
| | ABW7 | ABW6 | ABW5 | ABW4 | ABW3 | ABW2 | ABW1 | ABW0 |
| Initial value | Mode 1,3,5,6 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Mode 2,4,7 | 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 |

Area 7 to 0 bus width control

| | |
|--------------|--------------------------------------|
| Bits 7 to 0 | |
| ABW7 to ABW0 | Bus Width of Access Area |
| 0 | Areas 7 to 0 are 16-bit access areas |
| 1 | Areas 7 to 0 are 8-bit access areas |

ASTCR—Access State Control Register**H'ED****Bus controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|------|------|------|------|
| | AST7 | AST6 | AST5 | AST4 | AST3 | AST2 | AST1 | AST0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Area 7 to 0 access state control

| | |
|--------------|---|
| Bits 7 to 0 | |
| AST7 to AST0 | Number of States in Access Cycle |
| 0 | Areas 7 to 0 are two-state access areas |
| 1 | Areas 7 to 0 are three-state access areas |

WCR—Wait Control Register**H'EE****Bus controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|------|------|-----|-----|
| | — | — | — | — | WMS1 | WMS0 | WC1 | WC0 |
| Initial value | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 |
| Read/Write | — | — | — | — | R/W | R/W | R/W | R/W |

Wait mode select 1 and 0

| Bit 3 | Bit 2 | Wait Mode |
|-------|-------|--|
| WMS1 | WMS0 | |
| 0 | 0 | Programmable wait mode |
| | 1 | No wait states inserted by wait-state controller |
| 1 | 0 | Pin wait mode 1 |
| | 1 | Pin auto-wait mode |

Wait count 1 and 0

| Bit 1 | Bit 0 | Number of Wait States |
|-------|-------|--|
| WC1 | WC0 | |
| 0 | 0 | No wait states inserted by wait-state controller |
| | 1 | 1 state inserted |
| 1 | 0 | 2 states inserted |
| | 1 | 3 states inserted |

WCER—Wait-State Controller Enable Register**H'EF****Bus controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|------|------|------|------|
| | WCE7 | WCE6 | WCE5 | WCE4 | WCE3 | WCE2 | WCE1 | WCE0 |
| Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Read/Write | R/W |

Wait-state controller enable 7 to 0

| | |
|---|--|
| 0 | Wait-state control is disabled (pin wait mode 0) |
| 1 | Wait-state control is enabled |

MDCR—Mode Control Register

H'F1

System control

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|---|---|---|------|------|------|
| | — | — | — | — | — | MDS2 | MDS1 | MDS0 |
| Initial value | 1 | 1 | 0 | 0 | 0 | —* | —* | —* |
| Read/Write | — | — | — | — | — | R | R | R |

Mode select 2 to 0

| Bit 2 | Bit 1 | Bit 0 | Operating mode |
|-----------------|-----------------|-----------------|----------------|
| MD ₂ | MD ₁ | MD ₀ | |
| 0 | 0 | 0 | — |
| | | 1 | Mode 1 |
| | 1 | 0 | Mode 2 |
| | | 1 | Mode 3 |
| 1 | 0 | 0 | Mode 4 |
| | | 1 | Mode 5 |
| | 1 | 0 | Mode 6 |
| | | 1 | Mode 7 |

Note: * Determined by the state of the mode pins (MD₂ to MD₀).

SYSCR—System Control Register

H'F2

System control

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|------|------|------|------|-----|-------|---|------|
| | SSBY | STS2 | STS1 | STS0 | UE | NMIEG | — | RAME |
| Initial value | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | — | R/W |

RAM enable

| | |
|---|-------------------------|
| 0 | On-chip RAM is disabled |
| 1 | On-chip RAM is enabled |

NMI edge select

| | |
|---|--|
| 0 | An interrupt is requested at the falling edge of NMI |
| 1 | An interrupt is requested at the rising edge of NMI |

User bit enable

| | |
|---|---|
| 0 | CCR bit 6 (UI) is used as an interrupt mask bit |
| 1 | CCR bit 6 (UI) is used as a user bit |

Standby timer select 2 to 0

| Bit 6 | Bit 5 | Bit 4 | Standby Timer |
|-------|-------|-------|-------------------------------|
| STS2 | STS1 | STS0 | |
| 0 | 0 | 0 | Waiting time = 8,192 states |
| | | 1 | Waiting time = 16,384 states |
| | 1 | 0 | Waiting time = 32,768 states |
| | | 1 | Waiting time = 65,536 states |
| 1 | 0 | 0 | Waiting time = 131,072 states |
| | | 1 | Waiting time = 1,024 states |
| | 1 | — | Illegal setting |

Software standby

| | |
|---|--|
| 0 | SLEEP instruction causes transition to sleep mode |
| 1 | SLEEP instruction causes transition to software standby mode |

BRCR—Bus Release Control Register**H'F3****Bus controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|------------------------|---------------|------|------|-----|---|---|---|------|
| | A23E | A22E | A21E | — | — | — | — | BRLE |
| Modes 1, 2, 5, 7 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| | Read/Write | — | — | — | — | — | — | R/W |
| Modes 3, 4, 6 | Initial value | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| | Read/Write | R/W | R/W | R/W | — | — | — | R/W |

Bus release enable

| | |
|---|--|
| 0 | The bus cannot be released to an external device |
| 1 | The bus can be released to an external device |

Address 23 to 21 enable

| | |
|---|--------------------|
| 0 | Address output |
| 1 | Other input/output |

ISCR—IRQ Sense Control Register**H'F4****Interrupt controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-----|-----|--------|--------|--------|--------|--------|--------|
| | — | — | IRQ5SC | IRQ4SC | IRQ3SC | IRQ2SC | IRQ1SC | IRQ0SC |
| Initial 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 |

IRQ₅ to IRQ₀ sense control

| | |
|---|--|
| 0 | Interrupts are requested when $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ inputs are low |
| 1 | Interrupts are requested by falling-edge input at $\overline{\text{IRQ}}_5$ to $\overline{\text{IRQ}}_0$ |

IER—IRQ Enable Register**H'F5****Interrupt controller**

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|-------|-------|-------|-------|-------|-------|-------|-------|
| | — | — | IRQ5E | IRQ4E | IRQ3E | IRQ2E | IRQ1E | IRQ0E |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/(W) |

IRQ₅ to IRQ₀ enable

| | |
|---|--|
| 0 | IRQ ₅ to IRQ ₀ interrupts are disabled |
| 1 | IRQ ₅ to IRQ ₀ interrupts are enabled |

ISR—IRQ Status Register

H'F6 Interrupt controller

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---------------|---|---|--------|--------|--------|--------|--------|--------|
| | — | — | IRQ5F | IRQ4F | IRQ3F | IRQ2F | IRQ1F | IRQ0F |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | — | — | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* | R/(W)* |

IRQ₅ to IRQ₀ flags

| Bits 5 to 0 | |
|----------------|--|
| IRQ5F to IRQ0F | Setting and Clearing Conditions |
| 0 | [Clearing conditions] Read IRQnF when IRQnF = 1, then write 0 in IRQnF. IRQnSC = 0, $\overline{\text{IRQn}}$ input is high, and interrupt exception handling is carried out. IRQnSC = 1 and IRQn interrupt exception handling is carried out. |
| 1 | [Setting conditions] IRQnSC = 0 and $\overline{\text{IRQn}}$ input is low. IRQnSC = 1 and a falling edge is generated in the $\overline{\text{IRQn}}$ input. |

(n = 5 to 0)

Note: * Only 0 can be written, to clear the flag.

IPRA—Interrupt Priority Register A**H'F8 Interrupt controller**

| | | | | | | | | |
|---------------|-------|-------|-------|-------|-------|-------|-------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | IPRA7 | IPRA6 | IPRA5 | IPRA4 | IPRA3 | IPRA2 | IPRA1 | IPRA0 |
| Initial value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Read/Write | R/W |

Priority level A7 to A0

| | |
|---|----------------------------------|
| 0 | Priority level 0 (low priority) |
| 1 | Priority level 1 (high priority) |

- Interrupt sources controlled by each bit

| | Bit 7: IPRA7 | Bit 6: IPRA6 | Bit 5: IPRA5 | Bit 4: IPRA4 | Bit 3: IPRA3 | Bit 2: IPRA2 | Bit 1: IPRA1 | Bit 0: IPRA0 |
|------------------|-------------------------|-------------------------|--|--|-------------------------------|-------------------------|-------------------------|-------------------------|
| Interrupt source | IRQ ₀ | IRQ ₁ | IRQ ₂ , IRQ ₃ | IRQ ₄ , IRQ ₅ | WDT, Refresh Controller | ITU channel 0 | ITU channel 1 | ITU channel 2 |

IPRB—Interrupt Priority Register B**H'F9 Interrupt controller**

| | | | | | | | | |
|---------------|-------|-------|-------|-----|-------|-------|-------|-----|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | IPRB7 | IPRB6 | IPRB5 | — | IPRB3 | IPRB2 | IPRB1 | — |
| Initial 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 |

Priority level B7 to B5, B3 to B 1

| | |
|---|----------------------------------|
| 0 | Priority level 0 (low priority) |
| 1 | Priority level 1 (high priority) |

- Interrupt sources controlled by each bit

| | Bit 7: IPRB7 | Bit 6: IPRB6 | Bit 5: IPRB5 | Bit 4: — | Bit 3: IPRB3 | Bit 2: IPRB2 | Bit 1: IPRB1 | Bit 0: — |
|------------------|-------------------------|-------------------------|-------------------------|---------------------|-------------------------|-------------------------|-------------------------|---------------------|
| Interrupt source | ITU channel 3 | ITU channel 4 | DMAC | — | SCI channel 0 | SCI channel 1 | A/D converter | — |

