

4 BIT SINGLE-CHIP MICROCOMPUTER

The μ PD75518(A) is a 75X series four-bit single-chip microcomputer which enables data processing equivalent to that performed by an eight-bit microcomputer. It is a high-performance product, whose minimum instruction execution time is 0.67 μ s, shorter than 0.95 μ s for the conventional μ PD75516. The ROM and RAM capacities are also larger, and the throughput of the 75X series is further increased. The μ PD75517(A) is suited to controllers of electric parts of automobiles.

FEATURES

- Higher reliable than the μ PD75518
- Capacities of program memory, ROM: 32640 \times 8 bits
- Capacity of data memory, RAM: 1024 \times 4 bits
- Function for specifying the instruction execution time (useful for high-speed operation and saving power)
 - 0.67 μ s/1.33 μ s/2.67 μ s/10.7 μ s (when the main system clock operates at 6.0 MHz)
 - 0.95 μ s/1.91 μ s/3.82 μ s/15.3 μ s (when the main system clock operates at 4.19 MHz)
 - 122 μ s (when the subsystem clock operates at 32.768 kHz)
- Built-in A/D converter operable on low voltage
 - 8-bit resolution \times 8 channels (Successive approximation system)
 - $V_{DD} = 2.7$ to 6.0 V
- Many I/O lines: 64
- Enhanced timer function: 4 channels
- Built-in 8-bit serial interface: Two channels
 - Built-in NEC serial bus interface (SBI)
- Clock operable with ultra-low power consumption (when 5- μ A TYP. operates on 3 V.)
- Product with a built-in PROM available: μ PD75P518

APPLICATIONS

Controller of electric parts of automobiles

ORDERING INFORMATION

Part number	Package	Quality grade
μ PD75518GF(A)-xxx-3B9	80-pin plastic QFP (14 mm \times 20 mm)	Special

Remark xxx: Code number

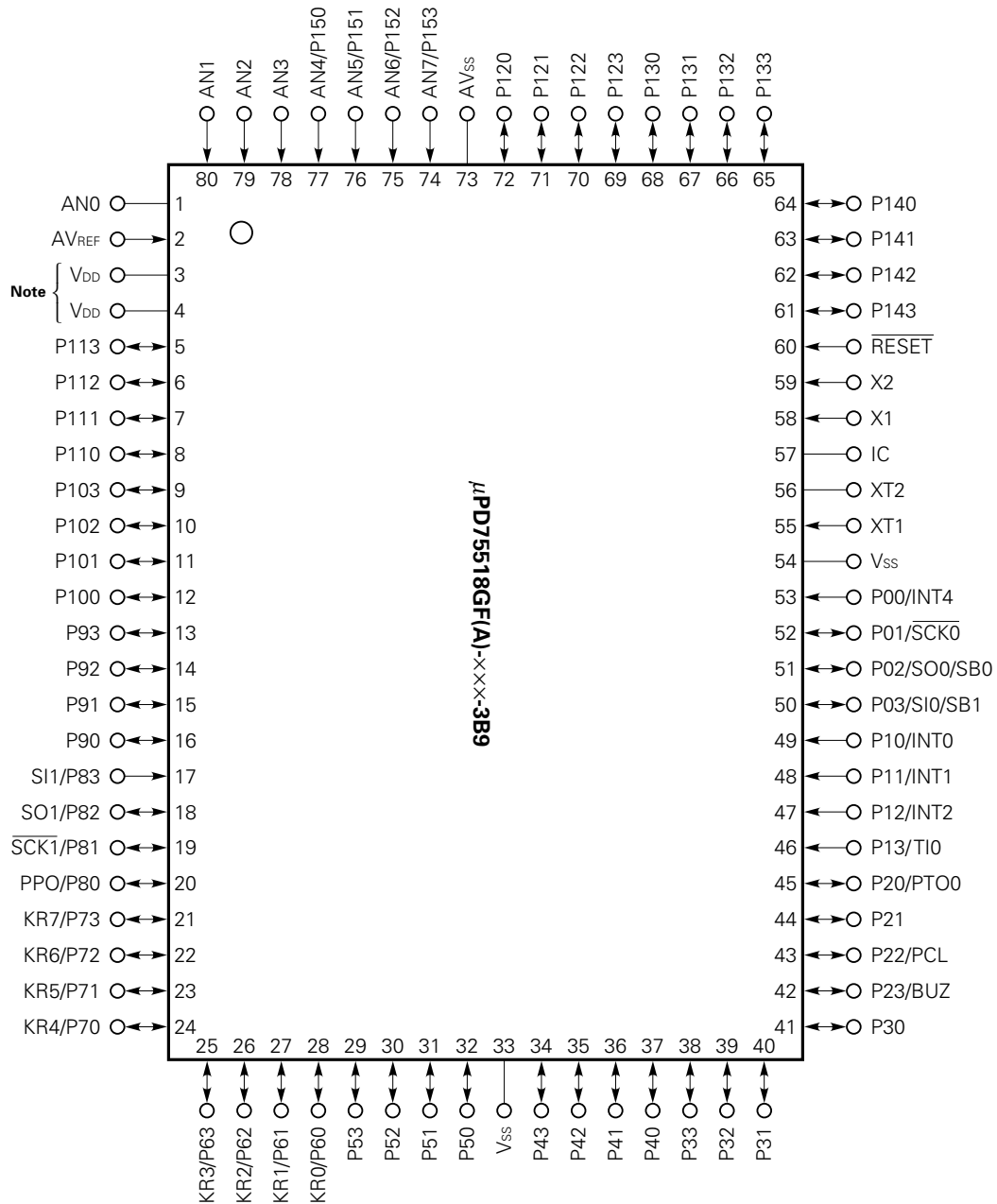
Please refer to "Quality Grade on NEC Semiconductor Devices" (Document number IEI-1209) published by NEC Corporation to know the specification of quality grade on the devices and its recommended applications.

The information in this document is subject to change without notice.

FUNCTIONS

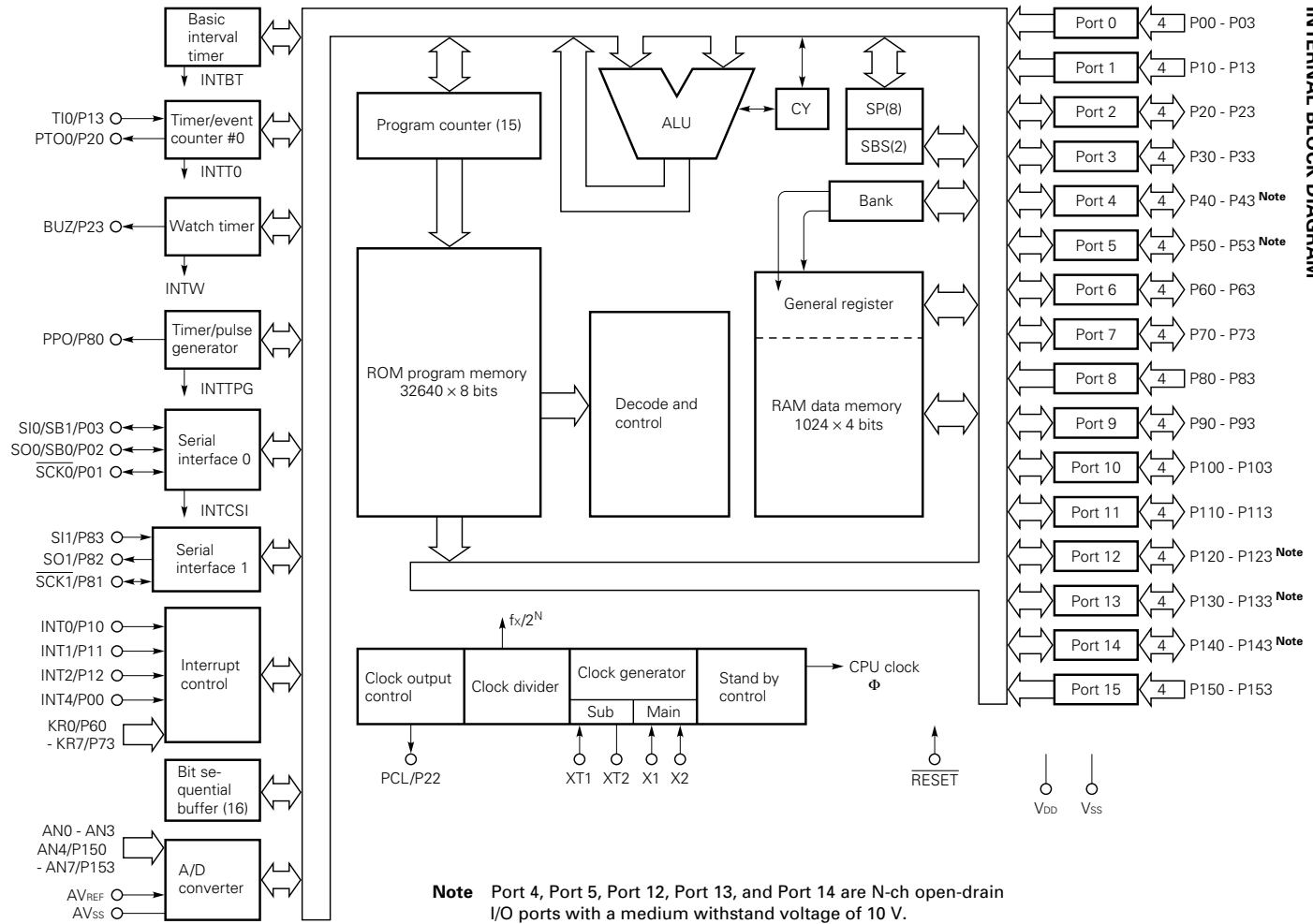
Item		Functions
Built-in memory	ROM	32640 × 8 bits
	RAM	1024 × 4 bits
General registers		(4-bit × 8 or 8-bit × 4) × 4 banks
Instruction cycle		<ul style="list-style-type: none"> • 0.67 μs/1.33 μs/2.67 μs/10.7 μs (At 6.0 MHz) • 0.95 μs/1.91 μs/3.82 μs/15.3 μs (At 4.19 MHz) • 122 μs (At 32.768 kHz)
I/O ports	Total	64
	Number of CMOS input lines	16 (Shared with INT, SIO, PPO, and analog input. Seven lines can be pulled up by software.)
	Number of CMOS I/O lines	28 (Four lines for LED driving) <ul style="list-style-type: none"> • 16 lines can be pulled up by software. • Four lines can be pulled down by the mask option.
	Number of N-ch open-drain I/O lines	20 (Eight lines for LED driving. Withstand voltage is 10 V. 20 lines can be pulled up by the mask option.)
A/D converter		8-bit resolution × 8 channels (Successive approximation system) <ul style="list-style-type: none"> • Capable of low-voltage operation: V_{DD} = 2.7 to 6.0 V
Timer/counter		Four channels <ul style="list-style-type: none"> • Timer/event counter • Basic interval timer • Timer/pulse generator (14-bit PWM output enabled) • Clock timer
Serial interface		Two channels <ul style="list-style-type: none"> • NEC standard serial bus interface (SBI)/three-wire SIO: One channel • General clock synchronous serial interface (three-wire SIO): One channel
Interrupt		<ul style="list-style-type: none"> • Vectored interrupt: Seven sources (External: 3, internal: 4) • Test input : Two sources (External: 1, internal: 1) • Clock test flag is provided. • Parallel edge detection flag for key scan input is provided.
Instruction set		<ul style="list-style-type: none"> • Set/reset/test/Boolean operation for bit data • 4-bit data transfer, arithmetic/logical, increment/decrement, and comparison instructions • 8-bit data transfer, arithmetic/logical, increment/decrement, and comparison instructions
System clock generator		<ul style="list-style-type: none"> • Ceramic/crystal oscillator for main system clock: 6.0 MHz, 4.19 MHz • Crystal oscillator for subsystem clock : 32.768 kHz
Operating supply voltage		V _{DD} = 2.7 to 6.0 V
Package		80-pin plastic QFP (14 × 20 mm)

PIN CONFIGURATION (TOP VIEW)



IC: Internally connected. Connect the IC pin to Vss.

Note Be sure to supply power to both the VDD pins.



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1. PIN FUNCTIONS

1.1 PORT PINS (1/2)

Pin name	I/O	Also used as	Function	8-bit I/O	When reset	I/O ^{Note 1} circuit type
P00	I	INT4	4-bit input port (Port 0). For P01 to P03, pull-up resistors can be provided by software in units of 3 bits.	×	Input	ⓑ
P01		SCK0				ⓕ - A
P02		SO0/SB0				ⓕ - B
P03		SI0/SB1				Ⓜ - C
P10	I	INT0	4-bit input port (Port 1). Pull-up resistors can be provided by software in units of 4 bits.	×	Input	ⓑ - C
P11		INT1				
P12		INT2				
P13		TIO				
P20	I/O	PTO0	4-bit I/O port (Port 2). Pull-up resistors can be provided by software in units of 4 bits.	×	Input	E - B
P21		-				
P22		PCL				
P23		BUZ				
P30 ^{Note 2}	I/O	-	Programmable 4-bit I/O port (Port 3). Input/output can be specified bit by bit. Pull-up resistors can be provided by software in units of 4 bits.	×	Input	E - C
P31 ^{Note 2}		-				
P32 ^{Note 2}		-				
P33 ^{Note 2}		-				
P40-P43 ^{Note 2}	I/O	-	N-ch open-drain 4-bit I/O port (Port 4). A pull-up resistor can be provided bit by bit (mask option). Withstand voltage is 10 V in open-drain mode.	○	High level (when a pull-up resistor is provided) or high impedance	M
P50-P53 ^{Note 2}		-				
P60	I/O	KR0	Programmable 4-bit I/O port (Port 6). Input/output can be specified bit by bit. Pull-up resistors can be provided by software in units of 4 bits.	○	Input	ⓕ - C
P61		KR1				
P62		KR2				
P63		KR3				
P70	I/O	KR4	4-bit I/O port (Port 7). Pull-up resistors can be provided by software in units of 4 bits.		Input	ⓕ - A
P71		KR5				
P72		KR6				
P73		KR7				

- Notes**
- The circuits enclosed in circles have a Schmitt-triggered input.
 - An LED can be driven directly.

1.1 PORT PINS (2/2)

Pin name	I/O	Also used as	Function	8-bit I/O	When reset	I/O ^{Note 1} circuit type
P80	I	PPO	4-bit input port (Port 8).	×	Input	E
P81		SCK $\bar{1}$				Ⓡ
P82		SO1				E
P83		SI1				ⓑ
P90-P93	I/O	–	4-bit I/O port (Port 9). A pull-down resistor can be provided bit by bit (mask option).	×	Low level (when a pull-down resistor is provided) or high impedance	V
P100-P103	I/O	–	4-bit I/O port (Port 10)	×	Input	E
P110-P113	I/O	–	4-bit I/O port (Port 11)		Input	E
P120-P123	I/O	–	N-ch open-drain, 4-bit I/O port (Port 12). Pull-up resistors can be provided bit by bit (mask option). Withstand voltage is 10 V in open-drain mode.	×	High level (when a pull-up resistor is provided) or high impedance	M
P130-P133	I/O	–	N-ch open-drain, 4-bit I/O port (Port 13). Pull-up resistors can be provided bit by bit (mask option). Withstand voltage is 10 V in open-drain mode.	×	High level (when a pull-up resistor is provided) or high impedance	M
P140-P143	I/O	–	N-ch open-drain, 4-bit I/O port (Port 14). Pull-up resistors can be provided bit by bit (mask option). Withstand voltage is 10 V in open-drain mode.	×	High level (when a pull-up resistor is provided) or high impedance	M
P150-P153	I	AN4-AN7	4-bit input port (Port 15)	×	Input	Y - A

Note The circuits enclosed in circles have a Schmitt-triggered input.

1.2 NON-PORT PINS

Pin name	I/O	Also used as	Function	When reset	I/O ^{Note 1} circuit type
TIO	I	P13	External event pulse input pin for the timer/event counter	–	ⓑ - C
PTO0	O	P20	Timer/event counter output pin	Input	E - B
PCL	O	P22	Clock output pin	Input	E - B
BUZ	O	P23	Fixed frequency output pin (for buzzer or system clock trimming)	Input	E - B
$\overline{\text{SCK0}}$	I/O	P01	Serial clock I/O pin	Input	ⓕ - A
SO0/SB0	I/O	P02	Serial data output pin or serial bus I/O pin	Input	ⓕ - B
SI0/SB1	I/O	P03	Serial data input pin or serial bus I/O pin	Input	Ⓜ - C
INT4	I	P00	Edge detection vectored interrupt input pin (Either a rising or falling edge is detected.)	–	ⓑ
INT0	I	P10	Edge detection vectored interrupt input pin (The edge to be detected is selectable.)	Synchronous	ⓑ - C
INT1		P11		Asynchronous	
INT2	I	P12	Edge detection testable input pin (An rising edge is detected.)	Asynchronous	ⓑ - C
KR0-KR3	I	P60-P63	Parallel-falling-edge-sensitive testable input pins	Input	ⓕ - C
KR4-KR7	I	P70-P73	Parallel-falling-edge-sensitive testable input pins	Input	ⓕ - A
$\overline{\text{SCK1}}$	I/O	P81	Serial clock I/O pin	Input	ⓕ
SO1	O	P82	Serial data output pin	Input	E
SI1	I	P83	Serial data input pin	Input	ⓑ
AN0-AN3	I	–	Analog input pins to A/D converter	–	Y
AN4-AN7		P150-P153			Y - A
AV _{REF}	I	–	A/D converter reference voltage input pin	–	Z
AV _{SS}	–	–	A/D converter reference GND pin	–	–
X1, X2	I	–	Pin for connection to a crystal/ceramic resonator for main system clock generation. When external clock is used, it is input to X1, and its inverted signal is input to X2.	–	–
XT1	I	–	Pin for connection to a crystal resonator for subsystem clock generation. When external clock is used, it is input to XT1, and XT2 is left open.	–	–
XT2	–				
$\overline{\text{RESET}}$	I	–	System reset input pin	–	ⓑ
PPO	O	P80	Timer/pulse generator pulse output pin	Input	E
V _{DD}	–	–	Positive power supply pin	–	–
V _{SS}	–	–	Ground pin	–	–
IC	–	–	Internally connected ^{Note 2}	–	–

- Notes 1.** The circuits enclosed in circles have a Schmitt-triggered input.
2. Be sure to input V_{SS} level to this pin.

1.3 PIN INPUT/OUTPUT CIRCUITS

Fig. 1-1 shows the input/output circuit of each μPD75518(A) pin in a simplified manner.

Fig. 1-1 Pin Input/Output Circuits (1/3)

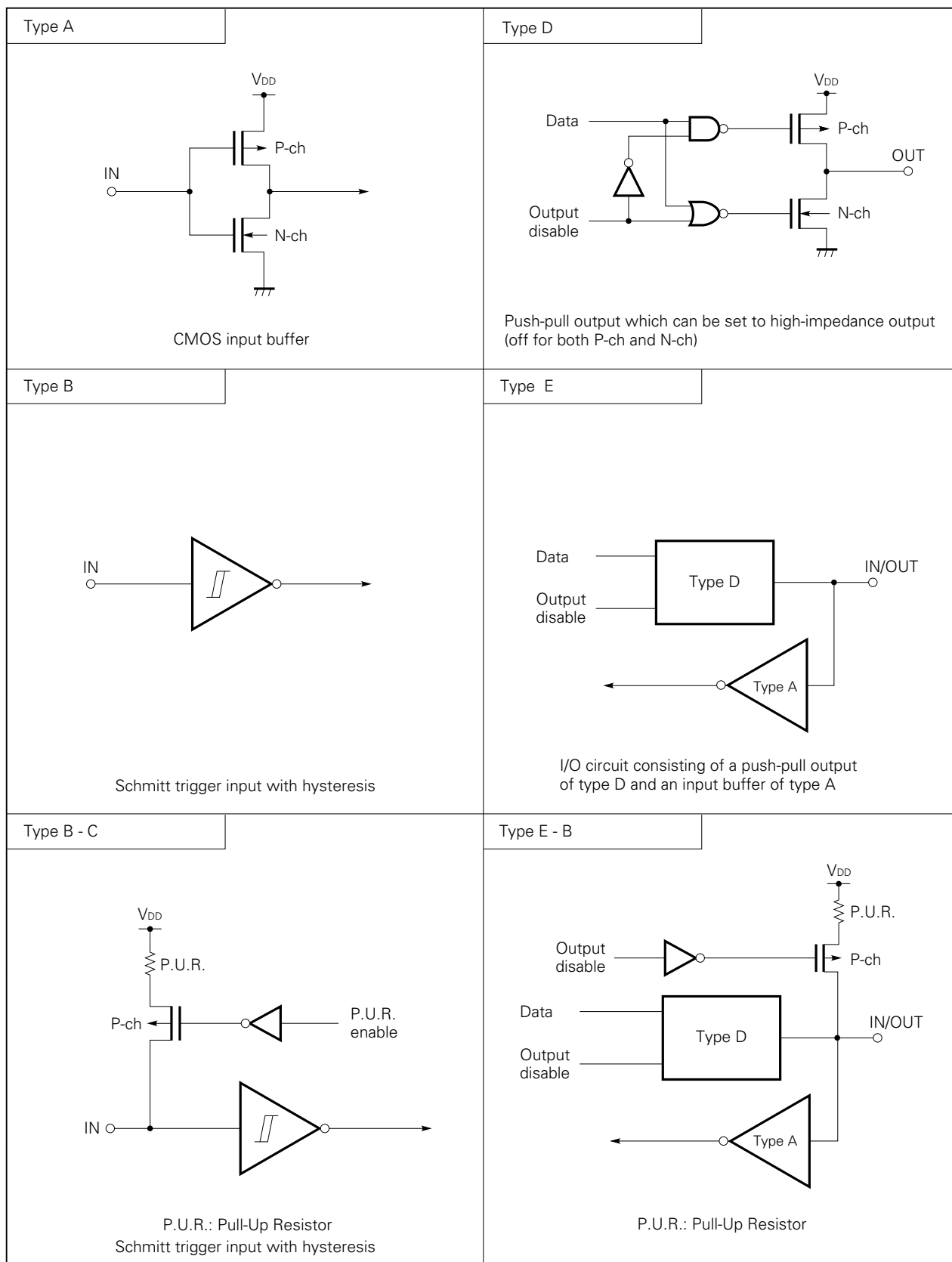


Fig. 1-1 Pin Input/Output Circuits (2/3)

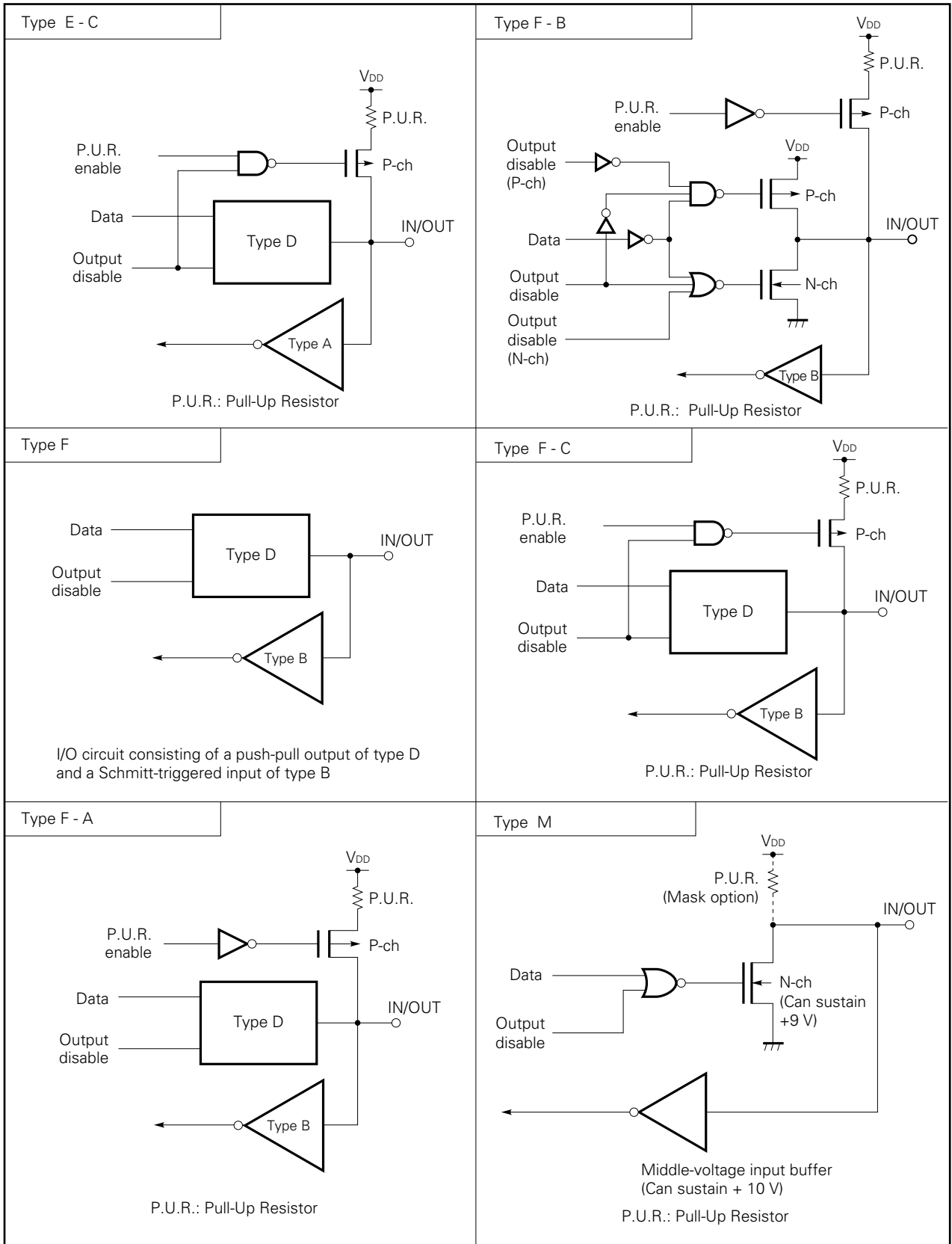
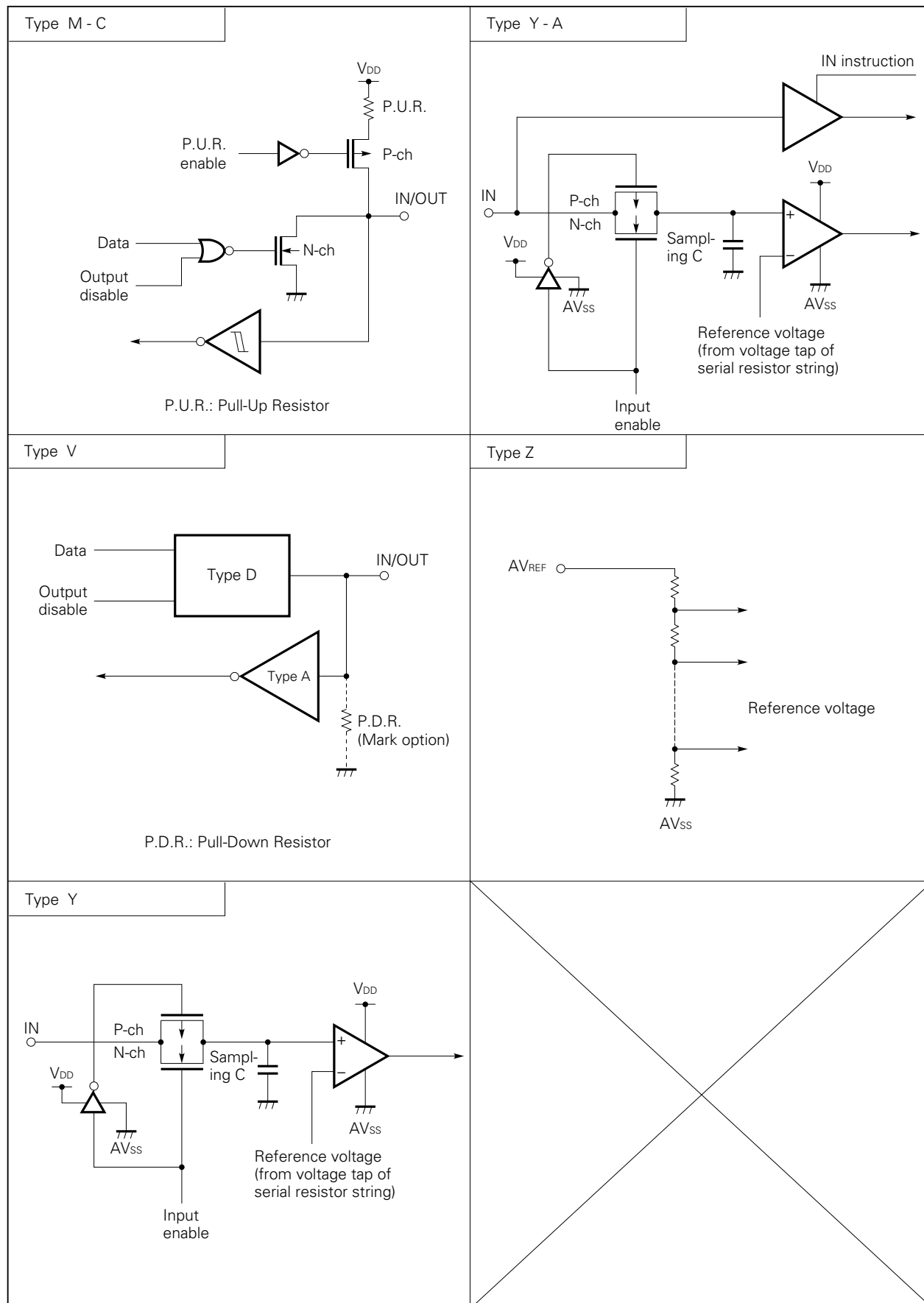


Fig. 1-1 Pin Input/Output Circuits (3/3)



1.4 CONNECTION OF UNUSED PINS

Table 1-1 Recommended Connection of Unused Pins

Pin name	Recommended connection	
P00/INT4	To be connected to V _{SS}	
P01/ $\overline{\text{SCK0}}$	To be connected to V _{SS} or V _{DD}	
P02/SO0/SB0		
P03/SI1/SB1		
P10/INT0-P12/INT2		
P13/TI0	To be connected to V _{SS}	
P20/PTO0	Input state : To be connected to V _{SS} or V _{DD} Output state: To be left open	
P21		
P22/PCL		
P23/BUZ		
P30-P33		
P40-P43		
P50-P53		
P60/KR0-P63/KR3		
P70/KR4-P73/KR7		
P80/PPO		To be connected to V _{SS} or V _{DD}
P81/ $\overline{\text{SCK1}}$		
P82/SO1		
P83/SI1		
P90-P93	Input state : To be connected to V _{SS} or V _{DD} Output state: To be left open	
P100-P103		
P110-P113		
P120-P123		
P130-P133		
P140-P143		
P150/AN4-P153/AN7	To be connected to V _{SS}	
AN0-AN3		
XT1	To be connected to V _{SS} or V _{DD}	
XT2	To be left open	
AV _{REF}	To be connected to V _{SS}	
AV _{SS}		
IC		

1.5 SELECTION OF A MASK OPTION

The following mask options are provided for pins.

(1) Specification of built-in pull-up and pull-down resistors

Table 1-2 Selection of Pull-Up and Pull-Down Resistors

Pin name	Mask option	
P40-P43, P50-P53, P120-P123, P130-P133, P140-P143	① Pull-up resistors provided (Can be specified bit by bit.)	② No pull-up resistor provided (Can be specified bit by bit.)
P90-P93	① Pull-down resistors provided (Can be specified bit by bit.)	② No pull-down resistor provided (Can be specified bit by bit.)

(2) Specification of built-in feed-back resistors for subsystem clock oscillation

Table 1-3 Selection of Feed-Back Resistors

Pin name	Mask option	
XT1, XT2	① Feed-back resistors provided (when a subsystem clock is used)	② No feed-back resistors provided (when no subsystem clock is used)

Caution Even if built-in feed-back resistors are provided when no subsystem clock is used, operation is not affected except increased power supply current I_{DD}.

2. ARCHITECTURE AND MEMORY MAP OF THE μPD75518(A)

The μPD75518(A) has three architectural features:

- (a) Data memory bank configuration
- (b) General register bank configuration
- (c) Memory-mapped I/O

Each of these features is explained below.

2.1 DATA MEMORY BANK CONFIGURATION AND ADDRESSING MODES

As shown in Fig. 2-1, the data memory space of the μPD75518(A) contains a static RAM (1024 words × 4 bits) at addresses 000H to 3FFH and peripheral hardware (such as I/O ports and timers) at addresses F80H to FFFH. To address a 12-bit address in this data memory space, the μPD75518(A) uses such a memory bank configuration that the low-order eight bits are specified with an instruction directly or indirectly, and the high-order four bits are used to specify a memory bank (MB).

To specify a memory bank (MB), a memory bank enable flag (MBE) and memory bank select register (MBS) are contained, allowing the addressing indicated in Fig. 2-1 and 2-2 and Table 2-1. (The MBS is a register used to select a memory bank, and can be set to 0, 1, 2, 3, or 15. The MBE is a flag used to determine whether a memory bank selected using the MBS register is to be enabled. The MBE is automatically saved or restored at the time of interrupt processing or subroutine processing, so that it can be freely set in interrupt processing and subroutine processing.)

In addressing data memory space, the MBE is usually set to 1 (MBE = 1), and the static RAM in the memory bank specified by the MBS is operated. However, the MBE = 0 mode or the MBE = 1 mode can be selected for each step of program processing for more efficient programming.

	Applicable program processing
MBE = 0 mode	<ul style="list-style-type: none"> • Interrupt processing • Processing that repeats internal hardware and static RAM operations • Subroutine processing
MBE = 1 mode	<ul style="list-style-type: none"> • Usual program processing

The MBE and MBS are set as indicated below.

```

Example  SET1 MBE      ; MBE ← 1
            CLR1 MBE    ; MBE ← 0
            SEL MB0     ; MBS ← 0
            SEL MB1     ; MBS ← 1
            SEL MB15    ; MBS ← 15
    
```

Fig. 2-1 Data Memory Organization and Addressing Range of Each Addressing Mode

Addressing mode	mem mem.bit		@HL @H + mem.bit		@DE @DL	Stack address- ing	fmem.bit	pmem. @L	
	MBE = 0	MBE = 1	MBE = 0	MBE = 1	-	-	-	-	
000H	Memory bank enable flag								
01FH	General register area								
020H	Data area Static RAM (memory bank 0)	MBS = 0	MBS = 0	MBS = 0		SBS = 0			
07FH									
0FFH									
100H									
1FFH	Data area Static RAM (memory bank 1)	MBS = 1	MBS = 1	MBS = 1		SBS = 1			
200H									
2FFH	Data area Static RAM (memory bank 2)	MBS = 2	MBS = 2	MBS = 2		SBS = 2			
300H									
3FFH	Data area Static RAM (memory bank 3)	MBS = 3	MBS = 3	MBS = 3		SBS = 3			
Not contained									
F80H	Peripheral hardware area (memory bank 15)	MBS = 15	MBS = 15						
FB0H									
FBFH									
FC0H									
FF0H									
FFFH									

Remark — : Don't care

Table 2-1 Addressing Modes

Addressing mode	Representation format	Specified address
1-bit direct addressing	mem.bit	Bit specified by bit at the address specified by MB and mem. In this case: When MBE = 0 and mem = 00H-7FH, MB = 0 When MBE = 0 and mem = 80H-FFH, MB = 15 When MBE = 1, MB = MBS
4-bit direct addressing	mem	Address specified by MB and mem. In this case: When MBE = 0 and mem = 00H-7FH, MB = 0 When MBE = 0 and mem = 80H-FFH, MB = 15 When MBE = 1, MB = MBS
8-bit direct addressing		Address specified by MB and mem (mem: even address). In this case: When MBE = 0 and mem = 00H-7FH, MB = 0 When MBE = 0 and mem = 80H-FFH, MB = 15 When MBE = 1, MB = MBS
4-bit register indirect addressing	@HL @HL+ @HL-	Address specified by MB and HL. In this case, MB = MBE•MBS
	@DE	Address specified by DE in memory bank 0
	@DL	Address specified by DL in memory bank 0
8-bit register indirect addressing	@HL	Address specified by MB and HL (with the L register holding an even number). In this case, MB = MBE•MBS
Bit manipulation addressing	fmem.bit	Bit specified by bit at the address specified by fmem. In this case: fmem = FB0H-FBFH (interrupt-related hardware) fmem = FF0H-FFFH (I/O port)
	pmem.@L	Bit specified by the low-order 2 bits of the L register at the address specified by the high-order 10 bits of pmem and the high-order 2 bits of the L register. In this case, pmem = FC0H-FFFH
	@H+mem.bit	Bit specified by bit at the address specified by MB, H, and the low-order 4 bits of mem. In this case, MB = MBE•MBS
Stack addressing	—	Address specified by SP in memory bank 0, 1, 2, and 3 selected by SBS

As summarized in Table 2-1, the μPD75518(A) allows both direct and indirect addressing in data memory manipulation for 1-bit data, 4-bit data, and 8-bit data, so that very efficient and simple programming can be performed.

Examples 1. The 8-bit data of port 4 and port 5 are transferred to addresses 20H and 21H.

```
CLR1  MBE      ; MBE ← 0
IN     XA, PORT4 ; XA ← Ports 5, 4
MOV    20H, XA  ; (21H, 20H) ← XA
```

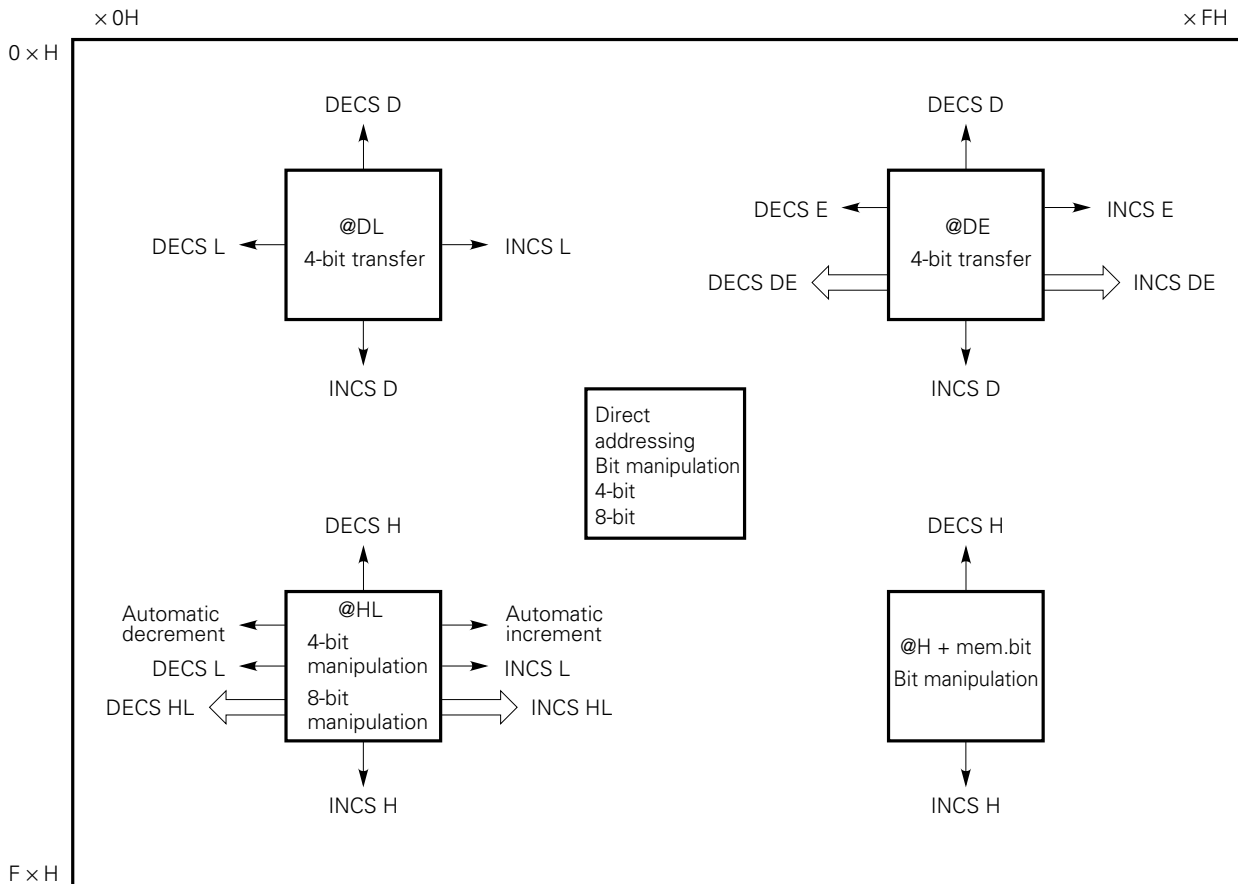
2. When P02 is 0, P33 is set.

```
SKT    PORT0.2 ; Skip if bit 2 of port 0 is 1
SET1   PORT3.3 ; Set bit 3 of port 3
```

3. A different value is output to port 6, depending on the status of P10.

```
SKF    PORT1.0 ; Skip if bit 0 of port 1 is 0
MOV    A, #1010B ; A ← 1010B (string effect)
MOV    A, #0101B ; A ← 0101B (string effect)
SEL    MB15     ; or CLR1 MBE
OUT    PORT6, A ; Port 6 ← A
```

Fig. 2-2 Updating Static RAM Addresses



2.2 GENERAL REGISTER BANK CONFIGURATION

The μPD75518(A) contains four register banks, each consisting of eight general registers: X, A, B, C, D, E, H, and L. These registers are mapped to addresses 00H to 1FH in memory bank 0 of the data memory. (See Fig. 2-3.) To specify a general register bank, a register bank enable flag (RBE) and a register bank select register (RBS) are contained. The RBS is a register used to select a register bank, and the RBE is a flag used to determine whether a register bank selected using the RBS is to be enabled. The register bank (RB) enabled at instruction execution is determined as $RB = RBE \cdot RBS$

As indicated in Table 2-2, the μPD75518(A) enables the user to create programs in a very efficient manner by selecting a register bank from the four register banks, depending on whether the processing is normal processing or interrupt processing. (The RBE is automatically saved and set at the time of interrupt processing, and is automatically restored upon completion of interrupt processing.)

Table 2-2 Example of the Use of Register Banks with Normal Routines and Interrupt Routines

Normal processing	Use register banks 2 and 3 with RBE = 1.
Single interrupt processing	Use register bank 0 with RBE = 0.
Dual interrupt processing	Use register bank 1 with RBE = 1. (In this case, the RBS needs to be saved and restored.)
Multiple (triple or more) interrupt processing	Save the registers with PUSH or POP.

The RBE and RBS are set as indicated below.

```

Example SET1 RBE ; RBE ← 1
          CLR1 RBE ; RBE ← 0
          SEL RB0 ; RBS ← 0
          SEL RB3 ; RBS ← 3
    
```

The general registers allow transfers, comparisons, arithmetic/logical operations, and increments and decrements not only on a 4-bit basis, but also on an 8-bit basis with the XA, HL, DE, and BC register pairs. In this case, the register pairs of the register bank that has the inverted value of bit 0 of a register bank specified by RBE•RBS can be specified as XA', HL', DE', and BC', thus providing eight 8-bit registers. (See Fig. 2-4.)

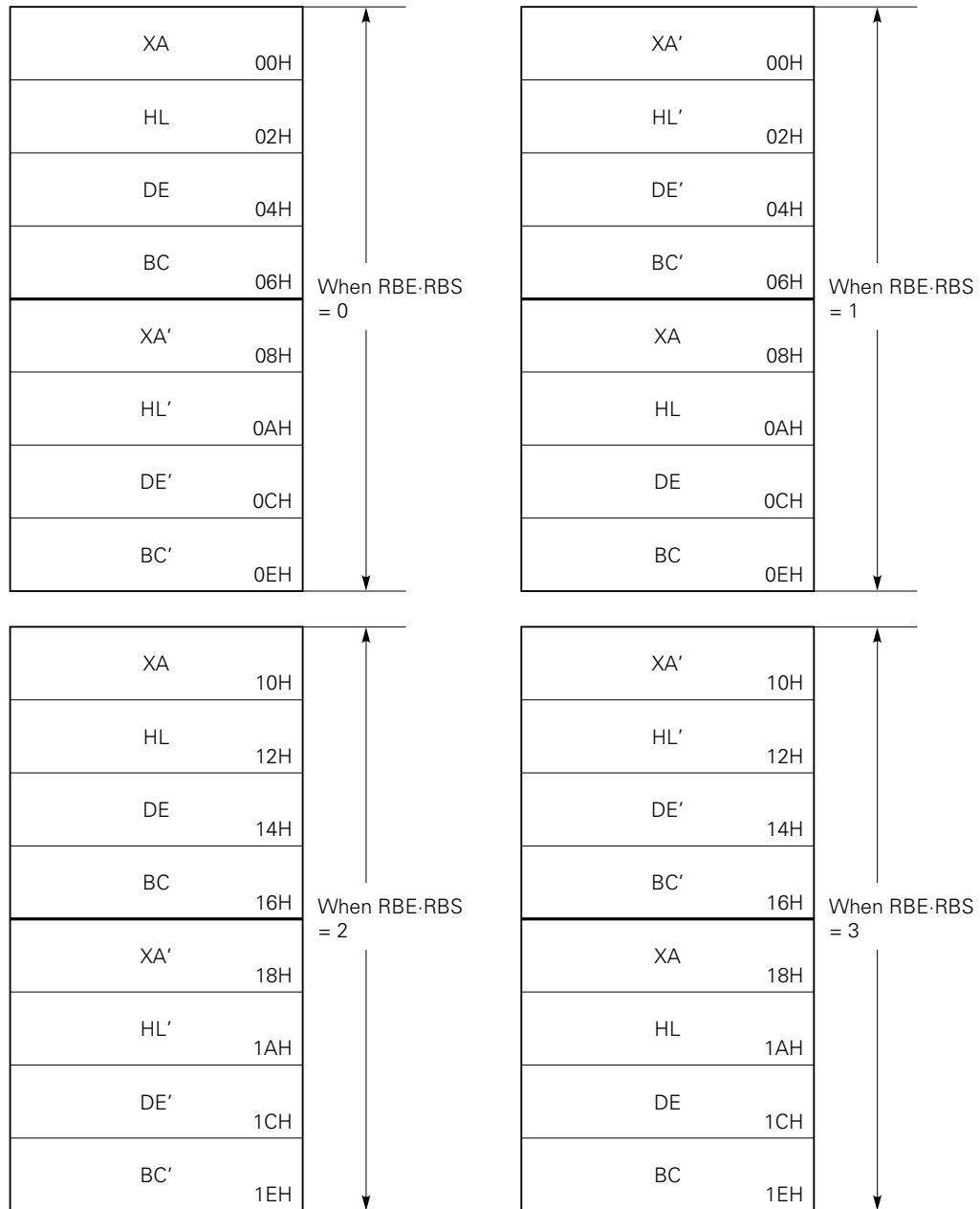
```

Example SET1 RBE ; RBE ← 1
          SEL RB2 ; RBS ← 2
          MOV XA, #18H ; XA ← 18H
          ADDS HL, XA ; HL ← HL+XA
          SUBS HL', XA ; HL' ← HL'-XA (HL' is HL of register bank 3)
          INCS HL ; HL ← HL+1
          MOV XA, #00H ; XA ← 00H (string effect)
          MOV XA, #10H ; XA ← 10H (string effect)
    
```

Fig. 2-3 General Register Configuration (4-Bit Processing)

X	01H	A	00H	Register bank 0 (RBE·RBS = 0)
H	03H	L	02H	
D	05H	E	04H	
B	07H	C	06H	
X	09H	A	08H	Register bank 1 (RBE·RBS = 1)
H	0BH	L	0AH	
D	0DH	E	0CH	
B	0FH	C	0EH	
X	11H	A	10H	Register bank 2 (RBE·RBS = 2)
H	13H	L	12H	
D	15H	E	14H	
B	17H	C	16H	
X	19H	A	18H	Register bank 3 (RBE·RBS = 3)
H	1BH	L	1AH	
D	1DH	E	1CH	
B	1FH	C	1EH	

Fig. 2-4 General Register Configuration (8-Bit Processing)



2.3 MEMORY-MAPPED I/O

The μPD75518(A) employs memory-mapped I/O, which maps peripheral hardware such as timers and I/O ports to addresses F80H to FFFH in the data memory space as shown in Fig. 2-1. This means that there is no particular instruction to control peripheral hardware, but all peripheral hardware is controlled using memory manipulation instructions. (Some mnemonics for hardware control are available to make programs readable.)

To manipulate peripheral hardware, the addressing modes listed in Table 2-3 can be used.

Table 2-3 Addressing Modes Applicable to Peripheral Hardware

	Applicable addressing mode	Applicable hardware
Bit manipulation	Direct addressing mode specifying mem.bit with MBE = 0 or (MBE = 1, MBS = 15)	All hardware allowing bit manipulation
	Direct addressing mode specifying fmem.bit regardless of MBE and MBS setting	IST0, IST1, MBE, RBE, EOT, IExxx, IRQxxx, PORTn.x
	Indirect addressing mode specifying pmem.@L regardless of MBE and MBS setting	BSBn.x PORTn.x
4-bit manipulation	Direct addressing mode specifying mem with MBE = 0 or (MBE = 1, MBS = 15)	All hardware allowing 4-bit manipulation
	Register indirect addressing mode specifying @HL with (MBE = 1, MBS = 15)	
8-bit manipulation	Direct addressing mode specifying mem (even address) with MBE = 0 or (MBE = 1, MBS = 15)	All hardware allowing 8-bit manipulation addressing
	Register indirect addressing mode specifying @HL (with the L register containing an even number) with (MBE = 1, MBS = 15)	

Fig. 2-5 summarizes the I/O map of the μPD75518(A).

The items in Fig. 2-5 have the following meanings:

- Symbol: Name representing the address of incorporated hardware, which can be coded in the operand field of an instruction
- R/W : Indicates whether the hardware allows read/write operation.
 R/W: Both read and write operations possible
 R : Read only
 W : Write only
- Number of manipulatable bits:
 Indicates the number of bits that can be processed in hardware manipulation
 ○ : Bits can be manipulated on an indicated bit (1-, 4-, or 8-bit) basis.
 △ : Particular bits can be manipulated. For these bits, see Remarks.
 - : Bits cannot be manipulated on an indicated bit (1-, 4-, or 8-bit) basis.
- Bit manipulation addressing:
 Bit manipulation addressing applicable in hardware bit manipulation

Fig. 2-5 μPD75518(A) I/O Map (1/4)

Address	Hardware name (symbol)				R/W	Number of bits that can be manipulated			Bit manipulation addressing	Remarks
	b3	b2	b1	b0		1 bit	4 bits	8 bits		
F80H	Stack pointer (SP)				R/W	-	-	○		Bit 0 is fixed to 0
F82H	Register bank select register (RBS)	Bank select register (BS)			R	-	○	○		Note 1
F83H	Memory bank select register (MBS)					-	○			
F84H	Stack bank select register (SBS)				R/W	-	○	-		Bits 3 and 2 are always set to 0.
F85H	Basic interval timer mode register (BTM)				W	△	○	-	mem.bit	Only bit 3 can be manipulated
F86H	Basic interval timer (BT)				R	-	-	○		

F90H	Timer pulse generator (TPGM)				W	△	-	○	mem.bit	Only bit 3 allows bit manipulation.
F94H	Timer/pulse generator modulo register (MODL)				R/W	-	-	○		
F96H	Timer/pulse generator modulo register (MODH)				R/W	-	-	○		
F98H	Clock mode register (WM)				-	-	-	○		
					W	-	-			

FA0H	Timer/event counter 0 mode register (TM0)				W	△	-	○	mem.bit	Only bit 3 can be manipulated
FA2H	TOE0 Note 2				W	○	-	-	mem.bit	
FA4H	Timer/event counter 0 count register (T0)				R	-	-	○		
FA6H	Timer/event counter 0 modulo register (TMOD0)				W	-	-	○		

Notes 1. Can be operated separately as the RBS and MBS during 4-bit manipulation.

Can also be operated as the BS during 8-bit manipulation.

2. TOE0: Timer/event counter 0 output enable flag (W)

Fig. 2-5 μPD75518(A) I/O Map (2/4)

Address	Hardware name (symbol)				R/W	Number of bits that can be manipulated			Bit manipulation addressing	Remarks
	b3	b2	b1	b0		1 bit	4 bits	8 bits		
FB0H	IST1	IST0	MBE	RBE	R/W	○	○	○	fmem.bit	
	Program status word (PSW)				R	-	-			
FB2H	Interrupt priority select register (IPS)				W	-	○	-	fmem.bit	Manipulated with EI/DI instruction
FB3H	Processor clock control register (PCC)				W	-	○			
FB4H	INT0 mode register (IM0)				W	-	○	-	fmem.bit	Bit 2 is fixed to 0
FB5H	INT1 mode resistor (IM1)				W	-	○			Bits 3, 2, and 1 are fixed to 0
FB6H	INT2 mode register (IM2)				W	-	○			Bits 3 and 2 are fixed to 0
FB7H	System clock control register (SCC)				W	○	-			Bits 2 and 1 are fixed to 0
FB8H	IE4	IRQ4	IEBT	IRQBT	R/W	○	○	-	fmem.bit	
FB9H	/	/	/	EOT	R/W	○	○			
FBAH	/	/	IEW	IRQW	R/W	○	○			
FBBH	/	/	IETPG	IRQTPG	R/W	○	-			
FBCH	/	/	IET0	IRQT0	R/W	○	○			
FBDH	/	/	IECSI0	IRQCSI0	R/W	○	○			
FBEH	IE1	IRQ1	IE0	IRQ0	R/W	○	○			
FBFH	/	/	IE2	IRQ2	R/W	○	○			

FC0H	Bit sequential buffer 0 (BSB0)				R/W	○	○	○	mem.bit pmem.@L	
FC1H	Bit sequential buffer 1 (BSB1)				R/W	○	○			
FC2H	Bit sequential buffer 2 (BSB2)				R/W	○	○			
FC3H	Bit sequential buffer 3 (BSB3)				R/W	○	○	○	mem.bit	Only bit 7 allows bit manipulation.
FC8H	Serial operation mode register 1 (CSIM1)				W	-	-			
	CSIE1					△	-	○		
FCCH	Serial I/O shift register 1 (SIO0)				R/W	-	-	○		

- Remarks 1. IE_{xxx} : Interrupt enable flag
- 2. IRQ_{xxx}: Interrupt request flag

Fig. 2-5 μPD75518(A) I/O Map (3/4)

Address	Hardware name (symbol)				R/W	Number of bits that can be manipulated			Bit manipulation addressing	Remarks
	b3	b2	b1	b0		1 bit	4 bits	8 bits		
FD0H	Clock output mode register (CLOM)				W	-	○	-		
FD8H	SOC	EOC			W	△	-	○		b3: 1-bit write b2: 1-bit read
	A/D conversion mode register (ADM)					-	-			
FDAH	SA register (SA)				R	-	-	○		
						-	-			
FDCH	Pull-up resistor specification register group A (POGA)				W	-	-	○		

FE0H	Serial operation mode register 0 (CSIM0)				W	-	-	○	mem.bit	b6: 1-bit read
	CSIE0	COI	WUP		R/W	○	○			
FE2H	CMDDD	RELD	CMDT	RELT	R/W	○	-	-	mem.bit	All bits allow bit manipulation only
	SBI control register (SBIC)									
	BSYE	ACKD	ACKE	ACKT						
FE4H	Serial I/O shift register 0 (SIO0)				R/W	-	-	○		
FE6H	Slave address register (SVA)				W	-	-	○		
FE8H	PM33	PM32	PM31	PM30	W	-	-	○		
	Port mode register group A (PMGA)									
	PM63	PM62	PM61	PM60						
FECH	-	PM2	-	-	W	-	-	○		
	Port mode register group B (PMGB)									
	PM7	-	PM5	PM4						
FEEH	PM11	PM10	PM9	- Note	W	-	-	○		
	Port mode register group C (PMGC)									
	- Note	PM14	PM13	PM12						

Note When developing a program, set 0 to the following two bits of the port mode register group C (PMGC):
 FEEH, b0 (Equivalent to PM8)
 FEFH, b3 (Equivalent to PM15)
 For, while this port on the chip side is used for input only, the corresponding port on the emulator is an I/O port.

Fig. 2-5 μPD75518(A) I/O Map (4/4)

Address	Hardware name (symbol)				R/W	Number of bits that can be manipulated			Bit manipulation addressing	Remarks
	b3	b2	b1	b0		1 bit	4 bits	8 bits		
FF0H	Port 0 (PORT0)				R	○	○	-	fmem.bit pmem.@L	
FF1H	Port 1 (PORT1)				R	○	○	-		
FF2H	Port 2 (PORT2)				R/W	○	○	-		
FF3H	Port 3 (PORT3)				R/W	○	○	-		
FF4H	Port 4 (PORT4)				R/W	○	○	○		
FF5H	Port 5 (PORT5)				R/W	○	○	○		
FF6H ^{Note}	KR3	KR2	KR1	KR0	R/W	○	○	○		
	Port 6 (PORT6)									
FF7H ^{Note}	KR7	KR6	KR5	KR4	R/W	○	○	○		
	Port 7 (PORT7)									
FF8H	Port 8 (PORT8)				R	○	○	-		
FF9H	Port 9 (PORT9)				R/W	○	○	-		
FFAH	Port 10 (PORT10)				R/W	○	○	-		
FFBH	Port 11 (PORT11)				R/W	○	○	-		
FFCH	Port 12 (PORT12)				R/W	○	○	-		
FFDH	Port 13 (PORT13)				R/W	○	○	-		
FFEH	Port 14 (PORT14)				R/W	○	○	-		
FFFH	Port 15 (PORT15)				R	○	○	-		

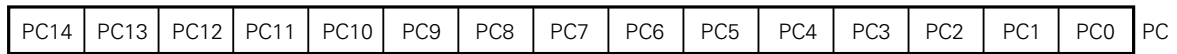
Note KR0 to KR7 are read-only. In 4-bit parallel input processing, PORT6 or PORT7 is specified.

