

MC9S08DZ60 MC9S08DZ48 MC9S08DZ32 MC9S08DZ16

Data Sheet

HCS08
Microcontrollers

MC9S08DZ60
Rev. 1.0 Draft B
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MC9S08DZ60 Series Features

8-Bit HCS08 Central Processor Unit (CPU)

- 40-MHz HCS08 CPU (20-MHz bus)
- HC08 instruction set with added BGND instruction
- Support for up to 32 interrupt/reset sources

On-Chip Memory

- FLASH read/program/erase over full operating voltage and temperature
 - MC9S08DZ60 = 60K
 - MC9S08DZ48 = 48K
 - MC9S08DZ32 = 32K
 - MC9S08DZ16 = 16K
- Up to 2K EEPROM in-circuit programmable memory; 8-byte single-page or 4-byte dual-page erase sector; Program and Erase while executing FLASH; Erase abort
- Up to 4K random-access memory (RAM)

Power-Saving Modes

- Two very low power stop modes
- Reduced power wait mode
- Very low power real time interrupt for use in run, wait, and stop

Clock Source Options

- Oscillator (XOSC) — Loop-control Pierce oscillator; Crystal or ceramic resonator range of 31.25 kHz to 38.4 kHz or 1 MHz to 16 MHz
- Multi-purpose Clock Generator (MCG) — PLL and FLL modes; Internal reference clock with trim adjustment; External reference with oscillator/resonator options

System Protection

- Watchdog computer operating properly (COP) reset with option to run from backup dedicated 1-kHz internal clock source or bus clock
- Low-voltage detection with reset or interrupt; selectable trip points
- Illegal opcode detection with reset
- Illegal address detection with reset
- FLASH block protect
- Loss-of-lock protection

Development Support

- Single-wire background debug interface
- On-chip, in-circuit emulation (ICE) with real-time bus capture

Peripherals

- **ADC** — 24-channel, 10-bit resolution, 2.5 μ s conversion time, automatic compare function, 1.7 mV/°C temperature sensor, internal bandgap reference channel
- **ACMPx** — Two analog comparators with selectable interrupt on rising, falling, or either edge of comparator output; compare option to fixed internal bandgap reference voltage
- **MSCAN** — CAN protocol - Version 2.0 A, B; standard and extended data frames; Support for remote frames; Five receive buffers with FIFO storage scheme; Flexible identifier acceptance filters programmable as: 2 x 32-bit, 4 x 16-bit, or 8 x 8-bit
- **SCIx** — Two SCIs supporting LIN 2.0 Protocol and SAE J2602 protocols; Full duplex non-return to zero (NRZ); Master extended break generation; Slave extended break detection; Wakeup on active edge
- **SPI** — Full-duplex or single-wire bidirectional; Double-buffered transmit and receive; Master or Slave mode; MSB-first or LSB-first shifting
- **IIC** — Up to 100 kbps with maximum bus loading; Multi-master operation; Programmable slave address; General Call Address; Interrupt driven byte-by-byte data transfer
- **TPMx** — One 6-channel (TPM1) and one 2-channel (TPM2); Selectable input capture, output compare, or buffered edge-aligned PWM on each channel
- **RTC** — (Real-time counter) 8-bit modulus counter with binary or decimal based prescaler; Real-time clock capabilities using external crystal and RTC for precise time base, time-of-day, calendar or task scheduling functions; Free running on-chip low power oscillator (1 kHz) for cyclic wake-up without external components

Input/Output

- 53 general-purpose input/output (I/O) pins and 1 input-only pin
- 24 interrupt pins with selectable polarity on each pin
- Hysteresis and configurable pull device on all input pins.
- Configurable slew rate and drive strength on all output pins.

Package Options

- 64-pin low-profile quad flat-pack (LQFP) — 10x10 mm
- 64-pin quad flat-pack no lead (QFN) — 9x9 mm
- 48-pin low-profile quad flat-pack (LQFP) — 7x7 mm
- 32-pin low-profile quad flat-pack (LQFP) — 7x7 mm

MC9S08DZ60 Data Sheet

Covers MC9S08DZ60
MC9S08DZ48
MC9S08DZ32
MC9S08DZ16

MC9S08DZ60
Rev. 1.0 Draft B
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Revision History

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The following revision history table summarizes changes contained in this document.

Revision Number	Revision Date	Description of Changes
1.0 Draft A	04/03/2006	Initial public release -- Review version
1.0 Draft B	04/26/2006	Changes from spec review

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Chapter 1

Device Overview

MC9S08DZ60 Series devices are members of the low-cost, high-performance HCS08 Family of 8-bit microcontroller units (MCUs). All MCUs in the family use the enhanced HCS08 core and are available with a variety of modules, memory sizes, memory types, and package types.

1.1 Devices in the MC9S08DZ60 Series

This data sheet covers members of the MC9S08DZ60 Series of MCUs:

- MC9S08DZ60
- MC9S08DZ48
- MC9S08DZ32
- MC9S08DZ16

[Table 1-1](#) summarizes the feature set available in the MC9S08DZ60 Series.

Table 1-1. MC9S08DZ60 Series Features by MCU and Pin Count

Feature	MC9S08DZ60			MC9S08DZ48			MC9S08DZ32			MC9S08DZ16	
FLASH size (bytes)	60032			49152			33792			16896	
RAM size (bytes)	4096			3072			2048			1024	
EEPROM size (bytes)	2048			1536			1024			512	
Pin quantity	64	48	32	64	48	32	64	48	32	48	32
ACMP1	yes										
ACMP2	yes	yes ¹	no	yes	yes ¹	no	yes	yes ¹	no	yes ¹	no
ADC channels	24	16	10	24	16	10	24	16	10	16	10
DBG	yes										
IIC	yes										
IRQ	yes										
MCG	yes										
MSCAN	yes										
RTC	yes										
SCI1	yes										
SCI2	yes										
SPI	yes										
TPM1 channels	6	6	4	6	6	4	6	6	4	6	4
TPM2 channels	2										
XOSC	yes										
COP Watchdog	yes										

¹ ACMP20 is not available.

1.2 MCU Block Diagram

Figure 1-1 is the MC9S08DZ60 Series system-level block diagram.

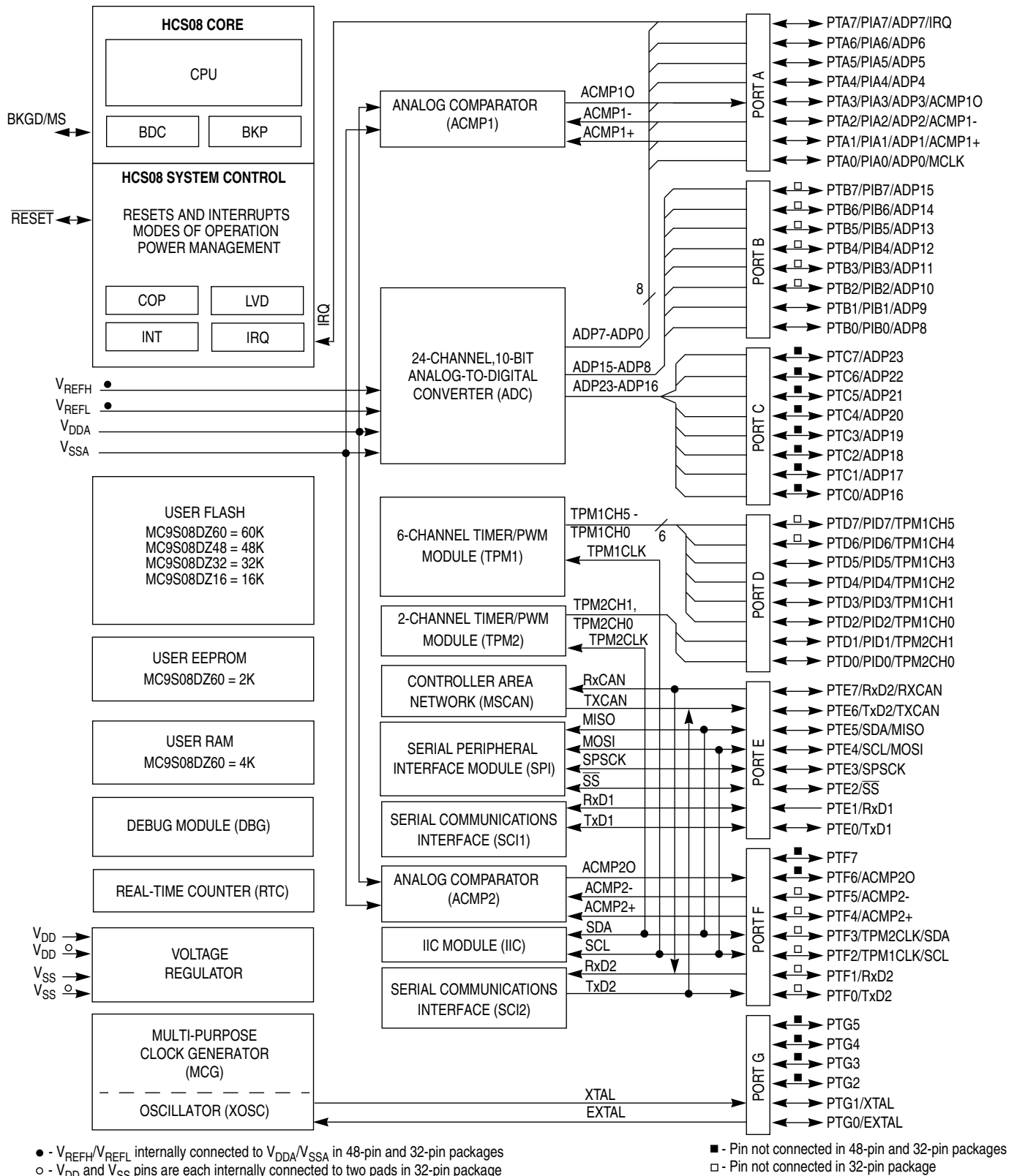


Figure 1-1. MC9S08DZ60 Block Diagram

Table 1-2 provides the functional version of the on-chip modules.

Table 1-2. Module Versions

Module	Version
Central Processor Unit (CPU)	3
Multi-Purpose Clock Generator (MCG)	1
Analog Comparator (ACMP)	3
Analog-to-Digital Converter (ADC)	1
Inter-Integrated Circuit (IIC)	2
Freescale's CAN (MSCAN)	1
Serial Peripheral Interface (SPI)	3
Serial Communications Interface (SCI)	4
Real-Time Counter (RTC)	1
Timer Pulse Width Modulator (TPM)	2
Debug Module (DBG)	2

1.3 System Clock Distribution

Figure 1-2 shows a simplified clock connection diagram. Some modules in the MCU have selectable clock inputs as shown. The clock inputs to the modules indicate the clock(s) that are used to drive the module function.

The following are the clocks used in this MCU:

- **BUSCLK** — The frequency of the bus is always half of MCGOUT.
- **LPO** — Independent 1-kHz clock that can be selected as the source for the COP and RTC modules.
- **MCGOUT** — Primary output of the MCG and is twice the bus frequency.
- **MCGLCLK** — Development tools can select this clock source to speed up BDC communications in systems where BUSCLK is configured to run at a very slow frequency.
- **MCGERCLK** — External reference clock can be selected as the RTC clock source. It can also be used as the alternate clock for the ADC and MSCAN.
- **MCGIRCLK** — Internal reference clock can be selected as the RTC clock source.
- **MCGFFCLK** — Fixed frequency clock can be selected as clock source for the TPM1 and TPM2.
- **TPM1CLK** — External input clock source for TPM1.
- **TPM2CLK** — External input clock source for TPM2.



Chapter 2

Pins and Connections

This section describes signals that connect to package pins. It includes pinout diagrams, recommended system connections, and detailed discussions of signals.

2.1 Device Pin Assignment

This section shows the pin assignments for MC9S08DZ60 Series MCUs in the available packages.

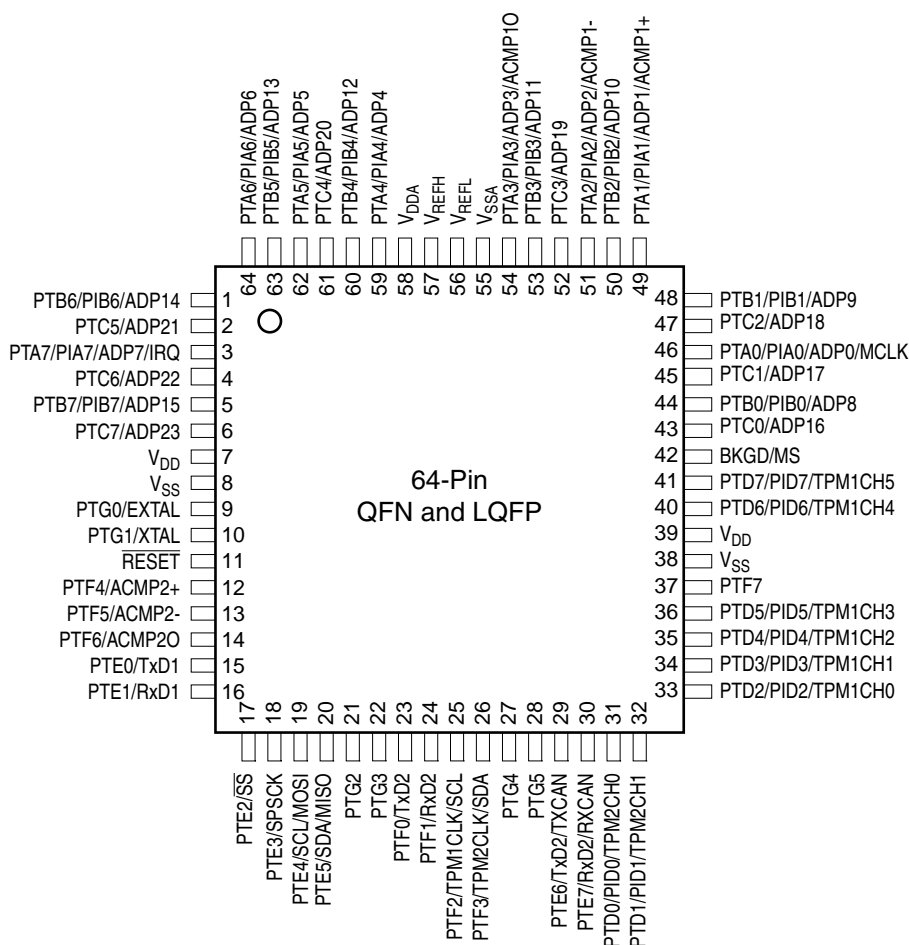
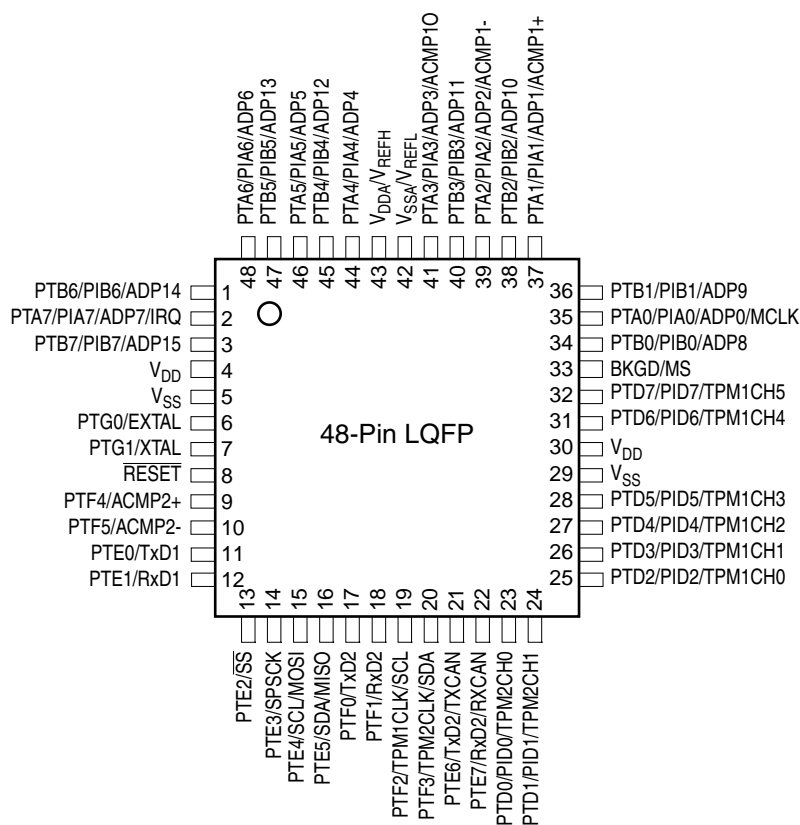
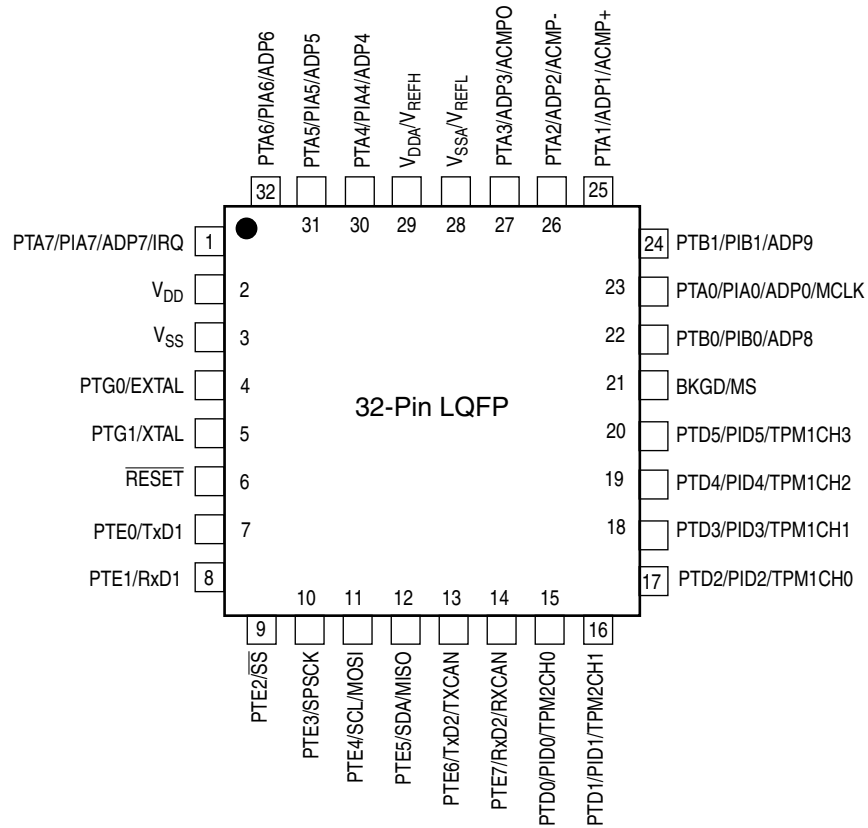


Figure 2-1. 64-Pin LQFP/QFN



V_{REFH} and V_{REFL} are internally connected to V_{DDA} and V_{SSA} , respectively.

Figure 2-2. 48-Pin LQFP



V_{REFH} and V_{REFL} are internally connected to V_{DDA} and V_{SSA} , respectively.

Figure 2-3. 32-Pin LQFP

The diagram illustrates the pin configuration for the MC9S08DZ60 microcontroller. It is divided into three main sections: Power and Reset, I/O Ports, and a Background Header.

Power and Reset:

- SYSTEM POWER:** A 5V source connected to V_{DD}. Decoupling capacitors C_{BLK} (10 μF) and C_{BY} (0.1 μF) are connected between V_{DD} and V_{SS}. C_{BYAD} (0.1 μF) is connected between V_{DDA} and V_{SS}.
- RESET:** A pull-up resistor connects V_{DD} to the RESET pin. An optional manual reset switch is connected to the RESET pin and ground.
- Background Header:** A header with six pins. The first two are for V_{DD} and ground. The third is for the RESET pin. The last three are for optional manual reset.

I/O Ports:

- PORT A:** PTA0/PIA0/ADP0/MCLK, PTA1/PIA1/ADP1/ACMP1+, PTA2/PIA2/ADP2/ACMP1-, PTA3/PIA3/ADP3/ACMP10, PTA4/PIA4/ADP4, PTA5/PIA5/ADP5, PTA6/PIA6/ADP6, PTA7/PIA7/ADP7/IRQ.
- PORT B:** PTB0/PIB0/ADP8, PTB1/PIB1/ADP9, PTB2/PIB2/ADP10, PTB3/PIB3/ADP11, PTB4/PIB4/ADP12, PTB5/PIB5/ADP13, PTB6/PIB6/ADP14, PTB7/PIB7/ADP15.
- PORT C:** PTC0/ADP16, PTC1/ADP17, PTC2/ADP18, PTC3/ADP19, PTC4/ADP20, PTC5/ADP21, PTC6/ADP22, PTC7/ADP23.
- PORT D:** PTD0/PID0/TPM2CH0, PTD1/PID1/TPM2CH1, PTD2/PID2/TPM1CH0, PTD3/PID3/TPM1CH1, PTD4/PID4/TPM1CH2, PTD5/PID5/TPM1CH3, PTD6/PID6/TPM1CH4, PTD7/PID7/TPM1CH5.
- PORT E:** PTE0/TxD1, PTE1/RxD1, PTE2/SS, PTE3/SPSCK, PTE4/SCL/MOSI, PTE5/SDA/MISO, PTE6/TxD2/TXCAN, PTE7/RxD2/RXCAN.
- PORT F:** PTF0/TxD2, PTF1/RxD2, PTF2/TPM1CLK/SCL, PTF3/TPM2CLK/SDA, PTF4/ACMP2+, PTF5/ACMP2-, PTF6/ACMP20, PTF7.
- PORT G:** PTG0/EXTAL, PTG1/XTAL, PTG2, PTG3, PTG4, PTG5.

Other Connections:

- BKGD/MS:** A pull-up resistor connects V_{DD} to the BKGD/MS pin.
- XTAL:** A crystal (X1) is connected between PTG0/EXTAL and PTG1/XTAL. It is also connected to C1 and C2, which are connected to ground.

Figure 2-4. Basic System Connections (Shown in 64-Pin Package)

2.2.1 Power

V_{DD} and V_{SS} are the primary power supply pins for the MCU. This voltage source supplies power to all I/O buffer circuitry and to an internal voltage regulator. The internal voltage regulator provides regulated lower-voltage source to the CPU and other internal circuitry of the MCU.

Typically, application systems have two separate capacitors across the power pins. In this case, there should be a bulk electrolytic capacitor, such as a 10- μ F tantalum capacitor, to provide bulk charge storage for the overall system and a 0.1- μ F ceramic bypass capacitor located as near to the MCU power pins as practical to suppress high-frequency noise. The MC9S08DZ60 Series has two V_{DD} pins except on the 32-pin package. Each pin must have a bypass capacitor for best noise suppression.

V_{DDA} and V_{SSA} are the analog power supply pins for the MCU. This voltage source supplies power to the ADC module. A 0.1- μ F ceramic bypass capacitor should be located as near to the MCU power pins as practical to suppress high-frequency noise.

2.2.2 Oscillator

Immediately after reset, the MCU uses an internally generated clock provided by the multi-purpose clock generator (MCG) module. For more information on the MCG, see [Chapter 8, “Multi-Purpose Clock Generator \(S08MCGV1\)”](#).

The oscillator (XOSC) in this MCU is a Pierce oscillator that can accommodate a crystal or ceramic resonator. Rather than a crystal or ceramic resonator, an external oscillator can be connected to the EXTAL input pin.

Refer to [Figure 2-4](#) for the following discussion. R_S (when used) and R_F should be low-inductance resistors such as carbon composition resistors. Wire-wound resistors and some metal film resistors have too much inductance. C1 and C2 normally should be high-quality ceramic capacitors that are specifically designed for high-frequency applications.

R_F is used to provide a bias path to keep the EXTAL input in its linear range during crystal startup; its value is not generally critical. Typical systems use 1 M Ω to 10 M Ω . Higher values are sensitive to humidity, and lower values reduce gain and (in extreme cases) could prevent startup.

C1 and C2 are typically in the 5-pF to 25-pF range and are chosen to match the requirements of a specific crystal or resonator. Be sure to take into account printed circuit board (PCB) capacitance and MCU pin capacitance when selecting C1 and C2. The crystal manufacturer typically specifies a load capacitance which is the series combination of C1 and C2 (which are usually the same size). As a first-order approximation, use 10 pF as an estimate of combined pin and PCB capacitance for each oscillator pin (EXTAL and XTAL).

2.2.3 RESET

$\overline{\text{RESET}}$ is a dedicated pin with a pull-up device built in. It has input hysteresis, a high current output driver, and no output slew rate control. Internal power-on reset and low-voltage reset circuitry typically make external reset circuitry unnecessary. This pin is normally connected to the standard 6-pin background debug connector so a development system can directly reset the MCU system. If desired, a manual external reset can be added by supplying a simple switch to ground (pull reset pin low to force a reset).

Whenever any reset is initiated (whether from an external signal or from an internal system), the reset pin is driven low for about 34 bus cycles. After the 34 cycles are completed, the pin is released and will be pulled up by the internal pull-up resistor, unless it is held low externally. After the pin is released, it is sampled after another 38 cycles to determine whether the reset pin is the cause of the MCU reset. If reset was caused by an internal source such as low-voltage reset or watchdog timeout, the circuitry expects the reset pin sample to return a logic 1. If the pin is still low at this sample point, the reset is assumed to be from an external source. The reset circuitry decodes the cause of reset and records it by setting a corresponding bit in the system reset status register (SRS).

Never connect any significant capacitance to the reset pin because that would interfere with the circuit and sequence that detects the source of reset. If an external capacitance prevents the reset pin from rising to a valid logic 1 before the reset sample point, all resets will appear to be external resets.

2.2.4 Background / Mode Select (BKGD/MS)

While in reset, the BKGD/MS pin functions as a mode select pin. Immediately after reset rises, the pin functions as the background pin and can be used for background debug communication. While functioning as a background or mode select pin, the pin includes an internal pull-up device, input hysteresis, a standard output driver, and no output slew rate control.

If nothing is connected to this pin, the MCU will enter normal operating mode at the rising edge of reset. If a debug system is connected to the 6-pin standard background debug header, it can hold BKGD low during the rising edge of reset which forces the MCU to active background mode.

The BKGD/MS pin is used primarily for background debug controller (BDC) communications using a custom protocol that uses 16 clock cycles of the target MCU's BDC clock per bit time. The target MCU's BDC clock could be as fast as the bus clock rate, so there should never be any significant capacitance connected to the BKGD/MS pin that could interfere with background serial communications.

Although the BKGD/MS pin is a pseudo open-drain pin, the background debug communication protocol provides brief, actively driven, high speedup pulses to ensure fast rise times. Small capacitances from cables and the absolute value of the internal pull-up device play almost no role in determining rise and fall times on the BKGD/MS pin.

2.2.5 ADC Reference Pins (V_{REFH} , V_{REFL})

The V_{REFH} and V_{REFL} pins are the voltage reference high and voltage reference low inputs, respectively, for the ADC module.

2.2.6 General-Purpose I/O and Peripheral Ports

The MC9S08DZ60 Series series of MCUs support up to 53 general-purpose I/O pins and 1 input-only pin, which are shared with on-chip peripheral functions (timers, serial I/O, ADC, MSCAN, etc.).

When a port pin is configured as a general-purpose output or a peripheral uses the port pin as an output, software can select one of two drive strengths and enable or disable slew rate control. When a port pin is configured as a general-purpose input or a peripheral uses the port pin as an input, software can enable a

pull-up device. Immediately after reset, all of these pins are configured as high-impedance general-purpose inputs with internal pull-up devices disabled.

When an on-chip peripheral system is controlling a pin, data direction control bits still determine what is read from port data registers even though the peripheral module controls the pin direction by controlling the enable for the pin's output buffer. For information about controlling these pins as general-purpose I/O pins, see [Chapter 6, "Parallel Input/Output Control."](#)

NOTE

To avoid extra current drain from floating input pins, the reset initialization routine in the application program should either enable on-chip pull-up devices or change the direction of unused or non-bonded pins to outputs so they do not float.

Table 2-1. Pin Availability by Package Pin-Count

Pin Number			<-- Lowest Priority --> Highest			
64	48	32	Port Pin/Interrupt		Alt 1	Alt 2
1	1	—	PTB6	PIB6	ADP14	
2	—	—	PTC5		ADP21	
3	2	1	PTA7	PIA7	ADP7	IRQ
4	—	—	PTC6		ADP22	
5	3	—	PTB7	PIB7	ADP15	
6	—	—	PTC7		ADP23	
7	4	2				V _{DD}
8	5	3				V _{SS}
9	6	4	PTG0		EXTAL	
10	7	5	PTG1		XTAL	
11	8	6				RESET
12	9	—	PTF4			ACMP2+
13	10	—	PTF5			ACMP2-
14	—	—	PTF6			ACMP2O
15	11	7	PTE0		TxD1	
16	12	8	PTE1		RxD1	
17	13	9	PTE2			SS
18	14	10	PTE3			SPSCK
19	15	11	PTE4		SCL ³	MOSI
20	16	12	PTE5		SDA ³	MISO
21	—	—	PTG2			
22	—	—	PTG3			
23	17	—	PTF0			TxD2 ⁴
24	18	—	PTF1			RxD2 ⁴
25	19	—	PTF2		TPM1CLK	SCL ³
26	20	—	PTF3		TPM2CLK	SDA ³
27	—	—	PTG4			
28	—	—	PTG5			
29	21	13	PTE6		TxD2 ⁴	TXCAN
30	22	14	PTE7		RxD2 ⁴	RxCAN
31	23	15	PTD0	PID0		TPM2CH0
32	24	16	PTD1	PID1		TPM2CH1

Pin Number			<-- Lowest Priority --> Highest			
64	48	32	Port Pin/Interrupt		Alt 1	Alt 2
33	25	17	PTD2	PID2		TPM1CH0
34	26	18	PTD3	PID3		TPM1CH1
35	27	19	PTD4	PID4		TPM1CH2
36	28	20	PTD5	PID5		TPM1CH3
37	—	—	PTF7			
38	29	—				V _{SS}
39	30	—				V _{DD}
40	31	—	PTD6	PID6		TPM1CH4
41	32	—	PTD7	PID7		TPM1CH5
42	33	21			BKGD	MS
43	—	—	PTC0		ADP16	
44	34	22	PTB0	PIB0	ADP8	
45	—	—	PTC1		ADP17	
46	35	23	PTA0	PIA0	ADP0	MCLK
47	—	—	PTC2		ADP18	
48	36	24	PTB1	PIB1	ADP9	
49	37	25	PTA1	PIA1	ADP1 ¹	ACMP1+ ¹
50	38	—	PTB2	PIB2	ADP10	
51	39	26	PTA2	PIA2	ADP2	ACMP1- ¹
52	—	—	PTC3		ADP19	
53	40	—	PTB3	PIB3	ADP11	
54	41	27	PTA3	PIA3	ADP3	ACMP1O
55	42	28				V _{SSA}
56	—	—				V _{REFL}
57	43	29				V _{REFH}
58	—	—				V _{DDA}
59	44	30	PTA4	PIA4	ADP4	
60	45	—	PTB4	PIB4	ADP12	
61	—	—	PTC4		ADP20	
62	46	31	PTA5	PIA5	ADP5	
63	47	—	PTB5	PIB5	ADP13	
64	48	32	PTA6	PIA6	ADP6	

1. If both of these analog modules are enabled, they both will have access to the pin.
2. Pin does not contain a clamp diode to V_{DD} and should not be driven above V_{DD}. The voltage measured on this pin when internal pull-up is enabled may be as low as V_{DD} – 0.7 V. The internal gates connected to this pin are pulled to V_{DD}.
3. The IIC module pins can be repositioned using IICPS bit in the SOPT1 register. The default reset locations are on PTF2 and PTF3.
4. The SCI2 module pins can be repositioned using SCI2PS bit in the SOPT1 register. The default reset locations are on PTF0 and PTF1.

Chapter 3

Modes of Operation

3.1 Introduction

The operating modes of the MC9S08DZ60 Series are described in this chapter. Entry into each mode, exit from each mode, and functionality while in each of the modes are described.

3.2 Features

- Active background mode for code development
- Wait mode — CPU shuts down to conserve power; system clocks are running and full regulation is maintained
- Stop modes — System clocks are stopped and voltage regulator is in standby
 - Stop3 — All internal circuits are powered for fast recovery
 - Stop2 — Partial power down of internal circuits; RAM content is retained

3.3 Run Mode

This is the normal operating mode for the MC9S08DZ60 Series. This mode is selected when the BKGD/MS pin is high at the rising edge of reset. In this mode, the CPU executes code from internal memory with execution beginning at the address fetched from memory at 0xFFFFE–0xFFFF after reset.

3.4 Active Background Mode

The active background mode functions are managed through the background debug controller (BDC) in the HCS08 core. The BDC, together with the on-chip debug module (DBG), provide the means for analyzing MCU operation during software development.

Active background mode is entered in any of five ways:

- When the BKGD/MS pin is low at the rising edge of reset
- When a BACKGROUND command is received through the BKGD/MS pin
- When a BGND instruction is executed
- When encountering a BDC breakpoint
- When encountering a DBG breakpoint

After entering active background mode, the CPU is held in a suspended state waiting for serial background commands rather than executing instructions from the user application program.

Background commands are of two types:

- Non-intrusive commands, defined as commands that can be issued while the user program is running. Non-intrusive commands can be issued through the BKGD/MS pin while the MCU is in run mode; non-intrusive commands can also be executed when the MCU is in the active background mode. Non-intrusive commands include:
 - Memory access commands
 - Memory-access-with-status commands
 - BDC register access commands
 - The BACKGROUND command
- Active background commands, which can only be executed while the MCU is in active background mode. Active background commands include commands to:
 - Read or write CPU registers
 - Trace one user program instruction at a time
 - Leave active background mode to return to the user application program (GO)

The active background mode is used to program a bootloader or user application program into the FLASH program memory before the MCU is operated in run mode for the first time. When the MC9S08DZ60 Series is shipped from the Freescale Semiconductor factory, the FLASH program memory is erased by default unless specifically noted so there is no program that could be executed in run mode until the FLASH memory is initially programmed. The active background mode can also be used to erase and reprogram the FLASH memory after it has been previously programmed.

For additional information about the active background mode, refer to the [Development Support](#) chapter.

3.5 Wait Mode

Wait mode is entered by executing a WAIT instruction. Upon execution of the WAIT instruction, the CPU enters a low-power state in which it is not clocked. The I bit in CCR is cleared when the CPU enters the wait mode, enabling interrupts. When an interrupt request occurs, the CPU exits the wait mode and resumes processing, beginning with the stacking operations leading to the interrupt service routine.

While the MCU is in wait mode, there are some restrictions on which background debug commands can be used. Only the BACKGROUND command and memory-access-with-status commands are available when the MCU is in wait mode. The memory-access-with-status commands do not allow memory access, but they report an error indicating that the MCU is in either stop or wait mode. The BACKGROUND command can be used to wake the MCU from wait mode and enter active background mode.

3.6 Stop Modes

One of two stop modes is entered upon execution of a STOP instruction when the STOPE bit in SOPT1 register is set. In both stop modes, all internal clocks are halted. The MCG module can be configured to leave the reference clocks running. See [Chapter 8, “Multi-Purpose Clock Generator \(S08MCGV1\)”](#), for more information.

[Table 3-1](#) shows all of the control bits that affect stop mode selection and the mode selected under various conditions. The selected mode is entered following the execution of a STOP instruction.

Table 3-1. Stop Mode Selection

STOPE	ENBDM ¹	LVDE	LVDSE	PPDC	Stop Mode
0	x	x	x	x	Stop modes disabled; illegal opcode reset if STOP instruction executed
1	1	x	x	x	Stop3 with BDM enabled ²
1	0	Both bits must be 1	x ³		Stop3 with voltage regulator active
1	0	Either bit a 0	0		Stop3
1	0	Either bit a 0	1		Stop2

¹ ENBDM is located in the BDCSCR, which is only accessible through BDC commands, see [Section 17.4.1.1, “BDC Status and Control Register \(BDCSCR\)”](#).

² When in Stop3 mode with BDM enabled, The S_{IDD} will be near R_{IDD} levels because internal clocks are enabled.

³ If LVD = 1 in stop, the MCU enters stop3, regardless of the configuration of PPDC.

3.6.1 Stop3 Mode

Stop3 mode is entered by executing a STOP instruction under the conditions as shown in [Table 3-1](#). The states of all of the internal registers and logic, RAM contents, and I/O pin states are maintained.

Exit from stop3 is done by asserting $\overline{\text{RESET}}$ or an asynchronous interrupt pin. The asynchronous interrupt pins are IRQ, PIA0–PIA7, PIB0–PIB7, and PID0–PID7. Exit from stop3 can also be done by the real-time clock (RTC) interrupt, the MSCAN wake-up interrupt, or the SCI receiver interrupt.

If stop3 is exited by means of the $\overline{\text{RESET}}$ pin, the MCU will be reset and operation will resume after fetching the reset vector. Exit by means of an interrupt will result in the MCU fetching the appropriate interrupt vector.

3.6.1.1 LVD Enabled in Stop3 Mode

The LVD system is capable of generating either an interrupt or a reset when the supply voltage drops below the LVD voltage. If the LVD is enabled in stop (LVDE and LVDSE bits in SPMSC1 both set) at the time the CPU executes a STOP instruction, then the voltage regulator remains active during stop mode.

For the ADC to operate the LVD must be left enabled when entering stop3.

3.6.1.2 Active BDM Enabled in Stop3 Mode

Entry into the active background mode from run mode is enabled if ENBDM in BDCSCR is set. This register is described in [Chapter 17, “Development Support.”](#) If ENBDM is set when the CPU executes a STOP instruction, the system clocks to the background debug logic remain active when the MCU enters stop mode. Because of this, background debug communication remains possible. In addition, the voltage regulator does not enter its low-power standby state but maintains full internal regulation.

Most background commands are not available in stop mode. The memory-access-with-status commands do not allow memory access, but they report an error indicating that the MCU is in either stop or wait mode. The BACKGROUND command can be used to wake the MCU from stop and enter active background mode if the ENBDM bit is set. After entering background debug mode, all background commands are available.

3.6.2 Stop2 Mode

Stop2 mode is entered by executing a STOP instruction under the conditions as shown in [Table 3-1](#). Most of the internal circuitry of the MCU is powered off in stop2 with the exception of the RAM. Upon entering stop2, all I/O pin control signals are latched so that the pins retain their states during stop2.

Exit from stop2 is performed by asserting $\overline{\text{RESET}}$ or PTA7/ADP7/IRQ.

NOTE

PTA7/ADP7/IRQ is an active low wake-up and must be configured as an input prior to executing a STOP instruction to avoid an immediate exit from stop2. PTA7/ADP7/IRQ can be disabled as a wake-up if it is configured as a high driven output.

In addition, the real-time counter (RTC) can wake the MCU from stop2, if enabled.

Upon wake-up from stop2 mode, the MCU starts up as from a power-on reset (POR):

- All module control and status registers are reset
- The LVD reset function is enabled and the MCU remains in the reset state if V_{DD} is below the LVD trip point (low trip point selected due to POR)
- The CPU takes the reset vector

In addition to the above, upon waking up from stop2, the PPDF bit in SPMSC2 is set. This flag is used to direct user code to go to a stop2 recovery routine. PPDF remains set and the I/O pin states remain latched until a 1 is written to PPDACK in SPMSC2.

To maintain I/O states for pins that were configured as general-purpose I/O before entering stop2, the user must restore the contents of the I/O port registers, which have been saved in RAM, to the port registers before writing to the PPDACK bit. If the port registers are not restored from RAM before writing to PPDACK, then the pins will switch to their reset states when PPDACK is written.

For pins that were configured as peripheral I/O, the user must reconfigure the peripheral module that interfaces to the pin before writing to the PPDACK bit. If the peripheral module is not enabled before writing to PPDACK, the pins will be controlled by their associated port control registers when the I/O latches are opened.

3.6.3 On-Chip Peripheral Modules in Stop Modes

When the MCU enters any stop mode, system clocks to the internal peripheral modules are stopped. Even in the exception case (ENBDM = 1), where clocks to the background debug logic continue to operate, clocks to the peripheral systems are halted to reduce power consumption. Refer to [Section 3.6.1, “Stop3 Mode”](#) and [Section 3.6.1, “Stop3 Mode”](#) for specific information on system behavior in stop modes.

Table 3-2. Stop Mode Behavior

Peripheral	Mode	
	Stop2	Stop3
CPU	Off	Standby
RAM	Standby	Standby
FLASH/EEPROM	Off	Standby
Parallel Port Registers	Off	Standby
ACMP	Off	Optionally On ¹
ADC	Off	Optionally On ²
IIC	Off	Standby
MCG	Off	Optionally On ³
MSCAN	Off	Standby
RTC	Optionally On ⁴	Optionally On ⁴
SCI	Off	Standby
SPI	Off	Standby
TPM	Off	Standby
Voltage Regulator	Optionally On ⁵	Optionally On ⁵
XOSC	Off	Optionally On ⁶
I/O Pins	States Held	States Held

¹ Requires the LVD to be enabled, else in standby.

² Requires the asynchronous ADC clock and LVD to be enabled, else in standby.

³ IRCLKEN and IREFSTEN set in MCGC1, else in standby.

⁴ Requires the RTC to be enabled, else in standby.

⁵ Requires the LVD or BDC to be enabled.

⁶ ERCLKEN and EREFSTEN set in MCGC2 for, else in standby. For high frequency range (RANGE in MCGC2 set) requires the LVD to also be enabled in stop3.

Chapter 4

Memory

4.1 MC9S08DZ60 Series Memory Map

On-chip memory in the MC9S08DZ60 Series consists of RAM, EEPROM, and FLASH program memory for nonvolatile data storage, and I/O and control/status registers. The registers are divided into three groups:

- Direct-page registers (0x0000 through 0x007F)
- High-page registers (0x1800 through 0x18FF)
- Nonvolatile registers (0xFFB0 through 0xFFBF)

0x0000 DIRECT PAGE REGISTERS 0x007F 128 BYTES 0x0080 RAM 4096 BYTES 0x107F 0x1080 FLASH 896 BYTES 0x13FF 0x1400 EEPROM 2 x 1024 BYTES 0x17FF 0x1800 HIGH PAGE REGISTERS 256 BYTES 0x18FF 0x1900 FLASH 59136 BYTES 0xFFFF	0x0000 DIRECT PAGE REGISTERS 0x007F 128 BYTES 0x0080 RAM 3072 BYTES 0x0C7F 0x0C80 UNIMPLEMENTED 2176 BYTES 0x14FF 0x1500 EEPROM 2 x 768 BYTES 0x17FF 0x1800 HIGH PAGE REGISTERS 256 BYTES 0x18FF 0x1900 UNIMPLEMENTED 9984 BYTES 0x3FFF 0x4000 FLASH 49152 BYTES 0xFFFF	0x0000 DIRECT PAGE REGISTERS 0x007F 128 BYTES 0x0080 RAM 2048 BYTES 0x087F 0x0880 UNIMPLEMENTED 3456 BYTES 0x15FF 0x1600 EEPROM 2 x 512 BYTES 0x17FF 0x1800 HIGH PAGE REGISTERS 256 BYTES 0x18FF 0x1900 UNIMPLEMENTED 25,344 BYTES 0x7BFF 0x7C00 FLASH 33792 BYTES 0xFFFF	0x0000 DIRECT PAGE REGISTERS 0x007F 128 BYTES 0x0080 RAM 1024 BYTES 0x047F 0x0480 UNIMPLEMENTED 4736 BYTES 0x16FF 0x1700 EEPROM 2 x 256 BYTES 0x17FF 0x1800 HIGH PAGE REGISTERS 256 BYTES 0x18FF 0x1900 UNIMPLEMENTED 42,240 BYTES 0xBDFF 0xBE00 FLASH 16896 BYTES 0xFFFF
MC9S08DZ60	MC9S08DZ48	MC9S08DZ32	MC9S08DZ16

Figure 4-1. MC9S08DZ60 Memory Map

4.2 Reset and Interrupt Vector Assignments

Table 4-1 shows address assignments for reset and interrupt vectors. The vector names shown in this table are the labels used in the MC9S08DZ60 Series equate file provided by Freescale Semiconductor.

Table 4-1. Reset and Interrupt Vectors

Address (High/Low)	Vector	Vector Name
0xFFC0:0xFFC1	ACMP2	Vacmp2
0xFFC2:0xFFC3	ACMP1	Vacmp1
0xFFC4:0xFFC5	MSCAN Transmit	Vcantx
0xFFC6:0xFFC7	MSCAN Receive	Vcanrx
0xFFC8:0xFFC9	MSCAN errors	Vcanerr
0xFFCA:0xFFCB	MSCAN wake up	Vcanwu
0xFFCC:0xFFCD	RTC	Vrtc
0xFFCE:0xFFCF	IIC	Viic
0xFFD0:0xFFD1	ADC Conversion	Vadc
0xFFD2:0xFFD3	Port A, Port B, Port D	Vport
0xFFD4:0xFFD5	SCI2 Transmit	Vsci2tx
0xFFD6:0xFFD7	SCI2 Receive	Vsci2rx
0xFFD8:0xFFD9	SCI2 Error	Vsci2err
0xFFDA:0xFFDB	SCI1 Transmit	Vsci1tx
0xFFDC:0xFFDD	SCI1 Receive	Vsci1rx
0xFFDE:0xFFDF	SCI1 Error	Vsci1err
0xFFE0:0xFFE1	SPI	Vspi
0xFFE2:0xFFE3	TPM2 Overflow	Vtpm2ovf
0xFFE4:0xFFE5	TPM2 Channel 1	Vtpm2ch1
0xFFE6:0xFFE7	TPM2 Channel 0	Vtpm2ch0
0xFFE8:0xFFE9	TPM1 Overflow	Vtpm1ovf
0xFFEA:0xFFEB	TPM1 Channel 5	Vtpm1ch5
0xFFEC:0xFFED	TPM1 Channel 4	Vtpm1ch4
0xFFEE:0xFFEF	TPM1 Channel 3	Vtpm1ch3
0xFFFF0:0xFFFF1	TPM1 Channel 2	Vtpm1ch2
0xFFFF2:0xFFFF3	TPM1 Channel 1	Vtpm1ch1
0xFFFF4:0xFFFF5	TPM1 Channel 0	Vtpm1ch0
0xFFFF6:0xFFFF7	MCG Loss of lock	Vlol
0xFFFF8:0xFFFF9	Low-Voltage Detect	Vlvd
0xFFFFA:0xFFFFB	IRQ	Virq
0xFFFFC:0xFFFFD	SWI	Vswi
0xFFFFE:0xFFFFF	Reset	Vreset

4.3 Register Addresses and Bit Assignments

The registers in the MC9S08DZ60 Series are divided into these groups:

- Direct-page registers are located in the first 128 locations in the memory map; these are accessible with efficient direct addressing mode instructions.
- High-page registers are used much less often, so they are located above 0x1800 in the memory map. This leaves more room in the direct page for more frequently used registers and RAM.
- The nonvolatile register area consists of a block of 16 locations in FLASH memory at 0xFFB0–0xFFBF. Nonvolatile register locations include:
 - NVPROT and NVOPT are loaded into working registers at reset
 - An 8-byte backdoor comparison key that optionally allows a user to gain controlled access to secure memory

Because the nonvolatile register locations are FLASH memory, they must be erased and programmed like other FLASH memory locations.

Direct-page registers can be accessed with efficient direct addressing mode instructions. Bit manipulation instructions can be used to access any bit in any direct-page register. [Table 4-2](#) is a summary of all user-accessible direct-page registers and control bits.

The direct page registers in [Table 4-2](#) can use the more efficient direct addressing mode, which requires only the lower byte of the address. Because of this, the lower byte of the address in column one is shown in bold text. In [Table 4-3](#) and [Table 4-5](#), the whole address in column one is shown in bold. In [Table 4-2](#), [Table 4-3](#), and [Table 4-5](#), the register names in column two are shown in bold to set them apart from the bit names to the right. Cells that are not associated with named bits are shaded. A shaded cell with a 0 indicates this unused bit always reads as a 0. Shaded cells with dashes indicate unused or reserved bit locations that could read as 1s or 0s.

Table 4-2. Direct-Page Register Summary (Sheet 1 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x0000	PTAD	PTAD7	PTAD6	PTAD5	PTAD4	PTAD3	PTAD2	PTAD1	PTAD0
0x0001	PTADD	PTADD7	PTADD6	PTADD5	PTADD4	PTADD3	PTADD2	PTADD1	PTADD0
0x0002	PTBD	PTBD7	PTBD6	PTBD5	PTBD4	PTBD3	PTBD2	PTBD1	PTBD0
0x0003	PTBDD	PTBDD7	PTBDD6	PTBDD5	PTBDD4	PTBDD3	PTBDD2	PTBDD1	PTBDD0
0x0004	PTCD	PTCD7	PTCD6	PTCD5	PTCD4	PTCD3	PTCD2	PTCD1	PTCD0
0x0005	PTCDD	PTCDD7	PTCDD6	PTCDD5	PTCDD4	PTCDD3	PTCDD2	PTCDD1	PTCDD0
0x0006	PTDD	PTDD7	PTDD6	PTDD5	PTDD4	PTDD3	PTDD2	PTDD1	PTDD0
0x0007	PTDDD	PTDDD7	PTDDD6	PTDDD5	PTDDD4	PTDDD3	PTDDD2	PTDDD1	PTDDD0
0x0008	PTED	PTED7	PTED6	PTED5	PTED4	PTED3	PTED2	PTED1	PTED0
0x0009	PTEDD	PTEDD7	PTEDD6	PTEDD5	PTEDD4	PTEDD3	PTEDD2	PTEDD1	PTEDD0
0x000A	PTFD	PTFD7	PTFD6	PTFD5	PTFD4	PTFD3	PTFD2	PTFD1	PTFD0
0x000B	PTFDD	PTFDD7	PTFDD6	PTFDD5	PTFDD4	PTFDD3	PTFDD2	PTFDD1	PTFDD0
0x000C	PTGD	0	0	PTGD5	PTGD4	PTGD3	PTGD2	PTGD1	PTGD0
0x000D	PTGDD	0	0	PTGDD5	PTGDD4	PTGDD3	PTGDD2	PTGDD1	PTGDD0
0x000E	ACMP1SC	ACME	ACBGS	ACF	ACIE	ACO	ACOEPE	ACMOD1	ACMOD0
0x000F	ACMP2SC	ACME	ACBGS	ACF	ACIE	ACO	ACOEPE	ACMOD1	ACMOD0
0x0010	ADCSC1	COCO	AIEN	ADCO	ADCH				
0x0011	ADCSC2	ADACT	ADTRG	ACFE	ACFGT	—	—	—	—
0x0012	ADCRH	0	0	0	0	0	0	ADR9	ADR8
0x0013	ADCRL	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0
0x0014	ADCCVH	0	0	0	0	0	0	ADCV9	ADCV8
0x0015	ADCCVL	ADCV7	ADCV6	ADCV5	ADCV4	ADCV3	ADCV2	ADCV1	ADCV0
0x0016	ADCCFG	ADLPC	ADIV		ADLSMP	MODE		ADICLK	
0x0017	APCTL1	ADPC7	ADPC6	ADPC5	ADPC4	ADPC3	ADPC2	ADPC1	ADPC0
0x0018	APCTL2	ADPC15	ADPC14	ADPC13	ADPC12	ADPC11	ADPC10	ADPC9	ADPC8
0x0019	APCTL3	ADPC23	ADPC22	ADPC21	ADPC20	ADPC19	ADPC18	ADPC17	ADPC16
0x001A– 0x001B	Reserved	—	—	—	—	—	—	—	—
0x001C	IRQSC	0	IRQPDD	IRQEDG	IRQPE	IRQF	IRQACK	IRQIE	IRQMOD
0x001D– 0x001F	Reserved	—	—	—	—	—	—	—	—
0x0020	TPM1SC	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
0x0021	TPM1CNTH	Bit 15	14	13	12	11	10	9	Bit 8
0x0022	TPM1CNTH	Bit 7	6	5	4	3	2	1	Bit 0
0x0023	TPM1MODH	Bit 15	14	13	12	11	10	9	Bit 8
0x0024	TPM1MODL	Bit 7	6	5	4	3	2	1	Bit 0
0x0025	TPM1C0SC	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	0	0
0x0026	TPM1C0VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0027	TPM1C0VL	Bit 7	6	5	4	3	2	1	Bit 0

Table 4-2. Direct-Page Register Summary (Sheet 2 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x0028	TPM1C1SC	CH1F	CH1IE	MS1B	MS1A	ELS1B	ELS1A	0	0
0x0029	TPM1C1VH	Bit 15	14	13	12	11	10	9	Bit 8
0x002A	TPM1C1VL	Bit 7	6	5	4	3	2	1	Bit 0
0x002B	TPM1C2SC	CH2F	CH2IE	MS2B	MS2A	ELS2B	ELS2A	0	0
0x002C	TPM1C2VH	Bit 15	14	13	12	11	10	9	Bit 8
0x002D	TPM1C2VL	Bit 7	6	5	4	3	2	1	Bit 0
0x002E	TPM1C3SC	CH3F	CH3IE	MS3B	MS3A	ELS3B	ELS3A	0	0
0x002F	TPM1C3VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0030	TPM1C3VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0031	TPM1C4SC	CH4F	CH4IE	MS4B	MS4A	ELS4B	ELS4A	0	0
0x0032	TPM1C4VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0033	TPM1C4VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0034	TPM1C5SC	CH5F	CH5IE	MS5B	MS5A	ELS5B	ELS5A	0	0
0x0035	TPM1C5VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0036	TPM1C5VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0037	Reserved	—	—	—	—	—	—	—	—
0x0038	SCI1BDH	LBKDIE	RXEDGIE	0	SBR12	SBR11	SBR10	SBR9	SBR8
0x0039	SCI1BDL	SBR7	SBR6	SBR5	SBR4	SBR3	SBR2	SBR1	SBR0
0x003A	SCI1C1	LOOPS	SCISWAI	RSRC	M	WAKE	ILT	PE	PT
0x003B	SCI1C2	TIE	TCIE	RIE	ILIE	TE	RE	RWU	SBK
0x003C	SCI1S1	TDRE	TC	RDRF	IDLE	OR	NF	FE	PF
0x003D	SCI1S2	LBKDIF	RXEDGIF	0	RXINV	RWUID	BRK13	LBKDE	RAF
0x003E	SCI1C3	R8	T8	TXDIR	TXINV	ORIE	NEIE	FEIE	PEIE
0x003F	SCI1D	Bit 7	6	5	4	3	2	1	Bit 0
0x0040	SCI2BDH	LBKDIE	RXEDGIE	0	SBR12	SBR11	SBR10	SBR9	SBR8
0x0041	SCI2BDL	SBR7	SBR6	SBR5	SBR4	SBR3	SBR2	SBR1	SBR0
0x0042	SCI2C1	LOOPS	SCISWAI	RSRC	M	WAKE	ILT	PE	PT
0x0043	SCI2C2	TIE	TCIE	RIE	ILIE	TE	RE	RWU	SBK
0x0044	SCI2S1	TDRE	TC	RDRF	IDLE	OR	NF	FE	PF
0x0045	SCI2S2	LBKDIF	RXEDGIF	0	RXINV	RWUID	BRK13	LBKDE	RAF
0x0046	SCI2C3	R8	T8	TXDIR	TXINV	ORIE	NEIE	FEIE	PEIE
0x0047	SCI2D	Bit 7	6	5	4	3	2	1	Bit 0
0x0048	MCGC1	CLKS		RDIV			IREFS	IRCLKEN	IREFSTEN
0x0049	MCGC2	BDIV		RANGE	HGO	LP	EREFS	ERCLKEN	EREFSTEN
0x004A	MCGTRM	TRIM							
0x004B	MCGSC	LOLS	LOCK	PLLST	IREFST	CLKST		OSCINIT	FTRIM
0x004C	MCGC3	LOLIE	PLLS	CME	0	VDIV			
0x004D	MCGT	0	0	0	0	0	0	0	0

Table 4-2. Direct-Page Register Summary (Sheet 3 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x004E– 0x004F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x0050	SPIC1	SPIE	SPE	SPTIE	MSTR	CPOL	CPHA	SSOE	LSBFE
0x0051	SPIC2	0	0	0	MODFEN	BIDIROE	0	SPISWAI	SPC0
0x0052	SPIBR	0	SPPR2	SPPR1	SPPR0	0	SPR2	SPR1	SPR0
0x0053	SPIS	SPRF	0	SPTEF	MODF	0	0	0	0
0x0054	Reserved	0	0	0	0	0	0	0	0
0x0055	SPID	Bit 7	6	5	4	3	2	1	Bit 0
0x0056– 0x0057	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x0058	IICA	AD7	AD6	AD5	AD4	AD3	AD2	AD1	0
0x0059	IICF	MULT		ICR					
0x005A	IICC	IICEN	IICIE	MST	TX	TXAK	RSTA	0	0
0x005B	IICS	TCF	IAAS	BUSY	ARBL	0	SRW	IICIF	RXAK
0x005C	IICD	DATA							
0x005D	IICC2	GCAEN	ADEXT	0	0	0	AD10	AD9	AD8
0x005E– 0x005F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x0060	TPM2SC	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
0x0061	TPM2CNTH	Bit 15	14	13	12	11	10	9	Bit 8
0x0062	TPM2CNTL	Bit 7	6	5	4	3	2	1	Bit 0
0x0063	TPM2MODH	Bit 15	14	13	12	11	10	9	Bit 8
0x0064	TPM2MODL	Bit 7	6	5	4	3	2	1	Bit 0
0x0065	TPM2C0SC	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	0	0
0x0066	TPM2C0VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0067	TPM2C0VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0068	TPM2C1SC	CH1F	CH1IE	MS1B	MS1A	ELS1B	ELS1A	0	0
0x0069	TPM2C1VH	Bit 15	14	13	12	11	10	9	Bit 8
0x006A	TPM2C1VL	Bit 7	6	5	4	3	2	1	Bit 0
0x006B	Reserved	—	—	—	—	—	—	—	—
0x006C	RTCSC	RTIF	RTCLKS		RTIE	RTCPS			
0x006D	RTCCNT	RTCCNT							
0x006E	RTCMOD	RTCMOD							
0x006F	Reserved	—	—	—	—	—	—	—	—
0x0070– 0x007F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —

High-page registers, shown in [Table 4-3](#), are accessed much less often than other I/O and control registers so they have been located outside the direct addressable memory space, starting at 0x1800.

Table 4-3. High-Page Register Summary (Sheet 1 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x1800	SRS	POR	PIN	COP	ILOP	ILAD	LOCS	LVD	0
0x1801	SBDFR	0	0	0	0	0	0	0	BDFR
0x1802	SOPT1	COPT		STOPE	SCI2PS	IICPS	0	0	0
0x1803	SOPT2	COPCLKS	COPW	0	ADHTS	0	MCSEL		
0x1804– 0x1805	Reserved	—	—	—	—	—	—	—	—
0x1806	SDIDH	—	—	—	—	ID11	ID10	ID9	ID8
0x1807	SDIDL	ID7	ID6	ID5	ID4	ID3	ID2	ID1	ID0
0x1808	Reserved	—	—	—	—	—	—	—	—
0x1809	SPMSC1	LVWF	LVWACK	LVWIE	LVDRE	LVDSE	LVDE	0	BGBE
0x180A	SPMSC2	0	0	LVDV	LVWV	PPDF	PPDACK	—	PPDC
0x180B– 0x180F	Reserved	—	—	—	—	—	—	—	—
0x1810	DBGCAH	Bit 15	14	13	12	11	10	9	Bit 8
0x1811	DBGCAL	Bit 7	6	5	4	3	2	1	Bit 0
0x1812	DBGCBH	Bit 15	14	13	12	11	10	9	Bit 8
0x1813	DBGCBL	Bit 7	6	5	4	3	2	1	Bit 0
0x1814	DBGFH	Bit 15	14	13	12	11	10	9	Bit 8
0x1815	DBGFL	Bit 7	6	5	4	3	2	1	Bit 0
0x1816	DBGC	DBGEN	ARM	TAG	BRKEN	RWA	RWAEN	RWB	RWBEN
0x1817	DBGT	TRGSEL	BEGIN	0	0	TRG3	TRG2	TRG1	TRG0
0x1818	DBGS	AF	BF	ARMF	0	CNT3	CNT2	CNT1	CNT0
0x1819– 0x181F	Reserved	—	—	—	—	—	—	—	—
0x1820	FCDIV	DIVLD	PRDIV8	DIV					
0x1821	FOPT	KEYEN	FNORED	EPGMOD	0	0	0	SEC	
0x1822	FTSTMOD	0	MRDS		0	0	0	0	0
0x1823	FCNFG	0	EPGSEL	KEYACC	Reserved ¹	0	0	0	0
0x1824	FPROT	EPS		FPS					
0x1825	FSTAT	FCBEF	FCCF	FPVIOL	FACCERR	0	FBLANK	0	0
0x1826	FCMD	FCMD							
0x1827– 0x183F	Reserved	—	—	—	—	—	—	—	—
0x1840	PTAPE	PTAPE7	PTAPE6	PTAPE5	PTAPE4	PTAPE3	PTAPE2	PTAPE1	PTAPE0
0x1841	PTASE	PTASE7	PTASE6	PTASE5	PTASE4	PTASE3	PTASE2	PTASE1	PTASE0
0x1842	PTADS	PTADS7	PTADS6	PTADS5	PTADS4	PTADS3	PTADS2	PTADS1	PTADS0
0x1843	Reserved	—	—	—	—	—	—	—	—
0x1844	PTASC	0	0	0	0	PTAIF	PTAACK	PTAIE	PTAMOD
0x1845	PTAPS	PTAPS7	PTAPS6	PTAPS5	PTAPS4	PTAPS3	PTAPS2	PTAPS1	PTAPS0
0x1846	PTAES	PTAES7	PTAES6	PTAES5	PTAES4	PTAES3	PTAES2	PTAES1	PTAES0

Table 4-3. High-Page Register Summary (Sheet 2 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x1847	Reserved	—	—	—	—	—	—	—	—
0x1848	PTBPE	PTBPE7	PTBPE6	PTBPE5	PTBPE4	PTBPE3	PTBPE2	PTBPE1	PTBPE0
0x1849	PTBSE	PTBSE7	PTBSE6	PTBSE5	PTBSE4	PTBSE3	PTBSE2	PTBSE1	PTBSE0
0x184A	PTBDS	PTBDS7	PTBDS6	PTBDS5	PTBDS4	PTBDS3	PTBDS2	PTBDS1	PTBDS0
0x184B	Reserved	—	—	—	—	—	—	—	—
0x184C	PTBSC	0	0	0	0	PTBIF	PTBACK	PTBIE	PTBMOD
0x184D	PTBPS	PTBPS7	PTBPS6	PTBPS5	PTBPS4	PTBPS3	PTBPS2	PTBPS1	PTBPS0
0x184E	PTBES	PTBES7	PTBES6	PTBES5	PTBES4	PTBES3	PTBES2	PTBES1	PTBES0
0x184F	Reserved	—	—	—	—	—	—	—	—
0x1850	PTCPE	PTCPE7	PTCPE6	PTCPE5	PTCPE4	PTCPE3	PTCPE2	PTCPE1	PTCPE0
0x1851	PTCSE	PTCSE7	PTCSE6	PTCSE5	PTCSE4	PTCSE3	PTCSE2	PTCSE1	PTCSE0
0x1852	PTCDS	PTCDS7	PTCDS6	PTCDS5	PTCDS4	PTCDS3	PTCDS2	PTCDS1	PTCDS0
0x1853– 0x1857	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x1858	PTDPE	PTDPE7	PTDPE6	PTDPE5	PTDPE4	PTDPE3	PTDPE2	PTDPE1	PTDPE0
0x1859	PTDSE	PTDSE7	PTDSE6	PTDSE5	PTDSE4	PTDSE3	PTDSE2	PTDSE1	PTDSE0
0x185A	PTDDS	PTDDS7	PTDDS6	PTDDS5	PTDDS4	PTDDS3	PTDDS2	PTDDS1	PTDDS0
0x185B	Reserved	—	—	—	—	—	—	—	—
0x185C	PTDSC	0	0	0	0	PTDIF	PTDACK	PTDIE	PTDMOD
0x185D	PTDPS	PTDPS7	PTDPS6	PTDPS5	PTDPS4	PTDPS3	PTDPS2	PTDPS1	PTDPS0
0x185E	PTDES	PTDES7	PTDES6	PTDES5	PTDES4	PTDES3	PTDES2	PTDES1	PTDES0
0x185F	Reserved	—	—	—	—	—	—	—	—
0x1860	PTEPE	PTEPE7	PTEPE6	PTEPE5	PTEPE4	PTEPE3	PTEPE2	PTEPE1	PTEPE0
0x1861	PTESE	PTESE7	PTESE6	PTESE5	PTESE4	PTESE3	PTESE2	PTESE1	PTESE0
0x1862	PTEDS	PTEDS7	PTEDS6	PTEDS5	PTEDS4	PTEDS3	PTEDS2	PTEDS1	PTEDS0
0x1863– 0x1867	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x1868	PTFPE	PTFPE7	PTFPE6	PTFPE5	PTFPE4	PTFPE3	PTFPE2	PTFPE1	PTFPE0
0x1869	PTFSE	PTFSE7	PTFSE6	PTFSE5	PTFSE4	PTFSE3	PTFSE2	PTFSE1	PTFSE0
0x186A	PTFDS	PTFDS7	PTFDS6	PTFDS5	PTFDS4	PTFDS3	PTFDS2	PTFDS1	PTFDS0
0x186B– 0x186F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x1870	PTGPE	0	0	PTGPE5	PTGPE4	PTGPE3	PTGPE2	PTGPE1	PTGPE0
0x1871	PTGSE	0	0	PTGSE5	PTGSE4	PTGSE3	PTGSE2	PTGSE1	PTGSE0
0x1872	PTGDS	0	0	PTGDS5	PTGDS4	PTGDS3	PTGDS2	PTGDS1	PTGDS0
0x1873– 0x187F	Reserved	— —	— —	— —	— —	— —	— —	— —	— —
0x1880	CANCTL0	RXFRM	RXACT	CSWAI	SYNCH	TIME	WUPE	SLPRQ	INITRQ
0x1881	CANCTL1	CANE	CLKSRC	LOOPB	LISTEN	BORM	WUPM	SLPAK	INITAK
0x1882	CANBTR0	SJW1	SJW0	BRP5	BRP4	BRP3	BRP2	BRP1	BRP0

Table 4-3. High-Page Register Summary (Sheet 3 of 3)

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0x1883	CANBTR1	SAMP	TSEG22	TSEG21	TSEG20	TSEG13	TSEG12	TSEG11	TSEG10
0x1884	CANRFLG	WUPIF	CSCIF	RSTAT1	RSTAT0	TSTAT1	TSTAT0	OVRIF	RXF
0x1885	CANRIER	WUPIE	CSCIE	RSTATE1	RSTATE0	TSTATE1	TSTATE0	OVRIE	RXFIE
0x1886	CANTFLG	0	0	0	0	0	TXE2	TXE1	TXE0
0x1887	CANTIER	0	0	0	0	0	TXEIE2	TXEIE1	TXEIE0
0x1888	CANTARQ	0	0	0	0	0	ABTRQ2	ABTRQ1	ABTRQ0
0x1889	CANTAACK	0	0	0	0	0	ABTAK2	ABTAK1	ABTAK0
0x188A	CANTBSEL	0	0	0	0	0	TX2	TX1	TX0
0x188B	CANIDAC	0	0	IDAM1	IDAM0	0	IDHIT2	IDHIT1	IDHIT0
0x188C	Reserved	0	0	0	0	0	0	0	0
0x188D	CANMISC	0	0	0	0	0	0	0	BOHOLD
0x188E	CANRXERR	RXERR7	RXERR6	RXERR5	RXERR4	RXERR3	RXERR2	RXERR1	RXERR0
0x188F	CANTXERR	TXERR7	TXERR6	TXERR5	TXERR4	TXERR3	TXERR2	TXERR1	TXERR0
0x1890 – 0x1893	CANIDAR0 – CANIDAR3	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0
0x1894 – 0x1897	CANIDMR0 – CANIDMR3	AM7	AM6	AM5	AM4	AM3	AM2	AM1	AM0
0x1898 – 0x189B	CANIDAR4 – CANIDAR7	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0
0x189C – 0x189F	CANIDMR4 – CANIDMR7	AM7	AM6	AM5	AM4	AM3	AM2	AM1	AM0
0x18BE	CANTTSRH	TSR15	TSR14	TSR13	TSR12	TSR11	TSR10	TSR9	TSR8
0x18BF	CANTTSRL	TSR7	TSR6	TSR5	TSR4	TSR3	TSR2	TSR1	TSR0
0x18C0 – 0x18FF	Reserved	—	—	—	—	—	—	—	—

¹ This bit is reserved. User must write a 1 to this bit. Failing to do so may result in unexpected behavior.

Figure 4-4 shows the common 13-byte data structure of receive and transmit buffers for standard identifier mapping. See Chapter 11, “Freescall’s Controller Area Network (S08MSCANV1),” for details on extended and standard identifier mapping.

Table 4-4. MSCAN Foreground and Receive Transmit Buffer Layout — Standard Mapping

0x18A0	CANRIDR0	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3
0x18A1	CANRIDR1	ID2	ID1	ID0	RTR	IDE	—	—	—
0x18A2	CANRIDR2	—	—	—	—	—	—	—	—
0x18A3	CANRIDR3	—	—	—	—	—	—	—	—
0x18A4 – 0x18AB	CANRDSR0 – CANRDSR7	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0x18AC	CANRDLR	—	—	—	—	DLC3	DLC2	DLC1	DLC0
0x18AD	Reserved	—	—	—	—	—	—	—	—
0x18AE	CANRTSRH	TSR15	TSR14	TSR13	TSR12	TSR11	TSR10	TSR9	TSR8

Table 4-4. MSCAN Foreground and Receive Transmit Buffer Layout — Standard Mapping

0x18AF	CANRTSRL	TSR7	TSR6	TSR5	TSR4	TSR3	TSR2	TSR1	TSR0
0x18B0	CANTIDR0	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3
0x18B1	CANTIDR1	ID2	ID1	ID0	RTR	IDE	—	—	—
0x18B2	CANTIDR2	—	—	—	—	—	—	—	—
0x18B3	CANTIDR3	—	—	—	—	—	—	—	—
0x18B4 – 0x18BB	CANTDSR0 – CANTDSR7	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0x18BC	CANTDLR	—	—	—	—	DLC3	DLC2	DLC1	DLC0
0x18BD	CANTTBPR	PRI07	PRI06	PRI05	PRI04	PRI03	PRI02	PRI01	PRI00

Nonvolatile FLASH registers, shown in [Table 4-5](#), are located in the FLASH memory. These registers include an 8-byte backdoor key, NVBACKKEY, which can be used to gain access to secure memory resources. During reset events, the contents of NVPROT and NVOPT in the nonvolatile register area of the FLASH memory are transferred into corresponding FPROT and FOPT working registers in the high-page registers to control security and block protection options.

Table 4-5. Nonvolatile Register Summary

Address	Register Name	Bit 7	6	5	4	3	2	1	Bit 0
0xFFAE	Reserved for storage of FTRIM	0	0	0	0	0	0	0	FTRIM
0xFFAF	Res. for storage of MCGTRM	TRIM							
0xFFB0– 0xFFB7	NVBACKKEY	8-Byte Comparison Key							
0xFFB8– 0xFFBC	Reserved	—	—	—	—	—	—	—	—
0xFFBD	NVPROT	EPS		FPS					
0xFFBE	Reserved	—	—	—	—	—	—	—	—
0xFFBF	NVOPT	KEYEN	FNORED	EPGMOD	0	0	0	SEC	

Provided the key enable (KEYEN) bit is 1, the 8-byte comparison key can be used to temporarily disengage memory security. This key mechanism can be accessed only through user code running in secure memory. (A security key cannot be entered directly through background debug commands.) This security key can be disabled completely by programming the KEYEN bit to 0. If the security key is disabled, the only way to disengage security is by mass erasing the FLASH if needed (normally through the background debug interface) and verifying that FLASH is blank. To avoid returning to secure mode after the next reset, program the security bits (SEC) to the unsecured state (1:0).

4.4 RAM

The MC9S08DZ60 Series includes static RAM. The locations in RAM below 0x0100 can be accessed using the more efficient direct addressing mode, and any single bit in this area can be accessed with the bit manipulation instructions (BCLR, BSET, BRCLR, and BRSET). Locating the most frequently accessed program variables in this area of RAM is preferred.

The RAM retains data while the MCU is in low-power wait, stop2, or stop3 mode. At power-on the contents of RAM are uninitialized. RAM data is unaffected by any reset if the supply voltage does not drop below the minimum value for RAM retention (V_{RAM}).

For compatibility with M68HC05 MCUs, the HCS08 resets the stack pointer to 0x00FF. In the MC9S08DZ60 Series, it is usually best to reinitialize the stack pointer to the top of the RAM so the direct page RAM can be used for frequently accessed RAM variables and bit-addressable program variables. Include the following 2-instruction sequence in your reset initialization routine (where RamLast is equated to the highest address of the RAM in the Freescale Semiconductor equate file).

```
LDHX      #RamLast+1      ;point one past RAM
TXS                          ;SP<= (H:X-1)
```

When security is enabled, the RAM is considered a secure memory resource and is not accessible through BDM or code executing from non-secure memory. See [Section 4.5.9, “Security”](#), for a detailed description of the security feature.

4.5 FLASH and EEPROM

MC9S08DZ60 Series devices include FLASH and EEPROM memory intended primarily for program and data storage. In-circuit programming allows the operating program and data to be loaded into FLASH and EEPROM, respectively, after final assembly of the application product. It is possible to program the arrays through the single-wire background debug interface. Because no special voltages are needed for erase and programming operations, in-application programming is also possible through other software-controlled communication paths. For a more detailed discussion of in-circuit and in-application programming, refer to the *HCS08 Family Reference Manual, Volume I*, Freescale Semiconductor document order number HCS08RMv1.

4.5.1 Features

Features of the FLASH and EEPROM memory include:

- Array size (see [Table 1-1](#) for exact array sizes)
- FLASH sector size: 768 bytes
- EEPROM sector size: selectable 4-byte or 8-byte sector mapping operation
- Single power supply program and erase
- Command interface for fast program and erase operation
- Up to 100,000 program/erase cycles at typical voltage and temperature
- Flexible block protection and vector redirection
- Security feature for FLASH, EEPROM, and RAM

- Burst programming capability
- Sector erase abort

4.5.2 Program and Erase Times

Before any program or erase command can be accepted, the FLASH and EEPROM clock divider register (FCDIV) must be written to set the internal clock for the FLASH and EEPROM module to a frequency (f_{FCLK}) between 150 kHz and 200 kHz (see [Section 4.5.11.1, “FLASH and EEPROM Clock Divider Register \(FCDIV\)”](#)). This register can be written only once, so normally this write is performed during reset initialization. FCDIV cannot be written if the access error flag, FACCERR in FSTAT, is set. The user must ensure that FACCERR is not set before writing to the FCDIV register. One period of the resulting clock ($1/f_{FCLK}$) is used by the command processor to time program and erase pulses. An integer number of these timing pulses is used by the command processor to complete a program or erase command.

[Table 4-6](#) shows program and erase times. The bus clock frequency and FCDIV determine the frequency of FCLK (f_{FCLK}). The time for one cycle of FCLK is $t_{FCLK} = 1/f_{FCLK}$. The times are shown as a number of cycles of FCLK and as an absolute time for the case where $t_{FCLK} = 5 \mu s$. Program and erase times shown include overhead for the command state machine and enabling and disabling of program and erase voltages.

Table 4-6. Program and Erase Times

Parameter	Cycles of FCLK	Time if FCLK = 200 kHz
Byte program	9	45 μs
Burst program	4	20 μs ¹
Sector erase	4000	20 ms
Mass erase	20,000	100 ms
Sector erase abort	4	20 μs ¹

¹ Excluding start/end overhead

4.5.3 Program and Erase Command Execution

The FCDIV register must be initialized after any reset and any error flag is cleared before beginning command execution. The command execution steps are:

1. Write a data value to an address in the FLASH or EEPROM array. The address and data information from this write is latched into the FLASH and EEPROM interface. This write is a required first step in any command sequence. For erase and blank check commands, the value of the data is not important. For sector erase commands, the address can be any address in the sector of FLASH or EEPROM to be erased. For mass erase and blank check commands, the address can be any address in the FLASH or EEPROM memory. FLASH and EEPROM erase independently of each other.

NOTE

Before programming a particular byte in the FLASH or EEPROM, the sector in which that particular byte resides must be erased by a mass or sector erase operation. Reprogramming bits in an already programmed byte without first performing an erase operation may disturb data stored in the FLASH or EEPROM memory.

2. Write the command code for the desired command to FCMD. The six valid commands are blank check (0x05), byte program (0x20), burst program (0x25), sector erase (0x40), mass erase (0x41), and sector erase abort (0x47). The command code is latched into the command buffer.
3. Write a 1 to the FCBEF bit in FSTAT to clear FCBEF and launch the command (including its address and data information).

A partial command sequence can be aborted manually by writing a 0 to FCBEF any time after the write to the memory array and before writing the 1 that clears FCBEF and launches the complete command. Aborting a command in this way sets the FACCERR access error flag which must be cleared before starting a new command.

A strictly monitored procedure must be obeyed or the command will not be accepted. This minimizes the possibility of any unintended changes to the memory contents. The command complete flag (FCCF) indicates when a command is complete. The command sequence must be completed by clearing FCBEF to launch the command. [Figure 4-2](#) is a flowchart for executing all of the commands except for burst programming and sector erase abort.

4. Wait until the FCCF bit in FSTAT is set. As soon as FCCF= 1, the operation has completed successfully.

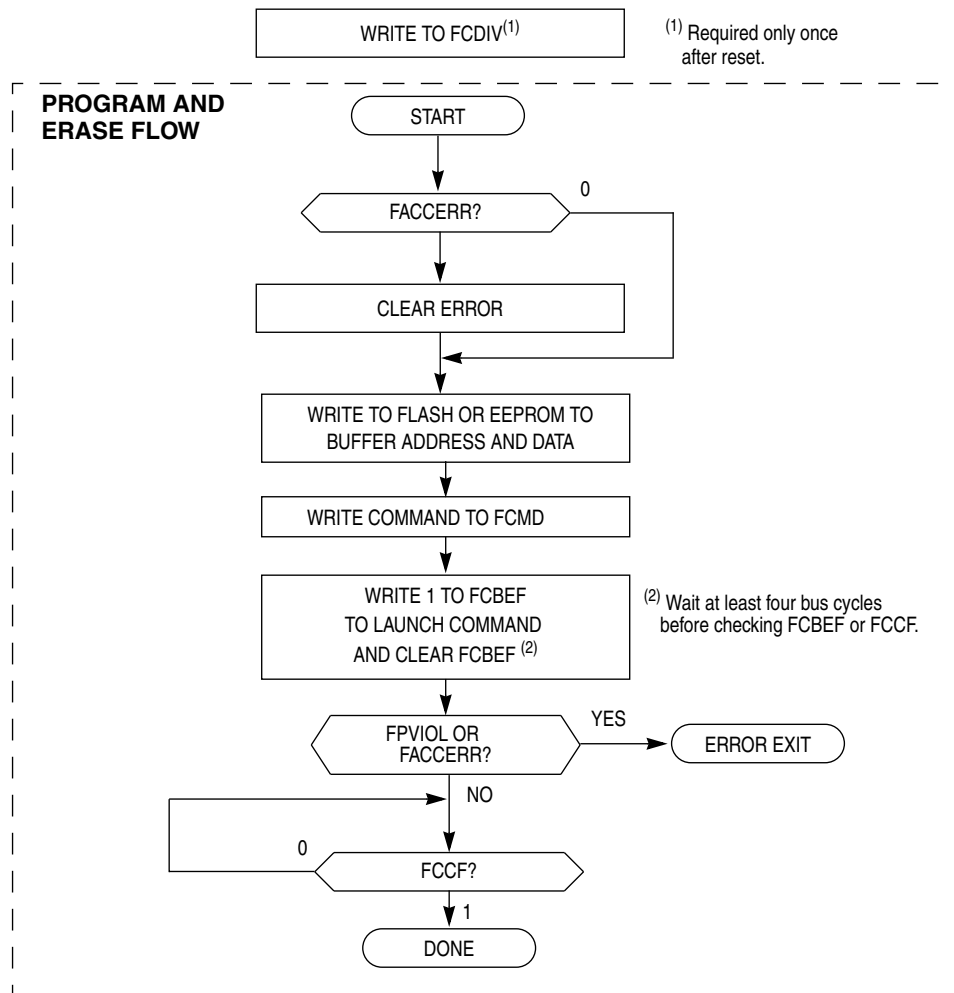


Figure 4-2. Program and Erase Flowchart

4.5.4 Burst Program Execution

The burst program command is used to program sequential bytes of data in less time than would be required using the standard program command. This is possible because the high voltage to the FLASH array does not need to be disabled between program operations. Ordinarily, when a program or erase command is issued, an internal charge pump associated with the FLASH memory must be enabled to supply high voltage to the array. Upon completion of the command, the charge pump is turned off. When a burst program command is issued, the charge pump is enabled and remains enabled after completion of the burst program operation if these two conditions are met:

- The next burst program command has been queued before the current program operation has completed.
- The next sequential address selects a byte on the same burst block as the current byte being programmed. A burst block in this FLASH memory consists of 32 bytes. A new burst block begins at each 32-byte address boundary.

The first byte of a series of sequential bytes being programmed in burst mode will take the same amount of time to program as a byte programmed in standard mode. Subsequent bytes will program in the burst program time provided that the conditions above are met. If the next sequential address is the beginning of a new row, the program time for that byte will be the standard time instead of the burst time. This is because the high voltage to the array must be disabled and then enabled again. If a new burst command has not been queued before the current command completes, then the charge pump will be disabled and high voltage removed from the array.

A flowchart to execute the burst program operation is shown in [Figure 4-3](#).

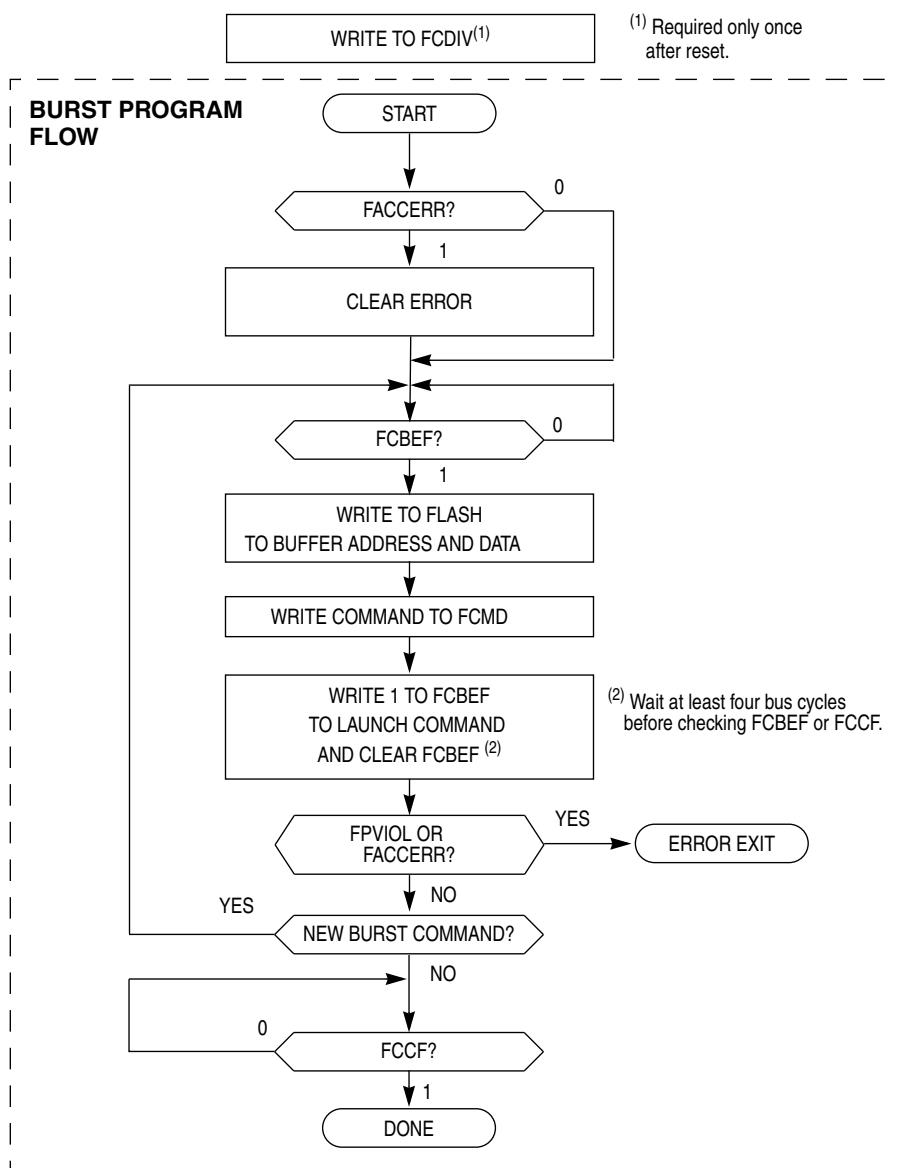


Figure 4-3. Burst Program Flowchart

4.5.5 Sector Erase Abort

The sector erase abort operation will terminate the active sector erase operation so that other sectors are available for read and program operations without waiting for the sector erase operation to complete.

The sector erase abort command write sequence is as follows:

1. Write to any FLASH or EEPROM address to start the command write sequence for the sector erase abort command. The address and data written are ignored.
2. Write the sector erase abort command, 0x47, to the FCMD register.
3. Clear the FCBEF flag in the FSTAT register by writing a 1 to FCBEF to launch the sector erase abort command.

If the sector erase abort command is launched resulting in the early termination of an active sector erase operation, the FACCERR flag will set once the operation completes as indicated by the FCCF flag being set. The FACCERR flag sets to inform the user that the FLASH sector may not be fully erased and a new sector erase command must be launched before programming any location in that specific sector.

If the sector erase abort command is launched but the active sector erase operation completes normally, the FACCERR flag will not set upon completion of the operation as indicated by the FCCF flag being set. Therefore, if the FACCERR flag is not set after the sector erase abort command has completed, a sector being erased when the abort command was launched will be fully erased.

A flowchart to execute the sector erase abort operation is shown in [Figure 4-4](#).

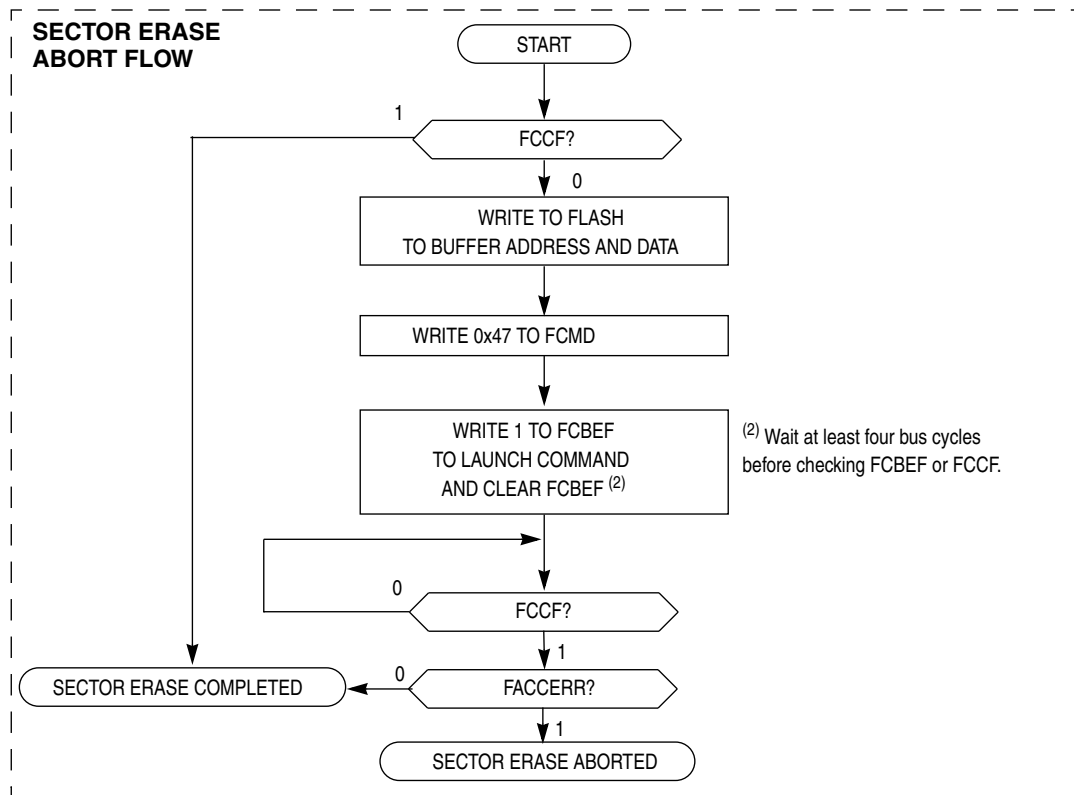


Figure 4-4. Sector Erase Abort Flowchart

NOTE

The FCBEF flag will not set after launching the sector erase abort command. If an attempt is made to start a new command write sequence with a sector erase abort operation active, the FACCERR flag in the FSTAT register will be set. A new command write sequence may be started after clearing the ACCERR flag, if set.

NOTE

The sector erase abort command should be used sparingly since a sector erase operation that is aborted counts as a complete program/erase cycle.

4.5.6 Access Errors

An access error occurs whenever the command execution protocol is violated.

Any of the following specific actions will cause the access error flag (FACCERR) in FSTAT to be set. FACCERR must be cleared by writing a 1 to FACCERR in FSTAT before any command can be processed.

- Writing to a FLASH address before the internal FLASH and EEPROM clock frequency has been set by writing to the FCDIV register.
- Writing to a FLASH address while FCBEF is not set. (A new command cannot be started until the command buffer is empty.)
- Writing a second time to a FLASH address before launching the previous command. (There is only one write to FLASH for every command.)
- Writing a second time to FCMD before launching the previous command. (There is only one write to FCMD for every command.)
- Writing to any FLASH control register other than FCMD after writing to a FLASH address.
- Writing any command code other than the six allowed codes (0x05, 0x20, 0x25, 0x40, 0x41, or 0x47) to FCMD.
- Accessing (read or write) any FLASH control register other than to write to FSTAT (to clear FCBEF and launch the command) after writing the command to FCMD.
- The MCU enters stop mode while a program or erase command is in progress. (The command is aborted.)
- Writing the byte program, burst program, sector erase or sector erase abort command code (0x20, 0x25, 0x40, or 0x47) with a background debug command while the MCU is secured. (The background debug controller can do blank check and mass erase commands only when the MCU is secure.)
- Writing 0 to FCBEF to cancel a partial command.

4.5.7 Block Protection

The block protection feature prevents the protected region of FLASH or EEPROM from program or erase changes. Block protection is controlled through the FLASH and EEPROM protection register (FPROT). The EPS bits determine the protected region of EEPROM and the FPS bits determine the protected region of FLASH. See [Section 4.5.11.4, “FLASH and EEPROM Protection Register \(FPROT and NVPROT\).”](#)

After exit from reset, FPROT is loaded with the contents of the NVPROT location, which is in the nonvolatile register block of the FLASH memory. FPROT cannot be changed directly from application software so a runaway program cannot alter the block protection settings. Because NVPROT is within the last sector of FLASH, if any amount of memory is protected, NVPROT is itself protected and cannot be altered (intentionally or unintentionally) by the application software. FPROT can be written through background debug commands, which provides a way to erase and reprogram protected FLASH memory.

One use for block protection is to block protect an area of FLASH memory for a bootloader program. This bootloader program then can be used to erase the rest of the FLASH memory and reprogram it. The bootloader is protected even if MCU power is lost during an erase and reprogram operation.

4.5.8 Vector Redirection

While any FLASH is block protected, the reset and interrupt vectors will be protected. Vector redirection allows users to modify interrupt vector information without unprotecting bootloader and reset vector space. Vector redirection is enabled by programming the FNORED bit in the NVOPT register located at address 0xFFBF to 0. For redirection to occur, at least some portion of the FLASH memory must be block protected by programming the NVPROT register located at address 0xFFBD. All interrupt vectors (memory locations 0xFFC0–0xFFFFD) are redirected, though the reset vector (0xFFFFE:0xFFFFF) is not.

For example, if 1536 bytes of FLASH are protected, the protected address region is from 0xFA00 through 0xFFFF. The interrupt vectors (0xFFC0–0xFFFFD) are redirected to the locations 0xF9C0–0xF9FD. If vector redirection is enabled and an interrupt occurs, the values in the locations 0xF9E0:0xF9E1 are used for the vector instead of the values in the locations 0xFFE0:0xFFE1. This allows the user to reprogram the unprotected portion of the FLASH with new program code including new interrupt vector values while leaving the protected area, which includes the default vector locations, unchanged.

4.5.9 Security

The MC9S08DZ60 Series includes circuitry to prevent unauthorized access to the contents of FLASH, EEPROM, and RAM memory. When security is engaged, FLASH, EEPROM, and RAM are considered secure resources. Direct-page registers, high-page registers, and the background debug controller are considered unsecured resources. Programs executing within secure memory have normal access to any MCU memory locations and resources. Attempts to access a secure memory location with a program executing from an unsecured memory space or through the background debug interface are blocked (writes are ignored and reads return all 0s).

Security is engaged or disengaged based on the state of two register bits (SEC[1:0]) in the FOPT register. During reset, the contents of the nonvolatile location NVOPT are copied from FLASH into the working FOPT register in high-page register space. A user engages security by programming the NVOPT location, which can be performed at the same time the FLASH memory is programmed. The 1:0 state disengages

security; the other three combinations engage security. Notice the erased state (1:1) makes the MCU secure. During development, whenever the FLASH is erased, it is good practice to immediately program the SEC0 bit to 0 in NVOPT so SEC = 1:0. This would allow the MCU to remain unsecured after a subsequent reset.

The on-chip debug module cannot be enabled while the MCU is secure. The separate background debug controller can be used for background memory access commands, but the MCU cannot enter active background mode except by holding BKGD low at the rising edge of reset.

A user can choose to allow or disallow a security unlocking mechanism through an 8-byte backdoor security key. If the nonvolatile KEYEN bit in NVOPT/FOPT is 0, the backdoor key is disabled and there is no way to disengage security without completely erasing all FLASH locations. If KEYEN is 1, a secure user program can temporarily disengage security by:

1. Writing 1 to KEYACC in the FCNFG register. This makes the FLASH module interpret writes to the backdoor comparison key locations (NVBACKKEY through NVBACKKEY+7) as values to be compared against the key rather than as the first step in a FLASH program or erase command.
2. Writing the user-entered key values to the NVBACKKEY through NVBACKKEY+7 locations. These writes must be performed in order starting with the value for NVBACKKEY and ending with NVBACKKEY+7. STHX must not be used for these writes because these writes cannot be performed on adjacent bus cycles. User software normally would get the key codes from outside the MCU system through a communication interface such as a serial I/O.
3. Writing 0 to KEYACC in the FCNFG register. If the 8-byte key that was written matches the key stored in the FLASH locations, SEC bits are automatically changed to 1:0 and security will be disengaged until the next reset.

The security key can be written only from secure memory (either RAM, EEPROM, or FLASH), so it cannot be entered through background commands without the cooperation of a secure user program.

The backdoor comparison key (NVBACKKEY through NVBACKKEY+7) is located in FLASH memory locations in the nonvolatile register space so users can program these locations exactly as they would program any other FLASH memory location. The nonvolatile registers are in the same 768-byte block of FLASH as the reset and interrupt vectors, so block protecting that space also block protects the backdoor comparison key. Block protects cannot be changed from user application programs, so if the vector space is block protected, the backdoor security key mechanism cannot permanently change the block protect, security settings, or the backdoor key.

Security can always be disengaged through the background debug interface by taking these steps:

1. Disable any block protections by writing FPROT. FPROT can be written only with background debug commands, not from application software.
2. Mass erase FLASH if necessary.
3. Blank check FLASH. Provided FLASH is completely erased, security is disengaged until the next reset.

To avoid returning to secure mode after the next reset, program NVOPT so SEC = 1:0.

4.5.10 EEPROM Mapping

Only half of the EEPROM is in the memory map. The EPGSEL bit in FCNFG register selects which half of the array can be accessed in foreground while the other half can not be accessed in background. There are two mapping mode options that can be selected to configure the 8-byte EEPROM sectors: 4-byte mode and 8-byte mode. Each mode is selected by the EPGMOD bit in the FOPT register.

In 4-byte sector mode (EPGMOD = 0), each 8-byte sector splits four bytes on foreground and four bytes on background but on the same addresses. The EPGSEL bit selects which four bytes can be accessed. During a sector erase, the entire 8-byte sector (four bytes in foreground and four bytes in background) is erased.

In 8-byte sector mode (EPGMOD = 1), each entire 8-byte sector is in a single page. The EPGSEL bit selects which sectors are on background. During a sector erase, the entire 8-byte sector in foreground is erased.

4.5.11 FLASH and EEPROM Registers and Control Bits

The FLASH and EEPROM modules have seven 8-bit registers in the high-page register space and three locations in the nonvolatile register space in FLASH memory. Two of those locations are copied into two corresponding high-page control registers at reset. There is also an 8-byte comparison key in FLASH memory. Refer to [Table 4-3](#) and [Table 4-5](#) for the absolute address assignments for all FLASH and EEPROM registers. This section refers to registers and control bits only by their names. A Freescale Semiconductor-provided equate or header file normally is used to translate these names into the appropriate absolute addresses.

4.5.11.1 FLASH and EEPROM Clock Divider Register (FCDIV)

Before any erase or programming operations are possible, write to this register to set the frequency of the clock for the nonvolatile memory system within acceptable limits.

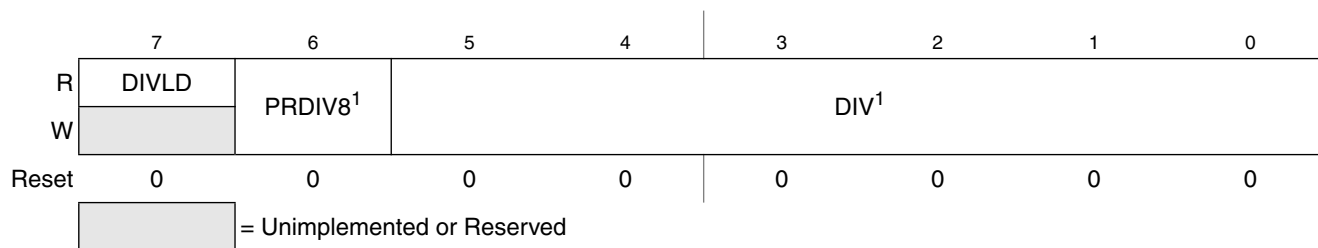


Figure 4-5. FLASH and EEPROM Clock Divider Register (FCDIV)

¹ PRDIV8 and DIV[5:0] are write once out of reset

Table 4-7. FCDIV Register Field Descriptions

Field	Description
7 DIVLD	Divisor Loaded Status Flag — When set, this read-only status flag indicates that the FCDIV register has been written since reset. Reset clears this bit and the first write to this register causes this bit to become set regardless of the data written. 0 FCDIV has not been written since reset; erase and program operations disabled for FLASH and EEPROM. 1 FCDIV has been written since reset; erase and program operations enabled for FLASH and EEPROM.
6 PRDIV8	Prescale (Divide) FLASH and EEPROM Clock by 8 (This bit is write once.) 0 Clock input to the FLASH and EEPROM clock divider is the bus rate clock. 1 Clock input to the FLASH and EEPROM clock divider is the bus rate clock divided by 8.
5:0 DIV	Divisor for FLASH and EEPROM Clock Divider — The FLASH and EEPROM clock divider divides the bus rate clock (or the bus rate clock divided by 8 if PRDIV8 = 1) by the value in the 6-bit DIV field plus one. The resulting frequency of the internal FLASH and EEPROM clock must fall within the range of 200 kHz to 150 kHz for proper FLASH and EEPROM operations. Program/Erase timing pulses are one cycle of this internal FLASH and EEPROM clock which corresponds to a range of 5 μ s to 6.7 μ s. The automated programming logic uses an integer number of these pulses to complete an erase or program operation. See Equation 4-1 and Equation 4-2 .

$$\text{if PRDIV8} = 0 \text{ — } f_{\text{CLK}} = f_{\text{Bus}} \div (\text{DIV} + 1) \quad \text{Eqn. 4-1}$$

$$\text{if PRDIV8} = 1 \text{ — } f_{\text{CLK}} = f_{\text{Bus}} \div (8 \times (\text{DIV} + 1)) \quad \text{Eqn. 4-2}$$

[Table 4-8](#) shows the appropriate values for PRDIV8 and DIV for selected bus frequencies.

Table 4-8. FLASH and EEPROM Clock Divider Settings

f_{Bus}	PRDIV8 (Binary)	DIV (Decimal)	f_{CLK}	Program/Erase Timing Pulse (5 μ s Min, 6.7 μ s Max)
20 MHz	1	12	192.3 kHz	5.2 μ s
10 MHz	0	49	200 kHz	5 μ s
8 MHz	0	39	200 kHz	5 μ s
4 MHz	0	19	200 kHz	5 μ s
2 MHz	0	9	200 kHz	5 μ s
1 MHz	0	4	200 kHz	5 μ s
200 kHz	0	0	200 kHz	5 μ s
150 kHz	0	0	150 kHz	6.7 μ s

4.5.11.2 FLASH and EEPROM Options Register (FOPT and NVOPT)

During reset, the contents of the nonvolatile location NVOPT are copied from FLASH into FOPT. To change the value in this register, erase and reprogram the NVOPT location in FLASH memory as usual and then issue a new MCU reset.

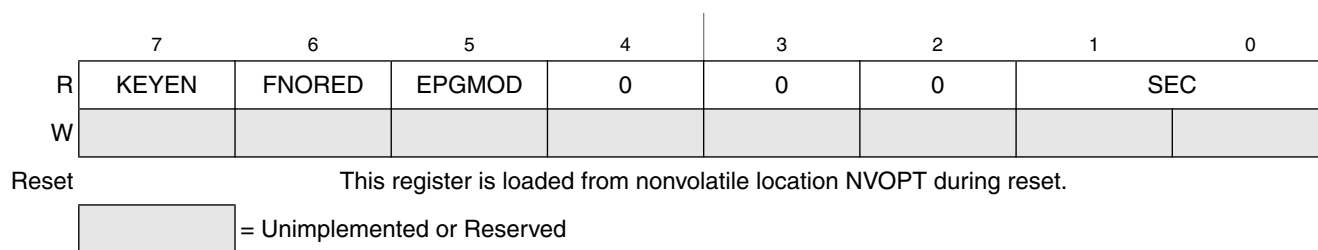


Figure 4-6. FLASH and EEPROM Options Register (FOPT)

Table 4-9. FOPT Register Field Descriptions

Field	Description
7 KEYEN	Backdoor Key Mechanism Enable — When this bit is 0, the backdoor key mechanism cannot be used to disengage security. The backdoor key mechanism is accessible only from user (secured) firmware. BDM commands cannot be used to write key comparison values that would unlock the backdoor key. For more detailed information about the backdoor key mechanism, refer to Section 4.5.9, “Security.” 0 No backdoor key access allowed. 1 If user firmware writes an 8-byte value that matches the nonvolatile backdoor key (NVBACKKEY through NVBACKKEY+7 in that order), security is temporarily disengaged until the next MCU reset.
6 FNORED	Vector Redirection Disable — When this bit is 1, then vector redirection is disabled. 0 Vector redirection enabled. 1 Vector redirection disabled.
5 EPGMOD	EEPROM Sector Mode — When this bit is 0, each sector is split into two pages (4-byte mode). When this bit is 1, each sector is in a single page (8-byte mode). 0 Half of each EEPROM sector is in Page 0 and the other half is in Page 1. 1 Each sector is in a single page.
1:0 SEC	Security State Code — This 2-bit field determines the security state of the MCU as shown in Table 4-10 . When the MCU is secure, the contents of RAM, EEPROM and FLASH memory cannot be accessed by instructions from any unsecured source including the background debug interface. SEC changes to 1:0 after successful backdoor key entry or a successful blank check of FLASH. For more detailed information about security, refer to Section 4.5.9, “Security.”

Table 4-10. Security States¹

SEC[1:0]	Description
0:0	secure
0:1	secure
1:0	unsecured
1:1	secure

¹ SEC changes to 1:0 after successful backdoor key entry or a successful blank check of FLASH.

4.5.11.3 FLASH and EEPROM Configuration Register (FCNFG)

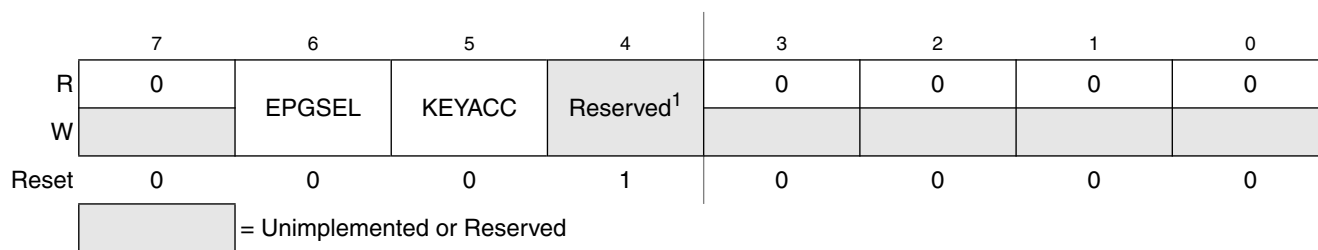


Figure 4-7. FLASH Configuration Register (FCNFG)

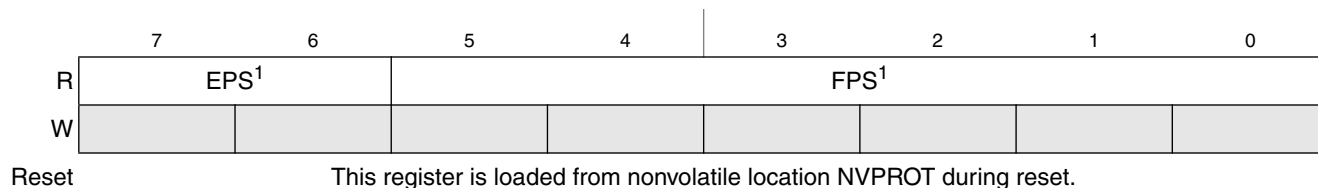
¹ User must write a 1 to this bit. Failing to do so may result in unexpected behavior.