Appendix C I/O Port Block Diagrams

C.1 Port 1 Block Diagram

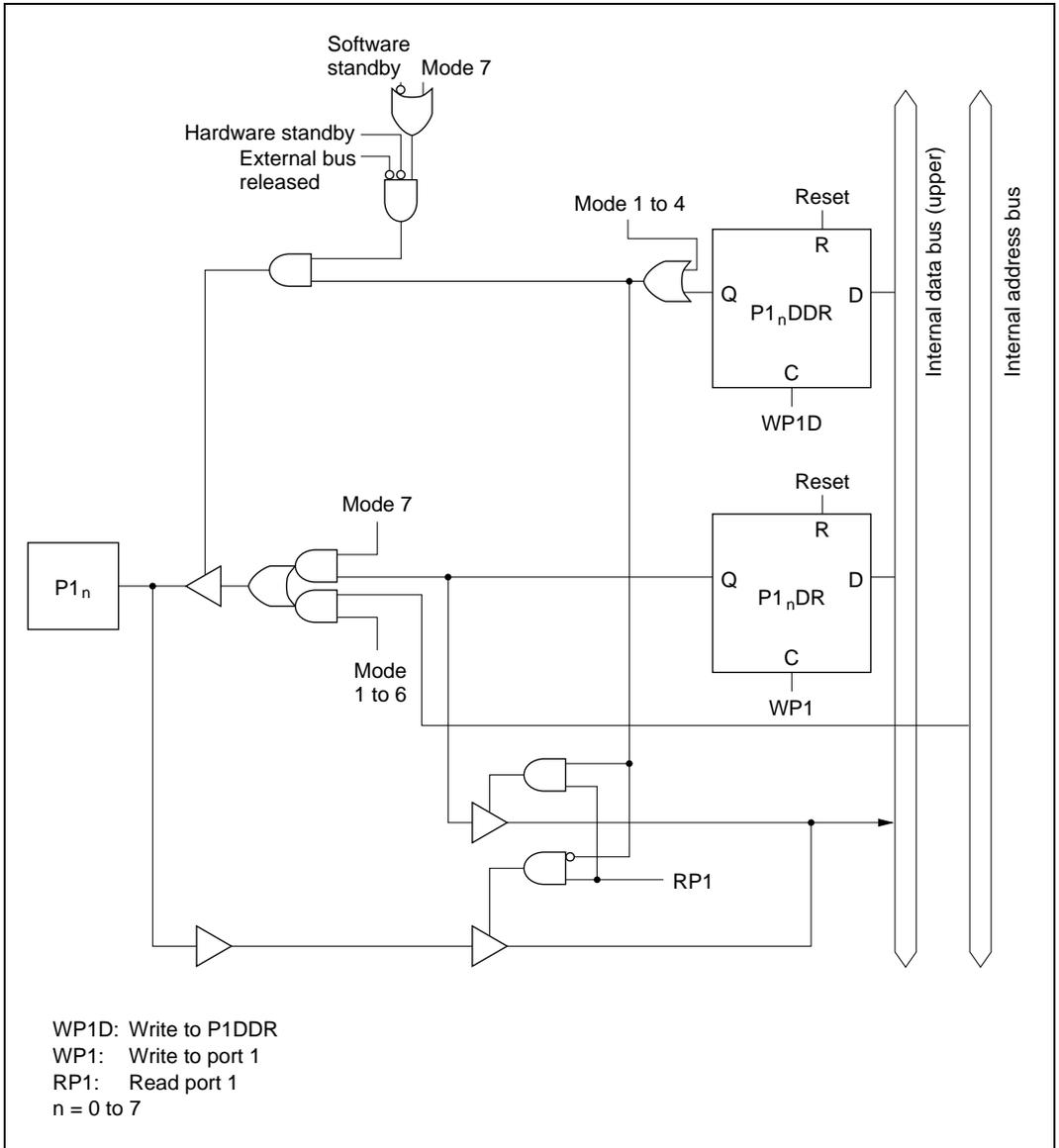


Figure C.1 Port 1 Block Diagram

C.4 Port 4 Block Diagram

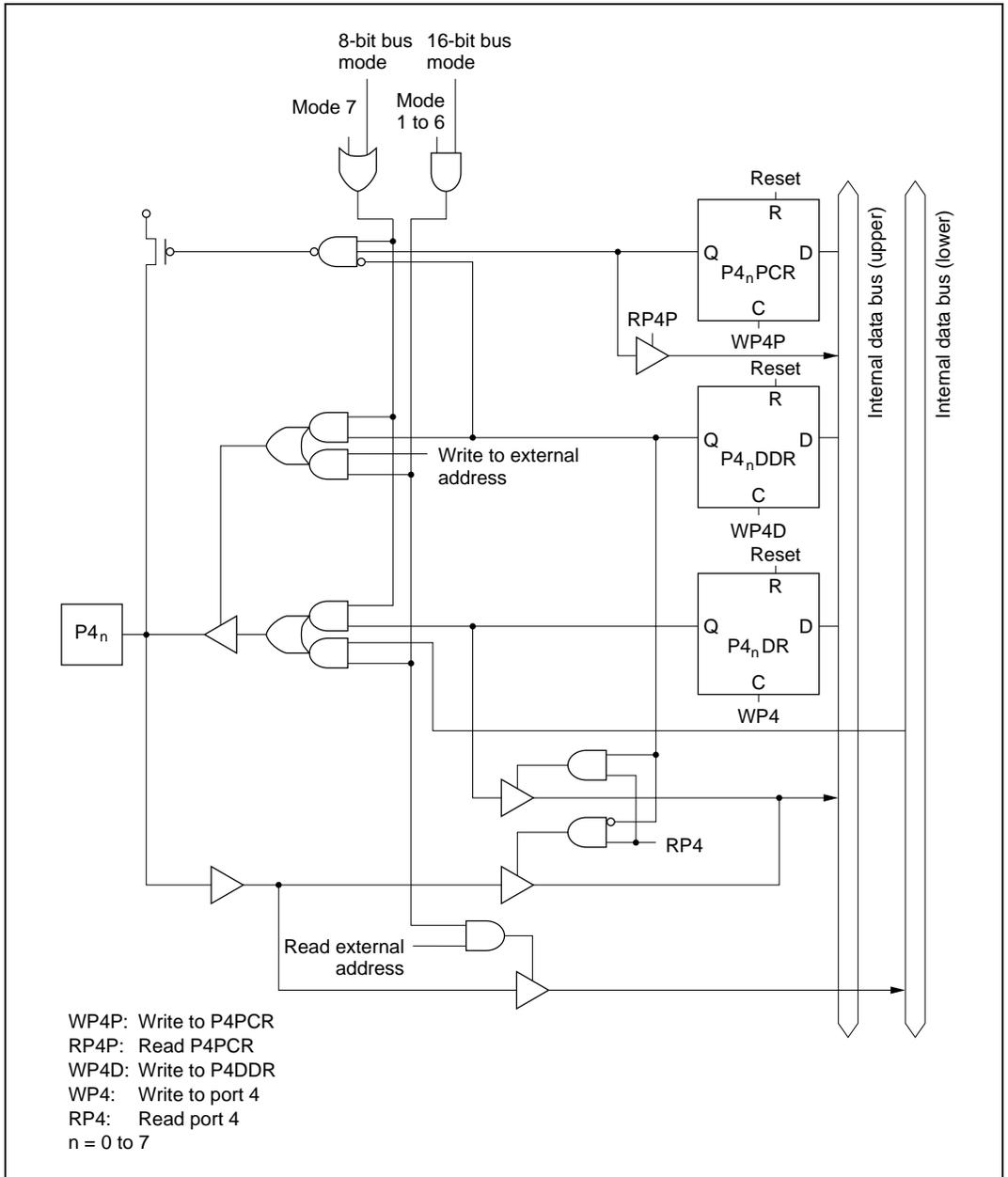


Figure C.4 Port 4 Block Diagram

C.5 Port 5 Block Diagram

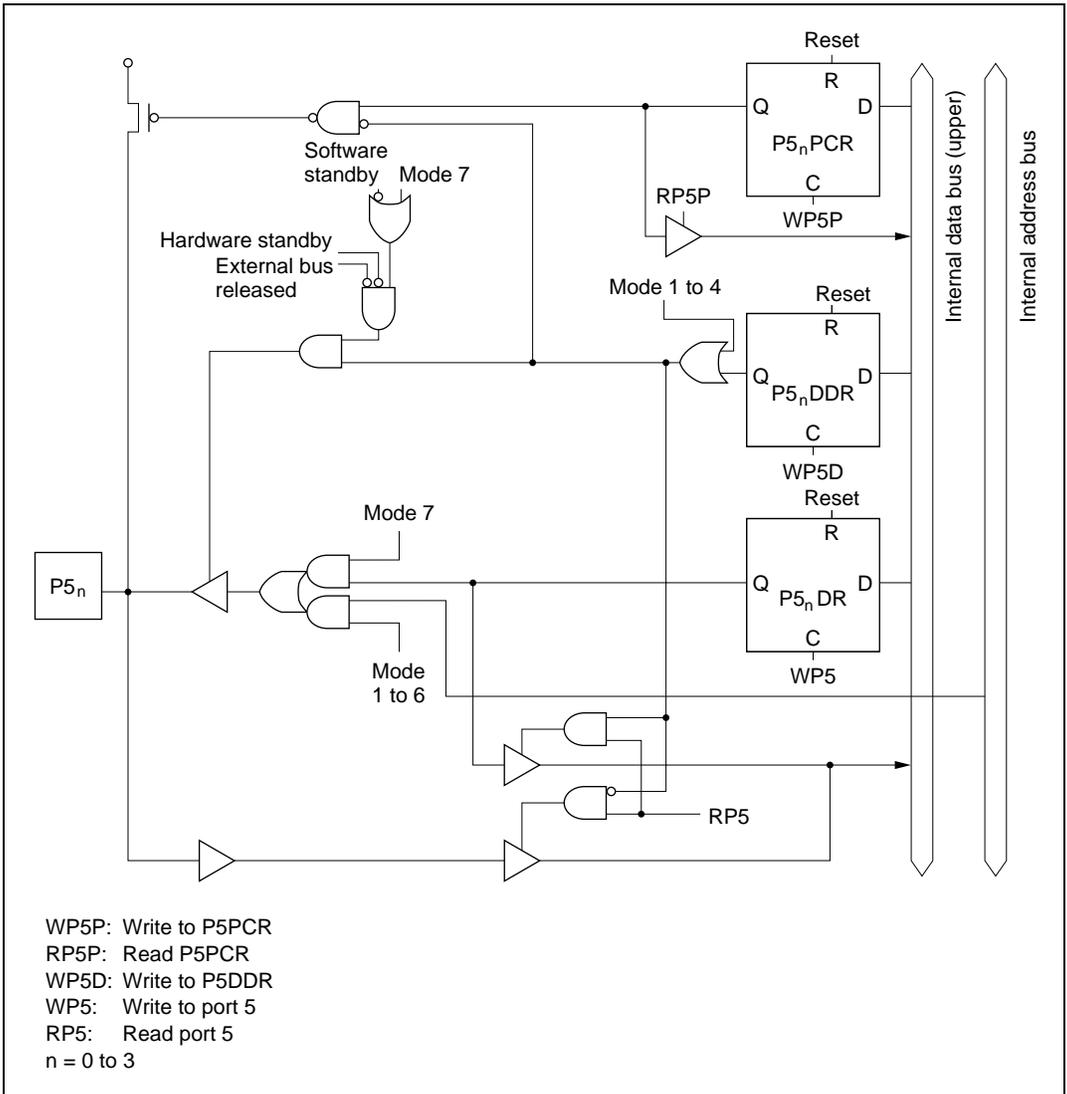


Figure C.5 Port 5 Block Diagram

C.6 Port 6 Block Diagrams

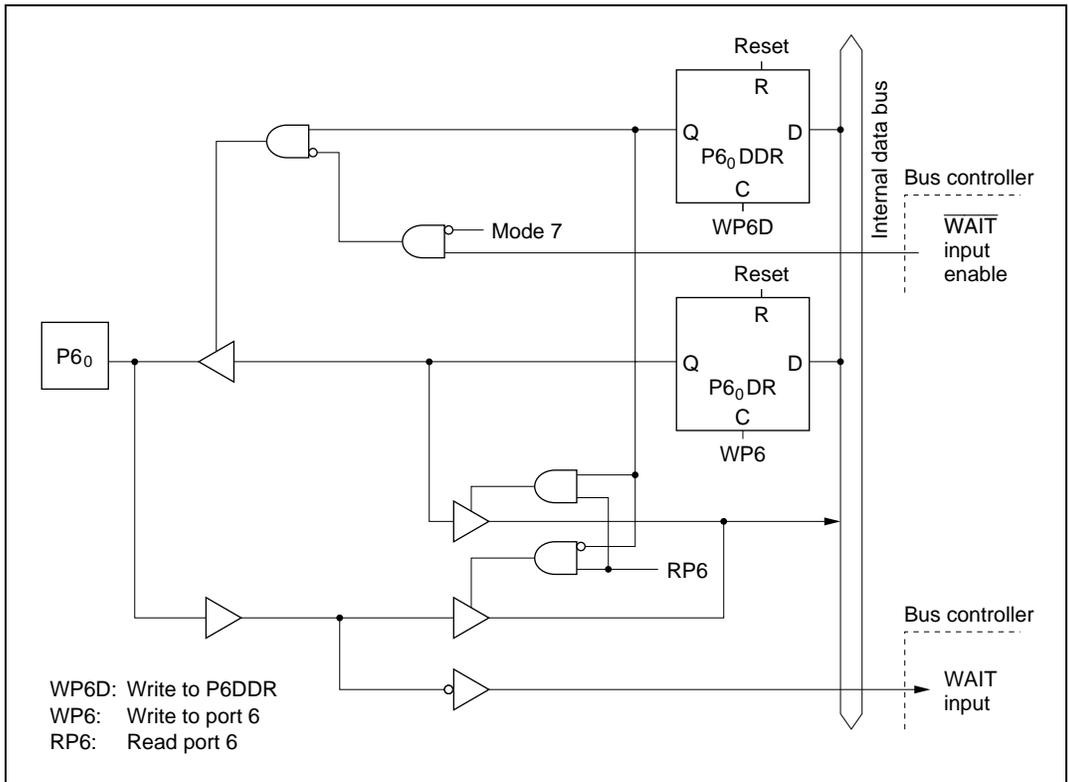


Figure C.6 (a) Port 6 Block Diagram (Pin P6₀)

