RENESAS

查询"M34506M2-XXXFP"供应商

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# 4506 Group User's Manual

RENESAS 4-BIT CISC SINGLE-CHIP MICROCOMPUTER
4500 SERIES

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Rev. 2.01

Revision date: Feb 07, 2005

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# **REVISION HISTORY**

# 4506 Group User's Manual

Rev.	Date	Description	
		Page	Summary
1.00	Nov 29, 2002	_	First edition issued
2.00	Aug 27, 2004	All pages 1-4 1-5 1-24 1-26 1-30 1-31 1-32 1-40 1-49 1-50 2-40 3-9 3-34 3-39	Words standardized: On-chip oscillator, A/D converter  "Ta=25°C" added.  Description of RESET pin revised.  Fig.20: Some description added.  Fig.22: Note 5 added.  Some description revised.  Fig.25: "DI" instruction added.  Table 11: Revised.  Table 15: Port level revised, Note 5 added.  Fig.47: Some description added.  Note on Power Source Voltage added.  Table 2.6.1: Port level revised, Note 5 added.  Some description added.  Fig.3.3.3: Some description revised.  Note on Power Source Voltage added.
2.01	Feb 07, 2005	1-2 1-4 1-29 1-48 1-102 1-103 2-32 3-35 3-46	Package name revised.  Package name revised.  Timer 1 and timer 2 count start timing and count time when operation starts added.  Timer 1 and timer 2 count start timing and count time when operation starts added.  Package name revised.  Package name revised.  (6) Timer 1 and timer 2 count start timing and count time when operation starts added.  (6) Timer 1 and timer 2 count start timing and count time when operation starts added.  Package outline revised.

# **BEFORE USING THIS USER'S MANUAL**

This user's manual consists of the following three chapters. Refer to the chapter appropriate to your conditions, such as hardware design or software development.

# 1. Organization

#### • CHAPTER 1 HARDWARE

This chapter describes features of the microcomputer and operation of each peripheral function.

#### CHAPTER 2 APPLICATION

This chapter describes usage and application examples of peripheral functions, based mainly on setting examples of related registers.

#### CHAPTER 3 APPENDIX

This chapter includes necessary information for systems development using the microcomputer, such as the electrical characteristics, the list of registers.

As for the Mask ROM confirmation form, the ROM programming confirmation form, and the Mark specification form which are to be submitted when ordering, refer to the "Renesas Technology Corp." Hompage (http://www.renesas.com/en/rom).

As for the Development tools and related documents, refer to the Software and Tools (http://www.renesas.com/en/tools) of "Renesas Technology Corp." Homepage.

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# **CHAPTER 1**

# **HARDWARE**

DESCRIPTION
FEATURES
APPLICATION
PIN CONFIGURATION
BLOCK DIAGRAM
PERFORMANCE OVERVIEW
PIN DESCRIPTION
FUNCTION BLOCK OPERATIONS
ROM ORDERING METHOD
LIST OF PRECAUTIONS
CONTROL REGISTERS
INSTRUCTIONS
BUILT-IN PROM VERSION

#### **DESCRIPTION**

The 4506 Group is a 4-bit single-chip microcomputer designed with CMOS technology. Its CPU is that of the 4500 series using a simple, high-speed instruction set. The computer is equipped with two 8-bit timers (each timer has a reload register), interrupts, and 10-bit A/D converter.

The various microcomputers in the 4506 Group include variations of the built-in memory size as shown in the table below.

#### **FEATURES**

●Timers	
Timer 1	8-bit timer with a reload register
Timer 2	8-bit timer with a reload register
●Interrupt	4 sources
■Key-on wakeup function pins	12
●Input/Output port	14
●A/D converter10-bi	t successive comparison method
<ul><li>Watchdog timer</li></ul>	

● Clock generating circuit (ceramic resonator/RC oscillation)

## **APPLICATION**

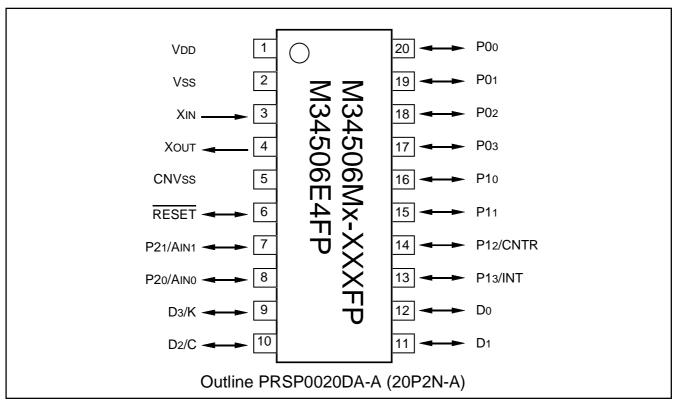
● LED drive directly enabled (port D)

Electrical household appliance, consumer electronic products, office automation equipment, etc.

Part number	ROM (PROM) size (X 10 bits)	RAM size (X 4 bits)	Package	ROM type
M34506M2-XXXFP	2048 words	128 words	PRSP0020DA-A	Mask ROM
M34506M4-XXXFP	4096 words	256 words	PRSP0020DA-A	Mask ROM
M34506E4FP ( <b>Note</b> )	4096 words	256 words	PRSP0020DA-A	One Time PROM

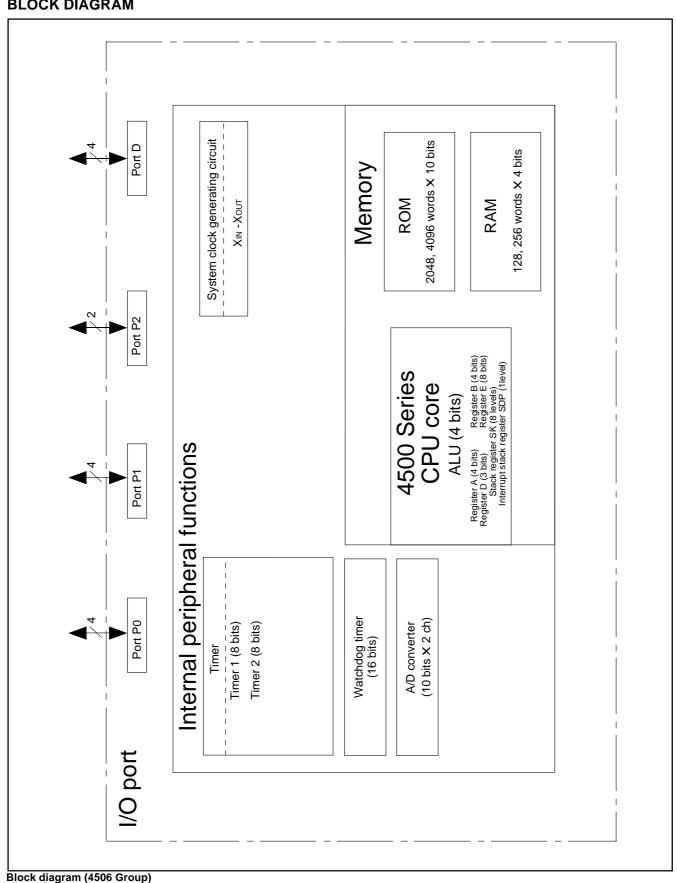
Note: Shipped in blank.

## **PIN CONFIGURATION**



Pin configuration (top view) (4506 Group)

#### **BLOCK DIAGRAM**



# **PERFORMANCE OVERVIEW**

Parameter			Function			
Number of basic instructions			110			
Minimum instruction execution time		cution time	0.68 µs (at 4.4 MHz oscillation frequency, in high-speed mode)			
Memory sizes	s ROM M34506M2		2048 words X 10 bits			
		M34506M4/E4	4096 words X 10 bits			
	RAM M34506M2		128 words X 4 bits			
		M34506M4/E4	256 words X 4 bits			
Input/Output ports	D0-D3	I/O	Four independent I/O ports . Input is examined by skip decision. Ports D2 and D3 are equipped with a pull-up function and a key-on wakeup function. Both functions can be switched by software. Ports D2 and D3 are also used as ports C and K, respectively.			
	P00-P03	I/O	4-bit I/O port; each pin is equipped with a pull-up function and a key-on wakeup function. Both functions can be switched by software.			
	P10-P13	I/O	4-bit I/O port; each pin is equipped with a pull-up function and a key-on wakeup function. Both functions can be switched by software.  Ports P12 and P13 are also used as CNTR and INT, respectively.			
	P20, P21	I/O	2-bit I/O port; each pin is equipped with a pull-up function and a key-on wakeup function. Both functions can be switched by software.  Ports P20 and P21 are also used as AINO and AIN1, respectively.			
	С	I/O	1-bit I/O; Port C is also used as port D2.			
	K	I/O	1-bit I/O; Port K is also used as port D3.			
	CNTR	Timer I/O	1-bit I/O; CNTR pin is also used as port P12.			
	INT	Interrupt input	1-bit input; INT pin is also used as port P13.			
	AIN0, AIN1	Analog input	Two independent I/O ports; AINO, AIN1 are also used as P20 and P21, respectively.			
Timers	Timer 1		8-bit programmable timer with a reload register.			
	Timer 2		8-bit programmable timer with a reload register and has a event counter.			
A/D converter			10-bit wide, This is equipped with an 8-bit comparator function.			
	Analog in	out	2 channel (AIN0 pin, AIN1 pin)			
Interrupt	Sources		4 (one for external, two for timer, one for A/D)			
	Nesting		1 level			
Subroutine ne	sting		8 levels			
Device structu	ıre		CMOS silicon gate			
Package			20-pin plastic molded SOP (PRSP0020DA-A)			
Operating temperature range			−20 °C to 85 °C			
Supply voltage			$2.0\ V$ to $5.5\ V$ (It depends on the oscillation frequency and operating mode. Refer to the recommended operating condition.)			
Power Active mode dissipation		de	1.7 mA (Ta=25°C, VDD = 5.0 V, 4.0 MHz oscillation frequency, in high-speed mode, output transistors in the cut-off state)			
(typical value)			0.5 mA (Ta=25°C, VDD = 3.0 V, 2.0 MHz oscillation frequency, in high-speed mode, output transistors in the cut-off state)			
	RAM back	k-up mode	0.1 $\mu$ A (Ta=25°C, VDD = 5 V, output transistors in the cut-off state)			

#### **PIN DESCRIPTION**

Pin	Name	Input/Output	Function
VDD	Power supply	_	Connected to a plus power supply.
Vss	Ground	_	Connected to a 0 V power supply.
CNVss	CNVss	_	Connect CNVss to Vss and apply "L" (0V) to CNVss certainly.
RESET	Reset input/output	I/O	An N-channel open-drain I/O pin for a system reset. When the watchdog timer or the built-in power-on reset causes the system to be reset, the RESET pin outputs "L" level.
XIN	System clock input	Input	I/O pins of the system clock generating circuit. When using a ceramic resonator, connect it between pins XIN and XOUT. A feedback resistor is built-in between them. When using
Xout	System clock output	Output	the RC oscillation, connect a resistor and a capacitor to XIN, and leave XOUT pin open.
D0-D3	I/O port D	I/O	Each pin of port D has an independent 1-bit wide I/O function. Each pin has an output latch. For input use, set the latch of the specified bit to "1." Input is examined by skip decision. The output structure is N-channel open-drain. Ports D2 and D3 are equipped with a pull-up function and a key-on wakeup function. Both functions can be switched by software.  Ports D2 and D3 are also used as ports C and K, respectively.
P00-P03	I/O port P0	I/O	Port P0 serves as a 4-bit I/O port, and it can be used as inputs when the output latch is set to "1." The output structure is N-channel open-drain. Port P0 has a key-on wakeup function and a pull-up function. Both functions can be switched by software.
P10-P13	I/O port P1	I/O	Port P1 serves as a 4-bit I/O port, and it can be used as inputs when the output latch is set to "1." The output structure is N-channel open-drain. Port P1 has a key-on wakeup function and a pull-up function. Both functions can be switched by software. Ports P12 and P13 are also used as CNTR and INT, respectively.
P20, P21	I/O port P2	I/O	Port P2 serves as a 2-bit I/O port, and it can be used as inputs when the output latch is set to "1." The output structure is N-channel open-drain. Port P2 has a key-on wakeup function and a pull-up function. Both functions can be switched by software. Ports P20 and P21 are also used as AINO and AIN1, respectively.
Port C	I/O port C	I/O	1-bit I/O port. Port C can be used as inputs when the output latch is set to "1." The output structure is N-channel open-drain. Port C has a key-on wakeup function and a pull-up function. Both functions can be switched by software. Port C is also used as port D2.
Port K	I/O port K	I/O	1-bit I/O port. Port K can be used as inputs when the output latch is set to "1." The output structure is N-channel open-drain. Port K has a key-on wakeup function and a pull-up function. Both functions can be switched by software. Port K is also used as port D3.
CNTR	Timer input/output	I/O	CNTR pin has the function to input the clock for the timer 2 event counter, and to output the timer 1 or timer 2 underflow signal divided by 2. This pin is also used as port P12.
INT	Interrupt input	Input	INT pin accepts external interrupts. It has the key-on wakeup function which can be switched by software. This pin is also used as port P13.
AIN0-AIN1	Analog input	Input	A/D converter analog input pins. AIN0 and AIN1 are also used as ports P20 and P21 respectively.

# **MULTIFUNCTION**

Pin	Multifunction	Pin	Multifunction	Pin	Multifunction	Pin	Multifunction
D2	С	С	D2	P20	AIN0	AIN0	P20
D3	K	K	D3	P21	AIN1	AIN1	P21
P12	CNTR	CNTR	P12				
P13	INT	INT	P13				

Notes 1: Pins except above have just single function.

- 2: The input/output of D2, D3, P12 and P13 can be used even when C, K, CNTR (input) and INT are selected.
- 3: The input of P12 can be used even when CNTR (output) is selected.
  4: The input/output of P20, P21 can be used even when AINO, AIN1 are selected.

#### **DEFINITION OF CLOCK AND CYCLE**

#### Operation source clock

The operation source clock is the source clock to operate this product. In this product, the following clocks are used.

- External ceramic resonator
- External RC oscillation
- Clock (f(XIN)) by the external clock
- Clock (f(RING)) of the on-chip oscillator which is the internal oscillator.

#### System clock

The system clock is the basic clock for controlling this product. The system clock is selected by the bits 2 and 3 of the clock control register MR.

Table Selection of system clock

Register MR		System clock	Operation mode
MR <sub>3</sub>	MR <sub>3</sub> MR <sub>2</sub> (Note 1)		
0	0	f(XIN) or f(RING)	High-speed mode
0	1	f(XIN)/2 or f(RING)/2	Middle-speed mode
1	0	f(XIN)/4 or f(RING)/4	Low-speed mode
1	1	f(XIN)/8 or f(RING)/8	Default mode

**Notes 1:** The on-chip oscillator clock is f(RING), the clock by the ceramic resonator, RC oscillation or external clock is f(XIN).

**2:** The default mode is selected after system is released from reset and is returned from RAM back-up.

#### Instruction clock

The instruction clock is a signal derived by dividing the system clock by 3. The one instruction clock cycle generates the one machine cycle.

#### Machine cycle

The machine cycle is the standard cycle required to execute the instruction.

#### PORT FUNCTION

Port	Pin	Input Output	Output structure	I/O unit	Control instructions	Control registers	Remark
Port D	D0, D1 D2/C D3/K	I/O (4)	N-channel open-drain	1	SD, RD SZD, CLD SCP, RCP SNZCP IAK, OKA	PU2, K2	Built-in programmable pull-up functions Key-on wakeup functions (programmable)
Port P0	P00-P03	I/O (4)	N-channel open-drain	4	OP0A IAP0	PU0, K0	Built-in programmable pull-up functions Key-on wakeup functions (programmable)
Port P1	P10, P11 P12/CNTR, P13/INT	I/O (4)	N-channel open-drain	4	OP1A IAP1	PU1, K1 W6, I1	Built-in programmable pull-up functions Key-on wakeup functions (programmable)
Port P2	P20/AIN0 P21/AIN1	I/O (2)	N-channel open-drain	2	OP2A IAP2	PU2, K2 Q1	Built-in programmable pull-up functions Key-on wakeup functions (programmable)

#### **CONNECTIONS OF UNUSED PINS**

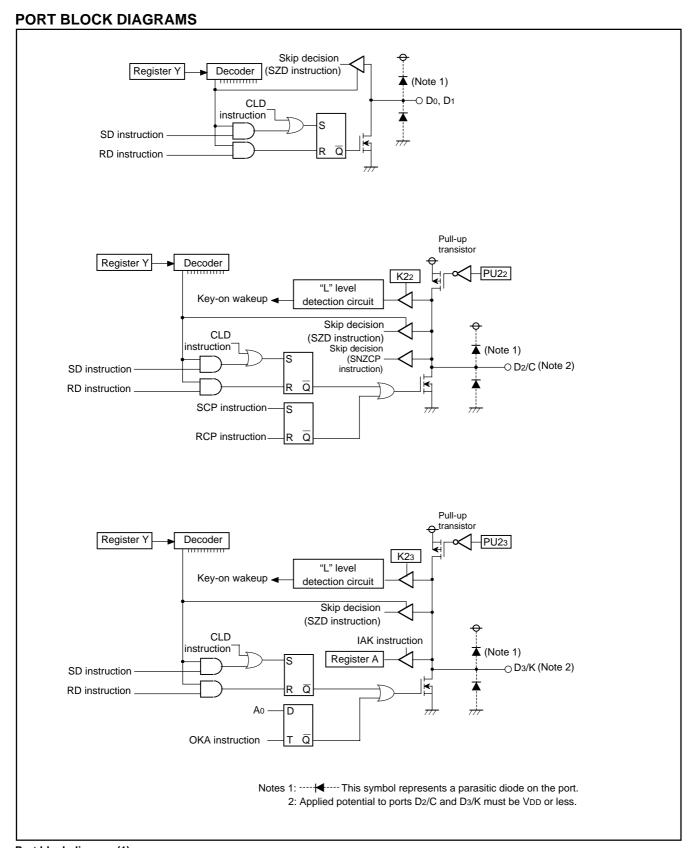
Pin	Connection	Usage condition		
XIN	Connect to Vss.	System operates by the on-chip oscillator. (Note 1)		
Хоит	Open.	System operates by the external clock.		
		(The ceramic resonator is selected with the CMCK instruction.)		
		System operates by the RC oscillator.		
		(The RC oscillation is selected with the CRCK instruction.)		
		System operates by the on-chip oscillator. (Note 1)		
D0, D1	Open. (Output latch is set to "1.")			
	Open. (Output latch is set to "0.")			
	Connect to Vss.			
D2/C	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)		
D <sub>3</sub> /K	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
	Connect to Vss.	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
P00-P03	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)		
	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
	Connect to Vss.	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
P10, P11	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)		
P12/CNTR	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
	Connect to Vss.	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
P13/INT	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. The input to INT pin is disabled.		
		(Notes 4, 5)		
	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
	Connect to Vss.	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
P20/AIN0	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)		
P21/AIN1	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		
	Connect to Vss.	The pull-up function and the key-on wakeup function are not selected. (Notes 2, 3)		

Notes 1: When the ceramic resonator or the RC oscillation is not selected by program, system operates by the on-chip oscillator (internal oscillator).

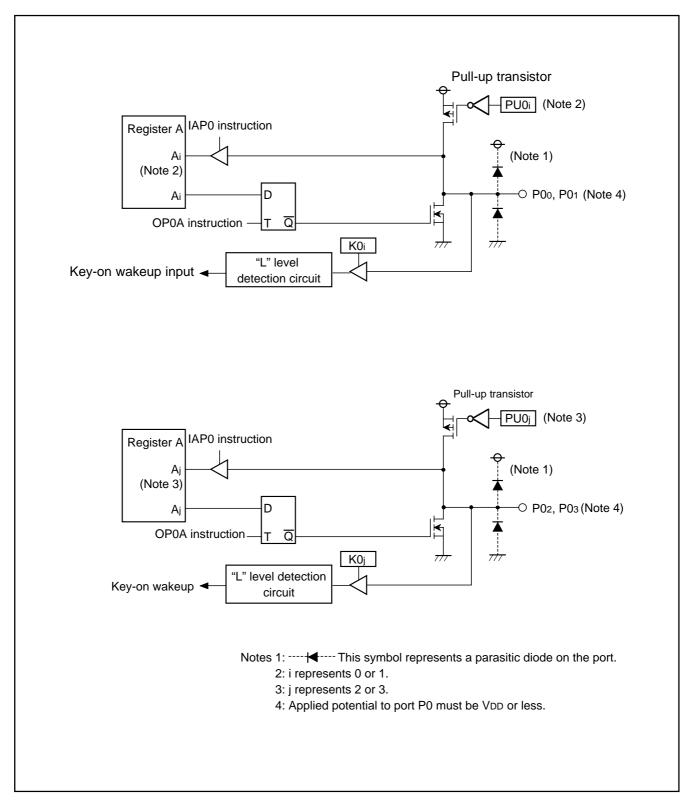
- 2: When the pull-up function is left valid, the supply current is increased. Do not select the pull-up function.
- 3: When the key-on wakeup function is left valid, the system returns from the RAM back-up state immediately after going into the RAM back-up state. Do not select the key-on wakeup function.
- 4: When selecting the key-on wakeup function, select also the pull-up function.
- 5: Clear the bit 3 (I13) of register I1 to "0" to disable to input to INT pin (after reset: I13 = "0")

#### (Note when connecting to Vss)

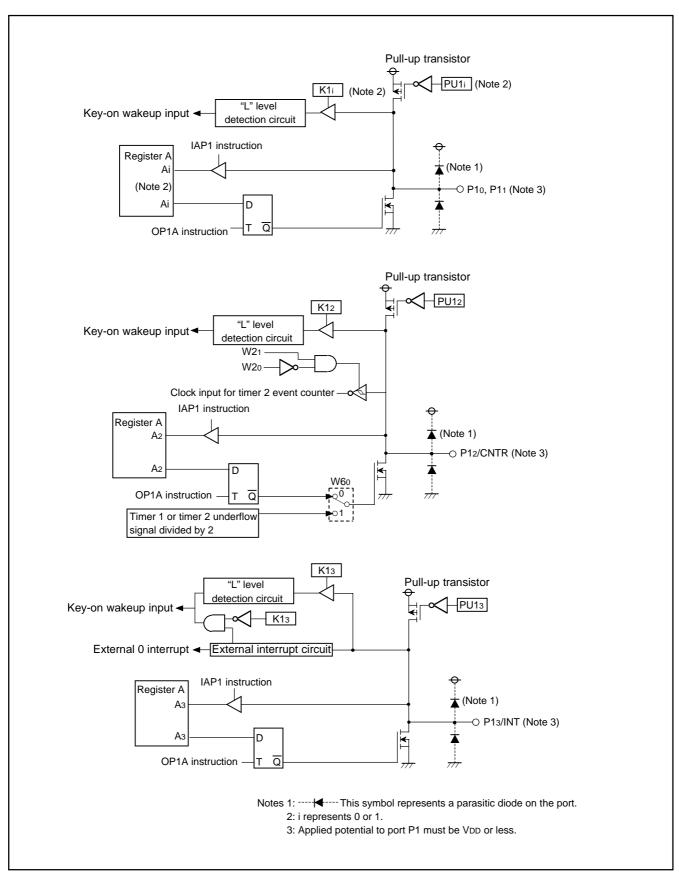
• Connect the unused pins to Vss using the thickest wire at the shortest distance against noise.



Port block diagram (1)



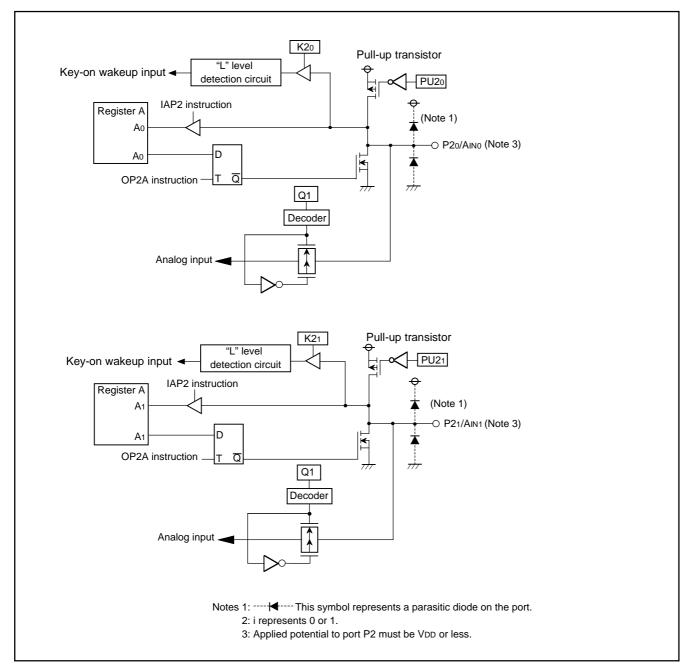
Port block diagram (2)



Port block diagram (3)

4506 Group PIN DESCRIPTION

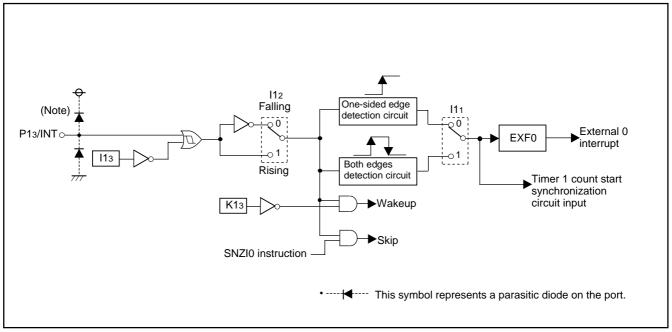
# 查询"M34506M2-XXXFP"供应商



Port block diagram (4)

1-12

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External interrupt circuit structure

# FUNCTION BLOCK OPERATIONS CPU

#### (1) Arithmetic logic unit (ALU)

The arithmetic logic unit ALU performs 4-bit arithmetic such as 4-bit data addition, comparison, AND operation, OR operation, and bit manipulation.

# (2) Register A and carry flag

Register A is a 4-bit register used for arithmetic, transfer, exchange, and I/O operation.

Carry flag CY is a 1-bit flag that is set to "1" when there is a carry with the AMC instruction (Figure 1).

It is unchanged with both A n instruction and AM instruction. The value of Ao is stored in carry flag CY with the RAR instruction (Figure 2).

Carry flag CY can be set to "1" with the SC instruction and cleared to "0" with the RC instruction.

## (3) Registers B and E

Register B is a 4-bit register used for temporary storage of 4-bit data, and for 8-bit data transfer together with register A.

Register E is an 8-bit register. It can be used for 8-bit data transfer with register B used as the high-order 4 bits and register A as the low-order 4 bits (Figure 3).

Register E is undefined after system is released from reset and returned from the RAM back-up. Accordingly, set the initial value.

#### (4) Register D

Register D is a 3-bit register.

It is used to store a 7-bit ROM address together with register A and is used as a pointer within the specified page when the TABP p, BLA p, or BMLA p instruction is executed (Figure 4).

Register D is undefined after system is released from reset and returned from the RAM back-up. Accordingly, set the initial value.

