



PMS154B

8bit OTP Type IO Controller

Datasheet

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Revision History:

| Revision | Date | Description |
|----------|------------|--|
| 0.00 | 2016/08/09 | Preliminary version |
| 0.01 | 2016/11/23 | <ol style="list-style-type: none"> 1. Add Section 1.4: PMS154B-1J16A & PMS154B-M10 Package Information 2. Add Chapter 3: MSOP10 & QFN pin assignment and description |
| 1.02 | 2018/11/27 | <ol style="list-style-type: none"> 1. Updated company address & Tel No. 2. Amend Section 1.1, 1.2, 1.3 3. Add PMS154B-S08 & PMS154B-U06 Package Information 4. Add Chapter 3: SOP8 & SOT23-6 pin assignment and description 5. Open 32KHz EOSC mode 6. Amend Section 4.1 DC/AC Characteristics: V_{IH} / V_{IL} 7. Amend Section 4.3 to Section 4.14 8. Add Section 4.15 Typical power down current (I_{PD}) and power save current (I_{PS}) 9. Add Section 5.2.1 Timing charts for reset conditions 10. Amend Table 2: Three Oscillator Circuits provided by PMS154B 11. Amend Section 5.4.3, 5.4.4 and 5.4.5 12. Amend Section 5.6 Watchdog Timer 13. Amend Section 5.7 Interrupt Controller 14. Amend Section 5.8.1, 5.8.2 and 5.8.3 15. Amend Table 6: Differences in wake-up sources between Power-Save mode and Power-Down mode 16. Amend Fig. 9: Hardware diagram of comparator 17. Amend Section 5.12.2 and 5.12.3 18. Amend Fig. 17: Hardware Diagram of 11-bit PWM Generator 0 (PWMG0) 19. Amend Section 5.14.3 Equations for 11-bit PWM Generator 20. Amend Section 6.3 Clock Mode Register 21. Amend Section 6.9 Port A Digital Input Enable Register 22. Amend Section 6.10 Port B Digital Input Enable Register 23. Amend Section 6.17 MISC Register 24. Delete Section 6.18 MISC2 Register 25. Amend Section 6.27 Comparator Selection Register 26. Amend Section 6.29 PWMG0 Scalar Register 27. Amend Section 6.31 PWMG0 Counter Upper Bound Low Register 28. Delete the Symbol "pc0" in Chapter 7 29. Amend Section 7.8 Summary of Instructions Execution Cycle and delete 9.2.8 30. Amend the instruction "cneqsn a, l" in Section 7.9 31. Move Section 9.2.9 BIT definition to Section 7.10 32. Add Chapter 8 Code Options 33. Updated the link in Section 9.1 34. Amend Section 9.2.1 IO pin usage and setting 35. Amend Section 9.2.5 TIMER time out 36. Add Section 9.2.6 IHRC 37. Amend 9.2.7 and 9.2.8 38. Amend 9.3 Using ICE |

Major Differences between PMS154 and PMS154B

| Item | Function | PMS154 | PMS154B |
|------|-------------------------|---|--|
| 1 | Operating voltage range | 2.2V ~ 3.6V | 2.2V ~ 5.5V |
| 2 | LVR levels | 2.75V, 2.5V, 2.2V | 4.0V, 3.5V, 3.0V, 2.75V, 2.5V, 2.2V, 2.0V, 1.8V |
| 3 | Watchdog timeout period | 4096, 16384, 65536, 262144T _{ILRC} | 8192, 16384, 65536, 262144T _{ILRC} |

1. Features

1.1. Special Features

- ◆ General purpose series
- ◆ **Not supposed to use in AC RC step-down powered or high EFT requirement applications.**
PADAUK assumes no liability if such kind of applications can not pass the safety regulation tests.
- ◆ Operating temperature range: -20°C ~ 70°C

1.2. System Features

- ◆ 2KW OTP program memory
- ◆ 128 Bytes data RAM
- ◆ One hardware 16-bit timer
- ◆ Two hardware 8-bit timer with PWM generator
- ◆ One hardware 11-bit PWM generator
- ◆ Provide one hardware comparator
- ◆ 14 IO pins with optional pull-high resistor
- ◆ Three different IO driving capability groups to meet different application requirement
- ◆ Optional IO driving capability for each port: normal drive and low drive
- ◆ Every IO pin can be configured to enable wake-up function
- ◆ Built-in half VDD bias voltage generator to provide maximum 4x10 dots LCD display
- ◆ Clock sources: External crystal oscillator, internal high RC oscillator and internal low RC oscillator
- ◆ For every wake-up enabled IO, two optional wake-up speed are supported: normal and fast
- ◆ Eight levels of LVR: 4.0V, 3.5V, 3.0V, 2.75V, 2.5V, 2.2V, 2.0V, 1.8V
- ◆ Two external interrupt pins

1.3. CPU Features

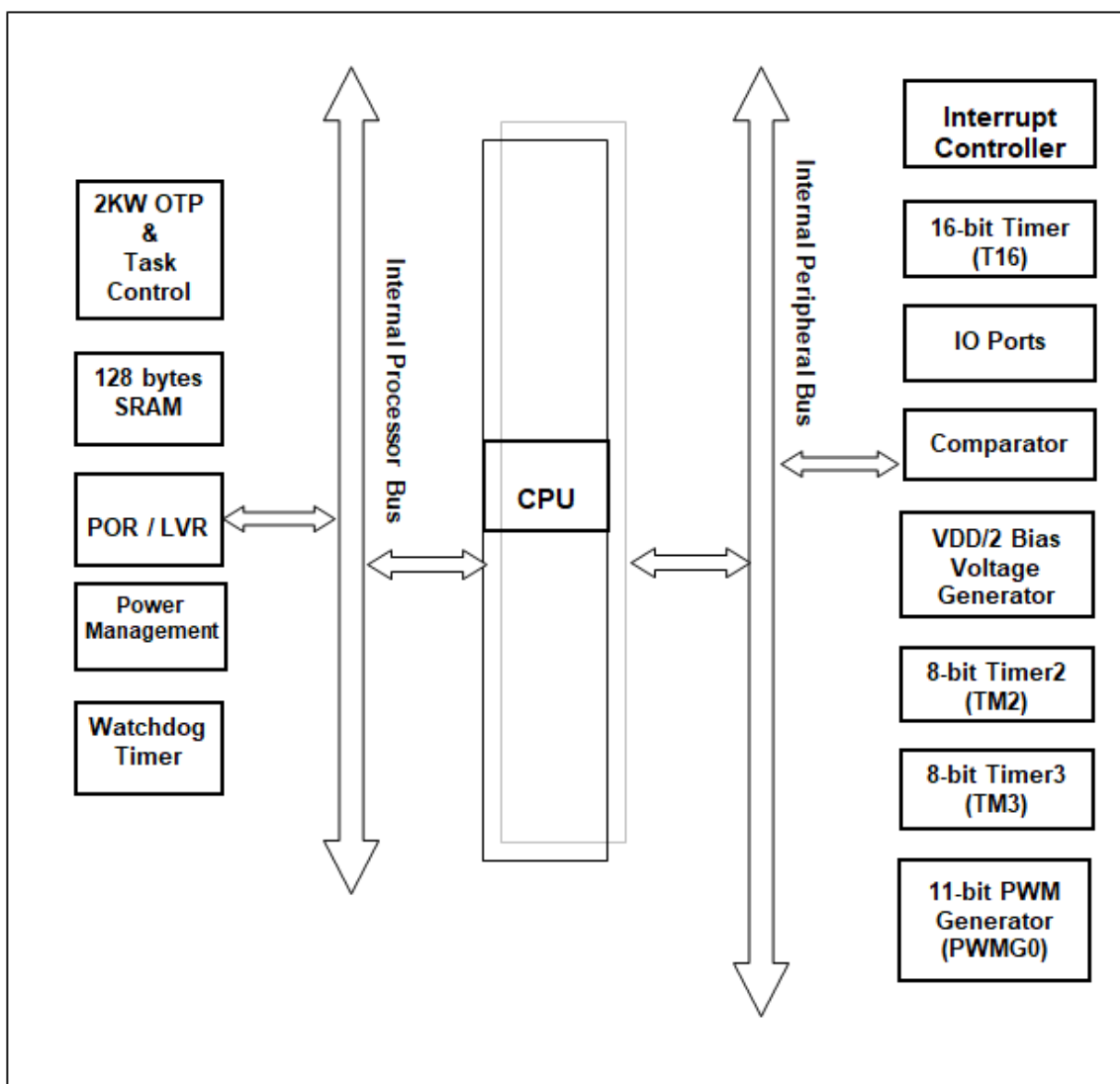
- ◆ One processing unit operating mode
- ◆ Most instructions are 1T execution cycle
- ◆ Programmable stack pointer and adjustable stack level
- ◆ Direct and indirect addressing modes for data access. Data memories are available for use as an index pointer of Indirect addressing mode
- ◆ IO space and memory space are independent

1.4. Package Information

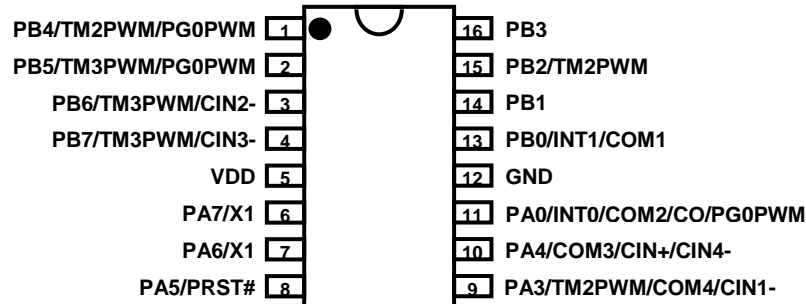
- ◆ PMS154B-S16: SOP16 (150mil)
- ◆ PMS154B-D16: DIP16 (300mil)
- ◆ PMS154B-1J16A: QFN3*3-16pin (0.5 pitch)
- ◆ PMS154B-S14: SOP14 (150mil)
- ◆ PMS154B-M10: MSOP10 (118mil)
- ◆ PMS154B-S08: SOP8 (150mil)
- ◆ PMS154B-U06: SOT23-6 (60mil)

2. General Description and Block Diagram

The PMS154B is an IO-Type, fully static, OTP-based CMOS 8-bit microcontroller; it employs RISC architecture and most the instructions are executed in one cycle except that few instructions are two cycles that handle indirect memory access. 2KW OTP program memory and 128 bytes data SRAM are inside, one hardware 16-bit timer, two hardware 8-bit timers with PWM generation (Timer2, Timer3) and one hardware 11-bit timers with PWM generation (PWMG0) is also included, PMS154B also supports one hardware comparator and VDD/2 bias voltage generator for LCD display application.

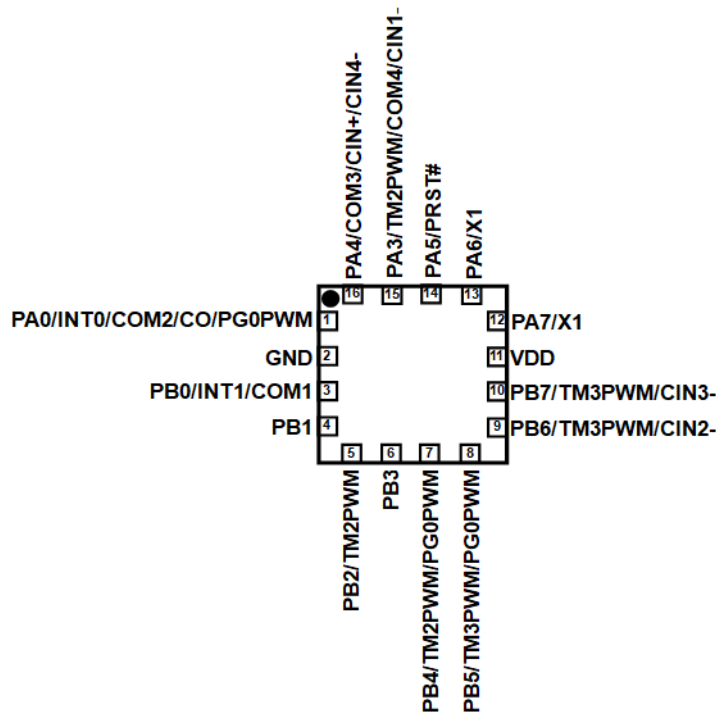


3. Pin Definition and Functional Description

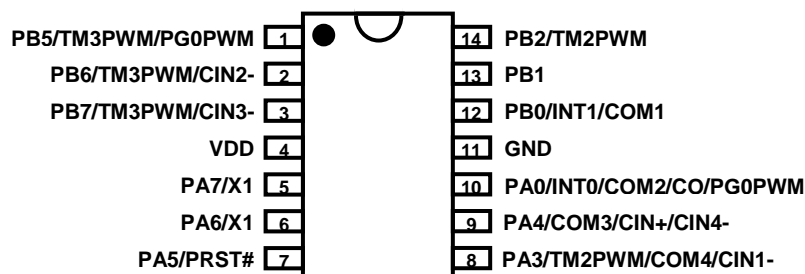


PMS154B-S16: SOP16 (150mil)

PMS154B-D16: DIP16 (300mil)



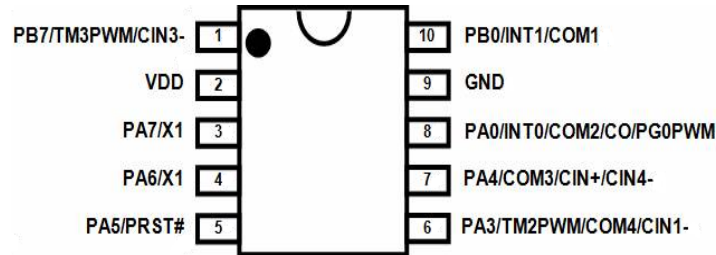
PMS154B-1J16A (QFN3*3-16P-0.5pitch)



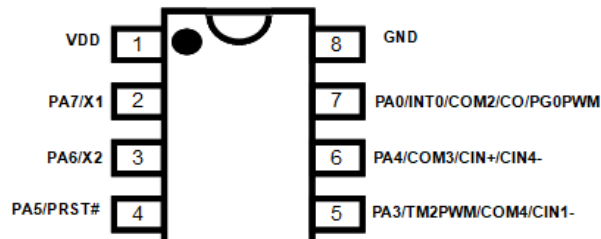
PMS154B-S14: SOP14(150mil)

PMS154B

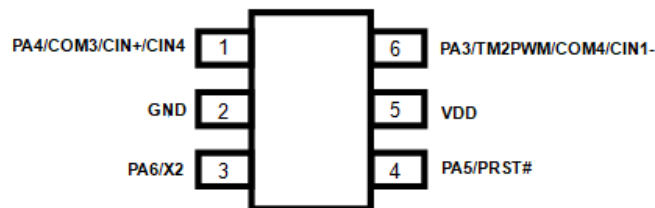
8bit IO-Type Controller



PMS154B-M10: MSOP10 (118mil)



PMS154B-S08 (SOP8-150mil)



PMS154B-U06 (SOT23-6 60mil)

| Pin Name | Pin & Buffer Type | Description |
|----------|--------------------------------|--|
| PA7 / X1 | IO ST / CMOS / Analog | This pin can be used as: (1) Bit 7 of port A. It can be configured as digital input or two-state output, with pull-up resistor by software independently (2) X1 when crystal oscillator is used When this pin is configured as crystal oscillator function, please use bit 7 of register padier to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 7 of padier register is "0". |
| PA6 / X2 | IO ST / CMOS / Analog | This pin can be used as: (1) Bit 6 of port A. It can be configured as digital input or two-state output, with pull-up resistor by software independently. (2) X2 when crystal oscillator is used. When this pin is configured as crystal oscillator function, please use bit 6 of register padier to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 6 of padier register is "0". |

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8bit IO-Type Controller

| Pin Name | Pin & Buffer Type | Description |
|---|--------------------------------|--|
| PA5 / PRST# | IO ST / CMOS | <p>This pin can be used as:</p> <p>(1) Bit 5 of port A. It can be configured as digital input or open-drain output, with pull-up resistor.</p> <p>(2) Hardware reset.</p> <p>This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 5 of padier register is "0".</p> <p><u>Please put 33Ω resistor in series to have high noise immunity when this pin is in input mode.</u></p> |
| PA4 / CIN+ / COM3 / CIN4- | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <p>(1) Bit 4 of port A. It can be configured as digital input or two-state output, with pull-up resistor by software independently</p> <p>(2) Plus input source of comparator.</p> <p>(3) Minus input source 4 of comparator.</p> <p>(4) COM3 to provide $(1/2 V_{DD})$ for_LCD display</p> <p>When this pin is configured as analog input, please use bit 4 of register padier to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 4 of padier register is "0".</p> |
| PA3 / TM2PWM / COM4 / CIN1- | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <p>(1) Bit 3 of port A. It can be configured as digital input or two-state output, with pull-up resistor by software independently.</p> <p>(2) Minus input source 1 of comparator.</p> <p>(3) Output of 8-bit Timer2 (TM2)</p> <p>(4) COM4 to provide $(1/2 V_{DD})$ for_LCD display</p> <p>When this pin is configured as analog input, please use bit 3 of register padier to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 3 of padier register is "0".</p> |
| PA0 / INT0 / PG0PWM / CO / COM2 | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <p>(1) Bit 0 of port A. It can be configured as digital input or two-state output, with pull-up resistor by software independently.</p> <p>(2) External interrupt line 0. <u>Both rising edge and falling edge are accepted to request interrupt service.</u></p> <p>(3) Output of comparator</p> <p>(4) Output of 11-bit PWM generator PWMG0</p> <p>(5) COM2 to provide $(1/2 V_{DD})$ for_LCD display</p> <p>When this pin is configured as analog input, please use bit 0 of register padier to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 0 of padier register is "0".</p> |

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| Pin Name | Pin & Buffer Type | Description |
|-----------------------------|--------------------------------|--|
| PB7 / TM3PWM / CIN3- | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <ol style="list-style-type: none"> (1) Bit 7 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently. (2) Minus input source 3 of comparator. (3) Output of 8-bit timer Timer3 (TM3) <p>When this pin is configured as analog input, please use bit 7 of register <i>pbdierr</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 7 of <i>pbdierr</i> register is "0".</p> |
| PB6 / TM3PWM / CIN2- | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <ol style="list-style-type: none"> (1) Bit 6 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently. (2) Minus input source 2 of comparator. (3) Output of 8-bit timer Timer3 (TM3) <p>When this pin is configured as analog input, please use bit 6 of register <i>pbdierr</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 6 of <i>pbdierr</i> register is "0".</p> |
| PB5 / TM3PWM / PG0PWM | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <ol style="list-style-type: none"> (1) Bit 5 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently. (2) Output of 8-bit timer Timer3 (TM3) (3) Output of 11-bit PWM generator PWMG0 <p>When this pin is configured as analog input, please use bit 5 of register <i>pbdierr</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 5 of <i>pbdierr</i> register is "0".</p> |
| PB4 / TM2PWM / PG0PWM | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <ol style="list-style-type: none"> (1) Bit 4 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently. (2) Output of 8-bit timer Timer2 (TM2) (3) Output of 11-bit PWM generator PWMG0 <p>When this pin is configured as analog input, please use bit 4 of register <i>pbdierr</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 4 of <i>pbdierr</i> register is "0".</p> |

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| Pin Name | Pin & Buffer Type | Description |
|--|--------------------------------|--|
| PB3 | IO ST / CMOS / | <p>This pin can be used as:</p> <p>(1) Bit 3 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently.</p> <p>When this pin is configured as analog input, please use bit 3 of register <i>pbdier</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 3 of <i>pbdier</i> register is "0".</p> |
| PB2 / TM2PWM | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <p>(1) Bit 2 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently.</p> <p>(2) Output of 8-bit timer Timer2 (TM2)</p> <p>When this pin is configured as analog input, please use bit 2 of register <i>pbdier</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 2 of <i>pbdier</i> register is "0".</p> |
| PB1 | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <p>(1) Bit 1 of port B. It can be configured as digital input or two-state output, with pull-up resistor by software independently.</p> <p>When this pin is configured as analog input, please use bit 1 of register <i>pbdier</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 1 of <i>pbdier</i> register is "0".</p> |
| PB0 / INT1 / COM1 | IO ST / CMOS / Analog | <p>This pin can be used as:</p> <p>(1) Bit 0 of port A. It can be configured as digital input or two-state output, with pull-up resistor by software independently.</p> <p>(2) External interrupt line 1. <u>Both rising edge and falling edge are accepted to request interrupt service.</u></p> <p>(3) COM1 to provide $(1/2 V_{DD})$ for LCD display</p> <p>When this pin is configured as analog input, please use bit 0 of register <i>pbdier</i> to disable the digital input to prevent current leakage. This pin can be used to wake-up system during sleep mode; however, wake-up function is also disabled if bit 0 of <i>pbdier</i> register is "0".</p> |
| VDD | | Positive power |
| GND | | Ground |
| Notes: IO: Input/ Output; ST: Schmitt Trigger input; Analog: Analog input pin; CMOS: CMOS voltage level | | |

4. Device Characteristics

4.1. DC/AC Characteristics

All data are acquired under the conditions of $V_{DD}=3.3V$, $f_{SYS}=2MHz$ unless noted.

| Symbol | Description | Min | Typ | Max | Unit | Conditions($T_a=25^{\circ}C$) |
|----------------|--|--------------|-----------------|----------------------------|----------------|--|
| V_{DD} | Operating Voltage | 2.2* | | 5.5 | V | * Subject to LVR tolerance |
| LVR% | Low Voltage Reset tolerance | -5 | | 5 | % | |
| f_{SYS} | System clock (CLK)* = IHRC/2 IHRC/4 IHRC/8 ILRC | 0 0 0 | | 8M 4M 2M | Hz | $V_{DD} \geq 3.5V$ $V_{DD} \geq 2.5V$ $V_{DD} \geq 2.2V$ $V_{DD} = 3V$ |
| I_{OP} | Operating Current | | 0.3 12 10 | | mA uA uA | $f_{SYS}=IHRC/16=1MIPS@3V$ $f_{SYS}=ILRC=70KHz@3V$ $f_{SYS}=EOSC=32KHz@3V$ |
| I_{PD} | Power Down Current (by stopsys command) | | 0.5 | | uA | $f_{SYS}=0Hz$, $V_{DD}=3.3V$ |
| I_{PS} | Power Save Current (by stopexe command) *Disable IHRC | | 5 | | uA | $V_{DD}=3.3V$ |
| V_{IL} | Input low voltage for IO lines | 0 | | $0.2V_{DD}$ $0.1V_{DD}$ | V | PA5 Others IO |
| V_{IH} | Input high voltage for IO lines | $0.7 V_{DD}$ | | V_{DD} | | |
| I_{OL} | IO lines sink current (normal) | | | | | |
| | *PA0,PA3,PA4,PB2,PB5,PB6 | | 10 | | mA | $V_{DD}=3.3V$, $V_{OL}=0.33V$ |
| | *PA6,PA7,PB0,PB1,PB3,PB4,PB7 | | 6 | | | |
| | *PA5 | | 5 | | | |
| | IO lines sink current (low) | | | | | |
| | *PA5 | | 5 | | mA | $V_{DD}=3.3V$, $V_{OL}=0.33V$ |
| *Others | | 2 | | | | |
| I_{OH} | IO lines drive current (normal) | | -5 | | mA | $V_{DD}=3.3V$, $V_{OH}=2.97V$ |
| | IO lines drive current (low) | | -1.6 | | | |
| V_{IN} | Input voltage | -0.3 | | $V_{DD}+0.3$ | V | |
| $I_{INJ(PIN)}$ | Injected current on pin | | | 1 | mA | $V_{DD} + 0.3 \geq V_{IN} \geq -0.3$ |
| R_{PH} | Pull-high Resistance | | 200 | | K Ω | $V_{DD}=3.3V$ |
| f_{IHRC} | Frequency of IHRC after calibration * | 15.84* | 16* | 16.16* | MHz | @ $25^{\circ}C$ |
| | | 15.20* | 16* | 16.80* | | $V_{DD}=2V\sim 5.5V$, $-20^{\circ}C < T_a < 70^{\circ}C$ * |
| t_{INT} | Interrupt pulse width | 30 | | | ns | $V_{DD}=3.3V$ |
| V_{DR} | RAM data retention voltage* | 1.5 | | | V | In power-down mode |

| Symbol | Description | Min | Typ | Max | Unit | Conditions($T_a=25^{\circ}C$) |
|-----------|-------------------------|-----|-------|-----|------------|---------------------------------|
| t_{WDT} | Watchdog timeout period | | 8192 | | T_{ILRC} | misc[1:0]=00 (default) |
| | | | 16384 | | | misc[1:0]=01 |

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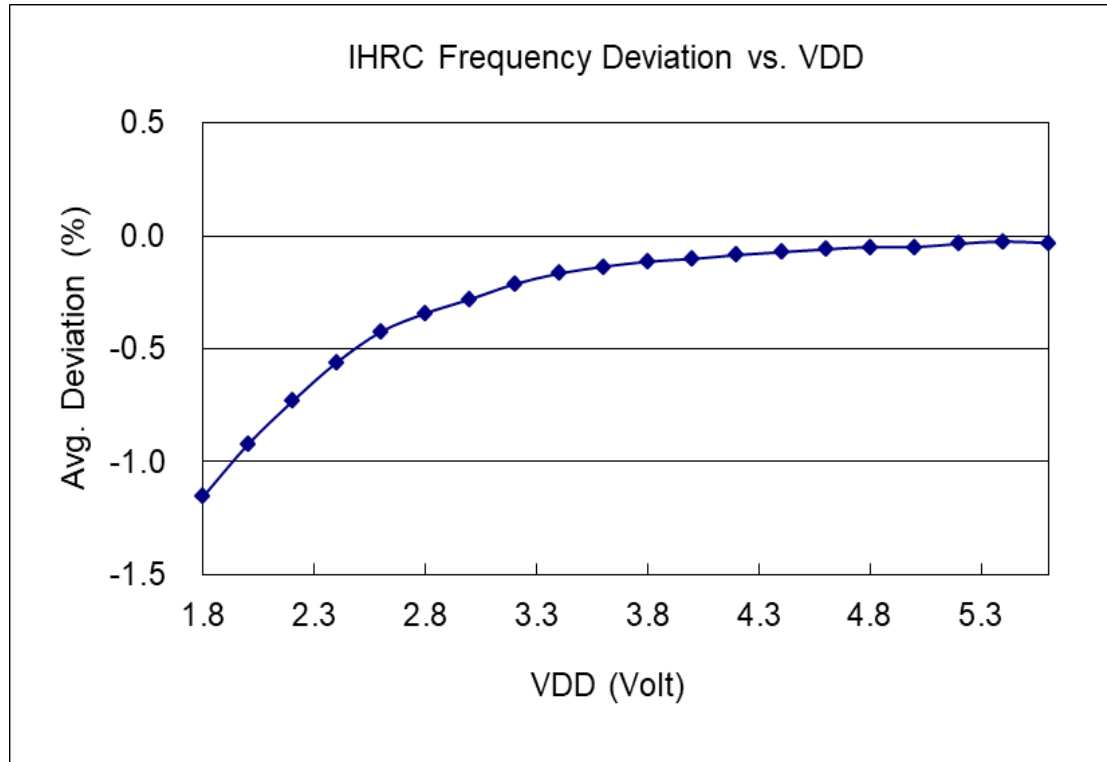
| | | | | | | |
|-------------------|--|-----|--------|----------------------|-------------------|--|
| | | | 65536 | | | misc[1:0]=10 |
| | | | 262144 | | | misc[1:0]=11 |
| t _{SBP} | System boot-up period from power-on for Normal boot-up | | 47 | | ms | @ V _{DD} =5V |
| | System boot-up period from power-on for Fast boot-up | | 780 | | us | |
| t _{WUP} | Wake-up time period for fast wake-up | | 45 | | T _{ILRC} | Where T _{ILRC} is the time period of ILRC |
| | Wake-up time period for normal wake-up | | 3000 | | | |
| t _{RST} | External reset pulse width | 120 | | | us | |
| CP _{os} | Comparator offset* | - | ±10 | ±20 | mV | |
| CP _{cm} | Comparator input common mode* | 0 | | V _{DD} -1.5 | V | |
| CP _{spt} | Comparator response time** | | 100 | 500 | ns | Both rising and falling |
| CP _{mc} | Stable time to change comparator mode | | 2.5 | 7.5 | us | |
| CP _{cs} | Comparator current consumption | | 20 | | uA | V _{DD} = 3.3V |

*These parameters are for design reference, not tested for every chip.