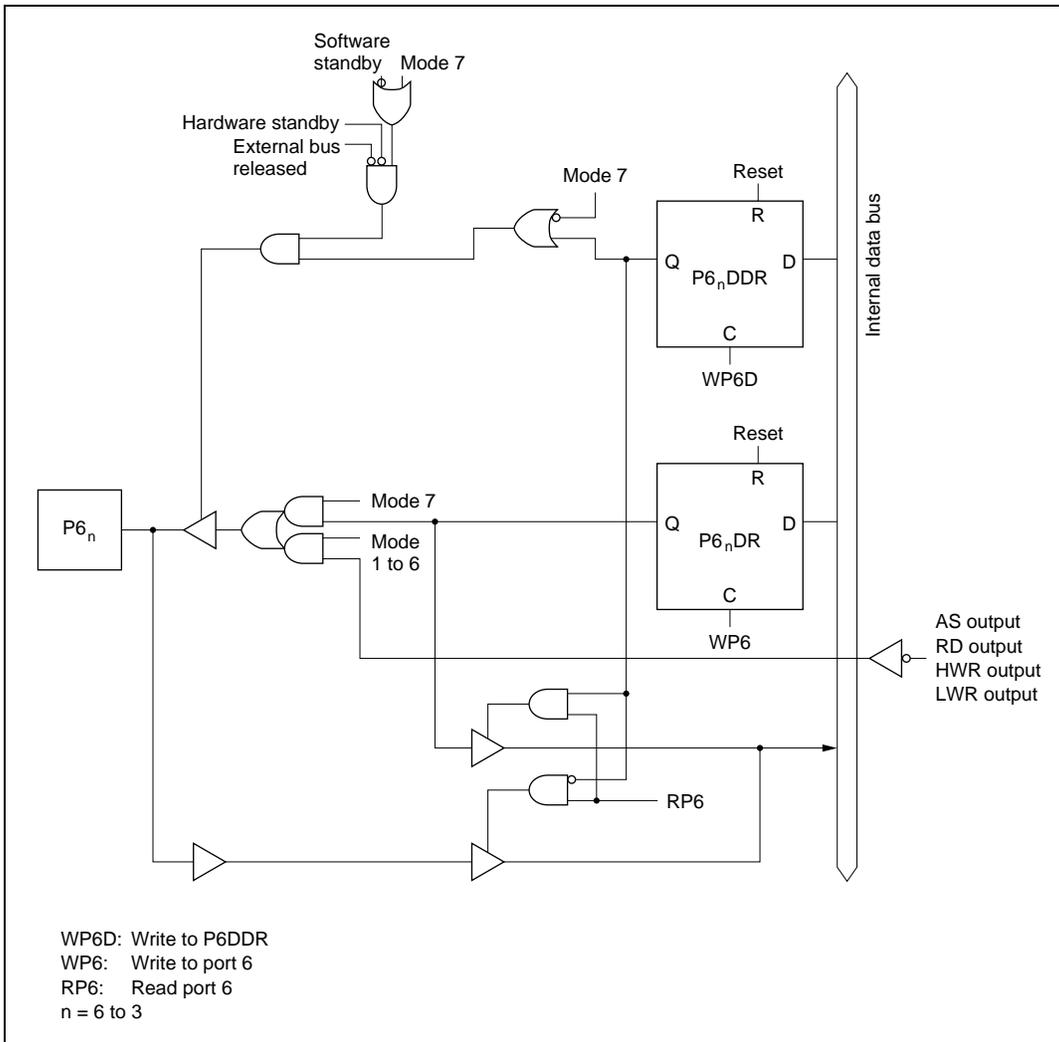


Figure C.6 (d) Port 6 Block Diagram (Pins P6₆ to P6₃)

C.7 Port 7 Block Diagrams

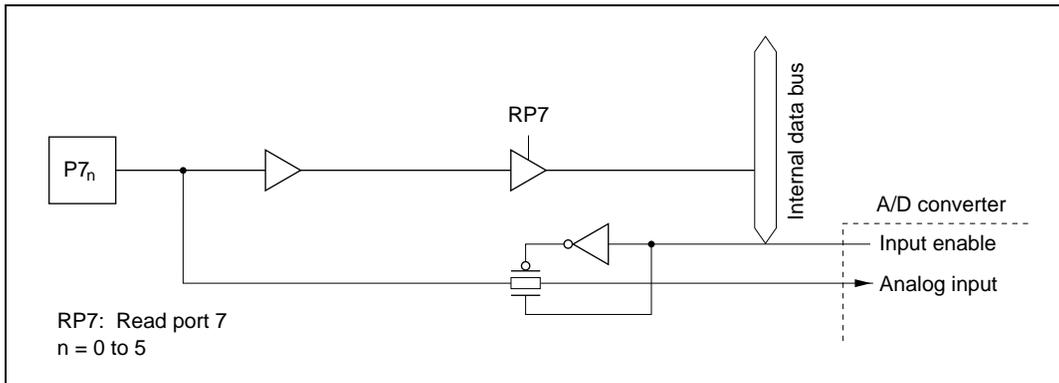


Figure C.7 (a) Port 7 Block Diagram (Pins P7₀ to P7₅)

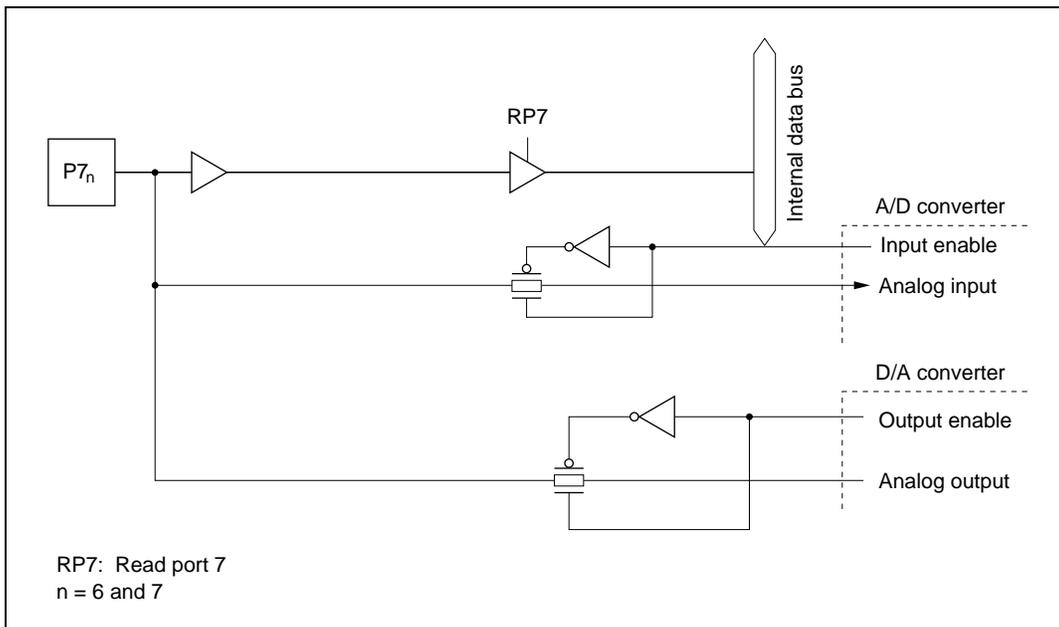


Figure C.7 (b) Port 7 Block Diagram (Pins P7₆ and P7₇)

C.8 Port 8 Block Diagrams

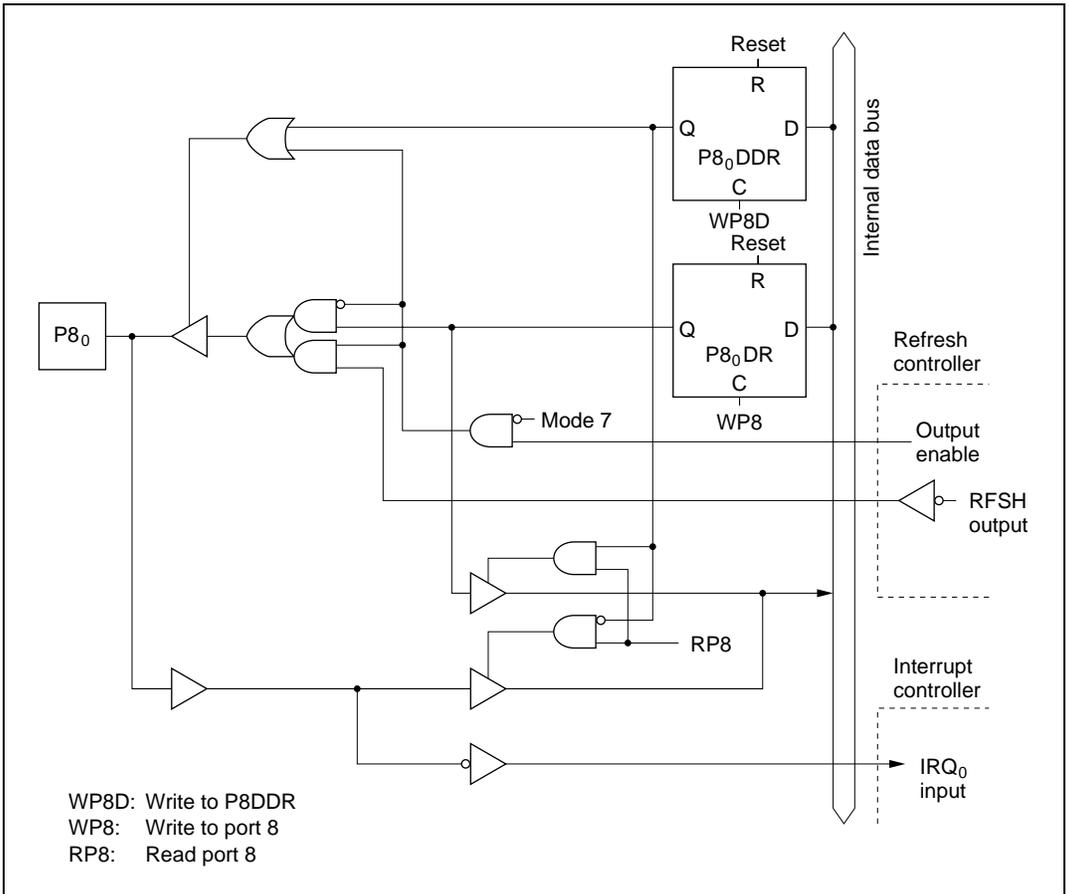


Figure C.8 (a) Port 8 Block Diagram (Pin P8₀)