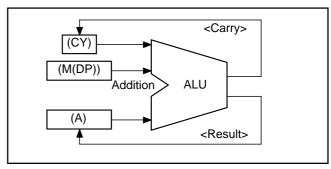


Fig. 1 AMC instruction execution example

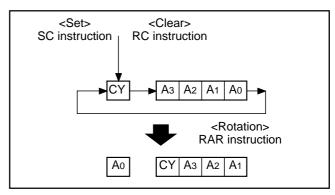


Fig. 2 RAR instruction execution example

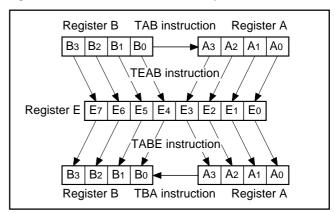


Fig. 3 Registers A, B and register E

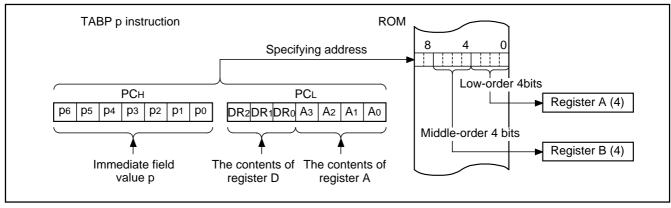


Fig. 4 TABP p instruction execution example

#### (5) Stack registers (SKs) and stack pointer (SP)

Stack registers (SKs) are used to temporarily store the contents of program counter (PC) just before branching until returning to the original routine when;

- branching to an interrupt service routine (referred to as an interrupt service routine),
- · performing a subroutine call, or
- executing the table reference instruction (TABP p).

Stack registers (SKs) are eight identical registers, so that subroutines can be nested up to 8 levels. However, one of stack registers is used respectively when using an interrupt service routine and when executing a table reference instruction. Accordingly, be careful not to over the stack when performing these operations together. The contents of registers SKs are destroyed when 8 levels are exceeded.

The register SK nesting level is pointed automatically by 3-bit stack pointer (SP). The contents of the stack pointer (SP) can be transferred to register A with the TASP instruction.

Figure 5 shows the stack registers (SKs) structure.

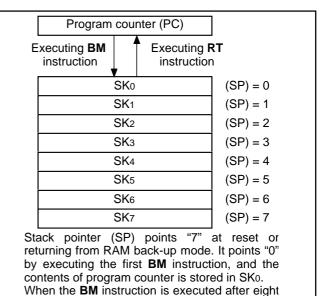
Figure 6 shows the example of operation at subroutine call.

#### (6) Interrupt stack register (SDP)

Interrupt stack register (SDP) is a 1-stage register. When an interrupt occurs, this register (SDP) is used to temporarily store the contents of data pointer, carry flag, skip flag, register A, and register B just before an interrupt until returning to the original routine. Unlike the stack registers (SKs), this register (SDP) is not used when executing the subroutine call instruction and the table reference instruction.

#### (7) Skip flag

Skip flag controls skip decision for the conditional skip instructions and continuous described skip instructions. When an interrupt occurs, the contents of skip flag is stored automatically in the interrupt stack register (SDP) and the skip condition is retained.



stack registers are used ((SP) = 7), (SP) = 0

and the contents of SKo is destroyed.

Fig. 5 Stack registers (SKs) structure

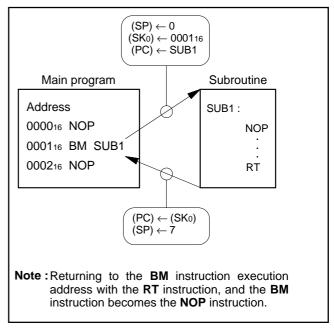


Fig. 6 Example of operation at subroutine call

# (8) Program counter (PC)

Program counter (PC) is used to specify a ROM address (page and address). It determines a sequence in which instructions stored in ROM are read. It is a binary counter that increments the number of instruction bytes each time an instruction is executed. However, the value changes to a specified address when branch instructions, subroutine call instructions, return instructions, or the table reference instruction (TABP p) is executed.

Program counter consists of PCH (most significant bit to bit 7) which specifies to a ROM page and PCL (bits 6 to 0) which specifies an address within a page. After it reaches the last address (address 127) of a page, it specifies address 0 of the next page (Figure 7).

Make sure that the PCH does not specify after the last page of the built-in ROM.

#### (9) Data pointer (DP)

Data pointer (DP) is used to specify a RAM address and consists of registers Z, X, and Y. Register Z specifies a RAM file group, register X specifies a file, and register Y specifies a RAM digit (Figure 8).

Register Y is also used to specify the port D bit position.

When using port D, set the port D bit position to register Y certainly and execute the SD, RD, or SZD instruction (Figure 9).

#### Note

Register Z of data pointer is undefined after system is released from reset

Also, registers Z, X and Y are undefined in the RAM back-up. After system is returned from the RAM back-up, set these registers.

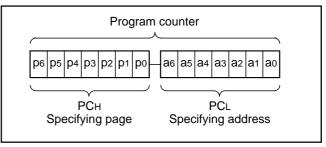


Fig. 7 Program counter (PC) structure

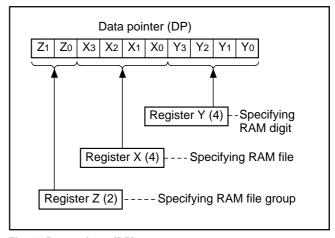


Fig. 8 Data pointer (DP) structure

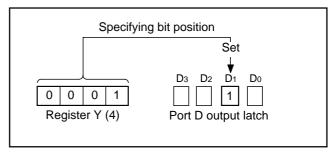


Fig. 9 SD instruction execution example

#### **PROGRAM MEMOY (ROM)**

The program memory is a mask ROM. 1 word of ROM is composed of 10 bits. ROM is separated every 128 words by the unit of page (addresses 0 to 127). Table 1 shows the ROM size and pages. Figure 10 shows the ROM map of M34506M4.

Table 1 ROM size and pages

Part number	ROM (PROM) size (X 10 bits)	Pages
M34506M2	2048 words	16 (0 to 15)
M34506M4	4096 words	32 (0 to 31)
M34506E4	4096 words	32 (0 to 31)

A part of page 1 (addresses 008016 to 00FF16) is reserved for interrupt addresses (Figure 11). When an interrupt occurs, the address (interrupt address) corresponding to each interrupt is set in the program counter, and the instruction at the interrupt address is executed. When using an interrupt service routine, write the instruction generating the branch to that routine at an interrupt address.

Page 2 (addresses 010016 to 017F16) is the special page for subroutine calls. Subroutines written in this page can be called from any page with the 1-word instruction (BM). Subroutines extending from page 2 to another page can also be called with the BM instruction when it starts on page 2.

ROM pattern (bits 7 to 0) of all addresses can be used as data areas with the TABP  $\mbox{p}$  instruction.

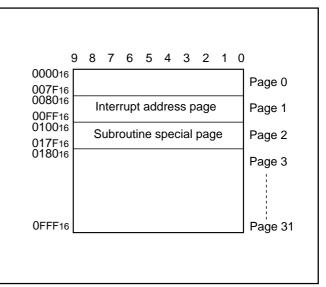


Fig. 10 ROM map of M34506M4/M34506E4

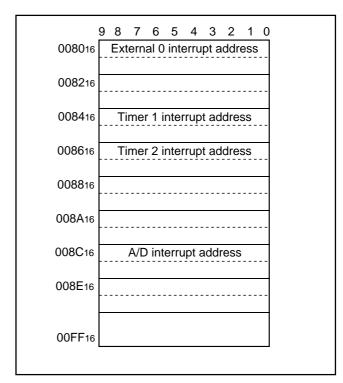


Fig. 11 Page 1 (addresses 008016 to 00FF16) structure

#### **DATA MEMORY (RAM)**

1 word of RAM is composed of 4 bits, but 1-bit manipulation (with the SB j, RB j, and SZB j instructions) is enabled for the entire memory area. A RAM address is specified by a data pointer. The data pointer consists of registers Z, X, and Y. Set a value to the data pointer certainly when executing an instruction to access RAM.

Table 2 shows the RAM size. Figure 12 shows the RAM map.

#### • Note

Register Z of data pointer is undefined after system is released from reset.

Also, registers Z, X and Y are undefined in the RAM back-up. After system is returned from the RAM back-up, set these registers.

Table 2 RAM size

Part number	RAM size
M34506M2	128 words X 4 bits (512 bits)
M34506M4	256 words X 4 bits (1024 bits)
M34506E4	256 words X 4 bits (1024 bits)

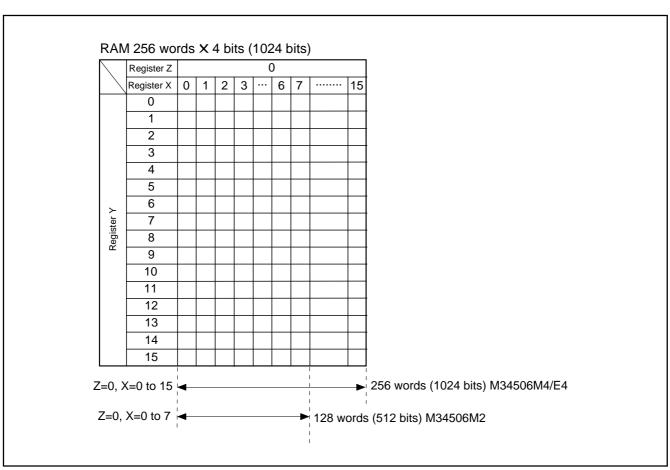


Fig. 12 RAM map

#### INTERRUPT FUNCTION

The interrupt type is a vectored interrupt branching to an individual address (interrupt address) according to each interrupt source. An interrupt occurs when the following 3 conditions are satisfied.

- An interrupt activated condition is satisfied (request flag = "1")
- Interrupt enable bit is enabled ("1")
- Interrupt enable flag is enabled (INTE = "1")

Table 3 shows interrupt sources. (Refer to each interrupt request flag for details of activated conditions.)

## (1) Interrupt enable flag (INTE)

The interrupt enable flag (INTE) controls whether the every interrupt enable/disable. Interrupts are enabled when INTE flag is set to "1" with the EI instruction and disabled when INTE flag is cleared to "0" with the DI instruction. When any interrupt occurs, the INTE flag is automatically cleared to "0," so that other interrupts are disabled until the EI instruction is executed.

#### (2) Interrupt enable bit

Use an interrupt enable bit of interrupt control registers V1 and V2 to select the corresponding interrupt or skip instruction.

Table 4 shows the interrupt request flag, interrupt enable bit and skip instruction.

Table 5 shows the interrupt enable bit function.

## (3) Interrupt request flag

When the activated condition for each interrupt is satisfied, the corresponding interrupt request flag is set to "1." Each interrupt request flag is cleared to "0" when either;

- an interrupt occurs, or
- the next instruction is skipped with a skip instruction.

Each interrupt request flag is set when the activated condition is satisfied even if the interrupt is disabled by the INTE flag or its interrupt enable bit. Once set, the interrupt request flag retains set until a clear condition is satisfied.

Accordingly, an interrupt occurs when the interrupt disable state is released while the interrupt request flag is set.

If more than one interrupt request flag is set when the interrupt disable state is released, the interrupt priority level is as follows shown in Table 3.

Table 3 Interrupt sources

Priority level	Interrupt name	Activated condition	Interrupt address
1	External 0 interrupt	Level change of INT pin	Address 0 in page 1
2	Timer 1 interrupt	Timer 1 underflow	Address 4 in page 1
3	Timer 2 interrupt	Timer 2 underflow	Address 6 in page 1
4	A/D interrupt	Completion of A/D conversion	Address C in page 1

Table 4 Interrupt request flag, interrupt enable bit and skip instruction

Interrupt name	Interrupt request flag	Skip instruction	Interrupt enable bit
External 0 interrupt	EXF0	SNZ0	V10
Timer 1 interrupt	T1F	SNZT1	V12
Timer 2 interrupt	T2F	SNZT2	V13
A/D interrupt	ADF	SNZAD	V22

#### Table 5 Interrupt enable bit function

Interrupt enable bit	Occurrence of interrupt	Skip instruction
1	Enabled	Invalid
0	Disabled	Valid

#### (4) Internal state during an interrupt

The internal state of the microcomputer during an interrupt is as follows (Figure 14).

- Program counter (PC)
  - An interrupt address is set in program counter. The address to be executed when returning to the main routine is automatically stored in the stack register (SK).
- Interrupt enable flag (INTE)
   INTE flag is cleared to "0" so that interrupts are disabled.
- Interrupt request flag
   Only the request flag for the current interrupt source is cleared to "0."
- Data pointer, carry flag, skip flag, registers A and B
   The contents of these registers and flags are stored automatically in the interrupt stack register (SDP).

#### (5) Interrupt processing

When an interrupt occurs, a program at an interrupt address is executed after branching a data store sequence to stack register. Write the branch instruction to an interrupt service routine at an interrupt address.

Use the RTI instruction to return from an interrupt service routine. Interrupt enabled by executing the EI instruction is performed after executing 1 instruction (just after the next instruction is executed). Accordingly, when the EI instruction is executed just before the RTI instruction, interrupts are enabled after returning the main routine. (Refer to Figure 13)

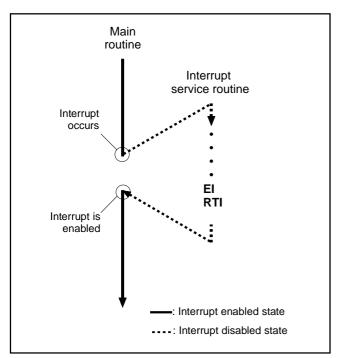


Fig. 13 Program example of interrupt processing

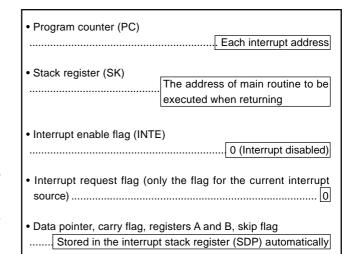


Fig. 14 Internal state when interrupt occurs

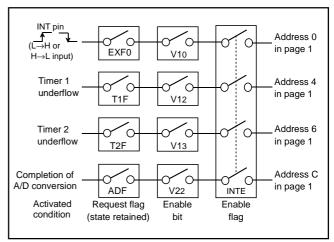


Fig. 15 Interrupt system diagram

# (6) Interrupt control registers

Interrupt control register V1
 Interrupt enable bits of external 0, timer 1 and timer 2 are assigned to register V1. Set the contents of this register through register A with the TV1A instruction. The TAV1 instruction can be used to transfer the contents of register V1 to register A.

• Interrupt control register V2

The A/D interrupt enable bit is assigned to register V2. Set the contents of this register through register A with the TV2A instruction. The TAV2 instruction can be used to transfer the contents of register V2 to register A.

Table 6 Interrupt control registers

	Interrupt control register V1		reset : 00002	at RAM back-up : 00002	R/W		
\/12	V13 Timer 2 interrupt enable bit		Interrupt disabled (SNZT2 instruction is valid)				
V 13			Interrupt enabled (SNZT2 instruction is invalid) (Note 2)				
\/12	V12 Timer 1 interrupt enable bit		Interrupt disabled (SNZT1 instruction is valid)				
V 12			Interrupt enabled (SNZT1 instruction is invalid) (Note 2)				
V11	Not used	0	This bit has no function, but read/write is enabled.				
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	V11 Not used		This bit has no function, but read/write is enabled.				
V10	External 0 interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)				
V 10	External o interrupt enable bit	1	Interrupt enabled (SNZ0 instruction is invalid) (Note 2)				

	Interrupt control register V2		reset : 00002	at RAM back-up : 00002	R/W
1/20	V23 Not used				
V23			This bit has no function, but read/write is enabled.		
1/00	V22 A/D interrupt enable bit		Interrupt disabled (SNZAD instruction is valid)		
V Z 2			Interrupt enabled (SNZAD instruction is invalid) (Note 2)		
1/04	V21 Not used		This bit has no function, but read/write is enabled.		
V21	V2 <sub>1</sub> Not used		This bit has no function, but read, write is chabled.		
V2n Not used		0	This bit has no function, but read/write is enabled.		
V20	INOLUSEU	1	This bit has no function, but read/white is enabled.		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

#### (7) Interrupt sequence

Interrupts only occur when the respective INTE flag, interrupt enable bits (V10, V12, V13, V22), and interrupt request flag are "1." The interrupt actually occurs 2 to 3 machine cycles after the cycle in which all three conditions are satisfied. The interrupt occurs after 3 machine cycles only when the three interrupt conditions are satisfied on execution of other than one-cycle instructions (Refer to Figure 16).

<sup>2:</sup> These instructions are equivalent to the NOP instruction.

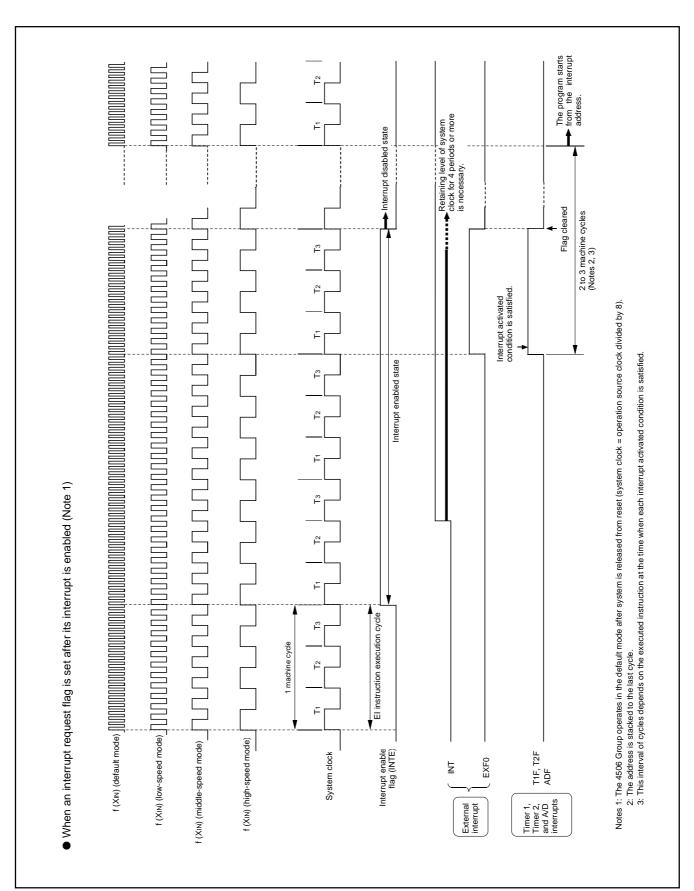


Fig. 16 Interrupt sequence

#### **EXTERNAL INTERRUPTS**

The 4506 Group has the external 0 interrupt. An external interrupt request occurs when a valid waveform is input to an interrupt input pin (edge detection).

The external interrupt can be controlled with the interrupt control register I1.

Table 7 External interrupt activated conditions

Name	Input pin	Activated condition	Valid waveform selection bit
External 0 interrupt	INT	When the next waveform is input to INT pin	<b>l</b> 11
		Falling waveform ("H"→"L")	l12
		Rising waveform ("L"→"H")	
		Both rising and falling waveforms	

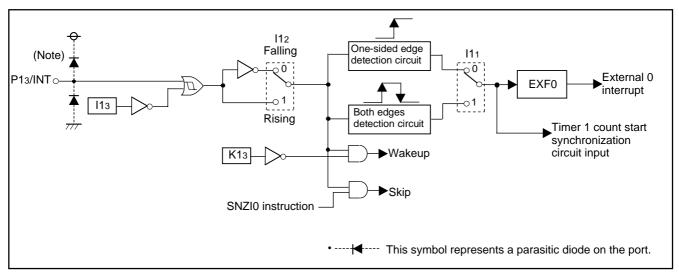


Fig. 17 External interrupt circuit structure

#### (1) External 0 interrupt request flag (EXF0)

External 0 interrupt request flag (EXF0) is set to "1" when a valid waveform is input to INT pin.

The valid waveforms causing the interrupt must be retained at their level for 4 clock cycles or more of the system clock (Refer to Figure 16).

The state of EXF0 flag can be examined with the skip instruction (SNZ0). Use the interrupt control register V1 to select the interrupt or the skip instruction. The EXF0 flag is cleared to "0" when an interrupt occurs or when the next instruction is skipped with the skip instruction.

- External 0 interrupt activated condition
  - External 0 interrupt activated condition is satisfied when a valid waveform is input to INT pin.
  - The valid waveform can be selected from rising waveform, falling waveform or both rising and falling waveforms. An example of how to use the external 0 interrupt is as follows.

- ① Set the bit 3 of register I1 to "1" for the INT pin to be in the input enabled state.
- 2 Select the valid waveform with the bits 1 and 2 of register I1.
- 3 Clear the EXF0 flag to "0" with the SNZ0 instruction.
- Set the NOP instruction for the case when a skip is performed
   with the SNZ0 instruction.
- Set both the external 0 interrupt enable bit (V10) and the INTE flag to "1."

The external 0 interrupt is now enabled. Now when a valid waveform is input to the INT pin, the EXF0 flag is set to "1" and the external 0 interrupt occurs.

# (2) External interrupt control registers

• Interrupt control register I1

Register I1 controls the valid waveform for the external 0 interrupt. Set the contents of this register through register A with the TI1A instruction. The TAI1 instruction can be used to transfer the contents of register I1 to register A.

#### Table 8 External interrupt control register

Interrupt control register I1		at reset : 00002		at RAM back-up : state retained	R/W
l13	INT pin input control bit (Note 2)	0	INT pin input disabled		
	INT pill input control bit (Note 2)	1	INT pin input enabled		
l12		0	Falling waveform ("L" level of INT pin is recognized with the SNZI0		
	Interrupt valid waveform for INT pin/ return level selection bit (Note 2)		instruction)/"L" level		
		1	Rising waveform ("H" level of INT pin is recognized with the SNZI0		
			instruction)/"H" level		
l111	INT pin edge detection circuit control bit	0	One-sided edge detected		
	INT pin eage detection circuit control bit	1	Both edges detected		
I10	INT pin	0	Disabled		
	timer 1 control enable bit	1	Enabled		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

<sup>2:</sup> When the contents of I12 and I13 are changed, the external interrupt request flag EXF0 may be set. Accordingly, clear EXF0 flag with the SNZ0 instruction when the bit 0 (V10) of register V1 to "0". In this time, set the NOP instruction after the SNZ0 instruction, for the case when a skip is performed with the SNZ0 instruction.

# (3) Notes on interrupts

- ① Note [1] on bit 3 of register I1
  - When the input of the INT pin is controlled with the bit 3 of register I1 in software, be careful about the following notes.
- Depending on the input state of the P13/INT pin, the external 0 interrupt request flag (EXF0) may be set when the bit 3 of register I1 is changed. In order to avoid the occurrence of an unexpected interrupt, clear the bit 0 of register V1 to "0" (refer to Figure 18<sup>(1)</sup>) and then, change the bit 3 of register I1.

In addition, execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction (refer to Figure 182).

Also, set the NOP instruction for the case when a skip is performed with the SNZ0 instruction (refer to Figure 18<sup>3</sup>).

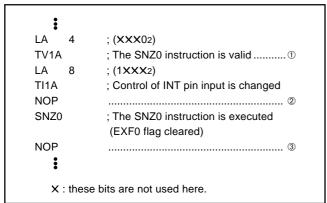


Fig. 18 External 0 interrupt program example-1

- 2 Note [2] on bit 3 of register I1
  - When the bit 3 of register I1 is cleared to "0", the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.
- When the key-on wakeup function of port P13 is not used (register K13 = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode. (refer to Figure 19①).

```
LA 0 ; (00XX2)

TI1A ; Input of INT disabled......

DI

EPOF

POF ; RAM back-up

X: these bits are not used here.
```

Fig. 19 External 0 interrupt program example-2

③ Note [3] on bit 2 of register I1
When the interrupt valid waveform of the P13/INT pin is changed with the bit 2 of register I1 in software, be careful about the fol-

lowing notes.

• Depending on the input state of the P13/INT pin, the external 0 interrupt request flag (EXF0) may be set when the bit 2 of register I1 is changed. In order to avoid the occurrence of an unexpected interrupt, clear the bit 0 of register V1 to "0" (refer to Figure 20<sup>(1)</sup>) and then, change the bit 2 of register I1 is changed. In addition, execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction (refer to Figure 20<sup>(2)</sup>). Also, set the NOP instruction for the case when a skip is performed with the SNZ0 instruction (refer to Figure 20<sup>(3)</sup>).

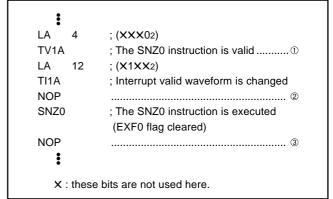


Fig. 20 External 0 interrupt program example-3

#### **TIMERS**

The 4506 Group has the following timers.

· Programmable timer

The programmable timer has a reload register and enables the frequency dividing ratio to be set. It is decremented from a setting value n. When it underflows (count to n + 1), a timer interrupt request flag is set to "1," new data is loaded from the reload register, and count continues (auto-reload function).

Fixed dividing frequency timer
 The fixed dividing frequency timer has the fixed frequency dividing ratio (n). An interrupt request flag is set to "1" after every n count of a count pulse.

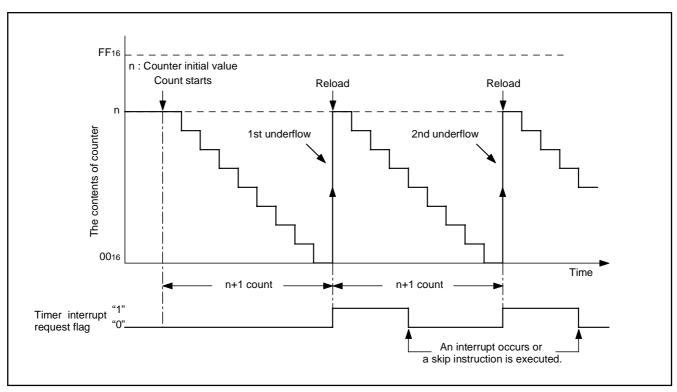


Fig. 21 Auto-reload function

The 4506 Group timer consists of the following circuits.

- Prescaler : frequency divider
- Timer 1 : 8-bit programmable timer
- Timer 2: 8-bit programmable timer (Timers 1 and 2 have the interrupt function, respectively)
- 16-bit timer

Prescaler and timers 1 and 2 can be controlled with the timer control registers W1, W2 and W6. The 16-bit timer is a free counter which is not controlled with the control register.

Each function is described below.

