ATOM Family

BM-ATOM1.2-V1.1

BM

Brief Manual of ATOM1.2 Family

4-bit Microcontrollers
with Reduced 8051 Architecture

V1.1

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CORERIVER

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Contents

Preliminary

1. Product Overview

Preliminary

◆ ATOM1.2 Family - GC49C501G2 Series (Low Cost, Low Power Application MCU)

Product	Mask-ROM (byte)	FLASH (byte)	EEPROM (byte)	RAM (Nibble)	Volt (V)	Freq. (MHz)	T/C (16bits)	Serial I/O	WDT	REM Output	IR. LED Drive Tr.	I/O Pins	Package	Others	Available Time
GC49C501G2-SO24I	-	1K	(128)	64	1.25~3.6	8	-	-	1	1	Yes	18	24-SOIC	POR Ring OSC ISP/IAP	**NOW**
GC49C501G2-SJ20I	-	1K	(128)	64	1.25~3.6	8	-	-	1	1	Yes	14	20-SOIC (JEDEC)	POR Ring OSC ISP/IAP	**NOW**
GC41C501G2-SO24I	1K	-	-	64	1.25~3.6	8	-	-	1	1	Yes	18	24-SOIC	POR Ring OSC	**NOW**
GC41C501G2-SJ20I	1K	-	-	64	1.25~3.6	8	-	-	1	1	Yes	14	20-SOIC (JEDEC)	POR Ring OSC	**NOW**

* User may use part of program area (128 bytes) as EEPROM, which can be modified by IAP function during S/W operation.

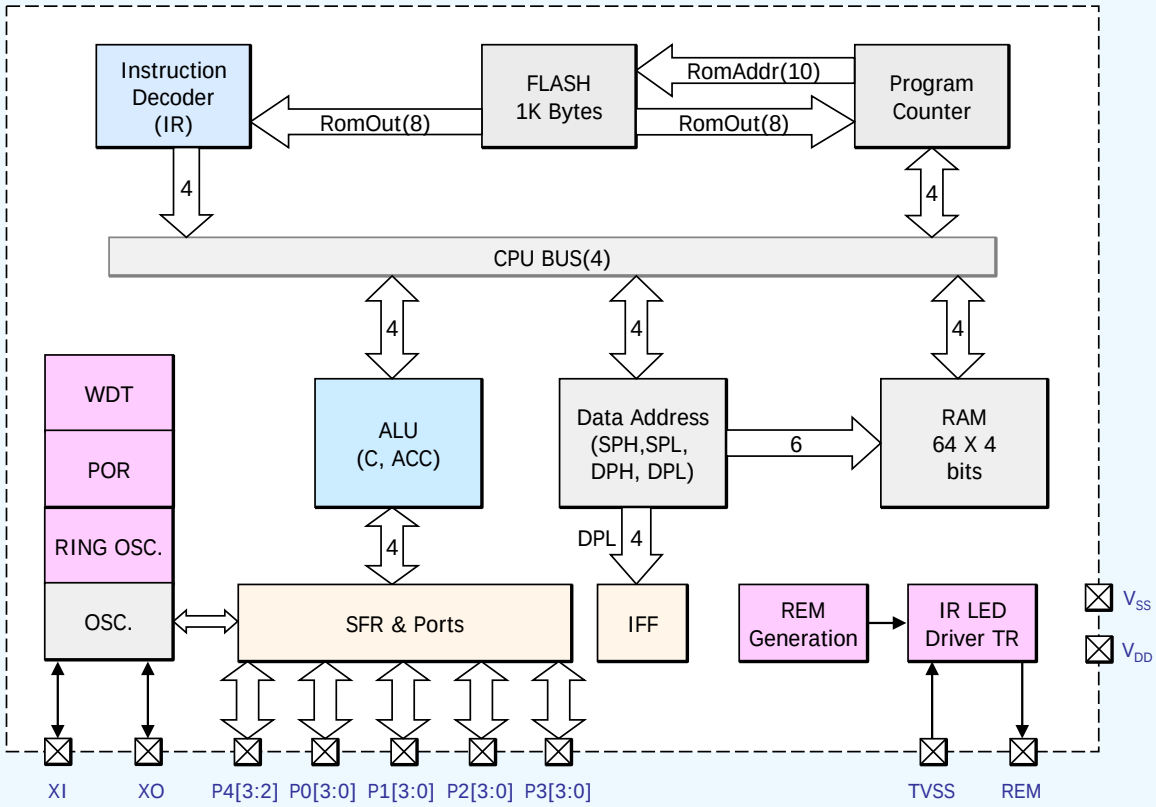
2. Features

Preliminary

- CPU
  - ✓ 4-bit reduced 8051 architecture
  - ✓ Continuous program addressing, not paged.
  - ✓ **51** instructions including push, pop and logic inst.
  - ✓ Instruction cycle : $F_{SYS}/6$
  - ✓ Multi-level subroutine nesting with RAM based stack.
- On-chip Memories
  - ✓ FLASH : 1024 bytes (including 128 EEPROM)
  - ✓ RAM : 64 nibbles (including stack)
- ISP (In System Programming) of FLASH
- IAP (In Application Programming) of FLASH
- I/O Ports
  - ✓ P0 : 4-bit parallel I/O (Open drain output)
  - ✓ P1 : Parallel I/O (Open drain output)
    4-bit for 24-pin, 2-bit for 20-pin.
  - ✓ P2, P3 : 4-bit parallel/bit-selectable I/O (Open drain output)
  - ✓ P4 : 2-bit Parallel I/O (Open drain output).
    for 24-pin packages.
- Package
  - ✓ 24-pin SOIC
  - ✓ 20-pin SOIC
- REM output (Remote control transmitter)
  - ✓ Built-in Transistor for I.R. LED Drive
  - ✓ I_{OL}= 300 mA (Max.) at V_{DD} = 3V and V_O = 0.4V
- Carrier Pulse Generation : 7 types
- Built-in Oscillator
  - ✓ Crystal/Ceramic resonator
  - ✓ Internal Ring oscillator : 8MHz
- Built-in Reset
  - ✓ Power-on Reset
  - ✓ WDT (Watch-Dog Timer) Reset
  - ✓ Clock switching reset
- Power Management
  - ✓ Power-down (stop) mode
  - ✓ Release stop by input changes
- Power Consumption
  - ✓ Stop mode : $<$0.1uA (Typ.) at 2.0V
    1 uA (Max.) at 3.0V
  - ✓ Normal mode : 400 uA (Typ.) at 2.0V, F_{SYS} = 4 MHz
- Operating frequency vs. voltage
  - ✓ Max. F_{SYS}= 8 MHz (2.7 V $\leq V_{DD} \leq$ 3.6V)
  - ✓ Max. F_{SYS}= 4 MHz (1.8 V $\leq V_{DD}$ < 2.7V)
  - ✓ Max. F_{SYS}= 0.6 MHz (1.25 V $\leq V_{DD}$ < 1.8V)
- Operating temperature : -40 °C ~ 85 °C
- ESD protection up to 2,000V
- Latch-up protection up to ±200mA

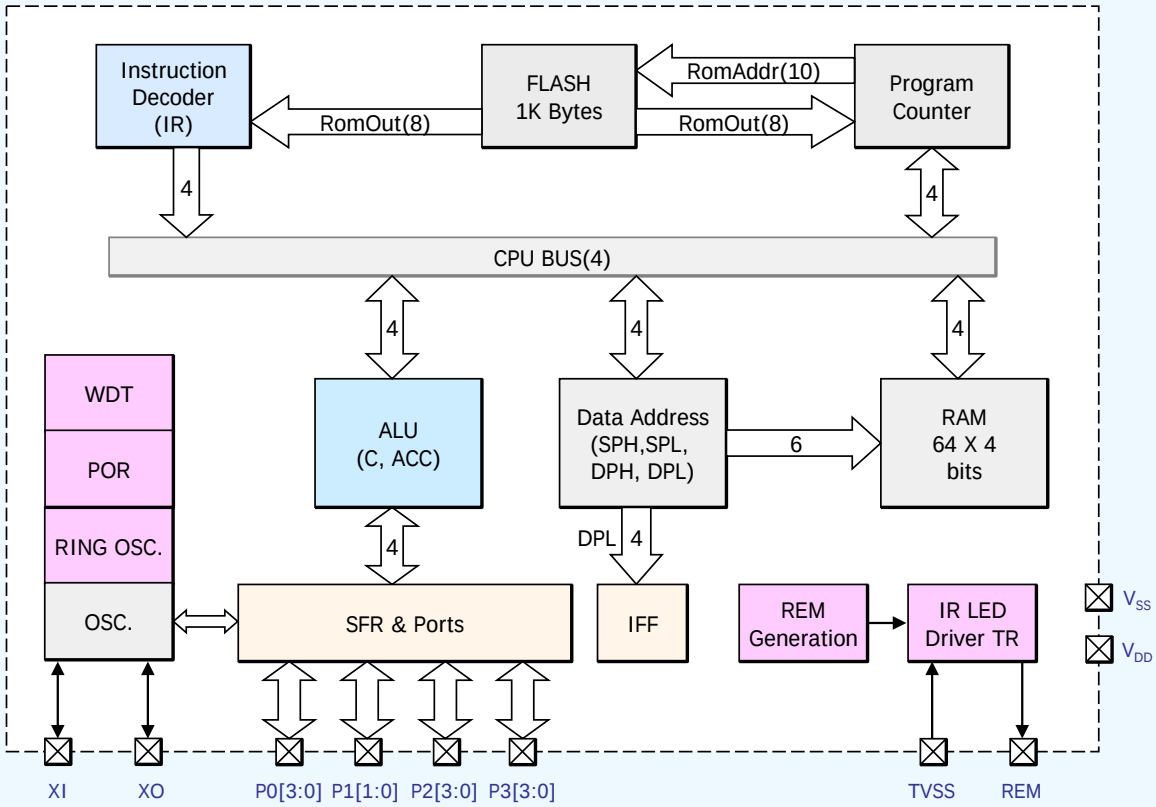
3. Block Diagram (24-PIN)

Preliminary



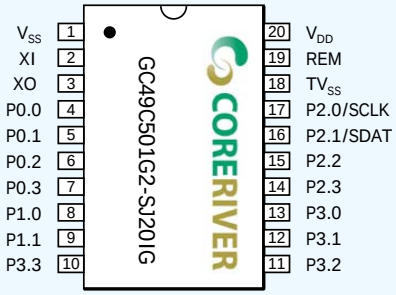
3. Block Diagram (20-PIN)

Preliminary

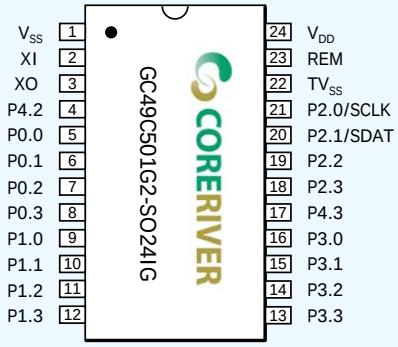


4. Pin Configurations

Preliminary



[20-SOIC]



[24-SOIC]