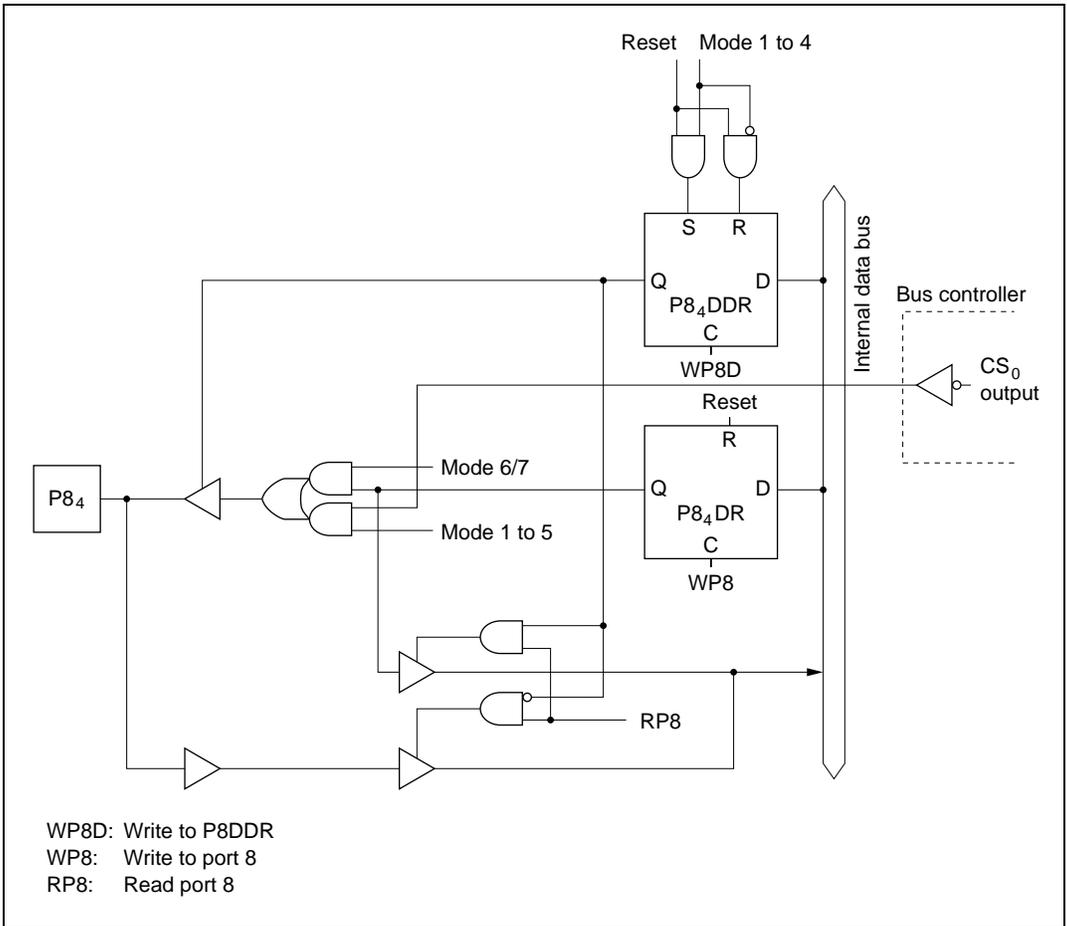


Figure C.8 (c) Port 8 Block Diagram (Pin P8₄)

C.9 Port 9 Block Diagrams

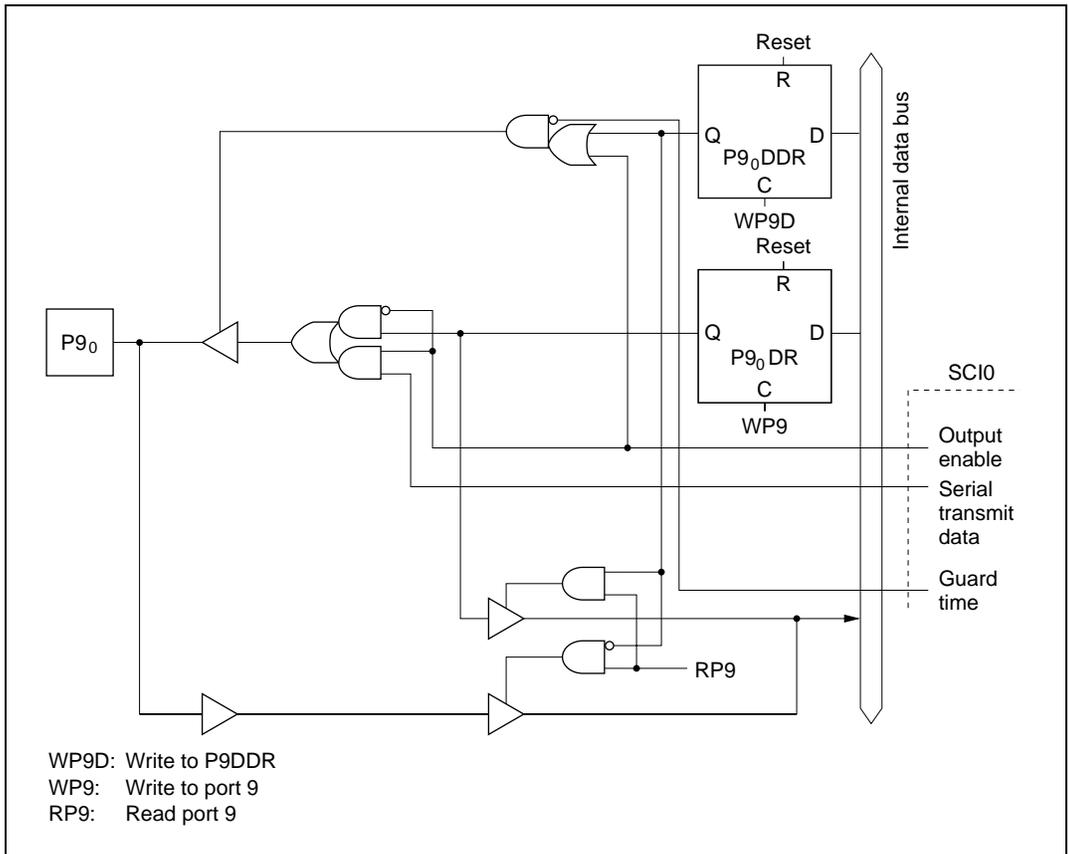


Figure C.9 (a) Port 9 Block Diagram (Pin P9₀)

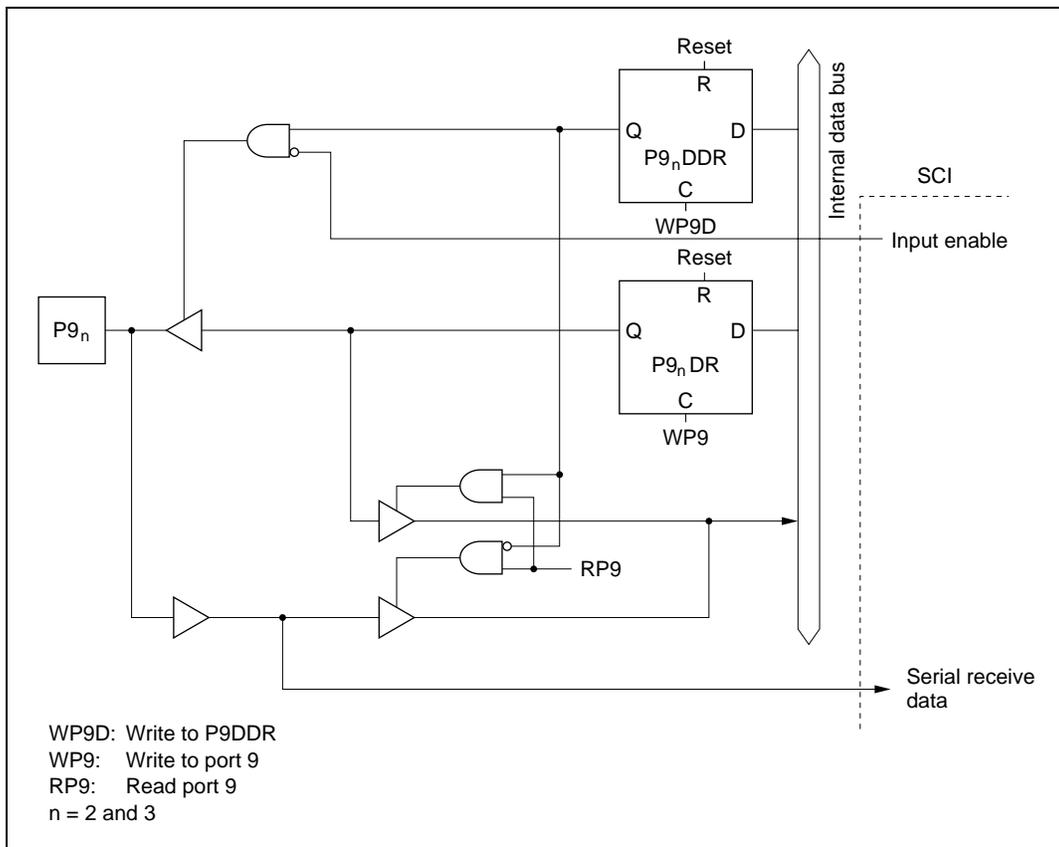


Figure C.9 (c) Port 9 Block Diagram (Pins P9₂ and P9₃)

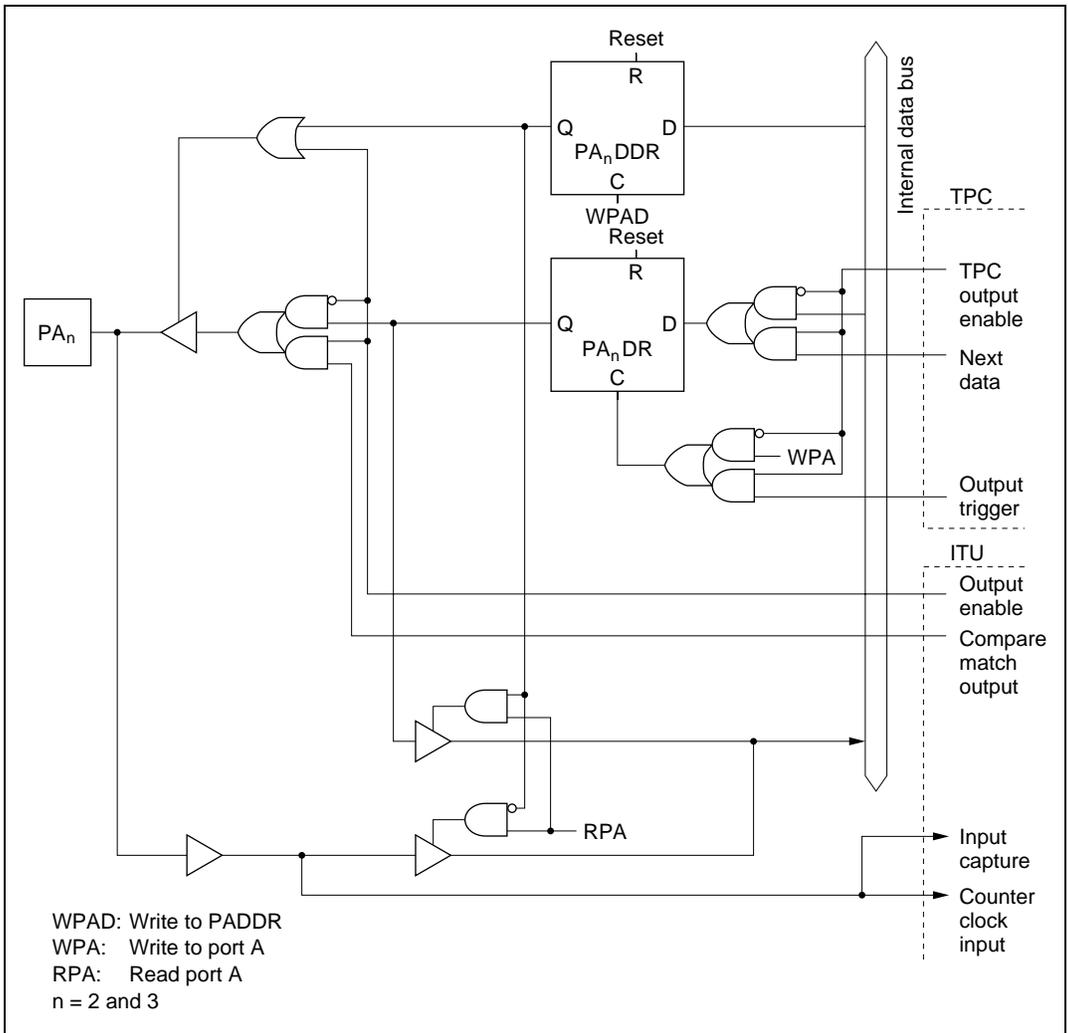


Figure C.10 (b) Port A Block Diagram (Pins PA₂ and PA₃)