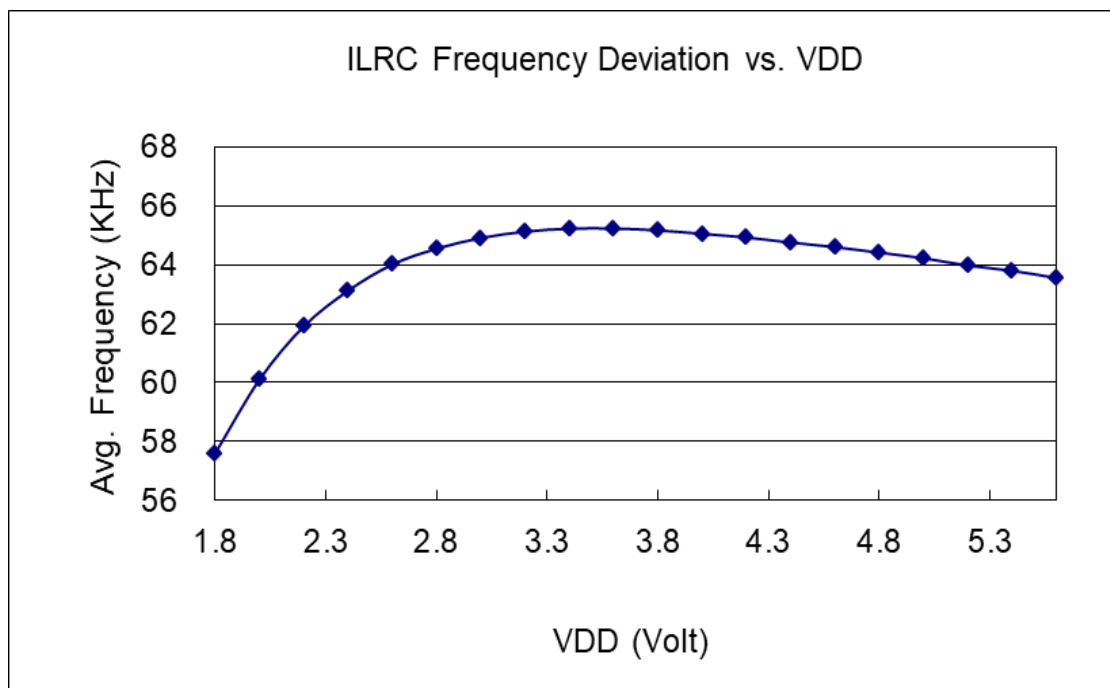
4.2. Absolute Maximum Ratings

- Supply Voltage 2.2V ~ 5.5V (Maximum Rating: 5.5V)
*If V_{DD} is over the maximum rating, it may lead to a permanent damage of IC.
- Input Voltage -0.3V ~ V_{DD} + 0.3V
- Operating Temperature -20°C ~ 70°C
- Storage Temperature -50°C ~ 125°C
- Junction Temperature 150°C

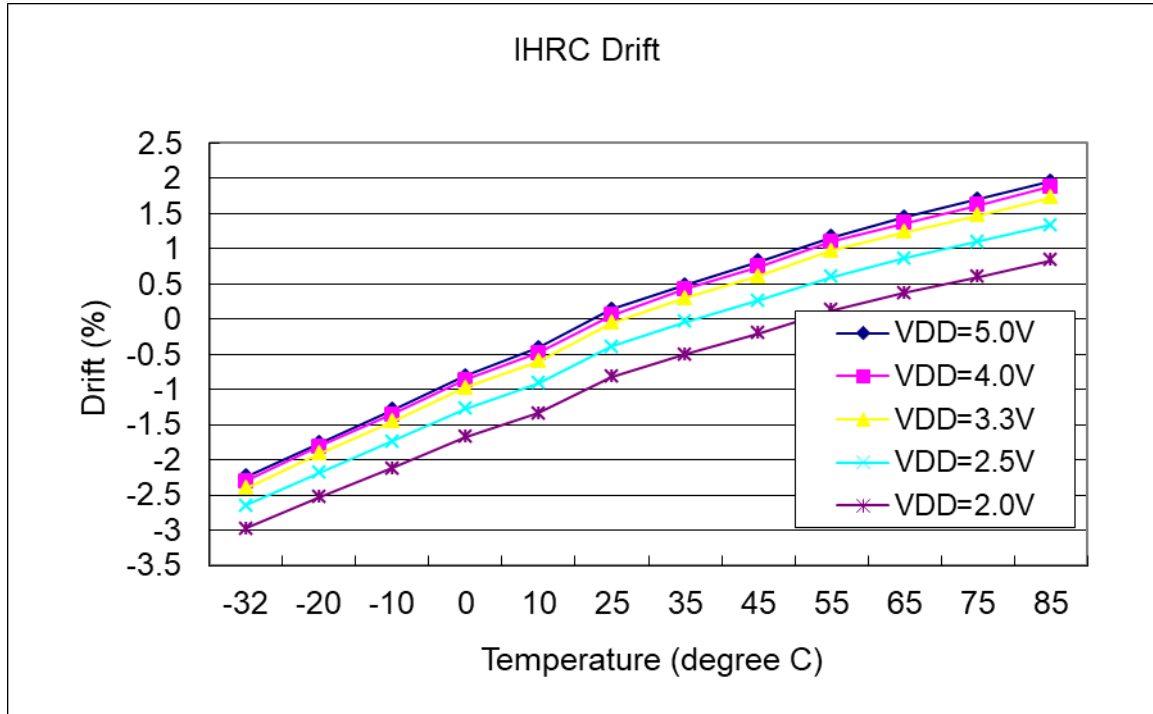
4.3. Typical IHRC Frequency vs. VDD (calibrated to 16MHz)



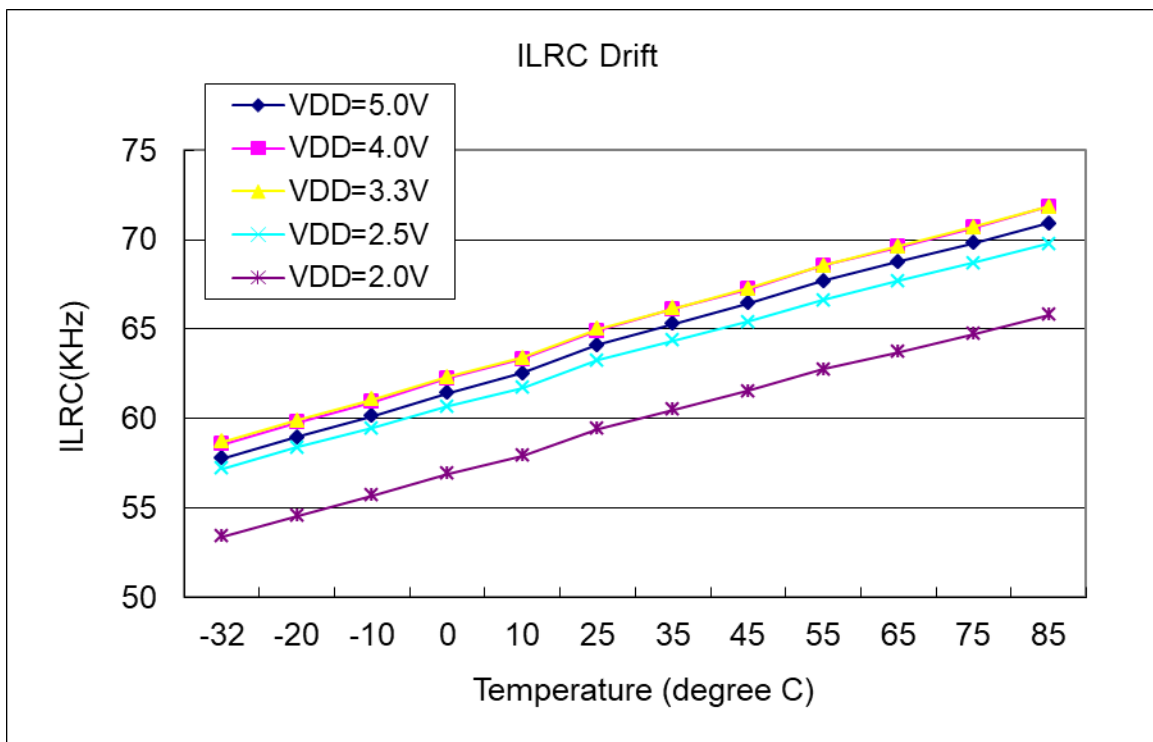
4.4. Typical ILRC Frequency vs. VDD



4.5. Typical IHRC Frequency vs. Temperature (calibrated to 16MHz)



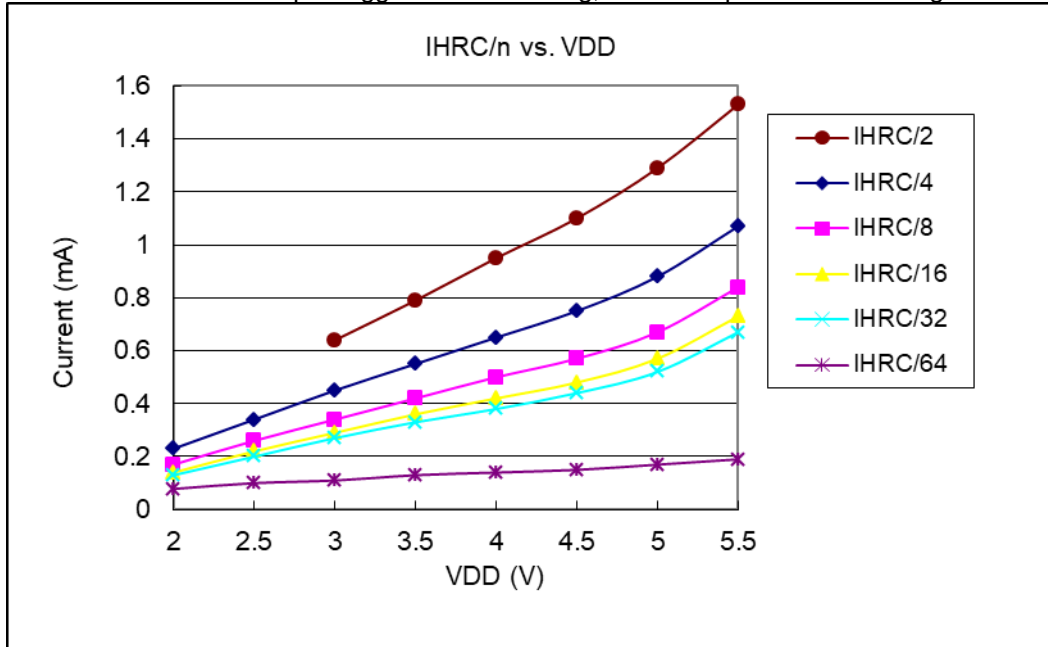
4.6. Typical ILRC Frequency vs. Temperature



4.7. Typical Operating Current vs. VDD and CLK=IHRC/n

Conditions: **ON**: IHRC; **OFF**: Band-gap, LVR, T16 modules, ILRC modules;

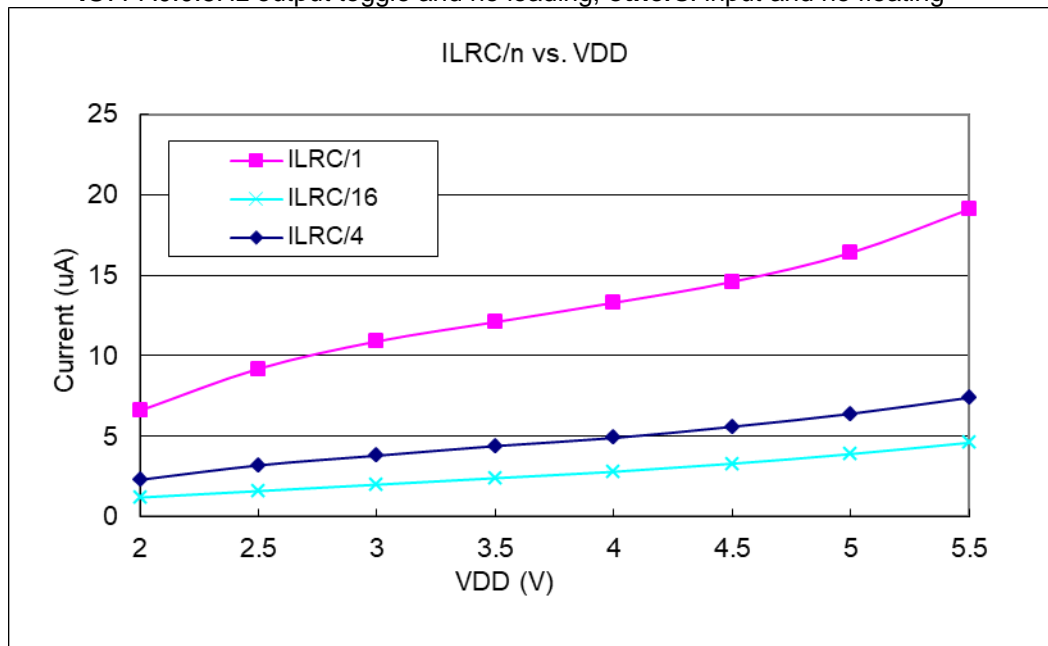
IO: PA0:0.5Hz output toggle and no loading, **others**: input and no floating



4.8. Typical Operating Current vs. VDD and CLK=ILRC/n

Conditions: **ON**: ILRC; **OFF**: Band-gap, LVR, T16 modules, IHRC modules;

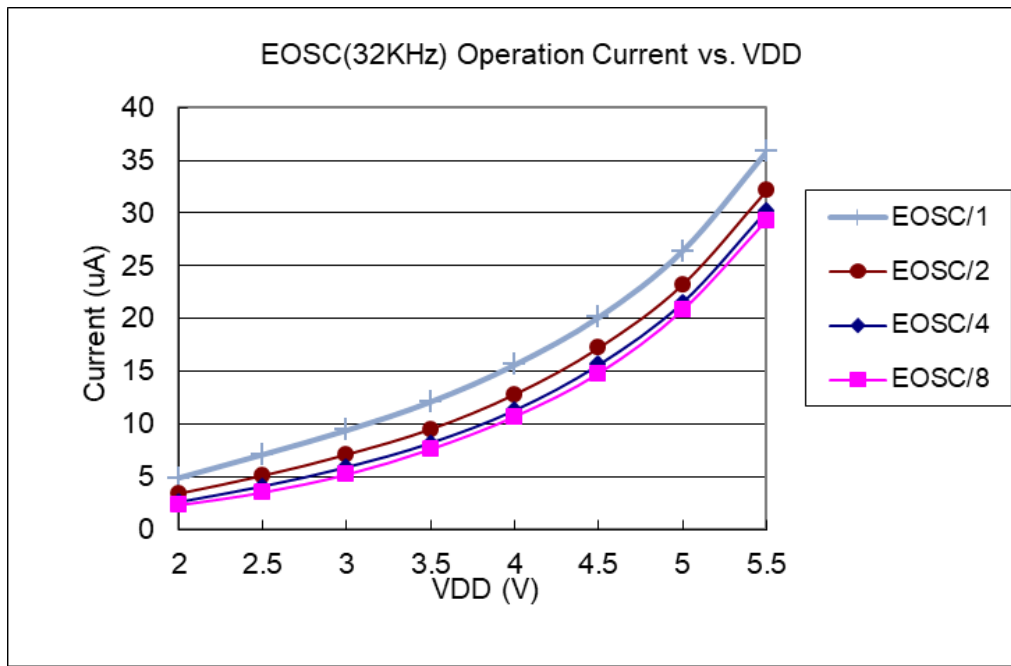
IO: PA0:0.5Hz output toggle and no loading, **others**: input and no floating



4.9. Typical Operating Current vs. VDD and CLK=32KHz EOSC / n

Conditions: **ON**: EOSC; **OFF**: Band-gap, LVR, T16 modules, IHRC, ILRC modules;

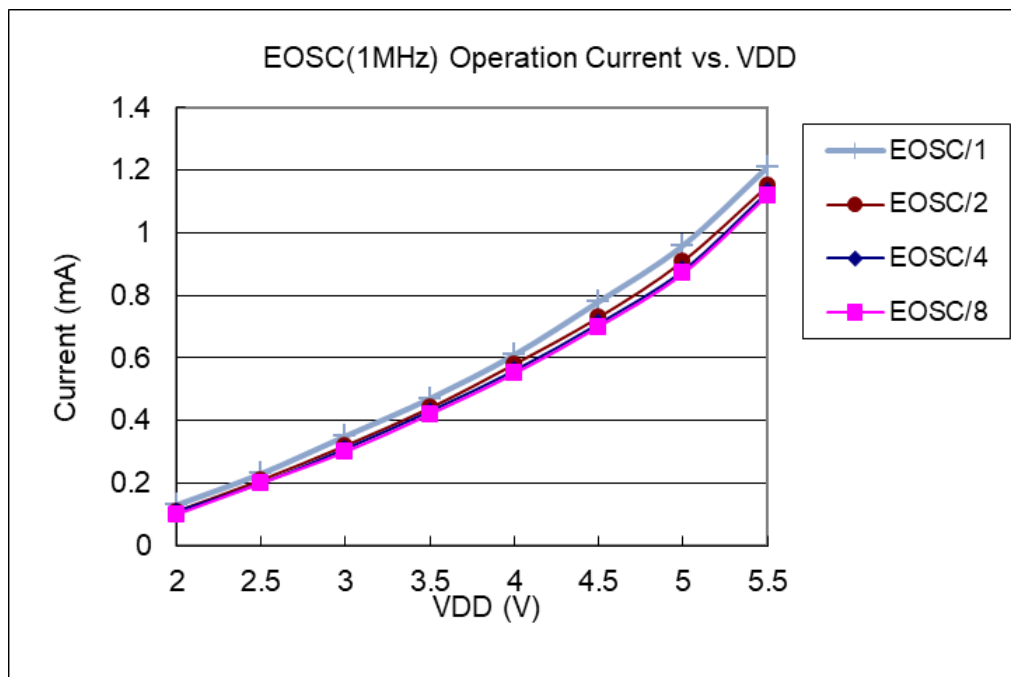
IO: PA0:0.5Hz output toggle and no loading, **others**: input and no floating



4.10. Typical Operating Current vs. VDD and CLK=1MHz EOSC / n

Conditions: **ON**: EOSC; **OFF**: Band-gap, LVR, T16 modules, IHRC, ILRC modules;

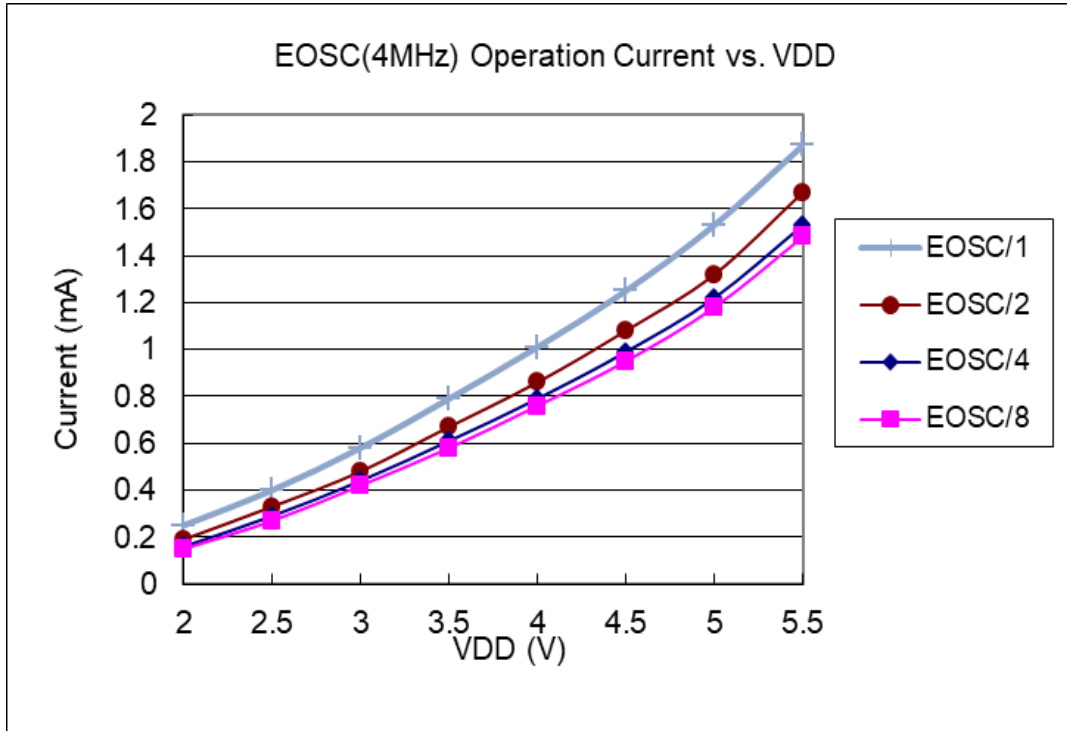
IO: PA0:0.5Hz output toggle and no loading, **others**: input and no floating



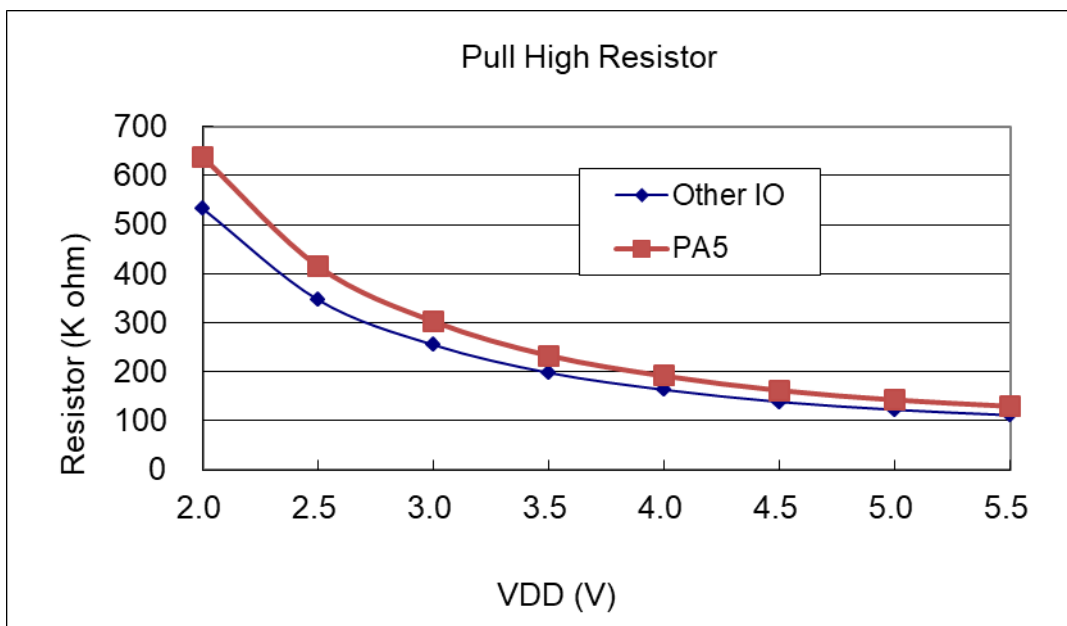
4.11. Typical Operating Current vs. VDD and CLK=4MHz EOSC / n