#### **Table 9 Function related timers**

Circuit	Structure	Count source	Frequency dividing ratio	Use of output signal	Control register
Prescaler	Frequency divider	Instruction clock	4, 16	Timer 1 and 2 count sources	W1
Timer 1	8-bit programmable	Prescaler output (ORCLK)	1 to 256	Timer 2 count source	W1
	binary down counter			CNTR output	W2
	(link to INT input)			Timer 1 interrupt	W6
Timer 2	8-bit programmable	Timer 1 underflow	1 to 256	CNTR output	W2
	binary down counter	Prescaler output (ORCLK)		Timer 2 interrupt	W6
		CNTR input			
		System clock			
16-bit timer	16-bit fixed dividing	Instruction clock	65536	Watchdog timer	
	frequency binary down			(The 16th bit is counted twice)	
	counter				

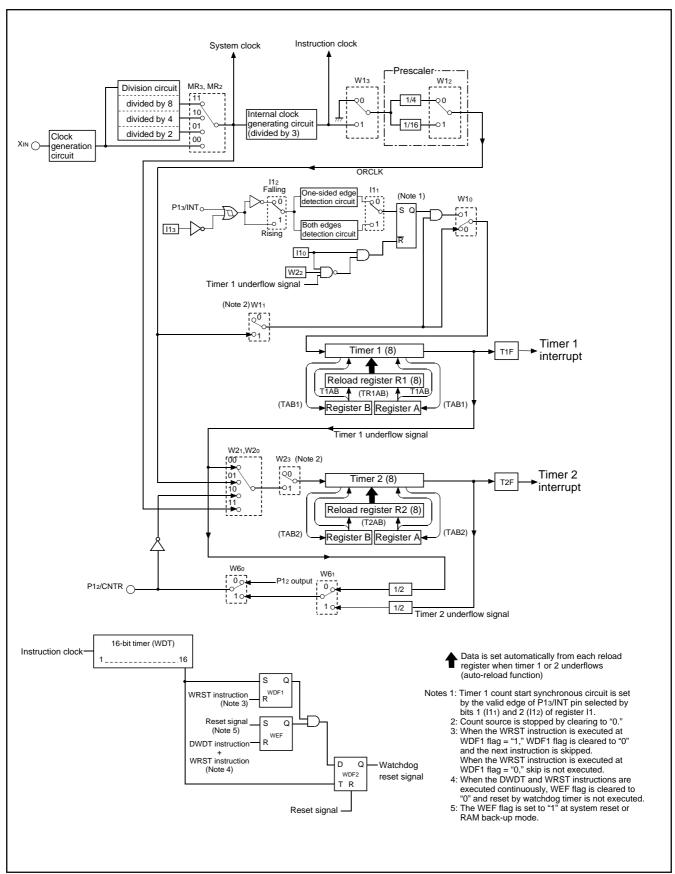


Fig. 22 Timers structure

**Table 10 Timer control registers** 

	Timer control register W1	at	reset : 00002	at RAM back-up : 00002	R/W
W13	Prescaler control bit	0	Stop (state initialized)		
VV 13	Frescaler control bit	1	Operating		
W12	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4		
VV 12		1	Instruction clock divided by 16		
10/14	Finner 4 control bit	0	Stop (state retained)		
VVII	W11 Timer 1 control bit		Operating		
W10	Timer 1 count start synchronous circuit control bit	0	Count start synchronous circuit not selected		
		1	Count start synchro	onous circuit selected	

	Timer control register W2		at reset : 00002		at RAM back-up : state retained	R/W
W23	Timer 2 control bit		)	Stop (state retained)		
VVZ3			1	Operating		
\M/2a	W22 Timer 1 count auto-stop circuit selection bit (Note 2)		)	Count auto-stop circuit not selected		
V V Z Z			1	Count auto-stop cir	rcuit selected	
			W20		Count source	
W21	Timer 2 count source selection bits	0	0	Timer 1 underflow signal		
		0	1	Prescaler output (ORCLK)		
W20		1	0	CNTR input		
		1	1	System clock		

	Timer control register W6		reset : 00002	at RAM back-up : state retained	R/W
W63	W63 Not used		This bit has no function, but read/write is enabled.		
W62	W62 Not used		This bit has no function, but read/write is enabled.		
1102			This bit has no function, but read/write is enabled.		
W61	WG4 ONTD autout a deather hit		Timer 1 underflow signal divided by 2 output		
1 ****	W61 CNTR output selection bit		Timer 2 underflow signal divided by 2 output		
W60	P12/CNTR function selection bit	0	P12(I/O)/CNTR input (Note 3)		
VV00	F 12/CIVIA TUTICUOTI SELECTION DIL	1	P12 (input)/CNTR input/output (Note 3)		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

- 2: This function is valid only when the timer 1 count start synchronization circuit is selected.
- 3: CNTR input is valid only when CNTR input is selected as the timer 2 count source.

# (1) Timer control registers

• Timer control register W1

Register W1 controls the count operation of timer 1, the selection of count start synchronous circuit, and the frequency dividing ratio and count operation of prescaler. Set the contents of this register through register A with the TW1A instruction. The TAW1 instruction can be used to transfer the contents of register W1 to register A.

• Timer control register W2

Register W2 controls the selection of timer 1 count auto-stop circuit, and the count operation and count source of timer 2. Set the contents of this register through register A with the TW2A instruction. The TAW2 instruction can be used to transfer the contents of register W2 to register A.

• Timer control register W6

Register W6 controls the P12/CNTR pin function and the selection of CNTR output. Set the contents of this register through register A with the TW6A instruction. The TAW6 instruction can be used to transfer the contents of register W6 to register A..

### (2) Prescaler

Prescaler is a frequency divider. Its frequency dividing ratio can be selected. The count source of prescaler is the instruction clock. Use the bit 2 of register W1 to select the prescaler dividing ratio and the bit 3 to start and stop its operation. Prescaler is initialized, and the output signal (ORCLK) stops when the bit 3 of register W1 is cleared to "0."

#### (3) Timer 1 (interrupt function)

Timer 1 is an 8-bit binary down counter with the timer 1 reload register (R1). Data can be set simultaneously in timer 1 and the reload register (R1) with the T1AB instruction. Stop counting and then execute the T1AB instruction to set data to timer 1. Data can be written to reload register (R1) with the TR1AB instruction.

When writing data to reload register R1 with the TR1AB instruction, the downcount after the underflow is started from the setting value of reload register R1.

Timer 1 starts counting after the following process;

- ① set data in timer 1, and
- 2 set the bit 1 of register W1 to "1."

However, INT pin input can be used as the start trigger for timer 1 count operation by setting the bit 0 of register W1 to "1."

Also, in this time, the auto-stop function by timer 1 underflow can be performed by setting the bit 2 of register W2 to "1."

When a value set is n, timer 1 divides the count source signal by n + 1 (n = 0 to 255).

Once count is started, when timer 1 underflows (the next count pulse is input after the contents of timer 1 becomes "0"), the timer 1 interrupt request flag (T1F) is set to "1," new data is loaded from reload register R1, and count continues (auto-reload function).

Data can be read from timer 1 with the TAB1 instruction. When reading the data, stop the counter and then execute the TAB1 instruction.

# (4) Timer 2 (interrupt function)

Timer 2 is an 8-bit binary down counter with the timer 2 reload register (R2). Data can be set simultaneously in timer 2 and the reload register (R2) with the T2AB instruction. Stop counting and then execute the T2AB instruction to set data to timer 2.

Timer 2 starts counting after the following process;

- 1) set data in timer 2,
- ② select the count source with the bits 0 and 1 of register W2, and ③ set the bit 3 of register W2 to "1."

When a value set is n, timer 2 divides the count source signal by n + 1 (n = 0 to 255).

Once count is started, when timer 2 underflows (the next count pulse is input after the contents of timer 2 becomes "0"), the timer 2 interrupt request flag (T2F) is set to "1," new data is loaded from reload register R2, and count continues (auto-reload function).

Data can be read from timer 2 with the TAB2 instruction. When reading the data, stop the counter and then execute the TAB2 instruction

#### (5) Timer interrupt request flags (T1F, T2F)

Each timer interrupt request flag is set to "1" when each timer underflows. The state of these flags can be examined with the skip instructions (SNZT1, SNZT2).

Use the interrupt control register V1 to select an interrupt or a skip instruction.

An interrupt request flag is cleared to "0" when an interrupt occurs or when the next instruction is skipped with a skip instruction.

#### (6) Count start synchronization circuit (timer 1)

Timer 1 has the count start synchronous circuit which synchronizes the input of INT pin, and can start the timer count operation.

Timer 1 count start synchronous circuit function is selected by setting the bit 0 of register W1 to "1." The control by INT pin input can be performed by setting the bit 0 of register I1 to "1."

The count start synchronous circuit is set by level change ("H"→"L" or "L"→"H") of INT pin input. This valid waveform is selected by bits 1 (I11) and 2 (I12) of register I1 as follows;

- I11 = "0": Synchronized with one-sided edge (falling or rising)
- I11 = "1": Synchronized with both edges (both falling and rising) When register I11="0" (synchronized with the one-sided edge), the rising or falling waveform can be selected by the bit 2 of register I1;
- I12 = "0": Falling waveform
- I12 = "1": Rising waveform

When timer 1 count start synchronous circuit is used, the count start synchronous circuit is set, the count source is input to each timer by inputting valid waveform to INT pin. Once set, the count start synchronous circuit is cleared by clearing the bit I10 to "0" or reset.

However, when the count auto-stop circuit is selected (register W22 = "1"), the count start synchronous circuit is cleared (auto-stop) at the timer 1 underflow.

## (7) Count auto-stop circuit (timer 1)

Timer 1 has the count auto-stop circuit which is used to stop timer 1 automatically by the timer 1 underflow when the count start synchronous circuit is used.

The count auto-stop cicuit is valid by setting the bit 2 of register W2 to "1". It is cleared by the timer 1 underflow and the count source to timer 1 is stopped.

This function is valid only when the timer 1 count start synchronous circuit is selected.

# (8) Timer input/output pin (P12/CNTR pin)

CNTR pin is used to input the timer 2 count source and output the timer 1 and timer 2 underflow signal divided by 2.

The P12/CNTR pin function can be selected by bit 0 of register W6. The CNTR output signal can be selected by bit 1 of register W6.

When the CNTR input is selected for timer 2 count source, timer 2 counts the falling waveform of CNTR input.

#### (9) Precautions

Note the following for the use of timers.

Prescaler

Stop the prescaler operation to change its frequency dividing ratio.

Count source

Stop timer 1 or 2 counting to change its count source.

•Reading the count value

Stop timer 1 or 2 counting and then execute the TAB1 or TAB2 instruction to read its data.

•Writing to the timer

Stop timer 1 or 2 counting and then execute the T1AB or T2AB instruction to write its data.

•Writing to reload register R1

When writing data to reload register R1 while timer 1 is operating, avoid a timing when timer 1 underflows.

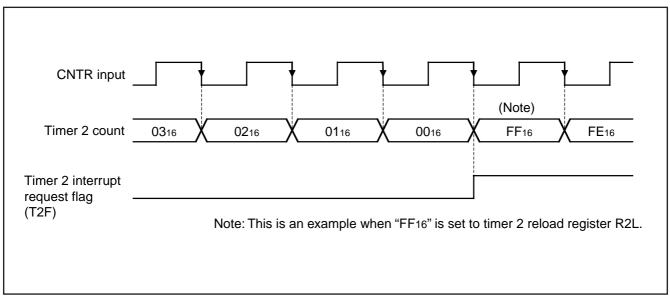


Fig. 23 Count timing diagram at CNTR input

Timer 1 and timer 2 count start timing and count time when operation starts

Count starts from the first rising edge of the count source (2) after timer 1 and timer 2 operations start (1).

Time to first underflow (3) is shorter (for up to 1 period of the count source) than time among next underflow (4) by the timing to start the timer and count source operations after count starts. When selecting CNTR input as the count source of timer 2, timer 2 operates synchronizing with the falling edge of CNTR input.

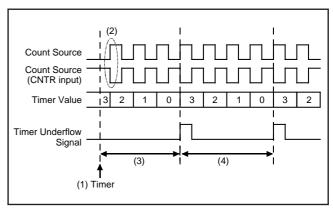


Fig. 24 Timer count start timing and count time when operation starts (T1, T2)

#### WATCHDOG TIMER

Watchdog timer provides a method to reset the system when a program run-away occurs. Watchdog timer consists of timer WDT(16-bit binary counter), watchdog timer enable flag (WEF), and watchdog timer flags (WDF1, WDF2).

The timer WDT downcounts the instruction clocks as the count source from "FFFF16" after system is released from reset.

After the count is started, when the timer WDT underflow occurs (after the count value of timer WDT reaches "FFFF16," the next count pulse is input), the WDF1 flag is set to "1."

If the WRST instruction is never executed until the timer WDT underflow occurs (until timer WDT counts 65534), WDF2 flag is set to "1," and the  $\overline{\text{RESET}}$  pin outputs "L" level to reset the microcomputer.

Execute the WRST instruction at each period of 65534 machine cycle or less by software when using watchdog timer to keep the microcomputer operating normally.

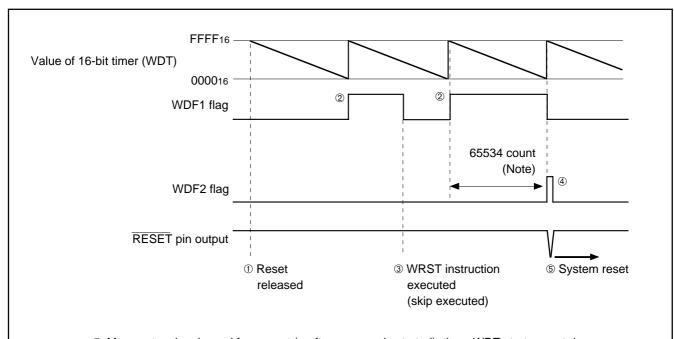
When the WEF flag is set to "1" after system is released from reset, the watchdog timer function is valid.

When the DWDT instruction and the WRST instruction are executed continuously, the WEF flag is cleared to "0" and the watchdog timer function is invalid.

The WEF flag is set to "1" at system reset or RAM back-up mode. The WRST instruction has the skip function. When the WRST instruction is executed while the WDF1 flag is "1", the WDF1 flag is cleared to "0" and the next instruction is skipped.

When the WRST instruction is executed while the WDF1 flag is "0", the next instruction is not skipped.

The skip function of the WRST instruction can be used even when the watchdog timer function is invalid.



- $\odot$  After system is released from reset (= after program is started), timer WDT starts count down.
- 2 When timer WDT underflow occurs, WDF1 flag is set to "1."
- ® When the WRST instruction is executed, WDF1 flag is cleared to "0," the next instruction is skipped.
- When timer WDT underflow occurs while WDF1 flag is "1," WDF2 flag is set to "1" and the watchdog reset signal is output.
- ⑤ The output transistor of RESET pin is turned "ON" by the watchdog reset signal and system reset is executed.

Note: The number of count is equal to the number of machine cycle because the count source of watchdog timer is the instruction clock.

Fig. 25 Watchdog timer function

When the watchdog timer is used, clear the WDF1 flag at the period of 65534 machine cycles or less with the WRST instruction. When the watchdog timer is not used, execute the DWDT instruction and the WRST instruction continuously (refer to Figure 26). The watchdog timer is not stopped with only the DWDT instruction. The contents of WDF1 flag and timer WDT are initialized at the RAM back-up mode.

When using the watchdog timer and the RAM back-up mode, initialize the WDF1 flag with the WRST instruction just before the microcomputer enters the RAM back-up state (refer to Figure 27). The watchdog timer function is valid after system is returned from the RAM back-up. When not using the watchdog timer function, execute the DWDT instruction and the WRST instruction continuously every system is returned from the RAM back-up, and stop the watchdog timer function.

```
WRST; WDF1 flag cleared

DI
DWDT; Watchdog timer function enabled/disabled
WRST; WEF and WDF1 flags cleared
```

Fig. 26 Program example to start/stop watchdog timer

```
WRST; WDF1 flag cleared
NOP
DI; Interrupt disabled
EPOF; POF instruction enabled
POF2

↓
Oscillation stop (RAM back-up mode)
```

Fig. 27 Program example to enter the RAM back-up mode when using the watchdog timer

#### A/D CONVERTER

The 4506 Group has a built-in A/D conversion circuit that performs conversion by 10-bit successive comparison method. Table 11 shows the characteristics of this A/D converter. This A/D converter can also be used as an 8-bit comparator to compare analog voltages input from the analog input pin with preset values.

Table 11 A/D converter characteristics

Parameter	Characteristics
Conversion format	Successive comparison method
Resolution	10 bits
Relative accuracy	Linearity error: ±2LSB
	Differential non-linearity error: ±0.9LSB
Conversion speed	46.5 $\mu$ s (High-speed mode at 4.0 MHz oscillation frequency)
Analog input pin	2

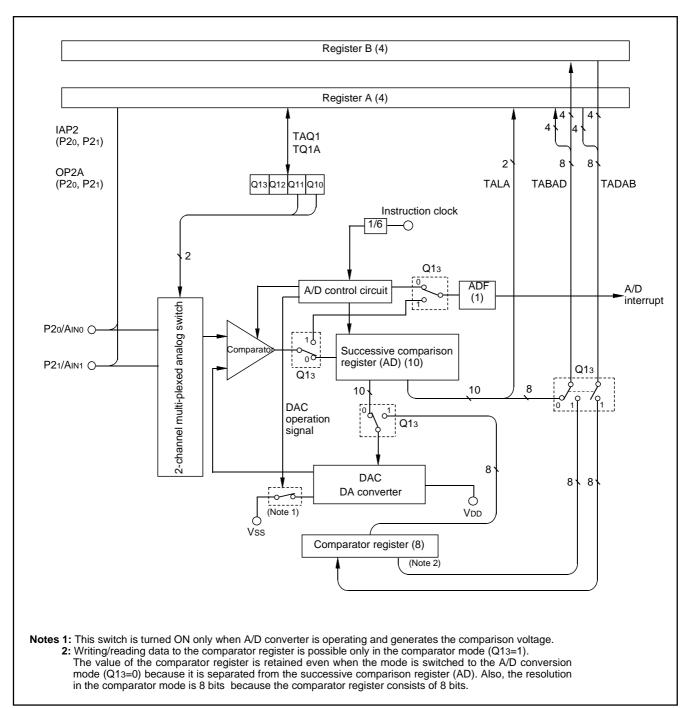


Fig. 28 A/D conversion circuit structure

Table 12 A/D control registers

	A/D control register Q1		at reset : 00002		at RAM back-up : state retained R/W	
010	A/D operation mode selection bit		)	A/D conversion mode		
Q13				Comparator mode		
Q12	Not used	0		This bit has no function, but read/write is enabled.		
	Analog input pin selection bits	Q11	Q10		Selected pins	
Q11		0	0	AIN0		
		0	1	AIN1		
Q10			0	Not available		
			1	Not available		

Note: "R" represents read enabled, and "W" represents write enabled.

## (1) Operating at A/D conversion mode

The A/D conversion mode is set by setting the bit 3 of register Q1 to "0."

#### (2) Successive comparison register AD

Register AD stores the A/D conversion result of an analog input in 10-bit digital data format. The contents of the high-order 8 bits of this register can be stored in register B and register A with the TABAD instruction. The contents of the low-order 2 bits of this register can be stored into the high-order 2 bits of register A with the TALA instruction. However, do not execute these instructions during A/D conversion.

When the contents of register AD is n, the logic value of the comparison voltage V<sub>ref</sub> generated from the built-in DA converter can be obtained with the reference voltage V<sub>DD</sub> by the following formula:

Logic value of comparison voltage Vref

$$V_{ref} = \frac{V_{DD}}{1024} \times n$$

n: The value of register AD (n = 0 to 1023)

#### (3) A/D conversion completion flag (ADF)

A/D conversion completion flag (ADF) is set to "1" when A/D conversion completes. The state of ADF flag can be examined with the skip instruction (SNZAD). Use the interrupt control register V2 to select the interrupt or the skip instruction.

The ADF flag is cleared to "0" when the interrupt occurs or when the next instruction is skipped with the skip instruction.

# (4) A/D conversion start instruction (ADST)

A/D conversion starts when the ADST instruction is executed. The conversion result is automatically stored in the register AD.

### (5) A/D control register Q1

Register Q1 is used to select the operation mode and one of analog input pins.

#### (6) Operation description

A/D conversion is started with the A/D conversion start instruction (ADST). The internal operation during A/D conversion is as follows:

- ① When the A/D conversion starts, the register AD is cleared to "00016."
- ② Next, the topmost bit of the register AD is set to "1," and the comparison voltage Vref is compared with the analog input voltage VIN.
- ③ When the comparison result is V<sub>ref</sub> < V<sub>IN</sub>, the topmost bit of the register AD remains set to "1." When the comparison result is V<sub>ref</sub> > V<sub>IN</sub>, it is cleared to "0."

The 4506 Group repeats this operation to the lowermost bit of the register AD to convert an analog value to a digital value. A/D conversion stops after 62 machine cycles (46.5  $\mu$ s when f(XIN) = 4.0 MHz in high-speed mode) from the start, and the conversion result is stored in the register AD. An A/D interrupt activated condition is satisfied and the ADF flag is set to "1" as soon as A/D conversion completes (Figure 29).

Table 13 Change of successive comparison register AD during A/D conversion

At starting conversion	Change of successive comparison register AD Comparison voltage (Vref) value
1st comparison	1 0 0 0 0 0 <u>VDD</u>
2nd comparison	*1 1 0 0 0 0 0 <del>VDD</del> ± <del>VDD</del> 4
3rd comparison	*1 *2 1 0 0 0 0 VDD 2 ± VDD 4 ± VDD 8
After 10th comparison	A/D conversion result  VDD
completes	*1 *2 *3 *8 *9 *A 2 ± ± 1024

\*1: 1st comparison result
\*2: 2nd comparison result
\*3: 3rd comparison result
\*8: 8th comparison result
\*9: 9th comparison result
\*A: 10th comparison result

## (7) A/D conversion timing chart

Figure 29 shows the A/D conversion timing chart.

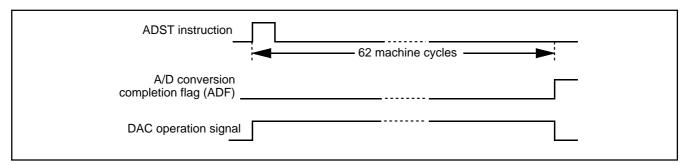


Fig. 29 A/D conversion timing chart

#### (8) How to use A/D conversion

How to use A/D conversion is explained using as example in which the analog input from P21/AIN1 pin is A/D converted, and the high-order 4 bits of the converted data are stored in address M(Z, X, Y) = (0, 0, 0), the middle-order 4 bits in address M(Z, X, Y) = (0, 0, 1), and the low-order 2 bits in address M(Z, X, Y) = (0, 0, 2) of RAM. The A/D interrupt is not used in this example.

- ① Select the AIN1 pin function and A/D conversion mode with the register Q1 (refer to Figure 30).
- ② Execute the ADST instruction and start A/D conversion.
- ③ Examine the state of ADF flag with the SNZAD instruction to determine the end of A/D conversion.
- Transfer the low-order 2 bits of converted data to the high-order 2 bits of register A (TALA instruction).
- $\circ$  Transfer the contents of register A to M (Z, X, Y) = (0, 0, 2).
- ® Transfer the high-order 8 bits of converted data to registers A and B (TABAD instruction).
- $\mbox{\@0ex}$  Transfer the contents of register B to register A, and then, store into M(Z, X, Y) = (0, 0, 0).

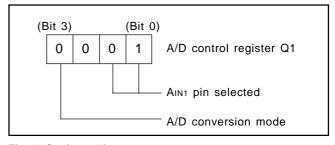


Fig. 30 Setting registers

### (9) Operation at comparator mode

The A/D converter is set to comparator mode by setting bit 3 of the register Q1 to "1."

Below, the operation at comparator mode is described.

#### (10) Comparator register

In comparator mode, the built-in DA comparator is connected to the 8-bit comparator register as a register for setting comparison voltages. The contents of register B is stored in the high-order 4 bits of the comparator register and the contents of register A is stored in the low-order 4 bits of the comparator register with the TADAB instruction.

When changing from A/D conversion mode to comparator mode, the result of A/D conversion (register AD) is undefined.

However, because the comparator register is separated from register AD, the value is retained even when changing from comparator mode to A/D conversion mode. Note that the comparator register can be written and read at only comparator mode.

If the value in the comparator register is n, the logic value of comparison voltage V<sub>ref</sub> generated by the built-in DA converter can be determined from the following formula:

Vref = 
$$\frac{VDD}{256}$$
 X n

n: The value of register AD (n = 0 to 255)

#### (11) Comparison result store flag (ADF)

In comparator mode, the ADF flag, which shows completion of A/D conversion, stores the results of comparing the analog input voltage with the comparison voltage. When the analog input voltage is lower than the comparison voltage, the ADF flag is set to "1." The state of ADF flag can be examined with the skip instruction (SNZAD). Use the interrupt control register V2 to select the interrupt or the skip instruction.

The ADF flag is cleared to "0" when the interrupt occurs or when the next instruction is skipped with the skip instruction.

# (12) Comparator operation start instruction (ADST instruction)

In comparator mode, executing ADST starts the comparator operating.

The comparator stops 8 machine cycles after it has started (6  $\mu$ s at f(XIN) = 4.0 MHz in high-speed mode). When the analog input voltage is lower than the comparison voltage, the ADF flag is set to "1."

#### (13) Notes for the use of A/D conversion 1

Note the following when using the analog input pins also for port P2 function:

Selection of analog input pins

Even when P20/AIN0, P21/AIN1 are set to pins for analog input, they continue to function as port P2 input/output. Accordingly, when any of them are used as I/O port and others are used as analog input pins, make sure to set the outputs of pins that are set for analog input to "1." Also, the port input function of the pin functions as an analog input is undefined.

TALA instruction

When the TALA instruction is executed, the low-order 2 bits of register AD is transferred to the high-order 2 bits of register A, simultaneously, the low-order 2 bits of register A is "0."

### (14) Notes for the use of A/D conversion 2

Do not change the operating mode (both A/D conversion mode and comparator mode) of A/D converter with the bit 3 of register Q1 while the A/D converter is operating.

When the operating mode of A/D converter is changed from the comparator mode to A/D conversion mode with the bit 3 of register Q1, note the following;

- Clear the bit 2 of register V2 to "0" to change the operating mode of the A/D converter from the comparator mode to A/D conversion mode with the bit 3 of register Q1.
- The A/D conversion completion flag (ADF) may be set when the operating mode of the A/D converter is changed from the comparator mode to the A/D conversion mode. Accordingly, set a value to the bit 3 of register Q1, and execute the SNZAD instruction to clear the ADF flag.

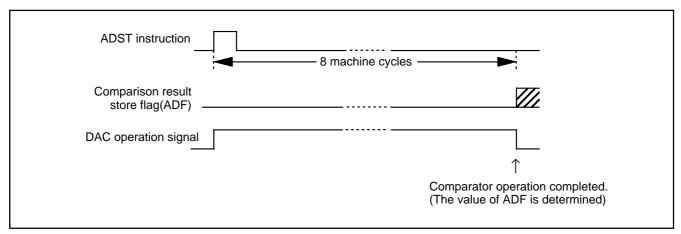


Fig. 31 Comparator operation timing chart

### (15) Definition of A/D converter accuracy

The A/D conversion accuracy is defined below (refer to Figure 32).

- · Relative accuracy
  - ① Zero transition voltage (VoT)

This means an analog input voltage when the actual A/D conversion output data changes from "0" to "1."

② Full-scale transition voltage (VFST)

This means an analog input voltage when the actual A/D conversion output data changes from "1023" to "1022."

3 Linearity error

This means a deviation from the line between VoT and VFST of a converted value between VoT and VFST.

4 Differential non-linearity error

This means a deviation from the input potential difference required to change a converter value between VoT and VFST by 1 LSB at the relative accuracy.

#### Absolute accuracy

This means a deviation from the ideal characteristics between 0 to VDD of actual A/D conversion characteristics.

