

# ATA

# MC68HC11F1 MC68HC11FC0

## Technical Summary 8-Bit Microcontroller

### 1 Introduction

The MC68HC11F1 is a high-performance member of the M68HC11 family of microcontroller units (MCUs). High-speed expanded systems required the development of this chip with its extra input/output (I/O) ports, an increase in static RAM (one Kbyte), internal chip-select functions, and a non-multiplexed bus which reduces the need for external interface logic. The timer, serial I/O, and analog-to-digital (A/D) converter enable functions similar to those found in the MC68HC11E9.

The MC68HC11FC0 is a low cost, high-speed derivative of the MC68HC11F1. It does not have EEPROM or an analog-to-digital converter. The MC68HC11FC0 can operate at bus speeds as high as six MHz.

This document provides a brief overview of the structure, features, control registers, packaging information and availability of the MC68HC11F1 and MC68HC11FC0. For detailed information on M68HC11 subsystems, programming and the instruction set, refer to the *M68HC11 Reference Manual* (M68HC11RM/AD).

#### 1.1 Features

- MC68HC11 CPU
- 512 Bytes of On-Chip Electrically Erasable Programmable ROM (EEPROM) with Block Protect (MC68HC11F1 only)
- 1024 Bytes of On-Chip RAM (All Saved During Standby)
- Enhanced 16-Bit Timer System
  - 3 Input Capture (IC) Functions
  - 4 Output Compare (OC) Functions
  - 4th IC or 5th OC (Software Selectable)
- On-Board Chip-Selects with Clock Stretching
- Real-Time Interrupt Circuit
- 8-Bit Pulse Accumulator
- Synchronous Serial Peripheral Interface (SPI)
- Asynchronous Nonreturn to Zero (NRZ) Serial Communication Interface (SCI)
- Power saving STOP and WAIT Modes
- Eight-Channel 8-Bit A/D Converter (MC68HC11F1 only)
- Computer Operating Properly (COP) Watchdog System and Clock Monitor
- Bus Speeds of up to 6 MHz for the MC68HC11FC0 and up to 5 MHz for the MC68HC11F1
- 68-Pin PLCC (MC68HC11F1 only), 64-Pin QFP (MC68HC11FC0 only), and 80-pin TQFP package options

This document contains information on a new product. Specifications and information herein are subject to change without notice.



## 1.2 Ordering Information

The following devices all have 1024 bytes of RAM. In addition, the MC68HC11F1 devices have 512 bytes of EEPROM. None of the devices contain on-chip ROM.

**Table 1 MC68HC11F1 Standard Device Ordering Information**

| Package                                                               | Temperature       | Frequency        | MC Order Number |                |
|-----------------------------------------------------------------------|-------------------|------------------|-----------------|----------------|
| 80-Pin Thin Quad Flat Pack (TQFP)<br>(14 mm X 14 mm,<br>1.4 mm thick) | 0° to +70°        | 5 MHz            | MC68HC11F1PU5   |                |
|                                                                       | -40° to +85°C     | 2 MHz            | MC68HC11F1CPU2  |                |
|                                                                       |                   | 3 MHz            | MC68HC11F1CPU3  |                |
|                                                                       |                   | 4 MHz            | MC68HC11F1CPU4  |                |
|                                                                       |                   | 5 MHz            | MC68HC11F1CPU5  |                |
|                                                                       | - 40° to + 105° C | 2 MHz            | MC68HC11F1VPU2  |                |
|                                                                       |                   | 3 MHz            | MC68HC11F1VPU3  |                |
|                                                                       |                   | 4 MHz            | MC68HC11F1VPU4  |                |
|                                                                       | - 40° to + 125° C | 2 MHz            | MC68HC11F1MPU2  |                |
|                                                                       |                   | 3 MHz            | MC68HC11F1MPU3  |                |
|                                                                       |                   | 4 MHz            | MC68HC11F1MPU4  |                |
|                                                                       | 68-Pin PLCC       | 0° to +70°       | 5 MHz           | MC68HC11F1FN5  |
|                                                                       |                   | - 40° to + 85° C | 2 MHz           | MC68HC11F1CFN2 |
| 3 MHz                                                                 |                   |                  | MC68HC11F1CFN3  |                |
| 4 MHz                                                                 |                   |                  | MC68HC11F1CFN4  |                |
| 5 MHz                                                                 |                   |                  | MC68HC11F1CFN5  |                |
| - 40° to + 105° C                                                     |                   | 2 MHz            | MC68HC11F1VFN2  |                |
|                                                                       |                   | 3 MHz            | MC68HC11F1VFN3  |                |
|                                                                       |                   | 4 MHz            | MC68HC11F1VFN4  |                |
| - 40° to + 125° C                                                     |                   | 2 MHz            | MC68HC11F1MFN2  |                |
|                                                                       |                   | 3 MHz            | MC68HC11F1MFN3  |                |
|                                                                       |                   | 4 MHz            | MC68HC11F1MFN4  |                |

**Table 2 MC68HC11F1 Extended Voltage (3.0 to 5.5 V) Device Ordering Information**

| Package                                   | Temperature   | Frequency | MC Order Number |
|-------------------------------------------|---------------|-----------|-----------------|
| 68-Pin Plastic Leaded Chip Carrier (PLCC) | 0° to +70°C   | 3 MHz     | MC68L11F1FN3    |
|                                           | -40° to +85°C | 3 MHz     | MC68L11F1CFN3   |
| 80-Pin Thin Quad Flat Pack (TQFP)         | 0° to +70°C   | 3 MHz     | MC68L11F1PU3    |
|                                           | -40° to +85°C | 3 MHz     | MC68L11F1CPU3   |

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**Table 3 MC68HC11FC0 Standard Device Ordering Information**

| Package                           | Temperature   | Frequency | MC Order Number |
|-----------------------------------|---------------|-----------|-----------------|
| 64-Pin Quad Flat Pack (QFP)       | -40° to +85°C | 4 MHz     | MC68HC11FC0CFU4 |
|                                   |               | 5 MHz     | MC68HC11FC0CFU5 |
|                                   | 0° to 70° C   | 6 MHz     | MC68HC11FC0FU6  |
| 80-Pin Thin Quad Flat Pack (TQFP) | -40° to +85°C | 4 MHz     | MC68HC11FC0CPU4 |
|                                   |               | 5 MHz     | MC68HC11FC0CPU5 |
|                                   | 0° to 70° C   | 6 MHz     | MC68HC11FC0PU6  |

**Table 4 MC68HC11FC0 Extended Voltage (3.0 to 5.5 V) Device Ordering Information**

| Package                           | Temperature  | Frequency | MC Order Number |
|-----------------------------------|--------------|-----------|-----------------|
| 64-Pin Quad Flat Pack (QFP)       | -0° to +70°C | 3 MHz     | MC68L11FC0FU3   |
|                                   |              | 4 MHz     | MC68L11FC0FU4   |
| 80-Pin Thin Quad Flat Pack (TQFP) |              | 3 MHz     | MC68L11FC0PU3   |
|                                   |              | 4 MHz     | MC68L11FC0PU4   |

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## REGISTER INDEX

| Register  |                                              | Address        | Page       |
|-----------|----------------------------------------------|----------------|------------|
| ADCTL     | A/D Control/Status                           | \$1030         | 55         |
| BAUD      | Baud Rate                                    | \$102B         | 44         |
| BPROT     | Block Protect                                | \$1035         | 29         |
| CFORC     | Timer Force Compare                          | \$100B         | 59         |
| CONFIG    | EEPROM Mapping, COP, EEPROM Enables          | \$103F         | 24, 28, 30 |
| COPRST    | Arm/Reset COP Timer Circuitry                | \$103A         | 27         |
| CSCTL     | Chip-Select Control                          | \$105D         | 39         |
| CSGADR    | General-Purpose Chip-Select Address Register | \$105E         | 40         |
| CSGSIZ    | General-Purpose Chip-Select Size Register    | \$105F         | 40         |
| CSSTRH    | Clock Stretching                             | \$105C         | 38         |
| DDRA      | Port A Data Register                         | \$1001         | 34         |
| DDRC      | Data Direction Register for Port C           | \$1007         | 35         |
| DDRD      | Data Direction Register for Port D           | \$1009         | 36         |
| DDRG      | Data Direction Register for Port G           | \$1003         | 35         |
| HPRIO     | Highest Priority Interrupt and Miscellaneous | \$103C         | 20, 27     |
| INIT      | RAM and I/O Mapping                          | \$103D         | 21, 22     |
| OC1D      | Output Compare 1 Data                        | \$100D         | 59         |
| OC1M      | Output Compare 1 Mask                        | \$100C         | 59         |
| OPT2      | System Configuration Option Register 2       | \$1038         | 22, 36, 52 |
| OPTION    | System Configuration Options                 | \$1039         | 23, 26, 56 |
| PACNT     | Pulse Accumulator Count                      | \$1027         | 66         |
| PACTL     | Pulse Accumulator Control                    | \$1026         | 63, 65     |
| PORTA     | Port A Data                                  | \$1000         | 34         |
| PORTB     | Port B Data                                  | \$1004         | 35         |
| PORTC     | Port C Data                                  | \$1006         | 35         |
| PORTD     | Port D Data                                  | \$1008         | 36         |
| PORTE     | Port E Data                                  | \$100A         | 36         |
| PORTF     | Port F Data                                  | \$1005         | 35         |
| PORTG     | Port G Data                                  | \$1002         | 34         |
| PPROG     | EEPROM Programming Control                   | \$103B         | 30         |
| SCCR1     | SCI Control 1                                | \$102C         | 46         |
| SCCR2     | SCI Control 2                                | \$102D         | 46         |
| SCDR      | Serial Communications Data Register          | \$102F         | 48         |
| SCSR      | SCI Status                                   | \$102E         | 47         |
| SPCR      | Serial Peripheral Control                    | \$1028         | 50         |
| SPDR      | SPI Data                                     | \$102A         | 51         |
| SPSR      | Serial Peripheral Status                     | \$1029         | 51         |
| TCNT      | Timer Count                                  | \$100E, \$100F | 59         |
| TCTL1     | Timer Control 1                              | \$1020         | 60         |
| TCTL2     | Timer Control 2                              | \$1021         | 61         |
| TEST1     | Factory Test                                 | \$103E         | 24         |
| TFLG1     | Timer Interrupt Flag 1                       | \$1023         | 61         |
| TFLG2     | Timer Interrupt Flag 2                       | \$1025         | 62, 65     |
| TI4O5     | Timer Input Capture 4/Output Compare 5       | \$101E, \$101F | 60         |
| TIC1–TIC3 | Timer Input Capture                          | \$1010–\$1015  | 60         |
| TMSK1     | Timer Interrupt Mask 1                       | \$1022         | 61         |
| TMSK2     | Timer Interrupt Mask 2                       | \$1024         | 62, 64     |
| TOC1–TOC4 | Timer Output Compare                         | \$1016–\$101D  | 60         |