Conditions: **ON**: EOSC; **OFF**: Band-gap, LVR, T16 modules, IHRC, ILRC modules;

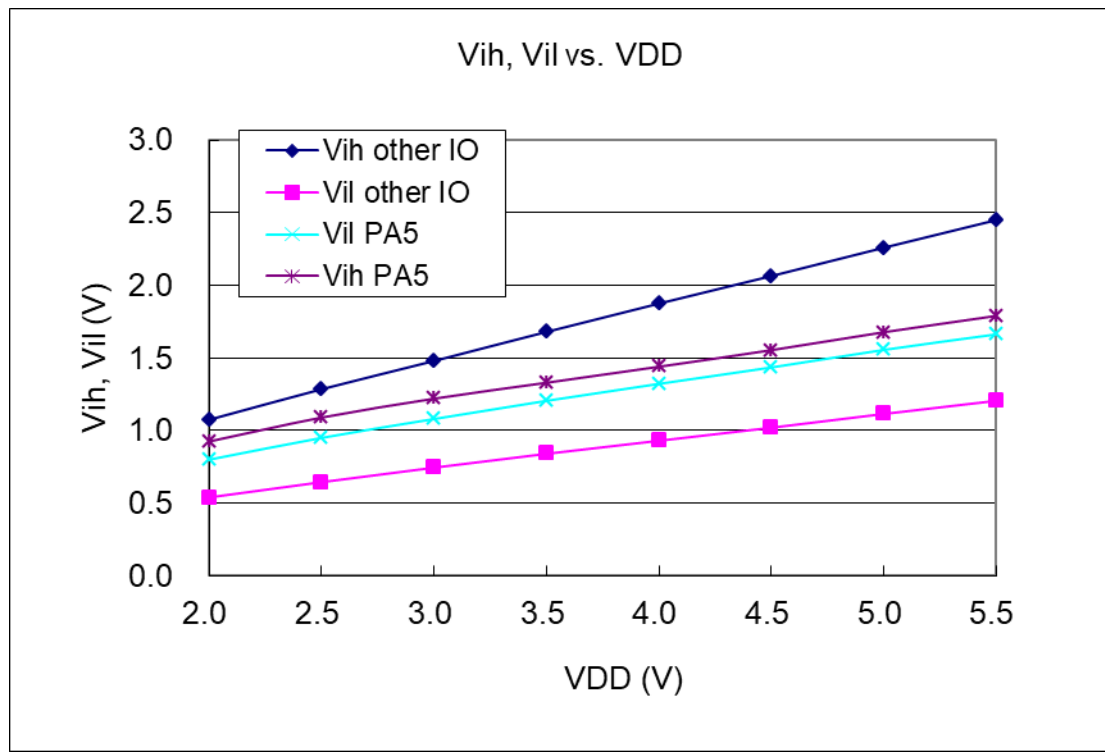
IO: PA0:0.5Hz output toggle and no loading, **others**: input and no floating



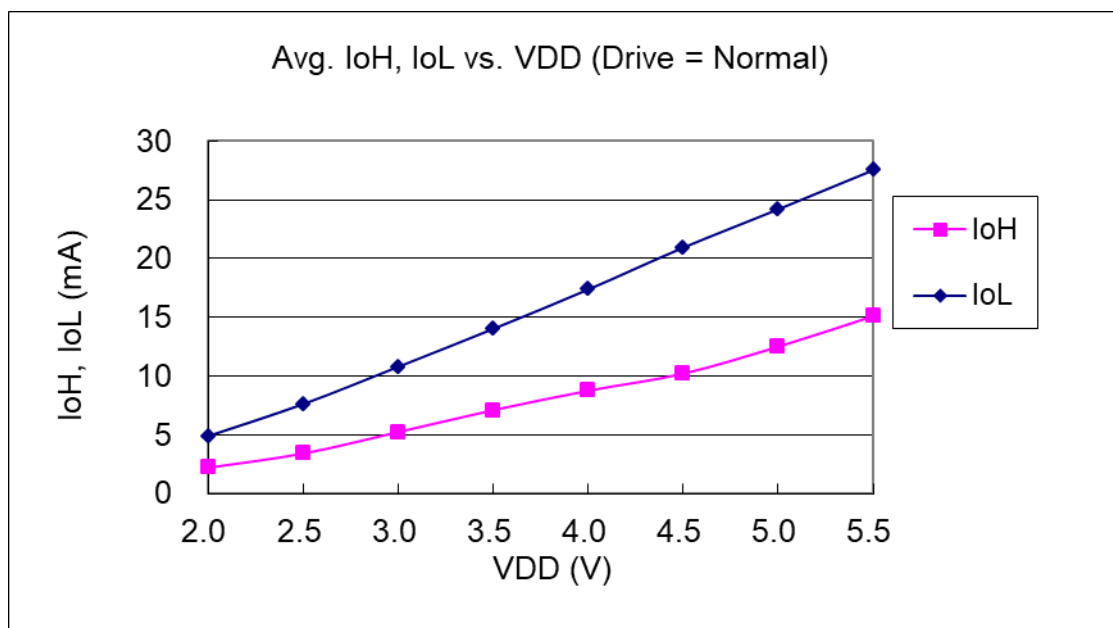
4.12. Typical IO pull high resistance



4.13. Typical IO input high/low threshold voltage (V_{IH}/V_{IL})

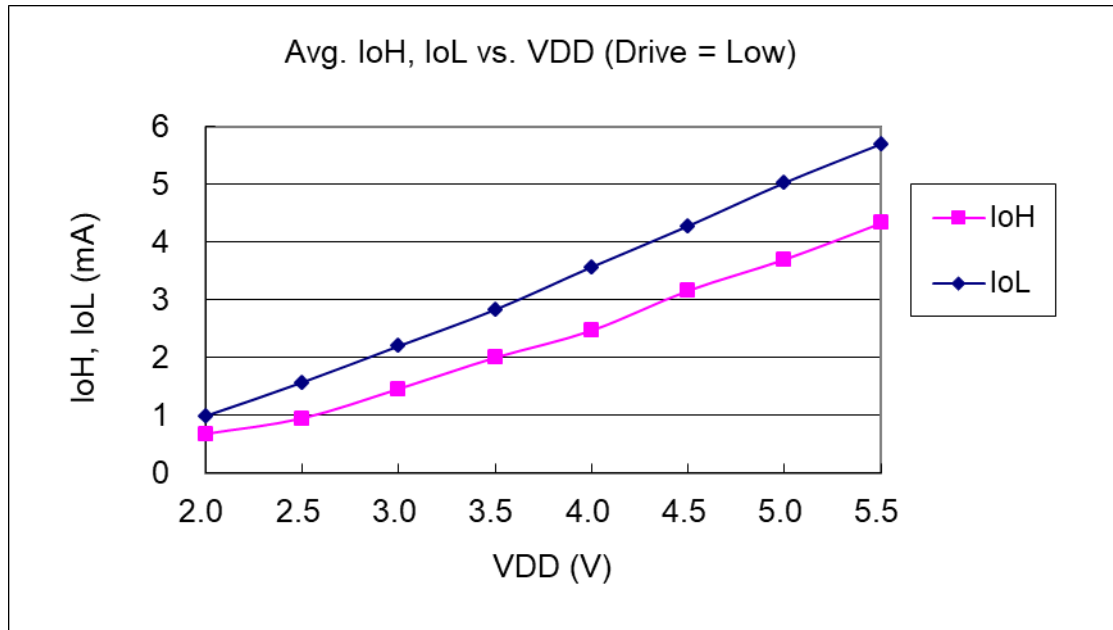


4.14. Typical IO driving current (I_{OH}) and sink current (I_{OL})

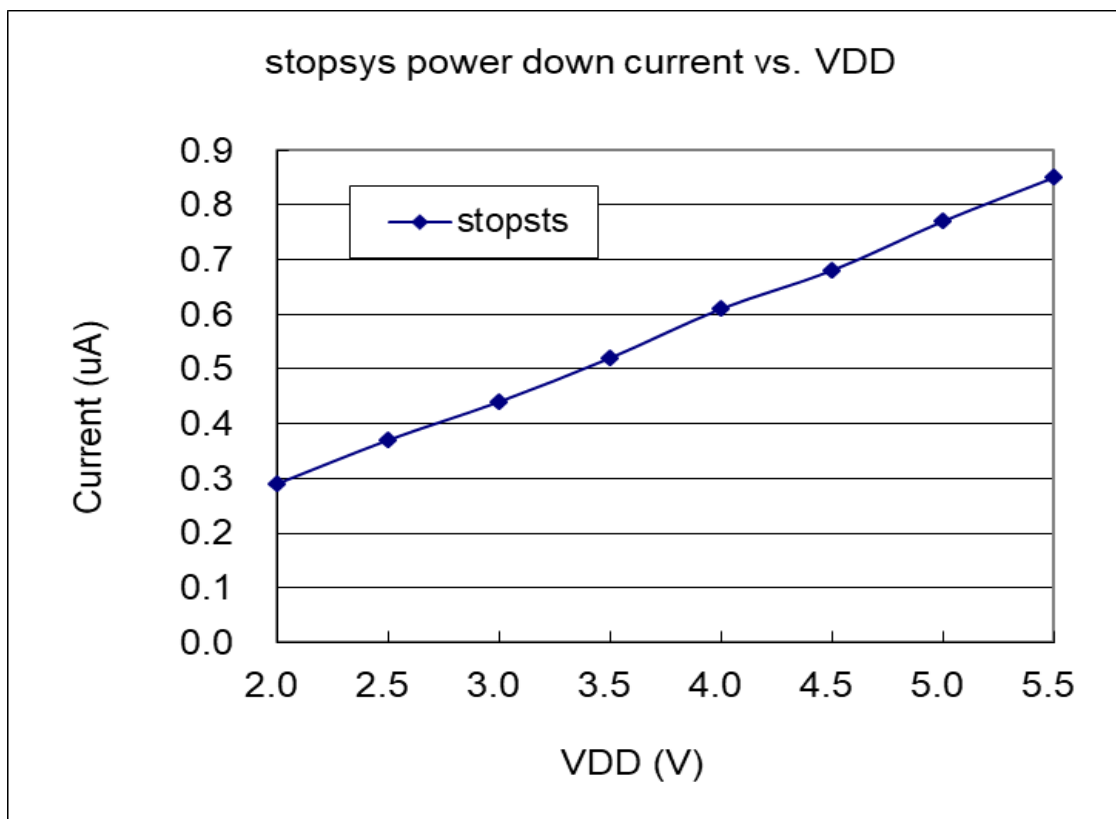


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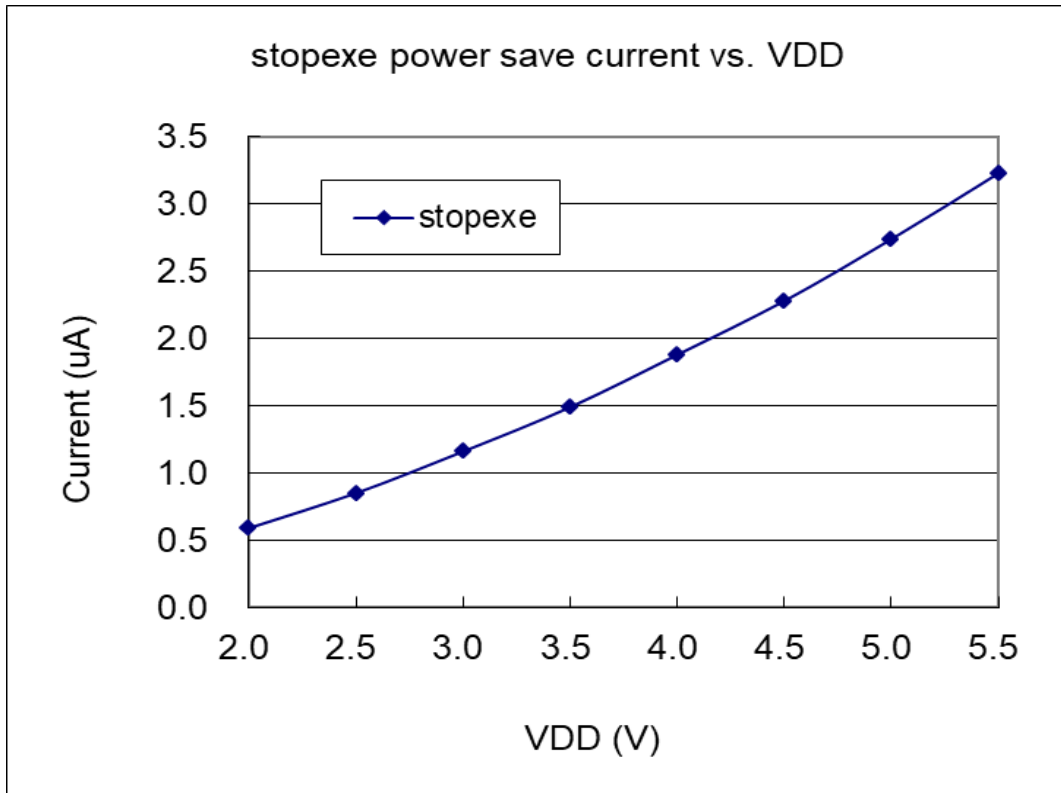


4.15. Typical power down current (I_{PD}) and power save current (I_{PS})



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5. Functional Description

5.1. Program Memory – OTP

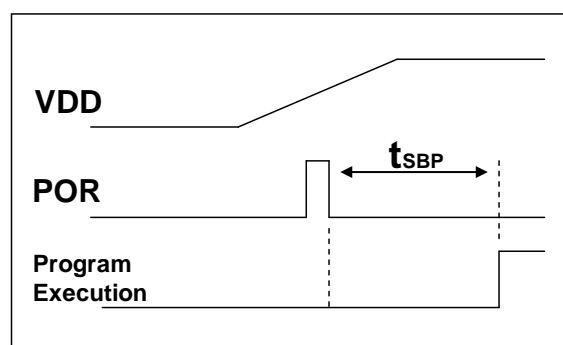
The OTP (One Time Programmable) program memory is used to store the program instructions to be executed. The OTP program memory may contains the data, tables and interrupt entry. After reset, the initial address 0x000 is reserved for system using, so the program will start from 0x001 which is GOTO FPPA0 instruction usually. The interrupt entry is 0x010 if used, the last 16 addresses are reserved for system using, like checksum, serial number, etc. The OTP program memory for PMS154B is a 2KW that is partitioned as Table 1. The OTP memory from address 0x7E8 to 0x7FF is for system using, address space from 0x002 to 0x00F and from 0x011 to 0x7E7 is user program space.

| Address | Function |
|---------|-------------------------|
| 0x000 | System Using |
| 0x001 | GOTO FPPA0 instruction |
| 0x002 | User program |
| • | • |
| 0x00F | User program |
| 0x010 | Interrupt entry address |
| 0x011 | User program |
| • | • |
| 0x7E7 | User program |
| 0x7E8 | System Using |
| • | • |
| 0x7FF | System Using |

Table 1: Program Memory Organization

5.2. Boot Up

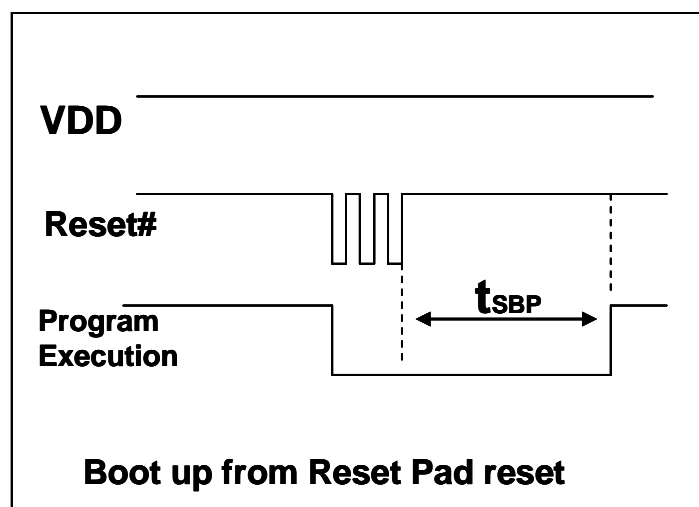
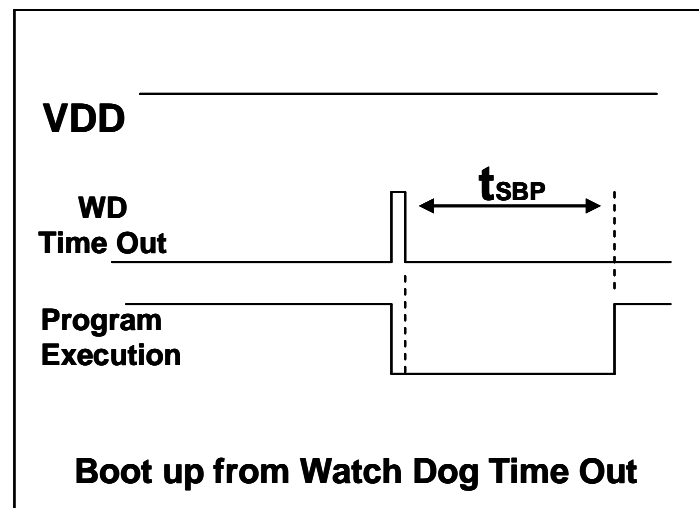
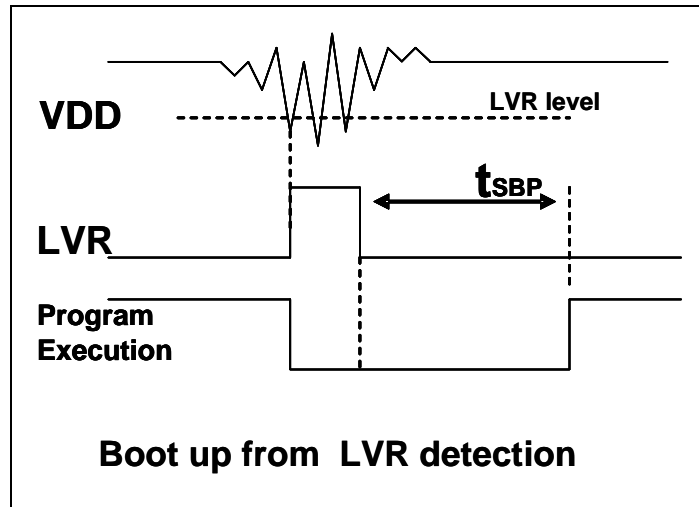
POR (Power-On-Reset) is used to reset PMS154B when power up. The boot up time can be optional fast or normal. Time for fast boot-up is about 45 ILRC clock cycles whereas 3000 ILRC clock cycles for normal boot-up. Customer must ensure the stability of supply voltage after power up no matter which option is chosen, the power up sequence is shown in the Fig. 1 and t_{SBP} is the boot up time.



Boot up from Power-On Reset

Fig. 1 Power Up Sequence

5.2.1. Timing charts for reset conditions



5.3. Data Memory – SRAM

The access of data memory can be byte or bit operation. Besides data storage, the SRAM data memory is also served as data pointer of indirect access method and the stack memory.

The stack memory is defined in the data memory. The stack pointer is defined in the stack pointer register; the depth of stack memory of each processing unit is defined by the user. The arrangement of stack memory fully flexible and can be dynamically adjusted by the user.

For indirect memory access mechanism, the data memory is used as the data pointer to address the data byte. All the data memory could be the data pointer; it's quite flexible and useful to do the indirect memory access. All the 128 bytes data memory of PMS154B can be accessed by indirect access mechanism.

5.4. Oscillator and clock

There are three oscillator circuits provided by PMS154B: external crystal oscillator (EOSC), internal high RC oscillator (IHRC) and internal low RC oscillator (ILRC), and these three oscillators are enabled or disabled by registers `eoscr.7`, `clkmd.4` and `clkmd.2` independently. User can choose one of these three oscillators as system clock source and use ***clkmd*** register to target the desired frequency as system clock to meet different applications.

| Oscillator Module | Enable / Disable |
|-------------------|----------------------|
| EOSC | <code>eoscr.7</code> |
| IHRC | <code>clkmd.4</code> |
| ILRC | <code>clkmd.2</code> |

Table2: Three Oscillator Circuits provided by PMS154B

5.4.1. Internal High RC oscillator and Internal Low RC oscillator

After boot-up, the IHRC and ILRC oscillators are enabled. The frequency of IHRC can be calibrated to eliminate process variation by ***ihrcr*** register; normally it is calibrated to 16MHz. Please refer to the measurement chart for IHRC frequency verse V_{DD} and IHRC frequency verse temperature.

The frequency will vary by process, supply voltage and temperature, please refer to DC specification and do not use for accurate timing application.

5.4.2. IHRC calibration

The IHRC frequency may be different chip by chip due to manufacturing variation, PMS154B provide the IHRC frequency calibration to eliminate this variation, and this function can be selected when compiling user's program and the command will be inserted into user's program automatically. The calibration command is shown as below:

```
.ADJUST_IC SYSCLK=IHRC/(p1), IHRC=(p2)MHz, VDD=(p3)V
```

Where,

p1=2, 4, 8, 16, 32; In order to provide different system clock.

p2=16 ~ 18; In order to calibrate the chip to different frequency, 16MHz is the usually one.

p3=2.2 ~ 5.5; In order to calibrate the chip under different supply voltage.

5.4.3. IHRC Frequency Calibration and System Clock

During compiling the user program, the options for IHRC calibration and system clock are shown as Table 3:

| SYSClk | CLKMD | IHRCR | Description |
|-----------------|-------------------|------------|--|
| ○ Set IHRC / 2 | = 34h (IHRC / 2) | Calibrated | IHRC calibrated to 16MHz, CLK=8MHz (IHRC/2) |
| ○ Set IHRC / 4 | = 14h (IHRC / 4) | Calibrated | IHRC calibrated to 16MHz, CLK=4MHz (IHRC/4) |
| ○ Set IHRC / 8 | = 3Ch (IHRC / 8) | Calibrated | IHRC calibrated to 16MHz, CLK=2MHz (IHRC/8) |
| ○ Set IHRC / 16 | = 1Ch (IHRC / 16) | Calibrated | IHRC calibrated to 16MHz, CLK=1MHz (IHRC/16) |
| ○ Set IHRC / 32 | = 7Ch (IHRC / 32) | Calibrated | IHRC calibrated to 16MHz, CLK=0.5MHz (IHRC/32) |
| ○ Set ILRC | = E4h (ILRC / 1) | Calibrated | IHRC calibrated to 16MHz, CLK=ILRC |
| ○ Disable | No change | No Change | IHRC not calibrated, CLK not changed |

Table 3: Options for IHRC Frequency Calibration

Usually, .ADJUST_IC will be the first command after boot up, in order to set the target operating frequency whenever starting the system. The program code for IHRC frequency calibration is executed only one time that occurs in writing the codes into OTP memory; after then, it will not be executed again. If the different option for IHRC calibration is chosen, the system status is also different after boot. The following shows the status of PMS154B for different option:

(1) .ADJUST_IC SYSCLK=IHRC/2, IHRC=16MHz, V_{DD}=5V

After boot, CLKMD = 0x34:

- ◆ IHRC frequency is calibrated to 16MHz@V_{DD}=5V and IHRC module is enabled
- ◆ System CLK = IHRC/2 = 8MHz
- ◆ Watchdog timer is disabled, ILRC is enabled, PA5 is in input mode

(2) .ADJUST_IC SYSCLK=IHRC/4, IHRC=16MHz, V_{DD}=3.3V

After boot, CLKMD = 0x14:

- ◆ IHRC frequency is calibrated to 16MHz@V_{DD}=3.3V and IHRC module is enabled
- ◆ System CLK = IHRC/4 = 4MHz
- ◆ Watchdog timer is disabled, ILRC is enabled, PA5 is in input mode

(3) .ADJUST_IC SYSCLK=IHRC/8, IHRC=16MHz, V_{DD}=2.5V

After boot, CLKMD = 0x3C:

- ◆ IHRC frequency is calibrated to 16MHz@V_{DD}=2.5V and IHRC module is enabled
- ◆ System CLK = IHRC/8 = 2MHz
- ◆ Watchdog timer is disabled, ILRC is enabled, PA5 is in input mode

(4) .ADJUST_IC SYSCLK=IHRC/16, IHRC=16MHz, V_{DD}=2.2V

After boot, CLKMD = 0x1C:

- ◆ IHRC frequency is calibrated to 16MHz@V_{DD}=2.2V and IHRC module is enabled
- ◆ System CLK = IHRC/16 = 1MHz
- ◆ Watchdog timer is disabled, ILRC is enabled, PA5 is in input mode

(5) .ADJUST_IC SYSCLK=IHRC/32, IHRC=16MHz, V_{DD}=5V

After boot, CLKMD = 0x7C:

- ◆ IHRC frequency is calibrated to 16MHz@V_{DD}=5V and IHRC module is enabled
- ◆ System CLK = IHRC/32 = 500KHz
- ◆ Watchdog timer is disabled, ILRC is enabled, PA5 is in input mode

(6) .ADJUST_IC SYSCLK=ILRC, IHRC=16MHz, V_{DD}=5V

After boot, CLKMD = 0xE4:

- ◆ IHRC frequency is calibrated to 16MHz@V_{DD}=5V and IHRC module is disabled
- ◆ System CLK = ILRC
- ◆ Watchdog timer is disabled, ILRC is enabled, PA5 is in input mode

(7) .ADJUST_IC DISABLE

After boot, CLKMD is not changed (Do nothing):

- ◆ IHRC is not calibrated and IHRC module is disabled. Band-gap is not calibrated.
- ◆ System CLK = ILRC or IHRC/64 (by Boot-up time)
- ◆ Watchdog timer is enabled, ILRC is enabled, PA5 is in input mode

5.4.4. External Crystal Oscillator

If crystal oscillator is used, a crystal or resonator is required between X1 and X2. Fig. 2 shows the hardware connection under this application; the range of operating frequency of crystal oscillator can be from 32 KHz to 4MHz, depending on the crystal placed on; higher frequency oscillator than 4MHz is NOT supported.