Vn: Analog input voltage when the output data changes from "n" to "n+1" (n = 0 to 1022)

• 1LSB at relative accuracy 
$$\rightarrow \frac{VFST-V0T}{1022}$$
 (V)

• 1LSB at absolute accuracy 
$$\rightarrow \frac{VDD}{1024}$$
 (V)

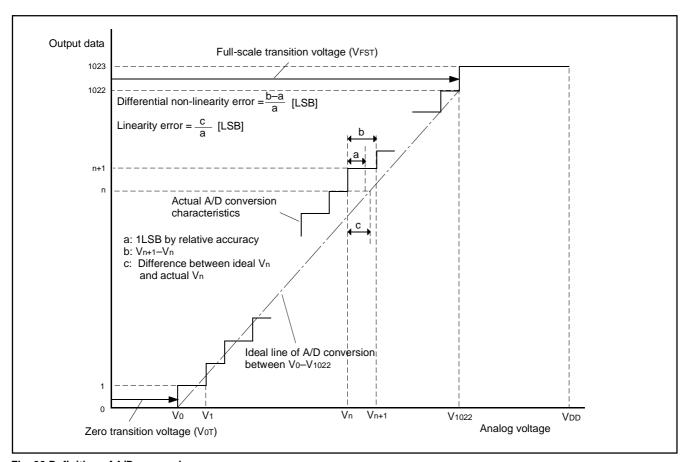


Fig. 32 Definition of A/D conversion accuracy

#### **RESET FUNCTION**

System reset is performed by applying "L" level to RESET pin for 1 machine cycle or more when the following condition is satisfied; the value of supply voltage is the minimum value or more of the recommended operating conditions.

Then when "H" level is applied to  $\overline{\text{RESET}}$  pin, software starts from address 0 in page 0.

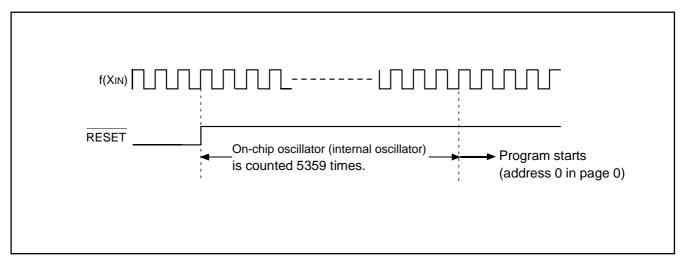


Fig. 33 Reset release timing

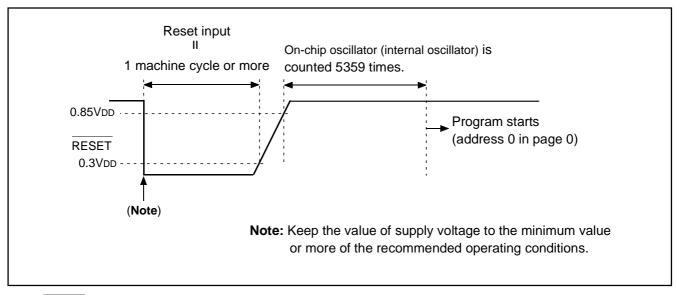


Fig. 34 RESET pin input waveform and reset operation

# (1) Power-on reset

Reset can be performed automatically at power on (power-on reset) by connecting a diode and a capacitor to RESET pin. Connect RESET pin and the external circuit at the shortest distance.

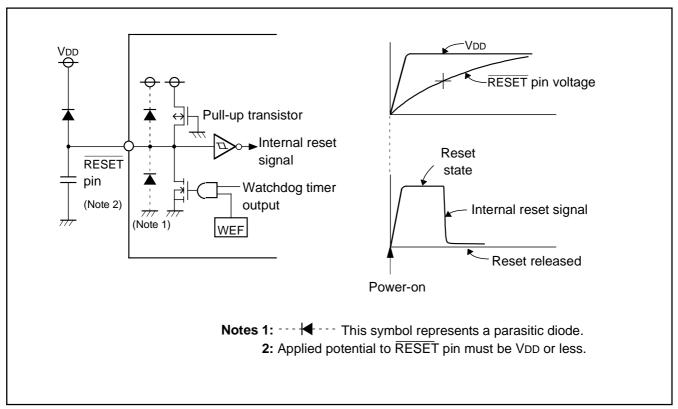


Fig. 35 Structure of reset pin and its peripherals, and power-on reset operation

Table 14 Port state at reset

Name	Function	State
Do, D1	D0, D1	High-impedance (Note 1)
D2/C, D3/K	D2, D3	High-impedance (Notes 1, 2)
P00, P01, P02, P03	P00-P03	High-impedance (Notes 1, 2)
P10, P11, P12/CNTR, P13/INT	P10-P13	High-impedance (Notes 1, 2)
P20/AIN0, P21/AIN1	P20, P21	High-impedance (Notes 1, 2)

Notes 1: Output latch is set to "1."

2: Pull-up transistor is turned OFF.

# (2) Internal state at reset

Figure 36 shows internal state at reset (they are the same after system is released from reset). The contents of timers, registers, flags and RAM except shown in Figure 36 are undefined, so set the initial value to them.

Program counter (PC)	
Address 0 in page 0 is set to program counter.	
Interrupt enable flag (INTE)	
Power down flag (P)	
External 0 interrupt request flag (EXF0)	0
Interrupt control register V1	0 0 0 0 (Interrupt disabled)
Interrupt control register V2	0 0 0 0 (Interrupt disabled)
Interrupt control register I1	0000
Timer 1 interrupt request flag (T1F)	0
Timer 2 interrupt request flag (T2F)	0
Watchdog timer flags (WDF1, WDF2)	
Watchdog timer enable flag (WEF)	
Timer control register W1	
Timer control register W2	
Timer control register W6	0 0 0 0
Clock control register MR	
Key-on wakeup control register K0	
Key-on wakeup control register K1	
Key-on wakeup control register K2	
Pull-up control register PU0	0 0 0 0
Pull-up control register PU1	0000
Pull-up control register PU2	0000
A/D conversion completion flag (ADF)	
A/D control register Q1	0 0 0 0
Carry flag (CY)	0
• Register A	0 0 0 0
Register B	0000
Register D	x x x x
Register E	X X X X X X X X X X
Register X	
Register Y	0 0 0 0
Register Z	X X
Stack pointer (SP)	1 1 1
Oscillation clock	On-chip oscillator (operating)
Ceramic resonator circuit	Operating
RC oscillation circuit	Stop
	"X" represents undefined.

Fig. 36 Internal state at reset

#### **RAM BACK-UP MODE**

The 4506 Group has the RAM back-up mode.

When the POF2 instruction is executed continuously after the EPOF instruction, system enters the RAM back-up state.

The POF2 instruction is equal to the NOP instruction when the EPOF instruction is not executed before the POF2 instruction.

As oscillation stops retaining RAM, the function of reset circuit and states at RAM back-up mode, current dissipation can be reduced without losing the contents of RAM.

Table 15 shows the function and states retained at RAM back-up. Figure 37 shows the state transition.

#### (1) Identification of the start condition

Warm start (return from the RAM back-up state) or cold start (return from the normal reset state) can be identified by examining the state of the power down flag (P) with the SNZP instruction.

### (2) Warm start condition

When the external wakeup signal is input after the system enters the RAM back-up state by executing the EPOF instruction and POF2 instruction continuously, the CPU starts executing the program from address 0 in page 0. In this case, the P flag is "1."

### (3) Cold start condition

The CPU starts executing the program from address 0 in page 0 when:

- reset pulse is input to RESET pin, or
- reset by watchdog timer is performed, or In this case, the P flag is "0."

Table 15 Functions and states retained at RAM back-up

Function	RAM back-up
Program counter (PC), registers A, B,	×
carry flag (CY), stack pointer (SP) (Note 2)	^
Contents of RAM	0
Port level	(Note 5)
Selected oscillation circuit	0
Timer control register W1	X
Timer control registers W2, W6	0
Clock control register MR	X
Interrupt control registers V1, V2	X
Interrupt control register I1	0
Timer 1 function	X
Timer 2 function	(Note 3)
A/D conversion function	X
A/D control register Q1	0
Pull-up control registers PU0 to PU2	0
Key-on wakeup control registers K0 to K2	0
External 0 interrupt request flag (EXF0)	X
Timer 1 interrupt request flag (T1F)	X
Timer 2 interrupt request flag (T2F)	(Note 3)
Watchdog timer flags (WDF1)	X (Note 4)
Watchdog timer enable flag (WEF)	X
16-bit timer (WDT)	X (Note 4)
A/D conversion completion flag (ADF)	X
Interrupt enable flag (INTE)	X

Notes 1:"O" represents that the function can be retained, and "X" represents that the function is initialized.

Registers and flags other than the above are undefined at RAM back-up, and set an initial value after returning.

- 2: The stack pointer (SP) points the level of the stack register and is initialized to "7" at RAM back-up.
- 3: The state of the timer is undefined.
- 4: Initialize the watchdog timer flag WDF1 with the WRST instruction, and then execute the POF2 instruction.
- 5: As for the D2/C pin, the output latch of port C is set to "1" at the RAM back-up. However, the output latch of port D2 is retained. As for the other ports, their output levels are retained at the RAM back-up.

### (4) Return signal

An external wakeup signal is used to return from the RAM back-up mode because the oscillation is stopped. Table 16 shows the return condition for each return source.

## (5) Control registers

· Key-on wakeup control register K0

Register K0 controls the port P0 key-on wakeup function. Set the contents of this register through register A with the TK0A instruction. In addition, the TAK0 instruction can be used to transfer the contents of register K0 to register A.

- Key-on wakeup control register K1
  - Register K1 controls the port P1 key-on wakeup function. Set the contents of this register through register A with the TK1A instruction. In addition, the TAK1 instruction can be used to transfer the contents of register K0 to register A.
- Key-on wakeup control register K2
  Register K2 controls the ports P2, D2/C and D3/K key-on wakeup
  function. Set the contents of this register through register A with
  the TK2A instruction. In addition, the TAK2 instruction can be
  used to transfer the contents of register K2 to register A.

- Pull-up control register PU0
  - Register PU0 controls the ON/OFF of the port P0 pull-up transistor. Set the contents of this register through register A with the TPU0A instruction.
- Pull-up control register PU1
  - Register PU1 controls the ON/OFF of the port P1 pull-up transistor. Set the contents of this register through register A with the TPLI1A instruction
- Pull-up control register PU2
  - Register PU2 controls the ON/OFF of the ports P2, D2/C and D3/K pull-up transistor. Set the contents of this register through register A with the TPU2A instruction.
- · Interrupt control register I1
  - Register I1 controls the valid waveform of the external 0 interrupt, the input control of INT pin and the return input level. Set the contents of this register through register A with the TI1A instruction. In addition, the TAI1 instruction can be used to transfer the contents of register I1 to register A.

Table 16 Return source and return condition

	Return source	Return condition	Remarks
	Port P0	Return by an external "L" level in-	The key-on wakeup function can be selected by one port unit. Set the port
signal	Port P1 (Note)	put.	using the key-on wakeup function to "H" level before going into the RAM back-up state.
	Port P2		back-up state.
enb	Ports D2/C, D3/K		
wakeup	Port P13/INT	Return by an external "H" level or	Select the return level ("L" level or "H" level) with the bit 2 of register I1 ac-
	(Note)	"L" level input. The return level can be selected with the bit 2	cording to the external state before going into the RAM back-up state.
External		(I12) of register I1.	
		When the return level is input, the EXF0 flag is not set.	

Note: When the bit 3 (K13) of register K1 is "0", the key-on wakeup of the INT pin is valid ("H" or "L" level). It is "1", the key-on wakeup of port P13 is valid ("L" level).

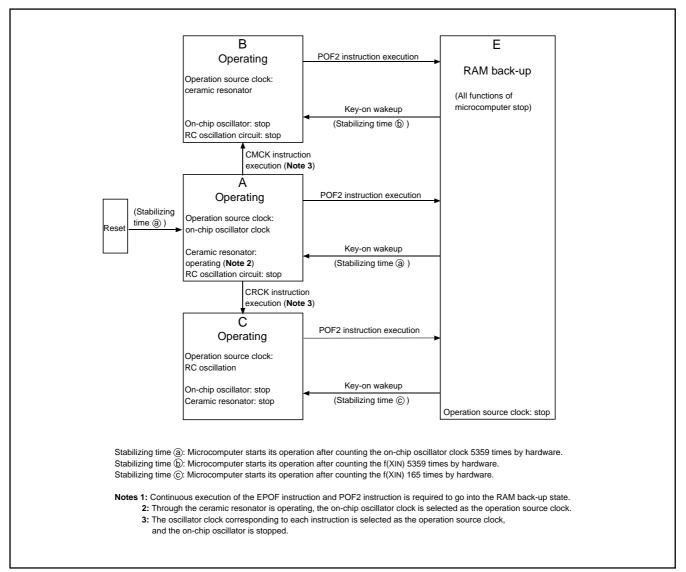


Fig. 37 State transition

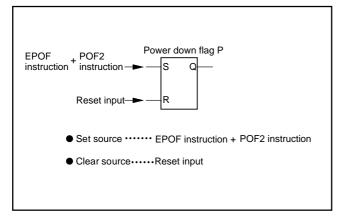


Fig. 38 Set source and clear source of the P flag

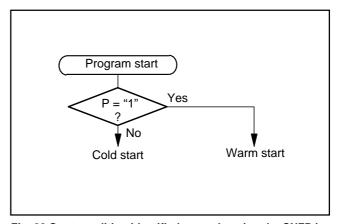


Fig. 39 Start condition identified example using the SNZP instruction

Table 17 Key-on wakeup control register

	Key-on wakeup control register K0	at	reset : 00002	at RAM back-up : state retained	R/W
K03	Port P03 key-on wakeup		Key-on wakeup not used		
K03	control bit	1	Key-on wakeup use	ed	
1/0-	Port P02 key-on wakeup		Key-on wakeup not used		
K02	control bit	1	Key-on wakeup used		
I/O+	Port P01 key-on wakeup	0	Key-on wakeup not used		
KU1	K01 control bit		Key-on wakeup used		
I/Os	Port P00 key-on wakeup		Key-on wakeup not	used	
<b>K0</b> 0	control bit	1	Key-on wakeup use	ed	

	Key-on wakeup control register K1		reset : 00002	at RAM back-up : state retained	R/W
K13	Port P13/INT key-on wakeup	0	P13 key-on wakeup	not used/INT pin key-on wakeup used	
K13	control bit	1	P13 key-on wakeup	used/INT pin key-on wakeup not used	
K12	Port P12/CNTR key-on wakeup	0 Key-on wakeup not used		used	
K12	control bit	1	Key-on wakeup use	sed	
1/4.	Port P11 key-on wakeup	0	Key-on wakeup not	used	
K11	control bit	1 Key-on wakeup used			
K10	Port P10 key-on wakeup	0 Key-on wakeup not used			
K10	control bit	1	Key-on wakeup use	ed	

	Key-on wakeup control register K2		reset: 00002	at RAM back-up : state retained	R/W	
I/Os	Port D3/K key-on wakeup	0	Key-on wakeup not	used		
K23	control bit	1 Key-on wakeup used		ed .		
K22	Port D2/C key-on wakeup	0 Key-on wakeup not		t used		
N22	control bit	1	Key-on wakeup use	sed		
K21	Port P21/AIN1 key-on wakeup	0	Key-on wakeup not	used		
N21	control bit	1 Key-on wakeup used		ed		
K20	Port P20/AIN0 key-on wakeup	0 Key-on wakeup not		used		
<b>r</b> \20	control bit	1	Key-on wakeup use	ed		

Note: "R" represents read enabled, and "W" represents write enabled.

Table 18 Pull-up control register and interrupt control register

Pull-up control register PU0		at reset : 00002		at RAM back-up : state retained	W
DLIO	Port P03 pull-up transistor	0	Pull-up transistor O	FF	
PU03	control bit	1	Pull-up transistor O	N	
DLIOs	Port P02 pull-up transistor	0 Pull-up transistor O		FF	
PU02	control bit	1	Pull-up transistor O	N	
DUO	Port P01 pull-up transistor	0	Pull-up transistor O	FF	
PU01	control bit	1 Pull-up transistor C		N	
DLIO	Port P00 pull-up transistor	0 Pull-up transistor OFF		FF	
PU00	control bit	1	Pull-up transistor O	N	·

	Pull-up control register PU1		reset : 00002	at RAM back-up : state retained	W
DUIA	Port P13/INT pull-up transistor	0	Pull-up transistor O	FF	
PU13	control bit	1	Pull-up transistor O	N	
DUIA	Port P12/CNTR pull-up transistor	0 Pull-up transistor OFF			
PU12	control bit	1	Pull-up transistor O	N	
DUA	Port P11 pull-up transistor	0	Pull-up transistor O	FF	
PU11	control bit	1 Pull-up transistor ON			
DUMA	Port P10 pull-up transistor	0 Pull-up transistor OFF			
PU10	control bit	1	Pull-up transistor O	N	

Pull-up control register PU2		at reset : 00002		at RAM back-up : state retained	W
PU23	Port D <sub>3</sub> /K pull-up transistor	0	Pull-up transistor O	FF	
PU23	control bit	1	Pull-up transistor O	N	
DUIDo	Port D2/C pull-up transistor	0 Pull-up transistor OFF			
PU22	control bit	1	Pull-up transistor O	N	
DUIG	Port P21/AIN1 pull-up transistor	0	Pull-up transistor O	FF	
PU21	control bit	1 Pull-up transistor ON			
DUIDo	Port P20/AIN0 pull-up transistor	0 Pull-up transistor OFF			
PU20	control bit	1	Pull-up transistor O	N	

	Interrupt control register I1		reset : 00002	at RAM back-up : state retained	R/W
l13	INT pin input control bit (Note 2)	0	INT pin input disab	bled	
113	in input control bit (Note 2)	1	INT pin input enab	led	
	Interrupt valid waveform for INT pin/	0	Falling waveform (	"L" level of INT pin is recognized wi	th the SNZI0
l12		J	instruction)/"L" level		
112	return level selection bit (Note 2)	1	Rising waveform ("H" level of INT pin is recognized with the SNZI0		
		'	instruction)/"H" lev	el	
l11	INT his adds detection circuit control hit	0	One-sided edge de	etected	
117	I11 INT pin edge detection circuit control bit		Both edges detected	Both edges detected	
l10	INT pin	0 Disabled		-	
110	timer 1 control enable bit	1	Enabled		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

<sup>2:</sup> When the contents of I12 and I13 are changed, the external interrupt request flag EXF0 may be set. Accordingly, clear EXF0 flag with the SNZ0 instruction when the bit 0 (V10) of register V1 to "0". In this time, set the NOP instruction after the SNZ0 instruction, for the case when a skip is performed with the SNZ0 instruction.

#### **CLOCK CONTROL**

The clock control circuit consists of the following circuits.

- On-chip oscillator (internal oscillator)
- · Ceramic resonator
- · RC oscillation circuit
- Multi-plexer (clock selection circuit)
- · Frequency divider
- Internal clock generating circuit

The system clock and the instruction clock are generated as the source clock for operation by these circuits.

Figure 40 shows the structure of the clock control circuit.

The 4506 Group operates by the on-chip oscillator clock (f(RING)) which is the internal oscillator after system is released from reset.

Also, the ceramic resonator or the RC oscillation can be used for the source oscillation (f(XIN)) of the 4506 Group. The CMCK instruction or CRCK instruction is executed to select the ceramic resonator or RC oscillator, respectively.

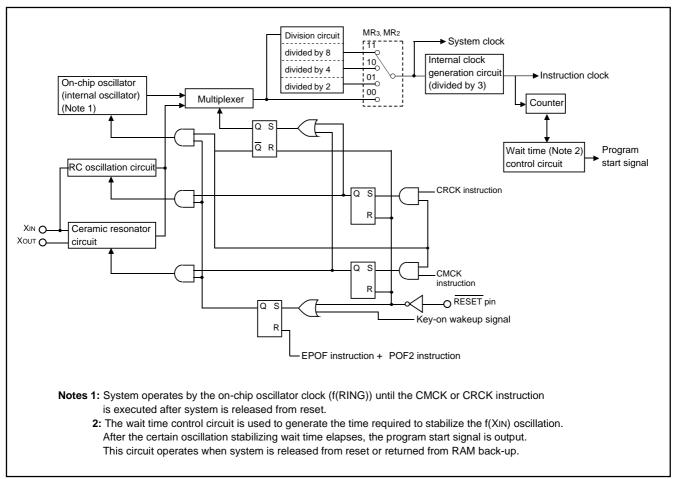


Fig. 40 Clock control circuit structure

#### (1) Selection of source oscillation (f(XIN))

The ceramic resonator or RC oscillation can be used for the source oscillation of the MCU.

After system is released from reset, the MCU starts operation by the clock output from the on-chip oscillator which is the internal oscillator.

When the ceramic resonator is used, execute the CMCK instruction. When the RC oscillation is used, execute the CRCK instruction. The oscillation circuit by the CMCK or CRCK instruction can be selected only at once. The oscillation circuit corresponding to the first executed one of these two instructions is valid. Other oscillation circuit and the on-chip oscillator stop.

Execute the CMCK or the CRCK instruction in the initial setting routine of program (executing it in address 0 in page 0 is recommended). Also, when the CMCK or the CRCK instruction is not executed in program, the MCU operates by the on-chip oscillator.

#### (2) On-chip oscillator operation

When the MCU operates by the on-chip oscillator as the source oscillation (f(XIN)) without using the ceramic resonator or the RC oscillator, connect XIN pin to Vss and leave XOUT pin open (Figure 42).

The clock frequency of the on-chip oscillator depends on the supply voltage and the operation temperature range.

Be careful that variable frequencies when designing application products.

### (3) Ceramic resonator

When the ceramic resonator is used as the source oscillation (f(XIN)), connect the ceramic resonator and the external circuit to pins XIN and XOUT at the shortest distance. Then, execute the CMCK instruction. A feedback resistor is built in between pins XIN and XOUT (Figure 43).

#### (4) RC oscillation

When the RC oscillation is used as the source oscillation (f(XIN)), connect the XIN pin to the external circuit of resistor R and the capacitor C at the shortest distance and leave XOUT pin open. Then, execute the CRCK instruction (Figure 44).

The frequency is affected by a capacitor, a resistor and a microcomputer. So, set the constants within the range of the frequency limits.

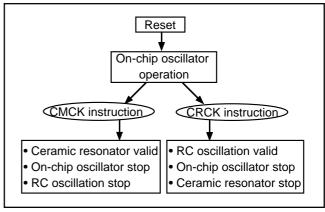


Fig. 41 Switch to ceramic resonance/RC oscillation

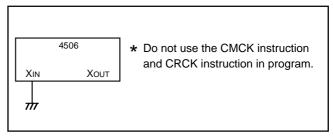


Fig. 42 Handling of XIN and XOUT when operating on-chip oscillator

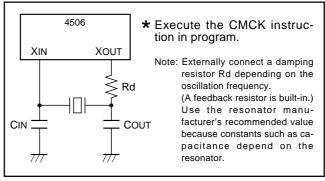


Fig. 43 Ceramic resonator external circuit

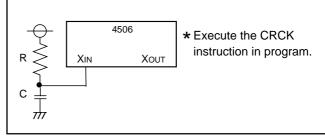


Fig. 44 External RC oscillation circuit

# (5) External clock

When the external signal clock is used as the source oscillation (f(XIN)), connect the XIN pin to the clock source and leave XOUT pin open. Then, execute the CMCK instruction (Figure 45).

Be careful that the maximum value of the oscillation frequency when using the external clock differs from the value when using the ceramic resonator (refer to the recommended operating condition). Also, note that the RAM back-up mode (POF2 instruction) cannot be used when using the external clock.

### (6) Clock control register MR

Register MR controls system clock. Set the contents of this register through register A with the TMRA instruction. In addition, the TAMR instruction can be used to transfer the contents of register MR to register A.

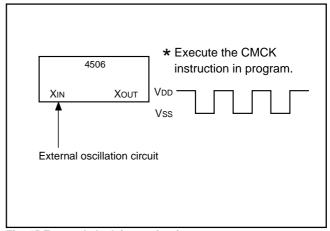


Fig. 45 External clock input circuit

Table 19 Clock control register MR

	Clock control register MR		at	reset : 11002	at RAM back-up : 11002	R/W
		MRз	MR2		System clock	
MR3	MR3 System clock selection bits	0	0	f(XIN) (high-speed n	node)	
		0	1	f(XIN)/2 (middle-spe	ed mode)	
MR <sub>2</sub>		1	0	f(XIN)/4 (low-speed	mode)	
		1	1	f(XIN)/8 (default mod	de)	
MR1	Not used	(	)			
IVIET	Not used	1		This bit has no fund	tion, but read/write is enabled.	
MPo	MR0 Not used	0				
IVIAU		1		This bit has no function, but read/write is enabled.		

Note: "R" represents read enabled, and "W" represents write enabled.

### **ROM ORDERING METHOD**

Please submit the information described below when ordering Mask ROM.

- (1) Mask ROM Order Confirmation Form ...... 1
- (2) Data to be written into mask ROM ...... EPROM (three sets containing the identical data)
- (3) Mark Specification Form ...... 1

\*For the mask ROM confirmation and the mark specifications, refer to the "Renesas Technology Corp." Homepage (http://www.renesas.com/en/rom).

#### LIST OF PRECAUTIONS

#### Noise and latch-up prevention

Connect a capacitor on the following condition to prevent noise and latch-up;

- connect a bypass capacitor (approx. 0.1  $\mu$ F) between pins VDD and Vss at the shortest distance,
- · equalize its wiring in width and length, and
- · use relatively thick wire.

In the One Time PROM version, CNVss pin is also used as VPP pin. Accordingly, when using this pin, connect this pin to Vss through a resistor about 5 k $\Omega$  (connect this resistor to CNVss/ VPP pin as close as possible).

# ② Register initial values 1

The initial value of the following registers are undefined after system is released from reset. After system is released from reset, set initial values.

- Register Z (2 bits)
- Register D (3 bits)
- Register E (8 bits)

#### 3 Register initial values 2

The initial value of the following registers are undefined at RAM back-up. After system is returned from RAM back-up, set initial values.

- Register Z (2 bits)
- Register X (4 bits)
- Register Y (4 bits)
- Register D (3 bits)
- Register E (8 bits)

#### Stack registers (SKs) and stack pointer (SP)

Stack registers (SKs) are eight identical registers, so that subroutines can be nested up to 8 levels. However, one of stack registers is used respectively when using an interrupt service routine and when executing a table reference instruction. Accordingly, be careful not to over the stack when performing these operations together.

#### ⑤ Prescaler

Stop the prescaler operation to change its frequency dividing ratio.

#### © Timer count source

Stop timer 1 or 2 counting to change its count source.

#### Reading the count value

Stop timer 1 or 2 counting and then execute the TAB1 or TAB2 instruction to read its data.

#### Writing to the timer

Stop timer 1 or 2 counting and then execute the T1AB or T2AB instruction to write its data.

#### Writing to reload register R1

When writing data to reload register R1 while timer 1 is operating, avoid a timing when timer 1 underflows.

Timer 1 and timer 2 count start timing and count time when operation starts

Count starts from the first rising edge of the count source (2) after timer 1 and timer 2 operations start (1).

Time to first underflow (3) is shorter (for up to 1 period of the count source) than time among next underflow (4) by the timing to start the timer and count source operations after count starts. When selecting CNTR input as the count source of timer 2, timer 2 operates synchronizing with the falling edge of CNTR input.

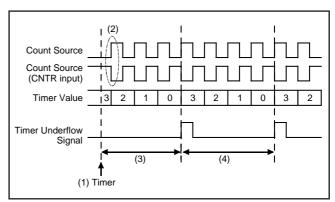


Fig. 46 Timer count start timing and count time when operation starts (T1, T2)

#### <sup>®</sup>Watchdog timer

- The watchdog timer function is valid after system is released from reset. When not using the watchdog timer function, execute the DWDT instruction and the WRST instruction continuously, and clear the WEF flag to "0" to stop the watchdog timer function.
- The watchdog timer function is valid after system is returned from the RAM back-up. When not using the watchdog timer function, execute the DWDT instruction and the WRST instruction continuously every system is returned from the RAM back-up, and stop the watchdog timer function.