3. INTERNAL CPU FUNCTIONS

3.1 PROGRAM COUNTER (PC): 15 BITS

The program counter is a 15-bit binary counter for holding program memory address information.

Fig. 3-1 Program Counter Format



Note that the reset start address must be set within a space of 16K bytes (0000H to 3FFFH). This is because a RESET input sets the low-order six bits of program memory address 0000H in PC13 to PC8, and the contents of address 0001H in PC7 to PC0, and 0 in PC14 for initialization.

3.2 PROGRAM MEMORY (ROM): 32640 WORDS \times 8 BITS

The program memory is a mask-programmable ROM with a configuration of 32640 words \times 8 bits for storing programs, table data, and so forth.

Program memory is addressed by the program counter. Table data can be referenced using the table reference instruction (MOV \bar{T}).

Fig. 3-2 shows the allowable branch address ranges for the branch instructions and subroutine call instructions. The whole-space branch instruction (BRA !addr1) and the whole-space call instruction (CALLA !addr1) allow a direct branch throughout the whole space 0000H to 5F7FH. The relative branch instruction (BR \$addr) allows a branch to addresses (PC - 15 to PC - 1 and PC + 2 to PC + 16) regardless of block boundaries.

The program memory is located at addresses 0000H to 5F7FH containing the following specially assigned addresses. (All areas excluding 0000H and 0001H can be used as normal program memory.)

- **0000H to 0001H**

Vector table for holding the RBE and MBE setting values and program start address at the time of a RESET input. A reset start can be performed at an arbitrary address within a 16K-byte space (0000H to 3FFFH).

- **0002H to 000DH**

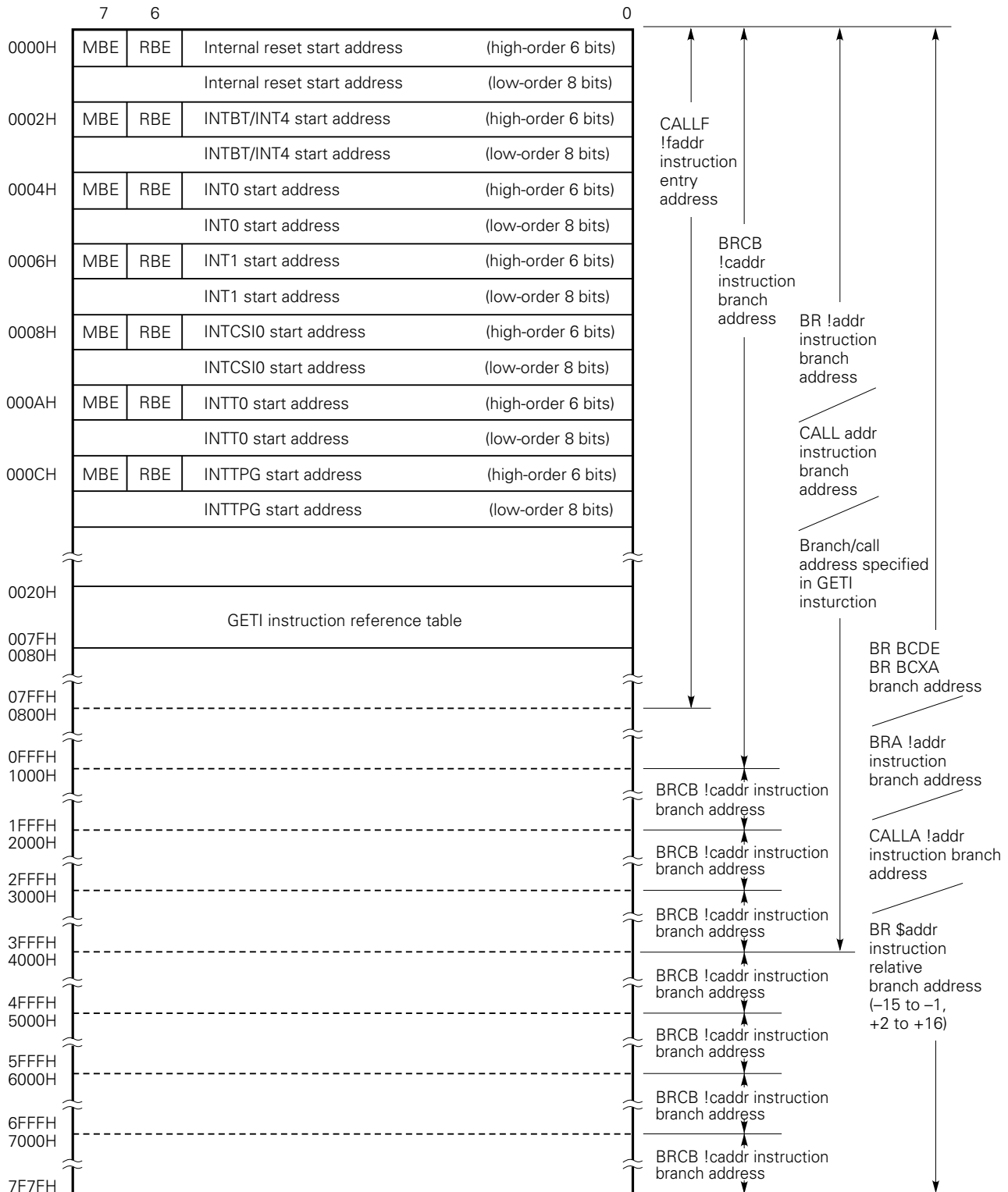
Vector table for holding the RBE and MBE setting values and program start address at the time of each vectored interrupt occurrence. Interrupt processing can be started at an arbitrary address within a 16K-byte space (0000H to 3FFFH).

- **0020H to 007FH**

Table area referenced by the GETI instruction **Note**

Note The GETI instruction can represent an arbitrary 2-byte or 3-byte instruction or two 1-byte instructions in 1 byte, thus reducing the number of program steps. (See **Section 8.1.**)

Fig. 3-2 Program Memory Map



Caution The start address of an interrupt vector shown above consists of 14 bits. So, the start address must be set within a 16K-byte space (0000H to 3FFFH).

Remark In addition to the above, the BR PCDE and BR PCXA instructions can cause a branch to an address with only the low-order 8 bits of the PC changed.

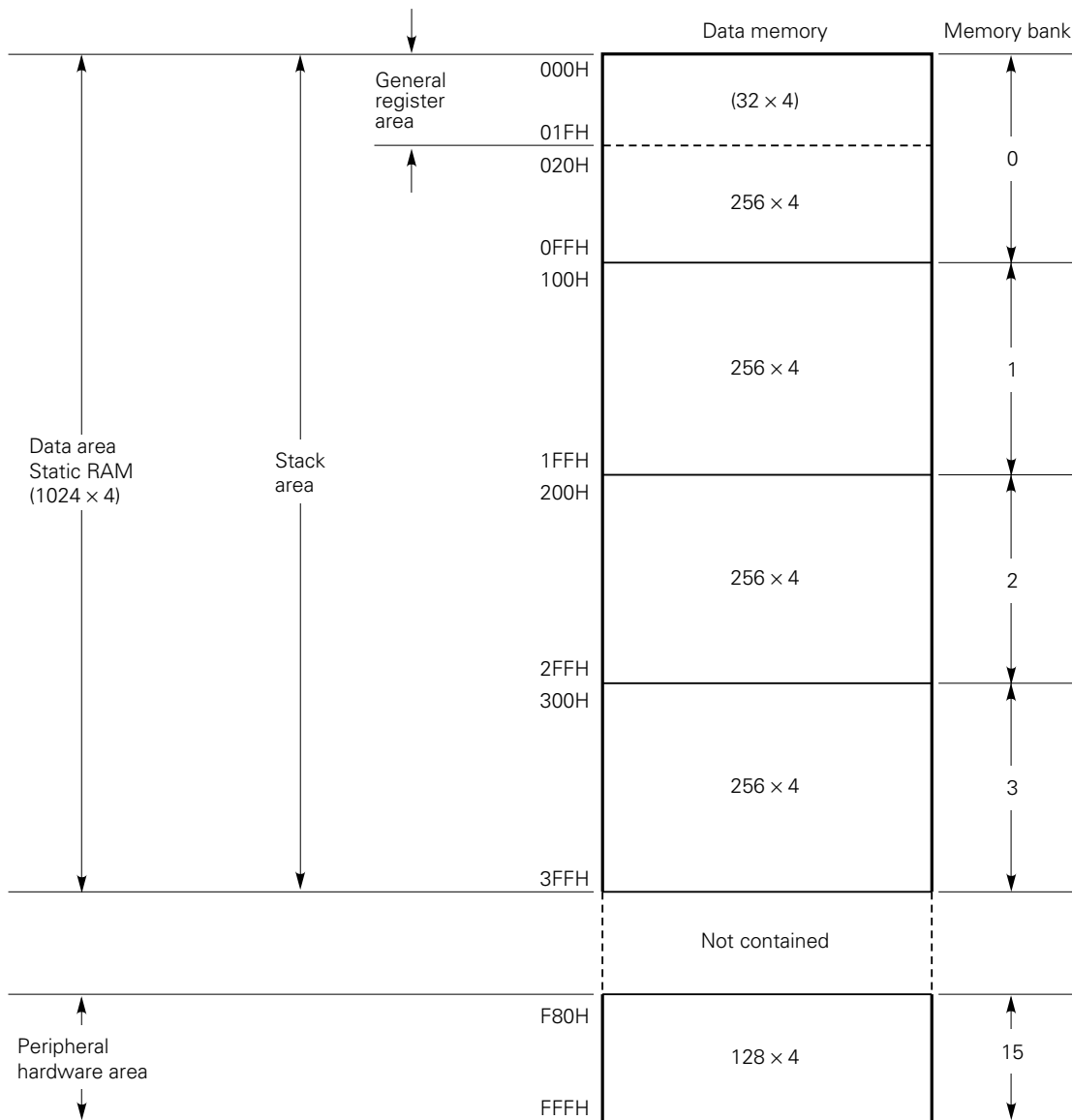
3.3 DATA MEMORY (RAM)

The data memory is divided into a data area and a peripheral hardware area as shown in Fig. 3-3.

The data memory consists of the following memory banks, with each bank made of 256 words × 4 bits:

- Memory banks 0, 1, 2, and 3 (data area)
- Memory bank 15 (peripheral hardware area)

Fig. 3-3 Data Memory Map



(1) Data area

The data area consists of a static RAM, and is used for storing data and as stack memory for subroutine and interrupt execution. The memory can hold data even if CPU operation is stopped in the standby mode, so that it is suitable for holding memory contents with a battery for a long time. The data area can be manipulated with memory manipulation instructions.

The static RAM is mapped in memory banks 0, 1, 2, and 3, with each made up of 256×4 bits. Bank 0 is used as a data area, but can also be used as a general register area (000H to 01FH).

Whole addresses of memory banks 0, 1, 2, and 3 (000H to 3FFH) can be used as a stack area.

The static RAM has a configuration of four bits per address. However, use of manipulation instructions enables 1-, 4-, and 8-bit manipulation. Note that an even address must be specified in an 8-bit manipulation instruction.

(a) General register area

The general register area can be manipulated with either general register manipulation instructions or memory manipulation instructions. Up to 32 4-bit registers are available. Of the 32 general registers, registers not used by the program can be used as a data area or stack area.

(b) Stack memory area

The stack area can be allocated within a bank with the stack pointer (SP). The bank for the stack area is selected from the memory banks 0, 1, 2, and 3 with the stack bank select register (SBS). Stack area can be used as a save area for subroutine or interrupt execution.

Use memory manipulation instructions to manipulate the stack bank select register (SBS) and the stack pointer (SP).

(2) Peripheral hardware area

The peripheral hardware area is mapped at addresses F80H to FFFH of memory bank 15.

Memory manipulation instructions are used to manipulate the peripheral hardware area as well as the static RAM area. Note that, however, the number of bits to be manipulated at a time varies according to the individual addresses. Addresses to which no peripheral hardware is assigned cannot be accessed since such address locations contain no data memory.

3.4 GENERAL REGISTERS: 8 × 4 BITS × 4 BANKS

The general registers are mapped to particular addresses in data memory. Four banks of registers are provided, with each bank consisting of eight 4-bit registers (B, C, D, E, H, L, X, A).

The register bank (RB) to be enabled at the time of instruction execution is determined by

$$RB = RBE \cdot RBS: (RBS = 0 \text{ to } 3)$$

Each general register allows 4-bit manipulation. In addition, BC, DE, HL, or XA serves as a register pair for 8-bit manipulation. DL also makes a register pair as well as DE and HL; these three register pairs can be used as data pointers.

A general register area can be addressed and accessed as normal RAM, regardless of whether it is used as a register.

Fig. 3-4 General Register Format

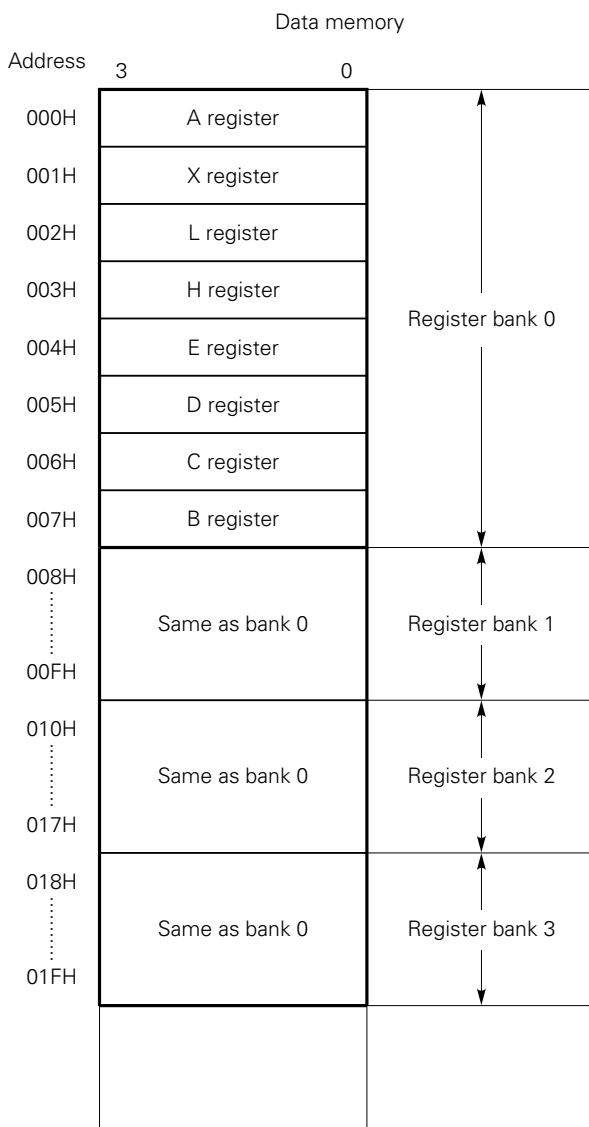
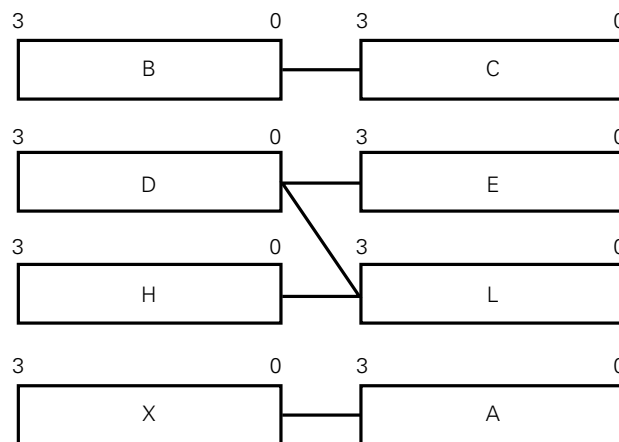


Fig. 3-5 Register Pair Format

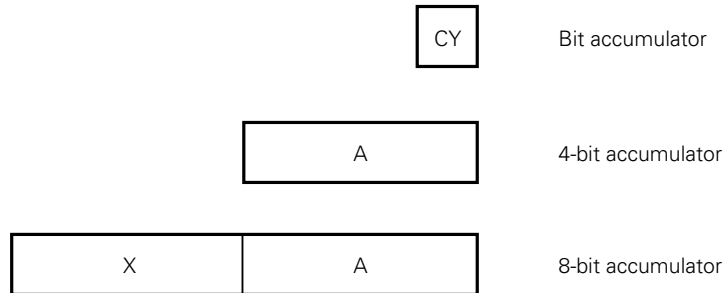


3.5 ACCUMULATORS

In the μPD75518(A), the A register and the XA register pair function as accumulators. The A register is mainly used for 4-bit data processing instructions, and the XA register pair is mainly used for 8-bit data processing instructions.

For a bit manipulation instruction, the carry flag (CY) functions as a bit accumulator.

Fig. 3-6 Accumulators



3.6 STACK POINTER (SP) AND STACK BANK SELECT REGISTER (SBS)

The μPD75518(A) uses static RAM as stack memory (LIFO scheme), and the 8-bit register holding the start address of the stack area is the stack pointer (SP).

The stack area is located at addresses 000H to 3FFH in memory banks 0, 1, 2, and 3. Either of the memory banks is selected according to the value of the 2-bit SBS. (See Table 3-1.)

Table 3-1 Stack Area to Be Selected by the SBS

SBS		Stack area
SBS1	SBS2	
0	0	Memory bank 0
0	1	Memory bank 1
1	0	Memory bank 2
1	1	Memory bank 3

The SP is decremented before a write (save) operation to stack memory, and is incremented after a read (restoration) operation from stack memory. The SBS is set with a 4-bit memory manipulation instruction. Note that the high-order two bits are always set to 00.

Fig. 3-8 and 3-9 show data saved to and restored from stack memory in these stack operations.

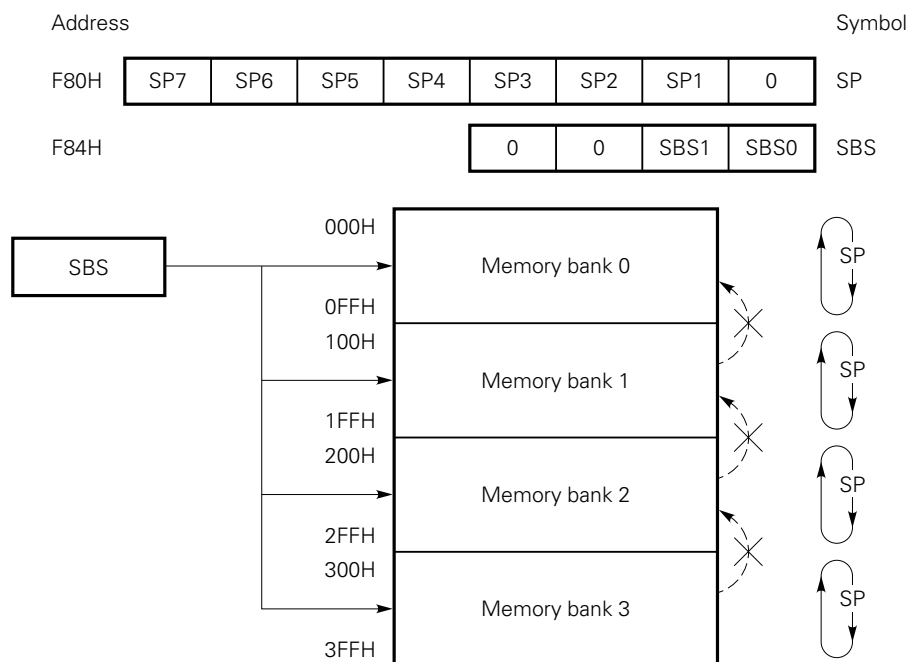
To place the stack area at a given location, the SP can be initialized with an 8-bit memory manipulation instruction, and the SBS can be initialized with a 4-bit memory manipulation instruction. Both can be read from as well.

When the SP is initialized to 00H, a stack operation starts at the high-order address (nFFH) of memory bank (n) specified with the SBS.

A stack area must be within the memory bank specified with the SBS. If a stack operation exceeds address n00H, the operation returns to address nFFH of the same bank. Stacking beyond memory bank boundaries is enabled only by resetting the SBS.

A RESET signal occurrence causes the contents of the SP and the SBS to be undefined, so that the SP must always be initialized to a desired value at the start of the program.

Fig. 3-7 Stack Pointer and Stack Bank Select Register Formats



Example SP initialization

In this example, stack area is allocated in memory bank 2 and stack operation starts at address 2FFH.

```

SEL  MB15    ; or CLR1 MBE
MOV  A, #2
MOV  SBS, A  ; Specify memory bank 2 as a stack area
MOV  XA, #00H
MOV  SP, XA  ; SP ← 00H
    
```

Fig. 3-8 Data Saved to Stack Memory

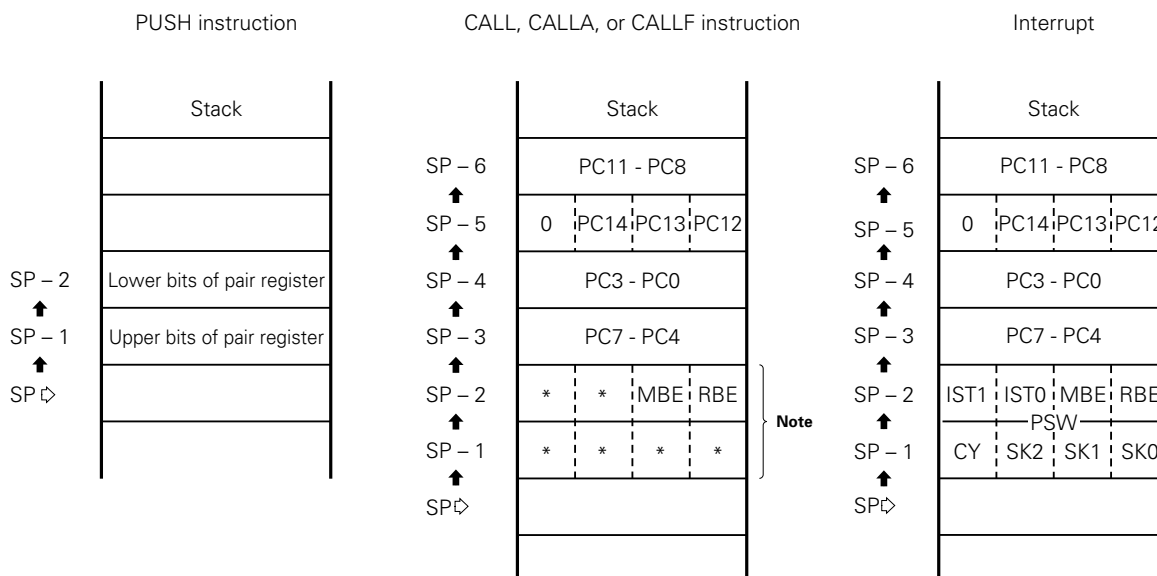
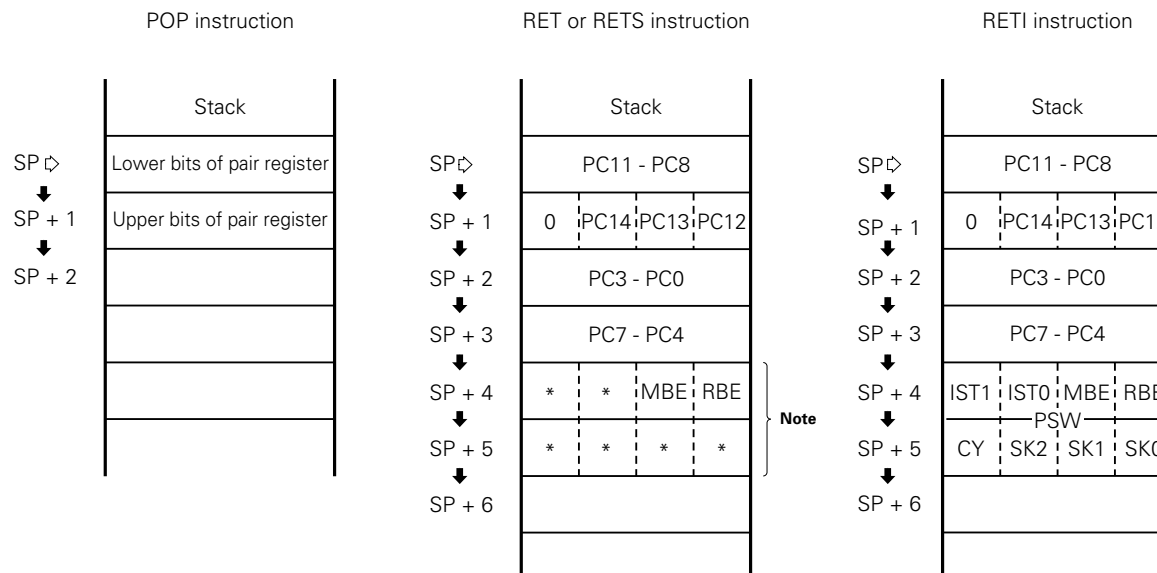


Fig. 3-9 Data Restored from Stack Memory



Note A PSW other than the MBE or RBE is not saved/restored.

Remark Data marked with * is undefined.

3.7 PROGRAM STATUS WORD (PSW): 8 BITS

The program status word (PSW) consists of various flags closely associated with processor operations.

The PSW is mapped to addresses FB0H and FB1H in the data memory space. The four bits at address FB0H can be manipulated with a memory manipulation instruction.

Fig. 3-10 Program Status Word Format

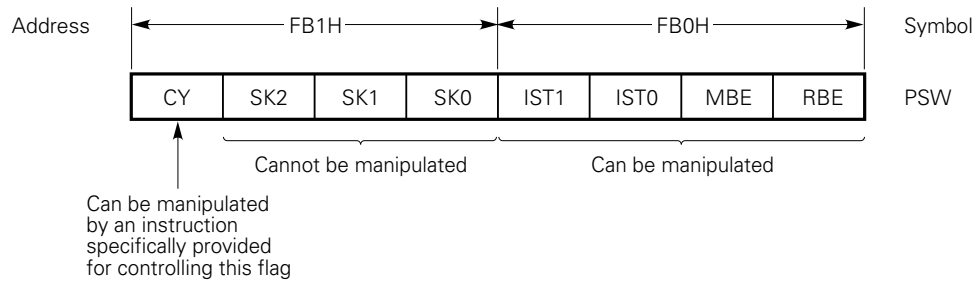


Table 3-2 PSW Flags Saved/Restored in Stack Operation

		Saved/restored flag
Save	When CALL, CALLA, or CALLF instruction is executed	MBE and RBE are saved.
	When hardware interrupt occurs	All PSW bits are saved.
Restore	When RET or RETS instruction is executed	MBE and RBE are restored.
	When RETI is executed	All PSW bits are restored.

(1) Carry flag (CY)

The carry flag is a 1-bit flag used to store overflow or underflow occurrence information when an arithmetic operation with a carry (ADDC, SUBC) is executed.

The carry flag also has the function of a bit accumulator, and therefore can be used to store the result of a Boolean operation performed on the CY and bit at a specified data memory bit address.

The carry flag is manipulated using special instructions, independently of the other PSW bits.

A RESET signal occurrence causes the carry flag to be undefined.

Table 3-3 Carry Flag Manipulation Instructions

	Instruction (mnemonic)	Carry flag operation/processing
Instruction dedicated to carry flag manipulation	SET1 CY CLR1 CY NOT1 CY SKT CY	Sets CY to 1. Clears CY to 0. Inverts the contents of CY. Skips if CY is set to 1.
Bit transfer instruction	MOV1 mem*.bit,CY MOV1 CY,mem*.bit	Transfers the contents of CY to a specified bit. Transfers the contents of a specified bit to CY.
Bit Boolean instruction	AND1 CY,mem*.bit OR1 CY,mem*.bit XOR1 CY,mem*.bit	ANDs, ORs, or XORs CY with the contents of a specified bit, then sets the result in CY.
Interrupt handling	Interrupt execution	Saves CY and all other PSW bits to stack memory in parallel.
	RETI	Restores CY together with the other PSW bits from stack memory.

Remark mem*.bit represents the following three addressing modes:

- fmem.bit
- pmem.@L
- @H+mem.bit

Example Bit 3 at address 3FH is ANDed with P33, then the result is output to P50.

```
MOV H, #3H ; Set high-order 4 bits in register H
MOV1 CY, @H+0FH.3 ; CY ← Bit 3 at 3FH
AND1 CY, PORT3.3 ; CY ← CY ^ P33
MOV1 PORT5.0, CY ; P50 ← CY
```

(2) Skip flags (SK2, SK1, SK0)

The skip flags are used to store skip status, and are automatically set or reset when the CPU executes an instruction.

The user cannot directly manipulate these flags as operands.

(3) Interrupt status flag (IST1, IST0)

The interrupt status flag is a 2-bit flag used to store the status of processing being performed. (For detailed information, see **Table 5-3.**)

Table 3-4 Information Indicated by the Interrupt Status Flag

IST1	IST0	Status of processing being performed	Processing and interrupt control
0	0	Status 0	Normal program processing is being performed. Any interrupts are acceptable.
0	1	Status 1	A lower- or higher-priority interrupt is being serviced. Higher-priority interrupts are acceptable.
1	0	Status 2	A higher-priority interrupt is being serviced. No interrupts are acceptable.
1	1	—	Not to be set

The interrupt priority control circuit (see Fig. 5-1) checks this flag to control multiple interrupts.

The contents of the IST1 and IST0 are saved as part of the PSW to stack memory if an interrupt is accepted, then are automatically set to a one-step higher status. The RETI instruction restores the contents present before an interrupt occurs.

The interrupt status flag can be manipulated using a memory manipulation instruction, and the status of processing being performed can be changed by program control.

Caution The user must always disable interrupts with the DI instruction before manipulating this flag, and must enable interrupts with the EI instruction after manipulating this flag.

(4) Memory bank enable flag (MBE)

The memory bank enable flag is a 1-bit flag used to specify the address information generation mode for the high-order four bits of a 12-bit data memory address.

When the MBE is set to 1, the data memory address space is expanded, allowing all data memory space to be addressed.

When the MBE is reset to 0, the data memory address space is fixed, regardless of MBS setting. (See Fig. 2-1.)

A $\overline{\text{RESET}}$ signal occurrence automatically initializes the MBE by setting the MBE to the content of bit 7 at program memory address 0.

In vectored interrupt processing, the MBE is automatically set to the content of bit 7 in the vector address table for servicing the interrupt.

Usually, the MBE is set to 0 in interrupt processing, and static RAM in memory bank 0 is used.

(5) Register bank enable flag (RBE)

The register bank enable flag is a 1-bit flag used to determine whether to expand the general register bank configuration.

When the RBE is set to 1, a set of general registers can be selected from register banks 0 to 3, depending on the setting of the register bank select register (RBS).

When the RBE is reset to 0, register bank 0 is always selected as general registers, regardless of the setting of the RBS.

A $\overline{\text{RESET}}$ signal occurrence automatically initializes the RBE by setting the RBE to the content of bit 6 at program memory address 0.

When a vectored interrupt occurs, the RBE is automatically set to the content of bit 6 in the vector address table for servicing the interrupt. Usually, the RBE is set to 0 in interrupt processing. Register bank 0 is used for 4-bit processing, and register banks 0 and 1 are used for 8-bit processing.

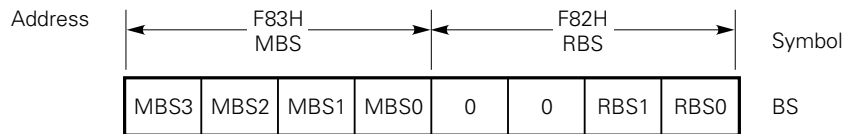
3.8 BANK SELECT REGISTER (BS)

The bank select register consists of a register bank select register (RBS) and memory bank select register (MBS), which specify a register bank and memory bank to be used, respectively.

The RBS and MBS are set using the SEL RBn instruction and SEL MBn instruction, respectively.

The contents of BS can be saved to or restored from a stack area eight bits at a time by using the PUSH BS/POP BS instruction.

Fig. 3-11 Bank Select Register Format



(1) Memory bank select register (MBS)

The memory bank select register is a 4-bit register used to store the high-order four bits of a 12-bit data memory address. The contents of this register specify a memory bank to be accessed. Note, however, that the μPD75518(A) allows only memory banks 0, 1, 2, 3, and 15 to be specified.

The MBS is set with the SEL MBn instruction (n = 0, 1, 2, 3, 15)

Fig. 2-1 shows the range of addressing using MBE and MBS settings.

A RESET signal occurrence initializes the MBS to 0.

(2) Register bank select register (RBS)

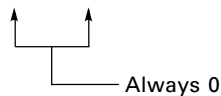
The register bank select register specifies a register bank to be used as general registers; a register bank can be selected from register banks 0 to 3.

The RBS is set with the SEL RBn instruction (n = 0 to 3).

A RESET signal occurrence initializes the RBS to 0.

Table 3-5 Register Bank to Be Selected with the RBE and RBS

RBE	RBS				Register bank
	3	2	1	0	
0	0	0	×	×	Bank 0 is always selected.
1	0	0	0	0	Bank 0 is selected.
			0	1	Bank 1 is selected.
			1	0	Bank 2 is selected.
			1	1	Bank 3 is selected.



Remark ×: Don't care

4. PERIPHERAL HARDWARE FUNCTIONS

4.1 DIGITAL I/O PORTS

The μPD75518(A) employs memory-mapped I/O, enabling all I/O ports to be mapped to data memory space.

Fig. 4-1 Data Memory Address Assigned to Digital Port

Address	3	2	1	0	Symbol
FF0H	P03	P02	P01	P00	PORT 0
FF1H	P13	P12	P11	P10	PORT 1
FF2H	P23	P22	P21	P20	PORT 2
FF3H	P33	P32	P31	P30	PORT 3
FF4H	P43	P42	P41	P40	PORT 4
FF5H	P53	P52	P51	P50	PORT 5
FF6H	P63	P62	P61	P60	PORT 6
FF7H	P73	P72	P71	P70	PORT 7
FF8H	P83	P82	P81	P80	PORT 8
FF9H	P93	P92	P91	P90	PORT 9
FFAH	P103	P102	P101	P100	PORT 10
FFBH	P113	P112	P111	P110	PORT 11
FFCH	P123	P122	P121	P120	PORT 12
FFDH	P133	P132	P131	P130	PORT 13
FFEH	P143	P142	P141	P140	PORT 14
FFFH	P153	P152	P151	P150	PORT 15

Table 4-1 lists the I/O port manipulation instructions. These instructions provide a wide range of control including 8-bit I/O and bit manipulation as well as 4-bit I/O.

Examples 1. Test the state of P13, then output different values to ports 4 and 5 according to the test result.

```

SKT  PORT1.3    ; Skip if bit 3 of port 1 is 1
MOV  XA, #18H   ; XA ← 18H
MOV  XA, #14H   ; XA ← 14H
} Consecutive

SEL  MB15      ; or CLR1 MBE
OUT  PORT4, XA ; Ports 5 and 4 ← XA
    
```

2. SET1 PORT4.@L ; Set the bit of ports 4 to 7 specified by the L register to 1

Table 4-1 I/O Pin Manipulation Instructions

	Port 0	Port 1	Port 2	Port 3	Port 4	Port 5	Port 6	Port 7	Port 8	Port 9	Port 10	Port 11	Port 12	Port 13	Port 14	Port 15
IN A, PORTn ^{Note 1}	○															
IN XA, PORTn ^{Note 1}	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—	—
OUT PORTn.A ^{Note 1}	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
OUT PORTn.XA ^{Note 1}	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
SET1 PORTn.bit	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
SET1 PORTn.@L ^{Note 2}	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
CLR1 PORTn.bit	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
CLR1 PORTn.@L ^{Note 2}	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
SKT PORTn.bit	○															
SKT PORTn.@L ^{Note 2}	○															
SKF PORTn.bit	○															
SKF PORTn.@L ^{Note 2}	○															
MOV1 CY, PORTn.bit	○															
MOV1 CY, PORTn.@L ^{Note 2}	○															
MOV1 PORTn.bit, CY	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
MOV1 PORTn.@L, CY ^{Note 2}	—	—	—	—	○	○	—	—	—	—	—	—	—	—	—	—
AND1 CY, PORTn.bit	○															
AND1 CY, PORTn.@L ^{Note 2}	○															
OR1 CY, PORTn.bit	○															
OR1 CY, PORTn.@L ^{Note 2}	○															
XOR1 CY, PORTn.bit	○															
XOR1 CY, PORTn.@L ^{Note 2}	○															

- Notes**
1. Before an instruction is executed, MBE must be set to 0, or MBS must be set to 15 when MBE is 1.
 2. The lower 2 bits of an address and a bit address are specified indirectly with the L register.

(1) Types, features, and configurations of digital I/O ports

Table 4-2 lists the types of digital I/O ports.

Fig. 4-2 through 4-8 present the configurations of the ports.

Table 4-2 Types and Features of Digital Ports

Port name	Function	Operation and feature		Remarks
PORT0	4-bit input	Allows read and test at any time regardless of the operation modes of dual function pins.		Also used as INT4, $\overline{\text{SCK0}}$, SO0/SB0, and SI0/SB1.
PORT1				Also used as INT0 to INT2, and TI0.
PORT2	4-bit I/O	Allows input or output mode setting in units of 4 bits.		Also used as PTO0, PCL, and BUZ.
PORT3 ^{Note}		Allows input or output mode setting in units of 1 or 4 bits.		—
PORT4 ^{Note}	4-bit I/O (N-channel open-drain 10V)	Allows input or output mode setting in units of 4 bits.		Ports 4 and 5 may be paired, allowing data I/O in units of 8 bits.
PORT5 ^{Note}				
PORT6	4-bit I/O	Allows input or output mode setting in units of 1 or 4 bits.		Ports 6 and 7 may be paired, allowing data I/O in units of 8 bits.
PORT7		Allows input or output mode setting in units of 4 bits.		
PORT8	4-bit input	Allows read and test at any time regardless of the operation modes of dual function pins.		Also used as PPO, $\overline{\text{SCK1}}$, SO1, and SI1.
PORT9	4-bit I/O	Allows input or output mode setting in units of 4 bits.		The use of a pull-down resistor can be specified by a mask option in units of bits.
PORT10	4-bit I/O	Allows input or output mode setting in units of 4 bits.		—
PORT11				
PORT12	4-bit I/O (N-channel open-drain 10V)	Allows input or output mode setting in units of 4 bits.		The use of pull-up resistors can be specified by mask options in units of bits.
PORT13				
PORT14				
PORT15	4-bit input	Allows read and test at any time regardless of the operation modes of dual function pins.		Also used as AN4 to AN7.

Note This port can directly drive the LED.

P10 is also used as an external vectored interrupt input pin. This input is provided with a noise eliminator. (See **Section 5.2** for details.)

The use of pull-up resistors can be specified for ports 0 (excluding pin P00/INT4), 1 to 3, 6, and 7 by software.

(2) Setting the I/O mode

As shown in Fig. 4-9, the I/O mode for each I/O port is set with the port mode register.

Each port functions as an input port when the corresponding bit of the port mode register is set to 0, and functions as an output port when the same bit is set to 1.

An 8-bit memory manipulation instruction is used to set port mode register group A, B, or C.

The generation of a $\overline{\text{RESET}}$ signal clears all the bits of each port mode register to 0. This means that the output buffers are set off and all ports function in the input mode.

Fig. 4-2 Configuration of Ports 0, 1, and 8

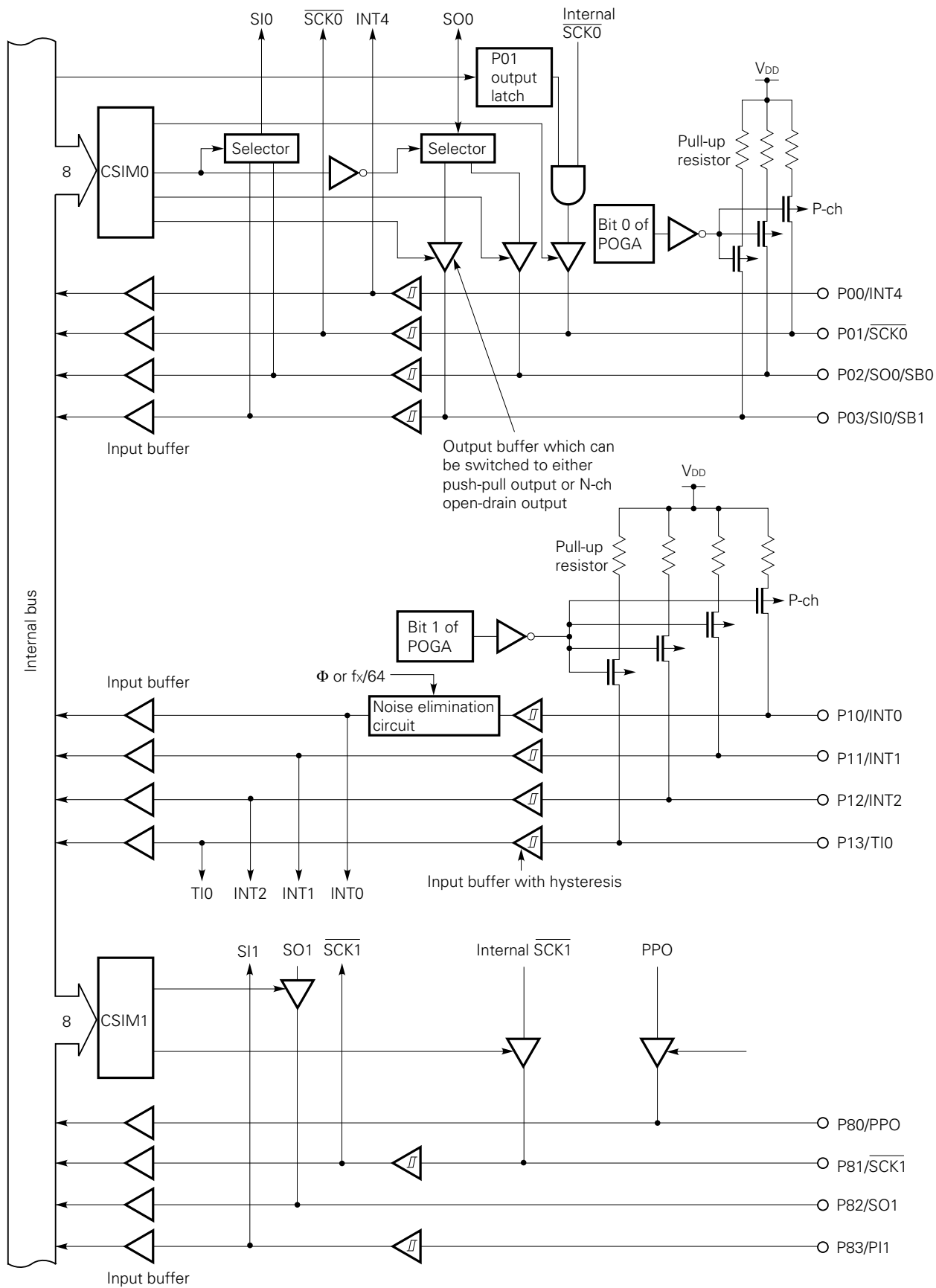


Fig. 4-3 Configuration of Ports 3n and 6n (n = 0 to 3)

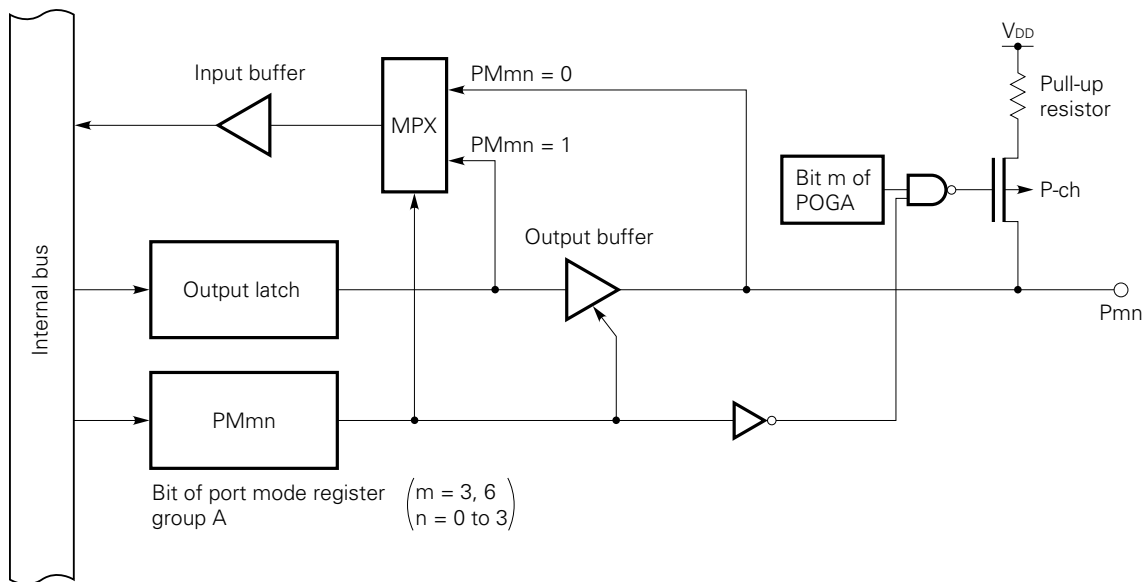


Fig. 4-4 Configuration of Ports 2 and 7

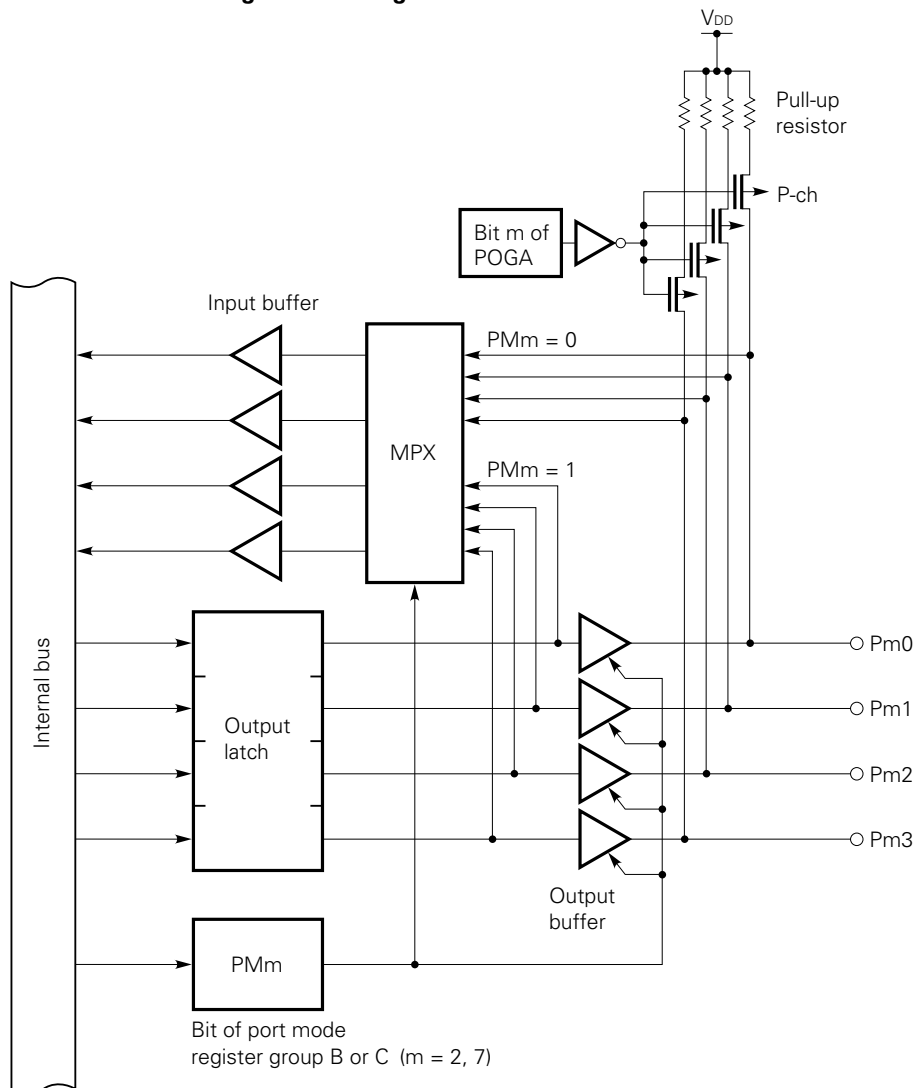


Fig. 4-5 Configuration of Ports 4, 5, 12, 13, and 14

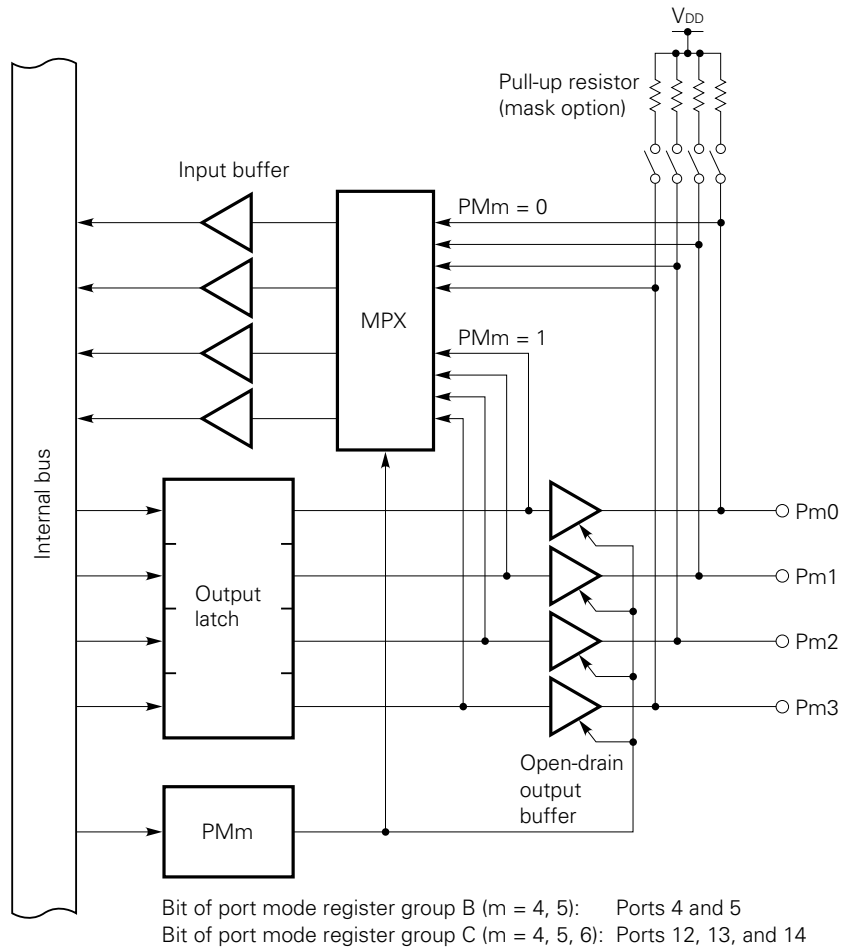


Fig. 4-6 Configuration of Port 9

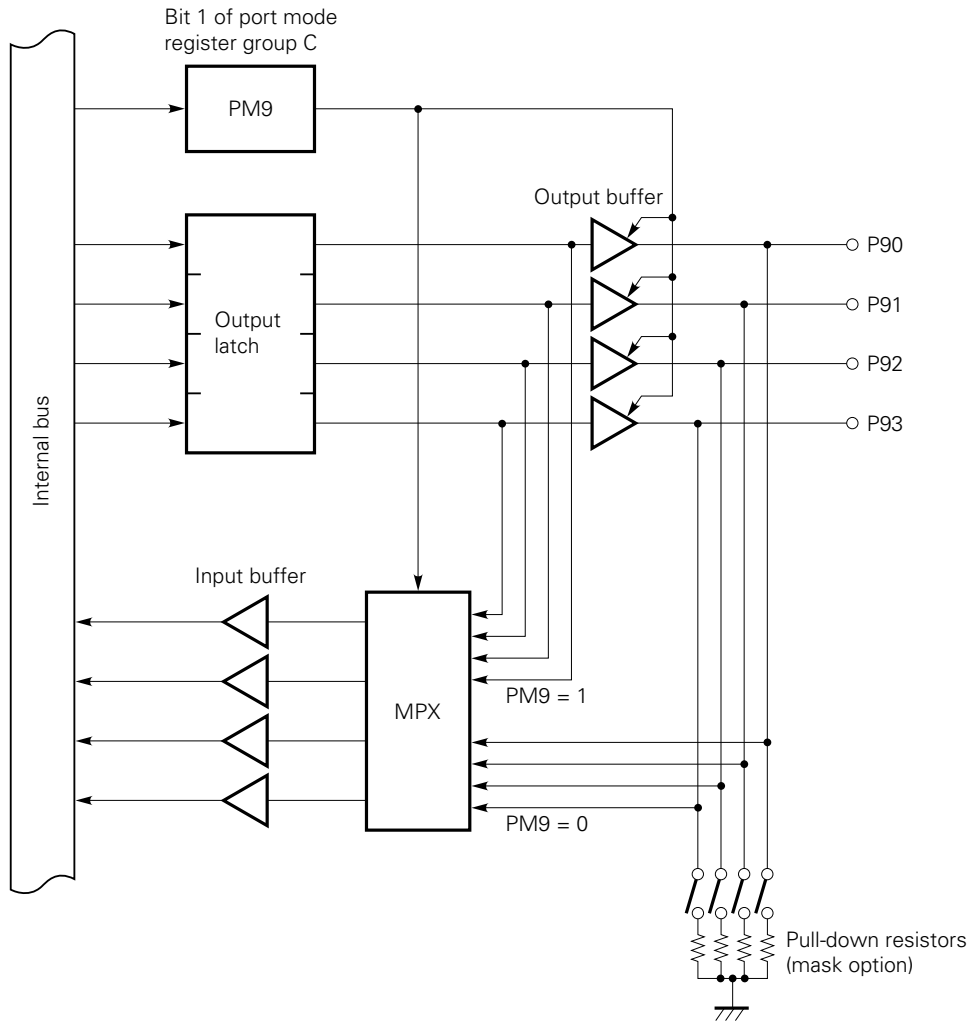


Fig. 4-7 Configuration of Ports 10 and 11

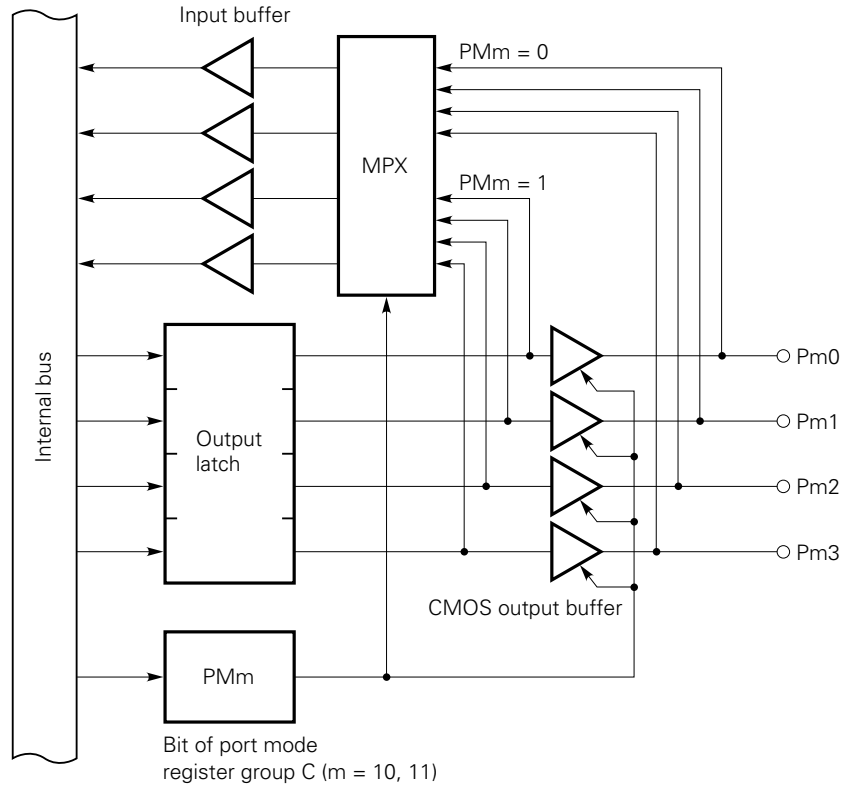


Fig. 4-8 Configuration of Port 15

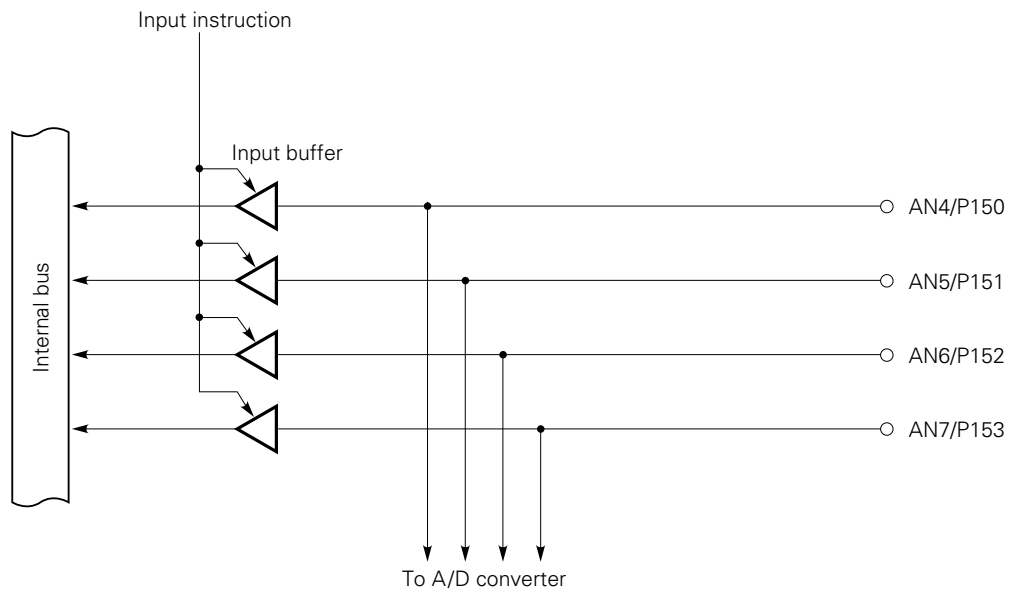
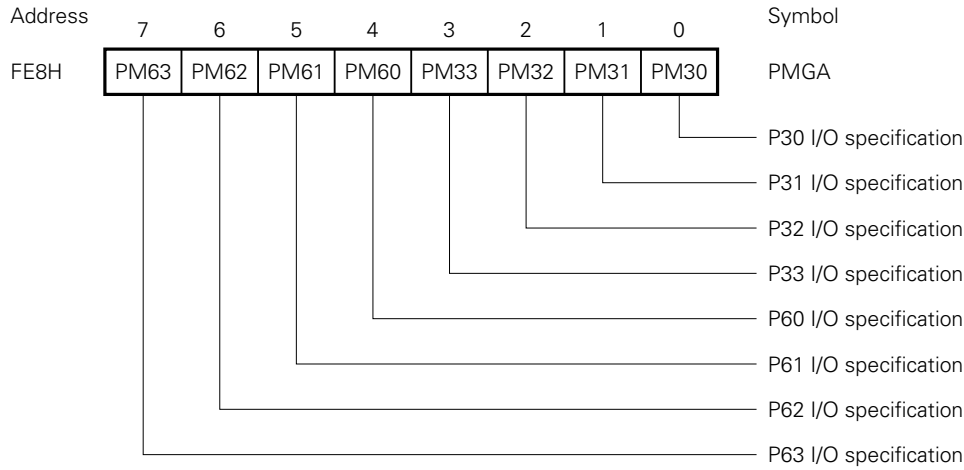
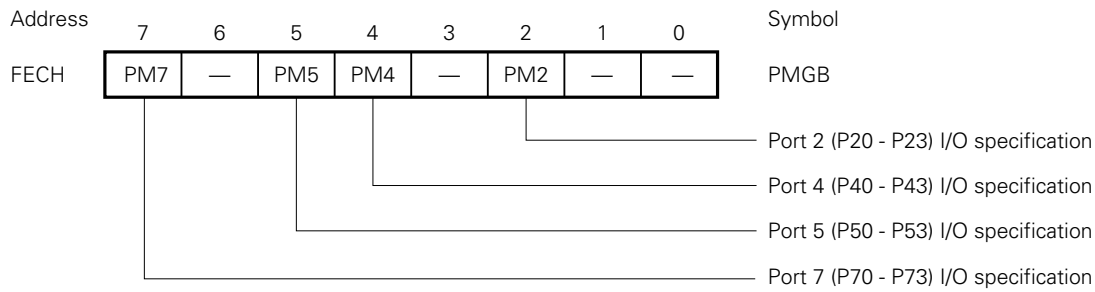


Fig. 4-9 Formats of Port Mode Registers

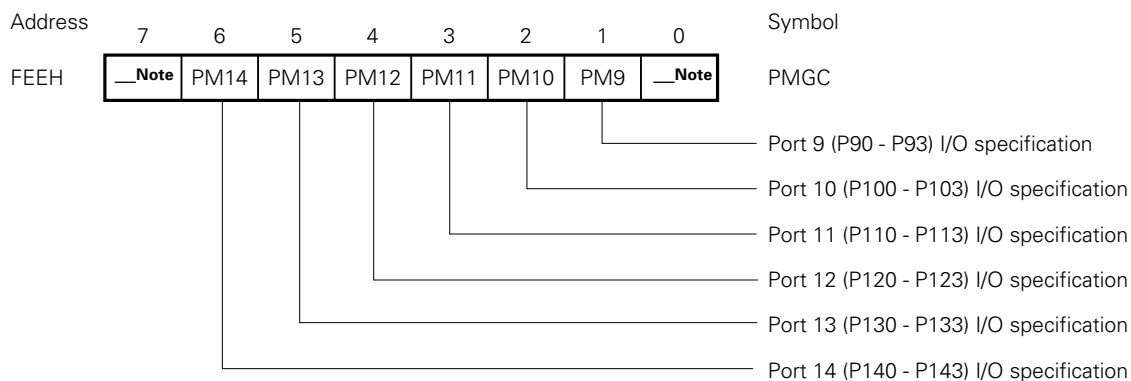
(a) Port mode register group A



(b) Port mode register group B



(c) Port mode register group C



	Contents of specification
0	Input mode (Output buffer off)
1	Output mode (Output buffer on)

Note To develop a program, these bits must be set to 0. They correspond to PM8 and PM15. While this chip is an input-only device, an emulator has I/O ports.