## 1.3 Block Diagrams

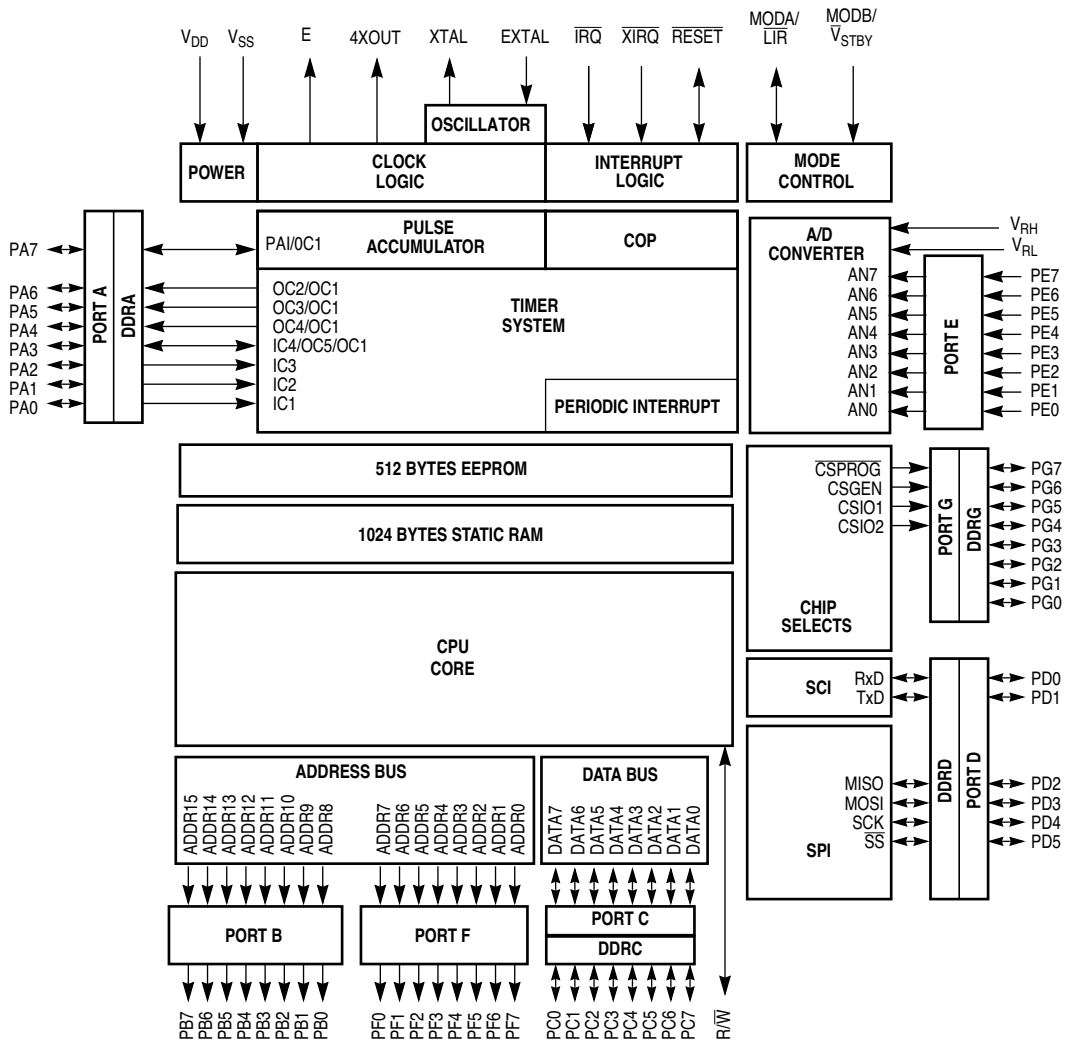


Figure 1 MC68HC11F1 Block Diagram

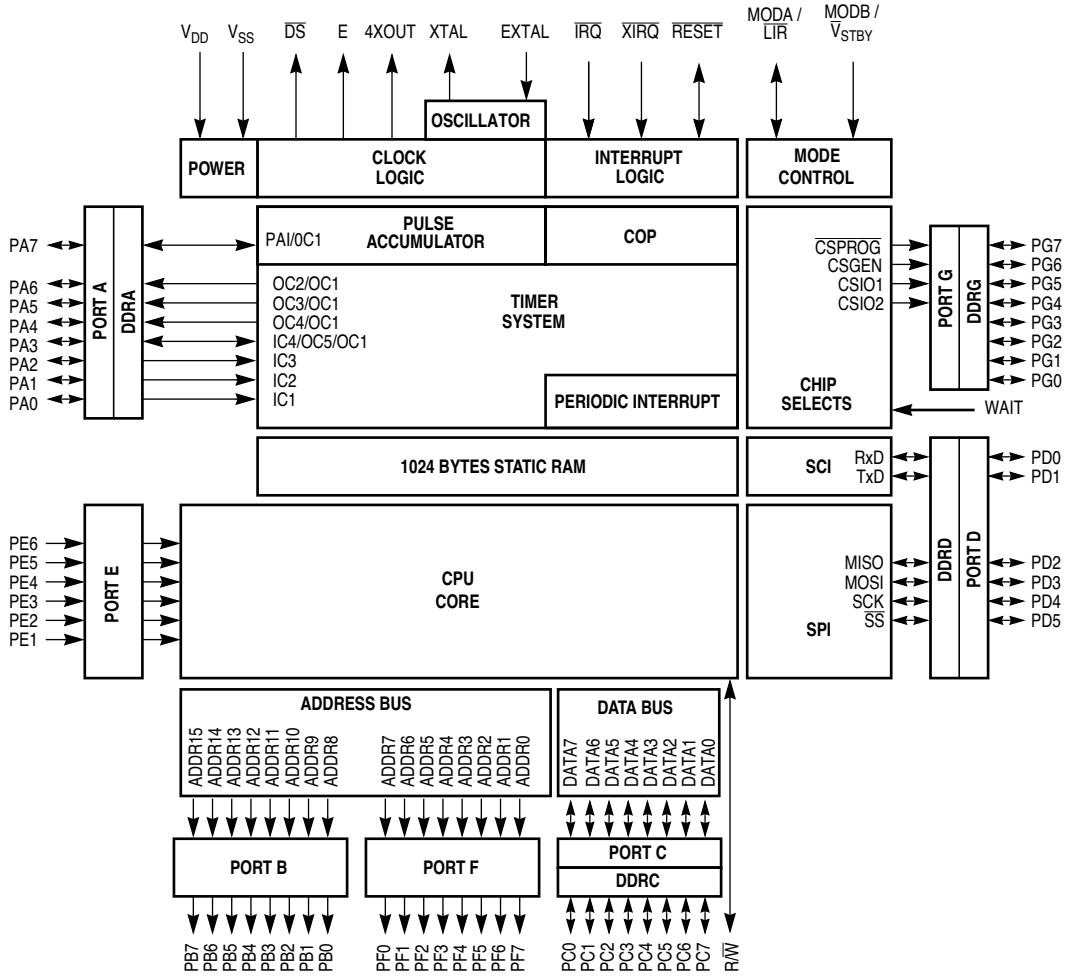


Figure 2 MC68HC11FC0 Block Diagram

2 Pin Assignments and Signal Descriptions

2.1 MC68HC11F1 Pin Assignments

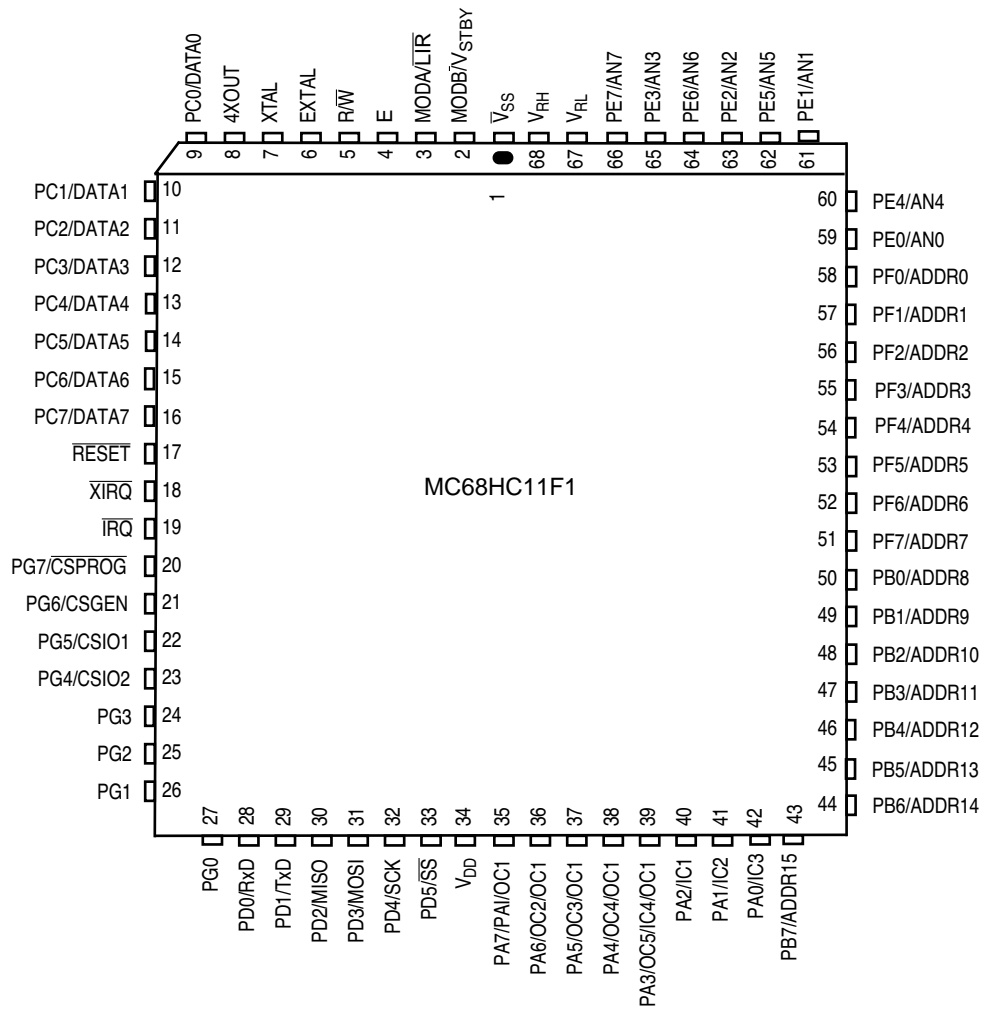


Figure 3 MC68HC11F1 68-Pin PLCC Pin Assignments



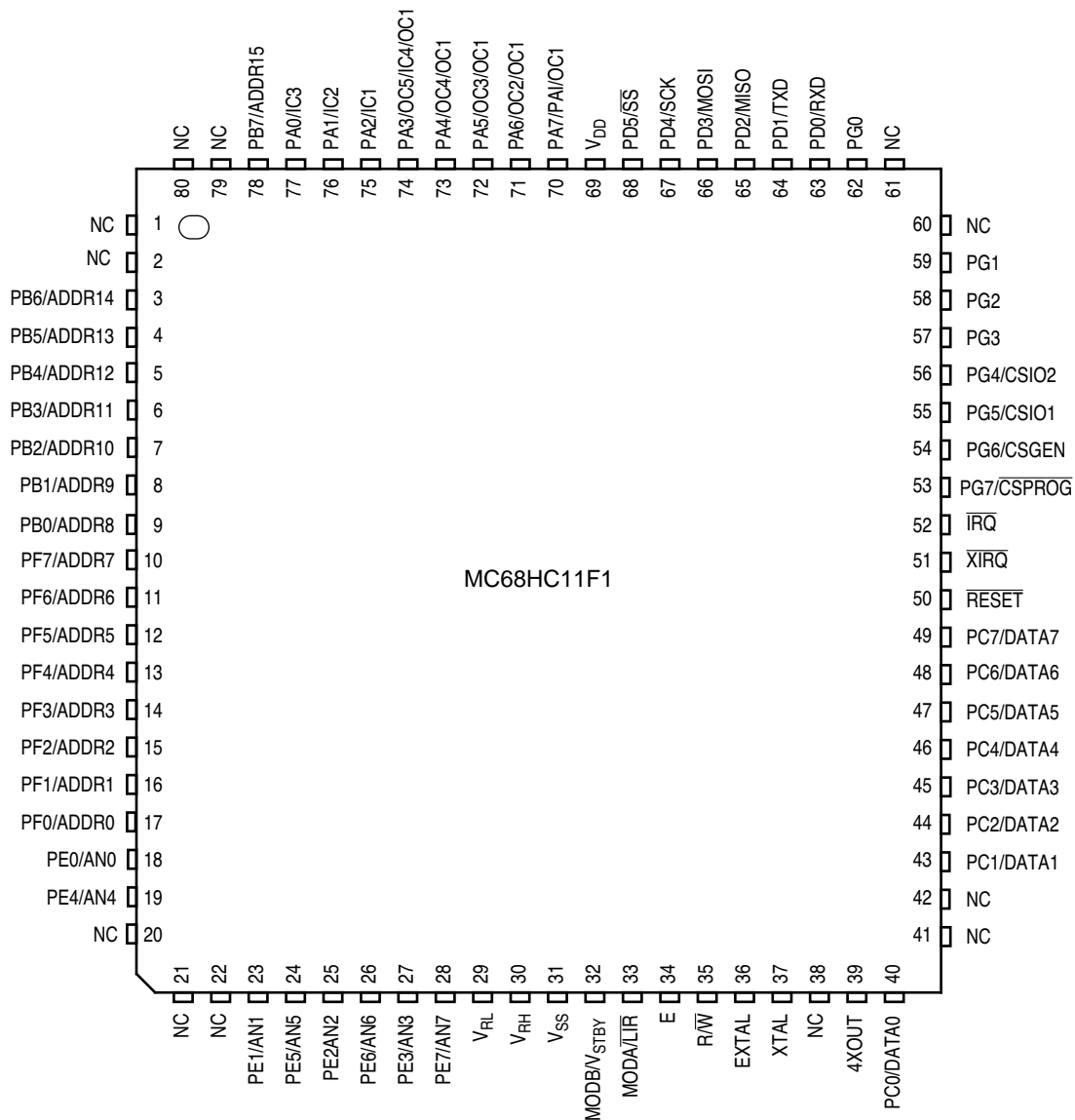


Figure 4 Pin Assignments for the MC68HC11F1 80-Pin QFP

2.2 MC68HC11FC0 Pin Assignments

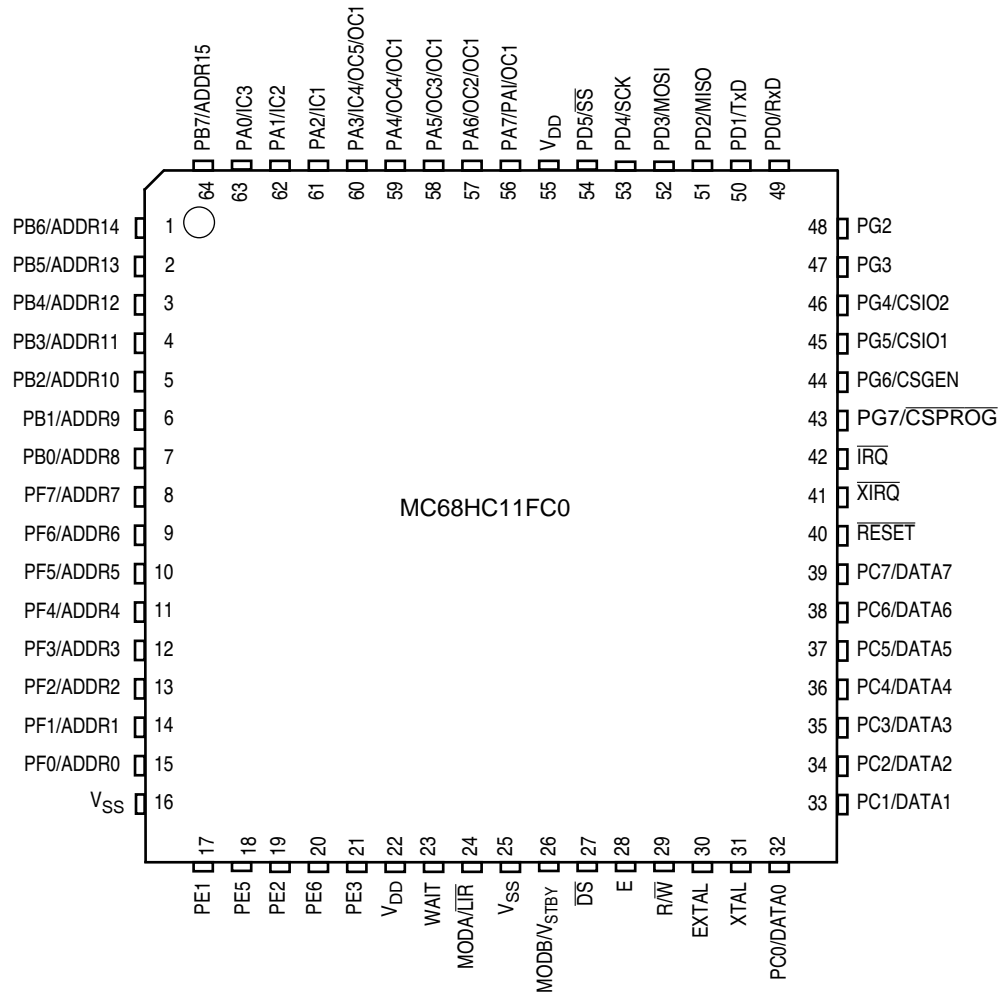


Figure 5 MC68HC11FC0 64-Pin QFP Pin Assignments

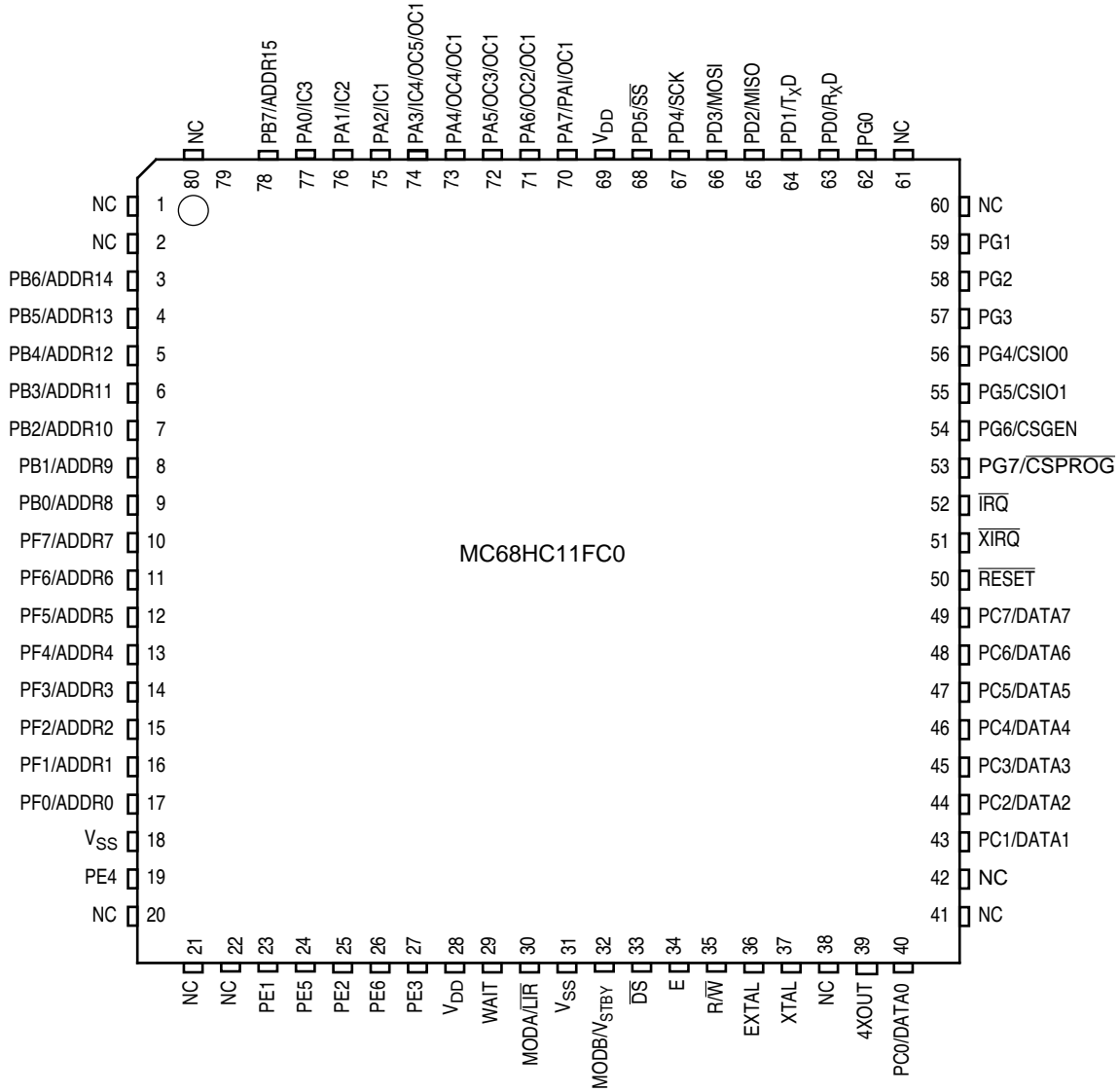


Figure 6 MC68HC11FC0 80-Pin TQFP Pin Assignments

## 2.3 Pin Descriptions

### $V_{DD}$ and $V_{SS}$

$V_{DD}$  is the positive power input to the MCU, and  $V_{SS}$  is ground.

### $\overline{RESET}$

This active-low input initializes the MCU to a known startup state. It also acts as an open-drain output to indicate that an internal failure has been detected in either the clock monitor or the COP watchdog circuits.

### XTAL and EXTAL

These two pins provide the interface for either a crystal or a CMOS-compatible clock to drive the internal clock circuitry. The frequency applied to these pins is four times the desired bus frequency (E clock).

### E

This pin provides an output for the E clock, the basic timing reference signal for the bus circuitry. The address bus is active when E is low, and the data bus is active when E is high.

### $\overline{DS}$

The data strobe output is the inverted E clock.  **$\overline{DS}$  is present on the MC68HC11FC0 only.**

### WAIT

This input is used to stretch the bus cycle to accommodate slower devices. The MCU samples the logic level at this pin on the rising edge of E clock. If it is high, the MCU holds the E clock high for the next four EXTAL clock cycles. If it is low, the E clock responds normally, going low two EXTAL cycles later. **The WAIT pin is present on the MC68HC11FC0 only.**

### 4XOUT

This pin provides a buffered oscillator signal to drive another M68HC11 MCU. **The 4XOUT pin is not present on the 64-pin QFP MC68HC11FC0 package.**

### $\overline{IRQ}$

This active-low input provides a means of generating asynchronous, maskable interrupt requests for the CPU.

### XIRQ

This interrupt request input can be made non-maskable by clearing the X bit in the MCU's condition code register.

### MODA/ $\overline{LIR}$ and MODB/VSTBY

The logic level applied to the MODA and MODB pins at reset determines the MCU's operating mode (see **Table 7 in 4 Operating Modes and System Initialization**). After reset, MODA functions as  $\overline{LIR}$ , an open-drain output that indicates the start of an instruction cycle. MODB functions as  $V_{STBY}$ , providing a backup battery to maintain the contents of RAM when  $V_{DD}$  falls.

### R/ $\overline{W}$

In expanded and test modes, R/ $\overline{W}$  indicates the direction of transfers on the external data bus.

### $V_{RH}$ and $V_{RL}$

These pins provide the reference voltage for the analog-to-digital converter. Use bypass capacitors to minimize noise on these signals. Any noise on  $V_{RH}$  and  $V_{RL}$  will directly affect A/D accuracy. These pins are not present on the MC68HC11FC0.

## Port Signals

On the MC68HC11F1, 54 pins are arranged into six 8-bit ports (ports A, B, C, E, F, and G) and one 6-bit port (port D). On the MC68HC11FC0, either 52 or 49 pins are available, depending on the package. General-purpose I/O port signals are discussed briefly in the following paragraphs. For additional information, refer to **7 Parallel Input/Output**.

## Port A Pins

Port A is an 8-bit general-purpose I/O port (PA[7:0]) with a data register (PORTA) and a data direction register (DDRA). Port A pins share functions with the 16-bit timer system. Out of reset, PA[7:0] are general-purpose high-impedance inputs.

## Port B Pins

Port B is an 8-bit output-only port. In single-chip modes, port B pins are general-purpose output pins (PB[7:0]). In expanded modes, port B pins act as the high-order address lines ADDR[15:8].

## Port C Pins

Port C is an 8-bit general-purpose I/O port with a data register (PORTC) and a data direction register (DDRC). In single-chip modes, port C pins are general-purpose I/O pins PC[7:0]. In expanded modes, port C pins are configured as data bus pins DATA[7:0].

## Port D Pins

Port D is a 6-bit general-purpose I/O port with a data register (PORTD) and a data direction register (DDRD). The six port D lines PD[5:0] can be used for general-purpose I/O or for the serial communications interface (SCI) or serial peripheral interface (SPI) subsystems.

## Port E Pins

Port E is an 8-bit input-only port that is also used as the analog input port for the analog-to-digital converter. Port E pins that are not used for the A/D system can be used as general-purpose inputs. However, PORTE should not be read during the sample portion of an A/D conversion sequence.

### NOTE

The A/D system is not available on the MC68HC11FC0. PE7 and PE0 are not available on the 80-pin MC68HC11FC0. PE7, PE4, and PE0 are not available on the 64-pin MC68HC11FC0.

## Port F Pins

Port F is an 8-bit output-only port. In single-chip mode, port F pins are general-purpose output pins PF[7:0]. In expanded mode, port F pins act as the low-order address outputs ADDR[7:0].

## Port G Pins

Port G is an 8-bit general-purpose I/O port. When enabled, four chip select signals are alternate functions of PG[7:4].

### NOTE

PG[1:0] are not available on the 64-pin MC68HC11FC0.

## 3 Control Registers

The MC68HC11F1 and MC68HC11FC0 control registers determine most of the system's operating characteristics. They occupy a 96-byte relocatable memory block. Their names and bit mnemonics are summarized in the following table. Addresses shown are the default locations out of reset.

### 3.1 MC68HC11F1 Control Registers

**Table 5 MC68HC11F1 Register and Control Bit Assignments**

|        | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 |               |
|--------|--------|-------|-------|-------|-------|-------|-------|-------|---------------|
| \$1000 | PA7    | PA6   | PA5   | PA4   | PA3   | PA2   | PA1   | PA0   | PORTA         |
| \$1001 | DDA7   | DDA6  | DDA5  | DDA4  | DDA3  | DDA2  | DDA1  | DDA0  | DDRA          |
| \$1002 | PG7    | PG6   | PG5   | PG4   | PG3   | PG2   | PG1   | PG0   | PORTG         |
| \$1003 | DDG7   | DDG6  | DDG5  | DDG4  | DDG3  | DDG2  | DDG1  | DDG0  | DDRG          |
| \$1004 | PB7    | PB6   | PB5   | PB4   | PB3   | PB2   | PB1   | PB0   | PORTB         |
| \$1005 | PF7    | PF6   | PF5   | PF4   | PF3   | PF2   | PF1   | PF0   | PORTF         |
| \$1006 | PC7    | PC6   | PC5   | PC4   | PC3   | PC2   | PC1   | PC0   | PORTC         |
| \$1007 | DDC7   | DDC6  | DDC5  | DDC4  | DDC3  | DDC2  | DDC1  | DDC0  | DDRC          |
| \$1008 | 0      | 0     | PD5   | PD4   | PD3   | PD2   | PD1   | PD0   | PORTD         |
| \$1009 | 0      | 0     | DDD5  | DDD4  | DDD3  | DDD2  | DDD1  | DDD0  | DDRD          |
| \$100A | PE7    | PE6   | PE5   | PE4   | PE3   | PE2   | PE1   | PE0   | PORTE         |
| \$100B | FOC1   | FOC2  | FOC3  | FOC4  | FOC5  | 0     | 0     | 0     | CFORC         |
| \$100C | OC1M7  | OC1M6 | OC1M5 | OC1M4 | OC1M3 | 0     | 0     | 0     | OC1M          |
| \$100D | OC1D7  | OC1D6 | OC1D5 | OC1D4 | OC1D3 | 0     | 0     | 0     | OC1D          |
| \$100E | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TCNT (High)   |
| \$100F | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TCNT (Low)    |
| \$1010 | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TIC1 (High)   |
| \$1011 | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TIC1 (Low)    |
| \$1012 | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TIC2 (High)   |
| \$1013 | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TIC2 (Low)    |
| \$1014 | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TIC3 (High)   |
| \$1015 | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TIC3 (Low)    |
| \$1016 | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TOC1 (High)   |
| \$1017 | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TOC1 (Low)    |
| \$1018 | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TOC2 (High)   |
| \$1019 | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TOC2 (Low)    |
| \$101A | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TOC3 (High)   |
| \$101B | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TOC3 (Low)    |
| \$101C | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TOC4 (High)   |
| \$101D | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TOC4 (Low)    |
| \$101E | Bit 15 | 14    | 13    | 12    | 11    | 10    | 9     | Bit 8 | TI4/O5 (High) |
| \$101F | Bit 7  | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 | TI4/O5 (Low)  |
| \$1020 | OM2    | OL2   | OM3   | OL3   | OM4   | OL4   | OM5   | OL5   | TCTL1         |
| \$1021 | EDG4B  | EDG4A | EDG1B | EDG1A | EDG2B | EDG2A | EDG3B | EDG3A | TCTL2         |

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**Table 5 MC68HC11F1 Register and Control Bit Assignments (Continued)**

|        | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 |          |
|--------|-------|-------|-------|-------|--------|--------|-------|-------|----------|
| \$1022 | OC1I  | OC2I  | OC3I  | OC4I  | I4/O5I | IC1I   | IC2I  | IC3I  | TMSK1    |
| \$1023 | OC1F  | OC2F  | OC3F  | OC4F  | I4/O5F | IC1F   | IC2F  | IC3F  | TFLG1    |
| \$1024 | TOI   | RTII  | PAOVI | PAII  | 0      | 0      | PR1   | PR0   | TMSK2    |
| \$1025 | TOF   | RTIF  | PAOVF | PAIF  | 0      | 0      | 0     | 0     | TFLG2    |
| \$1026 | 0     | PAEN  | PAMOD | PEDGE | 0      | I4/O5  | RTR1  | RTR0  | PACTL    |
| \$1027 | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | PACNT    |
| \$1028 | SPIE  | SPE   | DWOM  | MSTR  | CPOL   | CPHA   | SPR1  | SPR0  | SPCR     |
| \$1029 | SPIF  | WCOL  | 0     | MODF  | 0      | 0      | 0     | 0     | SPSR     |
| \$102A | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | SPDR     |
| \$102B | TCLR  | SCP2  | SCP1  | SCP0  | RCKB   | SCR2   | SCR1  | SCR0  | BAUD     |
| \$102C | R8    | T8    | 0     | M     | WAKE   | 0      | 0     | 0     | SCCR1    |
| \$102D | TIE   | TCIE  | RIE   | ILIE  | TE     | RE     | RWU   | SBK   | SCCR2    |
| \$102E | TDRE  | TC    | RDRF  | IDLE  | OR     | NF     | FE    | 0     | SCSR     |
| \$102F | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | SCDR     |
| \$1030 | CCF   | 0     | SCAN  | MULT  | CD     | CC     | CB    | CA    | ADCTL    |
| \$1031 | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | ADR1     |
| \$1032 | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | ADR2     |
| \$1033 | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | ADR3     |
| \$1034 | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | ADR4     |
| \$1035 | 0     | 0     | 0     | PTCON | BPRT3  | BPRT2  | BPRT1 | BPRT0 | BPROT    |
| \$1036 |       |       |       |       |        |        |       |       | Reserved |
| \$1037 |       |       |       |       |        |        |       |       | Reserved |
| \$1038 | GWOM  | CWOM  | CLK4X | LIRDV | 0      | SPRBYP | 0     | 0     | OPT2     |
| \$1039 | 0     | 0     | IRQE  | DLY   | CME    | FCME   | CR1   | CR0   | OPTION   |
| \$103A | Bit 7 | 6     | 5     | 4     | 3      | 2      | 1     | Bit 0 | COPRST   |
| \$103B | ODD   | EVEN  | 0     | BYTE  | ROW    | ERASE  | EELAT | EEPGM | PPROG    |
| \$103C | RBOOT | SMOD  | MDA   | IRV   | PSEL3  | PSEL2  | PSEL1 | PSEL0 | HPRIO    |
| \$103D | RAM3  | RAM2  | RAM1  | RAM0  | REG3   | REG2   | REG1  | REG0  | INIT     |
| \$103E | TILOP | 0     | OCCR  | CBYP  | DISR   | FCM    | FCOP  | 0     | TEST1    |
| \$103F | EE3   | EE2   | EE1   | EE0   | 1      | NOCOP  | 1     | EEON  | CONFIG   |
| \$1040 |       |       |       |       |        |        |       |       | Reserved |
| to     |       |       |       |       |        |        |       |       |          |
| \$105B |       |       |       |       |        |        |       |       | Reserved |
| \$105C | I01SA | I01SB | I02SA | I02SB | GSTHA  | GSTGB  | PSTHA | PSTHB | CSSTRH   |
| \$105D | I01EN | I01PL | I02EN | I02PL | GCSPR  | PCSEN  | PSIZA | PSIZB | CSTL     |
| \$105E | GA15  | GA14  | GA13  | GA12  | GA11   | GA10   | 0     | 0     | CSGADR   |
| \$105F | I01AV | I02AV | 0     | GNPOL | GAVLD  | GSIZA  | GSIZB | GSIZC | CSGSIZ   |

## 3.2 MC68HC11FC0 Control Registers

**Table 6 MC68HC11FC0 Register and Control Bit Assignments**

|        | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 |               |
|--------|--------|-------|-------|-------|--------|-------|-------|-------|---------------|
| \$1000 | PA7    | PA6   | PA5   | PA4   | PA3    | PA2   | PA1   | PA0   | PORTA         |
| \$1001 | DDA7   | DDA6  | DDA5  | DDA4  | DDA3   | DDA2  | DDA1  | DDA0  | DDRA          |
| \$1002 | PG7    | PG6   | PG5   | PG4   | PG3    | PG2   | PG1   | PG0   | PORTG         |
| \$1003 | DDG7   | DDG6  | DDG5  | DDG4  | DDG3   | DDG2  | DDG1  | DDG0  | DDRG          |
| \$1004 | PB7    | PB6   | PB5   | PB4   | PB3    | PB2   | PB1   | PB0   | PORTB         |
| \$1005 | PF7    | PF6   | PF5   | PF4   | PF3    | PF2   | PF1   | PF0   | PORTF         |
| \$1006 | PC7    | PC6   | PC5   | PC4   | PC3    | PC2   | PC1   | PC0   | PORTC         |
| \$1007 | DDC7   | DDC6  | DDC5  | DDC4  | DDC3   | DDC2  | DDC1  | DDC0  | DDRC          |
| \$1008 | 0      | 0     | PD5   | PD4   | PD3    | PD2   | PD1   | PD0   | PORTD         |
| \$1009 | 0      | 0     | DDD5  | DDD4  | DDD3   | DDD2  | DDD1  | DDD0  | DDRD          |
| \$100A | PE7    | PE6   | PE5   | PE4   | PE3    | PE2   | PE1   | PE0   | PORTE         |
| \$100B | FOC1   | FOC2  | FOC3  | FOC4  | FOC5   | 0     | 0     | 0     | CFORC         |
| \$100C | OC1M7  | OC1M6 | OC1M5 | OC1M4 | OC1M3  | 0     | 0     | 0     | OC1M          |
| \$100D | OC1D7  | OC1D6 | OC1D5 | OC1D4 | OC1D3  | 0     | 0     | 0     | OC1D          |
| \$100E | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TCNT (High)   |
| \$100F | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TCNT (Low)    |
| \$1010 | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TIC1 (High)   |
| \$1011 | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TIC1 (Low)    |
| \$1012 | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TIC2 (High)   |
| \$1013 | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TIC2 (Low)    |
| \$1014 | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TIC3 (High)   |
| \$1015 | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TIC3 (Low)    |
| \$1016 | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TOC1 (High)   |
| \$1017 | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TOC1 (Low)    |
| \$1018 | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TOC2 (High)   |
| \$1019 | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TOC2 (Low)    |
| \$101A | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TOC3 (High)   |
| \$101B | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TOC3 (Low)    |
| \$101C | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TOC4 (High)   |
| \$101D | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TOC4 (Low)    |
| \$101E | Bit 15 | 14    | 13    | 12    | 11     | 10    | 9     | Bit 8 | TI4/O5 (High) |
| \$101F | Bit 7  | 6     | 5     | 4     | 3      | 2     | 1     | Bit 0 | TI4/O5 (Low)  |
| \$1020 | OM2    | OL2   | OM3   | OL3   | OM4    | OL4   | OM5   | OL5   | TCTL1         |
| \$1021 | EDG4B  | EDG4A | EDG1B | EDG1A | EDG2B  | EDG2A | EDG3B | EDG3A | TCTL2         |
| \$1022 | OC1I   | OC2I  | OC3I  | OC4I  | I4/O5I | IC1I  | IC2I  | IC3I  | TMSK1         |
| \$1023 | OC1F   | OC2F  | OC3F  | OC4F  | I4/O5F | IC1F  | IC2F  | IC3F  | TFLG1         |
| \$1024 | TOI    | RTII  | PAOVI | PAII  | 0      | 0     | PR1   | PR0   | TMSK2         |
| \$1025 | TOF    | RTIF  | PAOVF | PAIF  | 0      | 0     | 0     | 0     | TFLG2         |