#### 12 Multifunction

- The input/output of D2, D3, P12 and P13 can be used even when C, K, CNTR (input) and INT are selected.
- The input of P12 can be used even when CNTR (output) is selected.
- The input/output of P20 and P21 can be used even when AIN0 and AIN1 are selected.

### <sup>®</sup>Program counter

Make sure that the PCH does not specify after the last page of the built-in ROM.

#### <sup>(j)</sup>POF2 instruction

When the POF2 instruction is executed continuously after the EPOF instruction, system enters the RAM back-up state.

Note that system cannot enter the RAM back-up state when executing only the POF2 instruction.

Be sure to disable interrupts by executing the DI instruction before executing the EPOF instruction and the POF2 instruction continuously.

# ®P13/INT pin

#### Note [1] on bit 3 of register I1

When the input of the INT pin is controlled with the bit 3 of register I1 in software, be careful about the following notes.

Depending on the input state of the P13/INT pin, the external 0 interrupt request flag (EXF0) may be set when the bit 3 of register I1 is changed. In order to avoid the occurrence of an unexpected interrupt, clear the bit 0 of register V1 to "0" (refer to Figure 47<sup>①</sup>) and then, change the bit 3 of register I1.

In addition, execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction (refer to Figure 47@).

Also, set the NOP instruction for the case when a skip is performed with the SNZ0 instruction (refer to Figure 47<sup>3</sup>).

```
LA
     4
           ; (XXX02)
TV1A
           ; The SNZ0 instruction is valid ..... ①
LA
           ; (1XXX2)
TI1A
           ; Control of INT pin input is changed
NOP
           ...... 2
SNZ0
           : The SNZ0 instruction is executed
            (EXF0 flag cleared)
NOP
            ...... 3
     X: these bits are not used here.
```

Fig. 47 External 0 interrupt program example-1

#### Note [2] on bit 3 of register I1

When the bit 3 of register I1 is cleared to "0", the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.

• When the key-on wakeup function of port P13 is not used (register K13 = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode. (refer to Figure 48①).

```
LA 0 ; (00XX2)

TI1A ; Input of INT disabled......①

DI

EPOF

POF2 ; RAM back-up

X: these bits are not used here.
```

Fig. 48 External 0 interrupt program example-2

#### Note [3] on bit 2 of register I1

When the interrupt valid waveform of the P13/INT pin is changed with the bit 2 of register I1 in software, be careful about the following notes.

Depending on the input state of the P13/INT pin, the external 0 interrupt request flag (EXF0) may be set when the bit 2 of register I1 is changed. In order to avoid the occurrence of an unexpected interrupt, clear the bit 0 of register V1 to "0" (refer to Figure 49<sup>①</sup>) and then, change the bit 2 of register I1.

In addition, execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction (refer to Figure 492).

Also, set the NOP instruction for the case when a skip is performed with the SNZ0 instruction (refer to Figure 49<sup>3</sup>).

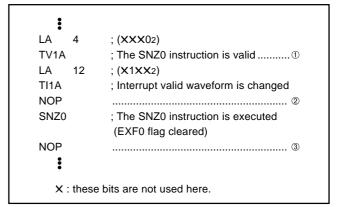


Fig. 49 External 0 interrupt program example-3

#### <sup>®</sup>Clock control

Execute the CMCK or the CRCK instruction in the initial setting routine of program (executing it in address 0 in page 0 is recommended).

The oscillation circuit by the CMCK or CRCK instruction can be selected only at once. The oscillation circuit corresponding to the first executed one of these two instruction is valid. Other oscillation circuits and the on-chip oscillator stop.

## On-chip oscillator

The clock frequency of the on-chip oscillator depends on the supply voltage and the operation temperature range.

Be careful that variable frequencies when designing application products.

Also, the oscillation stabilize wait time after system is released from reset is generated by the on-chip oscillator clock. When considering the oscillation stabilize wait time after system is released from reset, be careful that the variable frequency of the on-chip oscillator clock.

### ® External clock

When the external signal clock is used as the source oscillation (f(XIN)), note that the RAM back-up mode (POF2 instructions) cannot be used.

#### <sup>(9)</sup> Notes for the use of A/D conversion 1

Note the following when using the analog input pins also for port P2 function:

Selection of analog input pins

Even when P20/AIN0 and P21/AIN1 are set to pins for analog input, they continue to function as port P2 input/output. Accordingly, when any of them are used as I/O port and others are used as analog input pins, make sure to set the outputs of pins that are set for analog input to "1." Also, the port input function of the pin functions as an analog input is undefined.

TALA instruction

When the TALA instruction is executed, the low-order 2 bits of register AD is transferred to the high-order 2 bits of register A, simultaneously, the low-order 2 bits of register A is "0."

#### Notes for the use of A/D conversion 2

Do not change the operating mode (both A/D conversion mode and comparator mode) of A/D converter with the bit 3 of register Q1 while the A/D converter is operating.

When the operating mode of A/D converter is changed from the comparator mode to A/D conversion mode with the bit 3 of register Q1, note the following;

- Clear the bit 2 of register V2 to "0" (refer to Figure 50<sup>®</sup>) to change the operating mode of the A/D converter from the comparator mode to A/D conversion mode with the bit 3 of register O1
- The A/D conversion completion flag (ADF) may be set when the
  operating mode of the A/D converter is changed from the comparator mode to the A/D conversion mode. Accordingly, set a
  value to the bit 3 of register Q1, and execute the SNZAD instruction to clear the ADF flag.

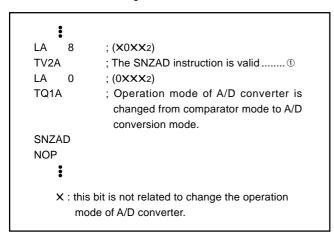


Fig. 50 A/D conversion interrupt program example

#### 10 Notes for the use of A/D conversion 3

Each analog input pin is equipped with a capacitor which is used to compare the analog voltage. Accordingly, when the analog voltage is input from the circuit with high-impedance and, charge/discharge noise is generated and the sufficient A/D accuracy may not be obtained. Therefore, reduce the impedance or, connect a capacitor (0.01  $\mu\text{F}$  to 1  $\mu\text{F}$ ) to analog input pins (Figure 51). When the overvoltage applied to the A/D conversion circuit may occur, connect an external circuit in order to keep the voltage within the rated range as shown the Figure 52. In addition, test the application products sufficiently.

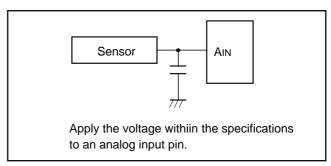


Fig. 51 Analog input external circuit example-1

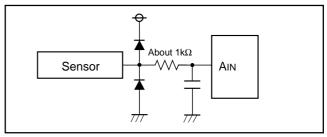


Fig. 52 Analog input external circuit example-2

Electric Characteristic Differences Between Mask ROM and One Time PROM Version MCU

There are differences in electric characteristics, operation margin, noise immunity, and noise radiation between Mask ROM and One Time PROM version MCUs due to the difference in the manufacturing processes.

When manufacturing an application system with the One time PROM version and then switching to use of the Mask ROM version, please perform sufficient evaluations for the commercial samples of the Mask ROM version.

#### ®Note on Power Source Voltage

When the power source voltage value of a microcomputer is less than the value which is indicated as the recommended operating conditions, the microcomputer does not operate normally and may perform unstable operation.

In a system where the power source voltage drops slowly when the power source voltage drops or the power supply is turned off, reset a microcomputer when the supply voltage is less than the recommended operating conditions and design a system not to cause errors to the system by this unstable operation.

### **CONTROL REGISTERS**

	Interrupt control register V1		reset : 00002	at RAM back-up : 00002	R/W
V13	V/4s Timer 2 interrupt anable bit		Interrupt disabled (SNZT2 instruction is valid)		
V 13	V13 Timer 2 interrupt enable bit	1	Interrupt enabled (	SNZT2 instruction is invalid) (Note 2	2)
V12	V12 Timer 1 interrupt enable bit		Interrupt disabled (SNZT1 instruction is valid)		
V 12	Timer Timerrupt enable bit	1	Interrupt enabled (	SNZT1 instruction is invalid) (Note 2	2)
V11	Not used	0	This bit has no function, but read/write is enabled.		
V 11	Not used	1	This bit has no function, but read/write is enabled.		
V10	V4- Estamal O interment analyse hit		Interrupt disabled (	SNZ0 instruction is valid)	
V 10	External 0 interrupt enable bit	1	Interrupt enabled (	SNZ0 instruction is invalid) (Note 2)	ı

	Interrupt control register V2		reset : 00002	at RAM back-up : 00002	R/W	
\/Oo	V23 Not used		T1: 1::1			
V23	V23 Not used	1	This bit has no function, but read/write is enabled.			
V22	V22 A/D interrupt enable bit		Interrupt disabled (SNZAD instruction is valid)			
V Z2	A/D interrupt enable bit	1	Interrupt enabled (SNZAD instruction is invalid) (Note 2)			
V21	Not used	0	This bit has no function, but read/write is enabled.			
V Z 1	Not used	1	This sit has no function, but read, which is chasted.			
\/O <sub>0</sub>	V20 Not used	0	This bit has no function, but read/write is enabled.			
V20	Not used	1				

Interrupt control register I1		at reset : 00002		at RAM back-up : state retained	R/W
l13	IAG INIT pip input control bit (Note 2)		INT pin input disab	bled	
113	I13 INT pin input control bit (Note 3)	1	INT pin input enab	led	
	Interrupt valid waveform for INT pin/	0	Falling waveform (	"L" level of INT pin is recognized wi	th the SNZI0
112			instruction)/"L" level		
112	return level selection bit (Note 3)	1	Rising waveform (	"H" level of INT pin is recognized wi	th the SNZI0
		'	instruction)/"H" lev	el	
l1 <sub>1</sub>	INT pin edge detection circuit control bit	0	One-sided edge detected		
'''	in pin eage detection circuit control bit		Both edges detected		
l10	INT pin	0 Disabled			
110	timer 1 control enable bit	1	Enabled		

	Clock control register MR at re		reset : 11002	at RAM back-up : 11002	R/W	
		MRз	MR <sub>2</sub>		System clock	'
MR3	MR3 System clock selection bits MR2	0	0	f(XIN) (high-speed r	node)	
		0	1	f(XIN)/2 (middle-spe	eed mode)	
MR <sub>2</sub>		1	0	f(XIN)/4 (low-speed	mode)	
		1	1	f(XIN)/8 (default mo	de)	
MR1	Not used	C	)			
IVIIX	Not used	1		This bit has no function, but read/write is enabled.		
MPo	MR0 Not used	0				
IVIRO		1		This bit has no function, but read/write is enabled.		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

<sup>2:</sup> These instructions are equivalent to the NOP instruction.

<sup>3:</sup> When the contents of I12 and I13 are changed, the external interrupt request flag EXF0 may be set. Accordingly, clear EXF0 flag with the SNZ0 instruction when the bit 0 (V10) of register V1 to "0". In this time, set the NOP instruction after the SNZ0 instruction, for the case when a skip is performed with the SNZ0 instruction.

Timer control register W1		at reset : 00002		at RAM back-up : 00002	R/W	
W13	W13 Prescaler control bit		Stop (state initialize	ed)		
VVIS	VV13 Prescaler control bit	1	Operating			
W12	W12 Prescaler dividing ratio selection bit	0	Instruction clock divided by 4			
VV 12	Frescaler dividing fallo selection bit	1	Instruction clock di	Instruction clock divided by 16		
W11	Timer 1 control bit	0	Stop (state retained	Stop (state retained)		
VVII	Timer i control bit	1	Operating			
W/10	W10 Timer 1 count start synchronous circuit control bit	0	Count start synchronous circuit not selected			
VV 10		1	Count start synchronous circuit selected			

	Timer control register W2		at reset : 00002		at RAM back-up : state retained	R/W
W23	Timer 2 control bit	(	)	Stop (state retained)		
1123	Timer 2 control bit	1	l	Operating		
W22	Timer 1 count auto-stop circuit selection	0		Count auto-stop circuit not selected		
VVZZ	bit (Note 2)	1	I	Count auto-stop circuit selected		
1110		W21	W20	Count source		
W21		0	0	Timer 1 underflow signal		
	Timer 2 count source selection bits	0 1		Prescaler output (C	DRCLK)	
W20	Timer 2 Count Source Selection bits	1 0		CNTR input		
		1	1	System clock		

	Timer control register W6		reset : 00002	at RAM back-up : state retained	R/W		
W63	W63 Not used		This bit has no function, but read/write is enabled.				
1.00	1101 0000	1	Tillo bit rido rio rari	otion, but roug, who is onabled.			
W62	W62 Not used		This hit has no function but road/write is enabled				
VV02	Not used	1	This bit has no function, but read/write is enabled.				
W61	CNTP output coloction bit	0	Timer 1 underflow signal divided by 2 output				
VVOI	CNTR output selection bit		Timer 2 underflow signal divided by 2 output				
W60	MGo Day(CNITD function colorion bit		P12(I/O)/CNTR input (Note 3)				
VV00	W60 P12/CNTR function selection bit		P12 (input)/CNTR	nput/output (Note 3)			

	A/D control register Q1		at reset : 00002		at RAM back-up : state retained R/	W	
Q13	A/D operation mode selection bit	0		0 A/D conversion mode		de	
Q13	A/D operation mode selection bit	•		Comparator mode			
Q12	Not used	0		This bit has no function, but read/write is enabled.			
		Q11	Q10		Selected pins		
Q11	Analog input pin coloction hite	0	0	AIN0			
	Analog input pin selection bits		1	AIN1			
Q10		1 0		Not available			
<b>Q</b> 10		1	1	Not available			

Notes 1: "R" represents read enabled, and "W" represents write enabled.

<sup>2:</sup> This function is valid only when the timer 1 count start synchronization circuit is selected.
3: CNTR input is valid only when CNTR input is selected as the timer 2 count source.

	Key-on wakeup control register K0		reset : 00002	at RAM back-up : state retained	R/W
K0°	Port P03 key-on wakeup	0	Key-on wakeup not	used	
K03	control bit	1	Key-on wakeup use	ed	
K02	Port P02 key-on wakeup	0 Key-on wakeup not		t used	
K02	control bit	1	Key-on wakeup use	sed	
I/O+	Port P01 key-on wakeup	0	Key-on wakeup not	ot used	
K01	control bit	1 Key-on wakeup us		ed	
K00	Port P0o key-on wakeup	0	Key-on wakeup not used		
K00	control bit	1	Key-on wakeup use	ed	

	Key-on wakeup control register K1		reset : 00002	at RAM back-up : state retained	R/W
K13	Port P13/INT key-on wakeup	0	P13 key-on wakeup	not used/INT pin key-on wakeup used	
K 13	control bit	1	P13 key-on wakeup	used/INT pin key-on wakeup not used	
1/40	Port P12/CNTR key-on wakeup	0	Key-on wakeup not used		
K12	control bit	1	Key-on wakeup used		
1/4 /	Port P11 key-on wakeup	0	Key-on wakeup not	used	
K11	control bit	1	Key-on wakeup use	ed	
K10	Port P10 key-on wakeup		Key-on wakeup not used		
K10	control bit	1	Key-on wakeup used		

	Key-on wakeup control register K2		reset : 00002	at RAM back-up : state retained	R/W
K23	Port D <sub>3</sub> /K key-on wakeup	0	Key-on wakeup not	used	
N23	control bit	1	Key-on wakeup use	ed	
K22	Port D2/C key-on wakeup	0 Key-on wakeup not		t used	
K22	control bit	1	Key-on wakeup use	ed	
K21	Port P21/AIN1 key-on wakeup	0	Key-on wakeup not	ot used	
KZ1	control bit	1	Key-on wakeup use	ed	
K20	Port P20/AIN0 key-on wakeup 0		Key-on wakeup not used		
N20	control bit	1	Key-on wakeup use	ed	

Note: "R" represents read enabled, and "W" represents write enabled.

	Pull-up control register PU0		reset : 00002	at RAM back-up : state retained	W
DUIDo	Port P03 pull-up transistor	0	Pull-up transistor O	FF	
PU03	control bit	1	Pull-up transistor O	N	
DUIDo	Port P02 pull-up transistor	0 Pull-up transistor C		FF	
PU02	control bit	1	Pull-up transistor O	N	
DI IO.	Port P01 pull-up transistor	0	Pull-up transistor O	FF	
PU01	control bit	1 Pull-up transistor ON		N	
DUIG	Port P0o pull-up transistor	0	Pull-up transistor O	FF	
PU00	control bit	1 Pull-up transistor (		N	

Pull-up control register PU1		at reset : 00002		at RAM back-up : state retained	W
PU13	Port P13/INT pull-up transistor	0	Pull-up transistor O	FF	
PU13	control bit	1	Pull-up transistor O	N	
DUIA	Port P12/CNTR pull-up transistor	0 Pull-up transistor O		FF	
PU12	control bit	1	Pull-up transistor O	N	
PU11	Port P11 pull-up transistor	0	Pull-up transistor O	FF	
PUII	control bit	1	Pull-up transistor O	N	
PU10	Port P10 pull-up transistor	0 Pull-up transistor O		FF	
PU10	control bit	1	Pull-up transistor O	N	

	Pull-up control register PU2		reset : 00002	at RAM back-up : state retained W
PU23	Port D3/K pull-up transistor	0	Pull-up transistor O	FF
PU23	control bit	1	Pull-up transistor O	N
DUIDO	Port D2/C pull-up transistor	0 Pull-up transistor C		FF
PU22	control bit	1	Pull-up transistor O	N
DI IO	Port P21/AIN1 pull-up transistor	0	Pull-up transistor O	FF
PU21	control bit	1 Pull-up transistor ON		N
DUIDo	Port P20/AIN0 pull-up transistor	0 Pull-up transistor C		FF
PU20	control bit	1	Pull-up transistor O	N

Notes 1: "R" represents read enabled, and "W" represents write enabled.

4506 Group INSTRUCTIONS

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#### **INSTRUCTIONS**

The 4506 Group has the 110 instructions. Each instruction is described as follows;

- (1) Index list of instruction function
- (2) Machine instructions (index by alphabet)
- (3) Machine instructions (index by function)
- (4) Instruction code table

#### **SYMBOL**

The symbols shown below are used in the following list of instruction function and the machine instructions.

Symbol	Contents	Symbol	Contents
Α	Register A (4 bits)	WDF1	Watchdog timer flag
В	Register B (4 bits)	WEF	Watchdog timer enable flag
DR	Register D (3 bits)	INTE	Interrupt enable flag
E	Register E (8 bits)	EXF0	External 0 interrupt request flag
Q1	A/D control register Q1 (4 bits)	Р	Power down flag
V1	Interrupt control register V1 (4 bits)	ADF	A/D conversion completion flag
V2	Interrupt control register V2 (4 bits)		
11	Interrupt control register I1 (4 bits)	D	Port D (4 bits)
W1	Timer control register W1 (4 bits)	P0	Port P0 (4 bits)
W2	Timer control register W2 (4 bits)	P1	Port P1 (4 bits)
W6	Timer control register W6 (4 bits)	P2	Port P2 (2 bits)
MR	Clock control register MR (4 bits)	С	Port C (1 bit)
K0	Key-on wakeup control register K0 (4 bits)	K	Port K (1 bit)
K1	Key-on wakeup control register K1 (4 bits)		
K2	Key-on wakeup control register K2 (4 bits)	х	Hexadecimal variable
PU0	Pull-up control register PU0 (4 bits)	у	Hexadecimal variable
PU1	Pull-up control register PU1 (4 bits)	z	Hexadecimal variable
PU2	Pull-up control register PU2 (4 bits)	р	Hexadecimal variable
X	Register X (4 bits)	n	Hexadecimal constant
Υ	Register Y (4 bits)	i	Hexadecimal constant
Z	Register Z (2 bits)	j	Hexadecimal constant
DP	Data pointer (10 bits)	A3A2A1A0	Binary notation of hexadecimal variable A
	(It consists of registers X, Y, and Z)		(same for others)
PC	Program counter (14 bits)		
РСн	High-order 7 bits of program counter	$\leftarrow$	Direction of data movement
PCL	Low-order 7 bits of program counter	$\leftrightarrow$	Data exchange between a register and memory
SK	Stack register (14 bits X 8)	?	Decision of state shown before "?"
SP	Stack pointer (3 bits)	( )	Contents of registers and memories
CY	Carry flag	_	Negate, Flag unchanged after executing instruction
R1	Timer 1 reload register	M(DP)	RAM address pointed by the data pointer
R2	Timer 2 reload register	а	Label indicating address a6 a5 a4 a3 a2 a1 a0
T1	Timer 1	p, a	Label indicating address a6 a5 a4 a3 a2 a1 a0
T2	Timer 2		in page p5 p4 p3 p2 p1 p0
T1F	Timer 1 interrupt request flag	С	Hex. C + Hex. number x (also same for others)
T2F	Timer 2 interrupt request flag	+	
		x	
		1	

Note: Some instructions of the 4506 Group has the skip function to unexecute the next described instruction. The 4506 Group just invalidates the next instruction when a skip is performed. The contents of program counter is not increased by 2. Accordingly, the number of cycles does not change even if skip is not performed. However, the cycle count becomes "1" if the TABP p, RT, or RTS instruction is skipped.

# INDEX LIST OF INSTRUCTION FUNCTION

Group- ing	Mnemonic	Function	Page	Group- ing	Mnemonic	Function	Page
	TAB	(A) ← (B)	75, 88		XAMI j	$(A) \leftarrow \rightarrow (M(DP))$	87, 88
				sfe		$(X) \leftarrow (X)EXOR(j)$	
	TBA	(B) ← (A)	81, 88	ran		j = 0 to 15	
				RAM to register transfer		(Y) ← (Y) + 1	
	TAY	$(A) \leftarrow (Y)$	81, 88	gist			
				e e	TMA j	(M(DP)) ← (A)	83, 88
	TYA	$(Y) \leftarrow (A)$	86, 88	×		$(X) \leftarrow (X)EXOR(j)$	
				RAI		j = 0 to 15	
	TEAB	(E7–E4) ← (B)	82, 88				
Register to register transfer		(E3–E0) ← (A)			LA n	(A) ← n	66, 90
ran		(-)				n = 0 to 15	
er t	TABE	(B) ← (E7–E4)	76, 88				
gist		(A) ← (E3–E0)			TABP p	(SP) ← (SP) + 1	76, 90
ē						$(SK(SP)) \leftarrow (PC)$	
ž t	TDA	$(DR2-DR0) \leftarrow (A2-A0)$	81, 88			(PCH) ← p (Note)	
jiste						$(PCL) \leftarrow (DR2-DR0, A3-A0)$	
Seg	TAD	$(A2-A0) \leftarrow (DR2-DR0)$	76, 88			$(B) \leftarrow (ROM(PC))7-4$	
_		(A3) ← 0				$(A) \leftarrow (ROM(PC))3-0$	
		<u></u>				$(PC) \leftarrow (SK(SP))$	
	TAZ	$(A1, A0) \leftarrow (Z1, Z0)$	81, 88			(SP) ← (SP) − 1	
		$(A3, A2) \leftarrow 0$					
					AM	$(A) \leftarrow (A) + (M(DP))$	60, 90
	TAX	$(A) \leftarrow (X)$	80, 88				
					AMC	$(A) \leftarrow (A) + (M(DP)) + (CY)$	60, 90
	TASP	$(A2-A0) \leftarrow (SP2-SP0)$	79, 88			(CY) ← Carry	
		(A3) ← 0		ڃ			
	1.3/3/	00 00 00	00.00	Arithmetic operation	A n	(A) ← (A) + n	60, 90
	LXY x, y	$(X) \leftarrow x \ x = 0 \text{ to } 15$	66, 88	per		n = 0 to 15	
S		$(Y) \leftarrow y \ y = 0 \text{ to } 15$		<u>i</u>			
SSE		(7)	00.00	met	AND	$(A) \leftarrow (A) \text{ AND } (M(DP))$	61, 90
ldre	LZ z	$(Z) \leftarrow z z = 0 \text{ to } 3$	66, 88	lit l			
RAM addresses	IN IN C	00 00 4	00.00	₹	OR	$(A) \leftarrow (A) OR (M(DP))$	68, 90
ΑĀ	INY	(Y) ← (Y) + 1	66, 88				
	DEV	00 . 00 4	62.00		SC	(CY) ← 1	71, 90
	DEY	$(Y) \leftarrow (Y) - 1$	63, 88			(0.0	
	TANA:	(A) ( (M(DD))	70.00		RC	(CY) ← 0	69, 90
	TAM j	$(A) \leftarrow (M(DP))$	78, 88		070	(0)0	74.00
		$(X) \leftarrow (X)EXOR(j)$			SZC	(CY) = 0 ?	74, 90
fer		j = 0 to 15			0.44	(A) (A)	
ans	V A B A :	(A) ( \ (M(DD))	06 00		СМА	$(A) \leftarrow (\overline{A})$	63, 90
r tr	XAM j	$(A) \leftarrow \rightarrow (M(DP))$ $(X) \leftarrow (X)EXOR(j)$	86, 88				
iste					RAR	$\rightarrow$ CY $\rightarrow$ A3A2A1A0 $\rightarrow$	68, 90
RAM to register transfer		j = 0 to 15					
5	VAMB:	(A) ( ) (M(DD))	07.00				
ΑM	XAMD j	$(A) \leftarrow \rightarrow (M(DP))$	87, 88				
∝		$(X) \leftarrow (X)EXOR(j)$					
		j = 0 to 15					
	I	$(Y) \leftarrow (Y) - 1$					1

Note: p is 0 to 15 for M34506M2, p is 0 to 31 for M34506M4/E4.