5. Pin Description (20-pin / 24-pin)

Preliminary

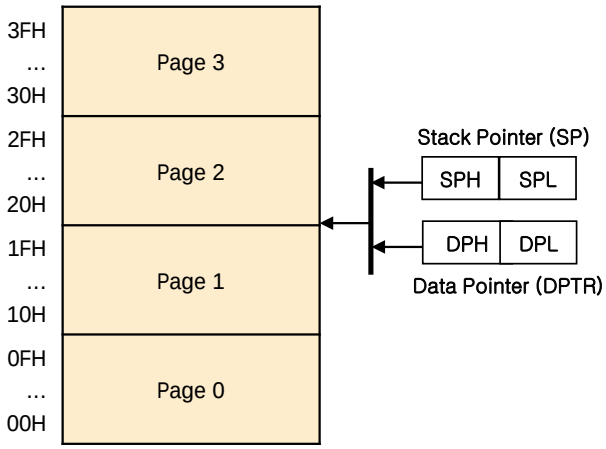
Symbol	Direction	Description	Remark
V_{DD}	Power	Power Supply	
V_{SS}	Power	Ground	
REM	Output	Output for IR LED drive Transistor. The transistor is n-channel device.	
TV_{SS}	Power	Ground for IR LED drive Transistor	
XI	Input	Input to the inverting oscillator amplifier.	
XO	Output	Output from the inverting oscillator amplifier.	
P4[3:2]	Input/Output	Parallel Input/Output port (Only for 24-pin packages) Each bit can be individually set or cleared. Schmitt Trigger input and open-drain output with internal pull-up TR.	
P0[3:0]	Input/Output	Parallel Input/Output port. Schmitt Trigger input and open-drain output with internal pull-up TR. The STOP mode is released by "L" input of each pin.	
P1[1:0]	Input/Output	Parallel Input/Output port. Schmitt Trigger input and open-drain output with internal pull-up TR. The STOP mode is released by "L" input of each pin.	
P1[3:2]	Input/Output	Parallel Input/Output port (Only for 24-pin packages) Schmitt Trigger input and open-drain output with internal pull-up TR. The STOP mode is released by "L" input of each pin.	
P2[3:0]	Input/Output	Parallel Input/Output port. Each bit can be individually set or cleared. Schmitt Trigger input and open-drain output with internal pull-up TR. P2 can be configured as a push-pull output port. P2[0] and P2[1] are also used for ISP of FLASH memory.	
P3[3:0]	Input/Output	Parallel Input/Output port. Each bit can be individually set or cleared. Schmitt Trigger input and open-drain output with internal pull-up TR.	

6.1. Memory Organization

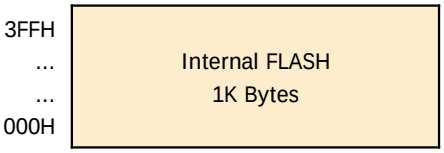
Preliminary

- Address Space
  - ✓ Program memory : 1K Bytes.
    Continuously addressed by Byte.
  - ✓ Indirect data memory : 64 Nibbles.
    Bit accessible.
  - ✓ Special function registers : 16 Registers.
    Directly addressed.
  - ✓ Indirect function flags : 16 bits.
    Bit position is selected by DPL.

[RAM Map]



[Program Memory Map]



[Special Function Register Map]

0CH	P3	CKCFG	IOCFG	-
08H	P2	IAPCON	GDL	GDH
04H	P1	REMC	SPL	SPH
00H	P0	P4	DPL	DPH

[Indirect Function Flag Map]

15	14	13	12	11	10	9	8
STOP	SLEEP	WDTE	WDTR	MAP1	MAP0	P4.2	P4.3
7	6	5	4	3	2	1	0
P3.3	P3.2	P3.1	P3.0	P2.3	P2.2	P2.1	P2.0

6.2. SFR Brief Description

Preliminary

Register	Address	Description	Power-On Reset Value	Other Reset Value
P0	00H	Port 0 output register.	**1111**	**1111**
P4	01H	Port 4 output register.	**11--**	**11--**
DPL	02H	The low nibble of data pointer (DPTR).	**0000**	**0000**
DPH	03H	The high nibble of data pointer (DPTR).	**--00**	**--00**
P1	04H	Port 1 output register.	**1111**	**1111**
REMC	05H	REM output control register.	**0000**	**0000**
SPL	06H	The low nibble of stack pointer (SP).	**1111**	**1111**
SPH	07H	The high nibble of stack pointer (SP).	**--01**	**--01**
P2	08H	Port 2 output register.	**1111**	**1111**
IAPCON	09H	IAP (In Application Programming) Control register. Can be accessed only if MAP1 is set and MAP0 is cleared.	**0000**	**0000**
GDL	0AH	The low nibble of general purpose data register	**0000**	**0000**
GDH	0BH	The high nibble of general purpose data register	**0000**	**0000**
P3	0CH	Port 3 output register.	**1111**	**1111**
CKCFG	0DH	The clock configuration register. Initialized only by power-on-reset.	**0000**	**uuuu**
IOCFG	0EH	The I/O port configuration register. Initialized only by power-on-reset.	**0000**	**uu0u**
-	0FH	Reserved	**----**	**----**

- : Unimplemented bit. Read as 0.

u: Remains unchanged.

6.2. Indirect Function Flag (IFF) Description

Preliminary

- Indirect Function Flag (IFF)
  - ✓ Write only, access using the instructions: MOV L, #n, SETB @L, CLR @L
  - ✓ The individual set/clear of ports is available only if the package type supports corresponding parallel port.

Flag	Address (DPL)	Description	Reset Value
STOP	15	Enter stop mode. Not set until all pins of P0 and P1 are high.	0
SLEEP	14	Enter sleep mode. Released by WDT reset.	0
WDTE	13	Enable flag of WDT. If this flag is cleared, WDT stops running and holds the state. This flag can be modified if and only if MAP1 bit is set and MAP0 bit is cleared. This flag is also set by H/W when user sets SLEEP flag or writes IAPCON SFR.	1
WDTR	12	Reset Watch Dog Timer. Set by S/W. Cleared by H/W after WDT is reset.	0
MAP1	11	Address map extension bit 1 for SFR/IFF.	0
MAP0	10	Address map extension bit 0 for SFR/IFF. Do not set this flag for the future compatibility.	0
P4.2	9	Individual bit set/clear for P4	1
P4.3	8	Individual bit set/clear for P4	1
P3.3	7	Individual bit set/clear for P3	1
P3.2	6	Individual bit set/clear for P3	1
P3.1	5	Individual bit set/clear for P3	1
P3.0	4	Individual bit set/clear for P3	1
P2.3	3	Individual bit set/clear for P2	1
P2.2	2	Individual bit set/clear for P2	1
P2.1	1	Individual bit set/clear for P2	1
P2.0	0	Individual bit set/clear for P2	1

6.3. Instruction Set Summary (1/2)

Preliminary

- Refer to Appendix A (Instruction Set) for more details.

Type	Instruction	Description
Arithmetic	ADD A, #data	Add data to ACC.
	INC A	Increment ACC.
	DEC A	Decrement ACC.
	ADD A, @DP	Add the indirect memory nibble to ACC.
	ADDC A, @DP	Add the indirect memory nibble to ACC with the Carry in C.
	SUB A, @DP	Subtract the indirect memory nibble from ACC.
	INC @DP	Increment the indirect memory nibble.
	DEC @DP	Decrement the indirect memory nibble.
Logical	CLR A	Clear ACC.
	CPL A	Complement ACC.
	RRC A	Rotate right ACC with Carry flag.
	ANL A, @DP	Logical AND for ACC and the indirect memory nibble.
	ORL A, @DP	Logical OR for ACC and the indirect memory nibble.
	XRL A, @DP	Logical Exclusive-OR for ACC and the indirect memory nibble.
Data Transfer	MOV dir, A	Move ACC to the special function register.
	MOV A, dir	Move the special function register to ACC.
	MOV A, @DP	Move the indirect memory nibble to ACC.
	MOV A, #data	Move data to ACC.
	MOV L, @DP	Move the indirect memory nibble to DPL.
	MOV @DP, A	Move ACC to the indirect memory nibble.
	MOVI @DP, A	Move ACC to the indirect memory nibble and increment the data pointer (DPH,DPL).
	MOVD @DP, A	Move ACC to the indirect memory nibble and decrement the data pointer (DPH,DPL).
	XCH A, @DP	Exchange ACC and the indirect memory nibble.
	MOVI @DP, #data	Move data to the indirect memory nibble and increment the data pointer (DPH,DPL).
	MOV L, #data	Move data to DPL.
	MOV H, #data	Move data to DPH.
	PUSH A	Push ACC to stack.
	POP A	Pop stack to ACC.

6.3. Instruction Set Summary (2/2)

Preliminary

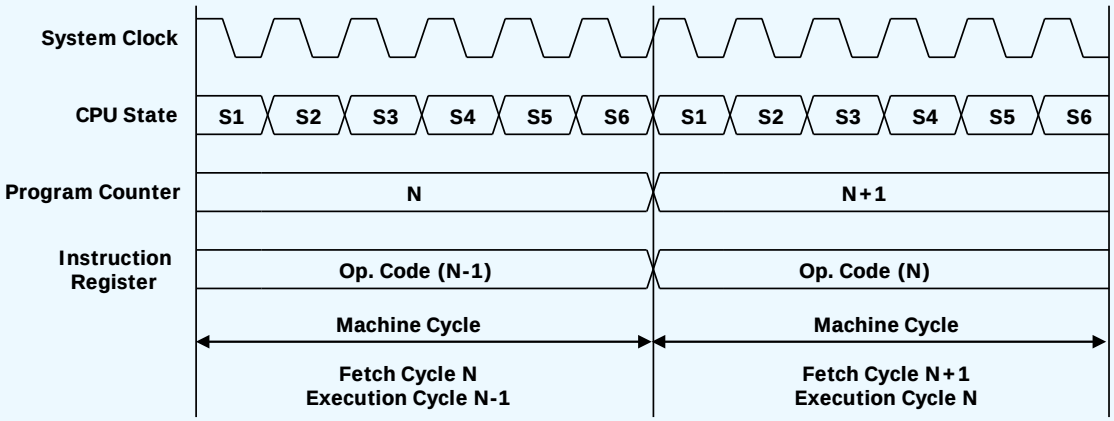
- Refer to Appendix A (Instruction Set) for more details.

Type	Instruction	Description
Branch	CJNE @DP, #data, rel	Jump if the indirect memory nibble is not equal to the data.
	CJNE L, #data, rel	Jump if DPL is not equal to the data.
	CJNE A, dir, rel	Jump if ACC is not equal to the special function register.
	CJNE A, @DP, rel	Jump if ACC is not equal to the indirect memory nibble.
	CJLE A, @DP, rel	Jump if ACC is less than or equal to the indirect memory nibble.
	CJNE A, #data, rel	Jump if ACC is not equal to the data.
	DJNZ A, rel	Decrement ACC. Jump if the result is not zero.
	JB bit, rel	Jump if the indirect memory bit is 1.
	JNB bit, rel	Jump if the indirect memory bit is 0.
	JC rel	Jump if C is 1.
	JNC rel	Jump if C is 0.
	JMP addr	Jump to given address.
	CALL addr	Call subroutine.
	RET	Return from subroutine.
	NOP	No operation.
Bit & Misc.	SETB @L	Set the indirect function flag.
	CLR @L	Clear the indirect function flag.
	SETB bit	Set the indirect memory bit.
	CLR bit	Clear the indirect memory bit.
	SETB C	Set Carry flag.
	CLR C	Clear Carry flag.
	INC DPTR	Increment the data pointer.
	DEC DPTR	Decrement the data pointer.