Table 4-11. FCNFG Register Field Descriptions

Field	Description
6 EPGSEL	EEPROM Page Select — This bit selects which EEPROM page is accessed in the memory map. 0 Page 0 is in foreground of memory map. Page 1 is in background and can not be accessed. 1 Page 1 is in foreground of memory map. Page 0 is in background and can not be accessed.
5 KEYACC	Enable Writing of Access Key — This bit enables writing of the backdoor comparison key. For more detailed information about the backdoor key mechanism, refer to Section 4.5.9, “Security.” 0 Writes to 0xFFB0–0xFFB7 are interpreted as the start of a FLASH programming or erase command. 1 Writes to NVBACKKEY (0xFFB0–0xFFB7) are interpreted as comparison key writes.

4.5.11.4 FLASH and EEPROM Protection Register (FPROT and NVPROT)

During reset, the contents of the nonvolatile location NVPROT is copied from FLASH into FPROT. This register can be read at any time, but user program writes have no meaning or effect.



¹ Background commands can be used to change the contents of these bits in FPROT.

Figure 4-8. FLASH and EEPROM Protection Register (FPROT)

Table 4-12. FPROT Register Field Descriptions

Field	Description
7:6 EPS	EEPROM Protect Select Bits — This 2-bit field determines the protected EEPROM locations that cannot be erased or programmed. See Table 4-13 .
5:0 FPS	FLASH Protect Select Bits — This 6-bit field determines the protected FLASH locations that cannot be erased or programmed. See Table 4-14 .

Table 4-13. EEPROM Block Protection

EPS	Address Area Protected	Memory Size Protected (bytes)	Number of Sectors Protected
0x3	N/A	0	0
0x2	0x17F0 - 0x17FF	32	4
0x1	0x17E0 - 0x17FF	64	8
0x0	0x17C0–0x17FF	128	16

Table 4-14. FLASH Block Protection

FPS	Address Area Protected	Memory Size Protected (bytes)	Number of Sectors Protected
0x3F	N/A	0	0
0x3E	0xFA00–0xFFFF	1.5K	2
0x3D	0xF400–0xFFFF	3K	4
0x3C	0xEE00–0xFFFF	4.5K	6
0x3B	0xE800–0xFFFF	6K	8
...
0x37	0xD000–0xFFFF	12K	16
0x36	0xCA00–0xFFFF	13.5K	18
0x35	0xC400–0xFFFF	15K	20
0x34	0xBE00–0xFFFF	16.5K	22
...
0x2C	0x8E00–0xFFFF	28.5K	38
0x2B	0x8800–0xFFFF	30K	40
0x2A	0x8200–0xFFFF	31.5K	42
0x29	0x7C00–0xFFFF	33K	44
...
0x22	0x5200–0xFFFF	43.5K	58
0x21	0x4C00–0xFFFF	45K	60
0x20	0x4600–0xFFFF	46.5K	62
0x19	0x4000–0xFFFF	48K	64
...
0x1B	0x2800–0xFFFF	54K	72
0x1A	0x2200–0xFFFF	55.5K	74
0x19	0x1C00–0xFFFF	57K	76
0x18–0x00	0x0000–0xFFFF	64K	86

4.5.11.5 FLASH and EEPROM Status Register (FSTAT)

	7	6	5	4	3	2	1	0
R	FCBEF	FCCF	FPVIOL	FACCERR	0	FBLANK	0	0
W								
Reset	1	1	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 4-9. FLASH and EEPROM Status Register (FSTAT)

Table 4-15. FSTAT Register Field Descriptions

Field	Description
7 FCBEF	Command Buffer Empty Flag — The FCBEF bit is used to launch commands. It also indicates that the command buffer is empty so that a new command sequence can be executed when performing burst programming. The FCBEF bit is cleared by writing a 1 to it or when a burst program command is transferred to the array for programming. Only burst program commands can be buffered. 0 Command buffer is full (not ready for additional commands). 1 A new burst program command can be written to the command buffer.
6 FCCF	Command Complete Flag — FCCF is set automatically when the command buffer is empty and no command is being processed. FCCF is cleared automatically when a new command is started (by writing 1 to FCBEF to register a command). Writing to FCCF has no meaning or effect. 0 Command in progress 1 All commands complete
5 FPVIOL	Protection Violation Flag — FPVIOL is set automatically when FCBEF is cleared to register a command that attempts to erase or program a location in a protected block (the erroneous command is ignored). FPVIOL is cleared by writing a 1 to FPVIOL. 0 No protection violation. 1 An attempt was made to erase or program a protected location.
4 FACCERR	Access Error Flag — FACCERR is set automatically when the proper command sequence is not obeyed exactly (the erroneous command is ignored), if a program or erase operation is attempted before the FCDIV register has been initialized, or if the MCU enters stop while a command was in progress. For a more detailed discussion of the exact actions that are considered access errors, see Section 4.5.6, “Access Errors.” FACCERR is cleared by writing a 1 to FACCERR. Writing a 0 to FACCERR has no meaning or effect. 0 No access error. 1 An access error has occurred.
2 FBLANK	Verified as All Blank (erased) Flag — FBLANK is set automatically at the conclusion of a blank check command if the entire FLASH or EEPROM array was verified to be erased. FBLANK is cleared by clearing FCBEF to write a new valid command. Writing to FBLANK has no meaning or effect. 0 After a blank check command is completed and FCCF = 1, FBLANK = 0 indicates the FLASH or EEPROM array is not completely erased. 1 After a blank check command is completed and FCCF = 1, FBLANK = 1 indicates the FLASH or EEPROM array is completely erased (all 0xFFFF).

4.5.11.6 FLASH and EEPROM Command Register (FCMD)

Only six command codes are recognized in normal user modes, as shown in [Table 4-16](#). All other command codes are illegal and generate an access error. Refer to [Section 4.5.3, “Program and Erase](#)

Command Execution,” for a detailed discussion of FLASH and EEPROM programming and erase operations.

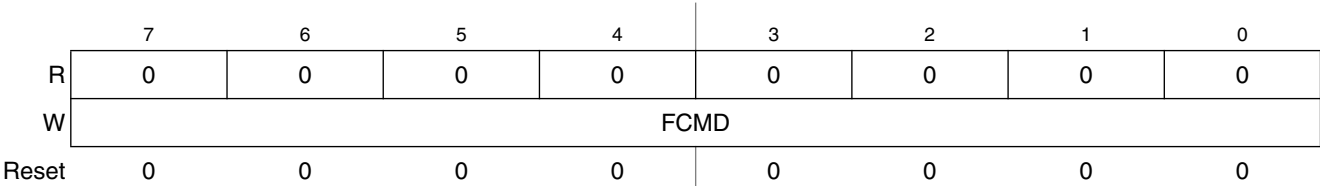


Figure 4-10. FLASH and EEPROM Command Register (FCMD)

Table 4-16. FLASH and EEPROM Commands

Command	FCMD	Equate File Label
Blank check	0x05	mBlank
Byte program	0x20	mByteProg
Burst program	0x25	mBurstProg
Sector erase	0x40	mSectorErase
Mass erase	0x41	mMassErase
Sector erase abort	0x47	mEraseAbort

It is not necessary to perform a blank check command after a mass erase operation. Only blank check is required as part of the security unlocking mechanism.

Chapter 5

Resets, Interrupts, and General System Control

5.1 Introduction

This section discusses basic reset and interrupt mechanisms and their various sources in the MC9S08DZ60 Series. Some interrupt sources from peripheral modules are discussed in greater detail within other sections of this data sheet. This section gathers basic information about all reset and interrupt sources in one place for easy reference. A few reset and interrupt sources, including the computer operating properly (COP) watchdog, are not part of on-chip peripheral systems with their own chapters.

5.2 Features

Reset and interrupt features include:

- Multiple sources of reset for flexible system configuration and reliable operation
- Reset status register (SRS) to indicate source of most recent reset
- Separate interrupt vector for each module (reduces polling overhead); see [Table 5-1](#)

5.3 MCU Reset

Resetting the MCU provides a way to start processing from a known set of initial conditions. During reset, most control and status registers are forced to initial values and the program counter is loaded from the reset vector (0xFFFF:0xFFFF). On-chip peripheral modules are disabled and I/O pins are initially configured as general-purpose high-impedance inputs with pull-up devices disabled. The I bit in the condition code register (CCR) is set to block maskable interrupts so the user program has a chance to initialize the stack pointer (SP) and system control settings. (See the CPU chapter for information on the Interrupt (I) bit.) SP is forced to 0x00FF at reset.

The MC9S08DZ60 Series has eight sources for reset:

- Power-on reset (POR)
- External pin reset (PIN)
- Computer operating properly (COP) timer
- Illegal opcode detect (ILOP)
- Illegal address detect (ILAD)
- Low-voltage detect (LVD)
- Loss of clock (LOC)
- Background debug forced reset (BDFR)

Each of these sources, with the exception of the background debug forced reset, has an associated bit in the system reset status register (SRS). Whenever the MCU enters reset, the reset pin is driven low for 66

bus cycles. After the 66 cycles are completed, the pin is released and will be pulled up by the internal pull-up resistor, unless it is held low externally. After the pin is released, it is sampled after another 38 cycles to determine whether the reset pin is the cause of the MCU reset.

5.4 Computer Operating Properly (COP) Watchdog

The COP watchdog is intended to force a system reset when the application software fails to execute as expected. To prevent a system reset from the COP timer (when it is enabled), application software must reset the COP counter periodically. If the application program gets lost and fails to reset the COP counter before it times out, a system reset is generated to force the system back to a known starting point.

After any reset, the COP watchdog is enabled (see [Section 5.8.4, “System Options Register 1 \(SOPT1\)”](#) for additional information). If the COP watchdog is not used in an application, it can be disabled by clearing COPT bits in SOPT1.

The COP counter is reset by writing 0x0055 and 0x00AA (in this order) to the address of SRS during the selected timeout period. Writes do not affect the data in the read-only SRS. As soon as the write sequence is done, the COP timeout period is restarted. If the program fails to do this during the time-out period, the MCU will reset. Also, if any value other than 0x0055 or 0x00AA is written to SRS, the MCU is immediately reset.

The COPCLKS bit in SOPT2 (see [Section 5.8.5, “System Options Register 2 \(SOPT2\)”](#) for additional information) selects the clock source used for the COP timer. The clock source options are either the bus clock or an internal 1-kHz clock source. With each clock source, there are three associated time-outs controlled by the COPT bits in SOPT1. [Table 5-6](#) summarizes the control functions of the COPCLKS and COPT bits. The COP watchdog defaults to operation from the 1-kHz clock source and the longest time-out (2^{10} cycles).

When the bus clock source is selected, windowed COP operation is available by setting COPW in the SOPT2 register. In this mode, writes to the SRS register to clear the COP timer must occur in the last 25% of the selected timeout period. A premature write immediately resets the MCU. When the 1-kHz clock source is selected, windowed COP operation is not available.

The COP counter is initialized by the first writes to the SOPT1 and SOPT2 registers and after any system reset. Subsequent writes to SOPT1 and SOPT2 have no effect on COP operation. Even if the application will use the reset default settings of COPT, COPCLKS, and COPW bits, the user should write to the write-once SOPT1 and SOPT2 registers during reset initialization to lock in the settings. This will prevent accidental changes if the application program gets lost.

The write to SRS that services (clears) the COP counter should not be placed in an interrupt service routine (ISR) because the ISR could continue to be executed periodically even if the main application program fails.

If the bus clock source is selected, the COP counter does not increment while the MCU is in background debug mode or while the system is in stop mode. The COP counter resumes when the MCU exits background debug mode or stop mode.

If the 1-kHz clock source is selected, the COP counter is re-initialized to zero upon entry to either background debug mode or stop mode and begins from zero upon exit from background debug mode or stop mode.

5.5 Interrupts

Interrupts provide a way to save the current CPU status and registers, execute an interrupt service routine (ISR), and then restore the CPU status so processing resumes where it left off before the interrupt. Other than the software interrupt (SWI), which is a program instruction, interrupts are caused by hardware events such as an edge on the IRQ pin or a timer-overflow event. The debug module can also generate an SWI under certain circumstances.

If an event occurs in an enabled interrupt source, an associated read-only status flag will become set. The CPU will not respond unless the local interrupt enable is a 1 to enable the interrupt and the I bit in the CCR is 0 to allow interrupts. The global interrupt mask (I bit) in the CCR is initially set after reset which prevents all maskable interrupt sources. The user program initializes the stack pointer and performs other system setup before clearing the I bit to allow the CPU to respond to interrupts.

When the CPU receives a qualified interrupt request, it completes the current instruction before responding to the interrupt. The interrupt sequence obeys the same cycle-by-cycle sequence as the SWI instruction and consists of:

- Saving the CPU registers on the stack
- Setting the I bit in the CCR to mask further interrupts
- Fetching the interrupt vector for the highest-priority interrupt that is currently pending
- Filling the instruction queue with the first three bytes of program information starting from the address fetched from the interrupt vector locations

While the CPU is responding to the interrupt, the I bit is automatically set to avoid the possibility of another interrupt interrupting the ISR itself (this is called nesting of interrupts). Normally, the I bit is restored to 0 when the CCR is restored from the value stacked on entry to the ISR. In rare cases, the I bit can be cleared inside an ISR (after clearing the status flag that generated the interrupt) so that other interrupts can be serviced without waiting for the first service routine to finish. This practice is not recommended for anyone other than the most experienced programmers because it can lead to subtle program errors that are difficult to debug.

The interrupt service routine ends with a return-from-interrupt (RTI) instruction which restores the CCR, A, X, and PC registers to their pre-interrupt values by reading the previously saved information from the stack.

NOTE

For compatibility with M68HC08 devices, the H register is not automatically saved and restored. It is good programming practice to push H onto the stack at the start of the interrupt service routine (ISR) and restore it immediately before the RTI that is used to return from the ISR.

If more than one interrupt is pending when the I bit is cleared, the highest priority source is serviced first (see [Table 5-1](#)).

5.5.1 Interrupt Stack Frame

Figure 5-1 shows the contents and organization of a stack frame. Before the interrupt, the stack pointer (SP) points at the next available byte location on the stack. The current values of CPU registers are stored on the stack starting with the low-order byte of the program counter (PCL) and ending with the CCR. After stacking, the SP points at the next available location on the stack which is the address that is one less than the address where the CCR was saved. The PC value that is stacked is the address of the instruction in the main program that would have executed next if the interrupt had not occurred.

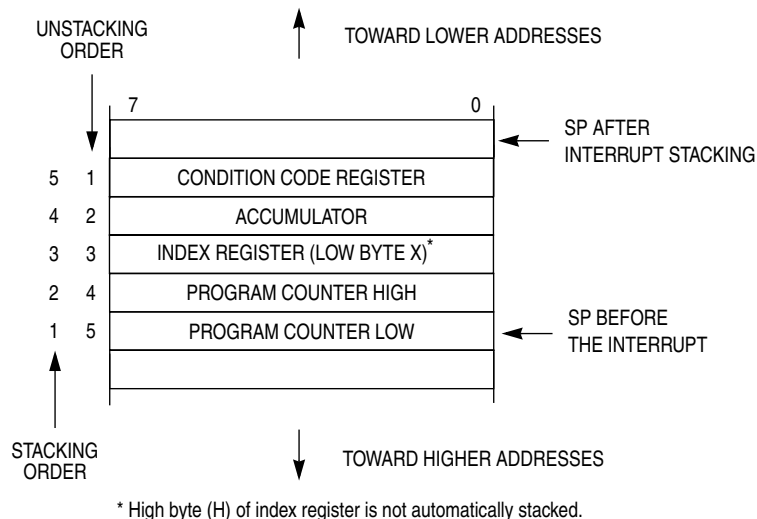


Figure 5-1. Interrupt Stack Frame

When an RTI instruction is executed, these values are recovered from the stack in reverse order. As part of the RTI sequence, the CPU fills the instruction pipeline by reading three bytes of program information, starting from the PC address recovered from the stack.

The status flag corresponding to the interrupt source must be acknowledged (cleared) before returning from the ISR. Typically, the flag is cleared at the beginning of the ISR so that if another interrupt is generated by this same source, it will be registered so it can be serviced after completion of the current ISR.

5.5.2 External Interrupt Request (IRQ) Pin

External interrupts are managed by the IRQ status and control register, IRQSC. When the IRQ function is enabled, synchronous logic monitors the pin for edge-only or edge-and-level events. When the MCU is in stop mode and system clocks are shut down, a separate asynchronous path is used so the IRQ (if enabled) can wake the MCU.

5.5.2.1 Pin Configuration Options

The IRQ pin enable (IRQPE) control bit in IRQSC must be 1 in order for the IRQ pin to act as the interrupt request (IRQ) input. As an IRQ input, the user can choose the polarity of edges or levels detected (IRQEDG), whether the pin detects edges-only or edges and levels (IRQMOD), and whether an event causes an interrupt or only sets the IRQF flag which can be polled by software.

The IRQ pin, when enabled, defaults to use an internal pull device ($\text{IRQPDD} = 0$), the device is a pull-up or pull-down depending on the polarity chosen. If the user desires to use an external pull-up or pull-down, the IRQPDD can be written to a 1 to turn off the internal device.

BIH and BIL instructions may be used to detect the level on the IRQ pin when the pin is configured to act as the IRQ input.

NOTE

This pin does not contain a clamp diode to V_{DD} and should not be driven above V_{DD} . The voltage measured on the internally pulled up IRQ pin may be as low as $V_{DD} - 0.7\text{ V}$. The internal gates connected to this pin are pulled all the way to V_{DD} .

5.5.2.2 Edge and Level Sensitivity

The IRQMOD control bit reconfigures the detection logic so it detects edge events and pin levels. In the edge and level detection mode, the IRQF status flag becomes set when an edge is detected (when the IRQ pin changes from the deasserted to the asserted level), but the flag is continuously set (and cannot be cleared) as long as the IRQ pin remains at the asserted level.

5.5.3 Interrupt Vectors, Sources, and Local Masks

Table 5-1 provides a summary of all interrupt sources. Higher-priority sources are located toward the bottom of the table. The high-order byte of the address for the interrupt service routine is located at the first address in the vector address column, and the low-order byte of the address for the interrupt service routine is located at the next higher address.

When an interrupt condition occurs, an associated flag bit becomes set. If the associated local interrupt enable is 1, an interrupt request is sent to the CPU. Within the CPU, if the global interrupt mask (I bit in the CCR) is 0, the CPU will finish the current instruction; stack the PCL, PCH, X, A, and CCR CPU registers; set the I bit; and then fetch the interrupt vector for the highest priority pending interrupt. Processing then continues in the interrupt service routine.

Table 5-1. Vector Summary¹

Vector Number	Address (High/Low)	Vector Name	Module	Source	Enable	Description
31	0xFFC0/0xFFC1	Vacmp2	ACMP2	ACF	ACIE	Analog comparator 2
30	0xFFC2/0xFFC3	Vacmp1	ACMP1	ACF	ACIE	Analog comparator 1
29	0xFFC4/0xFFC5	Vcantx	MSCAN	TXE[2:0]	TXEIE[2:0]	CAN transmit
28	0xFFC6/0xFFC7	Vcanrx	MSCAN	RXF	RXFIE	CAN receive
27	0xFFC8/0xFFC9	Vcanerr	MSCAN	CSCIF, OVRIE	CSCIE, OVRIE	CAN errors
26	0xFFCA/0xFFCB	Vcanwu	MSCAN	WUPIF	WUPIE	CAN wake-up
25	0xFFCC/0xFFCD	Vrtc	RTC	RTIF	RTIE	Real-time interrupt
24	0xFFCE/0xFFCF	Viic	IIC	IICIS	IICIE	IIC control
23	0xFFD0/0xFFD1	Vadc	ADC	COCO, ACF	AIEN, ACFIE	ADC
22	0xFFD2/0xFFD3	Vport	Port A,B,D	PTAIF, PTBIF, PTDIF	PTAIE, PTBIE, PTDIE	Port Pins
21	0xFFD4/0xFFD5	Vsci2tx	SCI2	TDRE, TC	TIE, TCIE	SCI2 transmit
20	0xFFD6/0xFFD7	Vsci2rx	SCI2	IDLE, LBKDIF, RDRF, RXEDGIF	ILIE, LBKDIE, RIE, RXEDGIE	SCI2 receive
19	0xFFD8/0xFFD9	Vsci2err	SCI2	OR, NF, FE, PF	ORIE, NFIE, FEIE, PFIE	SCI2 error
18	0xFFDA/0xFFDB	Vsci1tx	SCI1	TDRE, TC	TIE, TCIE	SCI1 transmit
17	0xFFDC/0xFFDD	Vsci1rx	SCI1	IDLE, RDRF	ILIE, RIE	SCI1 receive
16	0xFFDE/0xFFDF	Vsci1err	SCI1	OR, NF, FE, PF	ORIE, NFIE, FEIE, PFIE	SCI1 error
15	0xFFE0/0xFFE1	Vspi	SPI	SPIF, MODF, SPTEF	SPIE, SPIE, SPTIE	SPI
14	0xFFE2/0xFFE3	Vtpm2ovf	TPM2	TOF	TOIE	TPM2 overflow
13	0xFFE4/0xFFE5	Vtpm2ch1	TPM2	CH1F	CH1IE	TPM2 channel 1
12	0xFFE6/0xFFE7	Vtpm2ch0	TPM2	CH0F	CH0IE	TPM2 channel 0
11	0xFFE8/0xFFE9	Vtpm1ovf	TPM1	TOF	TOIE	TPM1 overflow
10	0xFFEA/0xFFEB	Vtpm1ch5	TPM1	CH5F	CH5IE	TPM1 channel 5
9	0xFFEC/0xFFED	Vtpm1ch4	TPM1	CH4F	CH4IE	TPM1 channel 4
8	0xFFEE/0xFFEF	Vtpm1ch3	TPM1	CH3F	CH3IE	TPM1 channel 3
7	0xFFFF0/0xFFFF1	Vtpm1ch2	TPM1	CH2F	CH2IE	TPM1 channel 2
6	0xFFFF2/0xFFFF3	Vtpm1ch1	TPM1	CH1F	CH1IE	TPM1 channel 1
5	0xFFFF4/0xFFFF5	Vtpm1ch0	TPM1	CH0F	CH0IE	TPM1 channel 0
4	0xFFFF6/0xFFFF7	Vlol	MCG	LOLS	LOLIE	MCG loss of lock
3	0xFFFF8/0xFFFF9	Vlvd	System control	LVWF	LVWIE	Low-voltage warning
2	0xFFFFA/0xFFFFB	Virq	IRQ	IRQF	IRQIE	IRQ pin
1	0xFFFFC/0xFFFFD	Vswi	Core	SWI Instruction	—	Software interrupt
0	0xFFFFE/0xFFFFF	Vreset	System control	COP, LOC, LVD, RESET, ILOP, ILAD, POR, BDFR	COPT CME LVDRE — — — — —	Watchdog timer Loss-of-clock Low-voltage detect External pin Illegal opcode Illegal address Power-on-reset BDM-forced reset

¹ Vector priority is shown from lowest (first row) to highest (last row). For example, Vreset is the highest priority vector.

5.6 Low-Voltage Detect (LVD) System

The MC9S08DZ60 Series includes a system to protect against low-voltage conditions in order to protect memory contents and control MCU system states during supply voltage variations. The system is comprised of a power-on reset (POR) circuit and a LVD circuit with trip voltages for warning and detection. The LVD circuit is enabled when LVDE in SPMSC1 is set to 1. The LVD is disabled upon entering any of the stop modes unless LVDSE is set in SPMSC1. If LVDSE and LVDE are both set, then the MCU cannot enter stop2 (it will enter stop3 instead), and the current consumption in stop3 with the LVD enabled will be higher.

5.6.1 Power-On Reset Operation

When power is initially applied to the MCU, or when the supply voltage drops below the power-on reset rearm voltage level, V_{POR} , the POR circuit will cause a reset condition. As the supply voltage rises, the LVD circuit will hold the MCU in reset until the supply has risen above the low-voltage detection low threshold, V_{LVDL} . Both the POR bit and the LVD bit in SRS are set following a POR.

5.6.2 Low-Voltage Detection (LVD) Reset Operation

The LVD can be configured to generate a reset upon detection of a low-voltage condition by setting LVDRE to 1. The low-voltage detection threshold is determined by the LVDV bit. After an LVD reset has occurred, the LVD system will hold the MCU in reset until the supply voltage has risen above the low-voltage detection threshold. The LVD bit in the SRS register is set following either an LVD reset or POR.

5.6.3 Low-Voltage Warning (LVW) Interrupt Operation

The LVD system has a low-voltage warning flag to indicate to the user that the supply voltage is approaching the low-voltage condition. When a low-voltage warning condition is detected and is configured for interrupt operation (LVWIE set to 1), LVWF in SPMSC1 will be set and an LVW interrupt request will occur.

5.7 MCLK Output

The PTA0 pin is shared with the MCLK clock output. If the MCSEL bits are all zeroes, the MCLK clock is disabled. Setting any of the MCSEL bits causes the PTA0 pin to output a divided version of the internal MCU bus clock regardless of the state of the port data direction control bit for the pin. The divide ratio is determined by the MCSEL bits. The slew rate and drive strength for the pin are controlled by PTASE0 and PTADS0, respectively. The maximum clock output frequency is limited if slew rate control is enabled, see the electrical specifications for the maximum frequency under different conditions.

5.8 Reset, Interrupt, and System Control Registers and Control Bits

One 8-bit register in the direct page register space and eight 8-bit registers in the high-page register space are related to reset and interrupt systems.

Refer to [Table 4-2](#) and [Table 4-3](#) in [Chapter 4, “Memory,”](#) of this data sheet for the absolute address assignments for all registers. This section refers to registers and control bits only by their names. A Freescale-provided equate or header file is used to translate these names into the appropriate absolute addresses.

Some control bits in the SOPT1 and SPMSC2 registers are related to modes of operation. Although brief descriptions of these bits are provided here, the related functions are discussed in greater detail in [Chapter 3, “Modes of Operation.”](#)

5.8.1 Interrupt Pin Request Status and Control Register (IRQSC)

This direct page register includes status and control bits which are used to configure the IRQ function, report status, and acknowledge IRQ events.

	7	6	5	4	3	2	1	0
R	0	IRQPDD	IRQEDG	IRQPE	IRQF	0	IRQIE	IRQMOD
W						IRQACK		
Reset	0	0	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 5-2. Interrupt Request Status and Control Register (IRQSC)

Table 5-2. IRQSC Register Field Descriptions

Field	Description
6 IRQPDD	Interrupt Request (IRQ) Pull Device Disable — This read/write control bit is used to disable the internal pull-up/pull-down device when the IRQ pin is enabled (IRQPE = 1) allowing for an external device to be used. 0 IRQ pull device enabled if IRQPE = 1. 1 IRQ pull device disabled if IRQPE = 1.
5 IRQEDG	Interrupt Request (IRQ) Edge Select — This read/write control bit is used to select the polarity of edges or levels on the IRQ pin that cause IRQF to be set. The IRQMOD control bit determines whether the IRQ pin is sensitive to both edges and levels or only edges. When the IRQ pin is enabled as the IRQ input and is configured to detect rising edges, it has a pull-down. When the IRQ pin is enabled as the IRQ input and is configured to detect falling edges, it has a pull-up. 0 IRQ is falling edge or falling edge/low-level sensitive. 1 IRQ is rising edge or rising edge/high-level sensitive.
4 IRQPE	IRQ Pin Enable — This read/write control bit enables the IRQ pin function. When this bit is set the IRQ pin can be used as an interrupt request. 0 IRQ pin function is disabled. 1 IRQ pin function is enabled.
3 IRQF	IRQ Flag — This read-only status bit indicates when an interrupt request event has occurred. 0 No IRQ request. 1 IRQ event detected.
2 IRQACK	IRQ Acknowledge — This write-only bit is used to acknowledge interrupt request events (write 1 to clear IRQF). Writing 0 has no meaning or effect. Reads always return 0. If edge-and-level detection is selected (IRQMOD = 1), IRQF cannot be cleared while the IRQ pin remains at its asserted level.
1 IRQIE	IRQ Interrupt Enable — This read/write control bit determines whether IRQ events generate an interrupt request. 0 Interrupt request when IRQF set is disabled (use polling). 1 Interrupt requested whenever IRQF = 1.
0 IRQMOD	IRQ Detection Mode — This read/write control bit selects either edge-only detection or edge-and-level detection. The IRQEDG control bit determines the polarity of edges and levels that are detected as interrupt request events. See Section 5.5.2.2, “Edge and Level Sensitivity” for more details. 0 IRQ event on falling edges or rising edges only. 1 IRQ event on falling edges and low levels or on rising edges and high levels.

5.8.2 System Reset Status Register (SRS)

This high page register includes read-only status flags to indicate the source of the most recent reset. When a debug host forces reset by writing 1 to BDFR in the SBDIFR register, none of the status bits in SRS will be set. Writing any value to this register address causes a COP reset when the COP is enabled except the values 0x55 and 0xAA. Writing a 0x55-0xAA sequence to this address clears the COP watchdog timer without affecting the contents of this register. The reset state of these bits depends on what caused the MCU to reset.

	7	6	5	4	3	2	1	0
R	POR	PIN	COP	ILOP	ILAD	LOC	LVD	0
W	Writing 0x55, 0xAA to SRS address clears COP watchdog timer.							
POR:	1	0	0	0	0	0	1	0
LVD:	0	0	0	0	0	0	1	0
Any other reset:	0	Note ⁽¹⁾	Note ⁽¹⁾	Note ⁽¹⁾	Note ⁽¹⁾	0	0	0

¹ Any of these reset sources that are active at the time of reset entry will cause the corresponding bit(s) to be set; bits corresponding to sources that are not active at the time of reset entry will be cleared.

Figure 5-3. System Reset Status (SRS)

Table 5-3. SRS Register Field Descriptions

Field	Description
7 POR	Power-On Reset — Reset was caused by the power-on detection logic. Because the internal supply voltage was ramping up at the time, the low-voltage reset (LVD) status bit is also set to indicate that the reset occurred while the internal supply was below the LVD threshold. 0 Reset not caused by POR. 1 POR caused reset.
6 PIN	External Reset Pin — Reset was caused by an active-low level on the external reset pin. 0 Reset not caused by external reset pin. 1 Reset came from external reset pin.
5 COP	Computer Operating Properly (COP) Watchdog — Reset was caused by the COP watchdog timer timing out. This reset source can be blocked by COPE = 0. 0 Reset not caused by COP timeout. 1 Reset caused by COP timeout.
4 ILOP	Illegal Opcode — Reset was caused by an attempt to execute an unimplemented or illegal opcode. The STOP instruction is considered illegal if stop is disabled by STOPE = 0 in the SOPT register. The BGND instruction is considered illegal if active background mode is disabled by ENBDM = 0 in the BDCSC register. 0 Reset not caused by an illegal opcode. 1 Reset caused by an illegal opcode.
3 ILAD	Illegal Address — Reset was caused by an attempt to access either data or an instruction at an unimplemented memory address. 0 Reset not caused by an illegal address. 1 Reset caused by an illegal address.


Table 5-3. SRS Register Field Descriptions

Field	Description
2 LOC	Loss of Clock — Reset was caused by a loss of external clock. 0 Reset not caused by loss of external clock 1 Reset caused by loss of external clock
1 LVD	Low-Voltage Detect — If the LVDRE bit is set and the supply drops below the LVD trip voltage, an LVD reset will occur. This bit is also set by POR. 0 Reset not caused by LVD trip or POR. 1 Reset caused by LVD trip or POR.

5.8.3 System Background Debug Force Reset Register (SBDFR)

This high page register contains a single write-only control bit. A serial background command such as WRITE_BYTE must be used to write to SBDFR. Attempts to write this register from a user program are ignored. Reads always return 0x00.

	7	6	5	4	3	2	1	0
R	0	0	0	0	0	0	0	0
W								BDFR ¹
Reset:	0	0	0	0	0	0	0	0

 = Unimplemented or Reserved

¹ BDFR is writable only through serial background debug commands, not from user programs.

Figure 5-4. System Background Debug Force Reset Register (SBDFR)

Table 5-4. SBDFR Register Field Descriptions

Field	Description
0 BDFR	Background Debug Force Reset — A serial background command such as WRITE_BYTE can be used to allow an external debug host to force a target system reset. Writing 1 to this bit forces an MCU reset. This bit cannot be written from a user program.

5.8.4 System Options Register 1 (SOPT1)

This high page register is a write-once register so only the first write after reset is honored. It can be read at any time. Any subsequent attempt to write to SOPT1 (intentionally or unintentionally) is ignored to avoid accidental changes to these sensitive settings. This register should be written during the user's reset initialization program to set the desired controls even if the desired settings are the same as the reset settings.

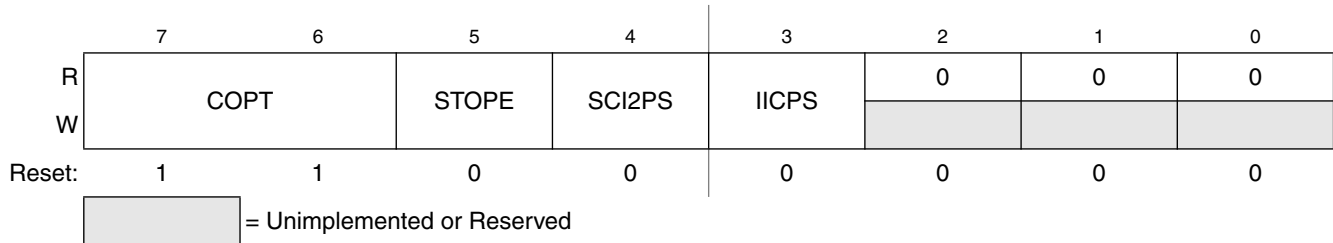


Figure 5-5. System Options Register 1 (SOPT1)

Table 5-5. SOPT1 Register Field Descriptions

Field	Description
7:6 COPT[1:0]	COP Watchdog Timeout — These write-once bits select the timeout period of the COP. COPT along with COPCLKS in SOPT2 defines the COP timeout period. See Table 5-6 .
5 STOPE	Stop Mode Enable — This write-once bit is used to enable stop mode. If stop mode is disabled and a user program attempts to execute a STOP instruction, an illegal opcode reset is forced. 0 Stop mode disabled. 1 Stop mode enabled.
4 SCI2PS	SCI2 Pin Select — This write-once bit selects the location of the Rx/D2 pins of the SCI2 module. 0 TxD2 on PTF0, Rx/D2 on PTF1. 1 TxD2 on PTE6, Rx/D2 on PTE7.
3 IICPS	IIC Pin Select — This write-once bit selects the location of the SCL and SDA pins of the IIC module. 0 SCL on PTF2, SDA on PTF3. 1 SCL on PTE4, SDA on PTE5.

Table 5-6. COP Configuration Options

Control Bits		Clock Source	COP Window ¹ Opens (COPW = 1)	COP Overflow Count
COPCLKS	COPT[1:0]			
N/A	0:0	N/A	N/A	COP is disabled
0	0:1	1 kHz	N/A	2 ⁵ cycles (32 ms ²)
0	1:0	1 kHz	N/A	2 ⁸ cycles (256 ms ¹)
0	1:1	1 kHz	N/A	2 ¹⁰ cycles (1.024 s ¹)
1	0:1	Bus	6144 cycles	2 ¹³ cycles
1	1:0	Bus	49,152 cycles	2 ¹⁶ cycles
1	1:1	Bus	196,608 cycles	2 ¹⁸ cycles

¹ Windowed COP operation requires the user to clear the COP timer in the last 25% of the selected timeout period. This column displays the minimum number of clock counts required before the COP timer can be reset when in windowed COP mode (COPW = 1).

² Values shown in milliseconds based on $t_{LPO} = 1$ ms. See t_{LPO} in the appendix [Section A.12.1, "Control Timing,"](#) for the tolerance of this value.

5.8.5 System Options Register 2 (SOPT2)

This high page register contains bits to configure MCU specific features on the MC9S08DZ60 Series devices.

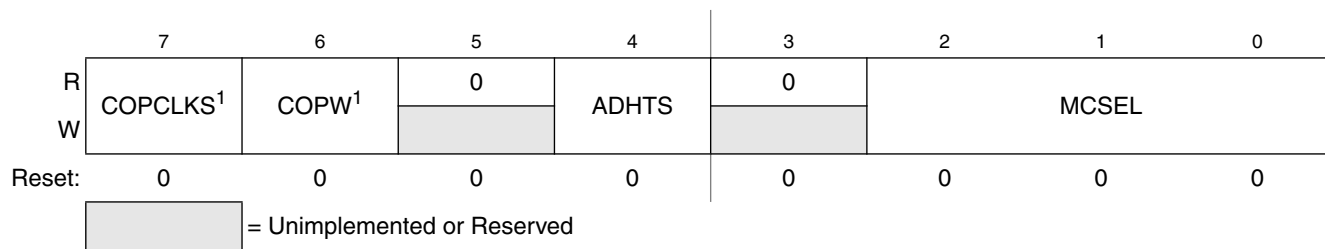


Figure 5-6. System Options Register 2 (SOPT2)

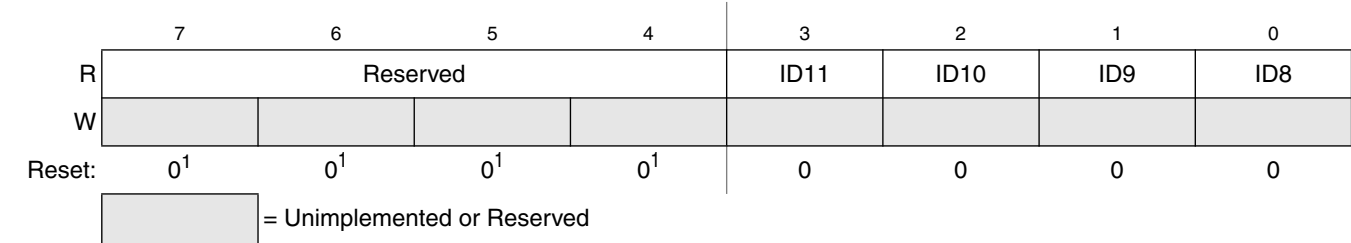
¹ This bit can be written only one time after reset. Additional writes are ignored.

Table 5-7. SOPT2 Register Field Descriptions

Field	Description
7 COPCLKS	COP Watchdog Clock Select — This write-once bit selects the clock source of the COP watchdog. See Table 5-6 for details. 0 Internal 1-kHz clock is source to COP. 1 Bus clock is source to COP.
6 COPW	COP Window — This write-once bit selects the COP operation mode. When set, the 0x55-0xAA write sequence to the SRS register must occur in the last 25% of the selected period. Any write to the SRS register during the first 75% of the selected period will reset the MCU. 0 Normal COP operation. 1 Window COP operation.
4 ADHTS	ADC Hardware Trigger Select — This bit selects which hardware trigger initiates conversion for the analog to digital converter when the ADC hardware trigger is enabled (ADCTRG is set in ADCSC2 register). 0 Real Time Counter (RTC) overflow. 1 External Interrupt Request (IRQ) pin.
2:0 MCSEL	MCLK Divide Select — These bits enable the MCLK output on PTA0 pin and select the divide ratio for the MCLK output according to the formula below when the MCSEL bits are not equal to all zeroes. In case that the MCSEL bits are all zeroes, the MCLK output is disabled. $\text{MCLK frequency} = \text{Bus Clock frequency} \div (2 * \text{MCSEL})$

5.8.6 System Device Identification Register (SDIDH, SDIDL)

These high page read-only registers are included so host development systems can identify the HCS08 derivative and revision number. This allows the development software to recognize where specific memory blocks, registers, and control bits are located in a target MCU.



¹ The revision number that is hard coded into these bits reflects the current silicon revision level.

Figure 5-7. System Device Identification Register — High (SDIDH)

Table 5-8. SDIDH Register Field Descriptions

Field	Description
3:0 ID[11:8]	Part Identification Number — MC9S08DZ60 Series MCUs are hard-coded to the value 0x00E. See also ID bits in Table 5-9 .

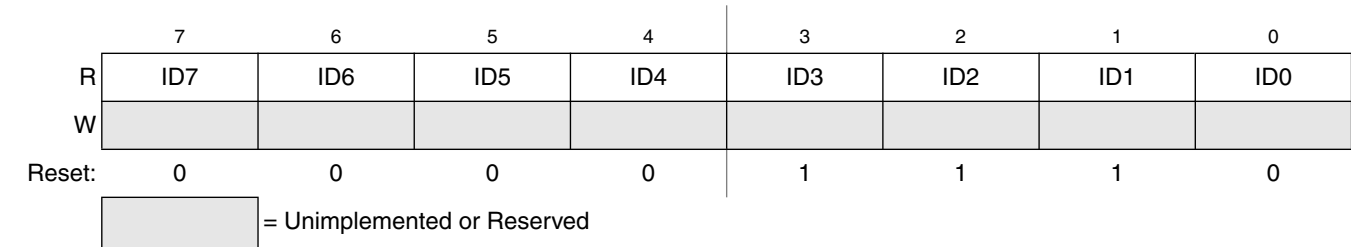


Figure 5-8. System Device Identification Register — Low (SDIDL)

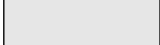
Table 5-9. SDIDL Register Field Descriptions

Field	Description
7:0 ID[7:0]	Part Identification Number — MC9S08DZ60 Series MCUs are hard-coded to the value 0x00E. See also ID bits in Table 5-8 .

5.8.7 System Power Management Status and Control 1 Register (SPMSC1)

This high page register contains status and control bits to support the low-voltage detect function, and to enable the bandgap voltage reference for use by the ADC module. This register should be written during the user's reset initialization program to set the desired controls even if the desired settings are the same as the reset settings.

	7	6	5	4	3	2	1	0
R	LVWF ¹	0	LVWIE	LVDRE ²	LVDSE	LVDE ²	0	BGBE
W		LVWACK						
Reset:	0	0	0	1	1	1	0	0

 = Unimplemented or Reserved

¹ LVWF will be set in the case when V_{Supply} transitions below the trip point or after reset and V_{Supply} is already below V_{LVW} .

² This bit can be written only one time after reset. Additional writes are ignored.

Figure 5-9. System Power Management Status and Control 1 Register (SPMSC1)

Table 5-10. SPMSC1 Register Field Descriptions

Field	Description
7 LVWF	Low-Voltage Warning Flag — The LVWF bit indicates the low-voltage warning status. 0 low-voltage warning is not present. 1 low-voltage warning is present or was present.
6 LVWACK	Low-Voltage Warning Acknowledge — If LVWF = 1, a low-voltage condition has occurred. To acknowledge this low-voltage warning, write 1 to LVWACK, which will automatically clear LVWF to 0 if the low-voltage warning is no longer present.
5 LVWIE	Low-Voltage Warning Interrupt Enable — This bit enables hardware interrupt requests for LVWF. 0 Hardware interrupt disabled (use polling). 1 Request a hardware interrupt when LVWF = 1.
4 LVDRE	Low-Voltage Detect Reset Enable — This write-once bit enables LVD events to generate a hardware reset (provided LVDE = 1). 0 LVD events do not generate hardware resets. 1 Force an MCU reset when an enabled low-voltage detect event occurs.
3 LVDSE	Low-Voltage Detect Stop Enable — Provided LVDE = 1, this read/write bit determines whether the low-voltage detect function operates when the MCU is in stop mode. 0 Low-voltage detect disabled during stop mode. 1 Low-voltage detect enabled during stop mode.
2 LVDE	Low-Voltage Detect Enable — This write-once bit enables low-voltage detect logic and qualifies the operation of other bits in this register. 0 LVD logic disabled. 1 LVD logic enabled.
0 BGBE	Bandgap Buffer Enable — This bit enables an internal buffer for the bandgap voltage reference for use by the ADC module on one of its internal channels. 0 Bandgap buffer disabled. 1 Bandgap buffer enabled.

5.8.8 System Power Management Status and Control 2 Register (SPMSC2)

This register is used to report the status of the low-voltage warning function, and to configure the stop mode behavior of the MCU. This register should be written during the user's reset initialization program to set the desired controls even if the desired settings are the same as the reset settings.

	7	6	5	4	3	2	1	0
R	0	0	LVDV ¹	LVWV	PPDF	0	0	PPDC ²
W						PPDACK		
Power-on Reset:	0	0	0	0	0	0	0	0
LVD Reset:	0	0	u	u	0	0	0	0
Any other Reset:	0	0	u	u	0	0	0	0

= Unimplemented or Reserved
 u = Unaffected by reset

¹ This bit can be written only one time after power-on reset. Additional writes are ignored.

² This bit can be written only one time after reset. Additional writes are ignored.

Figure 5-10. System Power Management Status and Control 2 Register (SPMSC2)

Table 5-11. SPMSC2 Register Field Descriptions

Field	Description
5 LVDV	Low-Voltage Detect Voltage Select — This write-once bit selects the low-voltage detect (LVD) trip point setting. It also selects the warning voltage range. See Table 5-12 .
4 LVWV	Low-Voltage Warning Voltage Select — This bit selects the low-voltage warning (LVW) trip point voltage. See Table 5-12 .
3 PPDF	Partial Power Down Flag — This read-only status bit indicates that the MCU has recovered from stop2 mode. 0 MCU has not recovered from stop2 mode. 1 MCU recovered from stop2 mode.
2 PPDACK	Partial Power Down Acknowledge — Writing a 1 to PPDACK clears the PPDF bit.
0 PPDC	Partial Power Down Control — This write-once bit controls whether stop2 or stop3 mode is selected. 0 Stop3 mode enabled. 1 Stop2, partial power down, mode enabled.

Table 5-12. LVD and LVW Trip Point Typical Values¹

LVDV:LVWV	LVW Trip Point	LVD Trip Point
0:0	$V_{LVW0} = 2.74 \text{ V}$	$V_{LVD0} = 2.56 \text{ V}$
0:1	$V_{LVW1} = 2.92 \text{ V}$	
1:0	$V_{LVW2} = 4.3 \text{ V}$	$V_{LVD1} = 4.0 \text{ V}$
1:1	$V_{LVW3} = 4.6 \text{ V}$	

¹ See Electrical Characteristics appendix for minimum and maximum values.

Chapter 6

Parallel Input/Output Control

This section explains software controls related to parallel input/output (I/O) and pin control. The MC9S08DZ60 Series has seven parallel I/O ports which include a total of up to 53 I/O pins and one input-only pin. See [Chapter 2, “Pins and Connections,”](#) for more information about pin assignments and external hardware considerations of these pins.

Many of these pins are shared with on-chip peripherals such as timer systems, communication systems, or pin interrupts as shown in [Table 2-1](#). The peripheral modules have priority over the general-purpose I/O functions so that when a peripheral is enabled, the I/O functions associated with the shared pins are disabled.

After reset, the shared peripheral functions are disabled and the pins are configured as inputs ($PTxDDn = 0$). The pin control functions for each pin are configured as follows: slew rate control enabled ($PTxSEn = 1$), low drive strength selected ($PTxDSn = 0$), and internal pull-ups disabled ($PTxPEn = 0$).

NOTE

Not all general-purpose I/O pins are available on all packages. To avoid extra current drain from floating input pins, the user's reset initialization routine in the application program must either enable on-chip pull-up devices or change the direction of unconnected pins to outputs so the pins do not float.

6.1 Port Data and Data Direction

Reading and writing of parallel I/Os are performed through the port data registers. The direction, either input or output, is controlled through the port data direction registers. The parallel I/O port function for an individual pin is illustrated in the block diagram shown in [Figure 6-1](#).

The data direction control bit ($PTxDDn$) determines whether the output buffer for the associated pin is enabled, and also controls the source for port data register reads. The input buffer for the associated pin is always enabled unless the pin is enabled as an analog function or is an output-only pin.

When a shared digital function is enabled for a pin, the output buffer is controlled by the shared function. However, the data direction register bit will continue to control the source for reads of the port data register.

When a shared analog function is enabled for a pin, both the input and output buffers are disabled. A value of 0 is read for any port data bit where the bit is an input ($PTxDDn = 0$) and the input buffer is disabled. In general, whenever a pin is shared with both an alternate digital function and an analog function, the analog function has priority such that if both the digital and analog functions are enabled, the analog function controls the pin.

It is a good programming practice to write to the port data register before changing the direction of a port pin to become an output. This ensures that the pin will not be driven momentarily with an old data value that happened to be in the port data register.

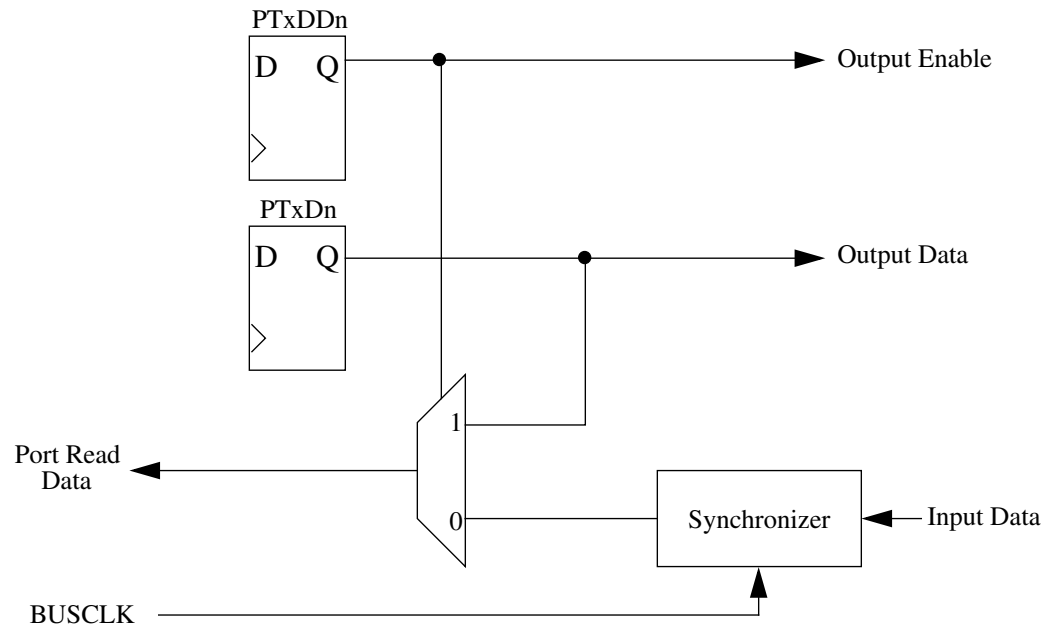


Figure 6-1. Parallel I/O Block Diagram

6.2 Pull-up, Slew Rate, and Drive Strength

Associated with the parallel I/O ports is a set of registers located in the high page register space that operate independently of the parallel I/O registers. These registers are used to control pull-ups, slew rate, and drive strength for the pins.

An internal pull-up device can be enabled for each port pin by setting the corresponding bit in the pull-up enable register (PTxPEN). The pull-up device is disabled if the pin is configured as an output by the parallel I/O control logic or any shared peripheral function regardless of the state of the corresponding pull-up enable register bit. The pull-up device is also disabled if the pin is controlled by an analog function.

Slew rate control can be enabled for each port pin by setting the corresponding bit in the slew rate control register (PTxSEN). When enabled, slew control limits the rate at which an output can transition in order to reduce EMC emissions. Slew rate control has no effect on pins that are configured as inputs.

An output pin can be selected to have high output drive strength by setting the corresponding bit in the drive strength select register (PTxDSn). When high drive is selected, a pin is capable of sourcing and sinking greater current. Even though every I/O pin can be selected as high drive, the user must ensure that the total current source and sink limits for the MCU are not exceeded. Drive strength selection is intended to affect the DC behavior of I/O pins. However, the AC behavior is also affected. High drive allows a pin to drive a greater load with the same switching speed as a low drive enabled pin into a smaller load. Because of this, the EMC emissions may be affected by enabling pins as high drive.

6.3 Pin Interrupts

Port A, port B, and port D pins can be configured as external interrupt inputs and as an external means of waking the MCU from stop or wait low-power modes.

The block diagram for each port interrupt logic is shown [Figure 6-2](#).

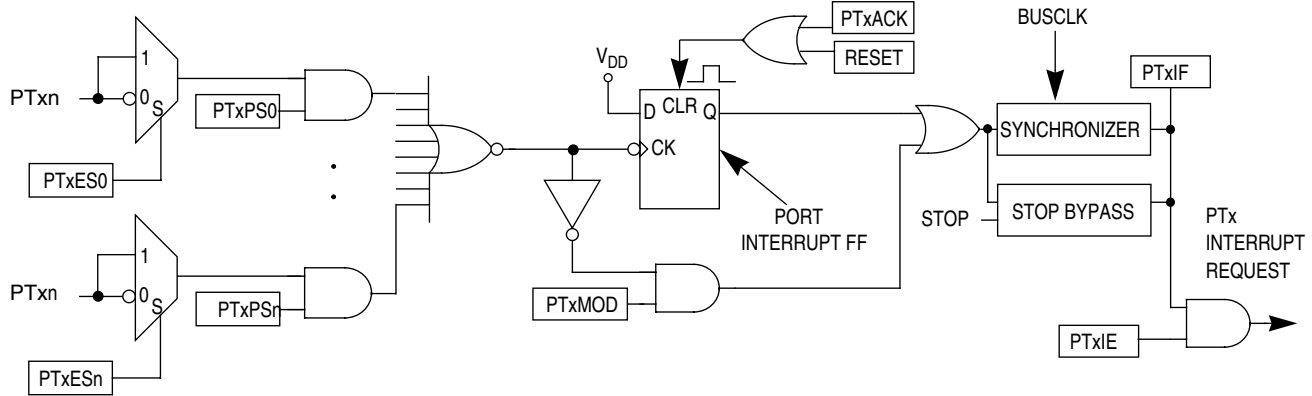


Figure 6-2. Port Interrupt Block Diagram

Writing to the PTxPSn bits in the port interrupt pin select register (PTxPS) independently enables or disables each port pin. Each port can be configured as edge sensitive or edge and level sensitive based on the PTxMOD bit in the port interrupt status and control register (PTxSC). Edge sensitivity can be software programmed to be either falling or rising; the level can be either low or high. The polarity of the edge or edge and level sensitivity is selected using the PTxESn bits in the port interrupt edge select register (PTxES).

Synchronous logic is used to detect edges. Prior to detecting an edge, enabled port inputs must be at the deasserted logic level. A falling edge is detected when an enabled port input signal is seen as a logic 1 (the deasserted level) during one bus cycle and then a logic 0 (the asserted level) during the next cycle. A rising edge is detected when the input signal is seen as a logic 0 during one bus cycle and then a logic 1 during the next cycle.

6.3.1 Edge Only Sensitivity

A valid edge on an enabled port pin will set PTxIF in PTxSC. If PTxIE in PTxSC is set, an interrupt request will be presented to the CPU. Clearing of PTxIF is accomplished by writing a 1 to PTxACK in PTxSC.

6.3.2 Edge and Level Sensitivity

A valid edge or level on an enabled port pin will set PTxIF in PTxSC. If PTxIE in PTxSC is set, an interrupt request will be presented to the CPU. Clearing of PTxIF is accomplished by writing a 1 to PTxACK in PTxSC provided all enabled port inputs are at their deasserted levels. PTxIF will remain set if any enabled port pin is asserted while attempting to clear by writing a 1 to PTxACK.

6.3.3 Pull-up/Pull-down Resistors

The port interrupt pins can be configured to use an internal pull-up/pull-down resistor using the associated I/O port pull-up enable register. If an internal resistor is enabled, the PTxES register is used to select whether the resistor is a pull-up (PTxESn = 0) or a pull-down (PTxESn = 1).

6.3.4 Pin Interrupt Initialization

When an interrupt pin is first enabled, it is possible to get a false interrupt flag. To prevent a false interrupt request during pin interrupt initialization, the user should do the following:

1. Mask interrupts by clearing PTxIE in PTxSC.
2. Select the pin polarity by setting the appropriate PTxESn bits in PTxES.
3. If using internal pull-up/pull-down device, configure the associated pull enable bits in PTxPE.
4. Enable the interrupt pins by setting the appropriate PTxPEN bits in PTxPE.
5. Write to PTxACK in PTxSC to clear any false interrupts.
6. Set PTxIE in PTxSC to enable interrupts.

6.4 Pin Behavior in Stop Modes

Pin behavior following execution of a STOP instruction depends on the stop mode that is entered. An explanation of pin behavior for the various stop modes follows:

- Stop2 mode is a partial power-down mode, whereby I/O latches are maintained in their state as before the STOP instruction was executed. CPU register status and the state of I/O registers should be saved in RAM before the STOP instruction is executed to place the MCU in stop2 mode. Upon recovery from stop2 mode, before accessing any I/O, the user should examine the state of the PPDF bit in the SPMSC2 register. If the PPDF bit is 0, I/O must be initialized as if a power on reset had occurred. If the PPDF bit is 1, peripherals may require initialization to be re3stored to their pre-stop condition. This can be done using data previously stored in RAM if it was saved before the STOP instruction was executed. The user must then write a 1 to the PPDACK bit in the SPMSC2 register. Access to I/O is now permitted again in the user application program.
- In stop3 mode, all I/O is maintained because internal logic circuitry stays powered up. Upon recovery, normal I/O function is available to the user.

6.5 Parallel I/O and Pin Control Registers

This section provides information about the registers associated with the parallel I/O ports. The data and data direction registers are located in page zero of the memory map. The pull up, slew rate, drive strength, and interrupt control registers are located in the high page section of the memory map.

Refer to tables in [Chapter 4, “Memory,”](#) for the absolute address assignments for all parallel I/O and their pin control registers. This section refers to registers and control bits only by their names. A Freescale Semiconductor-provided equate or header file normally is used to translate these names into the appropriate absolute addresses.

6.5.1 Port A Registers

Port A is controlled by the registers listed below.

6.5.1.1 Port A Data Register (PTAD)

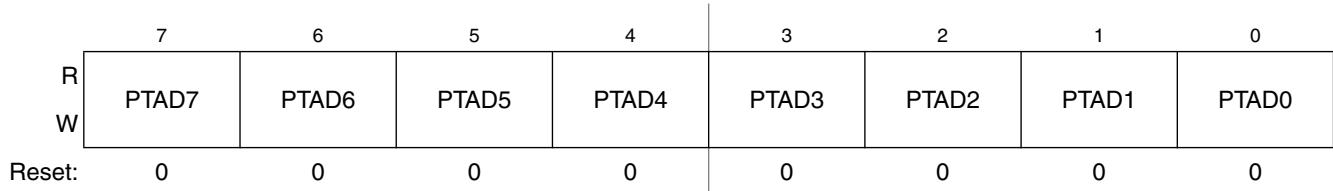


Figure 6-3. Port A Data Register (PTAD)

Table 6-1. PTAD Register Field Descriptions

Field	Description
7:0 PTAD[7:0]	Port A Data Register Bits — For port A pins that are inputs, reads return the logic level on the pin. For port A pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port A pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTAD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups/pull-downs disabled.

6.5.1.2 Port A Data Direction Register (PTADD)

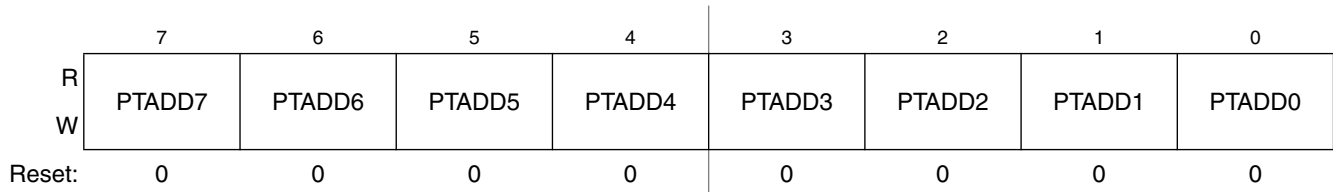


Figure 6-4. Port A Data Direction Register (PTADD)

Table 6-2. PTADD Register Field Descriptions

Field	Description
7:0 PTADD[7:0]	Data Direction for Port A Bits — These read/write bits control the direction of port A pins and what is read for PTAD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port A bit n and PTAD reads return the contents of PTADn.

6.5.1.3 Port A Pull Enable Register (PTAPE)

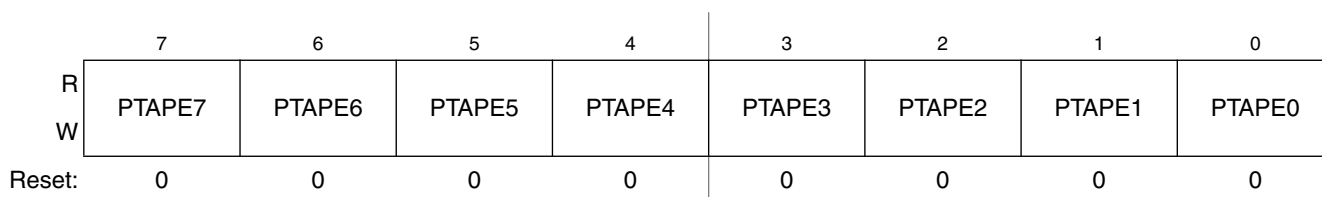


Figure 6-5. Internal Pull Enable for Port A Register (PTAPE)

Table 6-3. PTAPE Register Field Descriptions

Field	Description
7:0 PTAPE[7:0]	Internal Pull Enable for Port A Bits — Each of these control bits determines if the internal pull-up or pull-down device is enabled for the associated PTA pin. For port A pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up/pull-down device disabled for port A bit n. 1 Internal pull-up/pull-down device enabled for port A bit n.

6.5.1.4 Port A Slew Rate Enable Register (PTASE)

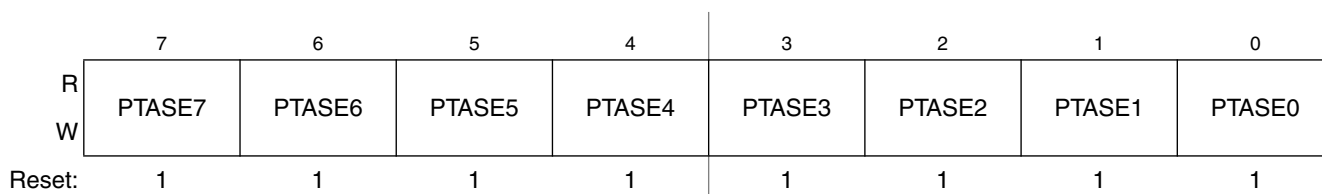


Figure 6-6. Slew Rate Enable for Port A Register (PTASE)

Table 6-4. PTASE Register Field Descriptions

Field	Description
7:0 PTASE[7:0]	Output Slew Rate Enable for Port A Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTA pin. For port A pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port A bit n. 1 Output slew rate control enabled for port A bit n.

6.5.1.5 Port A Drive Strength Selection Register (PTADS)

	7	6	5	4	3	2	1	0
R	PTADS7	PTADS6	PTADS5	PTADS4	PTADS3	PTADS2	PTADS1	PTADS0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-7. Drive Strength Selection for Port A Register (PTADS)

Table 6-5. PTADS Register Field Descriptions

Field	Description
7:0 PTADS[7:0]	Output Drive Strength Selection for Port A Bits — Each of these control bits selects between low and high output drive for the associated PTA pin. For port A pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port A bit n. 1 High output drive strength selected for port A bit n.

6.5.1.6 Port A Interrupt Status and Control Register (PTASC)

	7	6	5	4	3	2	1	0
R	0	0	0	0	PTAIF	0	PTAIE	PTAMOD
W						PTAACK		
Reset:	0	0	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 6-8. Port A Interrupt Status and Control Register (PTASC)

Table 6-6. PTASC Register Field Descriptions

Field	Description
3 PTAIF	Port A Interrupt Flag — PTAIF indicates when a port A interrupt is detected. Writes have no effect on PTAIF. 0 No port A interrupt detected. 1 Port A interrupt detected.
2 PTAACK	Port A Interrupt Acknowledge — Writing a 1 to PTAACK is part of the flag clearing mechanism. PTAACK always reads as 0.
1 PTAIE	Port A Interrupt Enable — PTAIE determines whether a port A interrupt is requested. 0 Port A interrupt request not enabled. 1 Port A interrupt request enabled.
0 PTAMOD	Port A Detection Mode — PTAMOD (along with the PTAES bits) controls the detection mode of the port A interrupt pins. 0 Port A pins detect edges only. 1 Port A pins detect both edges and levels.

6.5.1.7 Port A Interrupt Pin Select Register (PTAPS)

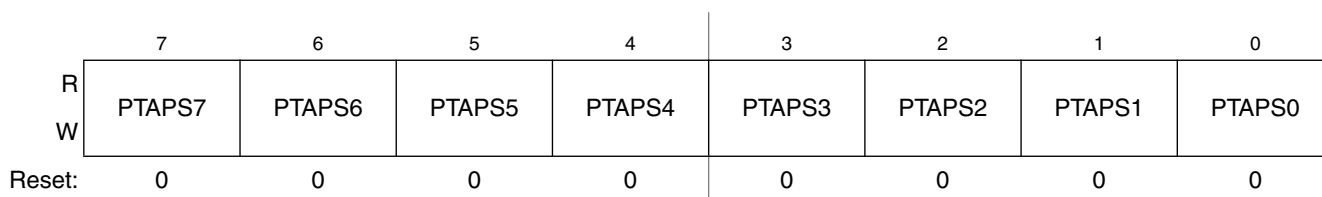


Figure 6-9. Port A Interrupt Pin Select Register (PTAPS)

Table 6-7. PTAPS Register Field Descriptions

Field	Description
7:0 PTAPS[7:0]	Port A Interrupt Pin Selects — Each of the PTAPSn bits enable the corresponding port A interrupt pin. 0 Pin not enabled as interrupt. 1 Pin enabled as interrupt.

6.5.1.8 Port A Interrupt Edge Select Register (PTAES)

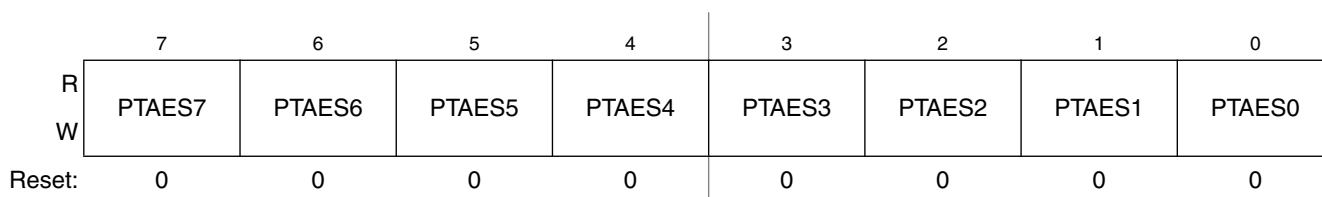


Figure 6-10. Port A Edge Select Register (PTAES)

Table 6-8. PTAES Register Field Descriptions

Field	Description
7:0 PTAES[7:0]	Port A Edge Selects — Each of the PTAESn bits serves a dual purpose by selecting the polarity of the active interrupt edge as well as selecting a pull-up or pull-down device if enabled. 0 A pull-up device is connected to the associated pin and detects falling edge/low level for interrupt generation. 1 A pull-down device is connected to the associated pin and detects rising edge/high level for interrupt generation.

6.5.2 Port B Registers

Port B is controlled by the registers listed below.

6.5.2.1 Port B Data Register (PTBD)

	7	6	5	4	3	2	1	0
R	PTBD7	PTBD6	PTBD5	PTBD4	PTBD3	PTBD2	PTBD1	PTBD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-11. Port B Data Register (PTBD)

Table 6-9. PTBD Register Field Descriptions

Field	Description
7:0 PTBD[7:0]	Port B Data Register Bits — For port B pins that are inputs, reads return the logic level on the pin. For port B pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port B pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTBD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups/pull-downs disabled.

6.5.2.2 Port B Data Direction Register (PTBDD)

	7	6	5	4	3	2	1	0
R	PTBDD7	PTBDD6	PTBDD5	PTBDD4	PTBDD3	PTBDD2	PTBDD1	PTBDD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-12. Port B Data Direction Register (PTBDD)

Table 6-10. PTBDD Register Field Descriptions

Field	Description
7:0 PTBDD[7:0]	Data Direction for Port B Bits — These read/write bits control the direction of port B pins and what is read for PTBD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port B bit n and PTBD reads return the contents of PTBDn.

6.5.2.3 Port B Pull Enable Register (PTBPE)

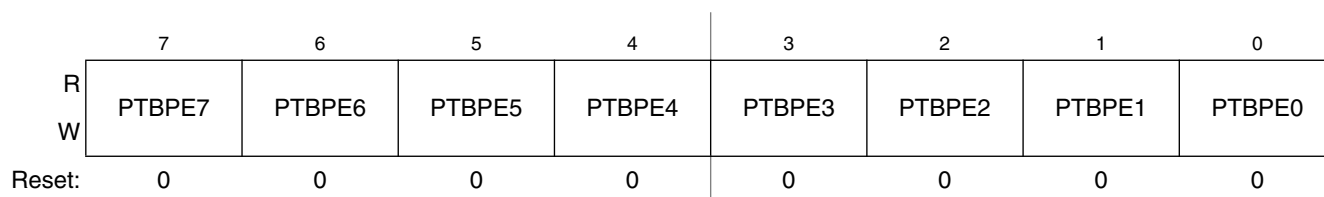


Figure 6-13. Internal Pull Enable for Port B Register (PTBPE)

Table 6-11. PTBPE Register Field Descriptions

Field	Description
7:0 PTBPE[7:0]	Internal Pull Enable for Port B Bits — Each of these control bits determines if the internal pull-up or pull-down device is enabled for the associated PTB pin. For port B pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up/pull-down device disabled for port B bit n. 1 Internal pull-up/pull-down device enabled for port B bit n.

6.5.2.4 Port B Slew Rate Enable Register (PTBSE)

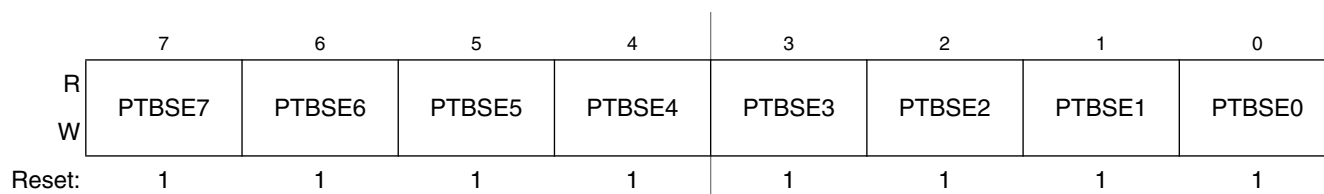


Figure 6-14. Slew Rate Enable for Port B Register (PTBSE)

Table 6-12. PTBSE Register Field Descriptions

Field	Description
7:0 PTBSE[7:0]	Output Slew Rate Enable for Port B Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTB pin. For port B pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port B bit n. 1 Output slew rate control enabled for port B bit n.

6.5.2.5 Port B Drive Strength Selection Register (PTBDS)

	7	6	5	4	3	2	1	0
R	PTBDS7	PTBDS6	PTBDS5	PTBDS4	PTBDS3	PTBDS2	PTBDS1	PTBDS0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-15. Drive Strength Selection for Port B Register (PTBDS)

Table 6-13. PTBDS Register Field Descriptions

Field	Description
7:0 PTBDS[7:0]	Output Drive Strength Selection for Port B Bits — Each of these control bits selects between low and high output drive for the associated PTB pin. For port B pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port B bit n. 1 High output drive strength selected for port B bit n.

6.5.2.6 Port B Interrupt Status and Control Register (PTBSC)

	7	6	5	4	3	2	1	0
R	0	0	0	0	PTBIF	0	PTBIE	PTBMOD
W						PTBACK		
Reset:	0	0	0	0	0	0	0	0

= Unimplemented or Reserved

Figure 6-16. Port B Interrupt Status and Control Register (PTBSC)

Table 6-14. PTBSC Register Field Descriptions

Field	Description
3 PTBIF	Port B Interrupt Flag — PTBIF indicates when a Port B interrupt is detected. Writes have no effect on PTBIF. 0 No Port B interrupt detected. 1 Port B interrupt detected.
2 PTBACK	Port B Interrupt Acknowledge — Writing a 1 to PTBACK is part of the flag clearing mechanism. PTBACK always reads as 0.
1 PTBIE	Port B Interrupt Enable — PTBIE determines whether a port B interrupt is requested. 0 Port B interrupt request not enabled. 1 Port B interrupt request enabled.
0 PTBMOD	Port B Detection Mode — PTBMOD (along with the PTBES bits) controls the detection mode of the port B interrupt pins. 0 Port B pins detect edges only. 1 Port B pins detect both edges and levels.

6.5.2.7 Port B Interrupt Pin Select Register (PTBPS)

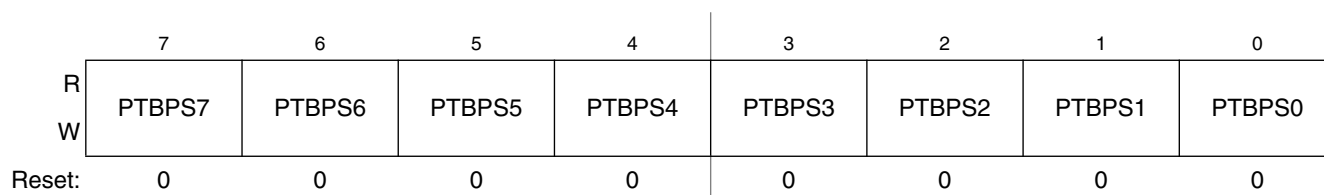


Figure 6-17. Port B Interrupt Pin Select Register (PTBPS)

Table 6-15. PTBPS Register Field Descriptions

Field	Description
7:0 PTBPS[7:0]	Port B Interrupt Pin Selects — Each of the PTBPSn bits enable the corresponding port B interrupt pin. 0 Pin not enabled as interrupt. 1 Pin enabled as interrupt.

6.5.2.8 Port B Interrupt Edge Select Register (PTBES)

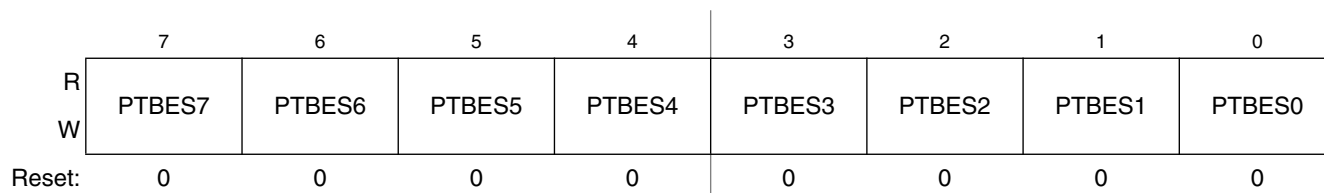


Figure 6-18. Port B Edge Select Register (PTBES)

Table 6-16. PTBES Register Field Descriptions

Field	Description
7:0 PTBES[7:0]	Port B Edge Selects — Each of the PTBESn bits serves a dual purpose by selecting the polarity of the active interrupt edge as well as selecting a pull-up or pull-down device if enabled. 0 A pull-up device is connected to the associated pin and detects falling edge/low level for interrupt generation. 1 A pull-down device is connected to the associated pin and detects rising edge/high level for interrupt generation.

6.5.3 Port C Registers

Port C is controlled by the registers listed below.

6.5.3.1 Port C Data Register (PTCD)

	7	6	5	4	3	2	1	0
R	PTCD7	PTCD6	PTCD5	PTCD4	PTCD3	PTCD2	PTCD1	PTCD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-19. Port C Data Register (PTCD)

Table 6-17. PTCD Register Field Descriptions

Field	Description
7:0 PTCD[7:0]	Port C Data Register Bits — For port C pins that are inputs, reads return the logic level on the pin. For port C pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port C pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTCD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups disabled.

6.5.3.2 Port C Data Direction Register (PTCDD)

	7	6	5	4	3	2	1	0
R	PTCDD7	PTCDD6	PTCDD5	PTCDD4	PTCDD3	PTCDD2	PTCDD1	PTCDD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-20. Port C Data Direction Register (PTCDD)

Table 6-18. PTCDD Register Field Descriptions

Field	Description
7:0 PTCDD[7:0]	Data Direction for Port C Bits — These read/write bits control the direction of port C pins and what is read for PTCD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port C bit n and PTCD reads return the contents of PTCDn.

6.5.3.3 Port C Pull Enable Register (PTCPE)

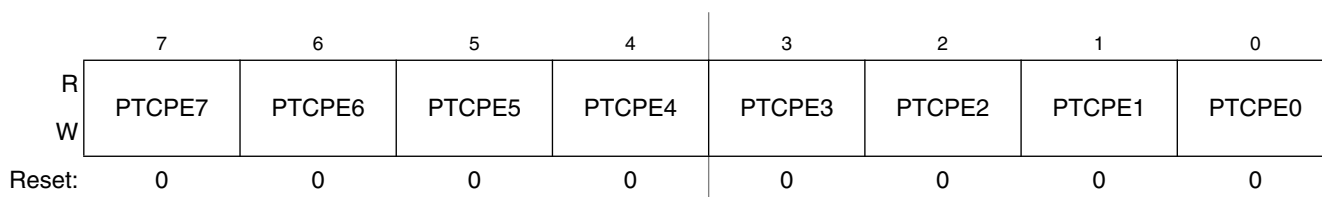


Figure 6-21. Internal Pull Enable for Port C Register (PTCPE)

Table 6-19. PTCPE Register Field Descriptions

Field	Description
7:0 PTCPE[7:0]	Internal Pull Enable for Port C Bits — Each of these control bits determines if the internal pull-up device is enabled for the associated PTC pin. For port C pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up device disabled for port C bit n. 1 Internal pull-up device enabled for port C bit n.

6.5.3.4 Port C Slew Rate Enable Register (PTCSE)

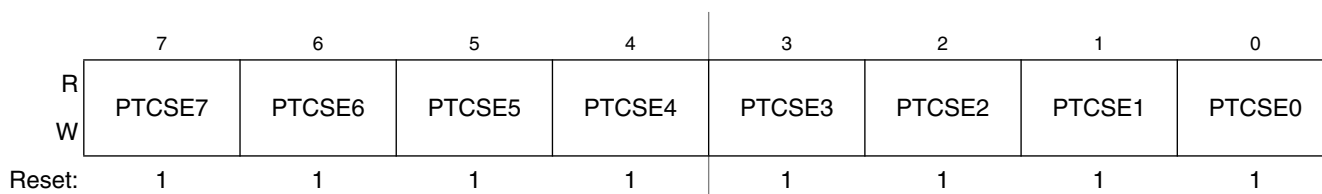


Figure 6-22. Slew Rate Enable for Port C Register (PTCSE)

Table 6-20. PTCSE Register Field Descriptions

Field	Description
7:0 PTCSE[7:0]	Output Slew Rate Enable for Port C Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTC pin. For port C pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port C bit n. 1 Output slew rate control enabled for port C bit n.

6.5.3.5 Port C Drive Strength Selection Register (PTCDS)

	7	6	5	4	3	2	1	0
R	PTCDS7	PTCDS6	PTCDS5	PTCDS4	PTCDS3	PTCDS2	PTCDS1	PTCDS0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-23. Drive Strength Selection for Port C Register (PTCDS)

Table 6-21. PTCDS Register Field Descriptions

Field	Description
7:0 PTCDS[7:0]	Output Drive Strength Selection for Port C Bits — Each of these control bits selects between low and high output drive for the associated PTC pin. For port C pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port C bit n. 1 High output drive strength selected for port C bit n.

6.5.4 Port D Registers

Port D is controlled by the registers listed below.

6.5.4.1 Port D Data Register (PTDD)

	7	6	5	4	3	2	1	0
R	PTDD7	PTDD6	PTDD5	PTDD4	PTDD3	PTDD2	PTDD1	PTDD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-24. Port D Data Register (PTDD)

Table 6-22. PTDD Register Field Descriptions

Field	Description
7:0 PTDD[7:0]	Port D Data Register Bits — For port D pins that are inputs, reads return the logic level on the pin. For port D pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port D pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTDD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups/pull-downs disabled.

6.5.4.2 Port D Data Direction Register (PTDDD)

	7	6	5	4	3	2	1	0
R	PTDDD7	PTDDD6	PTDDD5	PTDDD4	PTDDD3	PTDDD2	PTDDD1	PTDDD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-25. Port D Data Direction Register (PTDDD)

Table 6-23. PTDDD Register Field Descriptions

Field	Description
7:0 PTDDD[7:0]	Data Direction for Port D Bits — These read/write bits control the direction of port D pins and what is read for PTDD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port D bit n and PTDD reads return the contents of PTDDn.

6.5.4.3 Port D Pull Enable Register (PTDPE)

	7	6	5	4	3	2	1	0
R	PTDPE7	PTDPE6	PTDPE5	PTDPE4	PTDPE3	PTDPE2	PTDPE1	PTDPE0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-26. Internal Pull Enable for Port D Register (PTDPE)

Table 6-24. PTDPE Register Field Descriptions

Field	Description
7:0 PTDPE[7:0]	Internal Pull Enable for Port D Bits — Each of these control bits determines if the internal pull-up or pull-down device is enabled for the associated PTD pin. For port D pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up/pull-down device disabled for port D bit n. 1 Internal pull-up/pull-down device enabled for port D bit n.

6.5.4.4 Port D Slew Rate Enable Register (PTDSE)

	7	6	5	4	3	2	1	0
R	PTDSE7	PTDSE6	PTDSE5	PTDSE4	PTDSE3	PTDSE2	PTDSE1	PTDSE0
W								
Reset:	1	1	1	1	1	1	1	1

Figure 6-27. Slew Rate Enable for Port D Register (PTDSE)

Table 6-25. PTDSE Register Field Descriptions

Field	Description
7:0 PTDSE[7:0]	Output Slew Rate Enable for Port D Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTD pin. For port D pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port D bit n. 1 Output slew rate control enabled for port D bit n.

6.5.4.5 Port D Drive Strength Selection Register (PTDDS)

	7	6	5	4	3	2	1	0
R	PTDDS7	PTDDS6	PTDDS5	PTDDS4	PTDDS3	PTDDS2	PTDDS1	PTDDS0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-28. Drive Strength Selection for Port D Register (PTDDS)

Table 6-26. PTDDS Register Field Descriptions

Field	Description
7:0 PTDDS[7:0]	Output Drive Strength Selection for Port D Bits — Each of these control bits selects between low and high output drive for the associated PTD pin. For port D pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port D bit n. 1 High output drive strength selected for port D bit n.

6.5.4.6 Port D Interrupt Status and Control Register (PTDSC)

	7	6	5	4	3	2	1	0
R	0	0	0	0	PTDIF	0	PTDIE	PTDMOD
W						PTDACK		
Reset:	0	0	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 6-29. Port D Interrupt Status and Control Register (PTDSC)

Table 6-27. PTDSC Register Field Descriptions

Field	Description
3 PTDIF	Port D Interrupt Flag — PTDIF indicates when a port D interrupt is detected. Writes have no effect on PTDIF. 0 No port D interrupt detected. 1 Port D interrupt detected.
2 PTDACK	Port D Interrupt Acknowledge — Writing a 1 to PTDACK is part of the flag clearing mechanism. PTDACK always reads as 0.
1 PTDIE	Port D Interrupt Enable — PTDIE determines whether a port D interrupt is requested. 0 Port D interrupt request not enabled. 1 Port D interrupt request enabled.
0 PTDMOD	Port A Detection Mode — PTDMOD (along with the PTDES bits) controls the detection mode of the port D interrupt pins. 0 Port D pins detect edges only. 1 Port D pins detect both edges and levels.

6.5.4.7 Port D Interrupt Pin Select Register (PTDPS)

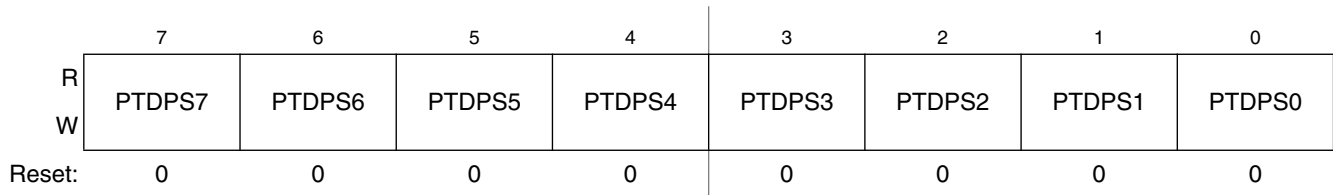


Figure 6-30. Port D Interrupt Pin Select Register (PTDPS)

Table 6-28. PTDPS Register Field Descriptions

Field	Description
7:0 PTDPS[7:0]	Port D Interrupt Pin Selects — Each of the PTDPSn bits enable the corresponding port D interrupt pin. 0 Pin not enabled as interrupt. 1 Pin enabled as interrupt.

6.5.4.8 Port D Interrupt Edge Select Register (PTDES)

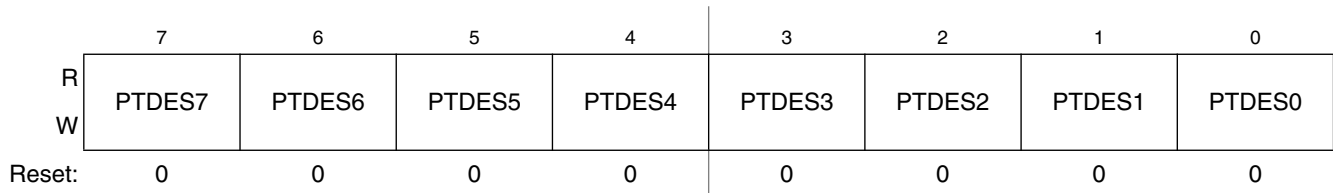


Figure 6-31. Port D Edge Select Register (PTDES)

Table 6-29. PTDES Register Field Descriptions

Field	Description
7:0 PTDES[7:0]	Port D Edge Selects — Each of the PTDESn bits serves a dual purpose by selecting the polarity of the active interrupt edge as well as selecting a pull-up or pull-down device if enabled. 0 A pull-up device is connected to the associated pin and detects falling edge/low level for interrupt generation. 1 A pull-down device is connected to the associated pin and detects rising edge/high level for interrupt generation.

6.5.5 Port E Registers

Port E is controlled by the registers listed below.

6.5.5.1 Port E Data Register (PTED)

	7	6	5	4	3	2	1	0
R	PTED7	PTED6	PTED5	PTED4	PTED3	PTED2	PTED1 ¹	PTED0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-32. Port E Data Register (PTED)

¹ Reads of this bit always return the pin value of the associated pin, regardless of the value stored in the port data direction bit.

Table 6-30. PTED Register Field Descriptions

Field	Description
7:0 PTED[7:0]	Port E Data Register Bits — For port E pins that are inputs, reads return the logic level on the pin. For port E pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port E pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTED to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups disabled.

6.5.5.2 Port E Data Direction Register (PTEDD)

	7	6	5	4	3	2	1	0
R	PTEDD7	PTEDD6	PTEDD5	PTEDD4	PTEDD3	PTEDD2	PTEDD1 ¹	PTEDD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-33. Port E Data Direction Register (PTEDD)

¹ PTEDD1 has no effect on the input-only PTE1 pin.

Table 6-31. PTEDD Register Field Descriptions

Field	Description
7:0 PTEDD[7:0]	Data Direction for Port E Bits — These read/write bits control the direction of port E pins and what is read for PTED reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port E bit n and PTED reads return the contents of PTEDn.

6.5.5.3 Port E Pull Enable Register (PTEPE)

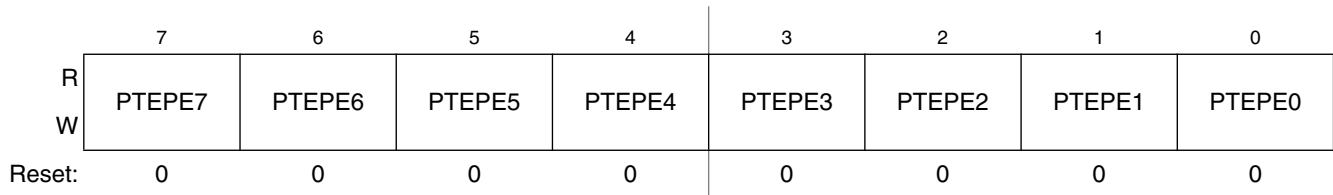


Figure 6-34. Internal Pull Enable for Port E Register (PTEPE)

Table 6-32. PTEPE Register Field Descriptions

Field	Description
7:0 PTEPE[7:0]	Internal Pull Enable for Port E Bits — Each of these control bits determines if the internal pull-up device is enabled for the associated PTE pin. For port E pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up device disabled for port E bit n. 1 Internal pull-up device enabled for port E bit n.

6.5.5.4 Port E Slew Rate Enable Register (PTESE)

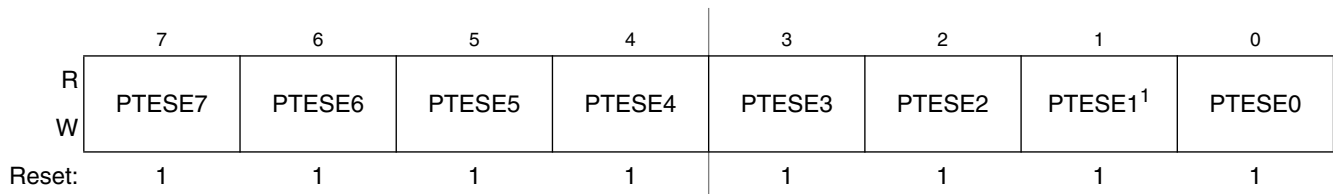


Figure 6-35. Slew Rate Enable for Port E Register (PTESE)

¹ PTESE1 has no effect on the input-only PTE1 pin.

Table 6-33. PTESE Register Field Descriptions

Field	Description
7:0 PTESE[7:0]	Output Slew Rate Enable for Port E Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTE pin. For port E pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port E bit n. 1 Output slew rate control enabled for port E bit n.

6.5.5.5 Port E Drive Strength Selection Register (PTEDS)

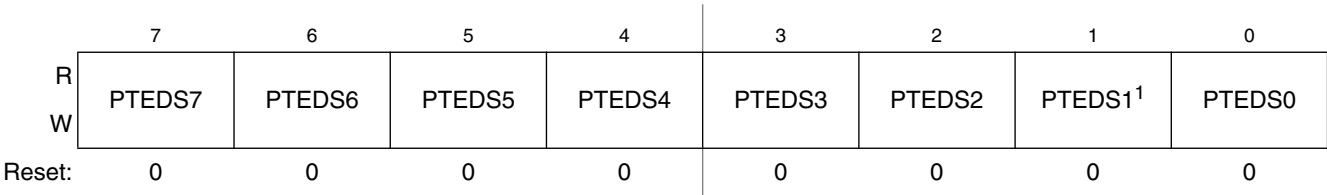


Figure 6-36. Drive Strength Selection for Port E Register (PTEDS)

¹ PTEDS1 has no effect on the input-only PTE1 pin.

Table 6-34. PTEDS Register Field Descriptions

Field	Description
7:0 PTEDS[7:0]	Output Drive Strength Selection for Port E Bits — Each of these control bits selects between low and high output drive for the associated PTE pin. For port E pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port E bit n. 1 High output drive strength selected for port E bit n.

6.5.6 Port F Registers

Port F is controlled by the registers listed below.

6.5.6.1 Port F Data Register (PTFD)

	7	6	5	4	3	2	1	0
R	PTFD7	PTFD6	PTFD5	PTFD4	PTFD3	PTFD2	PTFD1	PTFD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-37. Port F Data Register (PTFD)

Table 6-35. PTFD Register Field Descriptions

Field	Description
7:0 PTFD[7:0]	Port F Data Register Bits — For port F pins that are inputs, reads return the logic level on the pin. For port F pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port F pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTFD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups disabled.

6.5.6.2 Port F Data Direction Register (PTFDD)

	7	6	5	4	3	2	1	0
R	PTFDD7	PTFDD6	PTFDD5	PTFDD4	PTFDD3	PTFDD2	PTFDD1	PTFDD0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-38. Port F Data Direction Register (PTFDD)

Table 6-36. PTFDD Register Field Descriptions

Field	Description
7:0 PTFDD[7:0]	Data Direction for Port F Bits — These read/write bits control the direction of port F pins and what is read for PTFD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port F bit n and PTFD reads return the contents of PTFDn.

6.5.6.3 Port F Pull Enable Register (PTFPE)

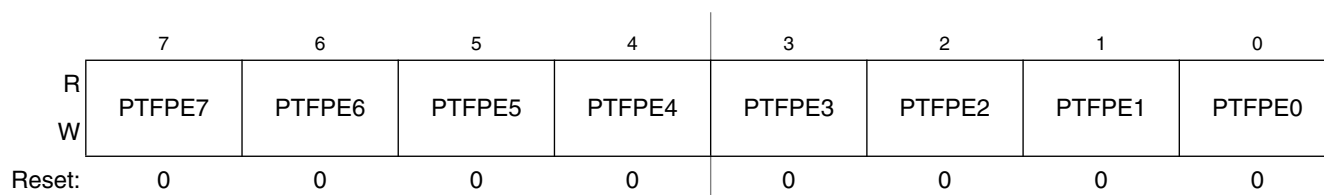


Figure 6-39. Internal Pull Enable for Port F Register (PTFPE)

Table 6-37. PTFPE Register Field Descriptions

Field	Description
7:0 PTFPE[7:0]	Internal Pull Enable for Port F Bits — Each of these control bits determines if the internal pull-up device is enabled for the associated PTF pin. For port F pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up device disabled for port F bit n. 1 Internal pull-up device enabled for port F bit n.

6.5.6.4 Port F Slew Rate Enable Register (PTFSE)

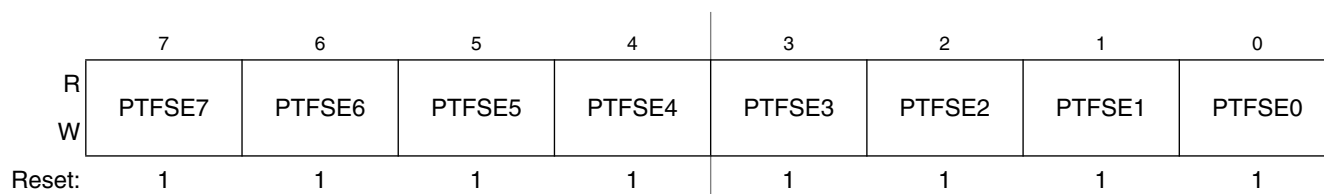


Figure 6-40. Slew Rate Enable for Port F Register (PTFSE)

Table 6-38. PTFSE Register Field Descriptions

Field	Description
7:0 PTFSE[7:0]	Output Slew Rate Enable for Port F Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTF pin. For port F pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port F bit n. 1 Output slew rate control enabled for port F bit n.

6.5.6.5 Port F Drive Strength Selection Register (PTFDS)

	7	6	5	4	3	2	1	0
R	PTFDS7	PTFDS6	PTFDS5	PTFDS4	PTFDS3	PTFDS2	PTFDS1	PTFDS0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 6-41. Drive Strength Selection for Port F Register (PTFDS)

Table 6-39. PTFDS Register Field Descriptions

Field	Description
7:0 PTFDS[7:0]	Output Drive Strength Selection for Port F Bits — Each of these control bits selects between low and high output drive for the associated PTF pin. For port F pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port F bit n. 1 High output drive strength selected for port F bit n.

6.5.7 Port G Registers

Port G is controlled by the registers listed below.

6.5.7.1 Port G Data Register (PTGD)

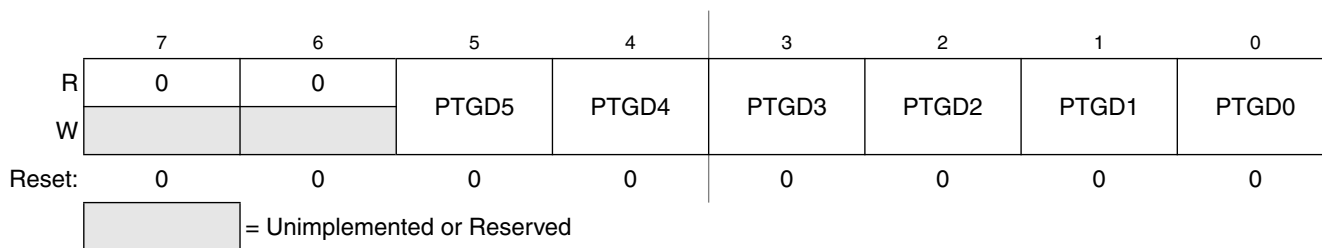


Figure 6-42. Port G Data Register (PTGD)

Table 6-40. PTGD Register Field Descriptions

Field	Description
5:0 PTGD[5:0]	Port G Data Register Bits — For port G pins that are inputs, reads return the logic level on the pin. For port G pins that are configured as outputs, reads return the last value written to this register. Writes are latched into all bits of this register. For port G pins that are configured as outputs, the logic level is driven out the corresponding MCU pin. Reset forces PTGD to all 0s, but these 0s are not driven out the corresponding pins because reset also configures all port pins as high-impedance inputs with pull-ups disabled.

6.5.7.2 Port G Data Direction Register (PTGDD)

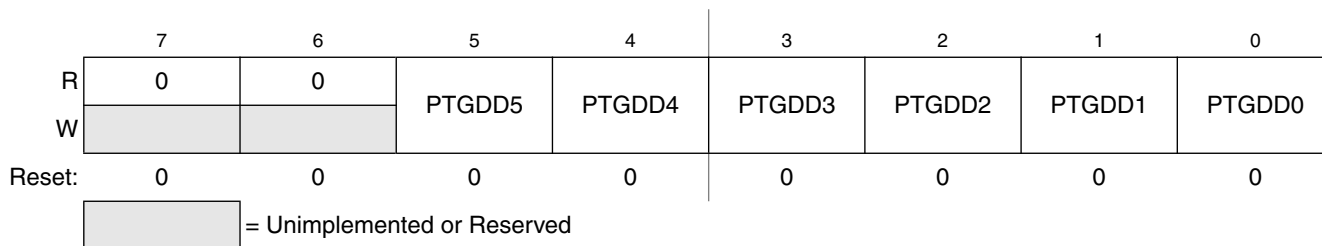


Figure 6-43. Port G Data Direction Register (PTGDD)

Table 6-41. PTGDD Register Field Descriptions

Field	Description
5:0 PTGDD[5:0]	Data Direction for Port G Bits — These read/write bits control the direction of port G pins and what is read for PTGD reads. 0 Input (output driver disabled) and reads return the pin value. 1 Output driver enabled for port G bit n and PTGD reads return the contents of PTGDn.

6.5.7.3 Port G Pull Enable Register (PTGPE)

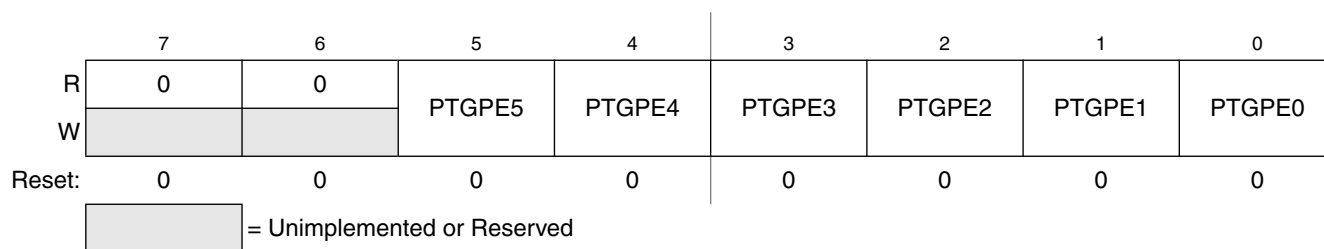


Figure 6-44. Internal Pull Enable for Port G Register (PTGPE)

Table 6-42. PTGPE Register Field Descriptions

Field	Description
5:0 PTGPE[5:0]	Internal Pull Enable for Port G Bits — Each of these control bits determines if the internal pull-up device is enabled for the associated PTG pin. For port G pins that are configured as outputs, these bits have no effect and the internal pull devices are disabled. 0 Internal pull-up device disabled for port G bit n. 1 Internal pull-up device enabled for port G bit n.

6.5.7.4 Port G Slew Rate Enable Register (PTGSE)

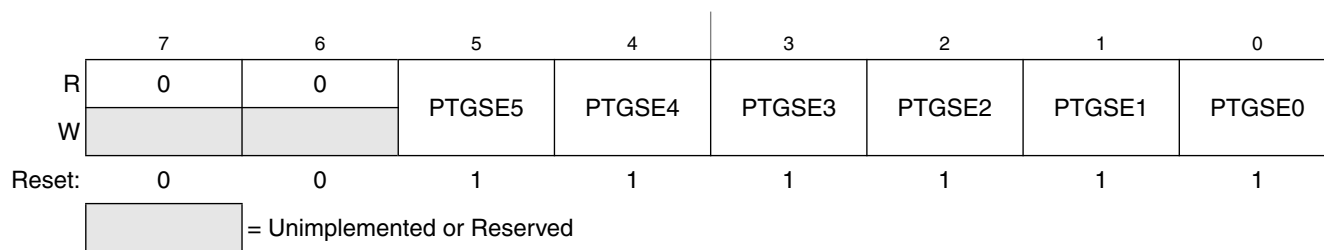


Figure 6-45. Slew Rate Enable for Port G Register (PTGSE)

Table 6-43. PTGSE Register Field Descriptions

Field	Description
5:0 PTGSE[5:0]	Output Slew Rate Enable for Port G Bits — Each of these control bits determines if the output slew rate control is enabled for the associated PTG pin. For port G pins that are configured as inputs, these bits have no effect. 0 Output slew rate control disabled for port G bit n. 1 Output slew rate control enabled for port G bit n.

6.5.7.5 Port G Drive Strength Selection Register (PTGDS)



Figure 6-46. Drive Strength Selection for Port G Register (PTGDS)

Table 6-44. PTGDS Register Field Descriptions

Field	Description
5:0 PTGDS[5:0]	Output Drive Strength Selection for Port G Bits — Each of these control bits selects between low and high output drive for the associated PTG pin. For port G pins that are configured as inputs, these bits have no effect. 0 Low output drive strength selected for port G bit n. 1 High output drive strength selected for port G bit n.

Chapter 7

Central Processor Unit (S08CPUV3)

7.1 Introduction

This section provides summary information about the registers, addressing modes, and instruction set of the CPU of the HCS08 Family. For a more detailed discussion, refer to the *HCS08 Family Reference Manual, volume 1*, Freescale Semiconductor document order number HCS08RMV1/D.

The HCS08 CPU is fully source- and object-code-compatible with the M68HC08 CPU. Several instructions and enhanced addressing modes were added to improve C compiler efficiency and to support a new background debug system which replaces the monitor mode of earlier M68HC08 microcontrollers (MCU).

7.1.1 Features

Features of the HCS08 CPU include:

- Object code fully upward-compatible with M68HC05 and M68HC08 Families
- All registers and memory are mapped to a single 64-Kbyte address space
- 16-bit stack pointer (any size stack anywhere in 64-Kbyte address space)
- 16-bit index register (H:X) with powerful indexed addressing modes
- 8-bit accumulator (A)
- Many instructions treat X as a second general-purpose 8-bit register
- Seven addressing modes:
 - Inherent — Operands in internal registers
 - Relative — 8-bit signed offset to branch destination
 - Immediate — Operand in next object code byte(s)
 - Direct — Operand in memory at 0x0000–0x00FF
 - Extended — Operand anywhere in 64-Kbyte address space
 - Indexed relative to H:X — Five submodes including auto increment
 - Indexed relative to SP — Improves C efficiency dramatically
- Memory-to-memory data move instructions with four address mode combinations
- Overflow, half-carry, negative, zero, and carry condition codes support conditional branching on the results of signed, unsigned, and binary-coded decimal (BCD) operations
- Efficient bit manipulation instructions
- Fast 8-bit by 8-bit multiply and 16-bit by 8-bit divide instructions
- STOP and WAIT instructions to invoke low-power operating modes

7.2 Programmer's Model and CPU Registers

Figure 7-1 shows the five CPU registers. CPU registers are not part of the memory map.

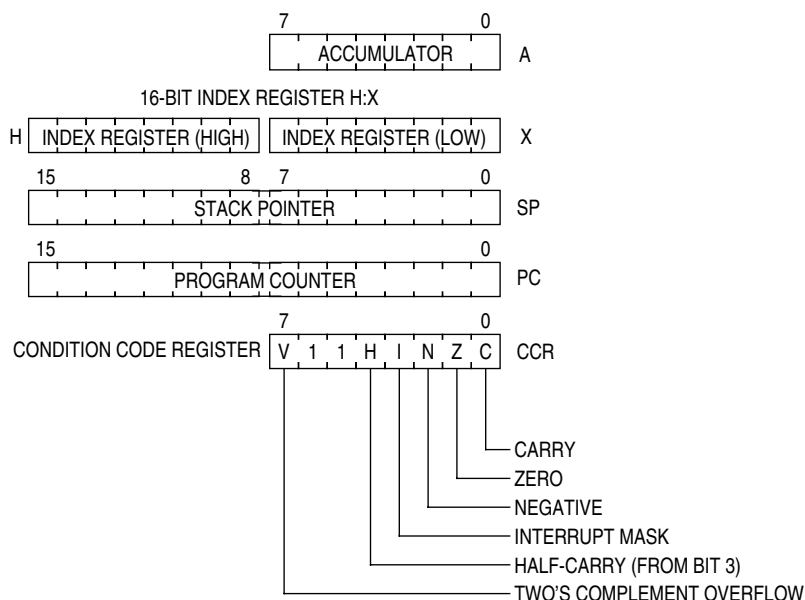


Figure 7-1. CPU Registers

7.2.1 Accumulator (A)

The A accumulator is a general-purpose 8-bit register. One operand input to the arithmetic logic unit (ALU) is connected to the accumulator and the ALU results are often stored into the A accumulator after arithmetic and logical operations. The accumulator can be loaded from memory using various addressing modes to specify the address where the loaded data comes from, or the contents of A can be stored to memory using various addressing modes to specify the address where data from A will be stored.