# **INDEX LIST OF INSTRUCTION FUNCTION (continued)**

Group- ing	Mnemonic	Function	Page		Group- ing	Mnemonic	Function	Page
	SB j	$(Mj(DP)) \leftarrow 1$	70, 90			DI	$(INTE) \leftarrow 0$	64, 94
_		j = 0 to 3				EI	(INTE) ← 1	64, 94
Bit operation	RB j	$(Mj(DP)) \leftarrow 0$	69, 90					04, 94
oper		j = 0 to 3				SNZ0	V10 = 0: (EXF0) = 1 ?	72, 94
	070 :	(44:(DD))	74.00				After skipping, (EXF0) ← 0	
	SZB j	(Mj(DP)) = 0? j = 0  to  3	74, 90		u		V10 = 1: SNZ0 = NOP	
						SNZI0	l12 = 1 : (INT) = "H" ?	73, 94
son	SEAM	(A) = (M(DP)) ?	72, 90		Interrupt operation		I12 = 0 : (INT) = "L" ?	
Comparison operation	SEA n	(A) = n ?	71, 90		edo :	TAV1	$(A) \leftarrow (V1)$	79, 94
Com	02, (11	n = 0 to 15	, 00		rrupt			
	_				Inte	TV1A	(V1) ← (A)	85, 94
	Ва	(PCL) ← a6–a0	61, 92			TAV2	(A) ← (V2)	79, 94
ratio	BL p, a	(PCH) ← p (Note)	61, 92			17.02	(1) ( (12)	70,04
obe		(PCL) ← a6-a0				TV2A	(V2) ← (A)	85, 94
Branch operation	BLA p	$(PCH) \leftarrow p (Note)$	61, 92			TAI1	(A) ← (I1)	77, 94
Bri	<b>БЕ</b> Д Р	$(PCL) \leftarrow (DR2-DR0, A3-A0)$	01, 02			17.41		77,04
						TI1A	(I1) ← (A)	82, 94
	BM a	$(SP) \leftarrow (SP) + 1$ $(SK(SP)) \leftarrow (PC)$	62, 92	-		TAW1	(A) ← (W1)	80, 94
		$(PCH) \leftarrow 2$				TAW I	(A) < (W1)	00, 54
		(PCL) ← a6-a0				TW1A	(W1) ← (A)	85, 94
Subroutine operation	BML p, a	(SP) ← (SP) + 1	62, 92			TAW2	(A) ← (W2)	80, 94
pera	DIVIL P, a	$(SK(SP)) \leftarrow (PC)$	02, 02			17.002	(11) \ (112)	00, 04
ine		$(PCH) \leftarrow p \; (Note)$				TW2A	(W2) ← (A)	85, 94
orout		(PCL) ← a6–a0				TAW6	(A) ← (W6)	80, 94
Suk	BMLA p	(SP) ← (SP) + 1	62, 92			IAWO	(A) ( (WO)	00, 54
		$(SK(SP)) \leftarrow (PC)$			_	TW6A	(W6) ← (A)	86, 94
		(PCH) ← p (Note) (PCL) ← (DR2–DR0, A3–A0)			ation	TAB1	(B) ← (T17–T14)	75, 94
		(1 OL) ( DIV. DIV., A. A.)			oper	IADI	$(A) \leftarrow (T13-T10)$	73, 34
	RTI	$(PC) \leftarrow (SK(SP))$	70, 92		Timer operation			
		(SP) ← (SP) – 1			Ē	T1AB	$(R17-R14) \leftarrow (B)$ $(T17-T14) \leftarrow (B)$	74, 94
	RT	$(PC) \leftarrow (SK(SP))$	70, 92				$(R13-R10) \leftarrow (A)$	
_		(SP) ← (SP) – 1					(T13–T10) ← (A)	
Return operation	RTS	$(PC) \leftarrow (SK(SP))$	70, 92			TAB2	(B) ← (T27–T24)	75, 94
obei		$(SP) \leftarrow (SR(SP))$	10, 02			.,	$(A) \leftarrow (T27-T24)$ $(A) \leftarrow (T23-T20)$	7.5, 34
turn								
Re						T2AB	$(R27-R24) \leftarrow (B)$ $(T27-T24) \leftarrow (B)$	75, 94
							$(R23-R20) \leftarrow (A)$	
							(T23−T20) ← (A)	

Note: p is 0 to 15 for M34506M2, p is 0 to 31 for M34506M4/E4.

**INDEX LIST OF INSTRUCTION FUNCTION (continued)** 

Group- ing	Mnemonic	Function	Page	Group- ing	Mnemonic	Function	Page
	TR1AB	$(R17-R14) \leftarrow (B)$ $(R13-R10) \leftarrow (A)$	84, 94		IAK	$(A0) \leftarrow (K)$ $(A3-A1) \leftarrow 0$	65, 96
ration	SNZT1	V12 = 0: (T1F) = 1 ? After skipping, (T1F) $\leftarrow$ 0	73, 94		OKA	(K) ← (A₀)	67, 96
Timer operation	SNZT2	V12 = 1: SNZT1 = NOP			TK0A	(K0) ← (A)	82, 96
Ë		V13 = 0: (T2F) = 1 ? After skipping, (T2F) $\leftarrow$ 0	73, 94	ation	TAK0	(A) ← (K0)	77, 96
		V13 = 1: SNZT2 = NOP		t opera	TK1A	(K1) ← (A)	82, 96
	IAP0	(A) ← (P0)	65, 96	Input/Output operation	TAK1	(A) ← (K1)	77, 96
	OP0A	(P0) ← (A)	67, 96	Input/	TK2A	(K2) ← (A)	83, 96
	IAP1	(A) ← (P1)	65, 96		TAK2	(A) ← (K2)	78, 96
	OP1A	(P1) ← (A)	67, 96		TPU0A	(PU0) ← (A)	83, 96
	IAP2	$(A_1, A_0) \leftarrow (P_{21}, P_{20})$ $(A_3, A_2) \leftarrow 0$	65, 96		TPU1A	(PU1) ← (A)	84, 96
	OP2A	(P21, P20) ← (A1, A0)	68, 96		TPU2A	(PU2) ← (A)	84, 96
	CLD	(D) ← 1	62, 96		TABAD	In A/D conversion mode (Q13 = 0), (B) $\leftarrow$ (AD9-AD6) (A) $\leftarrow$ (AD5-AD2)	76, 98
tion	RD	$(D(Y)) \leftarrow 0$ $(Y) = 0 \text{ to } 3$	69, 96			In comparator mode (Q13 = 1), (B) $\leftarrow$ (AD7-AD4) (A) $\leftarrow$ (AD3-AD0)	
Input/Output operation	SD	$(D(Y)) \leftarrow 1$ (Y) = 0 to 3	71, 96		TALA	$(A3, A2) \leftarrow (AD1, AD0)$ $(A1, A0) \leftarrow 0$	78, 98
ıput/Out	SZD	(D(Y)) = 0? (Y) = 0 to 3	74, 96	ation	TADAB	(AD7–AD4) ← (B)	77, 98
<u>=</u>	SCP	(C) ← 1	71, 96	operati		(AD3−AD0) ← (A)	
	RCP	(C) ← 0	69, 96	A/D conversion oper:	TAQ1	(A) ← (Q1)	79, 98
	SNZCP	(C) = 1 ?	? 72, 96	) conv	TQ1A	(Q1) ← (A)	84, 98
				A/E	ADST	(ADF) ← 0 Q13 = 0: A/D conversion starting Q13 = 1: Comparator operation starting	60, 98
					SNZAD	V22 = 0: (ADF) = 1 ? After skipping, (ADF) ← 0 V22 = 1: SNZAD = NOP	72, 98

# INDEX LIST OF INSTRUCTION FUNCTION (continued)

		LISTO	FINSTRUCTION FUNCT	ION (coi	
	Group- ing	Mnemonic	Function	Page	
		NOP	(PC) ← (PC) + 1	67, 98	
		POF2	RAM back-up	68, 98	
		EPOF	POF2 instructions valid	64, 98	
		SNZP	(P) = 1 ?	73, 98	
		DWDT	Stop of watchdog timer function enabled	64, 98	
	eration	WRST	(WDF1) = 1 ? After skipping, (WDF1) $\leftarrow$ 0	86, 98	
	Other operation	СМСК	Ceramic resonance circuit selected	63, 98	
		CRCK	RC oscillation circuit selected	63, 98	
		TAMR	(A) ← (MR)	78, 98	
		TMRA	$(MR) \leftarrow (A)$	83, 98	
U		l		I	

# MACHINE INSTRUCTIONS (INDEX BY ALPHABET)

Instruction	and accumulator)  D9  D0	Number of	Number of	Flac CV	Skin condition
code		words	cycles	Flag CY	Skip condition
	16	1	1	-	Overflow = 0
Operation:	(A) ← (A) + n	Grouping:	Arithmetic	operation	
	n = 0 to 15	Description: Adds the value n in the immediate field t register A, and stores a result in register A. The contents of carry flag CY remains unchanged Skips the next instruction when there is n overflow as the result of operation.  Executes the next instruction when there is overflow as the result of operation.			
ADST (A/D	conversion STart)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 1 0 0 1 1 1 1 1 2 2 9 F 16	words	cycles 1	_	<u> </u>
		·	·		
Operation:	(ADF) ← 0 Q13 = 0: A/D conversion starting	Grouping: A/D conversion operation  Description: Clears (0) to A/D conversion completion			
	Q13 = 1: Comparator operation starting (Q13 : bit 3 of A/D control register Q1)	flag ADF, and the A/D conversion at the A/I conversion mode (Q13 = 0) or the compara tor operation at the comparator mode (Q1 = 1) is started.			
	ccumulator and Memory)	1	I		
Instruction code	D9 D0 D0 D0 A 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	-
Operation:	$(A) \leftarrow (A) + (M(DP))$	Grouping: Arithmetic operation			
		Description: Adds the contents of M(DP) to register A Stores the result in register A. The content of carry flag CY remains unchanged.			
AMC (Add	accumulator, Memory and Carry)	•			
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
code	0 0 0 0 0 0 0 1 0 1 1 2 0 0 B 16	1	1	0/1	_
Operation:	$(A) \leftarrow (A) + (M(DP)) + (CY)$ $(CY) \leftarrow Carry$	Grouping: Arithmetic operation  Description: Adds the contents of M(DP) and carry flag			

AND (logic	al AND between accumulator and memory)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 0 0 0 1 1 0 0 0 2 0 1 8	words	cycles		
	10	1	1	_	_
Operation:	$(A) \leftarrow (A) \text{ AND } (M(DP))$	Grouping:	Arithmetic	operation	
•		Description	: Takes the	AND opera	ation between the con-
				-	and the contents of e result in register A.
B a (Branc	n to address a)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 1 1 a6 a5 a4 a3 a2 a1 a0 2 1 8 a 16	words	cycles		
		1	1	_	_
Operation:	(PCL) ← a6 to a0	Grouping:	Branch ope	eration	
		Description	: Branch wit	hin a page	: Branches to address
		Note:	a in the ide Specify the including the	e branch a	ddress within the page
Instruction	anch Long to address a in page p)  D9  D0	Number of words	Number of cycles	Flag CY	Skip condition
code	0 0 1 1 1 94 93 92 91 90 2 0 5 9 16	2	2	_	_
	1 0 0 a6 a5 a4 a3 a2 a1 a0 <sub>2</sub> 2 a a a <sub>16</sub>				
0		Grouping:	Branch ope		· Propohoo to address
Operation:	$(PCH) \leftarrow p$	Description	a in page p		: Branches to address
	(PCL) ← a6 to a0	Note:		5 for M345	06M2, and p is 0 to 31
BLA p (Bra	nnch Long to address (D) + (A) in page p)				
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
code	0 0 0 0 0 1 0 0 0 0 0 1	2	2	_	_
	1 0 0 p4 0 0 p3 p2 p1 p0 2 2 p p p				
Operation:	$(PCH) \leftarrow p$ $(PCL) \leftarrow (DR2-DR0, A3-A0)$	Grouping: Description Note:	(DR2 DR1 registers D	t of a page DRo A3 A and A in p for M345	: Branches to address 2 A1 A0)2 specified by page p. 06M2, and p is 0 to 31

Number of Number of Number of Subroutine all address a in page 2   Number of Subroutine all address a in page 2   Number of Subroutine all address a in page 2   Note:   Number of Subroutine all address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address a in page 2   Calls the subroutine at address and a language in the subroutine address and a language in language in the subroutine address and a language in language in a language in langua						
code         0         1         0         ae         as         at         as         cycles         as         as <th< th=""><th>BM a (Bran</th><th>nch and Mark to address a in page 2)</th><th></th><th></th><th></th><th></th></th<>	BM a (Bran	nch and Mark to address a in page 2)				
code         0         1         0         ae         as         at         as         cycles         as         as <th< th=""><th></th><th> ,</th><th>Number of</th><th>Number of</th><th>Flag CY</th><th>Skip condition</th></th<>		,	Number of	Number of	Flag CY	Skip condition
O						- Cp coa
Description:   Call the subroutine in page 2: Calls the subroutine in page 2: Calls the subroutine at address at in page 2.	Code	0 1 0 46 45 44 43 42 41 40 2	1		_	_
Description:   Call the subroutine in page 2: Calls the subroutine in page 2: Calls the subroutine at address at in page 2.	Operation:	(SD) / (SD) + 1	Grouping:	Subroutine	call opera	ation
Note:   Subroutine at address a in page 2.	Operation.					
Note:   Subroutine extending from page 2 to an other page can also be called with the Bl instruction when it starts on page 2. Be careful not to over the stack because the maximum level of subroutine nesting is 8.      BML p, a (Branch and Mark Long to address a in page p)			Description			
other page can also be called with the BI instruction when it starts on page 2. Be careful not to over the stack because the maximum level of subroutine nesting is 8.    BML p, a (Branch and Mark Long to address a in page p)		,	Notes			
Instruction when it starts on page 2. Be careful not to over the stack because the maximum level of subroutine nesting is 8.      BML p, a (Branch and Mark Long to address a in page p)		$(PCL) \leftarrow a6-a0$	Note.			
Be careful not to over the stack because the maximum level of subroutine nesting is 8.    BML p, a (Branch and Mark Long to address a in page p)						
BML p, a (Branch and Mark Long to address a in page p)						
Second   S						
Instruction code				maximum i	evel of sub	routine nesting is 8.
code         0 0 1 1 0 0 46 as at		Branch and Mark Long to address a in page p)				
O   O   O   O   O   O   O   O   O   O	Instruction				Flag CY	Skip condition
1	code					
Comparison   Co			2	2	_	_
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $		1 0 0 a6 a5 a4 a3 a2 a1 a0 2 2 a a a 16	Grouping:	Subroutine	call opera	ation
(SK(SP)) ← (PC) (PCH) ← p (PCL) ← a6–a0    Note: p is 0 to 15 for M34506M2, and p is 0 to 3 for M34506M4/E4. Be careful not to over the stack because the maximum level of subroutine nesting is 8.    BMLA p (Branch and Mark Long to address (D) + (A) in page p)   Instruction code   D9	Operation:	(SD) / (SD) ± 1			<u> </u>	
Note:   p is 0 to 15 for M34506M2, and p is 0 to 3 for M34506M4, and p is 0 to 3 for M34506M4	Operation.	, , , ,	2 cccp			cano ino caproamio a
			Note:			506M2 and n is 0 to 31
BMLA p (Branch and Mark Long to address (D) + (A) in page p)  Instruction code $ \begin{array}{c c c c c c c c c c c c c c c c c c c $			110101	•		700m2, and p 10 0 to 0
BMLA p (Branch and Mark Long to address (D) + (A) in page p)   Instruction code		(1 CL) \(\tau \alpha 0 - a 0				r the stack hecause the
BMLA p (Branch and Mark Long to address (D) + (A) in page p)						
Description   Description   Description   Subroutine call operation   Code   Description   Call the subroutine call operation   Call the subroutine : Calls t				maximami	0 7 01 01 000	rodune nesting is e.
Do	DMI A /D	oranala and Mark Languita adduces (D) . (A) in many	- \			
code         0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0			1		EL 0)/	011 177
O   O   O   O   O   O   O   O   O   O					Flag CY	Skip condition
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	code			-		
			2	2	_	_
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$		1 0 0 p4 0 0 p3 p2 p1 p0 2 2 p p p 16	Grouping	Subrouting	call opera	ation
$(SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0)$ $(SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0)$ $(PCL) \leftarrow (DR2-$	Operations	(SD) / (SD) + 1				
$(PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0)$ $(PCL) \leftarrow$	Operation.	, , , ,	Description			
$(PCL) \leftarrow (DR2-DR0, A3-A0)$ $(PCL) \leftarrow (DR3-DR0, A3-A0)$ $(PCL) \leftarrow (DR3-DR0, A3-A0)$ $(PCL) \leftarrow (DR3-DR0, A$				•		
		` ' '	Note:			
		$(PGL) \leftarrow (DR2-DR0, A3-A0)$	Note.			Joolniz, and piso to si
						r the stack because the
CLD (CLear port D)         Instruction code       D9       D0       Number of words       Number of cycles       Flag CY       Skip condition         0       0       0       0       0       0       1       1       -       -         Operation:       (D) ← 1       Grouping:       Input/Output operation						
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	OLD (OL	7 ( D)		maximami	CVCI OI 30L	routine nesting is o.
code       0       0       0       0       0       0       0       0       0       0       0       0       1       1       4       words       cycles       1         1       1       1       1       -       -       -         Operation:    (D) ← 1  Grouping: Input/Output operation			Ni	Ni	FI 0)/	Oldan and distant
Operation:       (D) ← 1             Operation:       (D) ← 1             Operation:       (D) ← 1             Grouping:       Input/Output operation			1	1	Flag CY	Skip condition
	code			· ·		
			1	1	_	_
	Operation:	(D) ← 1	Grouping:	Innut/Outn	ut operatio	n e
Description. Gets (1) to port D.	орогинон.					Л
			Description	i. Sets (1) to	port D.	
			1			

CMA (Col)	Iplement of Accumulator)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 0 0 0 0 1 1 1 0 0 2 0 1 C	words	cycles	l lag 01	Only condition
	0 0 0 0 1 1 1 1 0 0 2	1	1	_	_
Operation:	$(A) \leftarrow \overline{(A)}$	Grouping:	Arithmetic	operation	
					mplement for register
			A's conten	ts in regist	er A.
CMCK (Cld	ock select: ceraMic resonance ClocK)				
Instruction code	D9 D0 1 0 0 1 1 0 1 0 2 9 A 16	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	-
Operation:	Ceramic resonance circuit selected	Grouping:	Other oper	ration	
					resonance circuit and
	ock select: Rc oscillation ClocK)	1	1	I	
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
code	1 0 1 0 0 1 1 0 0 1 1 1 0 1 1 <sub>2</sub> 2 9 B <sub>16</sub>	1	1	_	_
Operation:	RC oscillation circuit selected	Grouping:	Other oper	ation	
-					ation circuit and stops
			the on-chip	o oscillator	
<b>DEY</b> (DEcr	rement register Y)				
Instruction code	D9 D0 0 0 0 1 0 1 1 1 1 0 1 7 40	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	(Y) = 15
Operation:	$(Y) \leftarrow (Y) - 1$	Grouping:	RAM addr	esses	
operation.		Description	As a resu tents of re- is skipped	It of subtra gister Y is . When the	contents of register Y action, when the con 15, the next instruction contents of register \(\) struction is executed.

<b>DI</b> (Disable	e Interrupt)	•	<u> </u>		
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 0 0 0 0 0 0 1 0 0 0 0 4	words	cycles		
		1	1	_	-
Operation:	(INTE) ← 0	Grouping:	Interrupt co	ontrol oper	ation
•		Description	: Clears (0)	to interrupt	enable flag INTE, and
			disables th	e interrupt	
		Note:			by executing the DI ining 1 machine cycle.
DWDT (Dis	sable WatchDog Timer)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 1 0 0 1 1 1 0 0 <sub>2</sub> 2 9 C <sub>16</sub>	words	cycles		
		1	1	_	_
Operation:	Stop of watchdog timer function enabled	Grouping:	Other oper	ation	
		Description		struction	timer function by the after executing the
El (Enable		<b>.</b>	N	FI 0)/	01:
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
code	0 0 0 0 0 0 0 1 0 1 2 0 0 5	1	1	_	-
Operation:	(INTE) ← 1	Grouping:	Interrupt co	ontrol oper	ation
		Description			enable flag INTE, and
		Note:		enabled b	by executing the EI in- ing 1 machine cycle.
			Struction a	nter execut	ing i maciline cycle.
<b>EPOF</b> (Ena	able POF instruction)				
	_	Number of	Number of	Flag CY	Skip condition
Instruction	D9 D0	words	cycles		
Instruction code	0 0 0 1 0 1 1 0 1 1 <sub>2</sub> 0 5 B <sub>16</sub>	words 1	cycles 1	_	_
			-	- ration	-
code	0 0 0 1 0 1 1 0 1 1 <sub>2</sub> 0 5 B <sub>16</sub>	1	1 Other oper : Makes the	immediat	– Te after POF or POF2 EXECUTING THE EPOF IN-

IAK (Input	Accumulator from port K)				
Instruction code	D9 D0 1 1 0 1 1 1 1 2 2 6 F 16	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	-	_
Operation:	(A <sub>0</sub> ) ← (K)	Grouping:	Input/Outp		
	(A3–A1) ← 0	Description Note:	(A <sub>0</sub> ) of reg	ister A. instructio	ts of port K to the bit (in is executed, "0" is rder 3 bits (A3-A1) o
IAP0 (Inpu	t Accumulator from port P0)				
Instruction code	D9 D0 1 1 0 0 0 0 0 0 2 6 0 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	(A) ← (P0)	Grouping:	Input/Outp	ut operatio	n
	t Accumulator from port P1)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 0 1 1 0 0 0 0 1 2 2 6 1 16	words	cycles 1	-	
Operation:	(A) ← (P1)	Grouping:	Input/Outp	ut oneratio	n
		Description	ı: Transfers t	he input of	port P1 to register A.
IAP2 (Inpu	t Accumulator from port P2)				
Instruction code	D9 D0 1 1 0 0 0 1 0 2 6 2 16	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	(A1, A0) ← (P21, P20)	Grouping:	Input/Outp	ut operatio	n
oporanon.	(A3, A2) ← 0	Description Note:	der 2 bits ( After this	A1, A0) of instructio	f port P2 to the low-or register A. n is executed, "0" is rder 2 bits (A3, A2) o

	ment register Y)			T	
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
coue	0 0 0 0 0 1 0 1 1 3	1 1	1	-	(Y) = 0
Operation:	(Y) ← (Y) + 1	Grouping:	RAM addr	esses	
		Descriptio	sult of ac register \ skipped. V	ddition, w / is 0, th Vhen the c	ts of register Y. As a re then the contents of e next instruction i ontents of register Y i ction is executed.
LA n (Load	In in Accumulator)				
Instruction code	D9 D0 0 0 1 1 1 1 n n n n n 0 0 7 n	Number of words	Number of cycles	Flag CY	Skip condition
		1 1	1	_	Continuous description
Operation:	$(A) \leftarrow n$	Grouping:	Arithmetic	operation	
	n = 0 to 15	Descriptio	register A. When the coded and struction	LA instruction of the contraction of the contractio	the immediate field to stions are continuousled, only the first LA in uted and other LA d continuously are
	oad register X and Y with x and y)				
Instruction code	D9 D0 1 1 X3 X2 X1 X0 Y3 Y2 Y1 Y0 3 X Y	Number of words	Number of cycles	Flag CY	Skip condition
		1 1	1	_	Continuous description
Operation:	$(X) \leftarrow x \ x = 0 \text{ to } 15$	Grouping:	RAM addr	esses	
	$(Y) \leftarrow y \ y = 0 \text{ to } 15$	Descriptio	register X, field to re tions are o	and the vagister Y. Ventinuouslirst LXY instru	the immediate field to alue y in the immediate When the LXY instruct y coded and executed astruction is executed actions coded continu
LZ z (Load	register Z with z)				
Instruction code	D9 D0 0 0 0 1 0 0 1 0 21 20 0 4 8 +7	Number of words	Number of cycles	Flag CY	Skip condition
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1	1	_	_
Operation:	$(Z) \leftarrow z z = 0 \text{ to } 3$	Grouping: Descriptio			the immediate field to

NOD (No. C	(Dorotion)				
NOP (No Construction	D9 D0	Number of	Number of	Flag CY	Chin condition
code		words	cycles	Flag C1	Skip condition
	16	1	1	-	-
Operation:	(PC) ← (PC) + 1	Grouping:	Other oper	ation	
		Description			1 to program counte
			value, and	ouncis for	nain unchanged.
OKA (Outp	out port K from Accumulator)				
Instruction code	D9 D0 1 1 1 1 1 1 2 1 F to	Number of words	Number of cycles	Flag CY	Skip condition
	1 0 0 0 0 1 1 1 1 1 1 <sub>2</sub> 2 1 F <sub>16</sub>	1	1	_	-
Operation:	(K) ← (A0)	Grouping:	Input/Outp	ut operatio	n
				-	of bit 0 (A <sub>0</sub> ) of register
			A to port K		
OP0A (Out	put port P0 from Accumulator)  D9  D0  1 0 0 0 1 0 0 0 0 0 0 2 2 0 0	Number of words	Number of cycles	Flag CY	Skip condition
	1 0 0 0 1 0 0 0 0 0 2	1	1	-	-
Operation:	(P0) ← (A)	Grouping:	Input/Outp	ut operatio	n
		Description		e content	s of register A to port
			P0.		
OP1A (Out	put port P1 from Accumulator)				
Instruction	D9 D0 1 0 0 0 1 2 2 1 16	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	-	_
Operation:	(P1) ← (A)	Grouping:	Input/Outp	ut operatio	n
		Description	: Outputs the P1.	e content	s of register A to por

OP2A (Out	put port P2 from Accumulator)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 0 0 1 0 0 1 0 0 1 0 2 2 2 2 16	words	cycles		
		1	1	_	_
Operation:	(P21, P20) ← (A1, A0)	Grouping:	Input/Outp	ut operatio	n
		Description	: Outputs th	e contents	of the low-order 2 bits
			(A1, A0) of	register A	to port P2.
OR (logical	OR between accumulator and memory)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 0 0 0 0 1 1 0 0 1 2 0 1 9 16	words	cycles		
		1	1	_	_
Operation:	$(A) \leftarrow (A) OR (M(DP))$	Grouping:	Arithmetic	operation	
		Description	: Takes the	OR opera	tion between the con
				-	and the contents o e result in register A.
POF2 (Pow	· · · · · · · · · · · · · · · · · · ·	Number of	Number of	Flor CV	Chin condition
code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	0 0 0 0 0 0 1 0 0 0 2 0 0 16	1	1	_	-
Operation:	RAM back-up	Grouping:	Other oper		
		Description			RAM back-up state by
			_		instruction after ex
			_		truction. Operations o
		Note:		instruction this instruc	is not executed before tion, this instruction is
RAR (Rota	te Accumulator Right)	•			
Instruction	D9 D0 0 0 0 1 1 1 0 1 0 1 D 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	0/1	-
Operation:	$\rightarrow$ CY $\rightarrow$ A3A2A1A0 $\rightarrow$	Grouping:	Arithmetic	operation	
		Description			ontents of register A in of carry flag CY to the

	`				
RB j (Rese	et Bit)				
Instruction	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Number of words	Number of cycles	Flag CY	Skip condition
	0 0 0 1 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1	1	_	_
Operation:	$(Mj(DP)) \leftarrow 0$	Grouping:	Bit operation	on	
•	j = 0 to 3				its of bit j (bit specified
					e immediate field) o
RC (Reset	Carry flag)				
Instruction code	D9 D0 0 0 0 0 0 1 1 0 0 0 6 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	0	-
Operation:	(CY) ← 0	Grouping:	Arithmetic	operation	
		Description	: Clears (0) t	to carry fla	g CY.
RCP (Rese	et Port C)  D9  D0	Number of	Number of	Flag CY	Skip condition
code	1 0 1 0 0 0 1 1 0 0 <sub>2</sub> 2 8 C <sub>16</sub>	words	cycles	- Lag 0 1	–
Operation:	$(C) \leftarrow 0$	Grouping: Input/Output operation  Description: Clears (0) to port C.			
	port D specified by register Y)	T	<b>.</b>	[FL 0)/	
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	$(D(Y)) \leftarrow 0$ However, (Y) = 0  to  3	Grouping: Description Note:	Set 0 to 3 four ports (	a bit of port to registe (D0-D3). es except	n t D specified by register Y. r Y because port D is above are set to regis- n is equivalent to the