6.4. CPU Timing

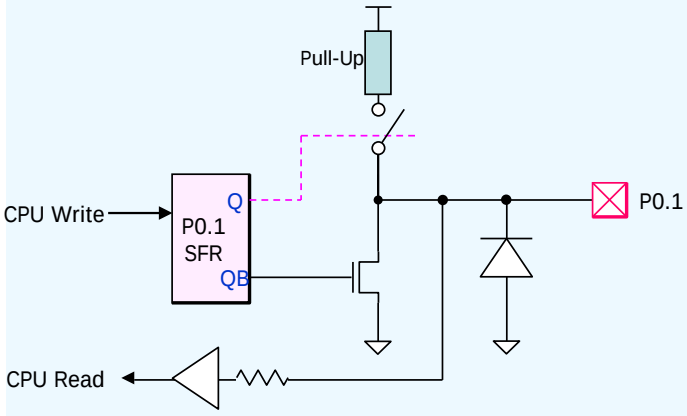
Preliminary

- CPU takes 6 clocks for a machine cycle.
- Any instruction except branch instructions completes in one machine cycle.
- All branch instruction consumes 2 machine cycles whether the branch is taken or not.
- The state of SFR, I/O ports, or IFF flags changes at the end of an instruction (S6).

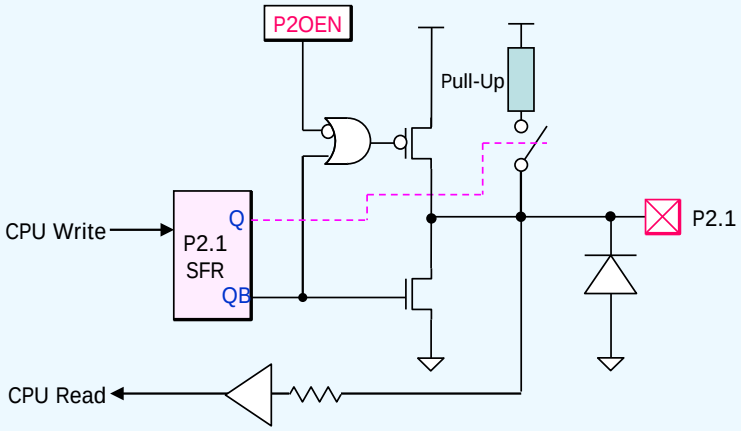


6.5. I/O Ports : PORT0 ~ PORT4

- All ports are initialized asynchronously on power-up.
- Pull-up enable and input by default (reset).
- Open drain active low output.
- P2[3:0] may be configured as push-pull output port.
- CPU always write to SFR register, but reads port pin.
- Retains the previous state in stop mode or sleep mode.



Circuit of P0[3:0], P1[3:0], P3[3:0]], P4[3:2]



Circuit of P2[3:0]

6.5. I/O Ports : Mapping

Preliminary

- IOCFG
  - ✓ This SFR is initialized to default state only by power-on-reset. Only the P2OEN bit is cleared by other resets.

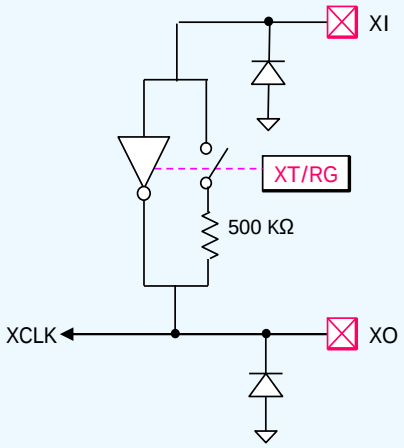
✓ **IOCFG** (0Eh) : I/O Port Configuration Register

IOMAP1	IOMAP0	P2OEN	-
R/W(0)	R/W(0)	R/W(0)	R/W(0)

- P2OEN : Configure P2 as a push-pull output port .
- IOMAP[1:0] : Configure I/O ports mapping .

IOMAP 1	IOMAP0	Ports Mapping
0	0	Default.
0	1	Optional 20-pin I/O Port Mapping
1	0	Optional 24-pin I/O Port Mapping
1	1	Reserved

- XI/XO

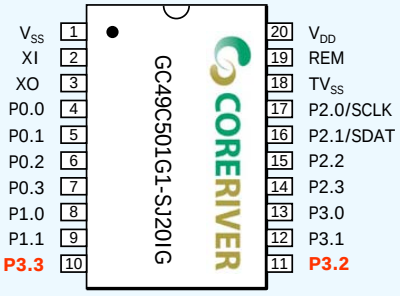


6.5. I/O Ports : I/O Mapping

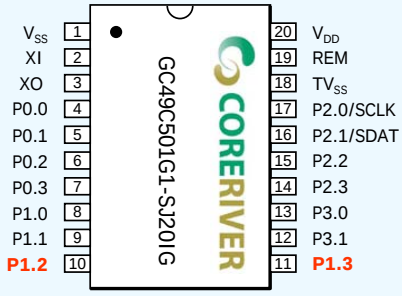
Preliminary

- User may select I/O port mapping by setting IOCFG SFR.
- The functionality of each I/O pins is the same for any mapping.
- This configuration option is useful when the pin-to-pin compatibility with existing devices is essential.

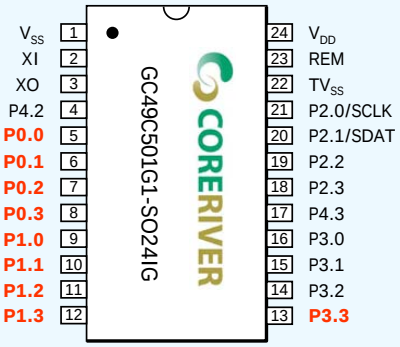
IOCFG[3:2] == 0



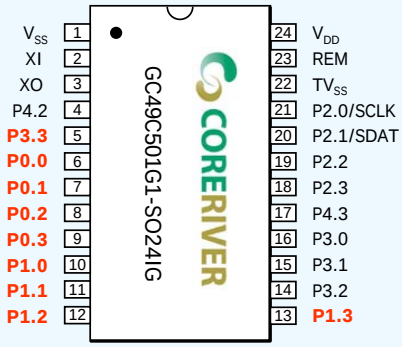
IOCFG[3:2] == 1



IOCFG[3:2] == 0



IOCFG[3:2] == 2



6.6. Clock Configuration

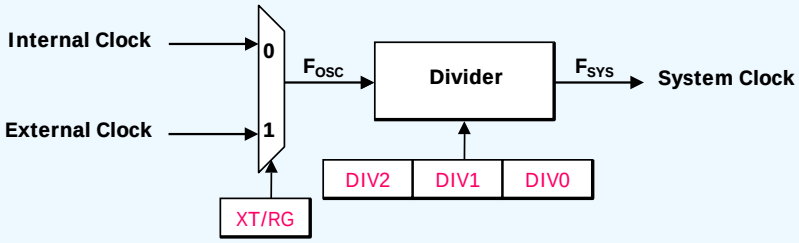
Preliminary

- Two System Clock Sources : Internal Ring OSC. or External Resonator/Crystal
- Default System Clock is Ring OSC.
- When user changes the clock source (XT/RG bit), internal reset is generated.
- Internal reset does not affect CKCFG.
- The configuration SFR (CKCFG) is initialized by power-on reset.
- User may change clock frequency during operation by changing divide option.

✓ **CKCFG** (0Dh) : The clock configuration register.

XT/RG	DIV2	DIV1	DIV0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

- XT/RG : System clock source selection.
  - 0 = Internal Ring oscillator is selected as system clock.
    External clock osc. is disabled.
  - 1 = External clock is selected as system clock.
    Internal Ring oscillator is disabled.
    Do not set this bit for 8-pin devices.
- DIV[2:0] : System clock divider selection.

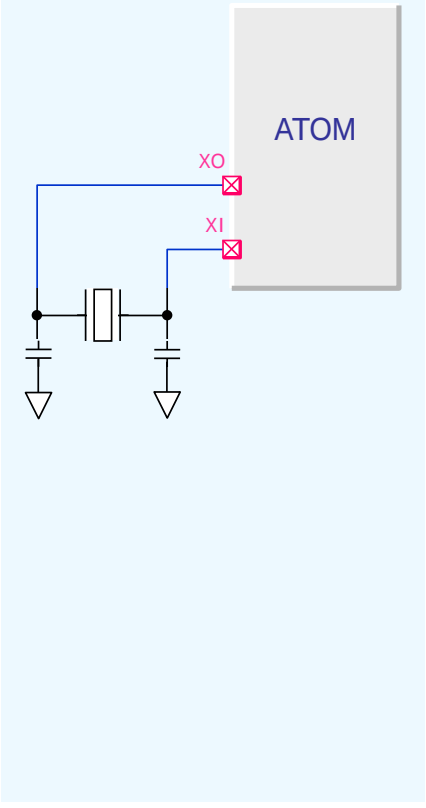


DIV2	DIV1	DIV0	F_{SYS}
0	0	0	F_{OSC}
0	0	1	$F_{OSC}/2$
0	1	0	$F_{OSC}/4$
0	1	1	$F_{OSC}/8$
1	0	0	$F_{OSC}/16$
1	0	1	$F_{OSC}/32$
1	1	0	$F_{OSC}/64$
1	1	1	-

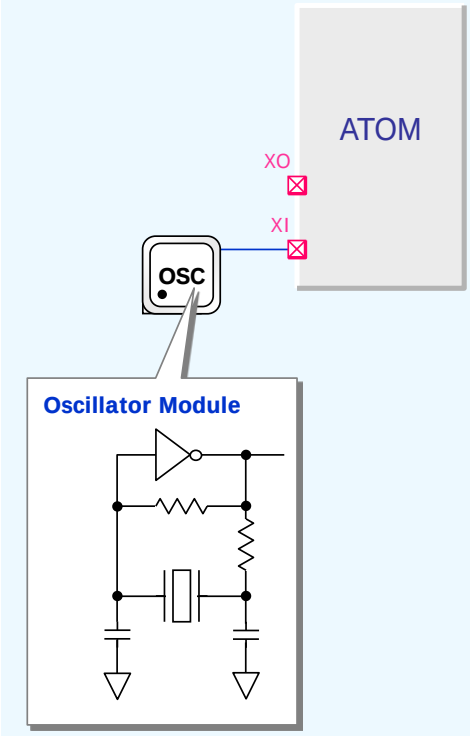
6.6. Clock Configuration: Guideline

Preliminary

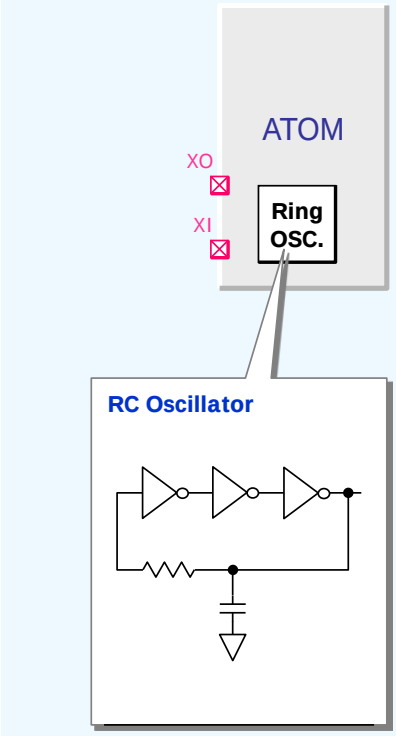
◆ **Resonator / Crystal Oscillator**



◆ **Oscillator Module**



◆ **Internal Ring Oscillator**



6.7. Carrier Frequency Generation

Preliminary

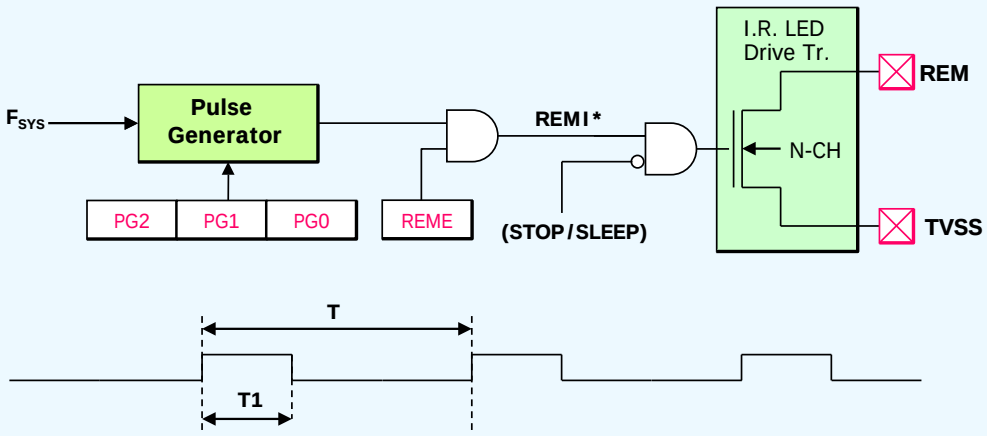
◆ Support 7 types of carrier frequency.