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**Table 6 MC68HC11FC0 Register and Control Bit Assignments (Continued)**

|        | Bit 7 | 6     | 5     | 4     | 3     | 2      | 1     | Bit 0 |          |
|--------|-------|-------|-------|-------|-------|--------|-------|-------|----------|
| \$1026 | 0     | PAEN  | PAMOD | PEDGE | 0     | I4/05  | RTR1  | RTR0  | PACTL    |
| \$1027 | Bit 7 | 6     | 5     | 4     | 3     | 2      | 1     | Bit 0 | PACNT    |
| \$1028 | SPIE  | SPE   | DWOM  | MSTR  | CPOL  | CPHA   | SPR1  | SPR0  | SPCR     |
| \$1029 | SPIF  | WCOL  | 0     | MODF  | 0     | 0      | 0     | 0     | SPSR     |
| \$102A | Bit 7 | 6     | 5     | 4     | 3     | 2      | 1     | Bit 0 | SPDR     |
| \$102B | TCLR  | SCP2  | SCP1  | SCP0  | RCKB  | SCR2   | SCR1  | SCR0  | BAUD     |
| \$102C | R8    | T8    | 0     | M     | WAKE  | 0      | 0     | 0     | SCCR1    |
| \$102D | TIE   | TCIE  | RIE   | ILIE  | TE    | RE     | RWU   | SBK   | SCCR2    |
| \$102E | TDRE  | TC    | RDRF  | IDLE  | OR    | NF     | FE    | 0     | SCSR     |
| \$102F | Bit 7 | 6     | 5     | 4     | 3     | 2      | 1     | Bit 0 | SCDR     |
| \$1030 |       |       |       |       |       |        |       |       | Reserved |
| to     |       |       |       |       |       |        |       |       |          |
| \$1037 |       |       |       |       |       |        |       |       | Reserved |
| \$1038 | GWOM  | CWOM  | CLK4X | LIRDV | 0     | SPRBYP | 0     | 0     | OPT2     |
| \$1039 | 0     | 0     | IRQE  | DLY   | CME   | FCME   | CR1   | CR0   | OPTION   |
| \$103A | Bit 7 | 6     | 5     | 4     | 3     | 2      | 1     | Bit 0 | COPRST   |
| \$103B |       |       |       |       |       |        |       |       | Reserved |
| \$103C | RBOOT | SMOD  | MDA   | IRV   | PSEL3 | PSEL2  | PSEL1 | PSEL0 | HPRIO    |
| \$103D | RAM5  | RAM4  | RAM3  | RAM2  | RAM1  | RAM0   | REG1  | REG0  | INIT     |
| \$103E | TILOP | 0     | OCCR  | CBYP  | DISR  | FCM    | FCOP  | 0     | TEST1    |
| \$103F | 0     | 0     | 0     | 0     | 0     | NOCOP  | 0     | 0     | CONFIG   |
| \$1040 |       |       |       |       |       |        |       |       | Reserved |
| to     |       |       |       |       |       |        |       |       |          |
| \$105B |       |       |       |       |       |        |       |       | Reserved |
| \$105C | I01SA | I01SB | I02SA | I02SB | GSTHA | GSTGB  | PSTHA | PSTHB | CSSTRH   |
| \$105D | I01EN | I01PL | I02EN | I02PL | GCSPR | PCSEN  | PSIZA | PSIZB | CSCTL    |
| \$105E | GA15  | GA14  | GA13  | GA12  | GA11  | GA10   | 0     | 0     | CSGADR   |
| \$105F | I01AV | I02AV | 0     | GNPOL | GAVLD | GSIZA  | GSIZB | GSIZC | CSGSIZ   |

## 4 Operating Modes and System Initialization

The 16-bit address bus can access 64 Kbytes of memory. Because the MC68HC11F1 and MC68HC11FC0 are intended to operate principally in expanded mode, there is no internal ROM and the address bus is non-multiplexed. Both devices include 1 Kbyte of static RAM, a 96-byte control register block, and 256 bytes of bootstrap ROM. The MC68HC11F1 also includes 512 bytes of EEPROM.

RAM and registers can be remapped on both the MC68HC11F1 and the MC68HC11FC0. On both the MC68HC11F1 and the MC68HC11FC0, out of reset RAM resides at \$0000 to \$03FF and registers reside at \$1000 to \$105F. On the MC68HC11F1, RAM and registers can both be remapped to any 4-Kbyte boundary. On the MC68HC11FC0, RAM can be remapped to any 1-Kbyte boundary, and registers can be remapped to any 4-Kbyte boundary in the first 16 Kbytes of address space.

RAM and control register locations are defined by the INIT register, which can be written only once within the first 64 E-clock cycles after a reset in normal modes. It becomes a read-only register thereafter. If RAM and the control register block are mapped to the same boundary, the register block has priority of the first 96 bytes.

In expanded and special test modes in the MC68HC11F1, EEPROM is located from \$xE00 to \$xFFF, where x represents the value of the four high-order bits of the CONFIG register. EEPROM is enabled by the EEON bit of the CONFIG register. In single-chip and bootstrap modes, the EEPROM is located from \$FE00 to \$FFFF.

### 4.1 Operating Modes

Bootstrap ROM resides at addresses \$BF00–\$BFFF, and is only available when the MCU operates in special bootstrap operating mode. Operating modes are determined by the logic levels applied to the MODB and MODA pins at reset.

In single-chip mode, the MCU functions as a self-contained microcontroller and has no external address or data bus. Ports B, C and F are available for general-purpose I/O (GPIO). Ports B and F are outputs only; each of the port C pins can be configured as input or output.

#### CAUTION

The MC68HC11FC0 must not be configured to boot in single-chip mode because it has no internal ROM or EEPROM. Operation of the device in single-chip mode will result in erratic behavior.

In expanded mode, the MCU can access external memory. Ports B and F provide the address bus, and port C is the data bus.

Special bootstrap mode is a variation of single chip mode that provides access to the internal bootstrap ROM. In this mode, the user can download a program into on-chip RAM through the serial communication interface (SCI).

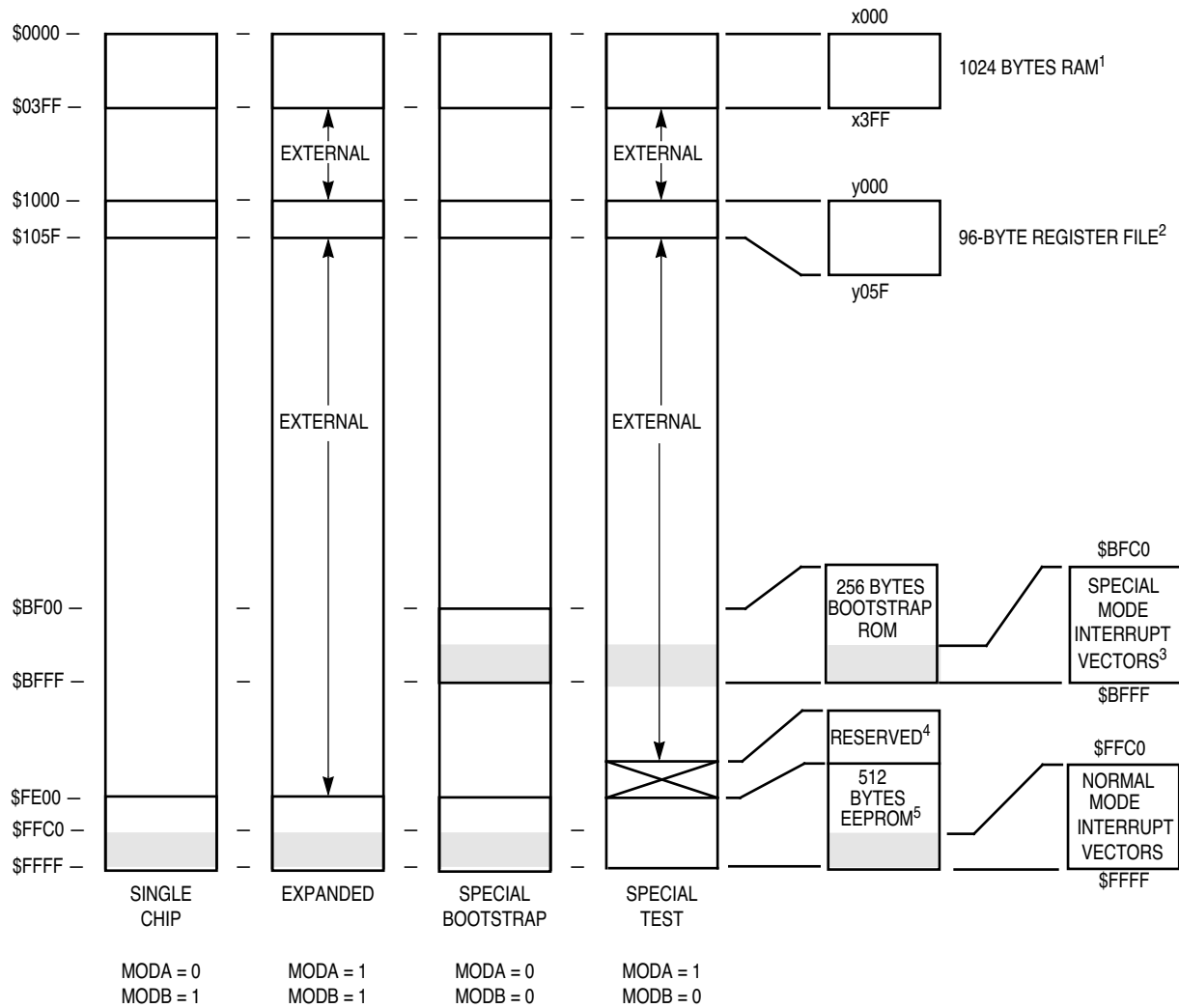
Special test mode, a variation of expanded mode, is primarily used during Motorola's internal production testing, but can support emulation and debugging during program development.

**Table 7** shows a summary of operating modes, mode select pins, and control bits in the HPRIO register.

**Table 7 Hardware Mode Select Summary**

| Input Pins |      | Mode Description  | Control Bits in HPRIO (Latched at Reset) |      |     |
|------------|------|-------------------|------------------------------------------|------|-----|
| MODB       | MODA |                   | RBOOT                                    | SMOD | MDA |
| 1          | 0    | Single Chip       | 0                                        | 0    | 0   |
| 1          | 1    | Expanded          | 0                                        | 0    | 1   |
| 0          | 0    | Special Bootstrap | 1                                        | 1    | 0   |
| 0          | 1    | Special Test      | 0                                        | 1    | 1   |

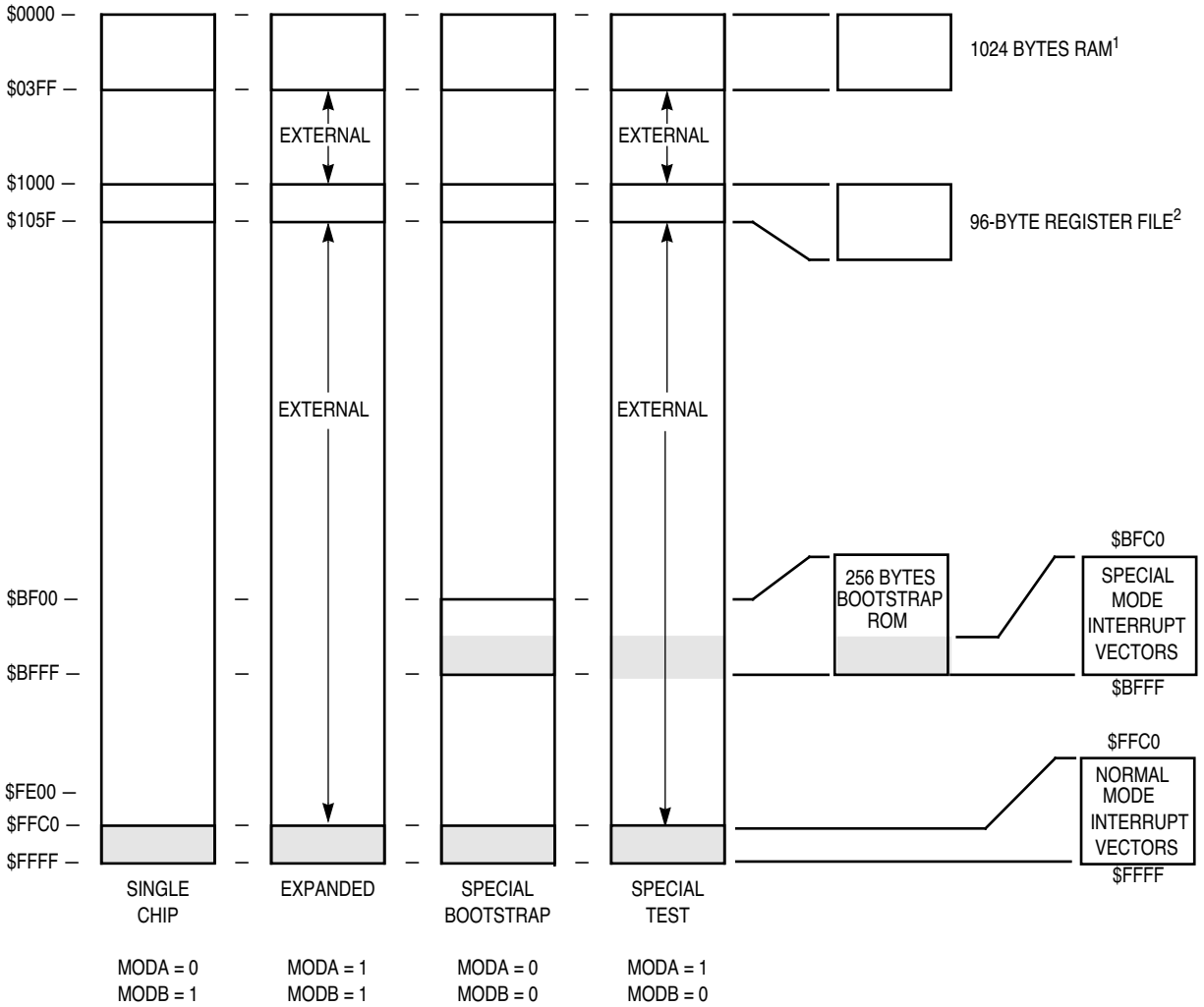
## 4.2 Memory Maps



### NOTES:

- RAM can be remapped to any 4-Kbyte boundary (\$x000). "x" represents the value contained in RAM[3:0] in the INIT register.
- The register block can be remapped to any 4-Kbyte boundary (\$y000). "y" represents the value contained in REG[3:0] in the INIT register.
- Special test mode vectors are externally addressed.
- In special test mode the address locations \$zD00—\$zDFF are not externally addressable. "z" represents the value of bits EE[3:0] in the CONFIG register.
- EEPROM can be remapped to any 4-Kbyte boundary (\$z000). "z" represents the value contained in EE[3:0] in the CONFIG register.

Figure 7 MC68HC11F1 Memory Map



NOTES:

1. RAM can be remapped to any 1-Kbyte boundary, depending on the value contained in the RAM field in the INIT register.
2. The register block can be remapped to \$0000, \$2000, or \$3000, depending on the value contained in REG[1:0] in the INIT register.

Figure 8 MC68HC11FC0 Memory Map

4.3 System Initialization Registers

HPRIO — Highest Priority Interrupt and Miscellaneous

\$x03C

|        | Bit 7 | 6    | 5   | 4   | 3     | 2     | 1     | Bit 0 |              |
|--------|-------|------|-----|-----|-------|-------|-------|-------|--------------|
|        | RBOOT | SMOD | MDA | IRV | PSEL3 | PSEL2 | PSEL1 | PSEL0 |              |
| RESET: | 0     | 0    | 0   | 0   | 0     | 1     | 0     | 1     | Single-Chip  |
|        | 0     | 0    | 1   | 0   | 0     | 1     | 0     | 1     | Expanded     |
|        | 1     | 1    | 0   | 1   | 0     | 1     | 0     | 1     | Bootstrap    |
|        | 0     | 1    | 1   | 1   | 0     | 1     | 0     | 1     | Special Test |

## RBOOT — Read Bootstrap ROM

RBOOT is valid only when SMOD is set to one (special bootstrap or special test mode). RBOOT can only be written in special modes but can be read anytime.

0 = Boot loader ROM disabled and not in memory map

1 = Boot loader ROM enabled and in memory map at \$BF00–\$BFFF

## SMOD and MDA — Special Mode Select and Mode Select A

The initial value of SMOD is the *inverse* of the logic level present on the MODB pin at the rising edge of reset. The initial value of MDA *equals* the logic level present on the MODA pin at the rising edge of reset. These two bits can be read at any time. They can be written at any time in special modes. Neither bit can be written in normal modes. SMOD cannot be set once it has been cleared. Refer to **Table 8**.

**Table 8 Hardware Mode Select Summary**

| Input Pins |      | Mode Description  | Control Bits in HPRIO (Latched at Reset) |      |     |
|------------|------|-------------------|------------------------------------------|------|-----|
| MODB       | MODA |                   | RBOOT                                    | SMOD | MDA |
| 1          | 0    | Single Chip       | 0                                        | 0    | 0   |
| 1          | 1    | Expanded          | 0                                        | 0    | 1   |
| 0          | 0    | Special Bootstrap | 1                                        | 1    | 0   |
| 0          | 1    | Special Test      | 0                                        | 1    | 1   |

## IRV — Internal Read Visibility

This bit can be read at any time. It can be written at any time in special modes, but only once in normal modes. In single-chip and bootstrap modes, IRV has no meaning or effect.

0 = Internal reads not visible

1 = Data from internal reads is driven on the external data bus

PSEL[3:0] — See **5.2 Reset and Interrupt Registers**, page 27.

## INIT — RAM and I/O Mapping (MC68HC11FC0 only)

**\$x03D**

|          |      |      |      |      |      |      |       |
|----------|------|------|------|------|------|------|-------|
| Bit 7    | 6    | 5    | 4    | 3    | 2    | 1    | Bit 0 |
| RAM5     | RAM4 | RAM3 | RAM2 | RAM1 | RAM0 | REG1 | REG0  |
| RESET: 0 | 0    | 0    | 0    | 0    | 0    | 0    | 1     |

The INIT register can be written only once in first 64 cycles out of reset in normal modes, or at any time in special modes.

### NOTE

The register diagram above applies to the MC68HC11FC0 only. A diagram and bit descriptions of the INIT register in the MC68HC11F1 are provided elsewhere in this section.

## RAM[5:0] — Internal RAM Map Position

These bits determine the upper six bits of the RAM address and allow mapping of the RAM to any one-Kbyte boundary.

## REG[1:0] — Register Block Map Position

These bits determine the location of the register block, as shown in **Table 9**.

**Table 9 Register Block Location**

| REG[1:0] | Register Block Address |
|----------|------------------------|
| 0 0      | \$0000 – \$005F        |
| 0 1      | \$1000 – \$105F        |
| 1 0      | \$2000 – \$205F        |
| 1 1      | \$3000 – \$305F        |

## INIT — RAM and I/O Mapping (MC68HC11F1 only)

**\$x03D**

|        |       |      |      |      |      |      |      |       |
|--------|-------|------|------|------|------|------|------|-------|
|        | Bit 7 | 6    | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|        | RAM3  | RAM2 | RAM1 | RAM0 | REG3 | REG4 | REG1 | REG0  |
| RESET: | 0     | 0    | 0    | 0    | 0    | 0    | 0    | 1     |

The INIT register can be written only once in first 64 cycles out of reset in normal modes, or at any time in special modes.

### NOTE

The register diagram above applies to the MC68HC11F1 only. A diagram and bit descriptions of the INIT register in the MC68HC11FC0 are provided elsewhere in this section.

### RAM[3:0] — Internal RAM Map Position

These bits determine the upper four bits of the RAM address and allow mapping of the RAM to any four-Kbyte boundary. Refer to **Table 10**.

### REG[3:0] — 96-Byte Register Block Map Position

These bits determine bits the upper 4 bits of the register block and allow mapping of the register block to any four-Kbyte boundary. Refer to **Table 10**.

**Table 10 RAM and Register Mapping**

| RAM[3:0] | Location      | REG[3:0] | Location      |
|----------|---------------|----------|---------------|
| 0000     | \$0000-\$03FF | 0000     | \$0000-\$005F |
| 0001     | \$1000-\$13FF | 0001     | \$1000-\$105F |
| 0010     | \$2000-\$23FF | 0010     | \$2000-\$205F |
| 0011     | \$3000-\$33FF | 0011     | \$3000-\$305F |
| 0100     | \$4000-\$43FF | 0100     | \$4000-\$405F |
| 0101     | \$5000-\$53FF | 0101     | \$5000-\$505F |
| 0110     | \$6000-\$63FF | 0110     | \$6000-\$605F |
| 0111     | \$7000-\$73FF | 0111     | \$7000-\$705F |
| 1000     | \$8000-\$83FF | 1000     | \$8000-\$805F |
| 1001     | \$9000-\$93FF | 1001     | \$9000-\$905F |
| 1010     | \$A000-\$A3FF | 1010     | \$A000-\$A05F |
| 1011     | \$B000-\$B3FF | 1011     | \$B000-\$B05F |
| 1100     | \$C000-\$C3FF | 1100     | \$C000-\$C05F |
| 1101     | \$D000-\$D3FF | 1101     | \$D000-\$D05F |
| 1110     | \$E000-\$E3FF | 1110     | \$E000-\$E05F |
| 1111     | \$F000-\$F3FF | 1111     | \$F000-\$F05F |

## OPT2 — System Configuration Option Register 2

**\$x038**

|       |       |      |       |       |   |        |   |       |
|-------|-------|------|-------|-------|---|--------|---|-------|
|       | Bit 7 | 6    | 5     | 4     | 3 | 2      | 1 | Bit 0 |
|       | GWOM  | CWOM | CLK4X | LIRDV | — | SPRBYP | — | —     |
| RESET | 0     | 0    | 1     | 0     | 0 | 0      | 0 | 0     |

### GWOM — Port G Wired-OR Mode Option

Refer to **7.8 Parallel I/O Registers**, page 36.

CWOM — Port C Wired-OR Mode Option  
Refer to **7.8 Parallel I/O Registers**, page 37.

CLK4X — 4XCLK Output Enable  
This bit can only be written once after reset in all modes.  
0 = 4XOUT clock output is disabled  
1 = Buffered oscillator is driven on the 4XOUT clock output

LIRDV — Load Instruction Register Driven  
In order to detect consecutive instructions in a high-speed application,  $\overline{\text{LIR}}$  can be driven high for one quarter of an E-clock cycle during each instruction fetch.  
0 =  $\overline{\text{LIR}}$  signal is not driven high.  
1 =  $\overline{\text{LIR}}$  signal is driven high.

Bits 3, 1, 0 — Not implemented. Reads always return zero and writes have no effect.

SPRBYP — See **10.2 SPI Registers**, page 52.

**OPTION** — System Configuration Options **\$x039**

|        | Bit 7 | 6    | 5     | 4    | 3   | 2     | 1    | Bit 0 |
|--------|-------|------|-------|------|-----|-------|------|-------|
|        | ADPU  | CSEL | IRQE* | DLY* | CME | FCME* | CR1* | CR0*  |
| RESET: | 0     | 0    | 0     | 1    | 0   | 0     | 0    | 0     |

\*Can be written only once in first 64 cycles out of reset in normal modes, or at any time in special modes.

ADPU — A/D Power-Up  
**This bit is implemented on the MC68HC11F1 only.** On the MC68HC11FC0, reads always return zero and writes have no effect.  
0 = A/D system disabled  
1 = A/D system enabled

CSEL — Clock Select  
**This bit is implemented on the MC68HC11F1 only.** On the MC68HC11FC0, reads always return zero and writes have no effect.  
0 = A/D and EEPROM use system E clock  
1 = A/D and EEPROM use internal RC clock

IRQE —  $\overline{\text{IRQ}}$  Select Edge Sensitive Only  
0 = Low level recognition  
1 = Falling edge recognition

DLY — Enable Oscillator Start-Up Delay on Exit from STOP  
0 = No stabilization delay on exit from STOP  
1 = Stabilization delay of 4064 E-clock cycles is enabled on exit from STOP

CME — Clock Monitor Enable  
0 = Clock monitor disabled; slow clocks can be used  
1 = Slow or stopped clocks cause clock failure reset

FCME — Force Clock Monitor Enable  
0 = Clock monitor circuit follows the state of the CME bit  
1 = Clock monitor circuit is enabled until the next reset

In order to use both STOP and the clock monitor, the CME bit should be written to zero prior to executing a STOP instruction and rewritten to one after recovery from STOP. FCME should be kept cleared if the user intends to use the STOP instruction.