Reset has no effect on the contents of the A accumulator.

7.2.2 Index Register (H:X)

This 16-bit register is actually two separate 8-bit registers (H and X), which often work together as a 16-bit address pointer where H holds the upper byte of an address and X holds the lower byte of the address. All indexed addressing mode instructions use the full 16-bit value in H:X as an index reference pointer; however, for compatibility with the earlier M68HC05 Family, some instructions operate only on the low-order 8-bit half (X).

Many instructions treat X as a second general-purpose 8-bit register that can be used to hold 8-bit data values. X can be cleared, incremented, decremented, complemented, negated, shifted, or rotated. Transfer instructions allow data to be transferred from A or transferred to A where arithmetic and logical operations can then be performed.

For compatibility with the earlier M68HC05 Family, H is forced to 0x00 during reset. Reset has no effect on the contents of X.

7.2.3 Stack Pointer (SP)

This 16-bit address pointer register points at the next available location on the automatic last-in-first-out (LIFO) stack. The stack may be located anywhere in the 64-Kbyte address space that has RAM and can be any size up to the amount of available RAM. The stack is used to automatically save the return address for subroutine calls, the return address and CPU registers during interrupts, and for local variables. The AIS (add immediate to stack pointer) instruction adds an 8-bit signed immediate value to SP. This is most often used to allocate or deallocate space for local variables on the stack.

SP is forced to 0x00FF at reset for compatibility with the earlier M68HC05 Family. HCS08 programs normally change the value in SP to the address of the last location (highest address) in on-chip RAM during reset initialization to free up direct page RAM (from the end of the on-chip registers to 0x00FF).

The RSP (reset stack pointer) instruction was included for compatibility with the M68HC05 Family and is seldom used in new HCS08 programs because it only affects the low-order half of the stack pointer.

7.2.4 Program Counter (PC)

The program counter is a 16-bit register that contains the address of the next instruction or operand to be fetched.

During normal program execution, the program counter automatically increments to the next sequential memory location every time an instruction or operand is fetched. Jump, branch, interrupt, and return operations load the program counter with an address other than that of the next sequential location. This is called a change-of-flow.

During reset, the program counter is loaded with the reset vector that is located at \$FFFE and \$FFFF. The vector stored there is the address of the first instruction that will be executed after exiting the reset state.

7.2.5 Condition Code Register (CCR)

The 8-bit condition code register contains the interrupt mask (I) and five flags that indicate the results of the instruction just executed. Bits 6 and 5 are set permanently to 1. The following paragraphs describe the functions of the condition code bits in general terms. For a more detailed explanation of how each instruction sets the CCR bits, refer to the *HCS08 Family Reference Manual, volume 1*, Freescale Semiconductor document order number HCS08RMv1/D.

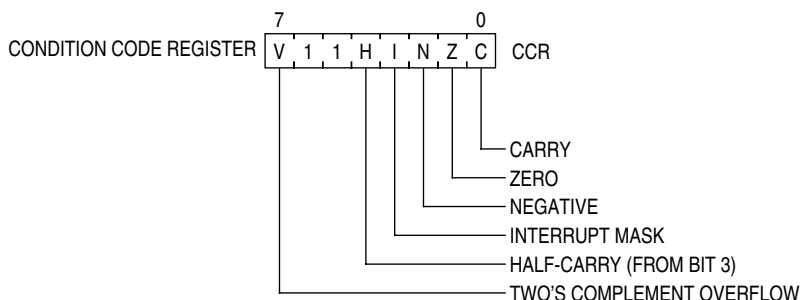


Figure 7-2. Condition Code Register

Table 7-1. CCR Register Field Descriptions

Field	Description
7 V	Two's Complement Overflow Flag — The CPU sets the overflow flag when a two's complement overflow occurs. The signed branch instructions BGT, BGE, BLE, and BLT use the overflow flag. 0 No overflow 1 Overflow
4 H	Half-Carry Flag — The CPU sets the half-carry flag when a carry occurs between accumulator bits 3 and 4 during an add-without-carry (ADD) or add-with-carry (ADC) operation. The half-carry flag is required for binary-coded decimal (BCD) arithmetic operations. The DAA instruction uses the states of the H and C condition code bits to automatically add a correction value to the result from a previous ADD or ADC on BCD operands to correct the result to a valid BCD value. 0 No carry between bits 3 and 4 1 Carry between bits 3 and 4
3 I	Interrupt Mask Bit — When the interrupt mask is set, all maskable CPU interrupts are disabled. CPU interrupts are enabled when the interrupt mask is cleared. When a CPU interrupt occurs, the interrupt mask is set automatically after the CPU registers are saved on the stack, but before the first instruction of the interrupt service routine is executed. Interrupts are not recognized at the instruction boundary after any instruction that clears I (CLI or TAP). This ensures that the next instruction after a CLI or TAP will always be executed without the possibility of an intervening interrupt, provided I was set. 0 Interrupts enabled 1 Interrupts disabled
2 N	Negative Flag — The CPU sets the negative flag when an arithmetic operation, logic operation, or data manipulation produces a negative result, setting bit 7 of the result. Simply loading or storing an 8-bit or 16-bit value causes N to be set if the most significant bit of the loaded or stored value was 1. 0 Non-negative result 1 Negative result
1 Z	Zero Flag — The CPU sets the zero flag when an arithmetic operation, logic operation, or data manipulation produces a result of 0x00 or 0x0000. Simply loading or storing an 8-bit or 16-bit value causes Z to be set if the loaded or stored value was all 0s. 0 Non-zero result 1 Zero result
0 C	Carry/Borrow Flag — The CPU sets the carry/borrow flag when an addition operation produces a carry out of bit 7 of the accumulator or when a subtraction operation requires a borrow. Some instructions — such as bit test and branch, shift, and rotate — also clear or set the carry/borrow flag. 0 No carry out of bit 7 1 Carry out of bit 7

7.3 Addressing Modes

Addressing modes define the way the CPU accesses operands and data. In the HCS08, all memory, status and control registers, and input/output (I/O) ports share a single 64-Kbyte linear address space so a 16-bit binary address can uniquely identify any memory location. This arrangement means that the same instructions that access variables in RAM can also be used to access I/O and control registers or nonvolatile program space.

Some instructions use more than one addressing mode. For instance, move instructions use one addressing mode to specify the source operand and a second addressing mode to specify the destination address. Instructions such as BRCLR, BRSET, CBEQ, and DBNZ use one addressing mode to specify the location

of an operand for a test and then use relative addressing mode to specify the branch destination address when the tested condition is true. For BRCLR, BRSET, CBEQ, and DBNZ, the addressing mode listed in the instruction set tables is the addressing mode needed to access the operand to be tested, and relative addressing mode is implied for the branch destination.

7.3.1 Inherent Addressing Mode (INH)

In this addressing mode, operands needed to complete the instruction (if any) are located within CPU registers so the CPU does not need to access memory to get any operands.

7.3.2 Relative Addressing Mode (REL)

Relative addressing mode is used to specify the destination location for branch instructions. A signed 8-bit offset value is located in the memory location immediately following the opcode. During execution, if the branch condition is true, the signed offset is sign-extended to a 16-bit value and is added to the current contents of the program counter, which causes program execution to continue at the branch destination address.

7.3.3 Immediate Addressing Mode (IMM)

In immediate addressing mode, the operand needed to complete the instruction is included in the object code immediately following the instruction opcode in memory. In the case of a 16-bit immediate operand, the high-order byte is located in the next memory location after the opcode, and the low-order byte is located in the next memory location after that.

7.3.4 Direct Addressing Mode (DIR)

In direct addressing mode, the instruction includes the low-order eight bits of an address in the direct page (0x0000–0x00FF). During execution a 16-bit address is formed by concatenating an implied 0x00 for the high-order half of the address and the direct address from the instruction to get the 16-bit address where the desired operand is located. This is faster and more memory efficient than specifying a complete 16-bit address for the operand.

7.3.5 Extended Addressing Mode (EXT)

In extended addressing mode, the full 16-bit address of the operand is located in the next two bytes of program memory after the opcode (high byte first).

7.3.6 Indexed Addressing Mode

Indexed addressing mode has seven variations including five that use the 16-bit H:X index register pair and two that use the stack pointer as the base reference.

7.3.6.1 Indexed, No Offset (IX)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair as the address of the operand needed to complete the instruction.

7.3.6.2 Indexed, No Offset with Post Increment (IX+)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair as the address of the operand needed to complete the instruction. The index register pair is then incremented ($H:X = H:X + 0x0001$) after the operand has been fetched. This addressing mode is only used for MOV and CBEQ instructions.

7.3.6.3 Indexed, 8-Bit Offset (IX1)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair plus an unsigned 8-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.3.6.4 Indexed, 8-Bit Offset with Post Increment (IX1+)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair plus an unsigned 8-bit offset included in the instruction as the address of the operand needed to complete the instruction. The index register pair is then incremented ($H:X = H:X + 0x0001$) after the operand has been fetched. This addressing mode is used only for the CBEQ instruction.

7.3.6.5 Indexed, 16-Bit Offset (IX2)

This variation of indexed addressing uses the 16-bit value in the H:X index register pair plus a 16-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.3.6.6 SP-Relative, 8-Bit Offset (SP1)

This variation of indexed addressing uses the 16-bit value in the stack pointer (SP) plus an unsigned 8-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.3.6.7 SP-Relative, 16-Bit Offset (SP2)

This variation of indexed addressing uses the 16-bit value in the stack pointer (SP) plus a 16-bit offset included in the instruction as the address of the operand needed to complete the instruction.

7.4 Special Operations

The CPU performs a few special operations that are similar to instructions but do not have opcodes like other CPU instructions. In addition, a few instructions such as STOP and WAIT directly affect other MCU circuitry. This section provides additional information about these operations.

7.4.1 Reset Sequence

Reset can be caused by a power-on-reset (POR) event, internal conditions such as the COP (computer operating properly) watchdog, or by assertion of an external active-low reset pin. When a reset event occurs, the CPU immediately stops whatever it is doing (the MCU does not wait for an instruction boundary before responding to a reset event). For a more detailed discussion about how the MCU recognizes resets and determines the source, refer to the [Resets, Interrupts, and System Configuration](#) chapter.

The reset event is considered concluded when the sequence to determine whether the reset came from an internal source is done and when the reset pin is no longer asserted. At the conclusion of a reset event, the CPU performs a 6-cycle sequence to fetch the reset vector from 0xFFFFE and 0xFFFF and to fill the instruction queue in preparation for execution of the first program instruction.

7.4.2 Interrupt Sequence

When an interrupt is requested, the CPU completes the current instruction before responding to the interrupt. At this point, the program counter is pointing at the start of the next instruction, which is where the CPU should return after servicing the interrupt. The CPU responds to an interrupt by performing the same sequence of operations as for a software interrupt (SWI) instruction, except the address used for the vector fetch is determined by the highest priority interrupt that is pending when the interrupt sequence started.

The CPU sequence for an interrupt is:

1. Store the contents of PCL, PCH, X, A, and CCR on the stack, in that order.
2. Set the I bit in the CCR.
3. Fetch the high-order half of the interrupt vector.
4. Fetch the low-order half of the interrupt vector.
5. Delay for one free bus cycle.
6. Fetch three bytes of program information starting at the address indicated by the interrupt vector to fill the instruction queue in preparation for execution of the first instruction in the interrupt service routine.

After the CCR contents are pushed onto the stack, the I bit in the CCR is set to prevent other interrupts while in the interrupt service routine. Although it is possible to clear the I bit with an instruction in the interrupt service routine, this would allow nesting of interrupts (which is not recommended because it leads to programs that are difficult to debug and maintain).

For compatibility with the earlier M68HC05 MCUs, the high-order half of the H:X index register pair (H) is not saved on the stack as part of the interrupt sequence. The user must use a PSHH instruction at the beginning of the service routine to save H and then use a PULH instruction just before the RTI that ends the interrupt service routine. It is not necessary to save H if you are certain that the interrupt service routine does not use any instructions or auto-increment addressing modes that might change the value of H.

The software interrupt (SWI) instruction is like a hardware interrupt except that it is not masked by the global I bit in the CCR and it is associated with an instruction opcode within the program so it is not asynchronous to program execution.

7.4.3 Wait Mode Operation

The WAIT instruction enables interrupts by clearing the I bit in the CCR. It then halts the clocks to the CPU to reduce overall power consumption while the CPU is waiting for the interrupt or reset event that will wake the CPU from wait mode. When an interrupt or reset event occurs, the CPU clocks will resume and the interrupt or reset event will be processed normally.

If a serial BACKGROUND command is issued to the MCU through the background debug interface while the CPU is in wait mode, CPU clocks will resume and the CPU will enter active background mode where other serial background commands can be processed. This ensures that a host development system can still gain access to a target MCU even if it is in wait mode.

7.4.4 Stop Mode Operation

Usually, all system clocks, including the crystal oscillator (when used), are halted during stop mode to minimize power consumption. In such systems, external circuitry is needed to control the time spent in stop mode and to issue a signal to wake up the target MCU when it is time to resume processing. Unlike the earlier M68HC05 and M68HC08 MCUs, the HCS08 can be configured to keep a minimum set of clocks running in stop mode. This optionally allows an internal periodic signal to wake the target MCU from stop mode.

When a host debug system is connected to the background debug pin (BKGD) and the ENBDM control bit has been set by a serial command through the background interface (or because the MCU was reset into active background mode), the oscillator is forced to remain active when the MCU enters stop mode. In this case, if a serial BACKGROUND command is issued to the MCU through the background debug interface while the CPU is in stop mode, CPU clocks will resume and the CPU will enter active background mode where other serial background commands can be processed. This ensures that a host development system can still gain access to a target MCU even if it is in stop mode.

Recovery from stop mode depends on the particular HCS08 and whether the oscillator was stopped in stop mode. Refer to the [Modes of Operation](#) chapter for more details.

7.4.5 BGND Instruction

The BGND instruction is new to the HCS08 compared to the M68HC08. BGND would not be used in normal user programs because it forces the CPU to stop processing user instructions and enter the active background mode. The only way to resume execution of the user program is through reset or by a host debug system issuing a GO, TRACE1, or TAGGO serial command through the background debug interface.

Software-based breakpoints can be set by replacing an opcode at the desired breakpoint address with the BGND opcode. When the program reaches this breakpoint address, the CPU is forced to active background mode rather than continuing the user program.

7.5 HCS08 Instruction Set Summary

Instruction Set Summary Nomenclature

The nomenclature listed here is used in the instruction descriptions in [Table 7-2](#).

Operators

()	=	Contents of register or memory location shown inside parentheses
←	=	Is loaded with (read: “gets”)
&	=	Boolean AND
	=	Boolean OR
⊕	=	Boolean exclusive-OR
×	=	Multiply
÷	=	Divide
:	=	Concatenate
+	=	Add
–	=	Negate (two’s complement)

CPU registers

A	=	Accumulator
CCR	=	Condition code register
H	=	Index register, higher order (most significant) 8 bits
X	=	Index register, lower order (least significant) 8 bits
PC	=	Program counter
PCH	=	Program counter, higher order (most significant) 8 bits
PCL	=	Program counter, lower order (least significant) 8 bits
SP	=	Stack pointer

Memory and addressing

M	=	A memory location or absolute data, depending on addressing mode
M:M + 0x0001	=	A 16-bit value in two consecutive memory locations. The higher-order (most significant) 8 bits are located at the address of M, and the lower-order (least significant) 8 bits are located at the next higher sequential address.

Condition code register (CCR) bits

V	=	Two’s complement overflow indicator, bit 7
H	=	Half carry, bit 4
I	=	Interrupt mask, bit 3
N	=	Negative indicator, bit 2
Z	=	Zero indicator, bit 1
C	=	Carry/borrow, bit 0 (carry out of bit 7)

CCR activity notation

–	=	Bit not affected
---	---	------------------

- 0 = Bit forced to 0
- 1 = Bit forced to 1
- = Bit set or cleared according to results of operation
- U = Undefined after the operation

Machine coding notation

- dd = Low-order 8 bits of a direct address 0x0000–0x00FF (high byte assumed to be 0x00)
- ee = Upper 8 bits of 16-bit offset
- ff = Lower 8 bits of 16-bit offset or 8-bit offset
- ii = One byte of immediate data
- jj = High-order byte of a 16-bit immediate data value
- kk = Low-order byte of a 16-bit immediate data value
- hh = High-order byte of 16-bit extended address
- ll = Low-order byte of 16-bit extended address
- rr = Relative offset

Source form

Everything in the source forms columns, *except expressions in italic characters*, is literal information that must appear in the assembly source file exactly as shown. The initial 3- to 5-letter mnemonic is always a literal expression. All commas, pound signs (#), parentheses, and plus signs (+) are literal characters.

- n* — Any label or expression that evaluates to a single integer in the range 0–7
- opr8i* — Any label or expression that evaluates to an 8-bit immediate value
- opr16i* — Any label or expression that evaluates to a 16-bit immediate value
- opr8a* — Any label or expression that evaluates to an 8-bit value. The instruction treats this 8-bit value as the low order 8 bits of an address in the direct page of the 64-Kbyte address space (0x00xx).
- opr16a* — Any label or expression that evaluates to a 16-bit value. The instruction treats this value as an address in the 64-Kbyte address space.
- opr8* — Any label or expression that evaluates to an unsigned 8-bit value, used for indexed addressing
- opr16* — Any label or expression that evaluates to a 16-bit value. Because the HCS08 has a 16-bit address bus, this can be either a signed or an unsigned value.
- rel* — Any label or expression that refers to an address that is within –128 to +127 locations from the next address after the last byte of object code for the current instruction. The assembler will calculate the 8-bit signed offset and include it in the object code for this instruction.

Address modes

- INH = Inherent (no operands)
- IMM = 8-bit or 16-bit immediate
- DIR = 8-bit direct
- EXT = 16-bit extended

- IX = 16-bit indexed no offset
 IX+ = 16-bit indexed no offset, post increment (CBEQ and MOV only)
 IX1 = 16-bit indexed with 8-bit offset from H:X
 IX1+ = 16-bit indexed with 8-bit offset, post increment (CBEQ only)
 IX2 = 16-bit indexed with 16-bit offset from H:X
 REL = 8-bit relative offset
 SP1 = Stack pointer with 8-bit offset
 SP2 = Stack pointer with 16-bit offset

Table 7-2. HCS08 Instruction Set Summary (Sheet 1 of 7)

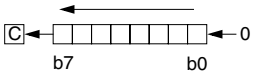
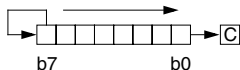
Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
ADC #opr8i ADC opr8a ADC opr16a ADC oprx16,X ADC oprx8,X ADC ,X ADC oprx16,SP ADC oprx8,SP	Add with Carry	$A \leftarrow (A) + (M) + (C)$							IMM DIR EXT IX2 IX1 IX SP2 SP1	A9 ii B9 dd C9 hh ll D9 ee ff E9 ff F9 9ED9 ee ff 9EE9 ff	2 3 4 4 3 3 5 4	
ADD #opr8i ADD opr8a ADD opr16a ADD oprx16,X ADD oprx8,X ADD ,X ADD oprx16,SP ADD oprx8,SP	Add without Carry	$A \leftarrow (A) + (M)$							IMM DIR EXT IX2 IX1 IX SP2 SP1	AB ii BB dd CB hh ll DB ee ff EB ff FB 9EDB ee ff 9EEB ff	2 3 4 4 3 3 5 4	
AIS #opr8i	Add Immediate Value (Signed) to Stack Pointer	$SP \leftarrow (SP) + (M)$ M is sign extended to a 16-bit value	–	–	–	–	–	–	IMM	A7 ii	2	
AIX #opr8i	Add Immediate Value (Signed) to Index Register (H:X)	$H:X \leftarrow (H:X) + (M)$ M is sign extended to a 16-bit value	–	–	–	–	–	–	IMM	AF ii	2	
AND #opr8i AND opr8a AND opr16a AND oprx16,X AND oprx8,X AND ,X AND oprx16,SP AND oprx8,SP	Logical AND	$A \leftarrow (A) \& (M)$	0	–	–			–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A4 ii B4 dd C4 hh ll D4 ee ff E4 ff F4 9ED4 ee ff 9EE4 ff	2 3 4 4 3 3 5 4	
ASL opr8a ASLA ASLX ASL oprx8,X ASL ,X ASL oprx8,SP	Arithmetic Shift Left (Same as LSL)			–	–				DIR INH INH IX1 IX SP1	38 dd 48 58 ff 68 ff 78 9E68 ff	5 1 1 5 4 6	
ASR opr8a ASRA ASRX ASR oprx8,X ASR ,X ASR oprx8,SP	Arithmetic Shift Right				–	–			DIR INH INH IX1 IX SP1	37 dd 47 57 67 ff 77 9E67 ff	5 1 1 5 4 6	
BCC rel	Branch if Carry Bit Clear	Branch if (C) = 0	–	–	–	–	–	–	REL	24 rr	3	

Table 7-2. HCS08 Instruction Set Summary (Sheet 2 of 7)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
BCLR <i>n,opr8a</i>	Clear Bit n in Memory	$M_n \leftarrow 0$	–	–	–	–	–	–	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	11 13 15 17 19 1B 1D 1F	dd dd dd dd dd dd dd dd	5 5 5 5 5 5 5 5
BCS <i>rel</i>	Branch if Carry Bit Set (Same as BLO)	Branch if (C) = 1	–	–	–	–	–	–	REL	25	rr	3
BEQ <i>rel</i>	Branch if Equal	Branch if (Z) = 1	–	–	–	–	–	–	REL	27	rr	3
BGE <i>rel</i>	Branch if Greater Than or Equal To (Signed Operands)	Branch if $(N \oplus V) = 0$	–	–	–	–	–	–	REL	90	rr	3
BGND	Enter Active Background if ENBDM = 1	Waits For and Processes BDM Commands Until GO, TRACE1, or TAGGO	–	–	–	–	–	–	INH	82		5+
BGT <i>rel</i>	Branch if Greater Than (Signed Operands)	Branch if $(Z) \mid (N \oplus V) = 0$	–	–	–	–	–	–	REL	92	rr	3
BHCC <i>rel</i>	Branch if Half Carry Bit Clear	Branch if (H) = 0	–	–	–	–	–	–	REL	28	rr	3
BHCS <i>rel</i>	Branch if Half Carry Bit Set	Branch if (H) = 1	–	–	–	–	–	–	REL	29	rr	3
BHI <i>rel</i>	Branch if Higher	Branch if $(C) \mid (Z) = 0$	–	–	–	–	–	–	REL	22	rr	3
BHS <i>rel</i>	Branch if Higher or Same (Same as BCC)	Branch if (C) = 0	–	–	–	–	–	–	REL	24	rr	3
BIH <i>rel</i>	Branch if IRQ Pin High	Branch if IRQ pin = 1	–	–	–	–	–	–	REL	2F	rr	3
BIL <i>rel</i>	Branch if IRQ Pin Low	Branch if IRQ pin = 0	–	–	–	–	–	–	REL	2E	rr	3
BIT # <i>opr8i</i> BIT <i>opr8a</i> BIT <i>opr16a</i> BIT <i>opr16,X</i> BIT <i>opr8,X</i> BIT <i>,X</i> BIT <i>opr16,SP</i> BIT <i>opr8,SP</i>	Bit Test	(A) & (M) (CCR Updated but Operands Not Changed)	0	–	–	–	–	–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A5 B5 C5 D5 E5 F5 9ED5 9EE5	ii dd hh ll ee ff ff ff ee ff ff	2 3 4 4 3 3 5 4
BLE <i>rel</i>	Branch if Less Than or Equal To (Signed Operands)	Branch if $(Z) \mid (N \oplus V) = 1$	–	–	–	–	–	–	REL	93	rr	3
BLO <i>rel</i>	Branch if Lower (Same as BCS)	Branch if (C) = 1	–	–	–	–	–	–	REL	25	rr	3
BLS <i>rel</i>	Branch if Lower or Same	Branch if $(C) \mid (Z) = 1$	–	–	–	–	–	–	REL	23	rr	3
BLT <i>rel</i>	Branch if Less Than (Signed Operands)	Branch if $(N \oplus V) = 1$	–	–	–	–	–	–	REL	91	rr	3
BMC <i>rel</i>	Branch if Interrupt Mask Clear	Branch if (I) = 0	–	–	–	–	–	–	REL	2C	rr	3
BMI <i>rel</i>	Branch if Minus	Branch if (N) = 1	–	–	–	–	–	–	REL	2B	rr	3
BMS <i>rel</i>	Branch if Interrupt Mask Set	Branch if (I) = 1	–	–	–	–	–	–	REL	2D	rr	3
BNE <i>rel</i>	Branch if Not Equal	Branch if (Z) = 0	–	–	–	–	–	–	REL	26	rr	3
BPL <i>rel</i>	Branch if Plus	Branch if (N) = 0	–	–	–	–	–	–	REL	2A	rr	3
BRA <i>rel</i>	Branch Always	No Test	–	–	–	–	–	–	REL	20	rr	3

Table 7-2. HCS08 Instruction Set Summary (Sheet 3 of 7)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
BRCLR <i>n,opr8a,rel</i>	Branch if Bit <i>n</i> in Memory Clear	Branch if (Mn) = 0	–	–	–	–	–	–	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	01 03 05 07 09 0B 0D 0F	dd rr dd rr dd rr dd rr dd rr dd rr dd rr dd rr	5 5 5 5 5 5 5 5
BRN <i>rel</i>	Branch Never	Uses 3 Bus Cycles	–	–	–	–	–	–	REL	21	rr	3
BRSET <i>n,opr8a,rel</i>	Branch if Bit <i>n</i> in Memory Set	Branch if (Mn) = 1	–	–	–	–	–	–	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	00 02 04 06 08 0A 0C 0E	dd rr dd rr dd rr dd rr dd rr dd rr dd rr dd rr	5 5 5 5 5 5 5 5
BSET <i>n,opr8a</i>	Set Bit <i>n</i> in Memory	Mn ← 1	–	–	–	–	–	–	DIR (b0) DIR (b1) DIR (b2) DIR (b3) DIR (b4) DIR (b5) DIR (b6) DIR (b7)	10 12 14 16 18 1A 1C 1E	dd dd dd dd dd dd dd dd	5 5 5 5 5 5 5 5
BSR <i>rel</i>	Branch to Subroutine	PC ← (PC) + 0x0002 push (PCL); SP ← (SP) – 0x0001 push (PCH); SP ← (SP) – 0x0001 PC ← (PC) + <i>rel</i>	–	–	–	–	–	–	REL	AD	rr	5
CBEQ <i>opr8a,rel</i> CBEQA # <i>opr8i,rel</i> CBEQX # <i>opr8i,rel</i> CBEQ <i>opr8,X+,rel</i> CBEQ <i>,X+,rel</i> CBEQ <i>opr8,SP,rel</i>	Compare and Branch if Equal	Branch if (A) = (M) Branch if (A) = (M) Branch if (X) = (M) Branch if (A) = (M) Branch if (A) = (M) Branch if (A) = (M)	–	–	–	–	–	–	DIR IMM IMM IX1+ IX+ SP1	31 41 51 61 71 9E61	dd rr ii rr ff rr ff rr ff rr ff rr	5 4 4 5 5 6
CLC	Clear Carry Bit	C ← 0	–	–	–	–	–	0	INH	98		1
CLI	Clear Interrupt Mask Bit	I ← 0	–	–	0	–	–	–	INH	9A		1
CLR <i>opr8a</i> CLRA CLR X CLR H CLR <i>opr8,X</i> CLR <i>,X</i> CLR <i>opr8,SP</i>	Clear	M ← 0x00 A ← 0x00 X ← 0x00 H ← 0x00 M ← 0x00 M ← 0x00 M ← 0x00	0	–	–	0	1	–	DIR INH INH INH IX1 IX SP1	3F 4F 5F 8C 6F 7F 9E6F	dd ff ff ff	5 1 1 1 5 4 6
CMP # <i>opr8i</i> CMP <i>opr8a</i> CMP <i>opr16a</i> CMP <i>opr16,X</i> CMP <i>opr8,X</i> CMP <i>,X</i> CMP <i>opr16,SP</i> CMP <i>opr8,SP</i>	Compare Accumulator with Memory	(A) – (M) (CCR Updated But Operands Not Changed)	–	–	–	–	–	–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A1 B1 C1 D1 E1 F1 9ED1 9EE1	ii dd hh ll ee ff ff ff ee ff ff	2 3 4 4 3 3 5 4
COM <i>opr8a</i> COMA COM X COM <i>opr8,X</i> COM <i>,X</i> COM <i>opr8,SP</i>	Complement (One's Complement)	M ← (M) = 0xFF – (M) A ← (A) = 0xFF – (A) X ← (X) = 0xFF – (X) M ← (M) = 0xFF – (M) M ← (M) = 0xFF – (M) M ← (M) = 0xFF – (M)	0	–	–	–	–	1	DIR INH INH IX1 IX SP1	33 43 53 63 73 9E63	dd ff ff ff	5 1 1 5 4 6
CPHX <i>opr16a</i> CPHX # <i>opr16i</i> CPHX <i>opr8a</i> CPHX <i>opr8,SP</i>	Compare Index Register (H:X) with Memory	(H:X) – (M:M + 0x0001) (CCR Updated But Operands Not Changed)	–	–	–	–	–	–	EXT IMM DIR SP1	3E 65 75 9EF3	hh ll jj kk dd ff	6 3 5 6

Table 7-2. HCS08 Instruction Set Summary (Sheet 4 of 7)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
CPX #opr8i CPX opr8a CPX opr16a CPX oprx16,X CPX oprx8,X CPX ,X CPX oprx16,SP CPX oprx8,SP	Compare X (Index Register Low) with Memory	$(X) - (M)$ (CCR Updated But Operands Not Changed)		–	–				IMM DIR EXT IX2 IX1 IX SP2 SP1	A3 B3 C3 D3 E3 F3 9ED3 9EE3	ii dd hh ll ee ff ff ff ff	2 3 4 4 3 3 5 4
DAA	Decimal Adjust Accumulator After ADD or ADC of BCD Values	$(A)_{10}$	U	–	–				INH	72		1
DBNZ opr8a,rel DBNZ rel DBNZX rel DBNZ oprx8,X,rel DBNZ ,X,rel DBNZ oprx8,SP,rel	Decrement and Branch if Not Zero	Decrement A, X, or M Branch if (result) $\neq 0$ DBNZX Affects X Not H	–	–	–	–	–	–	DIR INH INH IX1 IX SP1	3B 4B 5B 6B 7B 9E6B	dd rr rr rr ff rr ff ff rr	7 4 4 7 6 8
DEC opr8a DECA DECX DEC oprx8,X DEC ,X DEC oprx8,SP	Decrement	$M \leftarrow (M) - 0x01$ $A \leftarrow (A) - 0x01$ $X \leftarrow (X) - 0x01$ $M \leftarrow (M) - 0x01$ $M \leftarrow (M) - 0x01$ $M \leftarrow (M) - 0x01$		–	–			–	DIR INH INH IX1 IX SP1	3A 4A 5A 6A 7A 9E6A	dd ff ff ff ff	5 1 1 5 4 6
DIV	Divide	$A \leftarrow (H:A) \div (X)$ H \leftarrow Remainder	–	–	–	–			INH	52		6
EOR #opr8i EOR opr8a EOR opr16a EOR oprx16,X EOR oprx8,X EOR ,X EOR oprx16,SP EOR oprx8,SP	Exclusive OR Memory with Accumulator	$A \leftarrow (A \oplus M)$	0	–	–			–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A8 B8 C8 D8 E8 F8 9ED8 9EE8	ii dd hh ll ee ff ff ff ff	2 3 4 4 3 3 5 4
INC opr8a INCA INCX INC oprx8,X INC ,X INC oprx8,SP	Increment	$M \leftarrow (M) + 0x01$ $A \leftarrow (A) + 0x01$ $X \leftarrow (X) + 0x01$ $M \leftarrow (M) + 0x01$ $M \leftarrow (M) + 0x01$ $M \leftarrow (M) + 0x01$		–	–			–	DIR INH INH IX1 IX SP1	3C 4C 5C 6C 7C 9E6C	dd ff ff	5 1 1 5 4 6
JMP opr8a JMP opr16a JMP oprx16,X JMP oprx8,X JMP ,X	Jump	$PC \leftarrow$ Jump Address	–	–	–	–	–	–	DIR EXT IX2 IX1 IX	BC CC DC EC FC	dd hh ll ee ff ff	3 4 4 3 3
JSR opr8a JSR opr16a JSR oprx16,X JSR oprx8,X JSR ,X	Jump to Subroutine	$PC \leftarrow (PC) + n$ ($n = 1, 2, \text{ or } 3$) Push (PCL); $SP \leftarrow (SP) - 0x0001$ Push (PCH); $SP \leftarrow (SP) - 0x0001$ $PC \leftarrow$ Unconditional Address	–	–	–	–	–	–	DIR EXT IX2 IX1 IX	BD CD DD ED FD	dd hh ll ee ff ff	5 6 6 5 5
LDA #opr8i LDA opr8a LDA opr16a LDA oprx16,X LDA oprx8,X LDA ,X LDA oprx16,SP LDA oprx8,SP	Load Accumulator from Memory	$A \leftarrow (M)$	0	–	–			–	IMM DIR EXT IX2 IX1 IX SP2 SP1	A6 B6 C6 D6 E6 F6 9ED6 9EE6	ii dd hh ll ee ff ff	2 3 4 4 3 3 5 4
LDHX #opr16i LDHX opr8a LDHX opr16a LDHX ,X LDHX oprx16,X LDHX oprx8,X LDHX oprx8,SP	Load Index Register (H:X) from Memory	$H:X \leftarrow (M:M + 0x0001)$	0	–	–			–	IMM DIR EXT IX IX2 IX1 SP1	45 55 32 9EAE 9EBE 9ECE 9EFE	jj dd hh ll ee ff ff	3 4 5 5 6 5 5

Table 7-2. HCS08 Instruction Set Summary (Sheet 5 of 7)

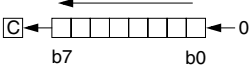
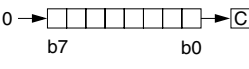
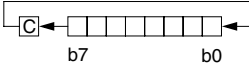
Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
LDX #opr8i LDX opr8a LDX opr16a LDX oprx16,X LDX oprx8,X LDX ,X LDX oprx16,SP LDX oprx8,SP	Load X (Index Register Low) from Memory	$X \leftarrow (M)$	0	—	—	—	—	—	IMM DIR EXT IX2 IX1 IX SP2 SP1	AE BE CE DE EE FE 9EDE 9EEE	ii dd hh ll ee ff ff ff ff	2 3 4 4 3 3 5 4
LSL opr8a LSLA LSLX LSL oprx8,X LSL ,X LSL oprx8,SP	Logical Shift Left (Same as ASL)		—	—	—	—	—	—	DIR INH INH IX1 IX SP1	38 48 58 68 78 9E68	dd ff ff	5 1 1 5 4 6
LSR opr8a LSRA LSRX LSR oprx8,X LSR ,X LSR oprx8,SP	Logical Shift Right		—	—	0	—	—	—	DIR INH INH IX1 IX SP1	34 44 54 64 74 9E64	dd ff ff	5 1 1 5 4 6
MOV opr8a,opr8a MOV opr8a,X+ MOV #opr8i,opr8a MOV ,X+,opr8a	Move	$(M)_{\text{destination}} \leftarrow (M)_{\text{source}}$ $H:X \leftarrow (H:X) + 0x0001$ in IX+/DIR and DIR/IX+ Modes	0	—	—	—	—	—	DIR/DIR DIR/IX+ IMM/DIR IX+/DIR	4E 5E 6E 7E	dd dd dd ii ii dd dd	5 5 4 5
MUL	Unsigned multiply	$X:A \leftarrow (X) \times (A)$	—	0	—	—	—	0	INH	42		5
NEG opr8a NEGA NEGX NEG oprx8,X NEG ,X NEG oprx8,SP	Negate (Two's Complement)	$M \leftarrow -(M) = 0x00 - (M)$ $A \leftarrow -(A) = 0x00 - (A)$ $X \leftarrow -(X) = 0x00 - (X)$ $M \leftarrow -(M) = 0x00 - (M)$ $M \leftarrow -(M) = 0x00 - (M)$ $M \leftarrow -(M) = 0x00 - (M)$	—	—	—	—	—	—	DIR INH INH IX1 IX SP1	30 40 50 60 70 9E60	dd ff ff	5 1 1 5 4 6
NOP	No Operation	Uses 1 Bus Cycle	—	—	—	—	—	—	INH	9D		1
NSA	Nibble Swap Accumulator	$A \leftarrow (A[3:0]:A[7:4])$	—	—	—	—	—	—	INH	62		1
ORA #opr8i ORA opr8a ORA opr16a ORA oprx16,X ORA oprx8,X ORA ,X ORA oprx16,SP ORA oprx8,SP	Inclusive OR Accumulator and Memory	$A \leftarrow (A) \mid (M)$	0	—	—	—	—	—	IMM DIR EXT IX2 IX1 IX SP2 SP1	AA BA CA DA EA FA 9EDA 9EEA	ii dd hh ll ee ff ff ff ff	2 3 4 4 3 3 5 4
PSHA	Push Accumulator onto Stack	Push (A); $SP \leftarrow (SP) - 0x0001$	—	—	—	—	—	—	INH	87		2
PSHH	Push H (Index Register High) onto Stack	Push (H); $SP \leftarrow (SP) - 0x0001$	—	—	—	—	—	—	INH	8B		2
PSHX	Push X (Index Register Low) onto Stack	Push (X); $SP \leftarrow (SP) - 0x0001$	—	—	—	—	—	—	INH	89		2
PULA	Pull Accumulator from Stack	$SP \leftarrow (SP + 0x0001)$; Pull (A)	—	—	—	—	—	—	INH	86		3
PULH	Pull H (Index Register High) from Stack	$SP \leftarrow (SP + 0x0001)$; Pull (H)	—	—	—	—	—	—	INH	8A		3
PULX	Pull X (Index Register Low) from Stack	$SP \leftarrow (SP + 0x0001)$; Pull (X)	—	—	—	—	—	—	INH	88		3
ROL opr8a ROLA ROLX ROL oprx8,X ROL ,X ROL oprx8,SP	Rotate Left through Carry		—	—	—	—	—	—	DIR INH INH IX1 IX SP1	39 49 59 69 79 9E69	dd ff ff	5 1 1 5 4 6

Table 7-2. HCS08 Instruction Set Summary (Sheet 6 of 7)

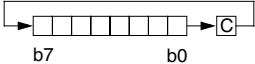
Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
ROR <i>opr8a</i> RORA RORX ROR <i>opr8,X</i> ROR <i>,X</i> ROR <i>opr8,SP</i>	Rotate Right through Carry			–	–				DIR INH INH IX1 IX SP1	36 46 56 66 76 9E66	dd ff ff	5 1 1 5 4 6
RSP	Reset Stack Pointer	SP ← 0xFF (High Byte Not Affected)	–	–	–	–	–	–	INH	9C		1
RTI	Return from Interrupt	SP ← (SP) + 0x0001; Pull (CCR) SP ← (SP) + 0x0001; Pull (A) SP ← (SP) + 0x0001; Pull (X) SP ← (SP) + 0x0001; Pull (PCH) SP ← (SP) + 0x0001; Pull (PCL)							INH	80		9
RTS	Return from Subroutine	SP ← SP + 0x0001; Pull (PCH) SP ← SP + 0x0001; Pull (PCL)	–	–	–	–	–	–	INH	81		6
SBC <i>#opr8i</i> SBC <i>opr8a</i> SBC <i>opr16a</i> SBC <i>opr16,X</i> SBC <i>opr8,X</i> SBC <i>,X</i> SBC <i>opr16,SP</i> SBC <i>opr8,SP</i>	Subtract with Carry	A ← (A) – (M) – (C)		–	–				IMM DIR EXT IX2 IX1 IX SP2 SP1	A2 B2 C2 D2 E2 F2 9ED2 9EE2	ii dd hh ll ee ff ff ff ee ff ff	2 3 4 4 3 3 5 4
SEC	Set Carry Bit	C ← 1	–	–	–	–	–	1	INH	99		1
SEI	Set Interrupt Mask Bit	I ← 1	–	–	1	–	–	–	INH	9B		1
STA <i>opr8a</i> STA <i>opr16a</i> STA <i>opr16,X</i> STA <i>opr8,X</i> STA <i>,X</i> STA <i>opr16,SP</i> STA <i>opr8,SP</i>	Store Accumulator in Memory	M ← (A)	0	–	–			–	DIR EXT IX2 IX1 IX SP2 SP1	B7 C7 D7 E7 F7 9ED7 9EE7	dd hh ll ee ff ff ff ee ff ff	3 4 4 3 2 5 4
STHX <i>opr8a</i> STHX <i>opr16a</i> STHX <i>opr8,SP</i>	Store H:X (Index Reg.)	(M:M + 0x0001) ← (H:X)	0	–	–			–	DIR EXT SP1	35 96 9EFF	dd hh ll ff	4 5 5
STOP	Enable Interrupts: Stop Processing Refer to MCU Documentation	I bit ← 0; Stop Processing	–	–	0	–	–	–	INH	8E		2+
STX <i>opr8a</i> STX <i>opr16a</i> STX <i>opr16,X</i> STX <i>opr8,X</i> STX <i>,X</i> STX <i>opr16,SP</i> STX <i>opr8,SP</i>	Store X (Low 8 Bits of Index Register) in Memory	M ← (X)	0	–	–			–	DIR EXT IX2 IX1 IX SP2 SP1	BF CF DF EF FF 9EDF 9EEF	dd hh ll ee ff ff ff ee ff ff	3 4 4 3 2 5 4
SUB <i>#opr8i</i> SUB <i>opr8a</i> SUB <i>opr16a</i> SUB <i>opr16,X</i> SUB <i>opr8,X</i> SUB <i>,X</i> SUB <i>opr16,SP</i> SUB <i>opr8,SP</i>	Subtract	A ← (A) – (M)		–	–				IMM DIR EXT IX2 IX1 IX SP2 SP1	A0 B0 C0 D0 E0 F0 9ED0 9EE0	ii dd hh ll ee ff ff ff ee ff ff	2 3 4 4 3 3 5 4
SWI	Software Interrupt	PC ← (PC) + 0x0001 Push (PCL); SP ← (SP) – 0x0001 Push (PCH); SP ← (SP) – 0x0001 Push (X); SP ← (SP) – 0x0001 Push (A); SP ← (SP) – 0x0001 Push (CCR); SP ← (SP) – 0x0001 I ← 1; PCH ← Interrupt Vector High Byte PCL ← Interrupt Vector Low Byte	–	–	1	–	–	–	INH	83		11

Table 7-2. HCS08 Instruction Set Summary (Sheet 7 of 7)

Source Form	Operation	Description	Effect on CCR						Address Mode	Opcode	Operand	Bus Cycles ¹
			V	H	I	N	Z	C				
TAP	Transfer Accumulator to CCR	$CCR \leftarrow (A)$							INH	84		1
TAX	Transfer Accumulator to X (Index Register Low)	$X \leftarrow (A)$	–	–	–	–	–	–	INH	97		1
TPA	Transfer CCR to Accumulator	$A \leftarrow (CCR)$	–	–	–	–	–	–	INH	85		1
TST <i>opr8a</i> TSTA TSTX TST <i>opr8,X</i> TST <i>,X</i> TST <i>opr8,SP</i>	Test for Negative or Zero	(M) – 0x00 (A) – 0x00 (X) – 0x00 (M) – 0x00 (M) – 0x00 (M) – 0x00	0	–	–			–	DIR INH INH IX1 IX SP1	3D 4D 5D 6D 7D 9E6D	dd ff ff	4 1 1 4 3 5
TSX	Transfer SP to Index Reg.	$H:X \leftarrow (SP) + 0x0001$	–	–	–	–	–	–	INH	95		2
TXA	Transfer X (Index Reg. Low) to Accumulator	$A \leftarrow (X)$	–	–	–	–	–	–	INH	9F		1
TXS	Transfer Index Reg. to SP	$SP \leftarrow (H:X) - 0x0001$	–	–	–	–	–	–	INH	94		2
WAIT	Enable Interrupts; Wait for Interrupt	$I \text{ bit} \leftarrow 0$; Halt CPU	–	–	0	–	–	–	INH	8F		2+

¹ Bus clock frequency is one-half of the CPU clock frequency.

Table 7-3. Opcode Map (Sheet 1 of 2)

Bit-Manipulation			Branch		Read-Modify-Write						Control			Register/Memory																	
00	5	10	5	20	3	30	5	40	1	50	1	60	5	70	4	80	9	90	3	A0	2	B0	3	C0	4	D0	4	E0	3	F0	3
BRSET0	DIR	BSET0	DIR	BRA	REL	NEG	DIR	NEGA	INH	NEGX	INH	NEG	IX1	NEG	IX	RTI	INH	BGE	REL	SUB	IMM	SUB	DIR	SUB	EXT	SUB	IX2	SUB	IX1	SUB	IX
01	5	11	5	21	3	31	5	41	4	51	4	61	5	71	5	81	6	91	3	A1	2	B1	3	C1	4	D1	4	E1	3	F1	3
BRCLR0	DIR	BCLR0	DIR	BRN	REL	CBEQ	DIR	CBEQA	IMM	CBEQX	IMM	CBEQ	IX1+	CBEQ	IX+	RTS	INH	BLT	REL	CMP	IMM	CMP	DIR	CMP	EXT	CMP	IX2	CMP	IX1	CMP	IX
02	5	12	5	22	3	32	5	42	5	52	6	62	1	72	1	82	5+	92	3	A2	2	B2	3	C2	4	D2	4	E2	3	F2	3
BRSET1	DIR	BSET1	DIR	BHI	REL	LDHX	EXT	MUL	INH	DIV	INH	NSA	INH	DAA	INH	BGND	INH	BGT	REL	SBC	IMM	SBC	DIR	SBC	EXT	SBC	IX2	SBC	IX1	SBC	IX
03	5	13	5	23	3	33	5	43	1	53	1	63	5	73	4	83	11	93	3	A3	2	B3	3	C3	4	D3	4	E3	3	F3	3
BRCLR1	DIR	BCLR1	DIR	BLS	REL	COM	DIR	COMA	INH	COMX	INH	COM	IX1	COM	IX	SWI	INH	BLE	REL	CPX	IMM	CPX	DIR	CPX	EXT	CPX	IX2	CPX	IX1	CPX	IX
04	5	14	5	24	3	34	5	44	1	54	1	64	5	74	4	84	1	94	2	A4	2	B4	3	C4	4	D4	4	E4	3	F4	3
BRSET2	DIR	BSET2	DIR	BCC	REL	LSR	DIR	LSRA	INH	LSRX	INH	LSR	IX1	LSR	IX	TAP	INH	TXS	INH	AND	IMM	AND	DIR	AND	EXT	AND	IX2	AND	IX1	AND	IX
05	5	15	5	25	3	35	4	45	3	55	4	65	3	75	5	85	1	95	2	A5	2	B5	3	C5	4	D5	4	E5	3	F5	3
BRCLR2	DIR	BCLR2	DIR	BCS	REL	STHX	DIR	LDHX	IMM	LDHX	DIR	CPHX	IMM	CPHX	DIR	TPA	INH	TSX	INH	BIT	IMM	BIT	DIR	BIT	EXT	BIT	IX2	BIT	IX1	BIT	IX
06	5	16	5	26	3	36	5	46	1	56	1	66	5	76	4	86	3	96	5	A6	2	B6	3	C6	4	D6	4	E6	3	F6	3
BRSET3	DIR	BSET3	DIR	BNE	REL	ROR	DIR	RORA	INH	RORX	INH	ROR	IX1	ROR	IX	PULA	INH	STHX	EXT	LDA	IMM	LDA	DIR	LDA	EXT	LDA	IX2	LDA	IX1	LDA	IX
07	5	17	5	27	3	37	5	47	1	57	1	67	5	77	4	87	2	97	1	A7	2	B7	3	C7	4	D7	4	E7	3	F7	2
BRCLR3	DIR	BCLR3	DIR	BEQ	REL	ASR	DIR	ASRA	INH	ASRX	INH	ASR	IX1	ASR	IX	PSHA	INH	TAX	INH	AIS	IMM	STA	DIR	STA	EXT	STA	IX2	STA	IX1	STA	IX
08	5	18	5	28	3	38	5	48	1	58	1	68	5	78	4	88	3	98	1	A8	2	B8	3	C8	4	D8	4	E8	3	F8	3
BRSET4	DIR	BSET4	DIR	BHCC	REL	LSL	DIR	LSLA	INH	LSLX	INH	LSL	IX1	LSL	IX	PULX	INH	CLC	INH	EOR	IMM	EOR	DIR	EOR	EXT	EOR	IX2	EOR	IX1	EOR	IX
09	5	19	5	29	3	39	5	49	1	59	1	69	5	79	4	89	2	99	1	A9	2	B9	3	C9	4	D9	4	E9	3	F9	3
BRCLR4	DIR	BCLR4	DIR	BHCS	REL	ROL	DIR	ROLA	INH	ROLX	INH	ROL	IX1	ROL	IX	PSHX	INH	SEC	INH	ADC	IMM	ADC	DIR	ADC	EXT	ADC	IX2	ADC	IX1	ADC	IX
0A	5	1A	5	2A	3	3A	5	4A	1	5A	1	6A	5	7A	4	8A	3	9A	1	AA	2	BA	3	CA	4	DA	4	EA	3	FA	3
BRSET5	DIR	BSET5	DIR	BPL	REL	DEC	DIR	DECA	INH	DECX	INH	DEC	IX1	DEC	IX	PULH	INH	CLI	INH	ORA	IMM	ORA	DIR	ORA	EXT	ORA	IX2	ORA	IX1	ORA	IX
0B	5	1B	5	2B	3	3B	7	4B	4	5B	4	6B	7	7B	6	8B	2	9B	1	AB	2	BB	3	CB	4	DB	4	EB	3	FB	3
BRCLR5	DIR	BCLR5	DIR	BMI	REL	DBNZ	DIR	DBNZA	INH	DBNZX	INH	DBNZ	IX1	DBNZ	IX	PSHH	INH	SEI	INH	ADD	IMM	ADD	DIR	ADD	EXT	ADD	IX2	ADD	IX1	ADD	IX
0C	5	1C	5	2C	3	3C	5	4C	1	5C	1	6C	5	7C	4	8C	1	9C	1			BC	3	CC	4	DC	4	EC	3	FC	3
BRSET6	DIR	BSET6	DIR	BMC	REL	INC	DIR	INCA	INH	INCX	INH	INC	IX1	INC	IX	CLRH	INH	RSP	INH			JMP	DIR	JMP	EXT	JMP	IX2	JMP	IX1	JMP	IX
0D	5	1D	5	2D	3	3D	4	4D	1	5D	1	6D	4	7D	3			9D	1	AD	5	BD	5	CD	6	DD	6	ED	5	FD	5
BRCLR6	DIR	BCLR6	DIR	BMS	REL	TST	DIR	TSTA	INH	TSTX	INH	TST	IX1	TST	IX			NOP	INH	BSR	REL	JSR	DIR	JSR	EXT	JSR	IX2	JSR	IX1	JSR	IX
0E	5	1E	5	2E	3	3E	6	4E	5	5E	5	6E	4	7E	5	8E	2+	9E	Page 2	AE	2	BE	3	CE	4	DE	4	EE	3	FE	3
BRSET7	DIR	BSET7	DIR	BIL	REL	CPHX	EXT	MOV	DD	MOV	DIX+	MOV	IMD	MOV	IX+D	STOP	INH			LDX	IMM	LDX	DIR	LDX	EXT	LDX	IX2	LDX	IX1	LDX	IX
0F	5	1F	5	2F	3	3F	5	4F	1	5F	1	6F	5	7F	4	8F	2+	9F	1	AF	2	BF	3	CF	4	DF	4	EF	3	FF	2
BRCLR7	DIR	BCLR7	DIR	BIH	REL	CLR	DIR	CLRA	INH	CLR	INH	CLR	IX1	CLR	IX	WAIT	INH	TXA	INH	AIX	IMM	STX	DIR	STX	EXT	STX	IX2	STX	IX1	STX	IX

INH Inherent
 IMM Immediate
 DIR Direct
 EXT Extended
 DD DIR to DIR
 IX+D IX+ to DIR
 REL Relative
 IX Indexed, No Offset
 IX1 Indexed, 8-Bit Offset
 IX2 Indexed, 16-Bit Offset
 IMM to DIR
 DIR to IX+
 SP1 Stack Pointer, 8-Bit Offset
 SP2 Stack Pointer, 16-Bit Offset
 IX+ Indexed, No Offset with Post Increment
 IX1+ Indexed, 1-Byte Offset with Post Increment

Opcode in Hexadecimal
 Number of Bytes

F0	3
SUB	3
1	IX

HCS08 Cycles
 Instruction Mnemonic
 Addressing Mode

Table 7-3. Opcode Map (Sheet 2 of 2)

Bit-Manipulation	Branch	Read-Modify-Write				Control				Register/Memory							
						9E60	6					9ED0	5	9EE0	4		
						3	SP1					4	SP2	3	SP1		
						9E61	6					9ED1	5	9EE1	4		
						4	SP1					4	SP2	3	SP1		
												9ED2	5	9EE2	4		
												4	SP2	3	SP1		
						9E63	6					9ED3	5	9EE3	4	9EF3	6
						3	SP1					4	SP2	3	SP1	3	CPHX
						9E64	6					9ED4	5	9EE4	4		
						3	SP1					4	SP2	3	SP1		
												9ED5	5	9EE5	4		
												4	SP2	3	SP1		
						9E66	6					9ED6	5	9EE6	4		
						3	SP1					4	SP2	3	SP1		
						9E67	6					9ED7	5	9EE7	4		
						3	SP1					4	SP2	3	SP1		
						9E68	6					9ED8	5	9EE8	4		
						3	SP1					4	SP2	3	SP1		
						9E69	6					9ED9	5	9EE9	4		
						3	SP1					4	SP2	3	SP1		
						9E6A	6					9EDA	5	9EEA	4		
						3	SP1					4	SP2	3	SP1		
						9E6B	8					9EDB	5	9EEB	4		
						4	SP1					4	SP2	3	SP1		
						9E6C	6										
						3	SP1										
						9E6D	5										
						3	SP1										
										9EAE	5	9EBE	6	9ECE	5	9EDE	5
										2	IX	4	IX2	3	IX1	4	SP2
						9E6F	6									9EEF	4
						3	SP1									3	SP1
												4	SP2			9EFF	5
																3	SP1

INH Inherent REL Relative SP1 Stack Pointer, 8-Bit Offset
 IMM Immediate IX Indexed, No Offset SP2 Stack Pointer, 16-Bit Offset
 DIR Direct IX1 Indexed, 8-Bit Offset IX+ Indexed, No Offset with
 EXT Extended IX2 Indexed, 16-Bit Offset Post Increment
 DD DIR to DIR IMD IMM to DIR IX1+ Indexed, 1-Byte Offset with
 IX+D IX+ to DIR DIX+ DIR to IX+ Post Increment

Note: All Sheet 2 Opcodes are Preceded by the Page 2 Prebyte (9E)

Prebyte (9E) and Opcode in
 Hexadecimal 9E60 6
 NEG 3 SP1
 Number of Bytes HCS08 Cycles
 Instruction Mnemonic
 Addressing Mode

Chapter 8

Multi-Purpose Clock Generator (S08MCGV1)

8.1 Introduction

The multi-purpose clock generator (MCG) module provides several clock source choices for the MCU. The module contains a frequency-locked loop (FLL) and a phase-locked loop (PLL) that are controllable by either an internal or an external reference clock. The module can select either of the FLL or PLL clocks, or either of the internal or external reference clocks as a source for the MCU system clock. Whichever clock source is chosen, it is passed through a reduced bus divider which allows a lower output clock frequency to be derived. The MCG also controls an external oscillator (XOSC) for the use of a crystal or resonator as the external reference clock.

All devices in the MC9S08DZ60 Series feature the MCG module.

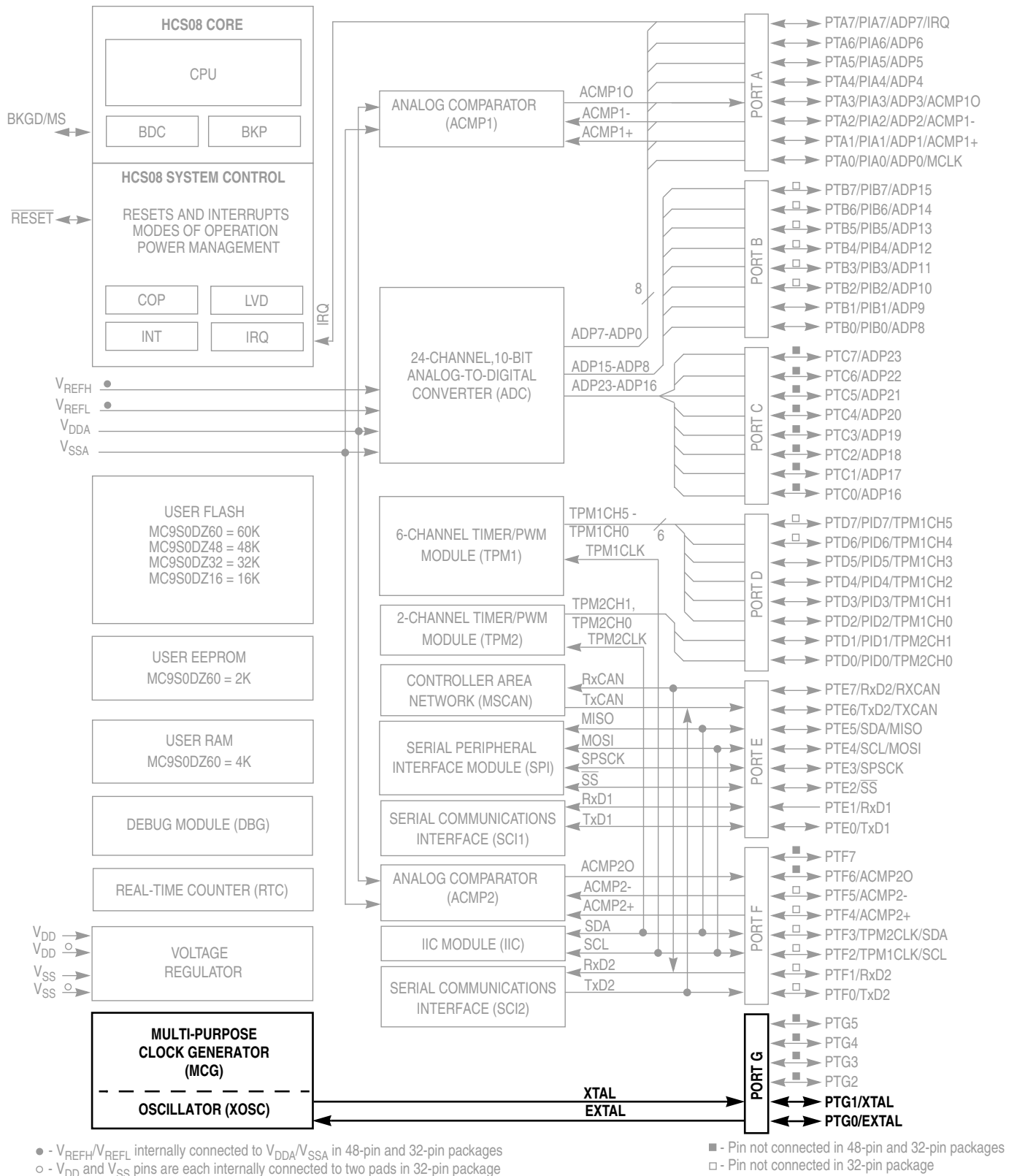


Figure 8-1. MC9S08DZ60 Block Diagram

8.1.1 Features

Key features of the MCG module are:

- Frequency-locked loop (FLL)
 - 0.2% resolution using internal 32-kHz reference
 - 2% deviation over voltage and temperature using internal 32-kHz reference
 - Internal or external reference can be used to control the FLL
- Phase-locked loop (PLL)
 - Voltage-controlled oscillator (VCO)
 - Modulo VCO frequency divider
 - Phase/Frequency detector
 - Integrated loop filter
 - Lock detector with interrupt capability
- Internal reference clock
 - Nine trim bits for accuracy
 - Can be selected as the clock source for the MCU
- External reference clock
 - Control for external oscillator
 - Clock monitor with reset capability
 - Can be selected as the clock source for the MCU
- Reference divider is provided
- Clock source selected can be divided down by 1, 2, 4, or 8
- BDC clock (MCGLCLK) can be provided as a constant divide by 2 of the DCO output whether in an FLL or PLL mode.

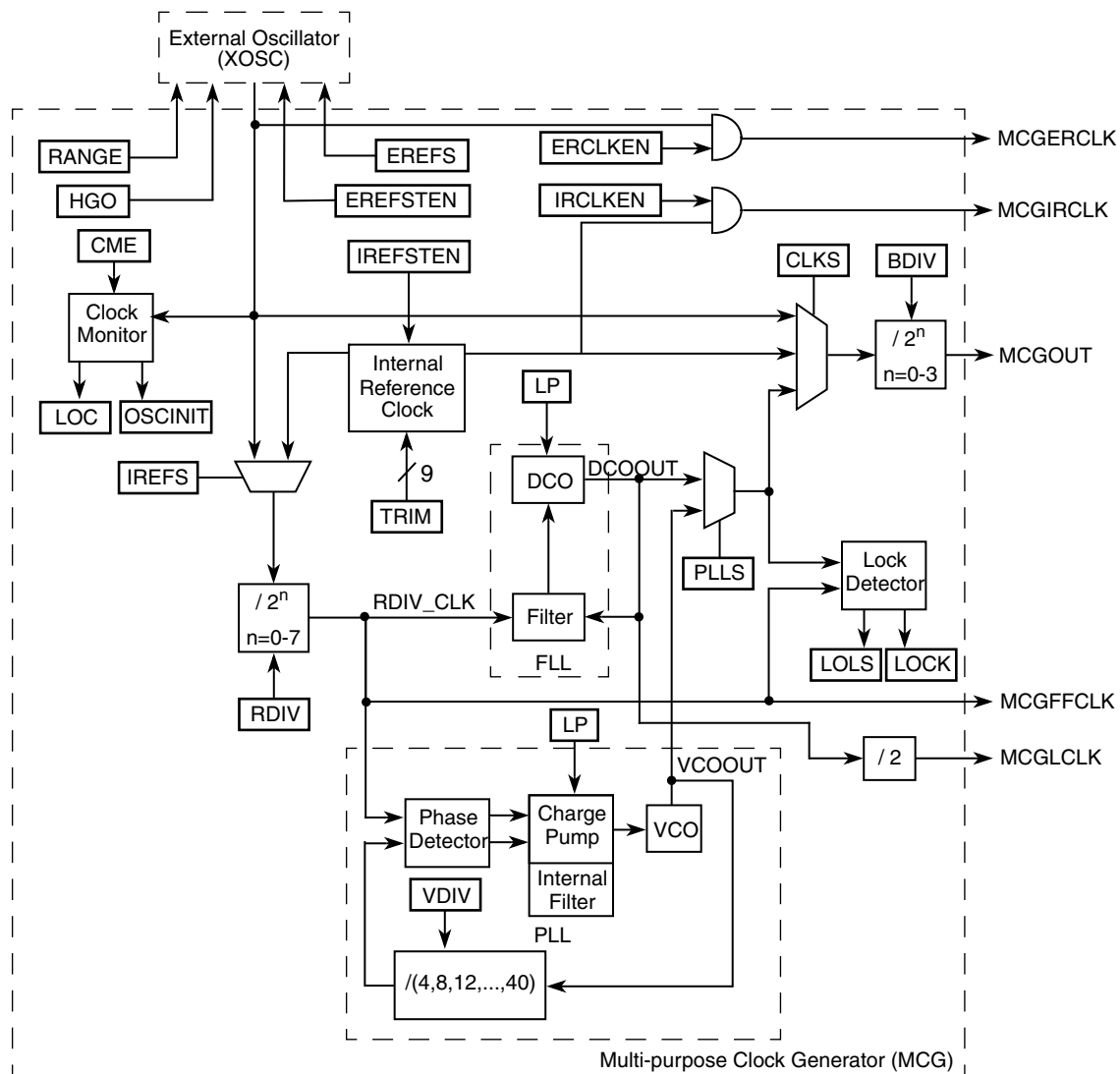


Figure 8-2. Multi-Purpose Clock Generator (MCG) Block Diagram

8.1.2 Modes of Operation

There are nine modes of operation for the MCG:

- FLL Engaged Internal (FEI)
- FLL Engaged External (FEE)
- FLL Bypassed Internal (FBI)
- FLL Bypassed External (FBE)
- PLL Engaged External (PEE)
- PLL Bypassed External (PBE)
- Bypassed Low Power Internal (BLPI)
- Bypassed Low Power External (BLPE)
- Stop

For details see [Section 8.4.1, “Operational Modes”](#).

8.2 External Signal Description

There are no MCG signals that connect off chip.

8.3 Register Definition

8.3.1 MCG Control Register 1 (MCGC1)

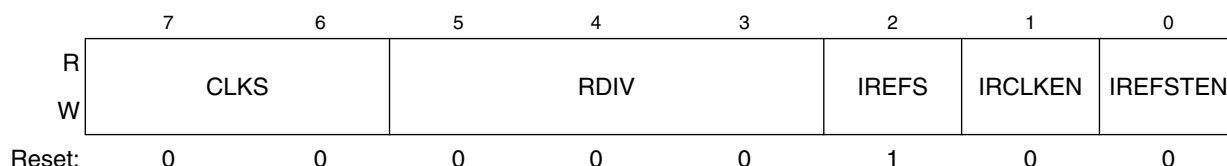


Figure 8-3. MCG Control Register 1 (MCGC1)

Table 8-1. MCG Control Register 1 Field Descriptions

Field	Description
7:6 CLKS	Clock Source Select — Selects the system clock source. 00 Encoding 0 — Output of FLL or PLL is selected. 01 Encoding 1 — Internal reference clock is selected. 10 Encoding 2 — External reference clock is selected. 11 Encoding 3 — Reserved, defaults to 00.
5:3 RDIV	Reference Divider — Selects the amount to divide down the reference clock selected by the IREFS bit. If the FLL is selected, the resulting frequency must be in the range 31.25 kHz to 39.0625 kHz. If the PLL is selected, the resulting frequency must be in the range 1 MHz to 2 MHz. 000 Encoding 0 — Divides reference clock by 1 (reset default) 001 Encoding 1 — Divides reference clock by 2 010 Encoding 2 — Divides reference clock by 4 011 Encoding 3 — Divides reference clock by 8 100 Encoding 4 — Divides reference clock by 16 101 Encoding 5 — Divides reference clock by 32 110 Encoding 6 — Divides reference clock by 64 111 Encoding 7 — Divides reference clock by 128
2 IREFS	Internal Reference Select — Selects the reference clock source. 1 Internal reference clock selected 0 External reference clock selected
1 IRCLKEN	Internal Reference Clock Enable — Enables the internal reference clock for use as MCGIRCLK. 1 MCGIRCLK active 0 MCGIRCLK inactive
0 IREFSTEN	Internal Reference Stop Enable — Controls whether or not the internal reference clock remains enabled when the MCG enters stop mode. 1 Internal reference clock stays enabled in stop if IRCLKEN is set or if MCG is in FEI, FBI, PEI, PBI, or BLPI mode before entering stop 0 Internal reference clock is disabled in stop

8.3.2 MCG Control Register 2 (MCGC2)

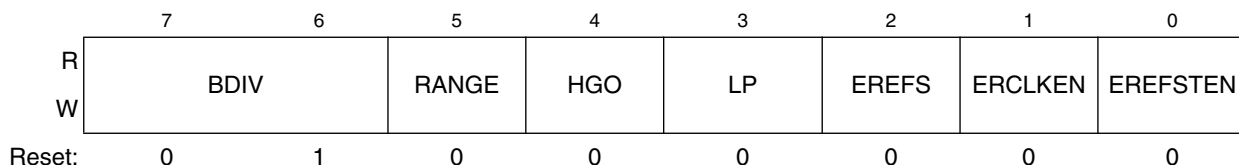


Figure 8-4. MCG Control Register 2 (MCGC2)

Table 8-2. MCG Control Register 2 Field Descriptions

Field	Description
7:6 BDIV	Bus Frequency Divider — Selects the amount to divide down the clock source selected by the CLKS bits in the MCGC1 register. This controls the bus frequency. 00 Encoding 0 — Divides selected clock by 1 01 Encoding 1 — Divides selected clock by 2 (reset default) 10 Encoding 2 — Divides selected clock by 4 11 Encoding 3 — Divides selected clock by 8
5 RANGE	Frequency Range Select — Selects the frequency range for the external oscillator or external clock source. 1 High frequency range selected for the external oscillator of 1 MHz to 16 MHz (1 MHz to 40 MHz for external clock source) 0 Low frequency range selected for the external oscillator of 32 kHz to 100 kHz (32 kHz to 1 MHz for external clock source)
4 HGO	High Gain Oscillator Select — Controls the external oscillator mode of operation. 1 Configure external oscillator for high gain operation 0 Configure external oscillator for low power operation
3 LP	Low Power Select — Controls whether the FLL (or PLL) is disabled in bypassed modes. 1 FLL (or PLL) is disabled in bypass modes (lower power). 0 FLL (or PLL) is not disabled in bypass modes.
2 EREFS	External Reference Select — Selects the source for the external reference clock. 1 Oscillator requested 0 External Clock Source requested
1 ERCLKEN	External Reference Enable — Enables the external reference clock for use as MCGERCLK. 1 MCGERCLK active 0 MCGERCLK inactive
0 EREFSTEN	External Reference Stop Enable — Controls whether or not the external reference clock remains enabled when the MCG enters stop mode. 1 External reference clock stays enabled in stop if ERCLKEN is set or if MCG is in FEE, FBE, PEE, PBE, or BLPE mode before entering stop 0 External reference clock is disabled in stop

8.3.3 MCG Trim Register (MCGTRM)

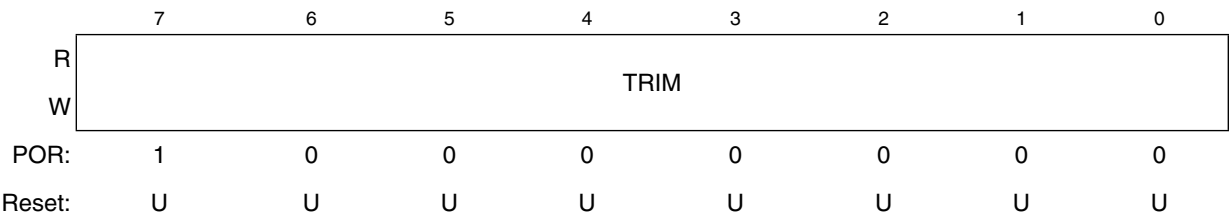


Figure 8-5. MCG Trim Register (MCGTRM)

Table 8-3. MCG Trim Register Field Descriptions

Field	Description
7:0 TRIM	<p>MCG Trim Setting — Controls the internal reference clock frequency by controlling the internal reference clock period. The TRIM bits are binary weighted (i.e., bit 1 will adjust twice as much as bit 0). Increasing the binary value in TRIM will increase the period, and decreasing the value will decrease the period.</p> <p>An additional fine trim bit is available in MCGSC as the FTRIM bit.</p> <p>If a TRIM[7:0] value stored in nonvolatile memory is to be used, it's the user's responsibility to copy that value from the nonvolatile memory location to this register.</p>

8.3.4 MCG Status and Control Register (MCGSC)

	7	6	5	4	3	2	1	0
R	LOLS	LOCK	PLLST	IREFST	CLKST		OSCINIT	FTRIM
W								
POR:	0	0	0	1	0	0	0	0
Reset:	0	0	0	1	0	0	0	U

Figure 8-6. MCG Status and Control Register (MCGSC)

Table 8-4. MCG Status and Control Register Field Descriptions

Field	Description
7 LOLS	<p>Loss of Lock Status — This bit is a sticky indication of lock status for FLL or PLL. LOLS is set when lock detection is enabled and after acquiring lock, the FLL or PLL output frequency has fallen outside the lock exit frequency tolerance, D_{unl}. LOLIE determines whether an interrupt request is made when set. LOLS is cleared by reset or by writing a logic 1 to LOLS when LOLS is set. Writing a logic 0 to LOLS has no effect.</p> <p>0 FLL or PLL has not lost lock since LOLS was last cleared. 1 FLL or PLL has lost lock since LOLS was last cleared.</p>
6 LOCK	<p>Lock Status — Indicates whether the FLL or PLL has acquired lock. Lock detection is disabled when the FLL and PLL are disabled. If the lock status bit is set then changing the value of any of the following bits IREFS, PLLS, RDIV[2:0], TRIM[7:0] (if in FEI or FBI modes), or VDIV[3:0] (if in PBE or PEE modes), will cause the lock status bit to clear and stay cleared until the FLL or PLL has reacquired lock. Stop mode entry will also cause the lock status bit to clear and stay cleared until the FLL or PLL has reacquired lock. Entry into BLPI or BLPE mode will also cause the lock status bit to clear and stay cleared until the MCG has exited these modes and the FLL or PLL has reacquired lock.</p> <p>0 FLL or PLL is currently unlocked. 1 FLL or PLL is currently locked.</p>
5 PLLST	<p>PLL Select Status — The PLLST bit indicates the current source for the PLLS clock. The PLLST bit does not update immediately after a write to the PLLS bit due to internal synchronization between clock domains.</p> <p>0 Source of PLLS clock is FLL clock. 1 Source of PLLS clock is PLL clock.</p>
4 IREFST	<p>Internal Reference Status — The IREFST bit indicates the current source for the reference clock. The IREFST bit does not update immediately after a write to the IREFS bit due to internal synchronization between clock domains.</p> <p>0 Source of reference clock is external reference clock (oscillator or external clock source as determined by the IREFS bit in the MCGC2 register). 1 Source of reference clock is internal reference clock.</p>
3:2 CLKST	<p>Clock Mode Status — The CLKST bits indicate the current clock mode. The CLKST bits do not update immediately after a write to the CLKS bits due to internal synchronization between clock domains.</p> <p>00 Encoding 0 — Output of FLL is selected. 01 Encoding 1 — Internal reference clock is selected. 10 Encoding 2 — External reference clock is selected. 11 Encoding 3 — Output of PLL is selected.</p>

Table 8-4. MCG Status and Control Register Field Descriptions (continued)

Field	Description
1 OSCINIT	OSC Initialization — If the external reference clock is selected by ERCLKEN or by the MCG being in FEE, FBE, PEE, PBE, or BLPE mode, and if EREFS is set, then this bit is set after the initialization cycles of the external oscillator clock have completed. This bit is only cleared when either EREFS is cleared or when the MCG is in either FEI, FBI, or BLPI mode and ERCLKEN is cleared.
0 FTRIM	MCG Fine Trim — Controls the smallest adjustment of the internal reference clock frequency. Setting FTRIM will increase the period and clearing FTRIM will decrease the period by the smallest amount possible. If an FTRIM value stored in nonvolatile memory is to be used, it's the user's responsibility to copy that value from the nonvolatile memory location to this register's FTRIM bit.

8.3.5 MCG Control Register 3 (MCGC3)

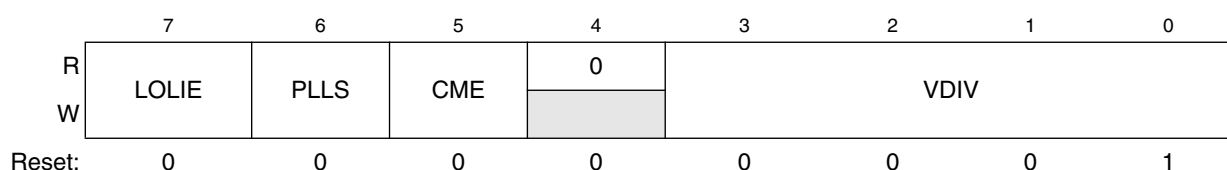


Figure 8-7. MCG PLL Register (MCGPLL)

Table 8-5. MCG PLL Register Field Descriptions

Field	Description
7 LOLIE	Loss of Lock Interrupt Enable — Determines if an interrupt request is made following a loss of lock indication. The LOLIE bit only has an effect when LOLS is set. 0 No request on loss of lock. 1 Generate an interrupt request on loss of lock.
6 PLLS	PLL Select — Controls whether the PLL or FLL is selected. It can only be written in bypassed external modes when CLKST=10. If the PLLS bit is clear, the PLL is disabled in all modes. 1 PLL is selected 0 FLL is selected

Table 8-5. MCG PLL Register Field Descriptions (continued)

Field	Description
5 CME	Clock Monitor Enable — Determines if a reset request is made following a loss of external clock indication. Whenever the CME bit is set to a logic 1, the value of the RANGE bit in the MCGC2 register should not be changed. 0 Clock monitor is disabled. 1 Generate a reset request on loss of external clock.
3:0 VDIV	VCO Divider — Selects the amount to divide down the VCO output of PLL. The VDIV bits establish the multiplication factor (M) applied to the reference clock frequency. 0000 Encoding 0 — Reserved. 0001 Encoding 1 — Multiply by 4. 0010 Encoding 2 — Multiply by 8. 0011 Encoding 3 — Multiply by 12. 0100 Encoding 4 — Multiply by 16. 0101 Encoding 5 — Multiply by 20. 0110 Encoding 6 — Multiply by 24. 0111 Encoding 7 — Multiply by 28. 1000 Encoding 8 — Multiply by 32. 1001 Encoding 9 — Multiply by 36. 1010 Encoding 10 — Multiply by 40. 1011 Encoding 11 — Reserved (default to M=40). 11xx Encoding 12-15 — Reserved (default to M=40).

8.4 Functional Description

8.4.1 Operational Modes

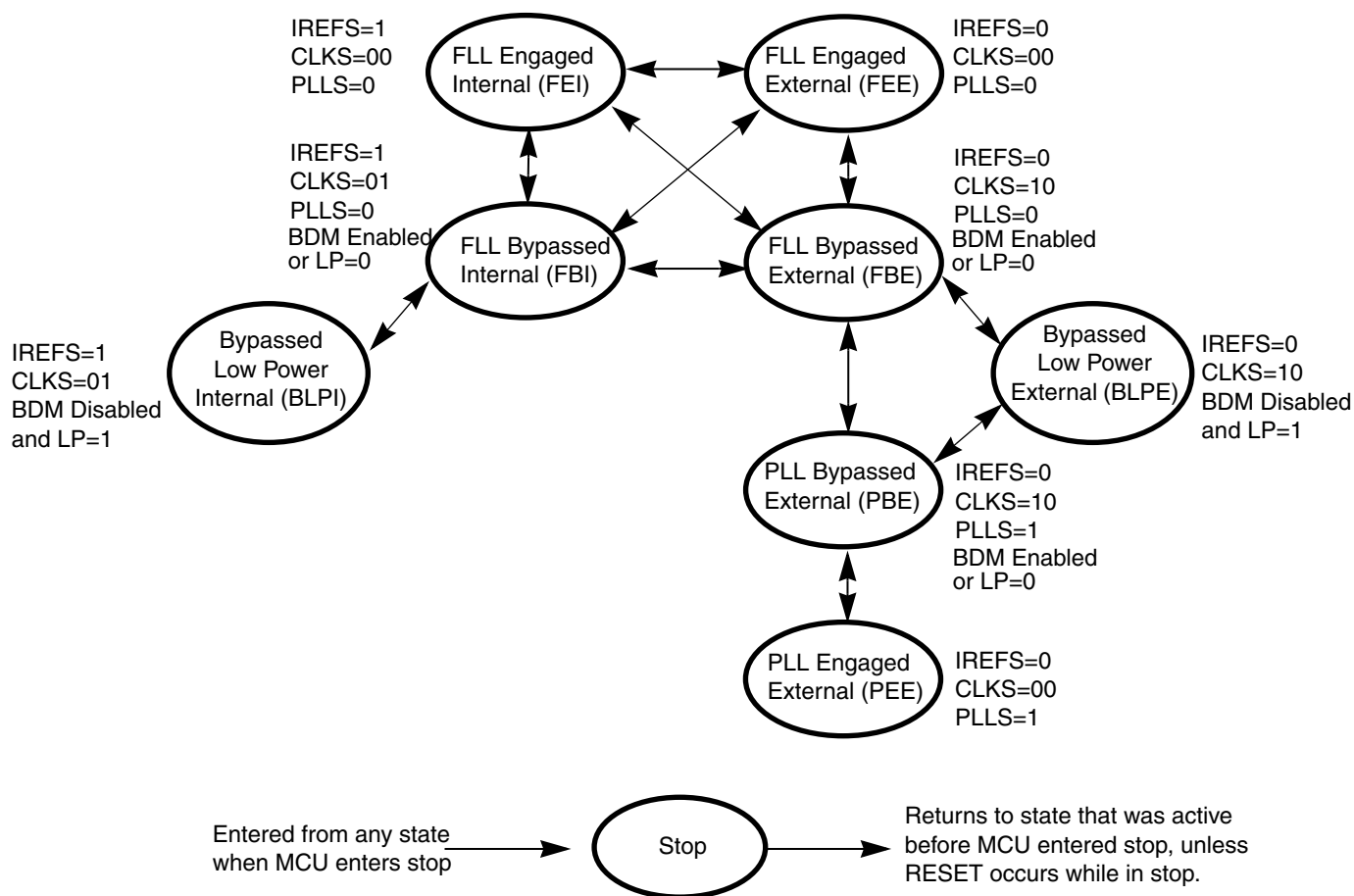


Figure 8-8. Clock Switching Modes

The nine states of the MCG are shown as a state diagram and are described below. The arrows indicate the allowed movements between the states.

8.4.1.1 FLL Engaged Internal (FEI)

FLL engaged internal (FEI) is the default mode of operation and is entered when all the following conditions occur:

- CLKS bits are written to 00
- IREFS bit is written to 1
- PLLS bit is written to 0
- RDIV bits are written to 000. Since the internal reference clock frequency should already be in the range of 31.25 kHz to 39.0625 kHz after it is trimmed, no further frequency divide is necessary.

In FLL engaged internal mode, the MCGOUT clock is derived from the FLL clock, which is controlled by the internal reference clock. The FLL clock frequency locks to 1024 times the reference frequency, as selected by the RDIV bits. The MCGLCLK is derived from the FLL and the PLL is disabled in a low power state.

8.4.1.2 FLL Engaged External (FEE)

The FLL engaged external (FEE) mode is entered when all the following conditions occur:

- CLKS bits are written to 00
- IREFS bit is written to 0
- PLLS bit is written to 0
- RDIV bits are written to divide reference clock to be within the range of 31.25 kHz to 39.0625 kHz

In FLL engaged external mode, the MCGOUT clock is derived from the FLL clock which is controlled by the external reference clock. The external reference clock which is enabled can be an external crystal/resonator or it can be another external clock source. The FLL clock frequency locks to 1024 times the reference frequency, as selected by the RDIV bits. The MCGLCLK is derived from the FLL and the PLL is disabled in a low power state.

8.4.1.3 FLL Bypassed Internal (FBI)

In FLL bypassed internal (FBI) mode the MCGOUT clock is derived from the internal reference clock and the FLL is operational but its output clock is not used. This mode is useful to allow the FLL to acquire its target frequency while the MCGOUT clock is driven from the internal reference clock.

The FLL bypassed internal mode is entered when all the following conditions occur:

- CLKS bits are written to 01
- IREFS bit is written to 1
- PLLS bit is written to 0
- RDIV bits are written to 000. Since the internal reference clock frequency should already be in the range of 31.25 kHz to 39.0625 kHz after it is trimmed, no further frequency divide is necessary.

- LP bit is written to 0

In FLL bypassed internal mode, the MCGOUT clock is derived from the internal reference clock. The FLL clock is controlled by the internal reference clock, and the FLL clock frequency locks to 1024 times the reference frequency, as selected by the RDIV bits. The MCGLCLK is derived from the FLL and the PLL is disabled in a low power state.

8.4.1.4 FLL Bypassed External (FBE)

In FLL bypassed external (FBE) mode the MCGOUT clock is derived from the external reference clock and the FLL is operational but its output clock is not used. This mode is useful to allow the FLL to acquire its target frequency while the MCGOUT clock is driven from the external reference clock.

The FLL bypassed external mode is entered when all the following conditions occur:

- CLKS bits are written to 10
- IREFS bit is written to 0
- PLLS bit is written to 0
- RDIV bits are written to divide reference clock to be within the range of 31.25 kHz to 39.0625 kHz
- LP bit is written to 0

In FLL bypassed external mode, the MCGOUT clock is derived from the external reference clock. The external reference clock which is enabled can be an external crystal/resonator or it can be another external clock source. The FLL clock is controlled by the external reference clock, and the FLL clock frequency locks to 1024 times the reference frequency, as selected by the RDIV bits. The MCGLCLK is derived from the FLL and the PLL is disabled in a low power state.

8.4.1.5 PLL Engaged External (PEE)

The PLL engaged external (PEE) mode is entered when all the following conditions occur:

- CLKS bits are written to 00
- IREFS bit is written to 0
- PLLS bit is written to 1
- RDIV bits are written to divide reference clock to be within the range of 1 MHz to 2 MHz

In PLL engaged external mode, the MCGOUT clock is derived from the PLL clock which is controlled by the external reference clock. The external reference clock which is enabled can be an external crystal/resonator or it can be another external clock source. The PLL clock frequency locks to a multiplication factor, as selected by the VDIV bits, times the reference frequency, as selected by the RDIV bits. If BDM is enabled then the MCGLCLK is derived from the DCO (open-loop mode) divided by two. If BDM is not enabled then the FLL is disabled in a low power state.

8.4.1.6 PLL Bypassed External (PBE)

In PLL bypassed external (PBE) mode the MCGOUT clock is derived from the external reference clock and the PLL is operational but its output clock is not used. This mode is useful to allow the PLL to acquire its target frequency while the MCGOUT clock is driven from the external reference clock.

The PLL bypassed external mode is entered when all the following conditions occur:

- CLKS bits are written to 10
- IREFS bit is written to 0
- PLLS bit is written to 1
- RDIV bits are written to divide reference clock to be within the range of 1 MHz to 2 MHz
- LP bit is written to 0

In PLL bypassed external mode, the MCGOUT clock is derived from the external reference clock. The external reference clock which is enabled can be an external crystal/resonator or it can be another external clock source. The PLL clock frequency locks to a multiplication factor, as selected by the VDIV bits, times the reference frequency, as selected by the RDIV bits. If BDM is enabled then the MCGLCLK is derived from the DCO (open-loop mode) divided by two. If BDM is not enabled then the FLL is disabled in a low power state.

8.4.1.7 Bypassed Low Power Internal Low Power (BLPI)

The bypassed low power internal (BLPI) mode is entered when all the following conditions occur:

- CLKS bits are written to 01
- IREFS bit is written to 1
- PLLS bit is written to 0 or 1
- LP bit is written to 1
- BDM mode is not active

In bypassed low power internal mode, the MCGOUT clock is derived from the internal reference clock.

The PLL and the FLL are disabled in low power states and the MCGLCLK will not be available for BDC communications. If the BDM becomes active the mode will switch to one of the bypassed internal modes as determined by the state of the PLLS bit.

8.4.1.8 Bypassed Low Power External (BLPE)

The bypassed low power external (BLPE) mode is entered when all the following conditions occur:

- CLKS bits are written to 10
- IREFS bit is written to 0
- PLLS bit is written to 0 or 1
- LP bit is written to 1
- BDM mode is not active

In bypassed low power external mode, the MCGOUT clock is derived from the external reference clock. The external reference clock which is enabled can be an external crystal/resonator or it can be another external clock source.

The PLL and the FLL are disabled in low power states and the MCGLCLK will not be available for BDC communications. If the BDM becomes active the mode will switch to one of the bypassed external modes as determined by the state of the PLLS bit.

8.4.1.9 Stop

Stop mode is entered whenever the MCU enters a STOP state. In this mode, the FLL and PLL are disabled and all MCG clock signals are static except in the following cases:

MCGIRCLK will be active in stop mode when all the following conditions occur:

- IRCLKEN = 1
- IREFSTEN = 1

MCGERCLK will be active in stop mode when all the following conditions occur:

- ERCLKEN = 1
- EREFSTEN = 1

8.4.2 Mode Switching

When switching between engaged internal and engaged external modes the IREFS bit can be changed at anytime, but the RDIV bits must be changed simultaneously so that the reference frequency stays in the range required by the state of the PLLS bit (31.25 kHz to 39.0625 kHz if the FLL is selected, or 1 MHz to 2 MHz if the PLL is selected). After a change in the IREFS value the FLL or PLL will begin locking again after the switch is completed. The completion of the switch is shown by the IREFST bit.

The CLKS bits can also be changed at anytime, but in order for the MCGLCLK to be configured correctly the RDIV bits must be changed simultaneously so that the reference frequency stays in the range required by the state of the PLLS bit (31.25 kHz to 39.0625 kHz if the FLL is selected, or 1 MHz to 2MHz if the PLL is selected). The actual switch to the newly selected clock will be shown by the CLKST bits. If the newly selected clock is not available, the previous clock will remain selected.

For details see [Figure 8-8](#).

8.4.3 Bus Frequency Divider

The BDIV bits can be changed at anytime and the actual switch to the new frequency will occur immediately.

8.4.4 Low Power Bit Usage

The low power bit (LP) is provided to allow the FLL or PLL to be disabled and thus conserve power when these systems are not being used. However, in some applications it may be desirable to enable the FLL or

PLL and allow it to lock for maximum accuracy before switching to an engaged mode. Do this by writing the LP bit to 0.

8.4.5 Internal Reference Clock

When IRCLKEN is set the internal reference clock signal will be presented as MCGIRCLK, which can be used as an additional clock source. The MCGIRCLK frequency can be re-targeted by trimming the period of the internal reference clock. This can be done by writing a new value to the TRIM bits in the MCGTRM register. Writing a larger value will decrease the MCGIRCLK frequency, and writing a smaller value to the MCGTRM register will increase the MCGIRCLK frequency. The TRIM bits will effect the MCGOUT frequency if the MCG is in FLL engaged internal (FEI), FLL bypassed internal (FBI), or bypassed low power internal (BLPI) mode. The TRIM and FTRIM value is initialized by POR but is not affected by other resets.

Until MCGIRCLK is trimmed, programming low reference divider (RDIV) factors may result in MCGOUT frequencies that exceed the maximum chip-level frequency and violate the chip-level clock timing specifications (see the [Device Overview](#) chapter).

If IREFSTEN and IRCLKEN bits are both set, the internal reference clock will keep running during stop mode in order to provide a fast recovery upon exiting stop.

8.4.6 External Reference Clock

The MCG module can support an external reference clock with frequencies between 31.25 kHz to 5 MHz in all modes. When ERCLKEN is set, the external reference clock signal will be presented as MCGERCLK, which can be used as an additional clock source. When IREFS = 1, the external reference clock will not be used by the FLL or PLL and will only be used as MCGERCLK. In these modes, the frequency can be equal to the maximum frequency the chip-level timing specifications will support (see the [Device Overview](#) chapter).

If EREFSTEN and ERCLKEN bits are both set or the MCG is in FEE, FBE, PEE, PBE or BLPE mode, the external reference clock will keep running during stop mode in order to provide a fast recovery upon exiting stop.

If CME bit is written to 1, the clock monitor is enabled. If the external reference falls below a certain frequency (f_{loc_high} or f_{loc_low} depending on the RANGE bit in the MCGC2), the MCU will reset. The LOC bit in the System Reset Status (SRS) register will be set to indicate the error.

8.4.7 Fixed Frequency Clock

The MCG presents the divided reference clock as MCGFFCLK for use as an additional clock source. The MCGFFCLK frequency must be no more than 1/4 of the MCGOUT frequency to be valid. Because of this requirement, the MCGFFCLK is not valid in bypass modes for the following combinations of BDIV and RDIV values:

- BDIV=00 (divide by 1), RDIV < 010
- BDIV=01 (divide by 2), RDIV < 011

Chapter 9

Analog Comparator (S08ACMPV3)

9.1 Introduction

The analog comparator module (ACMP) provides a circuit for comparing two analog input voltages or for comparing one analog input voltage to an internal reference voltage. The comparator circuit is designed to operate across the full range of the supply voltage (rail-to-rail operation).

All MC9S08DZ60 Series MCUs have two full function ACMPs in a 64-pin package. MCUs in the 48-pin package have two ACMPs, but the output of ACMP2 is not accessible. MCUs in the 32-pin package contain one full function ACMP.

NOTE

MC9S08DZ60 Series devices operate at a higher voltage range (2.7 V to 5.5 V) and do not include stop1 mode. Please ignore references to stop1.

9.1.1 ACMP Configuration Information

When using the bandgap reference voltage for input to ACMP+, the user must enable the bandgap buffer by setting BGBE =1 in SPMSC1 see [Section 5.8.7, “System Power Management Status and Control 1 Register \(SPMSC1\).”](#) For value of bandgap voltage reference see [Section A.6, “DC Characteristics.”](#)

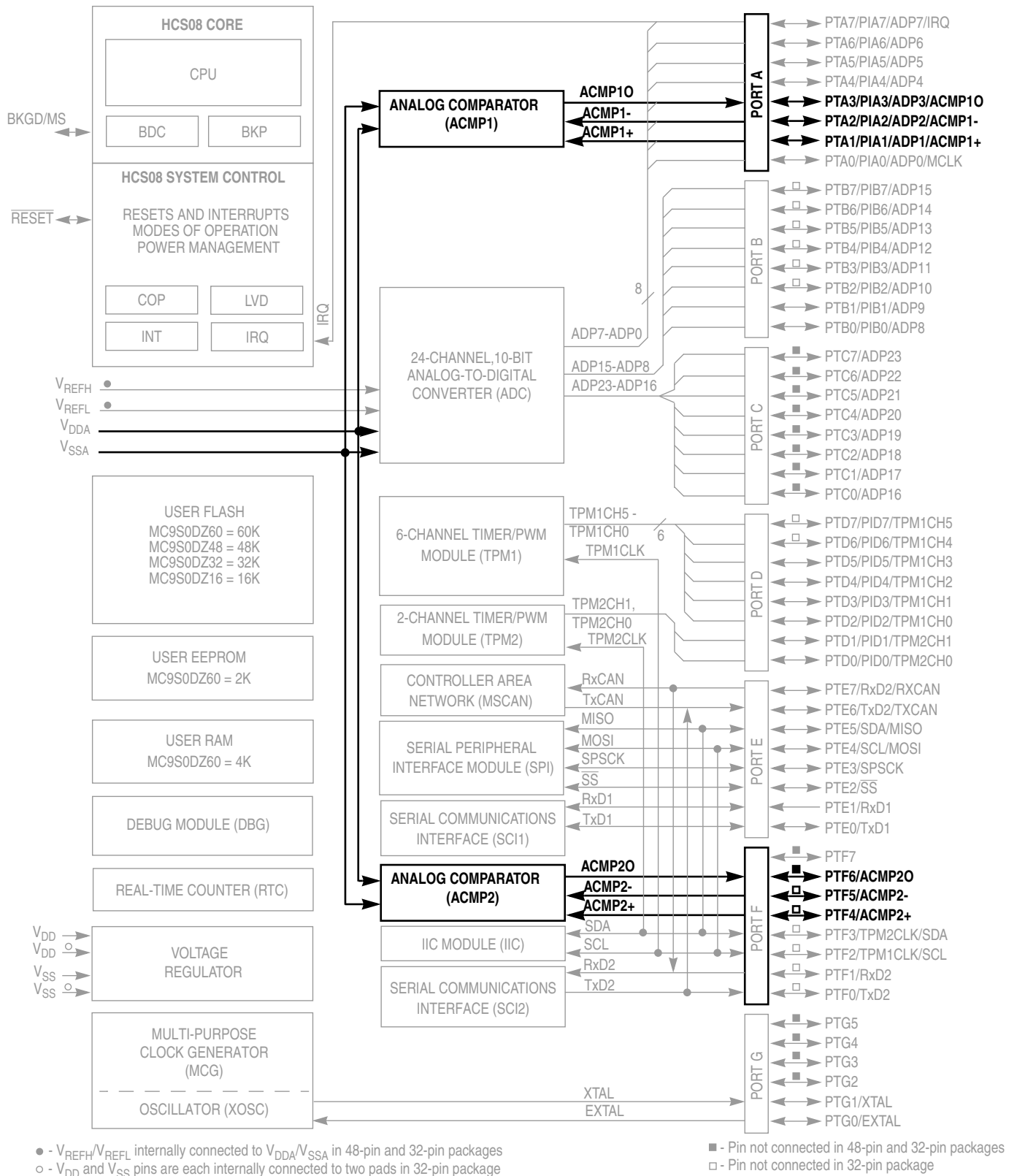


Figure 9-1. MC9S08DZ60 Block Diagram

9.1.2 Features

The ACMP has the following features:

- Full rail to rail supply operation.
- Selectable interrupt on rising edge, falling edge, or either rising or falling edges of comparator output.
- Option to compare to fixed internal bandgap reference voltage.
- Option to allow comparator output to be visible on a pin, ACMPxO.

9.1.3 Modes of Operation

This section defines the ACMP operation in wait, stop and background debug modes.

9.1.3.1 ACMP in Wait Mode

The ACMP continues to run in wait mode if enabled before executing the WAIT instruction. Therefore, the ACMP can be used to bring the MCU out of wait mode if the ACMP interrupt, ACIE is enabled. For lowest possible current consumption, the ACMP should be disabled by software if not required as an interrupt source during wait mode.

9.1.3.2 ACMP in Stop Modes

The ACMP is disabled in all stop modes, regardless of the settings before executing the STOP instruction. Therefore, the ACMP cannot be used as a wake up source from stop modes.

During either stop1 or stop2 mode, the ACMP module will be fully powered down. Upon wake-up from stop1 or stop2 mode, the ACMP module will be in the reset state.

During stop3 mode, clocks to the ACMP module are halted. No registers are affected. In addition, the ACMP comparator circuit will enter a low power state. No compare operation will occur while in stop3.

If stop3 is exited with a reset, the ACMP will be put into its reset state. If stop3 is exited with an interrupt, the ACMP continues from the state it was in when stop3 was entered.

9.1.3.3 ACMP in Active Background Mode

When the microcontroller is in active background mode, the ACMP will continue to operate normally.

9.1.4 Block Diagram

The block diagram for the Analog Comparator module is shown [Figure 9-2](#).

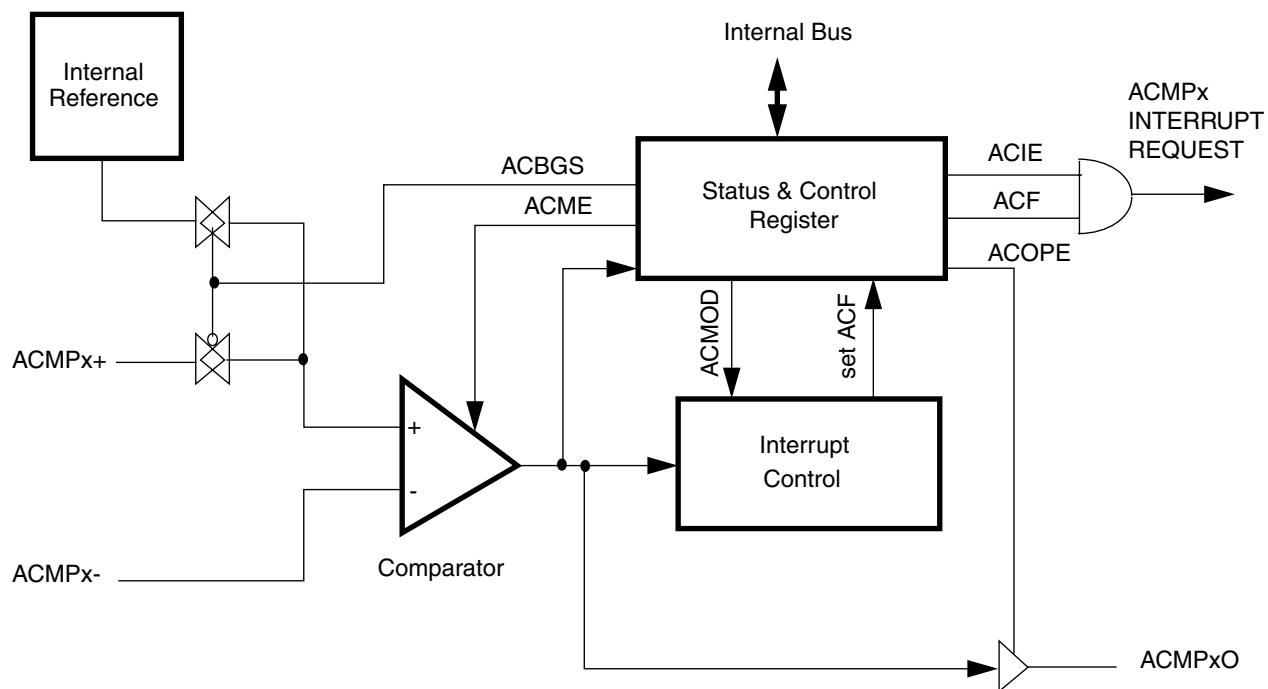


Figure 9-2. Analog Comparator (ACMP) Block Diagram

9.2 External Signal Description

The ACMP has two analog input pins, ACMPx+ and ACMPx- and one digital output pin ACMPxO. Each of these pins can accept an input voltage that varies across the full operating voltage range of the MCU. As shown in [Figure 9-2](#), the ACMPx- pin is connected to the inverting input of the comparator, and the ACMPx+ pin is connected to the comparator non-inverting input if ACBGS is a 0. As shown in [Figure 9-2](#), the ACMPxO pin can be enabled to drive an external pin.

The signal properties of ACMP are shown in [Table 9-1](#).

Table 9-1. Signal Properties

Signal	Function	I/O
ACMPx-	Inverting analog input to the ACMP (Minus input)	I
ACMPx+	Non-inverting analog input to the ACMP (Positive input)	I
ACMPxO	Digital output of the ACMP	O

9.3 Register Definition

The ACMP includes one register:

- An 8-bit status and control register

Refer to the direct-page register summary in the memory section of this data sheet for the absolute address assignments for the **ACMP** register. This section refers to register and control bits only by their names and relative address offsets.

Some MCUs may have more than one ACMP, so register names include placeholder characters to identify which ACMP is being referenced.

9.3.1 ACMPx Status and Control Register (ACMPxSC)

ACMPxSC contains the status flag and control bits which are used to enable and configure the ACMP.

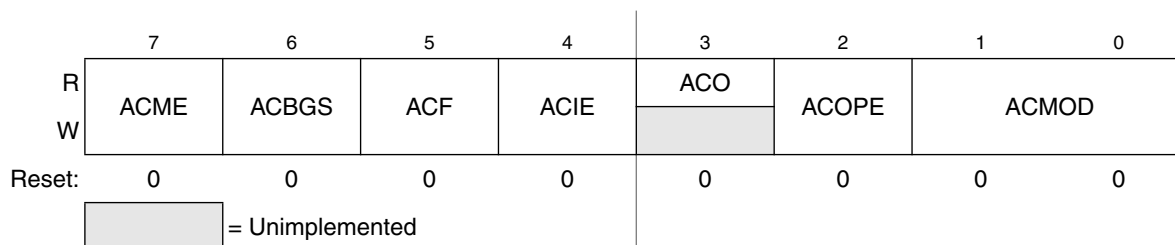


Figure 9-3. ACMPx Status and Control Register

Table 9-2. ACMPx Status and Control Register Field Descriptions

Field	Description
7 ACME	Analog Comparator Module Enable — ACME enables the ACMP module. 0 ACMP not enabled 1 ACMP is enabled
6 ACBGS	Analog Comparator Bandgap Select — ACBGS is used to select between the bandgap reference voltage or the ACMPx+ pin as the input to the non-inverting input of the analog comparator. 0 External pin ACMPx+ selected as non-inverting input to comparator 1 Internal reference select as non-inverting input to comparator
5 ACF	Analog Comparator Flag — ACF is set when a compare event occurs. Compare events are defined by ACMOD. ACF is cleared by writing a one to ACF. 0 Compare event has not occurred 1 Compare event has occurred
4 ACIE	Analog Comparator Interrupt Enable — ACIE enables the interrupt from the ACMP. When ACIE is set, an interrupt will be asserted when ACF is set. 0 Interrupt disabled 1 Interrupt enabled
3 ACO	Analog Comparator Output — Reading ACO will return the current value of the analog comparator output. ACO is reset to a 0 and will read as a 0 when the ACMP is disabled (ACME = 0).
2 ACOPE	Analog Comparator Output Pin Enable — ACOPE is used to enable the comparator output to be placed onto the external pin, ACMPxO. 0 Analog comparator output not available on ACMPxO 1 Analog comparator output is driven out on ACMPxO
1:0 ACMOD	Analog Comparator Mode — ACMOD selects the type of compare event which sets ACF. 00 Encoding 0 — Comparator output falling edge 01 Encoding 1 — Comparator output rising edge 10 Encoding 2 — Comparator output falling edge 11 Encoding 3 — Comparator output rising or falling edge

9.4 Functional Description

The analog comparator can be used to compare two analog input voltages applied to ACMPx+ and ACMPx-; or it can be used to compare an analog input voltage applied to ACMPx- with an internal bandgap reference voltage. ACBGS is used to select between the bandgap reference voltage or the ACMPx+ pin as the input to the non-inverting input of the analog comparator. The comparator output is high when the non-inverting input is greater than the inverting input, and is low when the non-inverting input is less than the inverting input. ACMOD is used to select the condition which will cause ACF to be set. ACF can be set on a rising edge of the comparator output, a falling edge of the comparator output, or either a rising or a falling edge (toggle). The comparator output can be read directly through ACO. The comparator output can be driven onto the ACMPxO pin using ACOPE.

Chapter 10

Analog-to-Digital Converter (S08ADCV1)

10.1 Introduction

The 10-bit analog-to-digital converter (ADC) is a successive approximation ADC designed for operation within an integrated microcontroller system-on-chip.

NOTE

The ADC channel assignments, alternate clock function, and hardware trigger function are configured as described in [Section 10.1.1, “Channel Assignments.”](#)

10.1.1 Channel Assignments

NOTE

The ADC channel assignments for the MC9S08DZ60 Series devices are shown in [Table 10-1](#). Reserved channels convert to an unknown value.

This chapter shows bits for all S08ADC10V1 channels. MC9S08DZ60 Series MCUs do not use all of these channels. All bits corresponding to channels that are not available on a device are reserved.