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RT (ReTur	n from subroutine)				
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
code	0 0 0 1 0 0 1 0 0 0 1 0 0 2	1	2	_	-
Operation:	$(PC) \leftarrow (SK(SP))$	Grouping:	Return ope	ration	
<b>-</b>	$(SP) \leftarrow (SP) - 1$	Description			outine to the routing
		·	called the	subroutine	
RTI (ReTu	rn from Interrupt)				
Instruction	D9 D0 0 0 0 1 0 0 0 1 1 0 0 0 1 1 0 0 2 0 4 6 16	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	-	-
Operation:	$(PC) \leftarrow (SK(SP))$	Grouping:	Return ope	eration	
	$(SP) \leftarrow (SP) - 1$	Description	n: Returns fr main routir	om interr ne.	upt service routine to
			carry flag,	skip status	s, NOP mode status b
					iption of the LA/LXY ir and register B to th
			states just	-	-
RTS (ReTu	ırn from subroutine and Skip)				
Instruction code	D9 D0 0 0 1 0 0 0 1 0 1 0 4 5 46	Number of words	Number of cycles	Flag CY	Skip condition
	0 0 0 1 0 0 1 0 1 2 0 4 3 16	1	2	-	Skip at uncondition
Operation:	$(PC) \leftarrow (SK(SP))$	Grouping:	Return ope	eration	
	$(SP) \leftarrow (SP) - 1$	Description			outine to the routine
			called the struction a		, and skips the next in on.
SB j (Set E	Sit)				
Instruction	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Number of words	Number of cycles	Flag CY	Skip condition
	6 6 6 7 7 7 7 2 5 6 7 16	1	1	_	-
Operation:	$ (Mj(DP)) \leftarrow 0 $ $ j = 0 \text{ to } 3 $	Grouping: Description		e contents	of bit j (bit specified b

Instruction code	SC (Set Ca	arry flag)				
Comparision:   Comp		· ·			Flag CY	Skip condition
SCP (Set Port C)   SCP (Set Port C)   SCP (Set Port C)   Sets (1) to carry tage CY.   Skip condition   Sets (1) to port C.   SD (Set port D specified by register Y)   Sets (1) to port C.   SD (Set port D specified by register Y)   Sets (1) to port C.   Se	code	0 0 0 0 0 0 1 1 1 1 2			1	_
SCP (Set Port C)			'	'		_
SCP (Set Port C)   Instruction   D9	Operation:	(CY) ← 1				
Instruction code			Description	: Sets (1) to	carry flag	CY.
Instruction code						
Instruction code						
Instruction code						
Instruction code						
Instruction code	SCP (Set I	Port C)				
code         1         0         1         0         0         0         1         1         0         1         1         1         1         1         1         -         -           Operation:         (C) ← 1         Grouping: Input/Output operation           Description: Sets (1) to port C.           SD (Set port D specified by register Y)           Instruction code         Description: Sets (1) to port C.           0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0		•	Number of	Number of	Flag CY	Skip condition
Coupling:   Coupling:   Input/Output operation					lag 01	Grap condition
Description: Sets (1) to port C.			1	1	_	-
SD (Set port D specified by register Y)   Instruction code	Operation:	(C) ← 1	Grouping:	Input/Outp	ut operation	on
Number of vocable	·		Description	: Sets (1) to	port C.	
Number of vocable						
Number of vocable						
Number of vocable						
Number of vocable						
Number of vocable						
Code         0 0 0 0 0 0 1 0 1 0 1 0 1 0 1 2         0 1 5 16         words         cycles         Comparison operation           Operation:         (A) = n ?         Comparison operation         Comparison operation				T		
Operation: (D(Y)) ← 1 (Y) = 0 to 3  SEA n (Skip Equal, Accumulator with immediate data n)  Instruction code  Description: Description: Sets (1) to a bit of port D specified by register Y. Note: Set 0 to 3 to register Y because port D is four ports (Do–D3). When values except above are set to register Y, this instruction is equivalent to the NOP instruction.  SEA n (Skip Equal, Accumulator with immediate data n)  Instruction code  Operation: (A) = n?  Operation: (A) = n?  Operation: (A) = n?  Operation: (A) = n?  Operation: (A) = n					Flag CY	Skip condition
Operation: (D(Y)) ← 1 (Y) = 0 to 3         Grouping: Input/Output operation         Description: Sets (1) to a bit of port D specified by register Y. Note: Set 0 to 3 to register Y because port D is four ports (Do-D3). When values except above are set to register Y, this instruction is equivalent to the NOP instruction.         SEA n (Skip Equal, Accumulator with immediate data n)         Instruction code       D9       D0       Number of words       Number of cycles       Flag CY Skip condition cycles       Skip condition         Code       0       0       0       0       0       0       1       0       0       7       1       6       Grouping: Comparison operation         Operation: (A) = n ?	code	0 0 0 0 0 1 0 1 0 1 2 0 1 5			_	_
Pescription: Sets (1) to a bit of port D specified by register Y. Note: Set 0 to 3 to register Y because port D is four ports (Do–D3). When values except above are set to register Y, this instruction is equivalent to the NOP instruction.  SEA n (Skip Equal, Accumulator with immediate data n)  Instruction code  Description: Sets (1) to a bit of port D specified by register Y. Set 0 to 3 to register Y because port D is four ports (Do–D3). When values except above are set to register Y, this instruction is equivalent to the NOP instruction.  Number of words voycles Flag CY Skip condition cycles  2 2 - (A) = n  Grouping: Comparison operation  Description: Skips the next instruction when the con-						
Note: Set 0 to 3 to register Y because port D is four ports (Do–D3). When values except above are set to register Y, this instruction is equivalent to the NOP instruction.  SEA n (Skip Equal, Accumulator with immediate data n)  Instruction code  Description: Skip Equal, Accumulator with immediate data n)  Number of words cycles Flag CY Skip condition cycles 2 2 - (A) = n  Grouping: Comparison operation  Description: Skips the next instruction when the con-	Operation:					
When values except above are set to register Y, this instruction is equivalent to the NOP instruction.  SEA n (Skip Equal, Accumulator with immediate data n)  Instruction code  Description:  Number of Number of Voycles and Cycles are set to register Y, this instruction is equivalent to the NOP instruction.  Number of Voycles and Cycles are set to register Y, this instruction is equivalent to the NOP instruction.  Number of Voycles are set to register Y, this instruction is equivalent to the NOP instruction.		(1) = 0  to  3				
						ah ana aat ta mania
SEA n (Skip Equal, Accumulator with immediate data n)  Instruction code $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$						_
Description						·
Description						
Description	SEA n (Sk	ip Equal. Accumulator with immediate data n)				
O   O   O   O   O   O   O   O   O   O					Flag CY	Skip condition
2   2   -   (A) = n	code	0 0 0 0 1 0 0 1 0 1 2 0 2 5		-		
Operation: (A) = n?  Grouping: Comparison operation  Description: Skips the next instruction when the con-			2	2	-	(A) = n
		0 0 0 1 1 1 1 n n n n n <sub>2</sub> 0 7 n <sub>16</sub>	Grouping:	Compariso	n operatio	n
n = 0 to 15 tents of register A is equal to the value n in	Operation:	(A) = n ?	Description	•		
the immediate field.		n = 0 to 15			-	equal to the value n in
the immediate field.  Executes the next instruction when the con-						struction when the con-
tents of register A is not equal to the value n						
in the immediate field.				in the imm	ediate field	i.
			1			

SEAM (Ski	p Equal, Accumulator with Memory)					
Instruction code	D9 D0 0 0 1 0 0 1 1 0 0 2 6 40	Number of words	Number of cycles	Flag CY	Skip condition	
	0 0 0 0 1 0 0 1 1 0 2 0 16	1	1	_	(A) = (M(DP))	
Operation:	(A) = (M(DP)) ?	Grouping:	Compariso	n operation	n	
		Description	tents of rec M(DP). Executes t	gister A is on the next instance of the next instan	ruction when the con- equal to the contents o struction when the con- is not equal to the	
SNZ0 (Skip	if Non Zero condition of external 0 interrupt reques	t flag)				
Instruction	D9 D0 0 0 0 1 1 1 0 0 0 0 3 8 40	Number of words	Number of cycles	Flag CY	Skip condition	
	16	1	1	-	V10 = 0: (EXF0) = 1	
Operation:	V10 = 0: (EXF0) = 1 ?	Grouping:	Interrupt of	peration		
	After skipping, (EXF0) $\leftarrow$ 0	Description			s the next instruction	
	V10 = 1: SNZ0 = NOP				rupt request flag EXF0	
	(V10 : bit 0 of the interrupt control register V1)	is "1." After skipping, clears (0) to the flag. When the EXF0 flag is "0," ex the next instruction.  When V10 = 1: This instruction is 6				
					0 flag is "0," executes	
			lent to the		•	
			lent to the	INOP IIISIII	action.	
	kip if Non Zero condition of A/D conversion completi			EL 0)/	01.1	
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition	
code	1 0 1 0 0 0 0 1 1 1 1 2 2 8 7 16	1	1	_	V22 = 0: (ADF) = 1	
Operation:	V22 = 0: (ADF) = 1 ?	Grouping:	A/D conve	rsion oper	ation	
•	After skipping, (ADF) $\leftarrow$ 0				os the next instruction	
	V22 = 1: SNZAD = NOP	when A/D conversion completion flag ADF is "1." After skipping, clears (0) to the ADF				
	(V22 : bit 2 of the interrupt control register V2)					
			-		lag is "0," executes the	
			next instru			
			lent to the		s instruction is equiva-	
			ieni to the	NOP IIISII	uction.	
	kip if Non Zero condition of Port C)	T	T	T <b></b>		
Instruction code	D9 D0 1 0 0 0 1 0 0 1 <sub>2</sub> 2 8 9 <sub>16</sub>	Number of words	Number of cycles	Flag CY	Skip condition	
		1	1	_	(C) = 1	
Operation:	(C) = 1 ?	Grouping:	Input/Outp	ut operation	on	
		Description: Skips the next instruction when the con-				
			tents of po			
					struction when the con-	
			tents of po	ort C is "0."		

SNZIO (Ski	p if Non Zero condition of external 0 Interrupt input	pin)			
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	0 0 0 0 1 1 1 1 0 1 0 2 0 3 A 16	1	1	_	I12 = 0 : (INT) = "L" I12 = 1 : (INT) = "H"
Operation:	I12 = 0 : (INT) = "L" ? I12 = 1 : (INT) = "H" ? (I12 : bit 2 of the interrupt control register I1)	Grouping: Description	when the I the next ir pin is "H." When I12 when the I	= 0 : Skip level of IN estruction = 1 : Skip evel of IN	os the next instruction IT pin is "L." Executes when the level of IN os the next instruction T pin is "H." Executes when the level of IN
SNZP (Ski	p if Non Zero condition of Power down flag)				
Instruction code	D9 D0 0 0 0 0 0 0 1 1 0 0 0 3 46	Number of words	Number of cycles	Flag CY	Skip condition
		1	1	_	(P) = 1
Operation:	(P) = 1 ?	Grouping: Description	"1". After skip changed.	next instru	ction when the P flag is P flag remains un
· · ·	cip if Non Zero condition of Timer 1 interrupt request	· · · · · · · · · · · · · · · · · · ·		I	
Instruction code	D9 D0 1 0 0 0 0 0 0 0 2 8 0 40	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	V12 = 0: (T1F) = 1
Operation:	V12 = 0: (T1F) = 1 ? After skipping, (T1F) $\leftarrow$ 0 V12 = 1: SNZT1 = NOP (V12 = bit 2 of interrupt control register V1)	Grouping: Timer operation  Description: When V12 = 0 : Skips the next instruction when timer 1 interrupt request flag T1 "1." After skipping, clears (0) to the flag. When the T1F flag is "0," executes next instruction.  When V12 = 1 : This instruction is equal to the NOP instruction.			upt request flag T1F is clears (0) to the T1F lag is "0," executes the s instruction is equiva
SNZT2 (Sk	rip if Non Zero condition of Timer 2 interrupt request	flag)			
Instruction	D9 D0 1 0 0 0 0 0 1 2 8 1 40	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	V13 = 0: (T2F) = 1
Operation:	V13 = 0: (T2F) = 1 ? After skipping, (T2F) $\leftarrow$ 0 V13 = 1: SNZT2 = NOP (V13 = bit 3 of interrupt control register V1)	Grouping: Description	when time "1." After flag. When next instru	= 0 : Skip r 2 interruskipping, the T2F f ction. = 1 : This	ps the next instruction upt request flag T2F is clears (0) to the T2F lag is "0," executes the instruction is equivaluction.

SZB j (Skip	o if Zero, Bit)				
Instruction	D9 D0 0 0 0 1 0 0 0 j j 0 0 2 j 40	Number of words	Number of cycles	Flag CY	Skip condition
oouo	0 0 0 0 1 0 0 0 1 1 0 0 0 1 1 2 0 2 1 16	1	1	-	(Mj(DP)) = 0 j = 0  to  3
Operation:	(Mj(DP)) = 0 ?	Grouping:	Bit operation	n on	,
·	j = 0 to 3		tents of bit the immed	next instr t j (bit spe iate field) he next ins	ruction when the concified by the value j in of M(DP) is "0." struction when the con) is "1."
SZC (Skip	if Zero, Carry flag)	1			
Instruction code	D9 D0 0 0 1 0 1 1 1 1 0 0 2 F 40	Number of words	Number of cycles	Flag CY	Skip condition
		1	1	-	(CY) = 0
Operation:	(CY) = 0 ?	Grouping:	Arithmetic	operation	
			tents of car After skip changed.	rry flag CY ping, the	cuction when the con- ' is "0."  CY flag remains un-
SZD (Skin	if Zero, port D specified by register Y)		tents of the		
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code		words	cycles	l lag 01	Only condition
	0     0     0     0     1     0     0     1     0     0     2     0     2     4     16       0     0     0     0     1     0     1     0     1     1     1     1     2     0     2     4     16	2	2	-	(D(Y)) = 0 (Y) = 0 to 3
Operation:	(D(Y)) = 0 ?	Grouping:	Input/Outp		
Ореганон:	(Y) = 0  to  3	Description: Skips the next instruction when a bit of portal Description: Skips the next instruction when a bit of portal Description: Description when the bit is "1."  Note: Set 0 to 3 to register Y because port Description four ports (D0–D3).  When values except above are set to register Y, this instruction is equivalent to the NOP instruction.			
T1AB (Trai	nsfer data to timer 1 and register R1 from Accumula	tor and reg	ister B)		
Instruction code	D9 D0 1 1 0 0 0 0 2 3 0 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	-	_
Operation:	$(T17-T14) \leftarrow (B)$	Grouping:	Timer oper		
	$(R17-R14) \leftarrow (B)$ $(T13-T10) \leftarrow (A)$ $(R13-R10) \leftarrow (A)$	Description	high-order load regist	4 bits of ter R1. Tra	nts of register B to the timer 1 and timer 1 re- ansfers the contents of -order 4 bits of timer 1 gister R1.

T2AB (Tra	nsfer data to timer 2 and register R2 from Accumula	tor and reg	ister B)				
Instruction code	D9 D0 1 1 0 0 0 1 1 2 3 1 16	Number of words	Number of cycles	Flag CY	Skip condition		
	16	1	1	_	_		
Operation:	(T27−T24) ← (B)	Grouping:	Timer oper				
	$(R27-R24) \leftarrow (B)$	Description	: Transfers	the conter	ts of register B to the		
	$(T23-T20) \leftarrow (A)$		high-order	4 bits of t	imer 2 and timer 2 re		
	$(R23-R20) \leftarrow (A)$		load regist	ter R2. Tra	nsfers the contents of		
			register A and timer 2		order 4 bits of timer gister R2.		
TAB (Trans	sfer data to Accumulator from register B)						
Instruction code	D9 D0 0 0 0 1 1 1 1 0 0 1 E 40	Number of words	Number of cycles	Flag CY	Skip condition		
	16	1	1	_	-		
Operation:	$(A) \leftarrow (B)$	Grouping:	Other oper	ation			
•		<b>Description:</b> Transfers the contents of register					
			ister A.				
<u>`</u>	nsfer data to Accumulator and register B from timer	T'		EL 01/	011		
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition		
code	1 0 0 1 1 1 0 0 0 0 0 2 2 7 0 16	1	1	_	_		
Operation:	(B) ← (T17–T14)	Grouping:	Timer oper	ration			
	$(A) \leftarrow (T13-T10)$	<b>Description:</b> Transfers the high-order 4 bits (T17–T14) of					
			timer 1 to register B.				
			Transfers timer 1 to r		der 4 bits (T13–T10) c		
TAB2 (Trai	nsfer data to Accumulator and register B from timer	2)					
Instruction code	D9 D0 1 1 1 1 0 0 0 1 2 7 1 40	Number of words	Number of cycles	Flag CY	Skip condition		
	16	1	1	_	-		
Operation:	(B) ← (T27–T24)	Grouping:	Timer oper	ration			
•	$(A) \leftarrow (T23-T20)$		: Transfers t	the high-or	der 4 bits (T27-T24) o		
			timer 2 to 1	_	,		
				-	der 4 bits (T23-T20) o		
			timer 2 to I		201 1 200 (120 120) 6		

ansfer data to Accumulator and register B from re	gister AD)			
D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	16 1	1	_	-
In A/D conversion mode (Q13 = 0), (B) $\leftarrow$ (AD9-AD6)	Grouping: Description:		•	
				its (AD9–AD6) of registe
In comparator mode (Q13 = 1),		-		the middle-order 4 bits
$(B) \leftarrow (AD7\text{-}AD4)$			_	-
$(A) \leftarrow (AD3-AD0)$				-
(Q13 : bit 3 of A/D control register Q1)				low-order 4 bits (AD3-
		AD <sub>0</sub> ) of con	nparator re	gister to register A.
			T	
	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	_	_
(B) ← (E7–E4)	Grouping:	Register to	register ti	ransfer
(A) ← (E3–E0)				
			_	B, and low-order 4 bits
		of register	E to regist	er A.
D9 D0	Number of	Number of	p) Flag CY	Skip condition
	16	-	_	
	1			_
$(SP) \leftarrow (SP) + 1$	Grouping: Description	Arithmetic : Transfers b	its 7 to 4 to	•
$(SK(SP)) \leftarrow (PC)$	Grouping:	Arithmetic : Transfers b 0 to registe	oits 7 to 4 to er A. These	bits 7 to 0 are the ROM
	Grouping:	Arithmetic : Transfers b 0 to registe pattern in	oits 7 to 4 to er A. These address (I	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A
$(SK(SP)) \leftarrow (PC)$ $(PCH) \leftarrow p$ $(PCL) \leftarrow (DR2-DR0, A3-A0)$ $(B) \leftarrow (ROM(PC))7-4$	Grouping:	Arithmetic: Transfers by the to register pattern in A0)2 specific p is 0 to 18	oits 7 to 4 to er A. These address (I ded by regis of for M345	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p.
$ \begin{aligned} & (SK(SP)) \leftarrow (PC) \\ & (PCH) \leftarrow p \\ & (PCL) \leftarrow (DR2-DR0, A3-A0) \\ & (B) \leftarrow (ROM(PC))7-4 \\ & (A) \leftarrow (ROM(PC))3-0 \end{aligned} $	Grouping: Description	Arithmetic: Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 15 for M34506	oits 7 to 4 to er A. These address (I ded by regis of for M345 6M4/E4.	o register B and bits 3 to bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 606M2, and p is 0 to 3
$ \begin{aligned} (SK(SP)) &\leftarrow (PC) \\ (PCH) &\leftarrow p \\ (PCL) &\leftarrow (DR2-DR0,A3-A0) \\ (B) &\leftarrow (ROM(PC))7-4 \\ (A) &\leftarrow (ROM(PC))3-0 \\ (PC) &\leftarrow (SK(SP)) \end{aligned} $	Grouping: Description	Arithmetic: Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 15 for M34506 When this	oits 7 to 4 to er A. These address (I ded by regis of for M345 om4/E4. instruction	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 506M2, and p is 0 to 3 is executed, be carefu
$ \begin{aligned} (SK(SP)) &\leftarrow (PC) \\ (PCH) &\leftarrow p \\ (PCL) &\leftarrow (DR2-DR0,A3-A0) \\ (B) &\leftarrow (ROM(PC))7-4 \\ (A) &\leftarrow (ROM(PC))3-0 \\ (PC) &\leftarrow (SK(SP)) \\ (SP) &\leftarrow (SP) - 1 \end{aligned} $	Grouping: Description	Arithmetic: Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 15 for M34506 When this	oits 7 to 4 to er A. These address (I ded by regis of for M345 SM4/E4. instruction er the stace	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 506M2, and p is 0 to 3 is executed, be carefuck because 1 stage of
$ (SK(SP)) \leftarrow (PC) $ $ (PCH) \leftarrow p $ $ (PCL) \leftarrow (DR2-DR0, A3-A0) $ $ (B) \leftarrow (ROM(PC))7-4 $ $ (A) \leftarrow (ROM(PC))3-0 $ $ (PC) \leftarrow (SK(SP)) $ $ (SP) \leftarrow (SP) - 1 $ $ sfer data to Accumulator from register D $	Grouping: Description Note:	Arithmetic : Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34500 When this not to ove stack regis	oits 7 to 4 to er A. These address (I ied by regis of for M345 om4/E4. instruction er the stac ter is used	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 506M2, and p is 0 to 3 is executed, be carefuck because 1 stage of
$(SK(SP)) \leftarrow (PC)$ $(PCH) \leftarrow p$ $(PCL) \leftarrow (DR2-DR0, A3-A0)$ $(B) \leftarrow (ROM(PC))7-4$ $(A) \leftarrow (ROM(PC))3-0$ $(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$ If end data to Accumulator from register D) $D9$ $D0$	Grouping: Description	Arithmetic : Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34506 When this not to ove stack regis	oits 7 to 4 to er A. These address (I ded by regis of for M345 SM4/E4. instruction er the stace	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 506M2, and p is 0 to 3 is executed, be carefuck because 1 stage of
$(SK(SP)) \leftarrow (PC)$ $(PCH) \leftarrow p$ $(PCL) \leftarrow (DR2-DR0, A3-A0)$ $(B) \leftarrow (ROM(PC))7-4$ $(A) \leftarrow (ROM(PC))3-0$ $(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$ $Sfer data to Accumulator from register D)$ $D9$ $D0$ $D0$ $D0$ $D0$ $D0$ $D0$ $D0$	Grouping: Description  Note:	Arithmetic : Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34500 When this not to ove stack regis	oits 7 to 4 to er A. These address (I ied by regis of for M345 om4/E4. instruction er the stac ter is used	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 506M2, and p is 0 to 3 is executed, be carefuck because 1 stage of
$(SK(SP)) \leftarrow (PC)$ $(PCH) \leftarrow p$ $(PCL) \leftarrow (DR2-DR0, A3-A0)$ $(B) \leftarrow (ROM(PC))7-4$ $(A) \leftarrow (ROM(PC))3-0$ $(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$ $Sfer data to Accumulator from register D)$ $D9$ $D0$ $D0$ $D0$ $D0$ $D0$ $D0$ $D0$	Grouping: Description  Note:  Number of words	Arithmetic : Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 15 for M34506 When this not to ove stack regis	oits 7 to 4 to a far A. These address (I fed by regis 5 for M345 6M4/E4. instruction for the stacter is used Flag CY	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 506M2, and p is 0 to 3 is executed, be careful k because 1 stage of I.  Skip condition
$ (SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0) \\ (B) \leftarrow (ROM(PC))7-4 \\ (A) \leftarrow (ROM(PC))3-0 \\ (PC) \leftarrow (SK(SP)) \\ (SP) \leftarrow (SP)-1 \\ \hline                                  $	Grouping: Description  Note:  Number of words  1  Grouping:	Arithmetic  Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34500 When this not to ove stack regis  Number of cycles  1  Register to Transfers	oits 7 to 4 to r A. These address (I ied by regis for M345 6M4/E4. instruction or the stac ter is used  Flag CY  register to the conter	bits 7 to 0 are the RONDR2 DR1 DR0 A3 A2 A sters A and D in page p. 606M2, and p is 0 to 3 is executed, be careful k because 1 stage of 1.  Skip condition
$\begin{array}{c} (SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0) \\ (B) \leftarrow (ROM(PC))_{7-4} \\ (A) \leftarrow (ROM(PC))_{3-0} \\ (PC) \leftarrow (SK(SP)) \\ (SP) \leftarrow (SP) - 1 \\ \\ \text{sfer data to Accumulator from register D)} \\ \hline D_9 & D_0 \\ \hline 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 \\ \hline 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 \\ \hline (A2-A0) \leftarrow (DR2-DR0) \\ \end{array}$	Grouping: Description  Note:  Number of words  1  Grouping: Description	Arithmetic  Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34500 When this not to ove stack regis  Number of cycles  1  Register to Transfers low-order 3	oits 7 to 4 to 1	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 606M2, and p is 0 to 3 is executed, be careful k because 1 stage of l.  Skip condition  - ransfer nts of register D to the A0) of register A.
$\begin{array}{c} (SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0) \\ (B) \leftarrow (ROM(PC))_{7-4} \\ (A) \leftarrow (ROM(PC))_{3-0} \\ (PC) \leftarrow (SK(SP)) \\ (SP) \leftarrow (SP) - 1 \\ \\ \text{sfer data to Accumulator from register D)} \\ \hline D_9 & D_0 \\ \hline 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 \\ \hline 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 \\ \hline (A2-A0) \leftarrow (DR2-DR0) \\ \end{array}$	Grouping: Description  Note:  Number of words  1  Grouping:	Arithmetic  : Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34500 When this not to ove stack regis  Number of cycles  1  Register to : Transfers low-order 3 When this	pits 7 to 4 to 1 to 1 to 1 to 2 to 1 to 2 to 2 to 2	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 606M2, and p is 0 to 3 is executed, be carefuck because 1 stage of 1.  Skip condition  - ransfer nts of register D to the
$\begin{array}{c} (SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \\ (PCL) \leftarrow (DR2-DR0, A3-A0) \\ (B) \leftarrow (ROM(PC))_{7-4} \\ (A) \leftarrow (ROM(PC))_{3-0} \\ (PC) \leftarrow (SK(SP)) \\ (SP) \leftarrow (SP) - 1 \\ \\ \text{sfer data to Accumulator from register D)} \\ \hline D_9 & D_0 \\ \hline 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 \\ \hline 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 \\ \hline (A2-A0) \leftarrow (DR2-DR0) \\ \end{array}$	Grouping: Description  Note:  Number of words  1  Grouping: Description	Arithmetic  : Transfers b 0 to registe pattern in A0)2 specifi p is 0 to 19 for M34500 When this not to ove stack regis  Number of cycles  1  Register to : Transfers low-order 3 When this	pits 7 to 4 to 1 to 1 to 1 to 2 to 1 to 2 to 2 to 2	bits 7 to 0 are the ROM DR2 DR1 DR0 A3 A2 A sters A and D in page p. 606M2, and p is 0 to 3 is executed, be careful k because 1 stage of l.  Skip condition  - cansfer nts of register D to the A0) of register A. on is executed, "0" is
	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		D9         D0         Number of words         Number of cycles           1 0 0 1 1 1 1 1 0 0 0 1 2         1 0 0 1 1 1 1 1 0 0 0 1 2         1 1           In A/D conversion mode (Q13 = 0), (B) ← (AD9-AD6)         Grouping: A/D conversion mode (Q13 = 0), (B) ← (AD5-AD2)         Grouping: A/D conversion mode (Q13 = 1), (AD5-AD2)           In comparator mode (Q13 = 1), (Q13 : bit 3 of A/D control register Q1)         (AD5-AD2) (AD5-AD2) (AD5-AD2) (CMD5-AD2) (CMD5	Do

TADAB (Ti	ransfer data to register AD from Accumulator from re	eaister B)			
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	-
Operation:	$(AD7-AD4) \leftarrow (B)$ $(AD3-AD0) \leftarrow (A)$	Grouping: Description	struction is In the com fers the c high-order register, a the low-ord tor register	conversion equivalent parator montents 4 bits (AD and the colder 4 bit	ation mode (Q13 = 0), this in to the NOP instruction. node (Q13 = 1), trans of register B to the 17-AD4) of comparato ntents of register A to AD3-AD0) of compara
TAI1 (Trans	sfer data to Accumulator from register I1)				
Instruction code	D9 D0 1 0 1 0 0 1 1 2 5 3 40	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	-	-
Operation:	$(A) \leftarrow (I1)$	Grouping:	Interrupt or	peration	
		Description	: Transfers register I1		nts of interrupt control
TAK0 (Tran	nsfer data to Accumulator from register K0)	Number of	Number of	Flag CY	Skip condition
code	1 0 0 1 0 1 0 1 0 2 2 5 6	words	cycles 1	_	
Operation:	(A) ← (K0)	Grouping: Description	Input/Outpot  : Transfers control reg	the conte	nts of key-on wakeup
TAK1 (Tran	nsfer data to Accumulator from register K1)	1			
Instruction	D9 D0 1 0 1 1 0 0 1 2 5 9 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	-
Operation:	$(A) \leftarrow (K1)$	Grouping:	Input/Outp	ut operatio	n
		Description	: Transfers control reg		nts of key-on wakeup register A.

r from register K2)  Do  2 5 A  16	Grouping:	Number of cycles  1  Input/Outpr : Transfers control reg	the conter	nts of key-on wakeup
0 1 0 2 5 A	words 1 Grouping:	cycles  1  Input/Output Transfers	ut operatio	nnts of key-on wakeup
	Grouping:	Input/Outpot : Transfers	ut operatio	nts of key-on wakeup
		: Transfers	the conter	nts of key-on wakeup
		: Transfers	the conter	nts of key-on wakeup
				register A.
r from register LA)				
D0	Number of words	Number of cycles	Flag CY	Skip condition
16	1	1	-	-
	Grouping:	A/D conve	rsion opera	ation
	Description: Transfers the low-order 2 bits (AD1, register AD to the high-order 2 bits of register A.  Note: After this instruction is executed stored to the low-order 2 bits (A1 register A.			
or from Memory)				
D0	Number of	Number of	Flag CY	Skip condition
j j j <sub>2</sub> 2 C j <sub>16</sub>	words 1	cycles 1	_	
	0	DAMA		
	Grouping: RAM to register transfer  Description: After transferring the contents of M(DF register A, an exclusive OR operation performed between register X and the variety in the immediate field, and stores the sult in register X.			
or from register MR)	'			
D0	Number of words	Number of cycles	Flag CY	Skip condition
	1	1	-	-
0 1 0 2 2 5 2 16	Grouping: Description	: Transfers	the conten	•
			<b>Description:</b> Transfers	Grouping: Other operation  Description: Transfers the content ister MR to register A

TAQ1 (Tra	nsfer data to Accumulator from register Q1)				
Instruction code	D9 D0 1 0 0 1 0 0 0 1 0 0 2 4 4 4 4 4 5	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	$(A) \leftarrow (Q1)$	Grouping:	A/D conve	rsion opera	ation
		Description	: Transfers t ter Q1 to re		ts of A/D control regis-
TASP (Trai	nsfer data to Accumulator from Stack Pointer)				
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
oode	0 0 0 1 0 1 0 0 0 0 0 2 0 5 0 16	1	1	_	-
Operation:	$(A2-A0) \leftarrow (SP2-SP0)$	Grouping:	Register to	register tr	ansfer
-	(A3) ← 0		: Transfers t	he content	ts of stack pointer (SP)
					s (A2–A0) of register A.
		Note:			n is executed, "0" is
			stored to tr	ne bit 3 (As	B) of register A.
TAV1 (Trar	nsfer data to Accumulator from register V1)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 0 0 1 0 1 0 1 0 0 2 0 5 4	words 1	cycles 1	_	<u> </u>
Operation:	(A) ← (V1)	Grouping:	Interrupt or	eration	
•		i e			nts of interrupt control
			register V1	to registe	r A.
	nsfer data to Accumulator from register V2)				
Instruction code	D9 D0 0 0 1 0 1 0 1 0 1 0 5 5	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	(A) ← (V2)	Grouping: Interrupt operation  Description: Transfers the contents of interrupt of register V2 to register A.			