(3) Operation of digital I/O ports

When an instruction is executed, the operation of the port and pins depends on the I/O mode setting, as listed in Table 4-3.

Table 4-3 I/O Port Operations by I/O Instructions

	Input mode [corresponding bit in the mode register is 0] [Output buffer is off]	Output mode [corresponding bit in the mode register is 1] [Output buffer is on]
When a 1-bit test instruction, 4-, or 8-bit instruction is executed	Receives data on certain pins.	Receives the contents of the output latch.
When a 4-, 8-bit output instruction is executed	Transfers data in the accumulator to the output latch.	Outputs data in the accumulator to output pins.
When a 1-bit output instruction ^{Note} is executed	The contents of the output latch are <u>undefined</u> .	Changes the output pin state according to the instruction.

Note Instruction such as SET1 PORTn.bit or CLR1 PORTn.bit

(4) Use of pull-up and pull-down resistors

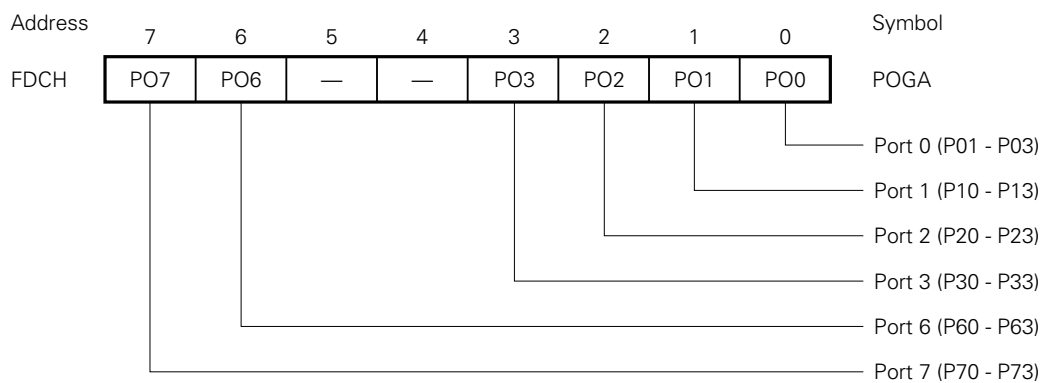
Ports 0 (excluding pin P00/INT4), 1 to 3, 6, and 7 can be provided with pull-up resistors by software. Ports 4, 5, and 12 to 14 can be provided with pull-up resistors by mask options. Port 9 can also be provided with pull-down resistors by mask options.

Table 4-4 Specifying the Use of Pull-Up and Pull-Down Resistors

Port (pin name)	Specifying the use of pull-up and pull-down resistor	Bit in POGA
Port 0 (P01-P03) ^{Note}	The use of pull-up resistors is specified in units of 3 bits by software.	bit 0
Port 1 (P10-P13)	The use of pull-up resistors is specified in units of 4 bits by software.	bit 1
Port 2 (P20-P23)		bit 2
Port 3 (P30-P33)		bit 3
Port 6 (P60-P63)		bit 6
Port 7 (P70-P73)		bit 7
Port 4 (P40-P43)	The use of pull-up resistors is specified in units of bits by mask options.	—
Port 5 (P50-P53)		
Port 12 (P120-P123)		
Port 13 (P130-P133)		
Port 14 (P140-P143)		
Port 9 (P90-P93)	The use of pull-down resistors is specified in units of bits by mask options.	—

Note The P00 pin cannot be provided with a pull-up resistor.

Fig. 4-10 Format of the Register Group A Specifying the Use of Pull-Up Resistors



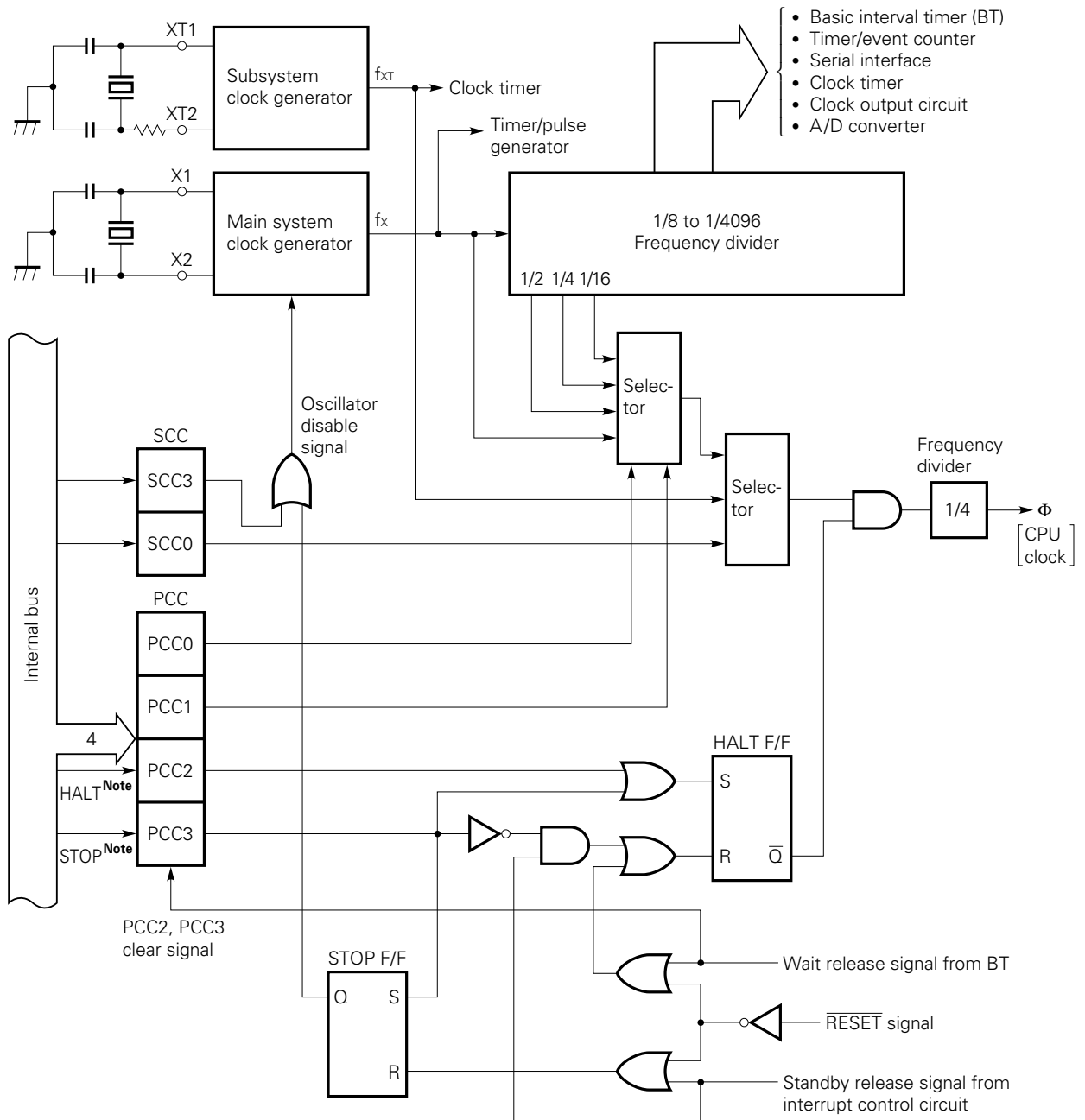
	Description
0	No built-in pull-up resistor provided
1	Built-in pull-up resistor provided

4.2 CLOCK GENERATOR

(1) Configuration of the clock generator

The clock generator supplies various clock signals to the CPU and peripheral hardware. Fig. 4-11 shows the configuration of the clock generator.

Fig. 4-11 Block Diagram of the Clock Generator



Note Instruction execution

- Remarks 1.** f_x : Main system clock frequency
- 2.** f_{XT} : Subsystem clock frequency
- 3.** PCC: Processor clock control register
- 4.** SCC: System clock control register

(2) Functions of the clock generator

The clock generator generates the clock signals listed below, and controls the standby mode and other CPU operation modes.

- Main system clock f_x
- Subsystem clock f_{xT}
- CPU clock Φ
- Clocks for peripheral hardware

The operation of the clock generator is determined by the processor clock control register (PCC) and system clock control register (SCC). The clock generator functions and operates as described below.

- The generation of a $\overline{\text{RESET}}$ signal selects the lowest-speed mode^{Note 1} for the main system clock. (PCC = 0, SCC = 0)
- When the main system clock is selected, the PCC can be set to select one of four CPU clocks^{Note 2}.
- When the main system clock is selected, the two standby modes, STOP mode and HALT mode, are available.
- The SCC can be set to select the subsystem clock for very low-speed, low-current operation (122 μ s: at 32.768 kHz). In this case, the PCC set value does not affect the CPU clock signal.
- When the subsystem clock is selected, main system clock generation can be stopped with the SCC. In addition, the HALT mode can be used, but the STOP mode cannot be used. (Subsystem clock generation cannot be stopped.)
- Clocks for peripheral hardware are produced by dividing the main system clock signal. Only to the watch timer, the subsystem clock can be directly supplied so that the watch and buzzer output functions can operate continuously even in a standby mode.
- When the subsystem clock is selected, the watch timer can operate normally, but other hardware cannot be used because they operate with the main system clock.

Notes 1. 10.7 μ s (at 6.0 MHz) or 15.3 μ s (at 4.19 MHz)

2. 0.67 μ s, 1.33 μ s, 2.67 μ s, 10.7 μ s (at 6.0 MHz), or 0.95 μ s, 1.91 μ s, 3.82 μ s, 15.3 μ s (at 4.19 MHz)

(3) Processor clock control register (PCC)

The PCC is a 4-bit register for selecting a CPU clock with the low-order two bits and for selecting a CPU operation mode with the high-order two bits. (See **Fig. 4-12.**)

When bit 3 or bit 2 is set to 1, the standby mode is set. When this is released by the standby release signal, these bits are automatically cleared to return to the normal operation mode. (See **Chapter 6** for detailed information.)

A 4-bit memory manipulation instruction is used to set the low-order two bits of the PCC. (The high-order two bits are set to 0.)

Bit 3 and bit 2 are set to 1 using the STOP instruction and HALT instruction, respectively.

The STOP instruction and HALT instruction can be executed regardless of MBE setting.

A CPU clock can be selected only when the main system clock is used for operation. When the subsystem clock is selected for operation, the low-order two bits of the PCC are invalidated, and $f_{XT}/4$ is automatically set. The STOP instruction can be executed only when the main system clock is used for operation.

The generation of a $\overline{\text{RESET}}$ signal clears the PCC to 0.

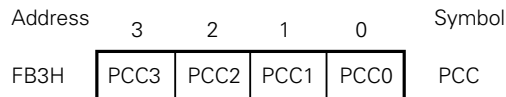
Examples 1. The machine cycle is set to $0.95 \mu\text{s}$ (at 4.19 MHz).

```
SEL  MB15
MOV  A, #0011B
MOV  PCC, A
```

2. The STOP mode is set. (A STOP instruction or HALT instruction must always be followed by an NOP instruction.)

```
STOP
NOP
```

Fig. 4-12 Format of the Processor Clock Control Register



**CPU clock selection bit
(Operation with $f_x = 6.0$ MHz)**

		SCC = 0 () indicates $f_x = 6.0$ MHz		SCC = 1 () indicates $f_{XT} = 32.768$ kHz	
		CPU clock frequency	1 machine cycle	CPU clock frequency	1 machine cycle
0	0	$\Phi = f_x/64$ (93.7 kHz)	10.7 μ s	$\Phi = f_{XT}/4$ (8.192 kHz)	122 μ s
0	1	$\Phi = f_x/16$ (375 kHz)	2.67 μ s	Not to be set	
1	0	$\Phi = f_x/8$ (750 kHz)	1.33 μ s	$\Phi = f_{XT}/4$ (8.192 kHz)	122 μ s
1	1	$\Phi = f_x/4$ (1.5 MHz)	0.67 μ s		

(Operation with $f_x = 4.19$ MHz)

		SCC = 0 () indicates $f_x = 4.19$ MHz		SCC = 1 () indicates $f_{XT} = 32.768$ kHz	
		CPU clock frequency	1 machine cycle	CPU clock frequency	1 machine cycle
0	0	$\Phi = f_x/64$ (65.5 kHz)	15.3 μ s	$\Phi = f_{XT}/4$ (8.192 kHz)	122 μ s
0	1	$\Phi = f_x/16$ (262 kHz)	3.82 μ s	Not to be set	
1	0	$\Phi = f_x/8$ (524 kHz)	1.91 μ s	$\Phi = f_{XT}/4$ (8.192 kHz)	122 μ s
1	1	$\Phi = f_x/4$ (1.05 MHz)	0.95 μ s		

- Remarks 1.** f_x : Output frequency from the main system clock oscillator
2. f_{XT} : Output frequency from the subsystem clock oscillator

CPU operation mode control bits

0	0	Normal operation mode
0	1	HALT mode
1	0	STOP mode
1	1	Not to be set

(4) System clock control register (SCC)

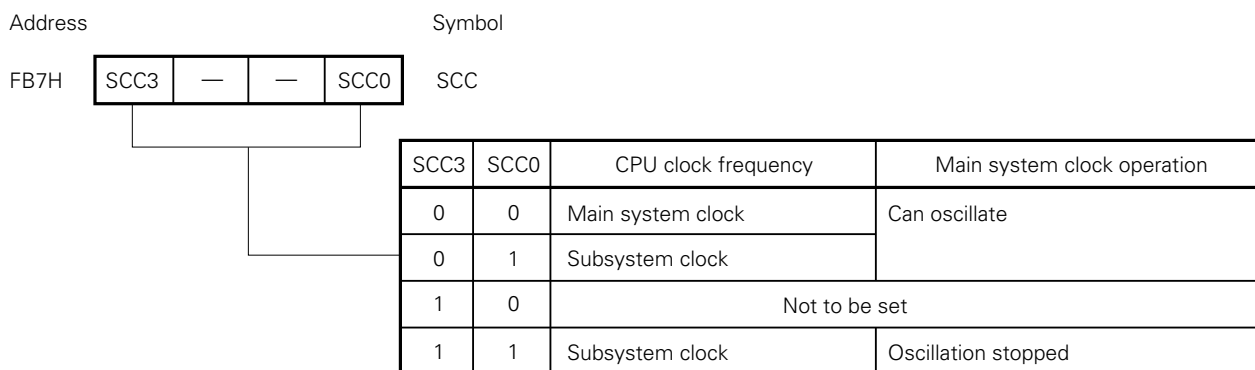
The SCC is a 4-bit register for selecting CPU clock Φ with the least significant bit and for controlling the termination of main system clock generation with the most significant bit. (See Fig. 4-13.)

SCC.0 and SCC.3 are located at the same data memory address, but both bits cannot be changed at the same time. Accordingly, SCC.0 and SCC.3 are set using bit manipulation instructions. SCC.0 and SCC.3 can be manipulated regardless of MBE setting.

Main system clock generation can be terminated by setting SCC.3 only when the subsystem clock is used for operation. The STOP instruction must be used for generation termination when the main system clock is used for operation.

The generation of a $\overline{\text{RESET}}$ signal clears the SCC to 0.

Fig. 4-13 Format of the System Clock Control Register



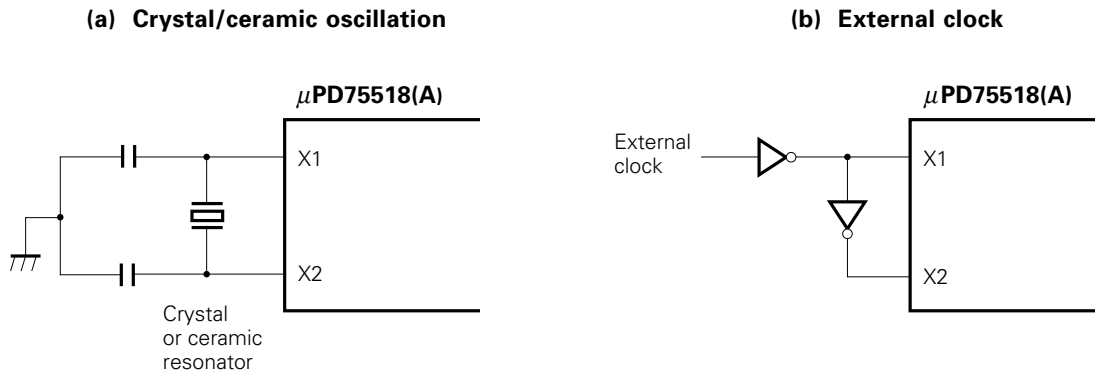
- Cautions**
- 1. A time period of up to $1/f_{XT}$ is needed to change the system clock. This means that to terminate main system clock generation, SCC.3 must be set when the machine cycles indicated in Table 4-5 or more have elapsed after the clock is switched from the main system clock to the subsystem clock.**
 - 2. When the main system clock is used for operation, setting SCC.3 to stop clock generation does not enter the normal STOP mode.**
 - 3. When SCC.3 is set to 1, the X1 input pin is connected to V_{SS} (GND electric potential) to prevent leakage in the crystal oscillator. When an external clock is used as the main system clock, never set SCC.3 to 1.**
 - 4. When the four bits of PCC are set to 0001B ($\Phi = f_x/16$), do not set SCC.0 to 1. Before switching the main system clock to the subsystem clock, be sure to manipulate the PCC bits so other than 0001B is set. When the system operates on the subsystem clock, the PCC bits must also be other than 0001B.**

(5) System clock oscillator

The main system clock oscillator operates with a crystal (6.0 MHz standard) or ceramic resonator connected to the X1 and X2 pins.

An external clock can also be input.

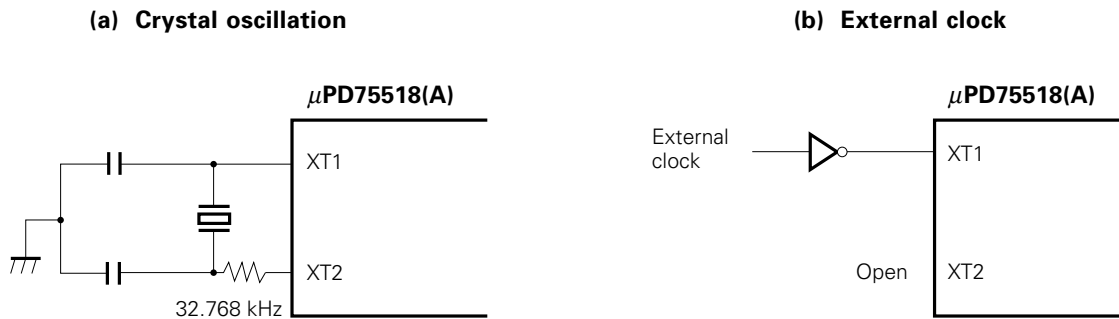
Fig. 4-14 External Circuitry for the Main System Clock Oscillator



The subsystem clock oscillator operates with a crystal resonator (32.768 kHz standard) connected to the XT1 and XT2 pins.

An external clock can also be input.

Fig. 4-15 External Circuitry for the Subsystem Clock Oscillator



A caution on connecting the oscillator is described on the next page.

Caution When the main system clock or subsystem clock oscillator is used, conform to the following guidelines when wiring at the shaded portions of Fig. 4-14 and 4-15 to eliminate the influence of the wiring capacity.

- The wiring must be as short as possible.
- Other signal lines must not run in these areas. Any line carrying a high fluctuating current must be kept away as far as possible.
- The grounding point of the capacitor of the oscillator must have the same potential as that of V_{ss} . It must not be grounded to ground patterns carrying a large current.
- No signal must be taken from the oscillator.

When the subsystem clock is used, pay special attention to its wiring; the subsystem clock oscillator has low amplification to minimize current consumption and is more likely to malfunction due to noise than the main system clock oscillator.

(6) Time required to change the system clock and CPU clock

The system clock and CPU clock can be changed by using the least significant bit of the SCC and the low-order two bits of the PCC. This switching is not performed immediately after the contents of the registers are rewritten, but the system operates with the previous clock for some machine cycles. Accordingly, after this time period, the STOP instruction must be executed or SCC.3 must be set to 1 to terminate main system clock generation.

Table 4-5 Maximum Time Required to Change the System Clock and CPU Clock

Setting before switching			Setting after switching														
SCC	PCC	PCC	SCC0	PCC1	PCC0	SCC0	PCC1	PCC0	SCC0	PCC1	PCC0	SCC0	PCC1	PCC0	SCC0	PCC1	PCC0
0	1	0	0	0	0	0	0	1	0	1	0	0	1	1	1	×	×
0	0	0	/			1 machine cycle			1 machine cycle			1 machine cycle			f _x /64f _{xT} machine cycles (3 machine cycles)		
	0	1				4 machine cycles			4 machine cycles			4 machine cycles			Not to be set		
	1	0				8 machine cycles			8 machine cycles			8 machine cycles			f _x /8f _{xT} machine cycles (23 machine cycles)		
	1	1				16 machine cycles			16 machine cycles			16 machine cycles			f _x /4f _{xT} machine cycles (46 machine cycles)		
1	×	×	1 machine cycle			Not to be set			1 machine cycle			1 machine cycle			/		

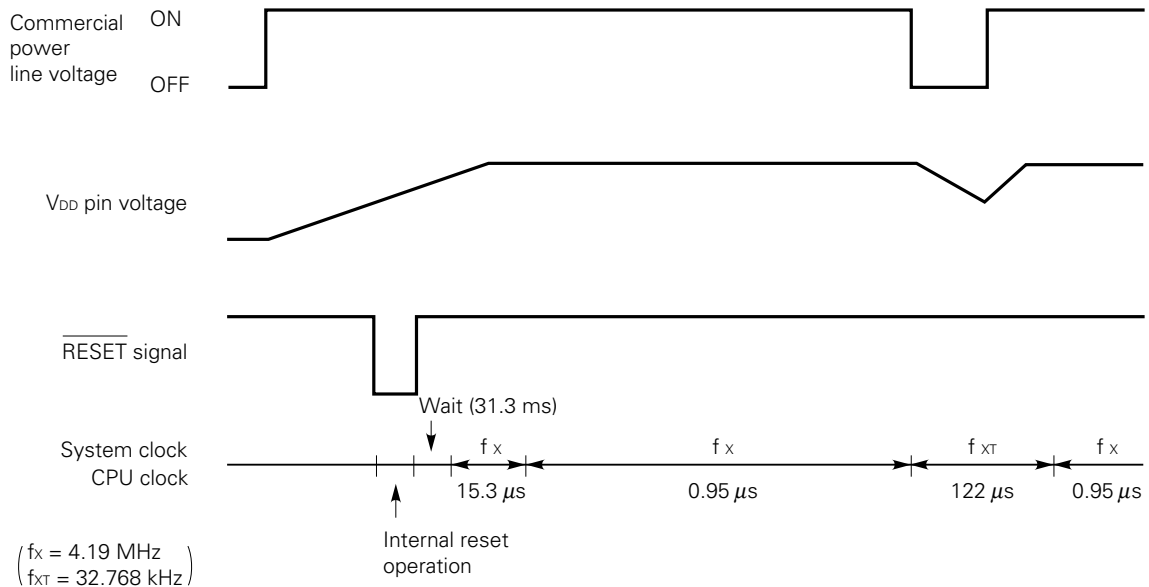
- Remarks**
1. Time enclosed in parentheses is required when f_x = 6.0 MHz and f_{xT} = 32.768 kHz.
 2. ×: Don't care
 3. CPU clock Φ is supplied to the CPU. The reciprocal of this frequency is a minimum instruction time (defined as one machine cycle in this manual).

Caution When the four bits of PCC are set to 0001B (Φ = f_x/16), do not set SCC.0 to 1. Before switching the main system clock to the subsystem clock, be sure to manipulate the PCC bits so other than 0001B is set. When the system operates on the subsystem clock, the PCC bits must also be other than 0001B.

(7) Procedure for changing the system clock and CPU clock

The procedure for changing the system clock and CPU clock is explained using Fig. 4-16.

Fig. 4-16 Changing the System Clock and CPU Clock



- ① The generation of a $\overline{\text{RESET}}$ signal starts CPU operation at the lowest speed of the main system clock^{Note 1} after a wait time^{Note 2} for stable oscillation.
- ② The PCC is rewritten for highest-speed operation after a time elapse which is sufficient for the voltage on the V_{DD} pin to be high enough for highest-speed operation.
- ③ The removal of commercial power is detected using, for example, an interrupt input (INT4 is useful), then SCC.0 is set to operate with the subsystem clock. (In this case, the start of subsystem clock generation must be confirmed beforehand.) After a time (32 machine cycles) required to switch to the subsystem clock elapses, SCC.3 is set to terminate main system clock generation.
- ④ After detecting the input of commercial power by using an interrupt, SCC.3 is cleared to start main system clock generation. After a time required for stable generation, SCC.0 is cleared to operate at highest speed.

- Notes 1.** 10.7 μs (at 6.0 MHz) or 15.3 μs (at 4.19 MHz)
2. 21.8 ms (at 6.0 MHz) or 31.3 ms (at 4.19 MHz)

4.3 CLOCK OUTPUT CIRCUIT

(1) Configuration of the clock output circuit

Fig. 4-17 shows the configuration of the clock output circuit.

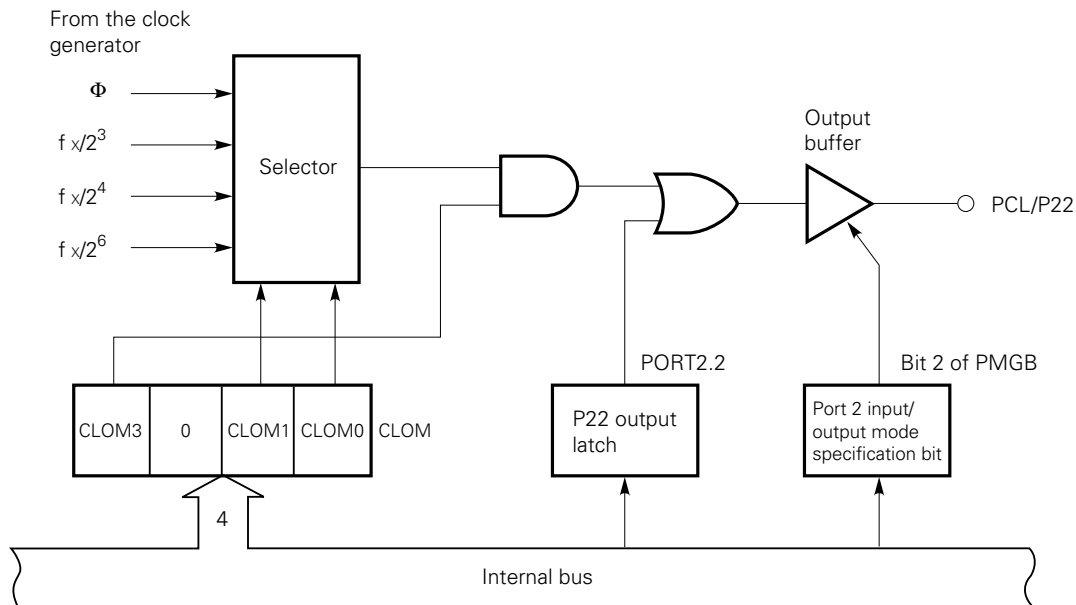
(2) Functions of the clock output circuit

The clock output circuit outputs a clock pulse signal on the P22/PCL pin for remote control or for supplying clock pulses to a peripheral LSI device.

The procedure for outputting a clock pulse signal is as follows:

- (a) Select a clock output frequency, and disable clock output.
- (b) Write a 0 in the P22 output latch.
- (c) Set the output mode for port 2.
- (d) Enable clock output.

Fig. 4-17 Configuration of the Clock Output Circuit



Remark The clock output circuit is designed so that pulses with short widths do not appear in enabling or disabling clock output.

(3) Clock output mode register (CLOM)

The CLOM is a 4-bit register to control clock output.

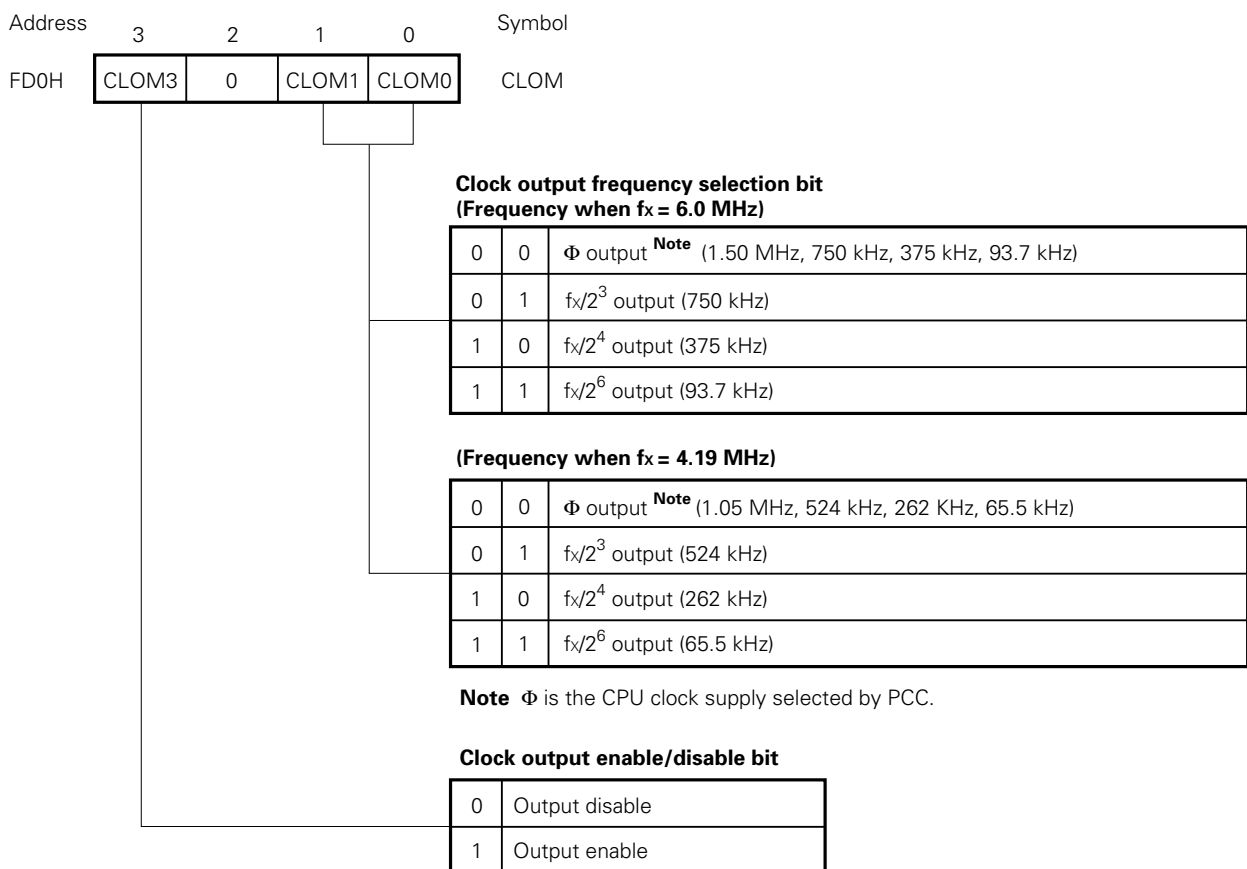
The CLOM is set with a 4-bit memory manipulation instruction. No read operation is allowed on this register.

Example CPU clock Φ is output on the PCL/P22 pin.

```
SEL MB15 ; or CLR1 MBE
MOV A, #1000B
MOV CLOM, A
```

The generation of a RESET signal clears the CLOM to 0, disabling clock output.

Fig. 4-18 Format of the Clock Output Mode Register

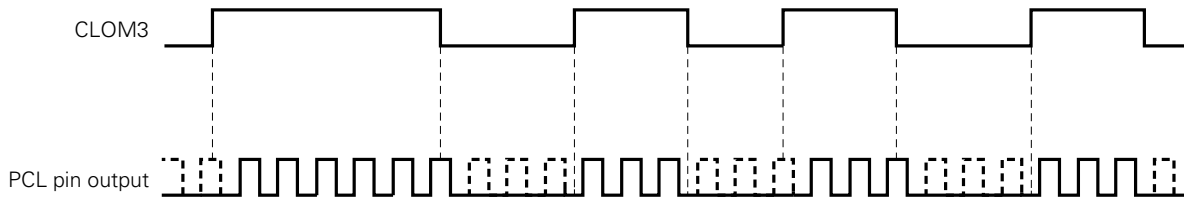


Caution Be sure to write a 0 in bit 2 of the CLOM.

(4) Application to remote control output

The clock output function of the μPD75518(A) is applicable to remote control output. The frequency of the carrier for remote control output is selected by the clock frequency select bit of the clock output mode register. Pulse output is enabled or disabled by controlling the clock output enable/disable bit by software. The clock output circuit is designed so that pulses with short widths do not appear in enabling or disabling clock output.

Fig. 4-19 Application to Remote Control Output



4.4 BASIC INTERVAL TIMER

(1) Configuration of the basic interval timer

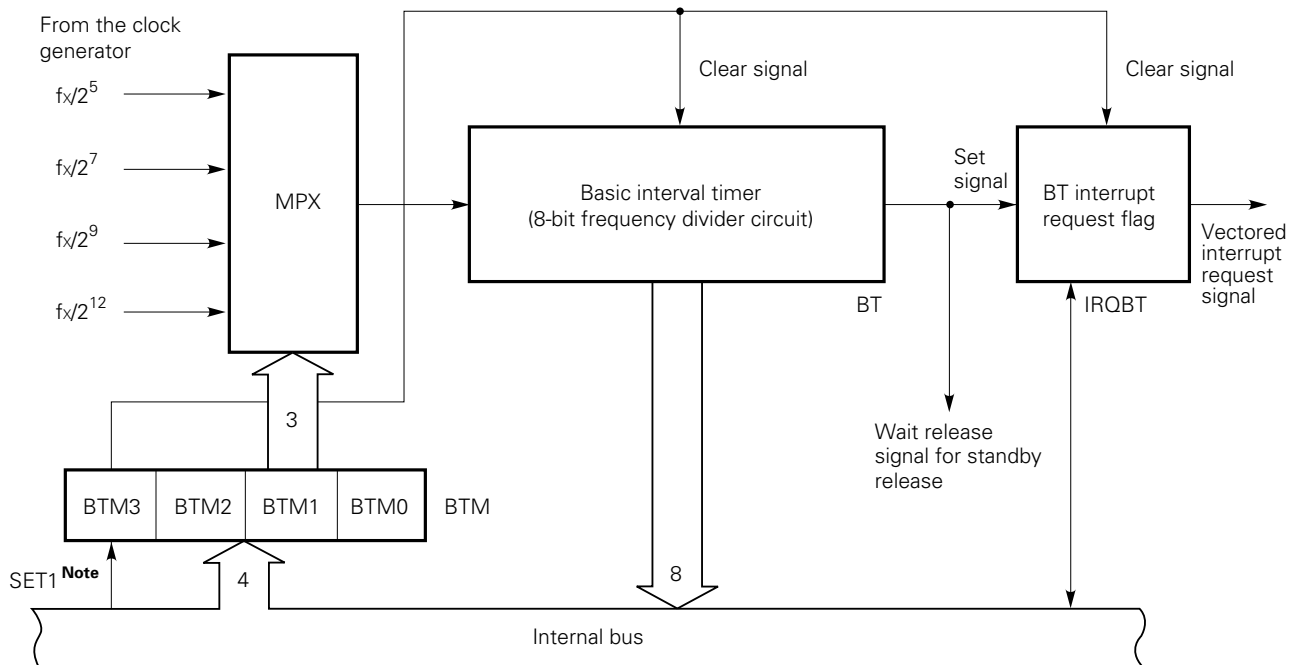
Fig. 4-20 shows the configuration of the basic interval timer.

(2) Basic interval timer functions

The basic interval timer provides the following functions:

- (a) Interval timer operation that generates a reference time interrupt
- (b) Application of watchdog timer for detecting program crashes
- (c) Selection of a wait time for releasing the standby mode, and counting
- (d) Reading the count value

Fig. 4-20 Configuration of the Basic Interval Timer



Note Instruction execution

(3) Basic interval timer mode register (BTM)

BTM is a 4-bit register that controls operation of the basic interval timer.

The BTM contents are set by using a 4-bit memory manipulation instruction.

Bit 3 can be independently set using a bit manipulation instruction.

When bit 3 is set to 1, the contents of the basic interval timer are cleared, and the basic interval timer interrupt request flag (IRQBT) is also cleared (to start the basic interval timer).

The generation of a RESET signal clears the contents to 0, and the longest interrupt request signal generation interval time is set.

Examples 1. Set the interrupt generation interval to 1.95 ms (4.19 MHz).

```
SEL  MB15      ; or CLR1 MBE
```

```
MOV  A, #1111B
```

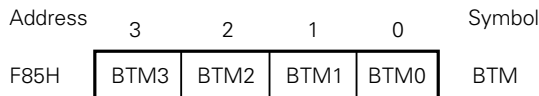
```
MOV  BTM, A    ; BTM ← 1111B
```

2. Clear BT and IRQBT (application of the watchdog timer)

```
SEL  MB15      ; or CLR1 MBE
```

```
SET1 BTM.3     ; Set bit 3 of BTM to 1
```


Fig. 4-21 Format of the Basic Interval Timer Mode Register



(Frequency when $f_x = 6.0$ MHz)

			Input clock specification	Interrupt interval time (wait time for releasing standby)
0	0	0	$f_x/2^{12}$ (1.46 kHz)	$2^{20}/f_x$ (175 ms)
0	1	1	$f_x/2^9$ (11.7 kHz)	$2^{17}/f_x$ (21.8 ms)
1	0	1	$f_x/2^7$ (46.9 kHz)	$2^{15}/f_x$ (5.46 ms)
1	1	1	$f_x/2^5$ (188 kHz)	$2^{13}/f_x$ (1.37 ms)
Other setting			Not to be set	—

(Frequency when $f_x = 4.19$ MHz)

			Input clock specification	Interrupt interval time (wait time for releasing standby)
0	0	0	$f_x/2^{12}$ (1.02 kHz)	$2^{20}/f_x$ (250 ms)
0	1	1	$f_x/2^9$ (8.18 kHz)	$2^{17}/f_x$ (31.3 ms)
1	0	1	$f_x/2^7$ (32.768 kHz)	$2^{15}/f_x$ (7.82 ms)
1	1	1	$f_x/2^5$ (131 kHz)	$2^{13}/f_x$ (1.95 ms)
Other setting			Not to be set	—

Basic interval timer start control bit

When "1" is written to this bit, the basic interval timer operation starts (the counter and the interrupt request flag are cleared).
When the operation starts, this bit is automatically reset to 0.

(4) Operation of the basic interval timer

The basic interval timer (BT) is always incremented by the clock supplied from the clock generator, and when it overflows, the interrupt request flag (IRQBT) is set. The count operation of BT cannot be stopped. One of four interrupt generation intervals can be selected by setting BTM. (See Fig. 4-21.)

The basic interval timer and the interrupt request flag can be cleared by setting bit 3 of BTM to 1 (instruction for starting as an interval timer).

The count status can be read by using an 8-bit manipulation instruction. No data can be loaded to the timer.

Caution When reading the count value of the basic interval timer, execute a read instruction twice so that unstable data which has been counted will not be read. If the two read values are reasonable, use the second one as the result. If the two read values are far apart, retry from the beginning.

Example Read the count value of BT.

```

      SET1 MBE
      SEL  MB15
      MOV  HL, #BT      ; Set the BT address in HL
LOOP: MOV  XA, @HL     ; First read
      MOV  BC, XA
      MOV  XA, @HL     ; Second read
      SKE  XA, BC
      BR   LOOP

```

To allow the system clock to stabilize after releasing the STOP mode, a wait function is available which stops the operation of the CPU until the basic interval timer overflows.

The wait time after generation of a $\overline{\text{RESET}}$ signal is fixed. On the other hand, a wait time can be selected by setting BTM when releasing the STOP mode with an interrupt occurrence. In this case, the wait times are the same as the interval times shown in Fig. 4-21. BTM must be set before the STOP mode is set. (For details, see Chapter 6.)

4.5 CLOCK TIMER

(1) Clock timer

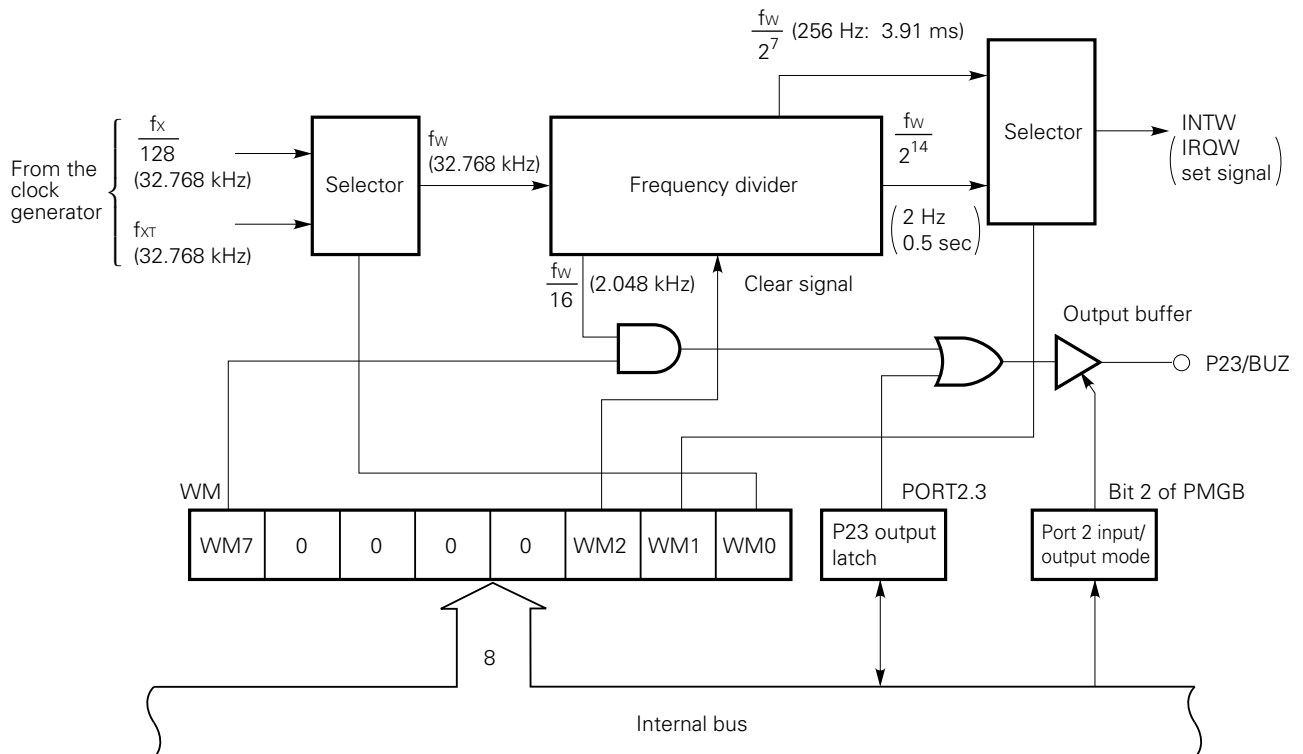
The μPD75518(A) contains one channel for a clock timer. Fig. 4-22 shows the configuration of the timer.

(2) Clock timer functions

- (a) The clock timer sets the test flag (IRQW) every 0.5 seconds.
The standby mode can be released with IRQW.
- (b) Either the main system clock or subsystem clock can produce 0.5-second intervals.
- (c) The fast-forward mode produces an interval 128 times faster (3.91 ms), which is useful for program debugging and testing.
- (d) A fixed frequency (2.048 kHz) can be output to the P23/BUZ pin, so that it can be used for sounding the buzzer and system clock frequency trimming.
- (e) The frequency divider can be cleared, so the clock can start from zero seconds.

Caution When the main system clock operates at 6.0 MHz, a time interval of 0.5 s cannot be produced. Before producing this time interval, the main system clock must be changed to the subsystem clock.

Fig. 4-22 Block Diagram of the Clock Timer



Remark The values in parentheses indicates are for $f_x = 4.194304$ MHz and $f_{XT} = 32.768$ kHz

(3) Clock mode register

The clock mode register (WM) is an 8-bit register that controls the clock timer, and that is set with an 8-bit memory manipulation instruction. Fig. 4-23 shows the format.

The generation of a $\overline{\text{RESET}}$ signal clears all bits to 0.

Example Use the main system clock (4.19 MHz) for setting time, and enable buzzer output.

```
CLR1  MBE
MOV   XA, #84H
MOV   WM, XA      ; Set WM
```

Fig. 4-23 Format of the Clock Mode Register

Address	7	6	5	4	3	2	1	0	Symbol
F98H	WM7	0	0	0	0	WM2	WM1	WM0	WM

Count clock (fW) selection bit

WM0	0	Selects divided system clock output: $\frac{f_x}{128}$
	1	Selects subsystem clock: f_{π}

Operation mode selection bit

WM1	0	Normal clock mode ($\frac{f_w}{2^{14}}$: sets IRQW at 0.5 s)
	1	Advanced clock mode ($\frac{f_w}{2^7}$: sets IRQW at 3.91 ms)

Clock operation enable/disable bit

WM2	0	Disables clock operation (clears the frequency dividing circuit)
	1	Enables clock operation

BUZ output enable/disable bit

WM7	0	Disables BUZ output
	1	Enables BUZ output

4.6 TIMER/EVENT COUNTER

(1) Configuration of the timer/event counter

The μ PD75518(A) contains one channel of timer/event counter, which is configured as shown in Fig. 4-24.

(2) Functions of the timer/event counter

The timer/event counter has the following functions.

- (a) Programmable interval timer operation
- (b) Output of a square wave at a given frequency to the PTO0 pin
- (c) Event counter operation
- (d) Frequency divider operation that divides TIO pin input by N and outputs the result to the PTO0 pin
- (e) Supply of serial shift clock signal to a serial interface circuit
- (f) Function of reading the state of counting

(3) Timer/event counter mode register (TM0) and timer/event counter output enable flag (TOE0)

The timer/event counter mode register (TM0) is an 8-bit register for controlling the timer/event counter. Fig. 4-25 shows its format.

An 8-bit memory manipulation instruction is used to set the timer/event counter mode register.

Bit 3 is the timer start bit, and can be set independently of the other bits. Bit 3 is automatically reset to 0 when the timer starts operation.

Examples 1. The timer is started in the interval timer mode with CP = 4.09 kHz.

```
SEL  MB15          ; or CLR1 MBE
MOV  XA, #01001100B
MOV  TM0, XA      ; TM0 ← 4CH
```

2. The timer is restarted according to the setting of the timer/event counter mode register.

```
SEL  MB15          ; or CLR1 MBE
SET1 TM0.3        ; TM0.bit3 ← 1
```

The generation of a $\overline{\text{RESET}}$ signal clears all bits to 0.

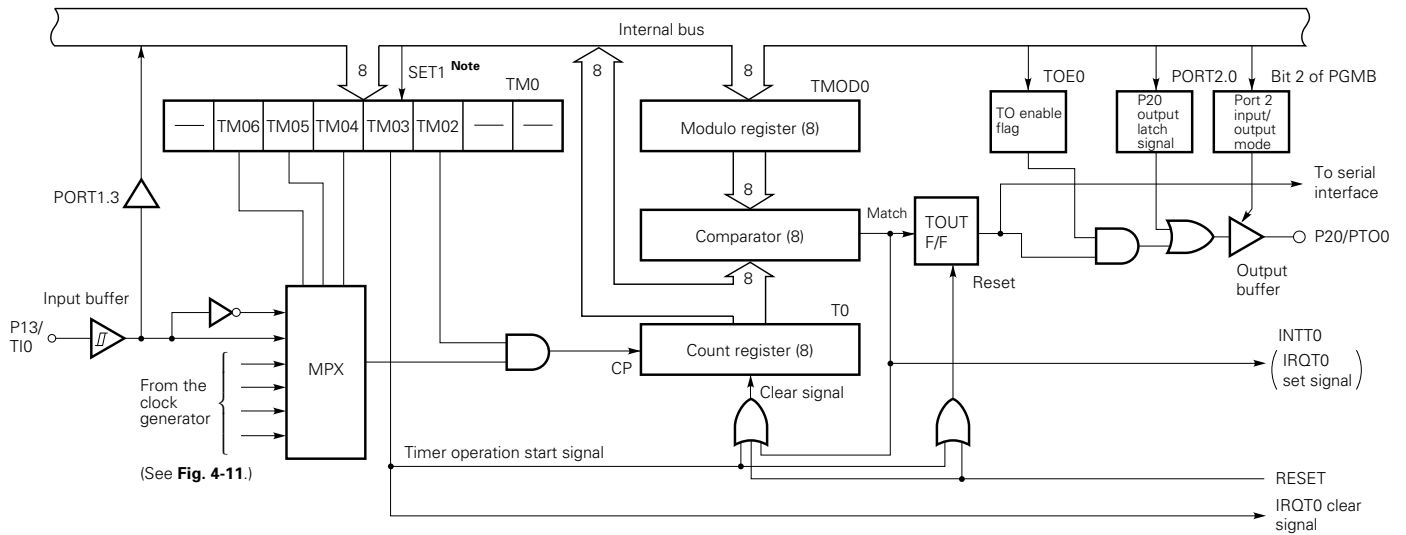
The timer/event counter output enable flag (TOE0) enables or disables output of the timer out F/F (TOUT F/F) status to the PTO0 pin.

The timer out F/F (TOUT F/F) is inverted by a match signal transmitted from the comparator.

The timer out F/F is reset when an instruction sets bit 3 of the timer mode register (TM0).

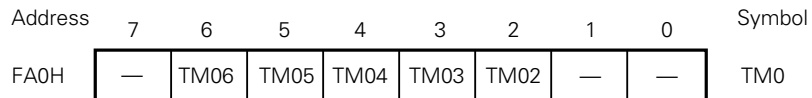
The generation of a $\overline{\text{RESET}}$ signal clears the TOE0 and TOUT F/F to 0.

Fig. 4-24 Block Diagram of the Timer/Event Counter



Note Instruction execution

Fig. 4-25 Format of the Timer/Event Counter Mode Register



Operation mode

	Count operation
0	Halts (retains the contents of counting)
1	Count operation

Timer start specification bit

When "1" is written to this bit, the counter and the IRQTO flag are cleared. Count operation starts if bit 2 has been set to 1.

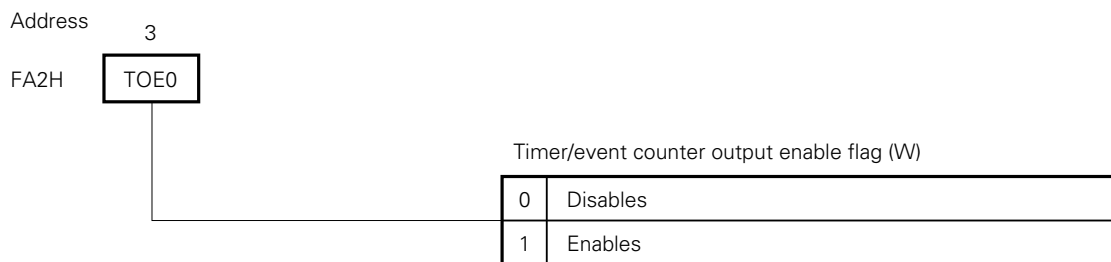
**Count pulse (CP) select bit
(Frequency when $f_x = 6.0$ MHz)**

TM06	TM05	TM04	Count pulse (CP)
0	0	0	TIO input rising edge
0	0	1	TIO input falling edge
1	0	0	$f_x/2^{10}$ (5.86 kHz)
1	0	1	$f_x/2^8$ (23.4 kHz)
1	1	0	$f_x/2^6$ (93.8 kHz)
1	1	1	$f_x/2^4$ (375 kHz)
Other setting			Not to be set

(Frequency when $f_x = 4.19$ MHz)

TM06	TM05	TM04	Count pulse (CP)
0	0	0	TIO input rising edge
0	0	1	TIO input falling edge
1	0	0	$f_x/2^{10}$ (4.09 kHz)
1	0	1	$f_x/2^8$ (16.4 kHz)
1	1	0	$f_x/2^6$ (65.5 kHz)
1	1	1	$f_x/2^4$ (262 kHz)
Other setting			Not to be set

Fig. 4-26 Format of the Timer/Event Counter Output Enable Flag



(4) Operation mode of the timer/event counter

The timer/event counter operates in the count operation disable mode or in the count operation mode, depending on the setting of the mode register.