10.1.2 Analog Power and Ground Signal Names

References to V_{DDAD} and V_{SSAD} in this chapter correspond to signals V_{DDA} and V_{SSA} , respectively.

Table 10-1. ADC Channel Assignment

ADCH	Channel	Input	ADCH	Channel	Input
00000	AD0	PTA0/ADP0/MCLK	10000	AD16	PTC0/ADP16
00001	AD1	PTA1/ADP1/ACMP1+	10001	AD17	PTC1/ADP17
00010	AD2	PTA2/ADP2/ACMP1P-	10010	AD18	PTC2/ADP18
00011	AD3	PTA3/ADP3/ACMP1O	10011	AD19	PTC3/ADP19
00100	AD4	PTA4/ADP4	10100	AD20	PTC4/ADP20
00101	AD5	PTA5/ADP5	10101	AD21	PTC5/ADP21
00110	AD6	PTA6/ADP6	10110	AD22	PTC6/ADP22
00111	AD7	PTA7/ADP7	10111	AD23	PTC7/ADP23
01000	AD8	PTB0/ADP8	11000– 11001	AD24 through AD25	Reserved
01001	AD9	PTB1/ADP9	11010	AD26	Temperature Sensor ¹
01010	AD10	PTB2/ADP10	11011	AD27	Internal Bandgap ²
01011	AD11	PTB3/ADP11	11100	V _{REFH}	V _{REFH}
01100	AD12	PTB4/ADP12	11101	V _{REFH}	V _{REFH}
01101	AD13	PTB5/ADP13	11110	V _{REFL}	V _{REFL}
01110	AD14	PTB6/ADP14	11111	Module Disabled	None
01111	AD15	PTB7/ADP15			

Notes:

- 1 For information, see [Section 10.1.5, “Temperature Sensor”](#).
- 2 Requires BGBE = 1 in SPMSC1 see [Section 5.8.8, “System Power Management Status and Control 2 Register \(SPMSC2\)”](#). For value of bandgap voltage reference see [A.6, “DC Characteristics”](#).

10.1.3 Alternate Clock

The ADC module is capable of performing conversions using the MCU bus clock, the bus clock divided by two, the local asynchronous clock (ADACK) within the module, or the alternate clock, ALTCLK. The alternate clock for the MC9S08DZ60 Series MCU devices is the external reference clock (MCGERCLK).

The selected clock source must run at a frequency such that the ADC conversion clock (ADCK) runs at a frequency within its specified range (f_{ADCK}) after being divided down from the ALTCLK input as determined by the ADIV bits.

ALTCLK is active while the MCU is in wait mode provided the conditions described above are met. This allows ALTCLK to be used as the conversion clock source for the ADC while the MCU is in wait mode.

ALTCLK cannot be used as the ADC conversion clock source while the MCU is in either stop2 or stop3.

10.1.4 Hardware Trigger

The ADC hardware trigger, ADHWT, is the output from the real time counter (RTC). The RTC counter can be clocked by either MCGERCLK or a nominal 1 kHz clock source.

The period of the RTC is determined by the input clock frequency, the RTCPS bits, and the RTCMOD register. When the ADC hardware trigger is enabled, a conversion is initiated upon an RTC counter overflow.

The RTC can be configured to cause a hardware trigger in MCU run, wait, and stop3.

10.1.5 Temperature Sensor

To use the on-chip temperature sensor, the user must perform the following:

- Configure ADC for long sample with a maximum of 1 MHz clock
- Convert the bandgap voltage reference channel (AD27)
 - By converting the digital value of the bandgap voltage reference channel using the value of V_{BG} the user can determine V_{DD} . For value of bandgap voltage, see [Section A.6, “DC Characteristics”](#).
- Convert the temperature sensor channel (AD26)
 - By using the calculated value of V_{DD} , convert the digital value of AD26 into a voltage, V_{TEMP}

[Equation 10-1](#) provides an approximate transfer function of the on-chip temperature sensor for $V_{DD} = 3.0V$, $Temp = 25^{\circ}C$, using the ADC1 at $f_{ADCK} = 1.0MHz$ and configured for long sample.

$$Temp_C = 25 - (V_{TEMP} - 0.7013) / 0.0017 \quad \text{Eqn. 10-1}$$

0.0017 is the uncalibrated voltage versus temperature slope in $V/^{\circ}C$. Uncalibrated accuracy of the temperature sensor is approximately $\pm 12^{\circ}C$, using [Equation 10-1](#).

To improve accuracy the user should calibrate the bandgap voltage reference and temperature sensor.

Calibrating at $25^{\circ}C$ will improve accuracy to $\pm 4.5^{\circ}C$.

Calibration at three points, $-40^{\circ}C$, $25^{\circ}C$, and $125^{\circ}C$ will improve accuracy to $\pm 2.5^{\circ}C$. Once calibration has been completed, the user will need to calculate the slope for both hot and cold. In application code, the user would then calculate the temperature using [Equation 10-1](#) as detailed above and then determine if the temperature is above or below $25^{\circ}C$. Once determined if the temperature is above or below $25^{\circ}C$, the user can recalculate the temperature using the hot or cold slope value obtained during calibration.



Figure 10-1. MC9S08DZ60 Block Diagram Emphasizing the ADC Module and Pins

10.1.6 Features

Features of the ADC module include:

- Linear successive approximation algorithm with 10 bits resolution.
- Up to 28 analog inputs.
- Output formatted in 10- or 8-bit right-justified format.
- Single or continuous conversion (automatic return to idle after single conversion).
- Configurable sample time and conversion speed/power.
- Conversion complete flag and interrupt.
- Input clock selectable from up to four sources.
- Operation in wait or stop3 modes for lower noise operation.
- Asynchronous clock source for lower noise operation.
- Selectable asynchronous hardware conversion trigger.
- Automatic compare with interrupt for less-than, or greater-than or equal-to, programmable value.

10.1.7 Block Diagram

Figure 10-2 provides a block diagram of the ADC module

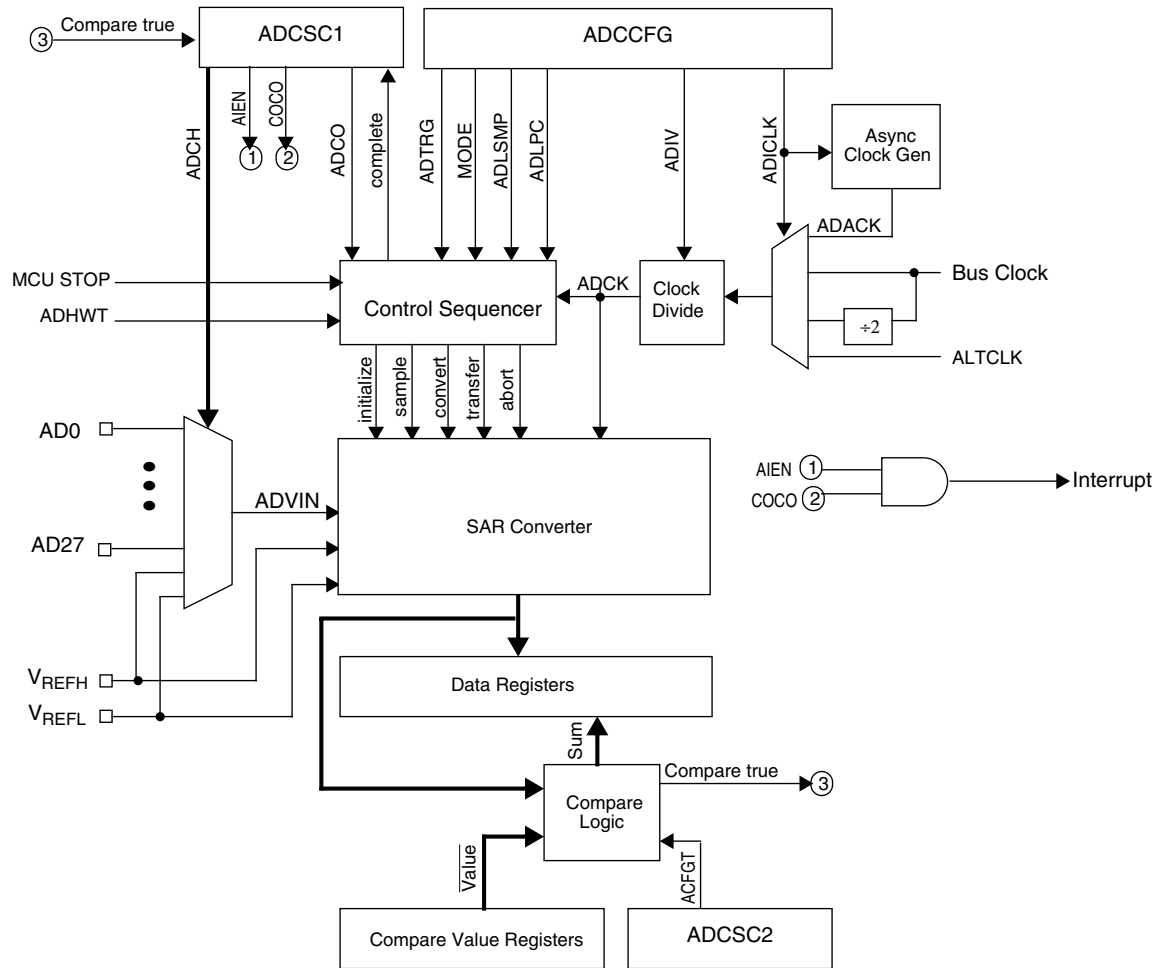


Figure 10-2. ADC Block Diagram

10.2 External Signal Description

The ADC module supports up to 28 separate analog inputs. It also requires four supply/reference/ground connections.

Table 10-2. Signal Properties

Name	Function
AD27–AD0	Analog Channel inputs
V_{REFH}	High reference voltage
V_{REFL}	Low reference voltage
V_{DDAD}	Analog power supply
V_{SSAD}	Analog ground

10.2.1 Analog Power (V_{DDAD})

The ADC analog portion uses V_{DDAD} as its power connection. In some packages, V_{DDAD} is connected internally to V_{DD} . If externally available, connect the V_{DDAD} pin to the same voltage potential as V_{DD} . External filtering may be necessary to ensure clean V_{DDAD} for good results.

10.2.2 Analog Ground (V_{SSAD})

The ADC analog portion uses V_{SSAD} as its ground connection. In some packages, V_{SSAD} is connected internally to V_{SS} . If externally available, connect the V_{SSAD} pin to the same voltage potential as V_{SS} .

10.2.3 Voltage Reference High (V_{REFH})

V_{REFH} is the high reference voltage for the converter. In some packages, V_{REFH} is connected internally to V_{DDAD} . If externally available, V_{REFH} may be connected to the same potential as V_{DDAD} , or may be driven by an external source that is between the minimum V_{DDAD} spec and the V_{DDAD} potential (V_{REFH} must never exceed V_{DDAD}).

10.2.4 Voltage Reference Low (V_{REFL})

V_{REFL} is the low reference voltage for the converter. In some packages, V_{REFL} is connected internally to V_{SSAD} . If externally available, connect the V_{REFL} pin to the same voltage potential as V_{SSAD} .

10.2.5 Analog Channel Inputs (ADx)

The ADC module supports up to 28 separate analog inputs. An input is selected for conversion through the ADCH channel select bits.

10.3 Register Definition

These memory mapped registers control and monitor operation of the ADC:

- Status and control register, ADCSC1
- Status and control register, ADCSC2
- Data result registers, ADCRH and ADCRL
- Compare value registers, ADCCVH and ADCCVL
- Configuration register, ADCCFG
- Pin enable registers, APCTL1, APCTL2, APCTL3

10.3.1 Status and Control Register 1 (ADCSC1)

This section describes the function of the ADC status and control register (ADCSC1). Writing ADCSC1 aborts the current conversion and initiates a new conversion (if the ADCH bits are equal to a value other than all 1s).

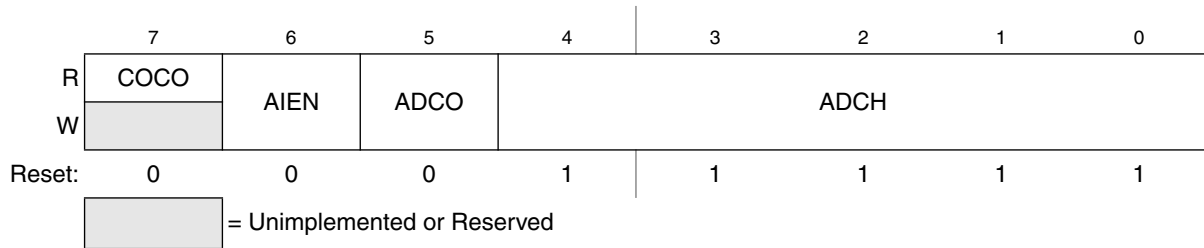


Figure 10-3. Status and Control Register (ADCSC1)

Table 10-3. ADCSC1 Register Field Descriptions

Field	Description
7 COCO	Conversion Complete Flag — The COCO flag is a read-only bit which is set each time a conversion is completed when the compare function is disabled (ACFE = 0). When the compare function is enabled (ACFE = 1) the COCO flag is set upon completion of a conversion only if the compare result is true. This bit is cleared whenever ADCSC1 is written or whenever ADCRL is read. 0 Conversion not completed 1 Conversion completed
6 AIEN	Interrupt Enable — AIEN is used to enable conversion complete interrupts. When COCO becomes set while AIEN is high, an interrupt is asserted. 0 Conversion complete interrupt disabled 1 Conversion complete interrupt enabled
5 ADCO	Continuous Conversion Enable — ADCO is used to enable continuous conversions. 0 One conversion following a write to the ADCSC1 when software triggered operation is selected, or one conversion following assertion of ADHWT when hardware triggered operation is selected. 1 Continuous conversions initiated following a write to ADCSC1 when software triggered operation is selected. Continuous conversions are initiated by an ADHWT event when hardware triggered operation is selected.
4:0 ADCH	Input Channel Select — The ADCH bits form a 5-bit field which is used to select one of the input channels. The input channels are detailed in Figure 10-4 . The successive approximation converter subsystem is turned off when the channel select bits are all set to 1. This feature allows for explicit disabling of the ADC and isolation of the input channel from all sources. Terminating continuous conversions this way will prevent an additional, single conversion from being performed. It is not necessary to set the channel select bits to all 1s to place the ADC in a low-power state when continuous conversions are not enabled because the module automatically enters a low-power state when a conversion completes.

Figure 10-4. Input Channel Select

ADCH	Input Select	ADCH	Input Select
00000	AD0	10000	AD16
00001	AD1	10001	AD17
00010	AD2	10010	AD18
00011	AD3	10011	AD19
00100	AD4	10100	AD20
00101	AD5	10101	AD21
00110	AD6	10110	AD22
00111	AD7	10111	AD23

Figure 10-4. Input Channel Select (continued)

ADCH	Input Select	ADCH	Input Select
01000	AD8	11000	AD24
01001	AD9	11001	AD25
01010	AD10	11010	AD26
01011	AD11	11011	AD27
01100	AD12	11100	Reserved
01101	AD13	11101	V _{REFH}
01110	AD14	11110	V _{REFL}
01111	AD15	11111	Module disabled

10.3.2 Status and Control Register 2 (ADCSC2)

The ADCSC2 register is used to control the compare function, conversion trigger and conversion active of the ADC module.



¹ Bits 1 and 0 are reserved bits that must always be written to 0.

Figure 10-5. Status and Control Register 2 (ADCSC2)

Table 10-4. ADCSC2 Register Field Descriptions

Field	Description
7 ADACT	Conversion Active — ADACT indicates that a conversion is in progress. ADACT is set when a conversion is initiated and cleared when a conversion is completed or aborted. 0 Conversion not in progress 1 Conversion in progress
6 ADTRG	Conversion Trigger Select — ADTRG is used to select the type of trigger to be used for initiating a conversion. Two types of trigger are selectable: software trigger and hardware trigger. When software trigger is selected, a conversion is initiated following a write to ADCSC1. When hardware trigger is selected, a conversion is initiated following the assertion of the ADHWT input. 0 Software trigger selected 1 Hardware trigger selected

Table 10-4. ADCSC2 Register Field Descriptions (continued)

Field	Description
5 ACFE	Compare Function Enable — ACFE is used to enable the compare function. 0 Compare function disabled 1 Compare function enabled
4 ACFGT	Compare Function Greater Than Enable — ACFGT is used to configure the compare function to trigger when the result of the conversion of the input being monitored is greater than or equal to the compare value. The compare function defaults to triggering when the result of the compare of the input being monitored is less than the compare value. 0 Compare triggers when input is less than compare level 1 Compare triggers when input is greater than or equal to compare level

10.3.3 Data Result High Register (ADCRH)

ADCRH contains the upper two bits of the result of a 10-bit conversion. When configured for 8-bit conversions both ADR8 and ADR9 are equal to zero. ADCRH is updated each time a conversion completes except when automatic compare is enabled and the compare condition is not met. In 10-bit MODE, reading ADCRH prevents the ADC from transferring subsequent conversion results into the result registers until ADCRL is read. If ADCRL is not read until after the next conversion is completed, then the intermediate conversion result will be lost. In 8-bit mode there is no interlocking with ADCRL. In the case that the MODE bits are changed, any data in ADCRH becomes invalid.

	7	6	5	4	3	2	1	0
R	0	0	0	0	0	0	ADR9	ADR8
W								
Reset:	0	0	0	0	0	0	0	0
	= Unimplemented or Reserved							

Figure 10-6. Data Result High Register (ADCRH)

10.3.4 Data Result Low Register (ADCRL)

ADCRL contains the lower eight bits of the result of a 10-bit conversion, and all eight bits of an 8-bit conversion. This register is updated each time a conversion completes except when automatic compare is enabled and the compare condition is not met. In 10-bit mode, reading ADCRH prevents the ADC from transferring subsequent conversion results into the result registers until ADCRL is read. If ADCRL is not read until the after next conversion is completed, then the intermediate conversion results will be lost. In 8-bit mode, there is no interlocking with ADCRH. In the case that the MODE bits are changed, any data in ADCRL becomes invalid.



Figure 10-7. Data Result Low Register (ADCRL)

10.3.5 Compare Value High Register (ADCCVH)

This register holds the upper two bits of the 10-bit compare value. These bits are compared to the upper two bits of the result following a conversion in 10-bit mode when the compare function is enabled. In 8-bit operation, ADCCVH is not used during compare.

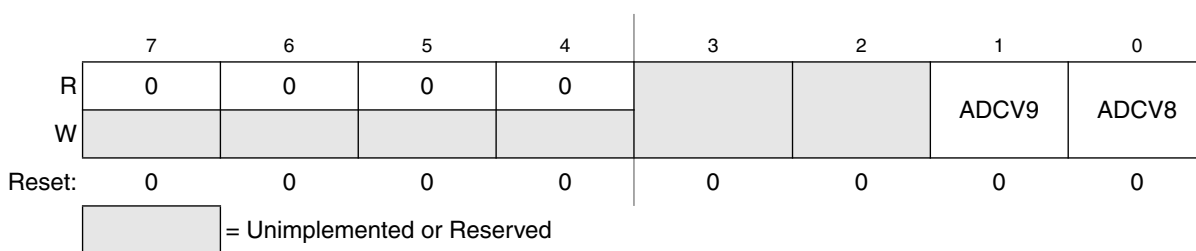


Figure 10-8. Compare Value High Register (ADCCVH)

10.3.6 Compare Value Low Register (ADCCVL)

This register holds the lower 8 bits of the 10-bit compare value, or all 8 bits of the 8-bit compare value. Bits ADCV7:ADCV0 are compared to the lower 8 bits of the result following a conversion in either 10-bit or 8-bit mode.

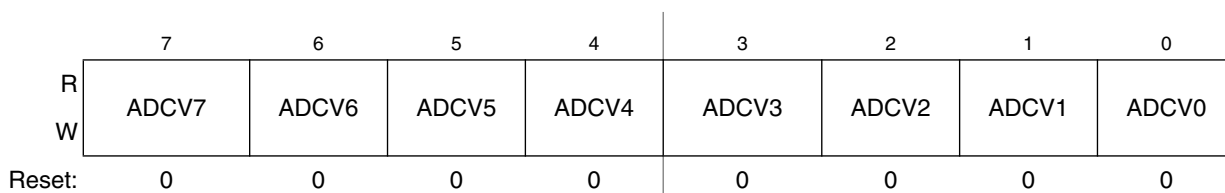


Figure 10-9. Compare Value Low Register (ADCCVL)

10.3.7 Configuration Register (ADCCFG)

ADCCFG is used to select the mode of operation, clock source, clock divide, and configure for low power or long sample time.

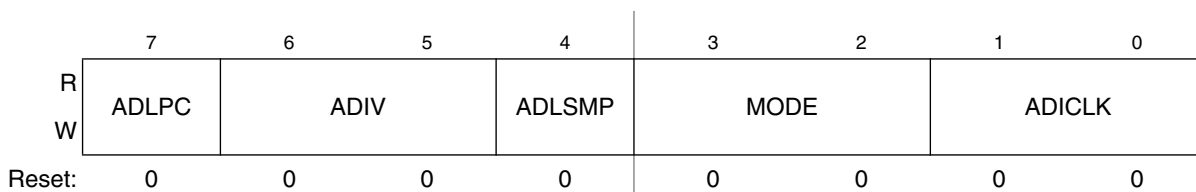


Figure 10-10. Configuration Register (ADCCFG)

Table 10-5. ADCCFG Register Field Descriptions

Field	Description
7 ADLPC	Low Power Configuration — ADLPC controls the speed and power configuration of the successive approximation converter. This is used to optimize power consumption when higher sample rates are not required. 0 High speed configuration 1 Low power configuration: {FC31}The power is reduced at the expense of maximum clock speed.
6:5 ADIV	Clock Divide Select — ADIV select the divide ratio used by the ADC to generate the internal clock ADCK. Table 10-6 shows the available clock configurations.
4 ADLSMP	Long Sample Time Configuration — ADLSMP selects between long and short sample time. This adjusts the sample period to allow higher impedance inputs to be accurately sampled or to maximize conversion speed for lower impedance inputs. Longer sample times can also be used to lower overall power consumption when continuous conversions are enabled if high conversion rates are not required. 0 Short sample time 1 Long sample time
3:2 MODE	Conversion Mode Selection — MODE bits are used to select between 10- or 8-bit operation. See Table 10-7 .
1:0 ADICLK	Input Clock Select — ADICLK bits select the input clock source to generate the internal clock ADCK. See Table 10-8 .

Table 10-6. Clock Divide Select

ADIV	Divide Ratio	Clock Rate
00	1	Input clock
01	2	Input clock ÷ 2
10	4	Input clock ÷ 4
11	8	Input clock ÷ 8

Table 10-7. Conversion Modes

MODE	Mode Description
00	8-bit conversion (N=8)
01	Reserved
10	10-bit conversion (N=10)
11	Reserved

Table 10-8. Input Clock Select

ADICLK	Selected Clock Source
00	Bus clock
01	Bus clock divided by 2
10	Alternate clock (ALTCLK)
11	Asynchronous clock (ADACK)

10.3.8 Pin Control 1 Register (APCTL1)

The pin control registers are used to disable the I/O port control of MCU pins used as analog inputs. APCTL1 is used to control the pins associated with channels 0–7 of the ADC module.

	7	6	5	4	3	2	1	0
R	ADPC7	ADPC6	ADPC5	ADPC4	ADPC3	ADPC2	ADPC1	ADPC0
W								
Reset:	0	0	0	0	0	0	0	0

Figure 10-11. Pin Control 1 Register (APCTL1)

Table 10-9. APCTL1 Register Field Descriptions

Field	Description
7 ADPC7	ADC Pin Control 7 — ADPC7 is used to control the pin associated with channel AD7. 0 AD7 pin I/O control enabled 1 AD7 pin I/O control disabled
6 ADPC6	ADC Pin Control 6 — ADPC6 is used to control the pin associated with channel AD6. 0 AD6 pin I/O control enabled 1 AD6 pin I/O control disabled
5 ADPC5	ADC Pin Control 5 — ADPC5 is used to control the pin associated with channel AD5. 0 AD5 pin I/O control enabled 1 AD5 pin I/O control disabled
4 ADPC4	ADC Pin Control 4 — ADPC4 is used to control the pin associated with channel AD4. 0 AD4 pin I/O control enabled 1 AD4 pin I/O control disabled
3 ADPC3	ADC Pin Control 3 — ADPC3 is used to control the pin associated with channel AD3. 0 AD3 pin I/O control enabled 1 AD3 pin I/O control disabled
2 ADPC2	ADC Pin Control 2 — ADPC2 is used to control the pin associated with channel AD2. 0 AD2 pin I/O control enabled 1 AD2 pin I/O control disabled

Table 10-9. APCTL1 Register Field Descriptions (continued)

Field	Description
1 ADPC1	ADC Pin Control 1 — ADPC1 is used to control the pin associated with channel AD1. 0 AD1 pin I/O control enabled 1 AD1 pin I/O control disabled
0 ADPC0	ADC Pin Control 0 — ADPC0 is used to control the pin associated with channel AD0. 0 AD0 pin I/O control enabled 1 AD0 pin I/O control disabled

10.3.9 Pin Control 2 Register (APCTL2)

APCTL2 is used to control channels 8–15 of the ADC module.

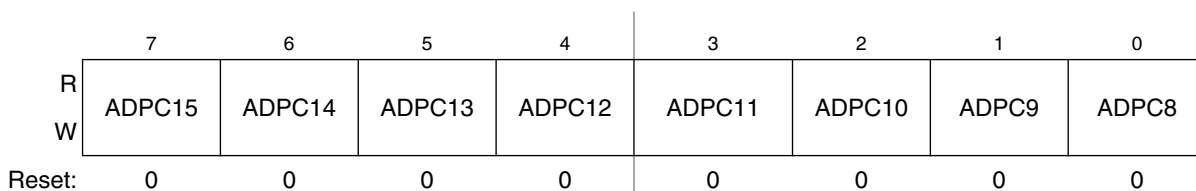


Figure 10-12. Pin Control 2 Register (APCTL2)

Table 10-10. APCTL2 Register Field Descriptions

Field	Description
7 ADPC15	ADC Pin Control 15 — ADPC15 is used to control the pin associated with channel AD15. 0 AD15 pin I/O control enabled 1 AD15 pin I/O control disabled
6 ADPC14	ADC Pin Control 14 — ADPC14 is used to control the pin associated with channel AD14. 0 AD14 pin I/O control enabled 1 AD14 pin I/O control disabled
5 ADPC13	ADC Pin Control 13 — ADPC13 is used to control the pin associated with channel AD13. 0 AD13 pin I/O control enabled 1 AD13 pin I/O control disabled
4 ADPC12	ADC Pin Control 12 — ADPC12 is used to control the pin associated with channel AD12. 0 AD12 pin I/O control enabled 1 AD12 pin I/O control disabled
3 ADPC11	ADC Pin Control 11 — ADPC11 is used to control the pin associated with channel AD11. 0 AD11 pin I/O control enabled 1 AD11 pin I/O control disabled
2 ADPC10	ADC Pin Control 10 — ADPC10 is used to control the pin associated with channel AD10. 0 AD10 pin I/O control enabled 1 AD10 pin I/O control disabled

Table 10-10. APCTL2 Register Field Descriptions (continued)

Field	Description
1 ADPC9	ADC Pin Control 9 — ADPC9 is used to control the pin associated with channel AD9. 0 AD9 pin I/O control enabled 1 AD9 pin I/O control disabled
0 ADPC8	ADC Pin Control 8 — ADPC8 is used to control the pin associated with channel AD8. 0 AD8 pin I/O control enabled 1 AD8 pin I/O control disabled

10.3.10 Pin Control 3 Register (APCTL3)

APCTL3 is used to control channels 16–23 of the ADC module.

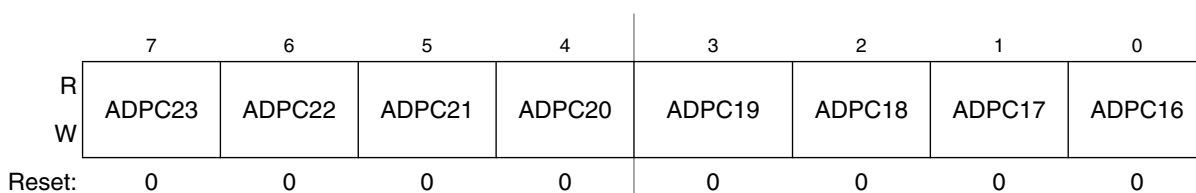


Figure 10-13. Pin Control 3 Register (APCTL3)

Table 10-11. APCTL3 Register Field Descriptions

Field	Description
7 ADPC23	ADC Pin Control 23 — ADPC23 is used to control the pin associated with channel AD23. 0 AD23 pin I/O control enabled 1 AD23 pin I/O control disabled
6 ADPC22	ADC Pin Control 22 — ADPC22 is used to control the pin associated with channel AD22. 0 AD22 pin I/O control enabled 1 AD22 pin I/O control disabled
5 ADPC21	ADC Pin Control 21 — ADPC21 is used to control the pin associated with channel AD21. 0 AD21 pin I/O control enabled 1 AD21 pin I/O control disabled
4 ADPC20	ADC Pin Control 20 — ADPC20 is used to control the pin associated with channel AD20. 0 AD20 pin I/O control enabled 1 AD20 pin I/O control disabled
3 ADPC19	ADC Pin Control 19 — ADPC19 is used to control the pin associated with channel AD19. 0 AD19 pin I/O control enabled 1 AD19 pin I/O control disabled
2 ADPC18	ADC Pin Control 18 — ADPC18 is used to control the pin associated with channel AD18. 0 AD18 pin I/O control enabled 1 AD18 pin I/O control disabled

Table 10-11. APCTL3 Register Field Descriptions (continued)

Field	Description
1 ADPC17	ADC Pin Control 17 — ADPC17 is used to control the pin associated with channel AD17. 0 AD17 pin I/O control enabled 1 AD17 pin I/O control disabled
0 ADPC16	ADC Pin Control 16 — ADPC16 is used to control the pin associated with channel AD16. 0 AD16 pin I/O control enabled 1 AD16 pin I/O control disabled

10.4 Functional Description

The ADC module is disabled during reset or when the ADCH bits are all high. The module is idle when a conversion has completed and another conversion has not been initiated. When idle, the module is in its lowest power state.

The ADC can perform an analog-to-digital conversion on any of the software selectable channels. The selected channel voltage is converted by a successive approximation algorithm into an 11-bit digital result. In 8-bit mode, the selected channel voltage is converted by a successive approximation algorithm into a 9-bit digital result.

When the conversion is completed, the result is placed in the data registers (ADCRH and ADCRL). In 10-bit mode, the result is rounded to 10 bits and placed in ADCRH and ADCRL. In 8-bit mode, the result is rounded to 8 bits and placed in ADCRL. The conversion complete flag (COCO) is then set and an interrupt is generated if the conversion complete interrupt has been enabled (AIEN = 1).

The ADC module has the capability of automatically comparing the result of a conversion with the contents of its compare registers. The compare function is enabled by setting the ACFE bit and operates in conjunction with any of the conversion modes and configurations.

10.4.1 Clock Select and Divide Control

One of four clock sources can be selected as the clock source for the ADC module. This clock source is then divided by a configurable value to generate the input clock to the converter (ADCK). The clock is selected from one of the following sources by means of the ADICLK bits.

- The bus clock, which is equal to the frequency at which software is executed. This is the default selection following reset.
- The bus clock divided by 2. For higher bus clock rates, this allows a maximum divide by 16 of the bus clock.
- ALTCLK, as defined for this MCU (See module section introduction).
- The asynchronous clock (ADACK) – This clock is generated from a clock source within the ADC module. When selected as the clock source this clock remains active while the MCU is in wait or stop3 mode and allows conversions in these modes for lower noise operation.

Whichever clock is selected, its frequency must fall within the specified frequency range for ADCK. If the available clocks are too slow, the ADC will not perform according to specifications. If the available clocks

are too fast, then the clock must be divided to the appropriate frequency. This divider is specified by the ADIV bits and can be divide-by 1, 2, 4, or 8.

10.4.2 Input Select and Pin Control

The pin control registers (APCTL3, APCTL2, and APCTL1) are used to disable the I/O port control of the pins used as analog inputs. When a pin control register bit is set, the following conditions are forced for the associated MCU pin:

- The output buffer is forced to its high impedance state.
- The input buffer is disabled. A read of the I/O port returns a zero for any pin with its input buffer disabled.
- The pullup is disabled.

10.4.3 Hardware Trigger

The ADC module has a selectable asynchronous hardware conversion trigger, ADHWT, that is enabled when the ADTRG bit is set. This source is not available on all MCUs. Consult the module introduction for information on the ADHWT source specific to this MCU.

When ADHWT source is available and hardware trigger is enabled (ADTRG=1), a conversion is initiated on the rising edge of ADHWT. If a conversion is in progress when a rising edge occurs, the rising edge is ignored. In continuous convert configuration, only the initial rising edge to launch continuous conversions is observed. The hardware trigger function operates in conjunction with any of the conversion modes and configurations.

10.4.4 Conversion Control

Conversions can be performed in either 10-bit mode or 8-bit mode as determined by the MODE bits. Conversions can be initiated by either a software or hardware trigger. In addition, the ADC module can be configured for low power operation, long sample time, continuous conversion, and automatic compare of the conversion result to a software determined compare value.

10.4.4.1 Initiating Conversions

A conversion is initiated:

- Following a write to ADCSC1 (with ADCH bits not all 1s) if software triggered operation is selected.
- Following a hardware trigger (ADHWT) event if hardware triggered operation is selected.
- Following the transfer of the result to the data registers when continuous conversion is enabled.

If continuous conversions are enabled a new conversion is automatically initiated after the completion of the current conversion. In software triggered operation, continuous conversions begin after ADCSC1 is written and continue until aborted. In hardware triggered operation, continuous conversions begin after a hardware trigger event and continue until aborted.

10.4.4.2 Completing Conversions

A conversion is completed when the result of the conversion is transferred into the data result registers, ADCRH and ADCRL. This is indicated by the setting of COCO. An interrupt is generated if AIEN is high at the time that COCO is set.

A blocking mechanism prevents a new result from overwriting previous data in ADCRH and ADCRL if the previous data is in the process of being read while in 12-bit or 10-bit MODE (the ADCRH register has been read but the ADCRL register has not). When blocking is active, the data transfer is blocked, COCO is not set, and the new result is lost. In the case of single conversions with the compare function enabled and the compare condition false, blocking has no effect and ADC operation is terminated. In all other cases of operation, when a data transfer is blocked, another conversion is initiated regardless of the state of ADCO (single or continuous conversions enabled).

If single conversions are enabled, the blocking mechanism could result in several discarded conversions and excess power consumption. To avoid this issue, the data registers must not be read after initiating a single conversion until the conversion completes.

10.4.4.3 Aborting Conversions

Any conversion in progress will be aborted when:

- A write to ADCSC1 occurs (the current conversion will be aborted and a new conversion will be initiated, if ADCH are not all 1s).
- A write to ADCSC2, ADCCFG, ADCCVH, or ADCCVL occurs. This indicates a mode of operation change has occurred and the current conversion is therefore invalid.
- The MCU is reset.
- The MCU enters stop mode with ADACK not enabled.

When a conversion is aborted, the contents of the data registers, ADCRH and ADCRL, are not altered but continue to be the values transferred after the completion of the last successful conversion. In the case that the conversion was aborted by a reset, ADCRH and ADCRL return to their reset states.

10.4.4.4 Power Control

The ADC module remains in its idle state until a conversion is initiated. If ADACK is selected as the conversion clock source, the ADACK clock generator is also enabled.

Power consumption when active can be reduced by setting ADLPC. This results in a lower maximum value for f_{ADCK} (see the electrical specifications).

10.4.4.5 Total Conversion Time

The total conversion time depends on the sample time (as determined by ADLSMP), the MCU bus frequency, the conversion mode (8-bit or 10-bit), and the frequency of the conversion clock (f_{ADCK}). After the module becomes active, sampling of the input begins. ADLSMP is used to select between short and long sample times. When sampling is complete, the converter is isolated from the input channel and a successive approximation algorithm is performed to determine the digital value of the analog signal. The

result of the conversion is transferred to ADCRH and ADCRL upon completion of the conversion algorithm.

If the bus frequency is less than the f_{ADCK} frequency, precise sample time for continuous conversions cannot be guaranteed when short sample is enabled (ADLSMP=0). If the bus frequency is less than 1/11th of the f_{ADCK} frequency, precise sample time for continuous conversions cannot be guaranteed when long sample is enabled (ADLSMP=1).

The maximum total conversion time for different conditions is summarized in [Table 10-12](#).

Table 10-12. Total Conversion Time vs. Control Conditions

Conversion Type	ADICLK	ADLSMP	Max Total Conversion Time
Single or first continuous 8-bit	0x, 10	0	20 ADCK cycles + 5 bus clock cycles
Single or first continuous 10-bit	0x, 10	0	23 ADCK cycles + 5 bus clock cycles
Single or first continuous 8-bit	0x, 10	1	40 ADCK cycles + 5 bus clock cycles
Single or first continuous 10-bit	0x, 10	1	43 ADCK cycles + 5 bus clock cycles
Single or first continuous 8-bit	11	0	5 μ s + 20 ADCK + 5 bus clock cycles
Single or first continuous 10-bit	11	0	5 μ s + 23 ADCK + 5 bus clock cycles
Single or first continuous 8-bit	11	1	5 μ s + 40 ADCK + 5 bus clock cycles
Single or first continuous 10-bit	11	1	5 μ s + 43 ADCK + 5 bus clock cycles
Subsequent continuous 8-bit; $f_{BUS} \geq f_{ADCK}$	xx	0	17 ADCK cycles
Subsequent continuous 10-bit; $f_{BUS} \geq f_{ADCK}$	xx	0	20 ADCK cycles
Subsequent continuous 8-bit; $f_{BUS} \geq f_{ADCK}/11$	xx	1	37 ADCK cycles
Subsequent continuous 10-bit; $f_{BUS} \geq f_{ADCK}/11$	xx	1	40 ADCK cycles

The maximum total conversion time is determined by the clock source chosen and the divide ratio selected. The clock source is selectable by the ADICLK bits, and the divide ratio is specified by the ADIV bits. For example, in 10-bit mode, with the bus clock selected as the input clock source, the input clock divide-by-1 ratio selected, and a bus frequency of 8 MHz, then the conversion time for a single conversion is:

$$\text{Conversion time} = \frac{23 \text{ ADCK cyc}}{8 \text{ MHz}/1} + \frac{5 \text{ bus cyc}}{8 \text{ MHz}} = 3.5 \mu\text{s}$$

$$\text{Number of bus cycles} = 3.5 \mu\text{s} \times 8 \text{ MHz} = 28 \text{ cycles}$$

NOTE

The ADCK frequency must be between f_{ADCK} minimum and f_{ADCK} maximum to meet ADC specifications.

10.4.5 Automatic Compare Function

The compare function can be configured to check for either an upper limit or lower limit. After the input is sampled and converted, the result is added to the two's complement of the compare value (ADCCVH and ADCCVL). When comparing to an upper limit (ACFGT = 1), if the result is greater-than or equal-to the compare value, COCO is set. When comparing to a lower limit (ACFGT = 0), if the result is less than the compare value, COCO is set. The value generated by the addition of the conversion result and the two's complement of the compare value is transferred to ADCRH and ADCRL.

Upon completion of a conversion while the compare function is enabled, if the compare condition is not true, COCO is not set and no data is transferred to the result registers. An ADC interrupt is generated upon the setting of COCO if the ADC interrupt is enabled (AIEN = 1).

NOTE

The compare function can be used to monitor the voltage on a channel while the MCU is in either wait or stop3 mode. The ADC interrupt will wake the MCU when the compare condition is met.

10.4.6 MCU Wait Mode Operation

The WAIT instruction puts the MCU in a lower power-consumption standby mode from which recovery is very fast because the clock sources remain active. If a conversion is in progress when the MCU enters wait mode, it continues until completion. Conversions can be initiated while the MCU is in wait mode by means of the hardware trigger or if continuous conversions are enabled.

The bus clock, bus clock divided by two, and ADACK are available as conversion clock sources while in wait mode. The use of ALTCLK as the conversion clock source in wait is dependent on the definition of ALTCLK for this MCU. Consult the module introduction for information on ALTCLK specific to this MCU.

A conversion complete event sets the COCO and generates an ADC interrupt to wake the MCU from wait mode if the ADC interrupt is enabled (AIEN = 1).

10.4.7 MCU Stop3 Mode Operation

The STOP instruction is used to put the MCU in a low power-consumption standby mode during which most or all clock sources on the MCU are disabled.

10.4.7.1 Stop3 Mode With ADACK Disabled

If the asynchronous clock, ADACK, is not selected as the conversion clock, executing a STOP instruction aborts the current conversion and places the ADC in its idle state. The contents of ADCRH and ADCRL are unaffected by stop3 mode. After exiting from stop3 mode, a software or hardware trigger is required to resume conversions.

10.4.7.2 Stop3 Mode With ADACK Enabled

If ADACK is selected as the conversion clock, the ADC continues operation during stop3 mode. For guaranteed ADC operation, the MCU's voltage regulator must remain active during stop3 mode. Consult the module introduction for configuration information for this MCU.

If a conversion is in progress when the MCU enters stop3 mode, it continues until completion. Conversions can be initiated while the MCU is in stop3 mode by means of the hardware trigger or if continuous conversions are enabled.

A conversion complete event sets the COCO and generates an ADC interrupt to wake the MCU from stop3 mode if the ADC interrupt is enabled (AIEN = 1).

NOTE

It is possible for the ADC module to wake the system from low power stop and cause the MCU to begin consuming run-level currents without generating a system level interrupt. To prevent this scenario, software should ensure that the data transfer blocking mechanism (discussed in [Section 10.4.4.2, "Completing Conversions"](#)) is cleared when entering stop3 and continuing ADC conversions.

10.4.8 MCU Stop1 and Stop2 Mode Operation

The ADC module is automatically disabled when the MCU enters either stop1 or stop2 mode. All module registers contain their reset values following exit from stop1 or stop2. Therefore the module must be re-enabled and re-configured following exit from stop1 or stop2.

10.5 Initialization Information

This section gives an example which provides some basic direction on how a user would initialize and configure the ADC module. The user has the flexibility of choosing between configuring the module for 8-bit or 10-bit resolution, single or continuous conversion, and a polled or interrupt approach, among many other options. Refer to [Table 10-6](#), [Table 10-7](#), and [Table 10-8](#) for information used in this example.

NOTE

Hexadecimal values designated by a preceding 0x, binary values designated by a preceding %, and decimal values have no preceding character.

10.5.1 ADC Module Initialization Example

10.5.1.1 Initialization Sequence

Before the ADC module can be used to complete conversions, an initialization procedure must be performed. A typical sequence is as follows:

1. Update the configuration register (ADCCFG) to select the input clock source and the divide ratio used to generate the internal clock, ADCK. This register is also used for selecting sample time and low-power configuration.

2. Update status and control register 2 (ADCSC2) to select the conversion trigger (hardware or software) and compare function options, if enabled.
3. Update status and control register 1 (ADCSC1) to select whether conversions will be continuous or completed only once, and to enable or disable conversion complete interrupts. The input channel on which conversions will be performed is also selected here.

10.5.1.2 Pseudo — Code Example

In this example, the ADC module will be set up with interrupts enabled to perform a single 10-bit conversion at low power with a long sample time on input channel 1, where the internal ADCK clock will be derived from the bus clock divided by 1.

ADCCFG = 0x98 (%10011000)

Bit 7	ADLPC	1	Configures for low power (lowers maximum clock speed)
Bit 6:5	ADIV	00	Sets the ADCK to the input clock ÷ 1
Bit 4	ADLSMP	1	Configures for long sample time
Bit 3:2	MODE	10	Sets mode at 10-bit conversions
Bit 1:0	ADICLK	00	Selects bus clock as input clock source

ADCSC2 = 0x00 (%00000000)

Bit 7	ADACT	0	Flag indicates if a conversion is in progress
Bit 6	ADTRG	0	Software trigger selected
Bit 5	ACFE	0	Compare function disabled
Bit 4	ACFGT	0	Not used in this example
Bit 3:2		00	Unimplemented or reserved, always reads zero
Bit 1:0		00	Reserved for Freescale's internal use; always write zero

ADCSC1 = 0x41 (%01000001)

Bit 7	COCO	0	Read-only flag which is set when a conversion completes
Bit 6	AIEN	1	Conversion complete interrupt enabled
Bit 5	ADCO	0	One conversion only (continuous conversions disabled)
Bit 4:0	ADCH	00001	Input channel 1 selected as ADC input channel

ADCRH/L = 0xxx

Holds results of conversion. Read high byte (ADCRH) before low byte (ADCRL) so that conversion data cannot be overwritten with data from the next conversion.

ADCCVH/L = 0xxx

Holds compare value when compare function enabled

APCTL1=0x02

AD1 pin I/O control disabled. All other AD pins remain general purpose I/O pins

APCTL2=0x00

All other AD pins remain general purpose I/O pins

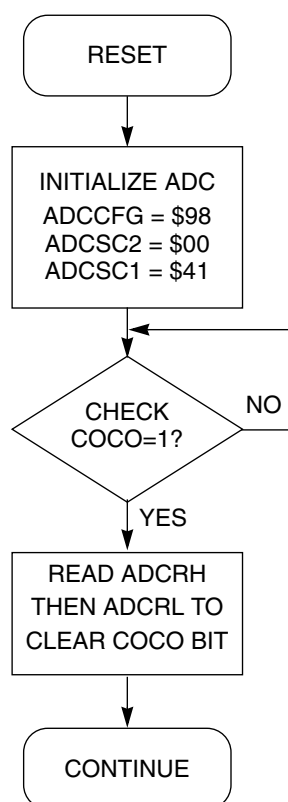


Figure 10-14. Initialization Flowchart for Example

10.6 Application Information

This section contains information for using the ADC module in applications. The ADC has been designed to be integrated into a microcontroller for use in embedded control applications requiring an A/D converter.

10.6.1 External Pins and Routing

The following sections discuss the external pins associated with the ADC module and how they should be used for best results.

10.6.1.1 Analog Supply Pins

The ADC module has analog power and ground supplies (V_{DDAD} and V_{SSAD}) which are available as separate pins on some devices. On other devices, V_{SSAD} is shared on the same pin as the MCU digital V_{SS} , and on others, both V_{SSAD} and V_{DDAD} are shared with the MCU digital supply pins. In these cases, there are separate pads for the analog supplies which are bonded to the same pin as the corresponding digital supply so that some degree of isolation between the supplies is maintained.

When available on a separate pin, both V_{DDAD} and V_{SSAD} must be connected to the same voltage potential as their corresponding MCU digital supply (V_{DD} and V_{SS}) and must be routed carefully for maximum noise immunity and bypass capacitors placed as near as possible to the package.

In cases where separate power supplies are used for analog and digital power, the ground connection between these supplies must be at the V_{SSAD} pin. This should be the only ground connection between these supplies if possible. The V_{SSAD} pin makes a good single point ground location.

10.6.1.2 Analog Reference Pins

In addition to the analog supplies, the ADC module has connections for two reference voltage inputs. The high reference is V_{REFH} , which may be shared on the same pin as V_{DDAD} on some devices. The low reference is V_{REFL} , which may be shared on the same pin as V_{SSAD} on some devices.

When available on a separate pin, V_{REFH} may be connected to the same potential as V_{DDAD} , or may be driven by an external source that is between the minimum V_{DDAD} spec and the V_{DDAD} potential (V_{REFH} must never exceed V_{DDAD}). When available on a separate pin, V_{REFL} must be connected to the same voltage potential as V_{SSAD} . Both V_{REFH} and V_{REFL} must be routed carefully for maximum noise immunity and bypass capacitors placed as near as possible to the package.

AC current in the form of current spikes required to supply charge to the capacitor array at each successive approximation step is drawn through the V_{REFH} and V_{REFL} loop. The best external component to meet this current demand is a 0.1 μF capacitor with good high frequency characteristics. This capacitor is connected between V_{REFH} and V_{REFL} and must be placed as near as possible to the package pins. Resistance in the path is not recommended because the current will cause a voltage drop which could result in conversion errors. Inductance in this path must be minimum (parasitic only).

10.6.1.3 Analog Input Pins

The external analog inputs are typically shared with digital I/O pins on MCU devices. The pin I/O control is disabled by setting the appropriate control bit in one of the pin control registers. Conversions can be performed on inputs without the associated pin control register bit set. It is recommended that the pin control register bit always be set when using a pin as an analog input. This avoids problems with contention because the output buffer will be in its high impedance state and the pullup is disabled. Also, the input buffer draws dc current when its input is not at either V_{DD} or V_{SS} . Setting the pin control register bits for all pins used as analog inputs should be done to achieve lowest operating current.

Empirical data shows that capacitors on the analog inputs improve performance in the presence of noise or when the source impedance is high. Use of 0.01 μF capacitors with good high-frequency characteristics is sufficient. These capacitors are not necessary in all cases, but when used they must be placed as near as possible to the package pins and be referenced to V_{SSA} .

For proper conversion, the input voltage must fall between V_{REFH} and V_{REFL} . If the input is equal to or exceeds V_{REFH} , the converter circuit converts the signal to \$3FF (full scale 10-bit representation) or \$FF (full scale 8-bit representation). If the input is equal to or less than V_{REFL} , the converter circuit converts it to \$000. Input voltages between V_{REFH} and V_{REFL} are straight-line linear conversions. There will be a brief current associated with V_{REFL} when the sampling capacitor is charging. The input is sampled for 3.5 cycles of the ADCK source when ADLSMP is low, or 23.5 cycles when ADLSMP is high.

For minimal loss of accuracy due to current injection, pins adjacent to the analog input pins should not be transitioning during conversions.

10.6.2 Sources of Error

Several sources of error exist for A/D conversions. These are discussed in the following sections.

10.6.2.1 Sampling Error

For proper conversions, the input must be sampled long enough to achieve the proper accuracy. Given the maximum input resistance of approximately $7\text{k}\Omega$ and input capacitance of approximately 5.5 pF , sampling to within $1/4\text{LSB}$ (at 10-bit resolution) can be achieved within the minimum sample window (3.5 cycles @ 8 MHz maximum ADCK frequency) provided the resistance of the external analog source (R_{AS}) is kept below $5\text{ k}\Omega$.

Higher source resistances or higher-accuracy sampling is possible by setting ADLSMP (to increase the sample window to 23.5 cycles) or decreasing ADCK frequency to increase sample time.

10.6.2.2 Pin Leakage Error

Leakage on the I/O pins can cause conversion error if the external analog source resistance (R_{AS}) is high. If this error cannot be tolerated by the application, keep R_{AS} lower than $V_{DDAD} / (2^N \cdot I_{LEAK})$ for less than $1/4\text{LSB}$ leakage error ($N = 8$ in 8-bit mode or 10 in 10-bit mode).

10.6.2.3 Noise-Induced Errors

System noise which occurs during the sample or conversion process can affect the accuracy of the conversion. The ADC accuracy numbers are guaranteed as specified only if the following conditions are met:

- There is a $0.1\text{ }\mu\text{F}$ low-ESR capacitor from V_{REFH} to V_{REFL} .
- There is a $0.1\text{ }\mu\text{F}$ low-ESR capacitor from V_{DDAD} to V_{SSAD} .
- If inductive isolation is used from the primary supply, an additional $1\text{ }\mu\text{F}$ capacitor is placed from V_{DDAD} to V_{SSAD} .
- V_{SSAD} (and V_{REFL} , if connected) is connected to V_{SS} at a quiet point in the ground plane.
- Operate the MCU in wait or stop3 mode before initiating (hardware triggered conversions) or immediately after initiating (hardware or software triggered conversions) the ADC conversion.
 - For software triggered conversions, immediately follow the write to the ADCSC1 with a WAIT instruction or STOP instruction.
 - For stop3 mode operation, select ADACK as the clock source. Operation in stop3 reduces V_{DD} noise but increases effective conversion time due to stop recovery.
- There is no I/O switching, input or output, on the MCU during the conversion.

There are some situations where external system activity causes radiated or conducted noise emissions or excessive V_{DD} noise is coupled into the ADC. In these situations, or when the MCU cannot be placed in wait or stop3 or I/O activity cannot be halted, these recommended actions may reduce the effect of noise on the accuracy:

- Place a $0.01\text{ }\mu\text{F}$ capacitor (C_{AS}) on the selected input channel to V_{REFL} or V_{SSAD} (this will improve noise issues but will affect sample rate based on the external analog source resistance).

- Average the result by converting the analog input many times in succession and dividing the sum of the results. Four samples are required to eliminate the effect of a 1LSB, one-time error.
- Reduce the effect of synchronous noise by operating off the asynchronous clock (ADACK) and averaging. Noise that is synchronous to ADCK cannot be averaged out.

10.6.2.4 Code Width and Quantization Error

The ADC quantizes the ideal straight-line transfer function into 1024 steps (in 10-bit mode). Each step ideally has the same height (1 code) and width. The width is defined as the delta between the transition points to one code and the next. The ideal code width for an N bit converter (in this case N can be 8 or 10), defined as 1LSB, is:

$$1\text{LSB} = (V_{\text{REFH}} - V_{\text{REFL}}) / 2^N \quad \text{Eqn. 10-2}$$

There is an inherent quantization error due to the digitization of the result. For 8-bit or 10-bit conversions the code will transition when the voltage is at the midpoint between the points where the straight line transfer function is exactly represented by the actual transfer function. Therefore, the quantization error will be $\pm 1/2\text{LSB}$ in 8- or 10-bit mode. As a consequence, however, the code width of the first (\$000) conversion is only $1/2\text{LSB}$ and the code width of the last (\$FF or \$3FF) is 1.5LSB .

10.6.2.5 Linearity Errors

The ADC may also exhibit non-linearity of several forms. Every effort has been made to reduce these errors but the system should be aware of them because they affect overall accuracy. These errors are:

- Zero-scale error (E_{ZS}) (sometimes called offset) — This error is defined as the difference between the actual code width of the first conversion and the ideal code width ($1/2\text{LSB}$). Note, if the first conversion is \$001, then the difference between the actual \$001 code width and its ideal (1LSB) is used.
- Full-scale error (E_{FS}) — This error is defined as the difference between the actual code width of the last conversion and the ideal code width (1.5LSB). Note, if the last conversion is \$3FE, then the difference between the actual \$3FE code width and its ideal (1LSB) is used.
- Differential non-linearity (DNL) — This error is defined as the worst-case difference between the actual code width and the ideal code width for all conversions.
- Integral non-linearity (INL) — This error is defined as the highest-value the (absolute value of the) running sum of DNL achieves. More simply, this is the worst-case difference of the actual transition voltage to a given code and its corresponding ideal transition voltage, for all codes.
- Total unadjusted error (TUE) — This error is defined as the difference between the actual transfer function and the ideal straight-line transfer function, and therefore includes all forms of error.

10.6.2.6 Code Jitter, Non-Monotonicity and Missing Codes

Analog-to-digital converters are susceptible to three special forms of error. These are code jitter, non-monotonicity, and missing codes.

Code jitter is when, at certain points, a given input voltage converts to one of two values when sampled repeatedly. Ideally, when the input voltage is infinitesimally smaller than the transition voltage, the

converter yields the lower code (and vice-versa). However, even very small amounts of system noise can cause the converter to be indeterminate (between two codes) for a range of input voltages around the transition voltage. This range is normally around $1/2\text{LSB}$ and will increase with noise. This error may be reduced by repeatedly sampling the input and averaging the result. Additionally the techniques discussed in [Section 10.6.2.3](#) will reduce this error.

Non-monotonicity is defined as when, except for code jitter, the converter converts to a lower code for a higher input voltage. Missing codes are those values which are never converted for any input value.

In 8-bit or 10-bit mode, the ADC is guaranteed to be monotonic and to have no missing codes.

Chapter 11

Inter-Integrated Circuit (S08IICV2)

11.1 Introduction

The inter-integrated circuit (IIC) provides a method of communication between a number of devices. The interface is designed to operate up to 100 kbps with maximum bus loading and timing. The device is capable of operating at higher baud rates, up to a maximum of clock/20, with reduced bus loading. The maximum communication length and the number of devices that can be connected are limited by a maximum bus capacitance of 400 pF.

For additional detail, please refer to volume 1 of the *HCS08 Reference Manual*, (Freescale Semiconductor document order number HCS08RMv1/D).

All MC9S08DZ60 Series MCUs feature the IIC, as shown in the following block diagram.

NOTE

MC9S08DZ60 Series device operate at a higher voltage range (2.7 V to 5.5 V) and do not include stop1 mode. Please ignore references to stop1.

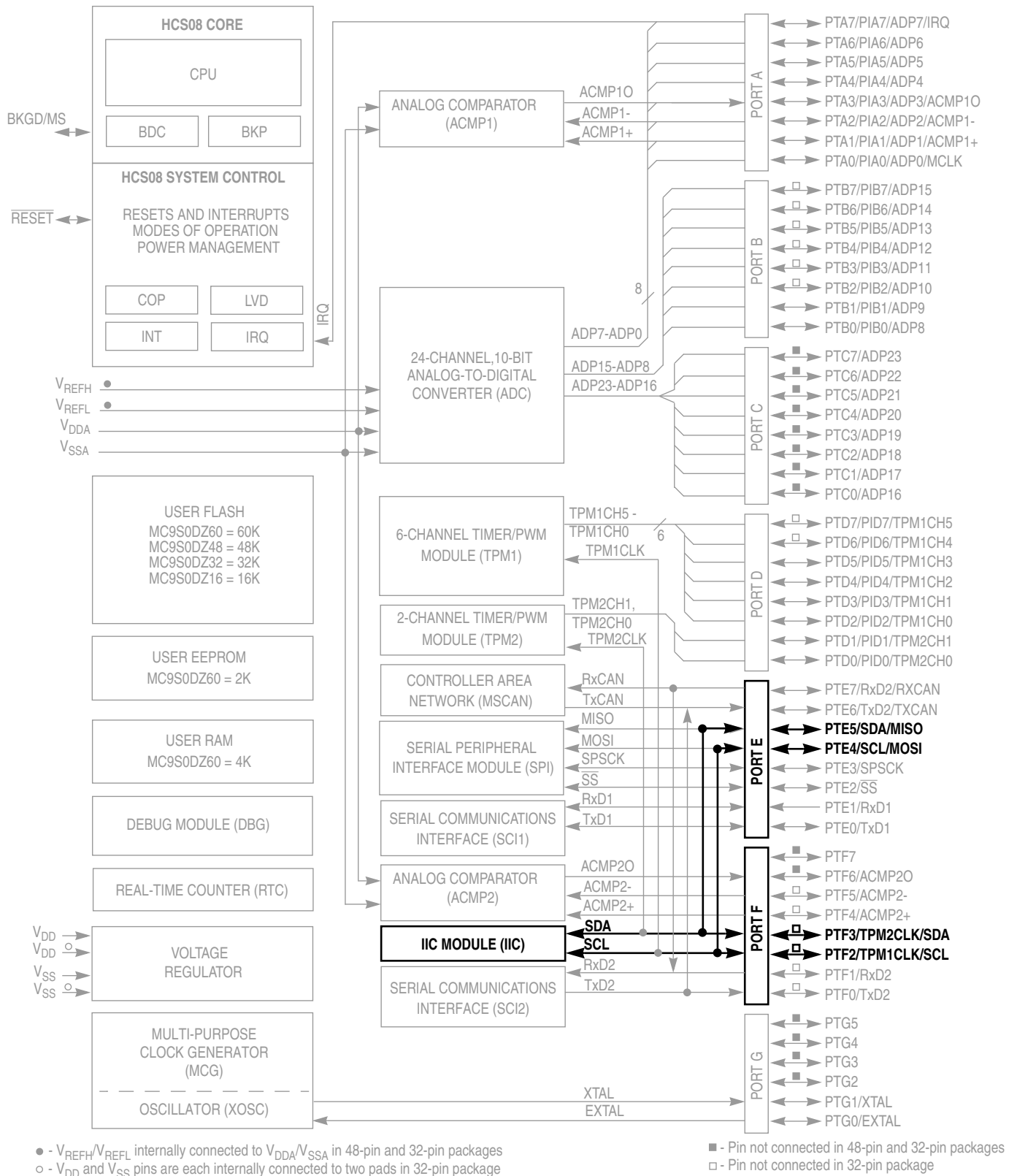


Figure 11-1. MC9S08DZ60 Block Diagram

Module Initialization (Slave)

1. Write: IICC2
 - to enable or disable general call
 - to select 10-bit or 7-bit addressing mode
2. Write: IICA
 - to set the slave address
3. Write: IICC
 - to enable IIC and interrupts
4. Initialize RAM variables (IICEN = 1 and IICIE = 1) for transmit data
5. Initialize RAM variables used to achieve the routine shown in [Figure 11-3](#)

Module Initialization (Master)

1. Write: IICF
 - to set the IIC baud rate (example provided in this chapter)
2. Write: IICC
 - to enable IIC and interrupts
3. Initialize RAM variables (IICEN = 1 and IICIE = 1) for transmit data
4. Initialize RAM variables used to achieve the routine shown in [Figure 11-3](#)
5. Write: IICC
 - to enable TX
6. Write: IICC
 - to enable MST (master mode)
7. Write: IICD
 - with the address of the target slave. (The LSB of this byte will determine whether the communication is master receive or transmit.)

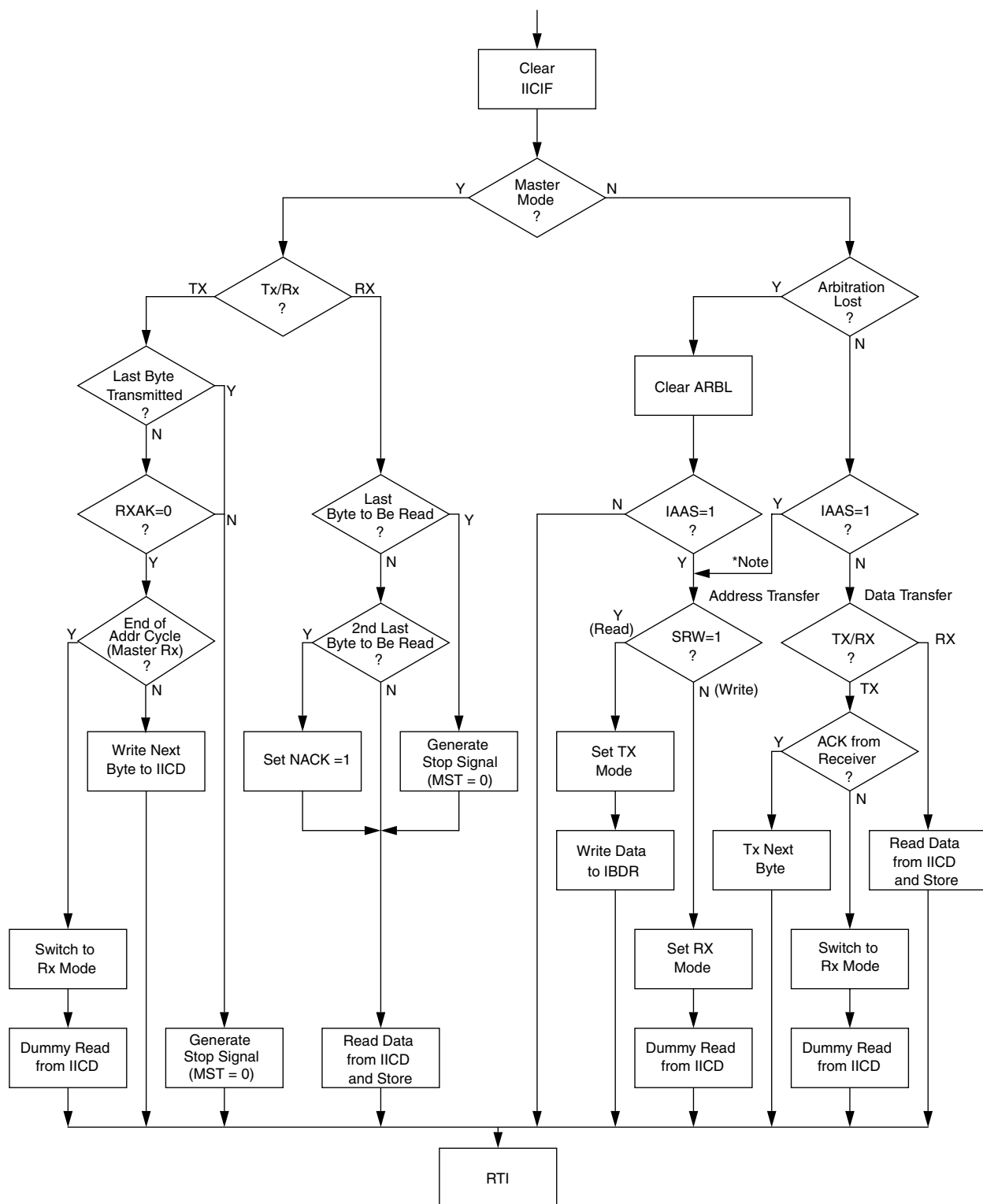
Module Use

The routine shown in [Figure 11-3](#) can handle both master and slave IIC operations. For slave operation, an incoming IIC message that contains the proper address will begin IIC communication. For master operation, communication must be initiated by writing to the IICD register.

Register Model

IICA	AD[7:1]							0
Address to which the module will respond when addressed as a slave (in slave mode)								
IICF	MULT		ICR					
Baud rate = BUSCLK / (2 x MULT x (SCL DIVIDER))								
IICC	IICEN	IICIE	MST	TX	TXAK	RSTA	0	0
Module configuration								
IICS	TCF	IAAS	BUSY	ARBL	0	SRW	IICIF	RXAK
Module status flags								
IICD	DATA							
Data register; Write to transmit IIC data read to read IIC data								
IICC2	GCAEN	ADEXT	0	0	0	AD10	AD9	AD8
Address configuration								

Figure 11-2. IIC Module Quick Start



*NOTE: If general call is enabled, a check must be done to determine whether the received address was a general call address (0x00). If the received address was a general call address, then the general call must be handled by user software.

Figure 11-3. Typical IIC Interrupt Routine

11.1.1 Features

The IIC includes these distinctive features:

- Compatible with IIC bus standard
- Multi-master operation
- Software programmable for one of 64 different serial clock frequencies
- Software selectable acknowledge bit
- Interrupt driven byte-by-byte data transfer
- Arbitration lost interrupt with automatic mode switching from master to slave
- Calling address identification interrupt
- START and STOP signal generation/detection
- Repeated START signal generation
- Acknowledge bit generation/detection
- Bus busy detection
- General call recognition
- 10-bit address extension

11.1.2 Modes of Operation

A brief description of the IIC in the various MCU modes is given here.

- **Run mode** — This is the basic mode of operation. To conserve power in this mode, disable the module.
- **Wait mode** — The module will continue to operate while the MCU is in wait mode and can provide a wake-up interrupt.
- **Stop mode** — The IIC is inactive in stop3 mode for reduced power consumption. The STOP instruction does not affect IIC register states. Stop1 and stop2 will reset the register contents.

11.1.3 Block Diagram

Figure 11-1 is a block diagram of the IIC.

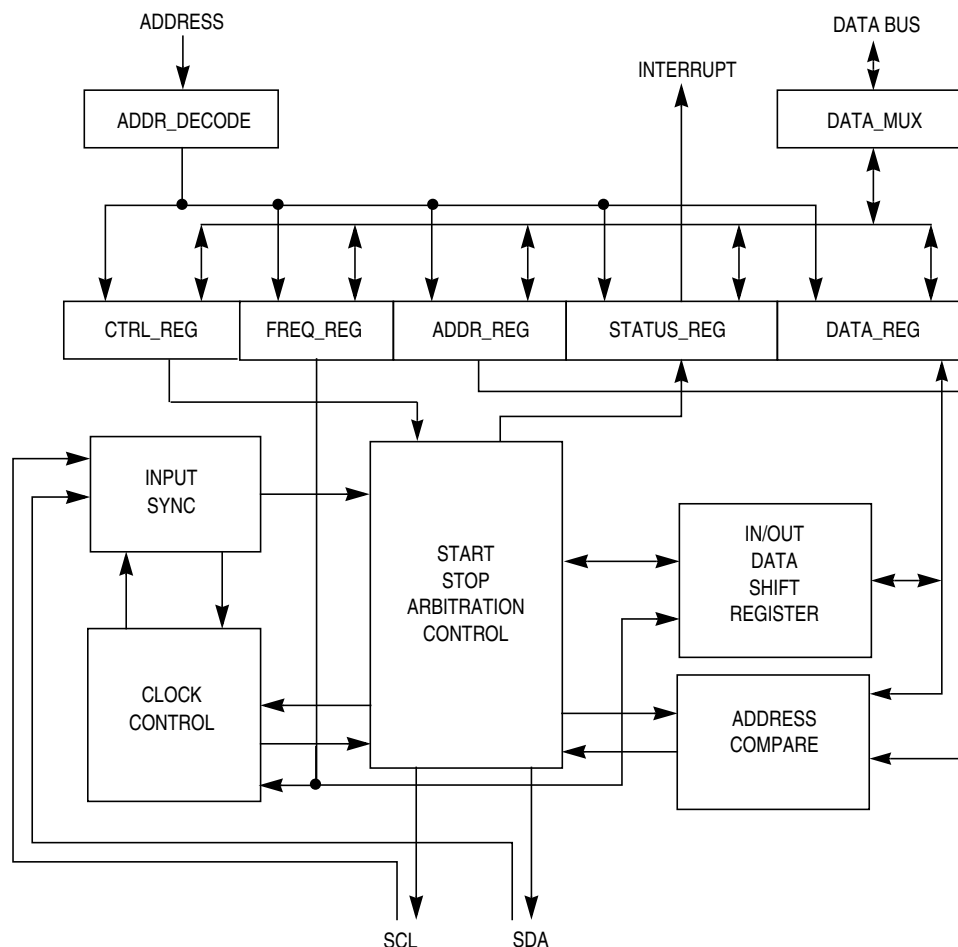


Figure 11-1. IIC Functional Block Diagram

11.2 External Signal Description

This section describes each user-accessible pin signal.

11.2.1 SCL — Serial Clock Line

The bidirectional SCL is the serial clock line of the IIC system.

11.2.2 SDA — Serial Data Line

The bidirectional SDA is the serial data line of the IIC system.

11.3 Register Definition

This section consists of the IIC register descriptions in address order.

Refer to the direct-page register summary in the [Memory](#) chapter of this data sheet for the absolute address assignments for all IIC registers. This section refers to registers and control bits only by their names. A Freescale-provided equate or header file is used to translate these names into the appropriate absolute addresses.

11.3.1 IIC Address Register (IICA)

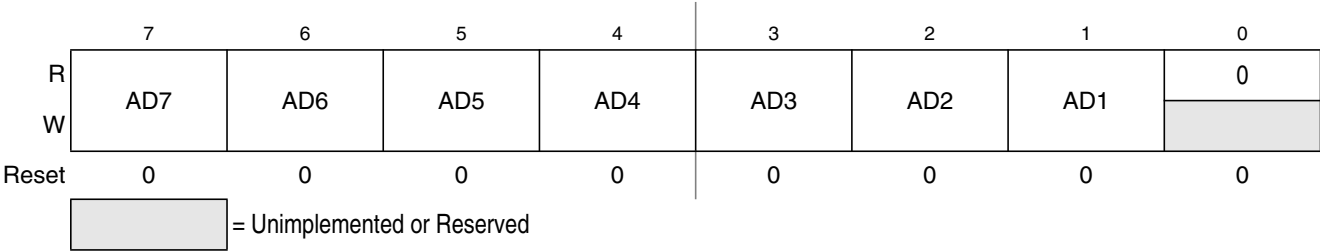


Figure 11-2. IIC Address Register (IICA)

Table 11-1. IICA Field Descriptions

Field	Description
7:1 AD[7:1]	Slave Address — The AD[7:1] field contains the slave address to be used by the IIC module. This field is used on the 7-bit address scheme and the lower seven bits of the 10-bit address scheme.

11.3.2 IIC Frequency Divider Register (IICF)

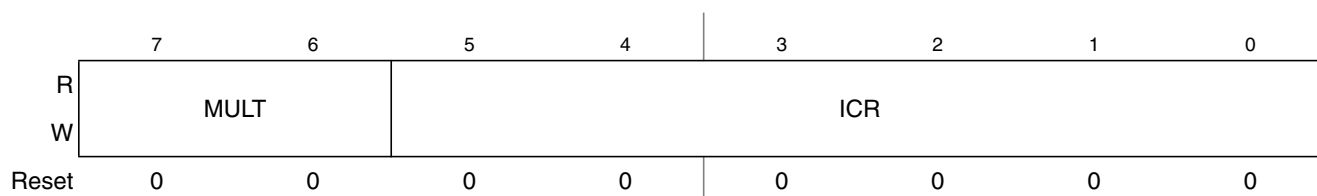


Figure 11-3. IIC Frequency Divider Register (IICF)

Table 11-2. IICF Field Descriptions

Field	Description
7:6 MULT	<p>IIC Multiplier Factor — The MULT bits define the multiplier factor mul. This factor is used along with the SCL divider to generate the IIC baud rate. The multiplier factor mul as defined by the MULT bits is provided below.</p> <p>00 mul = 01 01 mul = 02 10 mul = 04 11 Reserved</p>
5:0 ICR	<p>IIC Clock Rate — The ICR bits are used to prescale the bus clock for bit rate selection. These bits are used to define the SCL divider and the SDA hold value. The SCL divider multiplied by the value provided by the MULT register (multiplier factor mul) is used to generate IIC baud rate.</p> <p style="text-align: center;">IIC baud rate = bus speed (Hz)/(mul * SCL divider) Eqn. 11-1</p> <p>SDA hold time is the delay from the falling edge of the SCL (IIC clock) to the changing of SDA (IIC data). The ICR is used to determine the SDA hold value.</p> <p style="text-align: center;">SDA hold time = bus period (s) * SDA hold value Eqn. 11-2</p> <p>Table 11-3 provides the SCL divider and SDA hold values for corresponding values of the ICR. These values can be used to set IIC baud rate and SDA hold time. For example:</p> <p>Bus speed = 8 MHz MULT is set to 01 (mul = 2) Desired IIC baud rate = 100 kbps</p> <p>IIC baud rate = bus speed (Hz)/(mul * SCL divider) 100000 = 8000000/(2*SCL divider) SCL divider = 40</p> <p>Table 11-3 shows that ICR must be set to 0B to provide an SCL divider of 40 and that this will result in an SDA hold value of 9.</p> <p>SDA hold time = bus period (s) * SDA hold value SDA hold time = 1/8000000 * 9 = 1.125 s</p> <p>If the generated SDA hold value is not acceptable, the MULT bits can be used to change the ICR. This will result in a different SDA hold value.</p>

Table 11-3. IIC Divider and Hold Values

ICR (hex)	SCL Divider	SDA Hold Value	ICR (hex)	SCL Divider	SDA Hold Value
00	20	7	20	160	17
01	22	7	21	192	17
02	24	8	22	224	33
03	26	8	23	256	33
04	28	9	24	288	49
05	30	9	25	320	49
06	34	10	26	384	65
07	40	10	27	480	65
08	28	7	28	320	33
09	32	7	29	384	33
0A	36	9	2A	448	65
0B	40	9	2B	512	65
0C	44	11	2C	576	97
0D	48	11	2D	640	97
0E	56	13	2E	768	129
0F	68	13	2F	960	129
10	48	9	30	640	65
11	56	9	31	768	65
12	64	13	32	896	129
13	72	13	33	1024	129
14	80	17	34	1152	193
15	88	17	35	1280	193
16	104	21	36	1536	257
17	128	21	37	1920	257
18	80	9	38	1280	129
19	96	9	39	1536	129
1A	112	17	3A	1792	257
1B	128	17	3B	2048	257
1C	144	25	3C	2304	385
1D	160	25	3D	2560	385
1E	192	33	3E	3072	513
1F	240	33	3F	3840	513

11.3.3 IIC Control Register (IICC)

	7	6	5	4	3	2	1	0
R	IICEN	IICIE	MST	TX	TXAK	0	0	0
W						RSTA		
Reset	0	0	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 11-4. IIC Control Register (IICC)

Table 11-4. IICC Field Descriptions

Field	Description
7 IICEN	IIC Enable — The IICEN bit determines whether the IIC module is enabled. 0 IIC is not enabled. 1 IIC is enabled.
6 IICIE	IIC Interrupt Enable — The IICIE bit determines whether an IIC interrupt is requested. 0 IIC interrupt request not enabled. 1 IIC interrupt request enabled.
5 MST	Master Mode Select — The MST bit is changed from a 0 to a 1 when a START signal is generated on the bus and master mode is selected. When this bit changes from a 1 to a 0 a STOP signal is generated and the mode of operation changes from master to slave. 0 Slave mode. 1 Master mode.
4 TX	Transmit Mode Select — The TX bit selects the direction of master and slave transfers. In master mode this bit should be set according to the type of transfer required. Therefore, for address cycles, this bit will always be high. When addressed as a slave this bit should be set by software according to the SRW bit in the status register. 0 Receive. 1 Transmit.
3 TXAK	Transmit Acknowledge Enable — This bit specifies the value driven onto the SDA during data acknowledge cycles for both master and slave receivers. 0 An acknowledge signal will be sent out to the bus after receiving one data byte. 1 No acknowledge signal response is sent.
2 RSTA	Repeat START — Writing a 1 to this bit will generate a repeated START condition provided it is the current master. This bit will always be read as a low. Attempting a repeat at the wrong time will result in loss of arbitration.

11.3.4 IIC Status Register (IICS)

	7	6	5	4	3	2	1	0
R	TCF		BUSY	ARBL	0	SRW	IICIF	RXAK
W		IAAS						
Reset	1	0	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 11-5. IIC Status Register (IICS)

Table 11-5. IICS Field Descriptions

Field	Description
7 TCF	Transfer Complete Flag — This bit is set on the completion of a byte transfer. Note that this bit is only valid during or immediately following a transfer to the IIC module or from the IIC module. The TCF bit is cleared by reading the IICD register in receive mode or writing to the IICD in transmit mode. 0 Transfer in progress. 1 Transfer complete.
6 IAAS	Addressed as a Slave — The IAAS bit is set when the calling address matches the programmed slave address, or when the GCAEN bit is set and a general call is received. Writing the IICC register clears this bit. 0 Not addressed. 1 Addressed as a slave.
5 BUSY	Bus Busy — The BUSY bit indicates the status of the bus regardless of slave or master mode. The BUSY bit is set when a START signal is detected and cleared when a STOP signal is detected. 0 Bus is idle. 1 Bus is busy.
4 ARBL	Arbitration Lost — This bit is set by hardware when the arbitration procedure is lost. The ARBL bit must be cleared by software, by writing a 1 to it. 0 Standard bus operation. 1 Loss of arbitration.
2 SRW	Slave Read/Write — When addressed as a slave the SRW bit indicates the value of the R/W command bit of the calling address sent to the master. 0 Slave receive, master writing to slave. 1 Slave transmit, master reading from slave.
1 IICIF	IIC Interrupt Flag — The IICIF bit is set when an interrupt is pending. This bit must be cleared by software, by writing a 1 to it in the interrupt routine. One of the following events can set the IICIF bit: <ul style="list-style-type: none"> One byte transfer completes Match of slave address to calling address Arbitration lost 0 No interrupt pending. 1 Interrupt pending.
0 RXAK	Receive Acknowledge — When the RXAK bit is low, it indicates an acknowledge signal has been received after the completion of one byte of data transmission on the bus. If the RXAK bit is high it means that no acknowledge signal is detected. 0 Acknowledge received. 1 No acknowledge received.

11.3.5 IIC Data I/O Register (IICD)

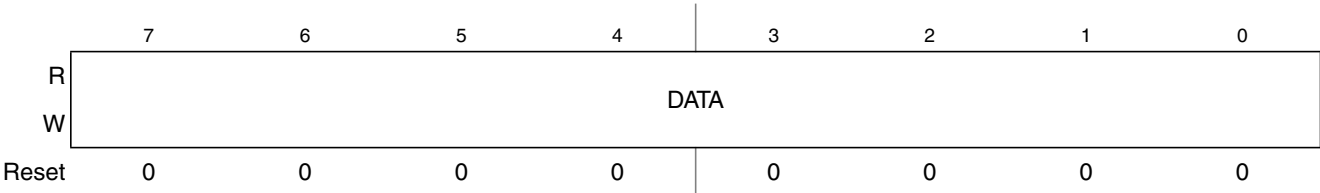


Figure 11-6. IIC Data I/O Register (IICD)

Table 11-6. IICD Field Descriptions

Field	Description
7:0 DATA	Data — In master transmit mode, when data is written to the IICD, a data transfer is initiated. The most significant bit is sent first. In master receive mode, reading this register initiates receiving of the next byte of data.

NOTE

When transitioning out of master receive mode, the IIC mode should be switched before reading the IICD register to prevent an inadvertent initiation of a master receive data transfer.

In slave mode, the same functions are available after an address match has occurred.

Note that the TX bit in IICC must correctly reflect the desired direction of transfer in master and slave modes for the transmission to begin. For instance, if the IIC is configured for master transmit but a master receive is desired, then reading the IICD will not initiate the receive.

Reading the IICD will return the last byte received while the IIC is configured in either master receive or slave receive modes. The IICD does not reflect every byte that is transmitted on the IIC bus, nor can software verify that a byte has been written to the IICD correctly by reading it back.

In master transmit mode, the first byte of data written to IICD following assertion of MST is used for the address transfer and should comprise of the calling address (in bit 7 to bit 1) concatenated with the required $\overline{R/W}$ bit (in position bit 0).

11.3.6 IIC Control Register 2 (IICC2)

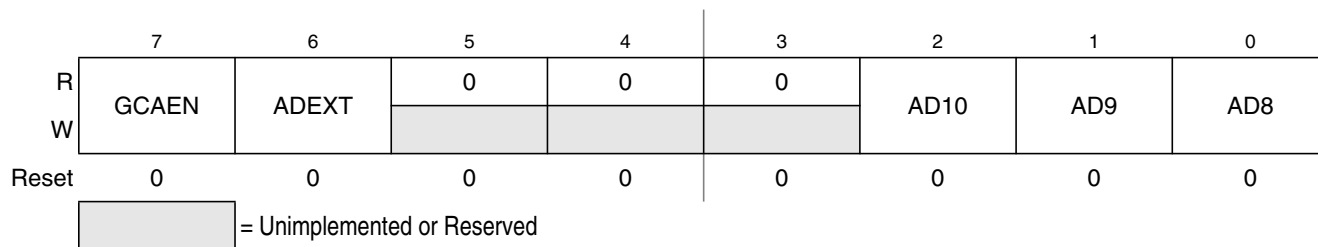


Figure 11-7. IIC Control Register (IICC2)

Table 11-7. IICC2 Field Descriptions

Field	Description
7 GCAEN	General Call Address Enable — The GCAEN bit enables or disables general call address. 0 General call address is disabled 1 General call address is enabled.
6 ADEXT	Address Extension — The ADEXT bit controls the number of bits used for the slave address. 0 7-bit address scheme 1 10-bit address scheme
2:0 AD[10:8]	Slave Address — The AD[10:8] field contains the upper three bits of the slave address in the 10-bit address scheme. This field is only valid when the ADEXT bit is set.

11.4 Functional Description

This section provides a complete functional description of the IIC module.

11.4.1 IIC Protocol

The IIC bus system uses a serial data line (SDA) and a serial clock line (SCL) for data transfer. All devices connected to it must have open drain or open collector outputs. A logic AND function is exercised on both lines with external pull-up resistors. The value of these resistors is system dependent.

Normally, a standard communication is composed of four parts:

- START signal
- Slave address transmission
- Data transfer
- STOP signal

The STOP signal should not be confused with the CPU STOP instruction. The IIC bus system communication is described briefly in the following sections and illustrated in [Figure 11-8](#).

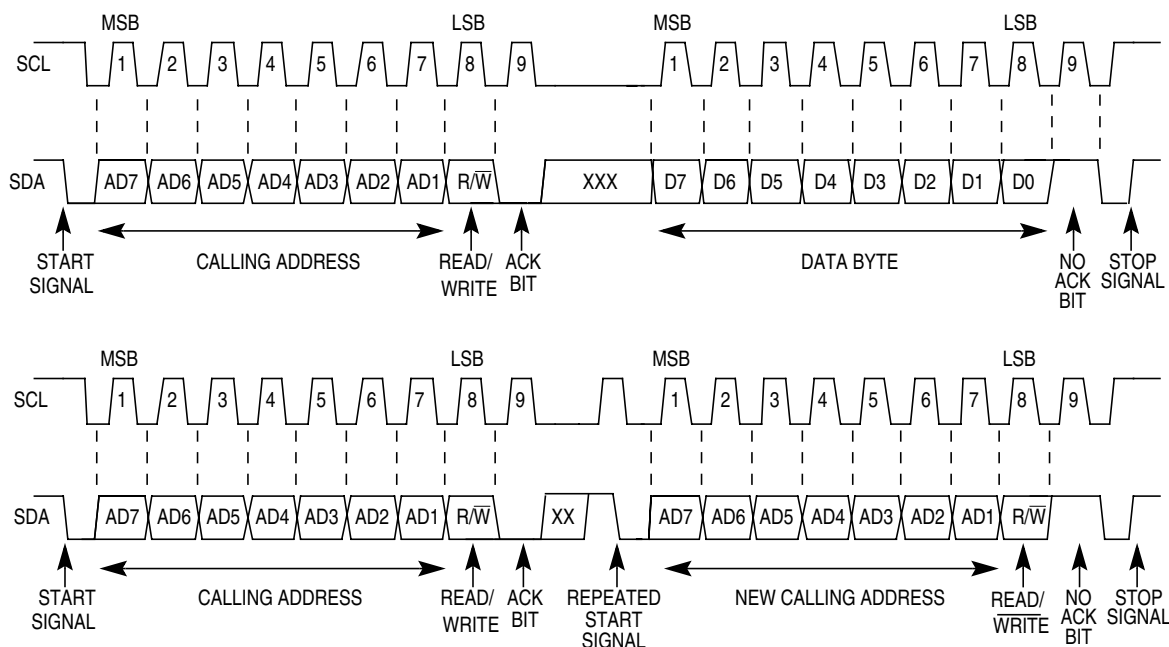


Figure 11-8. IIC Bus Transmission Signals

11.4.1.1 START Signal

When the bus is free; i.e., no master device is engaging the bus (both SCL and SDA lines are at logical high), a master may initiate communication by sending a START signal. As shown in Figure 11-8, a START signal is defined as a high-to-low transition of SDA while SCL is high. This signal denotes the beginning of a new data transfer (each data transfer may contain several bytes of data) and brings all slaves out of their idle states.

11.4.1.2 Slave Address Transmission

The first byte of data transferred immediately after the START signal is the slave address transmitted by the master. This is a seven-bit calling address followed by a R/\bar{W} bit. The R/\bar{W} bit tells the slave the desired direction of data transfer.

1 = Read transfer, the slave transmits data to the master.

0 = Write transfer, the master transmits data to the slave.

Only the slave with a calling address that matches the one transmitted by the master will respond by sending back an acknowledge bit. This is done by pulling the SDA low at the 9th clock (see Figure 11-8).

No two slaves in the system may have the same address. If the IIC module is the master, it must not transmit an address that is equal to its own slave address. The IIC cannot be master and slave at the same time. However, if arbitration is lost during an address cycle, the IIC will revert to slave mode and operate correctly even if it is being addressed by another master.

11.4.1.3 Data Transfer

Before successful slave addressing is achieved, the data transfer can proceed byte-by-byte in a direction specified by the R/\overline{W} bit sent by the calling master.

All transfers that come after an address cycle are referred to as data transfers, even if they carry sub-address information for the slave device

Each data byte is 8 bits long. Data may be changed only while SCL is low and must be held stable while SCL is high as shown in [Figure 11-8](#). There is one clock pulse on SCL for each data bit, the MSB being transferred first. Each data byte is followed by a 9th (acknowledge) bit, which is signalled from the receiving device. An acknowledge is signalled by pulling the SDA low at the ninth clock. In summary, one complete data transfer needs nine clock pulses.

If the slave receiver does not acknowledge the master in the 9th bit time, the SDA line must be left high by the slave. The master interprets the failed acknowledge as an unsuccessful data transfer.

If the master receiver does not acknowledge the slave transmitter after a data byte transmission, the slave interprets this as an end of data transfer and releases the SDA line.

In either case, the data transfer is aborted and the master does one of two things:

- Relinquishes the bus by generating a STOP signal.
- Commences a new calling by generating a repeated START signal.

11.4.1.4 STOP Signal

The master can terminate the communication by generating a STOP signal to free the bus. However, the master may generate a START signal followed by a calling command without generating a STOP signal first. This is called repeated START. A STOP signal is defined as a low-to-high transition of SDA while SCL at logical 1 (see [Figure 11-8](#)).

The master can generate a STOP even if the slave has generated an acknowledge at which point the slave must release the bus.

11.4.1.5 Repeated START Signal

As shown in [Figure 11-8](#), a repeated START signal is a START signal generated without first generating a STOP signal to terminate the communication. This is used by the master to communicate with another slave or with the same slave in different mode (transmit/receive mode) without releasing the bus.

11.4.1.6 Arbitration Procedure

The IIC bus is a true multi-master bus that allows more than one master to be connected on it. If two or more masters try to control the bus at the same time, a clock synchronization procedure determines the bus clock, for which the low period is equal to the longest clock low period and the high is equal to the shortest one among the masters. The relative priority of the contending masters is determined by a data arbitration procedure, a bus master loses arbitration if it transmits logic 1 while another master transmits logic 0. The losing masters immediately switch over to slave receive mode and stop driving SDA output. In this case,

the transition from master to slave mode does not generate a STOP condition. Meanwhile, a status bit is set by hardware to indicate loss of arbitration.

11.4.1.7 Clock Synchronization

Because wire-AND logic is performed on the SCL line, a high-to-low transition on the SCL line affects all the devices connected on the bus. The devices start counting their low period and after a device's clock has gone low, it holds the SCL line low until the clock high state is reached. However, the change of low to high in this device clock may not change the state of the SCL line if another device clock is still within its low period. Therefore, synchronized clock SCL is held low by the device with the longest low period. Devices with shorter low periods enter a high wait state during this time (see [Figure 11-9](#)). When all devices concerned have counted off their low period, the synchronized clock SCL line is released and pulled high. There is then no difference between the device clocks and the state of the SCL line and all the devices start counting their high periods. The first device to complete its high period pulls the SCL line low again.

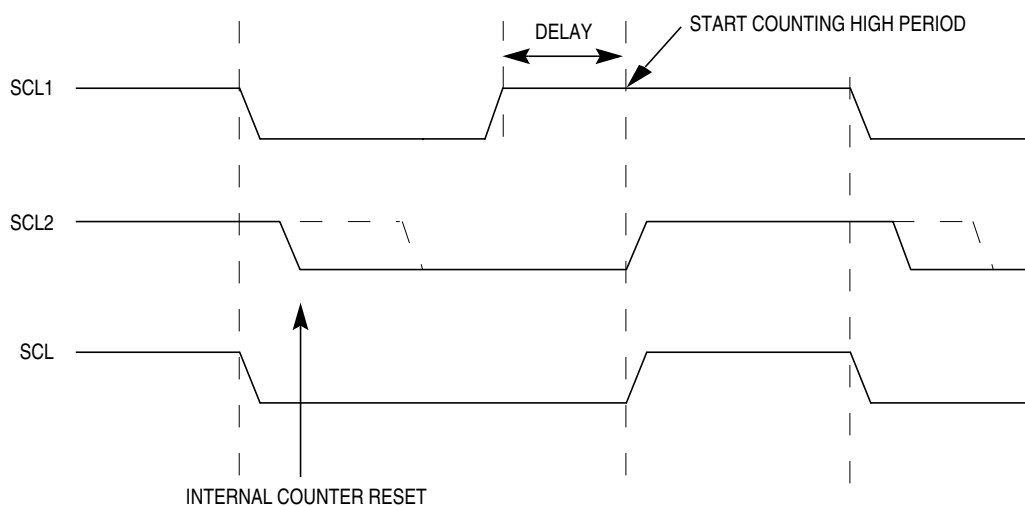


Figure 11-9. IIC Clock Synchronization

11.4.1.8 Handshaking

The clock synchronization mechanism can be used as a handshake in data transfer. Slave devices may hold the SCL low after completion of one byte transfer (9 bits). In such case, it halts the bus clock and forces the master clock into wait states until the slave releases the SCL line.

11.4.1.9 Clock Stretching

The clock synchronization mechanism can be used by slaves to slow down the bit rate of a transfer. After the master has driven SCL low the slave can drive SCL low for the required period and then release it. If the slave SCL low period is greater than the master SCL low period then the resulting SCL bus signal low period is stretched.

11.4.2 10-bit Address

For 10-bit addressing, 0x11110 is used for the first 5 bits of the first address byte. Various combinations of read/write formats are possible within a transfer that includes 10-bit addressing.

11.4.2.1 Master-Transmitter Addresses a Slave-Receiver

The transfer direction is not changed (see [Table 11-8](#)). When a 10-bit address follows a START condition, each slave compares the first seven bits of the first byte of the slave address (11110XX) with its own address and tests whether the eighth bit (R/\overline{W} direction bit) is 0. It is possible that more than one device will find a match and generate an acknowledge (A1). Each slave that finds a match will compare the eight bits of the second byte of the slave address with its own address, but only one slave will find a match and generate an acknowledge (A2). The matching slave will remain addressed by the master until it receives a STOP condition (P) or a repeated START condition (Sr) followed by a different slave address.

S	Slave Address 1st 7 bits 11110 + AD10 + AD9	R/W 0	A1	Slave Address 2nd byte AD[8:1]	A2	Data	A	...	Data	A/A	P
---	--	----------	----	-----------------------------------	----	------	---	-----	------	-----	---

Table 11-8. Master-Transmitter Addresses Slave-Receiver with a 10-bit Address

11.4.2.2 Master-Receiver Addresses a Slave-Transmitter

The transfer direction is changed after the second R/\overline{W} bit (see [Table 11-9](#)). Up to and including acknowledge bit A2, the procedure is the same as that described for a master-transmitter addressing a slave-receiver. After the repeated START condition (Sr), a matching slave remembers that it was addressed before. This slave then checks whether the first seven bits of the first byte of the slave address following Sr are the same as they were after the START condition (S), and tests whether the eighth (R/\overline{W}) bit is 1. If there is a match, the slave considers that it has been addressed as a transmitter and generates acknowledge A3. The slave-transmitter remains addressed until it receives a STOP condition (P) or a repeated START condition (Sr) followed by a different slave address.

After a repeated START condition (Sr), all other slave devices will also compare the first seven bits of the first byte of the slave address with their own addresses and test the eighth (R/\overline{W}) bit. However, none of them will be addressed because $R/\overline{W} = 1$ (for 10-bit devices), or the 11110XX slave address (for 7-bit devices) does not match.

S	Slave Address 1st 7 bits 11110 + AD10 + AD9	R/W 0	A1	Slave Address 2nd byte AD[8:1]	A2	Sr	Slave Address 1st 7 bits 11110 + AD10 + AD9	R/W 1	A3	Data	A	...	Data	A	P
---	--	----------	----	-----------------------------------	----	----	--	----------	----	------	---	-----	------	---	---

Table 11-9. Master-Receiver Addresses a Slave-Transmitter with a 10-bit Address

11.4.3 General Call Address

General calls can be requested in 7-bit address or 10-bit address. If the GCAEN bit is set, the IIC matches the general call address as well as its own slave address. When the IIC responds to a general call, it acts as a slave-receiver and the IAAS bit is set after the address cycle. Software must read the IICD register after the first byte transfer to determine whether the address matches its own slave address or a general call. If the value is “00”, the match is a general call. If the GCAEN bit is clear, the IIC ignores any data supplied from a general call address by not issuing an acknowledgement.

11.5 Resets

The IIC is disabled after reset. The IIC cannot cause an MCU reset.

11.6 Interrupts

The IIC generates a single interrupt.

An interrupt from the IIC is generated when any of the events in [Table 11-10](#) occur, provided the IICIE bit is set. The interrupt is driven by bit IICIF (of the IIC status register) and masked with bit IICIE (of the IIC control register). The IICIF bit must be cleared by software by writing a 1 to it in the interrupt routine. The user can determine the interrupt type by reading the status register.

Table 11-10. Interrupt Summary

Interrupt Source	Status	Flag	Local Enable
Complete 1-byte transfer	TCF	IICIF	IICIE
Match of received calling address	IAAS	IICIF	IICIE
Arbitration Lost	ARBL	IICIF	IICIE

11.6.1 Byte Transfer Interrupt

The TCF (transfer complete flag) bit is set at the falling edge of the 9th clock to indicate the completion of byte transfer.

11.6.2 Address Detect Interrupt

When the calling address matches the programmed slave address (IIC address register) or when the GCAEN bit is set and a general call is received, the IAAS bit in the status register is set. The CPU is interrupted, provided the IICIE is set. The CPU must check the SRW bit and set its Tx mode accordingly.

11.6.3 Arbitration Lost Interrupt

The IIC is a true multi-master bus that allows more than one master to be connected on it. If two or more masters try to control the bus at the same time, the relative priority of the contending masters is determined by a data arbitration procedure. The IIC module asserts this interrupt when it loses the data arbitration process and the ARBL bit in the status register is set.

Arbitration is lost in the following circumstances:

- SDA sampled as a low when the master drives a high during an address or data transmit cycle.
- SDA sampled as a low when the master drives a high during the acknowledge bit of a data receive cycle.
- A START cycle is attempted when the bus is busy.
- A repeated START cycle is requested in slave mode.
- A STOP condition is detected when the master did not request it.

This bit must be cleared by software by writing a 1 to it.

Chapter 12

Freescale's Controller Area Network (S08MSCANV1)

12.1 Introduction

Freescale's controller area network (MSCAN) is a communication controller implementing the CAN 2.0A/B protocol as defined in the Bosch specification dated September 1991. To fully understand the MSCAN specification, it is recommended that the Bosch specification be read first to gain familiarity with the terms and concepts contained within this document.

Though not exclusively intended for automotive applications, CAN protocol is designed to meet the specific requirements of a vehicle serial data bus: real-time processing, reliable operation in the EMI environment of a vehicle, cost-effectiveness, and required bandwidth.

MSCAN uses an advanced buffer arrangement resulting in predictable real-time behavior and simplified application software.

The MSCAN module is available in all devices in the MC9S08DZ60 Series.

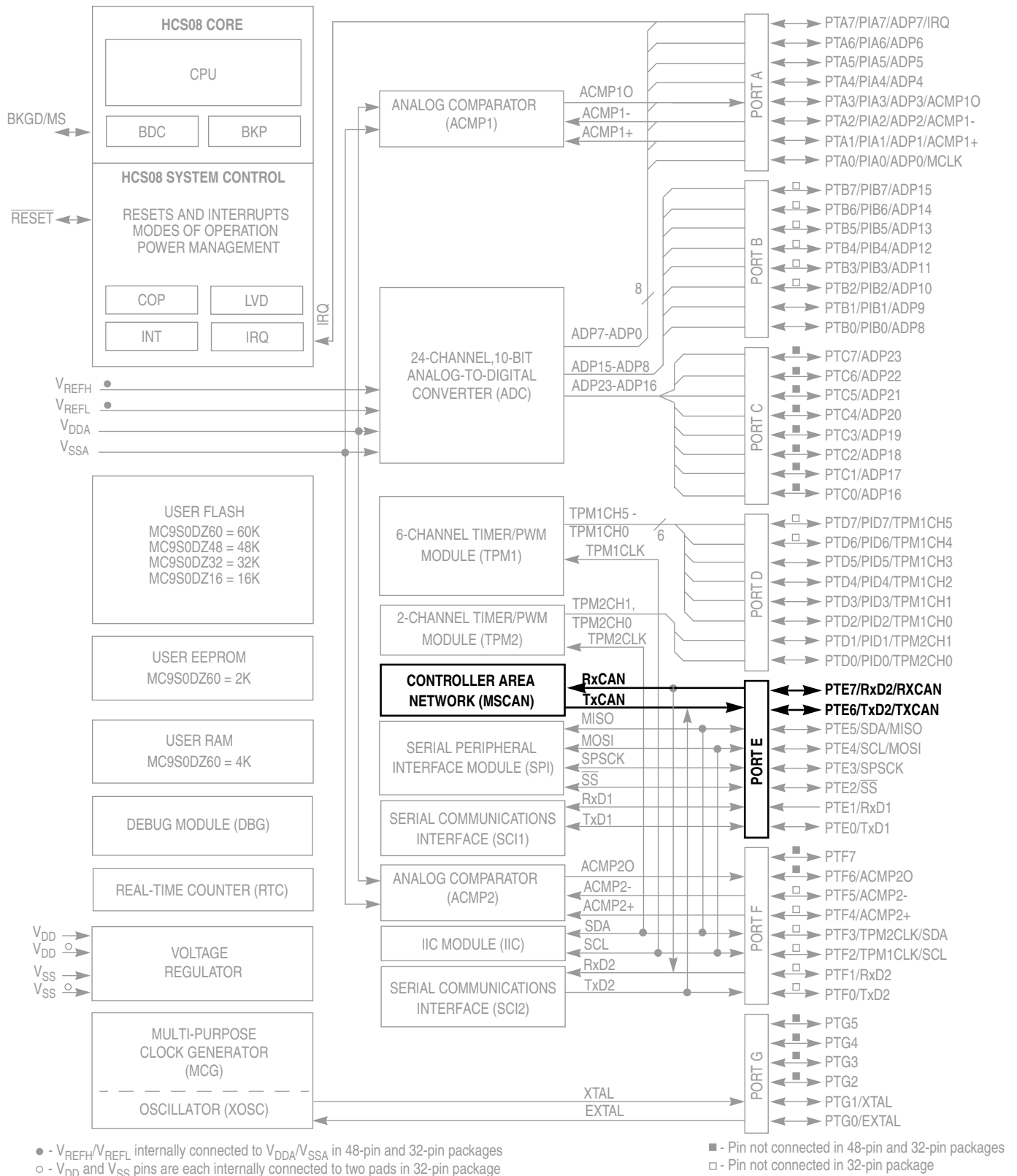


Figure 12-1. MC9S08DZ60 Block Diagram

12.1.1 Features

The basic features of the MSCAN are as follows:

- Implementation of the CAN protocol — Version 2.0A/B
 - Standard and extended data frames
 - Zero to eight bytes data length
 - Programmable bit rate up to 1 Mbps¹
 - Support for remote frames
- Five receive buffers with FIFO storage scheme
- Three transmit buffers with internal prioritization using a “local priority” concept
- Flexible maskable identifier filter supports two full-size (32-bit) extended identifier filters, or four 16-bit filters, or eight 8-bit filters
- Programmable wakeup functionality with integrated low-pass filter
- Programmable loopback mode supports self-test operation
- Programmable listen-only mode for monitoring of CAN bus
- Programmable bus-off recovery functionality
- Separate signalling and interrupt capabilities for all CAN receiver and transmitter error states (warning, error passive, bus-off)
- Programmable MSCAN clock source either bus clock or oscillator clock
- Internal timer for time-stamping of received and transmitted messages
- Three low-power modes: sleep, power down, and MSCAN enable
- Global initialization of configuration registers

12.1.2 Modes of Operation

The following modes of operation are specific to the MSCAN. See [Section 12.5, “Functional Description,”](#) for details.

- Listen-Only Mode
- MSCAN Sleep Mode
- MSCAN Initialization Mode
- MSCAN Power Down Mode
- Loopback Self Test Mode

¹. Depending on the actual bit timing and the clock jitter of the PLL.

12.1.3 Block Diagram

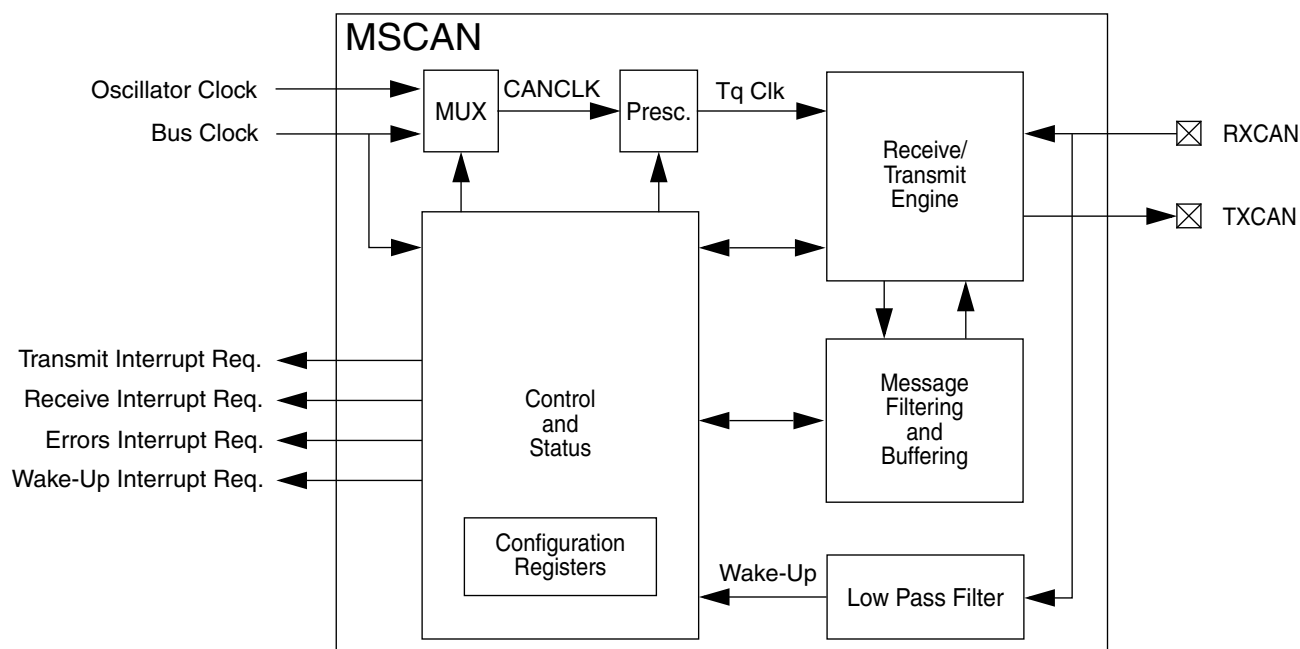


Figure 12-2. MSCAN Block Diagram

12.2 External Signal Description

The MSCAN uses two external pins:

12.2.1 RXCAN — CAN Receiver Input Pin

RXCAN is the MSCAN receiver input pin.