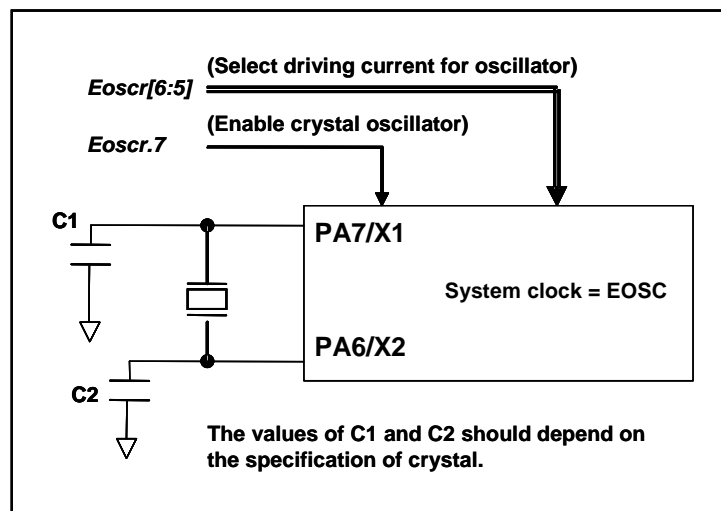


Fig. 2: Connection of crystal oscillator

Besides crystal, external capacitor and options of PMS154B should be fine tuned in *eoscr* (0x0a) register to have good sinusoidal waveform. The *eoscr.7* is used to enable crystal oscillator module, *eoscr.6* and *eoscr.5* are used to set the different driving current to meet the requirement of different frequency of crystal oscillator:

- ◆ *eoscr*.[6:5]=01 : Low driving capability, for lower frequency, ex: 32KHz crystal oscillator
- ◆ *eoscr*.[6:5]=10 : Middle driving capability, for middle frequency, ex: 1MHz crystal oscillator
- ◆ *eoscr*.[6:5]=11 : High driving capability, for higher frequency, ex: 4MHz crystal oscillator

Table 4 shows the recommended values of C1 and C2 for different crystal oscillator; the measured start-up time under its corresponding conditions is also shown. Since the crystal or resonator had its own characteristic, the capacitors and start-up time may be slightly different for different type of crystal or resonator, please refer to its specification for proper values of C1 and C2.

| Frequency | C1 | C2 | Measured Start-up time | Conditions |
|-----------|-------|-------|------------------------|-----------------|
| 4MHz | 4.7pF | 4.7pF | 6ms | (eoscr[6:5]=11) |
| 1MHz | 10pF | 10pF | 11ms | (eoscr[6:5]=10) |
| 32KHz | 22pF | 22pF | 450ms | (eoscr[6:5]=01) |

Table 4: Recommend values of C1 and C2 for crystal and resonator oscillators

When using the crystal oscillator, user must pay attention to the stable time of oscillator after enabling it, the stable time of oscillator will depend on frequency, crystal type, external capacitor and supply voltage. Before switching the system to the crystal oscillator, user must make sure the oscillator is stable; the reference program is shown as below:

```

void FPPA0 (void)
{
    . ADJUST_IC  SYSCLK=IHRC/16, IHRC=16MHz, VDD=5V
    //If Band-gap is not calibrated, it can use ". ADJUST_IC  DISABLE"

    ...
    $  EOSCR  Enable, 4Mhz;      // EOSCR = 0b110_00000;
    $  T16M   EOSC, /1, BIT13;  // T16 receive 2^14=16384 clocks of crystal EOSC
                                // Intrq.T16 =>1, crystal EOSC is stable

    WORD  count  =  0;
    stt16  count;
    Intrq.T16 =  0;
    while(!Intrq.T16) NULL;      // count fm 0x0000 to 0x2000, then set INTRQ.T16
    Clkmd = 0xB4;                // IHRC switch to EOSC, not disable IHRC

    Clkmd.4 = 0;                 // disable IHRC

    ...
}

```

Please notice that the crystal oscillator should be fully turned off before entering the power-down mode, in order to avoid unexpected wakeup event.

5.4.5. System Clock and LVR levels

The clock source of system clock comes from IHRC, ILRC or EOSC, the hardware diagram of system clock in the PMS154B is shown as Fig. 3.

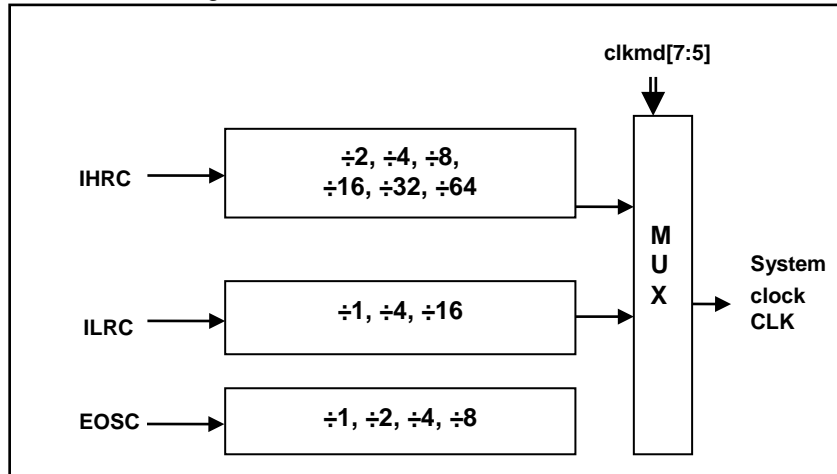


Fig. 3: Options of System Clock

User can choose different operating system clock depends on its requirement; the selected operating system clock should be combined with supply voltage and LVR level to make system stable. The LVR level will be checked during compilation, and the lowest LVR levels can be chosen for different operating frequencies. Please refer to Section 4.1.

5.5. 16-bit Timer (Timer16)

PMS154B provide a 16-bit hardware timer (Timer16/T16) and its clock source may come from system clock (CLK), internal high RC oscillator (IHRC), internal low RC oscillator (ILRC), external crystal oscillator (EOSC), PA0 or PA4. Before sending clock to the 16-bit counter, a pre-scaling logic with divided-by-1, 4, 16 or 64 is selectable for wide range counting. The 16-bit counter performs up-counting operation only, the counter initial values can be stored from data memory by issuing the *stt16* instruction and the counting values can be loaded to data memory by issuing the *ldt16* instruction. The interrupt request from Timer16 will be triggered by the selected bit which comes from bit[15:8] of this 16-bit counter, rising edge or falling edge can be optional chosen by register *intregs.4*. The hardware diagram of Timer16 is shown as Fig. 4.

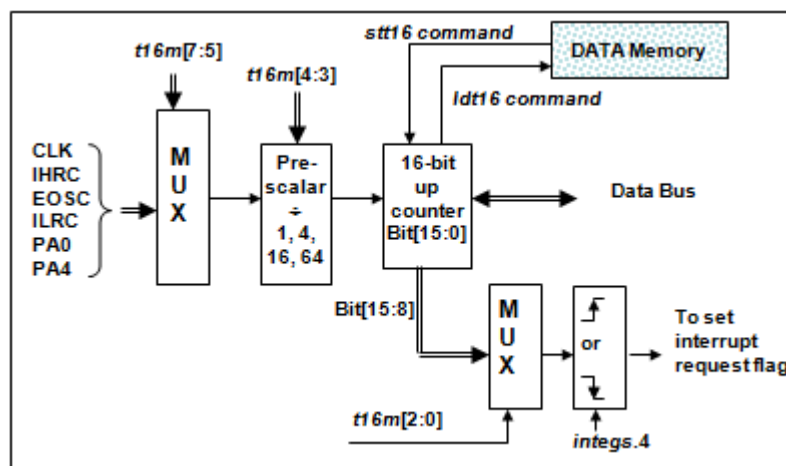


Fig. 4: Hardware diagram of Timer16

There are three parameters to define the Timer16 using; 1st parameter is used to define the clock source of Timer16, 2nd parameter is used to define the pre-scalar and the 3rd one is to define the interrupt source.

```

T16M IO_RW 0x06
$ 7~5: STOP, SYSCLK, X, PA4_F, IHRC, EOSC, ILRC, PA0_F // 1st par.
$ 4~3: /1, /4, /16, /64 // 2nd par.
$ 2~0: BIT8, BIT9, BIT10, BIT11, BIT12, BIT13, BIT14, BIT15 // 3rd par.

```

User can choose the proper parameters of T16M to meet system requirement, examples as below:

```

$ T16M SYSCLK, /64, BIT15;
// choose (SYSCLK/64) as clock source, every 216 clock to set INTRQ.2=1
// if system clock SYSCLK = IHRC / 2 = 8 MHz
// SYSCLK/64 = 8 MHz/64 = 8 uS, about every 524 mS to generate INTRQ.2=1

$ T16M PA0, /1, BIT8;
// choose PA0 as clock source, every 29 to generate INTRQ.2=1
// receiving every 512 times PA0 to generate INTRQ.2=1

$ T16M STOP;
// stop Timer16 counting

```

5.6. Watchdog Timer

The watchdog timer (WDT) is a counter with clock coming from ILRC. WDT can be cleared by power-on-reset or by command ***wdreset*** at any time. There are four different timeout periods of watchdog timer can be chosen by setting the ***misc*** register, it is:

- ◆ 8k ILRC clock period when `misc[1:0]=00` (default)
- ◆ 16k ILRC clock period when `misc[1:0]=01`
- ◆ 64k ILRC clock period when `misc[1:0]=10`
- ◆ 256k ILRC clock period when `misc[1:0]=11`

The frequency of ILRC may drift a lot due to the variation of manufacture, supply voltage and temperature; user should reserve guard band for safe operation. Besides, the watchdog period will also be shorter than expected after Reset or Wakeup events. It is suggested to clear WDT by ***wdreset*** command after these events to ensure enough clock periods before WDT timeout.

When WDT is timeout, PMS154B will be reset to restart the program execution. The relative timing diagram of watchdog timer is shown as Fig. 5.

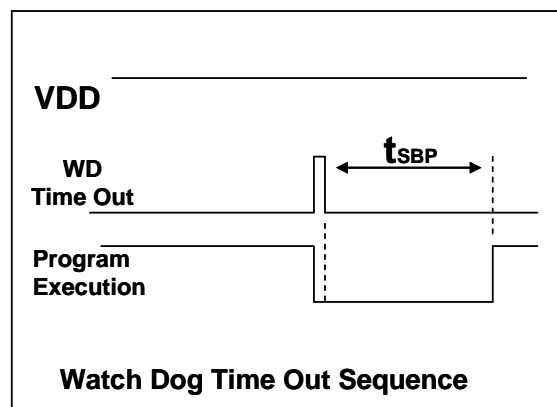


Fig. 5: Sequence of Watch Dog Time Out

5.7. Interrupt Controller

The hardware diagram of interrupt controller is shown as Fig. 6, there are total 7 interrupt sources for PMS154B: PA0, PB0, Timer16, Comparator, Timer2, Timer3, PWM Generator 0. Among them, every interrupt request line to CPU has its own corresponding interrupt control bit to enable or disable it. All the interrupt request flags are set by hardware and cleared by writing *intrq* register. When the request flags are set, it can be rising edge, falling edge or both, depending on the setting of register *integs*. All the interrupt request lines are also controlled by *engint* instruction (enable global interrupt) to enable interrupt operation and *disgint* instruction (disable global interrupt) to disable it.

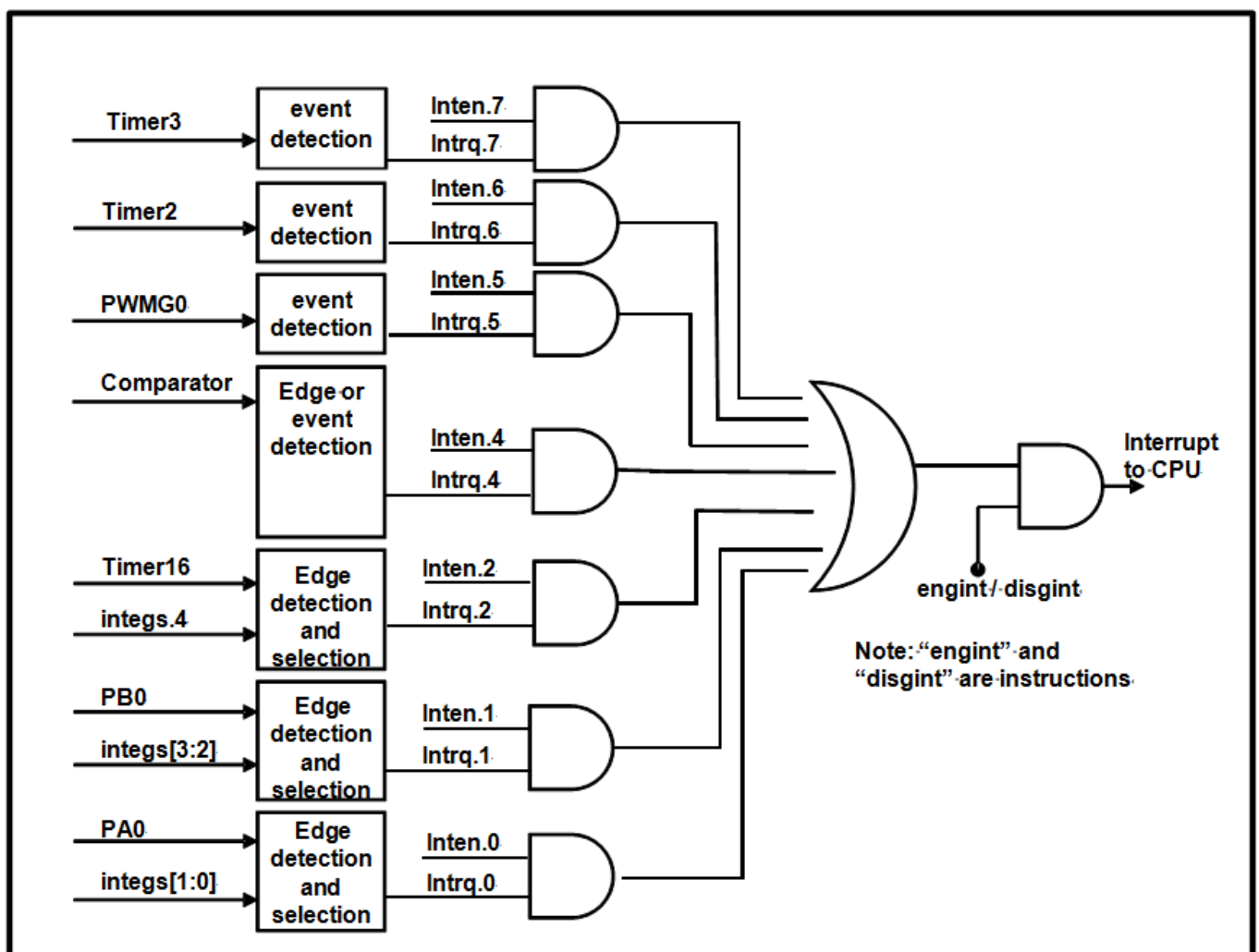


Fig. 6: Hardware diagram of Interrupt controller

The stack memory for interrupt is shared with data memory and its address is specified by stack register *sp*. Since the program counter is 16 bits width, the bit 0 of stack register *sp* should be kept 0. Moreover, user can use *pushaf* / *popaf* instructions to store or restore the values of *ACC* and *flag* register *to* / *from* stack memory. Since the stack memory is shared with data memory, the stack position and level are arranged by the compiler in Mini-C project. When defining the stack level in ASM project, users should arrange their locations carefully to prevent address conflicts.

Once the interrupt occurs, its operation will be:

- ◆ The program counter will be stored automatically to the stack memory specified by register *sp*.
- ◆ New *sp* will be updated to *sp+2*.
- ◆ Global interrupt will be disabled automatically.
- ◆ The next instruction will be fetched from address 0x010.

During the interrupt service routine, the interrupt source can be determined by reading the *intrq* register.

Note: Even if *INTEN=0*, *INTRQ* will be still triggered by the interrupt source.

After finishing the interrupt service routine and issuing the *reti* instruction to return back, its operation will be:

- ◆ The program counter will be restored automatically from the stack memory specified by register *sp*.
- ◆ New *sp* will be updated to *sp-2*.
- ◆ Global interrupt will be enabled automatically.
- ◆ The next instruction will be the original one before interrupt.

User must reserve enough stack memory for interrupt, two bytes stack memory for one level interrupt and four bytes for two levels interrupt. For interrupt operation, the following sample program shows how to handle the interrupt, noticing that it needs four bytes stack memory to handle interrupt and *pushaf*.

```

void      FPPA0  (void)
{
    ...
    $ INTEN PA0;           // INTEN =1; interrupt request when PA0 level changed
    INTRQ = 0;            // clear INTRQ
    ENGINT                // global interrupt enable
    ...
    DISGINT               // global interrupt disable
    ...
}

```

```

void Interrupt (void)           // interrupt service routine
{
    PUSHAF                     // store ALU and FLAG register

    // If INTEN.PA0 will be opened and closed dynamically,
    // user can judge whether INTEN.PA0 =1 or not.
    // Example: If (INTEN.PA0 && INTRQ.PA0) {...}

    // If INTEN.PA0 is always enable,
    // user can omit the INTEN.PA0 judgement to speed up interrupt service routine.

    If (INTRQ.PA0)
    {
        // Here for PA0 interrupt service routine
        INTRQ.PA0 = 0; // Delete corresponding bit (take PA0 for example)
        ...
    }
    ...
    // X : INTRQ = 0; // It is not recommended to use INTRQ = 0 to clear all at the end of
    // the
    // interrupt service routine.
    // It may accidentally clear out the interrupts that have just occurred
    // and are not yet processed.

    POPAF                      // restore ALU and FLAG register
}

```

5.8. Power-Save and Power-Down

There are three operational modes defined by hardware: ON mode, Power-Save mode and Power-Down modes. ON mode is the state of normal operation with all functions ON, Power-Save mode (“*stopexe*”) is the state to reduce operating current and CPU keeps ready to continue, Power-Down mode (“*stopsys*”) is used to save power deeply. Therefore, Power-Save mode is used in the system which needs low operating power with wake-up occasionally and Power-Down mode is used in the system which needs power down deeply with seldom wake-up. Table 5 shows the differences in oscillator modules between Power-Save mode (“*stopexe*”) and Power-Down mode (“*stopsys*”).

| Differences in oscillator modules between STOPSYS and STOPEXE | | |
|---|-----------|-----------|
| | IHRC | ILRC |
| STOPSYS | Stop | Stop |
| STOPEXE | No Change | No Change |

Table 5: Differences in oscillator modules between STOPSYS and STOPEXE

5.8.1. Power-Save mode (“*stopexe*”)

Using “*stopexe*” instruction to enter the Power-Save mode, only system clock is disabled, remaining all the oscillator modules be active. For CPU, it stops executing; however, for Timer16, counter keep counting if its clock source is not the system clock. The wake-up sources for “*stopexe*” can be IO-toggle or Timer16 counts to set values when the clock source of Timer16 is IHRC or ILRC modules. , or wakeup by comparator when setting GPCC.7=1 and GPCS.6=1 to enable the comparator wakeup function at the same time. Wake-up from input pins can be considered as a continuation of normal execution, the detail information for Power-Save mode shown below:

- ◆ IHRC oscillator modules: No change, keep active if it was enabled
- ◆ ILRC oscillator modules: must remain enabled, need to start with ILRC when be wakening up
- ◆ System clock: Disable, therefore, CPU stops execution
- ◆ OTP memory is turned off
- ◆ Timer16, Timer2, Timer3: Stop counting if system clock is selected or the corresponding oscillator module is disabled; otherwise, it keeps counting.
- ◆ Wake-up sources: IO toggle in digital mode (PxDIER bit is 1) or Timer16 or Timer2 or Timer3 or comparator.

An example shows how to use Timer16 to wake-up from “*stopexe*”:

```

$ T16M  IHRC, /1, BIT8           // Timer16 setting
...
WORD   count   =   0;
STT16  count;
stopexe;
...

```

The initial counting value of Timer16 is zero and the system will be woken up after the Timer16 counts 256 IHRC clocks.

5.8.2. Power-Down mode (“*stopsys*”)

Power-Down mode is the state of deeply power-saving with turning off all the oscillator modules. By using the “*stopsys*” instruction, this chip will be put on Power-Down mode directly. It is recommend to set GPCC.7=0 to disable the comparator before the command “*stopsys*”. Before entering Power-Down mode, the internal low-frequency oscillator (ILRC) must be enabled to wake up the system, that is, before issuing the *stopsys* command, the bit 2 of the CLKMD register must be set to 1. The following shows the internal status of PMS154B in detail when “*stopsys*” command is issued:

- ◆ All the oscillator modules are turned off
- ◆ OTP memory is turned off
- ◆ The contents of SRAM and registers remain unchanged
- ◆ Wake-up sources: IO toggle in digital mode (PxDIER bit is 1)

Wake-up from input pins can be considered as a continuation of normal execution. To minimize power consumption, all the I/O pins should be carefully manipulated before entering power-down mode. The reference sample program for power down is shown as below:

```

CMKMD = 0xF4;    // Change clock from IHRC to ILRC, disable watchdog timer
CLKMD.4 = 0;      // disable IHRC
...
while (1)
{
    STOPSYS;        // enter power-down
    if (...) break; // if wakeup happen and check OK, then return to high speed,
                       // else stay in power-down mode again.
}
CLKMD = 0x34;    // Change clock from ILRC to IHRC/2

```

5.8.3. Wake-up

After entering the Power-Down or Power-Save modes, the PMS154B can be resumed to normal operation by toggling IO pins, Timer16, Timer2 and Timer3 interrupt is available for Power-Save mode ONLY. Table 6 shows the differences in wake-up sources between STOPSYS and STOPEXE.

| Differences in wake-up sources between STOPSYS and STOPEXE | | |
|---|-----------|----------------|
| | IO Toggle | TimerInterrupt |
| STOPSYS | Yes | No |
| STOPEXE | Yes | Yes |

Table 6: Differences in wake-up sources between Power-Save mode and Power-Down mode

When using the IO pins to wake-up the PMS154B, registers *pxdier* should be properly set to enable the wake-up function for every corresponding pin. The time for normal wake-up is about 3000 ILRC clocks counting from wake-up event; fast wake-up can be selected to reduce the wake-up time by *misc* register, and the time for fast wake-up is about 45 ILRC clocks from IO toggling.

| Suspend mode | Wake-up mode | Wake-up time (t_{WUP}) from IO toggle |
|--|----------------|---|
| STOPEXE suspend or STOPSYS suspend | Fast wake-up | $45 * T_{ILRC}$, Where T_{ILRC} is the time period of ILRC |
| STOPEXE suspend or STOPSYS suspend | Normal wake-up | $3000 * T_{ILRC}$, Where T_{ILRC} is the clock period of ILRC |

Please notice that when Fast boot-up is selected, no matter which wake-up mode is selected in *misc.5*, the wake-up mode will be forced to be FAST. If Normal boot-up is selected, the wake-up mode is determined by *misc.5*.