The following operations are possible, regardless of the setting of the mode register:

- ① P13/TI0 pin signal input and test
- ② Output of the timer out F/F status to the PTO0
- ③ Setting of the modulo register (TMOD0)
- ④ Reading from the count register (T0)
- ⑤ Setting, clearing, and testing of the interrupt request flag (IRQT0)

(a) Count operation disable mode

This mode is set when bit 2 of TM0 is set to 0. In this mode, count operation is not performed because count pulse (CP) supply to the count register is stopped.

(b) Count operation mode

This mode is set when bit 2 of TM0 is set to 1. In this mode, a count pulse signal selected with bits 4 to 6 is supplied to the count register for count operation as shown in Fig. 4-28.

Timer operation is usually started in the following steps:

- ① A count value is set in the modulo register (TMOD0).
- ② An operation mode, count clock, and start instruction are set in the mode register (TM0).

An 8-bit data transfer instruction is used to set the modulo register.

Caution A value other than 0 must be set in the modulo register.

Example The value 3FH is set in the modulo register of channel 0.

```
SEL    MB15      ; or CLR1 MBE
MOV    XA, #3FH
MOV    TMOD0, XA
```

If the value set in the modulo register matches the contents of the count register, the match signal is generated. Then, the TOUT F/F is inverted, and the counter register is cleared.

The interval time of the generation of the match signal is calculated as follows:

$$(\text{Set value of the modulo register} + 1) \times \text{resolution}$$

The resolution is 1/count pulse frequency.

Table 4-6 indicates the resolution and maximum set time (when FFH is set in the modulo register), depending on a selected count pulse.

Table 4-6 Resolution and Maximum Set Time

(When $f_x = 6.0$ MHz)

Mode register			Timer channel 0	
TM06	TM05	TM04	Resolution	Maximum set time
1	0	0	171 μs	43.7 ms
1	0	1	42.7 μs	10.9 ms
1	1	0	10.7 μs	2.73 ms
1	1	1	2.67 μs	683 μs

(When $f_x = 4.19$ MHz)

Mode register			Timer channel 0	
TM06	TM05	TM04	Resolution	Maximum set time
1	0	0	244 μs	62.5 ms
1	0	1	61.1 μs	15.6 ms
1	1	0	15.3 μs	3.91 ms
1	1	1	3.81 μs	977 μs

Fig. 4-27 Operation in the Count Operation Mode

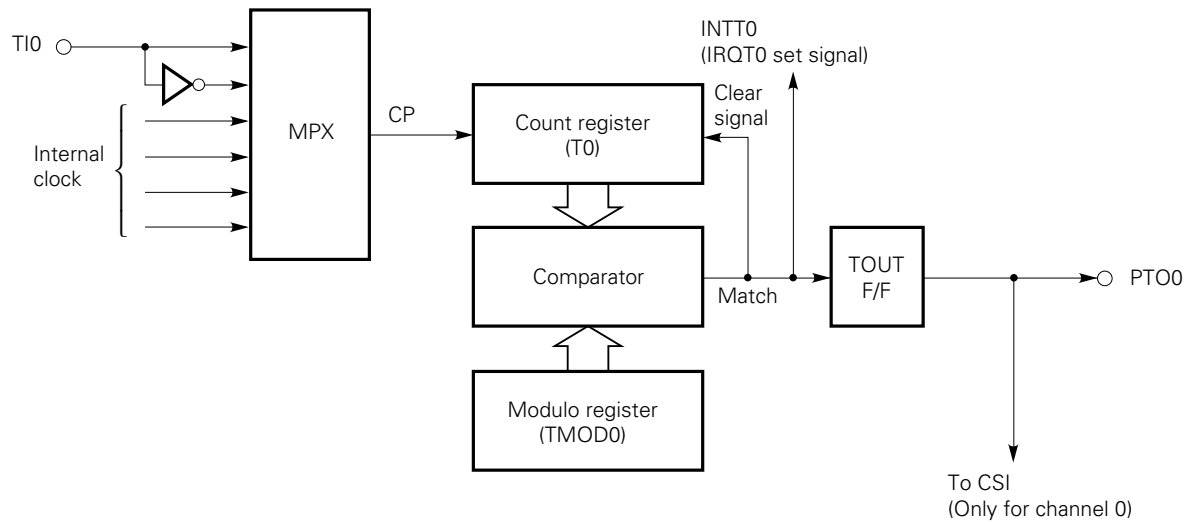
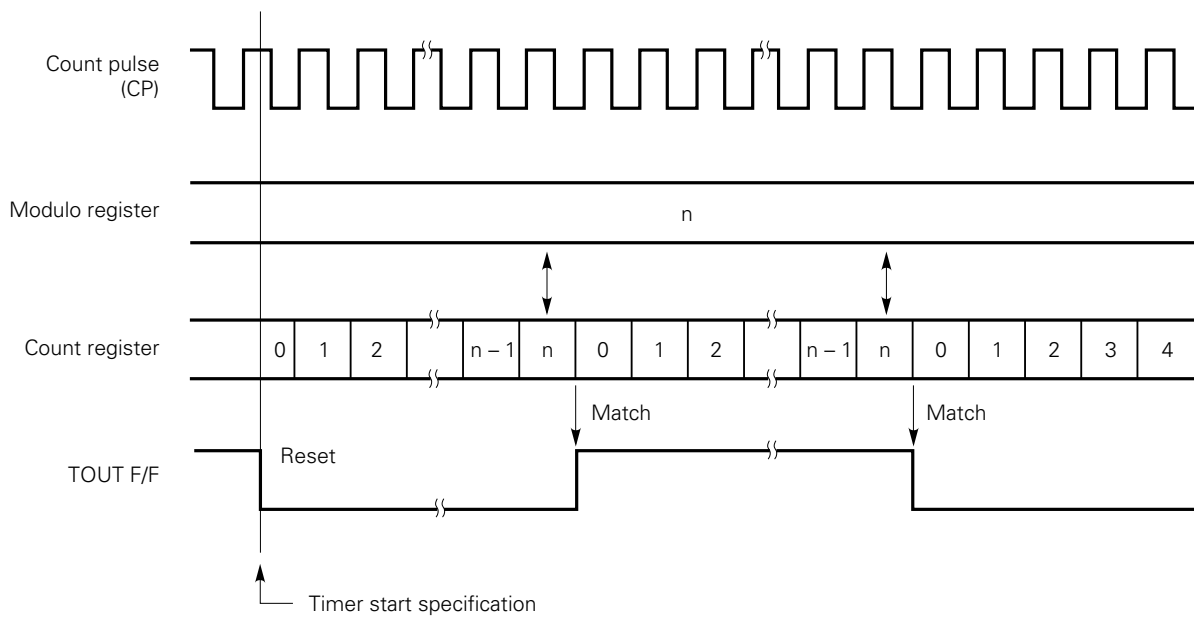


Fig. 4-28 Timing of Count Operation



4.7 TIMER/PULSE GENERATOR

(1) Timer/pulse generator functions

The μ PD75518(A) contains one channel for a timer/pulse generator that can be used as a timer or a pulse generator. It has the following functions:

(a) Functions available when the timer/pulse generator is used in the timer mode

- 8-bit interval timer operation using one of five clock sources (occurrence of IRQTPG)
- Square wave output to the PPO pin

(b) Functions available when the timer/pulse generator is used in the PWM pulse generation mode

- PWM pulse output to the PPO pin with an accuracy of 14 bits (applicable for electronic tuning when used as an D/A converter)
- Generation of interrupts at regular intervals ($2^{15}/f_x$)^{Note}

Note $2^{15}/f_x = 5.46$ ms (at 6.0 MHz) or 7.81 ms (at 4.19 MHz)

If pulse output is unnecessary, the PPO pin can be used as a 1-bit output port.

Caution If the timer/pulse generator is operating when the STOP mode is set, it may malfunction. So the timer/pulse generator must be disabled with the mode register in advance.

(2) Timer/pulse generator mode register (TPGM)

The timer/pulse generator mode register (TPGM) is an 8-bit register that controls operation of the timer/pulse generator. Fig. 4-29 shows the format of the register.

TPGM is set with an 8-bit memory manipulation instruction.

Bit 3 enables or disables the transfer (reloading) of the timer/pulse generator modulo register (MODH and MODL) contents to the modulo latch. Bit 3 can be manipulated independently of the other bits.

By setting TPGM1 to 0, timer/pulse generator operation can be stopped to decrease current consumption. The generation of a RESET signal clears all bits to 0.

Fig. 4-29 Format of Timer/Pulse Generator Mode Register

Address	7	6	5	4	3	2	1	0	Symbol
F90H	TPGM7	—	TPGM5	TPGM4	TPGM3	0	TPGM1	TPGM0	TPGM

Timer/pulse generator operation mode selection bit

TPGM0	0	Select PWM pulse generation mode
	1	Select timer mode

Timer/pulse generator operation enable/disable bit

TPGM1	0	Disable timer/pulse generator operation
	1	Enable timer/pulse generator operation

Modulo register reload enable/disable bit

TPGM3	0	Disable reloading of modulo register
	1	Enable reloading of modulo register

PPO output latch data

TPGM4	0	Output 0 to PPO output latch
	1	Output 1 to PPO output latch

PPO pin output selection bit static/pulse

TPGM5	0	Static output on PPO pin
	1	Pulse output (square wave/PWM) on PPO pin

PPO pin output enable/disable bit

TPGM7	0	Disable output on PPO pin (high-impedance)
	1	Enable output on PPO pin

(3) Configuration and operation when the timer/pulse generator is used in the timer mode

Fig. 4-30 shows the configuration when the timer/pulse generator is used in the timer mode.

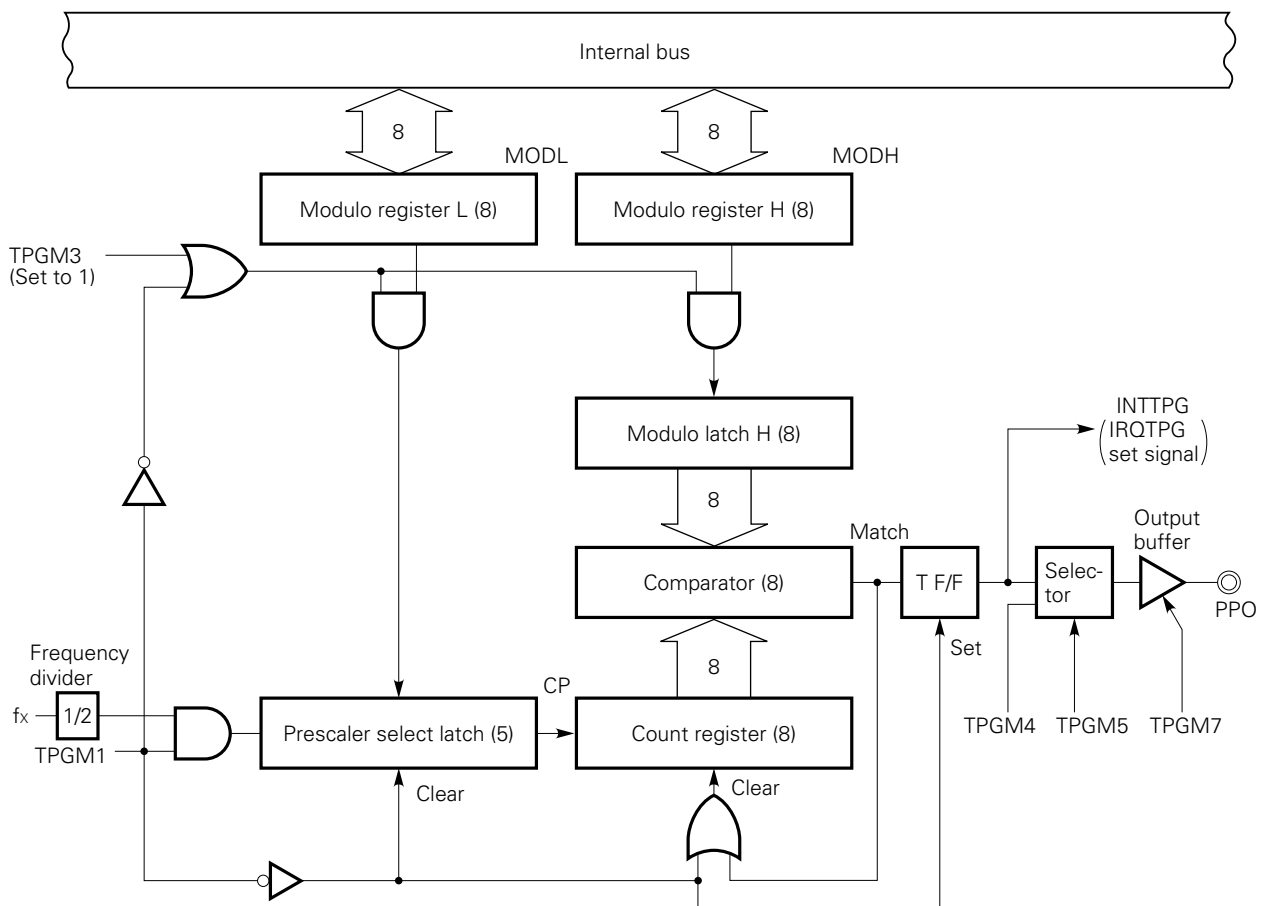
The timer mode is selected by setting bit 0 of TPGM to 1. In the timer mode, TPGM3 must be set to 1, allowing a modulo register to be reloaded at any time.

In the timer mode, a prescaler is selected with the modulo register L (MODL), and a frequency or interrupt interval value is set in the modulo register H (MODH). The timer starts when the TPGM1 is changed from 0 to 1.

Fig. 4-31 shows the operation timing for the MODH setting, and Table 4-7 shows the setting of a frequency or interrupt interval.

The output to the PPO pin can be switched between the square wave output and static output. To output a square wave, set TPGM5 and TPGM7 to 1.

Fig. 4-30 Block Diagram of the Timer/Pulse Generator (Timer Mode)



Example Set IRQTPG every 1.95 ms, and set the output high on the PPO pin.

```
CLR1  MBE                ; or SEL MB15
MOV   XA, #00100000B
MOV   MODL, XA
MOV   XA, #0FFH
MOV   MODH, XA
MOV   XA, #10011011B
MOV   TPGM, XA          ; Timer start, PPO ← 1
```

Caution When the timer operating in the timer operation mode is stopped, IRQTPG may be set because T F/F is set. So, the timer must be stopped with an interrupt being disabled, then IRQTPG must be cleared.

Example

```
DI
CLR1  MBE
MOV   XA, #0
MOV   TPGM, XA
CLR1  IRQTPG
EI
```

Fig. 4-31 Timer Mode Operation Timing

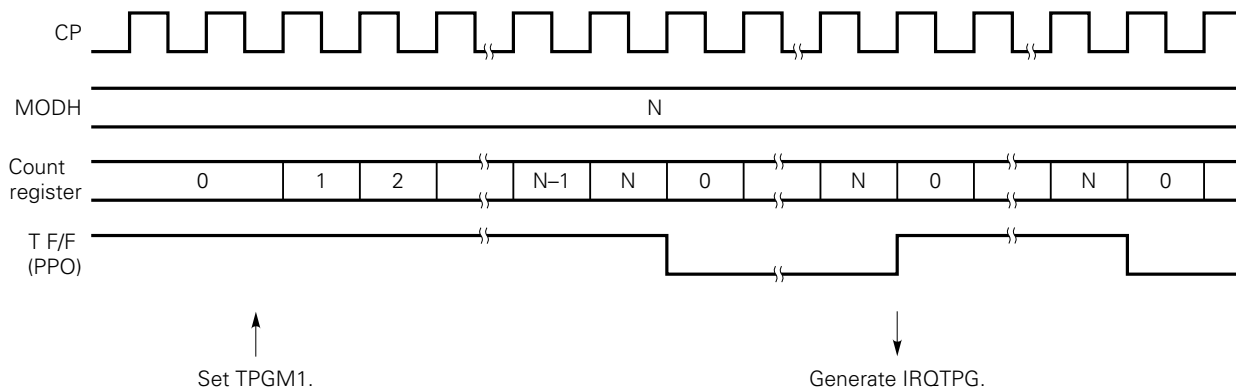


Table 4-7 Modulo Register Settings

(Frequency when $f_x = 6.0$ MHz)

MODL bits 2-6					Interrupt generation interval ($f_x = 6.0$ MHz)	Square wave output frequency ($f_x = 6.0$ MHz)
6	5	4	3	2		
0	0	0	0	1	$256 (N+1)/f_x = 85.3 \mu s - 10.9 ms$	$f_x/256 (N+1) = 91.6 Hz - 11.7 kHz$
0	0	0	1	0	$128 (N+1)/f_x = 42.7 \mu s - 5.46 ms$	$f_x/128 (N+1) = 183 Hz - 23.4 kHz$
0	0	1	0	0	$64 (N+1)/f_x = 21.3 \mu s - 2.73 ms$	$f_x/64 (N+1) = 366 Hz - 46.9 kHz$
0	1	0	0	0	$32 (N+1)/f_x = 10.7 \mu s - 1.37 ms$	$f_x/32 (N+1) = 732 Hz - 93.8 kHz$
1	0	0	0	0	$16 (N+1)/f_x = 5.33 \mu s - 683 \mu s$	$f_x/16 (N+1) = 1465 Hz - 188 kHz$

(Frequency when $f_x = 4.19$ MHz)

MODL bits 2-6					Interrupt generation interval ($f_x = 4.19$ MHz)	Square wave output frequency ($f_x = 4.19$ MHz)
6	5	4	3	2		
0	0	0	0	1	$256 (N+1)/f_x = 122 \mu s - 15.6 ms$	$f_x/256 (N+1) = 64 Hz - 8 kHz$
0	0	0	1	0	$128 (N+1)/f_x = 61.0 \mu s - 7.81 ms$	$f_x/128 (N+1) = 128 Hz - 16 kHz$
0	0	1	0	0	$64 (N+1)/f_x = 30.5 \mu s - 3.91 ms$	$f_x/64 (N+1) = 256 Hz - 32 kHz$
0	1	0	0	0	$32 (N+1)/f_x = 15.3 \mu s - 1.95 ms$	$f_x/32 (N+1) = 512 Hz - 65 kHz$
1	0	0	0	0	$16 (N+1)/f_x = 7.63 \mu s - 977 \mu s$	$f_x/16 (N+1) = 1024 Hz - 131 kHz$

- Cautions**
1. A value other than the above cannot be set in MODL. Bits 0, 1, and 7 must be set to 0.
 2. N is the set value of MODH. 0 must not be set for N. Be sure to set a value from 1 to 255 for N.

(4) Configuration and operation when the timer/pulse generator is used in the PWM pulse generation mode

Fig. 4-32 shows the configuration when the timer/pulse generator is used in the PWM pulse generation mode.

The PWM pulse generation mode is selected by setting TPGM0 to 0. TPGM5 and TPGM7 are set to 1 to enable pulse output. In the PWM mode, the PWM pulse signal can be output on the PPO pin, and IRQTPG can be set at intervals of a fixed time period ($2^{15}/f_x = 5.46$ ms: at 6.0 MHz or $2^{15}/f_x = 7.81$ ms: At 4.19 MHz). PWM pulses output by the μPD75518(A) are active-low and have an accuracy of 14 bits. This pulse signal is applicable for electronic tuning and control of a DC motor when it is integrated by an external low-pass filter and is converted to analog voltage. (See Fig. 4-33.)

The PWM pulse signal is generated by combining the basic period determined by $2^{10}/f_x$ and the secondary period by $2^{15}/f_x$ so that the time constant of the external low-pass filter can be decreased.

Table 4-8 lists the basic and secondary periods by oscillator frequency.

Table 4-8 Basic and Secondary Periods

	$f_x = 6.0$ MHz	$f_x = 4.19$ MHz
Basic period ($2^{10}/f_x$)	171 μs	244 μs
Secondary period ($2^{15}/f_x$)	5.46 ms	7.81 ms

The low-level width of a PWM pulse depends on the 14-bit modulo latch value. The upper 8 bits of the modulo latch are transferred from the 8 bits of MODH, and the lower 6 bits of the latch are transferred from the upper 6 bits of MODL.

When the PWM pulse signal is converted to analog form, the voltage level of the analog output is obtained as follows:

$$V_{AN} = V_{ref} \times \frac{\text{Value of modulo latch}}{2^{14}}$$

V_{ref} : Reference voltage of external switching circuitry

To prevent an incorrect PWM pulse from being output by unstable modulo latch data being rewritten, the μPD75518(A) allows correct data to be written in MODH and MODL beforehand with 8-bit manipulation instructions, then in the 14-bit data which is to be transferred to the modulo latch at one time. This transfer is referred to as reloading, and it is controlled by TPGM3. If TPGM3 is 0, reloading is disabled, and if it is 1, reloading is enabled. Follow the procedure below to rewrite the modulo latch contents:

- (i) Clear TPGM3 to disable reloading.
- (ii) Change the MODH and MODL contents.
- (iii) Set TPGM3 to enable reloading.

- Cautions**
1. If the modulo register H (MODH) is set to 0, the PWM pulse generator cannot function normally. So be sure to set MODH to a value from 1 to 255.
 2. If the lower 2 bits of the modulo register L (MODL) is read, the read result is unpredictable.
 3. If the modulo latch is changed in a shorter period than the PWM pulse basic period $2^{10}/f_x$ (171 μs: at 6.0 MHz or 244 μs: at 4.19 MHz), PWM pulses do not change.

Example Decrease analog output voltage to the lowest level, then increase it to the highest level.

```

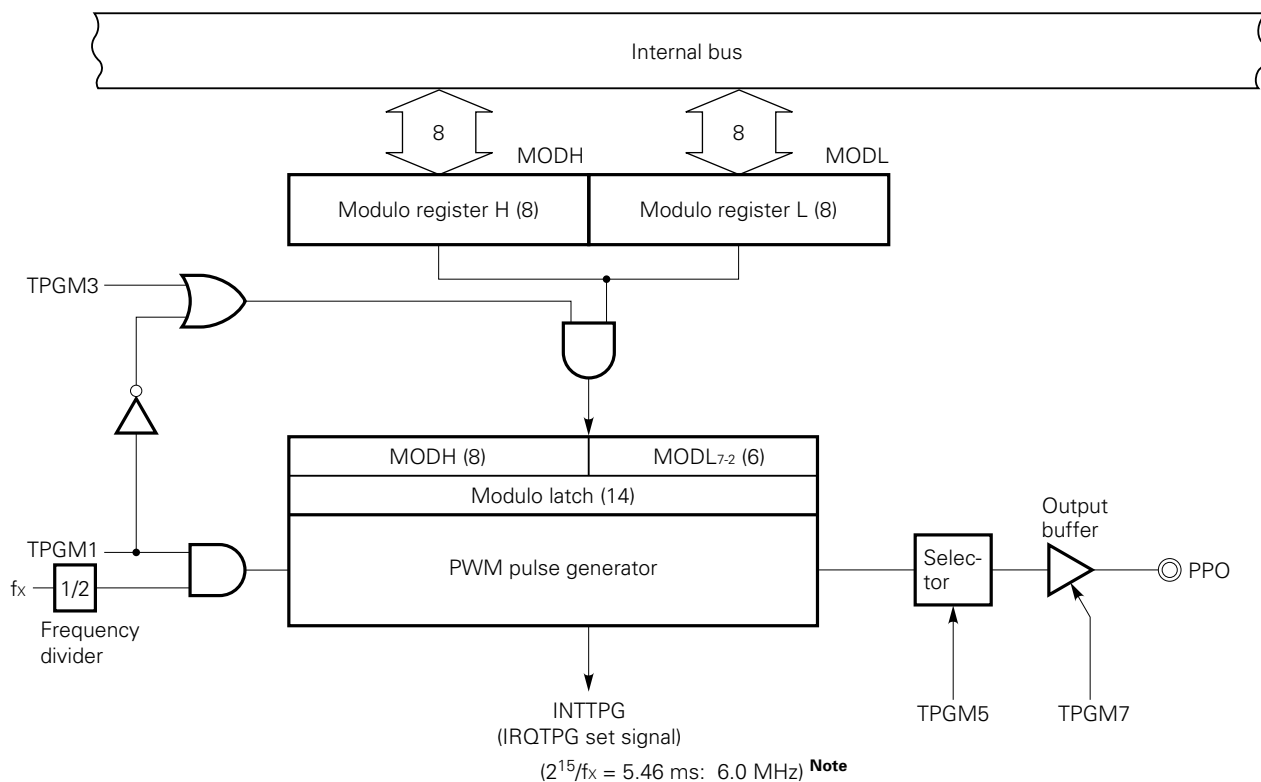
CLR1  MBE
MOV   XA, #01H
MOV   MODH, XA          ; MODH ← 01
MOV   XA, #00H
MOV   MODL, XA          ; MODL ← 00
MOV   XA, #10101010B
MOV   TPGM, XA          ; Enable PWM pulse output
      .
      .
      .
      .
      .
CLR1  TPGM.3            ; Disable reloading
MOV   XA, #OFFH
MOV   MODH, XA
MOV   XA, #0FCH
MOV   MODL, XA
SET1  TPGM.3            ; Enable reloading

```

(5) Static output to the PPO pin

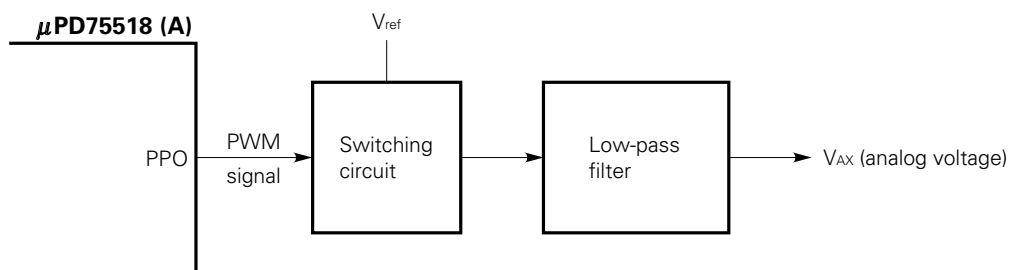
When pulse output is unnecessary, the PPO pin can be used as normal static output. In this case, the output data is set in TPGM4 with TPGM5 being set to 0 and TPGM7 to 1.

Fig. 4-32 Block Diagram of the Timer/Pulse Generator (PWM Pulse Generation Mode)



Note At 4.19 MHz: $2^{15}/f_x = 7.81 \text{ ms}$

Fig. 4-33 Sample Configuration of D/A Conversion Using μPD75518(A)



4.8 SERIAL INTERFACE (CHANNEL 0)

The μPD75518(A) has two channels of serial interface: Channel 0 and channel 1. Table 4-9 lists the differences between channel 0 and channel 1.

Table 4-9 Differences between Channel 0 and Channel 1

Serial transfer mode, function		Channel 0	Channel 1
3-wire serial I/O	Clock selection	$f_x/2^4$, $f_x/2^3$, TOUT F/F, external clock	$f_x/2^4$, $f_x/2^3$, external clock
	Transfer method	Start bit switchable: MSB/LSB	Start bit: MSB
	Transfer end flag	Serial transfer end interrupt request flag (IROCSI0)	Serial transfer end flag (EOT)
2-wire serial I/O		Available	Not available
Serial bus interface (SBI)			

4.8.1 Serial Interface (Channel 0) Functions

The clock synchronous 8-bit serial interface is contained in the μ PD75518(A) and has four modes.

The functions of the four modes are outlined below.

- **Operation halt mode**

This mode is used when serial transfer is not performed. This mode reduces power consumption.

- **Three-wire serial I/O mode**

In this mode, 8-bit data is transferred through three lines: Serial clock ($\overline{\text{SCK0}}$), serial output (SO0), and serial input (SI0).

The three-wire serial I/O mode allows full-duplex transmission, so data transfer can be performed at higher speed.

The user can choose 8-bit data transfer starting with the MSB or LSB, so devices starting with either the MSB or LSB can be connected.

The three-wire serial I/O mode enables connections to be made with the 75X series, 78K series, and many other types of peripheral I/O devices.

- **Two-wire serial I/O mode**

In this mode, 8-bit data is transferred through two lines: Serial clock ($\overline{\text{SCK0}}$) and serial data bus (SB0 or SB1). By controlling output levels on the two lines by software, communication with multiple devices is enabled.

The output levels of $\overline{\text{SCK0}}$ and SB0 (or SB1) can be controlled by software, so the user can match an arbitrary transfer format. This means that a line that has been required for handshaking to connect multiple lines can be eliminated for more efficient I/O port utilization.

- **Serial bus interface (SBI) mode**

In this mode, communication with multiple devices can be performed using two lines: Serial clock ($\overline{\text{SCK0}}$) and serial data bus (SB0 or SB1).

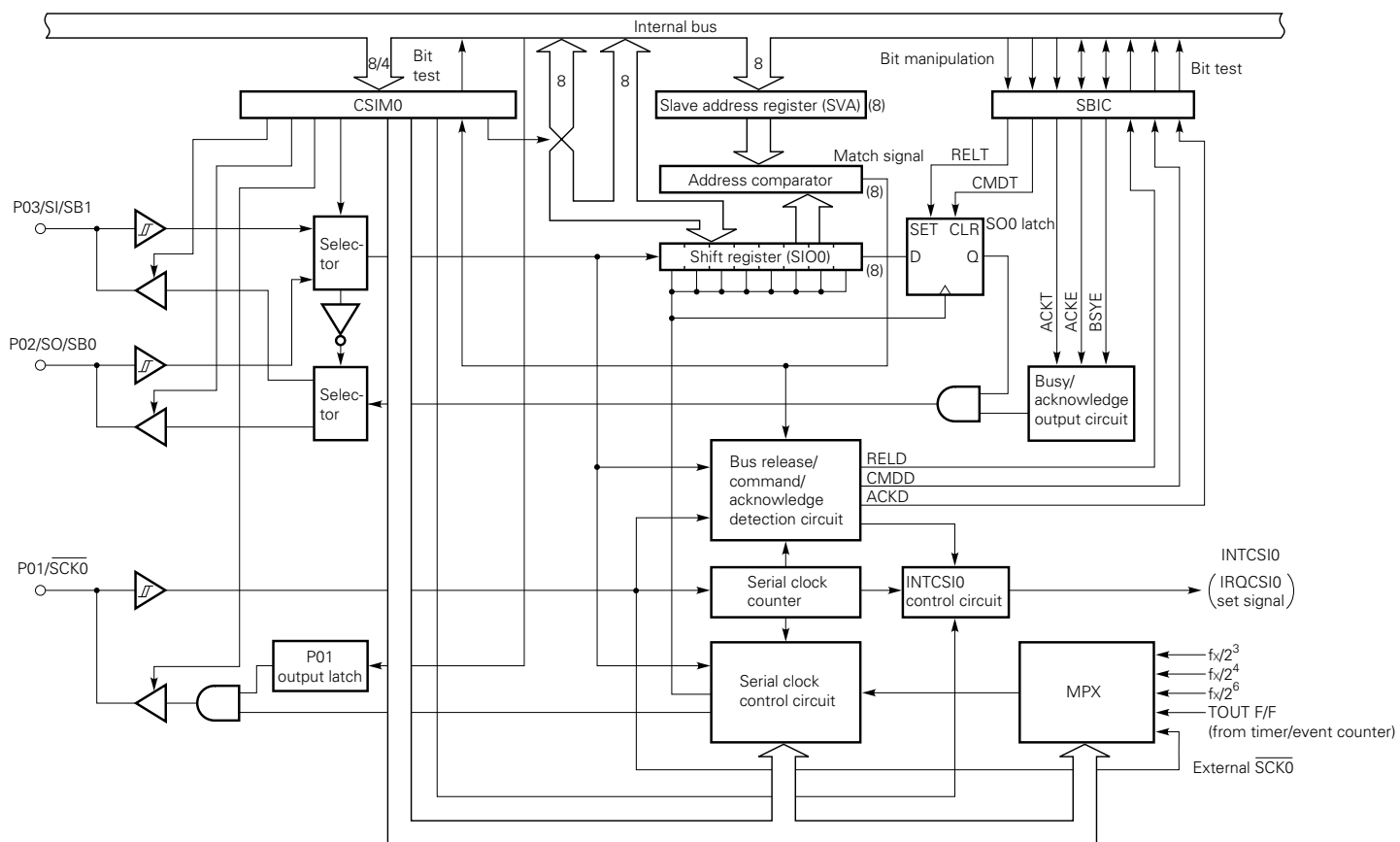
This mode conforms to the NEC serial bus format.

In this mode, the transmitter can output, on the serial data bus, an address for selecting a device subject to serial communication, commands directed to the remote device, and data. The receiver can identify an address, commands, and data from received data by hardware. This function enables more efficient I/O port utilization as in the case of the two-wire serial I/O mode. In addition, this function can simplify the serial interface control portion of an application program.

4.8.2 Configuration of Serial Interface (Channel 0)

Fig. 4-34 shows the block diagram of the serial interface (channel 0).

Fig. 4-34 Block diagram of the Serial Interface (Channel 0)



4.8.3 Register Functions

(1) Serial operation mode register 0 (CSIM0)

Fig. 4-35 shows the format of serial operation mode register 0 (CSIM0).

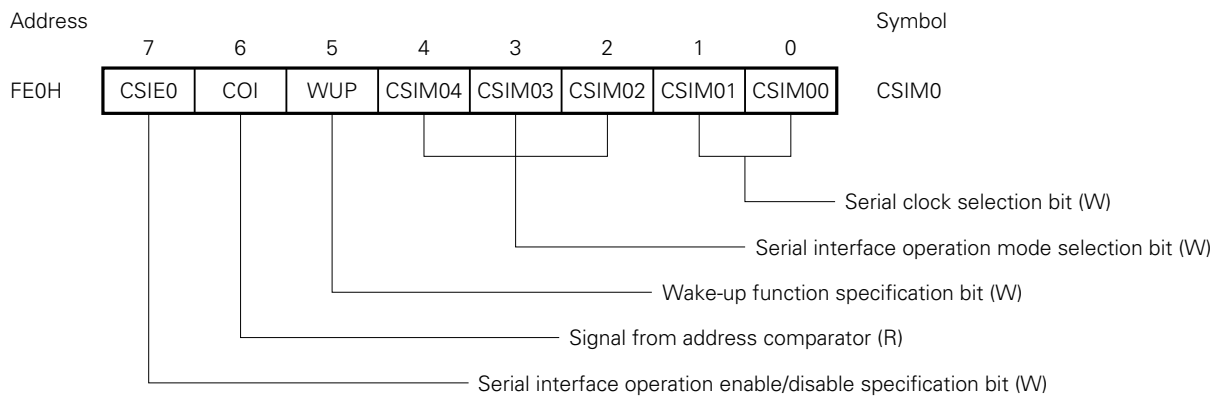
CSIM0 is an 8-bit register which specifies a serial interface (channel 0) operation mode, serial clock, wake-up function, and so forth.

CSIM0 is manipulated using an 8-bit memory manipulation instruction. The higher three bits can be manipulated bit by bit. Each bit can be manipulated using its name.

Each bit may or may not allow read and/or write operation. (See Fig. 4-35.) Bit 6 allows bit test operation only; any data written to this bit is invalid.

When the RESET signal is input, this register is set to 00H.

Fig. 4-35 Format of Serial Operation Mode Register 0 (CSIM0) (1/3)



Remark (R) : Read only
(W): Write only

Fig. 4-35 Format of Serial Operation Mode Register 0 (CSIM0) (2/3)

Serial clock selection bit (W)

CSIM01	CSIM00	Serial clock			SCK0 pin mode
		3-wire serial I/O mode	SBI mode	2-wire serial I/O mode	
0	0	External clock applied to SCK0 pin			Input
0	1	Timer/event counter output (T0)			Output
1	0	$f_x/2^4$ (262 kHz or 375 kHz) ^{Note}		$f_x/2^6$ (65.5 kHz or 93.8 kHz) ^{Note}	
1	1	$f_x/2^3$ (524 kHz or 750 kHz) ^{Note}			

Note The values in parentheses are for $f_x = 4.19$ MHz or 6.0 MHz.

Serial interface operation mode selection bit (W)

CSIM04	CSIM03	CSIM02	Operation mode	Shift register bit sequence	SO0 pin function	SI0 pin function
×	0	0	3-wire serial I/O mode	SIO0 ₇₋₀ ↔ XA (Transfer starting with MSB)	SO0/P02 (CMOS output)	SI0/P03 (Input)
		1		SIO0 ₀₋₇ ↔ XA (Transfer starting with LSB)		
0	1	0	SBI mode	SIO0 ₇₋₀ ↔ XA (Transfer starting with MSB)	SB0/P02 (N-ch open-drain input/output)	P03 input
1					P02 input	SB1/P03 (N-ch open-drain input/output)
0	1	1	2-wire serial I/O mode	SIO0 ₇₋₀ ↔ XA (Transfer starting with MSB)	SB0/P02 (N-ch open-drain input/output)	P03 input
1					P02 input	SB1/P03 (N-ch open-drain input/output)

Remark ×: Don't care

Wake-up function specification bit (W)

WUP	0	Sets IRQCSI0 each time serial transfer is completed in each mode.
	1	Used in the SBI mode only to set IRQCSI0 only when an address received after bus release matches the data in the slave address register (wake-up state). SB0/SB1 goes to high-impedance state.

Caution When WUP = 1 is set during $\overline{\text{BUSY}}$ signal output, $\overline{\text{BUSY}}$ is not released. In the SBI mode, the $\overline{\text{BUSY}}$ signal is output until the next falling edge of the serial clock (SCK0) appears after release of $\overline{\text{BUSY}}$ is directed. Before setting WUP = 1, be sure to confirm that the SB0 (or SB1) pin is high after releasing $\overline{\text{BUSY}}$.

Fig. 4-35 Format of Serial Operation Mode Register 0 (CSIM0) (3/3)

Signal from address comparator (R)

COI>Note	Condition for being cleared (COI = 0)	Condition for being set (COI = 1)
	When the slave address register (SVA) does not match the data of the shift register	When the slave address register (SVA) matches the data of the shift register

Note COI can be read only before serial transfer is started or after serial transfer is completed. An undefined value may be read during transfer.
COI data written by an 8-bit manipulation instruction is ignored.

Serial interface operation enable/disable specification bit (W)

		Shift register operation	Serial clock counter	IRQCSI0 flag	SO0/SB0, SI0/SB1 pin
CSIE0	0	Shift operation disabled	Cleared	Held	Used only for port 0
	1	Shift operation enabled	Count operation	Can be set.	Used in each mode as well as for port 0

Remarks 1. Each mode can be selected by setting CSIE0, CSIM03, and CSIM02.

CSIE0	CSIM03	CSIM02	Operation mode
0	×	×	Operation halt mode
1	0	×	Three-wire serial I/O mode
1	1	0	SBI mode
1	1	1	Two-wire serial I/O mode

2. The P01/ $\overline{\text{SCK0}}$ pin assumes the following state according to the setting of CSIE0, CSIM01, and CSIM00:

CSIE0	CSIM01	CSIM00	P01/ $\overline{\text{SCK0}}$ pin state
0	0	0	Input port
1	0	0	High impedance
0	1	0	High level output
0	0	1	
0	1	1	
1	1	0	Serial clock output (High level output)
1	0	1	
1	1	1	

Remarks 3. When clearing CSIE0 during serial transfer, use the following procedure:

- ① Disable interrupts by clearing the interrupt enable flag.
- ② Clear CSIE0.
- ③ Clear the interrupt request flag.

Examples 1. $f_x/2^4$ is selected as the serial clock, serial interrupt IRQCSI0, is generated each time serial transfer is completed, and serial transfer is performed in the SBI mode with the SB0 pin used as the serial data bus.

```
SEL  MB15                ; or CLR1  MBE
MOV  XA, #10001010B
MOV  CSIM0, XA           ; CSIM0 ← 10001010B
```

2. Serial transfer dependent on the contents of CSIM0 is enabled.

```
SEL  MB15                ; or CLR1  MBE
SET1 CSIE0
```

(2) Serial bus interface control register (SBIC)

Fig. 4-36 shows the format of the serial bus interface control register (SBIC).

SBIC is an 8-bit register consisting of bits for controlling the serial bus and flags for indicating the states of input data from the serial bus. SBIC is used mainly in the SBI mode.

SBIC is manipulated using a bit manipulation instruction. SBIC cannot be manipulated using a 4-bit or 8-bit memory manipulation instruction.

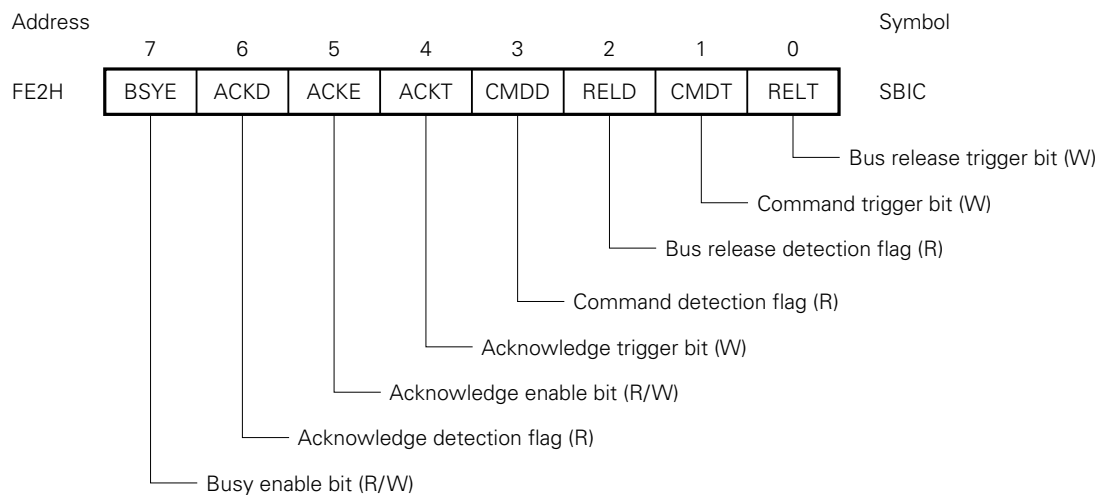
Each bit may or may not allow read and/or write operation. (See Fig. 4-36.)

When the RESET signal is input, this register is set to 00H.

Caution Only the following bits can be used in the three-wire and two-wire serial I/O modes:

- **Bus release trigger bit (RELT):** Sets the SO0 latch.
- **Command trigger bit (CMDT):** Clears the SO0 latch.

Fig. 4-36 Format of Serial Bus Interface Control Register (SBIC) (1/3)



Remark (R) : Read only
 (W) : Write only
 (R/W): Read/write

Fig. 4-36 Format of Serial Bus Interface Control Register (SBIC) (2/3)

Bus release trigger bit (W)

REL T	Control bit for bus release signal (REL) trigger output. By setting REL T = 1, the SO0 latch is set to 1. Then the REL T bit is automatically cleared to 0.
-------	--

Caution Never clear SB0 (or SB1) during serial transfer. Be sure to clear SB0 (or SB1) before or after serial transfer.

Command trigger bit (W)

CMD T	Control bit for command signal (CMD) trigger output. By setting CMD T = 1, the SO0 latch is cleared to 0. Then the CMD T bit is automatically cleared to 0.
-------	--

Caution Never clear SB0 (or SB1) during serial transfer. Be sure to clear SB0 (or SB1) before or after serial transfer.

Bus release detection flag (R)

RELD	Condition for being cleared (RELD = 0)	Condition for being set (RELD = 1)
	<ul style="list-style-type: none"> ① The transfer start instruction is executed ② The RESET signal is entered. ③ CSIE0 = 0 (See Fig. 4-35.) ④ SVA does not match SIO0 when an address is received. 	The bus release signal (REL) is detected.

Command detection flag (R)

CMDD	Condition for being cleared (CMDD = 0)	Condition for being set (CMDD = 1)
	<ul style="list-style-type: none"> ① The transfer start instruction is executed ② The bus release signal (REL) is detected. ③ The RESET signal is entered. ④ CSIE0 = 0 (See Fig. 4-35.) 	The command signal (CMD) is detected.

Acknowledge trigger bit (W)

ACK T	When set after transfer, $\overline{\text{ACK}}$ is output in phase with the next $\overline{\text{SCK0}}$. After $\overline{\text{ACK}}$ signal output, this bit is automatically cleared to 0.
-------	---

- Cautions**
1. Never set ACKT before or during serial transfer.
 2. ACKT cannot be cleared by software.
 3. Before setting ACKT, set ACKE = 0.

Acknowledge enable bit (R/W)

ACKE	0	Disables automatic output of the acknowledge signal ($\overline{\text{ACK}}$). (Output by ACKT is possible.)	
	1	When set before transfer	$\overline{\text{ACK}}$ is output in phase with the 9th clock of $\overline{\text{SCK0}}$.
		When set after transfer	$\overline{\text{ACK}}$ is output in phase with $\overline{\text{SCK0}}$ immediately following set instruction execution.

Fig. 4-36 Format of Serial Bus Interface Control Register (SBIC) (3/3)

Acknowledge detection flag (R)

ACKD	Condition for being cleared (ACKD = 0)		Condition for being set (ACKD = 1)
	①	The transfer start instruction is executed	The acknowledge signal (\overline{ACK}) is detected (in phase with the rising edge of $\overline{SCK0}$).
②	The \overline{RESET} signal is entered.		

Busy enable bit (R/W)

BSYE	0	① The busy signal is automatically disabled. ② Busy signal output is stopped in phase with the falling edge of $\overline{SCK0}$ immediately after clear instruction execution.
	1	The busy signal is output after the acknowledge signal in phase with the falling edge of $\overline{SCK0}$.

Examples 1. A command signal is output.

```
SEL MB15 ; or CLR1 MBE
SET1 CMDT
```

2. RELD and CMDD are tested to identify the types of received data and the types of processing accordingly.

By setting WUP = 1, this interrupt routine is processed only when an address match is found.

```
SEL MB15
SKF RELD ; RELD test
BR !ADRS
SKT CMDD ; CMDD test
BR !DATA

CMD : ..... ; Command analysis
DATA : ..... ; Data processing
ADRS : ..... ; Address decode
```

(3) Shift register (SIO0)

Fig. 4-37 shows the configuration of peripheral hardware of shift register 0. SIO0 is an 8-bit register which performs parallel-serial conversion and serial transfer (shift) operation in phase with the serial clock. Serial transfer is started by writing data to SIO0.

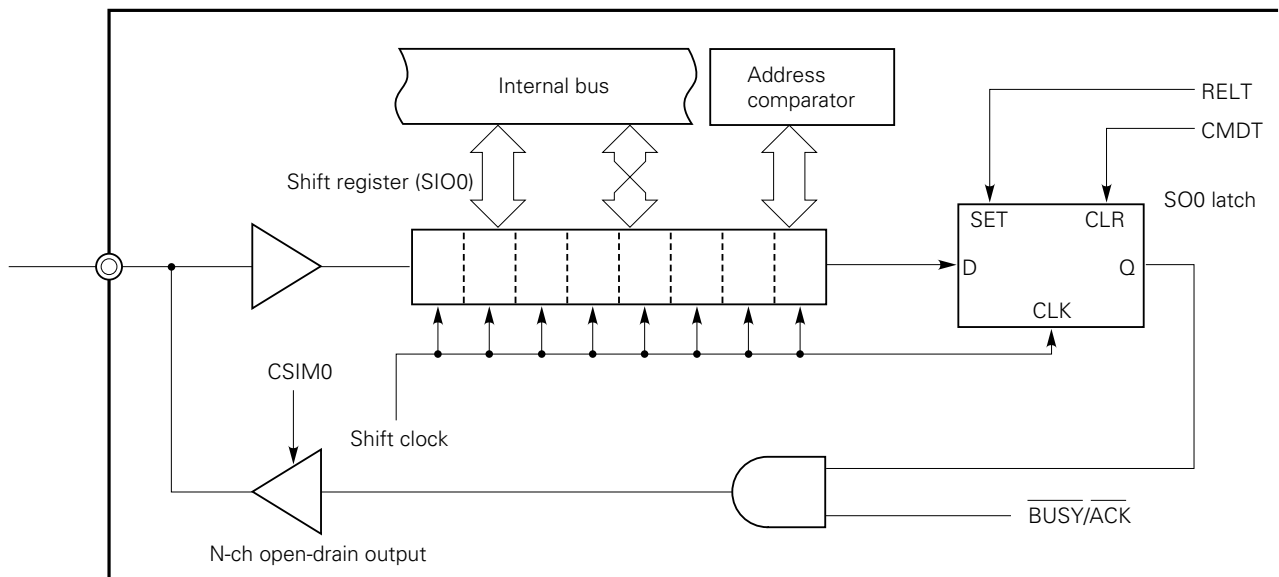
In transmission, data written to SIO0 is output on the serial output (SO0) or serial data bus (SB0/SB1). In reception, data is read from the serial input (SI0) or SB0/SB1 into SIO0.

Data can be read from or written to SIO0 by using an 8-bit manipulation instruction.

When the $\overline{\text{RESET}}$ signal is entered during operation, the value of SIO0 is undefined. When the $\overline{\text{RESET}}$ signal is entered in the standby mode, the value of SIO0 is preserved.

Shift operation is stopped after 8-bit transmission or reception is completed.

Fig. 4-37 Peripheral Hardware of Shift Register 0



The timing for reading SIO0 and start of serial transfer (writing to SIO0) is as follows:

- When the serial interface operation enable/disable bit (CSIE0) = 1. However, the case where CSIE0 is set to 1 after data is written to the shift register 0 is excluded.
- When the serial clock is masked after 8-bit serial transfer
- $\overline{\text{SCK0}}$ is high.

(4) Slave address register (SVA)

The slave address register (SVA) has the two functions described below.

SVA is manipulated using an 8-bit manipulation instruction. SVA allows only write operation.

When the $\overline{\text{RESET}}$ signal is entered, the value of SVA is undefined. However, the value of SVA is preserved when the $\overline{\text{RESET}}$ signal is entered in the standby mode.

- **Slave address detection**

[In the SBI mode]

SVA is used when the μ PD75518(A) is connected as a slave device to the serial bus. SVA is an 8-bit register for a slave to set its slave address (number assigned to it). The master outputs a slave address to the connected slaves to select a particular slave. Two data values (a slave address output from the master and the value of SVA) are compared with each other by the address comparator. If a match is found, the slave is selected.

At this time, bit 6 (COI) of serial operation mode register 0 (CSIM0) is set to 1.

Cautions 1. Slave selection or nonselection state is detected by detecting a match for a slave address received after bus release (in the state of RELD = 1).

For this match detection, an address match interrupt (IRQCSI0) generated when WUP is set to 1 is usually used. So detect selection/nonselection state by slave address μ when WUP is set to 1.

2. When detecting selection/nonselection state without using an interrupt when WUP is 0, do not use the address match detection method. Instead, use transfer of commands set in advance in a program.

- **Error detection**

[In the two-wire serial I/O mode or SBI mode]

SVA detects an error in either of the following cases:

- When addresses, commands, or data is transferred with the μ PD75518(A) operating as the master
- When data is transferred with the μ PD75518(A) operating as a slave

4.8.4 Signals

Table 4-10 lists signals. Fig. 4-38 to 4-43 show operations of signals and flags.

Table 4-10 Various Signals (1/2)

Signal name	Output device	Definition	Timing chart	Condition for output	Flag operation	Meaning of signal
Bus release signal (REL)	Master	Rising edge of SB0 (SB1) when $\overline{SCK0} = 1$		<ul style="list-style-type: none"> • RELT is set. 	<ul style="list-style-type: none"> • RELD is set. • CMDD is cleared. 	Indicates that CMD signal follows and data transmitted is address data.
Command signal (CMD)	Master	Falling edge of SB0 (SB1) when $\overline{SCK0} = 1$		<ul style="list-style-type: none"> • CMDT is set. 	<ul style="list-style-type: none"> • CMDD is set. 	(1) Data transmitted after REL signal output is address. (2) Data transmitted, with REL signal not being output, is command.
Acknowledge signal (\overline{ACK})	Master/slave	Low level signal output on SB0 (SB1) during one $\overline{SCK0}$ clock cycle after serial reception is completed		<ul style="list-style-type: none"> ① ACKE = 1 ② ACKT is set. 	<ul style="list-style-type: none"> • ACKD is set. 	Indicates completion of reception.
Busy signal (BUSY)	Slave	Low level signal output on SB0 (SB1) after acknowledge signal		<ul style="list-style-type: none"> • BSYE = 1 	-	Indicates that serial transfer is disabled because processing is in progress.
Ready signal (READY)	Slave	High level signal output on SB0 (SB1) before serial transfer is started or after serial transfer is completed		<ul style="list-style-type: none"> ① BSYE = 0 ② Execution of instruction to write data to SIO0 (Transfer start request) 	-	Indicates that serial transfer is enabled.

Table 4-10 Various Signals (2/2)

Signal name	Output device	Definition	Timing chart	Condition for output	Flag operation	Meaning of signal
Serial clock (SCK0)	Master	Synchronous clock for outputting address/command/data, $\overline{\text{ACK}}$ signal, synchronous $\overline{\text{BUSY}}$ signal, and so on. Address/command/data is output during first 8 clock cycles.		Execution of instruction to write data to SIO0 when CSIE0 = 1 (Transfer start request) Note 2	IROCSI0 is set (on rising edge of 9th clock) Note 1	Timing of signal output on serial data bus
Address (A7 - A0)	Master	8-bit data transferred in phase with $\overline{\text{SCK0}}$ after REL signal and CMD signal output				Address of slave device on serial bus
Command (C7 - C0)	Master	8-bit data transferred in phase with $\overline{\text{SCK0}}$ after only CMD signal is output, with REL signal not being output				Directions and messages to slave device
Data (D7 - D0)	Master/slave	8-bit data transferred in phase with $\overline{\text{SCK0}}$, with neither REL signal nor CMD signal being output				Data processed by slave or master

Notes 1. When WUP = 0, IROCSI0 is always set on the 9th rising edge of $\overline{\text{SCK0}}$.

When WUP = 1, IROCSI0 is set on the 9th rising edge of SCK0 only if a received address matches the value of the slave address register (SVA).