✓ **REMC** (05h) : The REM Output Control Register.

REME	PG2	PG1	PG0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

- PG[2:0] : Carrier Frequency Selection.
- REME : REM Output Enable.

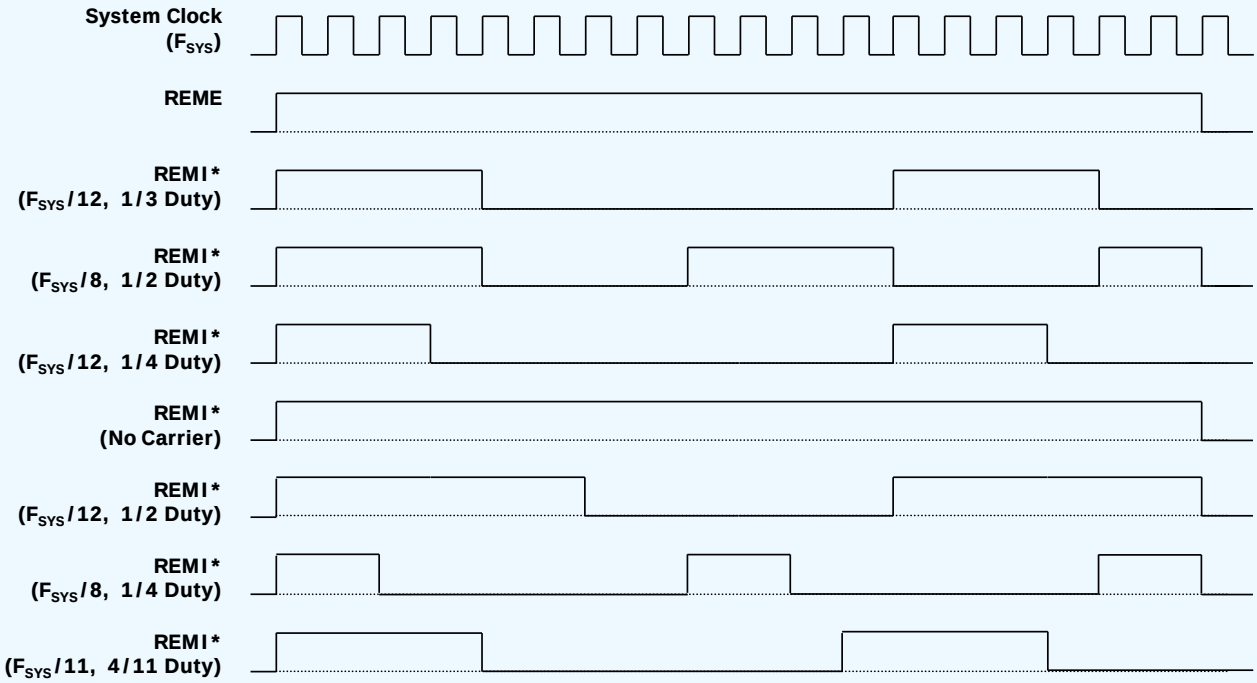
REME	PG2	PG1	PG0	Transmission Control (REMI)
0	X	X	X	0 (Disable)
1	0	0	0	1/T = F_{SYS}/12, T1/T = 1/3
1	0	0	1	1/T = F_{SYS}/8, T1/T = 1/2
1	0	1	0	1/T = F_{SYS}/12, T1/T = 1/4
1	0	1	1	1 (No Carrier)
1	1	0	0	1/T = F_{SYS}/12, T1/T = 1/2
1	1	0	1	1/T = F_{SYS}/8, T1/T = 1/4
1	1	1	0	1/T = F_{SYS}/11, T1/T = 4/11
1	1	1	1	1 (No Carrier)



6.7. Carrier Frequency Generation

Preliminary

- Waveform Example
  - ✓ REM output is the inverse of REMI*
  - ✓ External IR. LED is turned on when REMI* is high since the Tr. is N-Type,



6.8. WDT (Watchdog Timer)

Preliminary

- WDT
  - ✓ Free running counter which resets CPU every 2^{17} system clock cycles.
  - ✓ Although the counter length is fixed, WDT overflow period may vary according to the current frequency of system clock.
  - ✓ WDT is halt in STOP mode or disabled by user.
- WDT is reset by
  - ✓ User S/W set WDTR bit in IFF[12]. WDTR bit is automatically cleared by H/W after WDT is reset.
  - ✓ Internal reset caused by any source is activated.
  - ✓ Entering SLEEP mode.
  - ✓ Start of FLASH programming (erase/write) by IAP.
- Run Control of WDT
  - ✓ WDT may be disabled if WDTE flag in IFF[13] is cleared.
  - ✓ When disabled WDT holds the state before.
  - ✓ User can modify WDTE if and only if MAP1 flag in IFF[11] is set and MAP0 flag in IFF[10] is cleared.
  - ✓ WDTE is set by internal reset and also set by H/W when user sets SLEEP flag in IFF[14] or writes IAPCON SFR.
- Program Sequence to disable WDT

```
MOV  L, #11
SETB @L       ; Enable MAP1
MOV  L, #13
CLR  @L       ; Disable WDT
MOV  L, #11
CLR  @L       ; Disable MAP1
```

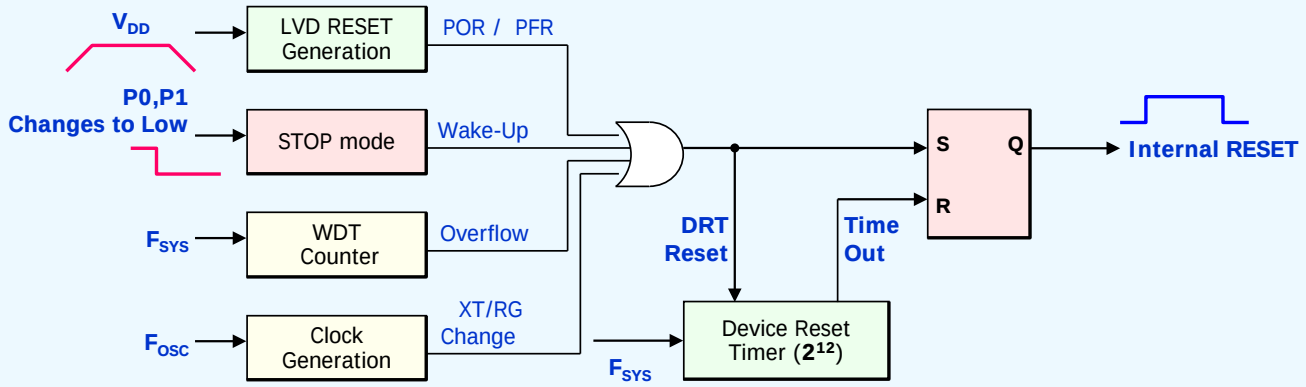
[Example of WDT Period]

XT/RG	DIV2	DIV1	DIV0	F_{OSC} (MHz)	F_{SYS}	WDT Period (ms)
1	0	1	1	3.64	$F_{OSC}/8$	288
0	0	0	0	7.28	F_{OSC}	18
0	1	1	0	7.28	$F_{OSC}/64$	1152

6.9. Reset Circuit

Preliminary

- Reset Sources
  - ✓ Power-on Reset (POR) when Power-Up.
  - ✓ STOP mode Wake-up by changes in input port P0 or P1.
  - ✓ WDT Overflow for abnormal condition or SLEEP mode.
  - ✓ Clock source change (State change of CKCFG[3]).
- Device Reset Timer
  - ✓ Once set, internal reset remains high until the DRT (Device Reset Timer) is expired.
  - ✓ The reset time depends on the configuration of system clock in CKCFG SFR.
  - ✓ For an instance, the period for 2^{12} is 9 ms when F_{SYS} is 455 KHz.
  - ✓ Note that CKCFG is not affected by internal reset.
  - ✓ For power-on reset, the reset time is about 10 ms (VDD = 3V).



6.10. Power Management : 3 Modes

Preliminary

- Active Mode
  - ✓ CPU and peripheral are running.
- Sleep Mode
  - ✓ Only WDT is running.
  - ✓ I/O ports hold the state before sleep mode.
  - ✓ Wake-up by WDT overflow.
  - ✓ The longest period of WDT overflow is 1.1 second when the internal RING clock is used.
  - ✓ Device is reset.
- Stop Mode
  - ✓ All of the device function including external clock oscillator stops running.
  - ✓ I/O ports hold the state before stop mode.
  - ✓ Wake-up by input pin (P0, P1) changes.
  - ✓ Device is reset.

6.11. In Application Programming (IAP)

Preliminary

In Application Programming

- ✓ User S/W can read or modify specific regions of FLASH with IAP function during operation.
- ✓ The EEP0/1 regions may be used as program memory or data memory.
- ✓ CPU is halt during IAP and continues execution after IAP from the next instruction which set IAPCON.
- ✓ It takes 6 system clocks to read a byte with IAP.
- ✓ It takes about 2 ms to write(erase) a byte with IAP.
- ✓ When user attempts to write IAPCON, WDTE bit in IFF[13] is also set.
- ✓ If IAP operation is erase or write, WDT is reset before the programming is started.

IAP Related SFR

- ✓ DPH / DPL : Least significant 6-bit address for IAP.
- ✓ GDH / GDL : 8-bit data buffer for read or write by IAP.
- ✓ IAPCON : IAP control SFR. Automatically cleared to zero after IAP is done.

IAP Enable Condition

- ✓ IAP can not erase or write INFO region.
- ✓ IAPCON can be written if and only if
  - MAP0 bit in IFF[10] is cleared,
  - MAP1 bit in IFF[11] is set,
  - and corresponding bit in CFGWD[2:1] is set.
- ✓ When IAP is blocked by above condition, "MOV IAPCON, A" instruction is like "NOP" instruction.