5.9. IO Pins

Other than PA5, all the pins can be independently set into two states output or input by configuring the data registers (*pa/pb*), control registers (*pac/pbc*) and pull-high registers (*paph/pbph*). All these pins have Schmitt-trigger input buffer and output driver with CMOS level. When it is set to output low, the pull-up resistor is turned off automatically. If user wants to read the pin state, please notice that it should be set to input mode before reading the data port; if user reads the data port when it is set to output mode, the reading data comes from data register, NOT from IO pad. As an example, Table 7 shows the configuration table of bit 0 of port A. The hardware diagram of IO buffer is also shown as Fig. 7.

| <i>pa.0</i> | <i>pac.0</i> | <i>paph.0</i> | Description |
|-------------|--------------|---------------|--------------------------------------|
| X | 0 | 0 | Input without pull-up resistor |
| X | 0 | 1 | Input with pull-up resistor |
| 0 | 1 | X | Output low without pull-up resistor |
| 1 | 1 | 0 | Output high without pull-up resistor |
| 1 | 1 | 1 | Output high with pull-up resistor |

Table 7: PA0 Configuration Table

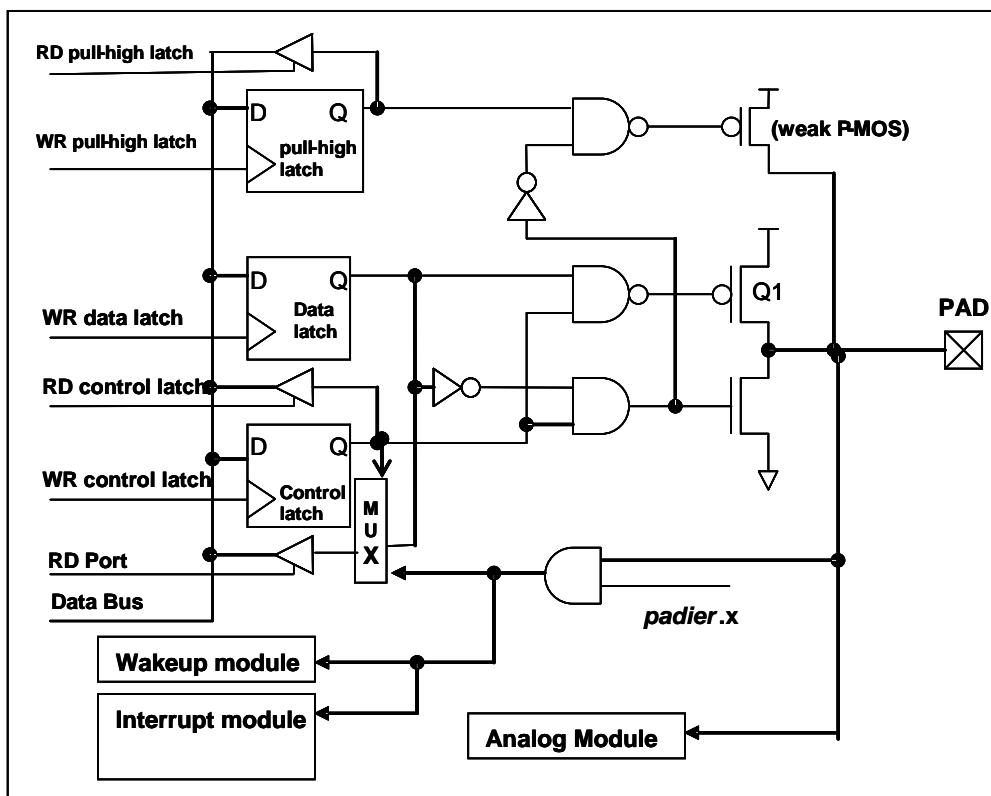


Fig. 7: Hardware diagram of IO buffer

Other than PA5, all the IO pins have the same structure; PA5 can be open-drain ONLY when setting to output mode (without Q1). When PMS154B put in power-down or power-save mode, every pin can be used to wake-up system by toggling its state. Therefore, those pins needed to wake-up system must be set to input mode and set the corresponding bits of registers *pxdier* to high. The same reason, *padier.0* should be set to high when PA0 is used as external interrupt pin.

5.10. Reset

5.10.1. Reset

There are many causes to reset the PMS154B, once reset is asserted, all the registers in PMS154B will be set to default values, system should be restarted once abnormal cases happen, or by jumping program counter to address 0x0. The data memory is in uncertain state when reset comes from power-up and LVR; however, the content will be kept when reset comes from PRST# pin or WDT timeout.

5.10.2. LVR reset

By code option, there are many different levels of LVR for reset. Usually, user selects LVR reset level to be in conjunction with operating frequency and supply voltage.

5.11. VDD/2 Bias Voltage Generator

This function can be enabled by bit 4 of *misc* register. Those pins which are defined to output VDD/2 voltage are PB0, PA0, PA4 and PA3 during input mode, being used as COM function for LCD application. If user wants to output VDD, VDD/2, GND three levels voltage, the corresponding pins must be set to output-high for VDD, enabling VDD/2 bias voltage with input mode for VDD/2, and output-low for GND correspondingly, Fig.8 shows how to use this function.

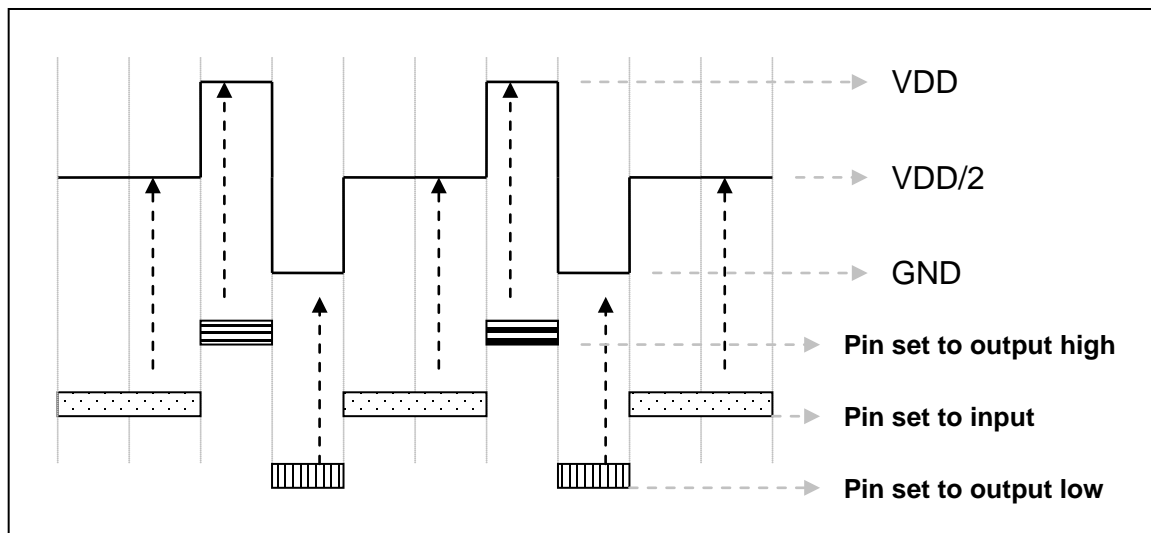


Fig. 8: Using VDD/2 bias voltage generator

5.12. Comparator

One hardware comparator is built inside the PMS154B; Fig. 9 shows its hardware diagram. It can compare signals between two pins or with either internal reference voltage $V_{\text{internal R}}$ or internal band-gap reference voltage. The two signals to be compared, one is the plus input and the other one is the minus input. For the minus input of comparator can be PA3, PA4, Internal band-gap 1.20V, PB6, PB7 or $V_{\text{internal R}}$ selected by bit [3:1] of gpcc register, and the plus input of comparator can be PA4 or $V_{\text{internal R}}$ selected by bit 0 of gpcc register.

The comparator result can be selected through gpcs.7 to forcibly output to PA0 whatever input or output state. It can be a direct output or sampled by Timer2 clock (TM2_CLK) which comes from Timer2 module. The output polarity can be also inverted by setting gpcc.4 register. The comparator output can be used to request interrupt service or read through gpcc.6.

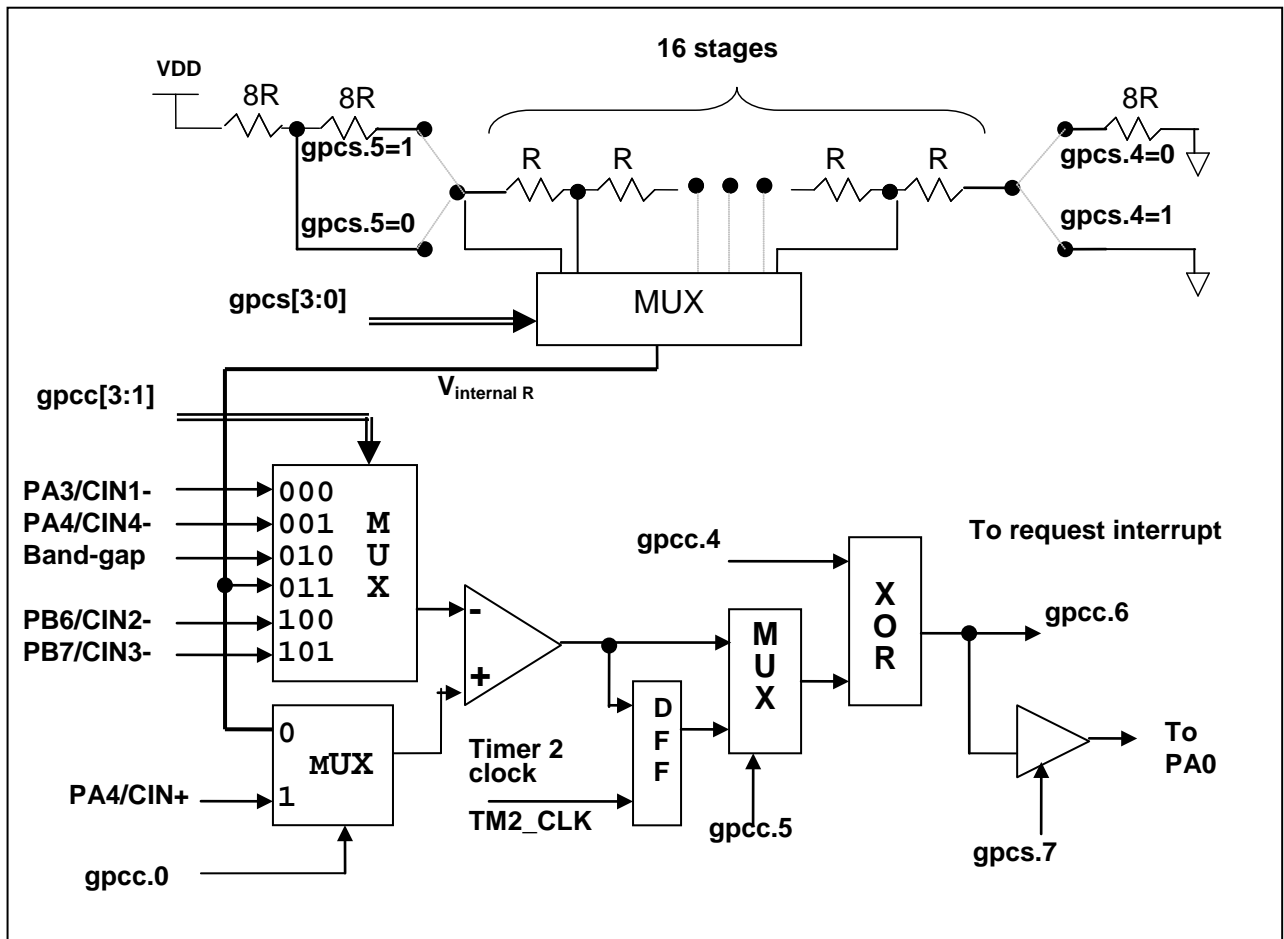


Fig. 9: Hardware diagram of comparator

5.12.1. Internal reference voltage ($V_{\text{internal R}}$)

The internal reference voltage $V_{\text{internal R}}$ is built by series resistance to provide different level of reference voltage, bit 4 and bit 5 of **gpcs** register are used to select the maximum and minimum values of $V_{\text{internal R}}$ and bit [3:0] of **gpcs** register are used to select one of the voltage level which is divided-by-16 from the defined maximum level to minimum level. Fig. 10 to Fig. 13 shows four conditions to have different reference voltage $V_{\text{internal R}}$. By setting the **gpcs** register, the internal reference voltage $V_{\text{internal R}}$ can be ranged from $(1/32)*V_{\text{DD}}$ to $(3/4)*V_{\text{DD}}$.

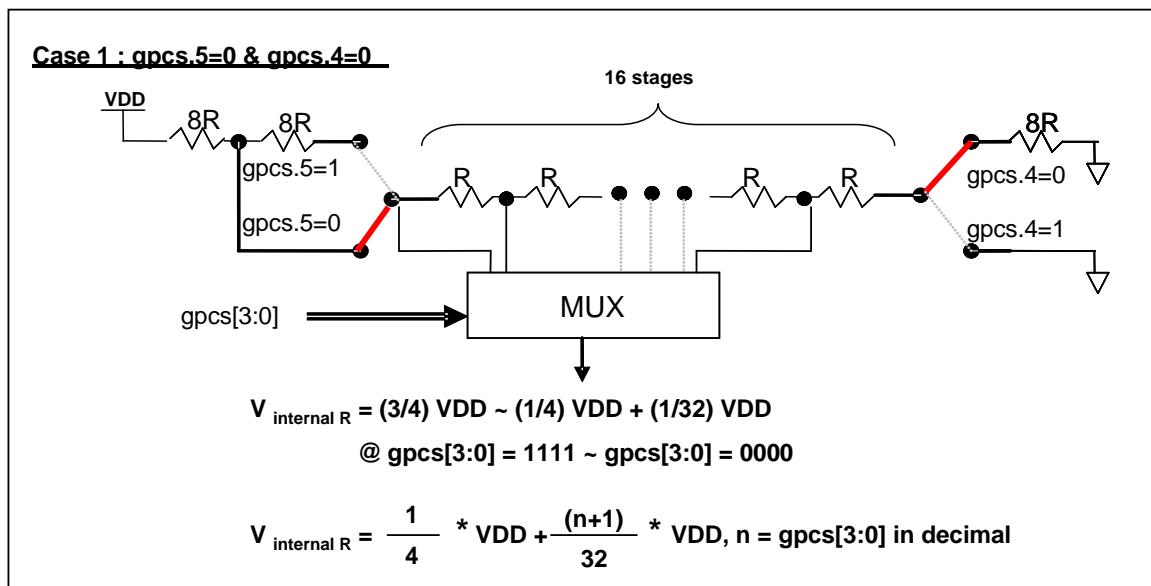


Fig. 10: $V_{\text{internal R}}$ hardware connection if gpcs.5=0 and gpcs.4=0

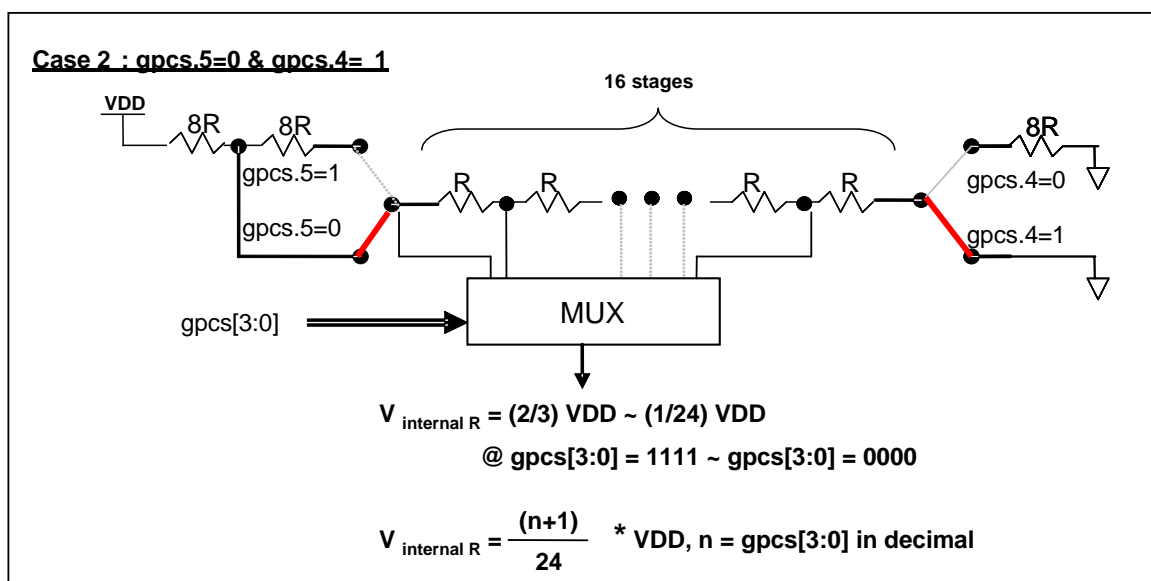


Fig. 11: $V_{\text{internal R}}$ hardware connection if gpcs.5=0 and gpcs.4=1

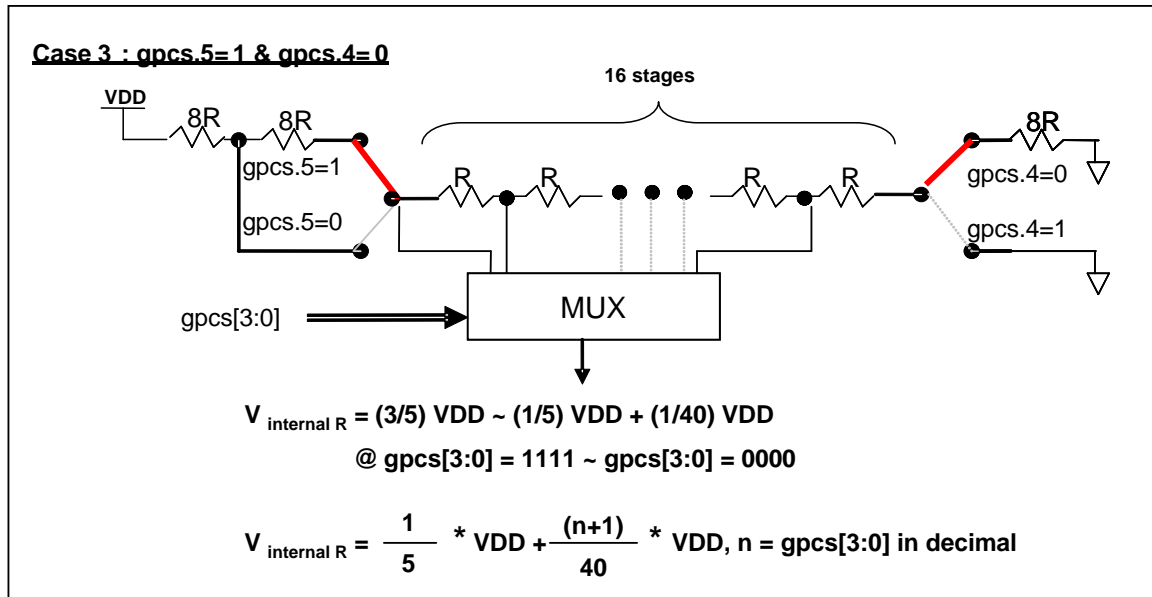


Fig. 12: $V_{\text{internal R}}$ hardware connection if gpcs.5=1 and gpcs.4=0

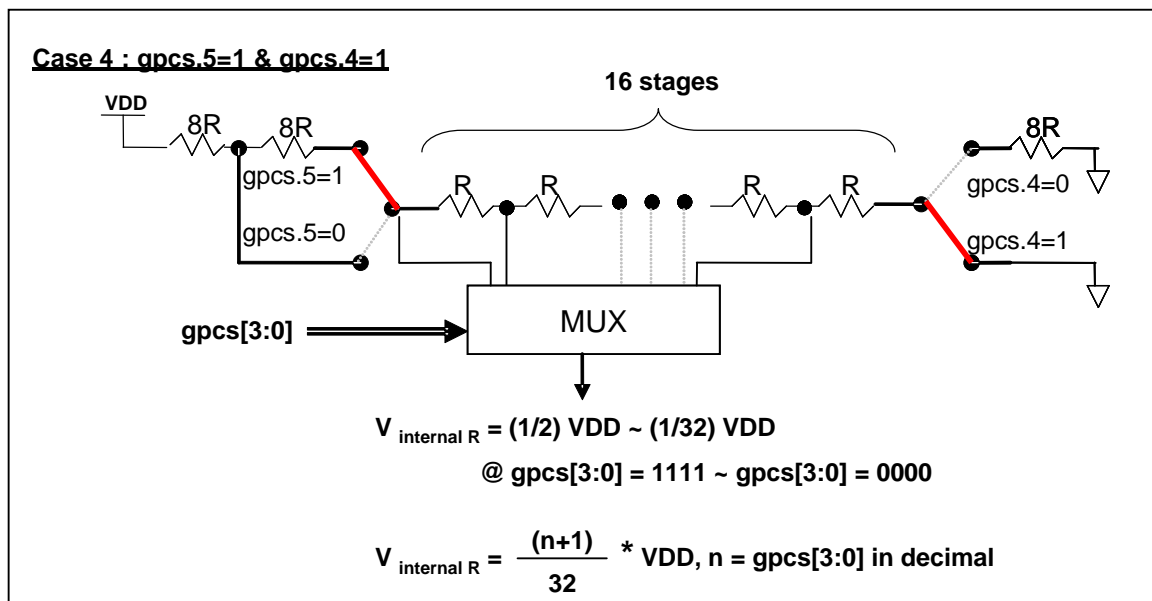


Fig. 13: $V_{\text{internal R}}$ hardware connection if gpcs.5=1 and gpcs.4=1

5.12.2. Using the comparator

Case 1:

Choosing PA3 as minus input and $V_{internal R}$ with $(18/32)*V_{DD}$ voltage level as plus input. $V_{internal R}$ is configured as the above Figure “gpcs[5:4] = 2b'00” and gpcs [3:0] = 4b'1001 (n=9) to have $V_{internal R} = (1/4)*V_{DD} + [(9+1)/32]*V_{DD} = [(9+9)/32]*V_{DD} = (18/32)*V_{DD}$.

```

gpcs    = 0b0_0_00_1001;      //  $V_{internal R} = V_{DD}*(18/32)$ 
gpcc    = 0b1_0_0_0_000_0;    // enable comp, - input: PA3, + input:  $V_{internal R}$ 
padier   = 0bxxxx_0_xxx;      // disable PA3 digital input to prevent leakage current

```

or

```

$ GPCS    $V_{DD}*18/32$ ;
$ GPCC   Enable, N_PA3, P_R;  // - input: N_xx, + input: P_R( $V_{internal R}$ )
PADIER = 0bxxxx_0_xxx;

```

Case 2:

Choosing $V_{internal R}$ as minus input with $(22/40)*V_{DD}$ voltage level and PA4 as plus input, the comparator result will be inversed and then output to PA0. $V_{internal R}$ is configured as the above Figure “gpcs[5:4] = 2b'10” and gpcs [3:0] = 4b'1101 (n=13) to have $V_{internal R} = (1/5)*V_{DD} + [(13+1)/40]*V_{DD} = [(13+9)/40]*V_{DD} = (22/40)*V_{DD}$.

```

gpcs    = 0b1_0_10_1101;      // output to PA0,  $V_{internal R} = V_{DD}*(22/40)$ 
gpcc    = 0b1_0_0_1_011_1;    // Inverse output, - input:  $V_{internal R}$ , + input: PA4
padier   = 0bxxxx_0_xxx;      // disable PA4 digital input to prevent leakage current

```

or

```

$ GPCS   Output,  $V_{DD}*22/40$ ;
$ GPCC   Enable, Inverse, N_R, P_PA4; // - input: N_R( $V_{internal R}$ ), + input: P_xx
PADIER = 0bxxx_0_xxxx;

```

Note: When selecting output to PA0 output, GPCS will affect the PA3 output function in ICE. Though the IC is fine, be careful to avoid this error during emulation.

5.12.3. Using the comparator and band-gap 1.20V

The internal band-gap module provides a stable 1.20V output, and it can be used to measure the external supply voltage level. The band-gap 1.20V is selected as minus input of comparator and $V_{\text{internal R}}$ is selected as plus input, the supply voltage of $V_{\text{internal R}}$ is V_{DD} , the V_{DD} voltage level can be detected by adjusting the voltage level of $V_{\text{internal R}}$ to compare with band-gap. If N (gpcs[3:0] in decimal) is the number to let $V_{\text{internal R}}$ closest to band-gap 1.20 volt, the supply voltage V_{DD} can be calculated by using the following equations:

For using Case 1: $V_{\text{DD}} = [32 / (N+9)] * 1.20 \text{ volt ;}$

For using Case 2: $V_{\text{DD}} = [24 / (N+1)] * 1.20 \text{ volt ;}$

For using Case 3: $V_{\text{DD}} = [40 / (N+9)] * 1.20 \text{ volt ;}$

For using Case 4: $V_{\text{DD}} = [32 / (N+1)] * 1.20 \text{ volt ;}$

Case 1:

```

$ GPCS  VDD*12/40;           // 4.0V * 12/40 = 1.2V
$ GPCC  Enable, BANDGAP, P_R; // - input: BANDGAP, + input: P_R(Vinternal R)
....
if (GPC_Out)                 // or GPCC.6
{                             // when VDD > 4V
}
else
{                             // when VDD < 4V
}

```

5.13. 8-bit Timer with PWM generation (Timer2, Timer3)

Two 8-bit hardware timer (Timer2/TM2·Timer3/TM3) with PWM generation is implemented in the PMS154B, Timer2 is used as the example to describe its function due to these two 8-bit timers are the same. Please refer to Fig. 14 shown its hardware diagram, the clock sources of Timer2 may come from system clock, internal high RC oscillator (IHRC) or, internal low RC oscillator (ILRC), external crystal oscillator (EOSC), PA0, PA4, PB0 or comparator. Bit[7:4] of register tm2c are used to select the clock source of Timer2. Please notice that if IHRC is selected for Timer2 clock source, the clock sent to Timer2 will keep running when using ICE in halt state. According to the setting of register tm2c[3:2], Timer2 output can be selectively output to PB2, PA3 or PB4(Timer3 count output can be selected as PB5, PB6 or PB7). At this point, regardless of whether PX.x is the input or output state, Timer2(or Timer3) signal will be forced to output. A clock pre-scaling module is provided with divided-by-1, 4, 16, and 64 options, controlled by bit [6:5] of tm2s register; one scaling module with divided-by-1~31 is also provided and controlled by bit [4:0] of tm2s register. In conjunction of pre-scaling function and scaling function, the frequency of Timer2 clock (TM2_CLK) can be wide range and flexible.