2. If the $\overline{\text{BUSY}}$ state is present, data transfer is started after the READY state is set.

Fig. 4-38 Operations of RELT, CMDT, RELD, and CMDD (Master)

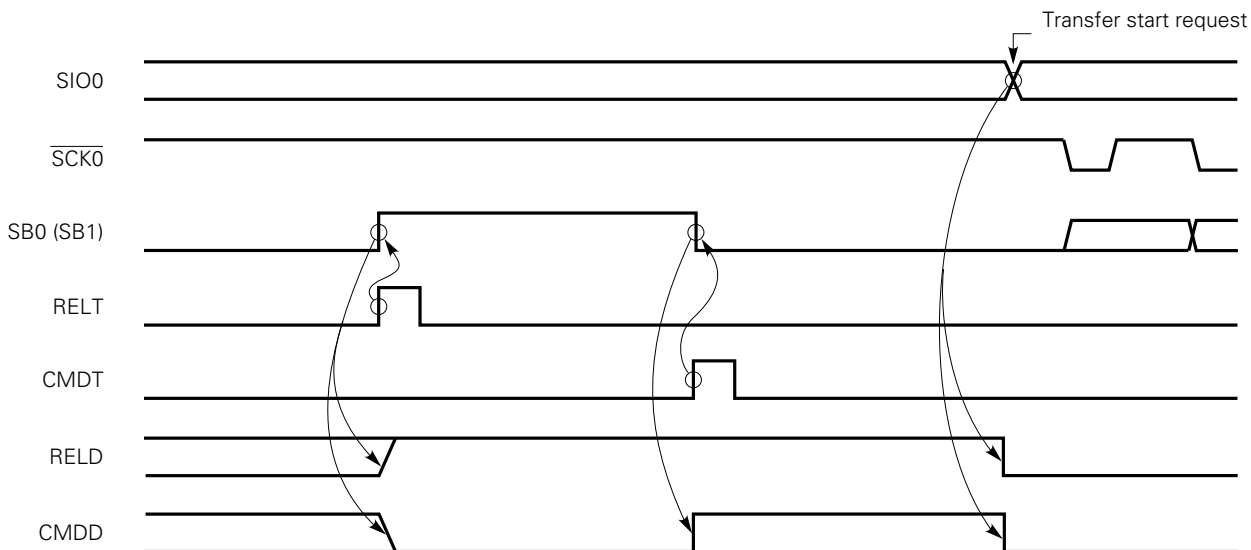


Fig. 4-39 Operations of RELT, CMDT, RELD, and CMDD (Slave)

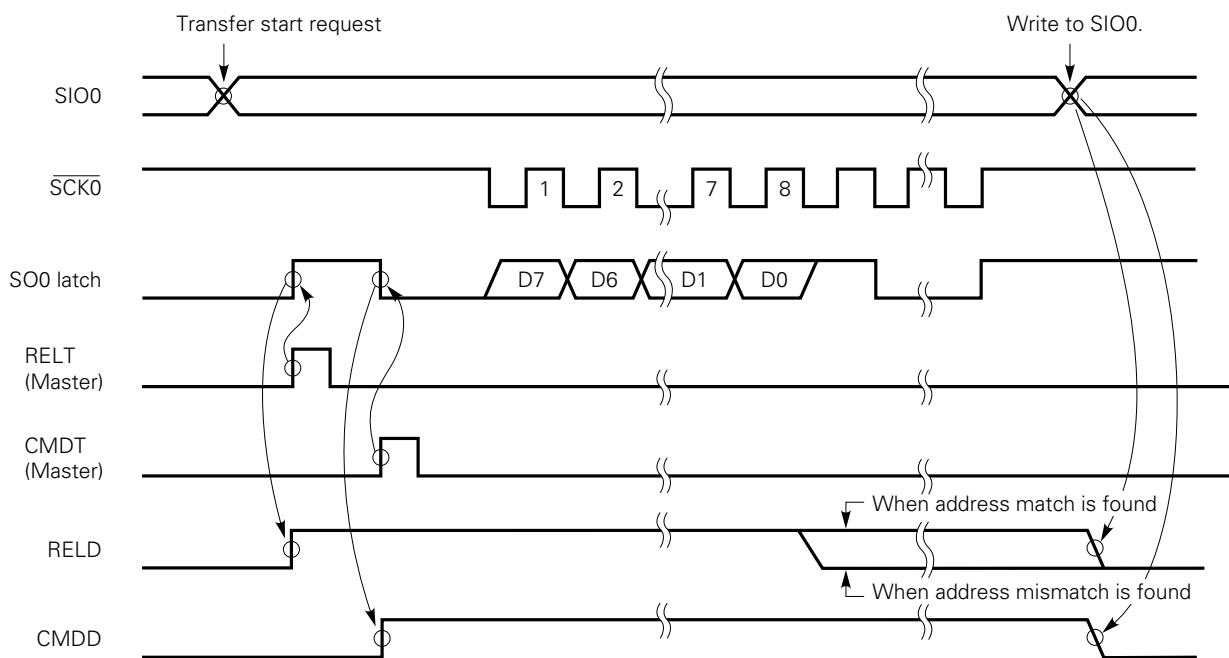
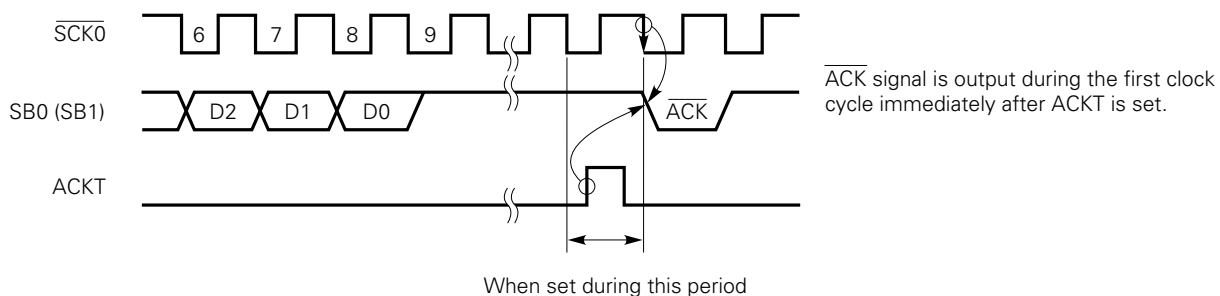


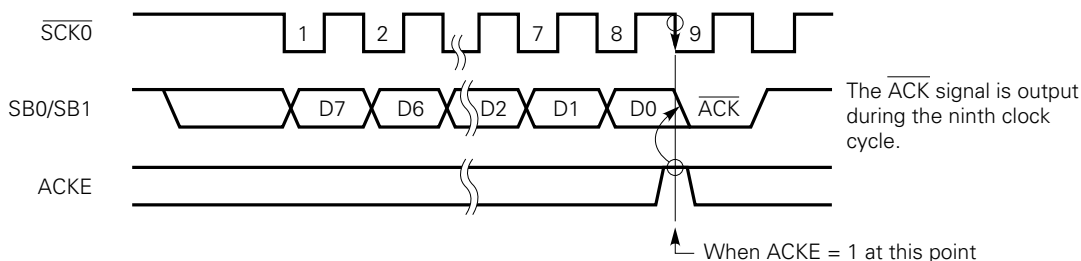
Fig. 4-40 Operation of ACKT



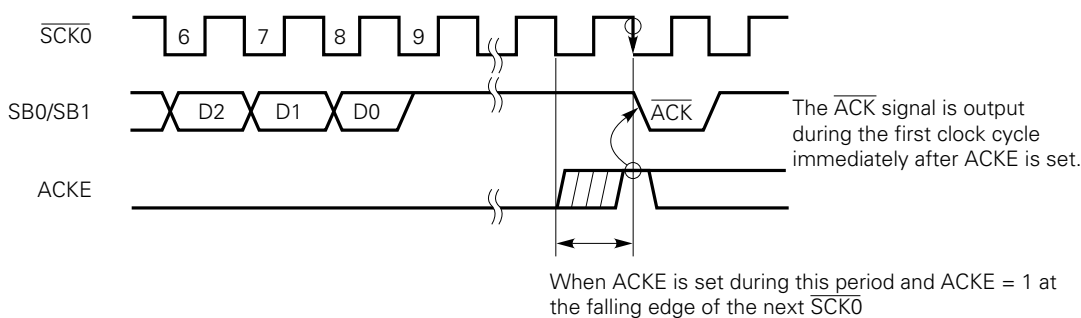
Caution Do not set the ACKT until the transfer is completed.

Fig. 4-41 Operation of ACKE

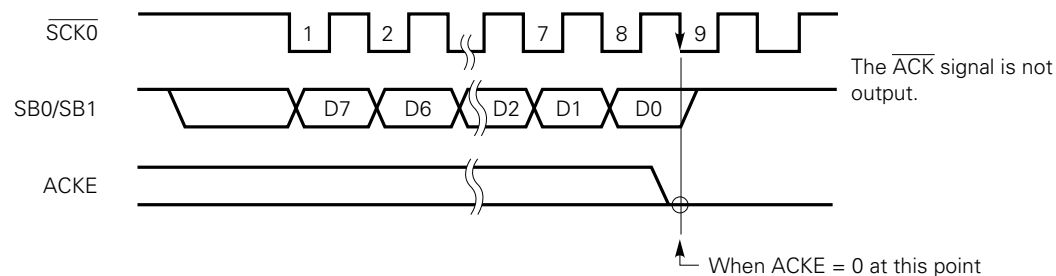
(a) When ACKE = 1 at time of transfer completion



(b) When ACKE is set after transfer completion



(c) When ACKE = 0 at time of transfer completion



(d) When ACKE = 1 period is too short

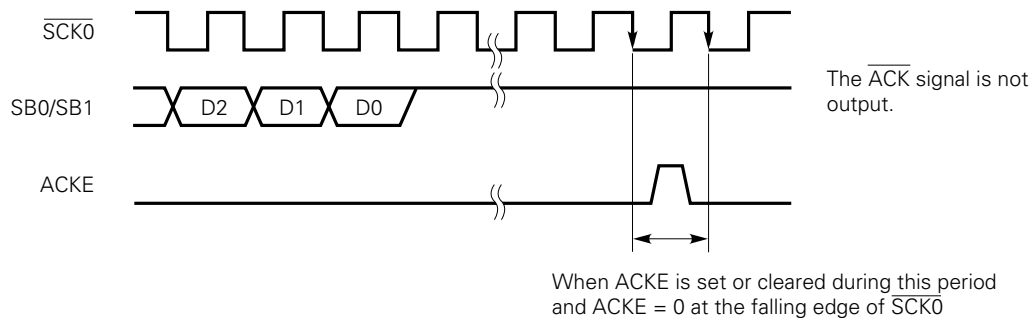
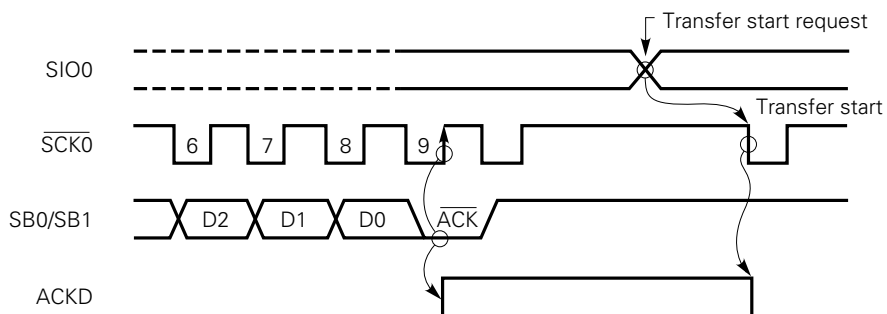
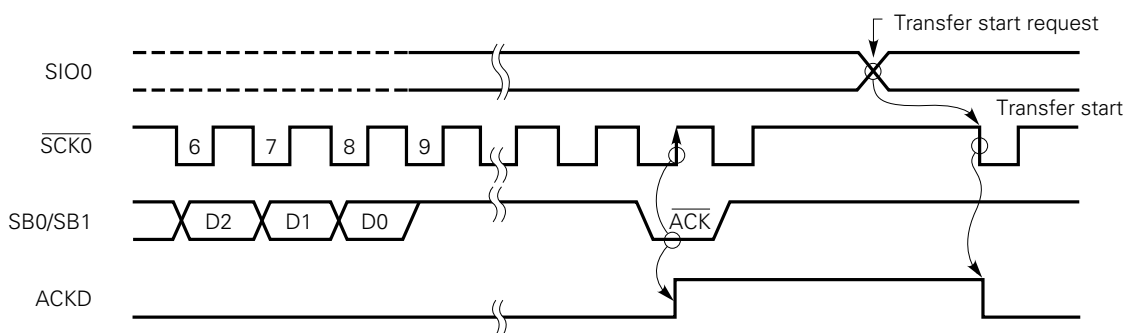


Fig. 4-42 Operation of ACKD

(a) When $\overline{\text{ACK}}$ signal is output during ninth $\overline{\text{SCK0}}$ clock



(b) When $\overline{\text{ACK}}$ signal is output after ninth $\overline{\text{SCK0}}$ clock



(c) Clear timing for case where start of transfer is requested during **BUSY**

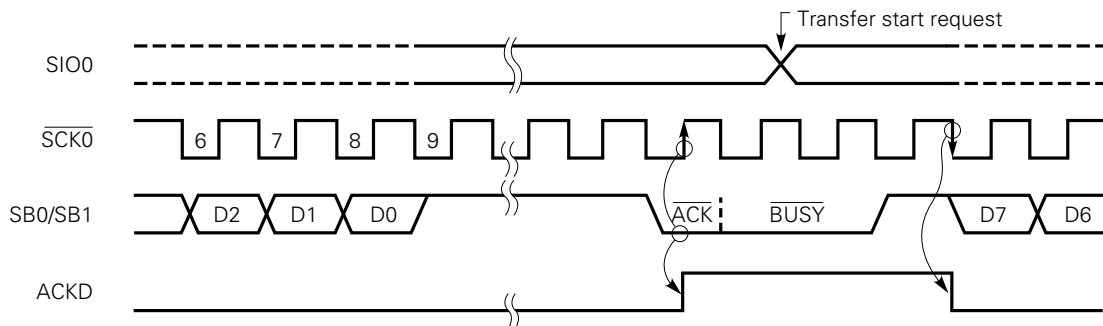
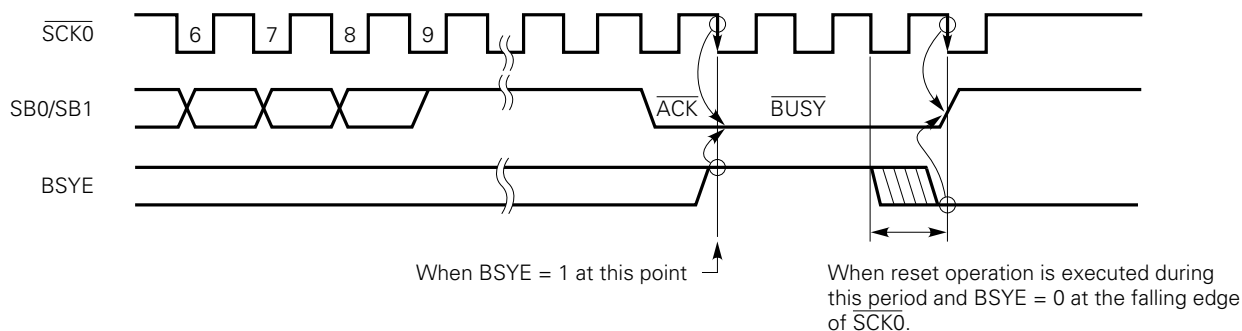


Fig. 4-43 Operation of BSYE



4.8.5 Serial Interface (Channel 0) Operation

(1) Operation halt mode

The operation halt mode is used when serial transfer is not performed. This mode reduces power consumption.

The shift register 0 does not perform shift operation in this mode, so the shift register can be used as a normal 8-bit register. When the $\overline{\text{RESET}}$ signal is entered, the operation halt mode is set.

The P02/SO0/SB0 pin and P03/SI0/SBI pin function as input-only port pins. The P01/ $\overline{\text{SCK0}}$ pin can be used as an input port pin by setting the serial operation mode register 0.

(2) Three-wire serial I/O mode operations

The three-wire serial I/O mode is compatible with other modes used in the 75X series, μPD7500 series, and 78K series.

Communication is performed using three lines: Serial clock ($\overline{\text{SCK0}}$), serial output (SO0), and serial input (SI0).

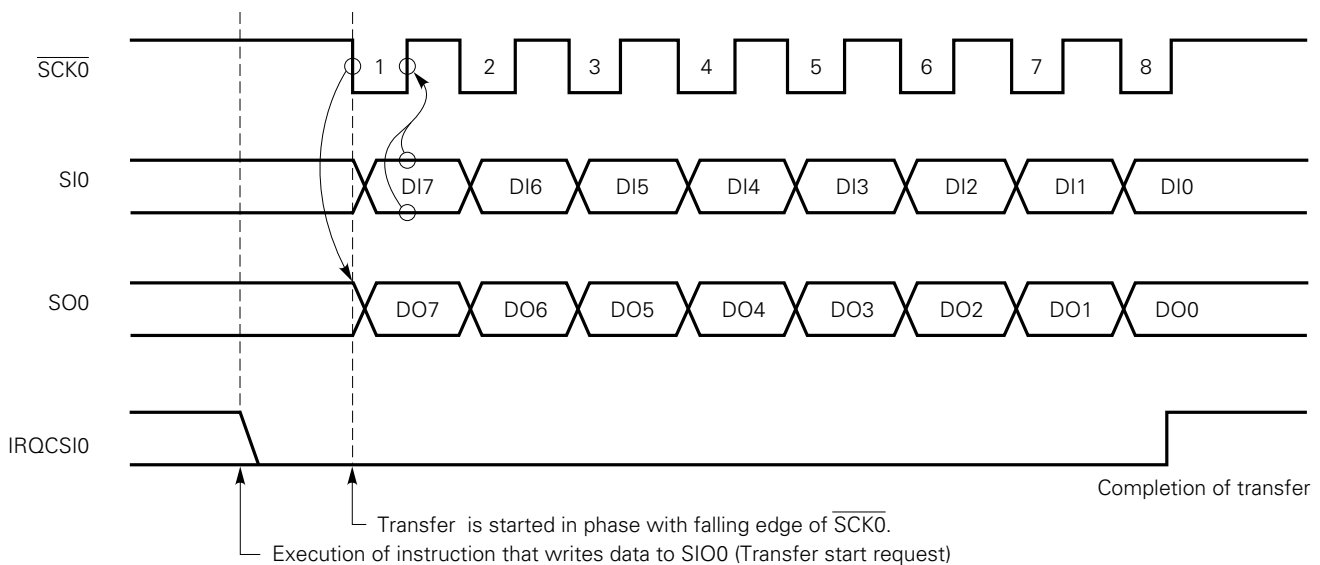
(a) Communication operation

The three-wire serial I/O mode transfers data, with eight bits as one block. Data is transferred bit by bit in phase with the serial clock.

The shift register performs shift operation on the falling edge of the serial clock ($\overline{\text{SCK0}}$). Transmit data is latched on the SO0 latch, and is output on the SO0 pin. Receive data applied to the SI0 pin is latched in the shift register 0 on the rising edge of $\overline{\text{SCK0}}$.

When eight bits have been transferred, shift register 0 operation automatically terminates setting the interrupt request flag (IRQCSI0).

Fig. 4-44 Timing of Three-Wire Serial I/O Mode



The SO0 pin becomes a CMOS output and outputs the state of the SO0 latch. So the output state of the SO0 pin can be manipulated by setting the RELT bit and CMDT bit. However, this manipulation must not be performed during serial transfer.

The output state of the $\overline{\text{SCK0}}$ pin can be controlled by manipulating the P01 output latch in the output mode (internal system clock mode). (See Section 4.8.7.)

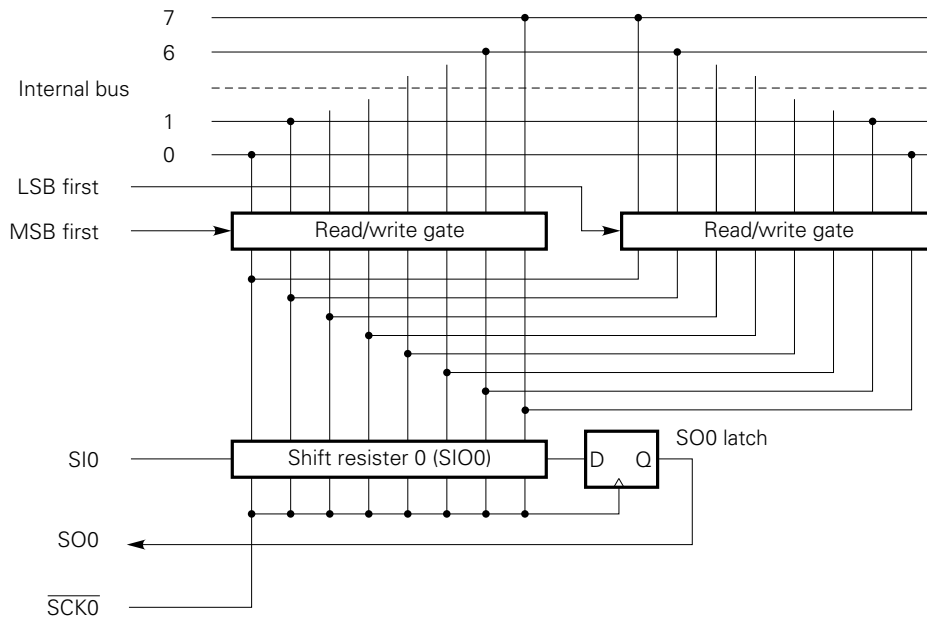
(b) Switching between MSB and LSB as the first transfer bit

The three-wire serial I/O mode has a function that can switch between the MSB and LSB as the first bit of transfer.

Fig. 4-45 shows the configuration of shift register 0 (SIO0) and internal bus. As shown in Fig. 4-45, read or write operation can be performed by switching between the MSB and LSB.

This switching can be specified using bit 2 of serial operation mode register 0 (CSIM0).

Fig. 4-45 Transfer Bit Switching Circuit



The first bit is switched by changing the order of data bits written to shift register 0 (SIO0). The shift operation order of SIO0 is always the same.

Accordingly, the first bit must be switched between the MSB and LSB before writing data to the shift register 0.

(3) Two-wire serial I/O mode

The two-wire serial I/O mode can be made compatible with any communication format by programming. In this mode, communication is basically performed using two lines: Serial clock ($\overline{SCK0}$) and serial data input/output (SB0 or SB1).

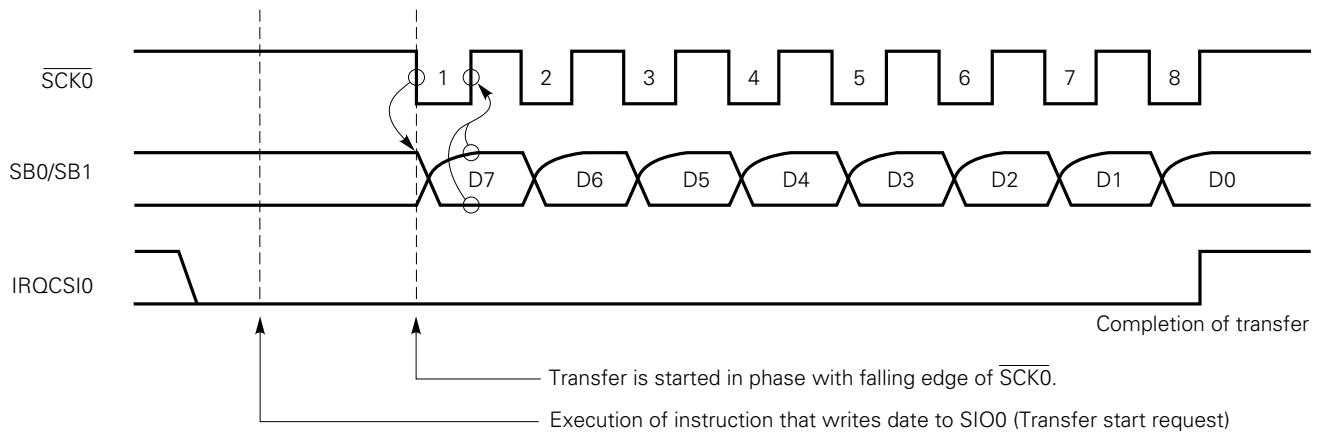
(a) Communication operation

The two-wire serial I/O mode transfers data, with eight bits as one block. Data is transferred bit by bit in phase with the serial clock.

The shift register 0 performs shift operation on the falling edge of the serial clock ($\overline{SCK0}$). Transmit data is latched on the SO0 latch, and is output on the SB0/P02 pin or SB1/P03 pin starting with the MSB. Receive data applied to the SB0 pin or SB1 pin is latched in the shift register on the rising edge of $\overline{SCK0}$.

When eight bits have been transferred, shift register 0 operation automatically terminates setting the interrupt request flag (IRQCSI0).

Fig. 4-46 Timing of Two-Wire Serial I/O Mode



The SB0 or SB1 pin becomes an N-ch open-drain I/O when specified as the serial data bus, so the voltage level on that pin must be pulled up externally.

The state of the SO0 latch is output on the SB0 or SB1 pin, so the SB0 or SB1 pin output states can be controlled by setting the RELT or CMDT bit.

However, this operation must not be performed during serial transfer.

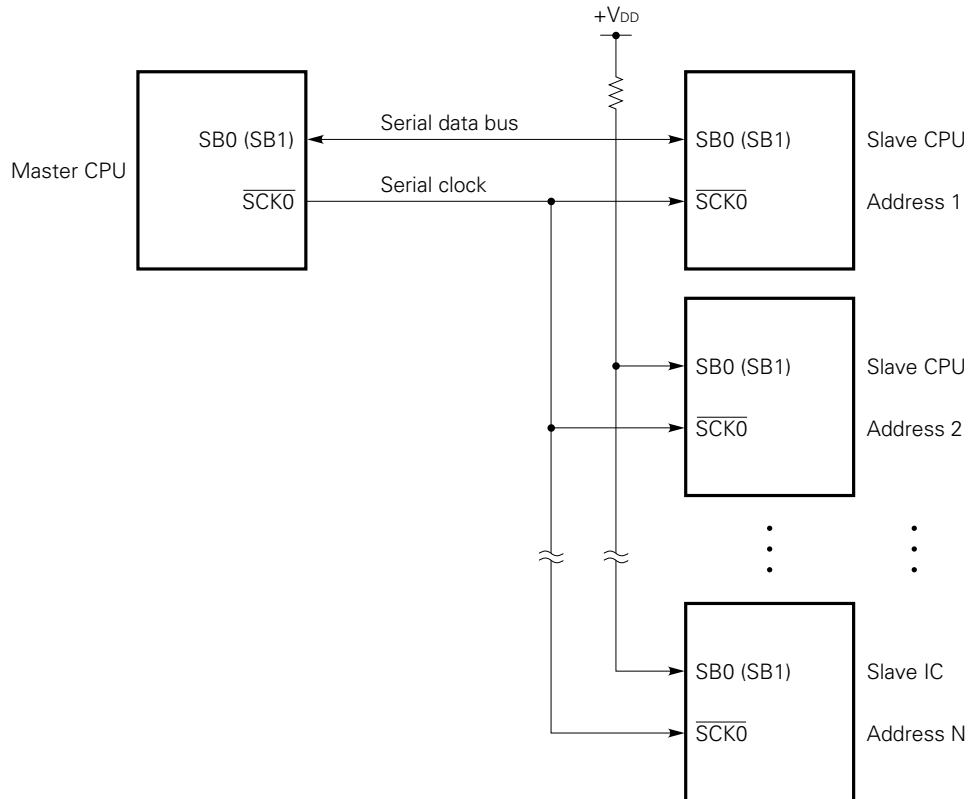
The output state of the $\overline{SCK0}$ pin can be controlled by manipulating the P01 output latch in the output mode (internal system clock mode). (See **Section 4.8.7.**)

(4) SBI mode operation

The SBI (serial bus interface) is a high-speed serial interface that conforms to the NEC serial bus format. To allow communication with multiple devices on a single-master and high-speed serial bus using two signal lines, the SBI has a bus configuration function added to the clock synchronous serial I/O method. So the SBI can reduce ports and wires on boards when multiple microcomputers and peripheral ICs are used to configure a serial bus.

Fig. 4-47 is an example of the SBI system configuration.

Fig. 4-47 Example of SBI System Configuration



- Cautions**
1. In the SBI mode, the serial data bus pin SB0 (or SB1) is an open-drain output. So the serial data bus line is placed in the wired OR state. A pull-up resistor is required for the serial data bus line.
 2. To switch between the master and slave, a pull-up resistor is required also for the serial clock line (SCK0), because SCK0 input/output switching is performed between the master and slave asynchronously.

(a) SBI functions**• Address/command/data identification function**

Serial data is classified into three types: Address, command, and data.

• Address-based chip select function

The master selects a chip by address transfer.

• Wake-up function

A slave can easily check address reception (for chip select identification) with the wake-up function. This function can be set or released by software.

When the wake-up function is set, an interrupt (IRQCSI0) is generated when a match address is received. For this reason, in communication with multiple devices, a CPU other than a selected slave can operate independently of serial communication.

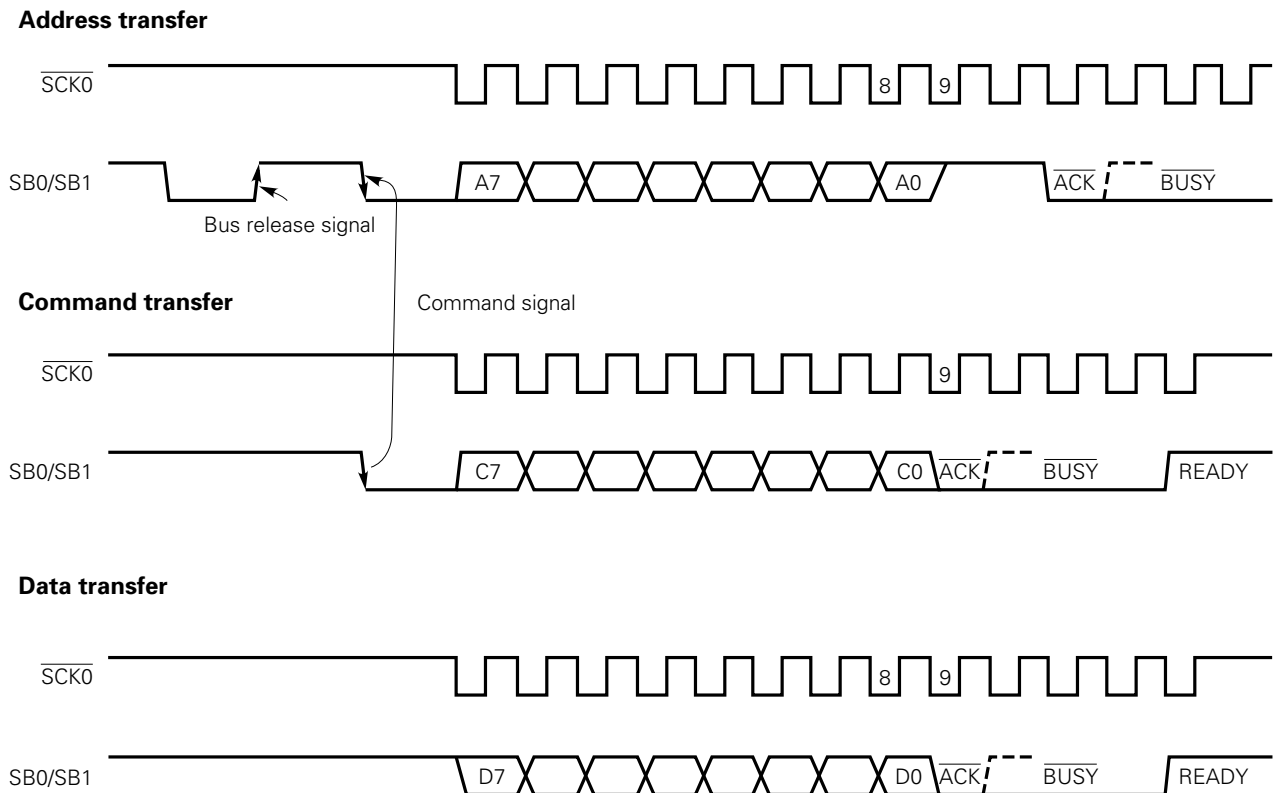
• Acknowledge signal ($\overline{\text{ACK}}$) control function

The acknowledge signal, which is used to confirm the reception of serial data, can be controlled.

• Busy signal ($\overline{\text{BUSY}}$) control function

The busy signal, which is used to post the busy state of a slave, can be controlled.

Fig. 4-48 Timing of SBI Transfer



(b) Communication operation

In the SBI mode, the master usually selects a slave device to communicate with from multiple devices by outputting the address of the slave in the serial bus.

After selecting a device to communicate with, the master exchanges commands and data with the slave device, thus establishing serial communication.

Fig. 4-49 to 4-52 show the timing charts of data communication operations.

In the SBI mode, the shift register 0 performs shift operation on the falling edge of the serial clock (SCK0). Transmit data is held on the SO0 latch, and is output on the SB0/P02 or SB1/P03 pin starting with the MSB. Receive data applied to the SB0 (or SB1) pin is latched in the shift register 0 on the rising edge of SCK0.

Fig. 4-49 Address Transmission from Master Device to Slave Device (WUP = 1)

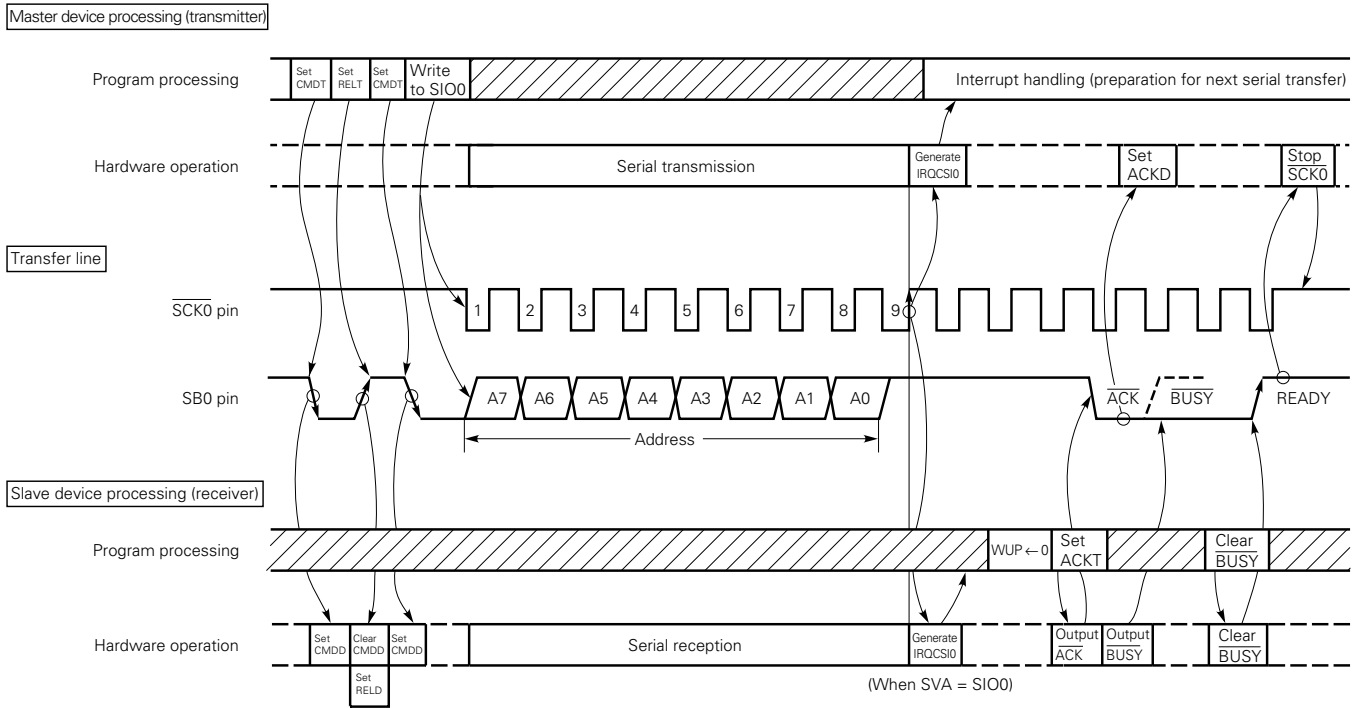


Fig. 4-50 Command Transmission from Master Device to Slave Device

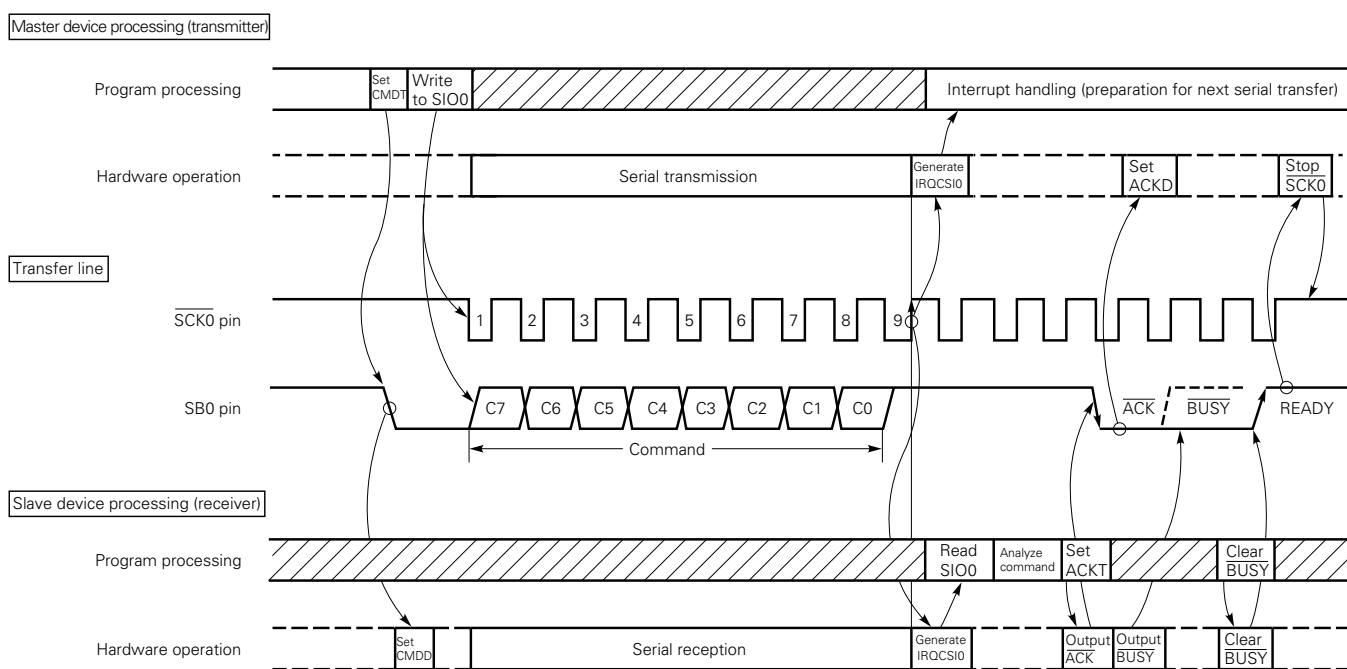


Fig. 4-51 Data Transmission from Master Device to Slave Device

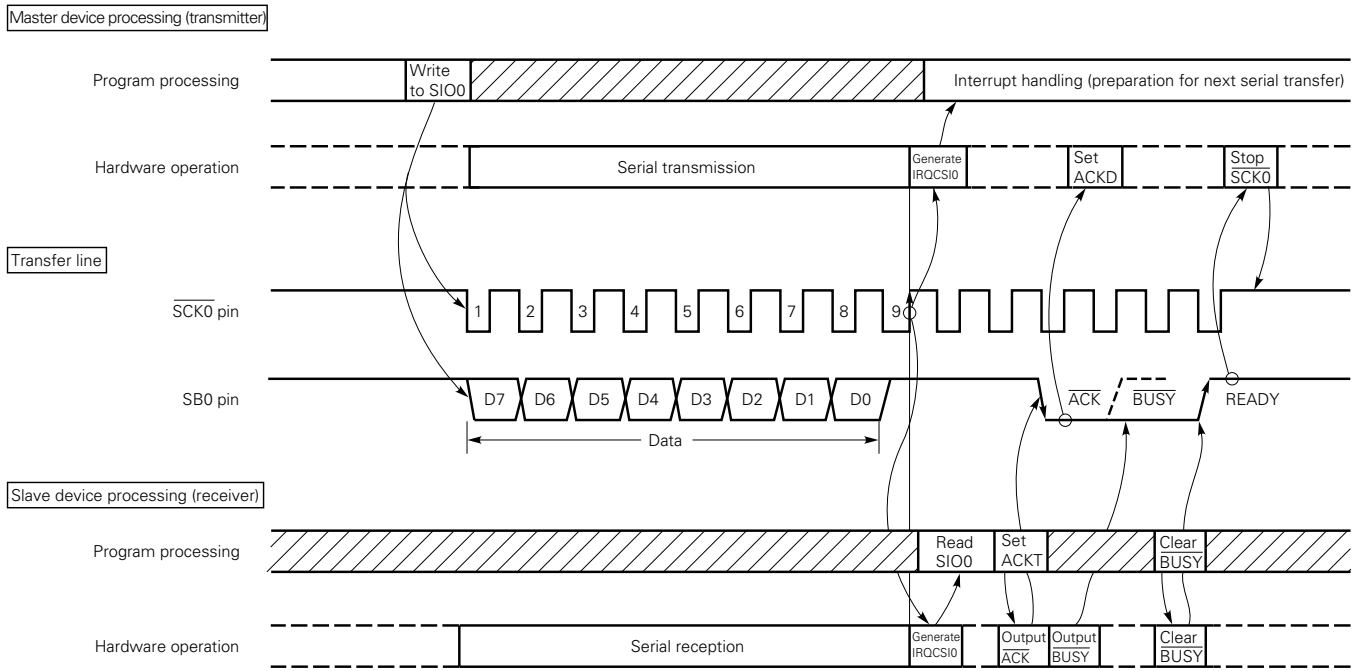
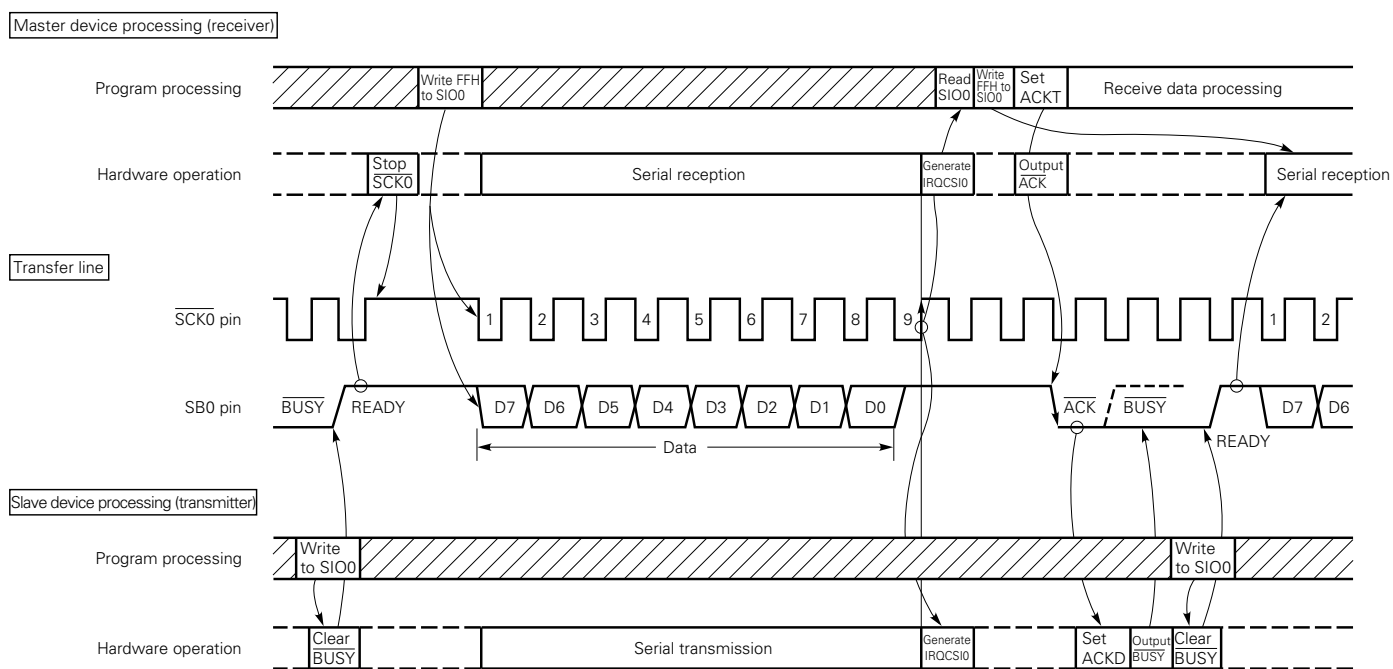


Fig. 4-52 Data Transmission from Master Device to Slave Device



4.8.6 Transfer Start in Each Mode

In each of the three-wire serial I/O, two-wire serial I/O, and SBI modes, serial transfer is started by writing transfer data in shift register 0 (SIO0). However, the following two conditions must be satisfied:

- The serial interface operation enable/disable bit (CSIE0) is set to 1.
- The internal serial clock is not operating after 8-bit serial transfer, or $\overline{\text{SCK0}}$ is high.

Caution Transfer cannot be started by setting CSIE0 to 1 after writing data to the shift register 0.

When eight bits have been transferred, serial transfer automatically terminates setting the interrupt request flag (IRQCSI0).

[In the two-wire serial I/O mode]

Caution The N-ch transistor needs to be turned off when data is received. So FFH must be written to SIO0 beforehand.

[In the SBI mode]

Cautions 1. The N-ch transistor needs to be turned off when data is received. So FFH must be written to SIO0 beforehand.

However, when the wake-up function specification bit (WUP) is set to 1, the N-ch transistor is always off. So FFH need not be written to SIO0 beforehand for reception.

2. If data is written to SIO0 when the slave is busy, the data is not lost.

Transfer is started when the busy state is released and input to SB0 (or SB1) goes high.

Example When RAM data specified by the HL register is transferred to SIO0, SIO0 data is loaded into the accumulator at the same time, and serial transfer is started.

```
MOV  XA, @HL      ; Extracts transmit data from RAM
SEL  MB15         ; or CLR1 MBE
XCH  XA, SIO0     ; Exchanges transmit data with receive data and starts transfer
```

4.8.7 Manipulation of $\overline{\text{SCK0}}$ Pin Output

The $\overline{\text{SCK0/P01}}$ pin has a built-in output latch, so that this pin allows static output by software manipulation in addition to normal serial clock output.

The number of $\overline{\text{SCK0}}$ s can be software-set arbitrarily by manipulating the P01 output latch. (The $\overline{\text{SO0/SB0/SB1}}$ pin is controlled by manipulating the RELT and CMDT bits of SBIC.)

The procedure for manipulating $\overline{\text{SCK0/P01}}$ pin output is explained below.

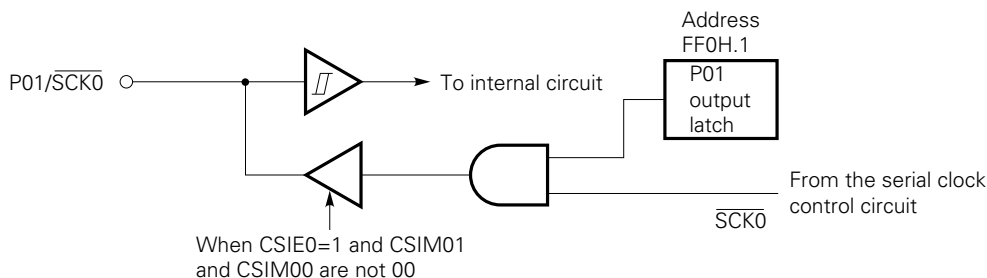
- ① Set serial operation mode register 0 (CSIM0) ($\overline{\text{SCK0}}$ pin: output mode). When serial transfer is halted, $\overline{\text{SCK0}}$ from the serial clock control circuit is set to 1.
- ② Manipulate the P01 output latch by using a bit manipulation instruction.

Example To output one clock cycle on the $\overline{\text{SCK0/P01}}$ pin by software

```

SEL    MB15          ; or CLR1 MBE
MOV    XA, #10000011B ;  $\overline{\text{SCK0}}$  (fx/23), output mode
MOV    CSIM0, XA
CLR1   OFF0H.1      ;  $\overline{\text{SCK0/P01}} \leftarrow 0$ 
SET1   OFF0H.1      ;  $\overline{\text{SCK0/P01}} \leftarrow 1$ 
    
```

Fig. 4-53 $\overline{\text{SCK0/P01}}$ Pin Circuit Configuration



The P01 output latch is mapped to bit 1 of address FF0H. A $\overline{\text{RESET}}$ signal sets the P01 output latch to 1.

- Cautions**
1. During normal serial transfer, the P01 output latch must be set to 1.
 2. The P01 output latch cannot be addressed by specifying PORT0.1 (as described below). The address of the latch (OFF0H.1) must be coded in the operand of an instruction directly. However, MBE = 0 (or MBE = 1, MBS = 15) must be specified before the instruction is executed.

CLR1 PORT0.1 } Not allowed
 SET1 PORT0.1 }

CLR1 OFF0H.1 } Allowed
 SET1 OFF0H.1 }

4.9 SERIAL INTERFACE (CHANNEL 1)

4.9.1 Serial Interface (Channel 1) Functions

The μ PD75518(A) has two modes. The functions of the two modes are outlined below.

- **Operation halt mode**

This mode is used when serial transfer is not performed. This mode reduces power consumption.

- **Three-wire serial I/O mode**

8-bit data transfer is performed using three lines: Serial clock ($\overline{\text{SCK1}}$), serial output (SO1), and serial input (SI1).

The three-wire serial I/O mode allows full-duplex transmission, so data transfer can be performed at higher speed.

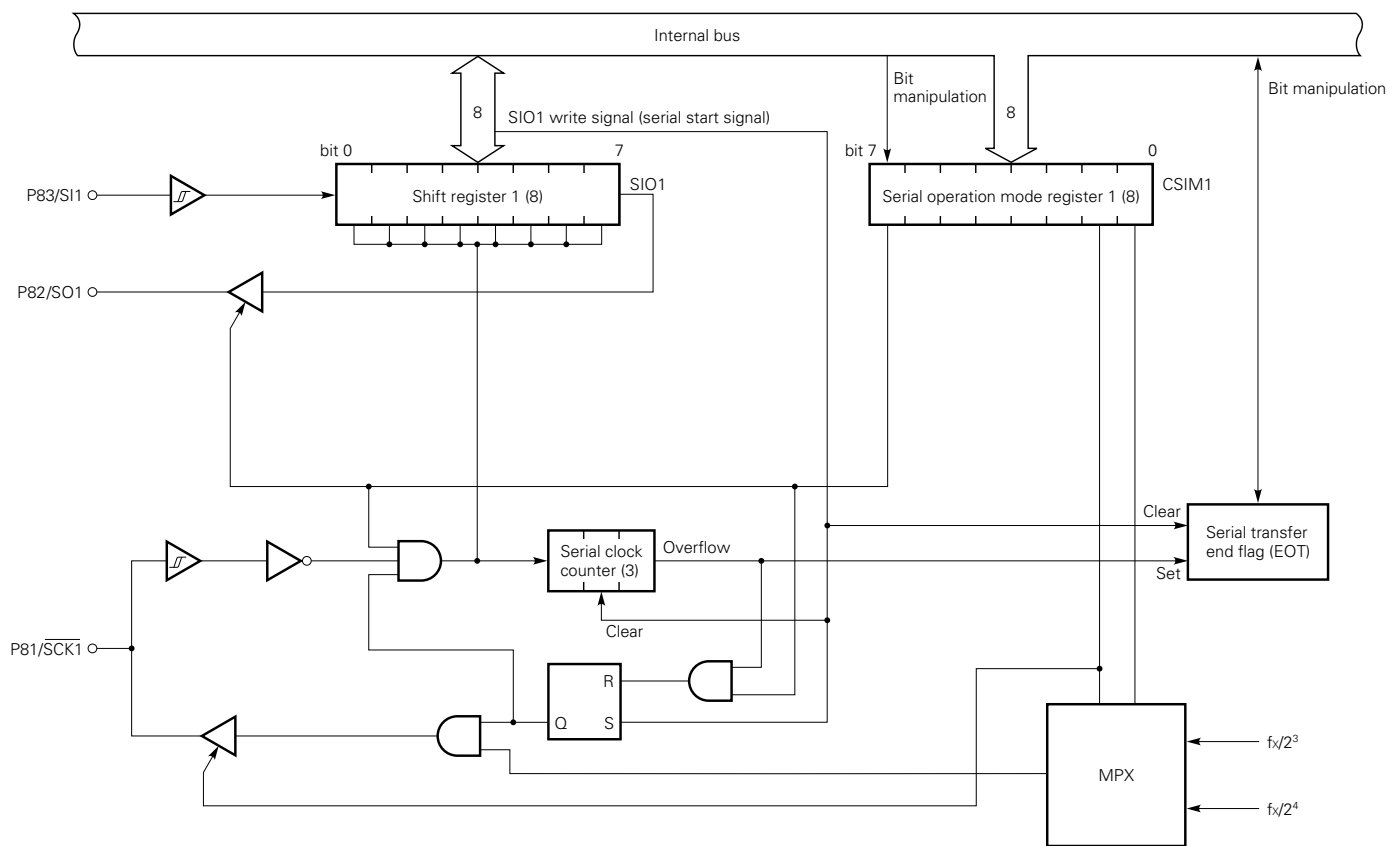
Eight-bit data transfer always starts the MSB.

The three-wire serial I/O mode enables connections to be made with the 75X series, 78K series, and many other types of peripheral I/O devices.

4.9.2 Serial Interface (Channel 1) Configuration

Fig. 4-54 shows the block diagram of the serial interface (channel 1).

Fig. 4-54 Block Diagram of the Serial Interface (Channel 1)



4.9.3 Register Functions

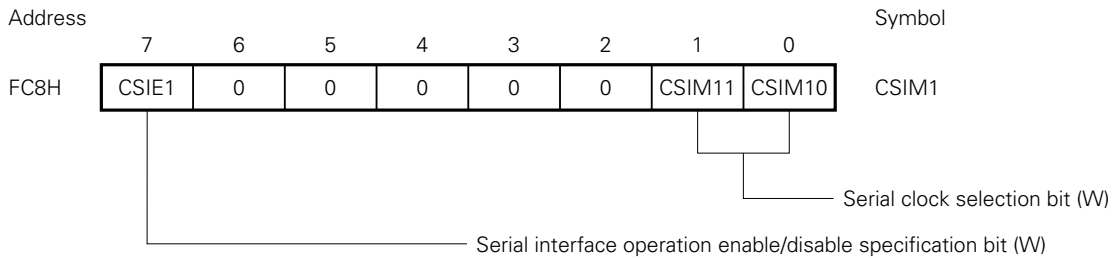
(1) Serial operation mode register 1 (CSIM1)

Fig. 4-55 shows the format of serial operation mode register 1 (CSIM1).

CSIM1 is an 8-bit register which specifies a serial interface (channel 1) operation mode and serial clock. CSIM1 is manipulated using an 8-bit memory manipulation instruction. Only the high-order one bit can be manipulated independently. Each bit can be manipulated using its name.

When the RESET signal is input, this register is set to 00H.

Fig. 4-55 Format of Serial Operation Mode Register 1 (CSIM1)



Remark (W): Write only

Serial clock selection bit (W)

CSIM11	CSIM10	Serial clock (3-wire serial I/O mode)	SCK1 pin mode
0	0	External clock applied to SCK1 pin	Input
0	1	Not to be set	—
1	0	$f_x/2^4$ (262 kHz or 375 kHz) ^{Note}	Output
1	1	$f_x/2^3$ (524 kHz or 750 kHz) ^{Note}	

Note The values at 4.19 MHz and 6.0 MHz are indicated in parentheses.

Serial interface operation enable/disable specification bit (W)

		Shift register operation	Serial clock counter	EOT flag	SO1, S11 pin
CSIE1	0	Shift operation disabled	Cleared	Held	Used only for port 8
	1	Shift operation enabled	Count operation	Can be set.	Used in serial interface as well as for port 8

Caution Be sure to write 0 in bits 2 to 6 of the serial operation mode register 1 (CSIM1).

Example To select $f_x/2^4$ as the serial clock, and set the serial transfer end flag EOT to 1 each time serial transfer terminates

```
SEL  MB15          ; or CLR1 MBE
MOV  XA, #1000010B
MOV  CSIM1, XA     ; CSIM1 ← 1000010B
```

(2) Shift register 1 (SIO1)

SIO1 is an 8-bit register which performs parallel-serial conversion and serial transfer (shift) operation in phase with the serial clock.

Serial transfer is started by writing data to SIO1. The MSB is used as the first bit of transfer.

In transmission, data written to SIO1 is output on the serial output (SO1). In reception, data is read from the serial input (SI1) into SIO1.

Data can be read from or written to SIO1 using an 8-bit manipulation instruction.

When the $\overline{\text{RESET}}$ signal is entered during operation, the value of SIO1 is undefined. When the $\overline{\text{RESET}}$ signal is entered in the standby mode, the value of SIO1 is preserved.

Shift operation is stopped after 8-bit transmission or reception is completed.

The timing for reading SIO1 and start of serial transfer (writing to SIO1) is as follows:

- When the serial interface operation enable/disable bit (CSIE1) is set to 1. However, the case where CSIE1 is set to 1 after data is written to the shift register 1 is excluded.
- When the serial clock is masked after 8-bit serial transfer
- When $\overline{\text{SCK1}}$ is high

4.9.4 Serial Interface (Channel 1) Operation

(1) Operation halt mode

The operation halt mode is used when serial transfer is not performed, which is set by setting 0 in CSIE1. This mode reduces power consumption.

Shift register 1 does not perform shift operation in this mode, so the shift register can be used as a normal 8-bit register.

When the $\overline{\text{RESET}}$ signal is entered, the operation halt mode is set. The P82/SO1 pin and P83/SI1 pin function as input-only port pins. The P81/ $\overline{\text{SCK1}}$ pin can be used as an input port pin by setting serial operation mode register 1.

(2) Three-wire serial I/O mode operations

The three-wire serial I/O mode is compatible with other modes used in the 75X series, μPD7500 series, and 78K series. This mode is set by setting CSIE1 to 1.

Communication is performed using three lines: Serial clock ($\overline{SCK1}$), serial output (SO1), and serial input (SI1).