✓ **IAPCON** (09h) : IAP Control Register

RGS1	RGS0	OPS1	OPS0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

- RGS[1:0] : Select IAP region
- OPS[1:0] : Select IAP function

RGS1	RGS0	IAP Region
0	0	EEP0 (0x1C0 ~ 0x1FF)
0	1	EEP1 (0x3C0 ~ 0x3FF)
1	0	INFO (0x0 ~ 0x7)
1	1	Reserved

OPS1	OPS0	IAP Function
0	0	No operation
0	1	Byte Read
1	0	Byte Erase
1	1	Byte Write

6.11. In Application Programming (IAP)

Preliminary

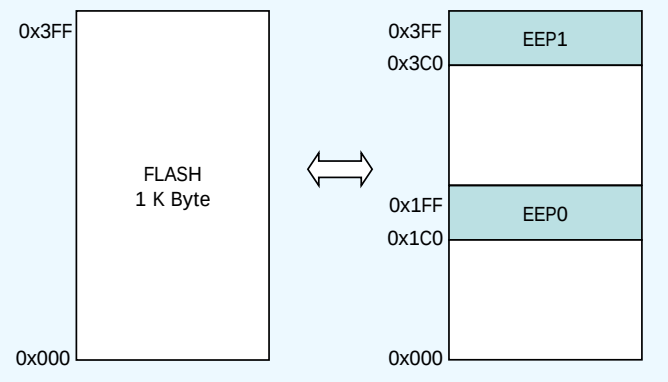
Electrical Characteristic of IAP

- ✓ Note that the program time depends on the configuration of system clock frequency.
- ✓ If the system clock frequency is out of IAP range, user need to change F_{SYS} before and after IAP by configuring CKCFG SFR.

Parameter	Symbol	MIN	TYP	MAX	Unit
Power Supply Voltage	V_{DD}	2.7	**3.3**	5.0	V
System Clock Frequency	F_{SYS}	5	**8**	11	MHz
Write /Erase Time	Tp	1.5	**2.0**	3.3	ms

FLASH Regions

- ✓ EEPROM area is a part of program memory.



Information Region

ADDRESS	0	1	2	3	4	5	6	7
Mnemonic	CFGWD							

- ✓ The first byte contains CFGWD
- ✓ May be used to store user ID, or checksum, etc.
- ✓ Only the full chip erase function of ISP can erase this region.

CFGWD : Configuration Word

- ✓ CFGWD[0] (ISP_LOCK) : Disable read, write, or erase by ISP except the full chip erase.
- ✓ CFGWD[1] (IAP_RE) : Enable read by IAP.
- ✓ CFGWD[2] (IAP_PE) : Enable write or erase by IAP.

7. Absolute Maximum Ratings

Preliminary

◆ Absolute Maximum Ratings

Symbol	Parameter	Rating	Unit
V_{DD}	DC supply voltage	-0.3 to 5.0	V
V_{IN}	DC input voltage	-0.3 to V_{DD}+0.3	V
V_{OUT}	DC output voltage	-0.3 to V_{DD}+0.3	V
I_{OH}	DC output high current	One I/O pin active : -25	mA
		All I/O pin active : -100	mA
I_{OL}	DC output low current	One I/O pin active : 30	mA
		All I/O pin active : 150	mA
T_{STG}	Storage temperature	-55 to 125	°C

◆ Recommended Operating Conditions

Symbol	Parameter	Rating	Unit
V_{DD}	DC supply voltage	1.25 to 3.6	V
T_A	Operating temperature	-40 to 85	°C

8. DC Characteristics

Preliminary

*** TA = = -40 ºC ~ +85 ºC unless otherwise specified.**

Parameter	Symbol	Pin	Conditions	Value			Unit
				Min.	Typ.	Max.	
Input Low Voltage	V_{IL1}	P0, P1, P2, P3, P4	V_{DD} = 3V	-0.3	-	$0.2V_{DD}$-0.1	V
Input high Voltage	V_{IH1}	P0, P1, P2, P3, P4	V_{DD} = 3V	$0.2V_{DD}$+1.0	-	V_{DD}+0.3	V
Input High Leakage Current	I_{IH}	All pins except XI, XO	V_{IN} = V_{DD}	-1	-	+1	µA
Output Low Voltage	V_{OL}	P0, P1, P2, P3, P4	I_{OL} = 8mA @V_{DD}=3V	-	-	$0.3V_{DD}$	V
Output Low Voltage	V_{OL2}	REM	I_{OL2} = 280mA @V_{DD}=3V	-	-	0.4	V
Output High Voltage	V_{OH}	P2 (Configured as push-pull output)	I_{OH} = -0.3mA @V_{DD}=3V	$0.7V_{DD}$	-	-	V
Output High Voltage	V_{OHP}	Pull-up current	I_{OHP}= -50uA @V_{DD}=3V	$0.7V_{DD}$	-	-	V
Pin Capacitance	C_{IO}	All	V_{DD} = 3V	-	10	-	pF

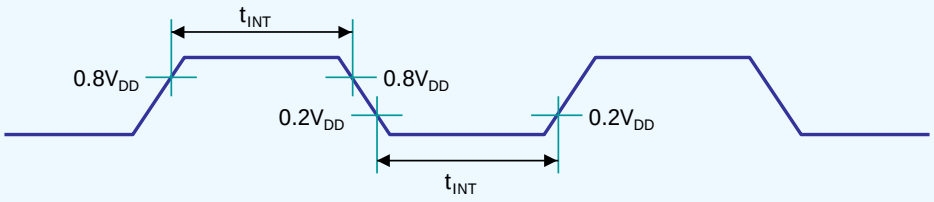
9. AC Characteristics

Preliminary

*** TA = -40 ºC ~ +85 ºC unless otherwise specified. TBD = To Be Determined.**

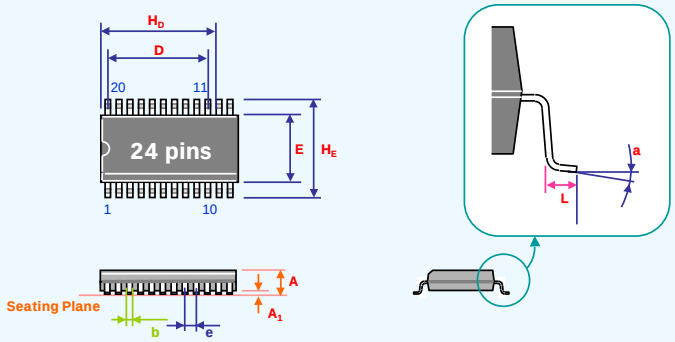
Parameter	Symbol	Pin	Conditions	Value			Unit
				Min.	Typ.	Max.	
Oscillator Frequency (External Clock)	F_{OSC}	XI, XO	$1.25\ V \leq V_{DD} \leq 3.6\ V$	TBD	3.64	TBD	MHz
System Frequency	F_{SYS}	$F_{SYS} = F_{OSC} / N$, $(1 \leq N \leq 64)$	$2.7\ V \leq V_{DD} \leq 3.6\ V$	-	-	8	MHz
			$1.8\ V \leq V_{DD} < 2.7\ V$	-	-	4	
			$1.25\ V \leq V_{DD} < 1.8\ V$	-	-	0.6	
External Input Width	t_{INT}	P0, P1, P2, P3, P4	$1.8\ V \leq V_{DD} \leq 3.6\ V$	12	-	-	F_{SYS}

External Input to Port



10. Package Dimensions

Preliminary

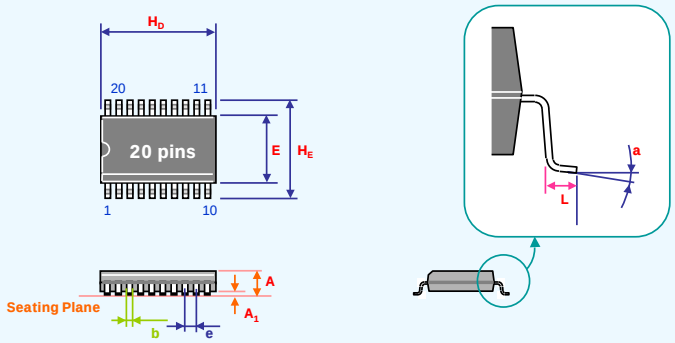


[24-SOIC]

Symbol	Dimension in Inches			Dimension in mm		
	Min.	Nom.	Max.	Min.	Nom.	Max.
A	0.094	0.098	0.102	2.40	2.50	2.60
A_1	0.004	0.008	0.012	0.10	0.20	0.30
b	0.014	0.017	0.019	0.36	0.42	0.49
D	-	0.550	-	-	13.97	-
E	0.291	0.295	0.299	7.40	7.50	7.60
H_D	0.598	0.606	0.614	15.20	15.40	15.60
H_E	0.398	0.406	0.413	10.10	10.30	10.50
L	0.004	0.010	0.016	0.10	0.25	0.40
a	0°	-	8°	0°	-	8°
e	0.050 BSC			1.27 BSC		

Notes:

1. Dimension D & E include mold mismatch and are determined at the mold parting line.
2. General appearance spec. should be based on final visual inspection spec.



[20-SOIC (JEDEC)]

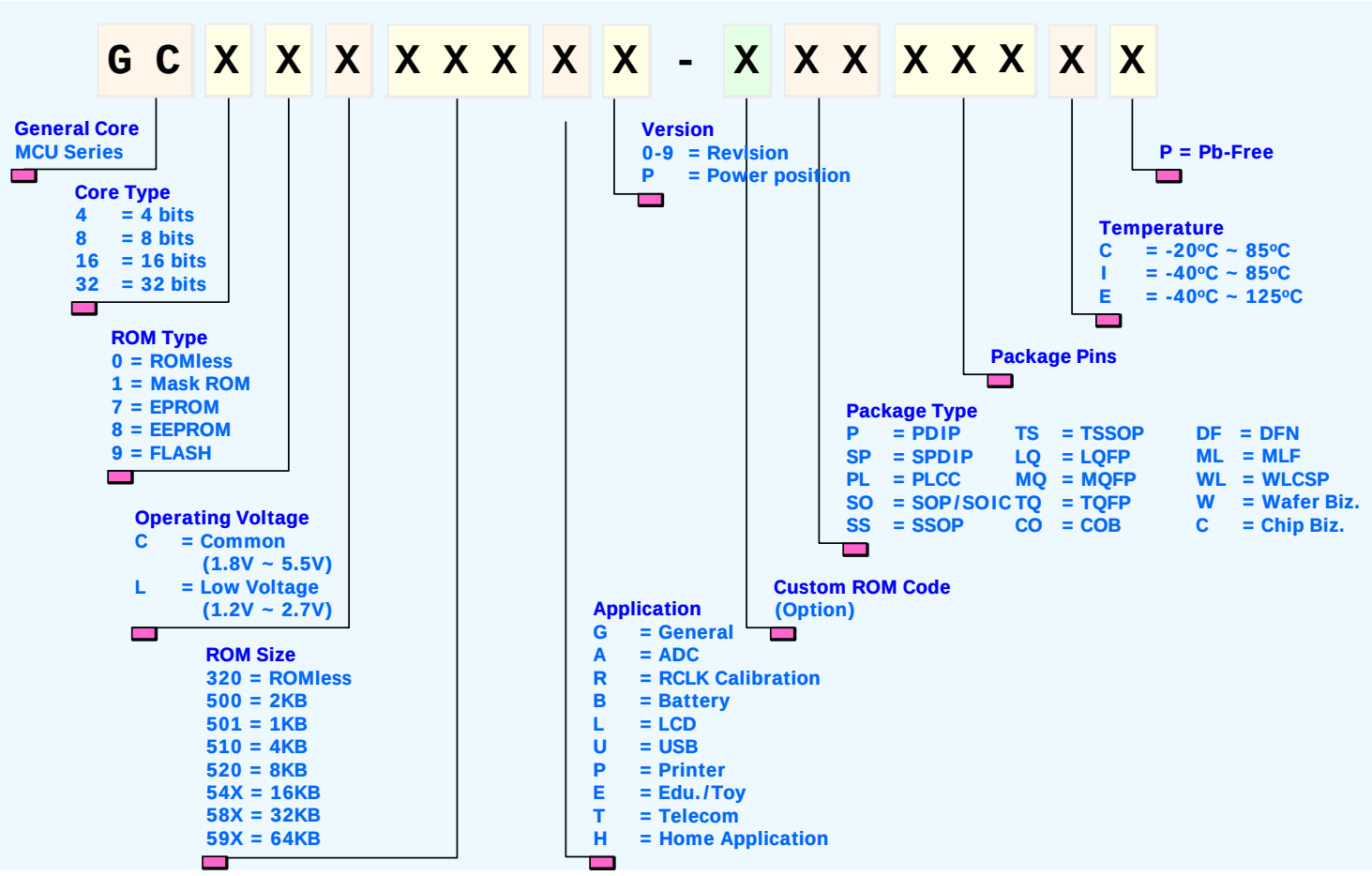
Symbol	Dimension in Inches			Dimension in mm		
	Min.	Nom.	Max.	Min.	Nom.	Max.
A	-	-	0.106	-	-	2.7
A_1	0.004	-	-	0.1	-	-
b	0.013	0.016	0.020	0.324	0.4	0.51
E	0.264	0.295	0.324	6.71	7.5	8.23
H_D	0.495	0.504	0.512	12.57	12.8	13
H_E	0.394	0.406	0.419	10.0	10.3	10.643
L	0.016	-	0.052	0.406	-	1.32
a	0°	-	8°	0°	-	8°
e	0.050 BSC			1.27 BSC		