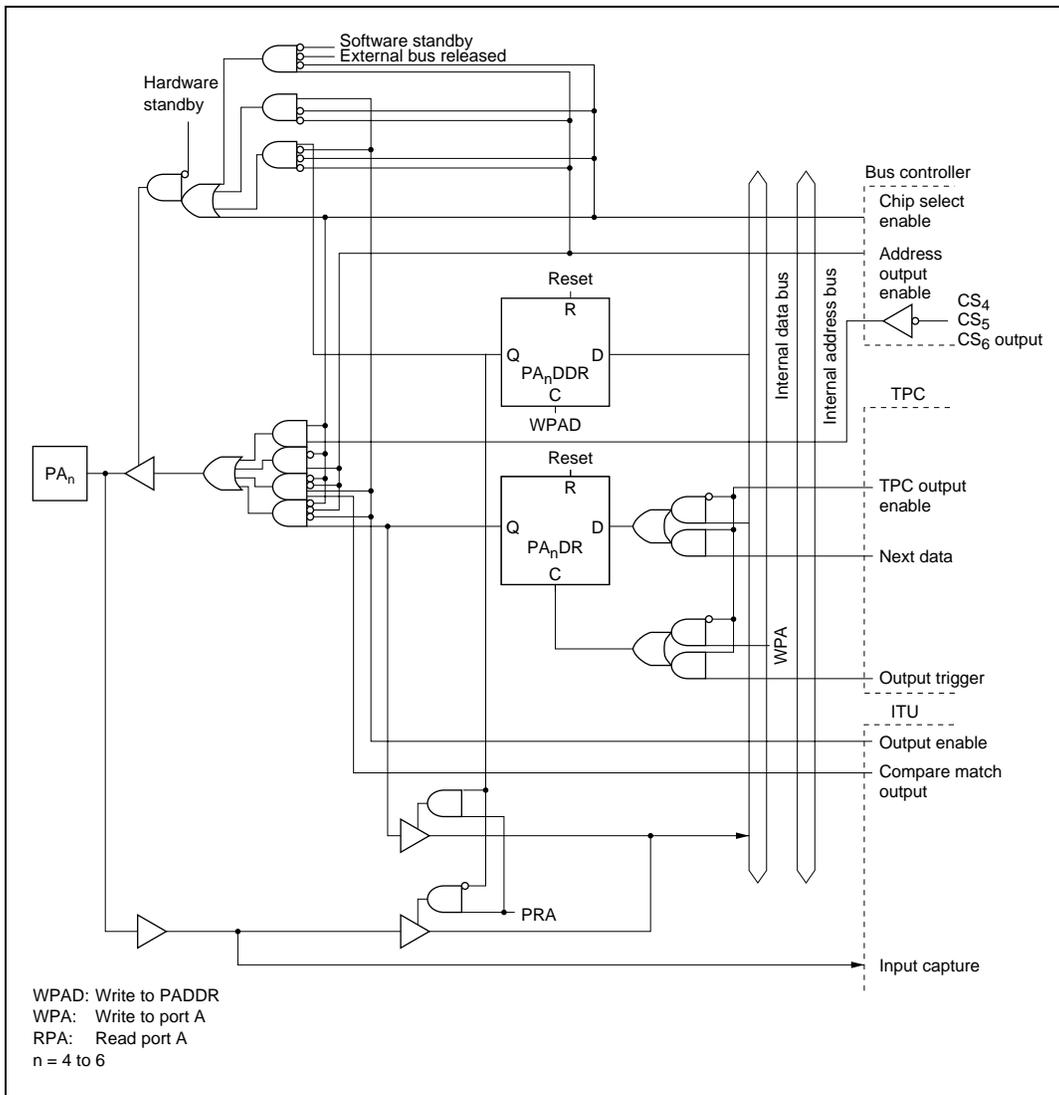


Figure C.10 (c) Port A Block Diagram (Pins PA₄ to PA₆)

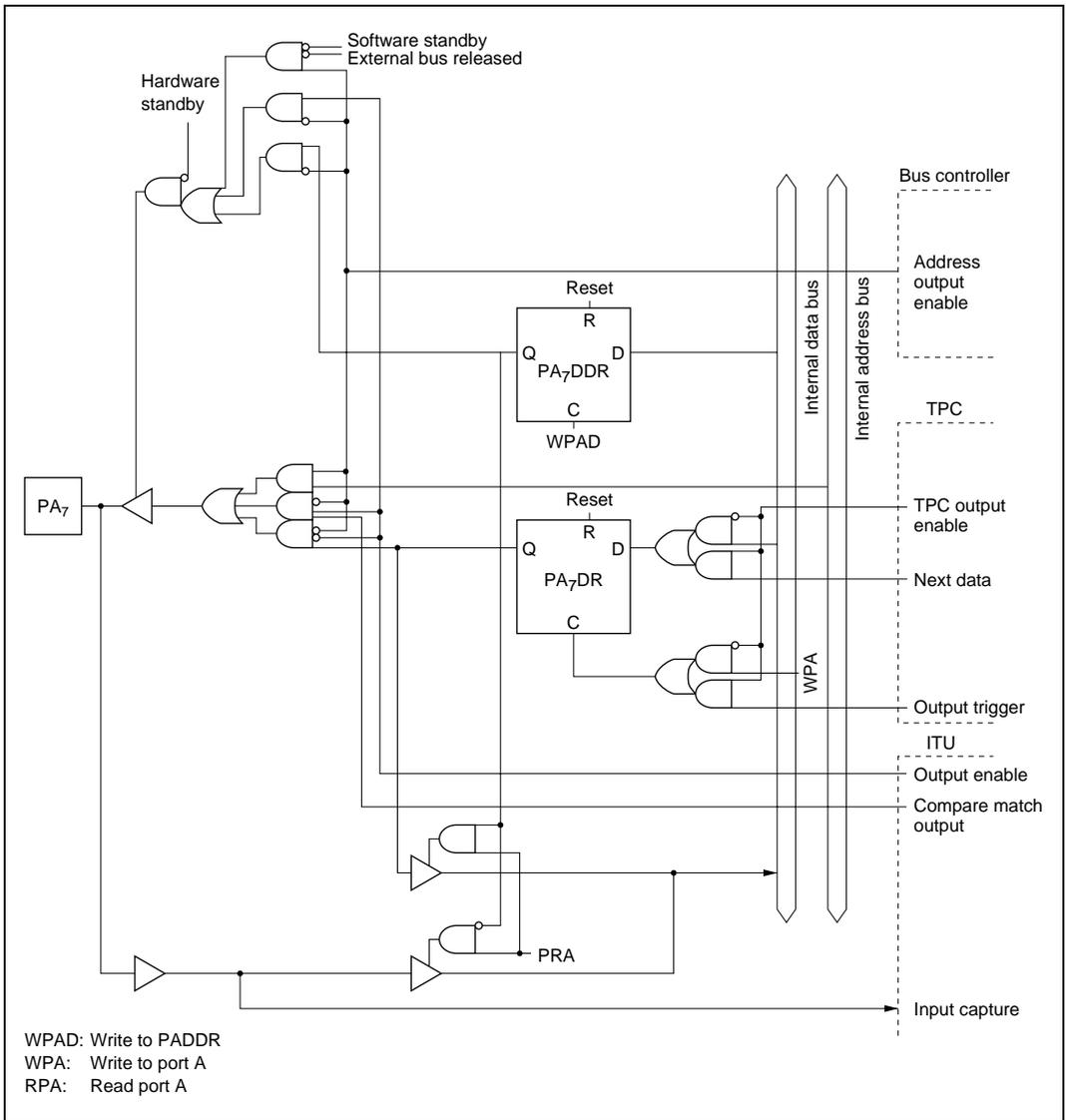
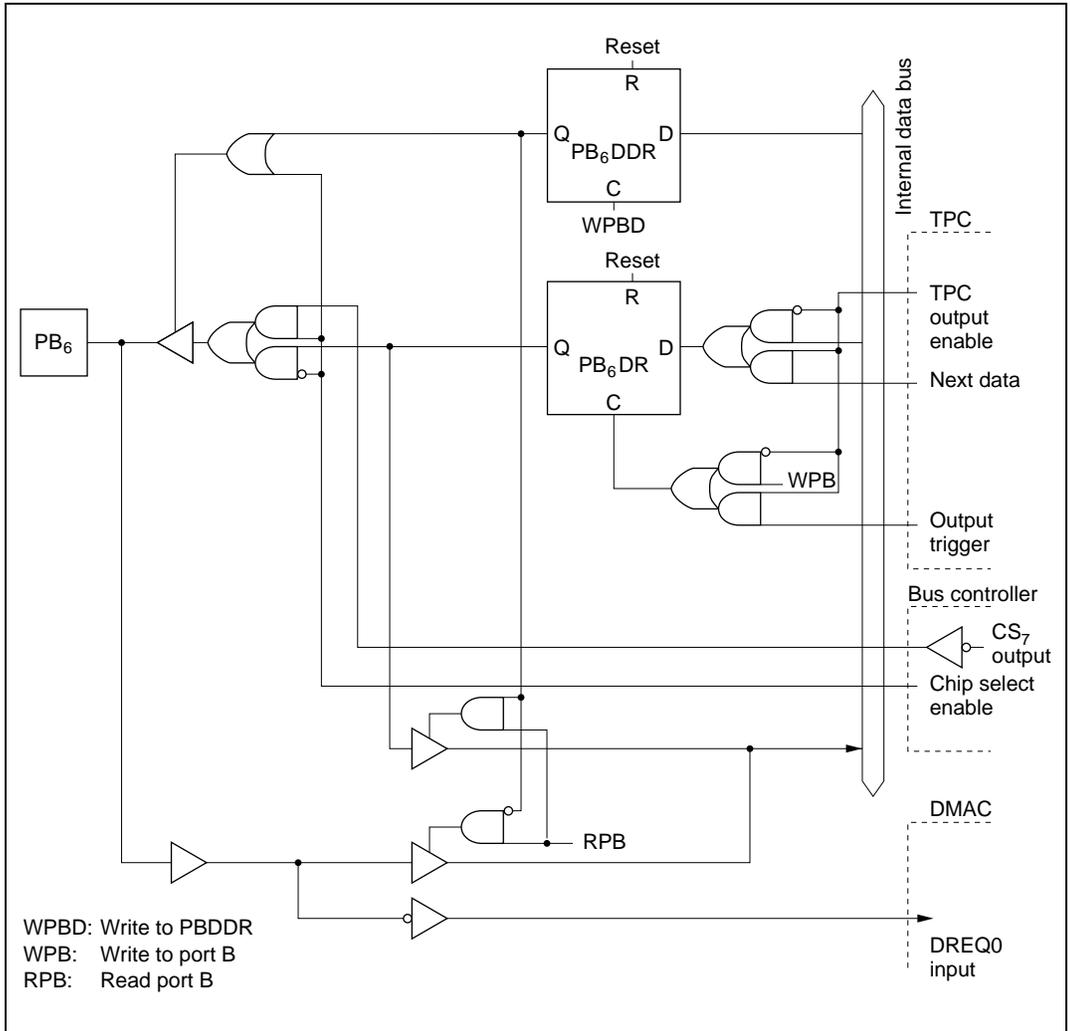


Figure C.10 (d) Port A Block Diagram (Pin PA₇)

Figure C.11 (c) Port B Block Diagram (Pin PB₆)