12.2.2 TXCAN — CAN Transmitter Output Pin

TXCAN is the MSCAN transmitter output pin. The TXCAN output pin represents the logic level on the CAN bus:

- 0 = Dominant state
- 1 = Recessive state

12.2.3 CAN System

A typical CAN system with MSCAN is shown in [Figure 12-3](#). Each CAN node is connected physically to the CAN bus lines through a transceiver device. The transceiver is capable of driving the large current needed for the CAN bus and has current protection against defective CAN or defective nodes.

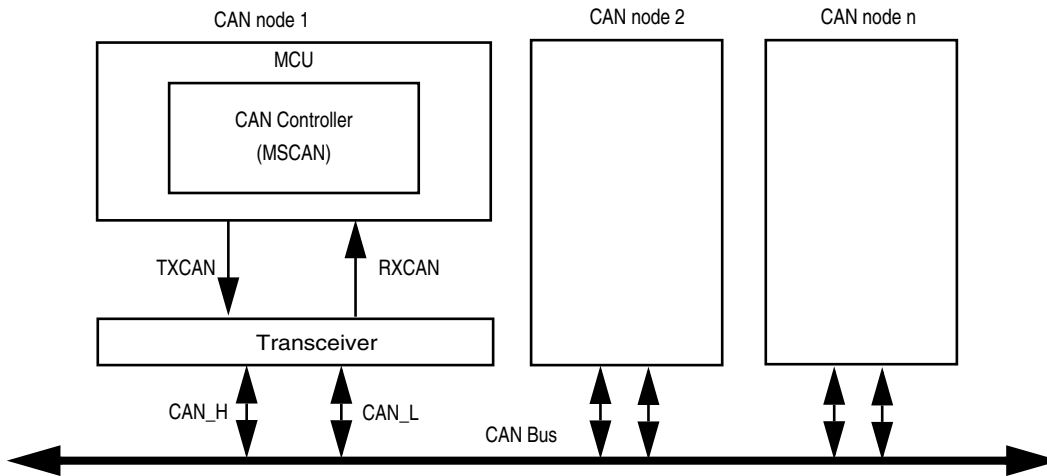


Figure 12-3. CAN System

12.3 Register Definition

This section describes in detail all the registers and register bits in the MSCAN module. Each description includes a standard register diagram with an associated figure number. Details of register bit and field function follow the register diagrams, in bit order. All bits of all registers in this module are completely synchronous to internal clocks during a register read.

12.3.1 MSCAN Control Register 0 (CANCTL0)

The CANCTL0 register provides various control bits of the MSCAN module as described below.

	7	6	5	4	3	2	1	0
R	RXFRM	RXACT		SYNCH				
W			CSWAI		TIME	WUPE	SLPRQ	INITRQ
Reset:	0	0	0	0	0	0	0	1

= Unimplemented

Figure 12-4. MSCAN Control Register 0 (CANCTL0)

NOTE

The CANCTL0 register, except WUPE, INITRQ, and SLPRQ, is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK = 1). This register is writable again as soon as the initialization mode is exited (INITRQ = 0 and INITAK = 0).

Read: Anytime

Write: Anytime when out of initialization mode; exceptions are read-only RXACT and SYNCH, RXFRM (which is set by the module only), and INITRQ (which is also writable in initialization mode).

Table 12-1. CANCTL0 Register Field Descriptions

Field	Description
7 RXFRM ¹	Received Frame Flag — This bit is read and clear only. It is set when a receiver has received a valid message correctly, independently of the filter configuration. After it is set, it remains set until cleared by software or reset. Clearing is done by writing a 1. Writing a 0 is ignored. This bit is not valid in loopback mode. 0 No valid message was received since last clearing this flag 1 A valid message was received since last clearing of this flag
6 RXACT	Receiver Active Status — This read-only flag indicates the MSCAN is receiving a message. The flag is controlled by the receiver front end. This bit is not valid in loopback mode. 0 MSCAN is transmitting or idle ² 1 MSCAN is receiving a message (including when arbitration is lost) ²
5 CSWAI ³	CAN Stops in Wait Mode — Enabling this bit allows for lower power consumption in wait mode by disabling all the clocks at the CPU bus interface to the MSCAN module. 0 The module is not affected during wait mode 1 The module ceases to be clocked during wait mode
4 SYNCH	Synchronized Status — This read-only flag indicates whether the MSCAN is synchronized to the CAN bus and able to participate in the communication process. It is set and cleared by the MSCAN. 0 MSCAN is not synchronized to the CAN bus 1 MSCAN is synchronized to the CAN bus
3 TIME	Timer Enable — This bit activates an internal 16-bit wide free running timer which is clocked by the bit clock rate. If the timer is enabled, a 16-bit time stamp will be assigned to each transmitted/received message within the active TX/RX buffer. As soon as a message is acknowledged on the CAN bus, the time stamp will be written to the highest bytes (0x000E, 0x000F) in the appropriate buffer (see Section 12.4, “Programmer's Model of Message Storage”). The internal timer is reset (all bits set to 0) when disabled. This bit is held low in initialization mode. 0 Disable internal MSCAN timer 1 Enable internal MSCAN timer
2 WUPE ⁴	Wake-Up Enable — This configuration bit allows the MSCAN to restart from sleep mode when traffic on CAN is detected (see Section 12.5.5.4, “MSCAN Sleep Mode”). This bit must be configured before sleep mode entry for the selected function to take effect. 0 Wake-up disabled — The MSCAN ignores traffic on CAN 1 Wake-up enabled — The MSCAN is able to restart

Table 12-1. CANCTL0 Register Field Descriptions (continued)

Field	Description
1 SLPRQ ⁵	<p>Sleep Mode Request — This bit requests the MSCAN to enter sleep mode, which is an internal power saving mode (see Section 12.5.5.4, “MSCAN Sleep Mode”). The sleep mode request is serviced when the CAN bus is idle, i.e., the module is not receiving a message and all transmit buffers are empty. The module indicates entry to sleep mode by setting SLPK = 1 (see Section 12.3.2, “MSCAN Control Register 1 (CANCTL1)”). SLPRQ cannot be set while the WUPIF flag is set (see Section 12.3.4.1, “MSCAN Receiver Flag Register (CANRFLG)”). Sleep mode will be active until SLPRQ is cleared by the CPU or, depending on the setting of WUPE, the MSCAN detects activity on the CAN bus and clears SLPRQ itself.</p> <p>0 Running — The MSCAN functions normally</p> <p>1 Sleep mode request — The MSCAN enters sleep mode when CAN bus idle</p>
0 INITRQ ^{6,7}	<p>Initialization Mode Request — When this bit is set by the CPU, the MSCAN skips to initialization mode (see Section 12.5.5.5, “MSCAN Initialization Mode”). Any ongoing transmission or reception is aborted and synchronization to the CAN bus is lost. The module indicates entry to initialization mode by setting INITAK = 1 (Section 12.3.2, “MSCAN Control Register 1 (CANCTL1)”).</p> <p>The following registers enter their hard reset state and restore their default values: CANCTL0⁸, CANRFLG⁹, CANRIER¹⁰, CANTFLG, CANTIER, CANTARQ, CANTAAR, and CANTBSEL.</p> <p>The registers CANCTL1, CANBTR0, CANBTR1, CANIDAC, CANIDAR0-7, and CANIDMR0-7 can only be written by the CPU when the MSCAN is in initialization mode (INITRQ = 1 and INITAK = 1). The values of the error counters are not affected by initialization mode.</p> <p>When this bit is cleared by the CPU, the MSCAN restarts and then tries to synchronize to the CAN bus. If the MSCAN is not in bus-off state, it synchronizes after 11 consecutive recessive bits on the CAN bus; if the MSCAN is in bus-off state, it continues to wait for 128 occurrences of 11 consecutive recessive bits.</p> <p>Writing to other bits in CANCTL0, CANRFLG, CANRIER, CANTFLG, or CANTIER must be done only after initialization mode is exited, which is INITRQ = 0 and INITAK = 0.</p> <p>0 Normal operation</p> <p>1 MSCAN in initialization mode</p>

¹ The MSCAN must be in normal mode for this bit to become set.

² See the Bosch CAN 2.0A/B specification for a detailed definition of transmitter and receiver states.

³ In order to protect from accidentally violating the CAN protocol, the TXCAN pin is immediately forced to a recessive state when the CPU enters wait (CSWAI = 1) or stop mode (see [Section 12.5.5.2, “Operation in Wait Mode”](#) and [Section 12.5.5.3, “Operation in Stop Mode”](#)).

⁴ The CPU has to make sure that the WUPE bit and the WUPIE wake-up interrupt enable bit (see [Section 12.3.5, “MSCAN Receiver Interrupt Enable Register \(CANRIER\)”](#)) is enabled, if the recovery mechanism from stop or wait is required.

⁵ The CPU cannot clear SLPRQ before the MSCAN has entered sleep mode (SLPRQ = 1 and SLPK = 1).

⁶ The CPU cannot clear INITRQ before the MSCAN has entered initialization mode (INITRQ = 1 and INITAK = 1).

⁷ In order to protect from accidentally violating the CAN protocol, the TXCAN pin is immediately forced to a recessive state when the initialization mode is requested by the CPU. Thus, the recommended procedure is to bring the MSCAN into sleep mode (SLPRQ = 1 and SLPK = 1) before requesting initialization mode.

⁸ Not including WUPE, INITRQ, and SLPRQ.

⁹ TSTAT1 and TSTAT0 are not affected by initialization mode.

¹⁰ RSTAT1 and RSTAT0 are not affected by initialization mode.

12.3.2 MSCAN Control Register 1 (CANCTL1)

The CANCTL1 register provides various control bits and handshake status information of the MSCAN module as described below.

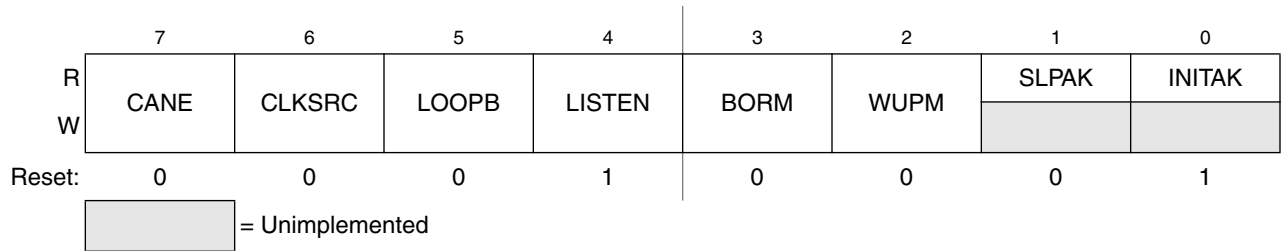


Figure 12-5. MSCAN Control Register 1(CANCTL1)

Read: Anytime

Write: Anytime when INITRQ = 1 and INITAK = 1, except CANE which is write once in normal and anytime in special system operation modes when the MSCAN is in initialization mode (INITRQ = 1 and INITAK = 1).

Table 12-2. CANCTL1 Register Field Descriptions

Field	Description
7 CANE	MSCAN Enable 0 MSCAN module is disabled 1 MSCAN module is enabled
6 CLKSRC	MSCAN Clock Source — This bit defines the clock source for the MSCAN module (only for systems with a clock generation module; Section 12.5.3.3, “Clock System,” and Section Figure 12-42., “MSCAN Clocking Scheme,”). 0 MSCAN clock source is the oscillator clock 1 MSCAN clock source is the bus clock
5 LOOPB	Loopback Self Test Mode — When this bit is set, the MSCAN performs an internal loopback which can be used for self test operation. The bit stream output of the transmitter is fed back to the receiver internally. Section 12.5.4.6, “Loopback Self Test Mode.” 0 Loopback self test disabled 1 Loopback self test enabled
4 LISTEN	Listen Only Mode — This bit configures the MSCAN as a CAN bus monitor. When LISTEN is set, all valid CAN messages with matching ID are received, but no acknowledgement or error frames are sent out (see Section 12.5.4.4, “Listen-Only Mode.”). In addition, the error counters are frozen. Listen only mode supports applications which require “hot plugging” or throughput analysis. The MSCAN is unable to transmit any messages when listen only mode is active. 0 Normal operation 1 Listen only mode activated
3 BORM	Bus-Off Recovery Mode — This bits configures the bus-off state recovery mode of the MSCAN. Refer to Section 12.6.2, “Bus-Off Recovery,” for details. 0 Automatic bus-off recovery (see Bosch CAN 2.0A/B protocol specification) 1 Bus-off recovery upon user request

Table 12-2. CANCTL1 Register Field Descriptions (continued)

Field	Description
2 WUPM	Wake-Up Mode — If WUPE in CANCTL0 is enabled, this bit defines whether the integrated low-pass filter is applied to protect the MSCAN from spurious wake-up (see Section 12.5.5.4, “MSCAN Sleep Mode”). 0 MSCAN wakes up on any dominant level on the CAN bus 1 MSCAN wakes up only in case of a dominant pulse on the CAN bus that has a length of T_{wup}
1 SLPAK	Sleep Mode Acknowledge — This flag indicates whether the MSCAN module has entered sleep mode (see Section 12.5.5.4, “MSCAN Sleep Mode”). It is used as a handshake flag for the SLPRQ sleep mode request. Sleep mode is active when SLPRQ = 1 and SLPAK = 1. Depending on the setting of WUPE, the MSCAN will clear the flag if it detects activity on the CAN bus while in sleep mode. CPU clearing the SLPRQ bit will also reset the SLPAK bit. 0 Running — The MSCAN operates normally 1 Sleep mode active — The MSCAN has entered sleep mode
0 INITAK	Initialization Mode Acknowledge — This flag indicates whether the MSCAN module is in initialization mode (see Section 12.5.5.5, “MSCAN Initialization Mode”). It is used as a handshake flag for the INITRQ initialization mode request. Initialization mode is active when INITRQ = 1 and INITAK = 1. The registers CANCTL1, CANBTR0, CANBTR1, CANIDAC, CANIDAR0–CANIDAR7, and CANIDMR0–CANIDMR7 can be written only by the CPU when the MSCAN is in initialization mode. 0 Running — The MSCAN operates normally 1 Initialization mode active — The MSCAN is in initialization mode

12.3.3 MSCAN Bus Timing Register 0 (CANBTR0)

The CANBTR0 register configures various CAN bus timing parameters of the MSCAN module.

	7	6	5	4	3	2	1	0
R								
W								
Reset:	0	0	0	0	0	0	0	0

Figure 12-6. MSCAN Bus Timing Register 0 (CANBTR0)

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

Table 12-3. CANBTR0 Register Field Descriptions

Field	Description
7:6 SJW[1:0]	Synchronization Jump Width — The synchronization jump width defines the maximum number of time quanta (T_q) clock cycles a bit can be shortened or lengthened to achieve resynchronization to data transitions on the CAN bus (see Table 12-4).
5:0 BRP[5:0]	Baud Rate Prescaler — These bits determine the time quanta (T_q) clock which is used to build up the bit timing (see Table 12-5).

Table 12-4. Synchronization Jump Width

SJW1	SJW0	Synchronization Jump Width
0	0	1 Tq clock cycle
0	1	2 Tq clock cycles
1	0	3 Tq clock cycles
1	1	4 Tq clock cycles

Table 12-5. Baud Rate Prescaler

BRP5	BRP4	BRP3	BRP2	BRP1	BRP0	Prescaler value (P)
0	0	0	0	0	0	1
0	0	0	0	0	1	2
0	0	0	0	1	0	3
0	0	0	0	1	1	4
:	:	:	:	:	:	:
1	1	1	1	1	1	64

12.3.4 MSCAN Bus Timing Register 1 (CANBTR1)

The CANBTR1 register configures various CAN bus timing parameters of the MSCAN module.

	7	6	5	4	3	2	1	0
R								
W	SAMP	TSEG22	TSEG21	TSEG20	TSEG13	TSEG12	TSEG11	TSEG10
Reset:	0	0	0	0	0	0	0	0

Figure 12-7. MSCAN Bus Timing Register 1 (CANBTR1)

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

Table 12-6. CANBTR1 Register Field Descriptions

Field	Description
7 SAMP	<p>Sampling — This bit determines the number of CAN bus samples taken per bit time.</p> <p>0 One sample per bit.</p> <p>1 Three samples per bit¹.</p> <p>If SAMP = 0, the resulting bit value is equal to the value of the single bit positioned at the sample point. If SAMP = 1, the resulting bit value is determined by using majority rule on the three total samples. For higher bit rates, it is recommended that only one sample is taken per bit time (SAMP = 0).</p>

Table 12-6. CANBTR1 Register Field Descriptions (continued)

Field	Description
6:4 TSEG2[2:0]	Time Segment 2 — Time segments within the bit time fix the number of clock cycles per bit time and the location of the sample point (see Figure 12-43). Time segment 2 (TSEG2) values are programmable as shown in Table 12-7 .
3:0 TSEG1[3:0]	Time Segment 1 — Time segments within the bit time fix the number of clock cycles per bit time and the location of the sample point (see Figure 12-43). Time segment 1 (TSEG1) values are programmable as shown in Table 12-8 .

¹ In this case, PHASE_SEG1 must be at least 2 time quanta (Tq).

Table 12-7. Time Segment 2 Values

TSEG22	TSEG21	TSEG20	Time Segment 2
0	0	0	1 Tq clock cycle ¹
0	0	1	2 Tq clock cycles
:	:	:	:
1	1	0	7 Tq clock cycles
1	1	1	8 Tq clock cycles

¹ This setting is not valid. Please refer to [Table 12-35](#) for valid settings.

Table 12-8. Time Segment 1 Values

TSEG13	TSEG12	TSEG11	TSEG10	Time segment 1
0	0	0	0	1 Tq clock cycle ¹
0	0	0	1	2 Tq clock cycles ¹
0	0	1	0	3 Tq clock cycles ¹
0	0	1	1	4 Tq clock cycles
:	:	:	:	:
1	1	1	0	15 Tq clock cycles
1	1	1	1	16 Tq clock cycles

¹ This setting is not valid. Please refer to [Table 12-35](#) for valid settings.

The bit time is determined by the oscillator frequency, the baud rate prescaler, and the number of time quanta (Tq) clock cycles per bit (as shown in [Table 12-7](#) and [Table 12-8](#)).

Eqn. 12-1

$$\text{Bit Time} = \frac{(\text{Prescaler value})}{f_{\text{CANCLK}}} \cdot (1 + \text{TimeSegment1} + \text{TimeSegment2})$$

12.3.4.1 MSCAN Receiver Flag Register (CANRFLG)

A flag can be cleared only by software (writing a 1 to the corresponding bit position) when the condition which caused the setting is no longer valid. Every flag has an associated interrupt enable bit in the CANRIER register.

	7	6	5	4	3	2	1	0
R	WUPIF	CSCIF	RSTAT1	RSTAT0	TSTAT1	TSTAT0	OVRIF	RXF
W								
Reset:	0	0	0	0	0	0	0	0

= Unimplemented

Figure 12-8. MSCAN Receiver Flag Register (CANRFLG)

NOTE

The CANRFLG register is held in the reset state¹ when the initialization mode is active (INITRQ = 1 and INITAK = 1). This register is writable again as soon as the initialization mode is exited (INITRQ = 0 and INITAK = 0).

Read: Anytime

Write: Anytime when out of initialization mode, except RSTAT[1:0] and TSTAT[1:0] flags which are read-only; write of 1 clears flag; write of 0 is ignored.

Table 12-9. CANRFLG Register Field Descriptions

Field	Description
7 WUPIF	Wake-Up Interrupt Flag — If the MSCAN detects CAN bus activity while in sleep mode (see Section 12.5.5.4, "MSCAN Sleep Mode,") and WUPE = 1 in CANTCTL0 (see Section 12.3.1, "MSCAN Control Register 0 (CANCTL0)"), the module will set WUPIF. If not masked, a wake-up interrupt is pending while this flag is set. 0 No wake-up activity observed while in sleep mode 1 MSCAN detected activity on the CAN bus and requested wake-up
6 CSCIF	CAN Status Change Interrupt Flag — This flag is set when the MSCAN changes its current CAN bus status due to the actual value of the transmit error counter (TEC) and the receive error counter (REC). An additional 4-bit (RSTAT[1:0], TSTAT[1:0]) status register, which is split into separate sections for TEC/REC, informs the system on the actual CAN bus status (see Section 12.3.5, "MSCAN Receiver Interrupt Enable Register (CANRIER)"). If not masked, an error interrupt is pending while this flag is set. CSCIF provides a blocking interrupt. That guarantees that the receiver/transmitter status bits (RSTAT/TSTAT) are only updated when no CAN status change interrupt is pending. If the TECs/RECs change their current value after the CSCIF is asserted, which would cause an additional state change in the RSTAT/TSTAT bits, these bits keep their status until the current CSCIF interrupt is cleared again. 0 No change in CAN bus status occurred since last interrupt 1 MSCAN changed current CAN bus status
5:4 RSTAT[1:0]	Receiver Status Bits — The values of the error counters control the actual CAN bus status of the MSCAN. As soon as the status change interrupt flag (CSCIF) is set, these bits indicate the appropriate receiver related CAN bus status of the MSCAN. The coding for the bits RSTAT1, RSTAT0 is: 00 RxOK: 0 ≤ receive error counter ≤ 96 01 RxWRN: 96 < receive error counter ≤ 127 10 RxERR: 127 < receive error counter 11 Bus-off ¹ : transmit error counter > 255

1. The RSTAT[1:0], TSTAT[1:0] bits are not affected by initialization mode.

Table 12-9. CANRFLG Register Field Descriptions (continued)

Field	Description
3:2 TSTAT[1:0]	Transmitter Status Bits — The values of the error counters control the actual CAN bus status of the MSCAN. As soon as the status change interrupt flag (CSCIF) is set, these bits indicate the appropriate transmitter related CAN bus status of the MSCAN. The coding for the bits TSTAT1, TSTAT0 is: 00 TxOK: $0 \leq \text{transmit error counter} \leq 96$ 01 TxWRN: $96 < \text{transmit error counter} \leq 127$ 10 TxERR: $127 < \text{transmit error counter} \leq 255$ 11 Bus-Off: transmit error counter > 255
1 OVRIF	Overrun Interrupt Flag — This flag is set when a data overrun condition occurs. If not masked, an error interrupt is pending while this flag is set. 0 No data overrun condition 1 A data overrun detected
0 RXF ²	Receive Buffer Full Flag — RXF is set by the MSCAN when a new message is shifted in the receiver FIFO. This flag indicates whether the shifted buffer is loaded with a correctly received message (matching identifier, matching cyclic redundancy code (CRC) and no other errors detected). After the CPU has read that message from the RxFG buffer in the receiver FIFO, the RXF flag must be cleared to release the buffer. A set RXF flag prohibits the shifting of the next FIFO entry into the foreground buffer (RxFG). If not masked, a receive interrupt is pending while this flag is set. 0 No new message available within the RxFG 1 The receiver FIFO is not empty. A new message is available in the RxFG

¹ Redundant Information for the most critical CAN bus status which is “bus-off”. This only occurs if the Tx error counter exceeds a number of 255 errors. Bus-off affects the receiver state. As soon as the transmitter leaves its bus-off state the receiver state skips to RxOK too. Refer also to TSTAT[1:0] coding in this register.

² To ensure data integrity, do not read the receive buffer registers while the RXF flag is cleared. For MCUs with dual CPUs, reading the receive buffer registers while the RXF flag is cleared may result in a CPU fault condition.

12.3.5 MSCAN Receiver Interrupt Enable Register (CANRIER)

This register contains the interrupt enable bits for the interrupt flags described in the CANRFLG register.

	7	6	5	4	3	2	1	0
R	WUPIE	CSCIE	RSTATE1	RSTATE0	TSTATE1	TSTATE0	OVRIE	RXFIE
W								
Reset:	0	0	0	0	0	0	0	0

Figure 12-9. MSCAN Receiver Interrupt Enable Register (CANRIER)

NOTE

The CANRIER register is held in the reset state when the initialization mode is active (INITRQ=1 and INITAK=1). This register is writable when not in initialization mode (INITRQ=0 and INITAK=0).

The RSTATE[1:0], TSTATE[1:0] bits are not affected by initialization mode.

Read: Anytime

Write: Anytime when not in initialization mode

Table 12-10. CANRIER Register Field Descriptions

Field	Description
7 WUPIE ¹	Wake-Up Interrupt Enable 0 No interrupt request is generated from this event. 1 A wake-up event causes a Wake-Up interrupt request.
6 CSCIE	CAN Status Change Interrupt Enable 0 No interrupt request is generated from this event. 1 A CAN Status Change event causes an error interrupt request.
5:4 RSTATE[1:0]	Receiver Status Change Enable — These RSTAT enable bits control the sensitivity level in which receiver state changes are causing CSCIF interrupts. Independent of the chosen sensitivity level the RSTAT flags continue to indicate the actual receiver state and are only updated if no CSCIF interrupt is pending. 00 Do not generate any CSCIF interrupt caused by receiver state changes. 01 Generate CSCIF interrupt only if the receiver enters or leaves “bus-off” state. Discard other receiver state changes for generating CSCIF interrupt. 10 Generate CSCIF interrupt only if the receiver enters or leaves “RxErr” or “bus-off” ² state. Discard other receiver state changes for generating CSCIF interrupt. 11 Generate CSCIF interrupt on all state changes.
3:2 TSTATE[1:0]	Transmitter Status Change Enable — These TSTAT enable bits control the sensitivity level in which transmitter state changes are causing CSCIF interrupts. Independent of the chosen sensitivity level, the TSTAT flags continue to indicate the actual transmitter state and are only updated if no CSCIF interrupt is pending. 00 Do not generate any CSCIF interrupt caused by transmitter state changes. 01 Generate CSCIF interrupt only if the transmitter enters or leaves “bus-off” state. Discard other transmitter state changes for generating CSCIF interrupt. 10 Generate CSCIF interrupt only if the transmitter enters or leaves “TxErr” or “bus-off” state. Discard other transmitter state changes for generating CSCIF interrupt. 11 Generate CSCIF interrupt on all state changes.
1 OVRIE	Overrun Interrupt Enable 0 No interrupt request is generated from this event. 1 An overrun event causes an error interrupt request.
0 RXFIE	Receiver Full Interrupt Enable 0 No interrupt request is generated from this event. 1 A receive buffer full (successful message reception) event causes a receiver interrupt request.

¹ WUPIE and WUPE (see [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#)) must both be enabled if the recovery mechanism from stop or wait is required.

² Bus-off state is defined by the CAN standard (see Bosch CAN 2.0A/B protocol specification: for only transmitters. Because the only possible state change for the transmitter from bus-off to TxOK also forces the receiver to skip its current state to RxOK, the coding of the RXSTAT[1:0] flags define an additional bus-off state for the receiver (see [Section 12.3.4.1, “MSCAN Receiver Flag Register \(CANRFLG\)”](#)).

12.3.6 MSCAN Transmitter Flag Register (CANTFLG)

The transmit buffer empty flags each have an associated interrupt enable bit in the CANTIER register.

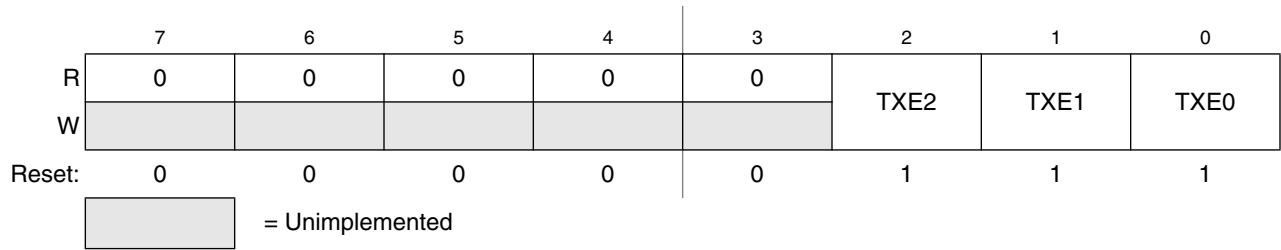


Figure 12-10. MSCAN Transmitter Flag Register (CANTFLG)

NOTE

The CANTFLG register is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK = 1). This register is writable when not in initialization mode (INITRQ = 0 and INITAK = 0).

Read: Anytime

Write: Anytime for TXEx flags when not in initialization mode; write of 1 clears flag, write of 0 is ignored

Table 12-11. CANTFLG Register Field Descriptions

Field	Description
2:0 TXE[2:0]	<p>Transmitter Buffer Empty — This flag indicates that the associated transmit message buffer is empty, and thus not scheduled for transmission. The CPU must clear the flag after a message is set up in the transmit buffer and is due for transmission. The MSCAN sets the flag after the message is sent successfully. The flag is also set by the MSCAN when the transmission request is successfully aborted due to a pending abort request (see Section 12.3.8, “MSCAN Transmitter Message Abort Request Register (CANTARQ)”). If not masked, a transmit interrupt is pending while this flag is set.</p> <p>Clearing a TXEx flag also clears the corresponding ABTAKx (see Section 12.3.9, “MSCAN Transmitter Message Abort Acknowledge Register (CANTAACK)”). When a TXEx flag is set, the corresponding ABTRQx bit is cleared (see Section 12.3.8, “MSCAN Transmitter Message Abort Request Register (CANTARQ)”).</p> <p>When listen-mode is active (see Section 12.3.2, “MSCAN Control Register 1 (CANCTL1)”) the TXEx flags cannot be cleared and no transmission is started.</p> <p>Read and write accesses to the transmit buffer are blocked, if the corresponding TXEx bit is cleared (TXEx = 0) and the buffer is scheduled for transmission.</p> <p>0 The associated message buffer is full (loaded with a message due for transmission)</p> <p>1 The associated message buffer is empty (not scheduled)</p>

12.3.7 MSCAN Transmitter Interrupt Enable Register (CANTIER)

This register contains the interrupt enable bits for the transmit buffer empty interrupt flags.

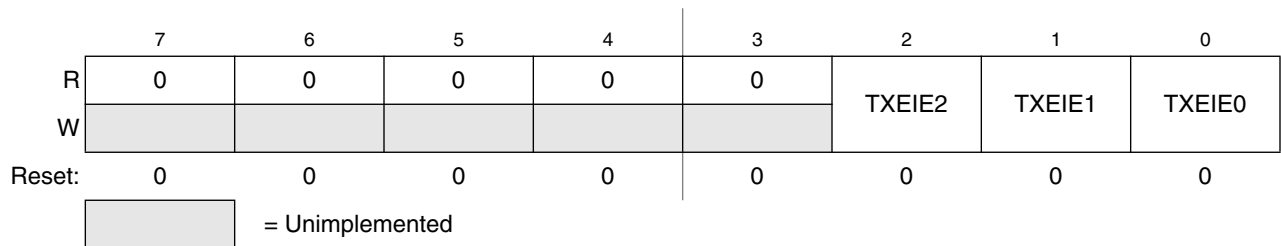


Figure 12-11. MSCAN Transmitter Interrupt Enable Register (CANTIER)

NOTE

The CANTIER register is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK = 1). This register is writable when not in initialization mode (INITRQ = 0 and INITAK = 0).

Read: Anytime

Write: Anytime when not in initialization mode

Table 12-12. CANTIER Register Field Descriptions

Field	Description
2:0 TXEIE[2:0]	Transmitter Empty Interrupt Enable 0 No interrupt request is generated from this event. 1 A transmitter empty (transmit buffer available for transmission) event causes a transmitter empty interrupt request. See Section 12.5.2.2, “Transmit Structures” for details.

12.3.8 MSCAN Transmitter Message Abort Request Register (CANTARQ)

The CANTARQ register allows abort request of messages queued for transmission.

	7	6	5	4	3	2	1	0
R	0	0	0	0	0	ABTRQ2	ABTRQ1	ABTRQ0
W								
Reset:	0	0	0	0	0	0	0	0

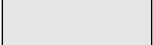
 = Unimplemented

Figure 12-12. MSCAN Transmitter Message Abort Request Register (CANTARQ)

NOTE

The CANTARQ register is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK = 1). This register is writable when not in initialization mode (INITRQ = 0 and INITAK = 0).

Read: Anytime

Write: Anytime when not in initialization mode

Table 12-13. CANTARQ Register Field Descriptions

Field	Description
2:0 ABTRQ[2:0]	Abort Request — The CPU sets the ABTRQx bit to request that a scheduled message buffer (TXEx = 0) be aborted. The MSCAN grants the request if the message has not already started transmission, or if the transmission is not successful (lost arbitration or error). When a message is aborted, the associated TXE (see Section 12.3.6, “MSCAN Transmitter Flag Register (CANTFLG)”) and abort acknowledge flags (ABTAK, see Section 12.3.9, “MSCAN Transmitter Message Abort Acknowledge Register (CANTAACK)”) are set and a transmit interrupt occurs if enabled. The CPU cannot reset ABTRQx. ABTRQx is reset whenever the associated TXE flag is set. 0 No abort request 1 Abort request pending

12.3.9 MSCAN Transmitter Message Abort Acknowledge Register (CANTAACK)

The CANTAACK register indicates the successful abort of messages queued for transmission, if requested by the appropriate bits in the CANTARQ register.

	7	6	5	4	3	2	1	0
R	0	0	0	0	0	ABTAK2	ABTAK1	ABTAK0
W								
Reset:	0	0	0	0	0	0	0	0
	<div style="display: flex; align-items: center;"> <div style="width: 40px; height: 15px; background-color: #cccccc; border: 1px solid black; margin-right: 5px;"></div> = Unimplemented </div>							

Figure 12-13. MSCAN Transmitter Message Abort Acknowledge Register (CANTAACK)

NOTE

The CANTAACK register is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK = 1).

Read: Anytime

Write: Unimplemented for ABTAKx flags

Table 12-14. CANTAACK Register Field Descriptions

Field	Description
2:0 ABTAK[2:0]	Abort Acknowledge — This flag acknowledges that a message was aborted due to a pending transmission abort request from the CPU. After a particular message buffer is flagged empty, this flag can be used by the application software to identify whether the message was aborted successfully or was sent anyway. The ABTAKx flag is cleared whenever the corresponding TXE flag is cleared. 0 The message was not aborted. 1 The message was aborted.

12.3.10 MSCAN Transmit Buffer Selection Register (CANTBSEL)

The CANTBSEL selections of the actual transmit message buffer, which is accessible in the CANTXFG register space.

	7	6	5	4	3	2	1	0
R	0	0	0	0	0	TX2	TX1	TX0
W								
Reset:	0	0	0	0	0	0	0	0
	<div style="display: flex; align-items: center;"> <div style="width: 40px; height: 15px; background-color: #cccccc; border: 1px solid black; margin-right: 5px;"></div> = Unimplemented </div>							

Figure 12-14. MSCAN Transmit Buffer Selection Register (CANTBSEL)

NOTE

The CANTBSEL register is held in the reset state when the initialization mode is active (INITRQ = 1 and INITAK=1). This register is writable when not in initialization mode (INITRQ = 0 and INITAK = 0).

Read: Find the lowest ordered bit set to 1, all other bits will be read as 0

Write: Anytime when not in initialization mode

Table 12-15. CANTBSEL Register Field Descriptions

Field	Description
2:0 TX[2:0]	Transmit Buffer Select — The lowest numbered bit places the respective transmit buffer in the CANTXFG register space (e.g., TX1 = 1 and TX0 = 1 selects transmit buffer TX0; TX1 = 1 and TX0 = 0 selects transmit buffer TX1). Read and write accesses to the selected transmit buffer will be blocked, if the corresponding TXEx bit is cleared and the buffer is scheduled for transmission (see Section 12.3.6, “MSCAN Transmitter Flag Register (CANTFLG)”). 0 The associated message buffer is deselected 1 The associated message buffer is selected, if lowest numbered bit

The following gives a short programming example of the usage of the CANTBSEL register:

To get the next available transmit buffer, application software must read the CANTFLG register and write this value back into the CANTBSEL register. In this example Tx buffers TX1 and TX2 are available. The value read from CANTFLG is therefore 0b0000_0110. When writing this value back to CANTBSEL, the Tx buffer TX1 is selected in the CANTXFG because the lowest numbered bit set to 1 is at bit position 1. Reading back this value out of CANTBSEL results in 0b0000_0010, because only the lowest numbered bit position set to 1 is presented. This mechanism eases the application software the selection of the next available Tx buffer.

- LDD CANTFLG; value read is 0b0000_0110
- STD CANTBSEL; value written is 0b0000_0110
- LDD CANTBSEL; value read is 0b0000_0010

If all transmit message buffers are deselected, no accesses are allowed to the CANTXFG buffer register.

12.3.11 MSCAN Identifier Acceptance Control Register (CANIDAC)

The CANIDAC register is used for identifier filter acceptance control as described below.

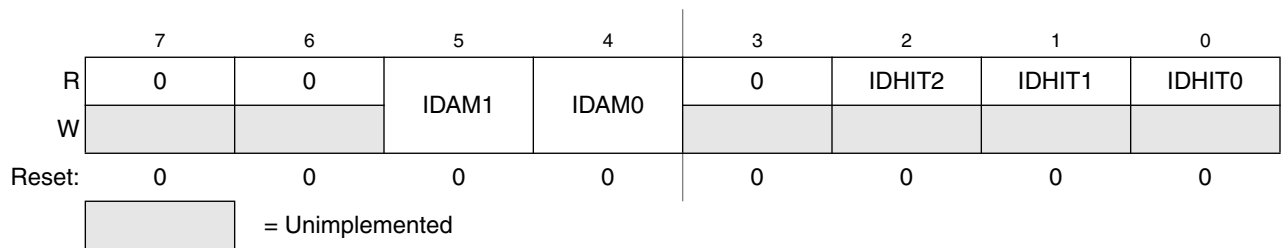


Figure 12-15. MSCAN Identifier Acceptance Control Register (CANIDAC)

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1), except bits IDHITx, which are read-only

Table 12-16. CANIDAC Register Field Descriptions

Field	Description
5:4 IDAM[1:0]	Identifier Acceptance Mode — The CPU sets these flags to define the identifier acceptance filter organization (see Section 12.5.3, “Identifier Acceptance Filter”). Table 12-17 summarizes the different settings. In filter closed mode, no message is accepted such that the foreground buffer is never reloaded.
2:0 IDHIT[2:0]	Identifier Acceptance Hit Indicator — The MSCAN sets these flags to indicate an identifier acceptance hit (see Section 12.5.3, “Identifier Acceptance Filter”). Table 12-18 summarizes the different settings.

Table 12-17. Identifier Acceptance Mode Settings

IDAM1	IDAM0	Identifier Acceptance Mode
0	0	Two 32-bit acceptance filters
0	1	Four 16-bit acceptance filters
1	0	Eight 8-bit acceptance filters
1	1	Filter closed

Table 12-18. Identifier Acceptance Hit Indication

IDHIT2	IDHIT1	IDHIT0	Identifier Acceptance Hit
0	0	0	Filter 0 hit
0	0	1	Filter 1 hit
0	1	0	Filter 2 hit
0	1	1	Filter 3 hit
1	0	0	Filter 4 hit
1	0	1	Filter 5 hit
1	1	0	Filter 6 hit
1	1	1	Filter 7 hit

The IDHITx indicators are always related to the message in the foreground buffer (RxFG). When a message gets shifted into the foreground buffer of the receiver FIFO the indicators are updated as well.

12.3.12 MSCAN Miscellaneous Register (CANMISC)

This register provides additional features.

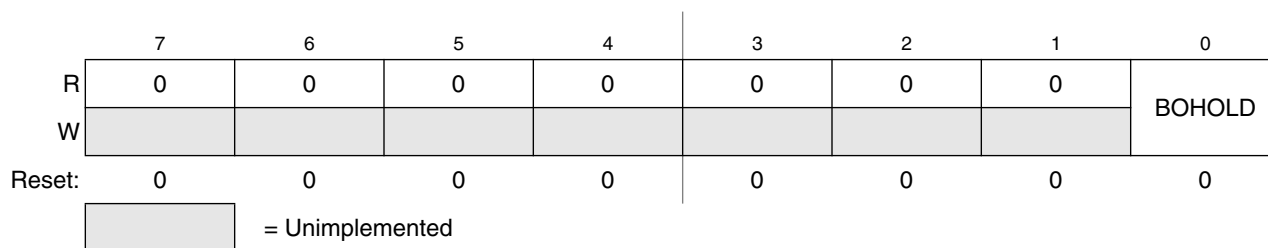


Figure 12-16. MSCAN Miscellaneous Register (CANMISC)

Read: Anytime

Write: Anytime; write of '1' clears flag; write of '0' ignored

Table 12-19. CANMISC Register Field Descriptions

Field	Description
0 BOHOLD	Bus-off State Hold Until User Request — If BORM is set in Section 12.3.2, “MSCAN Control Register 1 (CANCTL1)” , this bit indicates whether the module has entered the bus-off state. Clearing this bit requests the recovery from bus-off. Refer to Section 12.6.2, “Bus-Off Recovery,” for details. 0 Module is not bus-off or recovery has been requested by user in bus-off state 1 Module is bus-off and holds this state until user request

12.3.13 MSCAN Receive Error Counter (CANRXERR)

This register reflects the status of the MSCAN receive error counter.

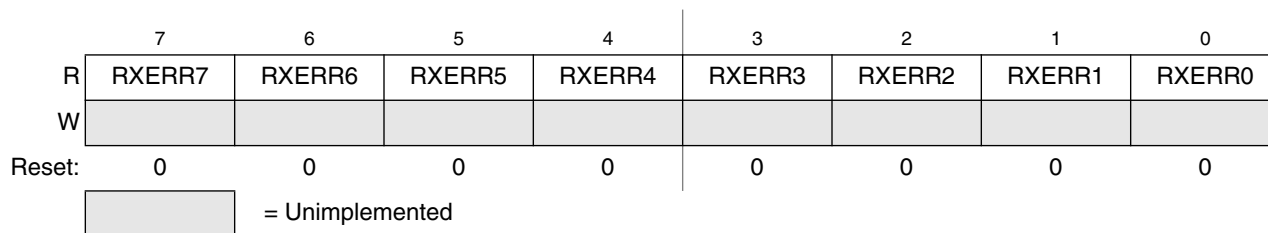


Figure 12-17. MSCAN Receive Error Counter (CANRXERR)

Read: Only when in sleep mode (SLPRQ = 1 and SLPK = 1) or initialization mode (INITRQ = 1 and INITAK = 1)

Write: Unimplemented

NOTE

Reading this register when in any other mode other than sleep or initialization mode may return an incorrect value. For MCUs with dual CPUs, this may result in a CPU fault condition.

Writing to this register when in special modes can alter the MSCAN functionality.

12.3.14 MSCAN Transmit Error Counter (CANTXERR)

This register reflects the status of the MSCAN transmit error counter.

	7	6	5	4	3	2	1	0
R	TXERR7	TXERR6	TXERR5	TXERR4	TXERR3	TXERR2	TXERR1	TXERR0
W								
Reset:	0	0	0	0	0	0	0	0
	= Unimplemented							

Figure 12-18. MSCAN Transmit Error Counter (CANTXERR)

Read: Only when in sleep mode (SLPRQ = 1 and SLPK = 1) or initialization mode (INITRQ = 1 and INITAK = 1)

Write: Unimplemented

NOTE

Reading this register when in any other mode other than sleep or initialization mode, may return an incorrect value. For MCUs with dual CPUs, this may result in a CPU fault condition.

Writing to this register when in special modes can alter the MSCAN functionality.

12.3.15 MSCAN Identifier Acceptance Registers (CANIDAR0-7)

On reception, each message is written into the background receive buffer. The CPU is only signalled to read the message if it passes the criteria in the identifier acceptance and identifier mask registers (accepted); otherwise, the message is overwritten by the next message (dropped).

The acceptance registers of the MSCAN are applied on the IDR0–IDR3 registers (see [Section 12.4.1, “Identifier Registers \(IDR0–IDR3\)”](#)) of incoming messages in a bit by bit manner (see [Section 12.5.3, “Identifier Acceptance Filter”](#)).

For extended identifiers, all four acceptance and mask registers are applied. For standard identifiers, only the first two (CANIDAR0/1, CANIDMR0/1) are applied.

	7	6	5	4	3	2	1	0
R	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0
W								
Reset	0	0	0	0	0	0	0	0

Figure 12-19. MSCAN Identifier Acceptance Registers (First Bank) — CANIDAR0–CANIDAR3

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

Table 12-20. CANIDAR0–CANIDAR3 Register Field Descriptions

Field	Description
7:0 AC[7:0]	Acceptance Code Bits — AC[7:0] comprise a user-defined sequence of bits with which the corresponding bits of the related identifier register (IDRn) of the receive message buffer are compared. The result of this comparison is then masked with the corresponding identifier mask register.

	7	6	5	4	3	2	1	0
R	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0
W								
Reset	0	0	0	0	0	0	0	0

Figure 12-20. MSCAN Identifier Acceptance Registers (Second Bank) — CANIDAR4–CANIDAR7

Read: Anytime

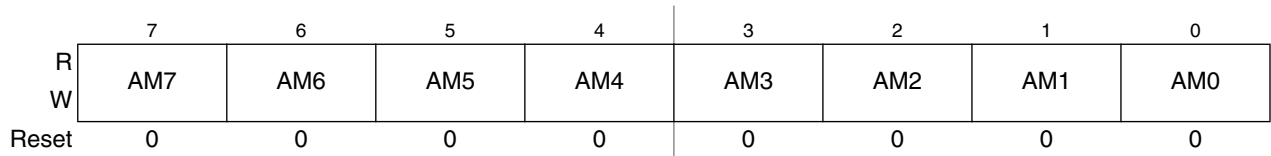
Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

Table 12-21. CANIDAR4–CANIDAR7 Register Field Descriptions

Field	Description
7:0 AC[7:0]	Acceptance Code Bits — AC[7:0] comprise a user-defined sequence of bits with which the corresponding bits of the related identifier register (IDRn) of the receive message buffer are compared. The result of this comparison is then masked with the corresponding identifier mask register.

12.3.16 MSCAN Identifier Mask Registers (CANIDMR0–CANIDMR7)

The identifier mask register specifies which of the corresponding bits in the identifier acceptance register are relevant for acceptance filtering. To receive standard identifiers in 32 bit filter mode, it is required to program the last three bits (AM[2:0]) in the mask registers CANIDMR1 and CANIDMR5 to “don’t care.” To receive standard identifiers in 16 bit filter mode, it is required to program the last three bits (AM[2:0]) in the mask registers CANIDMR1, CANIDMR3, CANIDMR5, and CANIDMR7 to “don’t care.”

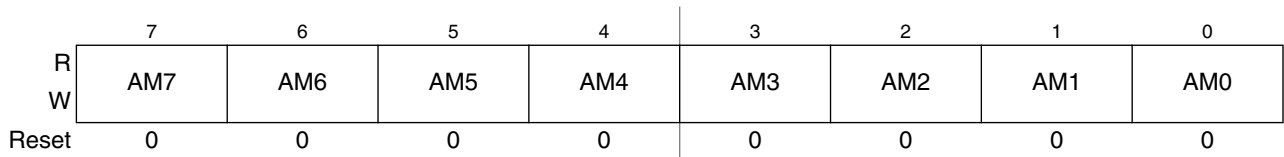

Figure 12-21. MSCAN Identifier Mask Registers (First Bank) — CANIDMR0–CANIDMR3

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

Table 12-22. CANIDMR0–CANIDMR3 Register Field Descriptions

Field	Description
7:0 AM[7:0]	Acceptance Mask Bits — If a particular bit in this register is cleared, this indicates that the corresponding bit in the identifier acceptance register must be the same as its identifier bit before a match is detected. The message is accepted if all such bits match. If a bit is set, it indicates that the state of the corresponding bit in the identifier acceptance register does not affect whether or not the message is accepted. 0 Match corresponding acceptance code register and identifier bits 1 Ignore corresponding acceptance code register bit (don't care)


Figure 12-22. MSCAN Identifier Mask Registers (Second Bank) — CANIDMR4–CANIDMR7

Read: Anytime

Write: Anytime in initialization mode (INITRQ = 1 and INITAK = 1)

Table 12-23. CANIDMR4–CANIDMR7 Register Field Descriptions

Field	Description
7:0 AM[7:0]	Acceptance Mask Bits — If a particular bit in this register is cleared, this indicates that the corresponding bit in the identifier acceptance register must be the same as its identifier bit before a match is detected. The message is accepted if all such bits match. If a bit is set, it indicates that the state of the corresponding bit in the identifier acceptance register does not affect whether or not the message is accepted. 0 Match corresponding acceptance code register and identifier bits 1 Ignore corresponding acceptance code register bit (don't care)

12.4 Programmer's Model of Message Storage

The following section details the organization of the receive and transmit message buffers and the associated control registers.

To simplify the programmer interface, the receive and transmit message buffers have the same outline. Each message buffer allocates 16 bytes in the memory map containing a 13 byte data structure.

An additional transmit buffer priority register (TBPR) is defined for the transmit buffers. Within the last two bytes of this memory map, the MSCAN stores a special 16-bit time stamp, which is sampled from an internal timer after successful transmission or reception of a message. This feature is only available for transmit and receiver buffers if the TIME bit is set (see [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#)).

The time stamp register is written by the MSCAN. The CPU can only read these registers.

Table 12-24. Message Buffer Organization

Offset Address	Register	Access
0x00X0	Identifier Register 0	
0x00X1	Identifier Register 1	
0x00X2	Identifier Register 2	
0x00X3	Identifier Register 3	
0x00X4	Data Segment Register 0	
0x00X5	Data Segment Register 1	
0x00X6	Data Segment Register 2	
0x00X7	Data Segment Register 3	
0x00X8	Data Segment Register 4	
0x00X9	Data Segment Register 5	
0x00XA	Data Segment Register 6	
0x00XB	Data Segment Register 7	
0x00XC	Data Length Register	
0x00XD	Transmit Buffer Priority Register ¹	
0x00XE	Time Stamp Register (High Byte) ²	
0x00XF	Time Stamp Register (Low Byte) ³	

¹ Not applicable for receive buffers

² Read-only for CPU

³ Read-only for CPU

[Figure 12-23](#) shows the common 13-byte data structure of receive and transmit buffers for extended identifiers. The mapping of standard identifiers into the IDR registers is shown in [Figure 12-24](#).

All bits of the receive and transmit buffers are ‘x’ out of reset because of RAM-based implementation¹. All reserved or unused bits of the receive and transmit buffers always read ‘x’.

1. Exception: The transmit priority registers are 0 out of reset.

Register Name		Bit 7	6	5	4	3	2	1	Bit0
IDR0	R W	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21
IDR1	R W	ID20	ID19	ID18	SRR ⁽¹⁾	IDE ⁽¹⁾	ID17	ID16	ID15
IDR2	R W	ID14	ID13	ID12	ID11	ID10	ID9	ID8	ID7
IDR3	R W	ID6	ID5	ID4	ID3	ID2	ID1	ID0	RTR ²
DSR0	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR1	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR2	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR3	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR4	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR5	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR6	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DSR7	R W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
DLR	R W					DLC3	DLC2	DLC1	DLC0

= Unused, always read 'x'

Figure 12-23. Receive/Transmit Message Buffer — Extended Identifier Mapping

¹ SRR and IDE are both 1s.

² The position of RTR differs between extended and standard identifier mapping.

Read: For transmit buffers, anytime when TXEx flag is set (see [Section 12.3.6, “MSCAN Transmitter Flag Register \(CANTFLG\)”](#)) and the corresponding transmit buffer is selected in CANTBSEL (see

Section 12.3.10, “MSCAN Transmit Buffer Selection Register (CANTBSEL)”). For receive buffers, only when RXF flag is set (see Section 12.3.4.1, “MSCAN Receiver Flag Register (CANRFLG)”).

Write: For transmit buffers, anytime when TXEx flag is set (see Section 12.3.6, “MSCAN Transmitter Flag Register (CANTFLG)”) and the corresponding transmit buffer is selected in CANTBSEL (see Section 12.3.10, “MSCAN Transmit Buffer Selection Register (CANTBSEL)”). Unimplemented for receive buffers.

Reset: Undefined (0x00XX) because of RAM-based implementation

Register Name		Bit 7	6	5	4	3	2	1	Bit 0
IDR0	R W	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3
IDR1	R W	ID2	ID1	ID0	RTR ¹	IDE ²			
IDR2	R W								
IDR3	R W								


 = Unused, always read 'x'

Figure 12-24. Receive/Transmit Message Buffer — Standard Identifier Mapping

¹ The position of RTR differs between extended and standard identifier mapping.

² IDE is 0.

12.4.1 Identifier Registers (IDR0–IDR3)

The identifier registers for an extended format identifier consist of a total of 32 bits; ID[28:0], SRR, IDE, and RTR bits. The identifier registers for a standard format identifier consist of a total of 13 bits; ID[10:0], RTR, and IDE bits.

12.4.1.1 IDR0–IDR3 for Extended Identifier Mapping

	7	6	5	4	3	2	1	0
R W	ID28	ID27	ID26	ID25	ID24	ID23	ID22	ID21
Reset:	x	x	x	x	x	x	x	x

Figure 12-25. Identifier Register 0 (IDR0) — Extended Identifier Mapping

Table 12-25. IDR0 Register Field Descriptions — Extended

Field	Description
7:0 ID[28:21]	Extended Format Identifier — The identifiers consist of 29 bits (ID[28:0]) for the extended format. ID28 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number.

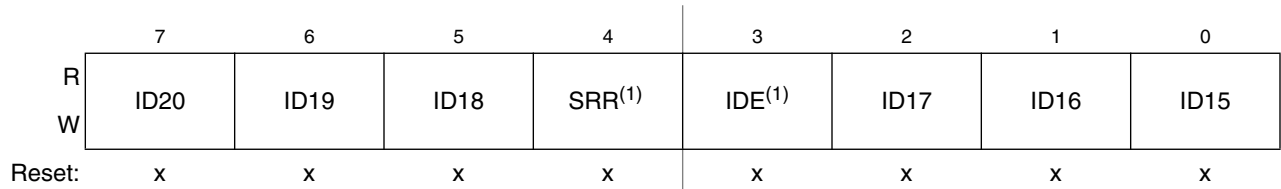


Figure 12-26. Identifier Register 1 (IDR1) — Extended Identifier Mapping

¹ SRR and IDE are both 1s.

Table 12-26. IDR1 Register Field Descriptions — Extended

Field	Description
7:5 ID[20:18]	Extended Format Identifier — The identifiers consist of 29 bits (ID[28:0]) for the extended format. ID28 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number.
4 SRR	Substitute Remote Request — This fixed recessive bit is used only in extended format. It must be set to 1 by the user for transmission buffers and is stored as received on the CAN bus for receive buffers.
3 IDE	ID Extended — This flag indicates whether the extended or standard identifier format is applied in this buffer. In the case of a receive buffer, the flag is set as received and indicates to the CPU how to process the buffer identifier registers. In the case of a transmit buffer, the flag indicates to the MSCAN what type of identifier to send. 0 Standard format (11 bit) 1 Extended format (29 bit)
2:0 ID[17:15]	Extended Format Identifier — The identifiers consist of 29 bits (ID[28:0]) for the extended format. ID28 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number.

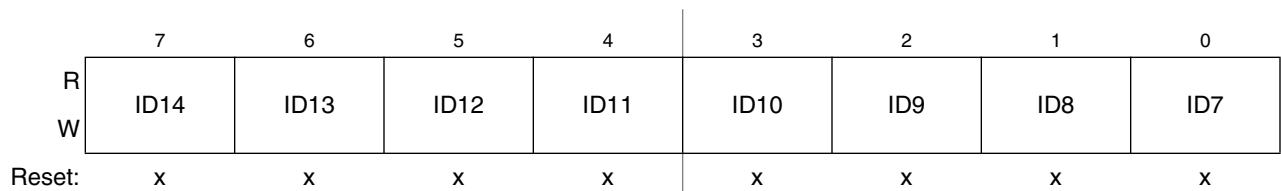


Figure 12-27. Identifier Register 2 (IDR2) — Extended Identifier Mapping

Table 12-27. IDR2 Register Field Descriptions — Extended

Field	Description
7:0 ID[14:7]	Extended Format Identifier — The identifiers consist of 29 bits (ID[28:0]) for the extended format. ID28 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number.

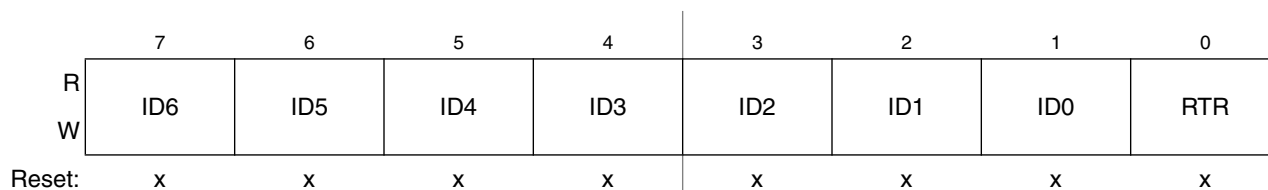


Figure 12-28. Identifier Register 3 (IDR3) — Extended Identifier Mapping

Table 12-28. IDR3 Register Field Descriptions — Extended

Field	Description
7:1 ID[6:0]	Extended Format Identifier — The identifiers consist of 29 bits (ID[28:0]) for the extended format. ID28 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number.
0 RTR	Remote Transmission Request — This flag reflects the status of the remote transmission request bit in the CAN frame. In the case of a receive buffer, it indicates the status of the received frame and supports the transmission of an answering frame in software. In the case of a transmit buffer, this flag defines the setting of the RTR bit to be sent. 0 Data frame 1 Remote frame

12.4.2 IDR0–IDR3 for Standard Identifier Mapping

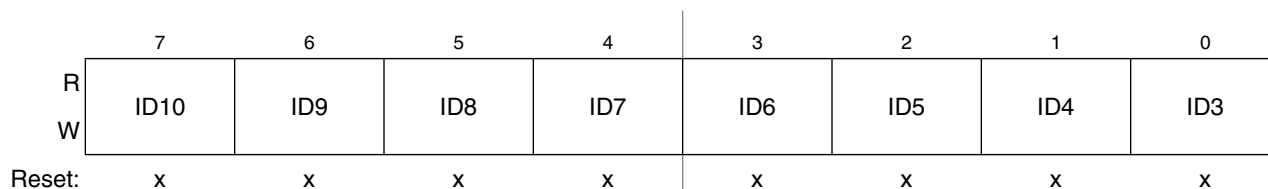
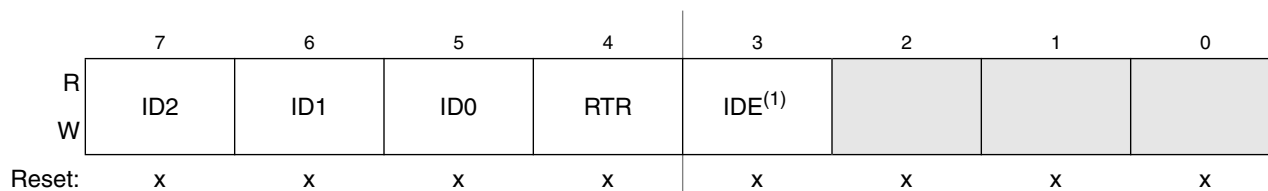


Figure 12-29. Identifier Register 0 — Standard Mapping

Table 12-29. IDR0 Register Field Descriptions — Standard

Field	Description
7:0 ID[10:3]	Standard Format Identifier — The identifiers consist of 11 bits (ID[10:0]) for the standard format. ID10 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number. See also ID bits in Table 12-30 .




 = Unused; always read 'x'

Figure 12-30. Identifier Register 1 — Standard Mapping

¹ IDE is 0.

Table 12-30. IDR1 Register Field Descriptions

Field	Description
7:5 ID[2:0]	Standard Format Identifier — The identifiers consist of 11 bits (ID[10:0]) for the standard format. ID10 is the most significant bit and is transmitted first on the CAN bus during the arbitration procedure. The priority of an identifier is defined to be highest for the smallest binary number. See also ID bits in Table 12-29 .
4 RTR	Remote Transmission Request — This flag reflects the status of the Remote Transmission Request bit in the CAN frame. In the case of a receive buffer, it indicates the status of the received frame and supports the transmission of an answering frame in software. In the case of a transmit buffer, this flag defines the setting of the RTR bit to be sent. 0 Data frame 1 Remote frame
3 IDE	ID Extended — This flag indicates whether the extended or standard identifier format is applied in this buffer. In the case of a receive buffer, the flag is set as received and indicates to the CPU how to process the buffer identifier registers. In the case of a transmit buffer, the flag indicates to the MSCAN what type of identifier to send. 0 Standard format (11 bit) 1 Extended format (29 bit)

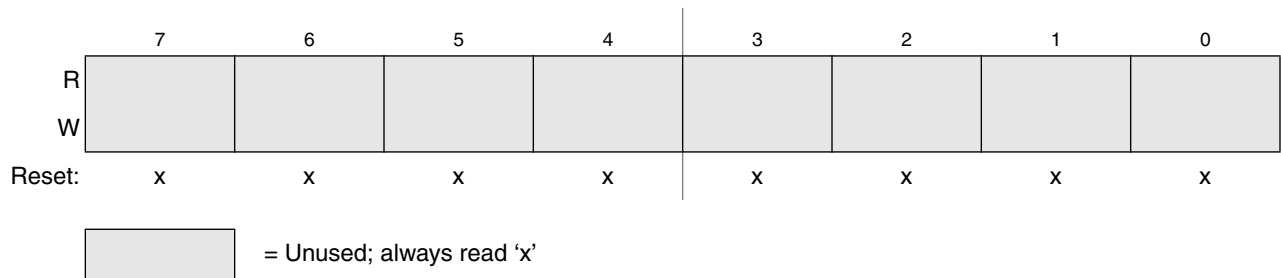


Figure 12-31. Identifier Register 2 — Standard Mapping

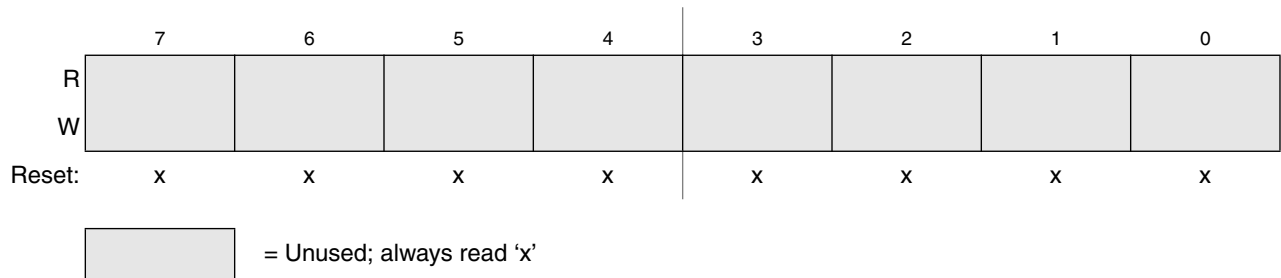


Figure 12-32. Identifier Register 3 — Standard Mapping

12.4.3 Data Segment Registers (DSR0-7)

The eight data segment registers, each with bits DB[7:0], contain the data to be transmitted or received. The number of bytes to be transmitted or received is determined by the data length code in the corresponding DLR register.

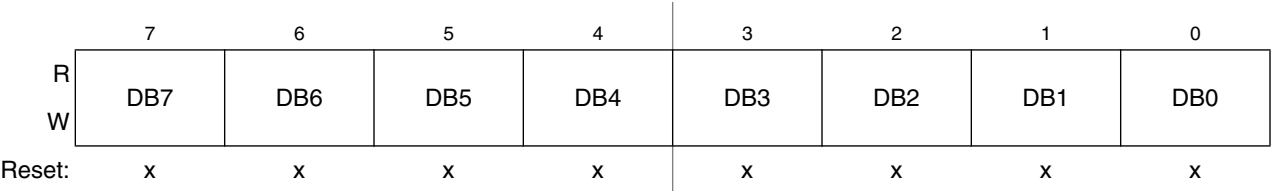


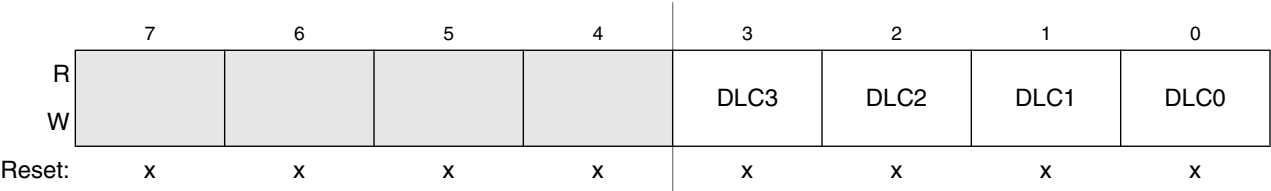
Figure 12-33. Data Segment Registers (DSR0–DSR7) — Extended Identifier Mapping

Table 12-31. DSR0–DSR7 Register Field Descriptions

Field	Description
7:0 DB[7:0]	Data bits 7:0

12.4.4 Data Length Register (DLR)

This register keeps the data length field of the CAN frame.



= Unused; always read “x”

Figure 12-34. Data Length Register (DLR) — Extended Identifier Mapping

Table 12-32. DLR Register Field Descriptions

Field	Description
3:0 DLC[3:0]	Data Length Code Bits — The data length code contains the number of bytes (data byte count) of the respective message. During the transmission of a remote frame, the data length code is transmitted as programmed while the number of transmitted data bytes is always 0. The data byte count ranges from 0 to 8 for a data frame. Table 12-33 shows the effect of setting the DLC bits.

Table 12-33. Data Length Codes

Data Length Code				Data Byte Count
DLC3	DLC2	DLC1	DLC0	
0	0	0	0	0
0	0	0	1	1
0	0	1	0	2
0	0	1	1	3
0	1	0	0	4
0	1	0	1	5
0	1	1	0	6
0	1	1	1	7
1	0	0	0	8

12.4.5 Transmit Buffer Priority Register (TBPR)

This register defines the local priority of the associated message transmit buffer. The local priority is used for the internal prioritization process of the MSCAN and is defined to be highest for the smallest binary number. The MSCAN implements the following internal prioritization mechanisms:

- All transmission buffers with a cleared TXEx flag participate in the prioritization immediately before the SOF (start of frame) is sent.
- The transmission buffer with the lowest local priority field wins the prioritization.

In cases of more than one buffer having the same lowest priority, the message buffer with the lower index number wins.

	7	6	5	4	3	2	1	0
R	PRI07	PRI06	PRI05	PRI04	PRI03	PRI02	PRI01	PRI00
W								
Reset:	0	0	0	0	0	0	0	0

Figure 12-35. Transmit Buffer Priority Register (TBPR)

Read: Anytime when TXEx flag is set (see [Section 12.3.6, “MSCAN Transmitter Flag Register \(CANTFLG\)”](#)) and the corresponding transmit buffer is selected in CANTBSEL (see [Section 12.3.10, “MSCAN Transmit Buffer Selection Register \(CANTBSEL\)”](#)).

Write: Anytime when TXEx flag is set (see [Section 12.3.6, “MSCAN Transmitter Flag Register \(CANTFLG\)”](#)) and the corresponding transmit buffer is selected in CANTBSEL (see [Section 12.3.10, “MSCAN Transmit Buffer Selection Register \(CANTBSEL\)”](#)).

12.4.6 Time Stamp Register (TSRH–TSRL)

If the TIME bit is enabled, the MSCAN will write a time stamp to the respective registers in the active transmit or receive buffer as soon as a message has been acknowledged on the CAN bus (see

Section 12.3.1, “MSCAN Control Register 0 (CANCTL0”). In case of a transmission, the CPU can only read the time stamp after the respective transmit buffer has been flagged empty.

The timer value, which is used for stamping, is taken from a free running internal CAN bit clock. A timer overrun is not indicated by the MSCAN. The timer is reset (all bits set to 0) during initialization mode. The CPU can only read the time stamp registers.

	7	6	5	4	3	2	1	0
R	TSR15	TSR14	TSR13	TSR12	TSR11	TSR10	TSR9	TSR8
W								
Reset:	x	x	x	x	x	x	x	x

Figure 12-36. Time Stamp Register — High Byte (TSRH)

	7	6	5	4	3	2	1	0
R	TSR7	TSR6	TSR5	TSR4	TSR3	TSR2	TSR1	TSR0
W								
Reset:	x	x	x	x	x	x	x	x

Figure 12-37. Time Stamp Register — Low Byte (TSRL)

Read: Anytime when TXEx flag is set (see Section 12.3.6, “MSCAN Transmitter Flag Register (CANTFLG)”) and the corresponding transmit buffer is selected in CANTBSEL (see Section 12.3.10, “MSCAN Transmit Buffer Selection Register (CANTBSEL)”).

Write: Unimplemented

12.5 Functional Description

12.5.1 General

This section provides a complete functional description of the MSCAN. It describes each of the features and modes listed in the introduction.

12.5.2 Message Storage

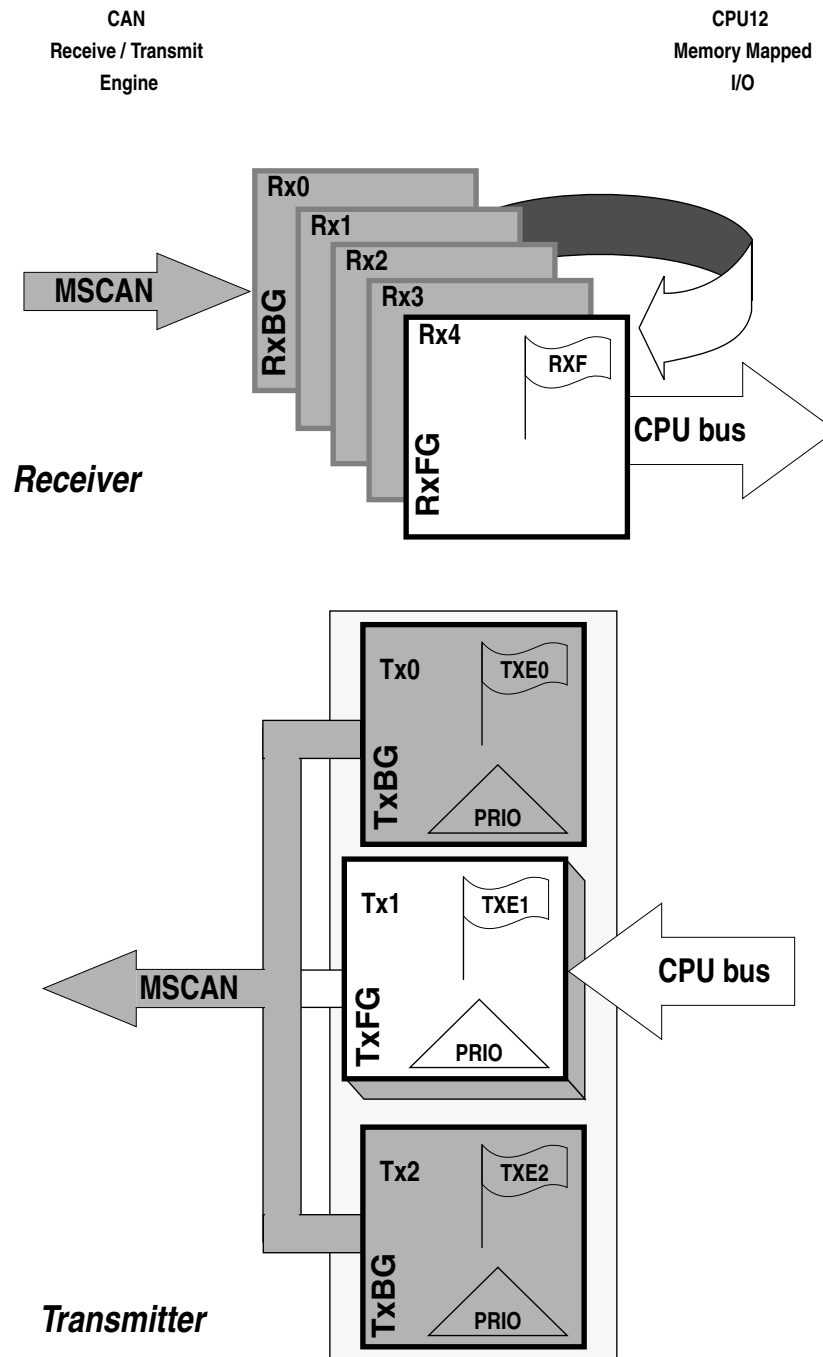


Figure 12-38. User Model for Message Buffer Organization

MSCAN facilitates a sophisticated message storage system which addresses the requirements of a broad range of network applications.

12.5.2.1 Message Transmit Background

Modern application layer software is built upon two fundamental assumptions:

- Any CAN node is able to send out a stream of scheduled messages without releasing the CAN bus between the two messages. Such nodes arbitrate for the CAN bus immediately after sending the previous message and only release the CAN bus in case of lost arbitration.
- The internal message queue within any CAN node is organized such that the highest priority message is sent out first, if more than one message is ready to be sent.

The behavior described in the bullets above cannot be achieved with a single transmit buffer. That buffer must be reloaded immediately after the previous message is sent. This loading process lasts a finite amount of time and must be completed within the inter-frame sequence (IFS) to be able to send an uninterrupted stream of messages. Even if this is feasible for limited CAN bus speeds, it requires that the CPU reacts with short latencies to the transmit interrupt.

A double buffer scheme de-couples the reloading of the transmit buffer from the actual message sending and, therefore, reduces the reactivity requirements of the CPU. Problems can arise if the sending of a message is finished while the CPU re-loads the second buffer. No buffer would then be ready for transmission, and the CAN bus would be released.

At least three transmit buffers are required to meet the first of the above requirements under all circumstances. The MSCAN has three transmit buffers.

The second requirement calls for some sort of internal prioritization which the MSCAN implements with the “local priority” concept described in [Section 12.5.2.2, “Transmit Structures.”](#)

12.5.2.2 Transmit Structures

The MSCAN triple transmit buffer scheme optimizes real-time performance by allowing multiple messages to be set up in advance. The three buffers are arranged as shown in [Figure 12-38](#).

All three buffers have a 13-byte data structure similar to the outline of the receive buffers (see [Section 12.4, “Programmer’s Model of Message Storage”](#)). An additional [Section 12.4.5, “Transmit Buffer Priority Register \(TBPR\)”](#) contains an 8-bit local priority field (PRIO) (see [Section 12.4.5, “Transmit Buffer Priority Register \(TBPR\)”](#)). The remaining two bytes are used for time stamping of a message, if required (see [Section 12.4.6, “Time Stamp Register \(TSRH–TSRL\)”](#)).

To transmit a message, the CPU must identify an available transmit buffer, which is indicated by a set transmitter buffer empty (TXEx) flag (see [Section 12.3.6, “MSCAN Transmitter Flag Register \(CANTFLG\)”](#)). If a transmit buffer is available, the CPU must set a pointer to this buffer by writing to the CANTBSEL register (see [Section 12.3.10, “MSCAN Transmit Buffer Selection Register \(CANTBSEL\)”](#)). This makes the respective buffer accessible within the CANTXFG address space (see [Section 12.4, “Programmer’s Model of Message Storage”](#)). The algorithmic feature associated with the CANTBSEL register simplifies the transmit buffer selection. In addition, this scheme makes the handler software simpler because only one address area is applicable for the transmit process, and the required address space is minimized.

The CPU then stores the identifier, the control bits, and the data content into one of the transmit buffers. Finally, the buffer is flagged as ready for transmission by clearing the associated TXE flag.

The MSCAN then schedules the message for transmission and signals the successful transmission of the buffer by setting the associated TXE flag. A transmit interrupt (see [Section 12.5.7.2, “Transmit Interrupt”](#)) is generated¹ when TXEx is set and can be used to drive the application software to re-load the buffer.

If more than one buffer is scheduled for transmission when the CAN bus becomes available for arbitration, the MSCAN uses the local priority setting of the three buffers to determine the prioritization. For this purpose, every transmit buffer has an 8-bit local priority field (PRIO). The application software programs this field when the message is set up. The local priority reflects the priority of this particular message relative to the set of messages being transmitted from this node. The lowest binary value of the PRIO field is defined to be the highest priority. The internal scheduling process takes place whenever the MSCAN arbitrates for the CAN bus. This is also the case after the occurrence of a transmission error.

When a high priority message is scheduled by the application software, it may become necessary to abort a lower priority message in one of the three transmit buffers. Because messages that are already in transmission cannot be aborted, the user must request the abort by setting the corresponding abort request bit (ABTRQ) (see [Section 12.3.8, “MSCAN Transmitter Message Abort Request Register \(CANTARQ\)”](#).) The MSCAN then grants the request, if possible, by:

1. Setting the corresponding abort acknowledge flag (ABTAK) in the CANTAACK register.
2. Setting the associated TXE flag to release the buffer.
3. Generating a transmit interrupt. The transmit interrupt handler software can determine from the setting of the ABTAK flag whether the message was aborted (ABTAK = 1) or sent (ABTAK = 0).

12.5.2.3 Receive Structures

The received messages are stored in a five stage input FIFO. The five message buffers are alternately mapped into a single memory area (see [Figure 12-38](#)). The background receive buffer (RxBG) is exclusively associated with the MSCAN, but the foreground receive buffer (RxFG) is addressable by the CPU (see [Figure 12-38](#)). This scheme simplifies the handler software because only one address area is applicable for the receive process.

All receive buffers have a size of 15 bytes to store the CAN control bits, the identifier (standard or extended), the data contents, and a time stamp, if enabled (see [Section 12.4, “Programmer’s Model of Message Storage”](#)).

The receiver full flag (RXF) (see [Section 12.3.4.1, “MSCAN Receiver Flag Register \(CANRFLG\)”](#)) signals the status of the foreground receive buffer. When the buffer contains a correctly received message with a matching identifier, this flag is set.

On reception, each message is checked to see whether it passes the filter (see [Section 12.5.3, “Identifier Acceptance Filter”](#)) and simultaneously is written into the active RxBG. After successful reception of a valid message, the MSCAN shifts the content of RxBG into the receiver FIFO², sets the RXF flag, and generates a receive interrupt (see [Section 12.5.7.3, “Receive Interrupt”](#)) to the CPU³. The user’s receive handler must read the received message from the RxFG and then reset the RXF flag to acknowledge the interrupt and to release the foreground buffer. A new message, which can follow immediately after the IFS

1. The transmit interrupt occurs only if not masked. A polling scheme can be applied on TXEx also.

2. Only if the RXF flag is not set.

3. The receive interrupt occurs only if not masked. A polling scheme can be applied on RXF also.

field of the CAN frame, is received into the next available RxBG. If the MSCAN receives an invalid message in its RxBG (wrong identifier, transmission errors, etc.) the actual contents of the buffer will be over-written by the next message. The buffer will then not be shifted into the FIFO.

When the MSCAN module is transmitting, the MSCAN receives its own transmitted messages into the background receive buffer, RxBG, but does not shift it into the receiver FIFO, generate a receive interrupt, or acknowledge its own messages on the CAN bus. The exception to this rule is in loopback mode (see [Section 12.3.2, “MSCAN Control Register 1 \(CANCTL1\)”](#)) where the MSCAN treats its own messages exactly like all other incoming messages. The MSCAN receives its own transmitted messages in the event that it loses arbitration. If arbitration is lost, the MSCAN must be prepared to become a receiver.

An overrun condition occurs when all receive message buffers in the FIFO are filled with correctly received messages with accepted identifiers and another message is correctly received from the CAN bus with an accepted identifier. The latter message is discarded and an error interrupt with overrun indication is generated if enabled (see [Section 12.5.7.5, “Error Interrupt”](#)). The MSCAN remains able to transmit messages while the receiver FIFO is full, but all incoming messages are discarded. As soon as a receive buffer in the FIFO is available again, new valid messages will be accepted.

12.5.3 Identifier Acceptance Filter

The MSCAN identifier acceptance registers (see [Section 12.3.11, “MSCAN Identifier Acceptance Control Register \(CANIDAC\)”](#)) define the acceptable patterns of the standard or extended identifier (ID[10:0] or ID[28:0]). Any of these bits can be marked ‘don’t care’ in the MSCAN identifier mask registers (see [Section 12.3.16, “MSCAN Identifier Mask Registers \(CANIDMR0–CANIDMR7\)”](#)).

A filter hit is indicated to the application software by a set receive buffer full flag (RXF = 1) and three bits in the CANIDAC register (see [Section 12.3.11, “MSCAN Identifier Acceptance Control Register \(CANIDAC\)”](#)). These identifier hit flags (IDHIT[2:0]) clearly identify the filter section that caused the acceptance. They simplify the application software’s task to identify the cause of the receiver interrupt. If more than one hit occurs (two or more filters match), the lower hit has priority.

A very flexible programmable generic identifier acceptance filter has been introduced to reduce the CPU interrupt loading. The filter is programmable to operate in four different modes (see Bosch CAN 2.0A/B protocol specification):

- Two identifier acceptance filters, each to be applied to:
 - The full 29 bits of the extended identifier and to the following bits of the CAN 2.0B frame:
 - Remote transmission request (RTR)
 - Identifier extension (IDE)
 - Substitute remote request (SRR)
 - The 11 bits of the standard identifier plus the RTR and IDE bits of the CAN 2.0A/B messages¹. This mode implements two filters for a full length CAN 2.0B compliant extended identifier. [Figure 12-39](#) shows how the first 32-bit filter bank (CANIDAR0–CANIDAR3, CANIDMR0–CANIDMR3) produces a filter 0 hit. Similarly, the second filter bank (CANIDAR4–CANIDAR7, CANIDMR4–CANIDMR7) produces a filter 1 hit.

¹. Although this mode can be used for standard identifiers, it is recommended to use the four or eight identifier acceptance filters for standard identifiers

- Four identifier acceptance filters, each to be applied to
 - a) the 14 most significant bits of the extended identifier plus the SRR and IDE bits of CAN 2.0B messages or
 - b) the 11 bits of the standard identifier, the RTR and IDE bits of CAN 2.0A/B messages.
 Figure 12-40 shows how the first 32-bit filter bank (CANIDAR0–CANIDA3, CANIDMR0–3CANIDMR) produces filter 0 and 1 hits. Similarly, the second filter bank (CANIDAR4–CANIDAR7, CANIDMR4–CANIDMR7) produces filter 2 and 3 hits.
- Eight identifier acceptance filters, each to be applied to the first 8 bits of the identifier. This mode implements eight independent filters for the first 8 bits of a CAN 2.0A/B compliant standard identifier or a CAN 2.0B compliant extended identifier. Figure 12-41 shows how the first 32-bit filter bank (CANIDAR0–CANIDAR3, CANIDMR0–CANIDMR3) produces filter 0 to 3 hits. Similarly, the second filter bank (CANIDAR4–CANIDAR7, CANIDMR4–CANIDMR7) produces filter 4 to 7 hits.
- Closed filter. No CAN message is copied into the foreground buffer RxFG, and the RXF flag is never set.

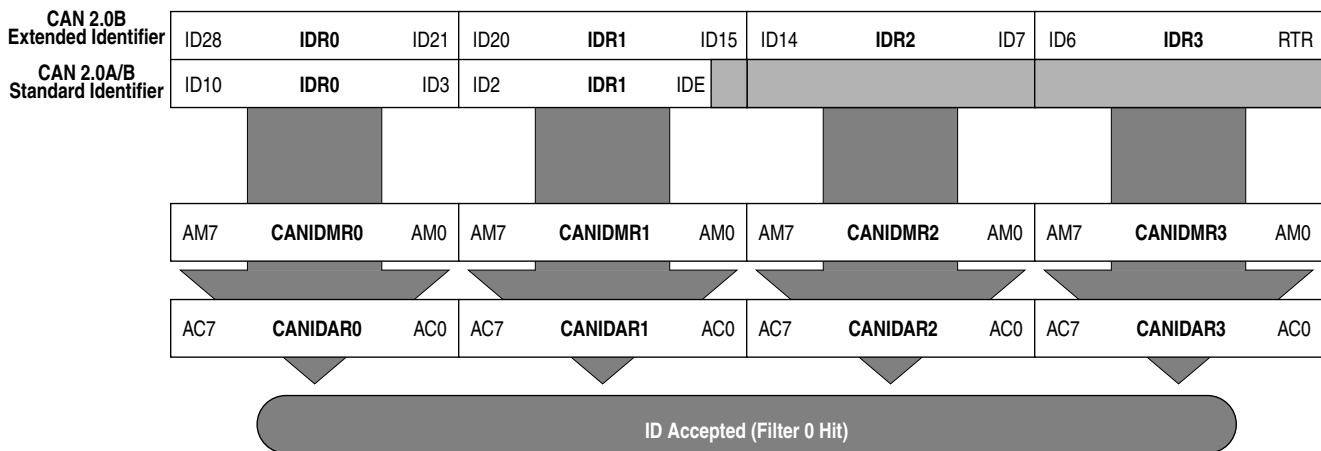


Figure 12-39. 32-bit Maskable Identifier Acceptance Filter

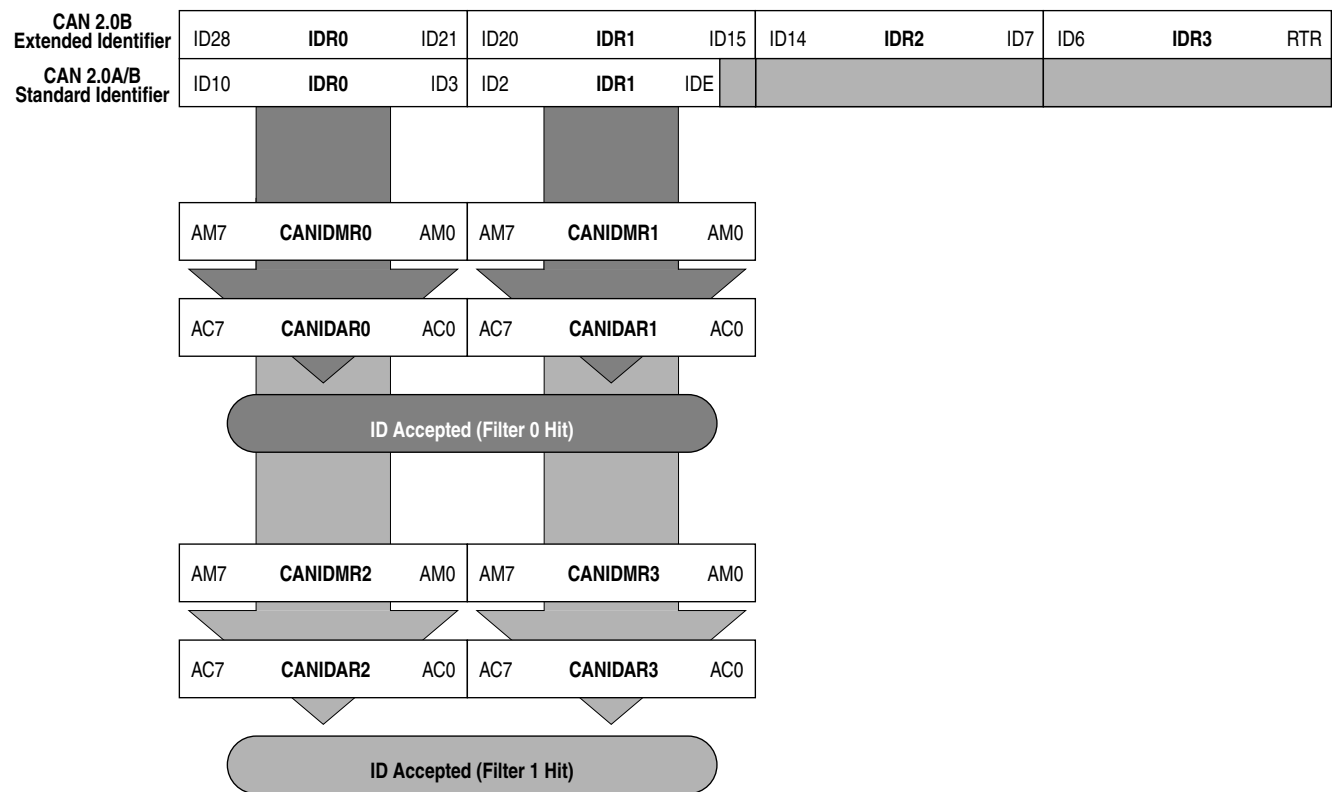


Figure 12-40. 16-bit Maskable Identifier Acceptance Filters

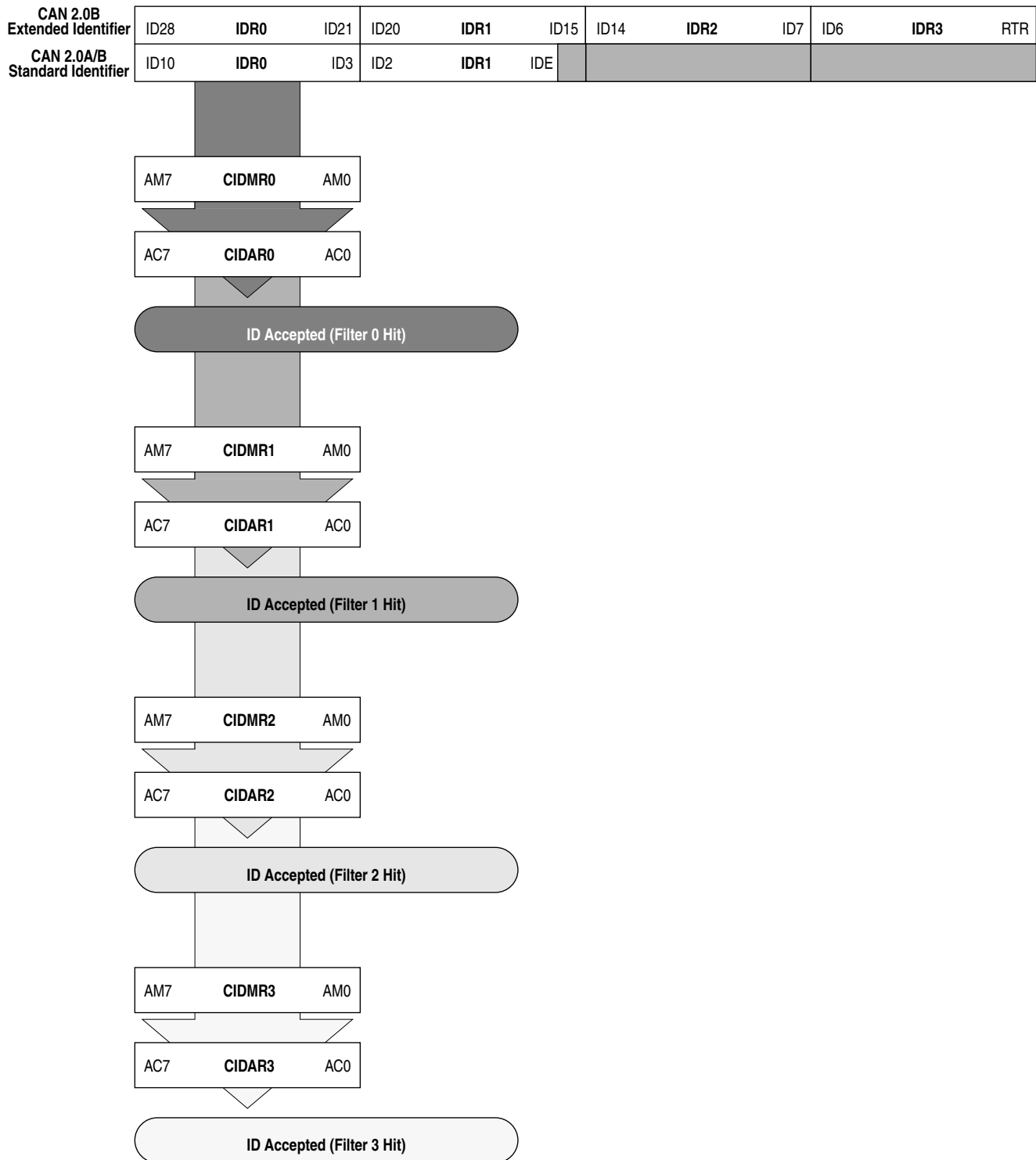


Figure 12-41. 8-bit Maskable Identifier Acceptance Filters

MSCAN filter uses three sets of registers to provide the filter configuration. Firstly, the CANIDAC register determines the configuration of the banks into filter sizes and number of filters. Secondly, registers CANIDMR0/1/2/3 determine those bits on which the filter will operate by placing a '0' at the appropriate

bit position in the filter register. Finally, registers CANIDAR0/1/2/3 determine the value of those bits determined by CANIDMR0/1/2/3.

For instance in the case of the filter value of:

0001x1001x0

The CANIDMR0/1/2/3 register would be configured as:

00001000010

and so all message identifier bits except bit 1 and bit 6 would be compared against the CANIDAR0/1/2/3 registers. These would be configured as:

00010100100

In this case bits 1 and 6 are set to '0', but since they are ignored it is equally valid to set them to '1'.

12.5.3.1 Identifier Acceptance Filters example

As described above, filters work by comparisons to individual bits in the CAN message identifier field. The filter will check each one of the eleven bits of a standard CAN message identifier. Suppose a filter value of 0001x1001x0. In this simple example, there are only three possible CAN messages.

Filter value: 0001x1001x0

Message 1: 00011100110

Message 2: 00110100110

Message 3: 00010100100

Message 2 will be rejected since its third most significant bit is not '0' - 001. The filter is simply a convenient way of defining the set of messages that the CPU must receive. For full 29-bits of an extended CAN message identifier, the filter identifies two sets of messages: one set that it receives and one set that it rejects. Alternatively, the filter may be split into two. This allows the MSCAN to examine only the first 16 bits of a message identifier, but allows two separate filters to perform the checking. See the example below:

Filter value A: 0001x1001x0

Filter value B: 00x101x01x0

Message 1: 00011100110

Message 2: 00110100110

Message 3: 00010100100

MSCAN will accept all three messages. Filter A will accept messages 1 and 3 as before and filter B will accept message 2. In practice, it is unimportant which filter accepts the message - messages accepted by either will be placed in the input buffer. A message may be accepted by more than one filter.

12.5.3.2 Protocol Violation Protection

The MSCAN protects the user from accidentally violating the CAN protocol through programming errors. The protection logic implements the following features:

- The receive and transmit error counters cannot be written or otherwise manipulated.
- All registers which control the configuration of the MSCAN cannot be modified while the MSCAN is on-line. The MSCAN has to be in Initialization Mode. The corresponding INTRQ/INITAK handshake bits in the CANCTL0/CANCTL1 registers (see [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#)) serve as a lock to protect the following registers:
 - MSCAN control 1 register (CANCTL1)
 - MSCAN bus timing registers 0 and 1 (CANBTR0, CANBTR1)
 - MSCAN identifier acceptance control register (CANIDAC)
 - MSCAN identifier acceptance registers (CANIDAR0–CANIDAR7)
 - MSCAN identifier mask registers (CANIDMR0–CANIDMR7)
- The TXCAN pin is immediately forced to a recessive state when the MSCAN goes into the power down mode or initialization mode (see [Section 12.5.5.6, “MSCAN Power Down Mode,”](#) and [Section 12.5.5.5, “MSCAN Initialization Mode”](#)).
- The MSCAN enable bit (CANE) is writable only once in normal system operation modes, which provides further protection against inadvertently disabling the MSCAN.

12.5.3.3 Clock System

[Figure 12-42](#) shows the structure of the MSCAN clock generation circuitry.

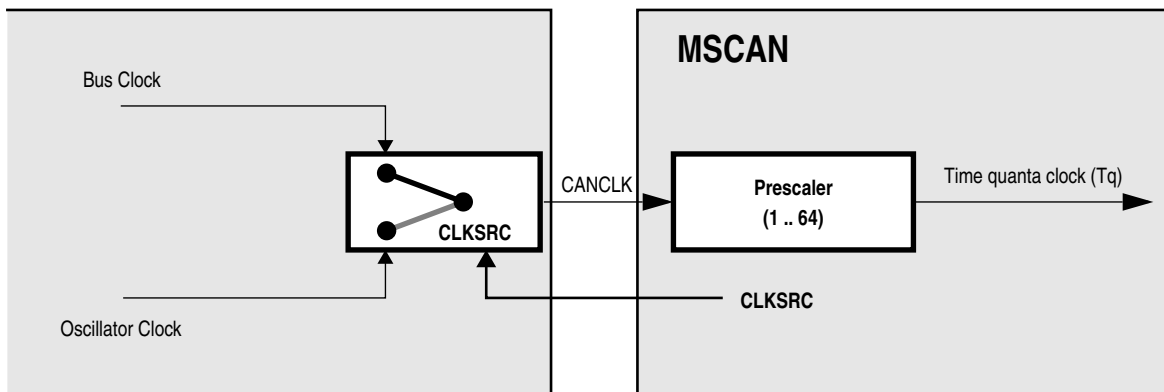


Figure 12-42. MSCAN Clocking Scheme

The clock source bit (CLKSRC) in the CANCTL1 register ([12.3.2/-206](#)) defines whether the internal CANCLK is connected to the output of a crystal oscillator (oscillator clock) or to the bus clock.

The clock source has to be chosen such that the tight oscillator tolerance requirements (up to 0.4%) of the CAN protocol are met. Additionally, for high CAN bus rates (1 Mbps), a 45% to 55% duty cycle of the clock is required.

If the bus clock is generated from a PLL, it is recommended to select the oscillator clock rather than the bus clock due to jitter considerations, especially at the faster CAN bus rates. PLL lock may also be too wide to ensure adequate clock tolerance.

For microcontrollers without a clock and reset generator (CRG), CANCLK is driven from the crystal oscillator (oscillator clock).

A programmable prescaler generates the time quanta (Tq) clock from CANCLK. A time quantum is the atomic unit of time handled by the MSCAN.

Eqn. 12-2

$$Tq = \frac{f_{CANCLK}}{(\text{Prescaler value})}$$

A bit time is subdivided into three segments as described in the Bosch CAN specification. (see Figure 12-43):

- SYNC_SEG: This segment has a fixed length of one time quantum. Signal edges are expected to happen within this section.
- Time Segment 1: This segment includes the PROP_SEG and the PHASE_SEG1 of the CAN standard. It can be programmed by setting the parameter TSEG1 to consist of 4 to 16 time quanta.
- Time Segment 2: This segment represents the PHASE_SEG2 of the CAN standard. It can be programmed by setting the TSEG2 parameter to be 2 to 8 time quanta long.

Eqn. 12-3

$$\text{Bit Rate} = \frac{f_{Tq}}{(\text{number of Time Quanta})}$$

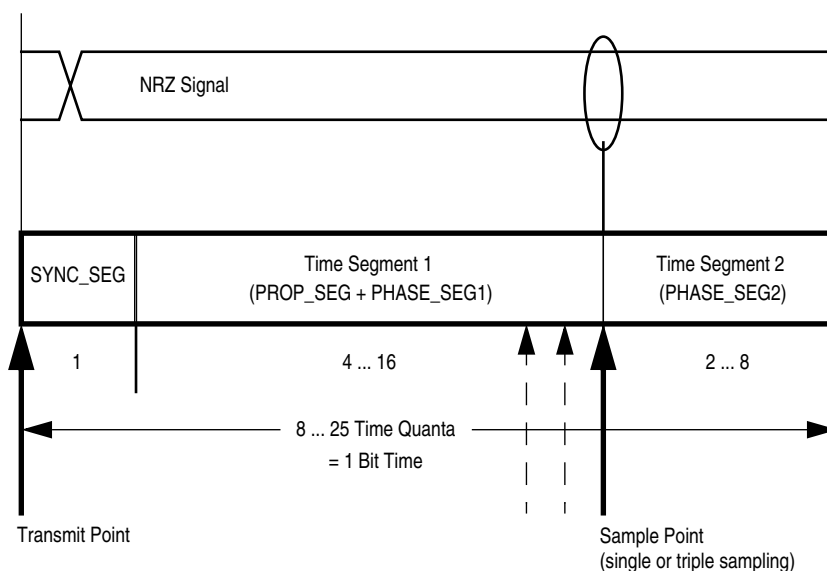


Figure 12-43. Segments within the Bit Time

Table 12-34. Time Segment Syntax

Syntax	Description
SYNC_SEG	System expects transitions to occur on the CAN bus during this period.
Transmit Point	A node in transmit mode transfers a new value to the CAN bus at this point.
Sample Point	A node in receive mode samples the CAN bus at this point. If the three samples per bit option is selected, then this point marks the position of the third sample.

The synchronization jump width (see the Bosch CAN specification for details) can be programmed in a range of 1 to 4 time quanta by setting the SJW parameter.

The SYNC_SEG, TSEG1, TSEG2, and SJW parameters are set by programming the MSCAN bus timing registers (CANBTR0, CANBTR1) (see [Section 12.3.3, “MSCAN Bus Timing Register 0 \(CANBTR0\)”](#) and [Section 12.3.4, “MSCAN Bus Timing Register 1 \(CANBTR1\)”](#)).

[Table 12-35](#) gives an overview of the CAN compliant segment settings and the related parameter values.

NOTE

It is the user's responsibility to ensure the bit time settings are in compliance with the CAN standard.

Table 12-35. CAN Standard Compliant Bit Time Segment Settings

Time Segment 1	TSEG1	Time Segment 2	TSEG2	Synchronization Jump Width	SJW
5 .. 10	4 .. 9	2	1	1 .. 2	0 .. 1
4 .. 11	3 .. 10	3	2	1 .. 3	0 .. 2
5 .. 12	4 .. 11	4	3	1 .. 4	0 .. 3
6 .. 13	5 .. 12	5	4	1 .. 4	0 .. 3
7 .. 14	6 .. 13	6	5	1 .. 4	0 .. 3
8 .. 15	7 .. 14	7	6	1 .. 4	0 .. 3
9 .. 16	8 .. 15	8	7	1 .. 4	0 .. 3

12.5.4 Modes of Operation

12.5.4.1 Normal Modes

The MSCAN module behaves as described within this specification in all normal system operation modes.

12.5.4.2 Special Modes

The MSCAN module behaves as described within this specification in all special system operation modes.

12.5.4.3 Emulation Modes

In all emulation modes, the MSCAN module behaves just like normal system operation modes as described within this specification.

12.5.4.4 Listen-Only Mode

In an optional CAN bus monitoring mode (listen-only), the CAN node is able to receive valid data frames and valid remote frames, but it sends only “recessive” bits on the CAN bus. In addition, it cannot start a transmission. If the MAC sub-layer is required to send a “dominant” bit (ACK bit, overload flag, or active error flag), the bit is rerouted internally so that the MAC sub-layer monitors this “dominant” bit, although the CAN bus may remain in recessive state externally.

12.5.4.5 Security Modes

The MSCAN module has no security features.

12.5.4.6 Loopback Self Test Mode

Loopback self test mode is sometimes used to check software, independent of connections in the external system, to help isolate system problems. In this mode, the transmitter output is internally connected to the receiver input. The RXCAN input pin is ignored and the TXCAN output goes to the recessive state (logic 1). The MSCAN behaves as it does normally when transmitting and treats its own transmitted message as a message received from a remote node. In this state, the MSCAN ignores the bit sent during the ACK slot in the CAN frame acknowledge field to ensure proper reception of its own message. Both transmit and receive interrupts are generated.

12.5.5 Low-Power Options

If the MSCAN is disabled (CANE = 0), the MSCAN clocks are stopped for power saving.

If the MSCAN is enabled (CANE = 1), the MSCAN has two additional modes with reduced power consumption, compared to normal mode: sleep and power down mode. In sleep mode, power consumption is reduced by stopping all clocks except those to access the registers from the CPU side. In power down mode, all clocks are stopped and no power is consumed.

[Table 12-36](#) summarizes the combinations of MSCAN and CPU modes. A particular combination of modes is entered by the given settings on the CSWAI and SLPRQ/SLPAK bits.

For all modes, an MSCAN wake-up interrupt can occur only if the MSCAN is in sleep mode (SLPRQ = 1 and SLPAK = 1), wake-up functionality is enabled (WUPE = 1), and the wake-up interrupt is enabled (WUPIE = 1).

Table 12-36. CPU vs. MSCAN Operating Modes

CPU Mode	MSCAN Mode			
	Normal	Reduced Power Consumption		
		Sleep	Power Down	Disabled (CANE=0)
Run	CSWAI = X ¹ SLPRQ = 0 SLPAK = 0	CSWAI = X SLPRQ = 1 SLPAK = 1		CSWAI = X SLPRQ = X SLPAK = X
Wait	CSWAI = 0 SLPRQ = 0 SLPAK = 0	CSWAI = 0 SLPRQ = 1 SLPAK = 1	CSWAI = 1 SLPRQ = X SLPAK = X	CSWAI = X SLPRQ = X SLPAK = X
Stop3		CSWAI = X ² SLPRQ = 1 SLPAK = 1	CSWAI = X SLPRQ = 0 SLPAK = 0	CSWAI = X SLPRQ = X SLPAK = X
Stop1 or 2			CSWAI = X SLPRQ = X SLPAK = X	CSWAI = X SLPRQ = X SLPAK = X

¹ 'X' means don't care.

² For a safe wake up from Sleep mode, SLPRQ and SLPAK must be set to 1 before going into Stop3 mode.

12.5.5.1 Operation in Run Mode

As shown in Table 12-36, only MSCAN sleep mode is available as low power option when the CPU is in run mode.

12.5.5.2 Operation in Wait Mode

The WAIT instruction puts the MCU in a low power consumption stand-by mode. If the CSWAI bit is set, additional power can be saved in power down mode because the CPU clocks are stopped. After leaving this power down mode, the MSCAN restarts its internal controllers and enters normal mode again.

While the CPU is in wait mode, the MSCAN can be operated in normal mode and generate interrupts (registers can be accessed via background debug mode). The MSCAN can also operate in any of the low-power modes depending on the values of the SLPRQ/SLPAK and CSWAI bits as seen in Table 12-36.

12.5.5.3 Operation in Stop Mode

The STOP instruction puts the MCU in a low power consumption stand-by mode. In stop1 or stop2 modes, the MSCAN is set in power down mode regardless of the value of the SLPRQ/SLPAK. In stop3 mode, power down or sleep modes are determined by the SLPRQ/SLPAK values set prior to entering stop3. CSWAI bit has no function in any of the stop modes. Table 12-36.