Notes:

1. Dimension D & E include mold mismatch and are determined at the mold parting line.
2. General appearance spec. should be based on final visual inspection spec.

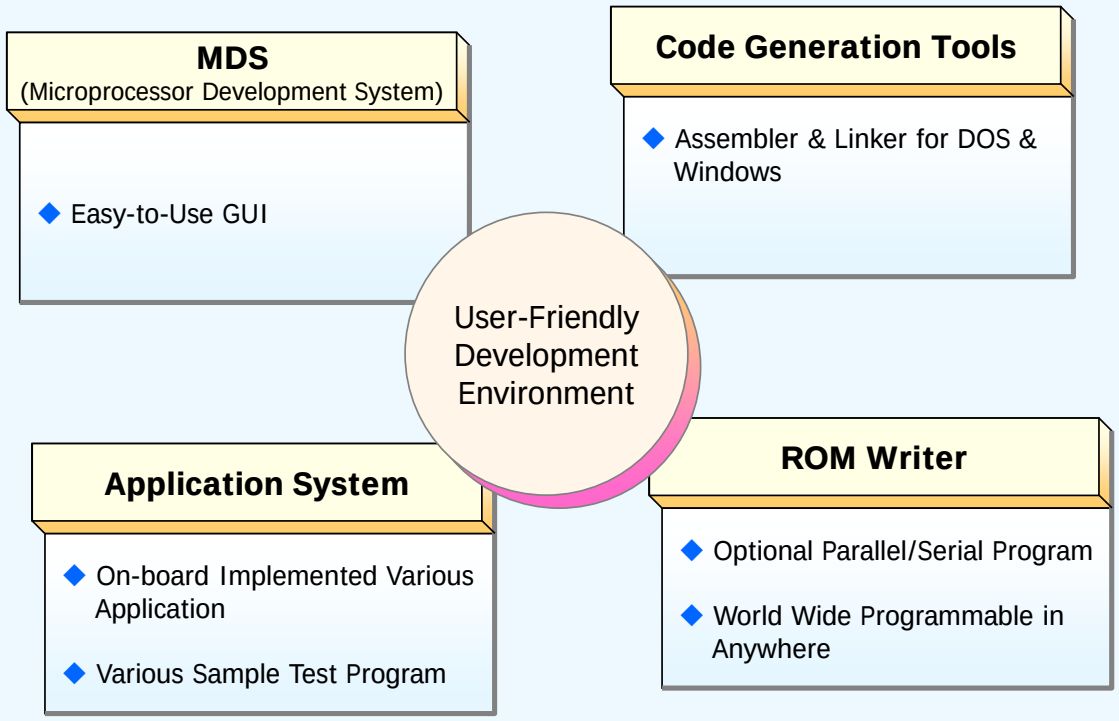
11. Product Numbering System

Preliminary



12. Supporting tools

Preliminary



Appendix A : Instruction Set (1/19)

◆ Abbreviations and Symbols

Symbol	Description	Symbol	Description
PC	The program counter.	(PC)	The contents of PC.
A	The accumulator register (ACC).	(A)	The contents of ACC.
C	The carry flag.	(C)	The contents of C.
SP	The stack pointer register. Concatenation of SPH and SPL.	M[SP]	The contents of RAM addressed by SP.
(DP)	The contents of DPTR.	(SP)	The contents of SP.
DP	The data pointer register (DPTR). Concatenation of DPH and DPL.	M[DP]	The contents of RAM addressed by DPTR.
H	The high nibble of the data pointer (DPH).	(H)	The contents of DPH.
L	The low nibble of the data pointer (DPL).	(L)	The contents of DPL.
F[L]	The contents of indirect function flag (IFF) addressed by DPL.	rel	8-bit signed displacement value for relative branch (-128 ≤ rel ≤ 127).
#data	4-bit data operand	addr	12-bit absolute branch address.
dir	4-bit direct address of SFRs (0 ≤ dir ≤ 15)	R[dir]	The contents of SFR or read value of ports.
bit	2-bit pointer of the bit in data memory addressed by DPTR (0 ≤ bit ≤ 3).	M[DP].bit	The value of memory bit which is addressed by DPTR and bit.
@	Prefix for indirect address	Pm.n	Value of bit n of I/O port m.
≤	Less than or equal to	.	Value of PC for current instruction.
←	Transfer	↔	Exchange
=	Equal to	≠	Not equal to
>	Greater than	<	Less than
+	Addition	−	Subtraction
&	Bitwise logical AND	|	Bitwise logical OR
^	Bitwise logical Exclusive-OR	~	Bitwise logical complement
{b,b}	Concatenation of bits		

Appendix A : Instruction Set (2/19)

Preliminary

◆ OPCODE Map

H \ L	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NOP	SETB C	PUSH A	POP A	INC DPTR	DEC DPTR	INC @DP	DEC @DP	ADD A, @DP	ADDC A, @DP	CPL A	SUB A, @DP	ANL A, @DP	ORL A, @DP	XRL A, @DP	RRC A
1	CLR C	INC A	ADD A, #data													DEC A
2	MOV L, #data															
3	MOV H, #data															
4	MOVI @DP, #data															
5	CLR A	MOV A, #data														
6	MOV dir, A															
7	MOV A, dir															
8	MOV A, @DP	XCH A, @DP	MOV L, @DP	MOV @DP, A	MOVI @DP, A	MOV D @DP, A	CLR @L	SETB @L	CLR bit				SETB bit			
9	RET	DJNZ A, rel	CJNE A,@DP, rel	CJLE A,@DP, rel			JNC rel	JC rel	JNB bit, rel				JB bit, rel			
A	CJNE L, #data, rel															
B	CJNE @DP, #data, rel															
C	CJNE A, #data, rel															
D	CJNE A, dir, rel															
E	JMP addr															
F	CALL addr															

ADD A, #data

Binary Code	0001 | dddd
Description	Adds the 4-bit data to the Accumulator. The result is stored in Accumulator. When adding unsigned integers, the carry flag indicates an overflow.
Operation	(A) ← (A) + #data
Carry Flag	Set if a carry occurred, cleared otherwise.
Bytes	1
Cycles	1
Example	CLR A ; Clear ACC ADD A, #2 ; Add 2 to ACC. ACC contains 2.

ADD A, @DP

Binary Code	0000 | 1000
Description	Adds the contents of indirect data memory to the Accumulator. The result is stored in Accumulator. When adding unsigned integers, the carry flag indicates an overflow.
Operation	(A) ← (A) + M[DP]
Carry Flag	Set if a carry occurred, cleared otherwise.
Bytes	1
Cycles	1

Example	; Assumes M[DP] contains 2
	MOV A, #8 ; Set ACC as 8.
	ADD A, @DP ; The result, 10 is stored in ACC.

ADDC A, @DP

Binary Code	0000 | 1001
Description	Simultaneously adds the contents of indirect data memory, the carry flag and the Accumulator. The result is stored in Accumulator. When adding unsigned integers, the carry flag indicates an overflow.
Operation	(A) ← (A) + M[DP] + (C)
Carry Flag	Set if a carry occurred, cleared otherwise.
Bytes	1
Cycles	1

Example	; Assumes M[DP] contains 2 and C is 1.
	MOV A, #8 ; Set ACC as 8.
	ADDC A, @DP ; The result, 11 is stored in ACC.

ANL A, @DP

Binary Code	0000 1100
Description	ANL performs the bitwise logical-AND operation between the indirect data memory and ACC. The result is stored in Accumulator.
Operation	(A) ← (A) & M[DP]
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes M[DP] contains 2 MOV A, #0xA ; Set ACC as 10. ANL A, @DP ; The result, 2 is stored in ACC.

CALL addr

Binary Code	1111 aaaa aaaa aaaa
Description	Unconditionally calls a subroutine located at the indicated 12-bit address. The instruction increments the PC twice to obtain the address of the following instruction, then push the result onto the stack (low-order nibble first). The stack pointer is incremented three times. The destination address is obtained by concatenating four low-order bits of the opcode byte and the second byte of the instruction.
Operation	(PC) ← (PC) + 2 (SP) ← (SP) + 1 M[SP] ← (PC_{3-0}) (SP) ← (SP) + 1 M[SP] ← (PC_{7-4}) (SP) ← (SP) + 1 M[SP] ← (PC_{11-8}) (PC) ← addr
Carry Flag	Not affected.
Bytes	2
Cycles	2
Example	CALL SUBR ; Call subroutine located ; at the label SUBR.

CJLE A, @DP, rel

Binary Code	1001	0011	rrrr	rrrr

Description: Compares the contents of ACC and the indirect memory, and branches if the value in ACC is less than or equal to that in memory.

The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of both operands are not affected by comparison.

The carry flag is set if the contents are equal.

Operation: (PC) ← (PC) + 2

IF (A) ≤ M[DP] THEN (PC) ← (PC) + rel

Carry Flag: IF (A) = M[DP] THEN (C) ← 1
ELSE (C) ← 0.

Bytes: 2

Cycles: 2

Example:

```
; Assumes M[DP] contains 11, ACC 5.
CJLE A, @DP, CMP_LE; Branches to CMP_LE
......                ; IF (A) > M[DP]
CMP_LE:  JC  CMP_EQ   ;
......                ; IF (A) < M[DP]
CMP_EQ:  ......       ; IF (A) = M[DP]
```

CJNE @DP, #data, rel

Binary Code	1011	dddd	rrrr	rrrr

Description: Compares the contents of the indirect memory and data in four low-order bits of opcode, and branches if their values are not equal.

The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of indirect memory is not affected.