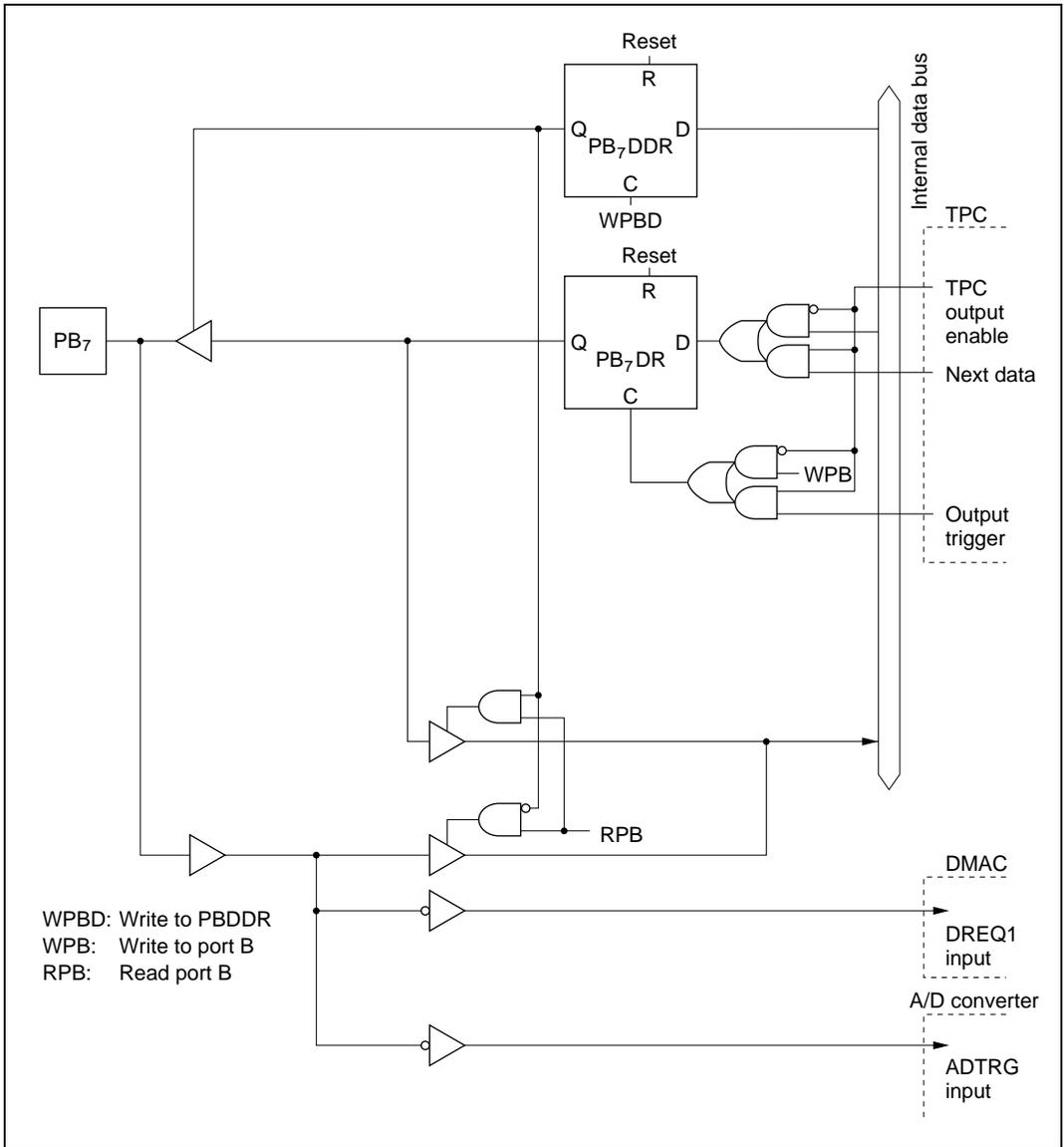


Figure C.11 (d) Port B Block Diagram (Pin PB₇)

Appendix D Pin States

D.1 Port States in Each Mode

Table D.1 Port States

| Pin Name | Mode | Reset | Hardware Standby Mode | Software Standby Mode | Bus-Released Mode | Program Execution, Sleep Mode | |
|------------------------------------|--------|-----------------|-----------------------|-----------------------|-------------------|--|----------------------------------|
| ϕ | — | Clock output | T | H | Clock output | Clock output | |
| $\overline{\text{RESO}}^{*2}$ | — | T^{*2} | T | T | T | RESO | |
| P1 ₇ to P1 ₀ | 1 to 4 | L | T | T | T | A ₇ to A ₀ | |
| | 5, 6 | T | T | keep | T | Input port (DDR = 0) | |
| | | | | T | T | A ₇ to A ₀ (DDR = 1) | |
| 7 | T | T | keep | — | I/O port | | |
| P2 ₇ to P2 ₀ | 1 to 4 | L | T | T | T | A ₁₅ to A ₈ | |
| | 5, 6 | T | T | keep | T | Input port (DDR = 0) | |
| | | | | T | T | A ₁₅ to A ₈ (DDR = 1) | |
| 7 | T | T | keep | — | I/O port | | |
| P3 ₇ to P3 ₀ | 1 to 6 | T | T | T | T | D ₁₅ to D ₈ | |
| | 7 | T | T | keep | — | I/O port | |
| P4 ₇ to P4 ₀ | 1 to 6 | 8-bit bus | T | T | keep | keep | I/O port |
| | | 16-bit bus | T | T | T | T | D ₇ to D ₀ |
| | 7 | T | T | keep | — | I/O port | |
| P5 ₃ to P5 ₀ | 1 to 4 | L | T | T | T | A ₁₉ to A ₁₆ | |
| | 5, 6 | T | T | keep | T | Input port (DDR = 0) | |
| | | | | T | T | A ₁₉ to A ₁₆ (DDR = 1) | |
| 7 | T | T | keep | — | I/O port | | |

| Pin Name | Mode | Reset | Hardware Standby Mode | Software Standby Mode | Bus-Released Mode | Program Execution, Sleep Mode |
|------------------------------------|--------|-----------------|-----------------------|---|---|---|
| P6 ₀ | 1 to 6 | T | T | keep | keep | I/O port <u>WAIT</u> |
| | 7 | T | T | keep | — | I/O port |
| P6 ₁ | 1 to 6 | T | T | keep (BRLE = 0) T (BRLE = 1) | T | I/O port <u>BREQ</u> |
| | 7 | T | T | keep | — | I/O port |
| P6 ₂ | 1 to 6 | T | T | keep (BRLE = 0) H (BRLE = 1) | L | I/O port (BRLE = 0) or <u>BACK</u> (BRLE = 1) |
| | 7 | T | T | keep | — | I/O port |
| P6 ₆ to P6 ₃ | 1 to 6 | H* ³ | T | T | T | <u>AS</u> , <u>RD</u> , <u>HWR</u> , <u>LWR</u> |
| | 7 | T | T | keep | — | I/O port |
| P7 ₇ to P7 ₀ | 1 to 7 | T | T | T | T* ¹ | Input port |
| P8 ₀ | 1 to 6 | T | T | keep (RFSHE = 0) <u>RFSH</u> (RFSHE = 1) | keep (RFSHE = 0) H (RFSHE = 1) | I/O port (RFSHE = 0) or <u>RFSH</u> (RFSHE = 1) |
| | 7 | T | T | keep | — | I/O port |
| P8 ₃ to P8 ₁ | 1 to 6 | T | T | T (DDR = 0) H (DDR = 1) | keep (DDR = 0) H (DDR = 1) | Input port (DDR = 0) or <u>CS₃</u> to <u>CS₁</u> (DDR = 1) |
| | 7 | T | T | keep | — | I/O port |
| P8 ₄ | 1 to 6 | L | T | T (DDR = 0) L (DDR = 1) | keep (DDR = 0) H (DDR = 1) | Input port (DDR = 0) or <u>CS₀</u> (DDR = 1) |
| | 7 | T | T | keep | — | I/O port |
| P9 ₅ to P9 ₀ | 1 to 7 | T | T | keep | keep* ¹ | I/O port |

| Pin Name | Mode | Reset | Hardware Standby Mode | Software Standby Mode | Bus-Released Mode | Program Execution, Sleep Mode |
|---|------------|-----------------|-----------------------|--------------------------------|--------------------------------|---|
| PA ₃ to PA ₀ | 1 to 7 | T | T | keep | keep* ¹ | I/O port |
| PA ₆ to PA ₄ | 3, 4, 6 | T* ⁴ | T | H (\overline{CS} output) | H (\overline{CS} output) | \overline{CS}_6 to \overline{CS}_4 (\overline{CS} output) |
| | | | | T (address output) | T (address output) | A23 to A21 (address output) |
| | | | | keep (otherwise) | keep (otherwise) | I/O port (otherwise) |
| | 1, 2, 5, 7 | T* ⁴ | T | keep | keep* ¹ | I/O port |
| PA ₇ | 3, 4, 6 | L* ⁴ | T | T | T | A ₂₀ |
| | 1, 2, 5, 7 | T* ⁴ | T | keep | keep* ¹ | I/O port |
| PB ₇ , PB ₅ to PB ₀ | 1 to 7 | T | T | keep | keep* ¹ | I/O port |
| PB ₆ | 3, 4, 6 | T | T | H (\overline{CS} output) | H (\overline{CS} output) | \overline{CS}_7 (\overline{CS} output) |
| | | | | keep (otherwise) | keep (otherwise) | I/O port (otherwise) |
| | | | | 1, 2, 5, 7 | T | T |

Legend

H: High

L: Low

T: High-impedance state

keep: Input pins are in the high-impedance state; output pins maintain their previous state.

DDR: Data direction register bit

Notes: 1. The bus cannot be released in mode 7.

2. Output is low only for reset by WDT overflow.

This \overline{RESO} output function is only for the mask ROM, ZTAT, and flash memory (dual power supply).

3. During direct power supply, oscillation damping time is "H" or "T".

4. During direct power supply, oscillation damping time differs between "H", "L" and "T".

D.2 Pin States at Reset

Reset in T1 State: Figure D.1 is a timing diagram for the case in which $\overline{\text{RES}}$ goes low during the T1 state of an external memory access cycle. As soon as $\overline{\text{RES}}$ goes low, all ports are initialized to the input state. $\overline{\text{AS}}$, $\overline{\text{RD}}$, $\overline{\text{HWR}}$, and $\overline{\text{LWR}}$ go high, and the data bus goes to the high-impedance state. The address bus is initialized to the low output level 0.5 state after the low level of $\overline{\text{RES}}$ is sampled. Sampling of $\overline{\text{RES}}$ takes place at the fall of the system clock (ϕ).

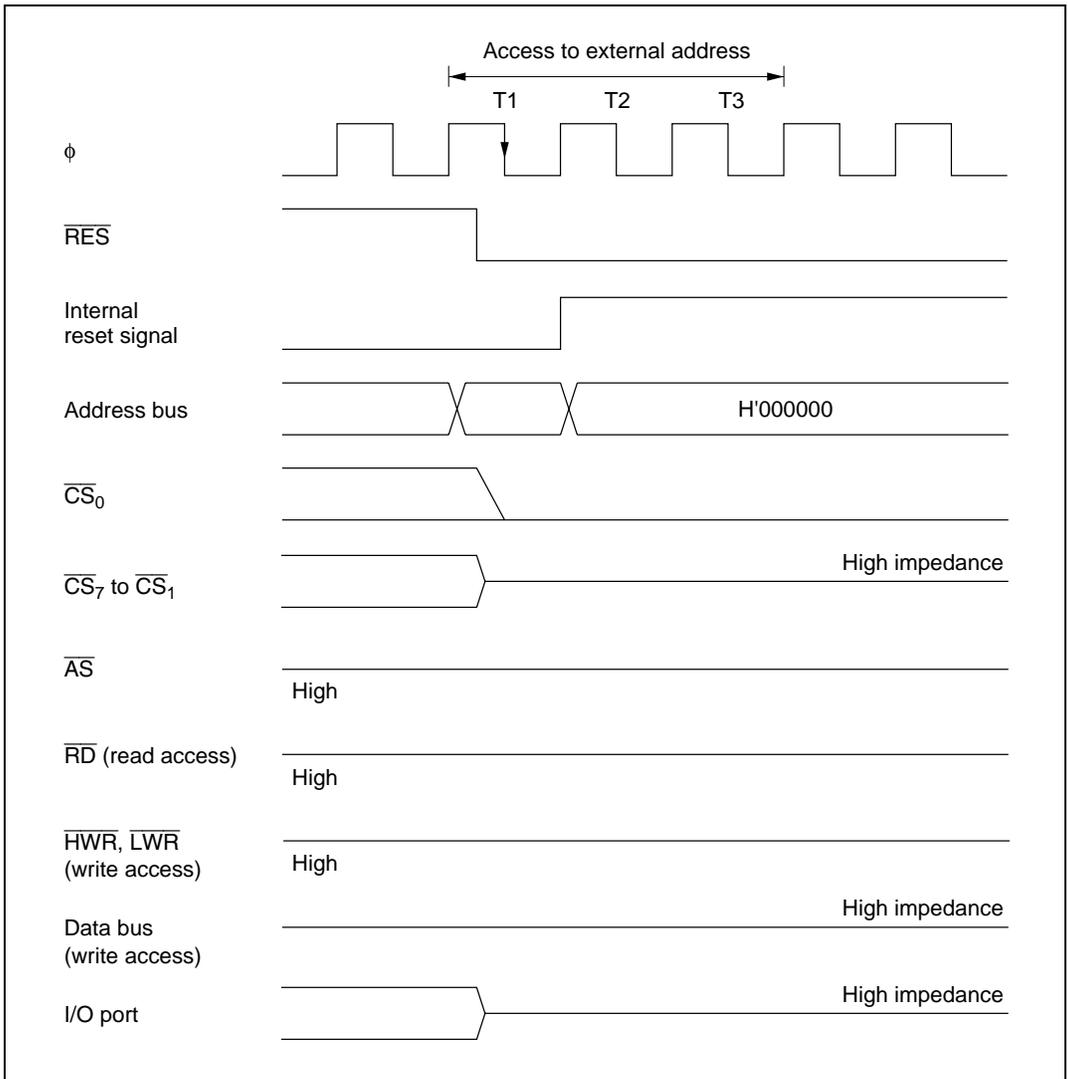


Figure D.1 Reset during Memory Access (Reset during T1 State)