CR[1:0] — COP Timer Rate Select  
Refer to **5.2 Reset and Interrupt Registers**, page 27.

## CONFIG — EEPROM Mapping, COP, EEPROM Enables

**\$x03F**

|       | Bit 7 | 6   | 5   | 4   | 3 | 2     | 1 | Bit 0 |
|-------|-------|-----|-----|-----|---|-------|---|-------|
|       | EE3   | EE2 | EE1 | EE0 | 1 | NOCOP | 1 | EEON  |
| RESET | U     | U   | U   | U   | 1 | U     | 1 | U     |

U = Unaffected by reset

Bits 7:3 — See **6.2 EEPROM Registers**, page 30. (These bits are implemented on the MC68HC11F1 only.)

### NOCOP — COP System Disable

- 0 = COP enabled (forces reset on time-out)
- 1 = COP disabled (does not force reset on time-out)

## TEST1 — Factory Test

**\$x03E**

|        | Bit 7 | 6 | 5    | 4    | 3    | 2   | 1    | Bit 0 |
|--------|-------|---|------|------|------|-----|------|-------|
|        | TILOP | 0 | OCCR | CBYP | DISR | FCM | FCOP | 0     |
| RESET: | 0     | 0 | 0    | 0    | —    | 0   | 0    | 0     |

These bits can only be written in test and bootstrap modes.

### TILOP — Test Illegal Opcode

This test mode allows serial testing of all illegal opcodes without servicing an interrupt after each illegal opcode is fetched.

- 0 = Normal operation (trap on illegal opcodes)
- 1 = Inhibit LIR when an illegal opcode is found

Bit 6 — Not implemented. Reads always return zero and writes have no effect.

### OCCR — Output Condition Code Register to Timer Port

- 0 = Normal operation
- 1 = Condition code bits H, N, Z, V and C are driven on PA[7:3] to allow a test system to monitor CPU operation

### CBYP — Timer Divider Chain Bypass

- 0 = Normal operation
- 1 = The 16-bit free-running timer is divided into two 8-bit halves and the prescaler is bypassed. The system E clock drives both halves directly.

### DISR — Disable Resets from COP and Clock Monitor

In test and bootstrap modes, this bit is reset to one to inhibit clock monitor and COP resets. In normal modes, DISR is reset to zero.

- 0 = Normal operation
- 1 = COP and Clock Monitor failure do not generate a system reset

### FCM — Force Clock Monitor Failure

- 0 = Normal operation
- 1 = Generate an immediate clock monitor failure reset. Note that the CME bit in the OPTION register must also be set in order to force the reset.

### FCOP — Force COP Watchdog Failure

- 0 = Normal operation
- 1 = Generate an immediate COP failure reset. Note that the NOCOP bit in the CONFIG register must be cleared (COP enabled) in order to force the reset.

Bit 0 — Not implemented. Reads always return zero and writes have no effect.



## 5 Resets and Interrupts

There are three sources of reset on the MC68HC11F1 and MC68HC11FC0, each having its own reset vector:

- $\overline{\text{RESET}}$  pin
- Clock monitor failure
- Computer operating properly (COP) failure

There are 22 interrupt sources serviced by 18 interrupt vectors. (The SCI interrupt vector services five SCI interrupt sources.) Three of the interrupt vectors are non-maskable:

- Illegal opcode trap
- Software interrupt
- $\overline{\text{XIRQ}}$  pin (pseudo non-maskable interrupt)

The other 19 interrupts, generated mostly by on-chip peripheral systems, are maskable. Maskable interrupts are recognized only if the global interrupt mask bit (I) in the condition code register (CCR) is clear. Maskable interrupts have a default priority arrangement out of reset. However, any one interrupt source can be elevated to the highest maskable priority position by writing to the HPRIO register. This register can be written at any time, provided the I bit in the CCR is set.

In addition to the global I bit, all maskable interrupt sources except the external interrupt ( $\overline{\text{IRQ}}$  pin) are subject to local enable bits in control registers. Each of these interrupt sources also sets a corresponding flag bit in a control register that can be polled by software.

Several of these flags are automatically cleared during the normal course of responding to the interrupt requests. For example, the RDRF flag is set when a byte has been received in the SCI. The normal response to an RDRF interrupt request is to read the SCI status register to check for receive errors, then to read the received data from the SCI data register. It is precisely these two steps that are required to clear the RDRF flag, so no further instructions are necessary.

### 5.1 Interrupt Sources

The following table summarizes the interrupt sources, vector addresses, masks, and flag bits.

**Table 11 Interrupt and Reset Vector Assignments**

| Vector Address             | Interrupt Source                       | CCR Mask | Local Mask | Flag Bit |
|----------------------------|----------------------------------------|----------|------------|----------|
| FFC0, C1<br>to<br>FFD4, D5 | Reserved                               | —        | —          | —        |
| FFD6, D7                   | SCI Serial System                      | I Bit    |            |          |
|                            | SCI Transmit Complete                  |          | TCIE       | TC       |
|                            | SCI Transmit Data Register Empty       |          | TIE        | TDRE     |
|                            | SCI Idle Line Detect                   |          | ILIE       | IDLE     |
|                            | SCI Receiver Overrun                   |          | RIE        | OR       |
|                            | SCI Receive Data Register Full         |          | RIE        | RDRF     |
| FFD8, D9                   | SPI Serial Transfer Complete           | I Bit    | SPIE       | SPIF     |
| FFDA, DB                   | Pulse Accumulator Input Edge           | I Bit    | PAII       | PAIF     |
| FFDC, DD                   | Pulse Accumulator Overflow             | I Bit    | PAOVI      | PAOVF    |
| FFDE, DF                   | Timer Overflow                         | I Bit    | TOI        | TOF      |
| FFE0, E1                   | Timer Input Capture 4/Output Compare 5 | I Bit    | I4/O5I     | I4/O5F   |
| FFE2, E3                   | Timer Output Compare 4                 | I Bit    | OC4I       | OC4F     |
| FFE4, E5                   | Timer Output Compare 3                 | I Bit    | OC3I       | OC3F     |
| FFE6, E7                   | Timer Output Compare 2                 | I Bit    | OC2I       | OC2F     |
| FFE8, E9                   | Timer Output Compare 1                 | I Bit    | OC1I       | OC1F     |
| FFEA, EB                   | Timer Input Capture 3                  | I Bit    | IC3I       | IC3F     |
| FFEC, ED                   | Timer Input Capture 2                  | I Bit    | IC2I       | IC2F     |
| FFEE, EF                   | Timer Input Capture 1                  | I Bit    | IC1I       | IC1F     |
| FFF0, F1                   | Real-Time Interrupt                    | I Bit    | RTII       | RTIF     |
| FFF2, F3                   | $\overline{IRQ}$                       | I Bit    | None       | None     |
| FFF4, F5                   | $\overline{XIRQ}$ Pin                  | X Bit    | None       | None     |
| FFF6, F7                   | Software Interrupt                     | None     | None       | None     |
| FFF8, F9                   | Illegal Opcode Trap                    | None     | None       | None     |
| FFFA, FB                   | COP Failure                            | None     | NOCOP      | None     |
| FFFC, FD                   | Clock Monitor Fail                     | None     | CME        | None     |
| FFFE, FF                   | RESET                                  | None     | None       | None     |

## 5.2 Reset and Interrupt Registers

**OPTION** — System Configuration Options

**\$x039**

|        | Bit 7 | 6    | 5     | 4    | 3   | 2     | 1    | Bit 0 |
|--------|-------|------|-------|------|-----|-------|------|-------|
|        | ADPU  | CSEL | IRQE* | DLY* | CME | FCME* | CR1* | CR0*  |
| RESET: | 0     | 0    | 0     | 1    | 0   | 0     | 0    | 0     |

\*Can be written only once in first 64 cycles out of reset in normal modes, or at any time in special modes.

Bits [7:6], [4:2]

Refer to **4.3 System Initialization Registers**, page 23, and **11.3 A/D Registers**, page 56.

IRQE —  $\overline{IRQ}$  Select Edge Sensitive Only

0 = Low level recognition

1 = Falling edge recognition

## CR[1:0] — COP Timer Rate Select

The COP system is driven by a constant frequency of  $E/2^{15}$ . CR[1:0] specify an additional divide-by factor to arrive at the COP time-out rate.

**Table 12 COP Watchdog Time-Out Periods**

| Frequency | Tolerance              | CR[1:0] = 00       | CR[1:0] = 01       | CR[1:0] = 10       | CR[1:0] = 11       |
|-----------|------------------------|--------------------|--------------------|--------------------|--------------------|
| 1 MHz     | -0/+32.768 ms          | 32.768 ms          | 131.072 ms         | 524.288 ms         | 2.097 s            |
| 2 MHz     | -0/+16.384 ms          | 16.384 ms          | 65.536 ms          | 262.144 ms         | 1.049 s            |
| 3 MHz     | -0/+10.923 ms          | 10.923 ms          | 43.691 ms          | 174.763 ms         | 699.051 ms         |
| 4 MHz     | -0/+8.192 ms           | 8.192 ms           | 32.768 ms          | 131.072 ms         | 524.288 ms         |
| 5 MHz     | -0/+6.554 ms           | 6.554 ms           | 26.214 ms          | 104.858 ms         | 419.430 ms         |
| 6 MHz     | -0/+5.461 ms           | 5.461 ms           | 21.845 ms          | 87.381 ms          | 349.525 ms         |
| Any E     | -0/+2 <sup>15</sup> /E | 2 <sup>15</sup> /E | 2 <sup>17</sup> /E | 2 <sup>19</sup> /E | 2 <sup>21</sup> /E |

## COPRST — Arm/Reset COP Timer Circuitry

**\$x03A**

|        | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 |
|--------|-------|---|---|---|---|---|---|-------|
|        | 7     | 6 | 5 | 4 | 3 | 2 | 1 | 0     |
| RESET: | 0     | 0 | 0 | 0 | 0 | 0 | 0 | 0     |

Write \$55 to COPRST to arm the COP watchdog clearing mechanism. Then write \$AA to COPRST to reset the COP timer. Performing instructions between these two steps is possible provided both steps are completed in the correct sequence before the timer times out.

## HPRIO — Highest Priority I-Bit Interrupt and Miscellaneous

**\$x03C**

|        | Bit 7 | 6    | 5   | 4   | 3     | 2     | 1     | Bit 0 |
|--------|-------|------|-----|-----|-------|-------|-------|-------|
|        | RBOOT | SMOD | MDA | IRV | PSEL3 | PSEL2 | PSEL1 | PSEL0 |
| RESET: |       |      |     |     | 0     | 1     | 0     | 1     |

Bits [7:4] — See 4.3 System Initialization Registers, page 20.

## PSEL[3:0] — Interrupt Priority Select Bits

Can be written only while the I bit in the CCR is set (interrupts disabled). These bits select one interrupt source to have priority over other I-bit related sources.

**Table 13 Highest Priority Interrupt Selection**

| PSEL[3:0] | Interrupt Source Promoted               |
|-----------|-----------------------------------------|
| 0000      | Timer Overflow                          |
| 0001      | Pulse Accumulator Overflow              |
| 0010      | Pulse Accumulator Input Edge            |
| 0011      | SPI Serial Transfer Complete            |
| 0100      | SCI Serial System                       |
| 0101      | Reserved (Default to $\overline{IRQ}$ ) |
| 0110      | $\overline{IRQ}$ (External Pin)         |
| 0111      | Real-Time Interrupt                     |
| 1000      | Timer Input Capture 1                   |
| 1001      | Timer Input Capture 2                   |
| 1010      | Timer Input Capture 3                   |

**Table 13 Highest Priority Interrupt Selection (Continued)**

| PSEL[3:0] | Interrupt Source Promoted              |
|-----------|----------------------------------------|
| 1011      | Timer Output Compare 1                 |
| 1100      | Timer Output Compare 2                 |
| 1101      | Timer Output Compare 3                 |
| 1110      | Timer Output Compare 4                 |
| 1111      | Timer Output Compare 5/Input Capture 4 |

**CONFIG** — EEPROM Mapping, COP, EEPROM Enables

**\$x03F**

|       | Bit 7 | 6   | 5   | 4   | 3 | 2     | 1 | Bit 0 |
|-------|-------|-----|-----|-----|---|-------|---|-------|
|       | EE3   | EE2 | EE1 | EE0 | 1 | NOCOP | 1 | EEON  |
| RESET | U     | U   | U   | U   | 1 | U     | 1 | U     |

Bits 7:3, 1:0 — See **6.2 EEPROM Registers**, page 30.

**NOCOP** — COP System Disable

0 = COP enabled (forces reset on time-out)

1 = COP disabled (does not force reset on time-out)

## 6 Electrically Erasable Programmable ROM

The MC68HC11F1 has 512 bytes of electrically erasable programmable ROM (EEPROM). A nonvolatile, EEPROM-based configuration register (CONFIG) controls whether the EEPROM is present or absent and determines its position in the memory map. In single-chip and bootstrap modes the EEPROM is positioned at \$FE00–\$FFFF. In expanded and special test modes, the EEPROM can be repositioned to any 4-Kbyte boundary (\$xE00–\$xFFF).

### NOTE

EEPROM is available on the MC68HC11F1 only.

### 6.1 EEPROM Operation

The EEON bit in CONFIG controls whether the EEPROM is present in the memory map. When EEON = 1, the EEPROM is enabled. When EEON = 0, the EEPROM is disabled and removed from the memory map. EEON is forced to one out of reset in single-chip and special bootstrap modes to enable EEPROM. EEON is forced to zero out of reset in special test mode to remove EEPROM from the memory map, although test software can turn it back on. In normal expanded mode, EEON is reset to the value last programmed into CONFIG.

An on-chip charge pump develops the high voltage required for programming and erasing. When the E-clock frequency is 1 MHz or above, the charge pump is driven by the E-clock. When the E-clock frequency is less than 1 MHz, select the internal RC oscillator to drive the EEPROM charge pump by writing one to the CSEL bit in the OPTION register. Refer to the discussion of the OPTION register in **4.3 System Initialization Registers**, page 23.

### 6.2 EEPROM Registers

**BPROT** — Block Protect

**\$x035**

|       | Bit 7 | 6 | 5 | 4     | 3     | 2     | 1     | Bit 0 |
|-------|-------|---|---|-------|-------|-------|-------|-------|
|       | 0     | 0 | 0 | PTCON | BPRT3 | BPRT2 | BPRT1 | BPRT0 |
| RESET | 0     | 0 | 0 | 1     | 1     | 1     | 1     | 1     |

Bits [7:5] — Not implemented. Reads always return zero and writes have no effect.

**PTCON** — Protect for CONFIG

- 0 = CONFIG register can be programmed or erased normally
- 1 = CONFIG register cannot be programmed or erased

**BPRT[3:0]** — Block Protect Bits for EEPROM

- 0 = Protection disabled
- 1 = Protection enabled

**Table 14 Block Protect Bits for EEPROM**

| Bit Name | Block Protected | Block Size |
|----------|-----------------|------------|
| BPRT3    | \$xEE0–xFFF     | 288 Bytes  |
| BPRT2    | \$xE60–xEDF     | 128 Bytes  |
| BPRT1    | \$xE20–xE5F     | 64 Bytes   |
| BPRT0    | \$xE00–xE1F     | 32 Bytes   |

### NOTE

Block protect register bits can be written to zero (protection disabled) only once within 64 cycles of a reset in normal modes, or at any time in special modes. Block protect register bits can be written to one (protection enabled) at any time.

## PPROG — EEPROM Programming Control

\$x03B

|       |       |      |   |      |     |       |       |       |
|-------|-------|------|---|------|-----|-------|-------|-------|
|       | Bit 7 | 6    | 5 | 4    | 3   | 2     | 1     | Bit 0 |
|       | ODD   | EVEN | 0 | BYTE | ROW | ERASE | EELAT | EEPGM |
| RESET | 0     | 0    | 0 | 0    | 0   | 0     | 0     | 0     |

ODD — Program Odd Rows (TEST)

EVEN — Program Even Rows (TEST)

ROW and BYTE — Row Erase Select Bit and Byte Erase Select

The value of these bits determines the manner in which EEPROM is erased. Bit encodings are shown in **6.2 EEPROM Registers**, page 30.

**Table 15 ROW and BYTE Encodings**

| BYTE | ROW | Action                     |
|------|-----|----------------------------|
| 0    | 0   | Bulk Erase (All 512 Bytes) |
| 0    | 1   | Row Erase (16 Bytes)       |
| 1    | 0   | Byte Erase                 |
| 1    | 1   | Byte Erase                 |

ERASE — Erase/Normal Control for EEPROM

- 0 = Normal read or program mode
- 1 = Erase mode

EELAT — EEPROM Latch Control

- 0 = EEPROM address and data bus configured for normal reads
- 1 = EEPROM address and data bus configured for programming or erasing

EEPGM — EEPROM Program Command

- 0 = Program or erase voltage to EEPROM array switched off
- 1 = Program or erase voltage to EEPROM array switched on

## CONFIG — EEPROM Mapping, COP, EEPROM Enables

\$x03F

|       |       |     |     |     |   |       |   |       |
|-------|-------|-----|-----|-----|---|-------|---|-------|
|       | Bit 7 | 6   | 5   | 4   | 3 | 2     | 1 | Bit 0 |
|       | EE3   | EE2 | EE1 | EE0 | 1 | NOCOP | 1 | EEON  |
| RESET | U     | U   | U   | U   | 1 | U     | 1 | U     |

U = Unaffected by reset.

The CONFIG register is used to assign EEPROM a location in the memory map and to enable or disable EEPROM operation. Bits in this register are user-programmed except when forced to certain values, as noted in the following bit descriptions.

EE[3:0] — EEPROM Map Position

EEPROM is located at \$xE00 – \$xFFF, where x is the value represented by these four bits. In single-chip and bootstrap modes, EEPROM is forced to \$FE00 – \$FFFF, regardless of the state of these bits. On factory-fresh devices, EE[3:0] = \$0.

Bit 3 — Not implemented. Reads always return one and writes have no effect.

NOCOP — COP System Disable

- 0 = COP enabled (forces reset on time-out)
- 1 = COP disabled (does not force reset on time-out)

Bit 1 — Not implemented. Reads always return one and writes have no effect.

## EEON — EEPROM Enable

This bit is forced to one in single-chip and bootstrap modes. In test mode, EEON is forced to zero out of reset. In expanded mode, the EEPROM obeys the state of this bit.

0 = EEPROM is removed from the memory map.

1 = EEPROM is present in the memory map.

Refer to **6.4 CONFIG Register Programming** for instructions on programming this register.

## 6.3 EEPROM Programming and Erasure

Programming and erasing the EEPROM is controlled by the PPROG register, subject to the block protect (BPROT) register value. To erase the EEPROM, ensure that the proper bits of the BPROT register are cleared, and then complete the following steps:

1. Write to PPROG with the ERASE and EELAT bits set and the BYTE and ROW bits set or cleared as appropriate.
2. Write to the appropriate EEPROM address with any data. Row erase (\$xE00–\$xE0F, \$xE10–\$xE1F,... \$xFF0–\$xFFFF) requires a single write to any location in the row. Perform bulk erase by writing to any location in the array.
3. Write to PPROG with the ERASE, EELAT, and EEPGM bits set and the BYTE and ROW bits set or cleared as appropriate.
4. Delay for 10 ms (20 ms for low-voltage operation).
5. Clear the EEPGM bit in PPROG to turn off the high voltage.
6. Clear the PPROG register to reconfigure EEPROM address and data buses for normal operations.

To program the EEPROM, ensure that the proper bits of the BPROT register are cleared, and then complete the following steps:

1. Write to PPROG with the EELAT bit set.
2. Write data to the desired address.
3. Write to PPROG with the EELAT and EEPGM bits set.
4. Delay for 10 ms (20 ms for low-voltage operation).
5. Clear the EEPGM bit in PPROG to turn off the high voltage.
6. Clear the PPROG register to reconfigure EEPROM address and data buses for normal operations.

### 6.3.1 Programming a Byte

The following example shows how to program an EEPROM byte. This example assumes that the appropriate bits in BPROT are cleared and that the data to be programmed is present in accumulator A.

|      |      |        |                                            |
|------|------|--------|--------------------------------------------|
| PROG | LDAB | #\$02  | EELAT=1, EEPGM=0                           |
|      | STAB | \$103B | Set EELAT bit                              |
|      | STAA | \$FE00 | Store data to EEPROM address               |
|      | LDAB | #\$03  | EELAT=1, EEPGM=1                           |
|      | STAB | \$103B | Turn on programming voltage                |
|      | JSR  | DLY10  | Delay 10 ms                                |
|      | CLR  | \$103B | Turn off high voltage and set to READ mode |

### 6.3.2 Bulk Erase

The following example shows how to bulk erase the 512-byte EEPROM. The CONFIG register is not affected in this example. Note that when the CONFIG register is bulk erased, CONFIG and the 512-byte array are all erased.

|       |      |        |                           |
|-------|------|--------|---------------------------|
| BULKE | LDAB | #\$06  | ERASE=1, EELAT=1, EEPGM=0 |
|       | STAB | \$103B | Set EELAT bit             |

|      |        |                                            |
|------|--------|--------------------------------------------|
| STAB | \$FE00 | Store any data to any EEPROM address       |
| LDAB | #\$07  | EELAT=1, EEPGM=1                           |
| STAB | \$103B | Turn on programming voltage                |
| JSR  | DLY10  | Delay 10 ms                                |
| CLR  | \$103B | Turn off high voltage and set to READ mode |

### 6.3.3 Row Erase

The following example shows how to perform a fast erase of large sections of EEPROM. This example assumes that index register X contains the address of a location in the desired row.

|      |      |        |                                            |
|------|------|--------|--------------------------------------------|
| ROWE | LDAB | #\$0E  | ROW=1, ERASE=1, EELAT=1, EEPGM=0           |
|      | STAB | \$103B | Set to ROW erase mode                      |
|      | STAB | \$xxxx | Store any data to any address in ROW       |
|      | LDAB | #\$0F  | ROW=1, ERASE=1, EELAT=1, EEPGM=1           |
|      | STAB | \$103B | Turn on high voltage                       |
|      | JSR  | DLY10  | Delay 10 ms                                |
|      | CLR  | \$103B | Turn off high voltage and set to READ mode |

### 6.3.4 Byte Erase

The following is an example of how to erase a single byte of EEPROM. This example assumes that index register X contains the address of the byte to be erased.

|       |      |        |                                            |
|-------|------|--------|--------------------------------------------|
| BYTEE | LDAB | #\$16  | BYTE=1, ROW=0, ERASE=1, EELAT=1, EEPGM=0   |
|       | STAB | \$103B | Set to BYTE erase mode                     |
|       | STAB | \$0,X  | Store any data to address to be erased     |
|       | LDAB | #\$17  | BYTE=1, ROW=0, ERASE=1, EELAT=1, EEPGM=1   |
|       | STAB | \$103B | Turn on high voltage                       |
|       | JSR  | DLY10  | Delay 10 ms                                |
|       | CLR  | \$103B | Turn off high voltage and set to READ mode |

## 6.4 CONFIG Register Programming

Because the CONFIG register is implemented with EEPROM cells, use EEPROM procedures to erase and program this register. The procedure for programming is the same as for programming a byte in the EEPROM array, except that the CONFIG register address is used. CONFIG can be programmed or erased (including byte erase) while the MCU is operating in any mode, provided that PTCON in BPROT is clear. To change the value in the CONFIG register, complete the following procedure. Do not initiate a reset until the procedure is complete. The new value will not take effect until after the next reset sequence.

1. Erase the CONFIG register.
2. Program the new value to the CONFIG address.
3. Initiate reset.



## 7 Parallel Input/Output

On the MC68HC11F1, either 54 or 51 pins are available for general-purpose I/O, depending on the package. These pins are arranged into ports A, B, C, D, E, F, and G. On the MC68HC11FC0, either 52 or 49 pins are available, depending on the package.