12.5.5.4 MSCAN Sleep Mode

The CPU can request the MSCAN to enter this low power mode by asserting the SLPRQ bit in the CANCTL0 register. The time when the MSCAN enters sleep mode depends on a fixed synchronization delay and its current activity:

- If there are one or more message buffers scheduled for transmission (TXEx = 0), the MSCAN will continue to transmit until all transmit message buffers are empty (TXEx = 1, transmitted successfully or aborted) and then goes into sleep mode.
- If the MSCAN is receiving, it continues to receive and goes into sleep mode as soon as the CAN bus next becomes idle.
- If the MSCAN is neither transmitting nor receiving, it immediately goes into sleep mode.

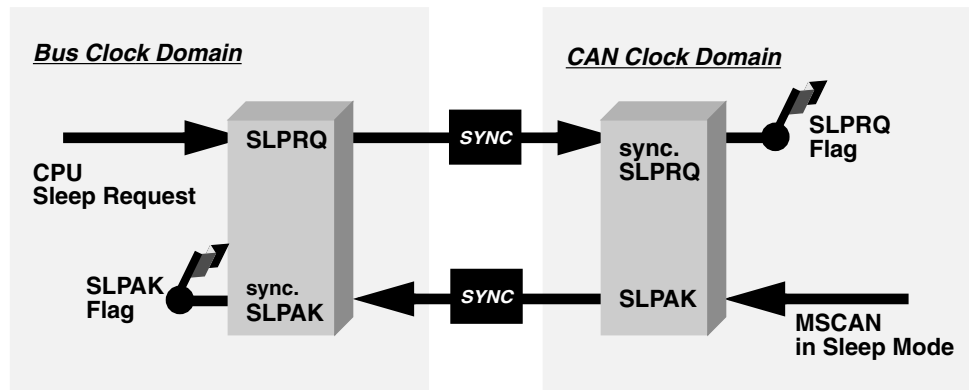


Figure 12-44. Sleep Request / Acknowledge Cycle

NOTE

The application software must avoid setting up a transmission (by clearing one or more TXEx flag(s)) and immediately request sleep mode (by setting SLPRQ). Whether the MSCAN starts transmitting or goes into sleep mode directly depends on the exact sequence of operations.

If sleep mode is active, the SLPRQ and SLPK bits are set (Figure 12-44). The application software must use SLPK as a handshake indication for the request (SLPRQ) to go into sleep mode.

When in sleep mode (SLPRQ = 1 and SLPK = 1), the MSCAN stops its internal clocks. However, clocks that allow register accesses from the CPU side continue to run.

If the MSCAN is in bus-off state, it stops counting the 128 occurrences of 11 consecutive recessive bits due to the stopped clocks. The TXCAN pin remains in a recessive state. If RXF = 1, the message can be read and RXF can be cleared. Shifting a new message into the foreground buffer of the receiver FIFO (RxFG) does not take place while in sleep mode.

It is possible to access the transmit buffers and to clear the associated TXE flags. No message abort takes place while in sleep mode.

If the WUPE bit in CANCLT0 is not asserted, the MSCAN will mask any activity it detects on CAN. The RXCAN pin is therefore held internally in a recessive state. This locks the MSCAN in sleep mode (Figure 12-45). WUPE must be set before entering sleep mode to take effect.

The MSCAN is able to leave sleep mode (wake up) only when:

- CAN bus activity occurs and WUPE = 1
- or
- the CPU clears the SLPRQ bit

NOTE

The CPU cannot clear the SLPRQ bit before sleep mode (SLPRQ = 1 and SLPK = 1) is active.

After wake-up, the MSCAN waits for 11 consecutive recessive bits to synchronize to the CAN bus. As a consequence, if the MSCAN is woken-up by a CAN frame, this frame is not received.

The receive message buffers (RxFG and RxBG) contain messages if they were received before sleep mode was entered. All pending actions will be executed upon wake-up; copying of RxBG into RxFG, message aborts and message transmissions. If the MSCAN remains in bus-off state after sleep mode was exited, it continues counting the 128 occurrences of 11 consecutive recessive bits.

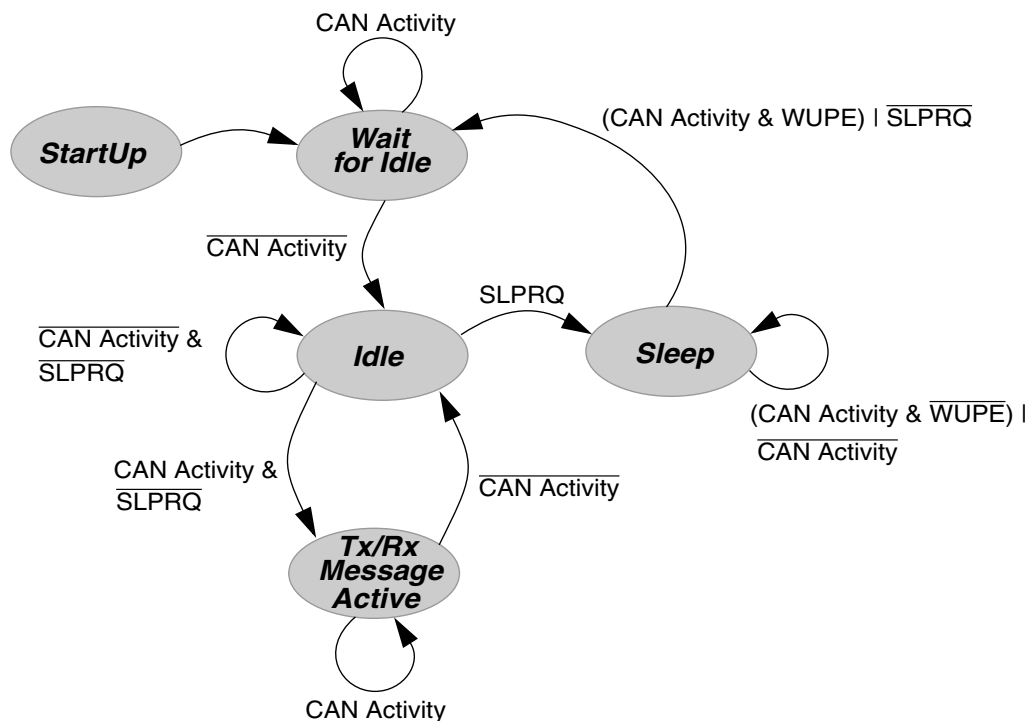


Figure 12-45. Simplified State Transitions for Entering/Leaving Sleep Mode

12.5.5.5 MSCAN Initialization Mode

In initialization mode, any on-going transmission or reception is immediately aborted and synchronization to the CAN bus is lost, potentially causing CAN protocol violations. To protect the CAN bus system from fatal consequences of violations, the MSCAN immediately drives the TXCAN pin into a recessive state.

NOTE

The user is responsible for ensuring that the MSCAN is not active when initialization mode is entered. The recommended procedure is to bring the MSCAN into sleep mode (SLPRQ = 1 and SLPK = 1) before setting the INITRQ bit in the CANCTL0 register. Otherwise, the abort of an on-going message can cause an error condition and can impact other CAN bus devices.

In initialization mode, the MSCAN is stopped. However, interface registers remain accessible. This mode is used to reset the CANCTL0, CANRFLG, CANRIER, CANTFLG, CANTIER, CANTARQ, CANTAACK, and CANTBSEL registers to their default values. In addition, the MSCAN enables the configuration of the CANBTR0, CANBTR1 bit timing registers; CANIDAC; and the CANIDAR, CANIDMR message filters. See [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#), for a detailed description of the initialization mode.

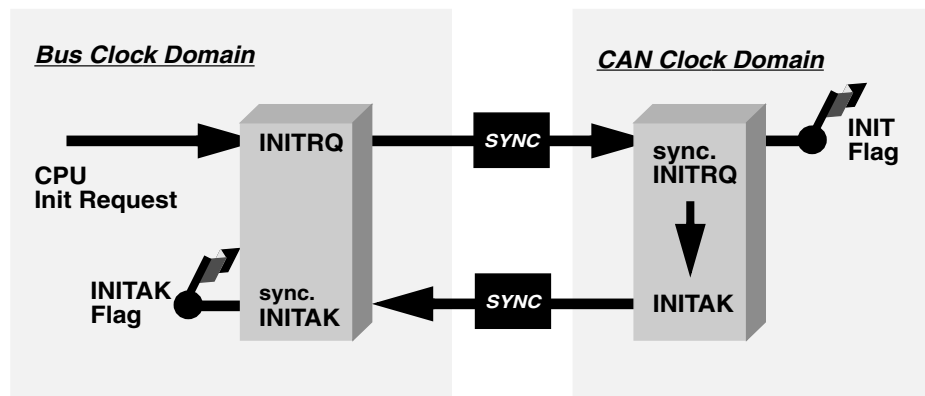


Figure 12-46. Initialization Request/Acknowledge Cycle

Due to independent clock domains within the MSCAN, INITRQ must be synchronized to all domains by using a special handshake mechanism. This handshake causes additional synchronization delay (see [Section Figure 12-46., “Initialization Request/Acknowledge Cycle”](#)).

If there is no message transfer ongoing on the CAN bus, the minimum delay will be two additional bus clocks and three additional CAN clocks. When all parts of the MSCAN are in initialization mode, the INITAK flag is set. The application software must use INITAK as a handshake indication for the request (INITRQ) to go into initialization mode.

NOTE

The CPU cannot clear INITRQ before initialization mode (INITRQ = 1 and INITAK = 1) is active.

12.5.5.6 MSCAN Power Down Mode

The MSCAN is in power down mode ([Table 12-36](#)) when

- CPU is in stop mode
- or
- CPU is in wait mode and the CSWAI bit is set

When entering the power down mode, the MSCAN immediately stops all ongoing transmissions and receptions, potentially causing CAN protocol violations. To protect the CAN bus system from fatal consequences of violations to the above rule, the MSCAN immediately drives the TXCAN pin into a recessive state.

NOTE

The user is responsible for ensuring that the MSCAN is not active when power down mode is entered. The recommended procedure is to bring the MSCAN into Sleep mode before the STOP or WAIT instruction (if CSWAI is set) is executed. Otherwise, the abort of an ongoing message can cause an error condition and impact other CAN bus devices.

In power down mode, all clocks are stopped and no registers can be accessed. If the MSCAN was not in sleep mode before power down mode became active, the module performs an internal recovery cycle after powering up. This causes some fixed delay before the module enters normal mode again.

12.5.5.7 Programmable Wake-Up Function

The MSCAN can be programmed to wake up the MSCAN as soon as CAN bus activity is detected (see control bit WUPE in [Section 12.3.1, “MSCAN Control Register 0 \(CANCTL0\)”](#)). The sensitivity to existing CAN bus action can be modified by applying a low-pass filter function to the RXCAN input line while in sleep mode (see control bit WUPM in [Section 12.3.2, “MSCAN Control Register 1 \(CANCTL1\)”](#)).

This feature can be used to protect the MSCAN from wake-up due to short glitches on the CAN bus lines. Such glitches can result from—for example—electromagnetic interference within noisy environments.

12.5.6 Reset Initialization

The reset state of each individual bit is listed in [Section 12.3, “Register Definition,”](#) which details all the registers and their bit-fields.

12.5.7 Interrupts

This section describes all interrupts originated by the MSCAN. It documents the enable bits and generated flags. Each interrupt is listed and described separately.

12.5.7.1 Description of Interrupt Operation

The MSCAN supports four interrupt vectors (see [Table 12-37](#)), any of which can be individually masked (for details see sections from [Section 12.3.5](#), “MSCAN Receiver Interrupt Enable Register (CANRIER),” to [Section 12.3.7](#), “MSCAN Transmitter Interrupt Enable Register (CANTIER)”).

NOTE

The dedicated interrupt vector addresses are defined in the [Resets and Interrupts](#) chapter.

Table 12-37. Interrupt Vectors

Interrupt Source	CCR Mask	Local Enable
Wake-Up Interrupt (WUPIF)	1 bit	CANRIER (WUPIE)
Error Interrupts Interrupt (CSCIF, OVRIF)	1 bit	CANRIER (CSCIE, OVRIE)
Receive Interrupt (RXF)	1 bit	CANRIER (RXFIE)
Transmit Interrupts (TXE[2:0])	1 bit	CANTIER (TXEIE[2:0])

12.5.7.2 Transmit Interrupt

At least one of the three transmit buffers is empty (not scheduled) and can be loaded to schedule a message for transmission. The TXEx flag of the empty message buffer is set.

12.5.7.3 Receive Interrupt

A message is successfully received and shifted into the foreground buffer (RxFG) of the receiver FIFO. This interrupt is generated immediately after receiving the EOF symbol. The RXF flag is set. If there are multiple messages in the receiver FIFO, the RXF flag is set as soon as the next message is shifted to the foreground buffer.

12.5.7.4 Wake-Up Interrupt

A wake-up interrupt is generated if activity on the CAN bus occurs during MSCAN internal sleep mode. WUPE (see [Section 12.3.1](#), “MSCAN Control Register 0 (CANCTL0)”) must be enabled.

12.5.7.5 Error Interrupt

An error interrupt is generated if an overrun of the receiver FIFO, error, warning, or bus-off condition occurs. [Section 12.3.4.1](#), “MSCAN Receiver Flag Register (CANRFLG)” indicates one of the following conditions:

- **Overrun** — An overrun condition of the receiver FIFO as described in [Section 12.5.2.3](#), “Receive Structures,” occurred.
- **CAN Status Change** — The actual value of the transmit and receive error counters control the CAN bus state of the MSCAN. As soon as the error counters skip into a critical range (Tx/Rx-warning, Tx/Rx-error, bus-off) the MSCAN flags an error condition. The status change, which caused the error condition, is indicated by the TSTAT and RSTAT flags (see

Section 12.3.4.1, “MSCAN Receiver Flag Register (CANRFLG)” and Section 12.3.5, “MSCAN Receiver Interrupt Enable Register (CANRIER”).

12.5.7.6 Interrupt Acknowledge

Interrupts are directly associated with one or more status flags in either the Section 12.3.4.1, “MSCAN Receiver Flag Register (CANRFLG)” or the Section 12.3.6, “MSCAN Transmitter Flag Register (CANTFLG).” Interrupts are pending as long as one of the corresponding flags is set. The flags in CANRFLG and CANTFLG must be reset within the interrupt handler to handshake the interrupt. The flags are reset by writing a 1 to the corresponding bit position. A flag cannot be cleared if the respective condition prevails.

NOTE

It must be guaranteed that the CPU clears only the bit causing the current interrupt. For this reason, bit manipulation instructions (BSET) must not be used to clear interrupt flags. These instructions may cause accidental clearing of interrupt flags which are set after entering the current interrupt service routine.

12.5.7.7 Recovery from Stop or Wait

The MSCAN can recover from stop or wait via the wake-up interrupt. This interrupt can only occur if the MSCAN was in sleep mode (SLPRQ = 1 and SLPK = 1) before entering power down mode, the wake-up option is enabled (WUPE = 1), and the wake-up interrupt is enabled (WUPIE = 1).

12.6 Initialization/Application Information

12.6.1 MSCAN initialization

The procedure to initially start up the MSCAN module out of reset is as follows:

1. Assert CANE
2. Write to the configuration registers in initialization mode
3. Clear INTRQ to leave initialization mode and enter normal mode

If the configuration of registers which are writable in initialization mode needs to be changed only when the MSCAN module is in normal mode:

1. Bring the module into sleep mode by setting SLPRQ and awaiting SLPK to assert after the CAN bus becomes idle.
2. Enter initialization mode: assert INTRQ and await INITAK
3. Write to the configuration registers in initialization mode
4. Clear INTRQ to leave initialization mode and continue in normal mode

12.6.2 Bus-Off Recovery

The bus-off recovery is user configurable. The bus-off state can either be exited automatically or on user request.

For reasons of backwards compatibility, the MSCAN defaults to automatic recovery after reset. In this case, the MSCAN will become error active again after counting 128 occurrences of 11 consecutive recessive bits on the CAN bus (See the Bosch CAN specification for details).

If the MSCAN is configured for user request (BORM set in [Section 12.3.2, “MSCAN Control Register 1 \(CANCTL1\)”](#)), the recovery from bus-off starts after both independent events have become true:

- 128 occurrences of 11 consecutive recessive bits on the CAN bus have been monitored
- BOHOLD in [Section 12.3.12, “MSCAN Miscellaneous Register \(CANMISC\)”](#) has been cleared by the user

These two events may occur in any order.

Chapter 13

Serial Peripheral Interface (S08SPIV3)

13.1 Introduction

The serial peripheral interface (SPI) module provides for full-duplex, synchronous, serial communication between the MCU and peripheral devices. These peripheral devices can include other microcontrollers, analog-to-digital converters, shift registers, sensors, memories, etc.

The SPI runs at a baud rate up to the bus clock divided by two. Software can poll the status flags, or SPI operation can be interrupt driven.

All devices in the MC9S08DZ60 Series MCUs contain one SPI module, as shown in the following block diagram.



Figure 13-1. MC9S08DZ60 Block Diagram

Module Initialization (Slave):

Write:SPIC1to configureinterrupts, set primary SPI options, slave mode select, and system enable.

Write:SPIC2to configureoptional SPI features

Module Initialization (Master):

Write:SPIC1to configureinterrupts, set primary SPI options, master mode select, and system enable.

Write:SPIC2to configureoptional SPI features

Write:SPIBRto setbaud rate

Module Use:

After SPI master initiates transfer by checking that SPTEF = 1 and then writing data to SPID:

Wait for SPTEF, then write to SPID

Wait for SPRF, then read from SPID

Mode fault detection can be enabled for master mode in cases where more than one SPI device might become a master at the same time.

SPIC1

SPIE	SPE	SPTIE	MSTR	CPOL	CPHA	SSOE	LSBFE
------	-----	-------	------	------	------	------	-------

Module/interrupt enables and configuration

SPIC2

			MODFEN	BIDIROE		SPISWAI	SPC0
--	--	--	--------	---------	--	---------	------

Additional configuration options.

SPIBR

	SPPR2	SPPR1	SPPR0		SPR2	SPR1	SPR0
--	-------	-------	-------	--	------	------	------

Baud rate = (BUSCLK/SPPR[2:0])/SPR2[2:0]

SPID

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

SPIS

SPRF		SPTEF	MODF				
------	--	-------	------	--	--	--	--

Figure 13-2. SPI Module Quick Start

13.1.1 Features

Features of the SPI module include:

- Master or slave mode operation
- Full-duplex or single-wire bidirectional option
- Programmable transmit bit rate
- Double-buffered transmit and receive
- Serial clock phase and polarity options
- Slave select output
- Selectable MSB-first or LSB-first shifting

13.1.2 Block Diagrams

This section includes block diagrams showing SPI system connections, the internal organization of the SPI module, and the SPI clock dividers that control the master mode bit rate.

13.1.2.1 SPI System Block Diagram

Figure 13-3 shows the SPI modules of two MCUs connected in a master-slave arrangement. The master device initiates all SPI data transfers. During a transfer, the master shifts data out (on the MOSI pin) to the slave while simultaneously shifting data in (on the MISO pin) from the slave. The transfer effectively exchanges the data that was in the SPI shift registers of the two SPI systems. The SPSCK signal is a clock output from the master and an input to the slave. The slave device must be selected by a low level on the slave select input (\overline{SS} pin). In this system, the master device has configured its \overline{SS} pin as an optional slave select output.

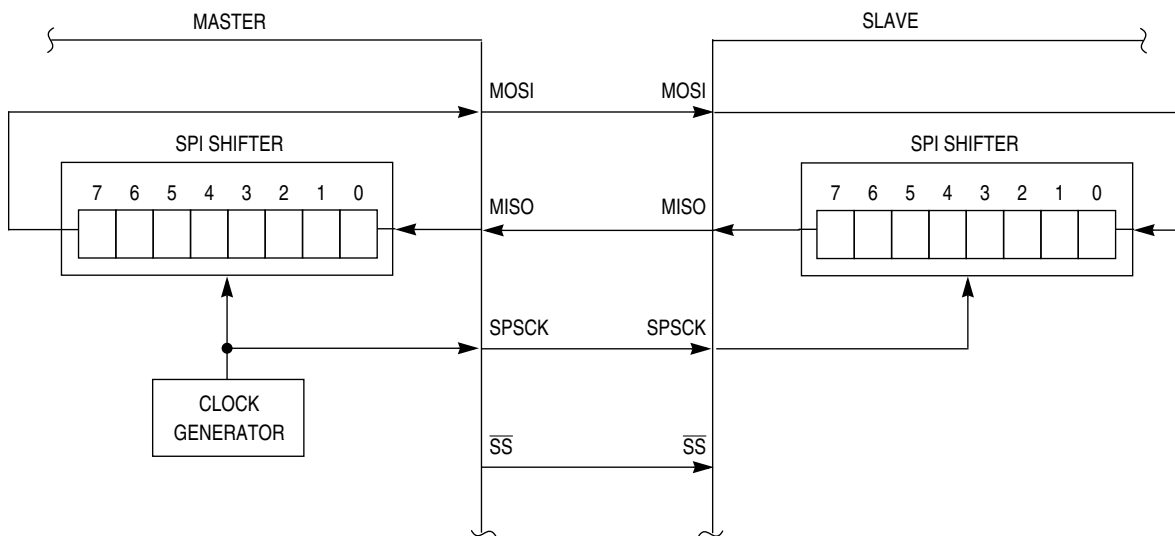


Figure 13-3. SPI System Connections

The most common uses of the SPI system include connecting simple shift registers for adding input or output ports or connecting small peripheral devices such as serial A/D or D/A converters. Although Figure 13-3 shows a system where data is exchanged between two MCUs, many practical systems involve simpler connections where data is unidirectionally transferred from the master MCU to a slave or from a slave to the master MCU.

13.1.2.2 SPI Module Block Diagram

Figure 13-4 is a block diagram of the SPI module. The central element of the SPI is the SPI shift register. Data is written to the double-buffered transmitter (write to SPID) and gets transferred to the SPI shift register at the start of a data transfer. After shifting in a byte of data, the data is transferred into the double-buffered receiver where it can be read (read from SPID). Pin multiplexing logic controls connections between MCU pins and the SPI module.

When the SPI is configured as a master, the clock output is routed to the SPSCCK pin, the shifter output is routed to MOSI, and the shifter input is routed from the MISO pin.

When the SPI is configured as a slave, the SPSCCK pin is routed to the clock input of the SPI, the shifter output is routed to MISO, and the shifter input is routed from the MOSI pin.

In the external SPI system, simply connect all SPSCCK pins to each other, all MISO pins together, and all MOSI pins together. Peripheral devices often use slightly different names for these pins.

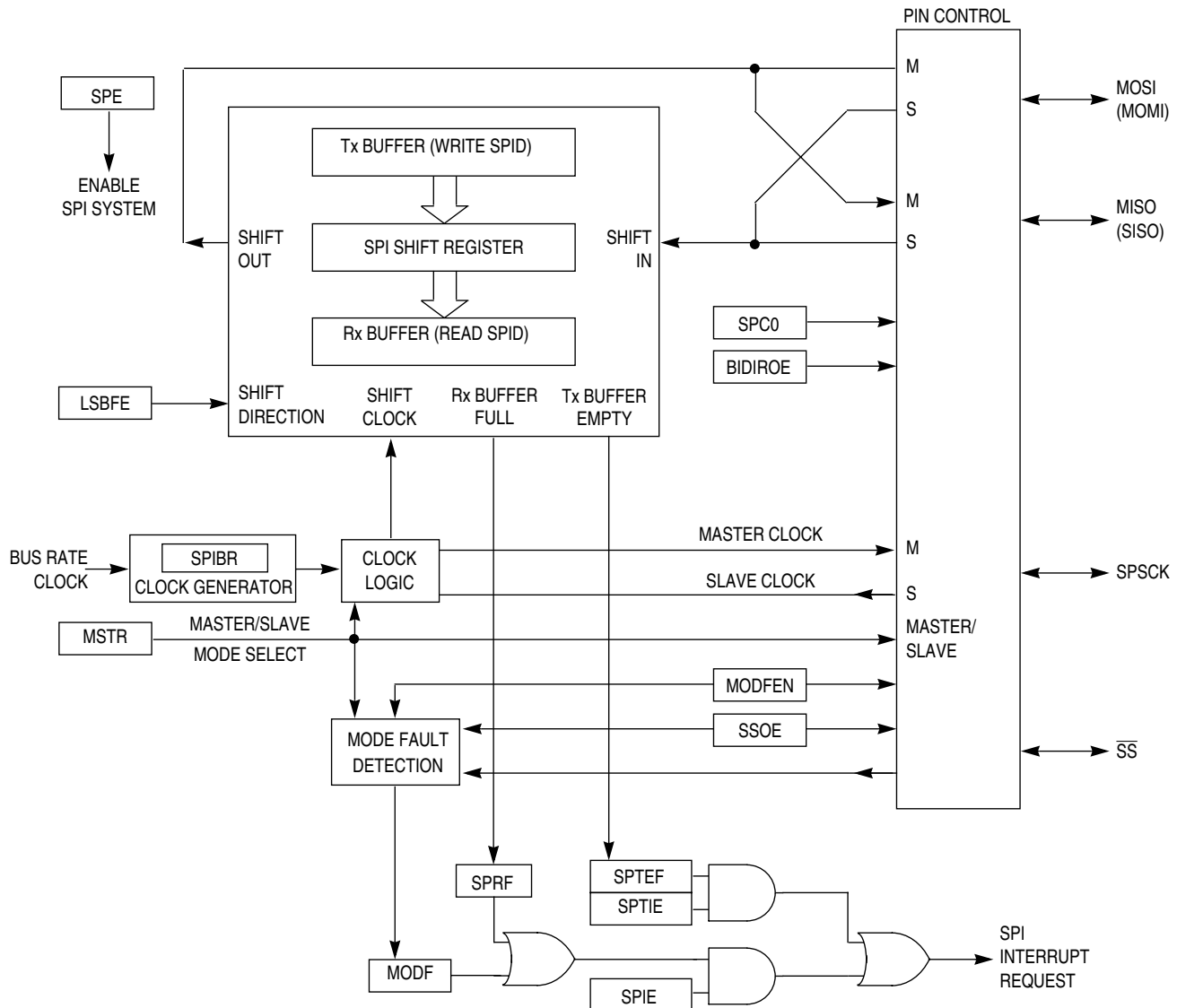


Figure 13-4. SPI Module Block Diagram

13.1.3 SPI Baud Rate Generation

As shown in Figure 13-5, the clock source for the SPI baud rate generator is the bus clock. The three prescale bits (SPPR2:SPPR1:SPPR0) choose a prescale divisor of 1, 2, 3, 4, 5, 6, 7, or 8. The three rate select bits (SPR2:SPR1:SPR0) divide the output of the prescaler stage by 2, 4, 8, 16, 32, 64, 128, or 256 to get the internal SPI master mode bit-rate clock.

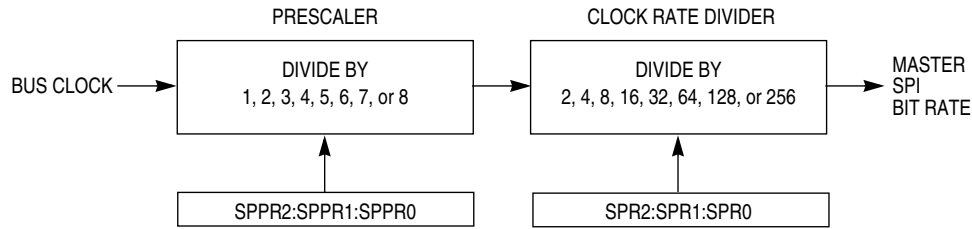


Figure 13-5. SPI Baud Rate Generation

13.2 External Signal Description

The SPI optionally shares four port pins. The function of these pins depends on the settings of SPI control bits. When the SPI is disabled ($SPE = 0$), these four pins revert to being general-purpose port I/O pins that are not controlled by the SPI.

13.2.1 SPCK — SPI Serial Clock

When the SPI is enabled as a slave, this pin is the serial clock input. When the SPI is enabled as a master, this pin is the serial clock output.

13.2.2 MOSI — Master Data Out, Slave Data In

When the SPI is enabled as a master and SPI pin control zero ($SPC0$) is 0 (not bidirectional mode), this pin is the serial data output. When the SPI is enabled as a slave and $SPC0 = 0$, this pin is the serial data input. If $SPC0 = 1$ to select single-wire bidirectional mode, and master mode is selected, this pin becomes the bidirectional data I/O pin (MOMI). Also, the bidirectional mode output enable bit determines whether the pin acts as an input ($BIDIROE = 0$) or an output ($BIDIROE = 1$). If $SPC0 = 1$ and slave mode is selected, this pin is not used by the SPI and reverts to being a general-purpose port I/O pin.

13.2.3 MISO — Master Data In, Slave Data Out

When the SPI is enabled as a master and SPI pin control zero ($SPC0$) is 0 (not bidirectional mode), this pin is the serial data input. When the SPI is enabled as a slave and $SPC0 = 0$, this pin is the serial data output. If $SPC0 = 1$ to select single-wire bidirectional mode, and slave mode is selected, this pin becomes the bidirectional data I/O pin (SISO) and the bidirectional mode output enable bit determines whether the pin acts as an input ($BIDIROE = 0$) or an output ($BIDIROE = 1$). If $SPC0 = 1$ and master mode is selected, this pin is not used by the SPI and reverts to being a general-purpose port I/O pin.

13.2.4 \overline{SS} — Slave Select

When the SPI is enabled as a slave, this pin is the low-true slave select input. When the SPI is enabled as a master and mode fault enable is off ($MODFEN = 0$), this pin is not used by the SPI and reverts to being a general-purpose port I/O pin. When the SPI is enabled as a master and $MODFEN = 1$, the slave select output enable bit determines whether this pin acts as the mode fault input ($SSOE = 0$) or as the slave select output ($SSOE = 1$).

13.3 Modes of Operation

13.3.1 SPI in Stop Modes

The SPI is disabled in all stop modes, regardless of the settings before executing the STOP instruction. During either stop1 or stop2 mode, the SPI module will be fully powered down. Upon wake-up from stop1 or stop2 mode, the SPI module will be in the reset state. During stop3 mode, clocks to the SPI module are halted. No registers are affected. If stop3 is exited with a reset, the SPI will be put into its reset state. If stop3 is exited with an interrupt, the SPI continues from the state it was in when stop3 was entered.

13.4 Register Definition

The SPI has five 8-bit registers to select SPI options, control baud rate, report SPI status, and for transmit/receive data.

Refer to the direct-page register summary in the [Memory](#) chapter of this data sheet for the absolute address assignments for all SPI registers. This section refers to registers and control bits only by their names, and a Freescale-provided equate or header file is used to translate these names into the appropriate absolute addresses.

13.4.1 SPI Control Register 1 (SPIC1)

This read/write register includes the SPI enable control, interrupt enables, and configuration options.

	7	6	5	4	3	2	1	0
R	SPIE	SPE	SPTIE	MSTR	CPOL	CPHA	SSOE	LSBFE
W								
Reset	0	0	0	0	0	1	0	0

Figure 13-6. SPI Control Register 1 (SPIC1)

Table 13-1. SPIC1 Field Descriptions

Field	Description
7 SPIE	SPI Interrupt Enable (for SPRF and MODF) — This is the interrupt enable for SPI receive buffer full (SPRF) and mode fault (MODF) events. 0 Interrupts from SPRF and MODF inhibited (use polling) 1 When SPRF or MODF is 1, request a hardware interrupt
6 SPE	SPI System Enable — Disabling the SPI halts any transfer that is in progress and initializes internal state machines. SPRF is cleared and SPTEF is set to indicate the SPI transmit data buffer is empty. 0 SPI system inactive 1 SPI system enabled
5 SPTIE	SPI Transmit Interrupt Enable — This is the interrupt enable bit for SPI transmit buffer empty (SPTEF). 0 Interrupts from SPTEF inhibited (use polling) 1 When SPTEF is 1, hardware interrupt requested

Table 13-1. SPIC1 Field Descriptions (continued)

Field	Description
4 MSTR	Master/Slave Mode Select 0 SPI module configured as a slave SPI device 1 SPI module configured as a master SPI device
3 CPOL	Clock Polarity — This bit effectively places an inverter in series with the clock signal from a master SPI or to a slave SPI device. Refer to Section 13.5.1, “SPI Clock Formats” for more details. 0 Active-high SPI clock (idles low) 1 Active-low SPI clock (idles high)
2 CPHA	Clock Phase — This bit selects one of two clock formats for different kinds of synchronous serial peripheral devices. Refer to Section 13.5.1, “SPI Clock Formats” for more details. 0 First edge on SPSCCK occurs at the middle of the first cycle of an 8-cycle data transfer 1 First edge on SPSCCK occurs at the start of the first cycle of an 8-cycle data transfer
1 SSOE	Slave Select Output Enable — This bit is used in combination with the mode fault enable (MODFEN) bit in SPIC2 and the master/slave (MSTR) control bit to determine the function of the \overline{SS} pin as shown in Table 13-2 .
0 LSBFE	LSB First (Shifter Direction) 0 SPI serial data transfers start with most significant bit 1 SPI serial data transfers start with least significant bit

Table 13-2. \overline{SS} Pin Function

MODFEN	SSOE	Master Mode	Slave Mode
0	0	General-purpose I/O (not SPI)	Slave select input
0	1	General-purpose I/O (not SPI)	Slave select input
1	0	\overline{SS} input for mode fault	Slave select input
1	1	Automatic \overline{SS} output	Slave select input

13.4.2 SPI Control Register 2 (SPIC2)

This read/write register is used to control optional features of the SPI system. Bits 7, 6, 5, and 2 are not implemented and always read 0.

	7	6	5	4	3	2	1	0
R	0	0	0	MODFEN	BIDIROE	0	SPISWAI	SPC0
W								
Reset	0	0	0	0	0	0	0	0

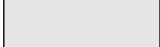
 = Unimplemented or Reserved

Figure 13-7. SPI Control Register 2 (SPIC2)

Table 13-3. SPIC2 Register Field Descriptions

Field	Description
4 MODFEN	Master Mode-Fault Function Enable — When the SPI is configured for slave mode, this bit has no meaning or effect. (The \overline{SS} pin is the slave select input.) In master mode, this bit determines how the \overline{SS} pin is used (refer to Table 13-2 for more details). 0 Mode fault function disabled, master \overline{SS} pin reverts to general-purpose I/O not controlled by SPI 1 Mode fault function enabled, master \overline{SS} pin acts as the mode fault input or the slave select output
3 BIDIROE	Bidirectional Mode Output Enable — When bidirectional mode is enabled by SPI pin control 0 (SPC0) = 1, BIDIROE determines whether the SPI data output driver is enabled to the single bidirectional SPI I/O pin. Depending on whether the SPI is configured as a master or a slave, it uses either the MOSI (MOMI) or MISO (SISO) pin, respectively, as the single SPI data I/O pin. When SPC0 = 0, BIDIROE has no meaning or effect. 0 Output driver disabled so SPI data I/O pin acts as an input 1 SPI I/O pin enabled as an output
1 SPISWAI	SPI Stop in Wait Mode 0 SPI clocks continue to operate in wait mode 1 SPI clocks stop when the MCU enters wait mode
0 SPC0	SPI Pin Control 0 — The SPC0 bit chooses single-wire bidirectional mode. If MSTR = 0 (slave mode), the SPI uses the MISO (SISO) pin for bidirectional SPI data transfers. If MSTR = 1 (master mode), the SPI uses the MOSI (MOMI) pin for bidirectional SPI data transfers. When SPC0 = 1, BIDIROE is used to enable or disable the output driver for the single bidirectional SPI I/O pin. 0 SPI uses separate pins for data input and data output 1 SPI configured for single-wire bidirectional operation

13.4.3 SPI Baud Rate Register (SPIBR)

This register is used to set the prescaler and bit rate divisor for an SPI master. This register may be read or written at any time.

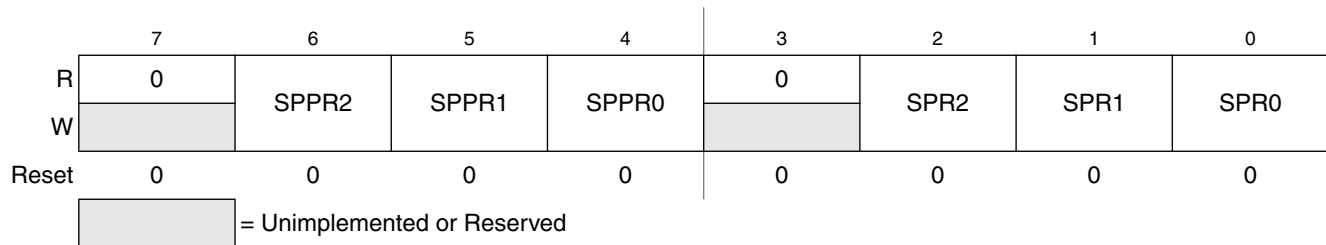


Figure 13-8. SPI Baud Rate Register (SPIBR)

Table 13-4. SPIBR Register Field Descriptions

Field	Description
6:4 SPPR[2:0]	SPI Baud Rate Prescale Divisor — This 3-bit field selects one of eight divisors for the SPI baud rate prescaler as shown in Table 13-5 . The input to this prescaler is the bus rate clock (BUSCLK). The output of this prescaler drives the input of the SPI baud rate divider (see Figure 13-5).
2:0 SPR[2:0]	SPI Baud Rate Divisor — This 3-bit field selects one of eight divisors for the SPI baud rate divider as shown in Table 13-6 . The input to this divider comes from the SPI baud rate prescaler (see Figure 13-5). The output of this divider is the SPI bit rate clock for master mode.

Table 13-5. SPI Baud Rate Prescaler Divisor

SPPR2:SPPR1:SPPR0	Prescaler Divisor
0:0:0	1
0:0:1	2
0:1:0	3
0:1:1	4
1:0:0	5
1:0:1	6
1:1:0	7
1:1:1	8

Table 13-6. SPI Baud Rate Divisor

SPR2:SPR1:SPR0	Rate Divisor
0:0:0	2
0:0:1	4
0:1:0	8
0:1:1	16
1:0:0	32
1:0:1	64
1:1:0	128
1:1:1	256

13.4.4 SPI Status Register (SPIS)

This register has three read-only status bits. Bits 6, 3, 2, 1, and 0 are not implemented and always read 0. Writes have no meaning or effect.

	7	6	5	4	3	2	1	0
R	SPRF	0	SPTEF	MODF	0	0	0	0
W								
Reset	0	0	1	0	0	0	0	0


 = Unimplemented or Reserved

Figure 13-9. SPI Status Register (SPIS)

Table 13-7. SPIS Register Field Descriptions

Field	Description
7 SPRF	SPI Read Buffer Full Flag — SPRF is set at the completion of an SPI transfer to indicate that received data may be read from the SPI data register (SPID). SPRF is cleared by reading SPRF while it is set, then reading the SPI data register. 0 No data available in the receive data buffer 1 Data available in the receive data buffer
5 SPTEF	SPI Transmit Buffer Empty Flag — This bit is set when there is room in the transmit data buffer. It is cleared by reading SPIS with SPTEF set, followed by writing a data value to the transmit buffer at SPID. SPIS must be read with SPTEF = 1 before writing data to SPID or the SPID write will be ignored. SPTEF generates an SPTEF CPU interrupt request if the SPTIE bit in the SPIC1 is also set. SPTEF is automatically set when a data byte transfers from the transmit buffer into the transmit shift register. For an idle SPI (no data in the transmit buffer or the shift register and no transfer in progress), data written to SPID is transferred to the shifter almost immediately so SPTEF is set within two bus cycles allowing a second 8-bit data value to be queued into the transmit buffer. After completion of the transfer of the value in the shift register, the queued value from the transmit buffer will automatically move to the shifter and SPTEF will be set to indicate there is room for new data in the transmit buffer. If no new data is waiting in the transmit buffer, SPTEF simply remains set and no data moves from the buffer to the shifter. 0 SPI transmit buffer not empty 1 SPI transmit buffer empty
4 MODF	Master Mode Fault Flag — MODF is set if the SPI is configured as a master and the slave select input goes low, indicating some other SPI device is also configured as a master. The \overline{SS} pin acts as a mode fault error input only when MSTR = 1, MODFEN = 1, and SSOE = 0; otherwise, MODF will never be set. MODF is cleared by reading MODF while it is 1, then writing to SPI control register 1 (SPIC1). 0 No mode fault error 1 Mode fault error detected

13.4.5 SPI Data Register (SPID)

	7	6	5	4	3	2	1	0
R	Bit 7	6	5	4	3	2	1	Bit 0
W								
Reset	0	0	0	0	0	0	0	0

Figure 13-10. SPI Data Register (SPID)

Reads of this register return the data read from the receive data buffer. Writes to this register write data to the transmit data buffer. When the SPI is configured as a master, writing data to the transmit data buffer initiates an SPI transfer.

Data should not be written to the transmit data buffer unless the SPI transmit buffer empty flag (SPTEF) is set, indicating there is room in the transmit buffer to queue a new transmit byte.

Data may be read from SPID any time after SPRF is set and before another transfer is finished. Failure to read the data out of the receive data buffer before a new transfer ends causes a receive overrun condition and the data from the new transfer is lost.

13.5 Functional Description

An SPI transfer is initiated by checking for the SPI transmit buffer empty flag (SPTEF = 1) and then writing a byte of data to the SPI data register (SPID) in the master SPI device. When the SPI shift register is available, this byte of data is moved from the transmit data buffer to the shifter, SPTEF is set to indicate there is room in the buffer to queue another transmit character if desired, and the SPI serial transfer starts.

During the SPI transfer, data is sampled (read) on the MISO pin at one SPSCCK edge and shifted, changing the bit value on the MOSI pin, one-half SPSCCK cycle later. After eight SPSCCK cycles, the data that was in the shift register of the master has been shifted out the MOSI pin to the slave while eight bits of data were shifted in the MISO pin into the master's shift register. At the end of this transfer, the received data byte is moved from the shifter into the receive data buffer and SPRF is set to indicate the data can be read by reading SPID. If another byte of data is waiting in the transmit buffer at the end of a transfer, it is moved into the shifter, SPTEF is set, and a new transfer is started.

Normally, SPI data is transferred most significant bit (MSB) first. If the least significant bit first enable (LSBFE) bit is set, SPI data is shifted LSB first.

When the SPI is configured as a slave, its \overline{SS} pin must be driven low before a transfer starts and \overline{SS} must stay low throughout the transfer. If a clock format where CPHA = 0 is selected, \overline{SS} must be driven to a logic 1 between successive transfers. If CPHA = 1, \overline{SS} may remain low between successive transfers. See [Section 13.5.1, "SPI Clock Formats"](#) for more details.

Because the transmitter and receiver are double buffered, a second byte, in addition to the byte currently being shifted out, can be queued into the transmit data buffer, and a previously received character can be in the receive data buffer while a new character is being shifted in. The SPTEF flag indicates when the transmit buffer has room for a new character. The SPRF flag indicates when a received character is available in the receive data buffer. The received character must be read out of the receive buffer (read SPID) before the next transfer is finished or a receive overrun error results.

In the case of a receive overrun, the new data is lost because the receive buffer still held the previous character and was not ready to accept the new data. There is no indication for such an overrun condition so the application system designer must ensure that previous data has been read from the receive buffer before a new transfer is initiated.

13.5.1 SPI Clock Formats

To accommodate a wide variety of synchronous serial peripherals from different manufacturers, the SPI system has a clock polarity (CPOL) bit and a clock phase (CPHA) control bit to select one of four clock formats for data transfers. CPOL selectively inserts an inverter in series with the clock. CPHA chooses between two different clock phase relationships between the clock and data.

[Figure 13-11](#) shows the clock formats when CPHA = 1. At the top of the figure, the eight bit times are shown for reference with bit 1 starting at the first SPSCCK edge and bit 8 ending one-half SPSCCK cycle after the sixteenth SPSCCK edge. The MSB first and LSB first lines show the order of SPI data bits depending on the setting in LSBFE. Both variations of SPSCCK polarity are shown, but only one of these waveforms applies for a specific transfer, depending on the value in CPOL. The SAMPLE IN waveform applies to the MOSI input of a slave or the MISO input of a master. The MOSI waveform applies to the MOSI output

pin from a master and the MISO waveform applies to the MISO output from a slave. The $\overline{\text{SS}}$ OUT waveform applies to the slave select output from a master (provided MODFEN and SSOE = 1). The master $\overline{\text{SS}}$ output goes to active low one-half SPSCK cycle before the start of the transfer and goes back high at the end of the eighth bit time of the transfer. The $\overline{\text{SS}}$ IN waveform applies to the slave select input of a slave.

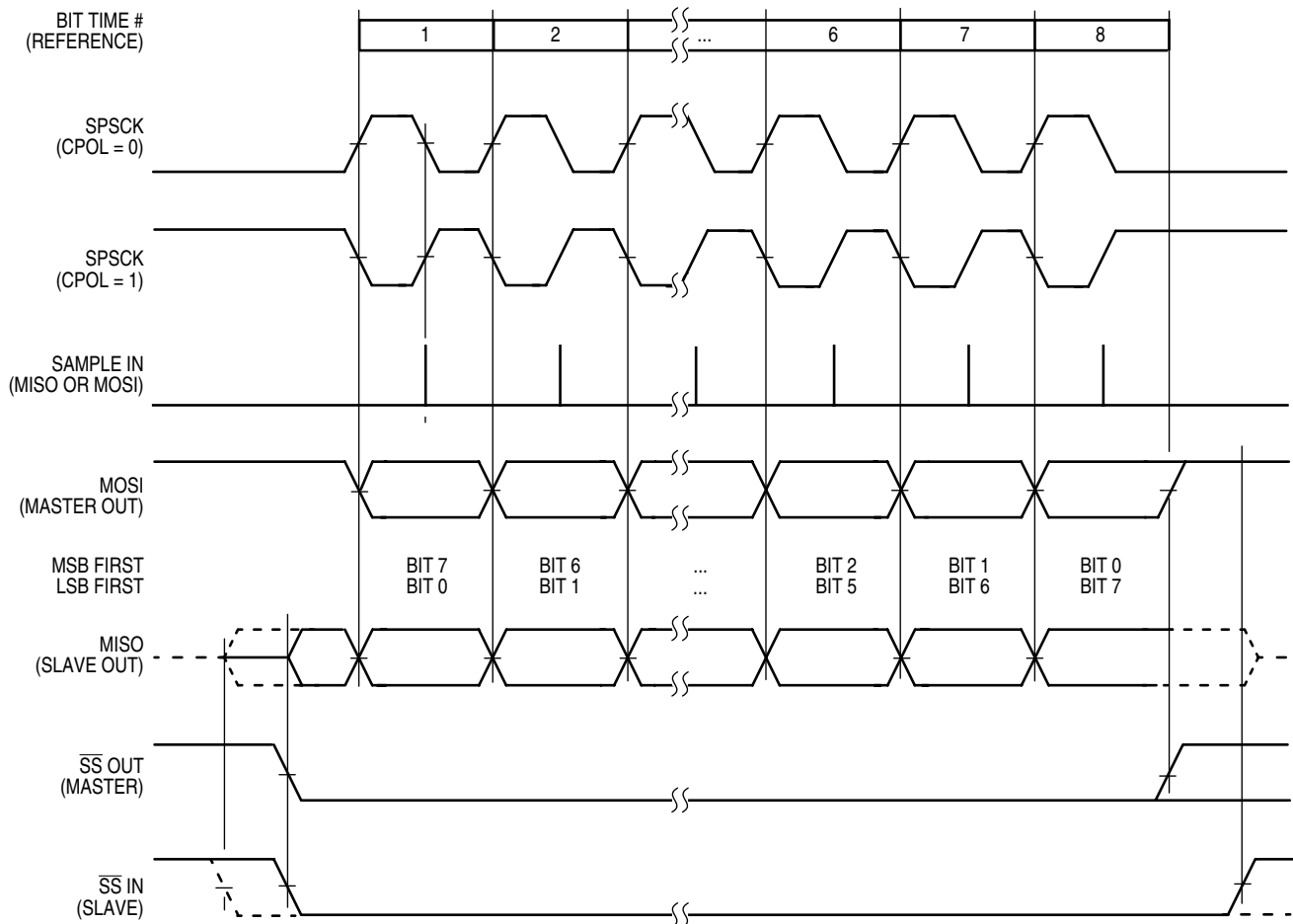


Figure 13-11. SPI Clock Formats (CPHA = 1)

When CPHA = 1, the slave begins to drive its MISO output when $\overline{\text{SS}}$ goes to active low, but the data is not defined until the first SPSCK edge. The first SPSCK edge shifts the first bit of data from the shifter onto the MOSI output of the master and the MISO output of the slave. The next SPSCK edge causes both the master and the slave to sample the data bit values on their MISO and MOSI inputs, respectively. At the third SPSCK edge, the SPI shifter shifts one bit position which shifts in the bit value that was just sampled, and shifts the second data bit value out the other end of the shifter to the MOSI and MISO outputs of the master and slave, respectively. When CPHA = 1, the slave's $\overline{\text{SS}}$ input is not required to go to its inactive high level between transfers.

Figure 13-12 shows the clock formats when CPHA = 0. At the top of the figure, the eight bit times are shown for reference with bit 1 starting as the slave is selected ($\overline{\text{SS}}$ IN goes low), and bit 8 ends at the last SPSCK edge. The MSB first and LSB first lines show the order of SPI data bits depending on the setting

in LSBFE. Both variations of SPSCCK polarity are shown, but only one of these waveforms applies for a specific transfer, depending on the value in CPOL. The SAMPLE IN waveform applies to the MOSI input of a slave or the MISO input of a master. The MOSI waveform applies to the MOSI output pin from a master and the MISO waveform applies to the MISO output from a slave. The \overline{SS} OUT waveform applies to the slave select output from a master (provided MODFEN and SSOE = 1). The master \overline{SS} output goes to active low at the start of the first bit time of the transfer and goes back high one-half SPSCCK cycle after the end of the eighth bit time of the transfer. The \overline{SS} IN waveform applies to the slave select input of a slave.

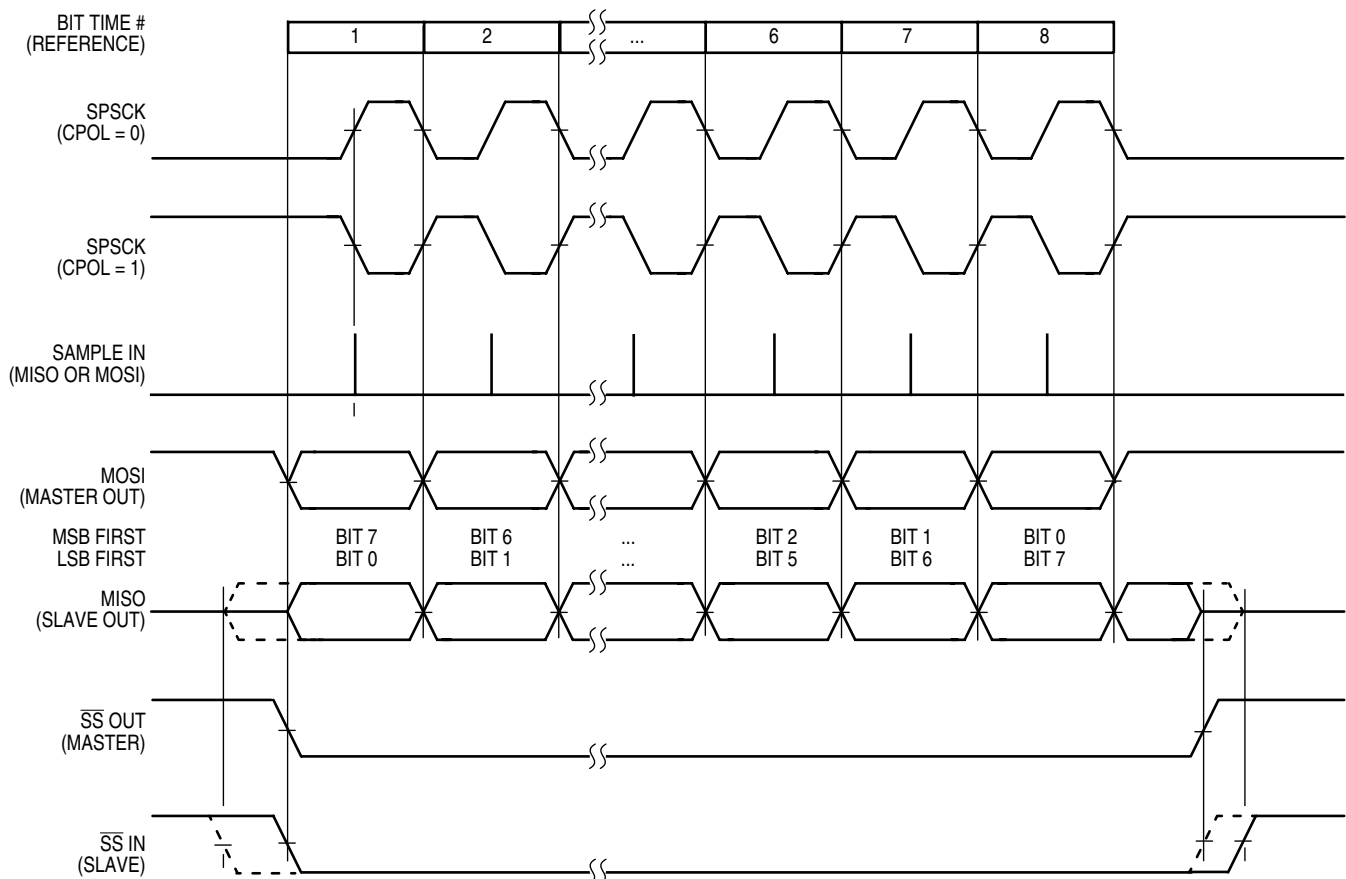


Figure 13-12. SPI Clock Formats (CPHA = 0)

When CPHA = 0, the slave begins to drive its MISO output with the first data bit value (MSB or LSB depending on LSBFE) when \overline{SS} goes to active low. The first SPSCCK edge causes both the master and the slave to sample the data bit values on their MISO and MOSI inputs, respectively. At the second SPSCCK edge, the SPI shifter shifts one bit position which shifts in the bit value that was just sampled and shifts the second data bit value out the other end of the shifter to the MOSI and MISO outputs of the master and slave, respectively. When CPHA = 0, the slave's \overline{SS} input must go to its inactive high level between transfers.

13.5.2 SPI Interrupts

There are three flag bits, two interrupt mask bits, and one interrupt vector associated with the SPI system. The SPI interrupt enable mask (SPIE) enables interrupts from the SPI receiver full flag (SPRF) and mode fault flag (MODF). The SPI transmit interrupt enable mask (SPTIE) enables interrupts from the SPI transmit buffer empty flag (SPTEF). When one of the flag bits is set, and the associated interrupt mask bit is set, a hardware interrupt request is sent to the CPU. If the interrupt mask bits are cleared, software can poll the associated flag bits instead of using interrupts. The SPI interrupt service routine (ISR) should check the flag bits to determine what event caused the interrupt. The service routine should also clear the flag bit(s) before returning from the ISR (usually near the beginning of the ISR).

13.5.3 Mode Fault Detection

A mode fault occurs and the mode fault flag (MODF) becomes set when a master SPI device detects an error on the \overline{SS} pin (provided the \overline{SS} pin is configured as the mode fault input signal). The \overline{SS} pin is configured to be the mode fault input signal when MSTR = 1, mode fault enable is set (MODFEN = 1), and slave select output enable is clear (SSOE = 0).

The mode fault detection feature can be used in a system where more than one SPI device might become a master at the same time. The error is detected when a master's \overline{SS} pin is low, indicating that some other SPI device is trying to address this master as if it were a slave. This could indicate a harmful output driver conflict, so the mode fault logic is designed to disable all SPI output drivers when such an error is detected.

When a mode fault is detected, MODF is set and MSTR is cleared to change the SPI configuration back to slave mode. The output drivers on the SPSCK, MOSI, and MISO (if not bidirectional mode) are disabled.

MODF is cleared by reading it while it is set, then writing to the SPI control register 1 (SPIC1). User software should verify the error condition has been corrected before changing the SPI back to master mode.

13.6 Initialization/Application Information

13.6.1 SPI Module Initialization Example

13.6.1.1 Initialization Sequence

Before the SPI module can be used for communication, an initialization procedure must be carried out, as follows:

1. Update control register 1 (SPIC1) to enable the SPI and to control interrupt enables. This register also sets the SPI as master or slave, determines clock phase and polarity, and configures the main SPI options.
2. Update control register 2 (SPIC2) to enable additional SPI functions such as the master mode-fault function and bidirectional mode output. Other optional SPI functions are configured here as well.
3. Update the baud rate register (SPIBR) to set the prescaler and bit rate divisor for an SPI master.

13.6.1.2 Pseudo—Code Example

In this example, the SPI module will be set up for master mode with only transmit interrupts enabled to run at a maximum baud rate of bus clock divided by 2. Clock phase and polarity will be set for an active-high SPI clock where the first edge on SPSCCK occurs at the start of the first cycle of a data transfer.

SPIC1 = 0x74(%01110100)

Bit 7	SPIE	= 0	Disables receive and mode fault interrupts
Bit 6	SPE	= 1	Enables the SPI system
Bit 5	SPTIE	= 1	Enables SPI transmit interrupts
Bit 4	MSTR	= 1	Sets the SPI module as a master SPI device
Bit 3	CPOL	= 0	Configures SPI clock as active-high
Bit 2	CPHA	= 1	First edge on SPSCCK at start of first data transfer cycle
Bit 1	SSOE	= 0	Determines \overline{SS} pin function when mode fault enabled
Bit 0	LSBFE	= 0	SPI serial data transfers start with most significant bit

SPIC2 = 0x00(%00000000)

Bit 7:5		= 000	Unimplemented
Bit 4	MODFEN	= 0	Disables mode fault function
Bit 3	BIDIROE	= 0	SPI data I/O pin acts as input
Bit 2		= 0	Unimplemented
Bit 1	SPISWAI	= 0	SPI clocks operate in wait mode
Bit 0	SPC0	= 0	SPI uses separate pins for data input and output

SPIBR = 0x00(%00000000)

Bit 7		= 0	Unimplemented
Bit 6:4		= 000	Sets prescale divisor to 1
Bit 3		= 0	Unimplemented
Bit 2:0		= 000	Sets baud rate divisor to 2

SPIS = 0x00(%00000000)

Bit 7	SPRF	= 0	Flag is set when receive data buffer is full
Bit 6		= 0	Unimplemented
Bit 5	SPTEF	= 0	Flag is set when transmit data buffer is empty
Bit 4	MODF	= 0	Mode fault flag for master mode
Bit 3:0		= 0	Unimplemented

SPID = 0xxx

Holds data to be transmitted by transmit buffer and data received by receive buffer.

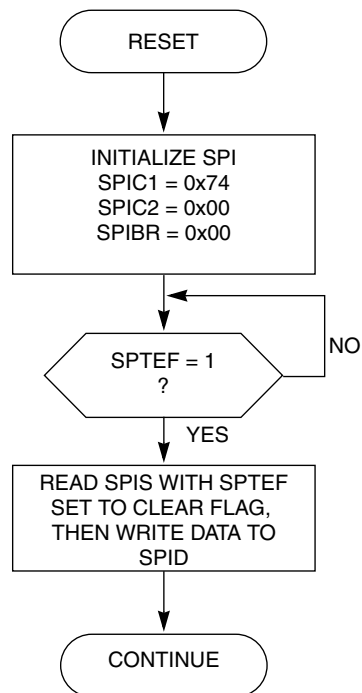


Figure 13-13. Initialization Flowchart Example for SPI Master Device

Chapter 14

Serial Communications Interface (S08SCIV4)

14.1 Introduction

All MCUs in the MC9S08DZ60 Series include SCI1 and SCI2.

NOTE

MC9S08DZ60 Series devices operate at a higher voltage range (2.7 V to 5.5 V) and do not include stop1 mode. Please ignore references to stop1.

14.1.1 SCI2 Configuration Information

The SCI2 module pins, TxD2 and RxD2 can be repositioned under software control using SCIPS in SOPT2 as shown in [Table 14-1](#). SCIPS in SOPT2 selects which general-purpose I/O ports are associated with SCI2 operation.

Table 14-1. SCI2 Position Options

SCIPS in SOPT2	Port Pin for TxD2	Port Pin for RxD2
0 (default)	PTF0	PTF1
1	PTE6	PTE7

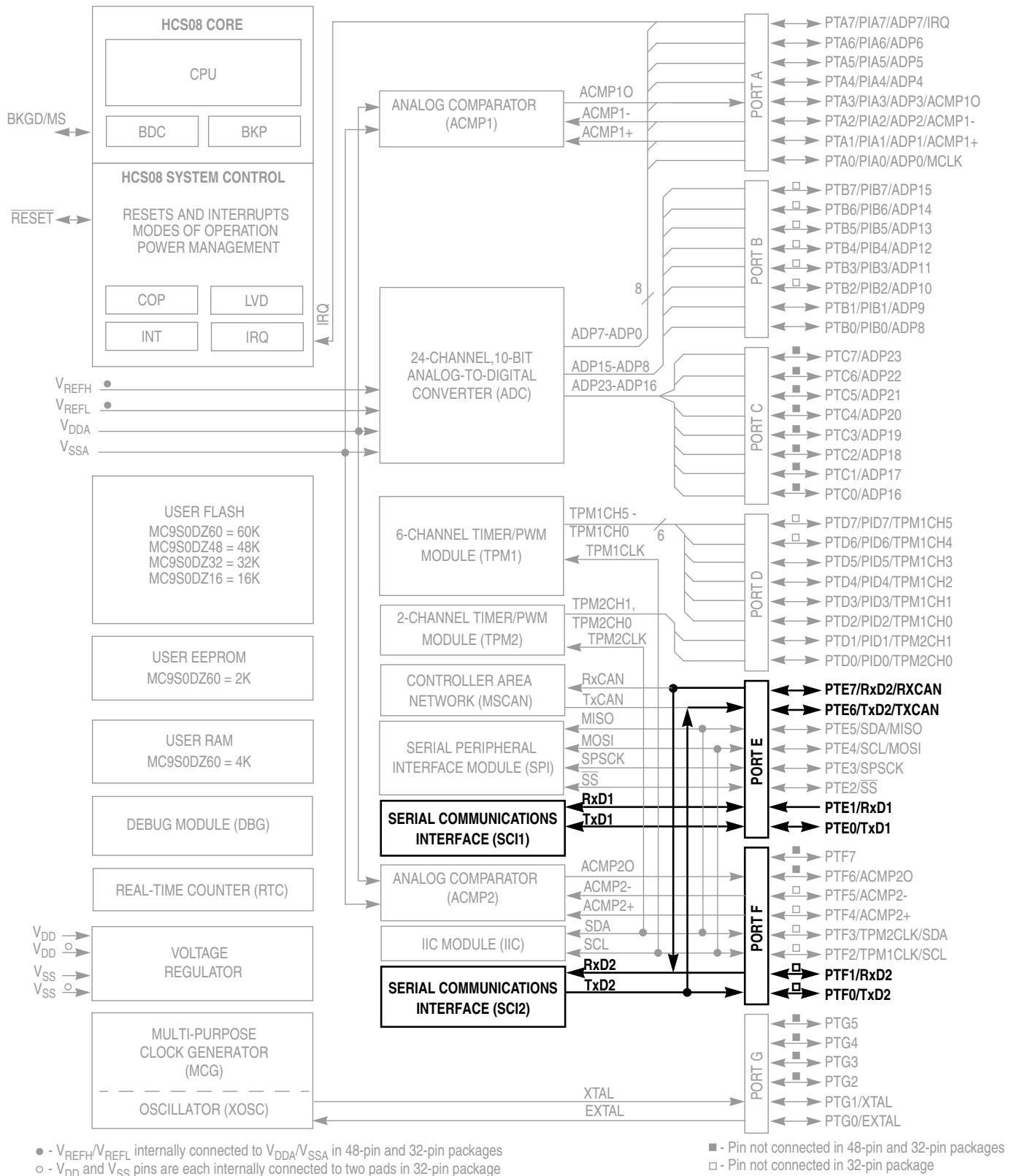


Figure 14-1. MC9S08DZ60 Block Diagram

14.1.2 Features

Features of SCI module include:

- Full-duplex, standard non-return-to-zero (NRZ) format
- Double-buffered transmitter and receiver with separate enables
- Programmable baud rates (13-bit modulo divider)
- Interrupt-driven or polled operation:
 - Transmit data register empty and transmission complete
 - Receive data register full
 - Receive overrun, parity error, framing error, and noise error
 - Idle receiver detect
 - Active edge on receive pin
 - Break detect supporting LIN
- Hardware parity generation and checking
- Programmable 8-bit or 9-bit character length
- Receiver wakeup by idle-line or address-mark
- Optional 13-bit break character generation / 11-bit break character detection
- Selectable transmitter output polarity

14.1.3 Modes of Operation

See [Section 14.3, “Functional Description,”](#) For details concerning SCI operation in these modes:

- 8- and 9-bit data modes
- Stop mode operation
- Loop mode
- Single-wire mode

14.1.4 Block Diagram

Figure 14-2 shows the transmitter portion of the SCI.

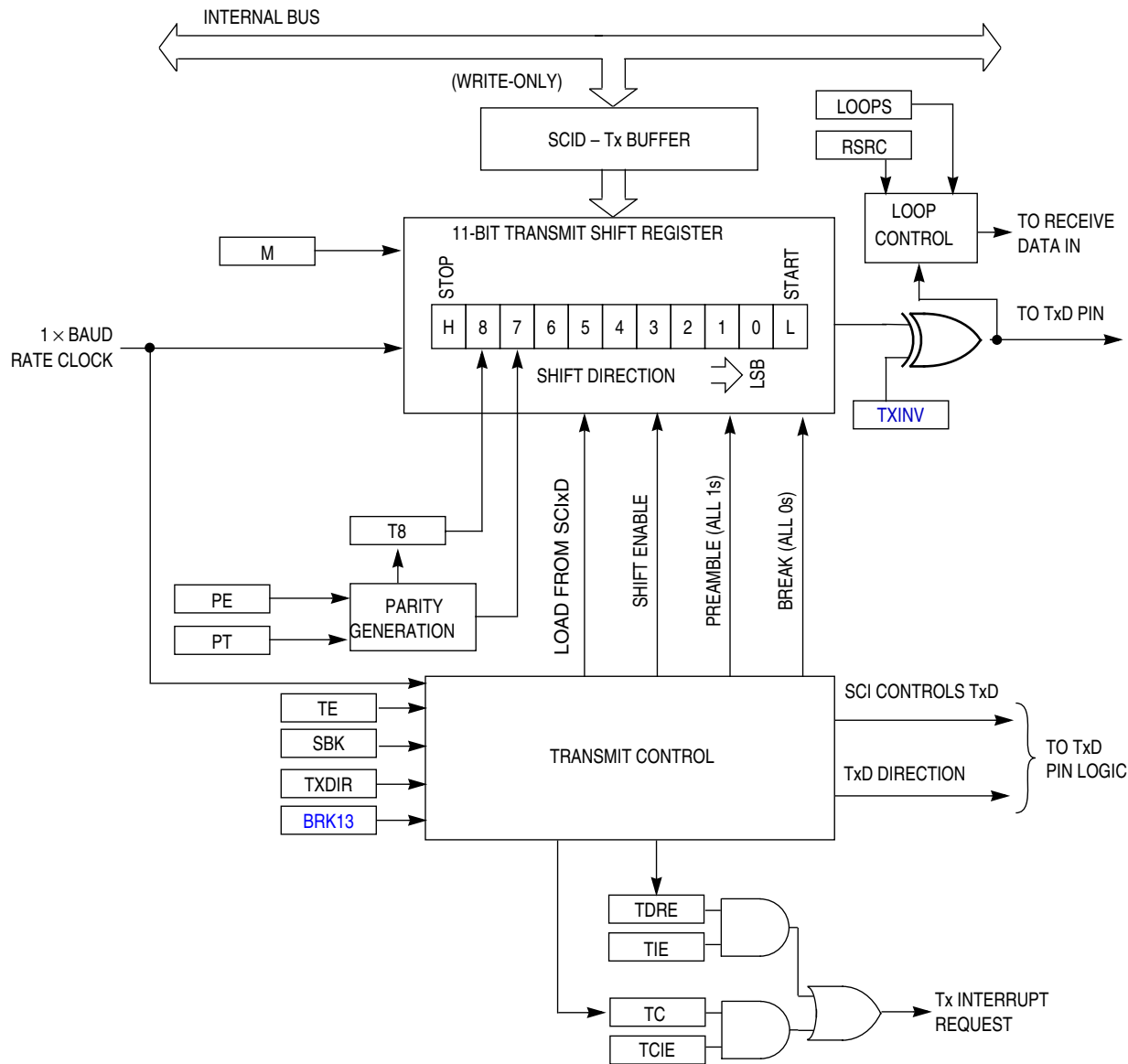


Figure 14-2. SCI Transmitter Block Diagram

Figure 14-3 shows the receiver portion of the SCI.

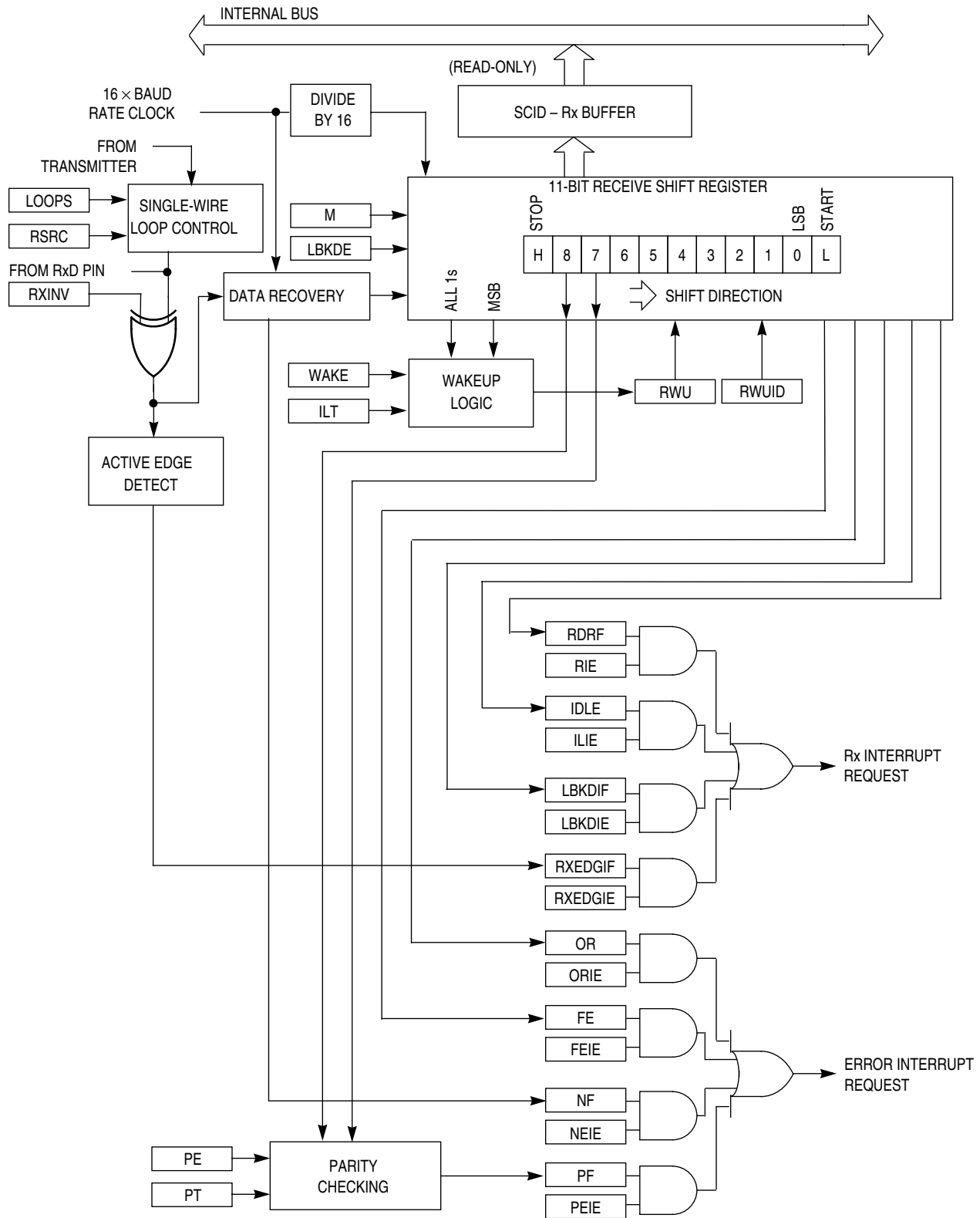


Figure 14-3. SCI Receiver Block Diagram

14.2 Register Definition

The SCI has eight 8-bit registers to control baud rate, select SCI options, report SCI status, and for transmit/receive data.

Refer to the direct-page register summary in the [Memory](#) chapter of this data sheet for the absolute address assignments for all SCI registers. This section refers to registers and control bits only by their names. A Freescale-provided equate or header file is used to translate these names into the appropriate absolute addresses.

14.2.1 SCI Baud Rate Registers (SCIxBDH, SCIxBDL)

This pair of registers controls the prescale divisor for SCI baud rate generation. To update the 13-bit baud rate setting [SBR12:SBR0], first write to SCIxBDH to buffer the high half of the new value and then write to SCIxBDL. The working value in SCIxBDH does not change until SCIxBDL is written.

SCIxBDL is reset to a non-zero value, so after reset the baud rate generator remains disabled until the first time the receiver or transmitter is enabled (RE or TE bits in SCIxC2 are written to 1).

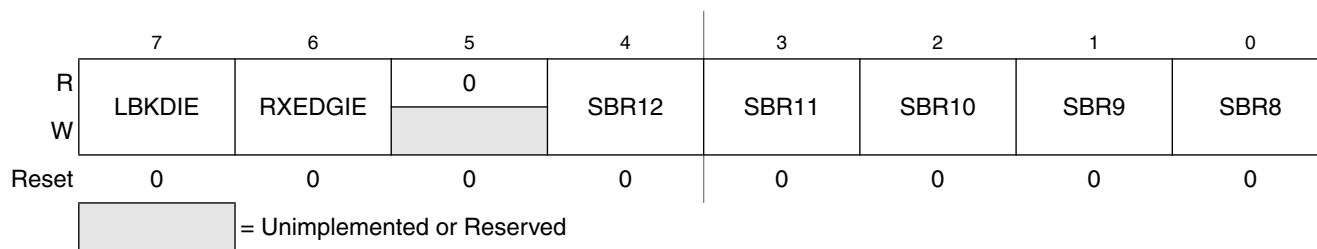


Figure 14-4. SCI Baud Rate Register (SCIxBDH)

Table 14-2. SCIxBDH Field Descriptions

Field	Description
7 LBKDIE	LIN Break Detect Interrupt Enable (for LBKDIF) 0 Hardware interrupts from LBKDIF disabled (use polling). 1 Hardware interrupt requested when LBKDIF flag is 1.
6 RXEDGIE	RxD Input Active Edge Interrupt Enable (for RXEDGIF) 0 Hardware interrupts from RXEDGIF disabled (use polling). 1 Hardware interrupt requested when RXEDGIF flag is 1.
4:0 SBR[12:8]	Baud Rate Modulo Divisor — The 13 bits in SBR[12:0] are referred to collectively as BR, and they set the modulo divide rate for the SCI baud rate generator. When BR = 0, the SCI baud rate generator is disabled to reduce supply current. When BR = 1 to 8191, the SCI baud rate = $BUSCLK/(16 \times BR)$. See also BR bits in Table 14-3 .

	7	6	5	4	3	2	1	0
R	SBR7	SBR6	SBR5	SBR4	SBR3	SBR2	SBR1	SBR0
W								
Reset	0	0	0	0	0	1	0	0

Figure 14-5. SCI Baud Rate Register (SCIxBDL)

Table 14-3. SCIxBDL Field Descriptions

Field	Description
7:0 SBR[7:0]	Baud Rate Modulo Divisor — These 13 bits in SBR[12:0] are referred to collectively as BR, and they set the modulo divide rate for the SCI baud rate generator. When BR = 0, the SCI baud rate generator is disabled to reduce supply current. When BR = 1 to 8191, the SCI baud rate = $BUSCLK/(16 \times BR)$. See also BR bits in Table 14-2 .

14.2.2 SCI Control Register 1 (SCIxC1)

This read/write register is used to control various optional features of the SCI system.

	7	6	5	4	3	2	1	0
R	LOOPS	SCISWAI	RSRC	M	WAKE	ILT	PE	PT
W								
Reset	0	0	0	0	0	0	0	0

Figure 14-6. SCI Control Register 1 (SCIxC1)

Table 14-4. SCIxC1 Field Descriptions

Field	Description
7 LOOPS	Loop Mode Select — Selects between loop back modes and normal 2-pin full-duplex modes. When LOOPS = 1, the transmitter output is internally connected to the receiver input. 0 Normal operation — RxD and TxD use separate pins. 1 Loop mode or single-wire mode where transmitter outputs are internally connected to receiver input. (See RSRC bit.) RxD pin is not used by SCI.
6 SCISWAI	SCI Stops in Wait Mode 0 SCI clocks continue to run in wait mode so the SCI can be the source of an interrupt that wakes up the CPU. 1 SCI clocks freeze while CPU is in wait mode.
5 RSRC	Receiver Source Select — This bit has no meaning or effect unless the LOOPS bit is set to 1. When LOOPS = 1, the receiver input is internally connected to the TxD pin and RSRC determines whether this connection is also connected to the transmitter output. 0 Provided LOOPS = 1, RSRC = 0 selects internal loop back mode and the SCI does not use the RxD pins. 1 Single-wire SCI mode where the TxD pin is connected to the transmitter output and receiver input.
4 M	9-Bit or 8-Bit Mode Select 0 Normal — start + 8 data bits (LSB first) + stop. 1 Receiver and transmitter use 9-bit data characters start + 8 data bits (LSB first) + 9th data bit + stop.

Table 14-4. SC1xC1 Field Descriptions (continued)

Field	Description
3 WAKE	Receiver Wakeup Method Select — Refer to Section 14.3.3.2, “Receiver Wakeup Operation” for more information. 0 Idle-line wakeup. 1 Address-mark wakeup.
2 ILT	Idle Line Type Select — Setting this bit to 1 ensures that the stop bit and logic 1 bits at the end of a character do not count toward the 10 or 11 bit times of logic high level needed by the idle line detection logic. Refer to Section 14.3.3.2.1, “Idle-Line Wakeup” for more information. 0 Idle character bit count starts after start bit. 1 Idle character bit count starts after stop bit.
1 PE	Parity Enable — Enables hardware parity generation and checking. When parity is enabled, the most significant bit (MSB) of the data character (eighth or ninth data bit) is treated as the parity bit. 0 No hardware parity generation or checking. 1 Parity enabled.
0 PT	Parity Type — Provided parity is enabled (PE = 1), this bit selects even or odd parity. Odd parity means the total number of 1s in the data character, including the parity bit, is odd. Even parity means the total number of 1s in the data character, including the parity bit, is even. 0 Even parity. 1 Odd parity.

14.2.3 SCI Control Register 2 (SC1xC2)

This register can be read or written at any time.

	7	6	5	4	3	2	1	0
R	TIE	TCIE	RIE	ILIE	TE	RE	RWU	SBK
W								
Reset	0	0	0	0	0	0	0	0

Figure 14-7. SCI Control Register 2 (SC1xC2)

Table 14-5. SC1xC2 Field Descriptions

Field	Description
7 TIE	Transmit Interrupt Enable (for TDRE) 0 Hardware interrupts from TDRE disabled (use polling). 1 Hardware interrupt requested when TDRE flag is 1.
6 TCIE	Transmission Complete Interrupt Enable (for TC) 0 Hardware interrupts from TC disabled (use polling). 1 Hardware interrupt requested when TC flag is 1.
5 RIE	Receiver Interrupt Enable (for RDRF) 0 Hardware interrupts from RDRF disabled (use polling). 1 Hardware interrupt requested when RDRF flag is 1.
4 ILIE	Idle Line Interrupt Enable (for IDLE) 0 Hardware interrupts from IDLE disabled (use polling). 1 Hardware interrupt requested when IDLE flag is 1.

Table 14-5. SCIxC2 Field Descriptions (continued)

Field	Description
3 TE	Transmitter Enable 0 Transmitter off. 1 Transmitter on. TE must be 1 in order to use the SCI transmitter. Normally, when TE = 1, the SCI forces the TxD pin to act as an output for the SCI system. If LOOPS = 1 and RSRC = 0, the TxD pin reverts to being a port B general-purpose I/O pin even if TE = 1. When the SCI is configured for single-wire operation (LOOPS = RSRC = 1), TXDIR controls the direction of traffic on the single SCI communication line (TxD pin). TE also can be used to queue an idle character by writing TE = 0 then TE = 1 while a transmission is in progress. Refer to Section 14.3.2.1, “Send Break and Queued Idle” for more details. When TE is written to 0, the transmitter keeps control of the port TxD pin until any data, queued idle, or queued break character finishes transmitting before allowing the pin to revert to a general-purpose I/O pin.
2 RE	Receiver Enable — When the SCI receiver is off, the RxD pin reverts to being a general-purpose port I/O pin. 0 Receiver off. 1 Receiver on.
1 RWU	Receiver Wakeup Control — This bit can be written to 1 to place the SCI receiver in a standby state where it waits for automatic hardware detection of a selected wakeup condition. The wakeup condition is either an idle line between messages (WAKE = 0, idle-line wakeup), or a logic 1 in the most significant data bit in a character (WAKE = 1, address-mark wakeup). Application software sets RWU and (normally) a selected hardware condition automatically clears RWU. Refer to Section 14.3.3.2, “Receiver Wakeup Operation” for more details. 0 Normal SCI receiver operation. 1 SCI receiver in standby waiting for wakeup condition.
0 SBK	Send Break — Writing a 1 and then a 0 to SBK queues a break character in the transmit data stream. Additional break characters of 10 or 11 (13 or 14 if BRK13 = 1) bit times of logic 0 are queued as long as SBK = 1. Depending on the timing of the set and clear of SBK relative to the information currently being transmitted, a second break character may be queued before software clears SBK. Refer to Section 14.3.2.1, “Send Break and Queued Idle” for more details. 0 Normal transmitter operation. 1 Queue break character(s) to be sent.

14.2.4 SCI Status Register 1 (SCIS1)

This register has eight read-only status flags. Writes have no effect. Special software sequences (which do not involve writing to this register) are used to clear these status flags.

	7	6	5	4	3	2	1	0
R	TDRE	TC	RDRF	IDLE	OR	NF	FE	PF
W								
Reset	1	1	0	0	0	0	0	0
	= Unimplemented or Reserved							

Figure 14-8. SCI Status Register 1 (SCIS1)

Table 14-6. SC1xS1 Field Descriptions

Field	Description
7 TDRE	Transmit Data Register Empty Flag — TDRE is set out of reset and when a transmit data value transfers from the transmit data buffer to the transmit shifter, leaving room for a new character in the buffer. To clear TDRE, read SC1xS1 with TDRE = 1 and then write to the SCI data register (SC1xD). 0 Transmit data register (buffer) full. 1 Transmit data register (buffer) empty.
6 TC	Transmission Complete Flag — TC is set out of reset and when TDRE = 1 and no data, preamble, or break character is being transmitted. 0 Transmitter active (sending data, a preamble, or a break). 1 Transmitter idle (transmission activity complete). TC is cleared automatically by reading SC1xS1 with TC = 1 and then doing one of the following three things: <ul style="list-style-type: none"> Write to the SCI data register (SC1xD) to transmit new data Queue a preamble by changing TE from 0 to 1 Queue a break character by writing 1 to SBK in SC1xC2
5 RDRF	Receive Data Register Full Flag — RDRF becomes set when a character transfers from the receive shifter into the receive data register (SC1xD). To clear RDRF, read SC1xS1 with RDRF = 1 and then read the SCI data register (SC1xD). 0 Receive data register empty. 1 Receive data register full.
4 IDLE	Idle Line Flag — IDLE is set when the SCI receive line becomes idle for a full character time after a period of activity. When ILT = 0, the receiver starts counting idle bit times after the start bit. So if the receive character is all 1s, these bit times and the stop bit time count toward the full character time of logic high (10 or 11 bit times depending on the M control bit) needed for the receiver to detect an idle line. When ILT = 1, the receiver doesn't start counting idle bit times until after the stop bit. So the stop bit and any logic high bit times at the end of the previous character do not count toward the full character time of logic high needed for the receiver to detect an idle line. To clear IDLE, read SC1xS1 with IDLE = 1 and then read the SCI data register (SC1xD). After IDLE has been cleared, it cannot become set again until after a new character has been received and RDRF has been set. IDLE will get set only once even if the receive line remains idle for an extended period. 0 No idle line detected. 1 Idle line was detected.
3 OR	Receiver Overrun Flag — OR is set when a new serial character is ready to be transferred to the receive data register (buffer), but the previously received character has not been read from SC1xD yet. In this case, the new character (and all associated error information) is lost because there is no room to move it into SC1xD. To clear OR, read SC1xS1 with OR = 1 and then read the SCI data register (SC1xD). 0 No overrun. 1 Receive overrun (new SCI data lost).
2 NF	Noise Flag — The advanced sampling technique used in the receiver takes seven samples during the start bit and three samples in each data bit and the stop bit. If any of these samples disagrees with the rest of the samples within any bit time in the frame, the flag NF will be set at the same time as the flag RDRF gets set for the character. To clear NF, read SC1xS1 and then read the SCI data register (SC1xD). 0 No noise detected. 1 Noise detected in the received character in SC1xD.

Table 14-6. SC1xS1 Field Descriptions (continued)

Field	Description
1 FE	Framing Error Flag — FE is set at the same time as RDRF when the receiver detects a logic 0 where the stop bit was expected. This suggests the receiver was not properly aligned to a character frame. To clear FE, read SC1xS1 with FE = 1 and then read the SCI data register (SC1xD). 0 No framing error detected. This does not guarantee the framing is correct. 1 Framing error.
0 PF	Parity Error Flag — PF is set at the same time as RDRF when parity is enabled (PE = 1) and the parity bit in the received character does not agree with the expected parity value. To clear PF, read SC1xS1 and then read the SCI data register (SC1xD). 0 No parity error. 1 Parity error.

14.2.5 SCI Status Register 2 (SC1xS2)

This register has one read-only status flag.

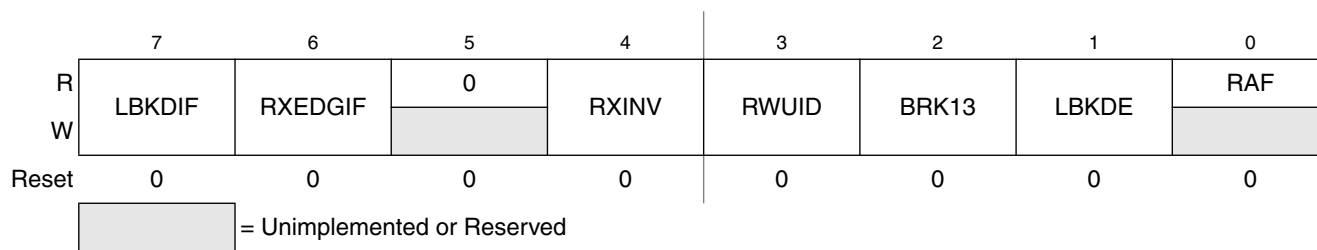


Figure 14-9. SCI Status Register 2 (SC1xS2)

Table 14-7. SC1xS2 Field Descriptions

Field	Description
7 LBKDIF	LIN Break Detect Interrupt Flag — LBKDIF is set when the LIN break detect circuitry is enabled and a LIN break character is detected. LBKDIF is cleared by writing a “1” to it. 0 No LIN break character has been detected. 1 LIN break character has been detected.
6 RXEDGIF	RxD Pin Active Edge Interrupt Flag — RXEDGIF is set when an active edge (falling if RXINV = 0, rising if RXINV=1) on the RxD pin occurs. RXEDGIF is cleared by writing a “1” to it. 0 No active edge on the receive pin has occurred. 1 An active edge on the receive pin has occurred.
4 RXINV ¹	Receive Data Inversion — Setting this bit reverses the polarity of the received data input. 0 Receive data not inverted 1 Receive data inverted
3 RWUID	Receive Wake Up Idle Detect — RWUID controls whether the idle character that wakes up the receiver sets the IDLE bit. 0 During receive standby state (RWU = 1), the IDLE bit does not get set upon detection of an idle character. 1 During receive standby state (RWU = 1), the IDLE bit gets set upon detection of an idle character.
2 BRK13	Break Character Generation Length — BRK13 is used to select a longer transmitted break character length. Detection of a framing error is not affected by the state of this bit. 0 Break character is transmitted with length of 10 bit times (11 if M = 1) 1 Break character is transmitted with length of 13 bit times (14 if M = 1)

Table 14-7. SCiX2 Field Descriptions (continued)

Field	Description
1 LBKDE	LIN Break Detection Enable — LBKDE is used to select a longer break character detection length. While LBKDE is set, framing error (FE) and receive data register full (RDRF) flags are prevented from setting. 0 Break character is detected at length of 10 bit times (11 if M = 1). 1 Break character is detected at length of 11 bit times (12 if M = 1).
0 RAF	Receiver Active Flag — RAF is set when the SCI receiver detects the beginning of a valid start bit, and RAF is cleared automatically when the receiver detects an idle line. This status flag can be used to check whether an SCI character is being received before instructing the MCU to go to stop mode. 0 SCI receiver idle waiting for a start bit. 1 SCI receiver active (RxD input not idle).

¹ Setting RXINV inverts the RxD input for all cases: data bits, start and stop bits, break, and idle.

When using an internal oscillator in a LIN system, it is necessary to raise the break detection threshold by one bit time. Under the worst case timing conditions allowed in LIN, it is possible that a 0x00 data character can appear to be 10.26 bit times long at a slave which is running 14% faster than the master. This would trigger normal break detection circuitry which is designed to detect a 10 bit break symbol. When the LBKDE bit is set, framing errors are inhibited and the break detection threshold changes from 10 bits to 11 bits, preventing false detection of a 0x00 data character as a LIN break symbol.

14.2.6 SCI Control Register 3 (SCiXC3)

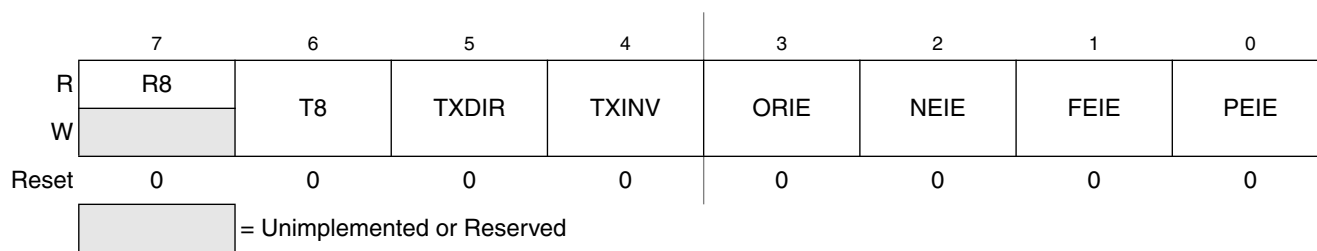


Figure 14-10. SCI Control Register 3 (SCiXC3)

Table 14-8. SCiXC3 Field Descriptions

Field	Description
7 R8	Ninth Data Bit for Receiver — When the SCI is configured for 9-bit data (M = 1), R8 can be thought of as a ninth receive data bit to the left of the MSB of the buffered data in the SCiXD register. When reading 9-bit data, read R8 before reading SCiXD because reading SCiXD completes automatic flag clearing sequences which could allow R8 and SCiXD to be overwritten with new data.
6 T8	Ninth Data Bit for Transmitter — When the SCI is configured for 9-bit data (M = 1), T8 may be thought of as a ninth transmit data bit to the left of the MSB of the data in the SCiXD register. When writing 9-bit data, the entire 9-bit value is transferred to the SCI shift register after SCiXD is written so T8 should be written (if it needs to change from its previous value) before SCiXD is written. If T8 does not need to change in the new value (such as when it is used to generate mark or space parity), it need not be written each time SCiXD is written.
5 TXDIR	TxD Pin Direction in Single-Wire Mode — When the SCI is configured for single-wire half-duplex operation (LOOPS = RSRC = 1), this bit determines the direction of data at the TxD pin. 0 TxD pin is an input in single-wire mode. 1 TxD pin is an output in single-wire mode.

Table 14-8. SC1xC3 Field Descriptions (continued)

Field	Description
4 TXINV ¹	Transmit Data Inversion — Setting this bit reverses the polarity of the transmitted data output. 0 Transmit data not inverted 1 Transmit data inverted
3 ORIE	Overrun Interrupt Enable — This bit enables the overrun flag (OR) to generate hardware interrupt requests. 0 OR interrupts disabled (use polling). 1 Hardware interrupt requested when OR = 1.
2 NEIE	Noise Error Interrupt Enable — This bit enables the noise flag (NF) to generate hardware interrupt requests. 0 NF interrupts disabled (use polling). 1 Hardware interrupt requested when NF = 1.
1 FEIE	Framing Error Interrupt Enable — This bit enables the framing error flag (FE) to generate hardware interrupt requests. 0 FE interrupts disabled (use polling). 1 Hardware interrupt requested when FE = 1.
0 PEIE	Parity Error Interrupt Enable — This bit enables the parity error flag (PF) to generate hardware interrupt requests. 0 PF interrupts disabled (use polling). 1 Hardware interrupt requested when PF = 1.

¹ Setting TXINV inverts the TxD output for all cases: data bits, start and stop bits, break, and idle.

14.2.7 SCI Data Register (SC1xD)

This register is actually two separate registers. Reads return the contents of the read-only receive data buffer and writes go to the write-only transmit data buffer. Reads and writes of this register are also involved in the automatic flag clearing mechanisms for the SCI status flags.

	7	6	5	4	3	2	1	0
R	R7	R6	R5	R4	R3	R2	R1	R0
W	T7	T6	T5	T4	T3	T2	T1	T0
Reset	0	0	0	0	0	0	0	0

Figure 14-11. SCI Data Register (SC1xD)

14.3 Functional Description

The SCI allows full-duplex, asynchronous, NRZ serial communication among the MCU and remote devices, including other MCUs. The SCI comprises a baud rate generator, transmitter, and receiver block. The transmitter and receiver operate independently, although they use the same baud rate generator. During normal operation, the MCU monitors the status of the SCI, writes the data to be transmitted, and processes received data. The following describes each of the blocks of the SCI.

14.3.1 Baud Rate Generation

As shown in [Figure 14-12](#), the clock source for the SCI baud rate generator is the bus-rate clock.

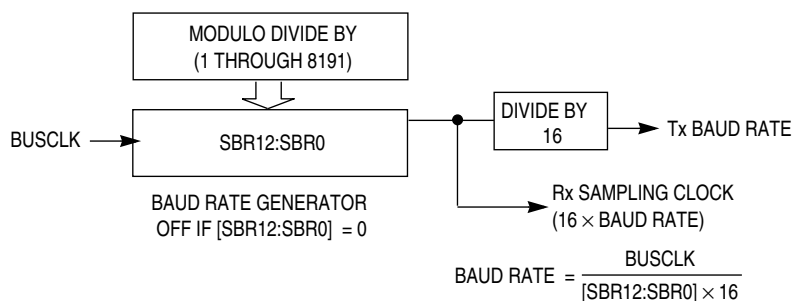


Figure 14-12. SCI Baud Rate Generation

SCI communications require the transmitter and receiver (which typically derive baud rates from independent clock sources) to use the same baud rate. Allowed tolerance on this baud frequency depends on the details of how the receiver synchronizes to the leading edge of the start bit and how bit sampling is performed.

The MCU resynchronizes to bit boundaries on every high-to-low transition, but in the worst case, there are no such transitions in the full 10- or 11-bit time character frame so any mismatch in baud rate is accumulated for the whole character time. For a Freescale Semiconductor SCI system whose bus frequency is driven by a crystal, the allowed baud rate mismatch is about 4.5 percent for 8-bit data format and about 4 percent for 9-bit data format. Although baud rate modulo divider settings do not always produce baud rates that exactly match standard rates, it is normally possible to get within a few percent, which is acceptable for reliable communications.

14.3.2 Transmitter Functional Description

This section describes the overall block diagram for the SCI transmitter, as well as specialized functions for sending break and idle characters. The transmitter block diagram is shown in [Figure 14-2](#).

The transmitter output (TxD) idle state defaults to logic high (TXINV = 0 following reset). The transmitter output is inverted by setting TXINV = 1. The transmitter is enabled by setting the TE bit in SCIxC2. This queues a preamble character that is one full character frame of the idle state. The transmitter then remains idle until data is available in the transmit data buffer. Programs store data into the transmit data buffer by writing to the SCI data register (SCIxD).

The central element of the SCI transmitter is the transmit shift register that is either 10 or 11 bits long depending on the setting in the M control bit. For the remainder of this section, we will assume M = 0, selecting the normal 8-bit data mode. In 8-bit data mode, the shift register holds a start bit, eight data bits, and a stop bit. When the transmit shift register is available for a new SCI character, the value waiting in the transmit data register is transferred to the shift register (synchronized with the baud rate clock) and the transmit data register empty (TDRE) status flag is set to indicate another character may be written to the transmit data buffer at SCIxD.

If no new character is waiting in the transmit data buffer after a stop bit is shifted out the TxD pin, the transmitter sets the transmit complete flag and enters an idle mode, with TxD high, waiting for more characters to transmit.

Writing 0 to TE does not immediately release the pin to be a general-purpose I/O pin. Any transmit activity that is in progress must first be completed. This includes data characters in progress, queued idle characters, and queued break characters.

14.3.2.1 Send Break and Queued Idle

The SBK control bit in SCIxC2 is used to send break characters which were originally used to gain the attention of old teletype receivers. Break characters are a full character time of logic 0 (10 bit times including the start and stop bits). A longer break of 13 bit times can be enabled by setting BRK13 = 1. Normally, a program would wait for TDRE to become set to indicate the last character of a message has moved to the transmit shifter, then write 1 and then write 0 to the SBK bit. This action queues a break character to be sent as soon as the shifter is available. If SBK is still 1 when the queued break moves into the shifter (synchronized to the baud rate clock), an additional break character is queued. If the receiving device is another Freescale Semiconductor SCI, the break characters will be received as 0s in all eight data bits and a framing error (FE = 1) occurs.

When idle-line wakeup is used, a full character time of idle (logic 1) is needed between messages to wake up any sleeping receivers. Normally, a program would wait for TDRE to become set to indicate the last character of a message has moved to the transmit shifter, then write 0 and then write 1 to the TE bit. This action queues an idle character to be sent as soon as the shifter is available. As long as the character in the shifter does not finish while TE = 0, the SCI transmitter never actually releases control of the TxD pin. If there is a possibility of the shifter finishing while TE = 0, set the general-purpose I/O controls so the pin that is shared with TxD is an output driving a logic 1. This ensures that the TxD line will look like a normal idle line even if the SCI loses control of the port pin between writing 0 and then 1 to TE.

The length of the break character is affected by the BRK13 and M bits as shown below.

Table 14-9. Break Character Length

BRK13	M	Break Character Length
0	0	10 bit times
0	1	11 bit times
1	0	13 bit times
1	1	14 bit times

14.3.3 Receiver Functional Description

In this section, the receiver block diagram (Figure 14-3) is used as a guide for the overall receiver functional description. Next, the data sampling technique used to reconstruct receiver data is described in more detail. Finally, two variations of the receiver wakeup function are explained.

The receiver input is inverted by setting RXINV = 1. The receiver is enabled by setting the RE bit in SCIxC2. Character frames consist of a start bit of logic 0, eight (or nine) data bits (LSB first), and a stop bit of logic 1. For information about 9-bit data mode, refer to Section 14.3.5.1, “8- and 9-Bit Data Modes.” For the remainder of this discussion, we assume the SCI is configured for normal 8-bit data mode.

After receiving the stop bit into the receive shifter, and provided the receive data register is not already full, the data character is transferred to the receive data register and the receive data register full (RDRF) status

flag is set. If RDRF was already set indicating the receive data register (buffer) was already full, the overrun (OR) status flag is set and the new data is lost. Because the SCI receiver is double-buffered, the program has one full character time after RDRF is set before the data in the receive data buffer must be read to avoid a receiver overrun.

When a program detects that the receive data register is full ($RDRF = 1$), it gets the data from the receive data register by reading SCIxD. The RDRF flag is cleared automatically by a 2-step sequence which is normally satisfied in the course of the user's program that handles receive data. Refer to [Section 14.3.4, "Interrupts and Status Flags"](#) for more details about flag clearing.

14.3.3.1 Data Sampling Technique

The SCI receiver uses a $16\times$ baud rate clock for sampling. The receiver starts by taking logic level samples at 16 times the baud rate to search for a falling edge on the RxD serial data input pin. A falling edge is defined as a logic 0 sample after three consecutive logic 1 samples. The $16\times$ baud rate clock is used to divide the bit time into 16 segments labeled RT1 through RT16. When a falling edge is located, three more samples are taken at RT3, RT5, and RT7 to make sure this was a real start bit and not merely noise. If at least two of these three samples are 0, the receiver assumes it is synchronized to a receive character.

The receiver then samples each bit time, including the start and stop bits, at RT8, RT9, and RT10 to determine the logic level for that bit. The logic level is interpreted to be that of the majority of the samples taken during the bit time. In the case of the start bit, the bit is assumed to be 0 if at least two of the samples at RT3, RT5, and RT7 are 0 even if one or all of the samples taken at RT8, RT9, and RT10 are 1s. If any sample in any bit time (including the start and stop bits) in a character frame fails to agree with the logic level for that bit, the noise flag (NF) will be set when the received character is transferred to the receive data buffer.

The falling edge detection logic continuously looks for falling edges, and if an edge is detected, the sample clock is resynchronized to bit times. This improves the reliability of the receiver in the presence of noise or mismatched baud rates. It does not improve worst case analysis because some characters do not have any extra falling edges anywhere in the character frame.

In the case of a framing error, provided the received character was not a break character, the sampling logic that searches for a falling edge is filled with three logic 1 samples so that a new start bit can be detected almost immediately.

In the case of a framing error, the receiver is inhibited from receiving any new characters until the framing error flag is cleared. The receive shift register continues to function, but a complete character cannot transfer to the receive data buffer if FE is still set.

14.3.3.2 Receiver Wakeup Operation

Receiver wakeup is a hardware mechanism that allows an SCI receiver to ignore the characters in a message that is intended for a different SCI receiver. In such a system, all receivers evaluate the first character(s) of each message, and as soon as they determine the message is intended for a different receiver, they write logic 1 to the receiver wake up (RWU) control bit in SCIxC2. When RWU bit is set, the status flags associated with the receiver (with the exception of the idle bit, IDLE, when RWUID bit is set) are inhibited from setting, thus eliminating the software overhead for handling the unimportant

message characters. At the end of a message, or at the beginning of the next message, all receivers automatically force RWU to 0 so all receivers wake up in time to look at the first character(s) of the next message.

14.3.3.2.1 Idle-Line Wakeup

When WAKE = 0, the receiver is configured for idle-line wakeup. In this mode, RWU is cleared automatically when the receiver detects a full character time of the idle-line level. The M control bit selects 8-bit or 9-bit data mode that determines how many bit times of idle are needed to constitute a full character time (10 or 11 bit times because of the start and stop bits).

When RWU is one and RWUID is zero, the idle condition that wakes up the receiver does not set the IDLE flag. The receiver wakes up and waits for the first data character of the next message which will set the RDRF flag and generate an interrupt if enabled. When RWUID is one, any idle condition sets the IDLE flag and generates an interrupt if enabled, regardless of whether RWU is zero or one.

The idle-line type (ILT) control bit selects one of two ways to detect an idle line. When ILT = 0, the idle bit counter starts after the start bit so the stop bit and any logic 1s at the end of a character count toward the full character time of idle. When ILT = 1, the idle bit counter does not start until after a stop bit time, so the idle detection is not affected by the data in the last character of the previous message.

14.3.3.2.2 Address-Mark Wakeup

When WAKE = 1, the receiver is configured for address-mark wakeup. In this mode, RWU is cleared automatically when the receiver detects a logic 1 in the most significant bit of a received character (eighth bit in M = 0 mode and ninth bit in M = 1 mode).

Address-mark wakeup allows messages to contain idle characters but requires that the MSB be reserved for use in address frames. The logic 1 MSB of an address frame clears the RWU bit before the stop bit is received and sets the RDRF flag. In this case the character with the MSB set is received even though the receiver was sleeping during most of this character time.

14.3.4 Interrupts and Status Flags

The SCI system has three separate interrupt vectors to reduce the amount of software needed to isolate the cause of the interrupt. One interrupt vector is associated with the transmitter for TDRE and TC events. Another interrupt vector is associated with the receiver for RDRF, IDLE, RXEDGIF and LBKDIF events, and a third vector is used for OR, NF, FE, and PF error conditions. Each of these ten interrupt sources can be separately masked by local interrupt enable masks. The flags can still be polled by software when the local masks are cleared to disable generation of hardware interrupt requests.

The SCI transmitter has two status flags that optionally can generate hardware interrupt requests. Transmit data register empty (TDRE) indicates when there is room in the transmit data buffer to write another transmit character to SCID. If the transmit interrupt enable (TIE) bit is set, a hardware interrupt will be requested whenever TDRE = 1. Transmit complete (TC) indicates that the transmitter is finished transmitting all data, preamble, and break characters and is idle with TxD at the inactive level. This flag is often used in systems with modems to determine when it is safe to turn off the modem. If the transmit complete interrupt enable (TCIE) bit is set, a hardware interrupt will be requested whenever TC = 1.

Instead of hardware interrupts, software polling may be used to monitor the TDRE and TC status flags if the corresponding TIE or TCIE local interrupt masks are 0s.

When a program detects that the receive data register is full ($RDRF = 1$), it gets the data from the receive data register by reading $SCIxD$. The $RDRF$ flag is cleared by reading $SCIxS1$ while $RDRF = 1$ and then reading $SCIxD$.

When polling is used, this sequence is naturally satisfied in the normal course of the user program. If hardware interrupts are used, $SCIxS1$ must be read in the interrupt service routine (ISR). Normally, this is done in the ISR anyway to check for receive errors, so the sequence is automatically satisfied.

The IDLE status flag includes logic that prevents it from getting set repeatedly when the RxD line remains idle for an extended period of time. IDLE is cleared by reading $SCIxS1$ while $IDLE = 1$ and then reading $SCIxD$. After IDLE has been cleared, it cannot become set again until the receiver has received at least one new character and has set $RDRF$.