Reset in T2 State: Figure D.2 is a timing diagram for the case in which $\overline{\text{RES}}$ goes low during the T2 state of an external memory access cycle. As soon as $\overline{\text{RES}}$ goes low, all ports are initialized to the input state. $\overline{\text{AS}}$, $\overline{\text{RD}}$, $\overline{\text{HWR}}$, and $\overline{\text{LWR}}$ go high, and the data bus goes to the high-impedance state. The address bus is initialized to the low output level 0.5 state after the low level of $\overline{\text{RES}}$ is sampled. The same timing applies when a reset occurs during a wait state (T_w).

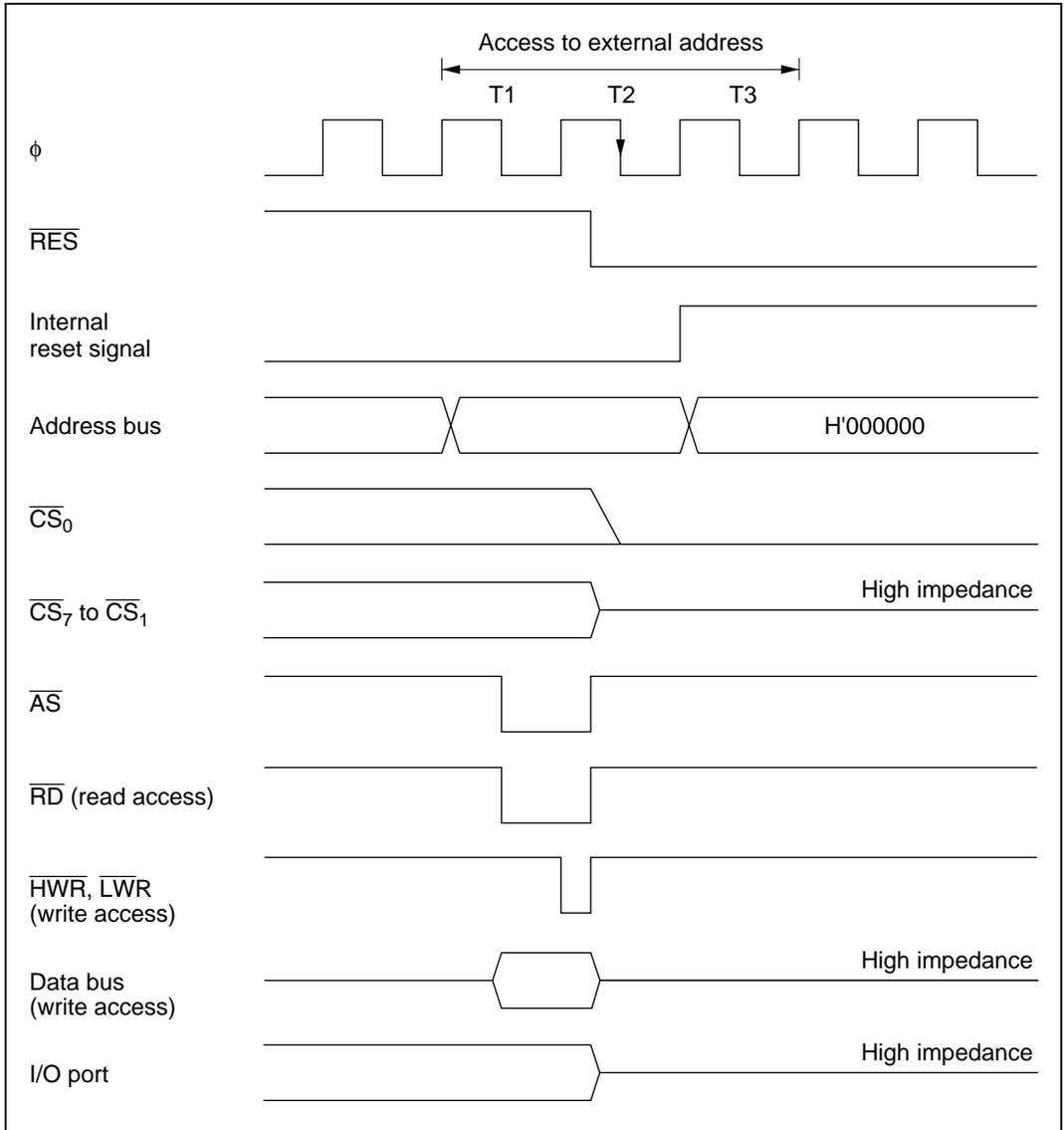


Figure D.2 Reset during Memory Access (Reset during T2 State)

Reset in T3 State: Figure D.3 is a timing diagram for the case in which $\overline{\text{RES}}$ goes low during the T3 state of an external memory access cycle. As soon as $\overline{\text{RES}}$ goes low, all ports are initialized to the input state. $\overline{\text{AS}}$, $\overline{\text{RD}}$, $\overline{\text{HWR}}$, and $\overline{\text{LWR}}$ go high, and the data bus goes to the high-impedance state. The address bus outputs are held during the T3 state. The same timing applies when a reset occurs in the T2 state of an access cycle to a two-state-access area.

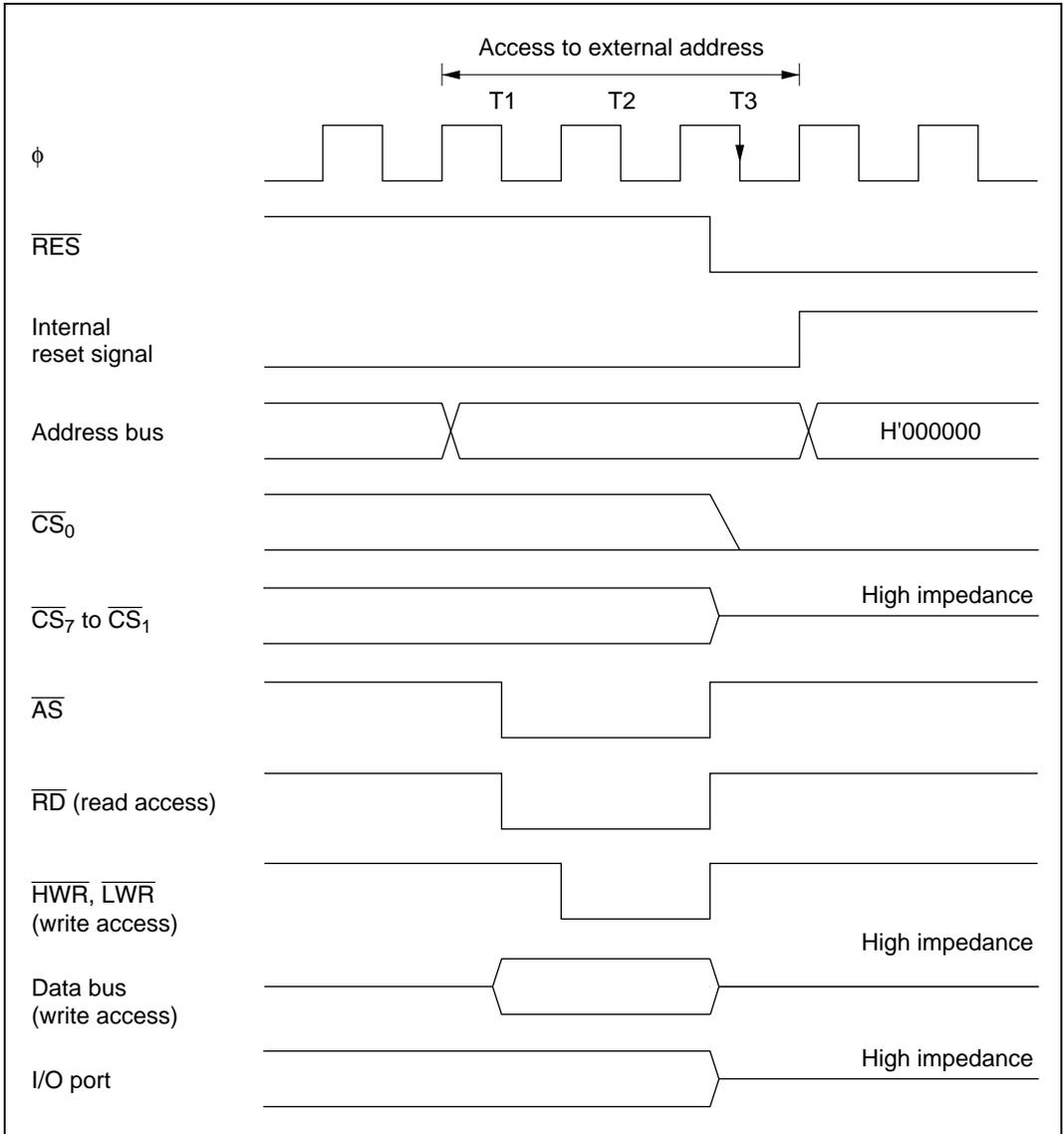
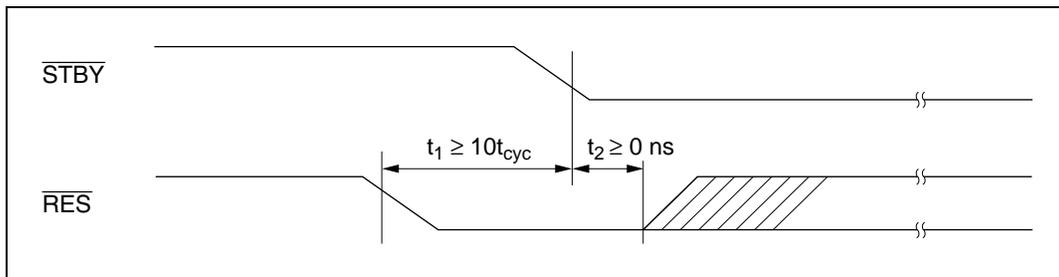


Figure D.3 Reset during Memory Access (Reset during T3 State)

Appendix E Timing of Transition to and Recovery from Hardware Standby Mode

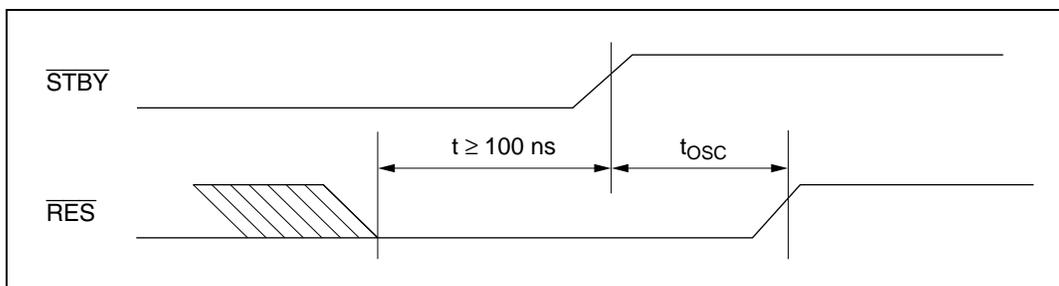
Timing of Transition to Hardware Standby Mode

- (1) To retain RAM contents with the RAME bit set to 1 in SYSCR, drive the $\overline{\text{RES}}$ signal low 10 system clock cycles before the $\overline{\text{STBY}}$ signal goes low, as shown below. $\overline{\text{RES}}$ must remain low until $\overline{\text{STBY}}$ goes low (minimum delay from $\overline{\text{STBY}}$ low to $\overline{\text{RES}}$ high: 0 ns).