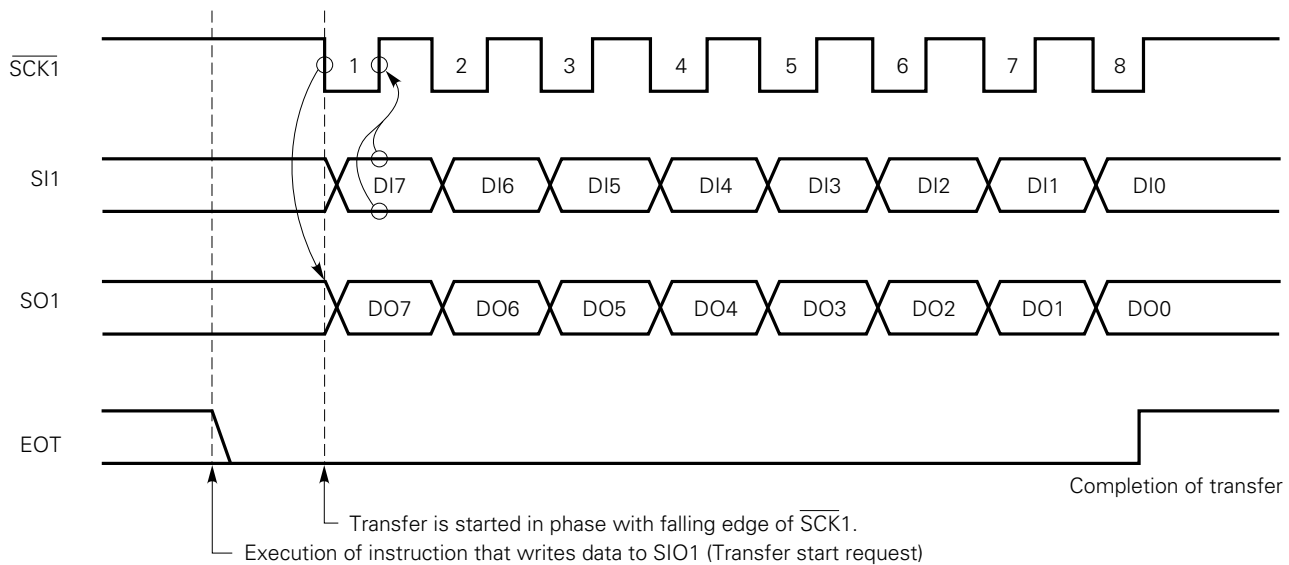
The three-wire serial I/O mode transfers data with eight bits as one block. Data is transferred bit by bit in phase with the serial clock.

Shift register 1 performs shift operation on the falling edge of the serial clock ($\overline{SCK1}$). Transmit data is latched on the SO1 latch, and is output on the SO1 pin. Receive data applied to the SI1 pin is latched in the shift register 1 on the rising edge of $\overline{SCK1}$.

When eight bits have been transferred, operation of shift register 1 automatically terminates setting the serial transfer end flag (EOT).

Setting the serial transfer and flag (EOT) cannot release the standby function.

Fig. 4-56 Timing of the Three-Wire Serial I/O Mode



Example To transfer the RAM data specified by the HL register pair to SIO1, load the SIO1 data to the accumulator, and start serial transfer:

```
MOV  XA, @HL    ; Fetch transmit data from RAM
SEL  MB15       ; or CLR1 MBE
XCH  XA, SIO1   ; Exchange transmit data and receive data, and start transfer
```

4.10 A/D CONVERTER

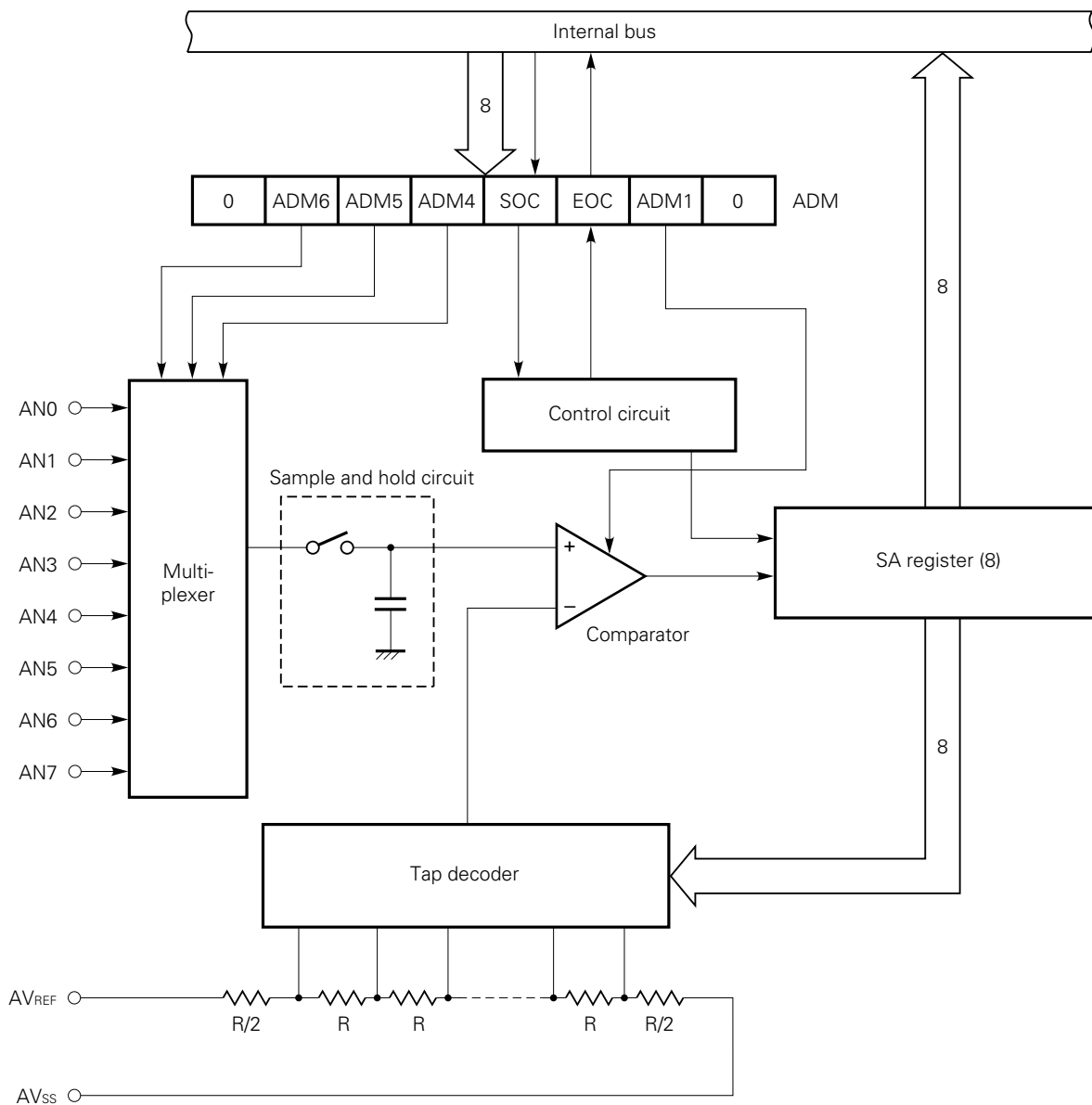
The μPD75518(A) contains an 8-bit analog/digital (A/D) converter that has eight analog input channels (AN0 to AN7).

The A/D converter employs the successive-approximation method.

(1) Configuration of the A/D converter

Fig. 4-57 shows the configuration of the A/D converter.

Fig. 4-57 Block Diagram of the A/D Converter



(2) Pins of the A/D converter**(a) AN0 to AN7**

AN0 to AN7 are the input pins for eight analog signal channels. Analog signals subject to A/D conversion are applied to these pins.

The A/D converter contains a sample-and-hold circuit, and analog input voltages are internally maintained during A/D conversion.

(b) AV_{REF}, AV_{SS}

A reference voltage for the A/D converter is applied to these pins.

By using an applied voltage across AV_{REF} and AV_{SS}, signals applied to AN0 to AN7 are converted to digital signals.

AV_{SS} must be always V_{SS}.

(3) A/D conversion mode register

The A/D conversion mode register (ADM) is an 8-bit register which operates as follows:

- Selects analog input channels.
- Selects comparator bias voltage. **Note**
- Directs the start of conversion and detects the completion of conversion.

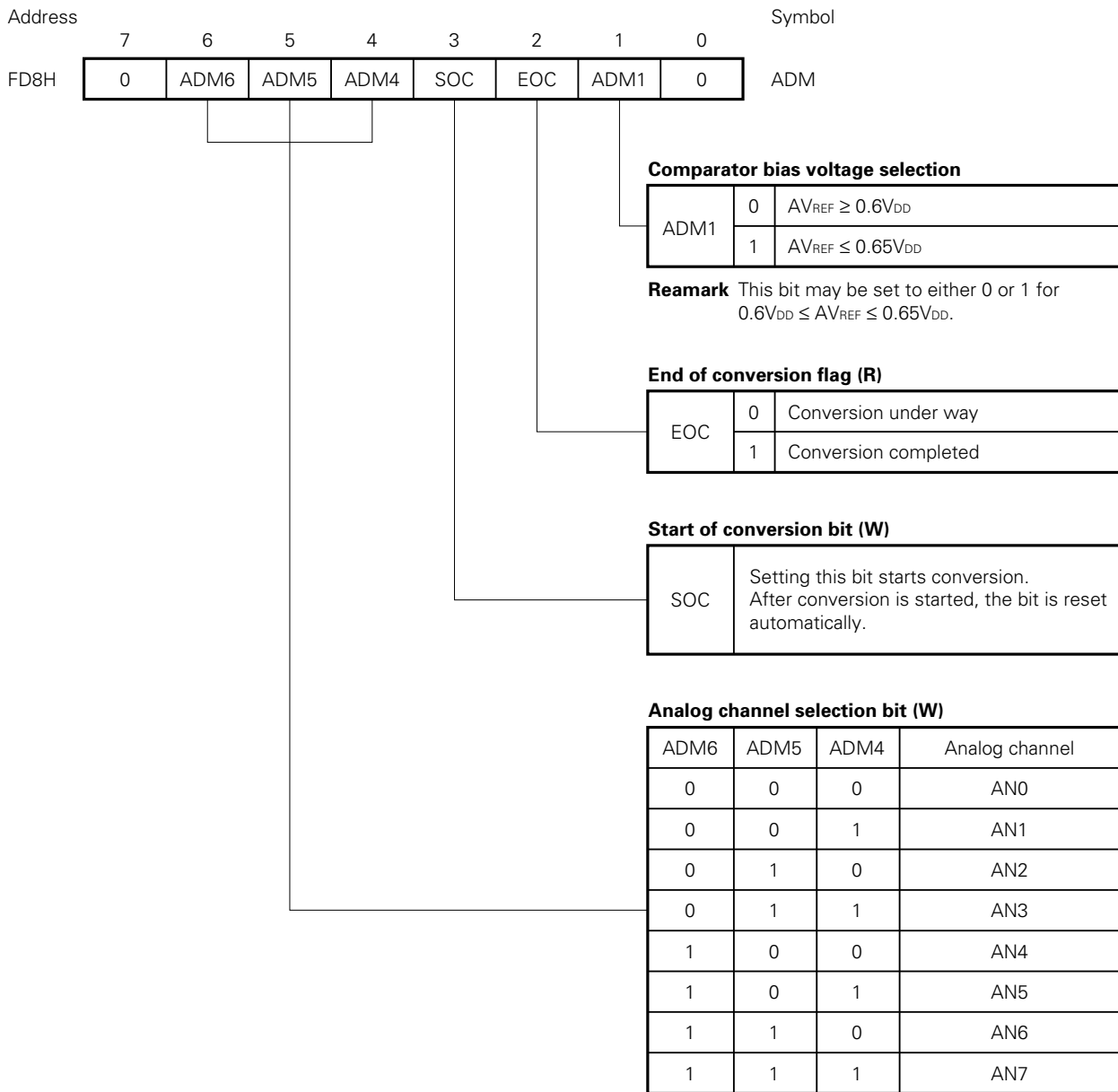
ADM is set with an 8-bit manipulation instruction.

Bit 2 (EOC) and bit 3 (SOC) can be manipulated on a bit-by-bit basis.

The generation of a $\overline{\text{RESET}}$ signal initializes ADM to 04H. That is, only EOC is set to 1, with all bits cleared to 0.

Note If the reference voltage (AV_{REF}) of the A/D converter does not exceed 0.65V_{DD}, the accuracy of conversion may be lowered. To correct such lowered accuracy, selecting comparator bias voltage is provided.

Fig. 4-58 Format of the A/D Conversion Mode Register



Caution A/D conversion is started a maximum of $2^4/f_x$ seconds ($2.67 \mu s$ at $f_x = 6.0 \text{ MHz}$)^{Note} after SOC is set. (For details, see item (5).)

Note $2^4/f_x$ seconds = $3.81 \mu s$ for $f_x = 4.19 \text{ MHz}$

(4) SA register (successive approximation register)

The SA register is an 8-bit register to hold the result of A/D conversion in successive approximation. SA is read with an 8-bit manipulation instruction. No data can be written to SA by software. The generation of a $\overline{\text{RESET}}$ signal makes SA undefined. SA is mapped to address FDAH.

(5) A/D converter operation

Analog input signals subject to A/D conversion are specified by setting bits 6, 5, and 4 in the A/D conversion mode register (ADM6, ADM5, and ADM4). Comparator bias voltage selection is specified by setting bit 1 in the A/D conversion mode register (ADM1).

A/D conversion is started by setting bit 3 (SOC) of ADM to 1. After that, SOC is automatically cleared to 0. A/D conversion is performed by hardware using the successive-approximation method. The resultant 8-bit data is loaded into the SA register. Upon completion of A/D conversion, ADM bit 2 (EOC) is set to 1. Fig. 4-59 shows the timing chart of A/D conversion.

The A/D converter is used as follows:

- ① Select analog input channels and comparator bias voltage (by setting ADM6, ADM5, ADM4, and ADM1).
- ② Direct the start of A/D conversion (by setting SOC).
- ③ Wait for the completion of A/D conversion (wait for EOC to be set or wait using a software timer).
- ④ Read the result of A/D conversion (read the SA register).

Cautions 1. ① and ② above can be performed at the same time.

2. There is a delay of up to $2^4/f_x$ seconds ($f_x = 6.0 \text{ MHz}$: $2.67 \mu\text{s}$, or $f_x = 4.19 \text{ MHz}$: $3.81 \mu\text{s}$) from the setting of SOC to the clearing of EOC after A/D conversion is started. EOC must be tested when a time indicated in Table 4-11 has elapsed after the setting of SOC. Table 4-11 also indicates A/D conversion times.

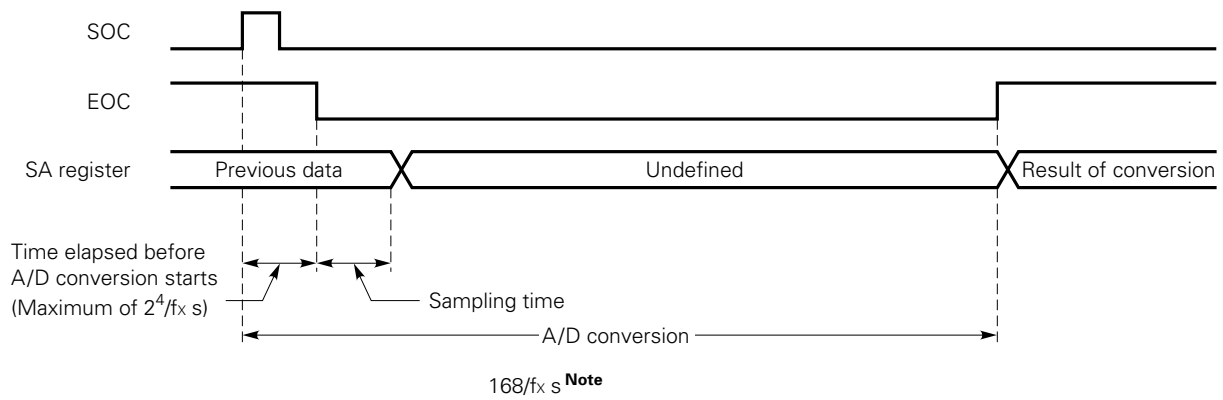
Table 4-11 Setting of SCC and PCC

Setting values of SCC, PCC				A/D conversion time	Wait time from SOC setting to EOC test	Wait time from SOC setting to A/D conversion completion
SCC1	SCC0	PCC1	PCC0			
0	0	0	0	168/f _x s ^{Note} (28.0 μs/f _x = 6.0 MHz)	Waiting not required	3 machine cycles
		0	1		1 machine cycle	11 machine cycles
		1	0		2 machine cycles	21 machine cycles
		1	1		4 machine cycles	42 machine cycles
0	1	×	×		Waiting not required	Waiting not required
1	×	×	×	Conversion stopped	—	—

Note 40.1 μs for $f_x = 4.19 \text{ MHz}$

Remark ×: Don't care

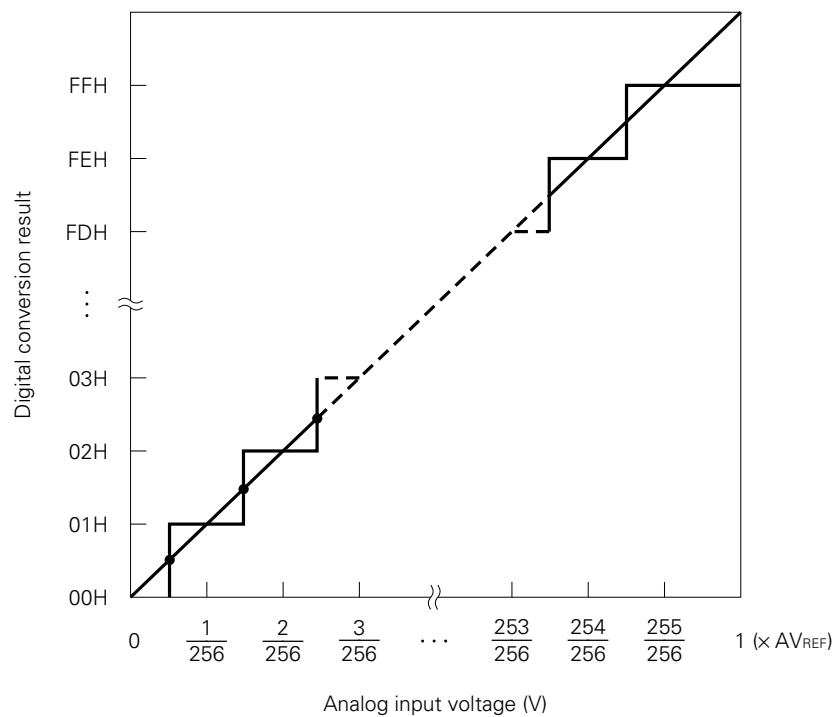
Fig. 4-59 Timing Chart of A/D Conversion



Note 28.0 μs (for f_x = 6.0 MHz) or 40.1 μs (for f_x = 4.19 MHz)

Fig. 4-60 shows the relationship between analog input voltages and 8-bit digital data obtained by A/D conversion.

Fig. 4-60 Relationship (Ideal) between Analog Input Voltages and Results of A/D Conversion

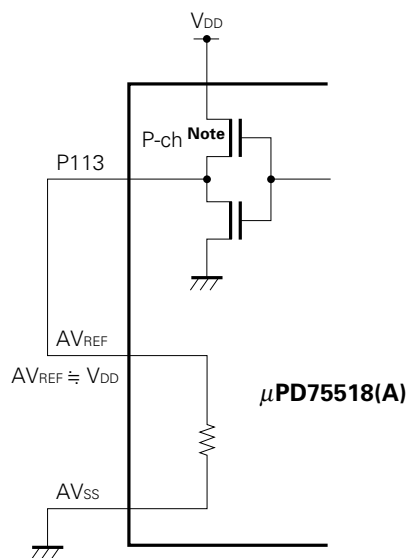


(6) Notes on the standby mode

The A/D converter operates with the main system clock. So its operation stops in the STOP mode, or when the subsystem clock is used, in the HALT mode. A current flows through the AVREF pin even when the A/D converter is stopped, so that the current must be stopped to reduce overall system power consumption. Since the P113 pin has a higher drive capability than the other ports, it can supply voltage to the AVREF pin directly.

In this case, however, the actual AVREF voltage does not provide precision. This means that the value resulting from conversion does not provide precision and can be used only for relative comparison. In the standby mode, outputting a low on the P113 can reduce power consumption.

Fig. 4-61 Reducing Power Consumption in the Standby Mode



Note The drive capability of P-ch is higher than that of other ports.

(7) Other notes on use

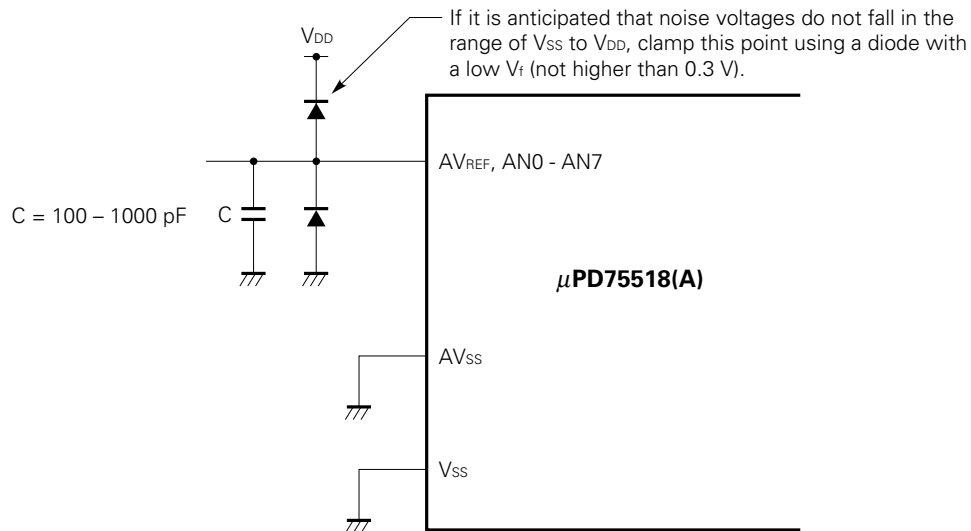
(a) AN0 to AN7 input range

Specified voltages must be applied to AN0 to AN7 inputs. If a voltage higher than V_{DD} or lower than V_{SS} is applied even when the maximum absolute rating is not exceeded, the conversion result for an associated channel becomes unpredictable. In addition, the conversion results for other channels may be affected.

(b) Noise protection

To maintain 8-bit resolution, the user should pay attention to noise that may be applied to the AV_{REF} , and AN0 to AN7 pins. Noise adversely affects operation to a greater extent when the analog input source has a higher output impedance. As shown in Fig. 4-62, a capacitor should be externally connected.

Fig. 4-62 Analog Input Pin Connection



(c) AN4/P150 to AN7/P153 pins

The analog input pins (AN4 to AN7) are also used for an input port (PORT15).

When any of AN4 to AN7 is selected for A/D conversion, no input instruction must be executed for PORT15 during A/D conversion. Otherwise, the accuracy of conversion may deteriorate.

If a digital pulse signal is applied to a pin adjacent to a pin being used for A/D conversion, an expected A/D conversion value may not be obtained because of coupling noise.

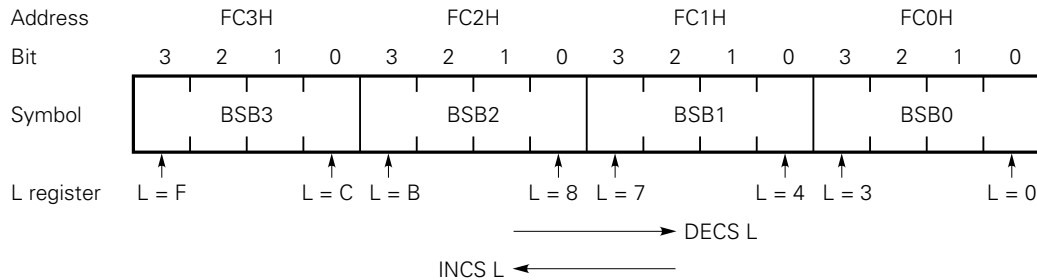
So no digital pulse signal should be applied to the adjacent pin being used for A/D conversion.

4.11 BIT SEQUENTIAL BUFFER: 16 BITS

The bit sequential buffer is special data memory for bit manipulations. In particular, the buffer allows bit manipulations to be performed very easily by sequentially changing address and bit specifications. So the buffer is useful in processing long data bit by bit.

This data memory consists of 16 bits, and allows pmem.@L addressing with a bit manipulation instruction and also allows indirect bit specification using the L register. In this case, only by incrementing or decrementing the L register in a program loop, the bit to be manipulated can be sequentially shifted for continued processing.

Fig. 4-63 Format of the Bit Sequential Buffer



Remark In pmem.@L addressing, bit specification is shifted according to the L register.

Data can also be manipulated using direct addressing. The buffer can be used for applications such as continuous 1-bit data input or output operations by combining direct 1-bit, 4-bit, and 8-bit addressing with pmem.@L addressing. In 8-bit manipulation, the higher eight bits or lower eight bits can be manipulated by specifying BSB0 or BSB2.

Example The 16-bit data of BUFF1 and BUFF2 are output from bit 0 of port 3 in serial mode.

```

Program example
    CLR1  MBE
    MOV   XA, BUFF1
    MOV   BSB0, XA      ; Set BSB0, 1
    MOV   XA, BUFF2
    MOV   BSB2, XA      ; Set BSB2, 3
    MOV   L, #0
LOOP0: SKT   BSB0, @L    ; Test specified BSB bit
       BR    LOOP1
       NOP                    ; Dummy (timing adjustment)
       SET1  PORT3.0        ; Set bit 0 of port 3
       BR    LOOP2
LOOP1: CLR1  PORT3.0      ; Clear bit 0 of port 3
       NOP                    ; Dummy (timing adjustment)
       NOP
LOOP2: INCS  L             ; L ← L+1
       BR    LOOP0
       RET
    
```

5. INTERRUPT FUNCTION

The μ PD75518(A) has nine interrupt sources and can handle multiple interrupts with a priority. The μ PD75518(A) is also provided with two features for accepting testable interrupts.

Table 5-1 Interrupt Sources

Interrupt source		Internal/ external	Priority ^{Note 1}	Vectored interrupt request signal (vector table address)
INTBT	(Reference time interval signal from basic interval timer)	Internal	1	VRQ1 (0002H)
INT4	(Detection of both rising and falling edges)	External		
INT0	(Rising/falling edge detection specification)	External	2	VRQ2 (0004H)
INT1		External	3	VRQ3 (0006H)
INTCSI0	(Serial data transfer completion signal)	Internal	4	VRQ4 (0008H)
INTT0	(Match signal between programmable timer/counter count register and modulo register)	Internal	5	VRQ5 (000AH)
INTTPG	(Match signal from timer/pulse generator)	Internal	6	VRQ6 (000CH)
INT2	(Rising edge detection for an INT2 pin input signal, or falling edge detection for either of KR0 to KR7 pin input signals) ^{Note 2}	External	Testable input signal (Sets IRQ2 and IRQW.)	
INTW	(Signal from clock timer)	Internal		

- Notes**
1. The priority is used when two or more interrupt requests are issued at a time.
 2. See (3) in **Section 5.2** for details on INT2.

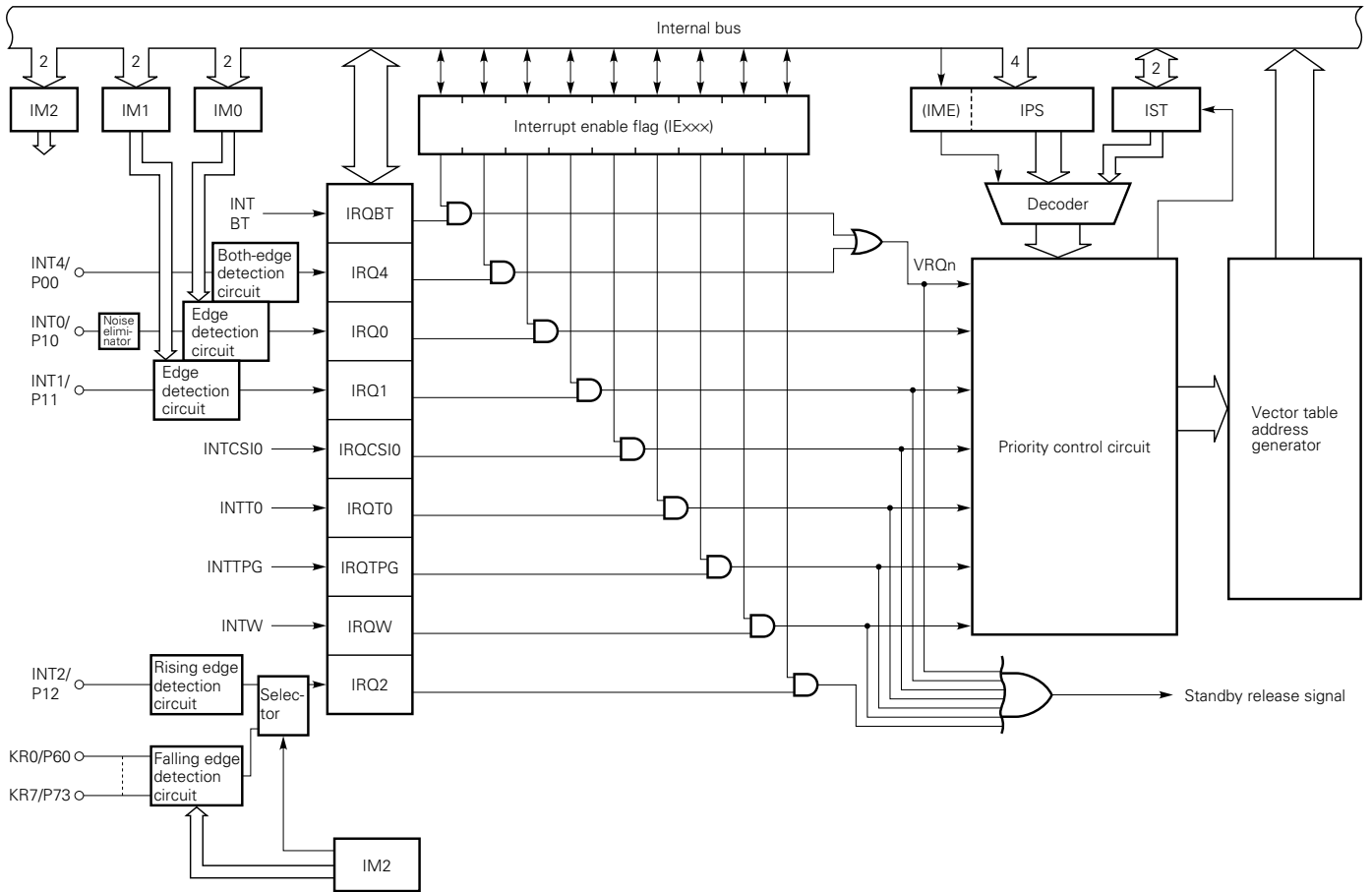
The following functions are provided for the interrupt control circuit of the μ PD75518(A).

- (a) Vectored interrupt function under hardware control which can determine whether to accept an interrupt by an interrupt enable flag (IE_{xxx}) and the interrupt master enable flag (IME)
- (b) Any interrupt start address can be set.
- (c) Multiple interrupt function which can specify the priority by the interrupt priority specification register (IPS)
- (d) Test function of an interrupt request flag (IRQ_{xxx})
(The software can confirm that an interrupt occurred.)
- (e) Release of the standby mode (Interrupts released by an interrupt enable flag can be selected.)

5.1 CONFIGURATION OF THE INTERRUPT CONTROL CIRCUIT

The interrupt control circuit of the μ PD75518(A) is configured as shown in Fig. 5-1. Each hardware item is mapped in the data memory space.

Fig. 5-1 Block Diagram of Interrupt Control Circuit



5.2 HARDWARE OF THE INTERRUPT CONTROL CIRCUIT

(1) Interrupt request flag and interrupt enable flag

The following nine interrupt request flags (IRQ_{xxx}) corresponding to the interrupt sources are available.

INT0 interrupt request flag (IRQ0)	Serial interface interrupt request flag (IRQCSI0)
INT1 interrupt request flag (IRQ1)	Timer/event counter 0 interrupt request flag (IRQT0)
INT2 interrupt request flag (IRQ2)	Timer/pulse generator interrupt request flag (IRQTPG)
INT4 interrupt request flag (IRQ4)	Clock timer interrupt request flag (IRQW)
BT interrupt request flag (IRQBT)	

The interrupt request flag is set to 1 when an interrupt request is issued, and is automatically cleared to 0 when the CPU is interrupted. Since the IRQBT and IRQ4 share the vector address, the clear operation varies. (See **Section 5.5**.)

The following nine interrupt request flags (IE_{xxx}) corresponding to the interrupt request flags are available.

INT0 interrupt enable flag (IE0)	Serial interface enable flag (IECSI0)
INT1 interrupt enable flag (IE1)	Timer/event counter 0 interrupt enable flag (IET0)
INT2 interrupt enable flag (IE2)	Timer/pulse generator interrupt enable flag (IETPG)
INT4 interrupt enable flag (IE4)	Clock timer interrupt enable flag (IEW)
BT interrupt enable flag (IEBT)	

When an interrupt request flag is set, the interrupt enable flag corresponding to that interrupt request flag enables the request interrupt. When an interrupt request flag is cleared, the interrupt enable flag corresponding to that interrupt request flag disables the interrupt.

When an interrupt request flag is set and its corresponding interrupt enable flag enables the requested interrupt, a vectored interrupt request (VRQ_n) is issued. This signal is also used for releasing the standby mode.

The interrupt request flags and interrupt enable flags are manipulated with bit manipulating instructions and 4-bit memory manipulation instructions. When a bit manipulation instruction is used, the flags can always be manipulated directly irrespective of the MBE setting. The interrupt enable flags are manipulated with EI IE_{xxx} and DI IE_{xxx} instructions. An SKTCLR instruction is normally used to test an interrupt request flag.

Example

```

EI      IE0      ; Enables INT0.
DI      IE1      ; Disables INT1.
SKTCLR  IRQCSI0 ; Skips and clears the interrupt request flag if IRQCSI0 is 1.

```

When an interrupt request flag is set with an instruction, a vectored interrupt is executed irrespective of whether an interrupt occurs.

When a $\overline{\text{RESET}}$ signal is generated, an interrupt request flag and its corresponding interrupt enable flag are cleared and all interrupts are disabled.

Table 5-2 Set Signals of Interrupt Request Flags

Interrupt request flag	Set signal of interrupt request flag	Interrupt enable flag
IRQBT	Set by a reference time interval signal from the basic interval timer.	IEBT
IRQ4	Set by a detected rising or falling edge of an INT4/P00 pin input signal.	IE4
IRQ0	Set by a detected edge of an INT0/P10 pin input signal. The detection edge is specified by the INT0 mode register (IM0).	IE0
IRQ1	Set by a detected edge of an INT1/P11 pin input signal. The detection edge is specified by the INT1 mode register (IM1).	IE1
IRQCSI0	Set by a serial data transfer completion signal for the serial interface.	IECSI0
IRQT0	Set by a match signal from timer/event counter 0.	IET0
IRQTPG	Set by a match signal from the timer/pulse generator.	IETPG
IRQW	Set by a signal from the clock timer.	IEW
IRQ2	Set by a detected rising edge of an INT2/P12 pin input signal, or a detected falling edge of one of a KR0/P60-KR7/P73 pin input signals.	IE2

(2) Configurations of INT0, INT1, and INT4 pins

- (a) As shown in Fig. 5-2 (a), INT0 is configured as an external interrupt pin that enables detection edge selection.

In addition, the INT0 pin is provided with a noise elimination function using a sampling clock. The noise eliminator eliminates pulses narrower than two-sampling-clock-cycle pulses ($2t_{cy}^{Note}$ or $128/f_x$) as noise and accepts pulses wider than as interrupt signals.

INT0 has two sampling clocks Φ and $f_x/64$, either of which can be selected according to bit 3 (IM03) of the edge detection mode register (See Fig. 5 - 3(a).)

Bits 0 and 1 (IM00 and IM01) of the edge detection mode register are used to select a detection edge. Fig. 5-3 (a) shows the format of IM0. A 4-bit memory manipulation instruction is used to set IM0. A \overline{RESET} signal occurrence clears all bits to 0, and a rising edge is specified to be detected.

Note t_{cy} represents a cycle time.

Cautions 1. Since the INT0 input is sampled with a clock, INT0 does not operate in a standby mode.
 2. Input a pulse wider than two sampling clock cycles to the INT0/P10 pin. Otherwise, the pulse is suppressed as noise by the noise eliminator when the pin is used as a port.

- (b) As shown in Fig. 5-2 (b), INT1 is configured as an external interrupt pin that enables detection edge selection.

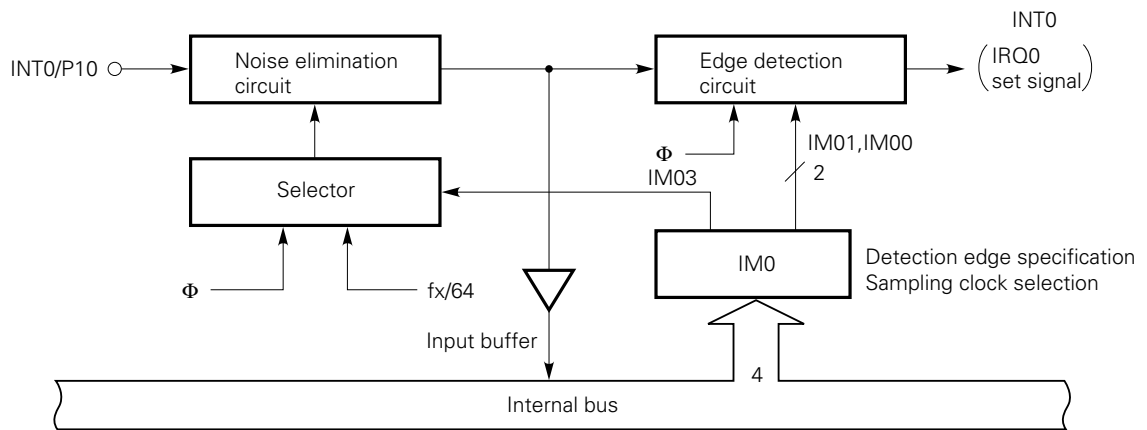
The edge detection mode register (IM1) is used to select a detection edge.

Fig. 5-3 (b) shows the format of IM1. A 4-bit memory manipulation instruction is used to set IM1. A \overline{RESET} signal occurrence clears all bits to 0, and a rising edge is specified to be detected.

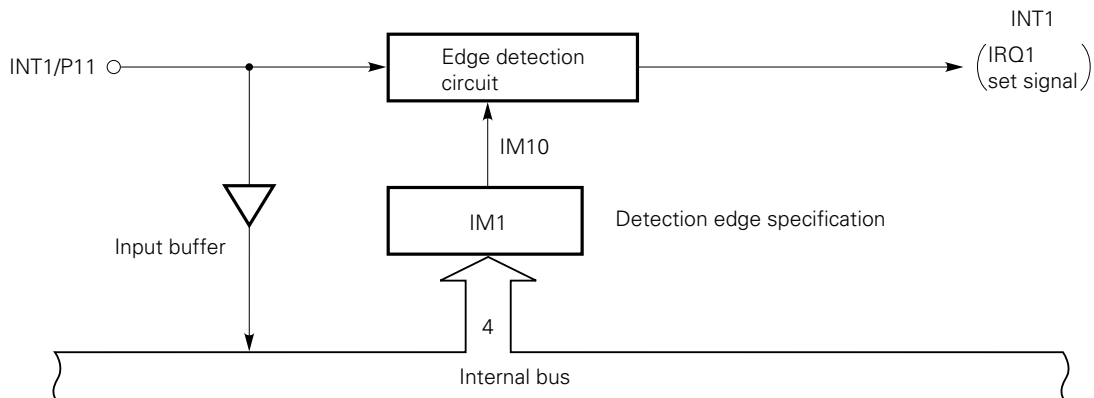
- (c) As shown in Fig. 5-2 (c), INT4 is configured as an external interrupt pin that enables detection of both rising and falling edges.

Fig. 5-2 Configurations of INT0, INT1, and INT4 Pins

(a) Configuration of INT0



(b) Configuration of INT1



(c) Configuration of INT4

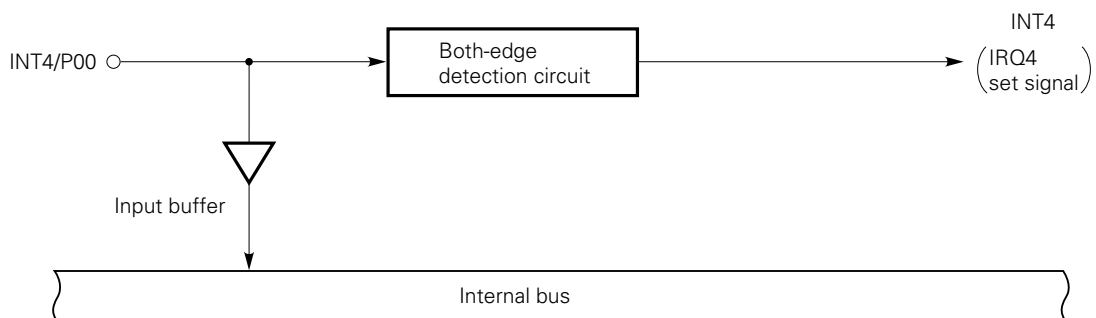
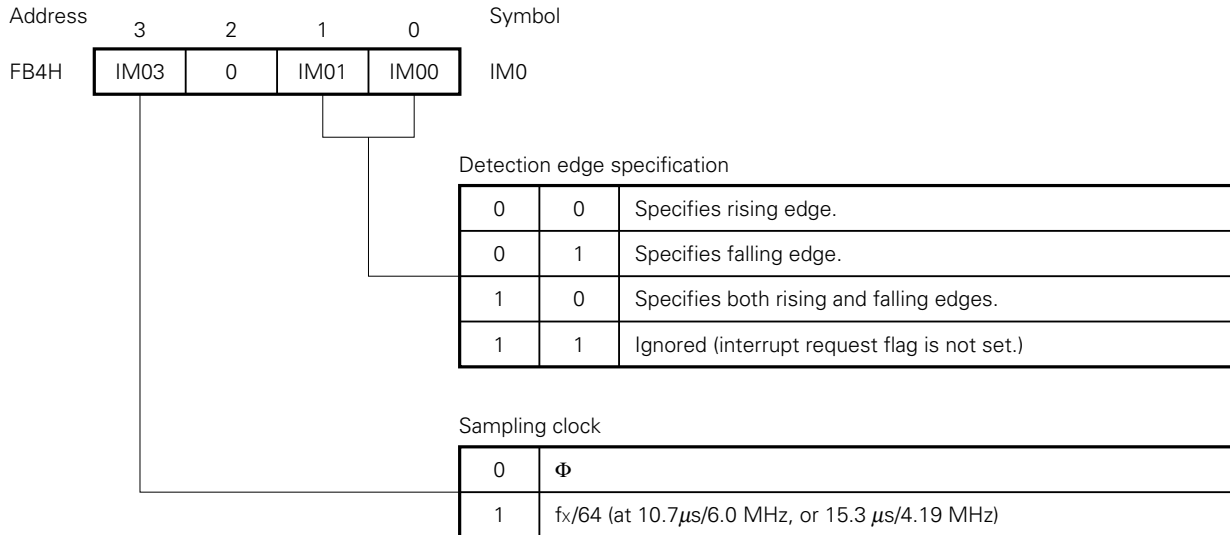
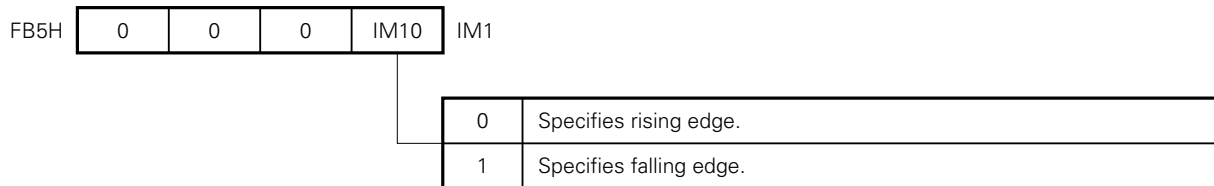


Fig. 5-3 Format of Edge Detection Mode Registers

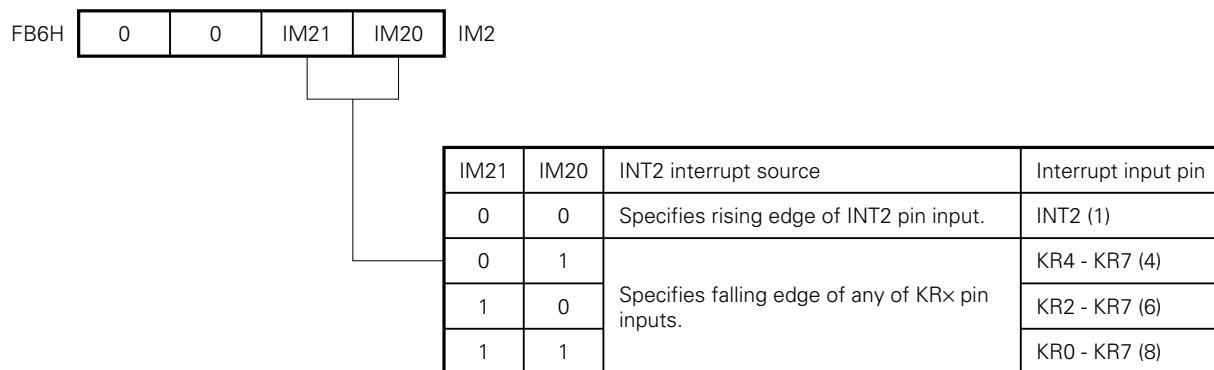
(a) INT0 edge detection mode register (IM0)



(b) INT1 edge detection mode register (IM1)



(c) INT2 edge detection mode register (IM2)



Caution Since changing or setting the edge detection mode register may set an interrupt request flag, disable the interrupts before changing the edge detection mode register. Then clear the interrupt request flag with a CLR1 instruction and enable the interrupts. When $f_x/64$ is selected as a sampling clock pulse in changing IM0, wait for 16 machine cycles after changing the mode register and clear the interrupt request flag.

(3) Configuration of INT2 and KR0 to KR7 (key interrupt) pins

Fig. 5-4 shows the configuration of INT2 and KR0 to KR7. IRQ2 is set in one of the following modes with the edge detection mode register (IM2):

(a) Detection of a rising edge of the INT2 pin input

When a rising edge of the INT2 pin input is detected, IRQ2 is set.

(b) Detection of a falling edge of one of the KR0 to KR7 pin inputs (key interrupt)

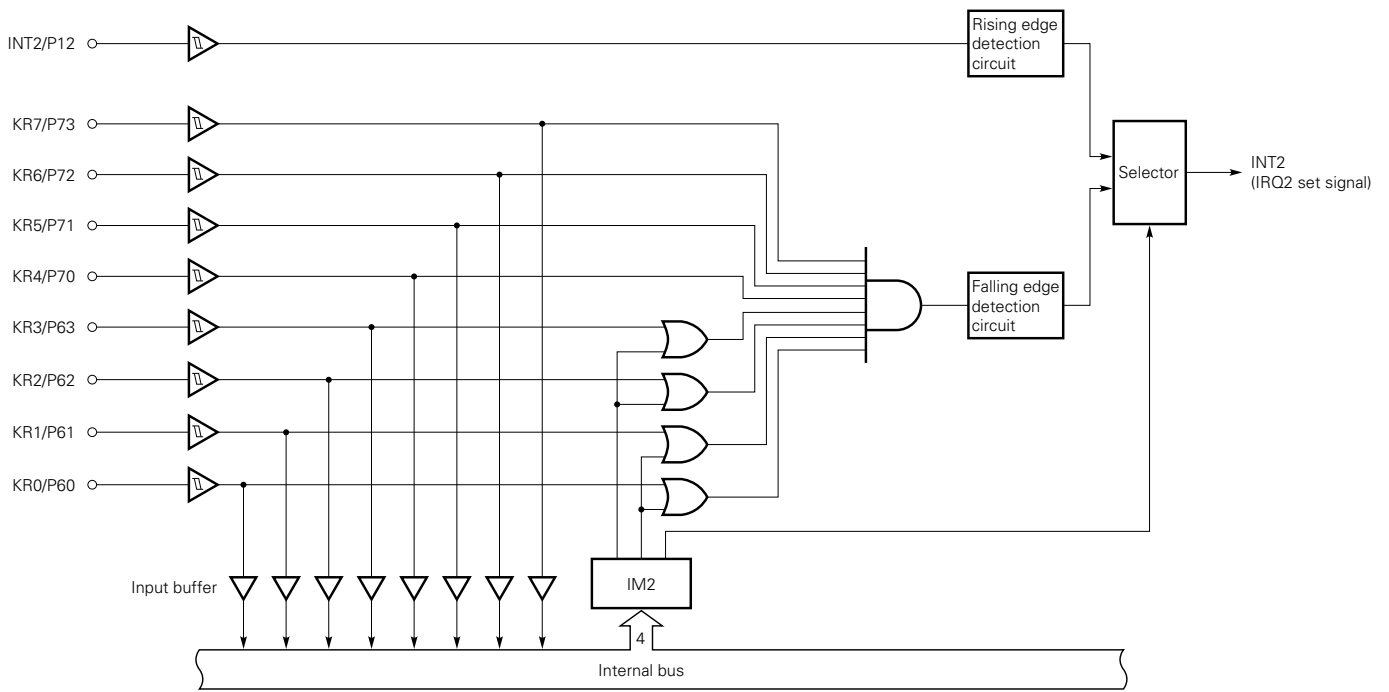
One of the pins KR0 to KR7 is selected to be used for interrupt input with the edge detection mode register (IM2). When a falling edge of one of input signals applied to the selected pin is detected, IRQ2 is set.

Example If KR4 to KR7 are selected, and the level of signals input to KR4 to KR7 are all high, a falling edge appearing on any one of these inputs sets IRQ2.

Caution If any of the selected pins has been input a low-level signal, a falling edge appearing on another pin does not set IRQ2.

Fig. 5-3 (c) shows the format of IM2. A 4-bit memory manipulation instruction is used to set IM2. A RESET signal occurrence clears all bits to 0, and a rising edge is selected for INT2.

Fig. 5-4 Configuration of INT2 and KR0 to KR7



(4) Interrupt priority specification register (IPS)

The interrupt priority specification register specifies an interrupt with a higher priority from multiple interrupts using the low-order three bits.

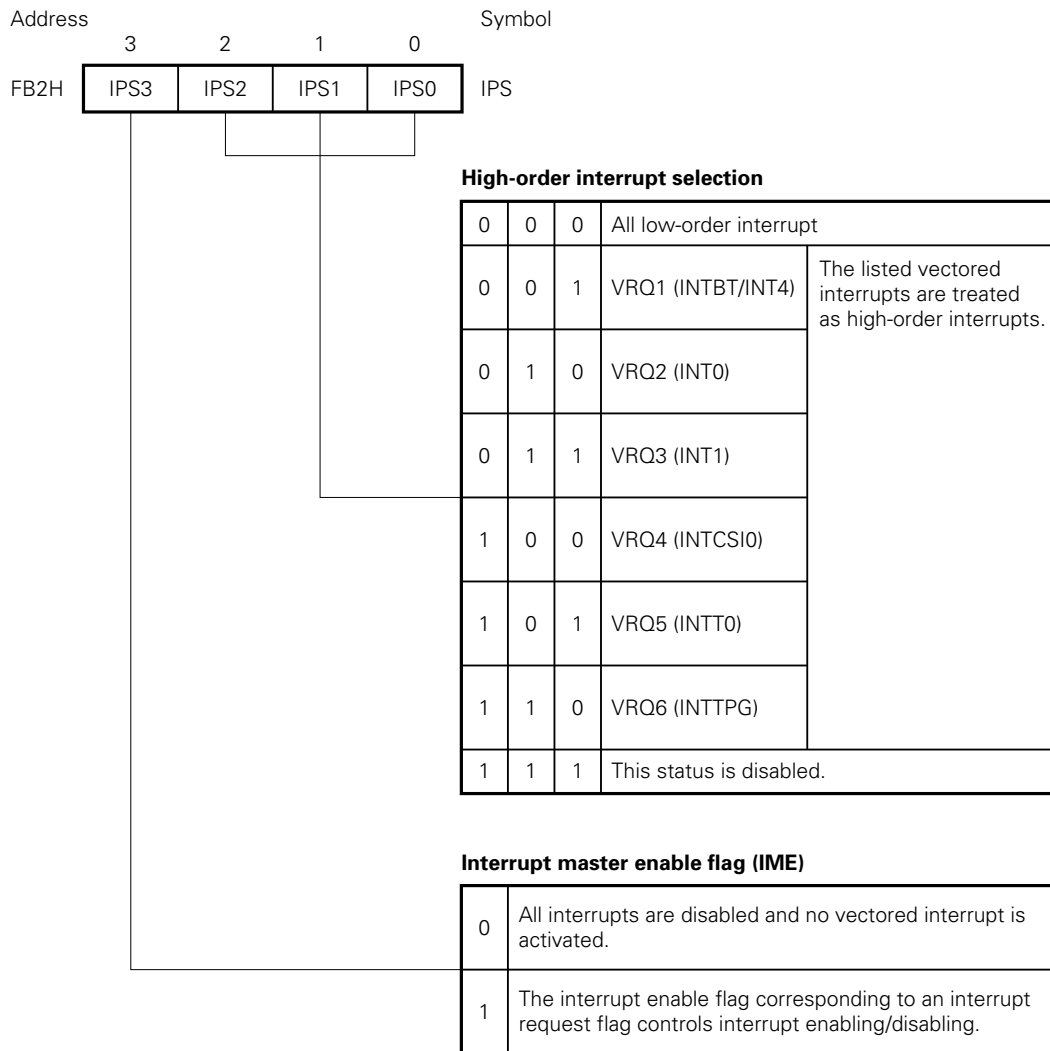
Bit 3, interrupt master enable flag (IME), specifies whether to disable all interrupts.

The IPS is set with a 4-bit memory manipulation instruction. Bit 3 is set with an EI instruction and reset with a DI instruction.

When a RESET signal is generated, all bits are cleared.

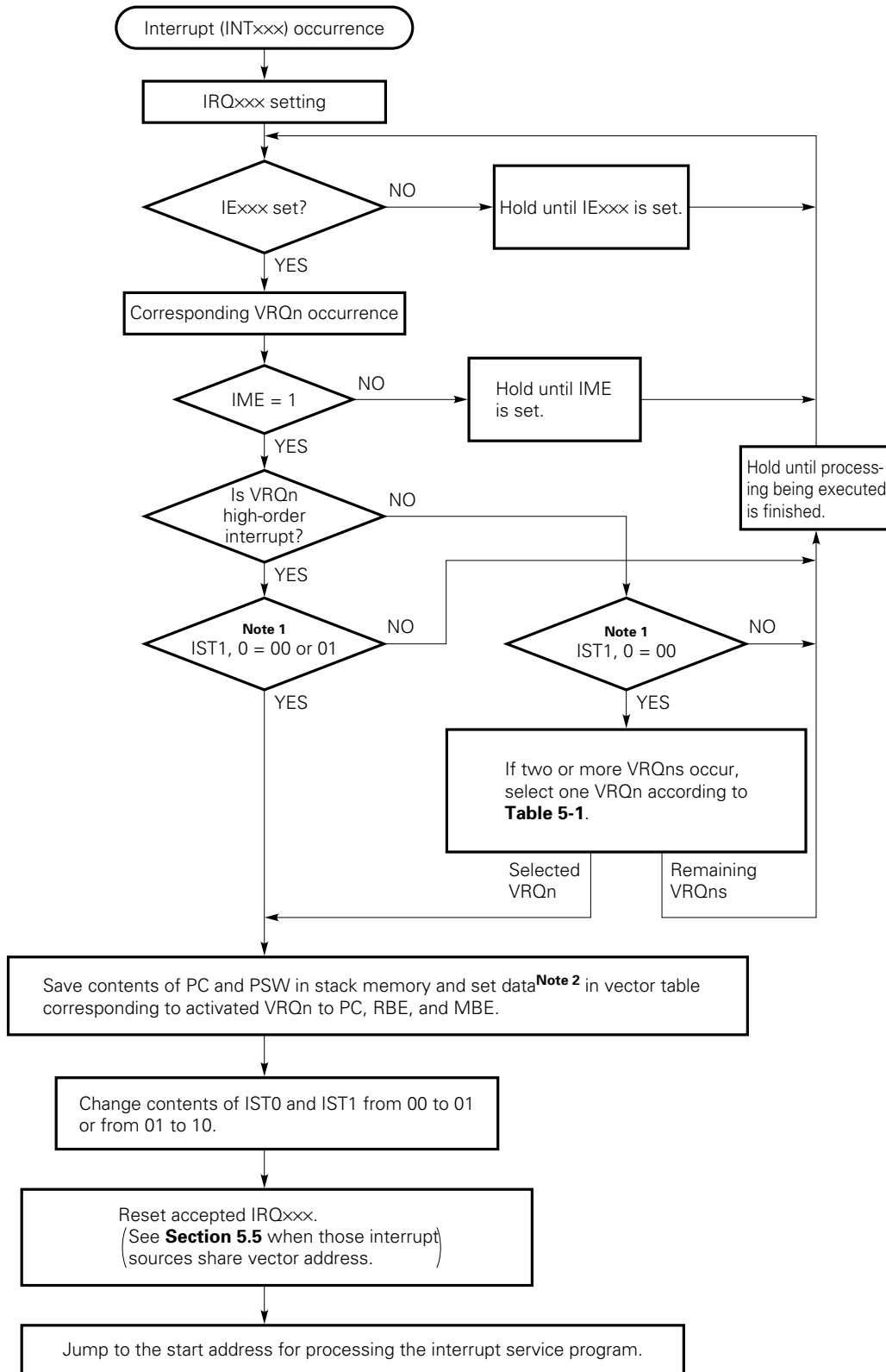
Caution Disable interrupts before setting the IPS.

Fig. 5-5 Interrupt Priority Specification Register



5.3 INTERRUPT SEQUENCE

The following flowchart shows the sequence of an interrupt.