The carry flag is set if the unsigned integer value of M[DP] is less than the unsigned integer value of the data; otherwise, the carry is cleared.

Operation: (PC) ← (PC) + 2

IF M[DP] ≠ #data THEN (PC) ← (PC) + rel

Carry Flag: IF M[DP] < #data THEN (C) ← 1
ELSE (C) ← 0.

Bytes: 2

Cycles: 2

Example:

```
; Assumes M[DP] contains 2.
CJNE @DP, #8, CMP_NE; Branches to CMP_NE
......                ; IF M[DP] = 8
CMP_NE:  JC  CMP_LT   ; Branches to CMP_LT
......                ; IF M[DP] > 8
CMP_LT:  ......       ; IF M[DP] < 8
```

CJNE A, #data, rel

Binary Code	1100	dddd	rrrr	rrrr

Description: Compares the contents of Accumulator and data in four low-order bits of opcode, and branches if their values are not equal.

The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of ACC is not affected.

The carry flag is set if the unsigned integer value of ACC is less than the unsigned integer value of the data; otherwise, the carry is cleared.

Operation: (PC) ← (PC) + 2

IF (A) ≠ #data THEN (PC) ← (PC) + rel

Carry Flag: IF (A) < #data THEN (C) ← 1
ELSE (C) ← 0.

Bytes: 2

Cycles: 2

Example:

```
; Assumes ACC contains 11.
    CJNE A, #8, CMP_NE    ; Branches to CMP_NE
    ......                ; IF (A) = 8
CMP_NE:  JC  CMP_LT       ; Branch is not taken.
    ......                ; IF (A) > 8
CMP_LT:  ......           ; IF (A) < 8
```

CJNE A, @DP, rel

Binary Code	1001	0010	rrrr	rrrr

Description: Compares the contents of ACC and the indirect memory, and branches if their values are not equal.

The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of both operands are not affected by comparison.

The carry flag is set if the unsigned integer value of ACC is less than the unsigned integer value of M[DP]; otherwise, the carry is cleared.

Operation: (PC) ← (PC) + 2

IF (A) ≠ M[DP] THEN (PC) ← (PC) + rel

Carry Flag: IF (A) < M[DP] THEN (C) ← 1
ELSE (C) ← 0.

Bytes: 2

Cycles: 2

Example:

```
; Assumes M[DP] and ACC contain 15.
    CJNE A, @DP, CMP_NE   ; Branch is not taken.
    ......                ; IF (A) = M[DP]
CMP_NE:  JNC  CMP_GT      ; IF (A) ≠ M[DP]
    ......                ; IF (A) < M[DP]
CMP_GT:  ......           ; IF (A) > M[DP]
```

CJNE A, dir, rel

Binary Code	1101	dddd	rrrr	rrrr

Description: Compares the contents of ACC and that of SFR addressed by four low-order bits of opcode, and branches if their values are not equal.

The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of both operands are not affected by comparison.

The carry flag is set if the unsigned integer value of ACC is less than the unsigned integer value of the SFR; otherwise, the carry is cleared.

Operation: (PC) ← (PC) + 2
IF (A) ≠ R[dir] THEN (PC) ← (PC) + rel

Carry Flag: IF (A) < R[dir] THEN (C) ← 1
ELSE (C) ← 0.

Bytes: 2

Cycles: 2

Example:
```
; Wait until P0 (Port 0) is 0xE.
MOV A, #0xE
CJNE A, P0, .     ; Self looping with "."
```

CJNE L, #data, rel

Binary Code	1010	dddd	rrrr	rrrr

Description: Compares the contents of DPL and data in four low-order bits of opcode, and branches if their values are not equal.

The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of DPL is not affected.

The carry flag is set if the unsigned integer value of DPL is less than the unsigned integer value of the data; otherwise, the carry is cleared.

Operation: (PC) ← (PC) + 2
IF (L) ≠ #data THEN (PC) ← (PC) + rel

Carry Flag: IF (L) < #data THEN (C) ← 1
ELSE (C) ← 0.

Bytes: 2

Cycles: 2

Example:
```
; Looping with DPL
        MOV  L, #9          ; (L) ← 9
LOOP_L: ......              ; Operations in loop
        ......              ; Operations in loop
        DEC DPTR            ; (DP) ← (DP) - 1
        CJNE L, #0, LOOP_L  ; Repeat until (L) is 0.
```

CLR @L

Binary Code	1000 0110
Description	Clears the indirect function flag addressed by DPL.
Operation	F[L] ← 0
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	; Assumes P2 contains 0xF.
	MOV L, #1 ; (L) ← 1
	CLR @L ; P2.1 ← 0
	MOV A, #0xD ; (A) ← 13
	CJNE A, P2, ERROR ; Check if P2.1 is 0.

CLR A

Binary Code	0101 0000
Description	Clears the accumulator. This is an abbreviation of MOV A, #0.
Operation	(A) ← 0
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	CLR A

CLR C

Binary Code	0001 0000
Description	Clears the carry flag. This is the same as "ADD A, #0".
Operation	(A) ← (A) + 0
Carry Flag	(C) ← 0
Bytes	1
Cycles	1
Example	CLR C

CLR bit

Binary Code	1000 10bb
Description	Clears a bit in data memory addressed by DPTR. The bit position of the nibble is obtained by the least significant two bits of opcode.
Operation	M[DP].bit ← 0
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes M[DP] contains 7. CLR 2 ; M[DP].2 ← 0 CJNE @DP, #3, ERROR ; Check result

Appendix A : Instruction Set (9/19)

CPL A

Binary Code	0000 1010
Description	Complements the contents of ACC.
Operation	(A) ← ~(A)
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	MOV A, P0 ; (A) ← P0 CPL A ; ACC contains 1's ; complement of P0

DEC A

Binary Code	0001 1111
Description	Decrements the contents of ACC. This is the same as "ADD A, #15". Carry is cleared when the borrow occurs; otherwise, carry is set.
Operation	(A) ← (A) + 15
Carry Flag	IF (A) = 0 THEN C ← 0 ELSE C ← 1.
Bytes	1
Cycles	1
Example	DEC A

DEC @DP

Binary Code	0000 0111
Description	Decrements the value of data memory addressed indirectly by DPTR.
Operation	M[DP] ← M[DP] - 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	DEC @DP

DEC DPTR

Binary Code	0000 0101
Description	Decrements the data pointer.
Operation	(DP) ← (DP) - 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes DPTR contains 0. DEC DPTR ; By underflow, all bits ; of DPH and DPL are set. DEC DP ; This is also valid.

DJNZ A, rel

Binary Code	1001 0001 rrrr rrrr
Description	Decrements the contents of ACC, and branches if the result is not zero. The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. Carry is cleared when the borrow occurs; otherwise, carry is set.
Operation	(PC) ← (PC) + 2 (A) ← (A) - 1 IF (A) ≠ 0 THEN (PC) ← (PC) + rel
Carry Flag	IF (A) = 0 THEN (C) ← 0 ELSE (C) ← 1.
Bytes	2
Cycles	2
Example	MOV A, @DP DJNZ A, ACC_NZ ..... ACC_NZ: JNC ACC_ZERO .....

INC @DP

Binary Code	0000 0110
Description	Increments the value of data memory addressed indirectly by DPTR.
Operation	M[DP] ← M[DP] + 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	INC @DP

INC A

Binary Code	0001 0001
Description	Increments the contents of ACC. This is the same as "ADD A, #1". Carry is set when the overflow occurs; otherwise, carry is cleared.
Operation	(A) ← (A) + 1
Carry Flag	IF (A) = 15 THEN C ← 1 ELSE C ← 0.
Bytes	1
Cycles	1
Example	INC A

INC DPTR

Binary Code	0000 | 0100
Description	Increments the data pointer.
Operation	(DP) ← (DP) + 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes all bits of DPTR is 1. INC DPTR ; By roll over, all bits ; of DPH and DPL are cleared. INC DP ; This is also valid.

JB bit, rel

Binary Code	1001 | 11bb | rrrr | rrrr
Description	Branches if the bit in data memory is 1. The address is given by DPTR and bit position is given by two least significant bits of opcode . The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of memory is not affected.
Operation	(PC) ← (PC) + 2 IF M[DP].bit = 1 THEN (PC) ← (PC) + rel
Carry Flag	Not affected.
Bytes	2
Cycles	2
Example	JB 0, L_BIT_SET ..... ; IF M[DP].0 = 0 L_BIT_SET: ..... ; IF M[DP].0 = 1

JC rel

Binary Code	1001 | 0111 | rrrr | rrrr
Description	Branches if the carry flag is 1. The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction.
Operation	(PC) ← (PC) + 2 IF (C) = 1 THEN (PC) ← (PC) + rel
Carry Flag	Not affected.
Bytes	2
Cycles	2
Example	JC L_C_SET ..... ; IF (C) = 0 L_C_SET: ..... ; IF (C) = 1

JMP addr

Binary Code	1110 | aaaa | aaaa | aaaa
Description	Transfers program execution to the indicated 12-bit address. The destination address is obtained by concatenating the four low-order bits of the opcode byte and the second byte of the instruction.
Operation	(PC) ← addr
Carry Flag	Not affected.
Bytes	2
Cycles	2
Example	JMP LABEL ; Jumps to LABEL. ..... JMP . ; Infinite loop

JNB bit, rel

Binary Code	1001 | 10bb | rrrr | rrrr
Description	Branches if the bit in data memory is 0. The address of memory is given by DPTR and bit position is given by two least significant bits of opcode . The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction. The contents of memory is not affected.
Operation	(PC) ← (PC) + 2 IF M[DP].bit = 0 THEN (PC) ← (PC) + rel
Carry Flag	Not affected.
Bytes	2
Cycles	2
Example	JNB 3, L_BIT_ZERO ..... ; IF M[DP].3 = 1 L_BIT_ZERO: ..... ; IF M[DP].3 = 0

JNC rel

Binary Code	1001 | 0110 | rrrr | rrrr
Description	Branches if the carry flag is 0. The branch destination is computed by adding the signed relative-displacement in the second byte of the instruction to the PC, after incrementing the PC to the start of the next instruction.
Operation	(PC) ← (PC) + 2 IF (C) = 0 THEN (PC) ← (PC) + rel
Carry Flag	Not affected.
Bytes	2
Cycles	2
Example	JNC L_C_ZERO ..... ; IF (C) = 1 L_C_ZERO: ..... ; IF (C) = 0

Appendix A : Instruction Set (14/19)

MOV @DP, A

Binary Code	1000 | 0011
Description	The contents of ACC is copied to data memory whose address is given by DPTR.
Operation	M[DP] ← (A)
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	MOV H, #2 ; (H) ← 2
	MOV L, #14 ; (L) ← 14
	MOV @DP, A

MOV A, @DP

Binary Code	1000 | 0000
Description	Copies the contents of data memory to ACC. The address of memory is given by DPTR.
Operation	(A) ← M[DP]
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	MOV H, #1 ; (H) ← 1
	MOV L, #0 ; (L) ← 0
	MOV A, @DP

MOV A, #data

Binary Code	0101 | dddd
Description	Sets ACC with the data given in four low-order bits of opcode.
Operation	(A) ← #data
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	MOV A, #-1 ; (A) ← 15 MOV A, #0xC ; (A) ← 12

MOV A, dir

Binary Code	0111 | dddd
Description	The contents of SFR is copied to ACC. The address of SFR is given by four low-order bits of opcode.
Operation	(A) ← R[dir]
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	MOV A, P0 ; Read Port-0 into ACC.
	MOV A, L ; Move DPL to ACC.
	MOV A, SPH ; Move SPH to ACC.