The Timer2 counter performs 8-bit up-counting operation only; the counter values can be set or read back by tm2ct register. The 8-bit counter will be clear to zero automatically when its values reach for upper bound register, the upper bound register is used to define the period of timer or duty of PWM. There are two operating modes for Timer2: period mode and PWM mode; period mode is used to generate periodical output waveform or interrupt event; PWM mode is used to generate PWM output waveform with optional 6-bit or 8-bit PWM resolution, Fig. 15 shows the timing diagram of Timer2 for both period mode and PWM mode.

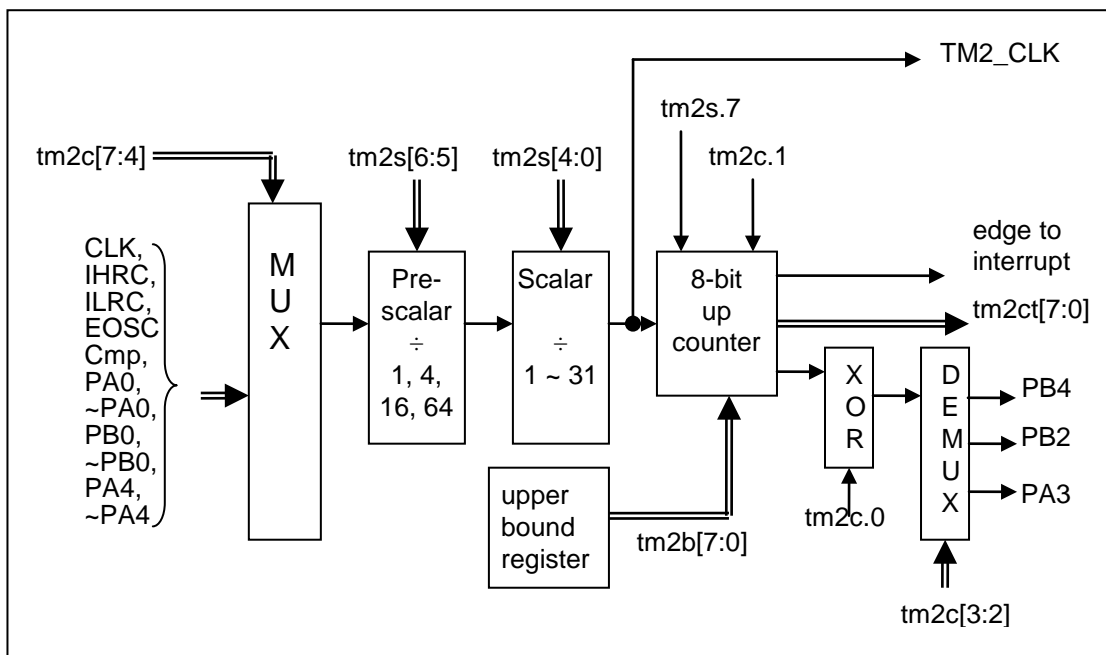
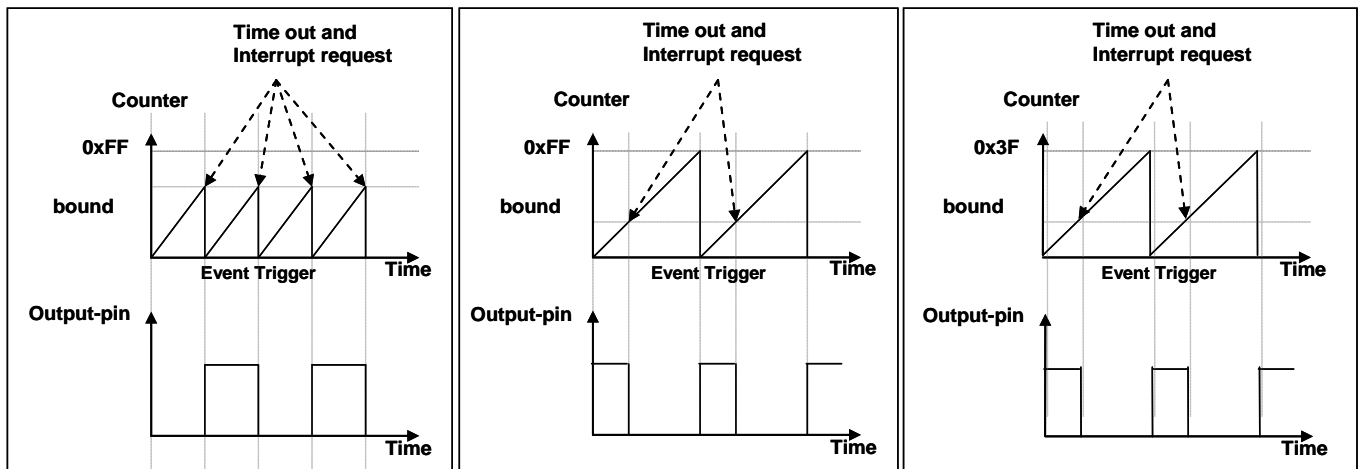


Fig. 14: Timer2 hardware diagram



Mode 0 – Period Mode

Mode 1 – 8-bit PWM Mode

Mode 1 – 6-bit PWM Mode

Fig. 15: Timing diagram of Timer2 in period mode and PWM mode (tm2c.1=1)

5.13.1. Using the Timer2 to generate periodical waveform

If periodical mode is selected, the duty cycle of output is always 50%; its frequency can be summarized as below:

$$\text{Frequency of Output} = Y \div [2 \times (K+1) \times S1 \times (S2+1)]$$

Where, $Y = tm2c[7:4]$: frequency of selected clock source
 $K = tm2b[7:0]$: bound register in decimal
 $S1 = tm2s[6:5]$: pre-scalar (1, 4, 16, 64)
 $S2 = tm2s[4:0]$: scalar register in decimal (1 ~ 31)

Example 1:

tm2c = 0b0001_1000, Y=8MHz
 tm2b = 0b0111_1111, K=127
 tm2s = 0b0_00_00000, S1=1, S2=0
 → frequency of output = $8\text{MHz} \div [2 \times (127+1) \times 1 \times (0+1)] = 31.25\text{KHz}$

Example 2:

tm2c = 0b0001_1000, Y=8MHz
 tm2b = 0b0111_1111, K=127
 tm2s[7:0] = 0b0_11_11111, S1=64, S2 = 31
 → frequency = $8\text{MHz} \div (2 \times (127+1) \times 64 \times (31+1)) = 15.25\text{Hz}$

Example 3:

tm2c = 0b0001_1000, Y=8MHz
 tm2b = 0b0000_1111, K=15
 tm2s = 0b0_00_00000, S1=1, S2=0
 → frequency = $8\text{MHz} \div (2 \times (15+1) \times 1 \times (0+1)) = 250\text{KHz}$

Example 4:

```
tm2c = 0b0001_1000, Y=8MHz
tm2b = 0b0000_0001, K=1
tm2s = 0b0_00_00000, S1=1, S2=0
→ frequency = 8MHz ÷ ( 2 × (1+1) × 1 × (0+1) ) =2MHz
```

The sample program for using the Timer2 to generate periodical waveform to PA3 is shown as below:

```
void FPPA0(void)
{
    . ADJUST_IC    SYSCLK=IHRC/2, IHRC=16MHz, VDD=5V
    ...
    tm2ct = 0x00;
    tm2b = 0x7f;
    tm2s = 0b0_00_00001;           // 8-bit PWM, pre-scalar = 1, scalar = 2
    tm2c = 0b0001_10_0_0;         // system clock, output=PA3, period mode
    while(1)
    {
        nop;
    }
}
```

5.13.2. Using the Timer2 to generate 8-bit PWM waveform

If 8-bit PWM mode is selected, it should set **tm2c[1]=1** and **tm2s[7]=0**, the frequency and duty cycle of output waveform can be summarized as below:

$$\text{Frequency of Output} = Y \div [256 \times S1 \times (S2+1)]$$

$$\text{Duty of Output} = [(K + 1) \div 256] \times 100\%$$

Where, Y = tm2c[7:4] : frequency of selected clock source
 K = tm2b[7:0] : bound register in decimal
 S1 = tm2s[6:5] : pre-scalar (1, 4, 16, 64)
 S2 = tm2s[4:0] : scalar register in decimal (1 ~ 31)

Example 1:

```
tm2c = 0b0001_1010, Y=8MHz
tm2b = 0b0111_1111, K=127
tm2s = 0b0_00_00000, S1=1, S2=0
→ frequency of output = 8MHz ÷ ( 256 × 1 × (0+1) ) = 31.25KHz
→ duty of output = [(127+1) ÷ 256] × 100% = 50%
```

Example 2:

```
tm2c = 0b0001_1010, Y=8MHz
tm2b = 0b0111_1111, K=127
tm2s = 0b0_11_11111, S1=64, S2=31
→ frequency of output = 8MHz ÷ ( 256 × 64 × (31+1) ) = 15.25Hz
→ duty of output = [(127+1) ÷ 256] × 100% = 50%
```

Example 3:

tm2c = 0b0001_1010, Y=8MHz
 tm2b = 0b1111_1111, K=255
 tm2s = 0b0_00_00000, S1=1, S2=0
 → frequency of output = $8\text{MHz} \div (256 \times 1 \times (0+1)) = 31.25\text{KHz}$
 → duty of output = $[(255+1) \div 256] \times 100\% = 100\%$

Example 4:

tm2c = 0b0001_1010, Y=8MHz
 tm2b = 0b0000_1001, K = 9
 tm2s = 0b0_00_00000, S1=1, S2=0
 → frequency of output = $8\text{MHz} \div (256 \times 1 \times (0+1)) = 31.25\text{KHz}$
 → duty of output = $[(9+1) \div 256] \times 100\% = 3.9\%$

The sample program for using the Timer2 to generate PWM waveform from PA3 is shown as below:

```

void FPPA0 (void)
{
  .ADJUST_IC SYSCLK=IHRC/2, IHRC=16MHz, VDD=5V
  wdreset;
  tm2ct = 0x00;
  tm2b = 0x7f;
  tm2s = 0b0_00_00001; // 8-bit PWM, pre-scalar = 1, scalar = 2
  tm2c = 0b0001_10_1_0; // system clock, output=PA3, PWM mode
  while(1)
  {
    nop;
  }
}

```

5.13.3.

5.13.4. Using the Timer2 to generate 6-bit PWM waveform

If 6-bit PWM mode is selected, it should set $tm2c[1]=1$ and $tm2s[7]=1$, the frequency and duty cycle of output waveform can be summarized as below:

$$\text{Frequency of Output} = Y \div [64 \times S1 \times (S2+1)]$$

$$\text{Duty of Output} = [(K + 1) \div 64] \times 100\%$$

Where, $tm2c[7:4] = Y$: frequency of selected clock source

$tm2b[7:0] = K$: bound register in decimal

$tm2s[6:5] = S1$: pre-scalar (1, 4, 16, 64)

$tm2s[4:0] = S2$: scalar register in decimal (1 ~ 31)

Example 1:

$tm2c = 0b0001_1010$, $Y=8\text{MHz}$

$tm2b = 0b0001_1111$, $K=31$

$tm2s = 0b1_00_00000$, $S1=1$, $S2=0$

→ frequency of output = $8\text{MHz} \div (64 \times 1 \times (0+1)) = 125\text{KHz}$

→ duty = $[(31+1) \div 64] \times 100\% = 50\%$

Example 2:

$tm2c = 0b0001_1010$, $Y=8\text{MHz}$

$tm2b = 0b0001_1111$, $K=31$

$tm2s = 0b1_11_11111$, $S1=64$, $S2=31$

→ frequency of output = $8\text{MHz} \div (64 \times 64 \times (31+1)) = 61.03\text{Hz}$

→ duty of output = $[(31+1) \div 64] \times 100\% = 50\%$

Example 3:

$tm2c = 0b0001_1010$, $Y=8\text{MHz}$

$tm2b = 0b0011_1111$, $K=63$

$tm2s = 0b1_00_00000$, $S1=1$, $S2=0$

→ frequency of output = $8\text{MHz} \div (64 \times 1 \times (0+1)) = 125\text{KHz}$

→ duty of output = $[(63+1) \div 64] \times 100\% = 100\%$

Example 4:

$tm2c = 0b0001_1010$, $Y=8\text{MHz}$

$tm2b = 0b0000_0000$, $K=0$

$tm2s = 0b1_00_00000$, $S1=1$, $S2=0$

→ frequency = $8\text{MHz} \div (64 \times 1 \times (0+1)) = 125\text{KHz}$

→ duty = $[(0+1) \div 64] \times 100\% = 1.5\%$

5.14. 11-bit PWM generation

5.14.1. PWM Waveform

A PWM output waveform (Fig. 16) has a time-base ($T_{\text{Period}} = \text{Time of Period}$) and a time with output high level (Duty Cycle). The frequency of the PWM output is the inverse of the period ($f_{\text{PWM}} = 1/T_{\text{Period}}$), the resolution of the PWM is the clock count numbers for one period ($N \text{ bits resolution, } 2^N \times T_{\text{clock}} = T_{\text{Period}}$).

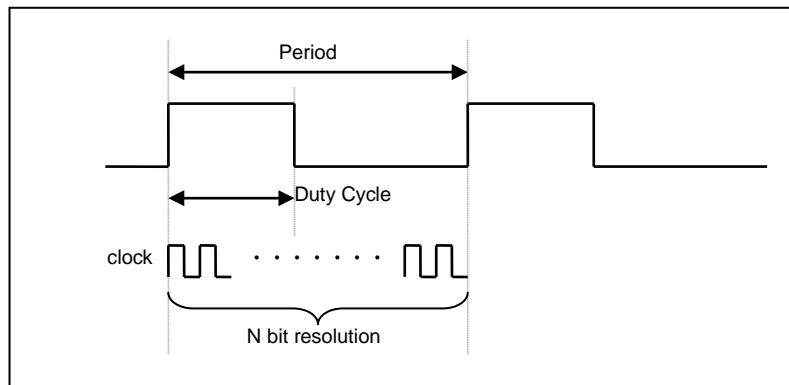


Fig. 16: PWM Output Waveform

5.14.2. Hardware and Timing Diagram

Fig. 17 shows the hardware diagram of 11-bit Timer. The clock source can be IHRC or system clock. Depending on the setting of register PWMC, PWM can be optionally output to PA0, PB4 or PB5. At this point, PWM signal will be forced to output regardless of whether PX.x is the input or output state.. The period of PWM waveform is defined in the PWM upper bond high and low registers, the duty cycle of PWM waveform is defined in the PWM duty high and low registers.

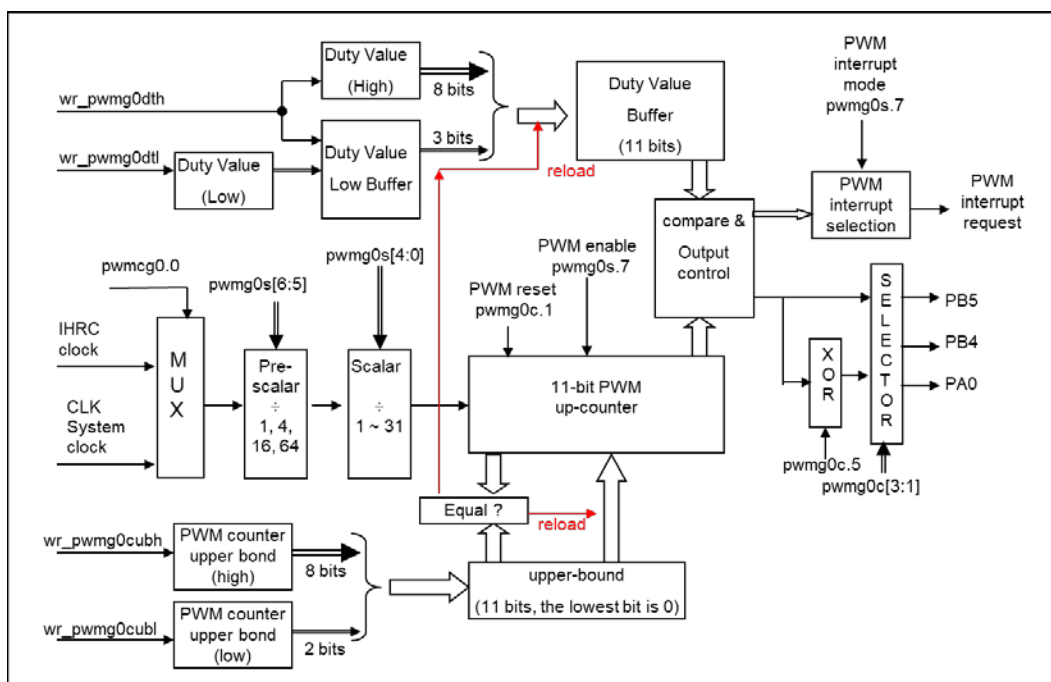


Fig. 17: Hardware Diagram of 11-bit PWM Generator 0 (PWMG0)

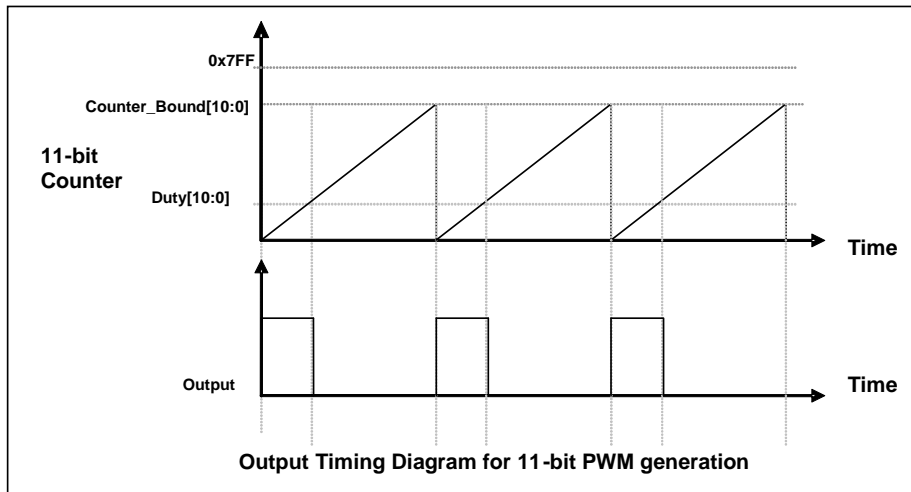


Fig. 18: Output Timing Diagram of 11-bit PWM Generator

5.14.3. Equations for 11-bit PWM Generator

If F_{IHRC} is the frequency of IHRC oscillator and IHRC is the chosen clock source for 11-bit PWM generator, the PWM frequency and duty cycle in time will be:

$$\text{Frequency of PWM Output} = F_{IHRC} \div [P \times (K + 1) \times CB]$$

$$\text{Duty Cycle of PWM Output (in time)} = (1/F_{IHRC}) * [DB10_1 + DB0 * 0.5 + 0.5]$$

Where,

- $pwms[6:5] = P$; pre-scalar
- $pwms[4:0] = K$; scalar
- $Duty_Bound[10:1] = \{ pwmgxdth [7:0], pwmgxdtl[7:6] \} = DB10_1$; duty bound
- $Duty_Bound[0] = pwmgxdtl[5] = DB0$
- $Counter_Bound[10:1] = \{ pwmgxcubh [7:0], pwmgxcubl [7:6] \} = CB$; counter bound

6. IO Registers

6.1. ACC Status Flag Register (*flag*), IO address = 0x00

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 4 | - | - | Reserved. These four bits are "1" when read. |
| 3 | - | R/W | OV (Overflow). This bit is set whenever the sign operation is overflow. |
| 2 | - | R/W | AC (Auxiliary Carry). There are two conditions to set this bit, the first one is carry out of low nibble in addition operation, and the other one is borrow from the high nibble into low nibble in subtraction operation. |
| 1 | - | R/W | C (Carry). There are two conditions to set this bit, the first one is carry out in addition operation, and the other one is borrow in subtraction operation. Carry is also affected by shift with carry instruction. |
| 0 | - | R/W | Z (Zero). This bit will be set when the result of arithmetic or logic operation is zero; Otherwise, it is cleared. |

6.2. Stack Pointer Register (*sp*), IO address = 0x02

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 0 | - | R/W | Stack Pointer Register. Read out the current stack pointer, or write to change the stack pointer. Please notice that bit 0 should be kept 0 due to program counter is 16 bits. |

6.3. Clock Mode Register (*clkmd*), IO address = 0x03

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 5 | 111 | R/W | System clock selection: |
| | | | Type 0, clkmd[3]=0 |
| | | | 000: IHRC/4 001: IHRC/2 010: reserved 011: EOSC/4 100: EOSC/2 101: EOSC 110: ILRC/4 111: ILRC (default) |
| 4 | 1 | R/W | IHRC oscillator Enable. 0 / 1: disable / enable |
| 3 | 0 | RW | Clock Type Select. This bit is used to select the clock type in bit [7:5]. 0 / 1: Type 0 / Type 1 |
| 2 | 1 | R/W | ILRC Enable. 0 / 1: disable / enable If ILRC is disabled, watchdog timer is also disabled. |
| 1 | 1 | R/W | Watch Dog Enable. 0 / 1: disable / enable |
| 0 | 0 | R/W | Pin PA5/PRST# function. 0 / 1: PA5 / PRST# |

6.4. Interrupt Enable Register (*inten*), IO address = 0x04

| Bit | Reset | R/W | Description |
|-----|-------|-----|--|
| 7 | - | R/W | Enable interrupt from Timer3. 0 / 1: disable / enable. |
| 6 | - | R/W | Enable interrupt from Timer2. 0 / 1: disable / enable. |
| 5 | - | R/W | Enable interrupt from PWMG0. 0 / 1: disable / enable. |
| 4 | - | R/W | Enable interrupt from comparator. 0 / 1: disable / enable. |
| 3 | - | R/W | Reserved. |
| 2 | - | R/W | Enable interrupt from Timer16 overflow. 0 / 1: disable / enable. |
| 1 | - | R/W | Enable interrupt from PB0. 0 / 1: disable / enable. |
| 0 | - | R/W | Enable interrupt from PA0. 0 / 1: disable / enable. |

6.5. Interrupt Request Register (*intrq*), IO address = 0x05

| Bit | Reset | R/W | Description |
|-----|-------|-----|--|
| 7 | - | R/W | Interrupt Request from Timer3, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |
| 6 | - | R/W | Interrupt Request from Timer2, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |
| 5 | - | R/W | Interrupt Request from PWMG0, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |
| 4 | - | R/W | Interrupt Request from comparator, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |
| 3 | - | - | Reserved. |
| 2 | - | R/W | Interrupt Request from Timer16, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |
| 1 | - | R/W | Interrupt Request from pin PB0, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |
| 0 | - | R/W | Interrupt Request from pin PA0, this bit is set by hardware and cleared by software. 0 / 1: No request / Request |

6.6. Timer 16 mode Register (*t16m*), IO address = 0x06

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 - 5 | 000 | R/W | Timer Clock source selection 000: Timer 16 is disabled 001: CLK (system clock) 010: reserved 011: PA4 falling edge (from external pin) 100: IHRC 101: EOSC 110: ILRC 111: PA0 falling edge (from external pin) |
| 4 - 3 | 00 | R/W | Internal clock divider. 00: /1 01: /4 10: /16 11: /64 |
| 2 - 0 | 000 | R/W | Interrupt source selection. Interrupt event happens when selected bit is changed. 0 : bit 8 of Timer16 1 : bit 9 of Timer16 2 : bit 10 of Timer16 3 : bit 11 of Timer16 4 : bit 12 of Timer16 5 : bit 13 of Timer16 6 : bit 14 of Timer16 7 : bit 15 of Timer16 |

6.7. External Oscillator setting Register (*eoscr*, write only), IO address = 0x0a

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 | 0 | WO | Enable external crystal oscillator. 0 / 1 : Disable / Enable |
| 6 - 5 | 00 | WO | External crystal oscillator selection. 00 : reserved 01 : Low driving capability, for lower frequency, ex: 32KHz crystal oscillator 10 : Middle driving capability, for middle frequency, ex: 1MHz crystal oscillator 11 : High driving capability, for higher frequency, ex: 4MHz crystal oscillator |
| 4 - 1 | - | - | Reserved. Please keep 0 for future compatibility. |
| 0 | 0 | WO | Power-down the Band-gap and LVR hardware modules. 0 / 1: normal / power-down. |

6.8. Interrupt Edge Select Register (*integs*), IO address = 0x0c

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 - 5 | - | WO | Reserved. |
| 4 | 0 | WO | Timer16 edge selection. 0 : rising edge to trigger interrupt 1 : falling edge to trigger interrupt |
| 3 - 2 | 00 | WO | PB0 edge selection. 00 : both rising edge and falling edge to trigger interrupt 01 : rising edge to trigger interrupt 10 : falling edge to trigger interrupt 11 : reserved. |
| 1 - 0 | 00 | WO | PA0 edge selection. 00 : both rising edge and falling edge to trigger interrupt 01 : rising edge to trigger interrupt 10 : falling edge to trigger interrupt 11 : reserved. |