Notes 1. IST1 and IST0: Interrupt status flags (Bits 3 and 2 of PSW. See Table 5-3.)

2. Each vector table must store the start address of the interrupt service program and the set values of the MBE and RBE at the start of an interrupt.

5.4 MULTIPLE INTERRUPT PROCESSING CONTROL

The μPD75518(A) can handle multiple interrupts by either of the following methods.

(1) Multiple interrupt processing by a high-order interrupt

In this method, the μPD75518(A) selects an interrupt source among multiple interrupt sources, enabling double interrupt processing.

That is, the high-order interrupt specified by the interrupt priority specification register (IPS) is enabled when the processing status is 0 or 1. Other interrupts (interrupts lower than the specified high-order interrupt) are enabled only when the status is 0. (See Fig. 5-6 and Table 5-3.)

Fig. 5-6 Multiple Interrupt Processing by a High-Order Interrupt

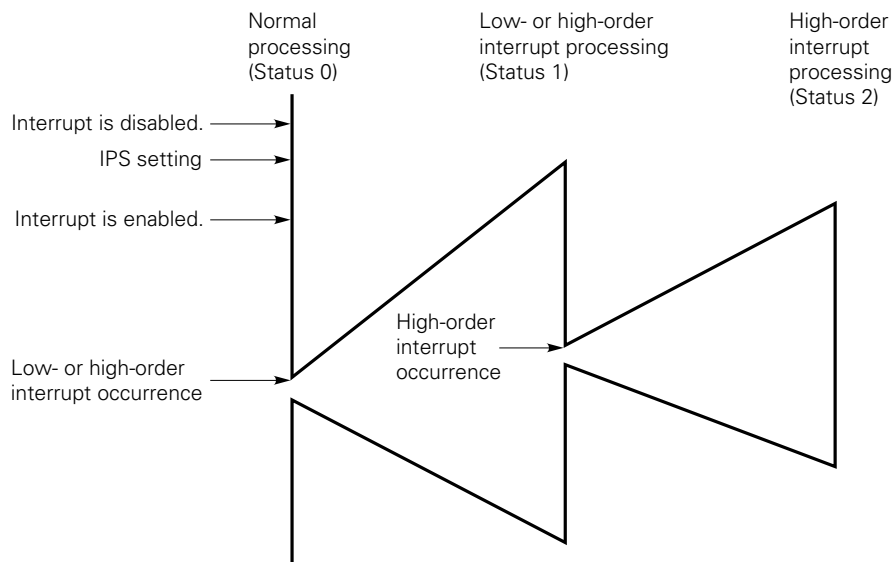


Table 5-3 Interrupt Processing Statuses of IST1 and IST0

IST1	IST0	Processing status	CPU operation	Interrupts that can be accepted	After acceptance		
					IST1	IST0	
0	0	Status 0	Is processing the normal program.	All	0	1	
0	1	Status 1	Is processing a low- or high-order interrupt.	Only high-order interrupts	1	0	
1	0	Status 2	Is processing a high-order interrupt.	No	-	-	
1	1	This status is disabled.					

IST1 and IST0 are saved with the remaining PSW in the stack memory when an interrupt is accepted and the status of IST0 and IST1 changes to a status one level higher. When a RETI instruction is executed, the former values of IST0 and IST1 are returned.

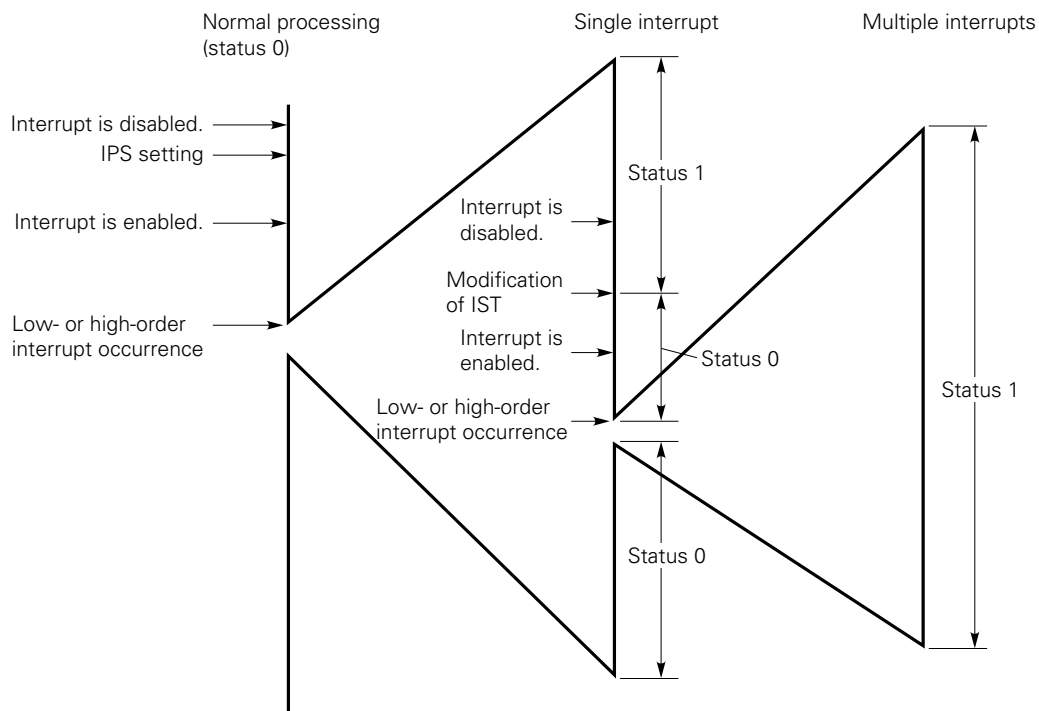
(2) Multiple interrupt processing by changing the interrupt status flags

As shown in Table 5-3, changing the interrupt status flags with the program causes multiple interrupts to be enabled. That is, when the interrupt processing program changes both IST1 and IST0 to 0 (status 0), multiple interrupt processing is enabled.

This method is used when two or more interrupts are to be enabled at a time or when the processing of three or more interrupts is to be performed.

When changing IST1 and IST0, interrupts must be disabled beforehand with a DI instruction.

Fig. 5-7 Multiple Interrupt Processing by Changing the Interrupt Status Flags



5.5 VECTOR ADDRESS SHARE INTERRUPT PROCESSING

Since interrupt sources INTBT and INT4 share the vector table, the following two cases must be considered.

(1) When using only one interrupt source

The interrupt enable flag corresponding to the required interrupt source of the two interrupt sources sharing the vector table is set and the other interrupt enable flag is cleared. In this case, the enabled interrupt source ($IE_{xxx} = 1$) issues an interrupt request. If this request is accepted, the corresponding interrupt request flag is reset.

(2) When using both interrupt sources

The interrupt enable flags corresponding to the two interrupt sources are set. In this case, the logical and of the interrupt request flags corresponding to the two interrupt sources is an interrupt request.

Even if one or both of the interrupt request flags are set and an interrupt request is accepted, neither of the interrupt request flags is reset.

The interrupt service routine must therefore judge which interrupt source caused an interrupt. This is done by executing a DI instruction at the beginning of the interrupt service routine and checking the interrupt request flags with an SKTCLR instruction.

Remark When only one interrupt is enabled, its interrupt source can be clearly identified, so that the interrupt request flag is reset by hardware at acceptance of the interrupt. However, when both interrupts are enabled, the interrupt source cannot be identified, so that the interrupt request flags cannot be reset by hardware. For this reason, the interrupt request flags are checked by software to determine the interrupt source.

6. STANDBY FUNCTION

To reduce the power consumption when the program is in the wait state, the μPD75518(A) has two standby modes, STOP and HALT.

6.1 SETTING OF STANDBY MODES AND OPERATION STATUSES

Table 6-1 Operation Statuses in the Standby Mode

		STOP mode	HALT mode
Instruction for setting		STOP instruction	HALT instruction
System clock at setting		This mode can be set only when the main system clock is used.	This mode can be set when either the main system clock or the subsystem clock is used.
Operation status	Clock generator	Only the main system clock is stopped.	Only CPU clock Φ is stopped (with oscillation continued).
	Basic interval timer	Operation is stopped.	Operation is continued (to set IRQBT at reference time intervals).
	Serial interface (Channel 0)	Operation is possible only when external $\overline{\text{SCK0}}$ input is selected for the serial clock.	Operation is possible only when the main system clock operates or external $\overline{\text{SCK0}}$ is used.
	Serial interface (Channel 1)	Operation is possible only when external $\overline{\text{SCK1}}$ input is selected for the serial clock.	Operation is possible only when the main system clock operates.
	Timer/event counter	Operation is possible only when T10 pin input is selected for the count clock.	Operation is possible only when the main system clock operates.
	Watch timer	Operation is possible only when f_{XT} is selected for the count clock.	Operation is possible.
	A/D converter	Operation is stopped.	Operation is possible only when the main system clock operates.
	Timer/pulse generator	Operation is stopped.	Operation is possible only when the main system clock operates.
	External interrupt	INT0 is disabled. INT1, INT2, and INT4 are enabled.	
	CPU	Operation is stopped.	
Release signal		Interrupt request signals transmitted from hardware, which are enabled by interrupt enable flags, or $\overline{\text{RESET}}$ input.	

A STOP instruction is used to set the STOP mode, and a HALT instruction is used to set the HALT mode. (A STOP instruction sets bit 3 of PCC, and a HALT instruction sets bit 2 of PCC.) A STOP instruction or HALT instruction must always be followed by an NOP instruction.

When changing a CPU operation clock pulse with the low-order two bits of PCC, a time lag may occur from the time when PCC is rewritten to the time when the CPU clock signal is changed. When changing an operation clock pulse before the standby mode or a CPU clock signal after the standby mode is released, it is necessary to rewrite PCC and set the standby mode after the number of machine cycles required to change the CPU clock pulse elapses.

In a standby mode, the contents of all registers and data memory that are stopped during the standby mode, including general registers, flags, mode registers, and output latches, are retained.

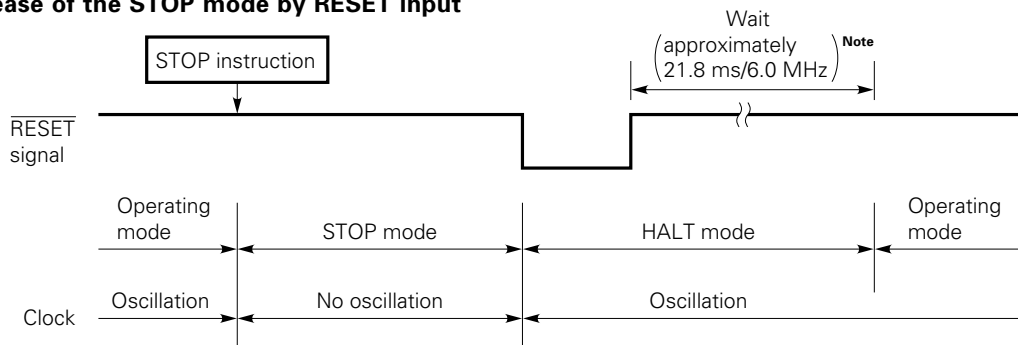
- Cautions 1. When the STOP mode is set, the X1 input is internally connected to GND (GND potential) to suppress leakage at the crystal oscillator circuitry. This means that the STOP mode cannot be used with a system that uses an external clock.**
- 2. Reset all the interrupt request flags before setting the standby mode.**
If an interrupt source whose interrupt request flag and interrupt enable flag are both set exists, the initiated standby mode is released immediately after it is set (see Fig. 5-1). When the STOP mode is set, however, the μPD75518(A) enters the HALT mode immediately after the STOP instruction is executed, then returns to the operation mode after the wait time specified by the BTM register has elapsed.

6.2 RELEASE OF THE STANDBY MODES

The STOP mode and HALT mode are released by a RESET input or the generation of an interrupt request signal that is enabled with the interrupt enable flag. Fig. 6-1 shows how the STOP and HALT modes are released.

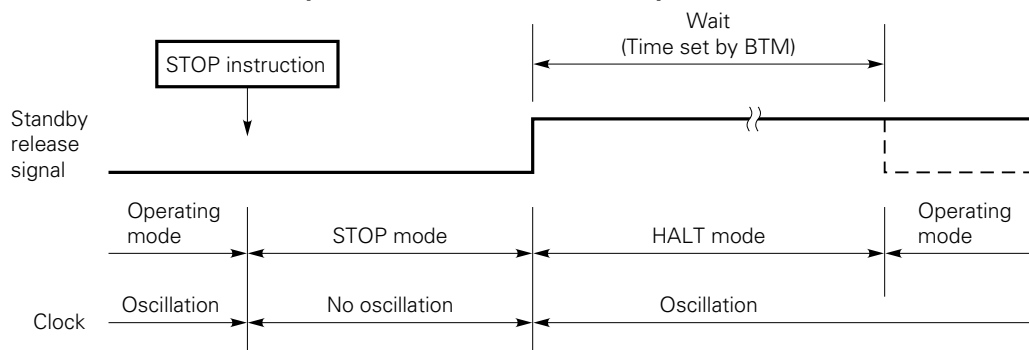
Fig. 6-1 Standby Mode Release Operation

(a) Release of the STOP mode by RESET input



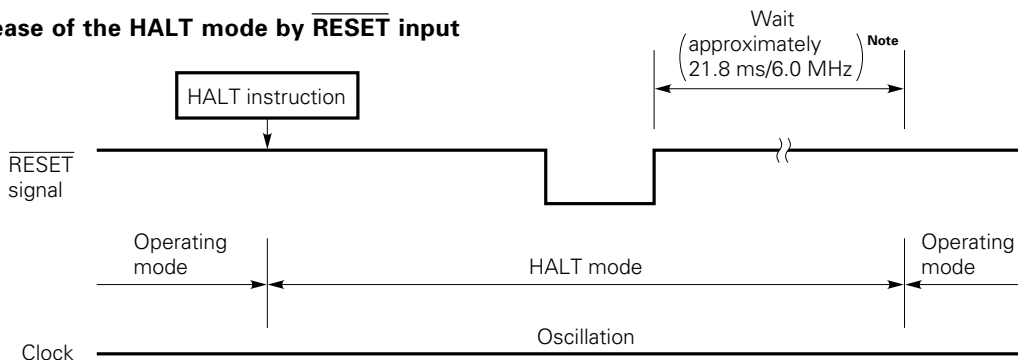
Note A wait time is 31.3 ms when operating at 4.19 MHz.

(b) Release of the STOP mode by the occurrence of an interrupt



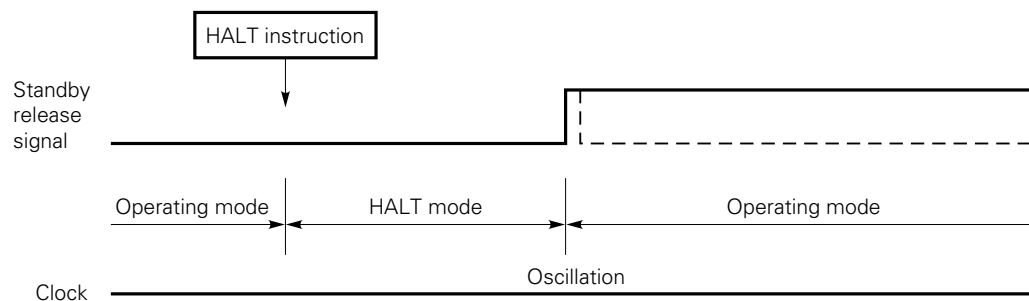
Remark The dashed line indicates the case where the interrupt request that releases the standby mode is accepted.

(c) Release of the HALT mode by RESET input



Note A wait time is 31.3 ms when operating at 4.19 MHz.

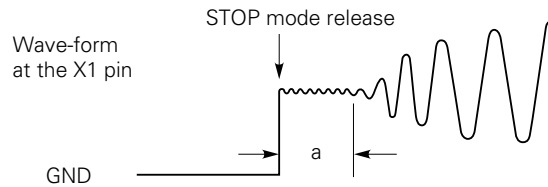
(d) Release of the HALT mode by the occurrence of an interrupt



Remark The dashed line indicates the case where the interrupt request that releases the standby mode is accepted.

The wait times used when the STOP mode is released do not include a time (a in Fig. 6-2) required before clock generation is started following the release of the STOP mode, regardless of whether the STOP mode is released by $\overline{\text{RESET}}$ signal input or the generation of an interrupt.

Fig. 6-2 Start of Clock Generation



When the STOP mode is released by the occurrence of an interrupt, a wait time is determined by BTM. (See Table 6-2.)

Table 6-2 Selection of a Wait Time with BTM

(When $f_x = 6.0 \text{ MHz}$)

BTM3	BTM2	BTM1	BTM0	Wait time ^{Note.} () indicates the value for $f_x = 6.0 \text{ MHz}$
–	0	0	0	Approx. $2^{20}/f_x$ (Approx. 175 ms)
–	0	1	1	Approx. $2^{17}/f_x$ (Approx. 21.8 ms)
–	1	0	1	Approx. $2^{15}/f_x$ (Approx. 5.46 ms)
–	1	1	1	Approx. $2^{13}/f_x$ (Approx. 1.37 ms)
Other than above				Use prohibited

(When $f_x = 4.19 \text{ MHz}$)

BTM3	BTM2	BTM1	BTM0	Wait time ^{Note.} () indicates the value for $f_x = 4.19 \text{ MHz}$
–	0	0	1	Approx. $2^{20}/f_x$ (Approx. 250 ms)
–	0	1	1	Approx. $2^{17}/f_x$ (Approx. 31.3 ms)
–	1	0	1	Approx. $2^{15}/f_x$ (Approx. 7.82 ms)
–	1	1	1	Approx. $2^{13}/f_x$ (Approx. 1.95 ms)
Other than above				Use prohibited

Note This time does not include the time from the release of the STOP mode to the start of oscillation.

6.3 OPERATION AFTER A STANDBY MODE IS RELEASED

- (1) If a standby mode is released by a $\overline{\text{RESET}}$ input, normal reset operation is performed.
- (2) If a standby mode is released by the occurrence of an interrupt request, the interrupt master enable flag (IME) determines whether to perform a vectored interrupt when the CPU resumes instruction execution.

(a) When IME = 0

After the standby mode is released, execution of an instruction is restarted immediately after the instruction which set the standby mode.

The interrupt request flag is held.

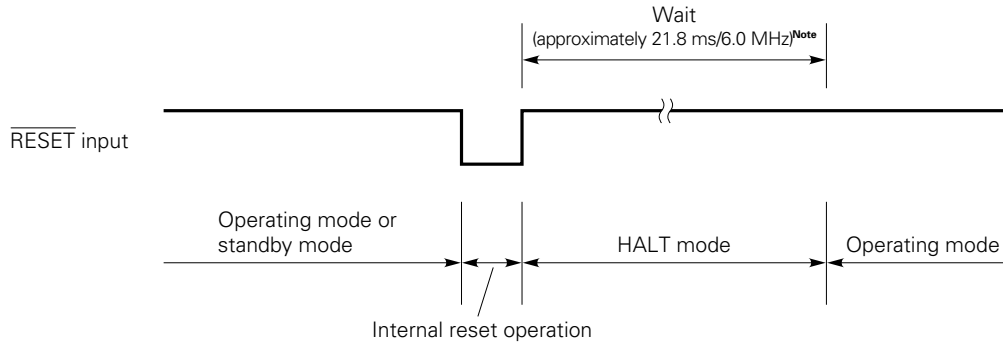
(b) When IME = 1

After the standby mode is released, two instructions are executed, then a vectored interrupt is caused. However, when the standby mode is released by INTW or INT2 (input of a testable signal), no vectored interrupt is caused and the same processing as (a) above is performed.

7. RESET FUNCTION

The μPD75518(A) is reset by $\overline{\text{RESET}}$ signal input. When reset, the hardware is initialized as indicated in Table 7-1. Fig. 7-1 shows the timing of reset operation.

Fig. 7-1 Reset Operation by $\overline{\text{RESET}}$ input



Note A wait time is 31.3 ms when operating at 4.19 MHz.

Table 7-1 Statuses of the Hardware after a Reset (1/2)

Hardware		$\overline{\text{RESET}}$ input in a standby mode	$\overline{\text{RESET}}$ input during operation
Program counter (PC)		Low-order 6 bits at address 0000H in program memory are set in PC bits 13 to 8, and the data at address 0001H are set in PC bits 7 to 0.	Low-order 6 bits at address 0000H in program memory are set in PC bits 13 to 8, and the data at address 0001H are set in PC bits 7 to 0.
PSW	Carry flag (CY)	Held	Undefined
	Skip flags (SK0 to SK2)	0	0
	Interrupt status flags (IST0, IST1)	0	0
	Bank enable flags (MBE, RBE)	Bit 6 at address 0000H in program memory is set in RBE, and bit 7 is set in MBE.	Bit 6 at address 0000H in program memory is set in RBE, and bit 7 is set in MBE.
Data memory (RAM)		Held ^{Note}	Undefined
General registers (X, A, H, L, D, E, B, C)		Held	Undefined
Bank select register (MBS, RBS)		0, 0	0, 0
Stack pointer (SP)		Undefined	Undefined
Stack bank select register (SBS)		Undefined	Undefined
Basic interval timer	Counter (BT)	Undefined	Undefined
	Mode register (BTM)	0	0
Timer/event counter	Counter (T0)	0	0
	Modulo register (TMOD0)	FFH	FFH
	Mode register (TM0)	0	0
	TOE0, TOUT F/F	0, 0	0, 0
Timer/pulse generator	Modulo registers (MODH, MODL)	Held	Held
	Mode register (TPGM)	0	0
Watch timer	Mode register (WM)	0	0

Note $\overline{\text{RESET}}$ signal input causes data at addresses 0F8H-0FDH in data memory to be undefined.

Table 7-1 Statuses of the Hardware after a Reset (2/2)

Hardware		$\overline{\text{RESET}}$ input in a standby mode	$\overline{\text{RESET}}$ input during operation
Serial bus interface (Channel 0)	Shift register 0 (SIO0)	Held	Undefined
	Operation mode register 0 (CSIM0)	0	0
	SBI control register (SBIC)	0	0
	Slave address register (SVA)	Held	Undefined
	P01/SCK0 output latch	1	1
A/D converter	Mode register (ADM), EOC	04H (EOC = 1)	04H (EOC = 1)
	SA register	Undefined	Undefined
Clock generator, clock output circuit	Processor clock control register (PCC)	0	0
	System clock control register (SCC)	0	0
	Clock output mode register (CLOM)	0	0
Serial interface (Channel 1)	Shift register (SIO1)	Held	Undefined
	Operation mode register 1 (CSIM1)	0	0
	Serial transfer end flag (EOT)	0	0
Interrupt	Interrupt request flag (IRQ _{xxx})	Reset (0)	Reset (0)
	Interrupt enable flag (IE _{xxx})	0	0
	Interrupt master enable flag (IME)	0	0
	INT0, INT1 and INT2 mode registers (IM0, IM1, IM2)	0, 0, 0	0, 0, 0
Digital ports	Output buffer	Off	Off
	Output latch	Clear (0)	Clear (0)
	I/O mode registers (PMGA, PMGB, PMGC)	0	0
	Pull-up resistor specification register (POGA)	0	0
Bit sequential buffers (BSB0 to BSB3)		Held	Undefined

8. INSTRUCTION SET

8.1 μ PD75518(A) INSTRUCTIONS

(1) GETI instruction

The GETI instruction references a two-byte table in the program memory and performs the following three types of operations. This 1-byte instruction is very useful in reducing the number of program steps.

- (a) A subroutine call is made to all the spaces, regarding data in a table as the call address of a call instruction.
- (b) A branch is made to all the spaces, regarding data in a table as the branch address of a branch instruction.
- (c) Data in a table is executed as a 2-byte or 1-byte instruction.

The tables to be referenced by a GETI instruction are located at addresses 0020H to 007FH in the program memory. That is, data can be set in up to 48 tables.

When describing a table address as an operand, describe an even address.

Cautions 1. A two-byte instruction which can be referenced by a GETI instruction must be a two-machine-cycle instruction. (Except for the BRCB and CALLF instructions)

- 2. When referencing two 1-byte instructions with a GETI instruction, only the combinations listed in the table below are valid.**

Instruction of first byte	Instruction of second byte
MOV A,@HL MOV @HL,A XCH A,@HL	(INCS L DECS L INCS H DECS H INCS HL
MOV A,@DE XCH A,@DE	(INCS E DECS E INCS D DECS D INCS DE
MOV A,@DL XCH A,@DL	(INCS L DECS L INCS D DECS D

- 3. Branch and subroutine instructions can be referenced by the GETI instruction only when their destination addresses are in the 16K-byte space (0000H to 3FFFH). A branch or subroutine instruction to an address from 4000H to 7F7FH cannot be referenced by the GETI instruction.**

Since PC does not increment the counter during execution of a GETI instruction, control returns to the address next to the GETI instruction after the execution of the GETI instruction.

When the instruction before a GETI instruction has the skip function, the GETI instruction is skipped in the same way as for other 1-byte instructions. When the instruction referenced by a GETI instruction has the skip function, the instructions after the GETI instruction are skipped.

When a string effect instruction is referenced by a GETI instruction, the following results are obtained.

- When the group of the string effect instruction before the GETI instruction is the same as that of the instruction referenced by the GETI instruction, the effect of the string effect instruction is canceled and the referenced instruction is not skipped.
- When the group of the instruction after the GETI instruction is the same as that of the instruction referenced by the GETI instruction, the effect of the string effect instruction caused by the referenced instruction is valid and the instructions after the referenced instruction are skipped.

(2) Bit manipulation instructions

The μPD75518(A) is provided with bit test instructions, bit transfer instructions, and bit Boolean instructions (AND, OR, and XOR) in addition to normal bit manipulation instructions (set instruction and clear instruction). Manipulation bits are specified by bit manipulation addressing.

There are three types of bit manipulation addressing. The table below lists the bits manipulated by each addressing.

Addressing	Specifiable peripheral hardware	Specifiable bit address range
fmem.bit	RBE/MBE/IST1, IST0/EOT IExxx/IRQxxx	FB0H to FBFH
	Port 0 to Port 15	FF0H to FFFH
pmem.@L	BSB0 Ports 0, 4, 8, and 12	FC0H to FFFH
@H+mem.bit	All the peripheral hardware (bit-manipulatable)	All the bits of the memory bank specified by MB (bit-manipulatable)

(xxx: 0, 1, 2, 4, BT, T0, W, CSI0, TPG
MB = MBE•MBS

(3) String effect instructions

When two or more instructions in the same group (group A or B) are placed at two or more string effect addresses, the instruction placed at the start point of the string effect instructions is executed. After that, each string effect instruction is executed as an NOP instruction.

Group A: MOV A, #n4, MOV XA, #n8

Group B: MOV HL, #n8

(4) Base conversion instruction

The μ PD75518(A) is provided with base conversion instructions to convert the results of addition and subtraction of 4-bit data to a base-n number.

When a base-m number is to be obtained, the following combinations of instructions are used for adjustment.

- For addition ADDS A, #16-m
 ADDC A, @HL
 ADDS A, #m
- For subtraction SUBC A, @HL
 ADDS A, #m

The result of adding or subtracting the contents of the accumulator and the memory addressed by the HL register pair is converted to a base-m number. However, for subtraction, the complement of the obtained result (base-m number) is set in the accumulator. An overflow or underflow is reflected in the carry flag. (In the above combinations, the skip function of the ADDS A, #m instruction is prohibited.)

8.2 INSTRUCTION SET AND ITS OPERATION

(1) Representation format and description method of operands

An operand is described in the operand field of each instruction according to the description method corresponding to the operand representation format of the instruction. Refer to the assembler specifications for details. When two or more elements are described in the description method field, select one of them. Uppercase letters, a plus sign (+), and a minus sign (-) are keywords, so they can be used without alteration.

Specify an appropriate numeric value or label for immediate data.

Representation format	Description method
reg	X, A, B, C, D, E, H, L
reg1	X, B, C, D, E, H, L
rp	XA, BC, DE, HL
rp1	BC, DE, HL
rp2	BC, DE
rp'	XA, BC, DE, HL, XA', BC', DE', HL'
rp'1	BC, DE, HL, XA', BC', DE', HL'
rpa	HL, HL+, HL-, DE, DL
rpa1	DE, DL
n4	4-bit immediate data or label
n8	8-bit immediate data or label
mem	8-bit immediate data or label ^{Note}
bit	2-bit immediate data or label
fmem	FB0H-FBFH/FF0H-FFFH immediate data or label
pmem	FC0H-FFFH immediate data or label
addr	0000H-3F7FH immediate data or label
addr1	0000H-7F7FH immediate data or label
caddr	12-bit immediate data or label
faddr	11-bit immediate data or label
taddr	20H-7FH immediate data (bit 0 = 0) or label
PORTn	PORT0-PORT15
IExxx	IEBT, IECSi0, IET0, IE0, IE1, IE2, IE4, IEW, IETPG
RBn	RB0-RB3
MBn	MB0, MB1, MB2, MB3, MB15

Note Only even addresses can be specified for 8-bit data processing.

(2) Legend

A	: A register, 4-bit accumulator
B	: B register, 4-bit accumulator
C	: C register, 4-bit accumulator
D	: D register, 4-bit accumulator
E	: E register, 4-bit accumulator
H	: H register, 4-bit accumulator
L	: L register, 4-bit accumulator
X	: X register, 4-bit accumulator
XA	: Register pair (XA), 8-bit accumulator
BC	: Register pair (BC), 8-bit accumulator
DE	: Register pair (DE), 8-bit accumulator
HL	: Register pair (HL), 8-bit accumulator
XA'	: Extended register pair (XA')
BC'	: Extended register pair (BC')
DE'	: Extended register pair (DE')
HL'	: Extended register pair (HL')
PC	: Program counter
SP	: Stack pointer
CY	: Carry flag, bit accumulator
PSW	: Program status word
MBE	: Memory bank enable flag
RBE	: Register bank enable flag
PORTn	: Port n (n = 0 to 15)
IME	: Interrupt master enable flag
IPS	: Interrupt priority specification register
IE $\times\times\times$: Interrupt enable flag
RBS	: Register bank select register
MBS	: Memory bank select register
PCC	: Processor clock control register
.	: Address/bit delimiter
($\times\times$)	: Contents addressed by $\times\times$
$\times\times$ H	: Hexadecimal data

(3) Explanation of the symbols in the addressing area field

*1	MB = MBE•MBS (MBS = 0, 1, 2, 3, or 15)	
*2	MB = 0	
*3	MBE = 0: MB = 0 (00H-7FH) MB = 15 (80H-FFH) MBE = 1: MB = MBS (MBS = 0, 1, 2, 3, or 15)	
*4	MB = 15, fmem = FB0H-FBFH or FF0H-FFFH	
*5	MB = 15, pmem = FC0H-FFFH	
*6	addr = 0000H-3F7FH	
*7	addr = (Current PC) - 15 to (Current PC) - 1 or (Current PC) + 2 to (Current PC) + 16	
*8	caddr = 0000H-0FFFH (PC _{14,13,12} = 000B) or 1000H-1FFFH (PC _{14,13,12} = 001B) or 2000H-2FFFH (PC _{14,13,12} = 010B) or 3000H-3FFFH (PC _{14,13,12} = 011B) or 4000H-4FFFH (PC _{14,13,12} = 100B) or 5000H-5F7FH (PC _{14,13,12} = 101B) or 6000H-6FFFH (PC _{14,13,12} = 110B) or 7000H-7F7FH (PC _{14,13,12} = 111B)	
*9	faddr = 0000H-07FFH	
*10	taddr = 0020H-007FH	
*11	addr1 = 0000H-7F7FH	

- Remarks 1.** MB indicates an accessible memory bank.
2. For *2, MB is always 0 irrespective of MBE and MBS.
 3. For *4 and *5, MB is always 15 irrespective of MBE and MBS.
 4. *6 to *11 indicate each addressable area.

(4) Explanation of the machine cycle column

S represents the number of machine cycles required when a skip instruction with the skip function performs a skip operation. S assumes one of the following values:

- When no skip operation is performed : S = 0
- When a 1-byte instruction or 2-byte instruction is skipped: S = 1
- When a 3-byte instruction^{Note} is skipped : S = 2

Note 3-byte instruction: BR !addr, BRA !addr1, CALL !addr, and CALLA !addr1 instructions

Caution The GETI instruction is skipped in one machine cycle.

One machine cycle is equal to one cycle of the CPU clock, and three types of times are available for selection according to the PCC setting.

Instruction	Mnemonic	Operand	Number of bytes	Machine cycle	Operation	Addressing area	Skip condition
Transfer instruction	MOV	A,#n4	1	1	$A \leftarrow n4$		String effect A
		reg1,#n4	2	2	$reg1 \leftarrow n4$		
		XA,#n8	2	2	$XA \leftarrow n8$		String effect A
		HL,#n8	2	2	$HL \leftarrow n8$		String effect B
		rp2,#n8	2	2	$rp2 \leftarrow n8$		
		A,@HL	1	1	$A \leftarrow (HL)$	*1	
		A,@HL+	1	2 + S	$A \leftarrow (HL)$, then $L \leftarrow L + 1$	*1	L = 0
		A,@HL-	1	2 + S	$A \leftarrow (HL)$, then $L \leftarrow L - 1$	*1	L = FH
		A,@rpa1	1	1	$A \leftarrow (rpa1)$	*2	
		XA,@HL	2	2	$XA \leftarrow (HL)$	*1	
		@HL,A	1	1	$(HL) \leftarrow A$	*1	
		@HL,XA	2	2	$(HL) \leftarrow XA$	*1	
		A,mem	2	2	$A \leftarrow (mem)$	*3	
		XA,mem	2	2	$XA \leftarrow (mem)$	*3	
		mem,A	2	2	$(mem) \leftarrow A$	*3	
		mem,XA	2	2	$(mem) \leftarrow XA$	*3	
		A,reg	2	2	$A \leftarrow reg$		
		XA,rp'	2	2	$XA \leftarrow rp'$		
	reg1,A	2	2	$reg1 \leftarrow A$			
	rp'1,XA	2	2	$rp'1 \leftarrow XA$			
	XCH	A,@HL	1	1	$A \leftrightarrow (HL)$	*1	
		A,@HL+	1	2 + S	$A \leftrightarrow (HL)$, then $L \leftarrow L + 1$	*1	L = 0
		A,@HL-	1	2 + S	$A \leftrightarrow (HL)$, then $L \leftarrow L - 1$	*1	L = FH
		A,@rpa1	1	1	$A \leftrightarrow (rpa1)$	*2	
		XA,@HL	2	2	$XA \leftrightarrow (HL)$	*1	
		A,mem	2	2	$A \leftrightarrow (mem)$	*3	
		XA,mem	2	2	$XA \leftrightarrow (mem)$	*3	
		A,reg1	1	1	$A \leftrightarrow reg1$		
	XA,rp'	2	2	$XA \leftrightarrow rp'$			
	MOVT	XA,@PCDE	1	3	$XA \leftarrow (PC_{14-8}+DE)_{ROM}$		
XA,@PCXA		1	3	$XA \leftarrow (PC_{14-8}+XA)_{ROM}$			
XA,@BCDE ^{Note}		1	3	$XA \leftarrow (B_{2-0}+CDE)_{ROM}$	*11		
XA,@BCXA ^{Note}		1	3	$XA \leftarrow (B_{2-0}+CXA)_{ROM}$	*11		

Note Only lower three bits are valid in the B register.

Instruction	Mnemonic	Operand	Number of bytes	Machine cycle	Operation	Addressing area	Skip condition
Bit transfer instruction	MOV1	CY,fmem.bit	2	2	$CY \leftarrow (\text{fmem.bit})$	*4	
		CY,pmem.@L	2	2	$CY \leftarrow (\text{pmem}_{7-2+\text{L}_{3-2}}.\text{bit}(\text{L}_{1-0}))$	*5	
		CY,@H+mem.bit	2	2	$CY \leftarrow (\text{H+mem}_{3-0}.\text{bit})$	*1	
		fmem.bit,CY	2	2	$(\text{fmem.bit}) \leftarrow CY$	*4	
		pmem.@L,CY	2	2	$(\text{pmem}_{7-2+\text{L}_{3-2}}.\text{bit}(\text{L}_{1-0})) \leftarrow CY$	*5	
		@H+mem.bit,CY	2	2	$(\text{H+mem}_{3-0}.\text{bit}) \leftarrow CY$	*1	
Arithmetic/logical instruction	ADDS	A,#n4	1	1 + S	$A \leftarrow A + n4$		carry
		XA,#n8	2	2 + S	$XA \leftarrow XA + n8$		carry
		A,@HL	1	1 + S	$A \leftarrow A + (\text{HL})$	*1	carry
		XA,rp'	2	2 + S	$XA \leftarrow XA + rp'$		carry
		rp'1,XA	2	2 + S	$rp'1 \leftarrow rp'1 + XA$		carry
	ADDC	A,@HL	1	1	$A, CY \leftarrow A + (\text{HL}) + CY$	*1	
		XA,rp'	2	2	$XA, CY \leftarrow XA + rp' + CY$		
		rp'1,XA	2	2	$rp'1, CY \leftarrow rp'1 + XA + CY$		
	SUBS	A,@HL	1	1 + S	$A \leftarrow A - (\text{HL})$	*1	borrow
		XA,rp'	2	2 + S	$XA \leftarrow XA - rp'$		borrow
		rp'1,XA	2	2 + S	$rp'1 \leftarrow rp'1 - XA$		borrow
	SUBC	A,@HL	1	1	$A, CY \leftarrow A - (\text{HL}) - CY$	*1	
		XA,rp'	2	2	$XA, CY \leftarrow XA - rp' - CY$		
		rp'1,XA	2	2	$rp'1, CY \leftarrow rp'1 - XA - CY$		
	AND	A,#n4	2	2	$A \leftarrow A \wedge n4$		
		A,@HL	1	1	$A \leftarrow A \wedge (\text{HL})$	*1	
		XA,rp'	2	2	$XA \leftarrow XA \wedge rp'$		
		rp'1,XA	2	2	$rp'1 \leftarrow rp'1 \wedge XA$		
	OR	A,#n4	2	2	$A \leftarrow A \vee n4$		
		A,@HL	1	1	$A \leftarrow A \vee (\text{HL})$	*1	
		XA,rp'	2	2	$XA \leftarrow XA \vee rp'$		
		rp'1,XA	2	2	$rp'1 \leftarrow rp'1 \vee XA$		
	XOR	A,#n4	2	2	$A \leftarrow A \nabla n4$		
		A,@HL	1	1	$A \leftarrow A \nabla (\text{HL})$	*1	
XA,rp'		2	2	$XA \leftarrow XA \nabla rp'$			
rp'1,XA		2	2	$rp'1 \leftarrow rp'1 \nabla XA$			

Instruction	Mnemonic	Operand	Number of bytes	Machine cycle	Operation	Addressing area	Skip condition
Accumulator manipulation instruction	RORC	A	1	1	$CY \leftarrow A_0, A_3 \leftarrow CY, A_{n-1} \leftarrow A_n$		
	NOT	A	2	2	$A \leftarrow \overline{A}$		
Increment/decrement instruction	INCS	reg	1	1 + S	$reg \leftarrow reg + 1$		reg = 0
		rp1	1	1 + S	$rp1 \leftarrow rp1 + 1$		rp1 = 00H
		@HL	2	2 + S	$(HL) \leftarrow (HL) + 1$	*1	(HL) = 0
		mem	2	2 + S	$(mem) \leftarrow (mem) + 1$	*3	(mem) = 0
	DECS	reg	1	1 + S	$reg \leftarrow reg - 1$		reg = FH
		rp'	2	2 + S	$rp' \leftarrow rp' - 1$		rp' = FFH
Comparison instruction	SKE	reg,#n4	2	2 + S	Skip if reg = n4		reg = n4
		@HL,#n4	2	2 + S	Skip if (HL) = n4	*1	(HL) = n4
		A,@HL	1	1 + S	Skip if A = (HL)	*1	A = (HL)
		XA,@HL	2	2 + S	Skip if XA = (HL)	*1	XA = (HL)
		A,reg	2	2 + S	Skip if A = reg		A = reg
		XA,rp'	2	2 + S	Skip if XA = rp'		XA = rp'
Carry flag manipulation instruction	SET1	CY	1	1	$CY \leftarrow 1$		
	CLR1	CY	1	1	$CY \leftarrow 0$		
	SKT	CY	1	1 + S	Skip if CY = 1		CY = 1
	NOT1	CY	1	1	$CY \leftarrow \overline{CY}$		

Instruction	Mnemonic	Operand	Number of bytes	Machine cycle	Operation	Addressing area	Skip condition
Memory bit manipulation instruction	SET1	mem.bit	2	2	(mem.bit) ← 1	*3	
		fmem.bit	2	2	(fmem.bit) ← 1	*4	
		pmem.@L	2	2	(pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀)) ← 1	*5	
		@H+mem.bit	2	2	(H+mem ₃₋₀ .bit) ← 1	*1	
	CLR1	mem.bit	2	2	(mem.bit) ← 0	*3	
		fmem.bit	2	2	(fmem.bit) ← 0	*4	
		pmem.@L	2	2	(pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀)) ← 0	*5	
		@H+mem.bit	2	2	(H+mem ₃₋₀ .bit) ← 0	*1	
	SKT	mem.bit	2	2 + S	Skip if (mem.bit) = 1	*3	(mem.bit) = 1
		fmem.bit	2	2 + S	Skip if (fmem.bit) = 1	*4	(fmem.bit) = 1
		pmem.@L	2	2 + S	Skip if (pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀)) = 1	*5	(pmem.@L) = 1
		@H+mem.bit	2	2 + S	Skip if (H+mem ₃₋₀ .bit) = 1	*1	(@H+mem.bit) = 1
	SKF	mem.bit	2	2 + S	Skip if (mem.bit) = 0	*3	(mem.bit) = 0
		fmem.bit	2	2 + S	Skip if (fmem.bit) = 0	*4	(fmem.bit) = 0
		pmem.@L	2	2 + S	Skip if (pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀)) = 0	*5	(pmem.@L) = 0
		@H+mem.bit	2	2 + S	Skip if (H+mem ₃₋₀ .bit) = 0	*1	(@H+mem.bit) = 0
	SKTCLR	fmem.bit	2	2 + S	Skip if (fmem.bit) = 1 and clear	*4	(fmem.bit) = 1
		pmem.@L	2	2 + S	Skip if (pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀)) = 1 and clear	*5	(pmem.@L) = 1
		@H+mem.bit	2	2 + S	Skip if (H+mem ₃₋₀ .bit) = 1 and clear	*1	(@H+mem.bit) = 1
	AND1	CY,fmem.bit	2	2	CY ← CY ∧ (fmem.bit)	*4	
		CY,pmem.@L	2	2	CY ← CY ∧ (pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀))	*5	
		CY,@H+mem.bit	2	2	CY ← CY ∧ (H+mem ₃₋₀ .bit)	*1	
	OR1	CY,fmem.bit	2	2	CY ← CY ∨ (fmem.bit)	*4	
		CY,pmem.@L	2	2	CY ← CY ∨ (pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀))	*5	
CY,@H+mem.bit		2	2	CY ← CY ∨ (H+mem ₃₋₀ .bit)	*1		
XOR1	CY,fmem.bit	2	2	CY ← CY ⊕ (fmem.bit)	*4		
	CY,pmem.@L	2	2	CY ← CY ⊕ (pmem ₇₋₂ +L ₃₋₂ .bit(L ₁₋₀))	*5		
	CY,@H+mem.bit	2	2	CY ← CY ⊕ (H+mem ₃₋₀ .bit)	*1		
Branch instruction	BR	addr1	—	—	PC ₁₄₋₀ ← addr1 (The assembler selects an appropriate instruction from the BR !addr, BRA !addr1, BRCB !caddr, and BR \$addr instructions.)	*11	
		\$addr	1	2	PC ₁₄₋₀ ← addr	*7	
		!addr	3	3	PC ₁₄ ← 0, PC ₁₃₋₀ ← addr	*6	
		PCDE	2	3	PC ₁₄₋₀ ← PC ₁₄₋₈ + DE		
		PCXA	2	3	PC ₁₄₋₀ ← PC ₁₄₋₈ + XA		
		BCDE ^{Note}	2	3	PC ₁₄₋₀ ← B ₂₋₀ + CDE	*11	
		BCXA ^{Note}	2	3	PC ₁₄₋₀ ← B ₂₋₀ + CXA	*11	
	BRA	!addr1	3	3	PC ₁₄₋₀ ← addr1	*11	
	BRCB	!caddr	2	2	PC ₁₄₋₀ ← PC _{14,13,12} + caddr ₁₁₋₀	*8	

Note Only lower three bits are valid in the B register.

Instruction	Mnemonic	Operand	Number of bytes	Machine cycle	Operation	Addressing area	Skip condition
Subroutine stack control instruction	CALL	!addr	3	4	(SP-2) ← x,x,MBE,RBE (SP-6)(SP-3)(SP-4) ← PC ₁₁₋₀ (SP-5) ← 0,PC ₁₄ ,PC ₁₃ , PC ₁₂ PC ₁₄ ← 0, PC ₁₃₋₀ ← addr, SP ← SP - 6	*6	
	CALLA	!addr1	3	3	(SP-2) ← x,x,MBE,RBE (SP-6)(SP-3)(SP-4) ← PC ₁₁₋₀ (SP-5) ← 0,PC ₁₄ ,PC ₁₃ , PC ₁₂ PC ₁₄₋₀ ← addr, SP ← SP - 6	*11	
	CALLF	!faddr	2	3	(SP-2) ← x,x,MBE,RBE (SP-6)(SP-3)(SP-4) ← PC ₁₁₋₀ (SP-5) ← 0,PC ₁₄ ,PC ₁₃ , PC ₁₂ PC ₁₄₋₀ ← 0000 + faddr, SP ← SP - 6	*9	
	RET		1	3	PC ₁₁₋₀ ← (SP)(SP+3)(SP+2) x,PC ₁₄ ,PC ₁₃ ,PC ₁₂ ← (SP+1) x,x,MBE,RBE ← (SP+4) SP ← SP + 6		
	RETS		1	3 + S	PC ₁₁₋₀ ← (SP)(SP+3)(SP+2) x,PC ₁₄ ,PC ₁₃ ,PC ₁₂ ← (SP+1) x,x,MBE,RBE ← (SP+4) SP ← SP + 6 then skip unconditionally		Unconditionally
	RETI		1	3	PC ₁₁₋₀ ← (SP)(SP+3)(SP+2) x,PC ₁₄ ,PC ₁₃ ,PC ₁₂ ← (SP+1) PSW ← (SP+4)(SP+5), SP ← SP + 6		
	PUSH	rp	1	1	(SP-1)(SP-2) ← rp, SP ← SP - 2		
		BS	2	2	(SP-1) ← MBS, (SP-2) ← RBS, SP ← SP - 2		
POP	rp	1	1	rp ← (SP+1)(SP), SP ← SP + 2			
	BS	2	2	MBS ← (SP+1), RBS ← (SP), SP ← SP + 2			
Interrupt control instruction	EI		2	2	IME(IPS.3) ← 1		
		IE _{xxx}	2	2	IE _{xxx} ← 1		
	DI		2	2	IME(IPS.3) ← 0		
		IE _{xxx}	2	2	IE _{xxx} ← 0		
I/O instruction	IN ^{Note}	A,PORT _n	2	2	A ← PORT _n (n=0-15)		
		XA,PORT _n	2	2	XA ← PORT _{n+1} ,PORT _n (n=4,6)		
	OUT ^{Note}	PORT _n ,A	2	2	PORT _n ← A (n=2-7,9-14)		
		PORT _n ,XA	2	2	PORT _{n+1} ,PORT _n ← XA (n=4,6)		
CPU control instruction	HALT		2	2	Set HALT Mode (PCC.2 ← 1)		
	STOP		2	2	Set STOP Mode (PCC.3 ← 1)		
	NOP		1	1	No Operation		

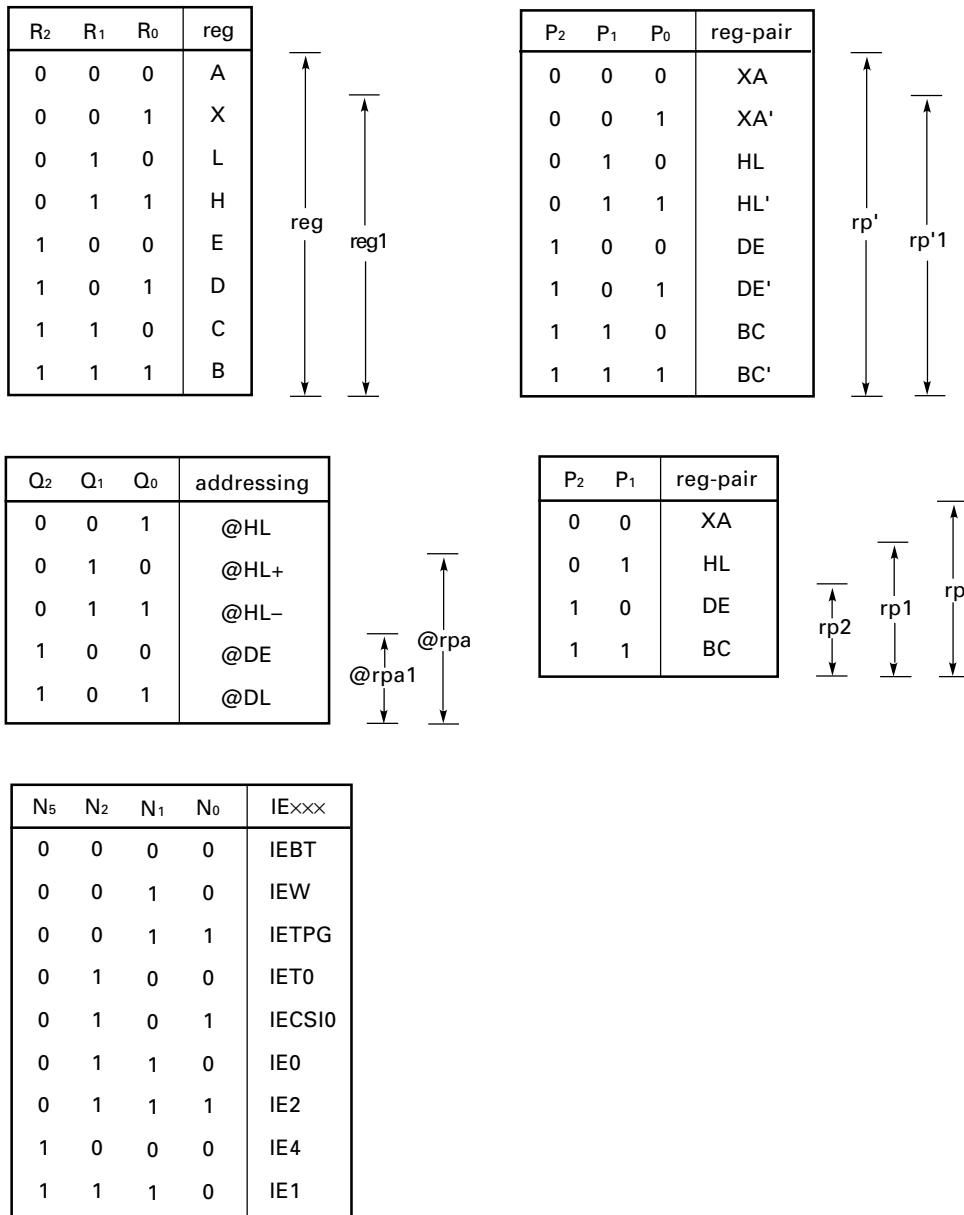
Note MBE = 0, or MBE = 1 and MBS = 15 must be set when an IN/OUT instruction is executed.

Instruction	Mnemonic	Operand	Number of bytes	Machine cycle	Operation	Addressing area	Skip condition
Special instruction	SEL	RBn	2	2	$RBS \leftarrow n$ (n=0-3)		
		MBn	2	2	$MBS \leftarrow n$ (n=0,1,2,3,15)		
	GETI ^{Note}	taddr	1	3	<ul style="list-style-type: none"> For a TBR instruction $PC_{13-0} \leftarrow (taddr)_{4-0} + (taddr+1)$ $PC_{14} \leftarrow 0$ 	*10	
				4	<ul style="list-style-type: none"> For a TCALL instruction $(SP-5)(SP-6)(SP-3)(SP-4) \leftarrow PC_{14-0}$ $(SP-2) \leftarrow x,x,MBE,RBE$ $PC_{13-0} \leftarrow (taddr)_{5-0} + (taddr+1)$ $SP \leftarrow SP-6$ $PC_{14} \leftarrow 0$ 		
3				<ul style="list-style-type: none"> For an instruction other than TBR and TCALL $(taddr)(taddr+1)$ 	Depends upon the referenced instruction.		

Note The TBR and TCALL instructions are table definition assembler pseudo instructions of the GETI instructions.

8.3 INSTRUCTION CODES OF EACH INSTRUCTION

(1) Explanations of the symbols for the instruction codes



- I_n : Immediate data for n4 or n8
- D_n: Immediate data for mem
- B_n: Immediate data for bit
- N_n: Immediate data for n or IE_{xxx}
- T_n: Immediate data for taddr × 1/2
- A_n: Immediate data for the relative address distance (2 to 16) for the branch destination address minus one
- S_n: Immediate data for the ones complement of the relative address distance (15 to 1) for the branch destination address

(2) Bit manipulation addressing instruction codes

*1 in the operand field indicates that there are three types of bit manipulation addressing, fmem.bit, pmem.@L, and @H+mem.bit.

The table below lists the second byte *2 of an instruction code corresponding to the above addressing.