I/O functions on some ports (B, C, F, and G) are affected by the mode of operation selected. In the single-chip and bootstrap modes, they are configured as parallel I/O data ports. In expanded and test modes, they are configured as follows:

- Ports B and F are configured as the address bus.
- Port C is configured as the data bus.
- Port G bit 7 is configured as the optional program chip select  $\overline{\text{CSPROG}}$ .

In addition, in expanded and test modes the  $\text{R}/\overline{\text{W}}$  signal is configured as data bus direction control. The remaining ports (A, D, and E) are unaffected by mode changes.

### 7.1 Port A

Port A is an eight-bit general-purpose I/O port (PA[7:0]) with a data register (PORTA) and a data direction register (DDRA). Port A pins are available for shared use among the main timer, pulse accumulator, and general I/O functions, regardless of mode. Four pins can be used for timer output compare functions (OC), three for input capture (IC), and one as either a fourth IC or a fifth OC.

### 7.2 Port B

Port B is an eight-bit general-purpose output-only port in single-chip modes. In expanded modes, port B pins act as high-order address lines ADDR[15:8], and accesses to PORTB (the port B data register) are mapped externally.

### 7.3 Port C

Port C is an eight-bit general-purpose I/O port with a data register (PORTC) and a data direction register (DDRC). In single-chip modes, port C pins are general-purpose I/O pins PC[7:0]. Port C can be configured for wired-OR operation in single-chip modes by setting the CWOM bit in the OPT2 register. In expanded modes, port C is the data bus DATA[7:0], and accesses to PORTC (the port C data register) are mapped externally.

### 7.4 Port D

Port D is a six-bit general-purpose I/O port with a data register (PORTD) and a data direction register (DDRD). In all modes, the six port D lines (PD[5:0]) can be used for general-purpose I/O or for the serial communications interface (SCI) or serial peripheral interface (SPI) subsystems. Port D can also be configured for wired-OR operation.

### 7.5 Port E

Port E is an eight-bit input-only port that is also used (on the MC68HC11F1 only) as the analog input port for the analog-to-digital converter. Port E pins that are not used for the A/D system can be used as general-purpose inputs. However, PORTE should not be read during the sample portion of an A/D conversion sequence.

#### NOTE

PE7 and PE0 are not available on the 80-pin MC68HC11FC0. PE7, PE4, and PE0 are not available on the 64-pin MC68HC11FC0.

### 7.6 Port F

Port F is an eight-bit output-only port. In single-chip mode, port F pins are general-purpose output pins PF[7:0]. In expanded mode, port F pins act as low-order address outputs ADDR[7:0].

## 7.7 Port G

Port G is an eight-bit general-purpose I/O port with a data register (PORTG) and a data direction register (DDRG). When enabled, the upper four lines (PG[7:4] can be used as chip-select outputs in expanded modes. When any of these pins are not being used for chip selects, they can be used for general-purpose I/O. Port G can be configured for wired-OR operation by setting the GWOM bit in the OPT2 register.

### NOTE

PG[1:0] are not available on the 64-pin MC68HC11FC0.

## 7.8 Parallel I/O Registers

Port pin function is mode dependent. Do not confuse pin function with the electrical state of the pin at reset. Port pins are either driven to a specified logic level or are configured as high impedance inputs. I/O pins configured as high-impedance inputs have port data that is indeterminate. The contents of the corresponding latches are dependent upon the electrical state of the pins during reset. In port descriptions, an "I" indicates this condition. Port pins that are driven to a known logic level during reset are shown with a value of either one or zero. Some control bits are unaffected by reset. Reset states for these bits are indicated with a "U".

### PORTA — Port A Data Register

**\$x000**

|                     | Bit 7 | 6   | 5   | 4   | 3       | 2   | 1   | Bit 0 |
|---------------------|-------|-----|-----|-----|---------|-----|-----|-------|
|                     | PA7   | PA6 | PA5 | PA4 | PA3     | PA2 | PA1 | PA0   |
| RESET:              | I     | I   | I   | I   | I       | I   | I   | I     |
| Alternate Function: | PAI   | OC2 | OC3 | OC4 | OC5/IC4 | IC1 | IC2 | IC3   |
| And/or:             | OC1   | OC1 | OC1 | OC1 | OC1     | —   | —   | —     |

I = Indeterminate value

### DDRA — Port A Data Direction Register

**\$x001**

|        | Bit 7 | 6    | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|--------|-------|------|------|------|------|------|------|-------|
|        | DDA7  | DDA6 | DDA5 | DDA4 | DDA3 | DDA2 | DDA1 | DDA0  |
| RESET: | 0     | 0    | 0    | 0    | 0    | 0    | 0    | 0     |

For DDRx bits, 0 = input and 1 = output.

### PORTG — Port G Data Register

**\$x002**

|                     | Bit 7                             | 6     | 5     | 4     | 3   | 2   | 1    | Bit 0 |
|---------------------|-----------------------------------|-------|-------|-------|-----|-----|------|-------|
|                     | PG7                               | PG6   | PG5   | PG4   | PG3 | PG2 | PG1* | PG0*  |
| RESET:              | I                                 | I     | I     | I     | I   | I   | I    | I     |
| Alternate Function: | $\overline{\text{CS}}\text{PROG}$ | CSGEN | CSIO1 | CSIO2 |     |     |      |       |

\*These bits are not present on the 64-pin QFP version of the MC68HC11FC0.

I = Indeterminate value

## DDRG — Port G Data Direction Register

**\$x003**

|        | Bit 7 | 6    | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|--------|-------|------|------|------|------|------|------|-------|
|        | DDG7* | DDG6 | DDG5 | DDG4 | DDG3 | DDG2 | DDG1 | DDG0  |
| RESET: | 0     | 0    | 0    | 0    | 0    | 0    | 0    | 0     |

\* Following reset in expanded and test modes, PG7/CSPRG is configured as a program chip select, forcing the pin to be an output pin, even though the value of the DDG7 bit remains zero.

For DDRx bits, 0 = input and 1 = output.

## PORTB — Port B Data Register

**\$x004**

|                     | Bit 7  | 6      | 5      | 4      | 3      | 2      | 1     | Bit 0 |
|---------------------|--------|--------|--------|--------|--------|--------|-------|-------|
|                     | PB7    | PB6    | PB5    | PB4    | PB3    | PB2    | PB1   | PB0   |
| RESET:              | 0      | 0      | 0      | 0      | 0      | 0      | 0     | 0     |
| Alternate Function: | ADDR15 | ADDR14 | ADDR13 | ADDR12 | ADDR11 | ADDR10 | ADDR9 | ADDR8 |

The reset state of port B is mode dependent. In single-chip or bootstrap modes, port B pins are general-purpose outputs. In expanded and test modes, port B pins are high-order address outputs and PORTB is not in the memory map.

## PORTF — Port F Data Register

**\$x005**

|                     | PF7   | PF6   | PF5   | PF4   | PF3   | PF2   | PF1   | PF0   |
|---------------------|-------|-------|-------|-------|-------|-------|-------|-------|
|                     | PF7   | PF6   | PF5   | PF4   | PF3   | PF2   | PF1   | PF0   |
| RESET:              | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |
| Alternate Function: | ADDR7 | ADDR6 | ADDR5 | ADDR4 | ADDR3 | ADDR2 | ADDR1 | ADDR0 |

The reset state of port F is mode dependent. In single-chip or bootstrap modes, port F pins are general-purpose outputs. In expanded and test modes, port F pins are low-order address outputs and PORTF is not in the memory map.

## PORTC — Port C Data Register

**\$x006**

|                     | Bit 7 | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 |
|---------------------|-------|-------|-------|-------|-------|-------|-------|-------|
|                     | PC7   | PC6   | PC5   | PC4   | PC3   | PC2   | PC1   | PC0   |
| RESET:              | I     | I     | I     | I     | I     | I     | I     | I     |
| Alternate Function: | DATA7 | DATA6 | DATA5 | DATA4 | DATA3 | DATA2 | DATA1 | DATA0 |

The reset state of port C is mode dependent. In single-chip and bootstrap modes, port C pins are high-impedance inputs. In expanded or test modes, port C pins are data bus inputs/outputs and PORTC is not in the memory map. The  $R/\overline{W}$  signal is used to control the direction of data transfers.

## DDRC — Port C Data Direction Register

**\$x007**

|        | Bit 7 | 6    | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|--------|-------|------|------|------|------|------|------|-------|
|        | DDC7  | DDC6 | DDC5 | DDC4 | DDC3 | DDC2 | DDC1 | DDC0  |
| RESET: | 0     | 0    | 0    | 0    | 0    | 0    | 0    | 0     |

For DDRx bits, 0 = input and 1 = output.

## PORTD — Port D Data Register

**\$x008**

|                     | Bit 7 | 6 | 5               | 4   | 3    | 2    | 1   | Bit 0 |
|---------------------|-------|---|-----------------|-----|------|------|-----|-------|
|                     | 0     | 0 | PD5             | PD4 | PD3  | PD2  | PD1 | PD0   |
| RESET:              | 0     | 0 | 1               | 1   | 1    | 1    | 1   | 1     |
| Alternate Function: | —     | — | $\overline{SS}$ | SCK | MOSI | MISO | TxD | RxD   |

## DDRD — Port D Data Direction Register

**\$x009**

|        | Bit 7 | 6 | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|--------|-------|---|------|------|------|------|------|-------|
|        | 0     | 0 | DDD5 | DDD4 | DDD3 | DDD2 | DDD1 | DDD0  |
| RESET: | 0     | 0 | 0    | 0    | 0    | 0    | 0    | 0     |

For DDRx bits, 0 = input and 1 = output.

### NOTE

When the SPI system is in slave mode, DDD5 has no meaning or effect. When the SPI system is in master mode, DDD5 determines whether bit 5 of PORTD is an error detect input (DDD5 = 0) or a general-purpose output (DDD5 = 1). If the SPI system is enabled and expects one or more of bits [4:2] to be inputs, those bits will be inputs regardless of the state of the associated DDR bits. If one or more of bits [4:2] are expected to be outputs, those bits will be outputs only if the associated DDR bits are set.

## PORTE — Port E Data

**\$x00A**

|                    | Bit 7            | 6   | 5   | 4                | 3   | 2   | 1   | Bit 0            |
|--------------------|------------------|-----|-----|------------------|-----|-----|-----|------------------|
|                    | PE7 <sup>1</sup> | PE6 | PE5 | PE4 <sup>2</sup> | PE3 | PE2 | PE1 | PE0 <sup>1</sup> |
| RESET:             | U                | U   | U   | U                | U   | U   | U   | U                |
| Alternate Function | AN7              | AN6 | AN5 | AN4              | AN3 | AN2 | AN1 | AN0              |

### NOTES:

1. These bits are not present on the MC68HC11FC0 and will always read zero.
2. This bit is not present on the 64-pin QFP version of the MC68HC11FC0 and will always read zero.

U = Unaffected by rest.

PORTE is an input-only register. Reads return the digital state of the I/O pins, and writes have no effect. On the MC68HC11F1, port E is shared with the analog-to-digital converter. (The A/D converter is not present on the MC68HC11FC0.)

## OPT2 — System Configuration Option Register 2

**\$x038**

|       | Bit 7 | 6    | 5     | 4     | 3 | 2      | 1 | Bit 0 |
|-------|-------|------|-------|-------|---|--------|---|-------|
|       | GWOM  | CWOM | CLK4X | LIRDV | — | SPRBYP | — | —     |
| RESET | 0     | 0    | 1     | 0     | 0 | 0      | 0 | 0     |

### GWOM — Port G Wired-OR Mode Option

This bit affects all port G pins together.

- 0 = Port G outputs are normal CMOS outputs
- 1 = Port G outputs act as open-drain outputs

CWOM — Port C Wired-OR Mode Option

This bit affects all port C pins together.

0 = Port C outputs are normal CMOS outputs

1 = Port C outputs act as open-drain outputs

CLK4X — 4XCLK Output Enable

Refer to **4.3 System Initialization Registers**, page 23

LIRDV — Load Instruction Register Driven

Refer to **4.3 System Initialization Registers**, page 23

Bits 3, 1, 0 — Not implemented. Reads always return zero and writes have no effect.

SPRBYP — Refer to **10.2 SPI Registers**, page 52.

## 8 Chip-Selects

Chip selects eliminate the need for additional external components to interface with peripherals in expanded non-multiplexed modes. Chip-select registers control polarity, address block size, base address, and clock stretching.

### 8.1 Chip-Select Operation

There are four programmable chip selects on the MC68HC11F1 and MC68HC11FC0: two for external I/O (CSIO1 and CSIO2), one for external program space ( $\overline{\text{CSPROG}}$ ), and one general-purpose chip select (CSGEN).

$\overline{\text{CSPROG}}$  is active low and becomes active at address valid time.  $\overline{\text{CSPROG}}$  is enabled by the PCSEN bit of the chip-select control register (CSCTL). Its address block size is selected by the PSIZA and PSIZB bits of CSCTL.

Use the I/O chip selects (CSIO1 and CSIO2) for external I/O devices. These chip-select addresses are found in the memory map block that contains the status and control registers. CSIO1 is mapped from \$x060 to \$x7FF, and CSIO2 is mapped from \$x800 to \$xFFF, where x represents the REG[3:0] bits of the INIT register on the MC68HC11F1 or the REG[1:0] bits of the INIT register on the MC68HC11FC0. Polarity and enable-disable selections are controlled by CSCTL register bits IO1EN, IO1PL, IO2EN, and IO2PL. The IO1AV and IO2AV bits of the CSGSIZ register determine whether the chip selects are valid during address or E-clock valid times.

The general-purpose chip select is the most flexible of the four chip selects. Polarity, valid assertion time, and block size are determined by the GNPOL, GAVLD, GSIZA, GSIZB, and GSIZC bits of the CSGSIZ register. The starting address is selected with the CSGADR register.

Each of the four chip selects has two associated bits in the chip-select clock stretch register (CSSTRH). These bits allow clock stretching from zero to three cycles (full E-clock periods) to accommodate slow device interfaces. Any of the chip selects can be programmed to cause a clock stretch to occur only during access to addresses that fall within that particular chip select's address range.

During the stretch period, the E-clock is held high and the bus remains in the state that it is normally in at the end of E high time. Internally, the clocks continue to run, which maintains the integrity of the timers and baud-rate generators.

Priority levels are assigned to prevent the four chip selects from conflicting with each other or with internal memory and registers. There are two sets of priorities controlled by the value of the general-purpose chip-select priority bit (GCSPR) of the CSCTL register. Refer to **Table 17**.

### 8.2 Chip-Select Registers

**CSSTRH** — Clock Stretching

**\$x05C**

|        | Bit 7 | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 |
|--------|-------|-------|-------|-------|-------|-------|-------|-------|
|        | IO1SA | IO1SB | IO2SA | IO2SB | GSTHA | GSTHB | PSTHA | PSTHB |
| RESET: | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

IO1SA, IO1SB — I/O Chip-Select 1 Clock Stretch

IO2SA, IO2SB — I/O Chip-Select 2 Clock Stretch

GSTHA, GSTHB — General-Purpose Chip-Select Clock Stretch

PSTHA, PSTHB — Program Chip-Select Clock Stretch

Each pair of bits selects the number of clock cycles of stretch for the corresponding chip select.

**Table 16 Chip Select Clock Stretch Control**

| Clock Stretch Bits A, B | Clock Stretch |
|-------------------------|---------------|
| 0 0                     | 0 Cycles      |
| 0 1                     | 1 Cycle       |
| 1 0                     | 2 Cycles      |
| 1 1                     | 3 Cycles      |

**CSCTL** — Chip-Select Control

**\$x05D**

|        | Bit 7 | 6     | 5     | 4     | 3     | 2      | 1     | Bit 0 |
|--------|-------|-------|-------|-------|-------|--------|-------|-------|
|        | IO1EN | IO1PL | IO2EN | IO2PL | GCSPR | PCSEN* | PSIZA | PSIZB |
| RESET: | 0     | 0     | 0     | 0     | 0     | —      | 0     | 0     |

\* PCSEN is set out of reset in expanded modes and cleared in single-chip modes.

**IO1EN** — I/O Chip-Select 1 Enable

- 0 = CSIO1 disabled
- 1 = CSIO1 enabled

**IO1PL** — I/O Chip-Select 1 Polarity

- 0 = CSIO1 active low
- 1 = CSIO1 active high

**IO2EN** — I/O Chip-Select 2 Enable

- 0 = CSIO2 disabled
- 1 = CSIO2 enabled

**IO2PL** — I/O Chip-Select 2 Polarity

- 0 = CSIO2 active low
- 1 = CSIO2 active high

**GCSPR** — General-Purpose Chip-Select Priority

- 0 = Program chip-select has priority over general-purpose chip-select
- 1 = General-purpose chip-select has priority over program chip-select

Refer to **Table 17**.

**Table 17 Chip Select Priorities**

| GCSPR = 0                   | GCSPR = 1                   |
|-----------------------------|-----------------------------|
| On-Chip Registers           | On-Chip Registers           |
| On-Chip RAM                 | On-Chip RAM                 |
| Bootloader ROM              | Bootloader ROM              |
| On-Chip EEPROM <sup>1</sup> | On-Chip EEPROM <sup>1</sup> |
| I/O Chip Selects            | I/O Chip Selects            |
| Program Chip Select         | General-Purpose Chip Select |
| General-Purpose Chip Select | Program Chip Select         |

NOTES:

1. EEPROM is present on the MC68HC11F1 only.

PCSEN — Program Chip-Select Enable

Reset clears PCSEN in single-chip modes and sets PCSEN in expanded modes.

0 = CSPROG disabled

1 = CSPROG enabled

PSIZA, PSIZB — Select Size of Program Chip-Select

**Table 18 Program Chip Select Size Control**

| PSIZA | PSIZB | Size      | Address Range |
|-------|-------|-----------|---------------|
| 0     | 0     | 64 Kbytes | \$0000–\$FFFF |
| 0     | 1     | 32 Kbytes | \$8000–\$FFFF |
| 1     | 0     | 16 Kbytes | \$C000–\$FFFF |
| 1     | 1     | 8 Kbytes  | \$E000–\$FFFF |

CSGADR — General-Purpose Chip-Select Address Register

**\$x05E**

|        | Bit 7 | 6    | 5    | 4    | 3    | 2    | 1 | Bit 0 |
|--------|-------|------|------|------|------|------|---|-------|
|        | GA15  | GA14 | GA13 | GA12 | GA11 | GA10 | — | —     |
| RESET: | 0     | 0    | 0    | 0    | 0    | 0    | 0 | 0     |

GA[15:10] — General-Purpose Chip-Select Starting Address

These bits determine the starting address of the CSGEN valid address space and correspond to the high-order address bits ADDR[15:10]. **Table 19** illustrates how the block size selected determines which of this register's bits are valid.

**Table 19 General Purpose Chip Select Starting Address**

| CSGEN Block Size | CSGADR Bits Valid |
|------------------|-------------------|
| 0 Kbytes         | None              |
| 1 Kbyte          | GA15 – GA10       |
| 2 Kbytes         | GA15 – GA11       |
| 4 Kbytes         | GA15 – GA12       |
| 8 Kbytes         | GA15 – GA13       |
| 16 Kbytes        | GA15 – GA14       |
| 32 Kbytes        | GA15              |
| 64 Kbytes        | None              |

Bits [1:0] — Not implemented. Reads always return zero and writes have no effect.

CSGSIZ — General-Purpose Chip-Select Size Register

**\$x05F**

|        | Bit 7 | 6     | 5 | 4     | 3     | 2     | 1     | Bit 0 |
|--------|-------|-------|---|-------|-------|-------|-------|-------|
|        | IO1AV | IO2AV | — | GNPOL | GAVLD | GSIZA | GSIZB | GSIZC |
| RESET: | 0     | 0     | 0 | 0     | 0     | 1     | 1     | 1     |

IO1AV — I/O Chip-Select 1 Address Valid

0 = CSIO1 is valid during E-clock valid time (E-clock high)

1 = CSIO1 is valid during address valid time

IO2AV — I/O Chip-Select 2 Address Valid

0 = CSIO2 is valid during E-clock valid time (E-clock high)

1 = CSIO2 is valid during address valid time



Bit 5 — Not implemented. Reads always return zero and writes have no effect.

GNPOL — General-Purpose Chip-Select Polarity

0 = CSGEN is active low

1 = CSGEN is active high

GAVLD — General-Purpose Chip-Select Address Valid

0 = CSGEN is valid during E-clock valid time (E-clock high)

1 = CSGEN is valid during address valid time

GSIZ[A:C] — Block Size for CSGEN

Refer to **Table 20** for bit values.

**Table 20 General-Purpose Chip Select Size Control**

| GSIZ[A:C] | Address Size        |
|-----------|---------------------|
| 000       | 64 Kbytes           |
| 001       | 32 Kbytes           |
| 010       | 16 Kbytes           |
| 011       | 8 Kbytes            |
| 100       | 4 Kbytes            |
| 101       | 2 Kbytes            |
| 110       | 1 Kbyte             |
| 111       | 0 Kbytes (disabled) |

### 9 Serial Communications Interface (SCI)

The SCI, a universal asynchronous receiver transmitter (UART) serial communications interface, is one of two independent serial I/O subsystems in the MC68HC11F1 and MC68HC11FC0. The SCI has a standard non-return to zero (NRZ) format (one start bit, eight or nine data bits, and one stop bit) and several selectable baud rates. The transmitter and receiver are independent but use the same data format and bit rate.