If the associated error was detected in the received character that caused $RDRF$ to be set, the error flags — noise flag (NF), framing error (FE), and parity error flag (PF) — get set at the same time as $RDRF$. These flags are not set in overrun cases.

If $RDRF$ was already set when a new character is ready to be transferred from the receive shifter to the receive data buffer, the overrun (OR) flag gets set instead the data along with any associated NF, FE, or PF condition is lost.

At any time, an active edge on the RxD serial data input pin causes the $RXEDGIF$ flag to set. The $RXEDGIF$ flag is cleared by writing a “1” to it. This function does not depend on the receiver being enabled ($RE = 1$).

14.3.5 Additional SCI Functions

The following sections describe additional SCI functions.

14.3.5.1 8- and 9-Bit Data Modes

The SCI system (transmitter and receiver) can be configured to operate in 9-bit data mode by setting the M control bit in $SCIxC1$. In 9-bit mode, there is a ninth data bit to the left of the MSB of the SCI data register. For the transmit data buffer, this bit is stored in T8 in $SCIxC3$. For the receiver, the ninth bit is held in R8 in $SCIxC3$.

For coherent writes to the transmit data buffer, write to the T8 bit before writing to $SCIxD$.

If the bit value to be transmitted as the ninth bit of a new character is the same as for the previous character, it is not necessary to write to T8 again. When data is transferred from the transmit data buffer to the transmit shifter, the value in T8 is copied at the same time data is transferred from $SCIxD$ to the shifter.

9-bit data mode typically is used in conjunction with parity to allow eight bits of data plus the parity in the ninth bit. Or it is used with address-mark wakeup so the ninth data bit can serve as the wakeup bit. In custom protocols, the ninth bit can also serve as a software-controlled marker.

14.3.5.2 Stop Mode Operation

During all stop modes, clocks to the SCI module are halted.

In stop1 and stop2 modes, all SCI register data is lost and must be re-initialized upon recovery from these two stop modes. No SCI module registers are affected in stop3 mode.

The receive input active edge detect circuit is still active in stop3 mode, but not in stop2. . An active edge on the receive input brings the CPU out of stop3 mode if the interrupt is not masked (RXEDGIE = 1).

Note, because the clocks are halted, the SCI module will resume operation upon exit from stop (only in stop3 mode). Software should ensure stop mode is not entered while there is a character being transmitted out of or received into the SCI module.

14.3.5.3 Loop Mode

When LOOPS = 1, the RSRC bit in the same register chooses between loop mode (RSRC = 0) or single-wire mode (RSRC = 1). Loop mode is sometimes used to check software, independent of connections in the external system, to help isolate system problems. In this mode, the transmitter output is internally connected to the receiver input and the RxD pin is not used by the SCI, so it reverts to a general-purpose port I/O pin.

14.3.5.4 Single-Wire Operation

When LOOPS = 1, the RSRC bit in the same register chooses between loop mode (RSRC = 0) or single-wire mode (RSRC = 1). Single-wire mode is used to implement a half-duplex serial connection. The receiver is internally connected to the transmitter output and to the TxD pin. The RxD pin is not used and reverts to a general-purpose port I/O pin.

In single-wire mode, the TXDIR bit in SCIxC3 controls the direction of serial data on the TxD pin. When TXDIR = 0, the TxD pin is an input to the SCI receiver and the transmitter is temporarily disconnected from the TxD pin so an external device can send serial data to the receiver. When TXDIR = 1, the TxD pin is an output driven by the transmitter. In single-wire mode, the internal loop back connection from the transmitter to the receiver causes the receiver to receive characters that are sent out by the transmitter.

Chapter 15

Real-Time Counter (S08RTCV1)

15.1 Introduction

The RTC module consists of one 8-bit counter, one 8-bit comparator, several binary-based and decimal-based prescaler dividers, two clock sources, and one programmable periodic interrupt. This module can be used for time-of-day, calendar or any task scheduling functions. It can also serve as a cyclic wake up from low power modes without the need of external components.

All devices in the MC9S08DZ60 Series feature the RTC.

15.1.1 RTC Clock Signal Names

References to ERCLK and IRCLK in this chapter correspond to signals MCGERCLK and MCGIRCLK, respectively.

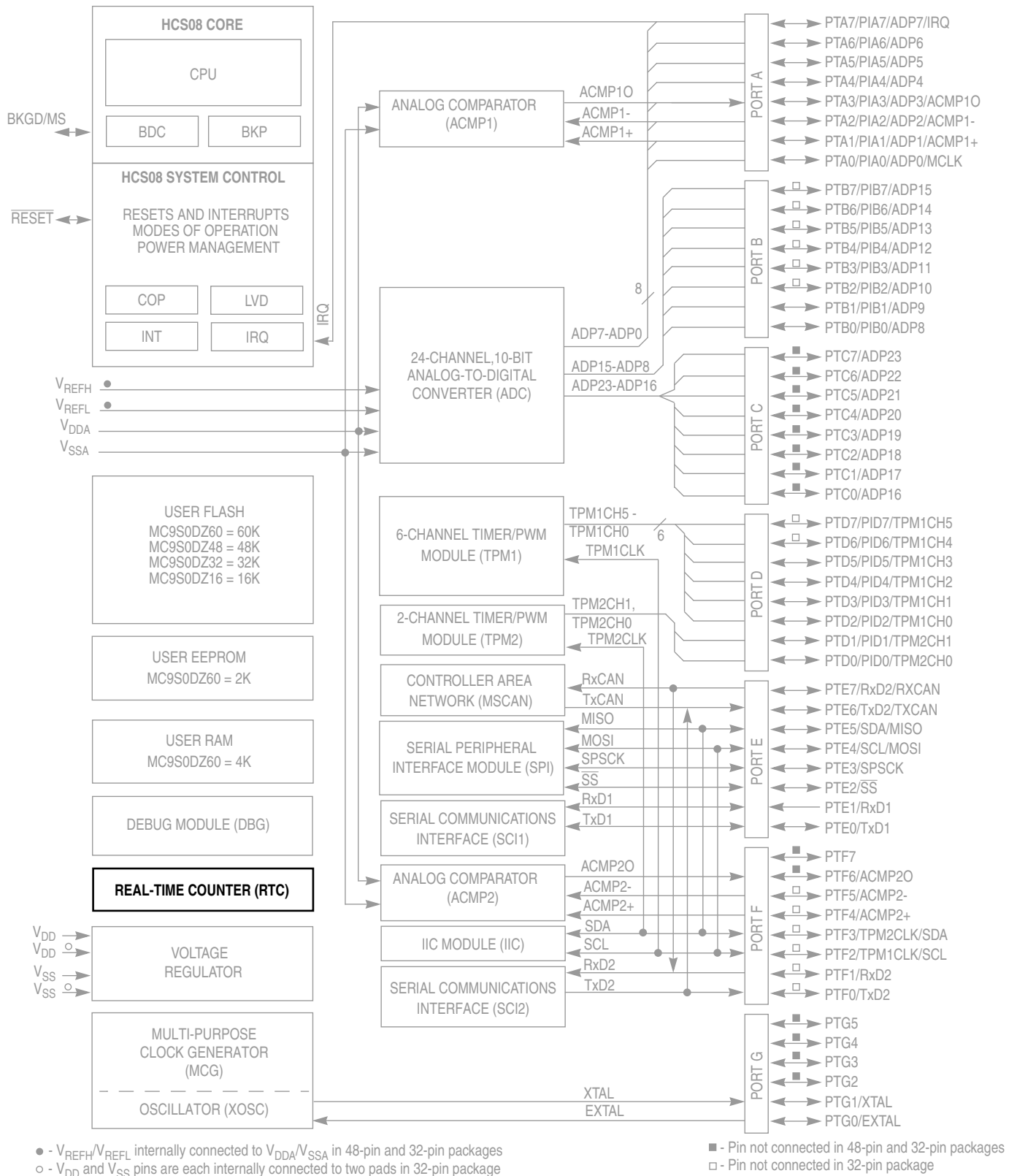


Figure 15-1. MC9S08DZ60 Block Diagram

15.1.2 Features

Features of the RTC module include:

- 8-bit up-counter
 - 8-bit modulo match limit
 - Software controllable periodic interrupt on match
- Three software selectable clock sources for input to prescaler with selectable binary-based and decimal-based divider values
 - 1-kHz internal low-power oscillator (LPO)
 - External clock (ERCLK)
 - 32-kHz internal clock (IRCLK)

15.1.3 Modes of Operation

This section defines the operation in stop, wait, and background debug modes.

15.1.3.1 Wait Mode

The RTC continues to run in wait mode if enabled before executing the WAIT instruction. Therefore, the RTC can be used to bring the MCU out of wait mode if the real-time interrupt is enabled. For lowest possible current consumption, the RTC should be stopped by software if not needed as an interrupt source during wait mode.

15.1.3.2 Stop Modes

The RTC continues to run in stop2 or stop3 mode if the RTC is enabled before executing the STOP instruction. Therefore, the RTC can be used to bring the MCU out of stop modes with no external components, if the real-time interrupt is enabled.

The LPO clock can be used in both stop2 and stop3 modes. ERCLK and IRCLK clocks are only available in stop3 mode.

Power consumption is lower when all clock sources are disabled, but in that case the real-time interrupt cannot wake up the MCU from stop modes.

15.1.3.3 Active Background Mode

The RTC suspends all counting during active background mode until the microcontroller returns to normal user operating mode. Counting resumes from the suspended value as long as the RTCMOD register is not written and the RTCPS and RTCLKS bits are not altered.

15.1.4 Block Diagram

The block diagram for the RTC module is shown in Figure 15-2.

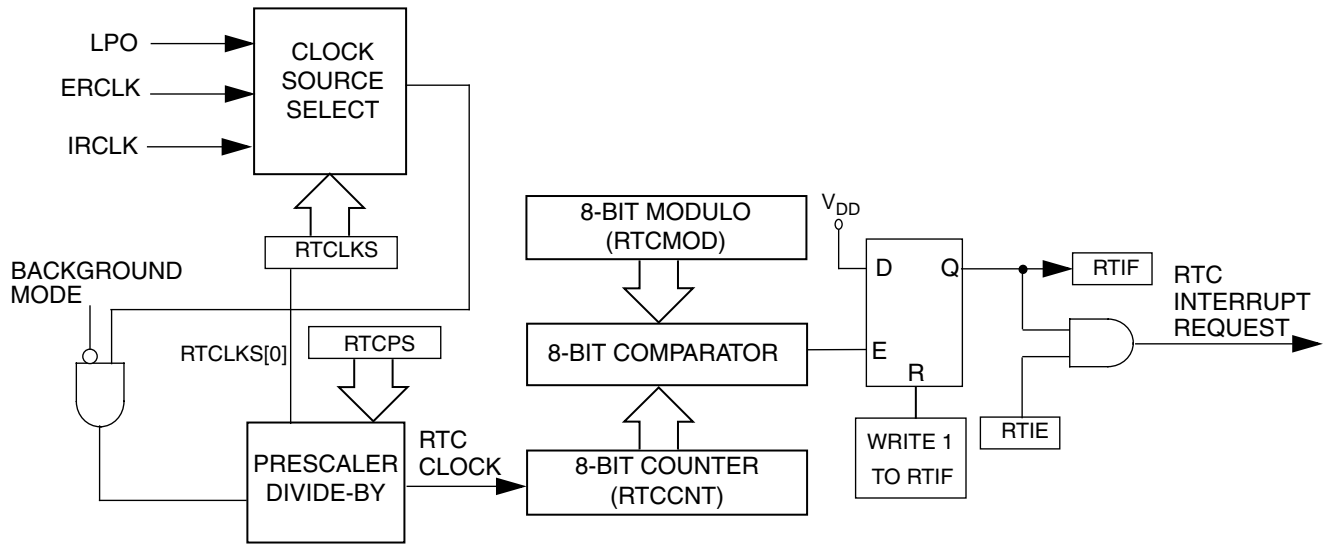


Figure 15-2. Real-Time Counter (RTC) Block Diagram

15.2 External Signal Description

The RTC does not include any off-chip signals.

15.3 Register Definition

The RTC includes a status and control register, an 8-bit counter register, and an 8-bit modulo register.

Refer to the direct-page register summary in the memory section of this data sheet for the absolute address assignments for all RTC registers. This section refers to registers and control bits only by their names.

15.3.1 RTC Status and Control Register (RTCSC)

RTCSC contains the real-time interrupt status flag (RTIF), the clock select bits (RTCLKS), the real-time interrupt enable bit (RTIE), and the prescaler select bits (RTCPS).

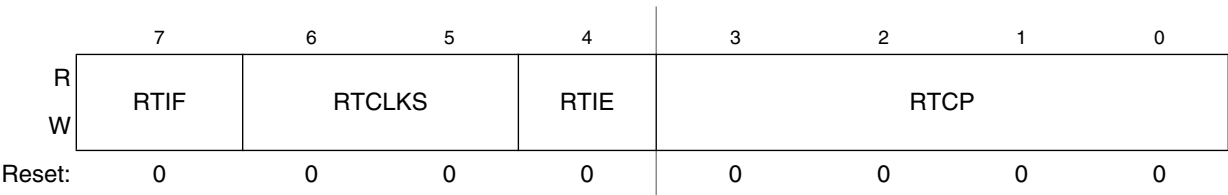


Figure 15-3. RTC Status and Control Register (RTCSC)

Table 15-1. RTCSC Field Descriptions

Field	Description
7 RTIF	Real-Time Interrupt Flag — This status bit indicates the RTC counter register reached the value in the RTC modulo register. Writing a logic 0 has no effect. Writing a logic 1 clears the bit and the real-time interrupt request. Reset clears RTIF to 0. 0 RTC counter has not reached the value in the RTC modulo register. 1 RTC counter has reached the value in the RTC modulo register.
6:5 RTCLKS	Real-Time Clock Source Select — These two read/write bits select the clock source input to the RTC prescaler. Changing the clock source clears the prescaler and RTCCNT counters. Reset clears RTCLKS to 00. 00 Real-time clock source is the 1-kHz low power oscillator (LPO) 01 Real-time clock source is the external clock (ERCLK) 1x Real-time clock source is the internal clock (IRCLK)
4 RTIE	Real-Time Interrupt Enable — This read/write bit enables real-time interrupts. If RTIE is set, then an interrupt is generated when RTIF is set. Reset clears RTIE to 0. 0 Real-time interrupt requests are disabled. Use software polling. 1 Real-time interrupt requests are enabled.
3:0 RTCPs	Real-Time Clock Prescaler Select — These four read/write bits select binary-based or decimal-based divide-by values for the clock source. See Table 15-2. Changing the prescaler value clears the prescaler and RTCCNT counters. Reset clears RTCPs to 0000.

Table 15-2. RTC Prescaler Divide-by values

RTCLKS[0]	RTCPs															
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	OFF	2 ³	2 ⁵	2 ⁶	2 ⁷	2 ⁸	2 ⁹	2 ¹⁰	1	2	2 ²	10	2 ⁴	10 ²	5x10 ²	10 ³
1	OFF	2 ¹⁰	2 ¹¹	2 ¹²	2 ¹³	2 ¹⁴	2 ¹⁵	2 ¹⁶	10 ³	2x10 ³	5x10 ³	10 ⁴	2x10 ⁴	5x10 ⁴	10 ⁵	2x10 ⁵

15.3.2 RTC Counter Register (RTCCNT)

RTCCNT is the read-only value of the current RTC count of the 8-bit counter.

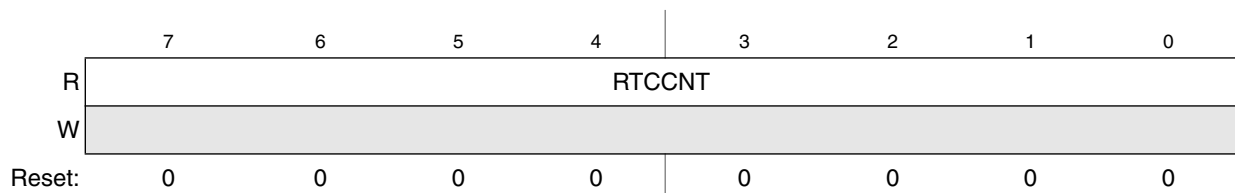


Figure 15-4. RTC Counter Register (RTCCNT)

Table 15-3. RTCCNT Field Description

Field	Description
7:0 RTCCNT	RTC Count — These eight read-only bits contain the current value of the 8-bit counter. Writes have no effect to this register. Reset, writing to RTCMOD, or writing different values to RTCLKS and RTCPs clear the count to 0x00.

15.3.3 RTC Modulo Register (RTCMOD)

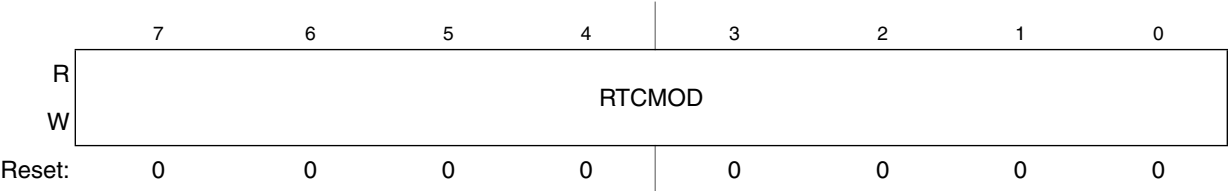


Figure 15-5. RTC Modulo Register (RTCMOD)

Table 15-4. RTCMOD Field Descriptions

Field	Description
7:0 RTCMOD	RTC Modulo — These eight read/write bits contain the modulo value used to reset the count to 0x00 upon a compare match and set the RTIF status bit. A value of 0x00 sets the RTIF bit on each rising edge of the prescaler output. Writing to RTCMOD resets the prescaler and the RTCCNT counters to 0x00. Reset sets the modulo to 0x00.

15.4 Functional Description

The RTC is composed of a main 8-bit up-counter with an 8-bit modulo register, a clock source selector, and a prescaler block with binary-based and decimal-based selectable values. The module also contains software selectable interrupt logic.

After any MCU reset, the counter is stopped and reset to 0x00, the modulus register is set to 0x00, and the prescaler is off. The 1-kHz internal oscillator clock is selected as the default clock source. To start the prescaler, write any value other than zero to the prescaler select bits (RTCPs).

Three clock sources are software selectable: the low power oscillator clock (LPO), the external clock (ERCLK) and the internal clock (IRCLK). The RTC clock select bits (RTCLKS) are used to select the desired clock source. If a different value is written to RTCLKS, the prescaler and RTCCNT counters are reset to 0x00.

RTCPs and the RTCLKS[0] bit select the desired divide-by value. If a different value is written to RTCPs, the prescaler and RTCCNT counters are reset to 0x00. [Table 15-5](#) shows different prescaler period values.

Table 15-5. Prescaler Period

RTCPs	1-kHz Internal Clock Source Prescaler Period (RTCLKS = 00)	1-MHz External Clock Source Prescaler Period (RTCLKS = 01)	32-kHz Internal Clock Source Prescaler Period (RTCLKS = 10)	32-kHz Internal Clock Source Prescaler Period (RTCLKS = 11)
0000	Off	Off	Off	Off
0001	8 ms	1.024 ms	250 μ s	32 ms
0010	32 ms	2.048 ms	1 ms	64 ms
0011	64 ms	4.096 ms	2 ms	128 ms
0100	128 ms	8.192 ms	4 ms	256 ms
0101	256 ms	16.4 ms	8 ms	512 ms
0110	512 ms	32.8 ms	16 ms	1.024 s
0111	1.024 s	65.5 ms	32 ms	2.048 s
1000	1 ms	1 ms	31.25 μ s	31.25 ms
1001	2 ms	2 ms	62.5 μ s	62.5 ms
1010	4 ms	5 ms	125 μ s	156.25 ms
1011	10 ms	10 ms	312.5 μ s	312.5 ms
1100	16 ms	20 ms	0.5 ms	0.625 s
1101	0.1 s	50 ms	3.125 ms	1.5625 s
1110	0.5 s	0.1 s	15.625 ms	3.125 s
1111	1 s	0.2 s	31.25 ms	6.25 s

The RTC modulo register (RTCMOD) allows the compare value to be set to any value from 0x00 to 0xFF. When the counter is active, the counter increments at the selected rate until the count matches the modulo value. When these values match, the counter resets to 0x00 and continues counting. The real-time interrupt flag (RTIF) is set whenever a match occurs. The flag sets on the transition from the modulo value to 0x00. Writing to RTCMOD resets the prescaler and the RTCCNT counters to 0x00.

The RTC allows for an interrupt to be generated whenever RTIF is set. To enable the real-time interrupt, set the real-time interrupt enable bit (RTIE) in RTCSC. RTIF is cleared by writing a 1 to RTIF.

15.4.1 RTC Operation Example

This section shows an example of the RTC operation as the counter reaches a matching value from the modulo register.

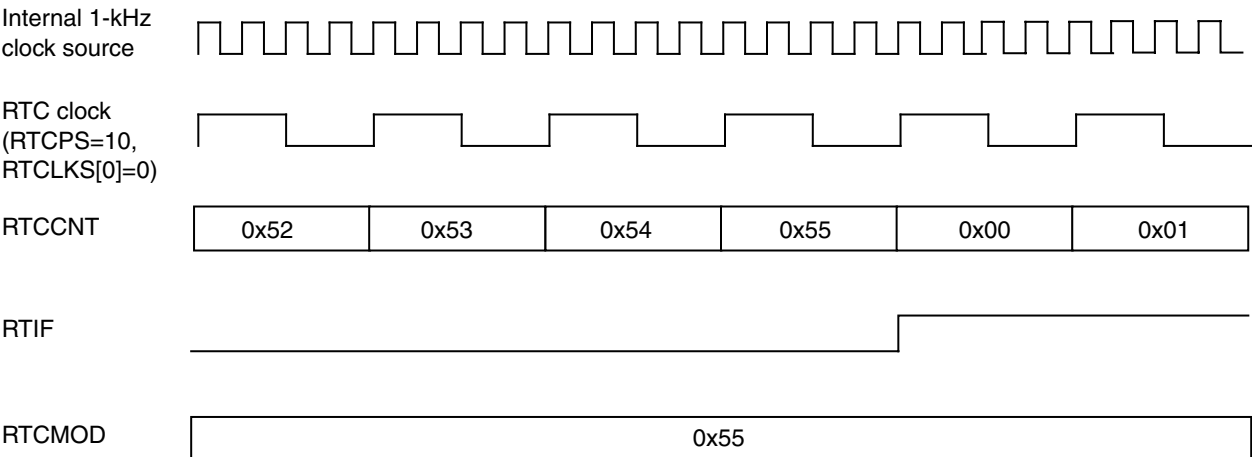


Figure 15-6. RTC Counter Overflow Example

In the example of Figure 15-6, the selected clock source is the internal clock source. The prescaler is set to RTCPS=10 with RTCLKS[0]=0 (divide-by-4). The modulo value in the RTCMOD register is set to 0x55. When the counter, RTCCNT, reaches the modulo value of 0x55, the counter overflows to 0x00 and continues counting. The real-time interrupt flag, RTIF, sets when the counter value changes from 0x55 to 0x00. A real-time interrupt is generated when RTIF is set, if RTIE = 1.

15.5 Initialization/Application Information

This section provides example code to give some basic direction to a user on how to initialize and configure the RTC module. The example software is implemented in C language.

The example below shows how to implement time of day with the RTC using the 1-kHz clock source to achieve the lowest possible power consumption. Because the 1-kHz clock source is not as accurate as a crystal, software can be added for any adjustments. For accuracy without adjustments at the expense of additional power consumption, the external clock (ERCLK) or the internal clock (IRCLK) can be selected with appropriate prescaler and modulo values.


```

/* Initialize the elapsed time counters */
Seconds = 0;
Minutes = 0;
Hours = 0;
Days=0;

/* Configure RTC to interrupt every 1 second from 1-kHz clock source */
RTCMOD.byte = 0x00;
RTCSC.byte = 0x1F;

/*****
Function Name : RTC_ISR
Notes : Interrupt service routine for RTC module.
*****/
#pragma TRAP_PROC
void RTC_ISR(void)
{
    /* Clear the interrupt flag */
    RTCSC.byte = RTCSC.byte | 0x80;

    /* RTC interrupts every 1 Second */
    Seconds++;

    /* 60 seconds in a minute */
    if (Seconds > 59){
        Minutes++;
        Seconds = 0;
    }

    /* 60 minutes in an hour */
    if (Minutes > 59){
        Hours++;
        Minutes = 0;
    }

    /* 24 hours in a day */
    if (Hours > 23){
        Days ++;
        Hours = 0;
    }
}

```


Chapter 16

Timer Pulse-Width Modulator (S08TPMV2)

16.1 Introduction

The TPM uses one input/output (I/O) pin per channel, TPMxCHn, where x is the TPM number (for example, 1 or 2) and n is the channel number (for example, 0–4). The TPM shares its I/O pins with general-purpose I/O port pins (refer to the [Pins and Connections](#) chapter for more information).

MC9S08DZ60 Series MCUs have two TPM modules. In all packages, TPM2 is 2-channel. The number of channels available on external pins in TPM1 depends on the package:

- Six channels in 64-pin and 48-pin packages
- Four channels in 32-pin packages.

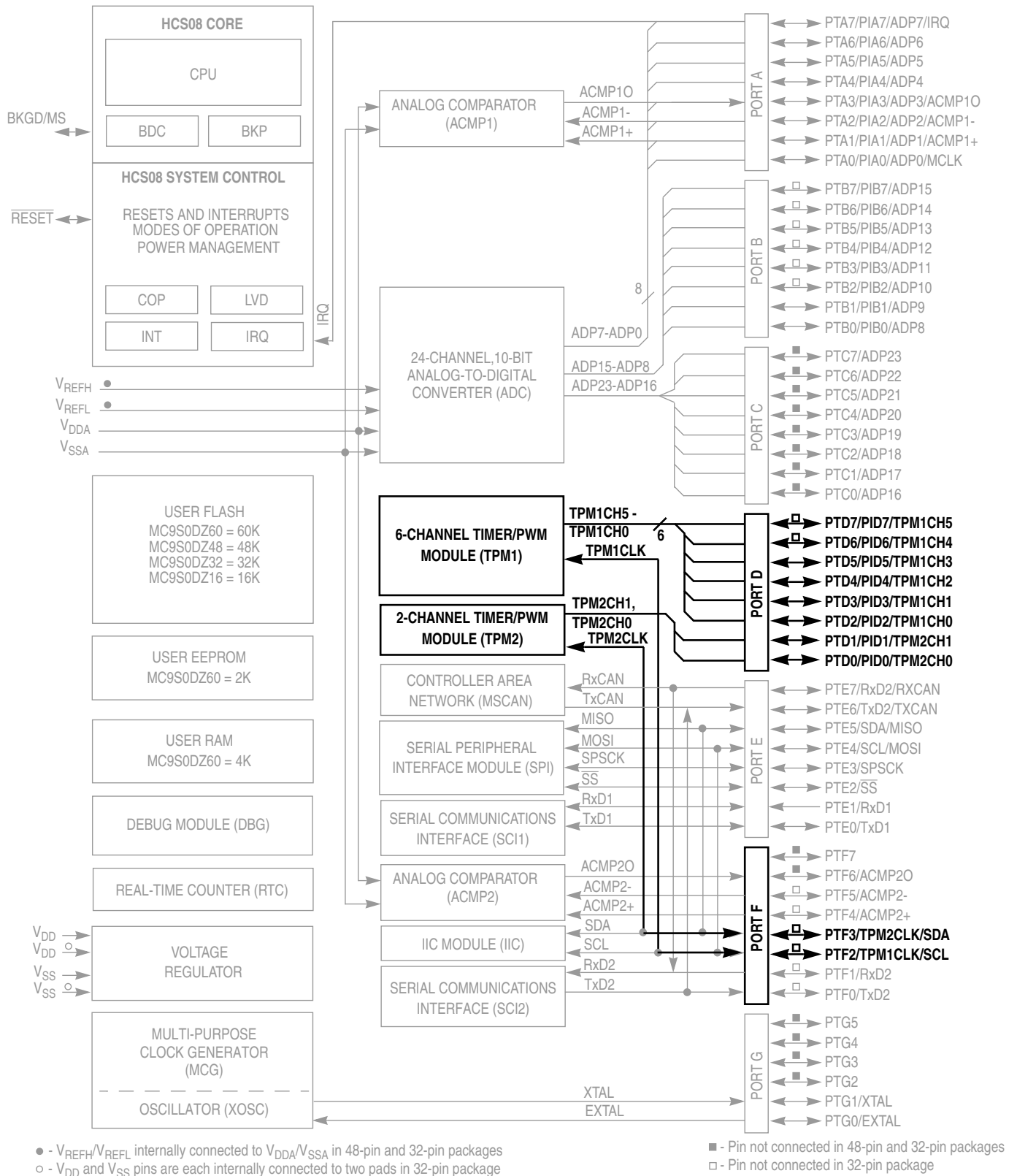


Figure 16-1. MC9S08DZ60 Block Diagram

16.1.1 Features

The TPM has the following features:

- Each TPM may be configured for buffered, center-aligned pulse-width modulation (CPWM) on all channels
- Clock sources independently selectable per TPM (multiple TPMs device)
- Selectable clock sources (device dependent): bus clock, fixed system clock, external pin
- Clock prescaler taps for divide by 1, 2, 4, 8, 16, 32, 64, or 128
- 16-bit free-running or up/down (CPWM) count operation
- 16-bit modulus register to control counter range
- Timer system enable
- One interrupt per channel plus a terminal count interrupt for each TPM module (multiple TPMs device)
- Channel features:
 - Each channel may be input capture, output compare, or buffered edge-aligned PWM
 - Rising-edge, falling-edge, or any-edge input capture trigger
 - Set, clear, or toggle output compare action
 - Selectable polarity on PWM outputs

16.1.2 Block Diagram

Figure 16-2 shows the structure of a TPM. Some MCUs include more than one TPM, with various numbers of channels.

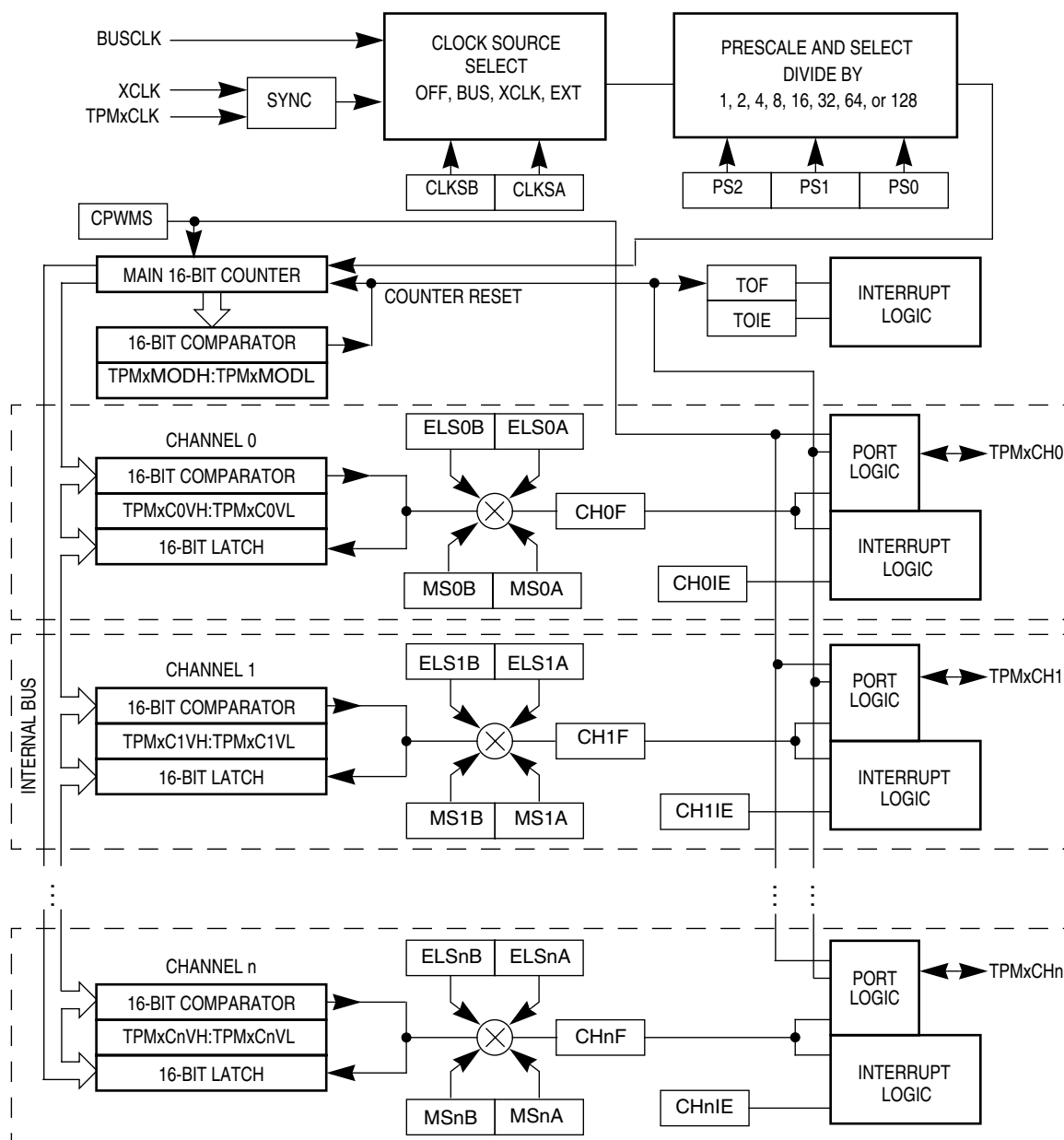


Figure 16-2. TPM Block Diagram

The central component of the TPM is the 16-bit counter that can operate as a free-running counter, a modulo counter, or an up-/down-counter when the TPM is configured for center-aligned PWM. The TPM counter (when operating in normal up-counting mode) provides the timing reference for the input capture, output compare, and edge-aligned PWM functions. The timer counter modulo registers, TPMxMODH:TPMxMODL, control the modulo value of the counter. (The values 0x0000 or 0xFFFF effectively make the counter free running.) Software can read the counter value at any time without affecting the counting sequence. Any write to either byte of the TPMxCNT counter resets the counter regardless of the data value written.

All TPM channels are programmable independently as input capture, output compare, or buffered edge-aligned PWM channels.

16.2 External Signal Description

When any pin associated with the timer is configured as a timer input, a passive pullup can be enabled. After reset, the TPM modules are disabled and all pins default to general-purpose inputs with the passive pullups disabled.

16.2.1 External TPM Clock Sources

When control bits CLKS_B:CLKS_A in the timer status and control register are set to 1:1, the prescaler and consequently the 16-bit counter for TPM_x are driven by an external clock source, TPM_xCLK, connected to an I/O pin. A synchronizer is needed between the external clock and the rest of the TPM. This synchronizer is clocked by the bus clock so the frequency of the external source must be less than one-half the frequency of the bus rate clock. The upper frequency limit for this external clock source is specified to be one-fourth the bus frequency to conservatively accommodate duty cycle and phase-locked loop (PLL) or frequency-locked loop (FLL) frequency jitter effects.

On some devices the external clock input is shared with one of the TPM channels. When a TPM channel is shared as the external clock input, the associated TPM channel cannot use the pin. (The channel can still be used in output compare mode as a software timer.) Also, if one of the TPM channels is used as the external clock input, the corresponding ELS_nB:ELS_nA control bits must be set to 0:0 so the channel is not trying to use the same pin.

16.2.2 TPM_xCH_n — TPM_x Channel *n* I/O Pins

Each TPM channel is associated with an I/O pin on the MCU. The function of this pin depends on the configuration of the channel. In some cases, no pin function is needed so the pin reverts to being controlled by general-purpose I/O controls. When a timer has control of a port pin, the port data and data direction registers do not affect the related pin(s). See the [Pins and Connections](#) chapter for additional information about shared pin functions.

16.3 Register Definition

The TPM includes:

- An 8-bit status and control register (TPM_xSC)
- A 16-bit counter (TPM_xCNTH:TPM_xCNTL)
- A 16-bit modulo register (TPM_xMODH:TPM_xMODL)

Each timer channel has:

- An 8-bit status and control register (TPM_xCnSC)
- A 16-bit channel value register (TPM_xCnVH:TPM_xCnVL)

Refer to the direct-page register summary in the [Memory](#) chapter of this data sheet for the absolute address assignments for all TPM registers. This section refers to registers and control bits only by their names. A

Freescale-provided equate or header file is used to translate these names into the appropriate absolute addresses.

Some MCU systems have more than one TPM, so register names include placeholder characters to identify which TPM and which channel is being referenced. For example, TPMxCnSC refers to timer (TPM) x, channel n and TPM1C2SC is the status and control register for timer 1, channel 2.

16.3.1 Timer x Status and Control Register (TPMxSC)

TPMxSC contains the overflow status flag and control bits that are used to configure the interrupt enable, TPM configuration, clock source, and prescale divisor. These controls relate to all channels within this timer module.

	7	6	5	4	3	2	1	0
R	TOF							
W		TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
Reset	0	0	0	0	0	0	0	0


 = Unimplemented or Reserved

Figure 16-3. Timer x Status and Control Register (TPMxSC)

Table 16-1. TPMxSC Register Field Descriptions

Field	Description
7 TOF	Timer Overflow Flag — This flag is set when the TPM counter changes to 0x0000 after reaching the modulo value programmed in the TPM counter modulo registers. When the TPM is configured for CPWM, TOF is set after the counter has reached the value in the modulo register, at the transition to the next lower count value. Clear TOF by reading the TPM status and control register when TOF is set and then writing a 0 to TOF. If another TPM overflow occurs before the clearing sequence is complete, the sequence is reset so TOF would remain set after the clear sequence was completed for the earlier TOF. Reset clears TOF. Writing a 1 to TOF has no effect. 0 TPM counter has not reached modulo value or overflow 1 TPM counter has overflowed
6 TOIE	Timer Overflow Interrupt Enable — This read/write bit enables TPM overflow interrupts. If TOIE is set, an interrupt is generated when TOF equals 1. Reset clears TOIE. 0 TOF interrupts inhibited (use software polling) 1 TOF interrupts enabled
5 CPWMS	Center-Aligned PWM Select — This read/write bit selects CPWM operating mode. Reset clears this bit so the TPM operates in up-counting mode for input capture, output compare, and edge-aligned PWM functions. Setting CPWMS reconfigures the TPM to operate in up-/down-counting mode for CPWM functions. Reset clears CPWMS. 0 All TPMx channels operate as input capture, output compare, or edge-aligned PWM mode as selected by the MSnB:MSnA control bits in each channel's status and control register 1 All TPMx channels operate in center-aligned PWM mode
4:3 CLKS[B:A]	Clock Source Select — As shown in Table 16-2 , this 2-bit field is used to disable the TPM system or select one of three clock sources to drive the counter prescaler. The external source and the XCLK are synchronized to the bus clock by an on-chip synchronization circuit.
2:0 PS[2:0]	Prescale Divisor Select — This 3-bit field selects one of eight divisors for the TPM clock input as shown in Table 16-3 . This prescaler is located after any clock source synchronization or clock source selection, so it affects whatever clock source is selected to drive the TPM system.

Table 16-2. TPM Clock Source Selection

CLKSB:CLKSA	TPM Clock Source to Prescaler Input
0:0	No clock selected (TPMx disabled)
0:1	Bus rate clock (BUSCLK)
1:0	Fixed system clock (XCLK)
1:1	External source (TPMxCLK) ^{1,2}

¹ The maximum frequency that is allowed as an external clock is one-fourth of the bus frequency.

² If the external clock input is shared with channel n and is selected as the TPM clock source, the corresponding ELSnB:ELSnA control bits should be set to 0:0 so channel n does not try to use the same pin for a conflicting function.

Table 16-3. Prescale Divisor Selection

PS2:PS1:PS0	TPM Clock Source Divided-By
0:0:0	1
0:0:1	2
0:1:0	4
0:1:1	8
1:0:0	16
1:0:1	32
1:1:0	64
1:1:1	128

16.3.2 Timer x Counter Registers (TPMxCNTH:TPMxCNTL)

The two read-only TPM counter registers contain the high and low bytes of the value in the TPM counter. Reading either byte (TPMxCNTH or TPMxCNTL) latches the contents of both bytes into a buffer where they remain latched until the other byte is read. This allows coherent 16-bit reads in either order. The coherency mechanism is automatically restarted by an MCU reset, a write of any value to TPMxCNTH or TPMxCNTL, or any write to the timer status/control register (TPMxSC).

Reset clears the TPM counter registers.

	7	6	5	4	3	2	1	0
R	Bit 15	14	13	12	11	10	9	Bit 8
W	Any write to TPMxCNTH clears the 16-bit counter.							
Reset	0	0	0	0	0	0	0	0

Figure 16-4. Timer x Counter Register High (TPMxCNTH)

	7	6	5	4	3	2	1	0
R	Bit 7	6	5	4	3	2	1	Bit 0
W	Any write to TPMxCNTL clears the 16-bit counter.							
Reset	0	0	0	0	0	0	0	0

Figure 16-5. Timer x Counter Register Low (TPMxCNTL)

When background mode is active, the timer counter and the coherency mechanism are frozen such that the buffer latches remain in the state they were in when the background mode became active even if one or both bytes of the counter are read while background mode is active.

16.3.3 Timer x Counter Modulo Registers (TPMxMODH:TPMxMODL)

The read/write TPM modulo registers contain the modulo value for the TPM counter. After the TPM counter reaches the modulo value, the TPM counter resumes counting from 0x0000 at the next clock (CPWMS = 0) or starts counting down (CPWMS = 1), and the overflow flag (TOF) becomes set. Writing to TPMxMODH or TPMxMODL inhibits TOF and overflow interrupts until the other byte is written. Reset sets the TPM counter modulo registers to 0x0000, which results in a free-running timer counter (modulo disabled).

	7	6	5	4	3	2	1	0
R	Bit 15	14	13	12	11	10	9	Bit 8
W	Bit 15	14	13	12	11	10	9	Bit 8
Reset	0	0	0	0	0	0	0	0

Figure 16-6. Timer x Counter Modulo Register High (TPMxMODH)

	7	6	5	4	3	2	1	0
R	Bit 7	6	5	4	3	2	1	Bit 0
W	Bit 7	6	5	4	3	2	1	Bit 0
Reset	0	0	0	0	0	0	0	0

Figure 16-7. Timer x Counter Modulo Register Low (TPMxMODL)

It is good practice to wait for an overflow interrupt so both bytes of the modulo register can be written well before a new overflow. An alternative approach is to reset the TPM counter before writing to the TPM modulo registers to avoid confusion about when the first counter overflow will occur.

16.3.4 Timer x Channel n Status and Control Register (TPMxCnSC)

TPMxCnSC contains the channel interrupt status flag and control bits that are used to configure the interrupt enable, channel configuration, and pin function.

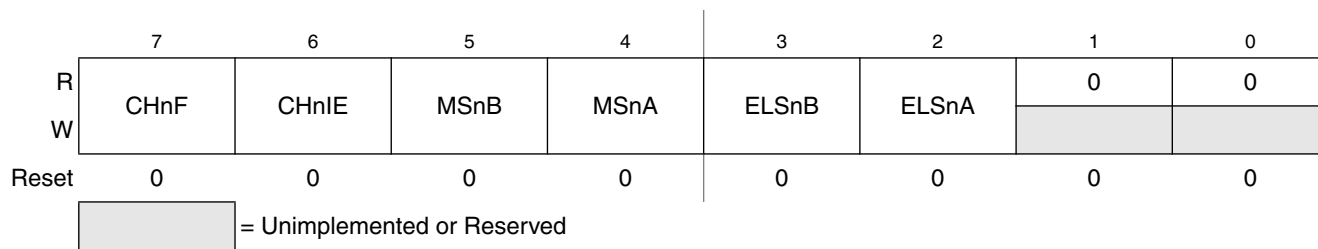


Figure 16-8. Timer x Channel n Status and Control Register (TPMxCnSC)

Table 16-4. TPMxCnSC Register Field Descriptions

Field	Description
7 CHnF	<p>Channel n Flag — When channel n is configured for input capture, this flag bit is set when an active edge occurs on the channel n pin. When channel n is an output compare or edge-aligned PWM channel, CHnF is set when the value in the TPM counter registers matches the value in the TPM channel n value registers. This flag is seldom used with center-aligned PWMs because it is set every time the counter matches the channel value register, which correspond to both edges of the active duty cycle period.</p> <p>A corresponding interrupt is requested when CHnF is set and interrupts are enabled (CHnIE = 1). Clear CHnF by reading TPMxCnSC while CHnF is set and then writing a 0 to CHnF. If another interrupt request occurs before the clearing sequence is complete, the sequence is reset so CHnF would remain set after the clear sequence was completed for the earlier CHnF. This is done so a CHnF interrupt request cannot be lost by clearing a previous CHnF. Reset clears CHnF. Writing a 1 to CHnF has no effect.</p> <p>0 No input capture or output compare event occurred on channel n 1 Input capture or output compare event occurred on channel n</p>
6 CHnIE	<p>Channel n Interrupt Enable — This read/write bit enables interrupts from channel n. Reset clears CHnIE.</p> <p>0 Channel n interrupt requests disabled (use software polling) 1 Channel n interrupt requests enabled</p>
5 MSnB	<p>Mode Select B for TPM Channel n — When CPWMS = 0, MSnB = 1 configures TPM channel n for edge-aligned PWM mode. For a summary of channel mode and setup controls, refer to Table 16-5.</p>
4 MSnA	<p>Mode Select A for TPM Channel n — When CPWMS = 0 and MSnB = 0, MSnA configures TPM channel n for input capture mode or output compare mode. Refer to Table 16-5 for a summary of channel mode and setup controls.</p>
3:2 ELSn[B:A]	<p>Edge/Level Select Bits — Depending on the operating mode for the timer channel as set by CPWMS:MSnB:MSnA and shown in Table 16-5, these bits select the polarity of the input edge that triggers an input capture event, select the level that will be driven in response to an output compare match, or select the polarity of the PWM output.</p> <p>Setting ELSnB:ELSnA to 0:0 configures the related timer pin as a general-purpose I/O pin unrelated to any timer channel functions. This function is typically used to temporarily disable an input capture channel or to make the timer pin available as a general-purpose I/O pin when the associated timer channel is set up as a software timer that does not require the use of a pin.</p>

Table 16-5. Mode, Edge, and Level Selection

CPWMS	MSnB:MSnA	ELSnB:ELSnA	Mode	Configuration
X	XX	00	Pin not used for TPM channel; use as an external clock for the TPM or revert to general-purpose I/O	
0	00	01	Input capture	Capture on rising edge only
		10		Capture on falling edge only
		11		Capture on rising or falling edge
	01	00	Output compare	Software compare only
		01		Toggle output on compare
		10		Clear output on compare
		11		Set output on compare
	1X	10	Edge-aligned PWM	High-true pulses (clear output on compare)
		X1		Low-true pulses (set output on compare)
1	XX	10	Center-aligned PWM	High-true pulses (clear output on compare-up)
		X1		Low-true pulses (set output on compare-up)

If the associated port pin is not stable for at least two bus clock cycles before changing to input capture mode, it is possible to get an unexpected indication of an edge trigger. Typically, a program would clear status flags after changing channel configuration bits and before enabling channel interrupts or using the status flags to avoid any unexpected behavior.

16.3.5 Timer x Channel Value Registers (TPMxCnVH:TPMxCnVL)

These read/write registers contain the captured TPM counter value of the input capture function or the output compare value for the output compare or PWM functions. The channel value registers are cleared by reset.

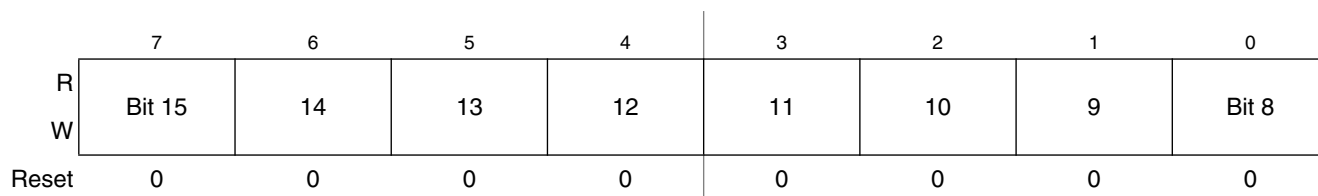


Figure 16-9. Timer x Channel Value Register High (TPMxCnVH)

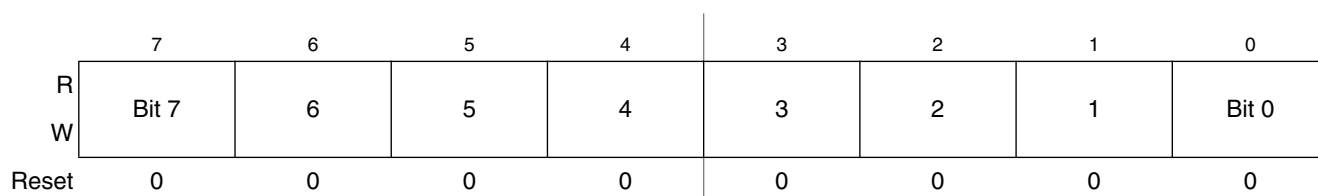


Figure 16-10. Timer Channel Value Register Low (TPMxCnVL)

In input capture mode, reading either byte (TPMxCnVH or TPMxCnVL) latches the contents of both bytes into a buffer where they remain latched until the other byte is read. This latching mechanism also resets (becomes unlatched) when the TPMxCnSC register is written.

In output compare or PWM modes, writing to either byte (TPMxCnVH or TPMxCnVL) latches the value into a buffer. When both bytes have been written, they are transferred as a coherent 16-bit value into the timer channel value registers. This latching mechanism may be manually reset by writing to the TPMxCnSC register.

This latching mechanism allows coherent 16-bit writes in either order, which is friendly to various compiler implementations.

16.4 Functional Description

All TPM functions are associated with a main 16-bit counter that allows flexible selection of the clock source and prescale divisor. A 16-bit modulo register also is associated with the main 16-bit counter in the TPM. Each TPM channel is optionally associated with an MCU pin and a maskable interrupt function.

The TPM has center-aligned PWM capabilities controlled by the CPWMS control bit in TPMxSC. When CPWMS is set to 1, timer counter TPMxCNT changes to an up-/down-counter and all channels in the associated TPM act as center-aligned PWM channels. When CPWMS = 0, each channel can independently be configured to operate in input capture, output compare, or buffered edge-aligned PWM mode.

The following sections describe the main 16-bit counter and each of the timer operating modes (input capture, output compare, edge-aligned PWM, and center-aligned PWM). Because details of pin operation and interrupt activity depend on the operating mode, these topics are covered in the associated mode sections.

16.4.1 Counter

All timer functions are based on the main 16-bit counter (TPMxCNTH:TPMxCNTL). This section discusses selection of the clock source, up-counting vs. up-/down-counting, end-of-count overflow, and manual counter reset.

After any MCU reset, CLKSB:CLKSA = 0:0 so no clock source is selected and the TPM is inactive. Normally, CLKSB:CLKSA would be set to 0:1 so the bus clock drives the timer counter. The clock source for each of the TPM can be independently selected to be off, the bus clock (BUSCLK), the fixed system clock (XCLK), or an external input. The maximum frequency allowed for the external clock option is one-fourth the bus rate. Refer to [Section 16.3.1, “Timer x Status and Control Register \(TPMxSC\)”](#) and [Table 16-2](#) for more information about clock source selection.

When the microcontroller is in active background mode, the TPM temporarily suspends all counting until the microcontroller returns to normal user operating mode. During stop mode, all TPM clocks are stopped; therefore, the TPM is effectively disabled until clocks resume. During wait mode, the TPM continues to operate normally.

The main 16-bit counter has two counting modes. When center-aligned PWM is selected (CPWMS = 1), the counter operates in up-/down-counting mode. Otherwise, the counter operates as a simple up-counter. As an up-counter, the main 16-bit counter counts from 0x0000 through its terminal count and then continues with 0x0000. The terminal count is 0xFFFF or a modulus value in TPMxMODH:TPMxMODL.

When center-aligned PWM operation is specified, the counter counts upward from 0x0000 through its terminal count and then counts downward to 0x0000 where it returns to up-counting. Both 0x0000 and the terminal count value (value in TPMxMODH:TPMxMODL) are normal length counts (one timer clock period long).

An interrupt flag and enable are associated with the main 16-bit counter. The timer overflow flag (TOF) is a software-accessible indication that the timer counter has overflowed. The enable signal selects between software polling (TOIE = 0) where no hardware interrupt is generated, or interrupt-driven operation (TOIE = 1) where a static hardware interrupt is automatically generated whenever the TOF flag is 1.

The conditions that cause TOF to become set depend on the counting mode (up or up/down). In up-counting mode, the main 16-bit counter counts from 0x0000 through 0xFFFF and overflows to 0x0000 on the next counting clock. TOF becomes set at the transition from 0xFFFF to 0x0000. When a modulus limit is set, TOF becomes set at the transition from the value set in the modulus register to 0x0000. When the main 16-bit counter is operating in up-/down-counting mode, the TOF flag gets set as the counter changes direction at the transition from the value set in the modulus register and the next lower count value. This corresponds to the end of a PWM period. (The 0x0000 count value corresponds to the center of a period.)

Because the HCS08 MCU is an 8-bit architecture, a coherency mechanism is built into the timer counter for read operations. Whenever either byte of the counter is read (TPMxCNTH or TPMxCNTL), both bytes are captured into a buffer so when the other byte is read, the value will represent the other byte of the count at the time the first byte was read. The counter continues to count normally, but no new value can be read from either byte until both bytes of the old count have been read.

The main timer counter can be reset manually at any time by writing any value to either byte of the timer count TPMxCNTH or TPMxCNTL. Resetting the counter in this manner also resets the coherency mechanism in case only one byte of the counter was read before resetting the count.

16.4.2 Channel Mode Selection

Provided CPWMS = 0 (center-aligned PWM operation is not specified), the MSnB and MSnA control bits in the channel n status and control registers determine the basic mode of operation for the corresponding channel. Choices include input capture, output compare, and buffered edge-aligned PWM.

16.4.2.1 Input Capture Mode

With the input capture function, the TPM can capture the time at which an external event occurs. When an active edge occurs on the pin of an input capture channel, the TPM latches the contents of the TPM counter into the channel value registers (TPMxCnVH:TPMxCnVL). Rising edges, falling edges, or any edge may be chosen as the active edge that triggers an input capture.

When either byte of the 16-bit capture register is read, both bytes are latched into a buffer to support coherent 16-bit accesses regardless of order. The coherency sequence can be manually reset by writing to the channel status/control register (TPMxCnSC).

An input capture event sets a flag bit (CHnF) that can optionally generate a CPU interrupt request.

16.4.2.2 Output Compare Mode

With the output compare function, the TPM can generate timed pulses with programmable position, polarity, duration, and frequency. When the counter reaches the value in the channel value registers of an output compare channel, the TPM can set, clear, or toggle the channel pin.

In output compare mode, values are transferred to the corresponding timer channel value registers only after both 8-bit bytes of a 16-bit register have been written. This coherency sequence can be manually reset by writing to the channel status/control register (TPMxCnSC).

An output compare event sets a flag bit (CHnF) that can optionally generate a CPU interrupt request.

16.4.2.3 Edge-Aligned PWM Mode

This type of PWM output uses the normal up-counting mode of the timer counter (CPWMS = 0) and can be used when other channels in the same TPM are configured for input capture or output compare functions. The period of this PWM signal is determined by the setting in the modulus register (TPMxMODH:TPMxMODL). The duty cycle is determined by the setting in the timer channel value register (TPMxCnVH:TPMxCnVL). The polarity of this PWM signal is determined by the setting in the ELSnA control bit. Duty cycle cases of 0 percent and 100 percent are possible.

As [Figure 16-11](#) shows, the output compare value in the TPM channel registers determines the pulse width (duty cycle) of the PWM signal. The time between the modulus overflow and the output compare is the pulse width. If ELSnA = 0, the counter overflow forces the PWM signal high and the output compare forces the PWM signal low. If ELSnA = 1, the counter overflow forces the PWM signal low and the output compare forces the PWM signal high.

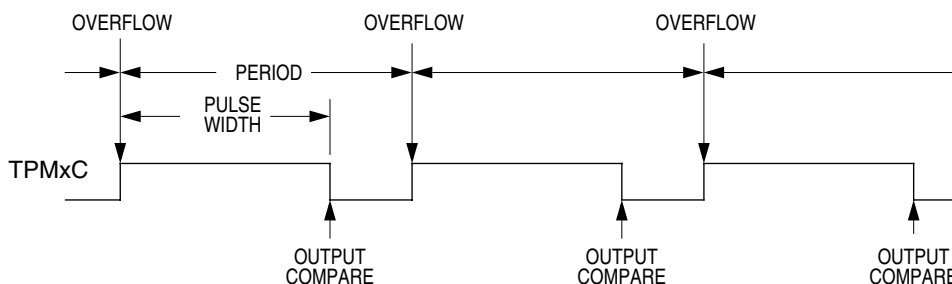


Figure 16-11. PWM Period and Pulse Width (ELSnA = 0)

When the channel value register is set to 0x0000, the duty cycle is 0 percent. By setting the timer channel value register (TPMxCnVH:TPMxCnVL) to a value greater than the modulus setting, 100% duty cycle can be achieved. This implies that the modulus setting must be less than 0xFFFF to get 100% duty cycle.

Because the HCS08 is a family of 8-bit MCUs, the settings in the timer channel registers are buffered to ensure coherent 16-bit updates and to avoid unexpected PWM pulse widths. Writes to either register, TPMxCnVH or TPMxCnVL, write to buffer registers. In edge-PWM mode, values are transferred to the corresponding timer channel registers only after both 8-bit bytes of a 16-bit register have been written and the value in the TPMxCNTH:TPMxCNTL counter is 0x0000. (The new duty cycle does not take effect until the next full period.)

16.4.3 Center-Aligned PWM Mode

This type of PWM output uses the up-/down-counting mode of the timer counter (CPWMS = 1). The output compare value in TPMxCnVH:TPMxCnVL determines the pulse width (duty cycle) of the PWM signal and the period is determined by the value in TPMxMODH:TPMxMODL.

TPMxMODH:TPMxMODL should be kept in the range of 0x0001 to 0x7FFF because values outside this range can produce ambiguous results. ELSnA will determine the polarity of the CPWM output.

$$\text{pulse width} = 2 \times (\text{TPMxCnVH:TPMxCnVL}) \quad \text{Eqn. 16-1}$$

$$\begin{aligned} \text{period} &= 2 \times (\text{TPMxMODH:TPMxMODL}); \\ \text{for TPMxMODH:TPMxMODL} &= 0x0001\text{--}0x7FFF \end{aligned} \quad \text{Eqn. 16-2}$$

If the channel value register TPMxCnVH:TPMxCnVL is zero or negative (bit 15 set), the duty cycle will be 0%. If TPMxCnVH:TPMxCnVL is a positive value (bit 15 clear) and is greater than the (nonzero) modulus setting, the duty cycle will be 100% because the duty cycle compare will never occur. This implies the usable range of periods set by the modulus register is 0x0001 through 0x7FFE (0x7FFF if generation of 100% duty cycle is not necessary). This is not a significant limitation because the resulting period is much longer than required for normal applications.

TPMxMODH:TPMxMODL = 0x0000 is a special case that should not be used with center-aligned PWM mode. When CPWMS = 0, this case corresponds to the counter running free from 0x0000 through 0xFFFF, but when CPWMS = 1 the counter needs a valid match to the modulus register somewhere other than at 0x0000 in order to change directions from up-counting to down-counting.

Figure 16-12 shows the output compare value in the TPM channel registers (multiplied by 2), which determines the pulse width (duty cycle) of the CPWM signal. If ELSnA = 0, the compare match while counting up forces the CPWM output signal low and a compare match while counting down forces the output high. The counter counts up until it reaches the modulo setting in TPMxMODH:TPMxMODL, then counts down until it reaches zero. This sets the period equal to two times TPMxMODH:TPMxMODL.

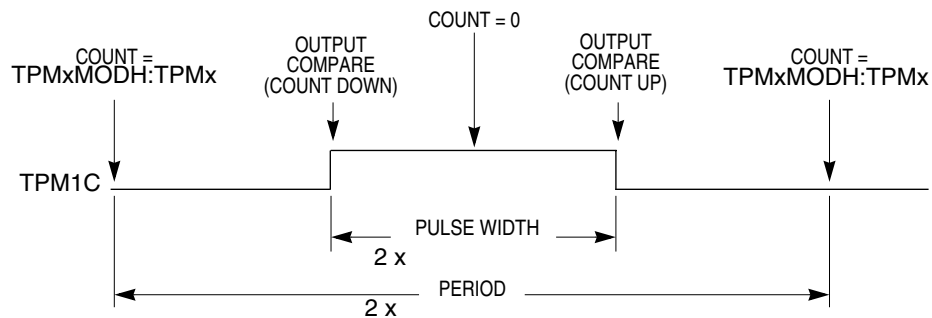


Figure 16-12. CPWM Period and Pulse Width (ELSnA = 0)

Center-aligned PWM outputs typically produce less noise than edge-aligned PWMs because fewer I/O pin transitions are lined up at the same system clock edge. This type of PWM is also required for some types of motor drives.

Because the HCS08 is a family of 8-bit MCUs, the settings in the timer channel registers are buffered to ensure coherent 16-bit updates and to avoid unexpected PWM pulse widths. Writes to any of the registers, TPMxMODH, TPMxMODL, TPMxCnVH, and TPMxCnVL, actually write to buffer registers. Values are

transferred to the corresponding timer channel registers only after both 8-bit bytes of a 16-bit register have been written and the timer counter overflows (reverses direction from up-counting to down-counting at the end of the terminal count in the modulus register). This TPMxCNT overflow requirement only applies to PWM channels, not output compares.

Optionally, when $\text{TPMxCNTH}:\text{TPMxCNTL} = \text{TPMxMODH}:\text{TPMxMODL}$, the TPM can generate a TOF interrupt at the end of this count. The user can choose to reload any number of the PWM buffers, and they will all update simultaneously at the start of a new period.

Writing to TPMxSC cancels any values written to TPMxMODH and/or TPMxMODL and resets the coherency mechanism for the modulo registers. Writing to TPMxCnSC cancels any values written to the channel value registers and resets the coherency mechanism for TPMxCnVH:TPMxCnVL.

16.5 TPM Interrupts

The TPM generates an optional interrupt for the main counter overflow and an interrupt for each channel. The meaning of channel interrupts depends on the mode of operation for each channel. If the channel is configured for input capture, the interrupt flag is set each time the selected input capture edge is recognized. If the channel is configured for output compare or PWM modes, the interrupt flag is set each time the main timer counter matches the value in the 16-bit channel value register. See the [Resets, Interrupts, and System Configuration](#) chapter for absolute interrupt vector addresses, priority, and local interrupt mask control bits.

For each interrupt source in the TPM, a flag bit is set on recognition of the interrupt condition such as timer overflow, channel input capture, or output compare events. This flag may be read (polled) by software to verify that the action has occurred, or an associated enable bit (TOIE or CHnIE) can be set to enable hardware interrupt generation. While the interrupt enable bit is set, a static interrupt will be generated whenever the associated interrupt flag equals 1. It is the responsibility of user software to perform a sequence of steps to clear the interrupt flag before returning from the interrupt service routine.

16.5.1 Clearing Timer Interrupt Flags

TPM interrupt flags are cleared by a 2-step process that includes a read of the flag bit while it is set (1) followed by a write of 0 to the bit. If a new event is detected between these two steps, the sequence is reset and the interrupt flag remains set after the second step to avoid the possibility of missing the new event.

16.5.2 Timer Overflow Interrupt Description

The conditions that cause TOF to become set depend on the counting mode (up or up/down). In up-counting mode, the 16-bit timer counter counts from 0x0000 through 0xFFFF and overflows to 0x0000 on the next counting clock. TOF becomes set at the transition from 0xFFFF to 0x0000. When a modulus limit is set, TOF becomes set at the transition from the value set in the modulus register to 0x0000. When the counter is operating in up-/down-counting mode, the TOF flag gets set as the counter changes direction at the transition from the value set in the modulus register and the next lower count value. This corresponds to the end of a PWM period. (The 0x0000 count value corresponds to the center of a period.)

16.5.3 Channel Event Interrupt Description

The meaning of channel interrupts depends on the current mode of the channel (input capture, output compare, edge-aligned PWM, or center-aligned PWM).

When a channel is configured as an input capture channel, the ELSnB:ELSnA control bits select rising edges, falling edges, any edge, or no edge (off) as the edge that triggers an input capture event. When the selected edge is detected, the interrupt flag is set. The flag is cleared by the 2-step sequence described in [Section 16.5.1, “Clearing Timer Interrupt Flags.”](#)

When a channel is configured as an output compare channel, the interrupt flag is set each time the main timer counter matches the 16-bit value in the channel value register. The flag is cleared by the 2-step sequence described in [Section 16.5.1, “Clearing Timer Interrupt Flags.”](#)

16.5.4 PWM End-of-Duty-Cycle Events

For channels that are configured for PWM operation, there are two possibilities:

- When the channel is configured for edge-aligned PWM, the channel flag is set when the timer counter matches the channel value register that marks the end of the active duty cycle period.
- When the channel is configured for center-aligned PWM, the timer count matches the channel value register twice during each PWM cycle. In this CPWM case, the channel flag is set at the start and at the end of the active duty cycle, which are the times when the timer counter matches the channel value register.

The flag is cleared by the 2-step sequence described in [Section 16.5.1, “Clearing Timer Interrupt Flags.”](#)

Chapter 17

Development Support

17.1 Introduction

Development support systems in the HCS08 include the background debug controller (BDC) and the on-chip debug module (DBG). The BDC provides a single-wire debug interface to the target MCU that provides a convenient interface for programming the on-chip FLASH and other nonvolatile memories. The BDC is also the primary debug interface for development and allows non-intrusive access to memory data and traditional debug features such as CPU register modify, breakpoints, and single instruction trace commands.

In the HCS08 Family, address and data bus signals are not available on external pins (not even in test modes). Debug is done through commands fed into the target MCU via the single-wire background debug interface. The debug module provides a means to selectively trigger and capture bus information so an external development system can reconstruct what happened inside the MCU on a cycle-by-cycle basis without having external access to the address and data signals.

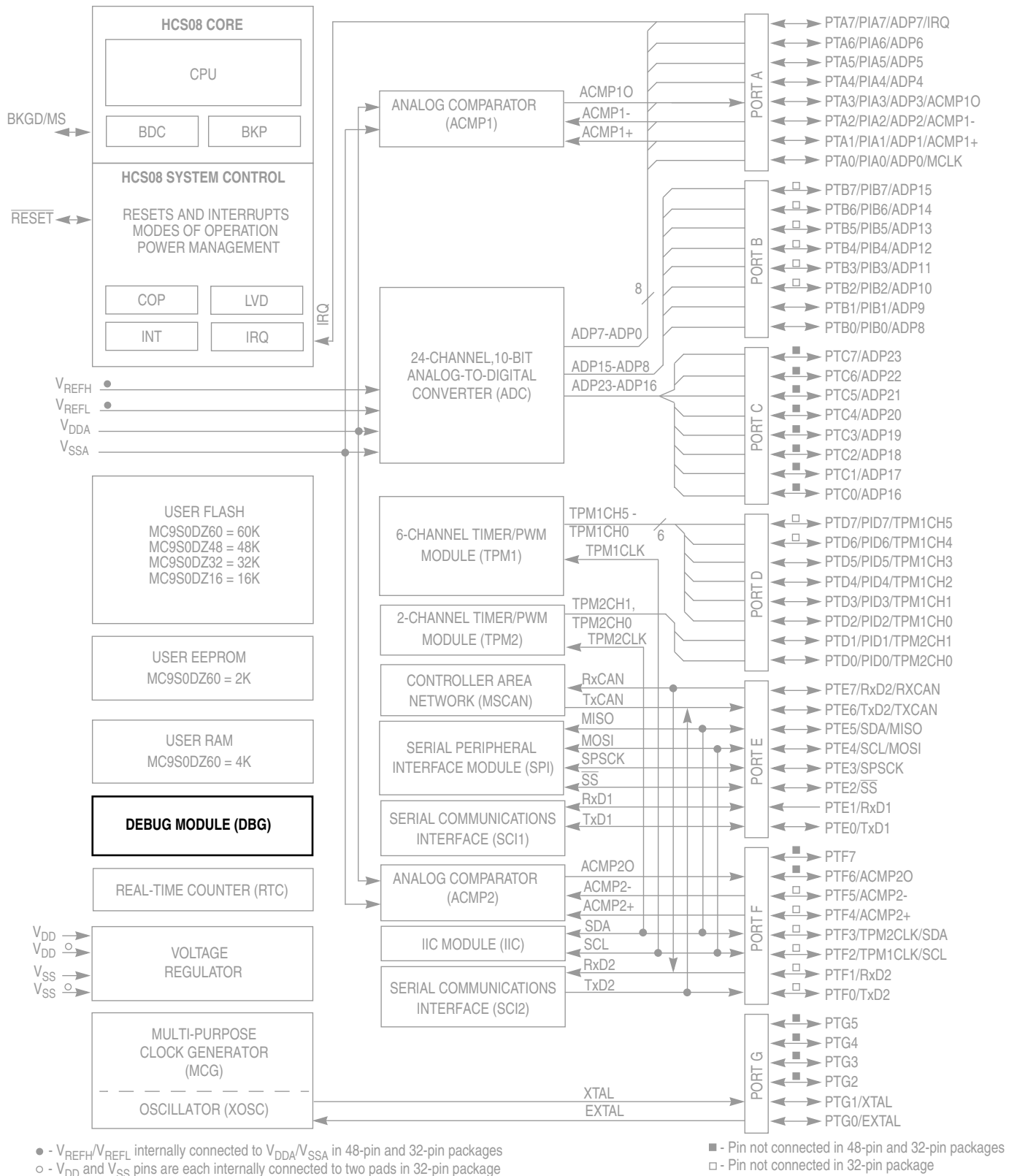


Figure 17-1. MC9S08DZ60 Block Diagram

17.1.1 Features

Features of the BDC module include:

- Single pin for mode selection and background communications
- BDC registers are not located in the memory map
- SYNC command to determine target communications rate
- Non-intrusive commands for memory access
- Active background mode commands for CPU register access
- GO and TRACE1 commands
- BACKGROUND command can wake CPU from stop or wait modes
- One hardware address breakpoint built into BDC
- Oscillator runs in stop mode, if BDC enabled
- COP watchdog disabled while in active background mode

Features of the ICE system include:

- Two trigger comparators: Two address + read/write (R/W) or one full address + data + R/W
- Flexible 8-word by 16-bit FIFO (first-in, first-out) buffer for capture information:
 - Change-of-flow addresses or
 - Event-only data
- Two types of breakpoints:
 - Tag breakpoints for instruction opcodes
 - Force breakpoints for any address access
- Nine trigger modes:
 - Basic: A-only, A OR B
 - Sequence: A then B
 - Full: A AND B data, A AND NOT B data
 - Event (store data): Event-only B, A then event-only B
 - Range: Inside range ($A \leq \text{address} \leq B$), outside range ($\text{address} < A$ or $\text{address} > B$)

17.2 Background Debug Controller (BDC)

All MCUs in the HCS08 Family contain a single-wire background debug interface that supports in-circuit programming of on-chip nonvolatile memory and sophisticated non-intrusive debug capabilities. Unlike debug interfaces on earlier 8-bit MCUs, this system does not interfere with normal application resources. It does not use any user memory or locations in the memory map and does not share any on-chip peripherals.

BDC commands are divided into two groups:

- Active background mode commands require that the target MCU is in active background mode (the user program is not running). Active background mode commands allow the CPU registers to be read or written, and allow the user to trace one user instruction at a time, or GO to the user program from active background mode.

- Non-intrusive commands can be executed at any time even while the user's program is running. Non-intrusive commands allow a user to read or write MCU memory locations or access status and control registers within the background debug controller.

Typically, a relatively simple interface pod is used to translate commands from a host computer into commands for the custom serial interface to the single-wire background debug system. Depending on the development tool vendor, this interface pod may use a standard RS-232 serial port, a parallel printer port, or some other type of communications such as a universal serial bus (USB) to communicate between the host PC and the pod. The pod typically connects to the target system with ground, the BKGD pin, $\overline{\text{RESET}}$, and sometimes V_{DD} . An open-drain connection to reset allows the host to force a target system reset, which is useful to regain control of a lost target system or to control startup of a target system before the on-chip nonvolatile memory has been programmed. Sometimes V_{DD} can be used to allow the pod to use power from the target system to avoid the need for a separate power supply. However, if the pod is powered separately, it can be connected to a running target system without forcing a target system reset or otherwise disturbing the running application program.

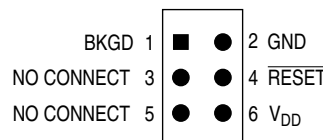


Figure 17-2. BDM Tool Connector

17.2.1 BKGD Pin Description

BKGD is the single-wire background debug interface pin. The primary function of this pin is for bidirectional serial communication of active background mode commands and data. During reset, this pin is used to select between starting in active background mode or starting the user's application program. This pin is also used to request a timed sync response pulse to allow a host development tool to determine the correct clock frequency for background debug serial communications.

BDC serial communications use a custom serial protocol first introduced on the M68HC12 Family of microcontrollers. This protocol assumes the host knows the communication clock rate that is determined by the target BDC clock rate. All communication is initiated and controlled by the host that drives a high-to-low edge to signal the beginning of each bit time. Commands and data are sent most significant bit first (MSB first). For a detailed description of the communications protocol, refer to [Section 17.2.2, "Communication Details."](#)

If a host is attempting to communicate with a target MCU that has an unknown BDC clock rate, a SYNC command may be sent to the target MCU to request a timed sync response signal from which the host can determine the correct communication speed.

BKGD is a pseudo-open-drain pin and there is an on-chip pullup so no external pullup resistor is required. Unlike typical open-drain pins, the external RC time constant on this pin, which is influenced by external capacitance, plays almost no role in signal rise time. The custom protocol provides for brief, actively driven speedup pulses to force rapid rise times on this pin without risking harmful drive level conflicts. Refer to [Section 17.2.2, "Communication Details,"](#) for more detail.

When no debugger pod is connected to the 6-pin BDM interface connector, the internal pullup on BKGD chooses normal operating mode. When a development system is connected, it can pull both BKGD and $\overline{\text{RESET}}$ low, release $\overline{\text{RESET}}$ to select active background mode rather than normal operating mode, then release BKGD. It is not necessary to reset the target MCU to communicate with it through the background debug interface.

17.2.2 Communication Details

The BDC serial interface requires the external controller to generate a falling edge on the BKGD pin to indicate the start of each bit time. The external controller provides this falling edge whether data is transmitted or received.

BKGD is a pseudo-open-drain pin that can be driven either by an external controller or by the MCU. Data is transferred MSB first at 16 BDC clock cycles per bit (nominal speed). The interface times out if 512 BDC clock cycles occur between falling edges from the host. Any BDC command that was in progress when this timeout occurs is aborted without affecting the memory or operating mode of the target MCU system.

The custom serial protocol requires the debug pod to know the target BDC communication clock speed.

The clock switch (CLKSW) control bit in the BDC status and control register allows the user to select the BDC clock source. The BDC clock source can either be the bus or the alternate BDC clock source.

The BKGD pin can receive a high or low level or transmit a high or low level. The following diagrams show timing for each of these cases. Interface timing is synchronous to clocks in the target BDC, but asynchronous to the external host. The internal BDC clock signal is shown for reference in counting cycles.

Figure 17-3 shows an external host transmitting a logic 1 or 0 to the BKGD pin of a target HCS08 MCU. The host is asynchronous to the target so there is a 0-to-1 cycle delay from the host-generated falling edge to where the target perceives the beginning of the bit time. Ten target BDC clock cycles later, the target senses the bit level on the BKGD pin. Typically, the host actively drives the pseudo-open-drain BKGD pin during host-to-target transmissions to speed up rising edges. Because the target does not drive the BKGD pin during the host-to-target transmission period, there is no need to treat the line as an open-drain signal during this period.

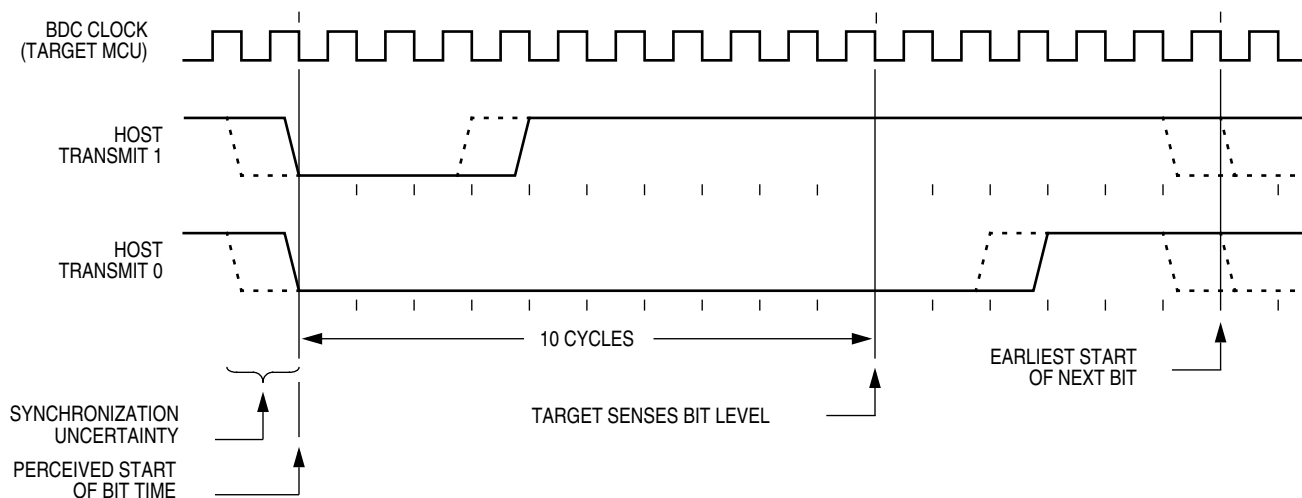


Figure 17-3. BDC Host-to-Target Serial Bit Timing

Figure 17-4 shows the host receiving a logic 1 from the target HCS08 MCU. Because the host is asynchronous to the target MCU, there is a 0-to-1 cycle delay from the host-generated falling edge on BKGD to the perceived start of the bit time in the target MCU. The host holds the BKGD pin low long enough for the target to recognize it (at least two target BDC cycles). The host must release the low drive before the target MCU drives a brief active-high speedup pulse seven cycles after the perceived start of the bit time. The host should sample the bit level about 10 cycles after it started the bit time.

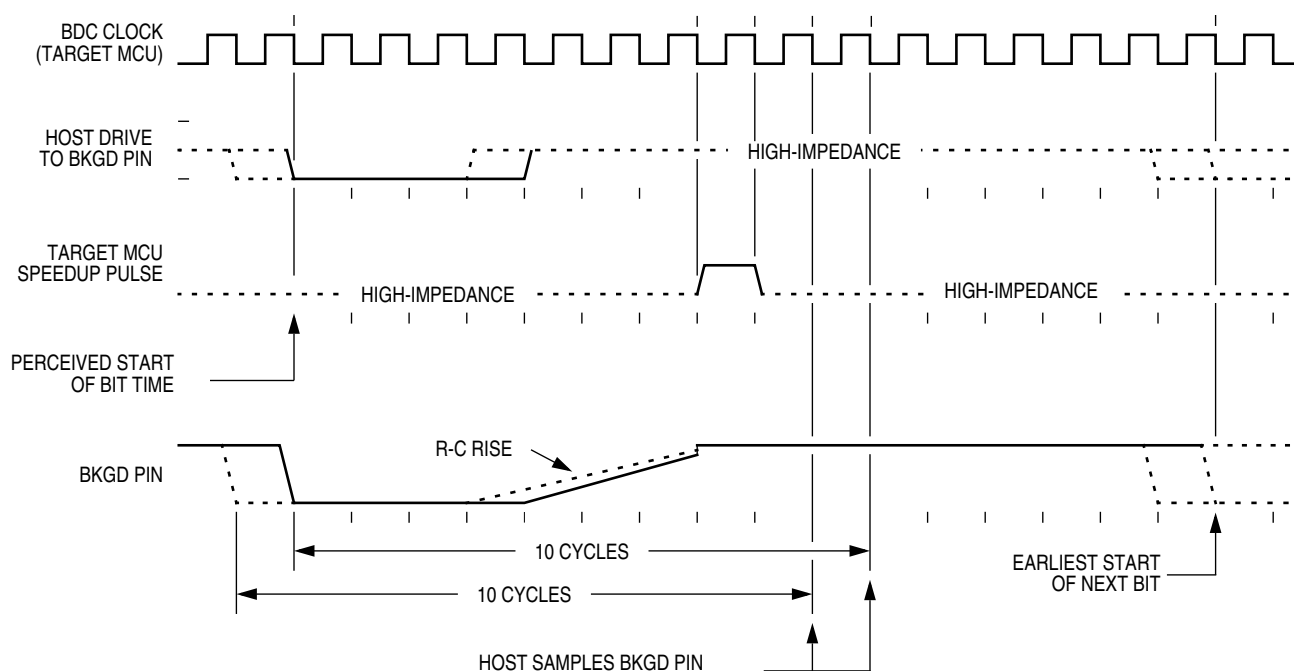


Figure 17-4. BDC Target-to-Host Serial Bit Timing (Logic 1)

Figure 17-5 shows the host receiving a logic 0 from the target HCS08 MCU. Because the host is asynchronous to the target MCU, there is a 0-to-1 cycle delay from the host-generated falling edge on BKGD to the start of the bit time as perceived by the target MCU. The host initiates the bit time but the target HCS08 finishes it. Because the target wants the host to receive a logic 0, it drives the BKGD pin low for 13 BDC clock cycles, then briefly drives it high to speed up the rising edge. The host samples the bit level about 10 cycles after starting the bit time. The host samples the bit level about 10 cycles after starting the bit time.

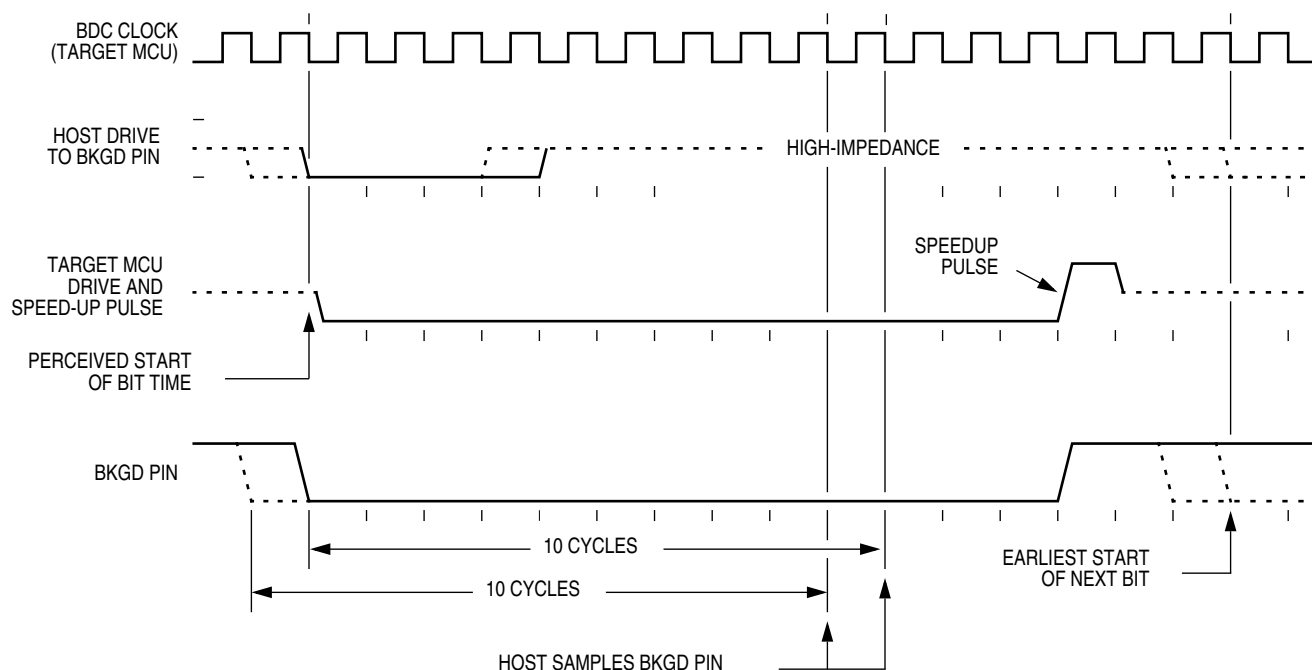


Figure 17-5. BDM Target-to-Host Serial Bit Timing (Logic 0)

17.2.3 BDC Commands

BDC commands are sent serially from a host computer to the BKGD pin of the target HCS08 MCU. All commands and data are sent MSB-first using a custom BDC communications protocol. Active background mode commands require that the target MCU is currently in the active background mode while non-intrusive commands may be issued at any time whether the target MCU is in active background mode or running a user application program.

Table 17-1 shows all HCS08 BDC commands, a shorthand description of their coding structure, and the meaning of each command.

Coding Structure Nomenclature

This nomenclature is used in Table 17-1 to describe the coding structure of the BDC commands.

	Commands begin with an 8-bit hexadecimal command code in the host-to-target direction (most significant bit first)
/	= separates parts of the command
d	= delay 16 target BDC clock cycles
AAAA	= a 16-bit address in the host-to-target direction
RD	= 8 bits of read data in the target-to-host direction
WD	= 8 bits of write data in the host-to-target direction
RD16	= 16 bits of read data in the target-to-host direction
WD16	= 16 bits of write data in the host-to-target direction
SS	= the contents of BDCSCR in the target-to-host direction (STATUS)
CC	= 8 bits of write data for BDCSCR in the host-to-target direction (CONTROL)
RBKP	= 16 bits of read data in the target-to-host direction (from BDCBKPT breakpoint register)
WBKP	= 16 bits of write data in the host-to-target direction (for BDCBKPT breakpoint register)

Table 17-1. BDC Command Summary

Command Mnemonic	Active BDM/ Non-intrusive	Coding Structure	Description
SYNC	Non-intrusive	n/a ¹	Request a timed reference pulse to determine target BDC communication speed
ACK_ENABLE	Non-intrusive	D5/d	Enable acknowledge protocol. Refer to Freescale document order no. HCS08RMv1/D.
ACK_DISABLE	Non-intrusive	D6/d	Disable acknowledge protocol. Refer to Freescale document order no. HCS08RMv1/D.
BACKGROUND	Non-intrusive	90/d	Enter active background mode if enabled (ignore if ENBDM bit equals 0)
READ_STATUS	Non-intrusive	E4/SS	Read BDC status from BDCSCR
WRITE_CONTROL	Non-intrusive	C4/CC	Write BDC controls in BDCSCR
READ_BYTE	Non-intrusive	E0/AAAA/d/RD	Read a byte from target memory
READ_BYTE_WS	Non-intrusive	E1/AAAA/d/SS/RD	Read a byte and report status
READ_LAST	Non-intrusive	E8/SS/RD	Re-read byte from address just read and report status
WRITE_BYTE	Non-intrusive	C0/AAAA/WD/d	Write a byte to target memory
WRITE_BYTE_WS	Non-intrusive	C1/AAAA/WD/d/SS	Write a byte and report status
READ_BKPT	Non-intrusive	E2/RBKP	Read BDCBKPT breakpoint register
WRITE_BKPT	Non-intrusive	C2/WBKP	Write BDCBKPT breakpoint register
GO	Active BDM	08/d	Go to execute the user application program starting at the address currently in the PC
TRACE1	Active BDM	10/d	Trace 1 user instruction at the address in the PC, then return to active background mode
TAGGO	Active BDM	18/d	Same as GO but enable external tagging (HCS08 devices have no external tagging pin)
READ_A	Active BDM	68/d/RD	Read accumulator (A)
READ_CCR	Active BDM	69/d/RD	Read condition code register (CCR)
READ_PC	Active BDM	6B/d/RD16	Read program counter (PC)
READ_HX	Active BDM	6C/d/RD16	Read H and X register pair (H:X)
READ_SP	Active BDM	6F/d/RD16	Read stack pointer (SP)
READ_NEXT	Active BDM	70/d/RD	Increment H:X by one then read memory byte located at H:X
READ_NEXT_WS	Active BDM	71/d/SS/RD	Increment H:X by one then read memory byte located at H:X. Report status and data.
WRITE_A	Active BDM	48/WD/d	Write accumulator (A)
WRITE_CCR	Active BDM	49/WD/d	Write condition code register (CCR)
WRITE_PC	Active BDM	4B/WD16/d	Write program counter (PC)
WRITE_HX	Active BDM	4C/WD16/d	Write H and X register pair (H:X)
WRITE_SP	Active BDM	4F/WD16/d	Write stack pointer (SP)
WRITE_NEXT	Active BDM	50/WD/d	Increment H:X by one, then write memory byte located at H:X
WRITE_NEXT_WS	Active BDM	51/WD/d/SS	Increment H:X by one, then write memory byte located at H:X. Also report status.

¹ The SYNC command is a special operation that does not have a command code.

The SYNC command is unlike other BDC commands because the host does not necessarily know the correct communications speed to use for BDC communications until after it has analyzed the response to the SYNC command.

To issue a SYNC command, the host:

- Drives the BKGD pin low for at least 128 cycles of the slowest possible BDC clock (The slowest clock is normally the reference oscillator/64 or the self-clocked rate/64.)
- Drives BKGD high for a brief speedup pulse to get a fast rise time (This speedup pulse is typically one cycle of the fastest clock in the system.)
- Removes all drive to the BKGD pin so it reverts to high impedance
- Monitors the BKGD pin for the sync response pulse

The target, upon detecting the SYNC request from the host (which is a much longer low time than would ever occur during normal BDC communications):

- Waits for BKGD to return to a logic high
- Delays 16 cycles to allow the host to stop driving the high speedup pulse
- Drives BKGD low for 128 BDC clock cycles
- Drives a 1-cycle high speedup pulse to force a fast rise time on BKGD
- Removes all drive to the BKGD pin so it reverts to high impedance

The host measures the low time of this 128-cycle sync response pulse and determines the correct speed for subsequent BDC communications. Typically, the host can determine the correct communication speed within a few percent of the actual target speed and the communication protocol can easily tolerate speed errors of several percent.

17.2.4 BDC Hardware Breakpoint

The BDC includes one relatively simple hardware breakpoint that compares the CPU address bus to a 16-bit match value in the BDCBKPT register. This breakpoint can generate a forced breakpoint or a tagged breakpoint. A forced breakpoint causes the CPU to enter active background mode at the first instruction boundary following any access to the breakpoint address. The tagged breakpoint causes the instruction opcode at the breakpoint address to be tagged so that the CPU will enter active background mode rather than executing that instruction if and when it reaches the end of the instruction queue. This implies that tagged breakpoints can only be placed at the address of an instruction opcode while forced breakpoints can be set at any address.

The breakpoint enable (BKPTEN) control bit in the BDC status and control register (BDCSCR) is used to enable the breakpoint logic (BKPTEN = 1). When BKPTEN = 0, its default value after reset, the breakpoint logic is disabled and no BDC breakpoints are requested regardless of the values in other BDC breakpoint registers and control bits. The force/tag select (FTS) control bit in BDCSCR is used to select forced (FTS = 1) or tagged (FTS = 0) type breakpoints.

The on-chip debug module (DBG) includes circuitry for two additional hardware breakpoints that are more flexible than the simple breakpoint in the BDC module.

17.3 On-Chip Debug System (DBG)

Because HCS08 devices do not have external address and data buses, the most important functions of an in-circuit emulator have been built onto the chip with the MCU. The debug system consists of an 8-stage FIFO that can store address or data bus information, and a flexible trigger system to decide when to capture bus information and what information to capture. The system relies on the single-wire background debug system to access debug control registers and to read results out of the eight stage FIFO.

The debug module includes control and status registers that are accessible in the user's memory map. These registers are located in the high register space to avoid using valuable direct page memory space.

Most of the debug module's functions are used during development, and user programs rarely access any of the control and status registers for the debug module. The one exception is that the debug system can provide the means to implement a form of ROM patching. This topic is discussed in greater detail in [Section 17.3.6, "Hardware Breakpoints."](#)

17.3.1 Comparators A and B

Two 16-bit comparators (A and B) can optionally be qualified with the R/W signal and an opcode tracking circuit. Separate control bits allow you to ignore R/W for each comparator. The opcode tracking circuitry optionally allows you to specify that a trigger will occur only if the opcode at the specified address is actually executed as opposed to only being read from memory into the instruction queue. The comparators are also capable of magnitude comparisons to support the inside range and outside range trigger modes. Comparators are disabled temporarily during all BDC accesses.

The A comparator is always associated with the 16-bit CPU address. The B comparator compares to the CPU address or the 8-bit CPU data bus, depending on the trigger mode selected. Because the CPU data bus is separated into a read data bus and a write data bus, the RWAEN and RWA control bits have an additional purpose, in full address plus data comparisons they are used to decide which of these buses to use in the comparator B data bus comparisons. If RWAEN = 1 (enabled) and RWA = 0 (write), the CPU's write data bus is used. Otherwise, the CPU's read data bus is used.

The currently selected trigger mode determines what the debugger logic does when a comparator detects a qualified match condition. A match can cause:

- Generation of a breakpoint to the CPU
- Storage of data bus values into the FIFO
- Starting to store change-of-flow addresses into the FIFO (begin type trace)
- Stopping the storage of change-of-flow addresses into the FIFO (end type trace)

17.3.2 Bus Capture Information and FIFO Operation

The usual way to use the FIFO is to setup the trigger mode and other control options, then arm the debugger. When the FIFO has filled or the debugger has stopped storing data into the FIFO, you would read the information out of it in the order it was stored into the FIFO. Status bits indicate the number of words of valid information that are in the FIFO as data is stored into it. If a trace run is manually halted by writing 0 to ARM before the FIFO is full (CNT = 1:0:0:0), the information is shifted by one position and

the host must perform $((8 - \text{CNT}) - 1)$ dummy reads of the FIFO to advance it to the first significant entry in the FIFO.

In most trigger modes, the information stored in the FIFO consists of 16-bit change-of-flow addresses. In these cases, read DBGFL then DBGFL to get one coherent word of information out of the FIFO. Reading DBGFL (the low-order byte of the FIFO data port) causes the FIFO to shift so the next word of information is available at the FIFO data port. In the event-only trigger modes (see [Section 17.3.5, “Trigger Modes”](#)), 8-bit data information is stored into the FIFO. In these cases, the high-order half of the FIFO (DBGFL) is not used and data is read out of the FIFO by simply reading DBGFL. Each time DBGFL is read, the FIFO is shifted so the next data value is available through the FIFO data port at DBGFL.

In trigger modes where the FIFO is storing change-of-flow addresses, there is a delay between CPU addresses and the input side of the FIFO. Because of this delay, if the trigger event itself is a change-of-flow address or a change-of-flow address appears during the next two bus cycles after a trigger event starts the FIFO, it will not be saved into the FIFO. In the case of an end-trace, if the trigger event is a change-of-flow, it will be saved as the last change-of-flow entry for that debug run.

The FIFO can also be used to generate a profile of executed instruction addresses when the debugger is not armed. When $\text{ARM} = 0$, reading DBGFL causes the address of the most-recently fetched opcode to be saved in the FIFO. To use the profiling feature, a host debugger would read addresses out of the FIFO by reading DBGFL then DBGFL at regular periodic intervals. The first eight values would be discarded because they correspond to the eight DBGFL reads needed to initially fill the FIFO. Additional periodic reads of DBGFL and DBGFL return delayed information about executed instructions so the host debugger can develop a profile of executed instruction addresses.

17.3.3 Change-of-Flow Information

To minimize the amount of information stored in the FIFO, only information related to instructions that cause a change to the normal sequential execution of instructions is stored. With knowledge of the source and object code program stored in the target system, an external debugger system can reconstruct the path of execution through many instructions from the change-of-flow information stored in the FIFO.

For conditional branch instructions where the branch is taken (branch condition was true), the source address is stored (the address of the conditional branch opcode). Because BRA and BRN instructions are not conditional, these events do not cause change-of-flow information to be stored in the FIFO.

Indirect JMP and JSR instructions use the current contents of the H:X index register pair to determine the destination address, so the debug system stores the run-time destination address for any indirect JMP or JSR. For interrupts, RTI, or RTS, the destination address is stored in the FIFO as change-of-flow information.

17.3.4 Tag vs. Force Breakpoints and Triggers

Tagging is a term that refers to identifying an instruction opcode as it is fetched into the instruction queue, but not taking any other action until and unless that instruction is actually executed by the CPU. This distinction is important because any change-of-flow from a jump, branch, subroutine call, or interrupt causes some instructions that have been fetched into the instruction queue to be thrown away without being executed.

A force-type breakpoint waits for the current instruction to finish and then acts upon the breakpoint request. The usual action in response to a breakpoint is to go to active background mode rather than continuing to the next instruction in the user application program.

The tag vs. force terminology is used in two contexts within the debug module. The first context refers to breakpoint requests from the debug module to the CPU. The second refers to match signals from the comparators to the debugger control logic. When a tag-type break request is sent to the CPU, a signal is entered into the instruction queue along with the opcode so that if/when this opcode ever executes, the CPU will effectively replace the tagged opcode with a BGND opcode so the CPU goes to active background mode rather than executing the tagged instruction. When the TRGSEL control bit in the DBGTC register is set to select tag-type operation, the output from comparator A or B is qualified by a block of logic in the debug module that tracks opcodes and only produces a trigger to the debugger if the opcode at the compare address is actually executed. There is separate opcode tracking logic for each comparator so more than one compare event can be tracked through the instruction queue at a time.

17.3.5 Trigger Modes

The trigger mode controls the overall behavior of a debug run. The 4-bit TRG field in the DBGTC register selects one of nine trigger modes. When TRGSEL = 1 in the DBGTC register, the output of the comparator must propagate through an opcode tracking circuit before triggering FIFO actions. The BEGIN bit in DBGTC chooses whether the FIFO begins storing data when the qualified trigger is detected (begin trace), or the FIFO stores data in a circular fashion from the time it is armed until the qualified trigger is detected (end trigger).

A debug run is started by writing a 1 to the ARM bit in the DBGTC register, which sets the ARMF flag and clears the AF and BF flags and the CNT bits in DBGSR. A begin-trace debug run ends when the FIFO gets full. An end-trace run ends when the selected trigger event occurs. Any debug run can be stopped manually by writing a 0 to ARM or DBGGEN in DBGTC.

In all trigger modes except event-only modes, the FIFO stores change-of-flow addresses. In event-only trigger modes, the FIFO stores data in the low-order eight bits of the FIFO.

The BEGIN control bit is ignored in event-only trigger modes and all such debug runs are begin type traces. When TRGSEL = 1 to select opcode fetch triggers, it is not necessary to use R/W in comparisons because opcode tags would only apply to opcode fetches that are always read cycles. It would also be unusual to specify TRGSEL = 1 while using a full mode trigger because the opcode value is normally known at a particular address.

The following trigger mode descriptions only state the primary comparator conditions that lead to a trigger. Either comparator can usually be further qualified with R/W by setting RWAEN (RWBEN) and the corresponding RWA (RWB) value to be matched against R/W. The signal from the comparator with optional R/W qualification is used to request a CPU breakpoint if BRKEN = 1 and TAG determines whether the CPU request will be a tag request or a force request.

A-Only — Trigger when the address matches the value in comparator A

A OR B — Trigger when the address matches either the value in comparator A or the value in comparator B

A Then B — Trigger when the address matches the value in comparator B but only after the address for another cycle matched the value in comparator A. There can be any number of cycles after the A match and before the B match.

A AND B Data (Full Mode) — This is called a full mode because address, data, and R/W (optionally) must match within the same bus cycle to cause a trigger event. Comparator A checks address, the low byte of comparator B checks data, and R/W is checked against RWA if RWAEN = 1. The high-order half of comparator B is not used.

In full trigger modes it is not useful to specify a tag-type CPU breakpoint (BRKEN = TAG = 1), but if you do, the comparator B data match is ignored for the purpose of issuing the tag request to the CPU and the CPU breakpoint is issued when the comparator A address matches.

A AND NOT B Data (Full Mode) — Address must match comparator A, data must not match the low half of comparator B, and R/W must match RWA if RWAEN = 1. All three conditions must be met within the same bus cycle to cause a trigger.

In full trigger modes it is not useful to specify a tag-type CPU breakpoint (BRKEN = TAG = 1), but if you do, the comparator B data match is ignored for the purpose of issuing the tag request to the CPU and the CPU breakpoint is issued when the comparator A address matches.

Event-Only B (Store Data) — Trigger events occur each time the address matches the value in comparator B. Trigger events cause the data to be captured into the FIFO. The debug run ends when the FIFO becomes full.

A Then Event-Only B (Store Data) — After the address has matched the value in comparator A, a trigger event occurs each time the address matches the value in comparator B. Trigger events cause the data to be captured into the FIFO. The debug run ends when the FIFO becomes full.

Inside Range ($A \leq \text{Address} \leq B$) — A trigger occurs when the address is greater than or equal to the value in comparator A and less than or equal to the value in comparator B at the same time.

Outside Range ($\text{Address} < A$ or $\text{Address} > B$) — A trigger occurs when the address is either less than the value in comparator A or greater than the value in comparator B.

17.3.6 Hardware Breakpoints

The BRKEN control bit in the DBGCR register may be set to 1 to allow any of the trigger conditions described in [Section 17.3.5, “Trigger Modes,”](#) to be used to generate a hardware breakpoint request to the CPU. TAG in DBGCR controls whether the breakpoint request will be treated as a tag-type breakpoint or a force-type breakpoint. A tag breakpoint causes the current opcode to be marked as it enters the instruction queue. If a tagged opcode reaches the end of the pipe, the CPU executes a BGND instruction to go to active background mode rather than executing the tagged opcode. A force-type breakpoint causes the CPU to finish the current instruction and then go to active background mode.

If the background mode has not been enabled (ENBDM = 1) by a serial WRITE_CONTROL command through the BKGD pin, the CPU will execute an SWI instruction instead of going to active background mode.

17.4 Register Definition

This section contains the descriptions of the BDC and DBG registers and control bits.

Refer to the high-page register summary in the device overview chapter of this data sheet for the absolute address assignments for all DBG registers. This section refers to registers and control bits only by their names. A Freescale-provided equate or header file is used to translate these names into the appropriate absolute addresses.

17.4.1 BDC Registers and Control Bits

The BDC has two registers:

- The BDC status and control register (BDCSCR) is an 8-bit register containing control and status bits for the background debug controller.
- The BDC breakpoint match register (BDCBKPT) holds a 16-bit breakpoint match address.

These registers are accessed with dedicated serial BDC commands and are not located in the memory space of the target MCU (so they do not have addresses and cannot be accessed by user programs).

Some of the bits in the BDCSCR have write limitations; otherwise, these registers may be read or written at any time. For example, the ENBDM control bit may not be written while the MCU is in active background mode. (This prevents the ambiguous condition of the control bit forbidding active background mode while the MCU is already in active background mode.) Also, the four status bits (BDMACT, WS, WSF, and DVF) are read-only status indicators and can never be written by the WRITE_CONTROL serial BDC command. The clock switch (CLKSW) control bit may be read or written at any time.

17.4.1.1 BDC Status and Control Register (BDCSCR)

This register can be read or written by serial BDC commands (READ_STATUS and WRITE_CONTROL) but is not accessible to user programs because it is not located in the normal memory map of the MCU.

	7	6	5	4	3	2	1	0
R	ENBDM	BDMACT	BKPTEN	FTS	CLKSW	WS	WSF	DVF
W								
Normal Reset	0	0	0	0	0	0	0	0
Reset in Active BDM:	1	1	0	0	1	0	0	0


 = Unimplemented or Reserved

Figure 17-6. BDC Status and Control Register (BDCSCR)

Table 17-2. BDCSCR Register Field Descriptions

Field	Description
7 ENBDM	Enable BDM (Permit Active Background Mode) — Typically, this bit is written to 1 by the debug host shortly after the beginning of a debug session or whenever the debug host resets the target and remains 1 until a normal reset clears it. 0 BDM cannot be made active (non-intrusive commands still allowed) 1 BDM can be made active to allow active background mode commands
6 BDMACT	Background Mode Active Status — This is a read-only status bit. 0 BDM not active (user application program running) 1 BDM active and waiting for serial commands
5 BKPTEN	BDC Breakpoint Enable — If this bit is clear, the BDC breakpoint is disabled and the FTS (force tag select) control bit and BDCBKPT match register are ignored. 0 BDC breakpoint disabled 1 BDC breakpoint enabled
4 FTS	Force/Tag Select — When FTS = 1, a breakpoint is requested whenever the CPU address bus matches the BDCBKPT match register. When FTS = 0, a match between the CPU address bus and the BDCBKPT register causes the fetched opcode to be tagged. If this tagged opcode ever reaches the end of the instruction queue, the CPU enters active background mode rather than executing the tagged opcode. 0 Tag opcode at breakpoint address and enter active background mode if CPU attempts to execute that instruction 1 Breakpoint match forces active background mode at next instruction boundary (address need not be an opcode)
3 CLKSW	Select Source for BDC Communications Clock — CLKSW defaults to 0, which selects the alternate BDC clock source. 0 Alternate BDC clock source 1 MCU bus clock

Table 17-2. BDCSCR Register Field Descriptions (continued)

Field	Description
2 WS	<p>Wait or Stop Status — When the target CPU is in wait or stop mode, most BDC commands cannot function. However, the BACKGROUND command can be used to force the target CPU out of wait or stop and into active background mode where all BDC commands work. Whenever the host forces the target MCU into active background mode, the host should issue a READ_STATUS command to check that BDMACT = 1 before attempting other BDC commands.</p> <p>0 Target CPU is running user application code or in active background mode (was not in wait or stop mode when background became active)</p> <p>1 Target CPU is in wait or stop mode, or a BACKGROUND command was used to change from wait or stop to active background mode</p>
1 WSF	<p>Wait or Stop Failure Status — This status bit is set if a memory access command failed due to the target CPU executing a wait or stop instruction at or about the same time. The usual recovery strategy is to issue a BACKGROUND command to get out of wait or stop mode into active background mode, repeat the command that failed, then return to the user program. (Typically, the host would restore CPU registers and stack values and re-execute the wait or stop instruction.)</p> <p>0 Memory access did not conflict with a wait or stop instruction</p> <p>1 Memory access command failed because the CPU entered wait or stop mode</p>
0 DVF	<p>Data Valid Failure Status — This status bit is not used in the MC9S08DZ60 Series because it does not have any slow access memory.</p> <p>0 Memory access did not conflict with a slow memory access</p> <p>1 Memory access command failed because CPU was not finished with a slow memory access</p>


17.4.1.2 BDC Breakpoint Match Register (BDCBKPT)

This 16-bit register holds the address for the hardware breakpoint in the BDC. The BKPTEN and FTS control bits in BDCSCR are used to enable and configure the breakpoint logic. Dedicated serial BDC commands (READ_BKPT and WRITE_BKPT) are used to read and write the BDCBKPT register but is not accessible to user programs because it is not located in the normal memory map of the MCU. Breakpoints are normally set while the target MCU is in active background mode before running the user application program. For additional information about setup and use of the hardware breakpoint logic in the BDC, refer to [Section 17.2.4, “BDC Hardware Breakpoint.”](#)

17.4.2 System Background Debug Force Reset Register (SBDFFR)

This register contains a single write-only control bit. A serial background mode command such as WRITE_BYTE must be used to write to SBDFFR. Attempts to write this register from a user program are ignored. Reads always return 0x00.