*1	Second byte of instruction code								Accessible bits
fmem.bit	1	0	B ₁	B ₀	F ₃	F ₂	F ₁	F ₀	FBOH - FBFH manipulatable bits
	1	1	B ₁	B ₀	F ₃	F ₂	F ₁	F ₀	FF0H - FFFH manipulatable bits
pmem.@L	0	1	0	0	G ₃	G ₂	G ₁	G ₀	FC0H-FFFH manipulatable bits
@H+mem.bit	0	0	B ₁	B ₀	D ₃	D ₂	D ₁	D ₀	Manipulatable bits of accessible memory bank

B_n: Immediate data for bit

F_n: Immediate data for fmem (Low-order four bits of address)

G_n: Immediate data for pmem (Bits 2 to 5 of address)

D_n: Immediate data for mem (Low-order four bits of address)

Instruc- tion	Mnemonic	Operand	Instruction code		
			B ₁	B ₂	B ₃
Transfer instruc- tion	MOV	A, #n4	0 1 1 1 l ₃ l ₂ l ₁ l ₀		
		reg1, #n4	1 0 0 1 1 0 1 0	l ₃ l ₂ l ₁ l ₀ 1 R ₂ R ₁ R ₀	
		rp, #n8	1 0 0 0 1 P ₂ P ₁ 1	l ₇ l ₆ l ₅ l ₄ l ₃ l ₂ l ₁ l ₀	
		A, @rpa	1 1 1 0 0 Q ₂ Q ₁ Q ₀		
		XA, @HL	1 0 1 0 1 0 1 0	0 0 0 1 1 0 0 0	
		@HL, A	1 1 1 0 1 0 0 0		
		@HL, XA	1 0 1 0 1 0 1 0	0 0 0 1 0 0 0 0	
		A, mem	1 0 1 0 0 0 1 1	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		XA, mem	1 0 1 0 0 0 1 0	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ 0	
		mem, A	1 0 0 1 0 0 1 1	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		mem, XA	1 0 0 1 0 0 1 0	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ 0	
		A, reg	1 0 0 1 1 0 0 1	0 1 1 1 1 R ₂ R ₁ R ₀	
		XA, rp'	1 0 1 0 1 0 1 0	0 1 0 1 1 P ₂ P ₁ P ₀	
		reg1, A	1 0 0 1 1 0 0 1	0 1 1 1 0 R ₂ R ₁ R ₀	
	rp'1, XA	1 0 1 0 1 0 1 0	0 1 0 1 0 P ₂ P ₁ P ₀		
	XCH	A, @rpa	1 1 1 0 1 Q ₂ Q ₁ Q ₀		
		XA, @HL	1 0 1 0 1 0 1 0	0 0 0 1 0 0 0 1	
		A, mem	1 0 1 1 0 0 1 1	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		XA, mem	1 0 1 1 0 0 1 0	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ 0	
		A, reg1	1 1 0 1 1 R ₂ R ₁ R ₀		
		XA, rp'	1 0 1 0 1 0 1 0	0 1 0 0 0 P ₂ P ₁ P ₀	
	MOVT	XA, @PCDE	1 1 0 1 0 1 0 0		
		XA, @PCXA	1 1 0 1 0 0 0 0		
XA, @BCDE		1 1 0 1 0 1 0 1			
XA, @BCXA		1 1 0 1 0 0 0 1			
Bit transfer instruction	MOV1	CY, *1	1 0 1 1 1 1 0 1	*2	
		*1, CY	1 0 0 1 1 0 1 1	*2	

Instruction	Mnemonic	Operand	Instruction code		
			B ₁	B ₂	B ₃
Arithmetic/logical instruction	ADDS	A, #n4	0 1 1 0 l ₃ l ₂ l ₁ l ₀		
		XA, #n8	1 0 1 1 1 0 0 1	l ₇ l ₆ l ₅ l ₄ l ₃ l ₂ l ₁ l ₀	
		A, @HL	1 1 0 1 0 0 1 0		
		XA, rp'	1 0 1 0 1 0 1 0	1 1 0 0 1 P ₂ P ₁ P ₀	
		rp'1, XA	1 0 1 0 1 0 1 0	1 1 0 0 0 P ₂ P ₁ P ₀	
	ADDC	A, @HL	1 0 1 0 1 0 0 1		
		XA, rp'	1 0 1 0 1 0 1 0	1 1 0 1 1 P ₂ P ₁ P ₀	
		rp'1, XA	1 0 1 0 1 0 1 0	1 1 0 1 0 P ₂ P ₁ P ₀	
	SUBS	A, @HL	1 0 1 0 1 0 0 0		
		XA, rp'	1 0 1 0 1 0 1 0	1 1 1 0 1 P ₂ P ₁ P ₀	
		rp'1, XA	1 0 1 0 1 0 1 0	1 1 1 0 0 P ₂ P ₁ P ₀	
	SUBC	A, @HL	1 0 1 1 1 0 0 0		
		XA, rp'	1 0 1 0 1 0 1 0	1 1 1 1 1 P ₂ P ₁ P ₀	
		rp'1, XA	1 0 1 0 1 0 1 0	1 1 1 1 0 P ₂ P ₁ P ₀	
	AND	A, #n4	1 0 0 1 1 0 0 1	0 0 1 1 l ₃ l ₂ l ₁ l ₀	
		A, @HL	1 0 0 1 0 0 0 0		
		XA, rp'	1 0 1 0 1 0 1 0	1 0 0 1 1 P ₂ P ₁ P ₀	
		rp'1, XA	1 0 1 0 1 0 1 0	1 0 0 1 0 P ₂ P ₁ P ₀	
	OR	A, #n4	1 0 0 1 1 0 0 1	0 1 0 0 l ₃ l ₂ l ₁ l ₀	
		A, @HL	1 0 1 0 0 0 0 0		
XA, rp'		1 0 1 0 1 0 1 0	1 0 1 0 1 P ₂ P ₁ P ₀		
rp'1, XA		1 0 1 0 1 0 1 0	1 0 1 0 0 P ₂ P ₁ P ₀		
XOR	A, #n4	1 0 0 1 1 0 0 1	0 1 0 1 l ₃ l ₂ l ₁ l ₀		
	A, @HL	1 0 1 1 0 0 0 0			
	XA, rp'	1 0 1 0 1 0 1 0	1 0 1 1 1 P ₂ P ₁ P ₀		
	rp'1, XA	1 0 1 0 1 0 1 0	1 0 1 1 0 P ₂ P ₁ P ₀		
Accumulator manipulation instruction	RORC	A	1 0 0 1 1 0 0 0		
	NOT	A	1 0 0 1 1 0 0 1	0 1 0 1 1 1 1 1	

Instruction	Mnemonic	Operand	Instruction code		
			B ₁	B ₂	B ₃
Increment/decrement instruction	INCS	reg	1 1 0 0 0 R ₂ R ₁ R ₀		
		rp1	1 0 0 0 1 P ₂ P ₁ P ₀		
		@HL	1 0 0 1 1 0 0 1	0 0 0 0 0 0 1 0	
		mem	1 0 0 0 0 0 1 0	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
	DECS	reg	1 1 0 0 1 R ₂ R ₁ R ₀		
		rp'	1 0 1 0 1 0 1 0	0 1 1 0 1 P ₂ P ₁ P ₀	
Comparison instruction	SKE	reg, #n4	1 0 0 1 1 0 1 0	l ₃ l ₂ l ₁ l ₀ 0 R ₂ R ₁ R ₀	
		@HL, #n4	1 0 0 1 1 0 0 1	0 1 1 0 l ₃ l ₂ l ₁ l ₀	
		A, @HL	1 0 0 0 0 0 0 0		
		XA, @HL	1 0 1 0 1 0 1 0	0 0 0 1 1 0 0 1	
		A, reg	1 0 0 1 1 0 0 1	0 0 0 0 1 R ₂ R ₁ R ₀	
		XA, rp'	1 0 1 0 1 0 1 0	0 1 0 0 1 P ₂ P ₁ P ₀	
Carry flag manipulation instruction	SET1	CY	1 1 1 0 0 1 1 1		
	CLR1	CY	1 1 1 0 0 1 1 0		
	SKT	CY	1 1 0 1 0 1 1 1		
	NOT1	CY	1 1 0 1 0 1 1 0		
Memory bit manipulation instruction	SET1	mem.bit	1 0 B ₁ B ₀ 0 1 0 1	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		*1	1 0 0 1 1 1 0 1	*2	
	CLR1	mem.bit	1 0 B ₁ B ₀ 0 1 0 0	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		*1	1 0 0 1 1 1 0 0	*2	
	SKT	mem.bit	1 0 B ₁ B ₀ 0 1 1 1	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		*1	1 0 1 1 1 1 1 1	*2	
	SKF	mem.bit	1 0 B ₁ B ₀ 0 1 1 0	D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	
		*1	1 0 1 1 1 1 1 0	*2	
	SKTCLR	*1	1 0 0 1 1 1 1 1	*2	
	AND1	CY, *1	1 0 1 0 1 1 0 0	*2	
	OR1	CY, *1	1 0 1 0 1 1 1 0	*2	
	XOR1	CY, *1	1 0 1 1 1 1 0 0	*2	

Instruction	Mnemonic	Operand	Instruction code			
			B ₁	B ₂	B ₃	
Branch instruction	BR	laddr	1 0 1 0 1 0 1 1	0 0 ←	addr →	
		\$addr (+16) to (+2)	0 0 0 0 A ₃ A ₂ A ₁ A ₀			
		(-1) to (-15)	1 1 1 1 S ₃ S ₂ S ₁ S ₀			
		PCDE	1 0 0 1 1 0 0 1	0 0 0 0 0 1 0 0		
		PCXA	1 0 0 1 1 0 0 1	0 0 0 0 0 0 0 0		
		BCDE	1 0 0 1 1 0 0 1	0 0 0 0 0 1 0 1		
		BCXA	1 0 0 1 1 0 0 1	0 0 0 0 0 0 0 1		
	BRA	laddr1	1 0 1 1 1 0 1 0	0 ←	addr1 →	
	BRCB	lcaddr	0 1 0 1 ←	caddr →		
Subroutine stack instruction	CALL	laddr	1 0 1 0 1 0 1 1	0 1 ←	addr →	
	CALLA	laddr1	1 0 1 1 1 0 1 1	0 ←	addr1 →	
	CALLF	lfaddr	0 1 0 0 0 ←	faddr →		
	RET		1 1 1 0 1 1 1 0			
	RETS		1 1 1 0 0 0 0 0			
	RETI		1 1 1 0 1 1 1 1			
	PUSH	rp	0 1 0 0 1 P ₂ P ₁ 1			
		BS	1 0 0 1 1 0 0 1	0 0 0 0 0 1 1 1		
POP	rp	0 1 0 0 1 P ₂ P ₁ 0				
	BS	1 0 0 1 1 0 0 1	0 0 0 0 0 1 1 0			
I/O instruction	IN	A, PORT _n	1 0 1 0 0 0 1 1	1 1 1 1 N ₃ N ₂ N ₁ N ₀		
		XA, PORT _n	1 0 1 0 0 0 1 0	1 1 1 1 N ₃ N ₂ N ₁ N ₀		
	OUT	PORT _n , A	1 0 0 1 0 0 1 1	1 1 1 1 N ₃ N ₂ N ₁ N ₀		
		PORT _n , XA	1 0 0 1 0 0 1 0	1 1 1 1 N ₃ N ₂ N ₁ N ₀		
Interrupt control instruction	EI		1 0 0 1 1 1 0 1	1 0 1 1 0 0 1 0		
		IE _{xxx}	1 0 0 1 1 1 0 1	1 0 N ₅ 1 1 N ₂ N ₁ N ₀		
	DI		1 0 0 1 1 1 0 0	1 0 1 1 0 0 1 0		
		IE _{xxx}	1 0 0 1 1 1 0 0	1 0 N ₅ 1 1 N ₂ N ₁ N ₀		
CPU control instruction	HALT		1 0 0 1 1 1 0 1	1 0 1 0 0 0 1 1		
	STOP		1 0 0 1 1 1 0 1	1 0 1 1 0 0 1 1		
	NOP		0 1 1 0 0 0 0 0			
Special instruction	SEL	RB _n	1 0 0 1 1 0 0 1	0 0 1 0 0 0 N ₁ N ₀		
		MB _n	1 0 0 1 1 0 0 1	0 0 0 1 N ₃ N ₂ N ₁ N ₀		
	GETI	taddr	0 0 T ₅ T ₄ T ₃ T ₂ T ₁ T ₀			

9. ELECTRICAL CHARACTERISTICS

ABSOLUTE MAXIMUM RATINGS (T_a = 25 °C)

Parameter	Symbol	Conditions		Rated value	Unit
Supply voltage	V _{DD}			-0.3 to +7.0	V
Input voltage	V _{I1}	Ports other than ports 4, 5, and 12 to 14		-0.3 to V _{DD} + 0.3	V
	V _{I2}	Ports 4, 5, and 12 to 14	Built-in pull-up resistor	-0.3 to V _{DD} + 0.3	V
Open drain			-0.3 to +13	V	
Output voltage	V _O			-0.3 to V _{DD} + 0.3	V
High-level output current	I _{OH}	Each pin		-15	mA
		Total of all pins		-30	mA
Low-level output current	I _{OL} ^{Note}	Each pin	Peak value	30	mA
			rms	15	mA
		Total of all pins of ports 0, 2, 3, and 4	Peak value	100	mA
			rms	60	mA
		Total of all pins of ports 5 to 11	Peak value	100	mA
			rms	60	mA
		Total of all pins of ports 12 to 14	Peak value	40	mA
			rms	25	mA
Operating temperature	T _{opt}			-40 to +85	°C
Storage temperature	T _{stg}			-65 to +150	°C

Note Calculate rms with [rms] = [peak value] × √duty.

OPERATING SUPPLY VOLTAGE

Parameter		Symbol	Min.	Max.	Unit	Conditions
A/D converter	Supply voltage	V _{DD}	2.7	6.0	V	
	Ambient temperature	T _a	-40	+85	°C	
Timer/pulse generator	Supply voltage	V _{DD}	4.5	6.0	V	
	Ambient temperature	T _a	-40	+85	°C	
Other circuits	Supply voltage	V _{DD}	2.7	6.0	V	
	Ambient temperature	T _a	-40	+85	°C	

CHARACTERISTICS OF THE MAIN SYSTEM CLOCK OSCILLATOR (T_a = -40 to +85 °C, V_{DD} = 2.7 to 6.0 V)

Resonator	Recommended constant	Parameter	Min.	Typ.	Max.	Unit	Conditions
Ceramic resonator		Oscillator frequency (f _x) Note 1	1.0		6.2	MHz	V _{DD} = oscillation voltage range
		Oscillation settling time Note 2			4	ms	After V _{DD} reaches Min. of the oscillation voltage range
Crystal resonator		Oscillator frequency (f _x) Note 1	1.0	4.19	6.2	MHz	
		Oscillation settling time Note 2			10	ms	V _{DD} = 4.5 to 6.0 V
					30	ms	
External clock		X1 input frequency (f _x) Note 1	1.0		6.2	MHz	
		X1 input high/low level width (t _{xH} , t _{xL})	81		500	ns	

- Notes**
- The oscillator frequency and input frequency indicate only the oscillator characteristics. See the item of AC characteristics for the instruction execution time.
 - The oscillation settling time means the time required for the oscillation to settle after V_{DD} is applied or after the STOP mode is released.

CHARACTERISTICS OF THE SUBSYSTEM CLOCK OSCILLATOR (T_a = -40 to +85 °C, V_{DD} = 2.7 to 6.0 V)

Resonator	Recommended constant	Parameter	Min.	Typ.	Max.	Unit	Conditions	
Crystal resonator		Oscillator frequency (f _{XT}) Note 1	32	32.768	35	kHz		
		Oscillation settling time Note 2			1.0	2	s	V _{DD} = 4.5 to 6.0 V
						10	s	
External clock		XT1 input frequency (f _{XT}) Note 1	32		100	kHz		
		XT1 input high/low level width (t _{xTH} , t _{xTL})	5		15	μs		

- Notes**
- The oscillator frequency and input frequency indicate only the oscillator characteristics. See the item of AC characteristics for the instruction execution time.
 - The oscillation settling time means the time required for the oscillation to settle after V_{DD} is applied or after the STOP mode is released.

CAPACITANCE (T_a = 25 °C, V_{DD} = 0 V)

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions
Input capacitance	C _i			15	pF	f = 1 MHz 0 V for pins other than pins to be measured
Output capacitance	C _o			15	pF	
I/O capacitance	C _{io}			15	pF	

DC CHARACTERISTICS (T_a = -40 to +85 °C, V_{DD} = 2.7 to 6.0 V)

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions	
High-level input voltage	V _{IH1}	0.7V _{DD}		V _{DD}	V	Ports 2, 3, and 9 to 11, P80, and P82	
	V _{IH2}	0.8V _{DD}		V _{DD}	V	Ports 0, 1, 6, 7, and 15, P81, P83, and RESET	
	V _{IH3}	0.7V _{DD}		V _{DD}	V	Ports 4, 5, and 12 to 14	Built-in pull-up resistor
		0.7V _{DD}		10	V		Open drain
V _{IH4}	V _{DD} - 0.5		V _{DD}	V	X1, X2, and XT1		
Low-level input voltage	V _{IL1}	0		0.3V _{DD}	V	Ports 2 to 5 and 9 to 14, P80, and P82	
	V _{IL2}	0		0.2V _{DD}	V	Ports 0, 1, 6, 7, and 15, P81, P83, and RESET	
	V _{IL3}	0		0.4	V	X1, X2, and XT1	
High-level output voltage	V _{OH}	V _{DD} - 1.0			V	V _{DD} = 4.5 to 6.0 V, I _{OH} = -1 mA	
		V _{DD} - 0.5			V	I _{OH} = -100 μA	
Low-level output voltage	V _{OL}		0.4	2.0	V	Ports 3, 4, and 5	V _{DD} = 4.5 to 6.0 V, I _{OL} = 15 mA
				0.4	V	V _{DD} = 4.5 to 6.0 V, I _{OL} = 1.6 mA	
				0.5	V	I _{OL} = 400 μA	
				0.2V _{DD}	V	SB0 and SB1	Open drain Pull-up resistor: 1 kΩ or more
High-level input leakage current	I _{LIH1}			3	μA	V _I = V _{DD}	Other than X1, X2, and XT1
	I _{LIH2}			20	μA		X1, X2, and XT1
	I _{LIH3}			20	μA	V _I = 10 V	Ports 4, 5, and 12 to 14 (open drain)
Low-level input leakage current	I _{LIL1}			-3	μA	V _I = 0 V	Other than X1, X2, and XT1
	I _{LIL2}			-20	μA		X1, X2, and XT1
High-level output leakage current	I _{LOH1}			3	μA	V _O = V _{DD}	Other than ports 4, 5, and 12 to 14
	I _{LOH2}			20	μA	V _O = 10 V	Ports 4, 5, and 12 to 14 (open drain)
Low-level output leakage current	I _{LOL}			-3	μA	V _O = 0 V	
Built-in pull-up resistor	R _{U1}	15	40	80	kΩ	Ports 0, 1, 2, 3, 6, and 7 (excl. P00) V _I = 0 V	V _{DD} = 5.0 V ±10 %
		30		300	kΩ		V _{DD} = 3.0 V ±10 %
	R _{U2}	15	40	70	kΩ	Ports 4, 5, and 12 to 14 V _O = V _{DD} - 2.0 V	V _{DD} = 5.0 V ±10 %
		10		60	kΩ		V _{DD} = 3.0 V ±10 %
Built-in pull-down resistor	R _D	20	70	140	kΩ	V _O = 2 V	Port 9

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions			
Power supply current Note 1	I _{DD1}		4.5	13.5	mA	6.0 MHz crystal resonance C1 = C2 = 22 pF	Operation mode	V _{DD} = 5 V ±10 % Note 2	
			0.6	1.8	mA			V _{DD} = 3 V ±10 % Note 3	
	I _{DD2}		700	2100	μA	4.19 MHz crystal resonance C1 = C2 = 22 pF	HALT mode	V _{DD} = 5 V ±10 %	
			250	750	μA			V _{DD} = 3 V ±10 %	
	I _{DD1}		3	9	mA	32.768 kHz crystal resonance	Operation mode	V _{DD} = 5 V ±10 % Note 3	
			0.55	1.5	mA			V _{DD} = 3 V ±10 % Note 3	
	I _{DD2}		600	1800	μA	XT1 = 0 V STOP mode	HALT mode	V _{DD} = 5 V ±10 %	
			200	600	μA			V _{DD} = 3 V ±10 %	
	I _{DD3}		40	120	μA		Operation mode	V _{DD} = 3 V ±10 %	
	I _{DD4}		5	15	μA		HALT mode	V _{DD} = 3 V ±10 %	
	I _{DD5}		0.5	20	μA			V _{DD} = 5 V ±10 %	
			0.3	10	μA			V _{DD} = 3 V ±10 %	
			5	μA			T _a = 25 °C		

- Notes**
1. This current excludes the current which flows through the built-in pull-up resistors.
 2. Value when the processor clock control register (PCC) is set to 0011 and the μPD75518(A) is operated in the high-speed mode
 3. Value when the PCC is set to 0000 and the μPD75518(A) is operated in the low-speed mode

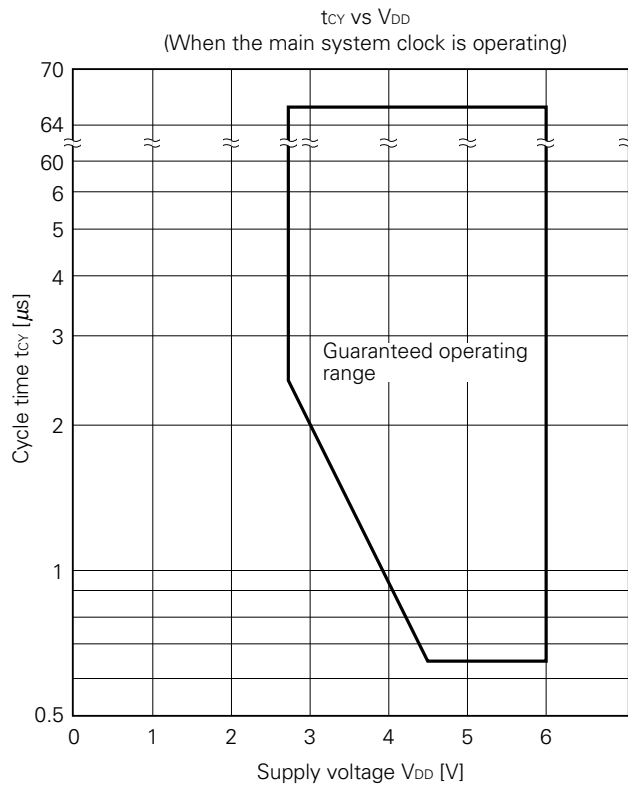
AC CHARACTERISTICS (T_a = -40 to +85 °C, V_{DD} = 2.7 to 6.0 V)

(1) Basic operation

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions
Cycle time (minimum instruction execution time) ^{Note 1}	t _{cy}	0.67		64	μs	Operated by main system clock pulse V _{DD} = 4.5 to 6.0 V
		2.6		64	μs	
		114	122	125	μs	Operated by subsystem clock pulse
TIO input frequency	f _{TI}	0		1	MHz	V _{DD} = 4.5 to 6.0 V
		0		275	kHz	
TIO input high/low level width	t _{TIH}	0.48			μs	V _{DD} = 4.5 to 6.0 V
	t _{TIL}	1.8			μs	
Interrupt input high/low level width	t _{INTH}	Note 2			μs	INT0
	t _{INTL}		10		μs	INT1, INT2, and INT4
	t _{INTL}		10		μs	KR0 to KR7
RESET low level width	t _{RSL}	10			μs	

Notes 1. The cycle time (minimum instruction execution time) depends on the connected resonator frequency, the system clock control register (SCC), and the processor clock control register (PCC). The figure on the right side shows the cycle time t_{cy} characteristics for the supply voltage V_{DD} during main system clock operation.

2. This value becomes 2t_{cy} or 128/f_x according to the setting of the interrupt mode register (IM0).



(2) Serial transfer

(a) Two-wire and three-wire serial I/O modes ($\overline{\text{SCK}}$... Internal clock output):

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions	
$\overline{\text{SCK}}$ cycle time	t _{KCY1}	1600			ns	V _{DD} = 4.5 to 6.0 V f _x = 4.19 MHz	
		1340			ns	V _{DD} = 4.5 to 6.0 V f _x = 6.0 MHz	
		3800			ns	f _x = 4.19 MHz	
		2680			ns	f _x = 6.0 MHz	
$\overline{\text{SCK}}$ high/low level width	t _{KL1}	t _{KCY} /2 - 50			ns	V _{DD} = 4.5 to 6.0 V	
	t _{KH1}	t _{KCY} /2 - 150			ns		
SI setup time (referred to $\overline{\text{SCK}}\uparrow$)	t _{SIK1}	150			ns		
SI hold time (referred to $\overline{\text{SCK}}\uparrow$)	t _{KSI1}	400			ns		
$\overline{\text{SCK}}\downarrow \rightarrow$ SO output delay time	t _{KSO1}			250	ns	R _L = 1 kΩ, C _L = 100 pF Note	V _{DD} = 4.5 to 6.0 V
				1000	ns		

Note R_L and C_L are the resistance and capacitance of the SO output line load respectively.

(b) Two-wire and three-wire serial I/O modes ($\overline{\text{SCK}}$... External clock input):

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions	
$\overline{\text{SCK}}$ cycle time	t _{KCY2}	800			ns	V _{DD} = 4.5 to 6.0 V	
		3200			ns		
$\overline{\text{SCK}}$ high/low level width	t _{KL2}	400			ns	V _{DD} = 4.5 to 6.0 V	
	t _{KH2}	1600			ns		
SI setup time (referred to $\overline{\text{SCK}}\uparrow$)	t _{SIK2}	100			ns		
SI hold time (referred to $\overline{\text{SCK}}\uparrow$)	t _{KSI2}	400			ns		
$\overline{\text{SCK}}\downarrow \rightarrow$ SO output delay time	t _{KSO2}			300	ns	R _L = 1 kΩ, C _L = 100 pF Note	V _{DD} = 4.5 to 6.0 V
				1000	ns		

Note R_L and C_L are the resistance and capacitance of the SO output line load respectively.

(c) SBI mode ($\overline{\text{SCK}}$... Internal clock output (master)):

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions	
$\overline{\text{SCK}}$ cycle time	t_{KCY3}	1600			ns	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$ $f_x = 4.19 \text{ MHz}$	
		1340			ns	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$ $f_x = 6.0 \text{ MHz}$	
		3800			ns	$f_x = 4.19 \text{ MHz}$	
		2680			ns	$f_x = 6.0 \text{ MHz}$	
$\overline{\text{SCK}}$ high/low level width	t_{KL3}	$t_{\text{KCY}}/2 - 50$			ns	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$	
	t_{KH3}	$t_{\text{KCY}}/2 - 150$			ns		
SB0/SB1 setup time (referred to $\overline{\text{SCK}}\uparrow$)	t_{SIK3}	150			ns		
SB0/SB1 hold time (referred to $\overline{\text{SCK}}\uparrow$)	t_{KSI3}	$t_{\text{KCY}}/2$			ns		
$\overline{\text{SCK}}\downarrow \rightarrow$ SB0/SB1 output delay time	t_{KSO3}	0		250	ns	$R_L = 1 \text{ k}\Omega$, $C_L = 100 \text{ pF}$ ^{Note}	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$
		0		1000	ns		
$\overline{\text{SCK}}\uparrow \rightarrow$ SB0/SB1 \downarrow	t_{KSB}	t_{KCY}			ns		
SB0/SB1 $\downarrow \rightarrow$ $\overline{\text{SCK}}$	t_{SBK}	t_{KCY}			ns		
SB0/SB1 low level width	t_{SBL}	t_{KCY}			ns		
SB0/SB1 high level width	t_{SBH}	t_{KCY}			ns		

Note R_L and C_L are the resistance and capacitance of the SO output line load respectively.

(d) SBI mode ($\overline{\text{SCK}}$... External clock input (slave)):

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions	
$\overline{\text{SCK}}$ cycle time	t_{KCY4}	800			ns	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$	
		3200			ns		
$\overline{\text{SCK}}$ high/low level width	t_{KL4}	400			ns	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$	
	t_{KH4}	1600			ns		
SB0/SB1 setup time (referred to $\overline{\text{SCK}}\uparrow$)	t_{SIK4}	100			ns		
SB0/SB1 hold time (referred to $\overline{\text{SCK}}\uparrow$)	t_{KSI4}	$t_{\text{KCY}}/2$			ns		
$\overline{\text{SCK}}\downarrow \rightarrow$ SB0/SB1 output delay time	t_{KSO4}	0		300	ns	$R_L = 1 \text{ k}\Omega$, $C_L = 100 \text{ pF}$ ^{Note}	$V_{\text{DD}} = 4.5 \text{ to } 6.0 \text{ V}$
		0		1000	ns		
$\overline{\text{SCK}}\uparrow \rightarrow$ SB0/SB1 \downarrow	t_{KSB}	t_{KCY}			ns		
SB0/SB1 $\downarrow \rightarrow$ $\overline{\text{SCK}}$ \downarrow	t_{SBK}	t_{KCY}			ns		
SB0/SB1 low level width	t_{SBL}	t_{KCY}			ns		
SB0/SB1 high level width	t_{SBH}	t_{KCY}			ns		

Note R_L and C_L are the resistance and capacitance of the SO output line load respectively.

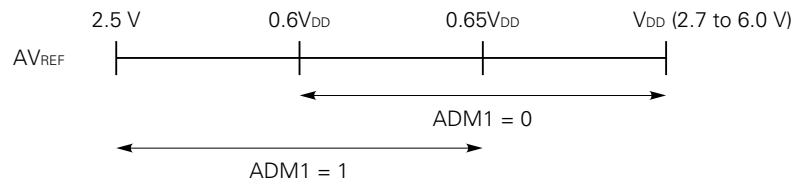
(3) A/D converter ($T_a = -40$ to $+85$ °C, $V_{DD} = 2.7$ to 6.0 V, $AV_{SS} = V_{SS} = 0$ V)

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions
Resolution		8	8	8	bit	
Absolute accuracy ^{Note 1}				± 1.5	LSB	$2.5\text{ V} \leq AV_{REF} \leq V_{DD}$ ^{Note 2} $-10 \leq T_a \leq +85^\circ\text{C}$
				± 2.0		$-40 \leq T_a < -10^\circ\text{C}$
Conversion time ^{Note 3}	t_{CONV}			$168/f_X$	μs	
Sampling time ^{Note 4}	t_{SAMP}			$44/f_X$	μs	
Analog input voltage	V_{IAN}	AV_{SS}		AV_{REF}	V	
Analog input impedance	R_{AN}		1000		$M\Omega$	
V_{REF} current	I_{AREF}		1.0	2.0	mA	

Notes 1. Absolute accuracy excluding quantization error ($\pm 1/2$ LSB)

2. $2.5\text{ V} \leq AV_{REF} \leq V_{DD}$

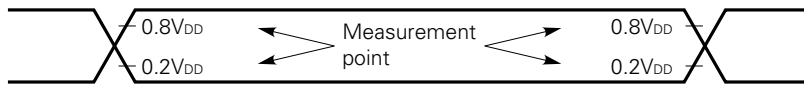
ADM1 is set to 0 or 1 depending on the A/D converter reference voltage (AV_{REF}) as follows:



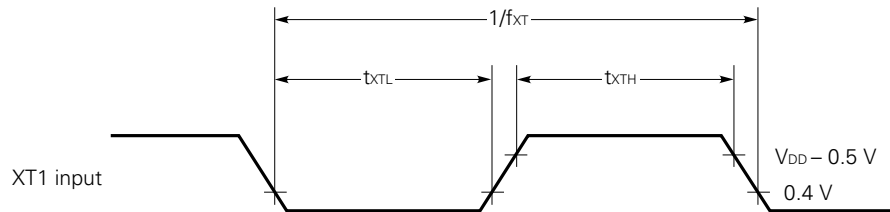
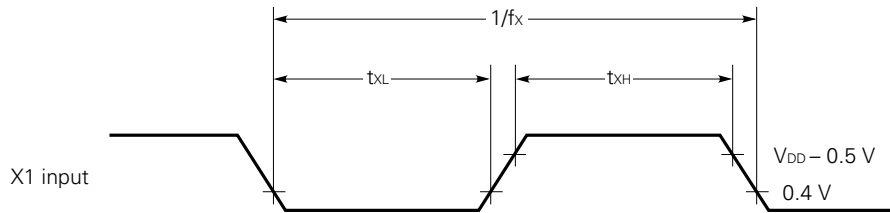
When $0.6V_{DD} \leq AV_{REF} \leq 0.65V_{DD}$, ADM1 can be set to either 0 or 1.

- 3.** Time from the execution of a conversion start instruction till the end of conversion (EOC = 1)
($28.0\ \mu\text{s}$: $f_X = 6.0\ \text{MHz}$, $40.1\ \mu\text{s}$: $f_X = 4.19\ \text{MHz}$)
- 4.** Time from the execution of a conversion start instruction till the end of sampling ($7.33\ \mu\text{s}$: $f_X = 6.0\ \text{MHz}$, $10.5\ \mu\text{s}$: $f_X = 4.19\ \text{MHz}$)

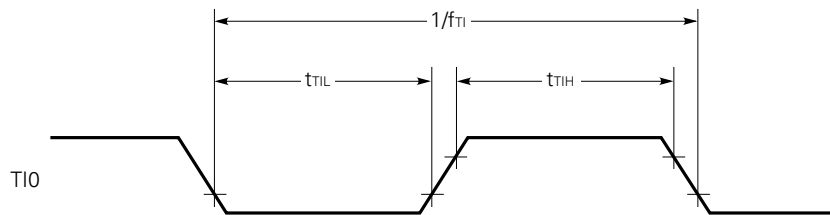
AC Timing Measurement Points (Excluding X1 and XT1 Inputs)



Clock Timing

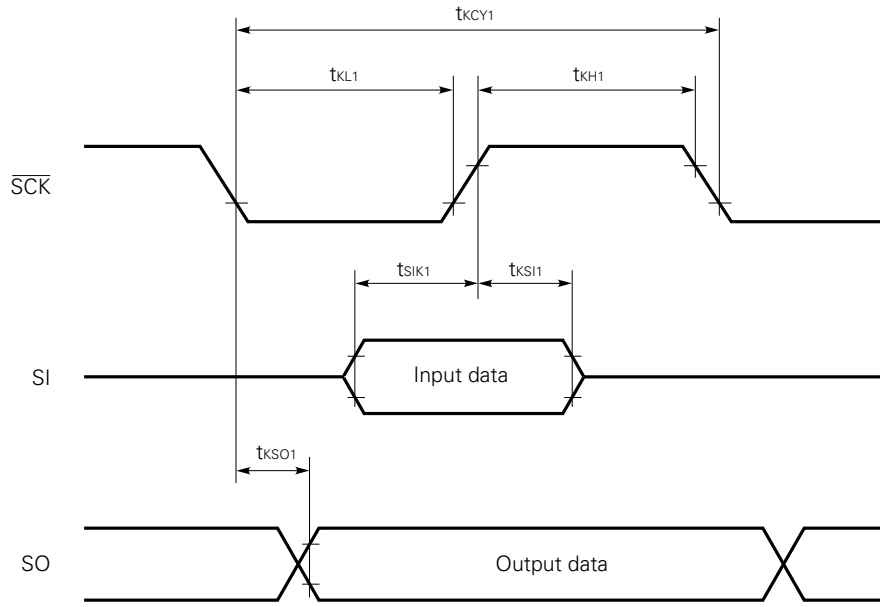


T10 Timing

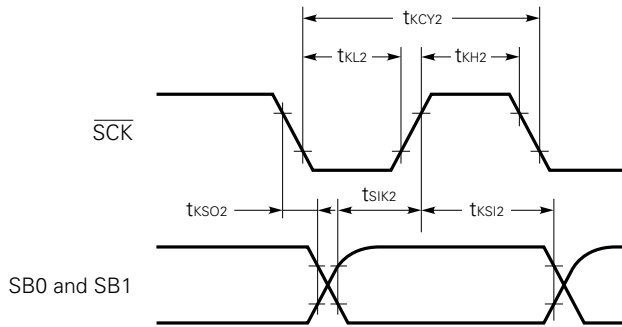


Serial Transfer Timing

Three-wire serial I/O mode:

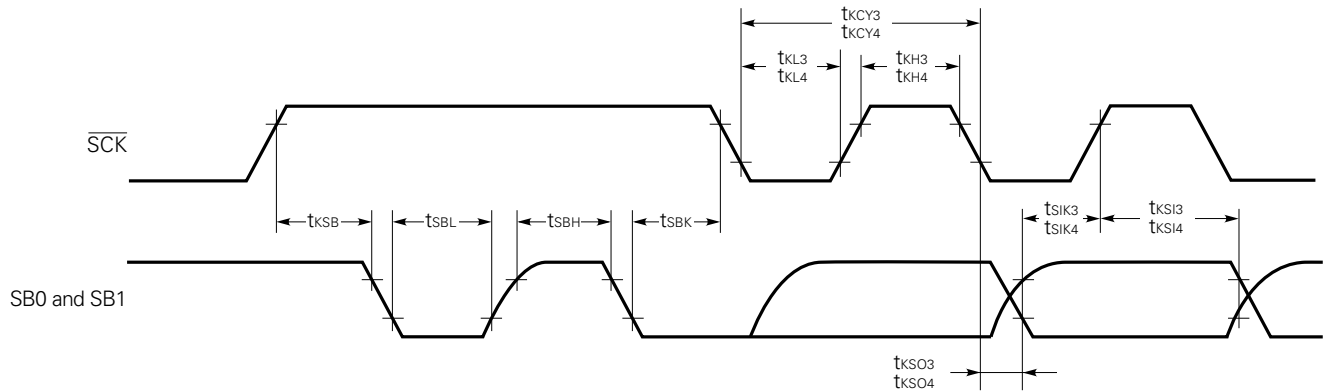


Two-wire serial I/O mode:

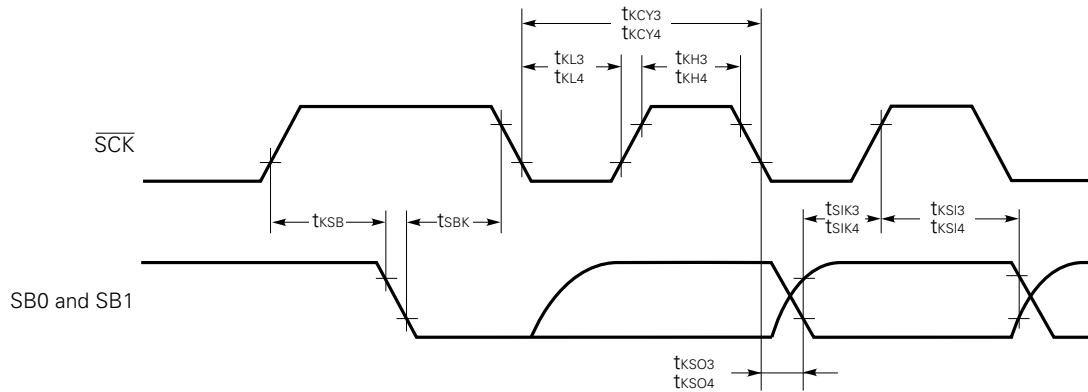


Serial Transfer Timing

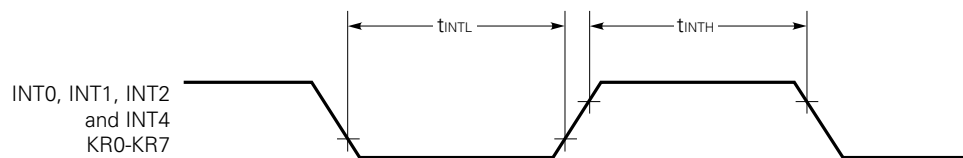
Bus release signal transfer:



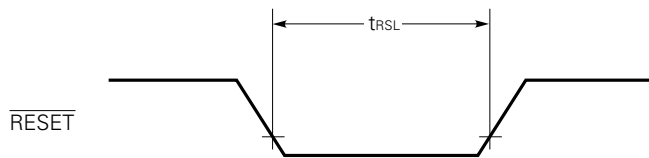
Command signal transfer:



Interrupt Input Timing



RESET Input Timing



DATA HOLD CHARACTERISTICS BY LOW SUPPLY VOLTAGE IN DATA MEMORY STOP MODE

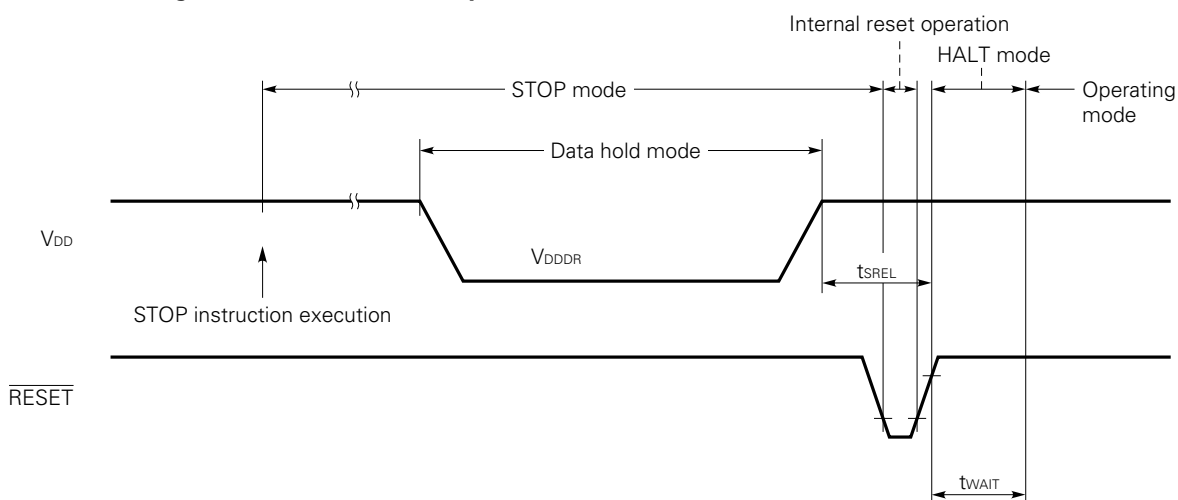
(T_a = -40 to +85 °C)

Parameter	Symbol	Min.	Typ.	Max.	Unit	Conditions
Data hold supply voltage	V _{DDDR}	2.0		6.0	V	
Data hold supply current ^{Note 1}	I _{DDDR}		0.1	10	μA	V _{DDDR} = 2.0 V
Release signal setting time	t _{SREL}	0			μs	
Oscillation stability wait time ^{Note 2}	t _{WAIT}		2 ¹⁷ /f _x		ms	Release by $\overline{\text{RESET}}$
			Note 3		ms	Release by interrupt request

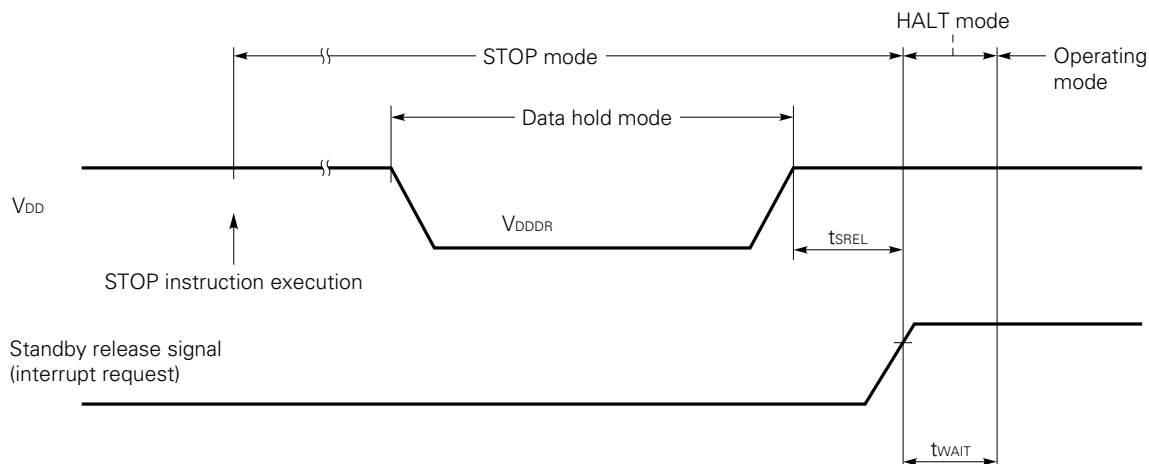
- Notes**
1. Excluding the current which flows through the built-in pull-up resistors
 2. CPU operation stop time for preventing unstable operation at the beginning of oscillation
 3. This value depends on the settings of the basic interval timer mode register (BTM) shown below.

BTM3	BTM2	BTM1	BTM0	Wait time	
				f _x = 4.19 MHz	f _x = 6.0 MHz
—	0	0	0	2 ²⁰ /f _x (approx. 175 ms)	2 ²⁰ /f _x (approx. 175 ms)
—	0	1	1	2 ¹⁷ /f _x (approx. 31.3 ms)	2 ¹⁷ /f _x (approx. 21.8 ms)
—	1	0	1	2 ¹⁵ /f _x (approx. 7.82 ms)	2 ¹⁵ /f _x (approx. 5.46 ms)
—	1	1	1	2 ¹³ /f _x (approx. 1.95 ms)	2 ¹³ /f _x (approx. 1.37 ms)

Data Hold Timing (STOP Mode Release by $\overline{\text{RESET}}$)

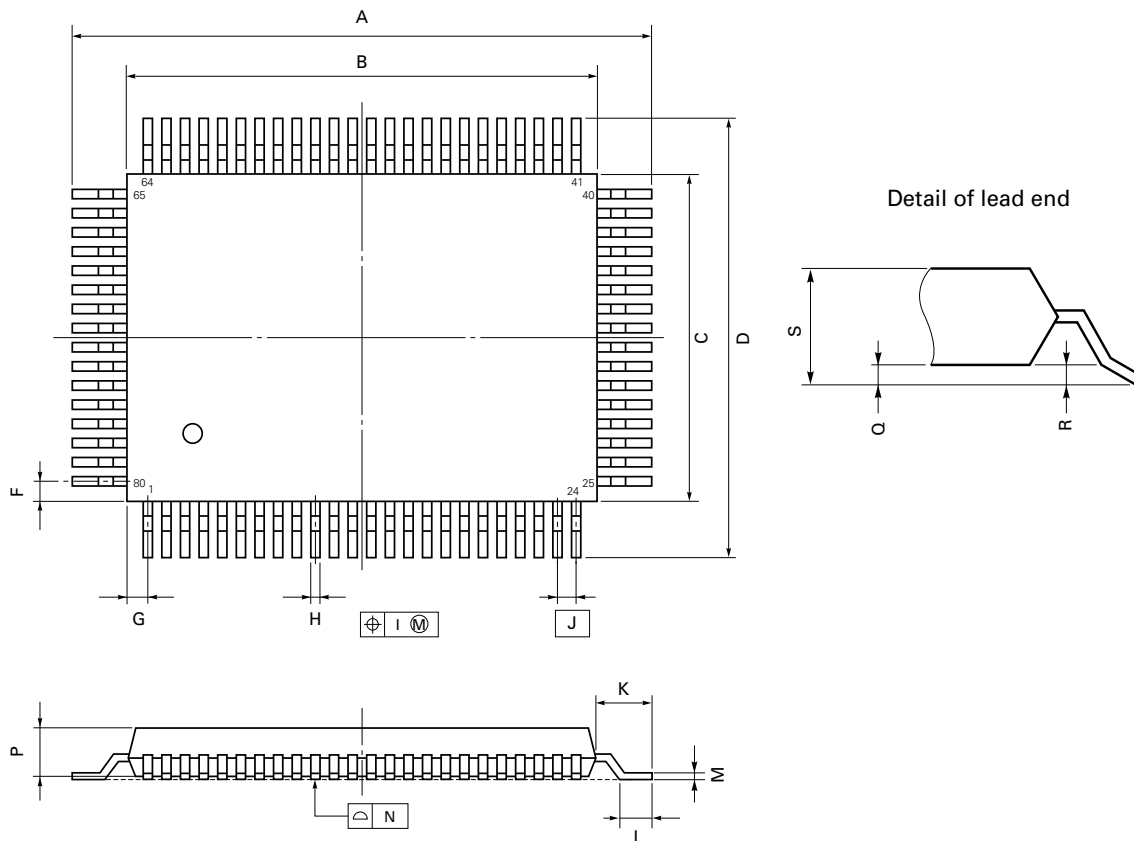


Data Hold Timing (Standby Release Signal: STOP Mode Release by Interrupt Signal)



10. PACKAGE DIMENSIONS

PACKAGE DIMENSIONS OF 80-PIN PLASTIC QFP (14 × 20)



P80GF-80-3B9-2E

NOTE

Each lead centerline is located within 0.15 mm (0.006 inch) of its true position (T.P.) at maximum material condition.

ITEM	MILLIMETERS	INCHES
A	23.6 ^{±0.4}	0.929 ^{±0.016}
B	20.0 ^{±0.2}	0.795 ^{+0.009 -0.008}
C	14.00 ^{±0.2}	0.551 ^{+0.009 -0.008}
D	17.6 ^{±0.4}	0.693 ^{±0.016}
F	1.0	0.039
G	0.8	0.031
H	0.35 ^{±0.10}	0.014 ^{+0.004 -0.005}
I	0.15	0.006
J	0.8 (T.P)	0.031 (T.P.)
K	1.8 ^{±0.2}	0.071 ^{+0.008 -0.009}
L	0.8 ^{±0.2}	0.031 ^{+0.009 -0.008}
M	0.15 ^{+0.10 -0.05}	0.006 ^{+0.004 -0.003}
N	0.15	0.006
P	2.7	0.106
Q	0.1 ^{±0.1}	0.004 ^{±0.004}
R	0.1 ^{±0.1}	0.004 ^{±0.004}
S	3.0 MAX.	0.119 MAX.

11. RECOMMENDED SOLDERING CONDITIONS

The following conditions must be met when soldering the μPD75518(A).

Please consult with our sales offices in case other soldering process is used, or in case soldering is done under different conditions.

Table 11-1 Recommended Soldering Conditions

Part number	Package	Symbol
μPD75518GF(A)-xxx-3B9	80-pin plastic QFP (14 mm × 20 mm)	WS60-162-1 IR30-162-1 VP15-162-1 Partial heating method

Table 11-2 Soldering Conditions

Symbol	Soldering process	Soldering conditions
WS60-162-1	Wave soldering	Temperature in the soldering vessel: 260 °C or less Soldering time: 10 seconds or less Number of soldering processes: 1 Exposure limit ^{Note} : 2 days (16 hours of pre-baking is required at 125 °C afterward.) Pre-heating temperature: 120 °C max. (package surface temperature)
IR30-162-1	Infrared ray reflow	Peak package’s surface temperature: 230 °C Reflow time: 30 seconds or less (at 210 °C or more) Number of reflow processes: 1 Exposure limit ^{Note} : 2 days (16 hours of pre-baking is required at 125 °C afterward.)
VP15-162-1	VPS	Peak package’s surface temperature: 215 °C Reflow time: 40 seconds or less (at 200 °C or more) Number of reflow processes: 1 Exposure limit ^{Note} : 2 days (16 hours of pre-baking is required at 125 °C afterward.)
Partial heating method	Partial heating method	Terminal temperature: 300 °C or less Flow time: 3 seconds or less (one side per device)

Note Exposure limit before soldering after dry-pack package is opened. Storage conditions: 25 °C and relative humidity at 65 % or less.

Caution Do not apply more than a single process at a time, except for “Partial heating method.”

For more details, refer to our document “SMT MANUAL” (IEI-1207).

APPENDIX A SERIES PRODUCT FUNCTIONS

Product		μPD75517 μPD75517(A)	μPD75518 μPD75518(A)	μPD75P518	μPD75516 μPD75516(A)	μPD75P516
ROM (bytes)		24448	32640	32640 (PROM)	16256	16256 (PROM)
RAM (× 4 bits)		1024			512	
General register		(4 bits × 8 or 8 bits × 4) × 4 banks				
Machine cycle	Main-system clock	0.67 μs/1.33 μs/2.67 μs/10.7 μs (at 6.0 MHz) 0.95 μs/1.91 μs/3.82 μs/15.3 μs (at 4.19 MHz)			0.95 μs/1.91 μs/15.3 μs (at 4.19 MHz)	
	Subsystem clock	122 μs (at 32.768 kHz)				
Note 1 I/O port	Total	64				
	CMOS input	16 (Shared with INT and SIO. Seven lines can be pulled up by software)				
	CMOS I/O	28 (LED direct driving and shared with SIO and PPO) • 16 lines can be pulled up by software. • Four lines can be pulled down by the mask option.				
	N-ch open-drain I/O	20 (Eight lines for driving LEDs. Withstand voltage is 10 V. 20 lines can be pulled up by the mask option.)			20 (Eight lines for driving LEDs. Withstand voltage is 9 V. 20 lines can be pulled up by the mask option.)	
A/D converter		• 8-bit resolution × 8 ch (successive approximation)				
Operating voltage		V _{DD} = 2.7 to 6.0 V			V _{DD} = 3.5 to 6.0 V	
Timer/counter		4 channels { • Timer/event counter • Basic interval timer • Timer/pulse generator (14-bit PWM output possible) • Clock timer				
Serial interface		2 channels { • NEC standard serial bus interface (SBI)/three-wire SIO : One channel • General synchronous serial interface (three-wire SIO) : One channel				
Interrupt		• Vectored interrupt: Seven sources (External: 3, Internal: 4) • Test input: Two sources (External: 1, Internal: 1) • Clock test flag is provided. • Parallel-edge-sensitive flag for key scan input is provided.				
Instruction set		The following instructions are added to 75X High-End. • MOVT XA, @BCDE • MOVT XA, @BCXA • BRA !addr1 • BR !BCDE • BR !BCXA • CALLA !addr1			75X High-End	
Operating supply voltage		V _{DD} = 2.7 to 6.0 V				V _{DD} = 4.75 to 5.5 V
Package		• 80-pin plastic QFP • 80-pin ceramic LCC with a window ^{Note 2}				

Notes 1. No mask option is provided for the μPD75P516 and μPD75P518.

2. Only in the μPD75P516 and μPD75P518

APPENDIX B DEVELOPMENT TOOLS

The following development tools are provided for developing a system which employs the μPD75518(A).

Language processor

RA75X relocatable assembler	Host machine	OS	Distribution media	Part number
	PC-9800 series	MS-DOS™ (Ver. 3.10 to Ver. 3.30C)	3.5-inch 2HD	μS5A13RA75X
			5-inch 2HD	μS5A10RA75X
	IBM PC series	PC DOS™ (Ver. 3.1)	5-inch 2HC	μS7B10RA75X

PROM programming tools

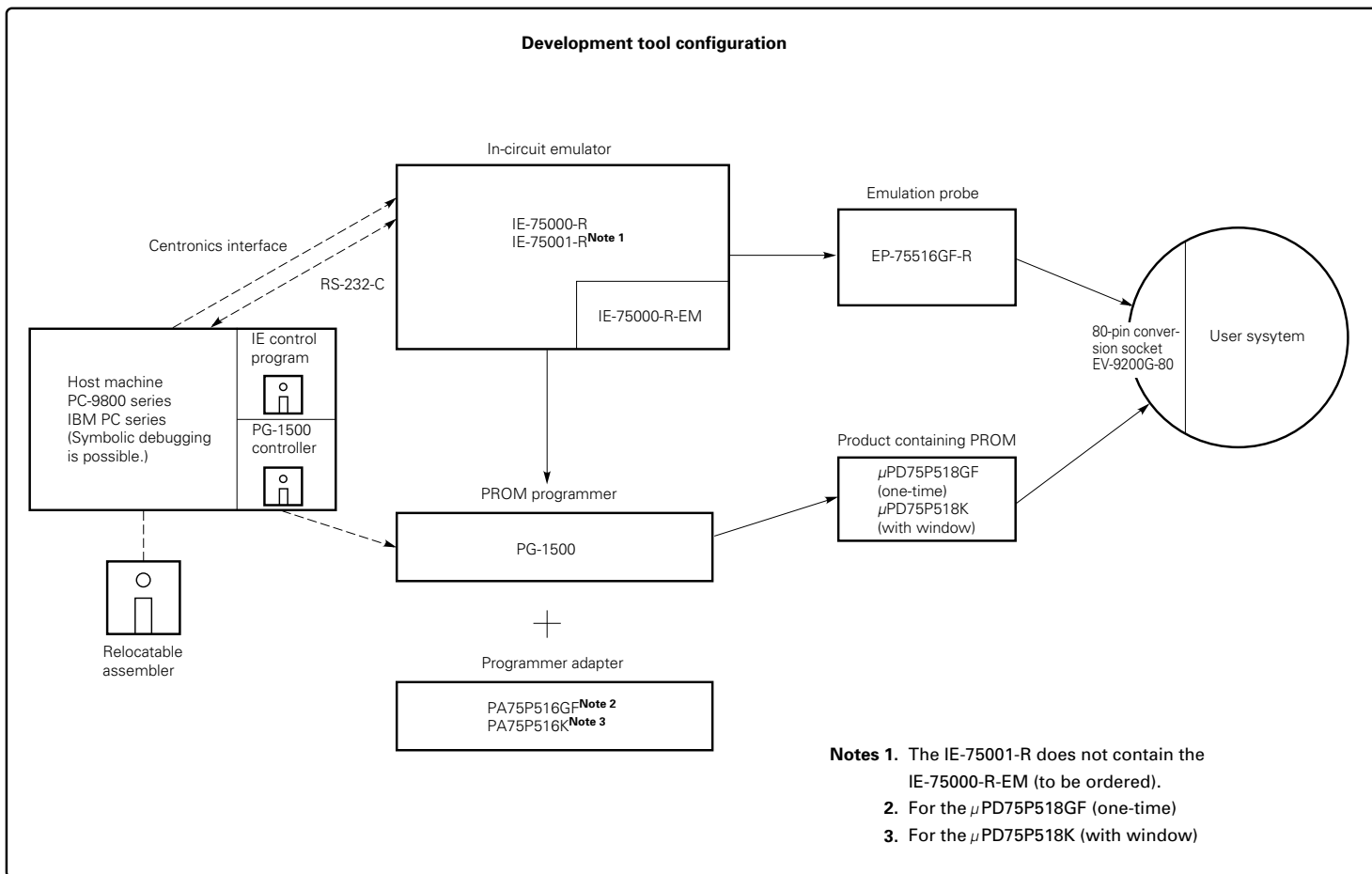
Hardware	PG-1500	The PG-1500 PROM programmer is used together with an accessory board and optional program adapter. It allows the user to program a single chip microcomputer containing PROM from a standalone terminal or a host machine. The PG-1500 can be used to program typical 256K-bit to 1M-bit PROMs.			
	PA-75P516GF	The PA-75P516GF is a dedicated PROM programmer for the μPD75P516GF and μPD75P518GF. This programmer is connected to the PG-1500.			
	PA-75P516K	The PA-75P516K is a dedicated PROM programmer for the μPD75P516K and μPD75P518K. This programmer is connected to the PG-1500.			
Software	PG-1500 controller	This program enables the host machine to control the PG-1500 through the serial and parallel interfaces.			
		Host machine	OS	Distribution media	Part number
		PC-9800 series	MS-DOS (Ver. 3.10 to Ver. 3.30C)	3.5-inch 2HD	μS5A13PG1500
				5-inch 2HD	μS5A10PG1500
IBM PC series	PC DOS (Ver. 3.1)	5-inch 2HC	μS7B10PG1500		

Debugging tools

Hardware	IE-75000-R ^{Note}	The IE-75000-R is an in-circuit emulator available for the 75X series. This emulator is used together with the emulation probe to develop application systems of the μPD75518(A). For efficient debugging, the emulator is connected to the host machine and PROM programmer.			
	IE-75000-R-EM	The IE-75000-R-EM is an emulation board for the IE-75000-R and IE-75001-R. The IE-75000-R contains the emulation board. The emulation board is used together with the IE-75000-R or IE-75001-R to evaluate the μPD75518(A).			
	IE-75001-R	The IE-75001-R is an in-circuit emulator available for the 75X series. This emulator is used together with the IE-75000-R-EM emulation board (option) and emulation probe to develop application systems of the μPD75518(A). For efficient debugging, the emulator is connected to the host machine and PROM programmer.			
	EP-75516GF-R	The EP-75516GF-R is an emulation probe for the μPD755xx series. The emulation probe is connected to the IE-75000-R or IE-75001-R when it is used. A 80-pin conversion socket, the EV-9200G-80, attached to the probe facilitates the connection of the prove with the user system.			
	EV-9200G-80				
Software	IE control program	This program enables the host machine to control the IE-75000-R or IE-75001-R through the RS-232-C interface.			
		Host machine	OS	Distribution media	Part number
		PC-9800 series	MS-DOS Ver. 3.10 to Ver. 3.30C	3.5-inch 2HD	μS5A13IE75X
				5-inch 2HD	μS5A10IE75X
IBM PC series	PC DOS (Ver. 3.1)	5-inch 2HC	μS7B10IE75X		

Note Maintenance service only

Remark NEC is not responsible for the operation of any software unless it runs on a host machine with the operating system listed above.



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