6.9. Port A Digital Input Enable Register (*padier*), IO address = 0x0d

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 3 | 11111 | WO | Enable PA7~PA3 wake up event. 1 / 0: enable / disable. These bits can be set to low to disable wake up from PA7~PA3 toggling. |
| 2 - 1 | - | - | Reserved. |
| 0 | 1 | WO | Enable PA0 wake up event and interrupt request. 1 / 0: enable / disable. This bit can be set to low to disable wake up from PA0 toggling and interrupt request from this pin. |

6.10. Port B Digital Input Enable Register (*pbdier*), IO address = 0x0e

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 0 | FF | WO | Enable PB7~PB0 wake up event. 1 / 0: enable / disable. These bits can be set to low to disable wake up from PB7~PB0 toggling. |

6.11. Port A Data Registers (*pa*), IO address = 0x10

| Bit | Reset | R/W | Description |
|-------|-------|-----|----------------------------|
| 7 - 0 | 8'h00 | R/W | Data registers for Port A. |

6.12. Port A Control Registers (*pac*), IO address = 0x11

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 0 | 8'h00 | R/W | Port A control registers. This register is used to define input mode or output mode for each corresponding pin of port A. 0 / 1: input / output. |

6.13. Port A Pull-High Registers (*paph*), IO address = 0x12

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 - 0 | 8'h00 | R/W | Port A pull-high registers. This register is used to enable the internal pull-high device on each corresponding pin of port A. 0 / 1 : disable / enable |

6.14. Port B Data Registers (*pb*), IO address = 0x14

| Bit | Reset | R/W | Description |
|-------|-------|-----|----------------------------|
| 7 - 0 | 8'h00 | R/W | Data registers for Port B. |

6.15. Port B Control Registers (*pbcr*), IO address = 0x15

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 0 | 8'h00 | R/W | Port B control registers. This register is used to define input mode or output mode for each corresponding pin of port B. 0 / 1: input / output. |

6.16. Port B Pull-High Registers (*pbph*), IO address = 0x16

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 - 0 | 8'h00 | R/W | Port B pull-high registers. This register is used to enable the internal pull-high device on each corresponding pin of port B. 0 / 1 : disable / enable |

6.17. MISC Register (*misc*), IO address = 0x08

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 6 | - | - | Reserved. (keep 0 for future compatibility) |
| 5 | 0 | WO | Enable fast Wake up. Fast wake-up is NOT supported when EOSC is enabled. 0: Normal wake up. The wake-up time is 3000 ILRC clocks (Not for fast boot-up) 1: Fast wake up. The wake-up time is 45 ILRC clocks. |
| 4 | 0 | WO | Enabled VDD/2 for LCD application. 0 / 1 : disabled / enabled (ICE cannot be dynamically switched) If Code Option selects LCD output, but MISC.4 does not set to 1, then the VDD/2 bias cannot be output on the IC. However, the emulator is always OK. Two above phenomena are different. |
| 3 | - | - | Reserved. |
| 2 | 0 | WO | Disable LVR function. 0 / 1 : Enable / Disable |
| 1 - 0 | 00 | WO | Watch dog time out period 00: 8192 ILRC clock period 01: 16384 ILRC clock period 10: 65536 ILRC clock period 11: 262144 ILRC clock period |

6.18. Timer2 Control Register (*tm2c*), IO address = 0x1c

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 4 | 0000 | R/W | Timer2 clock selection. 0000 : disable 0001 : CLK 0010 : IHRC 0011 : EOSC 0100 : ILRC 0101 : comparator output 1000 : PA0 (rising edge) 1001 : ~PA0 (falling edge) 1010 : PB0 (rising edge) 1011 : ~PB0 (falling edge) 1100 : PA4 (rising edge) 1101 : ~PA4 (falling edge) Others: reserved Notice: In ICE mode and IHRC is selected for Timer2 clock, the clock sent to Timer2 does NOT be stopped, Timer2 will keep counting when ICE is in halt state. |
| 3 - 2 | 00 | R/W | Timer2 output selection. 00 : disable 01 : PB2 10 : PA3 11 : PB4 |
| 1 | 0 | R/W | Timer2 mode selection. 0 / 1 : period mode / PWM mode |
| 0 | 0 | R/W | Enable to inverse the polarity of Timer2 output. 0 / 1: disable / enable |

6.19. Timer2 Counter Register (*tm2ct*), IO address = 0x1d

| Bit | Reset | R/W | Description |
|-------|-------|-----|---------------------------------------|
| 7 - 0 | 0x00 | R/W | Bit [7:0] of Timer2 counter register. |

6.20. Timer2 Scalar Register (*tm2s*), IO address = 0x17

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 | 0 | WO | PWM resolution selection. 0 : 8-bit 1 : 6-bit |
| 6 - 5 | 00 | WO | Timer2 clock pre-scalar. 00 : ÷ 1 01 : ÷ 4 10 : ÷ 16 11 : ÷ 64 |
| 4 - 0 | 00000 | WO | Timer2 clock scalar. |

6.21. Timer2 Bound Register (*tm2b*), IO address = 0x09

| Bit | Reset | R/W | Description |
|-------|-------|-----|------------------------|
| 7 - 0 | 0x00 | WO | Timer2 bound register. |

6.22. Timer3 Control Register (*tm3c*), IO address = 0x32

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 4 | 0000 | R/W | Timer3 clock selection. 0000 : disable 0001 : CLK 0010 : IHRC 0011 : EOSC 0100 : ILRC 0101 : comparator output 1000 : PA0 (rising edge) 1001 : ~PA0 (falling edge) 1010 : PB0 (rising edge) 1011 : ~PB0 (falling edge) 1100 : PA4 (rising edge) 1101 : ~PA4 (falling edge) Others: reserved Notice: In ICE mode and IHRC is selected for Timer3 clock, the clock sent to Timer3 does NOT be stopped, Timer3 will keep counting when ICE is in halt state. |
| 3 - 2 | 00 | R/W | Timer3 output selection. 00 : disable 01 : PB5 10 : PB6 11 : PB7 |
| 1 | 0 | R/W | Timer3 mode selection. 0 / 1 : period mode / PWM mode |
| 0 | 0 | R/W | Enable to inverse the polarity of Timer3 output. 0 / 1: disable / enable |

6.23. Timer3 Counter Register (*tm3ct*), IO address = 0x33

| Bit | Reset | R/W | Description |
|-------|-------|-----|---------------------------------------|
| 7 - 0 | 0x00 | R/W | Bit [7:0] of Timer2 counter register. |

6.24. Timer3 Scalar Register (*tm3s*), IO address = 0x34

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 | 0 | WO | PWM resolution selection. 0 : 8-bit 1 : 6-bit |
| 6 - 5 | 00 | WO | Timer3 clock pre-scalar. 00 : ÷ 1 01 : ÷ 4 10 : ÷ 16 11 : ÷ 64 |
| 4 - 0 | 00000 | WO | Timer3 clock scalar. |

6.25. Timer3 Bound Register (*tm3b*), IO address = 0x35

| Bit | Reset | R/W | Description |
|-------|-------|-----|------------------------|
| 7 - 0 | 0x00 | WO | Timer3 bound register. |

6.26. Comparator Control Register (*gpcc*), IO address = 0x18

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 | 0 | R/W | Enable comparator. 0 / 1 : disable / enable When this bit is set to enable, please also set the corresponding analog input pins to be digital disable to prevent IO leakage. |
| 6 | - | RO | Comparator result of comparator. 0: plus input < minus input 1: plus input > minus input |
| 5 | 0 | R/W | Select whether the comparator result output will be sampled by TM2_CLK? 0: result output NOT sampled by TM2_CLK 1: result output sampled by TM2_CLK |
| 4 | 0 | R/W | Inverse the polarity of result output of comparator. 0: polarity is NOT inverted. 1: polarity is inverted. |
| 3 - 1 | 000 | R/W | Selection the minus input (-) of comparator. 000 : PA3 001 : PA4 010 : Internal 1.20 volt band-gap reference voltage 011 : $V_{internal R}$ 100 : PB6 (not for EV5) 101 : PB7 (not for EV5) 11X: reserved |
| 0 | 0 | R/W | Selection the plus input (+) of comparator. 0 : $V_{internal R}$ 1 : PA4 |

6.27. Comparator Selection Register (*gpcs*), IO address = 0x19

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 | 0 | WO | Comparator output enable (to PA0). 0 / 1 : disable / enable (Please avoid this situation: GPCS will affect the PA3 output function when selecting output to PA0 in ICE.) |
| 6 | - | - | Reserved. |
| 5 | 0 | WO | Selection of high range of comparator. |
| 4 | 0 | WO | Selection of low range of comparator. |
| 3 - 0 | 0000 | WO | Selection the voltage level of comparator. 0000 (lowest) ~ 1111 (highest) |

6.28. PWMG0 control Register (*pwmg0c*), IO address = 0x20

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 | 0 | R/W | Enable PWMG0 generator. 0 / 1: disable / enable. |
| 6 | - | RO | Output status of PWMG0 generator. |
| 5 | 0 | R/W | Enable to inverse the polarity of PWMG0 generator output. 0 / 1 : disable / enable. |
| 4 | 0 | R/W | PWMG0 counter reset. Writing "1" to clear PWMG0 counter. |
| 3 - 1 | 0 | R/W | Select PWM output pin for PWMG0. 000: none 001: PB5 011: PA0 100: PB4 Others: reserved |
| 0 | 0 | R/W | Clock source of PWMG0 generator. 0: CLK*2, 1: IHRC*2 |

6.29. PWMG0 Scalar Register (*pwmg0s*), IO address = 0x21

| Bit | Reset | R/W | Description |
|-------|-------|-----|---|
| 7 | 0 | R/W | PWMG0 interrupt mode. 0: Generate interrupt when counter matches the duty value 1: Generate interrupt when counter is 0 |
| 6 - 5 | 0 | R/W | PWMG0 clock pre-scalar. 00 : ÷1 01 : ÷4 10 : ÷16 11 : ÷64 |
| 4 - 0 | 0 | R/W | PWMG0 clock divider |

6.30. PWMG0 Counter Upper Bound High Register (*pwmg0cubh*), IO address = 0x24

| Bit | Reset | R/W | Description |
|-----|-------|-----|-------------|
|-----|-------|-----|-------------|

| | | | |
|-------|---|----|---|
| 7 - 0 | - | WO | Bit[10:3] of PWMG0 counter upper bound. |
|-------|---|----|---|

6.31. PWMG0 Counter Upper Bound Low Register (*pwmg0cubl*), IO address = 0x25

| Bit | Reset | R/W | Description |
|-------|-------|-----|--|
| 7 - 6 | - | WO | Bit[2:1] of PWMG0 counter upper bound. |
| 5 - 0 | - | - | Reserved |

6.32. PWMG0 Duty Value High Register (*pwmg0dth*), IO address = 0x22

| Bit | Reset | R/W | Description |
|-------|-------|-----|---------------------------------|
| 7 - 0 | - | WO | Duty values bit[10:3] of PWMG0. |

6.33. PWMG0 Duty Value Low Register (*pwmg0dtl*), IO address = 0x23

| Bit | Reset | R/W | Description |
|-------|-------|-----|---------------------------------|
| 7 - 5 | - | WO | Duty values bit [2:0] of PWMG0. |
| 4 - 0 | - | - | Reserved |

Note: It's necessary to write PWMG0 Duty_Value Low Register before writing PWMG0 Duty_Value High Register.

7. Instructions

| Symbol | Description |
|--------------|---|
| ACC | Accumulator (Abbreviation of accumulator) |
| a | Accumulator (Symbol of accumulator in program) |
| sp | Stack pointer |
| flag | ACC status flag register |
| I | Immediate data |
| & | Logical AND |
| | Logical OR |
| ← | Movement |
| ^ | Exclusive logic OR |
| + | Add |
| − | Subtraction |
| ~ | NOT (logical complement, 1's complement) |
| ⌘ | NEG (2's complement) |
| OV | Overflow (The operational result is out of range in signed 2's complement number system) |
| Z | Zero (If the result of ALU operation is zero, this bit is set to 1) |
| C | Carry (The operational result is to have carry out for addition or to borrow carry for subtraction in unsigned number system) |
| AC | Auxiliary Carry (If there is a carry out from low nibble after the result of ALU operation, this bit is set to 1) |
| IO.n | The bit of register |
| M.n, | Only addressed in 0~0x3F (0~63) is allowed |

7.1. Data Transfer Instructions

| | |
|-------------------|---|
| <i>mov</i> a, I | <p>Move immediate data into ACC.</p> <p>Example: <i>mov</i> a, 0x0f;</p> <p>Result: a ← 0fh;</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>mov</i> M, a | <p>Move data from ACC into memory</p> <p>Example: <i>mov</i> MEM, a;</p> <p>Result: MEM ← a</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>mov</i> a, M | <p>Move data from memory into ACC</p> <p>Example: <i>mov</i> a, MEM ;</p> <p>Result: a ← MEM; Flag Z is set when MEM is zero.</p> <p>Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>mov</i> a, IO | <p>Move data from IO into ACC</p> <p>Example: <i>mov</i> a, pa ;</p> <p>Result: a ← pa; Flag Z is set when pa is zero.</p> <p>Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>mov</i> IO, a | <p>Move data from ACC into IO</p> <p>Example: <i>mov</i> pa, a;</p> <p>Result: pa ← a</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>ldt16</i> word | <p>Move 16-bit counting values in Timer16 to memory in word.</p> <p>Example: <i>ldt16</i> word;</p> <p>Result: word ← 16-bit timer</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <pre> ----- word T16val ; // declare a RAM word ... clear lb@ T16val ; // clear T16val (LSB) clear hb@ T16val ; // clear T16val (MSB) stt16 T16val ; // initial T16 with 0 ... set1 t16m.5 ; // enable Timer16 ... set0 t16m.5 ; // disable Timer 16 ldt16 T16val ; // save the T16 counting value to T16val ----- </pre> |

| | |
|----------------------|--|
| <i>stt16</i> word | <p>Store 16-bit data from memory in word to Timer16.</p> <p>Example: <i>stt16</i> word;</p> <p>Result: 16-bit timer ←word</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre style="margin: 0;"> word T16val ; // declare a RAM word ... mov a, 0x34 ; mov lb@ T16val , a ; // move 0x34 to T16val (LSB) mov a, 0x12 ; mov hb@ T16val , a ; // move 0x12 to T16val (MSB) stt16 T16val ; // initial T16 with 0x1234 ... </pre> <hr style="border-top: 1px dashed black;"/> |
| <i>idxm</i> a, index | <p>Move data from specified memory to ACC by indirect method. It needs 2T to execute this instruction.</p> <p>Example: <i>idxm</i> a, index;</p> <p>Result: a ← [index], where index is declared by word.</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre style="margin: 0;"> word RAMIndex ; // declare a RAM pointer ... mov a, 0x5B ; // assign pointer to an address (LSB) mov lb@RAMIndex, a ; // save pointer to RAM (LSB) mov a, 0x00 ; // assign 0x00 to an address (MSB), should be 0 mov hb@RAMIndex, a ; // save pointer to RAM (MSB) ... idxm a, RAMIndex ; // move memory data in address 0x5B to ACC </pre> <hr style="border-top: 1px dashed black;"/> |

| | |
|----------------------|--|
| <i>idxm</i> index, a | <p>Move data from ACC to specified memory by indirect method. It needs 2T to execute this instruction.</p> <p>Example: <i>idxm</i> index, a;</p> <p>Result: [index] ← a; where index is declared by word.</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre> word RAMIndex ; // declare a RAM pointer ... mov a, 0x5B ; // assign pointer to an address (LSB) mov lb@RAMIndex, a ; // save pointer to RAM (LSB) mov a, 0x00 ; // assign 0x00 to an address (MSB), should be 0 mov hb@RAMIndex, a ; // save pointer to RAM (MSB) ... mov a, 0xA5 ; idxm RAMIndex, a ; // move 0xA5 to memory in address 0x5B </pre> <hr style="border-top: 1px dashed black;"/> |
| <i>xch</i> M | <p>Exchange data between ACC and memory</p> <p>Example: <i>xch</i> MEM ;</p> <p>Result: MEM ← a , a ← MEM</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>pushaf</i> | <p>Move the ACC and flag register to memory that address specified in the stack pointer.</p> <p>Example: <i>pushaf</i>;</p> <p>Result: [sp] ← {flag, ACC}; sp ← sp + 2 ;</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre> .romadr 0x10 ; // ISR entry address pushaf ; // put ACC and flag into stack memory ... // ISR program ... // ISR program popaf ; // restore ACC and flag from stack memory reti ; </pre> <hr style="border-top: 1px dashed black;"/> |
| <i>popaf</i> | <p>Restore ACC and flag from the memory which address is specified in the stack pointer.</p> <p>Example: <i>popaf</i>;</p> <p>Result: sp ← sp - 2 ; {Flag, ACC} ← [sp] ;</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |

7.2. Arithmetic Operation Instructions

| | |
|------------------|---|
| <i>add</i> a, I | Add immediate data with ACC, then put result into ACC Example: <i>add</i> a, 0x0f ; Result: $a \leftarrow a + 0fh$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>add</i> a, M | Add data in memory with ACC, then put result into ACC Example: <i>add</i> a, MEM ; Result: $a \leftarrow a + MEM$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>add</i> M, a | Add data in memory with ACC, then put result into memory Example: <i>add</i> MEM, a ; Result: $MEM \leftarrow a + MEM$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>addc</i> a, M | Add data in memory with ACC and carry bit, then put result into ACC Example: <i>addc</i> a, MEM ; Result: $a \leftarrow a + MEM + C$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>addc</i> M, a | Add data in memory with ACC and carry bit, then put result into memory Example: <i>addc</i> MEM, a ; Result: $MEM \leftarrow a + MEM + C$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>addc</i> a | Add carry with ACC, then put result into ACC Example: <i>addc</i> a ; Result: $a \leftarrow a + C$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>addc</i> M | Add carry with memory, then put result into memory Example: <i>addc</i> MEM ; Result: $MEM \leftarrow MEM + C$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>nadd</i> a, M | Add negative logic (2's complement) of ACC with memory Example: <i>nadd</i> a, MEM ; Result: $a \leftarrow \overline{a} + MEM$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>nadd</i> M, a | Add negative logic (2's complement) of memory with ACC Example: <i>nadd</i> MEM, a ; Result: $MEM \leftarrow \overline{MEM} + a$ Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>sub</i> a, I | Subtraction immediate data from ACC, then put result into ACC. Example: <i>sub</i> a, 0x0f ; Result: $a \leftarrow a - 0fh$ ($a + [2's \text{ complement of } 0fh]$) Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |
| <i>sub</i> a, M | Subtraction data in memory from ACC, then put result into ACC Example: <i>sub</i> a, MEM ; Result: $a \leftarrow a - MEM$ ($a + [2's \text{ complement of } M]$) Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV |

| | |
|------------------|---|
| <i>sub</i> M, a | <p>Subtraction data in ACC from memory, then put result into memory</p> <p>Example: <i>sub</i> MEM, a;</p> <p>Result: $MEM \leftarrow MEM - a$ ($MEM + [2\text{'s complement of } a]$)</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>subc</i> a, M | <p>Subtraction data in memory and carry from ACC, then put result into ACC</p> <p>Example: <i>subc</i> a, MEM;</p> <p>Result: $a \leftarrow a - MEM - C$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>subc</i> M, a | <p>Subtraction ACC and carry bit from memory, then put result into memory</p> <p>Example: <i>subc</i> MEM, a ;</p> <p>Result: $MEM \leftarrow MEM - a - C$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>subc</i> a | <p>Subtraction carry from ACC, then put result into ACC</p> <p>Example: <i>subc</i> a;</p> <p>Result: $a \leftarrow a - C$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>subc</i> M | <p>Subtraction carry from the content of memory, then put result into memory</p> <p>Example: <i>subc</i> MEM;</p> <p>Result: $MEM \leftarrow MEM - C$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>inc</i> M | <p>Increment the content of memory</p> <p>Example: <i>inc</i> MEM ;</p> <p>Result: $MEM \leftarrow MEM + 1$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>dec</i> M | <p>Decrement the content of memory</p> <p>Example: <i>dec</i> MEM;</p> <p>Result: $MEM \leftarrow MEM - 1$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>clear</i> M | <p>Clear the content of memory</p> <p>Example: <i>clear</i> MEM ;</p> <p>Result: $MEM \leftarrow 0$</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |

7.3. Shift Operation Instructions

| | |
|---------------|--|
| <i>sr a</i> | Shift right of ACC, shift 0 to bit 7 Example: <i>sr a</i> ; Result: $a(0, b7, b6, b5, b4, b3, b2, b1) \leftarrow a(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow a(b0)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>src a</i> | Shift right of ACC with carry bit 7 to flag Example: <i>src a</i> ; Result: $a(c, b7, b6, b5, b4, b3, b2, b1) \leftarrow a(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow a(b0)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>sr M</i> | Shift right the content of memory, shift 0 to bit 7 Example: <i>sr MEM</i> ; Result: $MEM(0, b7, b6, b5, b4, b3, b2, b1) \leftarrow MEM(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow MEM(b0)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>src M</i> | Shift right of memory with carry bit 7 to flag Example: <i>src MEM</i> ; Result: $MEM(c, b7, b6, b5, b4, b3, b2, b1) \leftarrow MEM(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow MEM(b0)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>sl a</i> | Shift left of ACC shift 0 to bit 0 Example: <i>sl a</i> ; Result: $a(b6, b5, b4, b3, b2, b1, b0, 0) \leftarrow a(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow a(b7)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>slc a</i> | Shift left of ACC with carry bit 0 to flag Example: <i>slc a</i> ; Result: $a(b6, b5, b4, b3, b2, b1, b0, c) \leftarrow a(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow a(b7)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>sl M</i> | Shift left of memory, shift 0 to bit 0 Example: <i>sl MEM</i> ; Result: $MEM(b6, b5, b4, b3, b2, b1, b0, 0) \leftarrow MEM(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow MEM(b7)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>slc M</i> | Shift left of memory with carry bit 0 to flag Example: <i>slc MEM</i> ; Result: $MEM(b6, b5, b4, b3, b2, b1, b0, C) \leftarrow MEM(b7, b6, b5, b4, b3, b2, b1, b0)$, $C \leftarrow MEM(b7)$ Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV |
| <i>swap a</i> | Swap the high nibble and low nibble of ACC Example: <i>swap a</i> ; Result: $a(b3, b2, b1, b0, b7, b6, b5, b4) \leftarrow a(b7, b6, b5, b4, b3, b2, b1, b0)$ Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV |

7.4. Logic Operation Instructions

| | |
|------------------|--|
| <i>and</i> a, I | Perform logic AND on ACC and immediate data, then put result into ACC Example: <i>and</i> a, 0x0f ; Result: $a \leftarrow a \& 0fh$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>and</i> a, M | Perform logic AND on ACC and memory, then put result into ACC Example: <i>and</i> a, RAM10 ; Result: $a \leftarrow a \& RAM10$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>and</i> M, a | Perform logic AND on ACC and memory, then put result into memory Example: <i>and</i> MEM, a ; Result: $MEM \leftarrow a \& MEM$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>or</i> a, I | Perform logic OR on ACC and immediate data, then put result into ACC Example: <i>or</i> a, 0x0f ; Result: $a \leftarrow a 0fh$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>or</i> a, M | Perform logic OR on ACC and memory, then put result into ACC Example: <i>or</i> a, MEM ; Result: $a \leftarrow a MEM$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>or</i> M, a | Perform logic OR on ACC and memory, then put result into memory Example: <i>or</i> MEM, a ; Result: $MEM \leftarrow a MEM$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>xor</i> a, I | Perform logic XOR on ACC and immediate data, then put result into ACC Example: <i>xor</i> a, 0x0f ; Result: $a \leftarrow a \wedge 0fh$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>xor</i> IO, a | Perform logic XOR on ACC and IO register, then put result into IO register Example: <i>xor</i> pa, a ; Result: $pa \leftarrow a \wedge pa$; // pa is the data register of port A Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>xor</i> a, M | Perform logic XOR on ACC and memory, then put result into ACC Example: <i>xor</i> a, MEM ; Result: $a \leftarrow a \wedge RAM10$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |
| <i>xor</i> M, a | Perform logic XOR on ACC and memory, then put result into memory Example: <i>xor</i> MEM, a ; Result: $MEM \leftarrow a \wedge MEM$ Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV |

| | |
|--------------|--|
| <i>not</i> a | <p>Perform 1's complement (logical complement) of ACC</p> <p>Example: <i>not</i> a ;</p> <p>Result: a ← ~a</p> <p>Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre style="margin-left: 20px;"> mov a, 0x38 ; // ACC=0X38 not a ; // ACC=0XC7 </pre> <hr style="border-top: 1px dashed black;"/> |
| <i>not</i> M | <p>Perform 1's complement (logical complement) of memory</p> <p>Example: <i>not</i> MEM ;</p> <p>Result: MEM ← ~MEM</p> <p>Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre style="margin-left: 20px;"> mov a, 0x38 ; mov mem, a ; // mem = 0x38 not mem ; // mem = 0xC7 </pre> <hr style="border-top: 1px dashed black;"/> |
| <i>neg</i> a | <p>Perform 2's complement of ACC</p> <p>Example: <i>neg</i> a;</p> <p>Result: a ← \overline{a}</p> <p>Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre style="margin-left: 20px;"> mov a, 0x38 ; // ACC=0X38 neg a ; // ACC=0XC8 </pre> <hr style="border-top: 1px dashed black;"/> |
| <i>neg</i> M | <p>Perform 2's complement of memory</p> <p>Example: <i>neg</i> MEM;</p> <p>Result: MEM ← \overline{MEM}</p> <p>Affected flags: 『Y』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <hr style="border-top: 1px dashed black;"/> <pre style="margin-left: 20px;"> mov a, 0x38 ; mov mem, a ; // mem = 0x38 not mem ; // mem = 0xC8 </pre> <hr style="border-top: 1px dashed black;"/> |

| | |
|-------------------------|--|
| <i>comp</i> <i>a, M</i> | <p>Compare ACC with the content of memory</p> <p>Example: <code>comp a, MEM;</code></p> <p>Result: Flag will be changed by regarding as (<i>a - MEM</i>)</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> <p>Application Example:</p> <p>-----</p> <pre style="margin-left: 20px;"> mov a, 0x38 ; mov mem, a ; comp a, mem ; // Z flag is set mov a, 0x42 ; mov mem, a ; mov a, 0x38 ; comp a, mem ; // C flag is set </pre> <p>-----</p> |
| <i>comp</i> <i>M, a</i> | <p>Compare ACC with the content of memory</p> <p>Example: <code>comp MEM, a;</code></p> <p>Result: Flag will be changed by regarding as (<i>MEM - a</i>)</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |

7.5. Bit Operation Instructions

| | |
|-------------------------|--|
| <i>set0</i> <i>IO.n</i> | <p>Set bit n of IO port to low</p> <p>Example: <code>set0 pa.5 ;</code></p> <p>Result: set bit 5 of port A to low</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>set1</i> <i>IO.n</i> | <p>Set bit n of IO port to high</p> <p>Example: <code>set1 pa.5 ;</code></p> <p>Result: set bit 5 of port A to high</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>set0</i> <i>M.n</i> | <p>Set bit n of memory to low</p> <p>Example: <code>set0 MEM.5 ;</code></p> <p>Result: set bit 5 of MEM to low</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>set1</i> <i>M.n</i> | <p>Set bit n of memory to high</p> <p>Example: <code>set1 MEM.5 ;</code></p> <p>Result: set bit 5 of MEM to high</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |

swapc IO.n

Swap the nth bit of IO port with carry bit

Example: `swapc IO.0;`

Result: $C \leftarrow IO.0, IO.0 \leftarrow C$

When IO.0 is a port to output pin, carry C will be sent to IO.0;

When IO.0 is a port from input pin, IO.0 will be sent to carry C;

Affected flags: 『N』 Z 『Y』 C 『N』 AC 『N』 OV

Application Example1 (serial output) :

```

...
set1    pac.0 ;      // set PA.0 as output
...
set0    flag.1 ;    // C=0
swapc   pa.0 ;      // move C to PA.0 (bit operation), PA.0=0
set1    flag.1 ;    // C=1
swapc   pa.0 ;      // move C to PA.0 (bit operation), PA.0=1
...