- (2) To retain RAM contents with the RAME bit cleared to 0 in SYSCR, or when RAM contents do not need to be retained, $\overline{\text{RES}}$ does not have to be driven low as in (1).

Timing of Recovery from Hardware Standby Mode: Drive the $\overline{\text{RES}}$ signal low approximately 100 ns before $\overline{\text{STBY}}$ goes high.



Appendix F Product Code Lineup

Table F.1 H8/3048 Group Product Code Lineup

| Classification of Products | | | Product Code | Mark Code | Package (Package Code) |
|----------------------------|--|-----------------------------|--------------|-------------------|---------------------------|
| Product Type | Type of ROM | Power Supply Specifications | | | |
| H8/3048F | Flash memory version (dual power supply) | 5 V version | HD64F3048TF | HD64F3048TF | 100-pin TQFP (TFP-100B) |
| | | | HD64F3048F | HD64F3048F | 100-pin QFP (FP-100B) |
| | | 3 V version | HD64F3048VTF | HD64F3048VTF | 100-pin TQFP (TFP-100B) |
| | | | HD64F3048VF | HD64F3048VF | 100-pin QFP (FP-100B) |
| H8/3048 ZTAT | PROM version | 5 V version | HD6473048TF | HD6473048TF | 100-pin TQFP (TFP-100B) |
| | | | HD6473048F | HD6473048F | 100-pin QFP (FP-100B) |
| | | 3 V version | HD6473048VTF | HD6473048VTF | 100-pin TQFP (TFP-100B) |
| | | | HD6473048VF | HD6473048VF | 100-pin QFP (FP-100B) |
| H8/3048 | Mask ROM version | 5 V version | HD6433048TF | HD6433048(***)TF | 100-pin TQFP (TFP-100B) |
| | | | HD6433048F | HD6433048(***)F | 100-pin QFP (FP-100B) |
| | | 3 V version | HD6433048VTF | HD6433048(***)VTF | 100-pin TQFP (TFP-100B) |
| | | | HD6433048VF | HD6433048(***)VF | 100-pin QFP (FP-100B) |
| H8/3047 | Mask ROM version | 5 V version | HD6433047TF | HD6433047(***)TF | 100-pin TQFP (TFP-100B) |
| | | | HD6433047F | HD6433047(***)F | 100-pin QFP (FP-100B) |
| | | 3 V version | HD6433047VTF | HD6433047(***)VTF | 100-pin TQFP (TFP-100B) |
| | | | HD6433047VF | HD6433047(***)VF | 100-pin QFP (FP-100B) |
| H8/3045 | Mask ROM version | 5 V version | HD6433045TF | HD6433045(***)TF | 100-pin TQFP (TFP-100B) |
| | | | HD6433045F | HD6433045(***)F | 100-pin QFP (FP-100B) |
| | | 3 V version | HD6433045VTF | HD6433045(***)VTF | 100-pin TQFP (TFP-100B) |
| | | | HD6433045VF | HD6433045(***)VF | 100-pin QFP (FP-100B) |
| H8/3044 | Mask ROM version | 5 V version | HD6433044TF | HD6433044(***)TF | 100-pin TQFP (TFP-100B) |
| | | | HD6433044F | HD6433044(***)F | 100-pin QFP (FP-100B) |
| | | 3 V version | HD6433044VTF | HD6433044(***)VTF | 100-pin TQFP (TFP-100B) |
| | | | HD6433044VF | HD6433044(***)VF | 100-pin QFP (FP-100B) |

Note: (***) in mask ROM versions is the ROM code.

Appendix G Package Dimensions

Figure G.1 shows the FP-100B package dimensions of the H8/3048 Group. Figure G.2 shows the TFP-100B package dimensions.

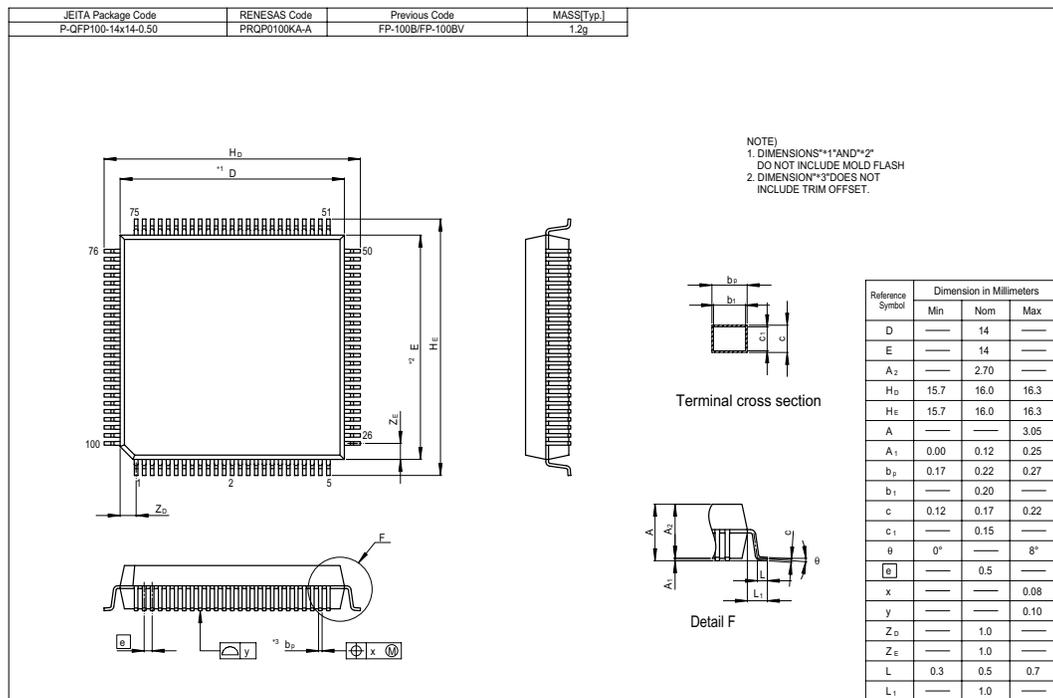


Figure G.1 Package Dimensions (FP-100B)

Appendix G Package Dimensions

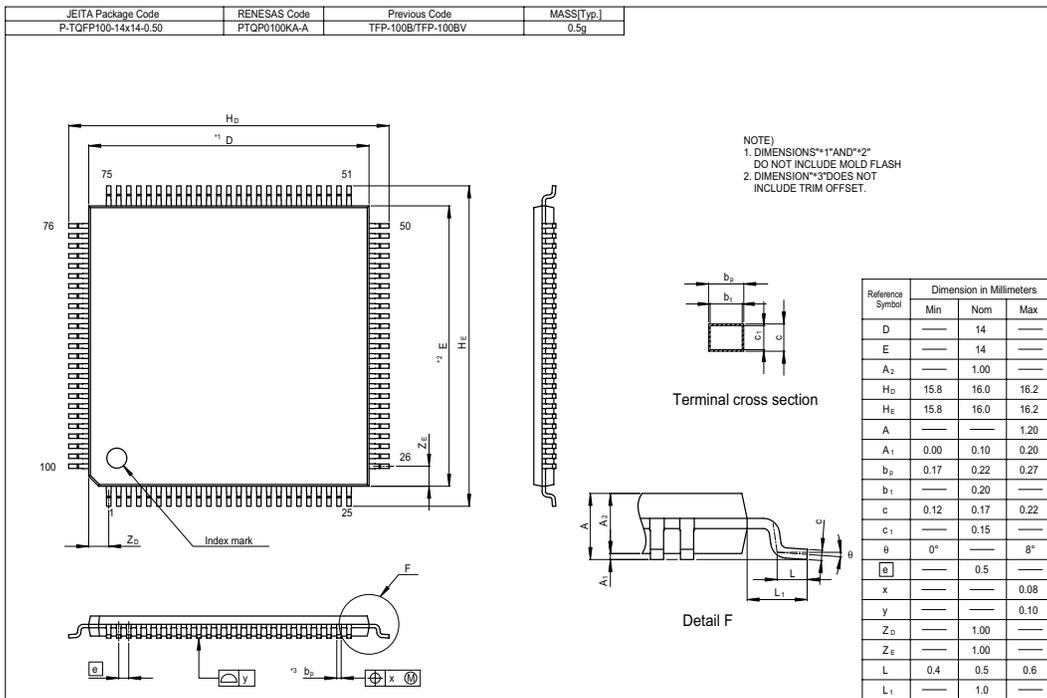


Figure G.2 Package Dimensions (TFP-100B)

**Renesas 16-Bit Single-Chip Microcomputer
Hardware Manual
H8/3048 Group, H8/3048 F-ZTAT™**

Publication Date: 1st Edition, January 1995

Rev.7.00, September 21, 2005

Published by: Sales Strategic Planning Div.

Renesas Technology Corp.

Edited by: Customer Support Department

Global Strategic Communication Div.

Renesas Solutions Corp.

Renesas Technology Corp. Sales Strategic Planning Div. Nippon Bldg., 2-6-2, Ohte-machi, Chiyoda-ku, Tokyo 100-0004, Japan



RENESAS SALES OFFICES

<http://www.renesas.com>

Refer to "<http://www.renesas.com/en/network>" for the latest and detailed information.

Renesas Technology America, Inc.

450 Holger Way, San Jose, CA 95134-1368, U.S.A
Tel: <1> (408) 382-7500, Fax: <1> (408) 382-7501

Renesas Technology Europe Limited

Dukes Meadow, Millboard Road, Bourne End, Buckinghamshire, SL8 5FH, United Kingdom
Tel: <44> (1628) 585-100, Fax: <44> (1628) 585-900

Renesas Technology Hong Kong Ltd.

7th Floor, North Tower, World Finance Centre, Harbour City, 1 Canton Road, Tsimshatsui, Kowloon, Hong Kong
Tel: <852> 2265-6688, Fax: <852> 2730-6071

Renesas Technology Taiwan Co., Ltd.

10th Floor, No.99, Fushing North Road, Taipei, Taiwan
Tel: <886> (2) 2715-2888, Fax: <886> (2) 2713-2999

Renesas Technology (Shanghai) Co., Ltd.

Unit2607 Ruijing Building, No.205 Maoming Road (S), Shanghai 200020, China
Tel: <86> (21) 6472-1001, Fax: <86> (21) 6415-2952

Renesas Technology Singapore Pte. Ltd.

1 Harbour Front Avenue, #06-10, Keppel Bay Tower, Singapore 098632
Tel: <65> 6213-0200, Fax: <65> 6278-8001

Renesas Technology Korea Co., Ltd.

Kukje Center Bldg. 18th Fl., 191, 2-ka, Hangang-ro, Yongsan-ku, Seoul 140-702, Korea
Tel: <82> 2-796-3115, Fax: <82> 2-796-2145

Renesas Technology Malaysia Sdn. Bhd.

Unit 906, Block B, Menara Amcorp, Amcorp Trade Centre, No.18, Jalan Persiaran Barat, 46050 Petaling Jaya, Selangor Darul Ehsan, Malaysia
Tel: <603> 7955-9390, Fax: <603> 7955-9510



H8/3048 Group, H8/3048 F-ZTAT™ Hardware Manual



Renesas Electronics Corporation

1753, Shimonumabe, Nakahara-ku, Kawasaki-shi, Kanagawa 211-8668 Japan

REJ09B0259-0700