#### 9.1 SCI Block Diagrams

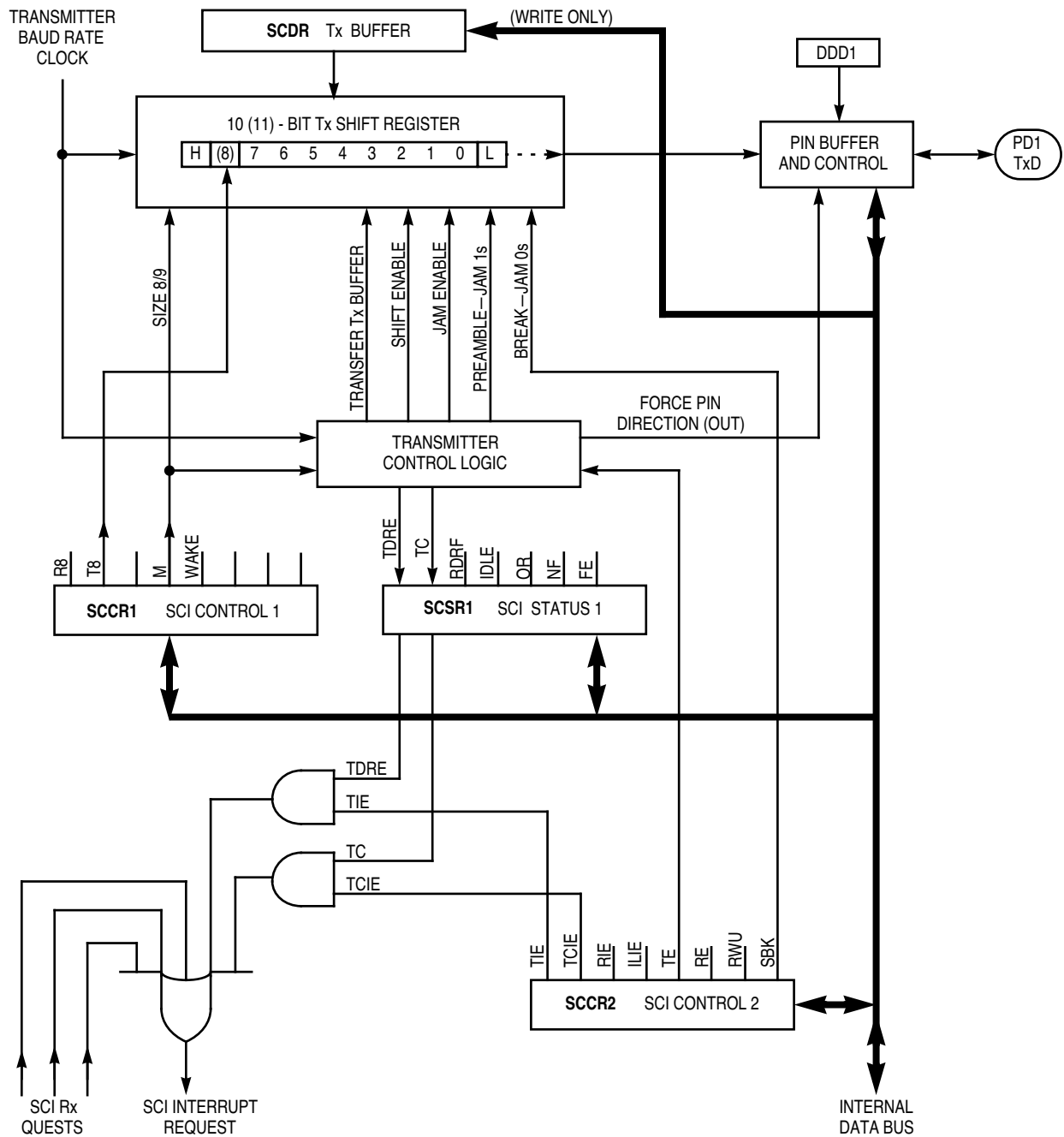


Figure 9 SCI Transmitter Block Diagram

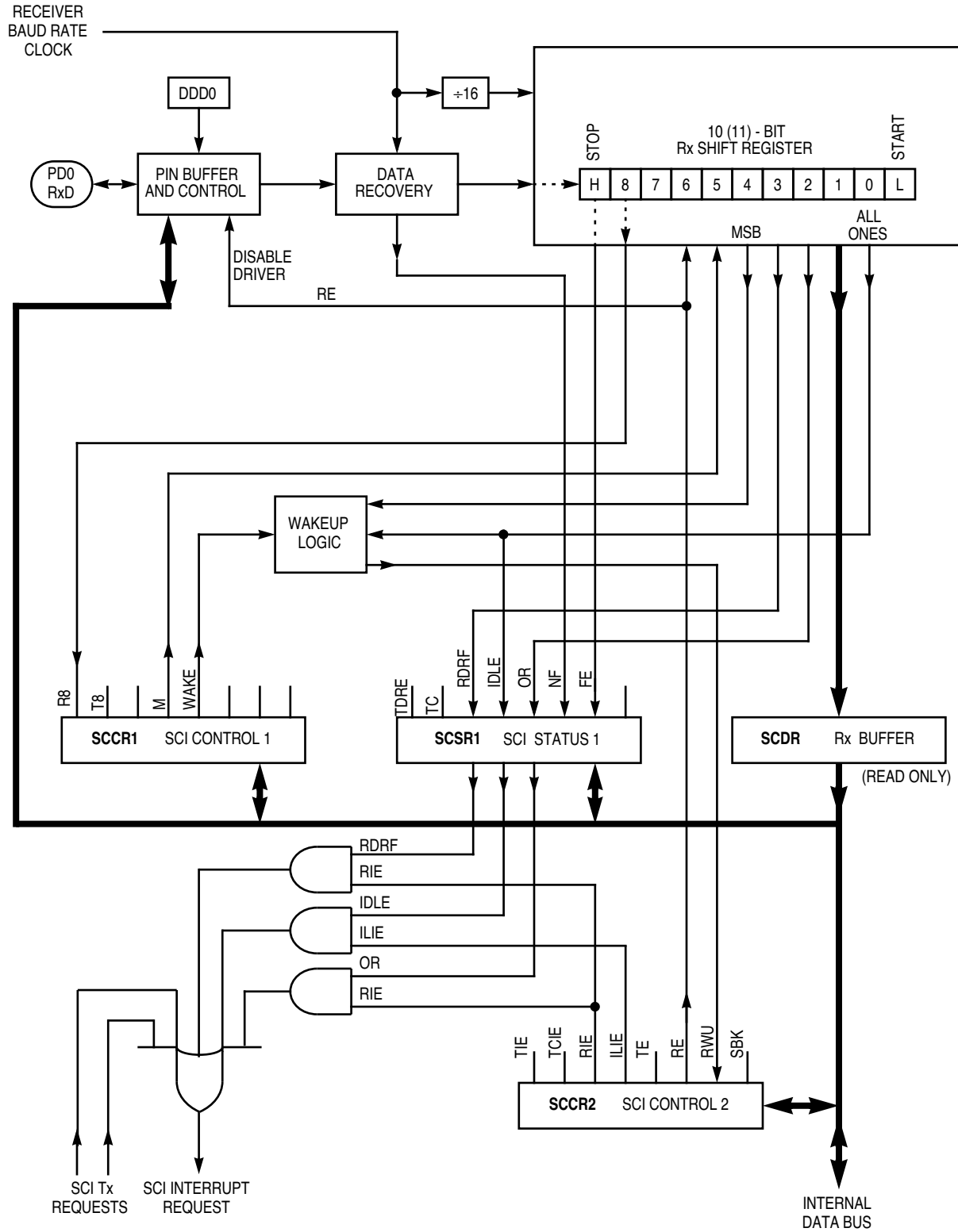


Figure 10 SCI Receiver Block Diagram

## 9.2 SCI Registers

### BAUD — Baud Rate

\$x02B

|        |       |      |      |      |      |      |      |       |
|--------|-------|------|------|------|------|------|------|-------|
|        | Bit 7 | 6    | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|        | TCLR  | SCP2 | SCP1 | SCP0 | RCKB | SCR2 | SCR1 | SCR0  |
| RESET: | 0     | 0    | 0    | 0    | 0    | U    | U    | U     |

TCLR — Clear Baud Rate Counters (TEST)

Bit 6 — Not implemented. Reads always return zero and writes have no effect.

RCKB — SCI Baud-Rate Clock Check (TEST)

SCP[2:0] — SCI Baud Rate Prescaler Selects

These bits determine the baud rate prescaler frequency. Refer to **Table 21** and **Figure 11**.

SCR[2:0] — SCI Baud Rate Selects

These bits determine the receiver and transmitter baud rate. Refer to **Table 22** and **Figure 11**.

**Table 21 Baud Rate Prescaler Selection**

| SCP[2:0] | Divide Internal Clock By | Prescaler Output <sup>1</sup> |                   |                |                 |                 |                 |                 |                 |
|----------|--------------------------|-------------------------------|-------------------|----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
|          |                          | XTAL = 4.0 MHz                | XTAL = 4.9152 MHz | XTAL = 8.0 MHz | XTAL = 10.0 MHz | XTAL = 12.0 MHz | XTAL = 16.0 MHz | XTAL = 20.0 MHz | XTAL = 24.0 MHz |
| X00      | 1                        | 62500                         | 76800             | 125000         | 156250          | 187500          | 250000          | 312500          | 375000          |
| 001      | 3                        | 20833                         | 25600             | 41667          | 52083           | 62500           | 83333           | 104167          | 125000          |
| X10      | 4                        | 15625                         | 19200             | 31250          | 38400           | 46875           | 62500           | 76800           | 93750           |
| X11      | 13                       | 4800                          | 5908              | 9600           | 12019           | 14423           | 19200           | 24038           | 28846           |
| 101      | 9                        | —                             | —                 | —              | —               | 20830           | —               | —               | —               |

NOTES:

1. A blank table cell indicates that an uncommon rate results.

**Table 22 Baud Rate Selection**

| SCR[2:0] | Divide Prescaler By | Baud Rate               |                         |                          |                          |                          |
|----------|---------------------|-------------------------|-------------------------|--------------------------|--------------------------|--------------------------|
|          |                     | Prescaler Output = 4800 | Prescaler Output = 9600 | Prescaler Output = 19200 | Prescaler Output = 38400 | Prescaler Output = 76800 |
| 0 0 0    | 1                   | 4800                    | 9600                    | 19200                    | 38400                    | 76800                    |
| 0 0 1    | 2                   | 2400                    | 4800                    | 9600                     | 19200                    | 38400                    |
| 0 1 0    | 4                   | 1200                    | 2400                    | 4800                     | 9600                     | 19200                    |
| 0 1 1    | 8                   | 600                     | 1200                    | 2400                     | 4800                     | 9600                     |
| 1 0 0    | 16                  | 300                     | 600                     | 1200                     | 2400                     | 4800                     |
| 1 0 1    | 32                  | 150                     | 300                     | 600                      | 1200                     | 2400                     |
| 1 1 0    | 64                  | 75                      | 150                     | 300                      | 600                      | 1200                     |
| 1 1 1    | 128                 | —                       | 75                      | 150                      | 300                      | 600                      |

The prescaler bits SCP[2:0] determine the highest baud rate, and the SCR[2:0] bits select an additional binary submultiple (divide by 1, 2, 4,..., through 128) of this highest baud rate. The result of these two dividers in series is the 16X receiver baud rate clock. The SCR[2:0] bits are not affected by reset and can be changed at any time. They should not be changed, however, when an SCI transfer is in progress.

Figure 11 illustrates the SCI baud rate timing chain. The prescaler select bits determine the highest baud rate. The rate select bits determine additional divide-by-two stages to arrive at the receiver timing (RT) clock rate. The baud rate clock is the result of dividing the RT clock by 16.

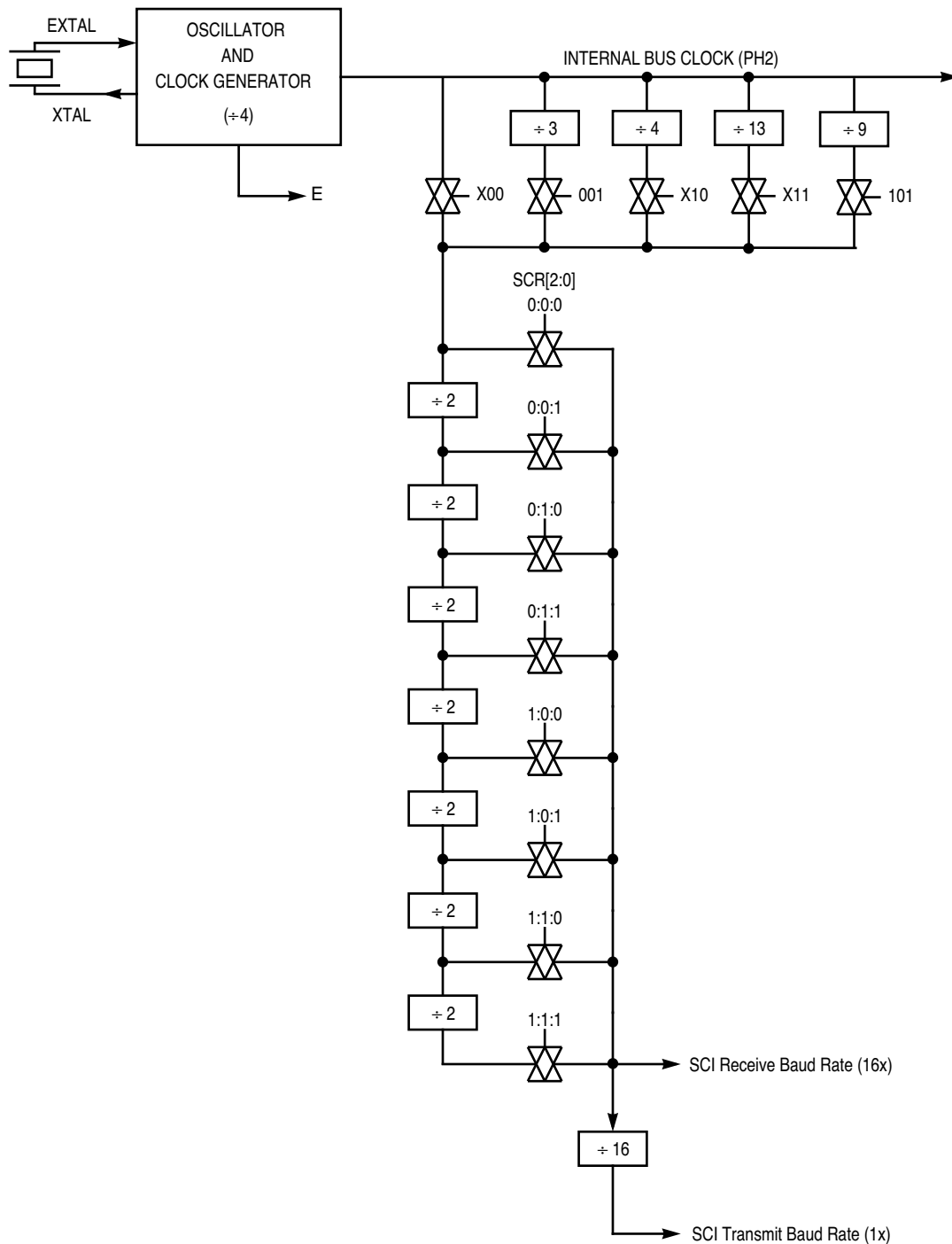


Figure 11 SCI Baud Rate Generator Block Diagram

## SCCR1 — SCI Control Register 1

**\$x02C**

|        | Bit 7 | 6  | 5 | 4 | 3    | 2 | 1 | Bit 0 |
|--------|-------|----|---|---|------|---|---|-------|
|        | R8    | T8 | 0 | M | WAKE | 0 | 0 | 0     |
| RESET: | U     | U  | 0 | 0 | 0    | 0 | 0 | 0     |

U = Unaffected by reset

### R8 — Receive Data Bit 8

If M is set, R8 stores the ninth bit of the receive data character.

### T8 — Transmit Data Bit 8

If M is set, T8 stores the ninth bit of the transmit data character.

Bit 5 — Not implemented. Reads always return zero and writes have no effect.

### M — Mode (Select Character Format)

0 = 1 start bit, 8 data bits, 1 stop bit

1 = 1 start bit, 9 data bits, 1 stop bit

### WAKE — Wake Up by Address Mark/Idle

0 = Wake up by IDLE line recognition

1 = Wake up by address mark

Bits [2:0] — Not implemented. Reads always return zero and writes have no effect.

## SCCR2 — SCI Control Register 2

**\$x02D**

|        | Bit 7 | 6    | 5   | 4    | 3  | 2  | 1   | Bit 0 |
|--------|-------|------|-----|------|----|----|-----|-------|
|        | TIE   | TCIE | RIE | ILIE | TE | RE | RWU | SBK   |
| RESET: | 0     | 0    | 0   | 0    | 0  | 0  | 0   | 0     |

### TIE — Transmit Interrupt Enable

0 = TDRE interrupts disabled

1 = SCI interrupt requested when the TDRE flag is set

### TCIE — Transmit Complete Interrupt Enable

0 = TC interrupts disabled

1 = SCI interrupt requested when the TC flag is set

### RIE — Receiver Interrupt Enable

0 = RDRF and OR interrupts disabled

1 = SCI interrupt requested when the RDRF flag or the OR flag is set

### ILIE — Idle Line Interrupt Enable

0 = IDLE interrupts disabled

1 = SCI interrupt requested when IDLE status flag is set

### TE — Transmitter Enable

When TE goes from zero to one, one unit of idle character time (logic one) is queued as a preamble.

0 = Transmitter disabled

1 = Transmitter enabled

### RE — Receiver Enable

0 = Receiver disabled

1 = Receiver enabled

RWU — Receiver Wake Up Control  
 0 = Normal SCI receiver  
 1 = Wake up enabled and receiver interrupt inhibited

SBK — Send Break  
 0 = Break generator off  
 1 = Break codes generated as long as SBK = 1

**SCSR** — SCI Status Register **\$x02E**

|        | Bit 7 | 6  | 5    | 4    | 3  | 2  | 1  | Bit 0 |
|--------|-------|----|------|------|----|----|----|-------|
|        | TDRE  | TC | RDRF | IDLE | OR | NF | FE | 0     |
| RESET: | 1     | 1  | 0    | 0    | 0  | 0  | 0  | 0     |

TDRE — Transmit Data Register Empty Flag  
 This flag is set when SCDR is empty. Clear the TDRE flag by reading SCSR with TDRE set and then writing to SCDR.  
 0 = SCDR is busy  
 1 = SCDR is empty

TC — Transmit Complete Flag  
 This flag is set when the transmitter is idle (no data, preamble, or break transmission in progress). Clear the TC flag by reading SCSR with TC set and then writing to SCDR.  
 0 = Transmitter is busy  
 1 = Transmitter is idle

RDRF — Receive Data Register Full Flag  
 This flag is set if a received character is ready to be read from SCDR. Clear the RDRF flag by reading SCSR with RDRF set and then reading SCDR.  
 0 = SCDR empty  
 1 = SCDR full

IDLE — Idle Line Detected Flag  
 This flag is set if the RxD line is idle. Once cleared, IDLE is not set again until the RxD line has been active and becomes idle again. The IDLE flag is inhibited when RWU = 1. Clear IDLE by reading SCSR with IDLE set and then reading SCDR.  
 0 = RxD line is active  
 1 = RxD line is idle

OR — Overrun Error Flag  
 OR is set if a new character is received before a previously received character is read from SCDR. Clear OR by reading SCSR with OR set and then reading SCDR.  
 0 = No overrun detected  
 1 = Overrun detected

NF — Noise Error Flag  
 NF is set if majority sample logic detects anything other than a unanimous decision. Clear NF by reading SCSR with NF set and then reading SCDR.  
 0 = Unanimous decision  
 1 = Noise detected

FE — Framing Error  
 FE is set when a zero is detected where a stop bit was expected. Clear the FE flag by reading SCSR with FE set and then reading SCDR.  
 0 = Stop bit detected  
 1 = Zero detected

Bit 0 — Not implemented. Reads always return zero and writes have no effect.

**SCDR** — Serial Communications Data Register

**\$x02F**

|        | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 |
|--------|-------|---|---|---|---|---|---|-------|
|        | Bit 7 | 6 | 5 | 4 | 3 | 2 | 2 | Bit 0 |
| RESET: | I     | I | I | I | I | I | I | I     |

I = Indeterminate value

Reading SCDR retrieves the last byte received in the receive data buffer. Writing to SCDR loads the transmit data buffer with the next byte to be transmitted.



## 10 Serial Peripheral Interface

The serial peripheral interface (SPI) allows the MCU to communicate synchronously with peripheral devices and other microprocessors. The SPI protocol facilitates rapid exchange of serial data between devices in a control system. The MC68HC11F1 and MC68HC11FC0 can be set up for master or slave operation. Standard data rates can be as high as one half of the E-clock rate when configured as master, and as fast as the E-clock when configured as slave.

The MC68HC11FC0 has an additional control bit that allows the SPI baud rate counter to be bypassed. This allows a master mode baud rate equal to the E-clock frequency.

### 10.1 SPI Block Diagram

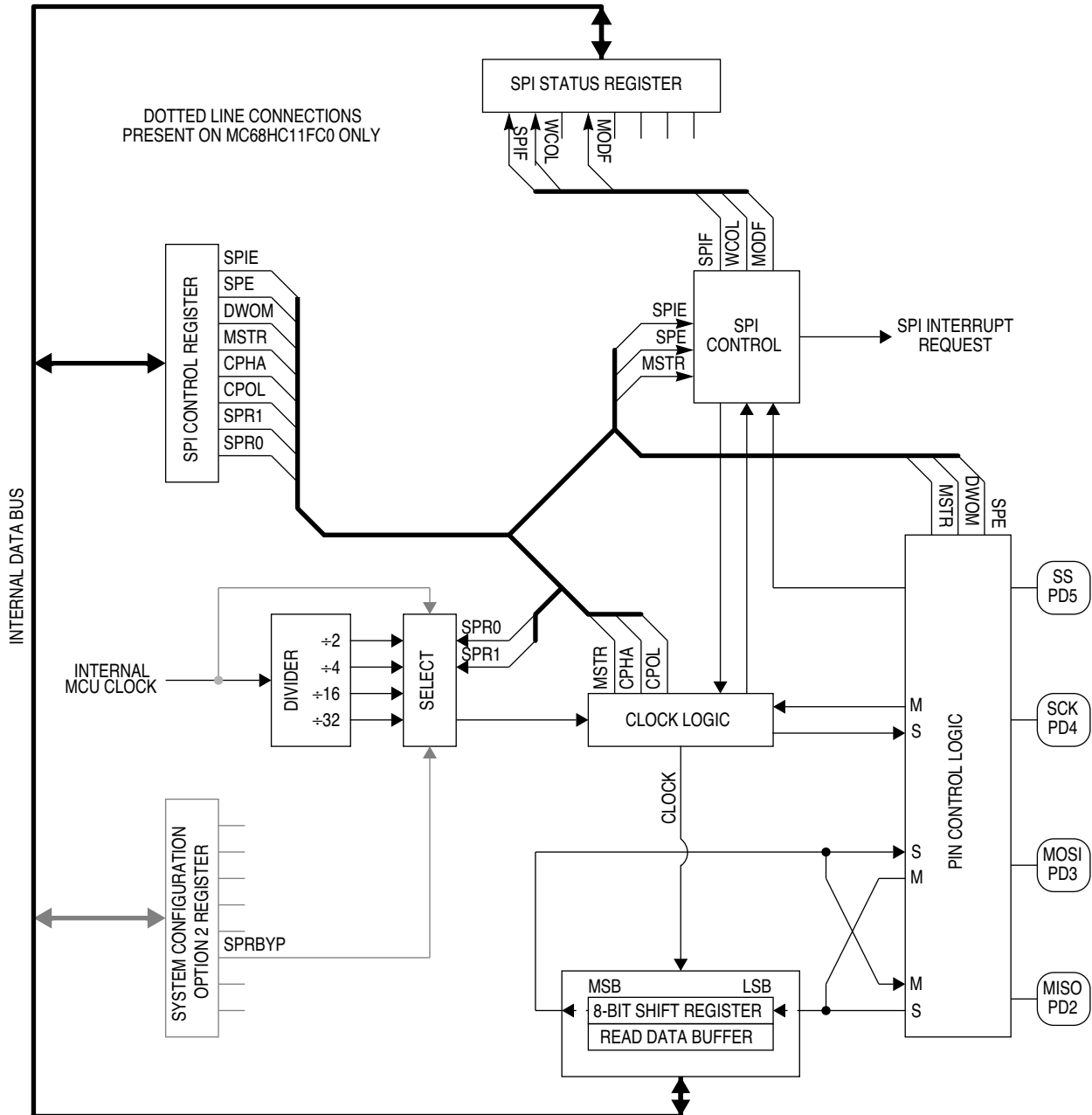


Figure 12 SPI Block Diagram

10.2 SPI Registers

SPCR — SPI Control Register

\$x028

|        | Bit 7 | 6   | 5    | 4    | 3    | 2    | 1    | Bit 0 |
|--------|-------|-----|------|------|------|------|------|-------|
|        | SPIE  | SPE | DWOM | MSTR | CPOL | CPHA | SPR1 | SPR0  |
| RESET: | 0     | 0   | 0    | 0    | 0    | 1    | U    | U     |

U = Unaffected by reset

SPIE — SPI Interrupt Enable

When SPI interrupts are enabled, a hardware interrupt sequence is requested each time the SPIF or MODF status flag is set. SPI interrupts are inhibited if this bit is cleared or if the I bit in the condition code register is one.

- 0 = SPI interrupt disabled
- 1 = SPI interrupt enabled

SPE — SPI Enable

When the SPE bit is set, PD[5:2] are dedicated to the SPI function. If the SPI is in master mode and the DDRD bit 5 is set, then PD5/ $\overline{SS}$  becomes a general-purpose output instead of the  $\overline{SS}$  input.

- 0 = SPI off
- 1 = SPI on

DWOM — Port D Wired-OR Mode Option for SPI Pins PD[5:2]

- 0 = Normal CMOS outputs
- 1 = Open-drain outputs

MSTR — Master Mode Select

- 0 = Slave mode
- 1 = Master mode

CPOL — Clock Polarity

When the clock polarity bit is cleared and data is not being transferred, the SCK pin of the master device has a steady state low value. When CPOL is set, SCK idles high. Refer to **Figure 13**.

CPHA — Clock Phase

The clock phase bit, in conjunction with the CPOL bit, controls the clock-data relationship between master and slave. The CPHA bit selects one of two clocking protocols. Refer to **Figure 13**.