MOV H, #data

Binary Code	0011 | dddd
Description	Sets DPH with the data given in four low-order bits of opcode.
Operation	(H) ← #data
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	MOV H, #1 ; (H) ← 1

MOV L, #data

Binary Code	0010 | dddd
Description	Sets DPL with the data given in four low-order bits of opcode.
Operation	(L) ← #data
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	MOV L, #5 ; (L) ← 5

MOV L, @DP

Binary Code	1000 | 0010
Description	Copies the contents of data memory to DPL. The address of memory is given by DPTR.
Operation	(L) ← M[DP]
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	MOV H, #0
	MOV L, #3
	MOV L, @DP ; L is changed to M[DP]

MOV dir, A

Binary Code	0110 | dddd
Description	The contents of ACC is copied to SFR. The address of SFR is given by four low-order bits of opcode.
Operation	R[dir] ← (A)
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	MOV P0, A ; Output ACC to Port-0.
	MOV H, A ; Move ACC to DPH.
	MOV DPH, A ; Move ACC to DPH.
	MOV SPL, A ; Move ACC to SPL.

Appendix A : Instruction Set (16/19)

MOVD @DP, A

Binary Code	1000 | 0101
Description	The contents of ACC is copied to data memory whose address is given by DPTR. After that the data pointer is decremented.
Operation	M[DP] ← (A) (DP) ← (DP) - 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	MOVD @DP, A

MOVI @DP, A

Binary Code	1000 | 0100
Description	The contents of ACC is copied to data memory whose address is given by DPTR. After that the data pointer is incremented.
Operation	M[DP] ← (A) (DP) ← (DP) +1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	MOVI @DP, A

MOVI @DP, #data

Binary Code	0100 | dddd
Description	Set data memory whose address is given by DPTR with the data given in four low-order bits of opcode. After that the data pointer is incremented.
Operation	M[DP] ← #data (DP) ← (DP) + 1
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example

```
; Simple look-up of constant values
MOV L, #0          ; Pointer to store
MOV H, #1          ; look-up values
CALL TABLE
.....
TABLE: MOVI @DP, #0xC
MOVI @DP, #0x0
MOVI @DP, #0x0
MOVI @DP, #0x1
RET
```

NOP

Binary Code	0000 0000
Description	No operation. Just fetches the next instruction.
Operation	(PC) ← (PC) + 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	NOP

POP A

Binary Code	0000 0011
Description	The contents of stack top is moved to ACC. After that the stack pointer is decremented by 1.
Operation	(A) ← M[SP] (SP) ← (SP) - 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Looping with variable stored in stack MOV A, #7 ; Set loop count LOOP_BGN: PUSH A ; Store loop index in stack. ..... ; Operations in loop POP A ; Restore loop index DJNZ A, LOOP_BGN ; Iteration

ORL A, @DP

Binary Code	0000 1101
Description	ORL performs the bitwise logical-OR operation between the indirect data memory and ACC. The result is stored in Accumulator.
Operation	(A) ← (A) | M[DP]
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes M[DP] contains 1 MOV A, #0xA ; Set ACC as 10. ORL A, @DP ; The result, 11 is stored in ACC.

PUSH A

Binary Code	0000 0010
Description	The stack pointer is incremented by 1. Then the contents of ACC is copied to the stack.
Operation	(SP) ← (SP) + 1 M[SP] ← (A)
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	PUSH A ; Store ACC in stack
	MOV A, #0xE ; Assign ACC for port output
	MOV P2, A ; Drive Port 2
	POP A ; Restore ACC from stack

RET

Binary Code	1001 | 0000
Description	Returns from subroutine. The stack pointer is decremented three times.
Operation	$(PC_{11-8}) \leftarrow M[SP]$ $(SP) \leftarrow (SP) - 1$ $(PC_{7-4}) \leftarrow M[SP]$ $(SP) \leftarrow (SP) - 1$ $(PC_{3-0}) \leftarrow M[SP]$ $(SP) \leftarrow (SP) - 1$
Carry Flag	Not affected.
Bytes	1
Cycles	2
Example	RET

SETB C

Binary Code	0000 | 0001
Description	Sets the carry flag.
Operation	
Carry Flag	$(C) \leftarrow 1$
Bytes	1
Cycles	1
Example	SETB C

RRC A

Binary Code	0000 | 1111
Description	Rotates right the contents of ACC with the carry flag.
Operation	$(A) \leftarrow \{(C), (A_{3-1})\}$
Carry Flag	$(C) \leftarrow (A_0)$
Bytes	1
Cycles	1
Example	RRC A JC A0_HIGH ; IF A_0 = 1 Branches

SETB @L

Binary Code	1000 | 0111
Description	Sets the indirect function flag addressed by DPL.
Operation	F[L] ← 1
Carry Flag	Not affected.
Bytes	1
Cycles	1

Example	; Assumes P2 contains 0.
	MOV L, #1 ; (L) ← 1
	SETB @L ; P2.1 ← 1
	MOV A, #2 ; (A) ← 2
	CJNE A, P2, . ; Wait until P2.1 is 1.

SETB bit

Binary Code	1000 | 11bb
Description	Sets a bit in data memory indirectly addressed by DPTR. The bit position is obtained at the least significant two bits of opcode.
Operation	M[DP].bit ← 1
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes M[DP] contains 5. SETB 2 ; M[DP].2 ← 1 CJNE @DP, #7, ERROR ; Check result

SUB A, @DP

Binary Code	0000 | 1011
Description	Subtracts the contents of indirect data memory from the Accumulator. The result is stored in Accumulator. The carry flag is cleared if the unsigned value of ACC is less than unsigned value of M[DP]; otherwise, C is set.
Operation	(A) ← (A) - M[DP]
Carry Flag	If (A) < M[DP] THEN (C) ← 0 ELSE (C) ← 1.
Bytes	1
Cycles	1
Example	SUB A, @DP

XCH A, @DP

Binary Code	1000 | 0001
Description	Exchanges the contents of ACC and that of data memory addressed by DPTR.
Operation	(A) ↔ M[DP]
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	XCH A, @DP

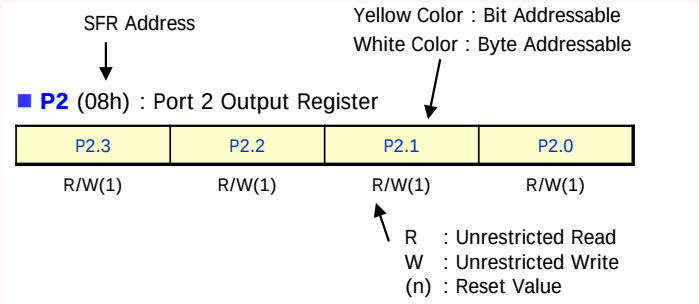
XRL A, @DP

Binary Code	0000 | 1110
Description	XRL performs the bitwise logical Exclusive-OR operation between the indirect data memory and ACC. The result is stored in Accumulator.
Operation	(A) ← (A) ^ M[DP]
Carry Flag	Not affected.
Bytes	1
Cycles	1
Example	; Assumes M[DP] contains 2 MOV A, #0xA ; Set ACC as 10. XRL A, @DP ; The result, 8 is stored in ACC.

Appendix B : SFR Description [00h ~ 07h] (1/3)

Preliminary

[How to Read a SFR Descriptions]



■ **P0** (00h) : Port 0 Output Register

P0.3	P0.2	P0.1	P0.0
R/W(1)	R/W(1)	R/W(1)	R/W(1)

■ **P4** (01h) : Port 4 Output Register

P4.3	P4.2	-	-
R/W(1)	R/W(1)		

■ **DPL** (02h) : The Low Nibble of Data Pointer (DPTR)

DPL.3	DPL.2	DPL.1	DPL.0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

■ **DPH** (03h) : The High Nibble of Data Pointer (DPTR)

-	-	DPH.1	DPH.0
		R/W(0)	R/W(0)

■ **P1** (04h) : Port 1 Output Register

P1.3	P1.2	P1.1	P1.0
R/W(1)	R/W(1)	R/W(1)	R/W(1)

■ **REMC** (05h) : The REM Output Control Register

REME	PG2	PG1	PG0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

- PG[2:0] : Carrier frequency selection.
- REME : REM output enable.

■ **SPL** (06h) : The Low Nibble of Stack Pointer (SP)

SP.3	SP.2	SP.1	SP.0
R/W(1)	R/W(1)	R/W(1)	R/W(1)

- Indicate where stack will start.
- Increment by PUSH and decrement by POP.

■ **SPH** (07h) : The High Nibble of Stack Pointer (SP)

-	-	SPh.1	SPh.0
		R/W(0)	R/W(1)

Appendix B : SFR Description [08h ~ 0Dh] (2/3)

Preliminary

■ **P2** (08h) : Port 2 Output Register

P2.3	P2.2	P2.1	P2.0
R/W(1)	R/W(1)	R/W(1)	R/W(1)

■ **IAPCON** (09h) : IAP Control Register

RGS1	RGS0	OPS1	OPS0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

◆ RGS[1:0] : Select IAP region.
[0,0] : EEP0 (0x1C0 ~ 0x1FF)
[0,1] : EEP1 (0x3C0 ~ 0x3FF)
[1,0] : INFO (0x0 ~ 0x7)
[1,1] : Reserved

◆ OPS[1:0] : Select IAP function.
[0,0] : N0 operation
[0,1] : Byte read
[1,0] : Byte erase
[1,1] : Byte write

■ **GDL** (0Ah) : The Low Nibble of General Purpose Data Register

GDL.3	GDL.2	GDL.1	GDL.0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

■ **GDH** (0Bh) : The High Nibble of General Purpose Data Register

GDH.3	GDH.2	GDH.1	GDH.0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

■ **P3** (0Ch) : Port 3 Output Register

P3.3	P3.2	P3.1	P3.0
R/W(1)	R/W(1)	R/W(1)	R/W(1)

■ **CKCFG** (0Dh) : The Clock Configuration Register

XT/RG	DIV2	DIV1	DIV0
R/W(0)	R/W(0)	R/W(0)	R/W(0)

◆ XT/RG : System clock source selection.
0 : Internal Ring oscillator is selected as system clock.
External clock oscillator is disabled.
1 : External clock oscillator is selected as system clock.
Internal Ring oscillator is disabled.
Do not set this bit for 8-pin devices.

◆ DIV[2:0] : System clock divider selection.
[0,0,0] : F_{OSC}
[0.0,1] : $F_{OSC}/2$
[0.1,0] : $F_{OSC}/4$
[0.1,1] : $F_{OSC}/8$
[1,0,0] : $F_{OSC}/16$
[1.0,1] : $F_{OSC}/32$
[1.1,0] : $F_{OSC}/64$
[1.1,1] : -

■ **IOCFG** (0Eh) : I/O Port Configuration Register

IOMAP1	IOMAP0	P2OEN	-
R/W(0)	R/W(0)	R/W(0)	R/W(0)

- P2OEN : Configure P2 as push-pull output port.
- IOMAP [1:0] : Configure I/O ports mapping.
  - [0,0] : Default.
  - [0,1] : Optional 20-pin I/O port mapping
  - [1,0] : Optional 24-pin I/O port mapping
  - [1,1] : Reserved

Appendix C : Update History

Preliminary

- V1.0
  - ✓ First release
- V1.1
  - ✓ Change Operating temperature