	7	6	5	4	3	2	1	0
R	0	0	0	0	0	0	0	0
W								BDFR ¹
Reset	0	0	0	0	0	0	0	0

 = Unimplemented or Reserved

¹ BDFR is writable only through serial background mode debug commands, not from user programs.

Figure 17-7. System Background Debug Force Reset Register (SBDFR)

Table 17-3. SBDFR Register Field Description

Field	Description
0 BDFR	Background Debug Force Reset — A serial active background mode command such as WRITE_BYTE allows an external debug host to force a target system reset. Writing 1 to this bit forces an MCU reset. This bit cannot be written from a user program.

17.4.3 DBG Registers and Control Bits

The debug module includes nine bytes of register space for three 16-bit registers and three 8-bit control and status registers. These registers are located in the high register space of the normal memory map so they are accessible to normal application programs. These registers are rarely if ever accessed by normal user application programs with the possible exception of a ROM patching mechanism that uses the breakpoint logic.

17.4.3.1 Debug Comparator A High Register (DBGCAH)

This register contains compare value bits for the high-order eight bits of comparator A. This register is forced to 0x00 at reset and can be read at any time or written at any time unless ARM = 1.

17.4.3.2 Debug Comparator A Low Register (DBGCAL)

This register contains compare value bits for the low-order eight bits of comparator A. This register is forced to 0x00 at reset and can be read at any time or written at any time unless ARM = 1.

17.4.3.3 Debug Comparator B High Register (DBGCBH)

This register contains compare value bits for the high-order eight bits of comparator B. This register is forced to 0x00 at reset and can be read at any time or written at any time unless ARM = 1.

17.4.3.4 Debug Comparator B Low Register (DBGCBL)

This register contains compare value bits for the low-order eight bits of comparator B. This register is forced to 0x00 at reset and can be read at any time or written at any time unless ARM = 1.

17.4.3.5 Debug FIFO High Register (DBGFH)

This register provides read-only access to the high-order eight bits of the FIFO. Writes to this register have no meaning or effect. In the event-only trigger modes, the FIFO only stores data into the low-order byte of each FIFO word, so this register is not used and will read 0x00.

Reading DBGFH does not cause the FIFO to shift to the next word. When reading 16-bit words out of the FIFO, read DBGFH before reading DBGFL because reading DBGFL causes the FIFO to advance to the next word of information.

17.4.3.6 Debug FIFO Low Register (DBGFL)

This register provides read-only access to the low-order eight bits of the FIFO. Writes to this register have no meaning or effect.

Reading DBGFL causes the FIFO to shift to the next available word of information. When the debug module is operating in event-only modes, only 8-bit data is stored into the FIFO (high-order half of each FIFO word is unused). When reading 8-bit words out of the FIFO, simply read DBGFL repeatedly to get successive bytes of data from the FIFO. It isn't necessary to read DBGFH in this case.

Do not attempt to read data from the FIFO while it is still armed (after arming but before the FIFO is filled or ARMF is cleared) because the FIFO is prevented from advancing during reads of DBGFL. This can interfere with normal sequencing of reads from the FIFO.

Reading DBGFL while the debugger is not armed causes the address of the most-recently fetched opcode to be stored to the last location in the FIFO. By reading DBGFH then DBGFL periodically, external host software can develop a profile of program execution. After eight reads from the FIFO, the ninth read will return the information that was stored as a result of the first read. To use the profiling feature, read the FIFO eight times without using the data to prime the sequence and then begin using the data to get a delayed picture of what addresses were being executed. The information stored into the FIFO on reads of DBGFL (while the FIFO is not armed) is the address of the most-recently fetched opcode.

17.4.3.7 Debug Control Register (DBGC)

This register can be read or written at any time.

	7	6	5	4	3	2	1	0
R	DBGEN	ARM	TAG	BRKEN	RWA	RWAEN	RWB	RWBEN
W								
Reset	0	0	0	0	0	0	0	0

Figure 17-8. Debug Control Register (DBGC)

Table 17-4. DBGC Register Field Descriptions

Field	Description
7 DBGEN	Debug Module Enable — Used to enable the debug module. DBGEN cannot be set to 1 if the MCU is secure. 0 DBG disabled 1 DBG enabled
6 ARM	Arm Control — Controls whether the debugger is comparing and storing information in the FIFO. A write is used to set this bit (and ARMF) and completion of a debug run automatically clears it. Any debug run can be manually stopped by writing 0 to ARM or to DBGEN. 0 Debugger not armed 1 Debugger armed
5 TAG	Tag/Force Select — Controls whether break requests to the CPU will be tag or force type requests. If BRKEN = 0, this bit has no meaning or effect. 0 CPU breaks requested as force type requests 1 CPU breaks requested as tag type requests
4 BRKEN	Break Enable — Controls whether a trigger event will generate a break request to the CPU. Trigger events can cause information to be stored in the FIFO without generating a break request to the CPU. For an end trace, CPU break requests are issued to the CPU when the comparator(s) and R/W meet the trigger requirements. For a begin trace, CPU break requests are issued when the FIFO becomes full. TRGSEL does not affect the timing of CPU break requests. 0 CPU break requests not enabled 1 Triggers cause a break request to the CPU
3 RWA	R/W Comparison Value for Comparator A — When RWAEN = 1, this bit determines whether a read or a write access qualifies comparator A. When RWAEN = 0, RWA and the R/W signal do not affect comparator A. 0 Comparator A can only match on a write cycle 1 Comparator A can only match on a read cycle
2 RWAEN	Enable R/W for Comparator A — Controls whether the level of R/W is considered for a comparator A match. 0 R/W is not used in comparison A 1 R/W is used in comparison A
1 RWB	R/W Comparison Value for Comparator B — When RWBEN = 1, this bit determines whether a read or a write access qualifies comparator B. When RWBEN = 0, RWB and the R/W signal do not affect comparator B. 0 Comparator B can match only on a write cycle 1 Comparator B can match only on a read cycle
0 RWBEN	Enable R/W for Comparator B — Controls whether the level of R/W is considered for a comparator B match. 0 R/W is not used in comparison B 1 R/W is used in comparison B

17.4.3.8 Debug Trigger Register (DBGT)

This register can be read any time, but may be written only if ARM = 0, except bits 4 and 5 are hard-wired to 0s.

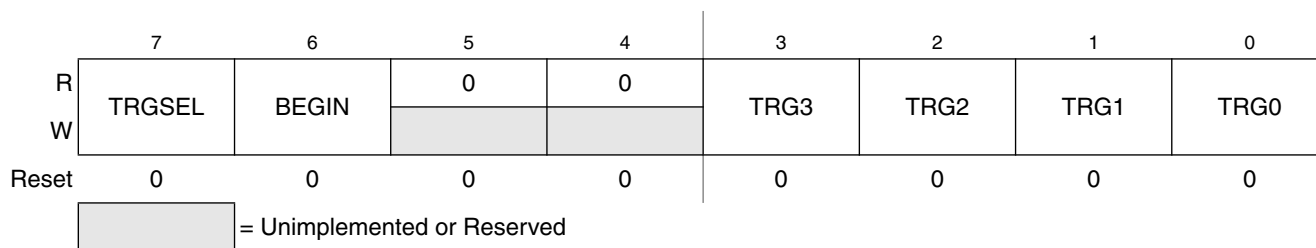


Figure 17-9. Debug Trigger Register (DBGT)

Table 17-5. DBGT Register Field Descriptions

Field	Description
7 TRGSEL	Trigger Type — Controls whether the match outputs from comparators A and B are qualified with the opcode tracking logic in the debug module. If TRGSEL is set, a match signal from comparator A or B must propagate through the opcode tracking logic and a trigger event is only signalled to the FIFO logic if the opcode at the match address is actually executed. 0 Trigger on access to compare address (force) 1 Trigger if opcode at compare address is executed (tag)
6 BEGIN	Begin/End Trigger Select — Controls whether the FIFO starts filling at a trigger or fills in a circular manner until a trigger ends the capture of information. In event-only trigger modes, this bit is ignored and all debug runs are assumed to be begin traces. 0 Data stored in FIFO until trigger (end trace) 1 Trigger initiates data storage (begin trace)
3:0 TRG[3:0]	Select Trigger Mode — Selects one of nine triggering modes, as described below. 0000 A-only 0001 A OR B 0010 A Then B 0011 Event-only B (store data) 0100 A then event-only B (store data) 0101 A AND B data (full mode) 0110 A AND NOT B data (full mode) 0111 Inside range: $A \leq \text{address} \leq B$ 1000 Outside range: $\text{address} < A$ or $\text{address} > B$ 1001 – 1111 (No trigger)

17.4.3.9 Debug Status Register (DBGS)

This is a read-only status register.

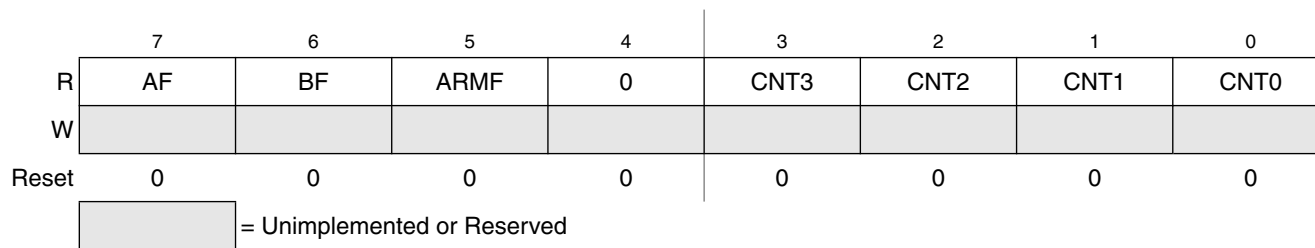


Figure 17-10. Debug Status Register (DBGS)

Table 17-6. DBGS Register Field Descriptions

Field	Description
7 AF	Trigger Match A Flag — AF is cleared at the start of a debug run and indicates whether a trigger match A condition was met since arming. 0 Comparator A has not matched 1 Comparator A match
6 BF	Trigger Match B Flag — BF is cleared at the start of a debug run and indicates whether a trigger match B condition was met since arming. 0 Comparator B has not matched 1 Comparator B match
5 ARMF	Arm Flag — While DBGEN = 1, this status bit is a read-only image of ARM in DBGSC. This bit is set by writing 1 to the ARM control bit in DBGSC (while DBGEN = 1) and is automatically cleared at the end of a debug run. A debug run is completed when the FIFO is full (begin trace) or when a trigger event is detected (end trace). A debug run can also be ended manually by writing 0 to ARM or DBGEN in DBGSC. 0 Debugger not armed 1 Debugger armed
3:0 CNT[3:0]	FIFO Valid Count — These bits are cleared at the start of a debug run and indicate the number of words of valid data in the FIFO at the end of a debug run. The value in CNT does not decrement as data is read out of the FIFO. The external debug host is responsible for keeping track of the count as information is read out of the FIFO. 0000 Number of valid words in FIFO = No valid data 0001 Number of valid words in FIFO = 1 0010 Number of valid words in FIFO = 2 0011 Number of valid words in FIFO = 3 0100 Number of valid words in FIFO = 4 0101 Number of valid words in FIFO = 5 0110 Number of valid words in FIFO = 6 0111 Number of valid words in FIFO = 7 1000 Number of valid words in FIFO = 8

Appendix A

Electrical Characteristics

A.1 Introduction

This section contains the most accurate electrical and timing information for the MC9S08DZ60 Series of microcontrollers available at the time of publication.

A.2 Parameter Classification

The electrical parameters shown in this supplement are guaranteed by various methods. To give the customer a better understanding the following classification is used and the parameters are tagged accordingly in the tables where appropriate:

Table A-1. Parameter Classifications

P	Those parameters are guaranteed during production testing on each individual device.
C	Those parameters are achieved by the design characterization by measuring a statistically relevant sample size across process variations.
T	Those parameters are achieved by design characterization on a small sample size from typical devices under typical conditions unless otherwise noted. All values shown in the typical column are within this category.
D	Those parameters are derived mainly from simulations.

NOTE

The classification is shown in the column labeled “C” in the parameter tables where appropriate.

A.3 Absolute Maximum Ratings

Absolute maximum ratings are stress ratings only, and functional operation at the maxima is not guaranteed. Stress beyond the limits specified in [Table A-2](#) may affect device reliability or cause permanent damage to the device. For functional operating conditions, refer to the remaining tables in this section.

This device contains circuitry protecting against damage due to high static voltage or electrical fields; however, it is advised that normal precautions be taken to avoid application of any voltages higher than

maximum-rated voltages to this high-impedance circuit. Reliability of operation is enhanced if unused inputs are tied to an appropriate logic voltage level (for instance, either V_{SS} or V_{DD}).

Table A-2. Absolute Maximum Ratings

Num	Rating	Symbol	Value	Unit
1	Supply voltage	V_{DD}	–0.3 to +5.8	V
2	Input voltage	V_{In}	–0.3 to $V_{DD} + 0.3$	V
3	Instantaneous maximum current Single pin limit (applies to all port pins) ^{1, 2, 3}	I_D	± 25	mA
4	Maximum current into V_{DD}	I_{DD}	120	mA
5	Storage temperature	T_{stg}	–55 to +150	°C

¹ Input must be current limited to the value specified. To determine the value of the required current-limiting resistor, calculate resistance values for positive (V_{DD}) and negative (V_{SS}) clamp voltages, then use the larger of the two resistance values.

² All functional non-supply pins are internally clamped to V_{SS} and V_{DD} .

³ Power supply must maintain regulation within operating V_{DD} range during instantaneous and operating maximum current conditions. If positive injection current ($V_{In} > V_{DD}$) is greater than I_{DD} , the injection current may flow out of V_{DD} and could result in external power supply going out of regulation. Ensure external V_{DD} load will shunt current greater than maximum injection current. This will be the greatest risk when the MCU is not consuming power. Examples are: if no system clock is present, or if the clock rate is very low which would reduce overall power consumption.

A.4 Thermal Characteristics

This section provides information about operating temperature range, power dissipation, and package thermal resistance. Power dissipation on I/O pins is usually small compared to the power dissipation in on-chip logic and it is user-determined rather than being controlled by the MCU design. In order to take $P_{I/O}$ into account in power calculations, determine the difference between actual pin voltage and V_{SS} or V_{DD} and multiply by the pin current for each I/O pin. Except in cases of unusually high pin current (heavy loads), the difference between pin voltage and V_{SS} or V_{DD} will be very small.

Table A-3. Thermal Characteristics

Num	C	Rating	Symbol	Value	Unit	Temp. Code
1	T	Operating temperature range (packaged)	T_A	–40 to 125 –40 to 105 –40 to 85	°C	M V C
2	D	Maximum junction temperature	T_J	135	°C	
3	T	Thermal resistance 64-pin QFN 64-pin LQFP 48-pin LQFP 32-pin LQFP	θ_{JA}	61 72 83 83	°C/W	—

The average chip-junction temperature (T_J) in °C can be obtained from:

$$T_J = T_A + (P_D \times \theta_{JA}) \quad \text{Eqn. A-1}$$

where:

T_A = Ambient temperature, °C

θ_{JA} = Package thermal resistance, junction-to-ambient, °C/W

$P_D = P_{int} + P_{I/O}$

$P_{int} = I_{DD} \times V_{DD}$, Watts — chip internal power

$P_{I/O}$ = Power dissipation on input and output pins — user determined

For most applications, $P_{I/O} \ll P_{int}$ and can be neglected. An approximate relationship between P_D and T_J (if $P_{I/O}$ is neglected) is:

$$P_D = K \div (T_J + 273^\circ\text{C}) \quad \text{Eqn. A-2}$$

Solving equations 1 and 2 for K gives:

$$K = P_D \times (T_A + 273^\circ\text{C}) + \theta_{JA} \times (P_D)^2 \quad \text{Eqn. A-3}$$

where K is a constant pertaining to the particular part. K can be determined from equation 3 by measuring P_D (at equilibrium) for a known T_A . Using this value of K, the values of P_D and T_J can be obtained by solving equations 1 and 2 iteratively for any value of T_A .

A.5 ESD Protection and Latch-Up Immunity

Although damage from electrostatic discharge (ESD) is much less common on these devices than on early CMOS circuits, normal handling precautions should be used to avoid exposure to static discharge. Qualification tests are performed to ensure that these devices can withstand exposure to reasonable levels of static without suffering any permanent damage.

All ESD testing is in conformity with AEC-Q100 Stress Test Qualification for Automotive Grade Integrated Circuits. During the device qualification ESD stresses were performed for the Human Body Model (HBM) and the Charge Device Model (CDM).

A device is defined as a failure if after exposure to ESD pulses the device no longer meets the device specification. Complete DC parametric and functional testing is performed per the applicable device specification at room temperature followed by hot temperature, unless specified otherwise in the device specification.

Table A-4. ESD and Latch-up Test Conditions

Model	Description	Symbol	Value	Unit
Human Body	Series Resistance	R1	1500	Ω
	Storage Capacitance	C	100	pF
	Number of Pulse per pin	–	3	
Latch-up	Minimum input voltage limit		–2.5	V
	Maximum input voltage limit		7.5	V

Table A-5. ESD and Latch-Up Protection Characteristics

Num	Rating	Symbol	Min	Max	Unit
1	Human Body Model (HBM)	V_{HBM}	+/- 2000	—	V
2	Charge Device Model (CDM)	V_{CDM}	+/- 500	—	V
3	Latch-up Current at $T_A = 125^\circ\text{C}$	I_{LAT}	+/- 100	—	mA

A.6 DC Characteristics

This section includes information about power supply requirements, I/O pin characteristics, and power supply current in various operating modes.

Table A-6. DC Characteristics

Num	C	Characteristic	Symbol	Condition	Min	Typ ¹	Max	Unit
1	—	Operating Voltage	V_{DD}		2.7	—	5.5	V
2	P	Output high voltage All I/O pins, low-drive strength	V_{OH}	5 V, $I_{Load} = -2$ mA	$V_{DD} - 1.5$	—	—	V
				3 V, $I_{Load} = -0.6$ mA	$V_{DD} - 1.5$	—	—	
				5 V, $I_{Load} = -0.4$ mA	$V_{DD} - 0.8$	—	—	
				3 V, $I_{Load} = -0.24$ mA	$V_{DD} - 0.8$	—	—	
3		Output high voltage All I/O pins, high-drive strength	V_{OH}	5 V, $I_{Load} = -10$ mA	$V_{DD} - 1.5$	—	—	V
				3 V, $I_{Load} = -3$ mA	$V_{DD} - 1.5$	—	—	
				5 V, $I_{Load} = -2$ mA	$V_{DD} - 0.8$	—	—	
				3 V, $I_{Load} = -0.4$ mA	$V_{DD} - 0.8$	—	—	
4	P	Output high current Max total I_{OH} for all ports	I_{OHT}	5 V 3 V	— —	—	100 60	mA
5	P	Output low voltage All I/O pins, low-drive strength	V_{OL}	5 V, $I_{Load} = 2$ mA	—	—	1.5	V
				3 V, $I_{Load} = 0.6$ mA	—	—	1.5	
				5 V, $I_{Load} = 0.4$ mA	—	—	0.8	
				3 V, $I_{Load} = 0.24$ mA	—	—	0.8	
		Output low voltage All I/O pins, high-drive strength	V_{OL}	5 V, $I_{Load} = 10$ mA	—	—	1.5	V
				3 V, $I_{Load} = 3$ mA	—	—	1.5	
				5 V, $I_{Load} = 2$ mA	—	—	0.8	
				3 V, $I_{Load} = 0.4$ mA	—	—	0.8	
6	C	Output low current Max total I_{OL} for all ports	I_{OLT}	5 V 3 V	— —	—	100 60	mA
7	C	Input high voltage; all digital inputs	V_{IH}		$0.65 \times V_{DD}$	—	—	V
8	C	Input low voltage; all digital inputs	V_{IL}		—	—	$0.35 \times V_{DD}$	
9	C	Input hysteresis	V_{hys}		$0.06 \times V_{DD}$			mV
10	P	Input leakage current (Per pin) $V_{In} = V_{DD}$ or V_{SS} , all input only pins	$ I_{In} $		—	0.1	1	μA
11	P	Hi-Z (off-state) leakage current (per pin) $V_{In} = V_{DD}$ or V_{SS} , all input/output	$ I_{OZ} $		—	0.1	1	μA
12	P	Pullup/pulldown currents; all digital inputs, when enabled	I_{PU}, I_{PD}	5 V	77	110	250	μA
				3 V	46	67	150	

Table A-6. DC Characteristics (continued)

Num	C	Characteristic	Symbol	Condition	Min	Typ ¹	Max	Unit
13	T	Input Capacitance, all pins	C_{In}		—	—	8	pF
14	D	RAM retention voltage	V_{RAM}		0.9	1.4	2.0	V
15	D	POR re-arm voltage ²	V_{POR}		0.9	1.4	2.0	V
16	D	POR re-arm time ³	t_{POR}		10	—	—	μs
17	P	Low-voltage detection threshold — high range V_{DD} falling V_{DD} rising	V_{LVD1}		3.9 4.0	4.0 4.1	4.1 4.2	V
18	P	Low-voltage detection threshold — low range V_{DD} falling V_{DD} rising	V_{LVD0}		2.48 2.54	2.56 2.62	2.64 2.70	V
19	C	Low-voltage warning threshold — high range 1 V_{DD} falling V_{DD} rising	V_{LVW3}		4.5 4.6	4.6 4.7	4.7 4.8	V
20	P	Low-voltage warning threshold — high range 0 V_{DD} falling V_{DD} rising	V_{LVW2}		4.2 4.3	4.3 4.4	4.4 4.5	V
21	P	Low-voltage warning threshold low range 1 V_{DD} falling V_{DD} rising	V_{LVW1}		2.84 2.90	2.92 2.98	3.00 3.06	V
22	C	Low-voltage warning threshold — low range 0 V_{DD} falling V_{DD} rising	V_{LVW0}		2.66 2.72	2.74 2.80	2.82 2.88	V
23	T	Low-voltage inhibit reset/recover hysteresis	V_{hys}	5 V 3 V	— —	100 60	— —	mV

¹ Typical values are measured at 25°C. Characterized, not tested

² Maximum is highest voltage that POR is guaranteed.

³ Simulated, not tested



a) $V_{DD} = 5\text{ V}$



b) $V_{DD} = 3\text{ V}$

Figure A-1. Typical V_{OL} vs. I_{OL} for High Drive Enabled Pad



a) $V_{DD} = 5\text{ V}$



b) $V_{DD} = 3\text{ V}$

Figure A-2. Typical V_{OL} vs. I_{OL} for Low Drive Enabled Pad



a) $V_{DD} = 5\text{ V}$



b) $V_{DD} = 3\text{ V}$

Figure A-3. Typical V_{OH} vs. I_{OH} for High Drive Enabled Pad

a) $V_{DD} = 5\text{ V}$ b) $V_{DD} = 3\text{ V}$ Figure A-4. Typical V_{OH} vs. I_{OH} for Low Drive Enabled Pada) 5 V b) 3 V

Figure A-5. Typical Pullup Resistor Current vs. Input Voltage

A.7 Supply Current Characteristics

Table A-7. Supply Current Characteristics

Num	C	Parameter	Symbol	V _{DD} (V)	Typical ¹	Max ²	Unit
1	C	Run supply current ³ measured at (CPU clock = 2 MHz, f _{Bus} = 1 MHz)	R _I DD	5	1.1	TBD ⁴	mA
				3	0.8	TBD	
2	P	Run supply current ³ measured at (CPU clock = 16 MHz, f _{Bus} = 8 MHz)	R _I DD	5	6.5	TBD ⁴	mA
				3	4.8	TBD	
3	P	Stop2 mode supply current -40 °C 25 °C 85 °C 105 °C 125 °C	S2I _{DD}	5	0.80	TBD TBD TBD TBD TBD	μA
				3	0.80	TBD TBD TBD TBD TBD	μA
4	P	Stop3 mode supply current -40 °C 25 °C 85 °C 105 °C 125 °C	S3I _{DD}	5	0.90	TBD TBD TBD TBD TBD	μA
				3	0.90	TBD TBD TBD TBD TBD	μA
5	P	RTC adder to stop2 or stop3 ⁴ , 25°C		5	300		nA
				3	300		nA
6	P	LVD adder to stop3 (LVDE = LVDSE = 1)		5	110		μA
				3	90		μA
7	P	Adder to stop3 for oscillator enabled ⁵ (OSCSTEN = 1)		5	5		μA
				3	5		μA

¹ Typicals are measured at 25°C. See Figure A-6 through Figure A-8 for typical curves across voltage/temperature.

² Values given here are preliminary estimates prior to completing characterization.

³ All modules except ADC active, MCG configured for FBE, and does not include any dc loads on port pins

⁴ Most customers are expected to find that auto-wakeup from stop2 or stop3 can be used instead of the higher current wait mode. Wait mode typical is 560 μA at 3 V and 422 μA at 2V with f_{Bus} = 1 MHz.

⁵ Values given under the following conditions: low range operation (RANGE = 0), low power mode (HGO = 0).



Figure A-6. Typical Run I_{DD} for FBE and FEE Modes, I_{DD} vs. V_{DD}



Figure A-7. Typical Stop 2 I_{DD}

A.8 Analog Comparator (ACMP) Electricals

Table A-8. Analog Comparator Electrical Specifications

Num	C	Rating	Symbol	Min	Typical	Max	Unit
1	—	Supply voltage	V_{DD}	2.7	—	5.5	V
2	D	Supply current (active)	I_{DDAC}	—	20	35	μA
3	D	Analog input voltage	V_{AIN}	$V_{SS} - 0.3$	—	V_{DD}	V
4	D	Analog input offset voltage	V_{AIO}		20	40	mV
5	D	Analog Comparator hysteresis	V_H	3.0	6.0	20.0	mV
6	D	Analog input leakage current	I_{ALKG}	--	--	1.0	μA
7	D	Analog Comparator initialization delay	t_{AINIT}	—	—	1.0	μs
8	C	Bandgap Voltage Reference Factory trimmed at $V_{DD} = 3.0$ V, Temp = 25°C	V_{BG}	1.19	1.20	1.21	V

A.9 ADC Characteristics

Table A-9. 5 Volt 10-bit ADC Operating Conditions

Characteristic	Conditions	Symb	Min	Typ ¹	Max	Unit	Comment
Supply voltage	Absolute	V_{DDA}	2.7	—	5.5	V	
	Delta to V_{DD} ($V_{DD}-V_{DDA}$) ²	ΔV_{DDA}	-100	0	+100	mV	Applicable in only 64-pin packages
Ground voltage	Delta to V_{SS} ($V_{SS}-V_{SSA}$) ²	ΔV_{SSA}	-100	0	+100	mV	Applicable in only 64-pin packages
Ref Voltage High		V_{REFH}	2.7	V_{DDA}	V_{DDA}	V	Applicable in only 64-pin packages
Ref Voltage Low		V_{REFL}	V_{SSA}	V_{SSA}	V_{SSA}	V	Applicable in only 64-pin packages
Input Voltage		V_{ADIN}	V_{REFL}	—	V_{REFH}	V	
Input Capacitance		C_{ADIN}	—	4.5	5.5	pF	
Input Resistance		R_{ADIN}	—	3	5	k Ω	
Analog Source Resistance	10 bit mode $f_{ADCK} > 4\text{MHz}$ $f_{ADCK} < 4\text{MHz}$	R_{AS}	— —	— —	5 10	k Ω	External to MCU
	8 bit mode (all valid f_{ADCK})		—	—	10		
ADC Conversion Clock Freq.	High Speed (ADLPC=0)	f_{ADCK}	0.4	—	8.0	MHz	
	Low Power (ADLPC=1)		0.4	—	4.0		

¹ Typical values assume $V_{DDA} = 5.0\text{V}$, $\text{Temp} = 25^\circ\text{C}$, $f_{ADCK} = 1.0\text{MHz}$ unless otherwise stated. Typical values are for reference only and are not tested in production.

² DC potential difference.

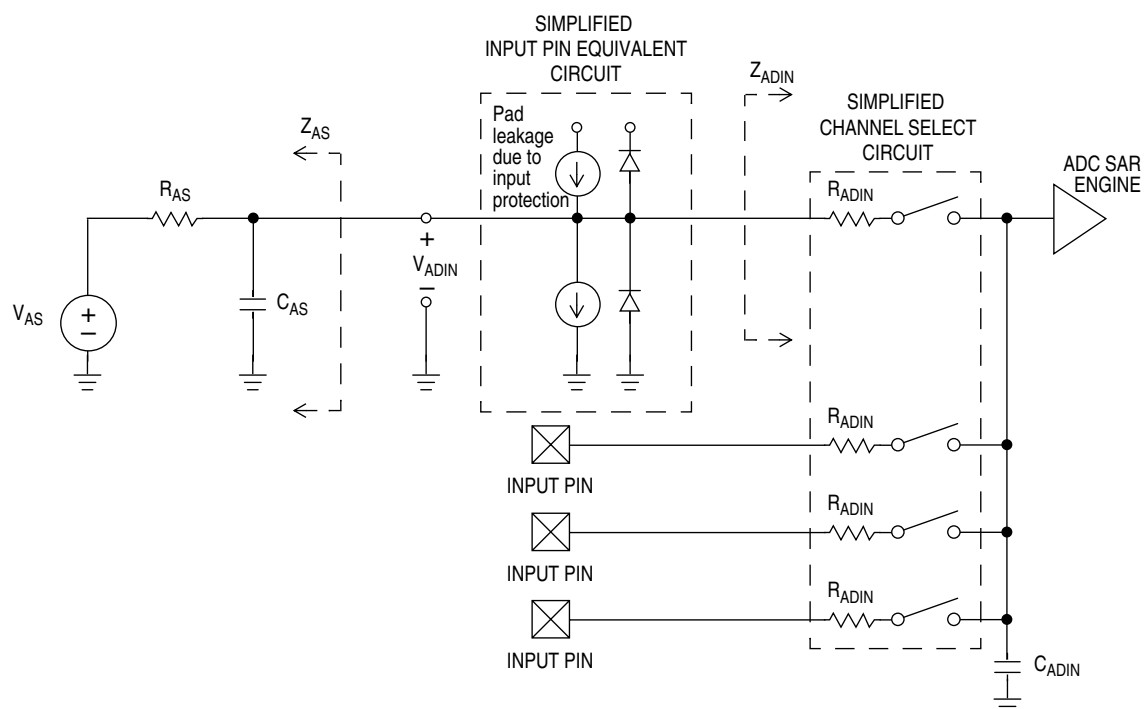


Figure A-8. ADC Input Impedance Equivalency Diagram

Table A-10. 5 Volt 10-bit ADC Characteristics ($V_{REFH} = V_{DDA}$, $V_{REFL} = V_{SSA}$)

Characteristic	Conditions	C	Symb	Min	Typ ¹	Max	Unit	Comment
Supply Current ADLPC=1 ADLSMP=1 ADCO=1		T	I _{DDAD}	—	133	—	μA	
Supply Current ADLPC=1 ADLSMP=0 ADCO=1		T	I _{DDAD}	—	218	—	μA	
Supply Current ADLPC=0 ADLSMP=1 ADCO=1		T	I _{DDAD}	—	327	—	μA	
Supply Current ADLPC=0 ADLSMP=0 ADCO=1		T	I _{DDAD}	—	0.582	1	mA	
Supply Current	Stop, Reset, Module Off	T	I _{DDAD}	—	0.011	1	μA	Not applicable in 64-pin packages
ADC Asynchronous Clock Source	High Speed (ADLPC=0)	D	f _{ADACK}	2	3.3	5	MHz	t _{ADACK} = 1/f _{ADACK}
	Low Power (ADLPC=1)			1.25	2	3.3		
Conversion Time (Including sample time)	Short Sample (ADLSMP=0)	P	t _{ADC}	—	20	—	ADCK cycles	See the ADC Chapter for conversion time variances
	Long Sample (ADLSMP=1)			—	40	—		
Sample Time	Short Sample (ADLSMP=0)	P	t _{ADS}	—	3.5	—	ADCK cycles	
	Long Sample (ADLSMP=1)			—	23.5	—		
Total Unadjusted Error	10 bit mode	P	E _{TUE}	—	±1	±2.5	LSB ²	Includes quantization; Applicable in only 64-pin packages
	8 bit mode			—	±0.5	±1.0		
Total Unadjusted Error	10 bit mode	P	E _{TUE}	—	±1.5	±3.5	LSB ²	Includes quantization; Not applicable in 64-pin packages
	8 bit mode			—	±0.7	±1.5		
Differential Non-Linearity	10 bit mode	P	DNL	—	±0.5	±1.0	LSB ²	
	8 bit mode			—	±0.3	±0.5		
	Monotonicity and No-Missing-Codes guaranteed							
Integral Non-Linearity	10 bit mode	C	INL	—	±0.5	±1.0	LSB ²	
	8 bit mode			—	±0.3	±0.5		

Table A-10. 5 Volt 10-bit ADC Characteristics ($V_{REFH} = V_{DDA}$, $V_{REFL} = V_{SSA}$) (continued)

Characteristic	Conditions	C	Symb	Min	Typ ¹	Max	Unit	Comment
Zero-Scale Error	10 bit mode	P	E_{ZS}	—	± 0.5	± 1.5	LSB ²	$V_{ADIN} = V_{SSA}$; Applicable in only 64-pin packages
	8 bit mode			—	± 0.5	± 0.5		
Zero-Scale Error	10 bit mode	P	E_{ZS}	—	± 1.5	± 2.5	LSB ²	$V_{ADIN} = V_{SSA}$; Not applicable in 64-pin packages
	8 bit mode			—	± 0.5	± 0.7		
Full-Scale Error	10 bit mode	P	E_{FS}	—	± 0.5	± 1	LSB ²	$V_{ADIN} = V_{DDA}$; Applicable in only 64-pin packages
	8 bit mode			—	± 0.5	± 0.5		
Full-Scale Error	10 bit mode	P	E_{FS}	—	± 1	± 1.5	LSB ²	$V_{ADIN} = V_{DDA}$; Not applicable in 64-pin packages
	8 bit mode			—	± 0.5	± 0.5		
Quantization Error	10 bit mode	D	E_Q	—	—	± 0.5	LSB ²	
	8 bit mode			—	—	± 0.5		
Input Leakage Error	10 bit mode	D	E_{IL}	—	± 0.2	± 2.5	LSB ²	Pad leakage ^{3*} R_{AS}
	8 bit mode			—	± 0.1	± 1		
Temp Sensor Slope	–40°C– 25°C	D	m	—	TBD	—	mV/°C	
	25°C– 125°C			—	TBD	—		
Temp Sensor Voltage	25°C	D	V_{TEMP25}	—	TBD	—	mV	

¹ Typical values assume $V_{DDAD} = 5.0V$, Temp = 25°C, $f_{ADCK} = 1.0MHz$ unless otherwise stated. Typical values are for reference only and are not tested in production.

² 1 LSB = $(V_{REFH} - V_{REFL})/2^N$, where N= 8 for 8-bit mode or 10 for 10-bit mode.

³ Based on input pad leakage current. Refer to pad electricals.

A.10 External Oscillator (XOSC) Characteristics

Table A-11. Oscillator Electrical Specifications (Temperature Range = –40 to 125°C Ambient)

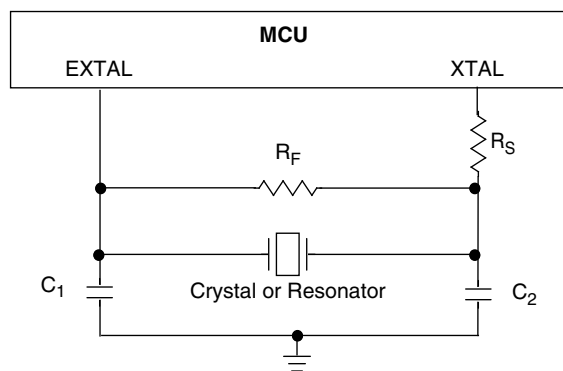
Num	C	Rating	Symbol	Min	Typ ¹	Max	Unit
1	C	Oscillator crystal or resonator (EREFS = 1, ERCLKEN = 1) Low range (RANGE = 0) High range (RANGE = 1) FEE or FBE mode ² High range (RANGE = 1, HGO = 1) FBELP mode High range (RANGE = 1, HGO = 0) FBELP mode	f_{lo} f_{hi} f_{hi-hgo} f_{hi-lp}	32 1 1 1	— — — —	38.4 5 16 8	kHz MHz MHz MHz
2	—	Load capacitors	C_1, C_2	See crystal or resonator manufacturer's recommendation.			
3	—	Feedback resistor Low range (32 kHz to 100 kHz) High range (1 MHz to 16 MHz)	R_F		10 1		M Ω M Ω
4	—	Series resistor Low range, low gain (RANGE = 0, HGO = 0) Low range, high gain (RANGE = 0, HGO = 1) High range, low gain (RANGE = 1, HGO = 0) High range, high gain (RANGE = 1, HGO = 1) ≥ 8 MHz 4 MHz 1 MHz	R_S	— — — — — — —	0 100 0 0 0 0 0	— — — 0 10 20	k Ω
5	T	Crystal start-up time ³ Low range, low gain (RANGE = 0, HGO = 0) Low range, high gain (RANGE = 0, HGO = 1) High range, low gain (RANGE = 1, HGO = 0) ⁴ High range, high gain (RANGE = 1, HGO = 1) ⁴	$t_{CSTL-LP}$ $t_{CSTL-HGO}$ $t_{CSTH-LP}$ $t_{CSTH-HGO}$	— — — —	200 400 5 TBD	— — — —	ms
6	T	Square wave input clock frequency (EREFS = 0, ERCLKEN = 1) FEE or FBE mode ² BLPE mode	f_{extal}	0.03125 0	— —	5 40	MHz MHz

¹ Typical data was characterized at 3.0 V, 25°C or is recommended value.

² The input clock source must be divided using RDIV to within the range of 31.25 kHz to 39.0625 kHz.

³ This parameter is characterized and not tested on each device. Proper PC board layout procedures must be followed to achieve specifications.

⁴ 4 MHz crystal



A.11 MCG Specifications



Figure A-9. Internal Oscillator Deviation from Trimmed Frequency

A.12 AC Characteristics

This section describes ac timing characteristics for each peripheral system.

A.12.1 Control Timing

Table A-12. Control Timing

Num	C	Rating	Symbol	Min	Typical	Max	Unit
1		Bus frequency ($t_{cyc} = 1/f_{Bus}$)	f_{Bus}	dc	—	20	MHz
2		Internal low-power oscillator period	t_{LPO}	700		1300	μs
3		External reset pulse width ¹	t_{extrst}	$1.5 \times f_{Self_reset}$		—	ns
4		Reset low drive ²	t_{rstdrv}	$34 \times f_{Self_reset}$		—	ns
5		Active background debug mode latch setup time	t_{MSSU}	25		—	ns
6		Active background debug mode latch hold time	t_{MSH}	25		—	ns
7		IRQ/PIAx/ PIBx/PIDx pulse width Asynchronous path ² Synchronous path ³	t_{ILIH}, t_{IHIL}	100 $1.5 t_{cyc}$	—	—	ns
8		Port rise and fall time (load = 50 pF) ³ Slew rate control disabled Slew rate control enabled	t_{Rise}, t_{Fall}	— —	3 30		ns

¹ This is the shortest pulse that is guaranteed to be recognized as a reset pin request. Shorter pulses are not guaranteed to override reset requests from internal sources.

² When any reset is initiated, internal circuitry drives the reset pin low for about 34 cycles of f_{Self_reset} and then samples the level on the reset pin about 38 cycles later to distinguish external reset requests from internal requests.

³ Timing is shown with respect to 20% V_{DD} and 80% V_{DD} levels. Temperature range $-40^{\circ}C$ to $125^{\circ}C$.



Figure A-10. Reset Timing

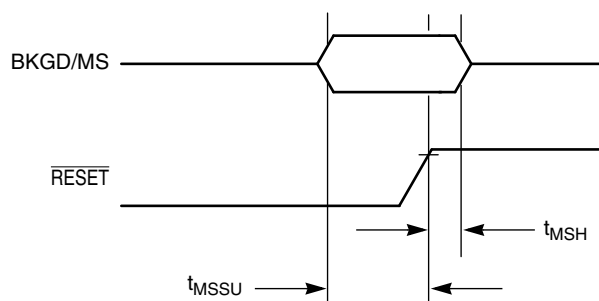


Figure A-11. Active Background Debug Mode Latch Timing

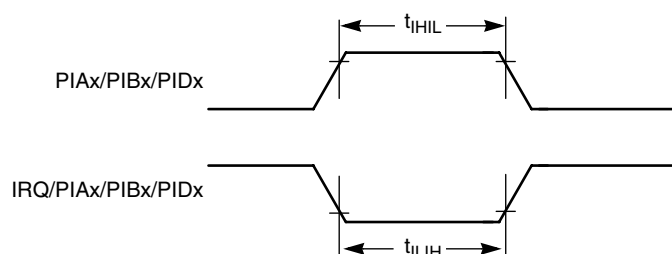


Figure A-12. Pin Interrupt Timing

A.12.2 Timer/PWM

Synchronizer circuits determine the shortest input pulses that can be recognized or the fastest clock that can be used as the optional external source to the timer counter. These synchronizers operate from the current bus rate clock.

Table A-13. TPM Input Timing

Num	C	Rating	Symbol	Min	Max	Unit
1	—	External clock frequency	f_{TPMext}	dc	$f_{\text{Bus}}/4$	MHz
2	—	External clock period	t_{TPMext}	4	—	t_{cyc}
3	D	External clock high time	t_{clkh}	1.5	—	t_{cyc}
4	D	External clock low time	t_{clkl}	1.5	—	t_{cyc}
5	D	Input capture pulse width	t_{ICPW}	1.5	—	t_{cyc}

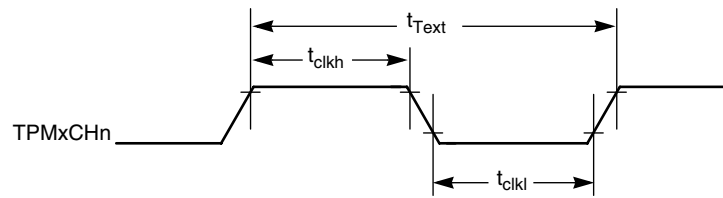


Figure A-13. Timer External Clock

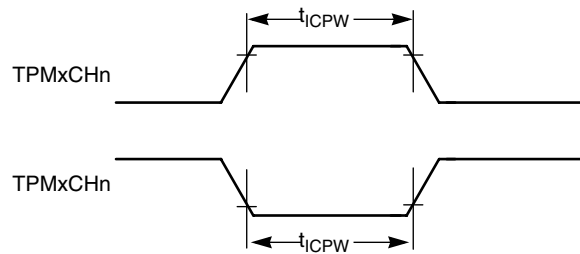


Figure A-14. Timer Input Capture Pulse

A.12.3 MSCAN

Table A-14. MSCAN Wake-up Pulse Characteristics

Num	C	Rating	Symbol	Min	Typ	Max	Unit
1	D	MSCAN Wake-up dominant pulse filtered	t_{WUP}			2	μs
2	D	MSCAN Wake-up dominant pulse pass	t_{WUP}	5			μs

A.12.4 SPI

Table A-15 and Figure A-15 through Figure A-18 describe the timing requirements for the SPI system.

Table A-15. SPI Electrical Characteristic

Num ¹	C	Rating ²	Symbol	Min	Max	Unit
1	D	Cycle time Master Slave	t_{SCK} t_{SCK}	2 4	2048 —	t_{cyc} t_{cyc}
2	D	Enable lead time Master Slave	t_{Lead} t_{Lead}	— 1/2	1/2 —	t_{SCK} t_{SCK}
3	D	Enable lag time Master Slave	t_{Lag} t_{Lag}	— 1/2	1/2 —	t_{SCK} t_{SCK}
4	D	Clock (SPSCK) high time Master and Slave	t_{SCKH}	$1/2 t_{SCK} - 25$	—	ns
5	D	Clock (SPSCK) low time Master and Slave	t_{SCKL}	$1/2 t_{SCK} - 25$	—	ns
6	D	Data setup time (inputs) Master Slave	$t_{SI(M)}$ $t_{SI(S)}$	30 30	— —	ns ns
7	D	Data hold time (inputs) Master Slave	$t_{HI(M)}$ $t_{HI(S)}$	30 30	— —	ns ns
8	D	Access time, slave ³	t_A	0	40	ns
9	D	Disable time, slave ⁴	t_{dis}	—	40	ns
10	D	Data setup time (outputs) Master Slave	t_{SO} t_{SO}	25 25	— —	ns ns
11	D	Data hold time (outputs) Master Slave	t_{HO} t_{HO}	-10 -10	— —	ns ns
12	D	Operating frequency ⁵ Master Slave	f_{op} f_{op}	$f_{Bus}/2048$ dc	$f_{Bus}/2$ $f_{Bus}/4$	Hz

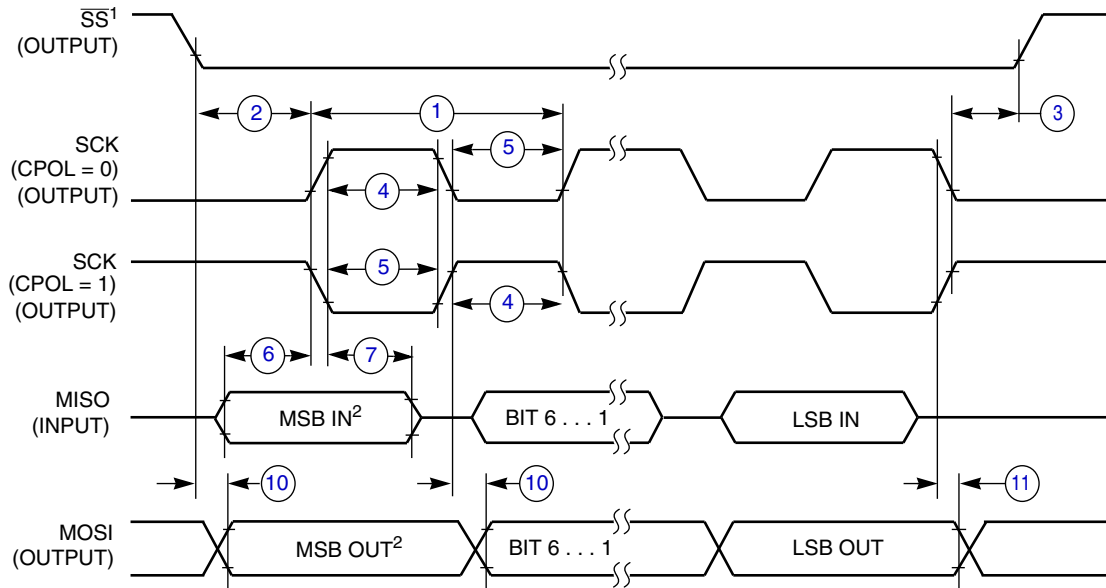
¹ Refer to Figure A-15 through Figure A-18.

² All timing is shown with respect to 20% V_{DD} and 70% V_{DD} , unless noted; 100 pF load on all SPI pins. All timing assumes slew rate control disabled and high drive strength enabled for SPI output pins.

³ Time to data active from high-impedance state.

⁴ Hold time to high-impedance state.

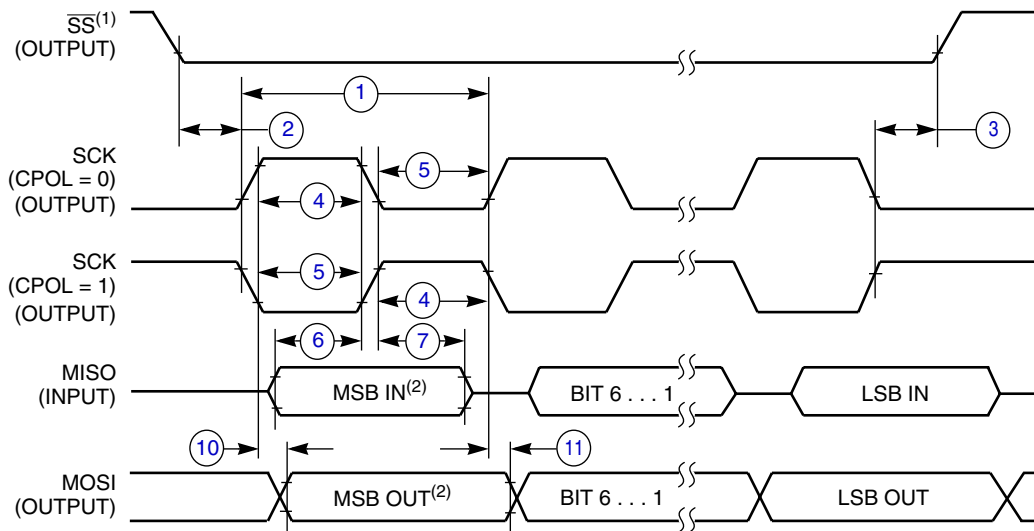
⁵ Maximum baud rate must be limited to 5 MHz due to pad input characteristics.



NOTES:

1. \overline{SS} output mode (MODFEN = 1, SSOE = 1).
2. LSBF = 0. For LSBF = 1, bit order is LSB, bit 1, ..., bit 6, MSB.

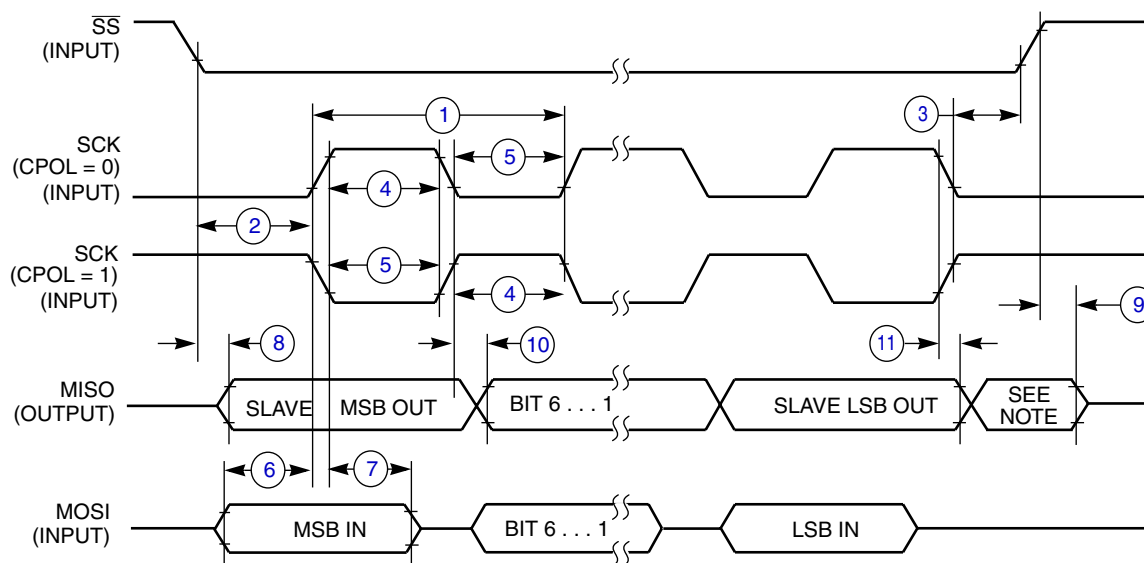
Figure A-15. SPI Master Timing (CPHA = 0)



NOTES:

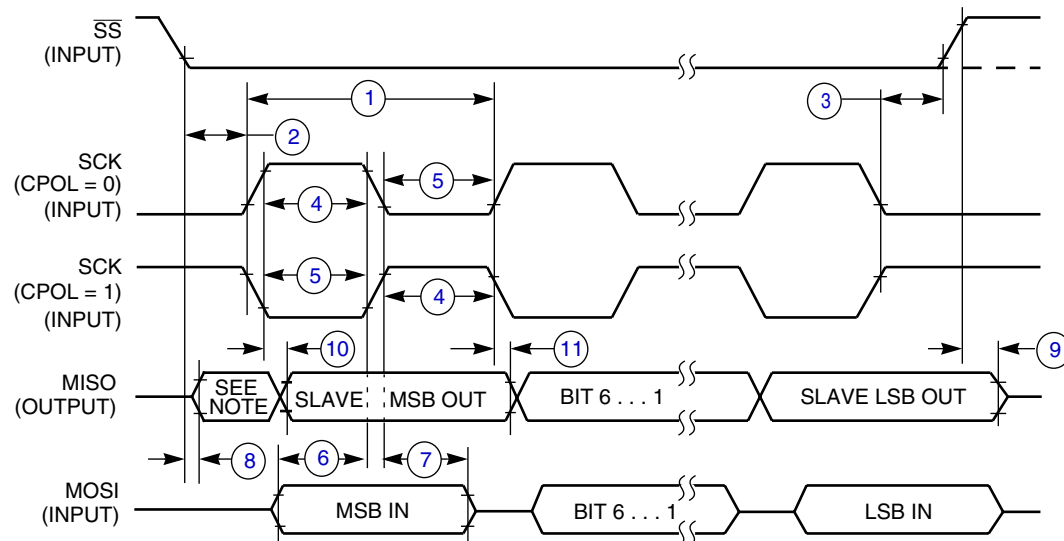
1. \overline{SS} output mode (MODFEN = 1, SSOE = 1).
2. LSBF = 0. For LSBF = 1, bit order is LSB, bit 1, ..., bit 6, MSB.

Figure A-16. SPI Master Timing (CPHA = 1)



NOTE:

1. Not defined but normally MSB of character just received

Figure A-17. SPI Slave Timing (CPHA = 0)

NOTE:

1. Not defined but normally LSB of character just received

Figure A-18. SPI Slave Timing (CPHA = 1)

A.13 FLASH and EEPROM

This section provides details about program/erase times and program-erase endurance for the FLASH and EEPROM memory.

Program and erase operations do not require any special power sources other than the normal V_{DD} supply. For more detailed information about program/erase operations, see [Chapter 4, “Memory.”](#)

NOTE

All values shown in [Table A-16](#) are preliminary and subject to further characterization.

Table A-16. FLASH and EEPROM Characteristics

Num	C	Rating	Symbol	Min	Typical	Max	Unit
1	—	Supply voltage for program/erase	$V_{\text{prog/erase}}$	2.7		5.5	V
2	—	Supply voltage for read operation $0 < f_{\text{Bus}} < 8 \text{ MHz}$ $0 < f_{\text{Bus}} < 20 \text{ MHz}$	V_{Read}	2.7		5.5	V
3	—	Internal FCLK frequency ¹	f_{FCLK}	150		200	kHz
4	—	Internal FCLK period (1/FCLK)	t_{Fcyc}	5		6.67	μs
5	—	Byte program time (random location) ⁽²⁾	t_{prog}	9			t_{Fcyc}
6	—	Byte program time (burst mode) ⁽²⁾	t_{Burst}	4			t_{Fcyc}
7	—	Page erase time ²	t_{Page}	4000			t_{Fcyc}
8	—	Mass erase time ⁽²⁾	t_{Mass}	20,000			t_{Fcyc}
9	C	FLASH Program/erase endurance ³ T_L to $T_H = -40^\circ\text{C}$ to $+125^\circ\text{C}$ $T = 25^\circ\text{C}$	n_{FLPE}	10,000	100,000	—	cycles
10	C	EEPROM Program/erase endurance ³ T_L to $T_H = -40^\circ\text{C}$ to $+0^\circ\text{C}$ T_L to $T_H = 0^\circ\text{C}$ to $+125^\circ\text{C}$ $T = 25^\circ\text{C}$	n_{EEPE}	10,000 TBD	300,000	—	cycles
11	C	Data retention ⁴	$t_{\text{D_ret}}$	15	100	—	years

¹ The frequency of this clock is controlled by a software setting.

² These values are hardware state machine controlled. User code does not need to count cycles. This information supplied for calculating approximate time to program and erase.

³ **Typical endurance** for FLASH and EEPROM is based on the intrinsic bitcell performance. For additional information on how Freescale Semiconductor defines typical endurance, please refer to Engineering Bulletin EB619, *Typical Endurance for Nonvolatile Memory*.

⁴ **Typical data retention** values are based on intrinsic capability of the technology measured at high temperature and de-rated to 25°C using the Arrhenius equation. For additional information on how Freescale Semiconductor defines typical data retention, please refer to Engineering Bulletin EB618, *Typical Data Retention for Nonvolatile Memory*.

A.14 EMC Performance

Electromagnetic compatibility (EMC) performance is highly dependant on the environment in which the MCU resides. Board design and layout, circuit topology choices, location and characteristics of external components as well as MCU software operation all play a significant role in EMC performance. The system designer should consult Freescale applications notes such as AN2321, AN1050, AN1263, AN2764, and AN1259 for advice and guidance specifically targeted at optimizing EMC performance.

A.14.1 Radiated Emissions

Microcontroller radiated RF emissions are measured from 150 kHz to 1 GHz using the TEM/GTEM Cell method in accordance with the IEC 61967-2 and SAE J1752/3 standards. The measurement is performed with the microcontroller installed on a custom EMC evaluation board while running specialized EMC test software. The radiated emissions from the microcontroller are measured in a TEM cell in two package orientations (North and East). For more detailed information concerning the evaluation results, conditions and setup, please refer to the EMC Evaluation Report for this device.

The maximum radiated RF emissions of the tested configuration in all orientations are less than or equal to the reported emissions levels.

Table A-17. Radiated Emissions

Parameter	Symbol	Conditions	Frequency	f_{osc}/f_{CPU}	Level ¹ (Max)	Unit
Radiated emissions, electric field — Conditions - TBD	V_{RE_TEM}	$V_{DD} = \text{TBD}$ $T_A = +25^{\circ}\text{C}$ 64 LQFP	0.15 – 50 MHz	4 MHz Crystal 20 MHz Bus	TBD	dB μ V
			50 – 150 MHz		TBD	
			150 – 500 MHz		TBD	
			500 – 1000 MHz		TBD	
			IEC Level		TBD	—
			SAE Level		TBD	—

¹ Data based on qualification test results.

A.14.2 Conducted Transient Susceptibility

Microcontroller transient conducted susceptibility is measured in accordance with an internal Freescale test method. The measurement is performed with the microcontroller installed on a custom EMC evaluation board and running specialized EMC test software designed in compliance with the test method. The conducted susceptibility is determined by injecting the transient susceptibility signal on each pin of the microcontroller. The transient waveform and injection methodology is based on IEC 61000-4-4 (EFT/B). The transient voltage required to cause performance degradation on any pin in the tested configuration is greater than or equal to the reported levels unless otherwise indicated by footnotes below the table.

Table A-18. Conducted Susceptibility

Parameter	Symbol	Conditions	f_{osc}/f_{bus}	Result	Amplitude ¹ (Min)	Unit
Conducted susceptibility, electrical fast transient/burst (EFT/B)	V_{CS_EFT}	$V_{DD} = \text{TBD}$ $T_A = +25^{\circ}\text{C}$ 64 LQFP	4 MHz Crystal 20 MHz Bus	A	TBD	kV
				B	TBD	
				C	TBD	
				D	TBD	

¹ Data based on qualification test results. Not tested in production.

The susceptibility performance classification is described in [Table A-19](#).

Table A-19. Susceptibility Performance Classification

Result	Performance Criteria	
A	No failure	The MCU performs as designed during and after exposure.
B	Self-recovering failure	The MCU does not perform as designed during exposure. The MCU returns automatically to normal operation after exposure is removed.
C	Soft failure	The MCU does not perform as designed during exposure. The MCU does not return to normal operation until exposure is removed and the RESET pin is asserted.
D	Hard failure	The MCU does not perform as designed during exposure. The MCU does not return to normal operation until exposure is removed and the power to the MCU is cycled.
E	Damage	The MCU does not perform as designed during and after exposure. The MCU cannot be returned to proper operation due to physical damage or other permanent performance degradation.

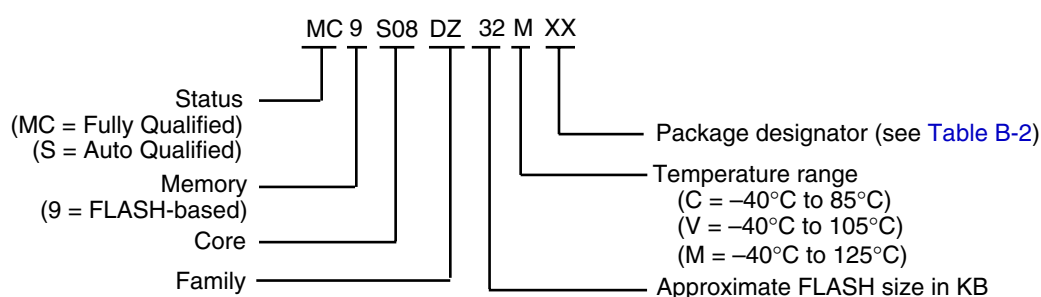
Appendix B

Ordering Information and Mechanical Drawings

B.1 Ordering Information

This section contains ordering information for MC9S08DZ60 Series devices.

Example of the device numbering system:



B.1.1 MC9S08DZ60 Series Devices

Table B-1. Devices in the MC9S08DZ60 Series

Device Number	Memory			Available Packages ¹
	FLASH	RAM	EEPROM	
MC9S08DZ60	60,032	4096	2048	64-QFN, 64-LQFP, 48-LQFP, 32-LQFP
MC9S08DZ48	49,152	3072	1536	
MC9S08DZ32	33,792	2048	1024	
MC9S08DZ16	16,896	1024	512	48-LQFP, 32-LQFP

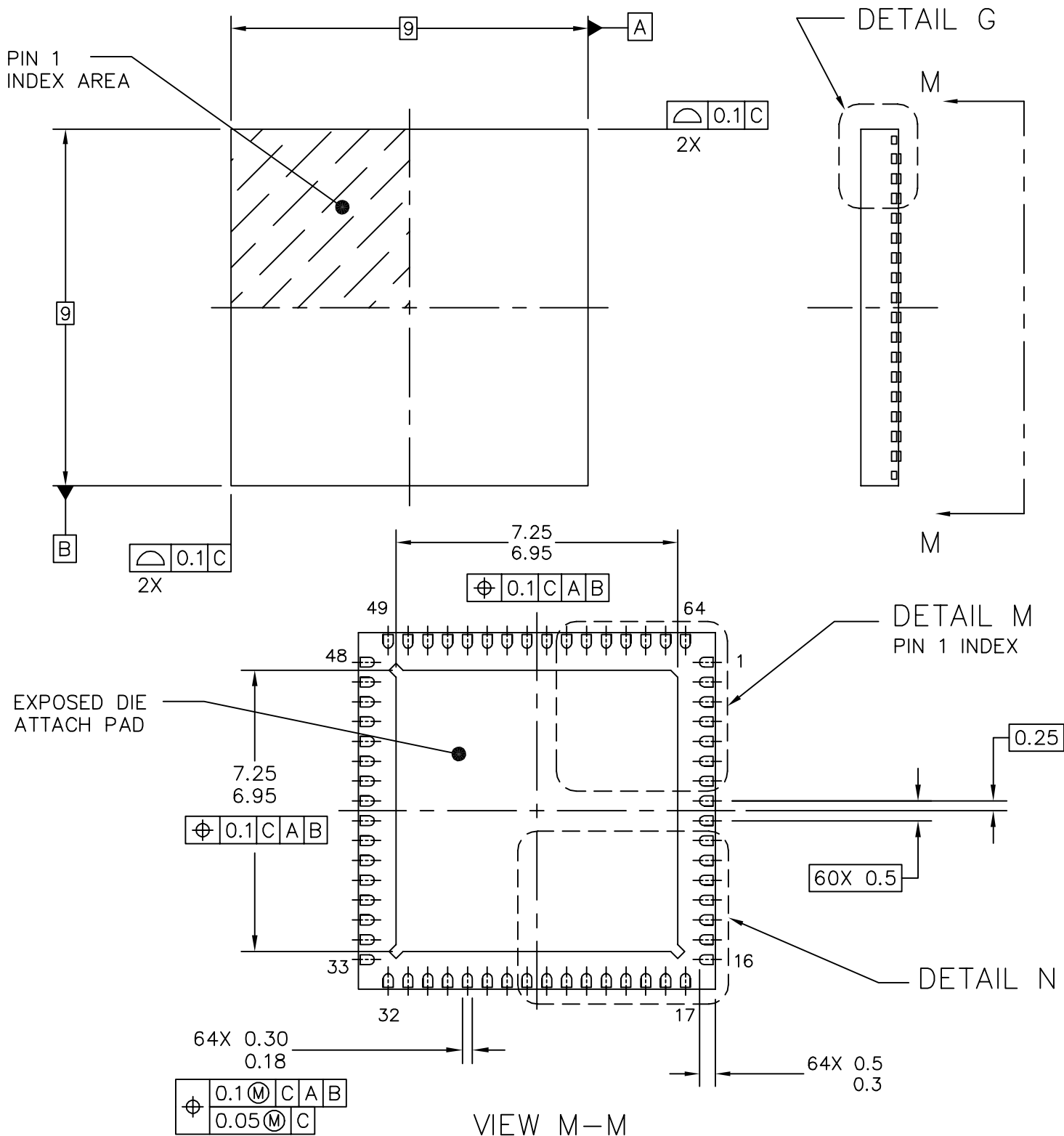
¹ See Table B-2 for package information.

B.2 Mechanical Drawings

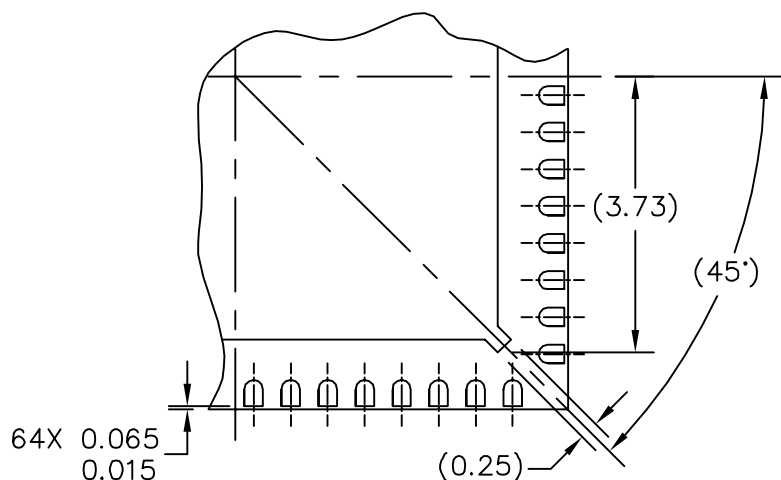
The following pages are mechanical drawings for the packages described in the following table:

Table B-2. Package Descriptions

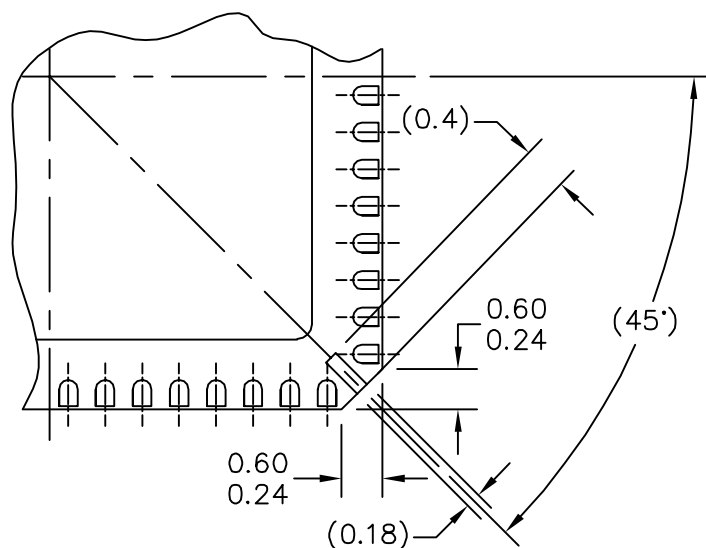
Pin Count	Type	Abbreviation	Designator	Document No.
64	Quad Flat No-Lead Package	QFN	FX	98ARL10501D
64	Low Quad Flat Package	LQFP	LH	98ASS23234W
48	Low Quad Flat Package	LQFP	LF	98ASH00962A
32	Low Quad Flat Package	LQFP	LC	98ASH70029A



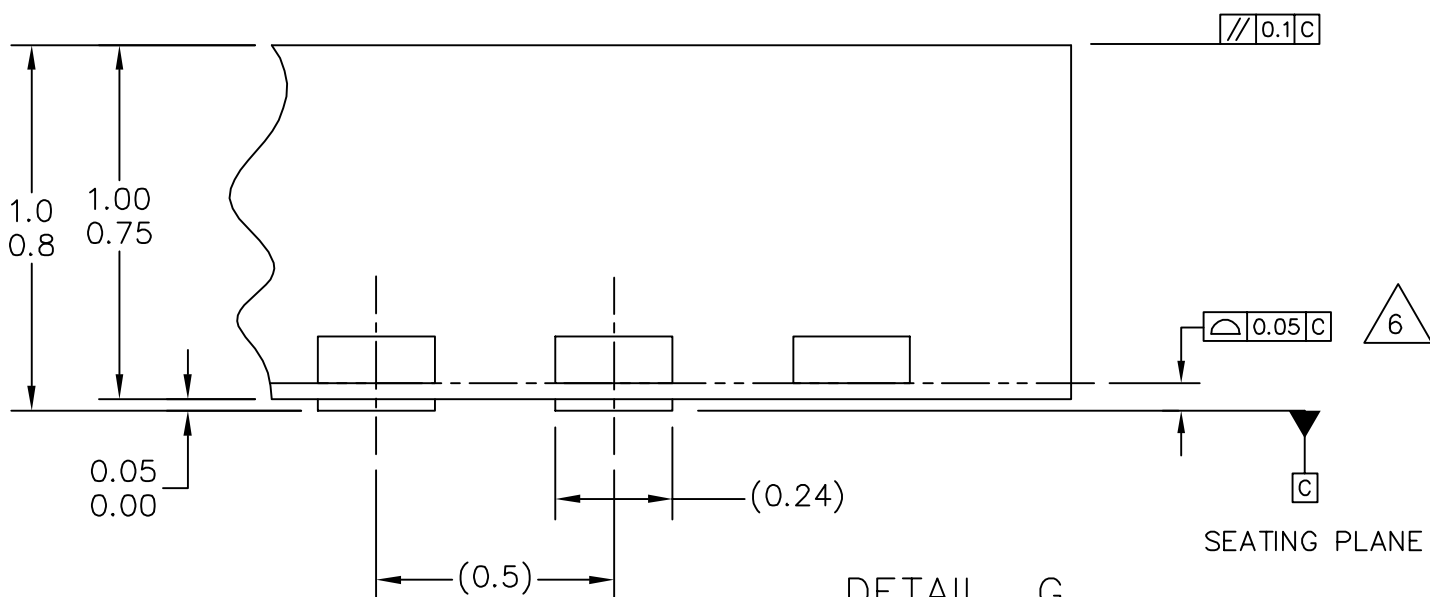
© FREESCALE SEMICONDUCTOR, INC. ALL RIGHTS RESERVED.	MECHANICAL OUTLINE		PRINT VERSION NOT TO SCALE	
TITLE: THERMALLY ENHANCED QUAD FLAT NON-LEADED PACKAGE (QFN) 64 TERMINAL, 0.5 PITCH (9 X 9 X 1)	DOCUMENT NO: 98ARL10501D		REV: A	
	CASE NUMBER: 1346-02		14 MAR 2005	
	STANDARD: NON-JEDEC			



DETAIL N
PREFERRED CORNER CONFIGURATION

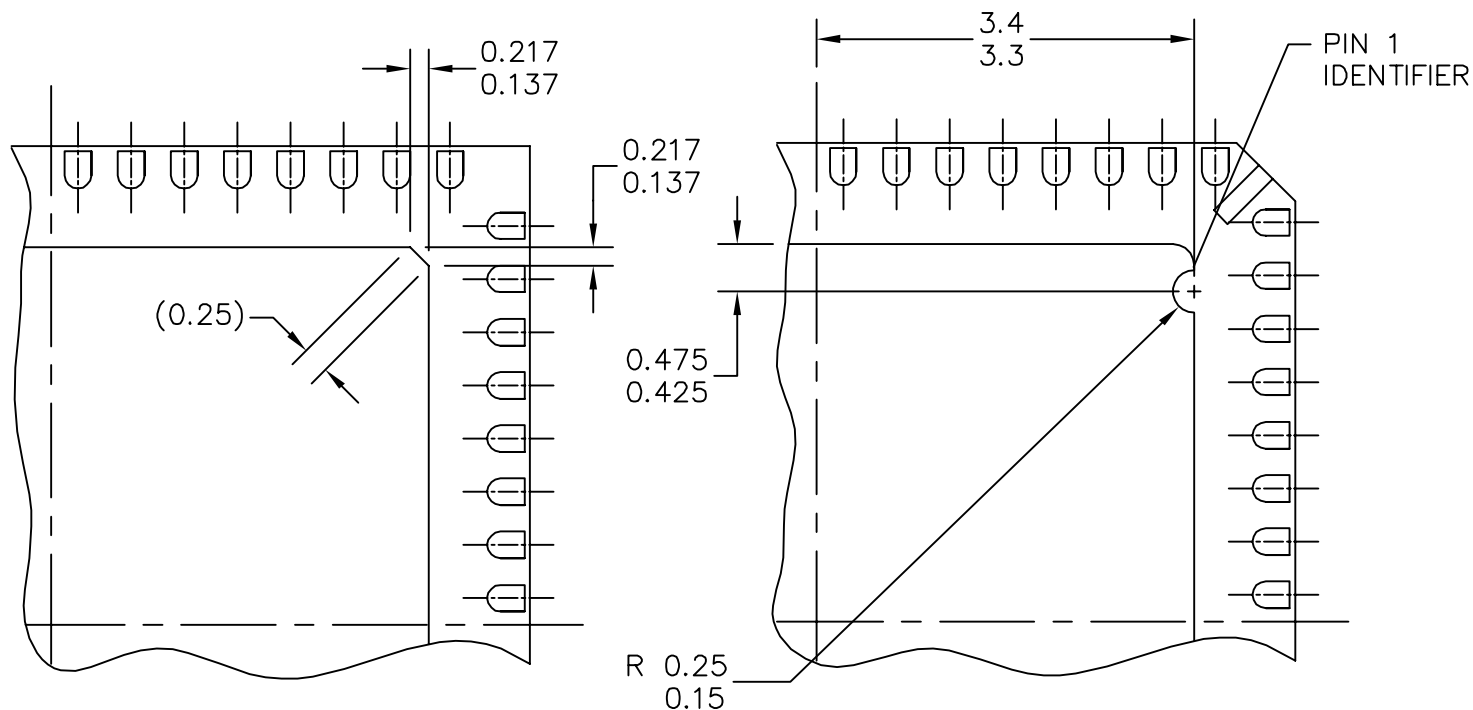


DETAIL N
CORNER CONFIGURATION OPTION



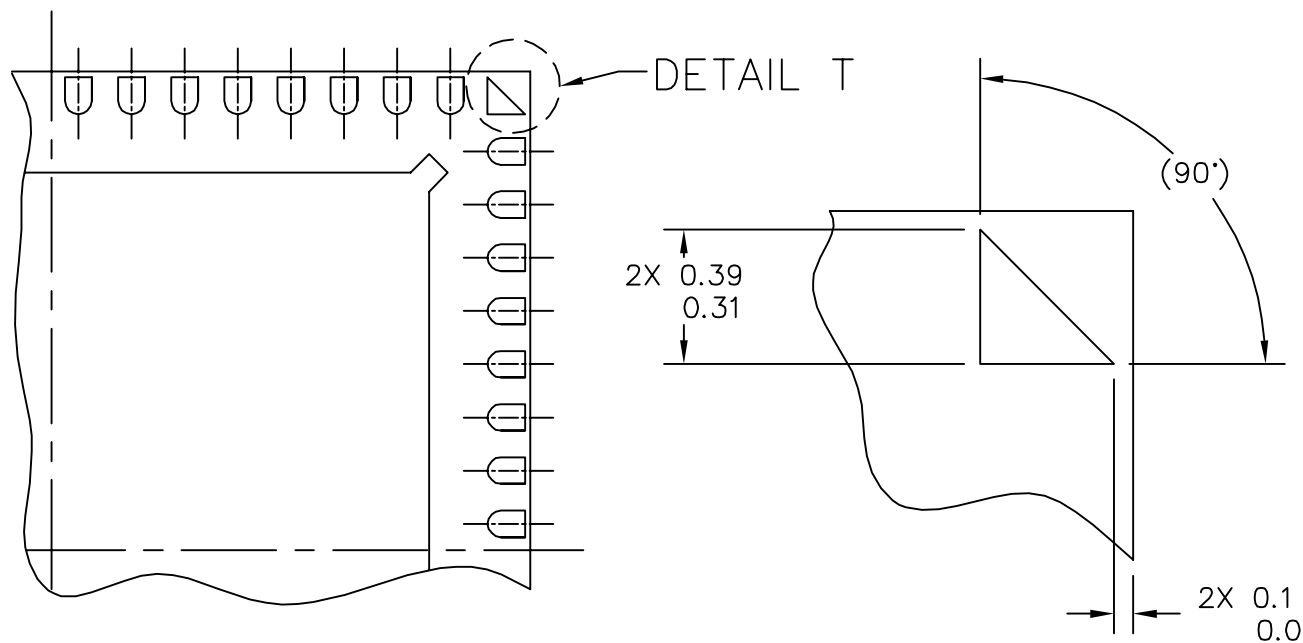
DETAIL G
VIEW ROTATED 90° CW

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	CASE NUMBER: 1346-02		14 MAR 2005
	STANDARD: NON-JEDEC		



DETAIL M
PREFERRED PIN 1 BACKSIDE IDENTIFIER

DETAIL M
PIN 1 BACKSIDE IDENTIFIER OPTION






DETAIL M
PIN 1 BACKSIDE IDENTIFIER OPTION

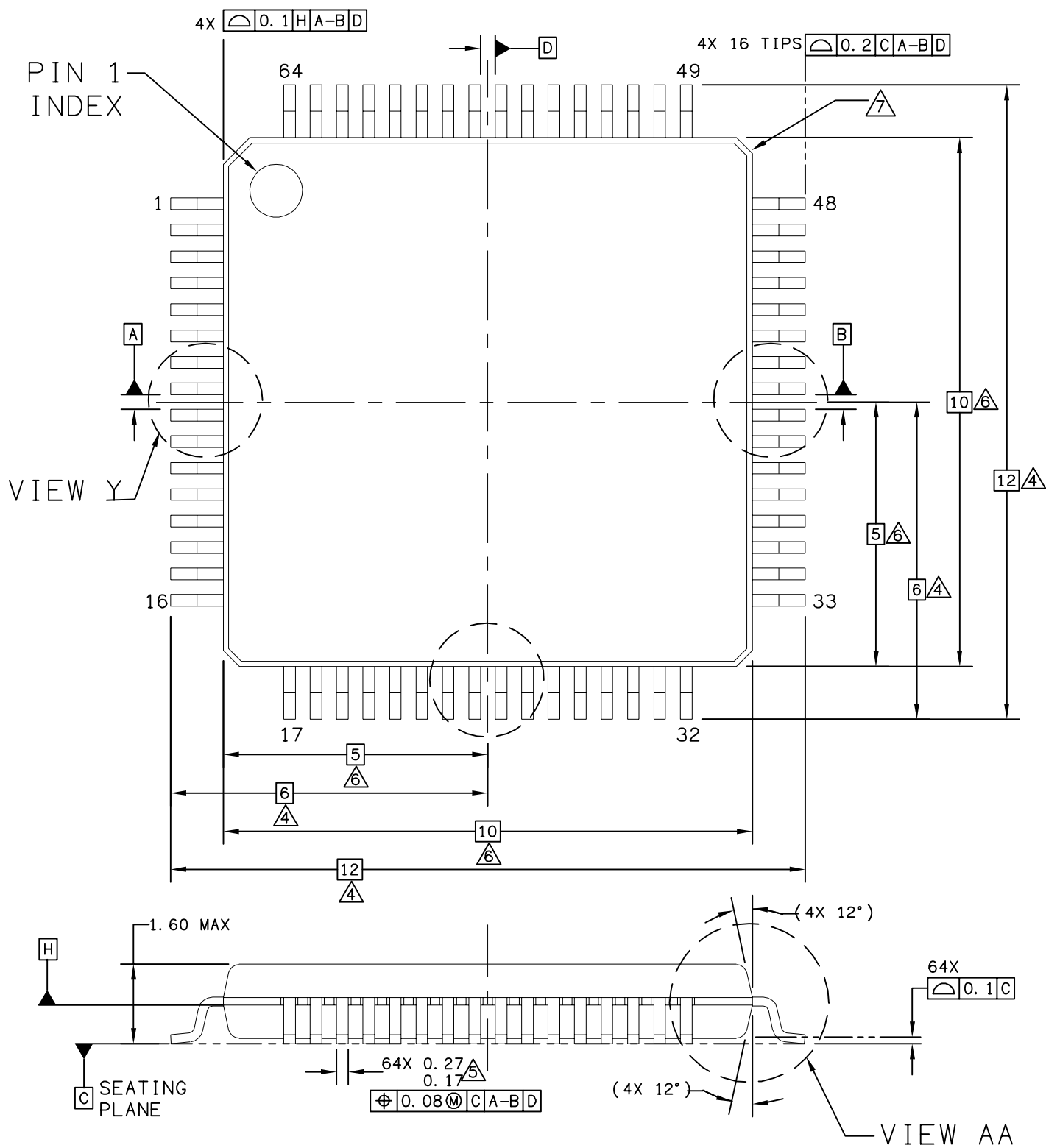
DETAIL T
PIN 1 BACKSIDE IDENTIFIER OPTION

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	STANDARD: NON-JEDEC			

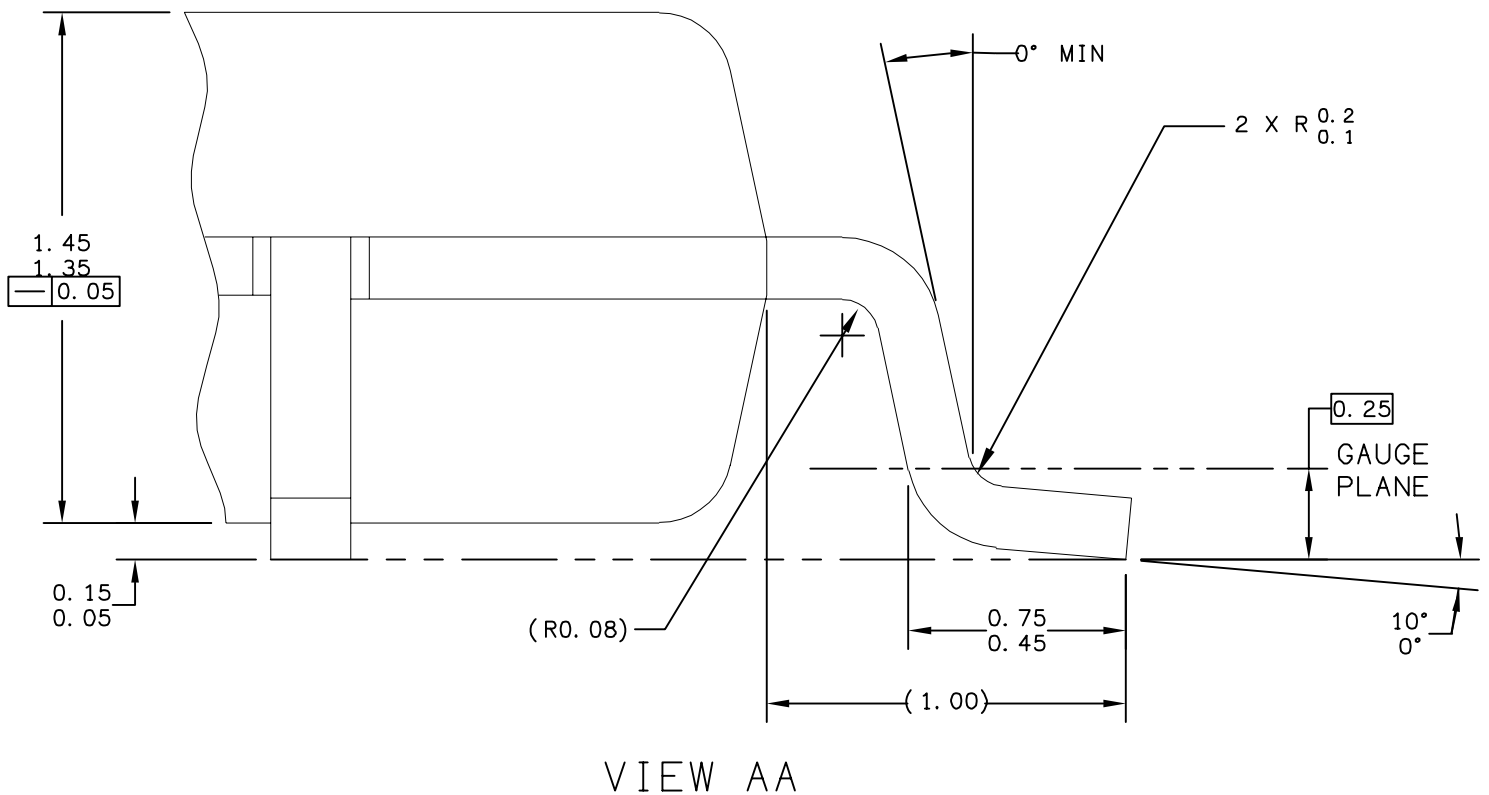
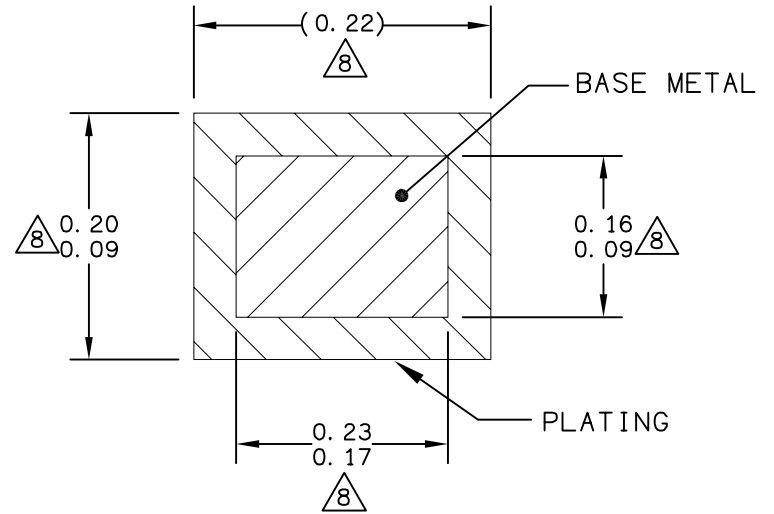
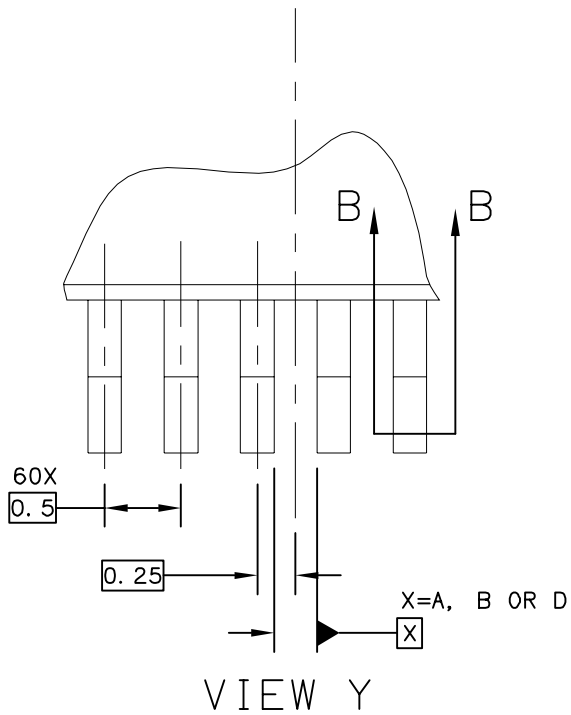
NOTES:

1. ALL DIMENSIONS ARE IN MILLIMETERS.
2. INTERPRET DIMENSIONS AND TOLERANCES PER ASME Y14.5M-1994.
3. THE COMPLETE JEDEC DESIGNATOR FOR THIS PACKAGE IS: HF-PQFN.
4.  CORNER CHAMFER MAY NOT BE PRESENT. DIMENSIONS OF OPTIONAL FEATURES ARE FOR REFERENCE ONLY.
5.  CORNER LEADS CAN BE USED FOR THERMAL OR GROUND AND ARE TIED TO THE DIE ATTACH PAD. THESE LEADS ARE NOT INCLUDED IN THE LEAD COUNT.
6.  COPLANARITY APPLIES TO LEADS, CORNER LEADS AND DIE ATTACH PAD.
7. FOR ANVIL SINGULATED QFN PACKAGES, MAXIMUM DRAFT ANGLE IS 12°.
8. MIN METAL GAP SHOULD BE 0.2MM.

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TITLE: THERMALLY ENHANCED QUAD FLAT NON-LEADED PACKAGE (QFN) 64 TERMINAL, 0.5 PITCH (9 X 9 X 1)	DOCUMENT NO: 98ARL10501D		REV: A	
	CASE NUMBER: 1346-02		14 MAR 2005	
	STANDARD: NON-JEDEC			



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TITLE: 64LD LQFP, 10 X 10 X 1.4 PKG, 0.5 PITCH, CASE OUTLINE	DOCUMENT NO: 98ASS23234W		REV: D
	CASE NUMBER: 840F-02		06 APR 2005
	STANDARD: JEDEC MS-026 BCD		



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MECHANICAL OUTLINE

PRINT VERSION NOT TO SCALE

TITLE: 64LD LQFP,
10 X 10 X 1.4 PKG,
0.5 PITCH, CASE OUTLINE

DOCUMENT NO: 98ASS23234W

REV: D

CASE NUMBER: 840F-02

06 APR 2005

STANDARD: JEDEC MS-026 BCD

NOTES:

1. DIMENSIONS ARE IN MILLIMETERS.

2. DIMENSIONING AND TOLERANCING PER ASME Y14.5M-1994.

3. DATUMS A, B AND D TO BE DETERMINED AT DATUM PLANE H.

△4. DIMENSIONS TO BE DETERMINED AT SEATING PLANE C.

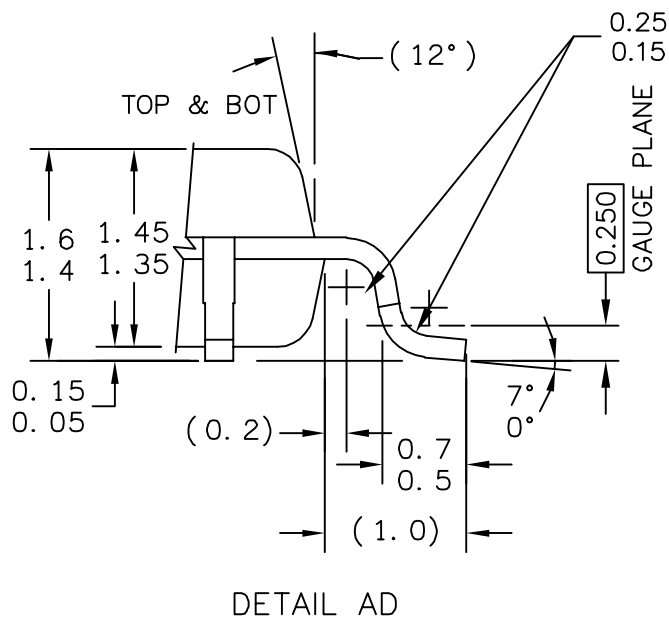
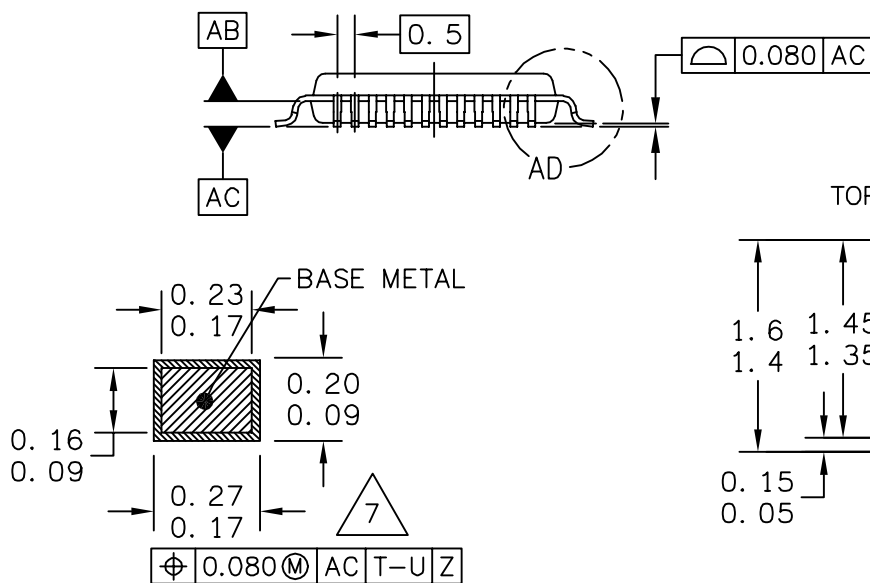
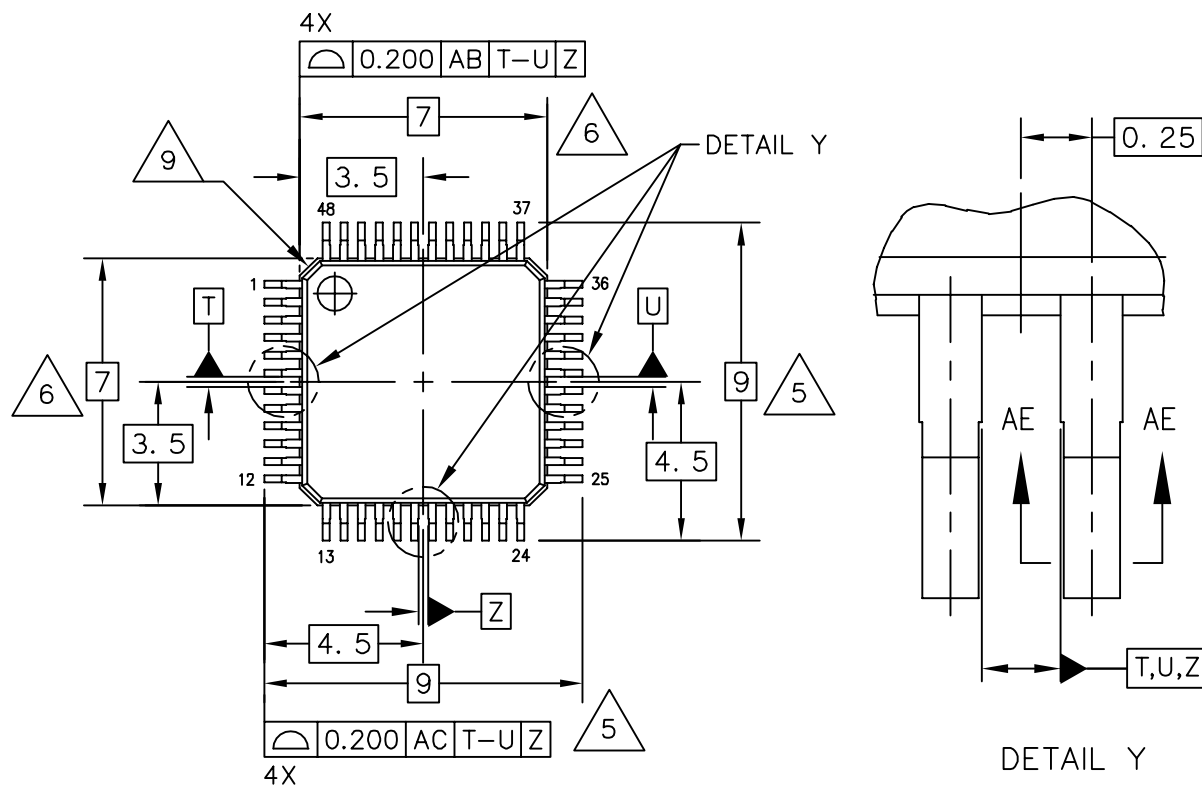
△5. THIS DIMENSION DOES NOT INCLUDE DAMBAR PROTRUSION. ALLOWABLE DAMBAR PROTRUSION SHALL NOT CAUSE THE LEAD WIDTH TO EXCEED THE UPPER LIMIT BY MORE THAN 0.08 mm AT MAXIMUM MATERIAL CONDITION. DAMBAR CANNOT BE LOCATED ON THE LOWER RADIUS OR THE FOOT. MINIMUM SPACE BETWEEN PROTRUSION AND ADJACENT LEAD SHALL NOT BE LESS THAN 0.07 mm.

△6. THIS DIMENSION DOES NOT INCLUDE MOLD PROTRUSION. ALLOWABLE PROTRUSION IS 0.25 mm PER SIDE. THIS DIMENSION IS MAXIMUM PLASTIC BODY SIZE DIMENSION INCLUDING MOLD MISMATCH.

△7. EXACT SHAPE OF EACH CORNER IS OPTIONAL.

△8. THESE DIMENSIONS APPLY TO THE FLAT SECTION OF THE LEAD BETWEEN 0.1 mm AND 0.25 mm FROM THE LEAD TIP.

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TITLE: 64LD LQFP, 10 X 10 X 1.4 PKG, 0.5 PITCH, CASE OUTLINE	DOCUMENT NO: 98ASS23234W		REV: D
	CASE NUMBER: 840F-02		06 APR 2005
	STANDARD: JEDEC MS-026 BCD		



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TITLE: LQFP, 48 LEAD, 0.50 PITCH (7.0 X 7.0 X 1.4)			DOCUMENT NO: 98ASH00962A		REV: G
			CASE NUMBER: 932-03		14 APR 2005
			STANDARD: JEDEC MS-026-BBC		

NOTES:

1. DIMENSIONS AND TOLERANCING PER ASME Y14.5M—1994.
2. CONTROLLING DIMENSION: MILLIMETER.
3. DATUM PLANE AB IS LOCATED AT BOTTOM OF LEAD AND IS COINCIDENT WITH THE LEAD WHERE THE LEAD EXITS THE PLASTIC BODY AT THE BOTTOM OF THE PARTING LINE.

4. DATUMS T, U, AND Z TO BE DETERMINED AT DATUM PLANE AB.



5. DIMENSIONS TO BE DETERMINED AT SEATING PLANE AC.



6. DIMENSIONS DO NOT INCLUDE MOLD PROTRUSION. ALLOWABLE PROTRUSION IS 0.250 PER SIDE. DIMENSIONS DO INCLUDE MOLD MISMATCH AND ARE DETERMINED AT DATUM PLANE AB.



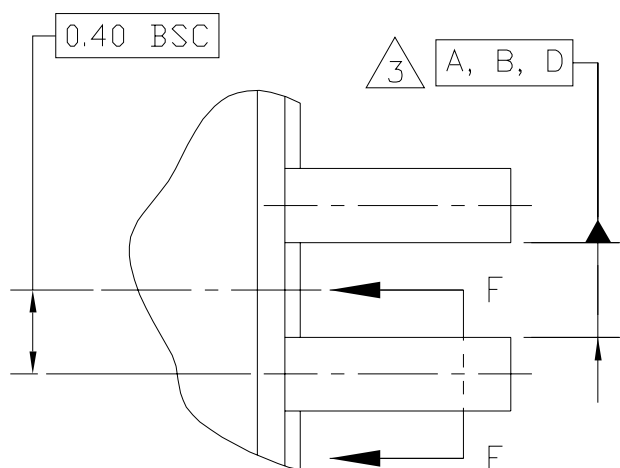
7. THIS DIMENSION DOES NOT INCLUDE DAMBAR PROTRUSION. DAMBAR PROTRUSION SHALL NOT CAUSE THE LEAD WIDTH TO EXCEED 0.350.

8. MINIMUM SOLDER PLATE THICKNESS SHALL BE 0.0076.

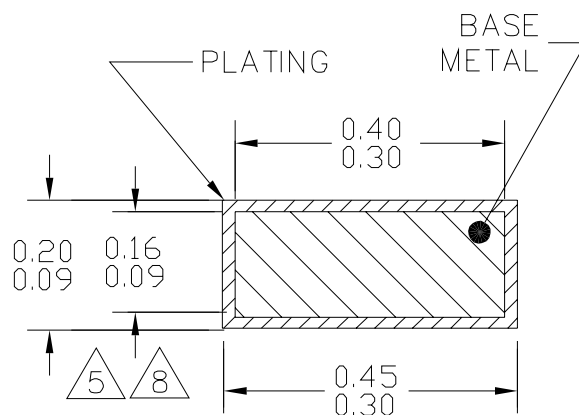


9. EXACT SHAPE OF EACH CORNER IS OPTIONAL.

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TITLE: LQFP, 48 LEAD, 0.50 PITCH (7.0 X 7.0 X 1.4)	DOCUMENT NO: 98ASH00962A		REV: G
	CASE NUMBER: 932-03		14 APR 2005
	STANDARD: JEDEC MS-026-BBC		

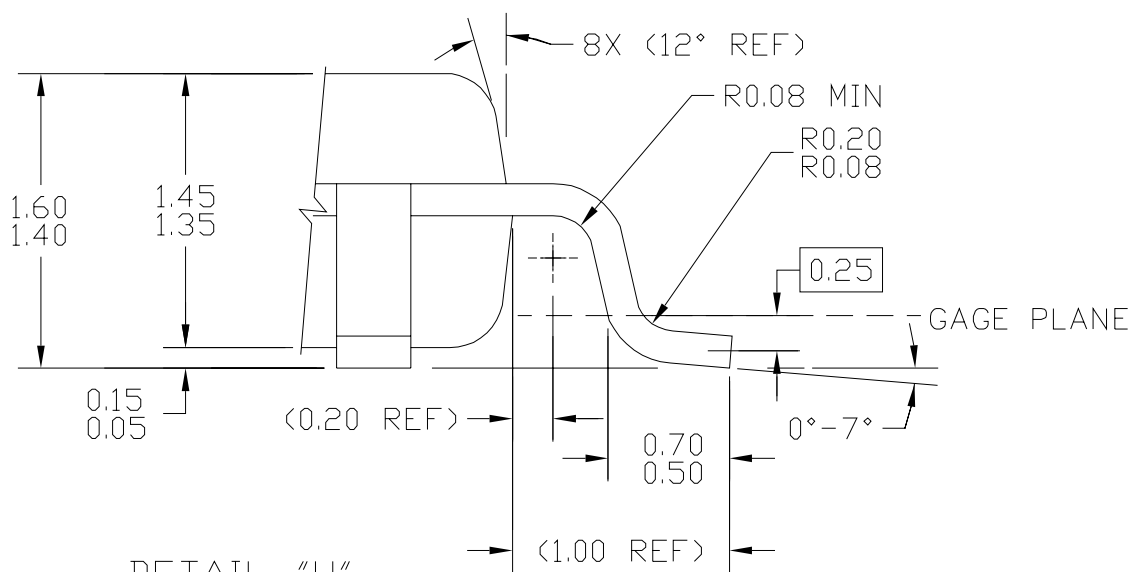


DETAIL G



⌀ 0.2 (M) C A-B D

SECTION F-F
ROTATED 90°CW
32 PLACES



DETAIL "H"

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TITLE: LOW PROFILE QUAD FLAT PACK (LQFP) 32 LEAD, 0.8 PITCH (7 X 7 X 1.4)	DOCUMENT NO: 98ASH70029A		REV: C
	CASE NUMBER: 873A-04		01 APR 2005
	STANDARD: JEDEC MS-026 BBA		

NOTES:

1. DIMENSIONS ARE IN MILLIMETERS.

2. INTERPRET DIMENSIONS AND TOLERANCES PER ASME Y14.5–1994.

△3. DATUMS A, B, AND D TO BE DETERMINED AT DATUM PLANE H.

△4. DIMENSIONS TO BE DETERMINED AT SEATING PLANE DATUM C.

△5. DIMENSION DOES NOT INCLUDE DAMBAR PROTRUSION. ALLOWABLE DAMBAR PROTRUSION SHALL NOT CAUSE THE LEAD WIDTH TO EXCEED THE MAXIMUM DIMENSION BY MORE THAN 0.08 MM. DAMBAR CANNOT BE LOCATED ON THE LOWER RADIUS OR THE FOOT. MINIMUM SPACE BETWEEN PROTRUSION AND ADJACENT LEAD OR PROTRUSION: 0.07 MM.

△6. DIMENSIONS DO NOT INCLUDE MOLD PROTRUSION. ALLOWABLE PROTRUSION IS 0.25 MM PER SIDE. DIMENSIONS ARE MAXIMUM PLASTIC BODY SIZE DIMENSIONS INCLUDING MOLD MISMATCH.

△7. EXACT SHAPE OF EACH CORNER IS OPTIONAL.

△8. THESE DIMENSIONS APPLY TO THE FLAT SECTION OF THE LEAD BETWEEN 0.1 MM AND 0.25 MM FROM THE LEAD TIP.

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