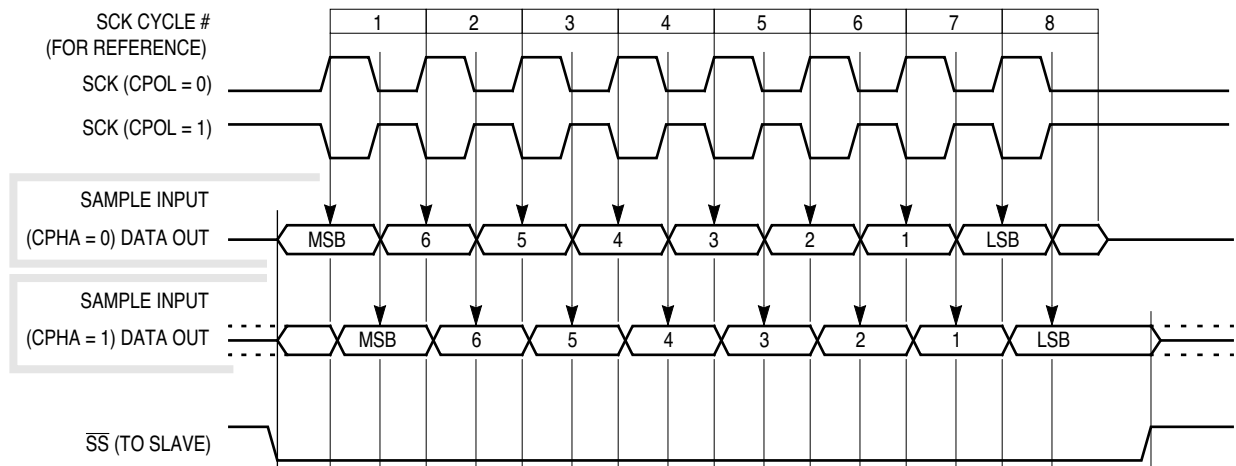


Figure 13 SPI Data Clock Timing Diagram

## SPR[1:0] — SPI Clock Rate Selects

These two bits select the SPI clock (SCK) rate when the device is configured as a master. When the device is configured as a slave, the bits have no effect. Refer to **Table 23**.

**Table 23 SPI Baud Rates**

| Input Frequency | SPR[1:0] = 00 | SPR[1:0] = 01 | SPR[1:0] = 10 | SPR[1:0] = 11 |
|-----------------|---------------|---------------|---------------|---------------|
| 1 MHz           | 500 kbps      | 250 kbps      | 62.5 kbps     | 31.25 kbps    |
| 2 MHz           | 1 Mbps        | 500 kbps      | 125 kbps      | 62.5 kbps     |
| 3 MHz           | 1.5 Mbps      | 750 kbps      | 187.5 kbps    | 93.75 kbps    |
| 4 MHz           | 2 Mbps        | 1 Mbps        | 250 kbps      | 125 kbps      |
| 5 MHz           | 2.5 Mbps      | 1.25 Mbps     | 312.5 kbps    | 156.25 kbps   |
| 6 MHz           | 3 Mbps        | 1.5 Mbps      | 375 kbps      | 187.5 kbps    |
| Any E           | E/2           | E/4           | E/16          | E/32          |

### NOTE

The SPRBYP bit in OPT2 on the MC68HC11FC0 allows the SPI baud rate counter to be bypassed. This permits a maximum master mode baud rate equal to the E-clock frequency on the MC68HC11FC0. **SPRBYP is not present on the MC68HC11F1.**

## SPSR — SPI Status Register

**\$x029**

|        | Bit 7 | 6    | 5 | 4    | 3 | 2 | 1 | Bit 0 |
|--------|-------|------|---|------|---|---|---|-------|
|        | SPIF  | WCOL | 0 | MODF | 0 | 0 | 0 | 0     |
| RESET: | 0     | 0    | 0 | 0    | 0 | 0 | 0 | 0     |

### SPIF — SPI Transfer Complete Flag

SPIF is set when an SPI transfer is complete. It is cleared by reading SPSR with SPIF set, followed by a read or write of SPDR.

### WCOL — Write Collision

WCOL is set when SPDR is written while a transfer is in progress. It is cleared by reading SPSR with WCOL set, followed by a read or write of SPDR.

- 0 = No write collision
- 1 = Write collision

Bit 5 — Not Implemented. Reads always return zero and writes have no effect.

### MODF — Mode Fault

A mode fault terminates SPI operation. Set when  $\overline{SS}$  is pulled low while MSTR = 1. MODF is cleared by reading SPSR read with MODF set, followed by a write to SPCR.

- 0 = No mode fault
- 1 = Mode fault

Bits [3:0] — Not Implemented. Reads always return zero and writes have no effect.

## SPDR — SPI Data Register

**\$x02A**

| Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 |
|-------|---|---|---|---|---|---|-------|
| Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 |

Incoming SPI data is double buffered. Outgoing SPI data is single buffered.

## OPT2 — System Configuration Option Register 2

\$x038

|       | Bit 7 | 6    | 5     | 4     | 3 | 2      | 1 | Bit 0 |
|-------|-------|------|-------|-------|---|--------|---|-------|
|       | GWOM  | CWOM | CLK4X | LIRDV | — | SPRBYP | — | —     |
| RESET | 0     | 0    | 1     | 0     | 0 | 0      | 0 | 0     |

Bits [7:4] — See **4.3 System Initialization Registers**, page 22.

Bits 3, 1, 0 — Not implemented. Reads always return zero and writes have no effect.

SPRBYP — SPI Baud Rate Counter Bypass

0 = Enable SPI baud rate counter

1 = Bypass SPI baud rate counter

When the SPI baud rate counter is bypassed, the SPI can transmit at a maximum master mode baud rate equal to the E-clock frequency. **SPRBYP is present only on the MC68HC11FC0 and overrides the setting of SPR[1:0] in SPCR.**

## 11 Analog-to-Digital Converter

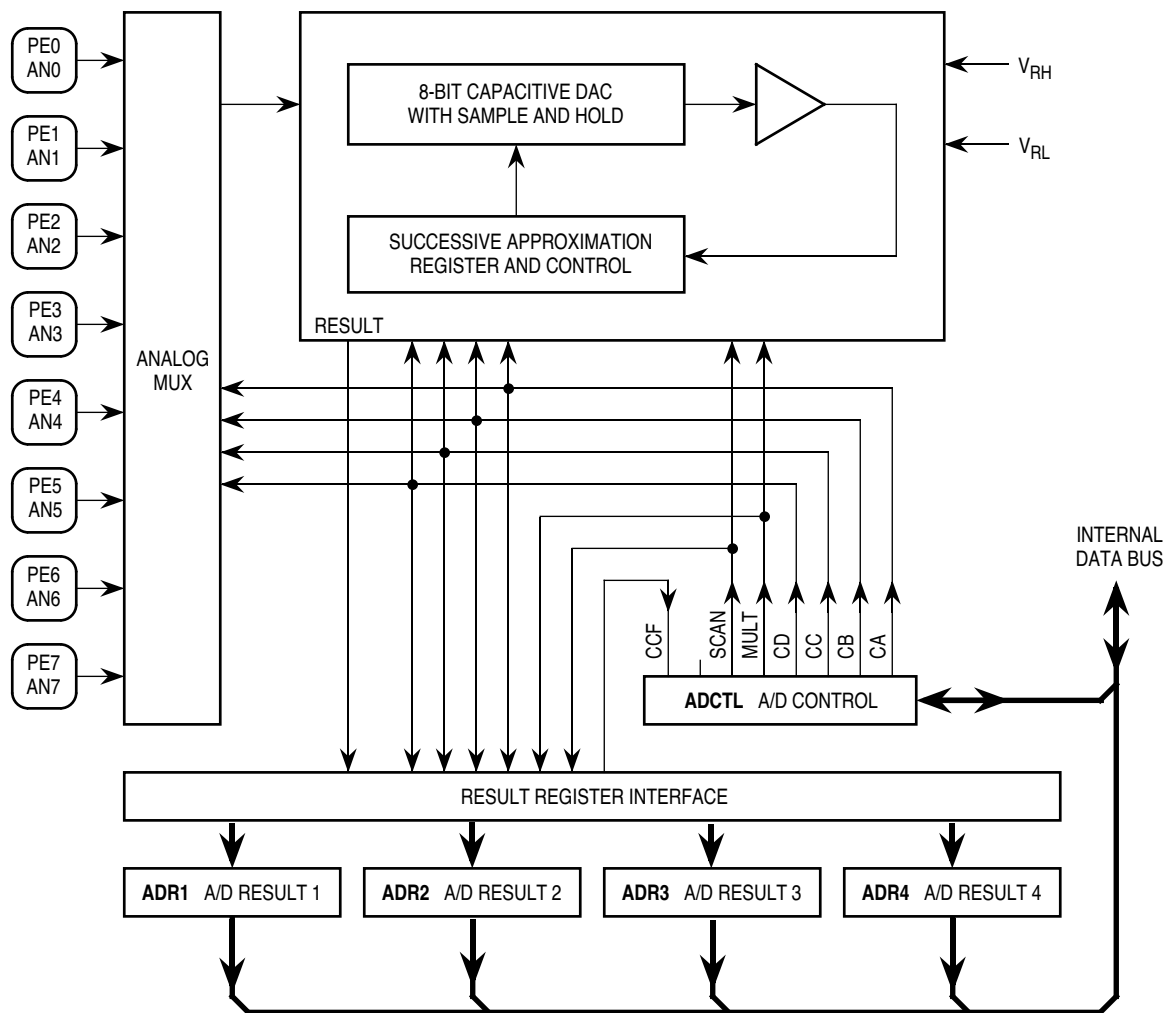
The MC68HC11F1 analog-to-digital (A/D) converter system uses an all-capacitive charge-redistribution technique to convert analog signals to digital values. The A/D system is an 8-channel, 8-bit, multiplexed-input, successive-approximation converter, accurate to  $\pm 1$  least significant bit (LSB). Because the capacitive charge redistribution technique used includes a built-in sample-and-hold, no external sample-and-hold is required.

Dedicated lines  $V_{RH}$  and  $V_{RL}$  provide the reference supply voltage inputs. Systems operating at clock rates of 750 kHz or below must use an internal RC oscillator. The CSEL bit in the OPTION register selects the clock source for the A/D system. (The CSEL bit is described in **11.3 A/D Registers**, page 56.)

A multiplexer allows the single A/D converter to select one of 16 analog signals, as shown in **Table 24**.

**NOTE**

The A/D converter is present on the MC68HC11F1 only.

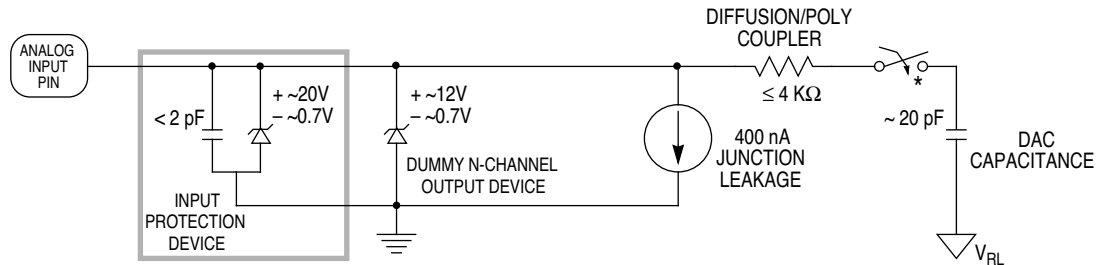


EA9 A/D BLOCK

Figure 14 A/D Converter Block Diagram

11.1 Input Pins

Port E pins can also be used as digital inputs. Reads of port E pins are not recommended during the sample portion of an A/D conversion cycle, when the gate signal to the N-channel input gate is on. Because no P-channel devices are directly connected to either input pins or reference voltage pins, voltages above  $V_{DD}$  do not cause a latchup problem, although current should be limited according to maximum ratings. **Figure 15** is a functional diagram of an input pin.



\* THIS ANALOG SWITCH IS CLOSED ONLY DURING THE 12-CYCLE SAMPLE TIME.

Figure 15 Electrical Model of an Analog Input Pin (Sample Mode)

11.2 Conversion Sequence

A/D converter operations are performed in sequences of four conversions each. A conversion sequence can be repeated continuously or stop after one iteration. The conversion complete flag (CCF) is set after the fourth conversion in a sequence to show the availability of data in the result registers. **Figure 16** shows the timing of a typical sequence. Synchronization is referenced to the system E clock.

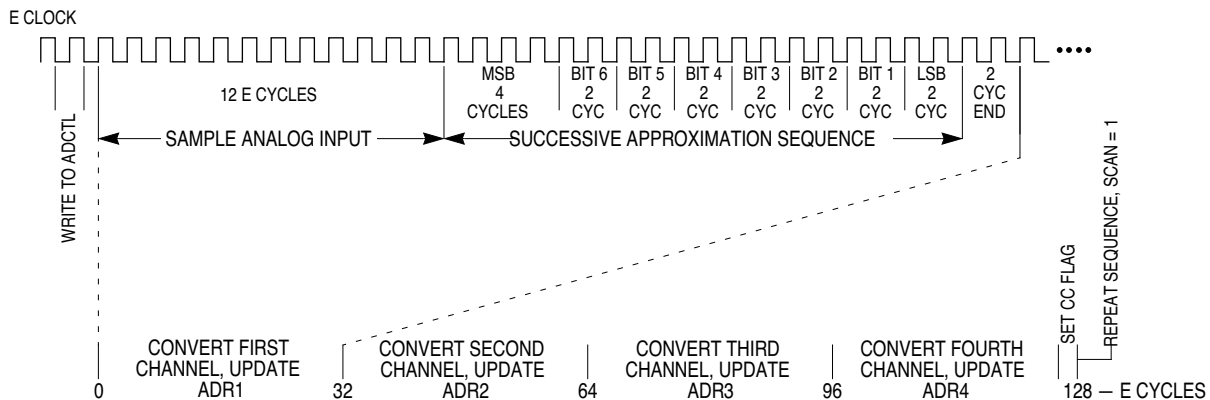


Figure 16 A/D Conversion Sequence

## 11.3 A/D Registers

**ADCTL** — A/D Control/Status

**\$x030**

|        |       |   |      |      |    |    |    |       |
|--------|-------|---|------|------|----|----|----|-------|
|        | Bit 7 | 6 | 5    | 4    | 3  | 2  | 1  | Bit 0 |
|        | CCF   | 0 | SCAN | MULT | CD | CC | CB | CA    |
| RESET: |       | 0 |      |      |    |    |    |       |

| = Indeterminate value

**CCF** — Conversions Complete Flag

A read-only status indicator, this bit is set when all four A/D result registers contain valid conversion results. Each time the ADCTL register is overwritten, this bit is automatically cleared to zero and a conversion sequence is started. In the continuous mode, CCF is set at the end of the first conversion sequence.

**Bit 6** — Not implemented. Reads always return zero and writes have no effect.

**SCAN** — Continuous Scan Control

- 0 = Do four conversions and stop
- 1 = Convert four channels in selected group continuously

**MULT** — Multiple Channel/Single Channel Control

- 0 = Convert single channel selected
- 1 = Convert four channels in selected group

**CD–CA** — Channel Select D through A

Refer to **Table 24**. When a multiple channel mode is selected (MULT = 1), the two least significant channel select bits (CB and CA) have no meaning and the CD and CC bits specify which group of four channels is to be converted.

**Table 24 A/D Converter Channel Assignments**

| Channel Select Control Bits<br>CD:CC:CB:CA | Channel Signal                    | Result in ADR <sub>x</sub> if MULT = 1 |
|--------------------------------------------|-----------------------------------|----------------------------------------|
| 0000                                       | AN0                               | ADR1                                   |
| 0001                                       | AN1                               | ADR2                                   |
| 0010                                       | AN2                               | ADR3                                   |
| 0011                                       | AN3                               | ADR4                                   |
| 0100                                       | AN4                               | ADR1                                   |
| 0101                                       | AN5                               | ADR2                                   |
| 0110                                       | AN6                               | ADR3                                   |
| 0111                                       | AN7                               | ADR4                                   |
| 10XX                                       | Reserved                          | ADR1–ADR4                              |
| 1100                                       | V <sub>RH</sub> <sup>1</sup>      | ADR1                                   |
| 1101                                       | V <sub>RL</sub> <sup>1</sup>      | ADR2                                   |
| 1110                                       | (V <sub>RH</sub> )/2 <sup>1</sup> | ADR3                                   |
| 1111                                       | Reserved <sup>1</sup>             | ADR4                                   |

NOTES:

1. Used for factory testing.

**ADR1 – ADR4 — A/D Results**
**\$x031 – \$x034**

|        |       |   |   |   |   |   |   |       |      |
|--------|-------|---|---|---|---|---|---|-------|------|
| \$x031 | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 | ADR1 |
| \$x032 | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 | ADR2 |
| \$x033 | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 | ADR3 |
| \$x034 | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 | ADR4 |

Each read-only result register holds an eight-bit conversion result. Writes to these registers have no effect. Data in the A/D converter result registers is valid when the CCF flag in the ADCTL register is set, indicating a conversion sequence is complete. If conversion results are needed sooner, refer to **Figure 16**, which shows the A/D conversion sequence diagram.

**Table 25 Analog Input to 8-Bit Result Translation Table**

|                         | Bit 7 | 6     | 5     | 4      | 3      | 2      | 1      | Bit 0  |
|-------------------------|-------|-------|-------|--------|--------|--------|--------|--------|
| Percentage <sup>1</sup> | 50%   | 25%   | 12.5% | 6.25%  | 3.12%  | 1.56%  | 0.78%  | 0.39%  |
| Volts <sup>2</sup>      | 2.500 | 1.250 | 0.625 | 0.3125 | 0.1562 | 0.0781 | 0.0391 | 0.0195 |

**NOTES:**

1. % of  $V_{RH} - V_{RL}$
2. Volts for  $V_{RL} = 0$ ;  $V_{RH} = 5.0$  V

**OPTION — System Configuration Options**
**\$x039**

|        | Bit 7 | 6    | 5     | 4    | 3   | 2     | 1    | Bit 0 |
|--------|-------|------|-------|------|-----|-------|------|-------|
|        | ADPU  | CSEL | IRQE* | DLY* | CME | FCME* | CR1* | CR0*  |
| RESET: | 0     | 0    | 0     | 1    | 0   | 0     | 0    | 0     |

\*Can be written only once in first 64 cycles out of reset in normal modes, or at any time in special modes.

**ADPU — A/D Power Up**

- 0 = A/D powered down
- 1 = A/D powered up

**CSEL — Clock Select**

- 0 = A/D and EEPROM use system E-Clock
- 1 = A/D and EEPROM use internal RC clock

Bits [5:0] — Refer to **4.3 System Initialization Registers**, page 23.



## 12 Main Timer

The main timer is based on a free-running 16-bit counter with a four-stage programmable prescaler. The timer drives the three input capture (IC) channels, four output compare (OC) channels, one channel programmable for either IC or OC, and the pulse accumulator (PA). All of these functions share port A. The main timer also drives the pulse accumulator, real-time interrupt (RTI), and computer operating properly (COP) watchdog circuits.

### 12.1 Timer Operation

The following tables summarize timing periods for various M68HC11 functions derived from the main timer for several crystal frequencies.

**Table 26 Timer Subsystem Count and Overflow Periods**

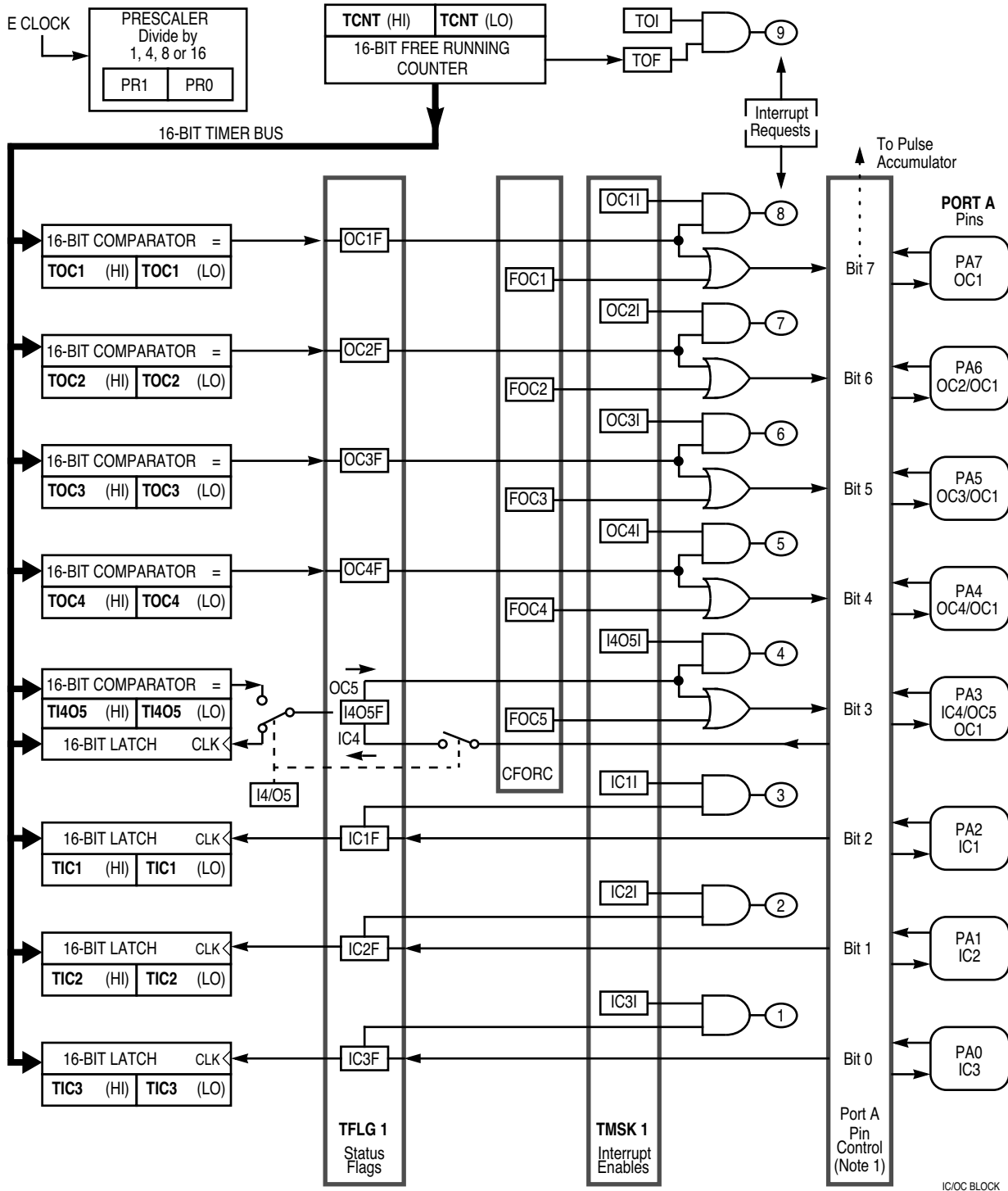
| E-Clock Frequency | PR[1:0] = 00  |               | PR[1:0] = 01  |               | PR[1:0] = 10  |               | PR[1:0] = 11   |               |
|-------------------|---------------|---------------|---------------|---------------|---------------|---------------|----------------|---------------|
|                   | 1 Count       | TCNT Overflow | 1 Count       | TCNT Overflow | 1 Count       | TCNT Overflow | 1 Count        | TCNT Overflow |
| 1 MHz             | 1.000 $\mu$ s | 65.536 ms     | 4.000 $\mu$ s | 262.144 ms    | 8.000 $\mu$ s | 524.288 ms    | 16.000 $\mu$ s | 1.049 s       |
| 2 MHz             | 0.500 $\mu$ s | 32.768 ms     | 2.000 $\mu$ s | 131.072 ms    | 4.000 $\mu$ s | 262.144 ms    | 8.000 $\mu$ s  | 524.288 ms    |
| 3 MHz             | 0.333 $\mu$ s | 21.845 ms     | 1.333 $\mu$ s | 87.381 ms     | 2.667 $\mu$ s | 174.763 ms    | 5.333 $\mu$ s  | 349.525 ms    |
| 4 MHz             | 0.250 $\mu$ s | 16.384 ms     | 1.000 $\mu$ s | 65.536 ms     | 2.000 $\mu$ s | 131.072 ms    | 4.000 $\mu$ s  | 262.144 ms    |
| 5 MHz             | 0.200 $\mu$ s | 13.107 ms     | 0.800 $\mu$ s | 52.429 ms     | 1.600 $\mu$ s | 104.858 ms    | 3.200 $\mu$ s  | 209.715 ms    |
| 6 MHz             | 0.167 $\mu$ s | 10.923 ms     | 0.667 $\mu$ s | 43.691 ms     | 1.333 $\mu$ s | 87.381 ms     | 2.667 $\mu$ s  | 174.763 ms    |
| Any E             | 1/E           | $2^{16}/E$    | 4/E           | $2^{18}/E$    | 8/E           | $2^{19}/E$    | 16/E           | $2^{20}/E$    |

**Table 27 Real-Time Interrupt Periods**

| E-Clock Frequency | RTR[1:0] = 00 | RTR[1:0] = 01 | RTR[1:0] = 10 | RTR[1:0] = 11 |
|-------------------|---------------|---------------|---------------|---------------|
| 1 MHz             | 8.192 ms      | 16.384 ms     | 32.768 ms     | 65.536 ms     |
| 2 MHz             | 4.096 ms      | 8.192 ms      | 16.384 ms     | 32.768 ms     |
| 3 MHz             | 2.731 ms      | 5.461 ms      | 10.923 ms     | 21.845 ms     |
| 4 MHz             | 2.048 ms      | 4.096 ms      | 8.192 ms      | 16.384 ms     |
| 5 MHz             | 1.638 ms      | 3.277 ms      | 6.554 ms      | 13.107 ms     |
| 6 MHz             | 1.366 ms      | 2.731 ms      | 5.461 ms      | 10.923 ms     |
| Any E             | $2^{13}/E$    | $2^{14}/E$    | $2^{15}/E$    | $2^{21}/E$    |

**Table 28 COP Watchdog Time-Out Periods**

| E-Clock Frequency | RTR[1:0] = 00 | RTR[1:0] = 01 | RTR[1:0] = 10 | RTR[1:0] = 11 |
|-------------------|---------------|---------------|---------------|---------------|
| 1 MHz             | 32.768 ms     | 131.072 ms    | 524.288 ms    | 2.097 s       |
| 2 MHz             | 16.384 ms     | 65.536 ms     | 262.144 ms    | 1.049 s       |
| 3 MHz             | 10.923 ms     | 43.691 ms     | 174.763 ms    | 699.051 ms    |
| 4 MHz             | 8.192 ms      | 32.768 ms     | 131.072 ms    | 524.288 ms    |
| 5 MHz             | 6.554 ms      | 26.214 ms     | 104.858 ms    | 419.430 ms    |
| 6 MHz             | 5.461 ms      | 21.845 ms     | 87.381 ms     | 349.525 ms    |
| Any E             | $2^{15}/E$    | $2^{17}/E$    | $2^{19}/E$    | $2^{21}/E$    |



NOTE: Registers that control port A action include DDRA, OC1M, OC1D, PACTL, TCTL1 and TCTL2.