```

Application Example2 (serial input) :

```

...
set0    pac.0 ;      // set PA.0 as input
...
swapc   pa.0 ;      // read PA.0 to C (bit operation)
src     a ;          // shift C to bit 7 of ACC
swapc   pa.0 ;      // read PA.0 to C (bit operation)
src     a ;          // shift new C to bit 7, old C
...

```

7.6. Conditional Operation Instructions

| | |
|--------------------|---|
| <i>ceqsn a, l</i> | <p>Compare ACC with immediate data and skip next instruction if both are equal. Flag will be changed like as $(a \leftarrow a - l)$ Example: <i>ceqsn a, 0x55</i> ; <i>inc MEM</i> ; <i>goto error</i> ; Result: If $a=0x55$, then “goto error”; otherwise, “inc MEM”. Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>ceqsn a, M</i> | <p>Compare ACC with memory and skip next instruction if both are equal. Flag will be changed like as $(a \leftarrow a - M)$ Example: <i>ceqsn a, MEM</i>; Result: If $a=MEM$, skip next instruction Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>cneqsn a, M</i> | <p>Compare ACC with memory and skip next instruction if both are not equal. Flag will be changed like as $(a \leftarrow a - M)$ Example: <i>cneqsn a, MEM</i>; Result: If $a \neq MEM$, skip next instruction Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>cneqsn a, l</i> | <p>Compare ACC with immediate data and skip next instruction if both are no equal. Flag will be changed like as $(a \leftarrow a - l)$ Example: <i>cneqsn a, 0x55</i> ; <i>inc MEM</i> ; <i>goto error</i> ; Result: If $a \neq 0x55$, then “goto error”; Otherwise, “inc MEM”. Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>t0sn IO.n</i> | <p>Check IO bit and skip next instruction if it's low Example: <i>t0sn pa.5</i>; Result: If bit 5 of port A is low, skip next instruction Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>t1sn IO.n</i> | <p>Check IO bit and skip next instruction if it's high Example: <i>t1sn pa.5</i> ; Result: If bit 5 of port A is high, skip next instruction Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |

| | |
|-----------------|---|
| <i>t0sn</i> M.n | <p>Check memory bit and skip next instruction if it's low</p> <p>Example: <i>t0sn</i> MEM.5 ;</p> <p>Result: If bit 5 of MEM is low, then skip next instruction</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>t1sn</i> M.n | <p>Check memory bit and skip next instruction if it's high</p> <p>Example: <i>t1sn</i> MEM.5 ;</p> <p>Result: If bit 5 of MEM is high, then skip next instruction</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>izsn</i> a | <p>Increment ACC and skip next instruction if ACC is zero</p> <p>Example: <i>izsn</i> a;</p> <p>Result: $a \leftarrow a + 1$, skip next instruction if $a = 0$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>dzsn</i> a | <p>Decrement ACC and skip next instruction if ACC is zero</p> <p>Example: <i>dzsn</i> a;</p> <p>Result: $A \leftarrow A - 1$, skip next instruction if $a = 0$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>izsn</i> M | <p>Increment memory and skip next instruction if memory is zero</p> <p>Example: <i>izsn</i> MEM;</p> <p>Result: $MEM \leftarrow MEM + 1$, skip next instruction if $MEM = 0$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |
| <i>dzsn</i> M | <p>Decrement memory and skip next instruction if memory is zero</p> <p>Example: <i>dzsn</i> MEM;</p> <p>Result: $MEM \leftarrow MEM - 1$, skip next instruction if $MEM = 0$</p> <p>Affected flags: 『Y』 Z 『Y』 C 『Y』 AC 『Y』 OV</p> |

7.7. System control Instructions

| | |
|-------------------|--|
| <i>call</i> label | <p>Function call, address can be full range address space</p> <p>Example: <i>call</i> function1;</p> <p>Result: [sp] ← pc + 1 pc ← function1 sp ← sp + 2</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>goto</i> label | <p>Go to specific address which can be full range address space</p> <p>Example: <i>goto</i> error;</p> <p>Result: Go to error and execute program.</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>ret</i> l | <p>Place immediate data to ACC, then return</p> <p>Example: <i>ret</i> 0x55;</p> <p>Result: A ← 55h <i>ret</i> ;</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>ret</i> | <p>Return to program which had function call</p> <p>Example: <i>ret</i>;</p> <p>Result: sp ← sp - 2 pc ← [sp]</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>reti</i> | <p>Return to program that is interrupt service routine. After this command is executed, global interrupt is enabled automatically.</p> <p>Example: <i>reti</i>;</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>nop</i> | <p>No operation</p> <p>Example: <i>nop</i>;</p> <p>Result: nothing changed</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>pcadd</i> a | <p>Next program counter is current program counter plus ACC.</p> <p>Example: <i>pcadd</i> a;</p> <p>Result: pc ← pc + a</p> <p>Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> <p>Application Example:</p> <pre> mov a, 0x02 ; pcadd a ; // PC <- PC+2 goto err1 ; goto correct ; // jump here goto err2 ; goto err3 ; correct: // jump here </pre> <p>.....</p> |

| | |
|----------------|---|
| <i>engint</i> | <p>Enable global interrupt enable Example: <i>engint</i>; Result: Interrupt request can be sent to FPP0 Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>disgint</i> | <p>Disable global interrupt enable Example: <i>disgint</i> ; Result: Interrupt request is blocked from FPP0 Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>stopsys</i> | <p>System halt. Example: <i>stopsys</i>; Result: Stop the system clocks and halt the system Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>stopexe</i> | <p>CPU halt. The oscillator module is still active to output clock, however, system clock is disabled to save power. Example: <i>stopexe</i>; Result: Stop the system clocks and keep oscillator modules active. Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>reset</i> | <p>Reset the whole chip, its operation will be same as hardware reset. Example: <i>reset</i>; Result: Reset the whole chip. Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |
| <i>wdreset</i> | <p>Reset Watchdog timer. Example: <i>wdreset</i> ; Result: Reset Watchdog timer. Affected flags: 『N』 Z 『N』 C 『N』 AC 『N』 OV</p> |

7.8. Summary of Instructions Execution Cycle

| | | |
|----|-----------------------------|--|
| 2T | | <i>goto, call, idxm, pcadd, ret, reti</i> |
| 2T | Condition is fulfilled. | <i>ceqsn, cneqsn, t0sn, t1sn, dzsn, izsn</i> |
| 1T | Condition is not fulfilled. | |
| 1T | | Others |

7.9. Summary of affected flags by Instructions

| Instruction | Z | C | AC | OV | Instruction | Z | C | AC | OV | Instruction | Z | C | AC | OV |
|--------------------|---|---|----|----|----------------------|---|---|----|----|----------------------|---|---|----|----|
| <i>mov a, l</i> | - | - | - | - | <i>mov M, a</i> | - | - | - | - | <i>mov a, M</i> | Y | - | - | - |
| <i>mov a, IO</i> | Y | - | - | - | <i>mov IO, a</i> | - | - | - | - | <i>ldt16 word</i> | - | - | - | - |
| <i>stt16 word</i> | - | - | - | - | <i>idxm a, index</i> | - | - | - | - | <i>idxm index, a</i> | - | - | - | - |
| <i>xch M</i> | - | - | - | - | <i>pushaf</i> | - | - | - | - | <i>popaf</i> | Y | Y | Y | Y |
| <i>add a, l</i> | Y | Y | Y | Y | <i>add a, M</i> | Y | Y | Y | Y | <i>add M, a</i> | Y | Y | Y | Y |
| <i>addc a, M</i> | Y | Y | Y | Y | <i>addc M, a</i> | Y | Y | Y | Y | <i>addc a</i> | Y | Y | Y | Y |
| <i>addc M</i> | Y | Y | Y | Y | <i>sub a, l</i> | Y | Y | Y | Y | <i>sub a, M</i> | Y | Y | Y | Y |
| <i>sub M, a</i> | Y | Y | Y | Y | <i>subc a, M</i> | Y | Y | Y | Y | <i>subc M, a</i> | Y | Y | Y | Y |
| <i>subc a</i> | Y | Y | Y | Y | <i>subc M</i> | Y | Y | Y | Y | <i>inc M</i> | Y | Y | Y | Y |
| <i>dec M</i> | Y | Y | Y | Y | <i>clear M</i> | - | - | - | - | <i>sr a</i> | - | Y | - | - |
| <i>src a</i> | - | Y | - | - | <i>sr M</i> | - | Y | - | - | <i>src M</i> | - | Y | - | - |
| <i>sl a</i> | - | Y | - | - | <i>slc a</i> | - | Y | - | - | <i>sl M</i> | - | Y | - | - |
| <i>slc M</i> | - | Y | - | - | <i>swap a</i> | - | - | - | - | <i>and a, l</i> | Y | - | - | - |
| <i>and a, M</i> | Y | - | - | - | <i>and M, a</i> | Y | - | - | - | <i>or a, l</i> | Y | - | - | - |
| <i>or a, M</i> | Y | - | - | - | <i>or M, a</i> | Y | - | - | - | <i>xor a, l</i> | Y | - | - | - |
| <i>xor IO, a</i> | - | - | - | - | <i>xor a, M</i> | Y | - | - | - | <i>xor M, a</i> | Y | - | - | - |
| <i>not a</i> | Y | - | - | - | <i>not M</i> | Y | - | - | - | <i>neg a</i> | Y | - | - | - |
| <i>neg M</i> | Y | - | - | - | <i>set0 IO.n</i> | - | - | - | - | <i>set1 IO.n</i> | - | - | - | - |
| <i>set0 M.n</i> | - | - | - | - | <i>set1 M.n</i> | - | - | - | - | <i>ceqsn a, l</i> | Y | Y | Y | Y |
| <i>ceqsn a, M</i> | Y | Y | Y | Y | <i>t0sn IO.n</i> | - | - | - | - | <i>t1sn IO.n</i> | - | - | - | - |
| <i>t0sn M.n</i> | - | - | - | - | <i>t1sn M.n</i> | - | - | - | - | <i>izsn a</i> | Y | Y | Y | Y |
| <i>dzsn a</i> | Y | Y | Y | Y | <i>izsn M</i> | Y | Y | Y | Y | <i>dzsn M</i> | Y | Y | Y | Y |
| <i>call label</i> | - | - | - | - | <i>goto label</i> | - | - | - | - | <i>ret l</i> | - | - | - | - |
| <i>ret</i> | - | - | - | - | <i>reti</i> | - | - | - | - | <i>nop</i> | - | - | - | - |
| <i>pcadd a</i> | - | - | - | - | <i>engint</i> | - | - | - | - | <i>disgint</i> | - | - | - | - |
| <i>stopsys</i> | - | - | - | - | <i>stopexe</i> | - | - | - | - | <i>reset</i> | - | - | - | - |
| <i>wdreset</i> | - | - | - | - | <i>nadd M, a</i> | Y | Y | Y | Y | <i>cneqsn a, l</i> | Y | Y | Y | Y |
| <i>cneqsn a, M</i> | Y | Y | Y | Y | <i>comp a, M</i> | Y | Y | Y | Y | <i>nadd a, M</i> | Y | Y | Y | Y |
| <i>comp M, a</i> | Y | Y | Y | Y | <i>swapc IO.n</i> | - | Y | - | - | | | | | |

7.10. BIT definition

Bit defined: Only addressed at 0x00 ~ 0x3F.

8. Code Options

| Option | Selection | Description |
|----------------------------------|-----------|---|
| Security | Enable | Security Enable |
| | Disable | Security Disable |
| LVR | 4.0V | Select LVR = 4.0V |
| | 3.5V | Select LVR = 3.5V |
| | 3.0V | Select LVR = 3.0V |
| | 2.75V | Select LVR = 2.75V |
| | 2.5V | Select LVR = 2.5V |
| | 2.2V | Select LVR = 2.2V |
| | 2.0V | Select LVR = 2.0V |
| | 1.8V | Select LVR = 1.8V |
| Boot-up_Time | Slow | Please refer to t_{WUP} and t_{SBP} in Section 4.1 |
| | Fast | Please refer to t_{WUP} and t_{SBP} in Section 4.1 |
| Drive | Low | IO Low driving and sinking current |
| | Normal | IO Normal driving and sinking current |
| LCD2 (please refer to MISC.4) | Disable | VDD/2 bias voltage generator disabled, PB0 PA[0,3,4] are normal IO pins |
| | PB0_A034 | VDD/2 bias voltage generator enabled, PB0 PA[0,3,4] are VDD/2 if input mode |

9. Special Notes

This chapter is to remind user who use PMS154B series IC in order to avoid frequent errors upon operation.

9.1. Warning

User must read all application notes of the IC by detail before using it. Please download the related application notes from the following link: <http://www.padauk.com.tw/tw/technical/index.aspx>

9.2. Using IC

9.2.1. IO pin usage and setting

(1) IO pin as digital input

- ◆ When IO is set as digital input, the level of V_{ih} and V_{il} would changes with the voltage and temperature. Please follow the minimum value of V_{ih} and the maximum value of V_{il} .
- ◆ The value of internal pull high resistor would also changes with the voltage, temperature and pin voltage. It is not the fixed value.

(2) If IO pin is set to be digital input and enable wake-up function

- ◆ Configure IO pin as input.
- ◆ Set corresponding bit to "1" in PXDIER.
- ◆ For those IO pins of PA that are not used, PADIER[1:2] should be set low in order to prevent them from leakage.

(3) PA5 is set to be output pin

- ◆ PA5 can be set to be Open-Drain output pin only, output high requires adding pull-up resistor.

(4) PA5 is set to be PRST# input pin

- ◆ Configure PA5 as input
- ◆ Set CLKMD.0=1 to enable PA5 as PRST# input pin

(5) PA5 is set to be input pin and to connect with a push button or a switch by a long wire

- ◆ Needs to put a $>10\Omega$ resistor in between PA5 and the long wire
- ◆ Avoid using PA5 as input in such application.

(6) PA7 and PA6 as external crystal oscillator

- ◆ Configure PA7 and PA6 as input
- ◆ Disable PA7 and PA6 internal pull-up resistor
- ◆ Configure PADIER register to set PA6 and PA7 as analog input
- ◆ EOSCR register bit [6:5] selects corresponding crystal oscillator frequency :
 - ◇ 01 : for lower frequency, ex : 32KHz
 - ◇ 10 : for middle frequency, ex : 455KHz, 1MHz
 - ◇ 11 : for higher frequency, ex : 4MHz

- ◆ Program EOSCR.7 =1 to enable crystal oscillator
- ◆ Ensure EOSC working well before switching from IHRC or ILRC to EOSC

Note: Please read the PMC-APN013 carefully. According to PMC-APN013,, the crystal oscillator should be used reasonably. If the following situations happen to cause IC start-up slowly or non-startup, PADAUK Technology is not responsible for this: the quality of the user's crystal oscillator is not good, the usage conditions are unreasonable, the PCB cleaner leakage current, or the PCB layouts are unreasonable.

9.2.2. Interrupt

(1) When using the interrupt function, the procedure should be:

Step1: Set INTEN register, enable the interrupt control bit

Step2: Clear INTRQ register

Step3: In the main program, using ENGINT to enable CPU interrupt function

Step4: Wait for interrupt. When interrupt occurs, enter to Interrupt Service Routine

Step5: After the Interrupt Service Routine being executed, return to the main program

* Use DISGINT in the main program to disable all interrupts

* When interrupt service routine starts, use PUSHAF instruction to save ALU and FLAG register. POPAF instruction is to restore ALU and FLAG register before RETI as below:

```

void Interrupt (void) // Once the interrupt occurs, jump to interrupt service routine
{
    // enter DISGINT status automatically, no more interrupt is
    // accepted

    PUSHAF;
    ...
    POPAF;
} // RETI will be added automatically. After RETI being executed, ENGINT status
// will be restored

```

(2) INTEN and INTRQ have no initial values. Please set required value before enabling interrupt function.

9.2.3. System clock switching

System clock can be switched by CLKMD register. Please notice that, NEVER switch the system clock and turn off the original clock source at the same time. For example: When switching from clock A to clock B, please switch to clock B first; and after that turn off the clock A oscillator through CLKMD.

- ◆ Example : Switch system clock from ILRC to IHRC/2
 CLKMD = 0x36; // switch to IHRC, *ILRC can not be disabled here*
 CLKMD.2 = 0; // ILRC can be disabled at this time
- ◆ **ERROR:** Switch ILRC to IHRC and turn off ILRC simultaneously
 CLKMD = 0x50; // MCU will hang

9.2.4. Watchdog

Watchdog will be inactive once ILRC is disabled.

9.2.5. TIMER time out

When select \$ INTEGS BIT_R (default value) and T16M counter BIT8 to generate interrupt, if T16M counts from 0, the first interrupt will occur when the counter reaches to 0x100 (BIT8 from 0 to 1) and the second interrupt will occur when the counter reaches 0x300 (BIT8 from 0 to 1). Therefore, selecting BIT8 as 1 to generate interrupt means that the interrupt occurs every 512 counts. Please notice that if T16M counter is restarted, the next interrupt will occur once Bit8 turns from 0 to 1.

If select \$ INTEGS BIT_F (BIT triggers from 1 to 0) and T16M counter BIT8 to generate interrupt, the T16M counter changes to an interrupt every 0x200/0x400/0x600/. Please pay attention to two differences with setting INTEGS methods.

9.2.6. IHRC

- (1) The IHRC frequency calibration is performed when IC is programmed by the writer.
- (2) Because the characteristic of the Epoxy Molding Compound (EMC) would some degrees affects the IHRC frequency (either for package or COB), if the calibration is done before molding process, the actual IHRC frequency after molding may be deviated or becomes out of spec. Normally, the frequency is getting slower a bit.
- (3) It usually happens in COB package or Quick Turnover Programming (QTP). And PADAUK would not take any responsibility for this situation.
- (4) Users can make some compensatory adjustments according to their own experiences. For example, users can set IHRC frequency to be 0.5% ~ 1% higher and aim to get better re-targeting after molding.

9.2.7. LVR

User can set MISC.2 as "1" to disable LVR. However, VDD must be kept as exceeding the lowest working voltage of chip; Otherwise IC may work abnormally.

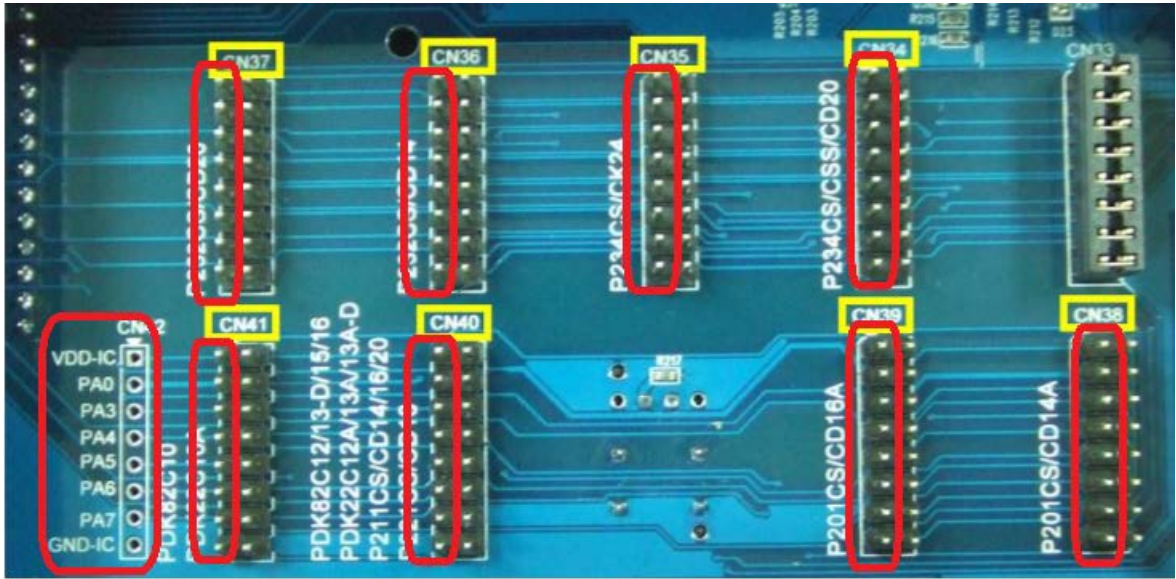
9.2.8. Program writing

There are 6 pins for using the writer to program: PA3, PA4, PA5, PA6, V_{DD}, and GND.

Please use PDK3S-P-002 to program and put the PMS154B-S14 to move down one space over the CN39. Put the PMS154B-M10 to move down three spaces over it. Put the PMS154B-S08 to move down four spaces over it. Other packages could be programmed by user's way. All the left signs behind the jumper are the same (there are V_{DD}, PA0(not required), PA3, PA4, PA5, PA6, PA7(not required), and GND).The following picture is shown:

PMS154B

8bit OTP IO IO Controller



If user use PDK5S-P-003 or above to program, please follow the instruction.

- Special notes about voltage and current while Multi-Chip-Package(MCP) or On-Board Programming
 - (1)PA5 (V_{PP}) may be higher than 11V.
 - (2) V_{DD} may be higher than 6.5V, and its maximum current may reach about 20mA.
 - (3)All other signal pins level (except GND) are the same as V_{DD} .

User should confirm when using this product in MCP or On-Board Programming, the peripheral circuit or components will not be destroyed or limit the above voltages.

9.3. Using ICE

- (1) It is recommended to use PDK5S-I-S01/2(B) for emulation of PMS154B.
- (2) PDK5S-I-S01/2(B) supports PMS154B 1-FPPA MCU emulation work, the following items should be noted when using PDK5S-I-S01/2(B) to emulate PMS154B:
 - PDK5S-I-S01/2(B) doesn't support the instruction NADD/COMP of PMS154B.
 - PDK5S-I-S01/2(B) doesn't support SYSCLK=ILRC/16 of PMS154B.
 - PDK5S-I-S01/2(B) doesn't support the function MISC.LCD_Enable=1(open LCD) of PMS154B.
 - PDK5S-I-S01/2(B) doesn't support the dynamic setting of function **misc.4** (Only fix to 0 or 1).
 - PDK5S-I-S01/2(B) doesn't support the function TM2.GPCRS/TM3.GPCRS of PMS154B
 - The PA3 output function will be affected when GPCS selects output to PA0.
 - Fast Wakeup time is different from PDK5S-I-S01/2(B): 128 SysClk, PMS154B: 45 ILRC
 - Watch dog time out period is different from PDK5S-I-S01/2(B):

| WDT period | PDK5S-I-S01/2(B) | PMS154B |
|--------------|--------------------|-------------------|
| misc[1:0]=00 | 2048 * T_{ILRC} | 8k * T_{ILRC} |
| misc[1:0]=01 | 4096 * T_{ILRC} | 16k * T_{ILRC} |
| misc[1:0]=10 | 16384 * T_{ILRC} | 64k * T_{ILRC} |
| misc[1:0]=11 | 256 * T_{ILRC} | 256k * T_{ILRC} |