Figure 17 Main Timer

## 12.2 Timer Registers

**CFORC** — Timer Force Compare

**\$x00B**

|        |       |      |      |      |      |   |   |       |
|--------|-------|------|------|------|------|---|---|-------|
|        | Bit 7 | 6    | 5    | 4    | 3    | 2 | 1 | Bit 0 |
|        | FOC1  | FOC2 | FOC3 | FOC4 | FOC5 | 0 | 0 | 0     |
| RESET: | 0     | 0    | 0    | 0    | 0    | 0 | 0 | 0     |

**FOCx** — Force Output Compare x Action

0 = Not affected

1 = Output compare x action occurs, but OCxF flag bit is not set

Bits [2:0] — Not implemented. Reads always return zero and writes have no effect.

**OC1M** — Output Compare 1 Mask

**\$x00C**

|        |       |       |       |       |       |   |   |       |
|--------|-------|-------|-------|-------|-------|---|---|-------|
|        | Bit 7 | 6     | 5     | 4     | 3     | 2 | 1 | Bit 0 |
|        | OC1M7 | OC1M6 | OC1M5 | OC1M4 | OC1M3 | 0 | 0 | 0     |
| RESET: | 0     | 0     | 0     | 0     | 0     | 0 | 0 | 0     |

Bits set in OC1M allow OC1 to output the corresponding OC1D bits in port A when a successful compare event occurs.

**OC1M[7:3]** — Output Compare Masks

0 = Control of the corresponding port A pin is disabled

1 = Control of the corresponding port A pin is enabled

Bits [2:0] — Not implemented. Reads always return zero and writes have no effect.

**OC1D** — Output Compare 1 Data

**\$x00D**

|        |       |       |       |       |       |   |   |       |
|--------|-------|-------|-------|-------|-------|---|---|-------|
|        | Bit 7 | 6     | 5     | 4     | 3     | 2 | 1 | Bit 0 |
|        | OC1D7 | OC1D6 | OC1D5 | OC1D4 | OC1D3 | 0 | 0 | 0     |
| RESET: | 0     | 0     | 0     | 0     | 0     | 0 | 0 | 0     |

**OC1D[7:3]** — Output Compare Data

Data in OC1Dx is output to port A bit x on successful OC1 compares if OC1Mx is set.

Bits [2:0] — Not implemented. Reads always return zero and writes have no effect.

**TCNT** — Timer Count

**\$x00E, \$x00F**

|        |        |    |    |    |    |    |   |       |      |
|--------|--------|----|----|----|----|----|---|-------|------|
| \$x00E | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x00F | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |
| RESET: | 0      | 0  | 0  | 0  | 0  | 0  | 0 | 0     |      |

The 16-bit read-only TCNT register contains the prescaled value of the 16-bit timer. A full counter read addresses the most significant byte (MSB) first. A read of this address causes the least significant byte to be latched into a buffer for the next CPU cycle so that a double-byte read returns the full 16-bit state of the counter at the time of the MSB read cycle.

## TIC1–TIC3 — Timer Input Capture

**\$x010–\$x015**

|        |        |    |    |    |    |    |   |       |      |
|--------|--------|----|----|----|----|----|---|-------|------|
| \$x010 | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x011 | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |
|        |        |    |    |    |    |    |   |       |      |
| \$x012 | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x013 | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |
|        |        |    |    |    |    |    |   |       |      |
| \$x014 | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x015 | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |

TICx registers are not affected by reset.

## TOC1–TOC4 — Timer Output Compare

**\$x016–\$x01D**

|        |        |    |    |    |    |    |   |       |      |
|--------|--------|----|----|----|----|----|---|-------|------|
| \$x016 | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x017 | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |
|        |        |    |    |    |    |    |   |       |      |
| \$x018 | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x019 | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |
|        |        |    |    |    |    |    |   |       |      |
| \$x01A | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x01B | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |
|        |        |    |    |    |    |    |   |       |      |
| \$x01C | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x01D | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |

All TOCx register pairs are reset to ones (\$FFFF).

## TI4/O5 — Timer Input Capture 4/Output Compare 5

**\$x01E, \$x01F**

|        |        |    |    |    |    |    |   |       |      |
|--------|--------|----|----|----|----|----|---|-------|------|
| \$x01E | Bit 15 | 14 | 13 | 12 | 11 | 10 | 9 | Bit 8 | High |
| \$x01F | Bit 7  | 6  | 5  | 4  | 3  | 2  | 1 | Bit 0 | Low  |

TI4/O5 is reset to ones (\$FFFF).

## TCTL1 — Timer Control 1

**\$x020**

|        |       |     |     |     |     |     |     |       |  |
|--------|-------|-----|-----|-----|-----|-----|-----|-------|--|
|        | Bit 7 | 6   | 5   | 4   | 3   | 2   | 1   | Bit 0 |  |
|        | OM2   | OL2 | OM3 | OL3 | OM4 | OL4 | OM5 | OL5   |  |
| RESET: | 0     | 0   | 0   | 0   | 0   | 0   | 0   | 0     |  |

OM2–OM5 — Output Mode

OL2–OL5 — Output Level

Each OMx–OLx bit pair determines the output action taken on the corresponding OCx pin after a successful compare, as shown in **Table 29**. OC5 functions only if the I4/O5 bit in the PACTL register is cleared.

### Table 29 Output Compare Actions

| OMx | OLx | Action Taken on Successful Compare       |
|-----|-----|------------------------------------------|
| 0   | 0   | Timer disconnected from output pin logic |
| 0   | 1   | Toggle OCx output line                   |
| 1   | 0   | Clear OCx output line to zero            |
| 1   | 1   | Set OCx output line to one               |

#### TCTL2 — Timer Control 2

**\$x021**

|        |       |       |       |       |       |       |       |       |
|--------|-------|-------|-------|-------|-------|-------|-------|-------|
|        | Bit 7 | 6     | 5     | 4     | 3     | 2     | 1     | Bit 0 |
|        | EDG4B | EDG4A | EDG1B | EDG1A | EDG2B | EDG2A | EDG3B | EDG3A |
| RESET: | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |

#### EDGxB, EDGxA — Input Capture Edge Control

Each EDGxB, EDGxA pair determines the polarity of the input signal on the corresponding ICx that will trigger an input capture, as shown in **Table 30**. IC4 functions only if the I4/O5 bit in the PACTL register is set.

### Table 30 Input Capture Configuration

| EDGxB | EDGxA | Configuration                 |
|-------|-------|-------------------------------|
| 0     | 0     | Capture disabled              |
| 0     | 1     | Capture on rising edges only  |
| 1     | 0     | Capture on falling edges only |
| 1     | 1     | Capture on any edge           |

#### TMSK1 — Timer Interrupt Mask 1

**\$x022**

|        |       |      |      |      |        |      |      |       |
|--------|-------|------|------|------|--------|------|------|-------|
|        | Bit 7 | 6    | 5    | 4    | 3      | 2    | 1    | Bit 0 |
|        | OC1I  | OC2I | OC3I | OC4I | I4/O5I | IC1I | IC2I | IC3I  |
| RESET: | 0     | 0    | 0    | 0    | 0      | 0    | 0    | 0     |

Bits in TMSK1 correspond bit for bit with flag bits in TFLG1. Each bit that is set in TMSK1 enables the corresponding interrupt source.

#### OCxI — Output Compare x Interrupt Enable

If the OCxI enable bit is set when the OCxF flag bit is set, a hardware interrupt sequence is requested.

#### I4/O5I — Input Capture 4/Output Compare 5 Interrupt Enable

When I4/O5 in PACTL is one, I4/O5I is the input capture 4 interrupt enable bit. When I4/O5 in PACTL is zero, I4/O5I is the output compare 5 interrupt enable bit.

#### ICxI — Input Capture x Interrupt Enable

If the ICxI enable bit is set when the ICxF flag bit is set, a hardware interrupt sequence is requested.

#### TFLG1 — Timer Interrupt Flag 1

**\$x023**

|        |       |      |      |      |        |      |      |       |
|--------|-------|------|------|------|--------|------|------|-------|
|        | Bit 7 | 6    | 5    | 4    | 3      | 2    | 1    | Bit 0 |
|        | OC1F  | OC2F | OC3F | OC4F | I4/O5F | IC1F | IC2F | IC3F  |
| RESET: | 0     | 0    | 0    | 0    | 0      | 0    | 0    | 0     |

Bits in TFLG1 are cleared by writing a one to the corresponding bit positions.

OCxF — Output Compare x Flag

Set each time the counter matches output compare x value.

I4/O5F — Input Capture 4/Output Compare 5 Flag

Set by IC4 or OC5, depending on which function was enabled by I4/O5 of PACTL.

ICxF — Input Capture x Flag

Set each time a selected active edge is detected on the ICx input line.

**TMSK2** — Timer Interrupt Mask 2

**\$x024**

|        |       |      |       |      |   |   |     |       |
|--------|-------|------|-------|------|---|---|-----|-------|
|        | Bit 7 | 6    | 5     | 4    | 3 | 2 | 1   | Bit 0 |
|        | TOI   | RTII | PAOVI | PAII | 0 | 0 | PR1 | PR0   |
| RESET: | 0     | 0    | 0     | 0    | 0 | 0 | 0   | 0     |

Bits [7:4] in TMSK2 correspond bit for bit with flag bits in TFLG2. Setting any of these bits enables the corresponding interrupt source. TMSK2 can be written only once in the first 64 cycles out of reset in normal modes, or at any time in special modes.

TOI — Timer Overflow Interrupt Enable

- 0 = Timer overflow interrupt disabled
- 1 = Interrupt requested when TOF is set

RTII — Real-Time Interrupt Enable

- 0 = Real-time interrupt disabled
- 1 = Interrupt requested when RTIF is set

Bits [5:4] — See **13.2 Pulse Accumulator Registers**, page 64.

Bits [3:2] — Not implemented. Reads always return zero and writes have no effect.

PR[1:0] — Timer Prescaler Select

Determines the main timer prescale factor as shown in **Table 31**. See **Table 26** for specific frequencies.

**Table 31 Main Timer Prescale Control**

| PR[1:0] | Prescaler |
|---------|-----------|
| 0 0     | 1         |
| 0 1     | 4         |
| 1 0     | 8         |
| 1 1     | 16        |

**TFLG2** — Timer Interrupt Flag 2

**\$x025**

|        |       |      |       |      |   |   |   |       |
|--------|-------|------|-------|------|---|---|---|-------|
|        | Bit 7 | 6    | 5     | 4    | 3 | 2 | 1 | Bit 0 |
|        | TOF   | RTIF | PAOVF | PAIF | 0 | 0 | 0 | 0     |
| RESET: | 0     | 0    | 0     | 0    | 0 | 0 | 0 | 0     |

Bits in this register indicate when certain timer system events have occurred. Coupled with the four high-order bits of TMSK2, the bits of TFLG2 allow the timer subsystem to operate in either a polled or interrupt driven system. Each bit of TFLG2 corresponds to a bit in TMSK2 in the same position.

Bits in TFLG2 are cleared by writing a one to the corresponding bit positions.

TOF — Timer Overflow Flag

Set when TCNT rolls over from \$FFFF to \$0000.

RTIF — Real-Time Interrupt Flag

Set periodically at a rate based on bits RTR[1:0] in the PACTL register.

Bits [5:4] — See **13.2 Pulse Accumulator Registers**, page 65.

Bits [3:0] — Not implemented. Reads always return zero and writes have no effect.

**PACTL** — Pulse Accumulator Control

**\$x026**

|        |       |      |       |       |   |       |      |       |
|--------|-------|------|-------|-------|---|-------|------|-------|
|        | Bit 7 | 6    | 5     | 4     | 3 | 2     | 1    | Bit 0 |
|        | 0     | PAEN | PAMOD | PEDGE | 0 | I4/O5 | RTR1 | RTR0  |
| RESET: | 0     | 0    | 0     | 0     | 0 | 0     | 0    | 0     |

Bit 7 — Not implemented. Reads always return zero and writes have no effect.

Bits [6:4] — See **13.2 Pulse Accumulator Registers**, page 65.

Bit 3 — Not implemented. Reads always return zero and writes have no effect.

I4/O5 — Configure TI4/O5 Register for IC or OC

0 = OC5 function enabled

1 = IC4 function enabled

RTR[1:0] — RTI Interrupt Rate Selects

These two bits select one of four rates for the real-time interrupt circuit, as shown in **Table 32**.

**Table 32 Real-Time Interrupt Periods**

| E-Clock Frequency | RTR [1:0] = %00 | RTR [1:0] = 01 | RTR [1:0] = 10 | RTR [1:0] = 11 |
|-------------------|-----------------|----------------|----------------|----------------|
| 1 MHz             | 8.192 ms        | 16.384 ms      | 32.768 ms      | 65.536 ms      |
| 2 MHz             | 4.906 ms        | 8.192 ms       | 16.384 ms      | 32.768 ms      |
| 3 MHz             | 2.731 ms        | 5.461 ms       | 10.923 ms      | 21.845 ms      |
| 4 MHz             | 2.048 ms        | 4.096 ms       | 8.192 ms       | 16.384 ms      |
| 5 MHz             | 1.638 ms        | 3.277 ms       | 6.554 ms       | 13.107 ms      |
| 6 MHz             | 1.366 ms        | 2.731 ms       | 5.461 ms       | 10.923 ms      |
| Any E             | $2^{13}/E$      | $2^{14}/E$     | $2^{15}/E$     | $2^{16}/E$     |

### 13 Pulse Accumulator

The pulse accumulator can be used either to count events or measure the duration of a particular event. In event counting mode, the pulse accumulator's 8-bit counter increments each time a specified edge is detected on the pulse accumulator input pin, PA7. The maximum clocking rate for this mode is the E-clock divided by two. In gated time accumulation mode, an internal clock increments the 8-bit counter at a rate of E-clock ÷ 64 while the input at PA7 remains at a predetermined logic level.

#### 13.1 Pulse Accumulator Block Diagram

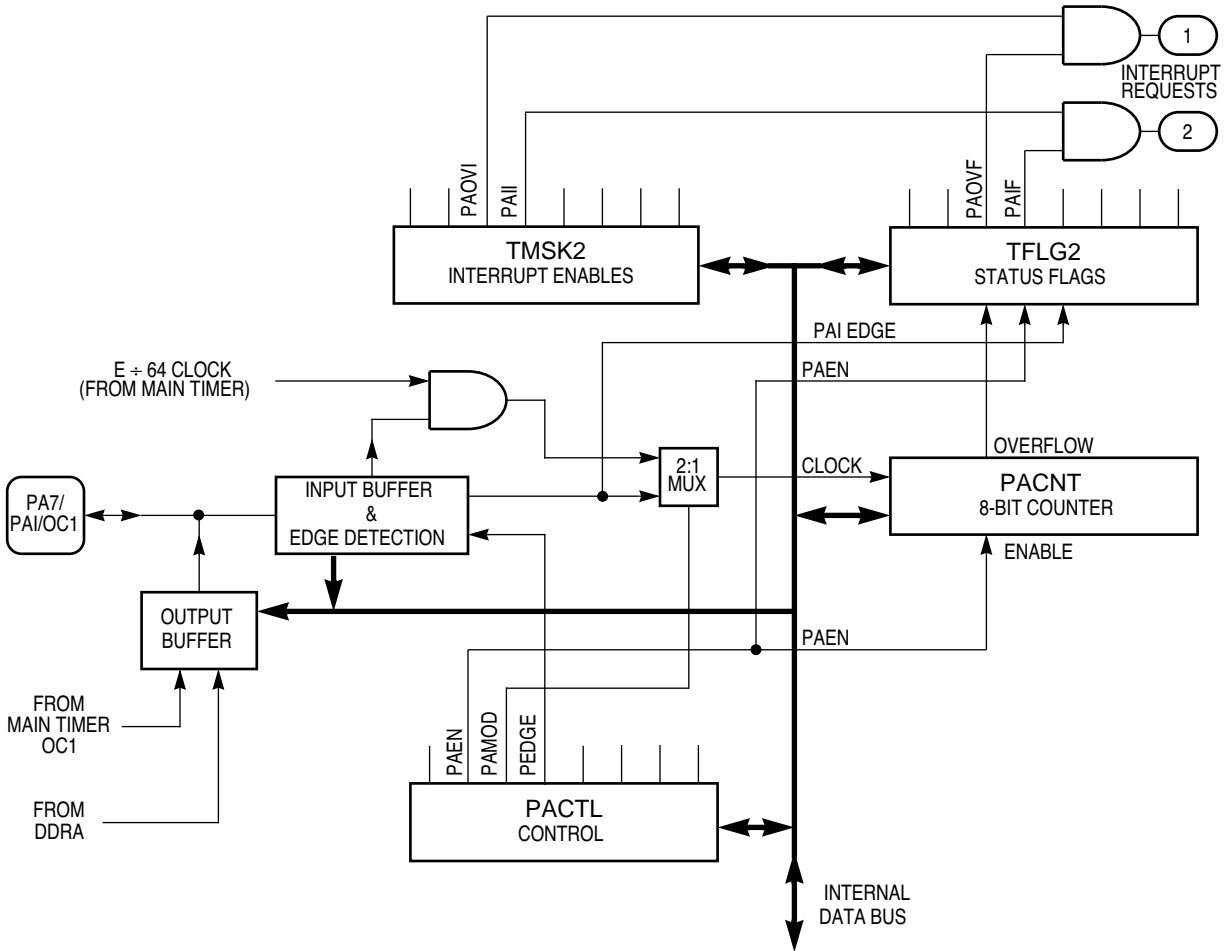


Figure 18 Pulse Accumulator Block Diagram

#### 13.2 Pulse Accumulator Registers

**TMSK2** — Timer Interrupt Mask 2

**\$x024**

|        | Bit 7 | 6    | 5     | 4    | 3 | 2 | 1   | Bit 0 |
|--------|-------|------|-------|------|---|---|-----|-------|
|        | TOI   | RTII | PAOVI | PAII | 0 | 0 | PR1 | PR0   |
| RESET: | 0     | 0    | 0     | 0    | 0 | 0 | 0   | 0     |

Bits [7:4] in TMSK2 correspond bit for bit with flag bits in TFLG2. Setting any of these bits enables the corresponding interrupt source.



Bits[7:6] — See **12.2 Timer Registers**, page 62.

PAOVI — Pulse Accumulator Overflow Interrupt Enable  
 0 = Pulse accumulator overflow interrupt disabled  
 1 = Interrupt requested when PAOVF in TFLG2 is set

PAII — Pulse Accumulator Interrupt Enable  
 0 = Pulse accumulator interrupt disabled  
 1 = Interrupt requested when PAIF in TFLG2 is set

Bits [3:2] — Not implemented. Reads always return zero and writes have no effect.

Bits [1:0] — See **12.2 Timer Registers**, page 62.

**TFLG2** — Timer Interrupt Flag 2

**\$x025**

|        | Bit 7 | 6    | 5     | 4    | 3 | 2 | 1 | Bit 0 |
|--------|-------|------|-------|------|---|---|---|-------|
|        | TOF   | RTIF | PAOVF | PAIF | 0 | 0 | 0 | 0     |
| RESET: | 0     | 0    | 0     | 0    | 0 | 0 | 0 | 0     |

Bits in TFLG2 are cleared by writing a one to the corresponding bit positions.

Bits [7:6] — See **12.2 Timer Registers**, page 62.

PAOVF — Pulse Accumulator Overflow Flag  
 Set when PACNT rolls over from \$FF to \$00

PAIF — Pulse Accumulator Input Edge Flag  
 Set each time a selected active edge is detected on the PAI input line

Bits [3:0] — Not implemented. Reads always return zero and writes have no effect.

**PACTL** — Pulse Accumulator Control

**\$x026**

|        | Bit 7 | 6    | 5     | 4     | 3 | 2     | 1    | Bit 0 |
|--------|-------|------|-------|-------|---|-------|------|-------|
|        | 0     | PAEN | PAMOD | PEDGE | 0 | I4/O5 | RTR1 | RTR0  |
| RESET: | 0     | 0    | 0     | 0     | 0 | 0     | 0    | 0     |

Bit 7 — Not implemented. Reads always return zero and writes have no effect.

PAEN — Pulse Accumulator System Enable  
 0 = Pulse accumulator disabled  
 1 = Pulse accumulator enabled

PAMOD — Pulse Accumulator Mode  
 0 = Event counter  
 1 = Gated time accumulation

PEDGE — Pulse Accumulator Edge Control  
 This bit has different meanings depending on the state of the PAMOD bit, as shown in **Table 33**.

**Table 33 Pulse Accumulator Edge Control**

| PAMOD | PEDGE | Action on Clock                          |
|-------|-------|------------------------------------------|
| 0     | 0     | PAI falling edge increments the counter. |
| 0     | 1     | PAI rising edge increments the counter.  |
| 1     | 0     | A zero on PAI inhibits counting.         |
| 1     | 1     | A one on PAI inhibits counting.          |

Bit 3 — Not implemented. Reads always return zero and writes have no effect.

Bits [2:0] — See **12.2 Timer Registers**, page 63.

**PACNT** — Pulse Accumulator Count

**\$x027**

|        | Bit 7 | 6 | 5 | 4 | 3 | 2 | 1 | Bit 0 |
|--------|-------|---|---|---|---|---|---|-------|
| RESET: | U     | U | U | U | U | U | U | U     |

U = Unaffected by reset

This eight-bit read/write register contains the count of external input events at the PAI input, or the accumulated count. The PACNT is readable even if PAI is not active in gated time accumulation mode. The counter is not affected by reset and can be read or written at any time. Counting is synchronized to the internal PH2 clock so that incrementing and reading occur during opposite half cycles.



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