Insfer data to Accumulator from register W1)				
D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
1 0 0 1 0 0 1 0 1 1 2 2 4 5 16	1	1	_	-
(A) ← (W1)	Grouping:	Timer oper	ation	
	Description			
ansfer data to Accumulator from register W2)				
D9 D0 1 0 0 1 1 0 0 2 4 C	Number of words	Number of cycles	Flag CY	Skip condition
	1	1	_	_
(A) ← (W2)	Groupina:	Timer ope	ration	
				ts of timer control reg-
insfer data to Accumulator from register W6)				
D9 D0	Number of	Number of	Flag CY	Skip condition
1 0 0 1 0 1 0 0 0 0 0 2 2 5 0 16	words 1	cycles 1	_	<u> </u>
(Δ) ← (W6)	Grouping:	Timer oper	ation	
(1) (110)				ts of timer control rea-
sfer data to Accumulator from register X)				
D9 D0 0 1 0 1 0 0 1 0 0 5 2	Number of words	Number of cycles	Flag CY	Skip condition
16	1	1	_	_
$(A) \leftarrow (X)$	Grouping: Description			
	$\begin{array}{c c ccccccccccccccccccccccccccccccccc$	$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	Do	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$

TAY (Transfer data to Accumulator from register Y) instruction         Do Do Octobe         Do Octobe         Do Octobe         Number of Octobe         Number of Covered State of Covered Stat		· · · · · · · · · · · · · · · · · · ·				
Code         0 0 0 0 0 0 1 1 1 1 1 1 1 2         0 1 F 16         words 1 1 1 1 1 1 2         words 1 1 1 1 1 1 1 2         words 1 1 1 1 1 1 1 2         words 1 1 1 1 1 1 1 1 1 2         words 1 1 1 1 1 1 1 1 1 1 2         words 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			1	1	1	
TAZ (Transfer data to Accumulator from register Z)   Instruction code					Flag CY	Skip condition
TAZ (Transfer data to Accumulator from register Z)  Instruction Code    O   O   O   O   O   O   O   O   O		2 - 16	1	1	_	_
TAZ (Transfer data to Accumulator from register Z)  Instruction  Code  Decration:  (A1, A0) ← (Z1, Z0)  (A3, A2) ← 0   TBA (Transfer data to register B from Accumulator)  Instruction  Code  Decration:  (B) ← (A)  TBA (Transfer data to register D from Accumulator)  Instruction  Code  Decration:  (B) ← (A)  TDA (Transfer data to register D from Accumulator)  Instruction  Code  Decration:  (B) ← (A)  TDA (Transfer data to register D from Accumulator)  Instruction  Code  Decration:  (B) ← (A)  TDA (Transfer data to register D from Accumulator)  Instruction  Decration:  (B) ← (A)  TDA (Transfer data to register D from Accumulator)  Instruction  Decration:  (B) ← (A)  TDA (Transfer data to register D from Accumulator)  Instruction  Decration:  Transfer data to register to register transfer  Decration:  Decratical transfer in tegister to register Zo table in tegister Zo table in tegister Zo table in tegister Zo table in tegister Zo ta	Operation:	$(A) \leftarrow (Y)$	Grouping:	Register to	register tr	ansfer
Number of vords   Flag CY   Skip condition			Description		he content	s of register Y to regis-
code         0 0 0 1 0 1 0 1 0 1 0 1 1 0 0 1 1 2 0 5 3 3 16         words         cycles	TAZ (Trans	sfer data to Accumulator from register Z)	1			
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$					Flag CY	Skip condition
			1	1	_	_
	Operation:	$(A_1, A_0) \leftarrow (Z_1, Z_0)$	Grouping:	Register to	register ti	ansfer
Note:       After this instruction is executed, "0" is stored to the high-order 2 bits (A3, A2) or register A.         TBA (Transfer data to register B from Accumulator)         Instruction code       D9       D0       Number of words       Number of cycles       Flag CY       Skip condition         Operation:       (B) ← (A)         Grouping: Register to register transfer         Description: Transfers the contents of register A to register B.         TDA (Transfer data to register D from Accumulator)         Instruction code       D9       D0       Number of words       Number of cycles       Number of cycles       Skip condition         code       0       0       0       0       0       0       0       0       Number of cycles       Number of cycles       Number of cycles       Number of cycles       Register to register transfer         Operation:       (DR2-DR0) ← (A2-A0)       Grouping: Register to register transfer         Description: Transfers the contents of the low-order o						
						-
			Note:			•
					the high-o	rder 2 bits (A3, A2) of
				register A.		
	TDA /Trop	ofer data to register D from Accumulator				
			<b>.</b>	Nicosale a mark	FI 0)/	011
					Flag CY	Skip condition
	code	0 0 0 0 0 0 1 1 1 1 0 2 0 0 E 16		-	-	-
	Operation:	(B) ← (A)	Grouping:	Register to	register t	ansfer
	оролино	(=) ( ( )				
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$						
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$						
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$						
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$						
	TDA (Tran	sfer data to register D from Accumulator)				
Operation: $(DR2-DR0) \leftarrow (A2-A0)$					Flag CY	Skip condition
<b>Description:</b> Transfers the contents of the low-order 3		16	1	1	_	-
<b>Description:</b> Transfers the contents of the low-order 3	Operation:	$(DR2-DR0) \leftarrow (A2-A0)$	Grouping:	Register to	register ti	ansfer
bits (A2-A0) of register A to register D.				: Transfers	the conte	nts of the low-order 3
				bits (A2-A	o) of regist	er A to register D.

TEAB (Tra	nsfer data to register E from Accumulator and regist	er B)			
Instruction	D9 D0 0 0 0 1 1 0 1 0 0 1 A 4c	Number of words	Number of cycles	Flag CY	Skip condition
	0 0 0 0 1 1 0 1 0 2	1	1	_	-
Operation:	(E7−E4) ← (B)	Grouping:	Register to	register tr	ansfer
•	(E3–E0) ← (A)	Description	: Transfers	the conter	nts of register B to the
	· · · · · ·				-E <sub>0</sub> ) of register E, and
			-		ter A to the low-order 4
			bits (E3–Ec	_	
	sfer data to register I1 from Accumulator)				
Instruction code	D9 D0 1 0 1 1 1 1 2 1 7 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	$(I1) \leftarrow (A)$	Grouping:	Interrupt o	peration	
					ts of register A to inter-
			rupt contro		-
TKOA (Tra	nsfer data to register K0 from Accumulator)				
Instruction		Number of	Number of	Flog CV	Clrip condition
code		words	cycles	Flag CY	Skip condition
code	1 0 0 0 0 1 1 0 1 1 <sub>2</sub> 2 1 B <sub>16</sub>	1	1	_	_
Operation:	(K0) ← (A)	Grouping:	Input/Outp	ut operatio	n
•					ts of register A to key-
			on wakeup	control re	gister K0.
TK1A (Tra	nsfer data to register K1 from Accumulator)				
Instruction	D9 D0 1 0 1 0 0 0 2 1 4 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	_
Operation:	(K1) ← (A)	Grouping:	Input/Outp	ut operatio	n
					ts of register A to key-
			on wakeup	control re	gister K1.

TK2A (Tra	nsfer data to register K2 from Accumulator)				
Instruction	D9 D0 1 0 1 0 1 0 1 5 46	Number of words	Number of cycles	Flag CY	Skip condition
	1 0 0 0 0 1 0 1 0 1 2 2 1 3 16	1	1	-	_
Operation:	$(K2) \leftarrow (A)$	Grouping:	Input/Outp	ut operatio	n
		Description	: Transfers to on wakeup		ts of register A to key- gister K2.
TMA j (Tra	nsfer data to Memory from Accumulator)	•			
Instruction	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
		1	1	-	-
Operation:	$(M(DP)) \leftarrow (A)$	Grouping:	RAM to re	gister trans	sfer
	$(X) \leftarrow (X)EXOR(j)$ j = 0  to  15	Description: After transferring the contents of region to M(DP), an exclusive OR operation in formed between register X and the value in the immediate field, and stores the in register X.			
TMRA (Tra	ansfer data to register MR from Accumulator)	•			
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 0 0 0 1 0 1 1 0 2 2 1 6	words 1	cycles 1	_	_
Operation:	$(MR) \leftarrow (A)$	Grouping:	Other oper	ation	
•				he conten	ts of register A to clock
TPU0A (Tr	ransfer data to register PU0 from Accumulator)	•			
Instruction	D9 D0 1 0 1 1 0 1 2 2 D 46	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	-	-
Operation:	(PU0) ← (A)	Grouping: Input/Output operation  Description: Transfers the contents of register A to put up control register PU0.			

ansfer data to register PU1 from Accumulator)					
D9 D0 1 0 1 1 1 0 2 2 E	Number of words	Number of cycles	Flag CY	Skip condition	
16	1	1	_	_	
$(PU1) \leftarrow (A)$	Grouping:	Input/Outp	ut operatio	on	
	Description			-	
ansfer data to register PU2 from Accumulator)					
D9 D0 1 0 1 1 1 1 2 2 F	Number of words	Number of cycles	Flag CY	Skip condition	
116	1	1	_	-	
$(PU2) \leftarrow (A)$	Grouping: Input/Output operation				
	Description			nts of register A to pull U2.	
D9 D0	Number of	Number of	Flag CY	Skip condition	
1 0 0 0 0 0 0 0 0 1 0 0 2 2 0 4 16	1	1	_	_	
(Q1) ← (A)	Grouping:	A/D conve	rsion opera	ation	
	Description			nts of register A to A/D	
ansfer data to register R1 from Accumulator and reg	⊥ gister B)				
D9 D0	Number of words	Number of cycles	Flag CY	Skip condition	
16	1	1	_	-	
(R17–R14) ← (B)	Grouping:	Timer oper	ation		
(R13–R10) ← (A)	Description: Transfers the contents of register B to high-order 4 bits (R17–R14) of reload reter R1, and the contents of register A to low-order 4 bits (R13–R10) of reload reter R1.				
	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		Do	Do	

TV1A (Trai	nsfer data to register V1 from Accumulator)				_
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	0 0 0 0 1 1 1 1 1 1 1 <sub>2</sub> 0 3 F <sub>46</sub>	words	cycles		
	0 0 0 1 1 1 1 1 2 0 3 1 16	1	1	_	-
Operation:	(V1) ← (A)	Grouping:	Interrupt o	peration	
		Description	: Transfers t	he content	ts of register A to inter-
			rupt contro	I register \	/1.
TV2A (Tra	nsfer data to register V2 from Accumulator)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	$\begin{bmatrix} 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 2 & 0 & 3 & E \end{bmatrix}_{16}$	words	cycles		
	10	1	1	_	-
Operation:	(V2) ← (A)	Grouping:	Interrupt o	peration	
орогино	()	Description			ts of register A to inter-
		_	rupt contro		-
TW1A (Tra	Insfer data to register W1 from Accumulator)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 0 0 0 0 1 1 1 0 2 0 E	words	cycles		
		1	1	_	-
Operation	((M4) . (A)	Crauning	Timer ener	otion	
Operation:	$(W1) \leftarrow (A)$	Grouping: Description	Timer oper		ts of register A to timer
		Description	control reg		is of register A to timer
			control reg	iotor vv r.	
TW2A (Tra	insfer data to register W2 from Accumulator)				
Instruction	D9 D0	Number of	Number of	Flag CY	Skip condition
code	1 0 0 0 0 0 1 1 1 1 0 2 0 F	words	cycles		
	16	1	1	_	_
	4.1-		_		
Operation:	$(W2) \leftarrow (A)$	Grouping:	Timer oper		to of register A to the
		Description			ts of register A to timer
			control reg	ister WZ.	

	ansfer data to register W6 from Accumulator)			1	
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	1     0     0     0     1     0     0     1     1     1     2     2     1     3     16	1	1	_	-
Operation:	(W6) ← (A)	Grouping:	Timer oper	ation	
					ts of register A to time
			control reg	ister W6.	
TYA (Trans	sfer data to register Y from Accumulator)				
Instruction code	D9 D0	Number of words	Number of cycles	Flag CY	Skip condition
	16	1	1	_	-
Operation:	$(Y) \leftarrow (A)$	Grouping:	Register to	register ti	ansfer
					ts of register A to regis
WRST (Wa Instruction code	atchdog timer ReSeT)  D9	Number of words	Number of cycles	Flag CY	Skip condition (WDF1) = 1
	(MDE) 4.0		0.1		,
Operation:	(WDF1) = 1 ? After skipping, (WDF1) $\leftarrow$ 0	Grouping:	Other oper		uction when watchdog
	Arter Skipping, (WDFT) ← 0	Description			
			timer flag \		" After skipping clear
			_		
			(0) to the \	WDF1 flag	. When the WDF1 fla
			(0) to the vis "0," exe	WDF1 flag cutes the vatchdog t	. When the WDF1 flamext instruction. Also imer function when ex
			(0) to the vis "0," exe	WDF1 flag cutes the vatchdog t e WRST in	." After skipping, clears . When the WDF1 flag next instruction. Also imer function when ex astruction immediately uction.
XAM j (eX	change Accumulator and Memory data)		(0) to the vis "0," exestops the viecuting the	WDF1 flag cutes the vatchdog t e WRST in	. When the WDF1 flag next instruction. Also imer function when ex nstruction immediately
Instruction	D9 D0	Number of words	(0) to the vis "0," exestops the viecuting the	WDF1 flag cutes the vatchdog t e WRST in	. When the WDF1 flag next instruction. Also imer function when ex nstruction immediately
			(0) to the vis "0," exe stops the viecuting the after the D	WDF1 flag cutes the watchdog t e WRST ii WDT instr	. When the WDF1 flag next instruction. Also imer function when ex nstruction immediately uction.
Instruction code	D9 D0	words	(0) to the vis "0," exe stops the viecuting the after the D	WDF1 flag cutes the watchdog t e WRST ii WDT instri Flag CY	. When the WDF1 flag next instruction. Also imer function when ex instruction immediately uction.  Skip condition
Instruction	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	words 1 Grouping:	(0) to the vis "0," exe stops the viecuting the after the D  Number of cycles  1  RAM to region After exchi	WDF1 flag cutes the vatchdog t e WRST ii WDT instri Flag CY  gister trans	Nen the WDF1 flanext instruction. Also imer function when expertition immediately action.  Skip condition  -  Sfer  The contents of M(DP)
Instruction code	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	words 1 Grouping:	(0) to the vis "0," exe stops the viecuting the after the D  Number of cycles  1  RAM to region the stops of the stops of the visual stops of the st	WDF1 flag cutes the vatchdog t e WRST ii WDT instri  Flag CY  - gister trans ranging th intents of r	Nen the WDF1 flanext instruction. Also imer function when expertitions.  Skip condition  Skip condition  Geren the contents of M(DP) egister A, an exclusive
Instruction code	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	words 1 Grouping:	(0) to the vis "0," exe stops the viecuting the after the D  Number of cycles  1  RAM to require After exchibit with the coordinates of the coordi	WDF1 flag cutes the vatchdog t e WRST ii WDT instri Flag CY  gister trans nanging the intents of r ion is perf he value j	Nen the WDF1 flannext instruction. Also imer function when expostruction immediately action.  Skip condition  -  sfer ne contents of M(DP)

	Xchange Accumula	ator and	iviem		ata a	and L	Jecre			. ,	
Instruction	D9			D <sub>0</sub>	_			Number of words	Number of	Flag CY	Skip condition
code	1 0 1 1 1	1 j	j j	j	2	F	j <sub>16</sub>	words	cycles		00 45
								1	1	_	(Y) = 15
Operation:	$(A) \longleftrightarrow (M(DP))$							Grouping:	RAM to reg		
	$(X) \leftarrow (X) \in X \cap X$							Description			e contents of M(DP) egister A, an exclusive
	i = 0  to  15										ormed between regis-
	$(Y) \leftarrow (Y) - 1$										in the immediate field,
	(1) ← (1) 1										in register X.
											contents of register Y. action, when the con-
											15, the next instruction
											contents of register Y
									is not 15, t	he next ins	struction is executed.
XAMI j (eX	Change Accumulat	or and I	Memo	ory da	ta aı	nd In	creme	ent register	Y and skip	)	
Instruction	D9			D <sub>0</sub>				Number of	Number of	Flag CY	Skip condition
code	1 0 1 1 1	0 i	i i	T <sub>i</sub>	2	E	i	words	cycles		
		0   1	,   ,	2	· <u>-</u>	1-1	_J16	1	1	-	(Y) = 0
Operation:	$(A) \longleftrightarrow (M(DP))$							Grouping:	RAM to re		
Operation.	$(X) \leftarrow \rightarrow (M(DY))$ $(X) \leftarrow (X)EXOR(j)$							Description			ne contents of M(DP)
	i = 0  to  15										egister A, an exclusive ormed between regis-
	•										in the immediate field,
	$(Y) \leftarrow (Y) + 1$								and stores	the result	in register X.
											s of register Y. As a re-
											hen the contents of e next instruction is
											ontents of register Y is
											ction is executed.

#### MACHINE INSTRUCTIONS (INDEX BY TYPES)

Parameter		Instruction code  D9 D8 D7 D6 D5 D4 D3 D2 D1 D0  Hexadecima notation		r of s	r of												
Type of instructions	Mnemonic	D9	D8	D7	D6	D5	D4	Dз	D2	D1	D <sub>0</sub>	Hexa	ade otati	cimal on	Number of words	Number of cycles	Function
	TAB	0	0	0	0	0	1	1	1	1	0	0	1	Е	1	1	$(A) \leftarrow (B)$
	ТВА	0	0	0	0	0	0	1	1	1	0	0	0	Е	1	1	$(B) \leftarrow (A)$
	TAY	0	0	0	0	0	1	1	1	1	1	0	1	F	1	1	$(A) \leftarrow (Y)$
	TYA	0	0	0	0	0	0	1	1	0	0	0	0	С	1	1	$(Y) \leftarrow (A)$
Register to register transfer	TEAB	0	0	0	0	0	1	1	0	1	0	0	1	Α	1	1	(E7–E4) ← (B) (E3–E0) ← (A)
egister	TABE	0	0	0	0	1	0	1	0	1	0	0	2	Α	1	1	(B) ← (E7–E4) (A) ← (E3–E0)
er to r	TDA	0	0	0	0	1	0	1	0	0	1	0	2	9	1	1	(DR2−DR0) ← (A2−A0)
Registe	TAD	0	0	0	1	0	1	0	0	0	1	0	5	1	1	1	$ (A2-A0) \leftarrow (DR2-DR0) $ $ (A3) \leftarrow 0 $
	TAZ	0	0	0	1	0	1	0	0	1	1	0	5	3	1	1	$(A_1, A_0) \leftarrow (Z_1, Z_0)$ $(A_3, A_2) \leftarrow 0$
	TAX	0	0	0	1	0	1	0	0	1	0	0	5	2	1	1	$(A) \leftarrow (X)$
	TASP	0	0	0	1	0	1	0	0	0	0	0	5	0	1	1	$ \begin{array}{l} (A2-A0) \leftarrow (SP2-SP0) \\ (A3) \leftarrow 0 \end{array} $
	LXY x, y	1	1	х3	X2	X1	<b>X</b> 0	у3	у2	<b>y</b> 1	y0	3	х	у	1	1	$(X) \leftarrow x \ x = 0 \text{ to } 15$ $(Y) \leftarrow y \ y = 0 \text{ to } 15$
esses	LZ z	0	0	0	1	0	0	1	0	Z1	Z0	0	4	8 +z	1	1	$(Z) \leftarrow z z = 0 \text{ to } 3$
RAM addresses	INY	0	0	0	0	0	1	0	0	1	1	0	1	3	1	1	$(Y) \leftarrow (Y) + 1$
\ \X	DEY	0	0	0	0	0	1	0	1	1	1	0	1	7	1	1	$(Y) \leftarrow (Y) - 1$
	ТАМ ј	1	0	1	1	0	0	j	j	j	j	2	С	j	1	1	$ \begin{array}{l} (A) \leftarrow (M(DP)) \\ (X) \leftarrow (X)EXOR(j) \\ j = 0 \text{ to } 15 \end{array} $
transfer	XAM j	1	0	1	1	0	1	j	j	j	j	2	D	j	1	1	$ \begin{array}{l} (A) \leftarrow \rightarrow (M(DP)) \\ (X) \leftarrow (X)EXOR(j) \\ j = 0 \text{ to } 15 \end{array} $
RAM to register transfer	XAMD j	1	0	1	1	1	1	j	j	j	j	2	F	j	1	1	$ \begin{array}{l} (A) \leftarrow \rightarrow (M(DP)) \\ (X) \leftarrow (X)EXOR(j) \\ j = 0 \text{ to } 15 \\ (Y) \leftarrow (Y) - 1 \end{array} $
RAN	XAMI j	1	0	1	1	1	0	j	j	j	j	2	Ε	j	1	1	$ \begin{array}{l} (A) \leftarrow \rightarrow (M(DP)) \\ (X) \leftarrow (X) EXOR(j) \\ j = 0 \text{ to } 15 \\ (Y) \leftarrow (Y) + 1 \end{array} $
	ТМА ј	1	0	1	0	1	1	j	j	j	j	2	В	j	1	1	$(M(DP)) \leftarrow (A)$ $(X) \leftarrow (X)EXOR(j)$ j = 0 to 15

Skip condition	Carry flag CY	Datailed description
-	-	Transfers the contents of register B to register A.
-	-	Transfers the contents of register A to register B.
-	-	Transfers the contents of register Y to register A.
-	-	Transfers the contents of register A to register Y.
-	_	Transfers the contents of register B to the high-order 4 bits (E3–E0) of register E, and the contents of register A to the low-order 4 bits (E3–E0) of register E.
-	-	Transfers the high-order 4 bits (E7–E4) of register E to register B, and low-order 4 bits of register E to register A.
-	-	Transfers the contents of the low-order 3 bits (A2–A0) of register A to register D.
-	_	Transfers the contents of register D to the low-order 3 bits (A2–A0) of register A.
-	_	Transfers the contents of register Z to the low-order 2 bits (A1, A0) of register A.
-	_	Transfers the contents of register X to register A.
-	-	Transfers the contents of stack pointer (SP) to the low-order 3 bits (A2–A0) of register A.
Continuous description	_	Loads the value x in the immediate field to register X, and the value y in the immediate field to register Y. When the LXY instructions are continuously coded and executed, only the first LXY instruction is executed and other LXY instructions coded continuously are skipped.
-	_	Loads the value z in the immediate field to register Z.
(Y) = 0	_	Adds 1 to the contents of register Y. As a result of addition, when the contents of register Y is 0, the next instruction is skipped. When the contents of register Y is not 0, the next instruction is executed.
(Y) = 15	_	Subtracts 1 from the contents of register Y. As a result of subtraction, when the contents of register Y is 15, the next instruction is skipped. When the contents of register Y is not 15, the next instruction is executed.
-	_	After transferring the contents of M(DP) to register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X.
-	_	After exchanging the contents of M(DP) with the contents of register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X.
(Y) = 15	_	After exchanging the contents of M(DP) with the contents of register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X. Subtracts 1 from the contents of register Y. As a result of subtraction, when the contents of register Y is 15, the next instruction is skipped. When the contents of register Y is not 15, the next instruction is executed.
(Y) = 0	_	After exchanging the contents of M(DP) with the contents of register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X. Adds 1 to the contents of register Y. As a result of addition, when the contents of register Y is 0, the next instruction is skipped. when the contents of register Y is not 0, the next instruction is executed.
-	_	After transferring the contents of register A to M(DP), an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X.

# MACHINE INSTRUCTIONS (INDEX BY TYPES) (continued)

Parameter			Instruction code				7	<u></u>									
Type of instructions	Mnemonic	D9	D8	D7	D6	D5	D4	Дз	D2	D1	D <sub>0</sub>			cimal	Number of words	Number o	Function
	LA n	0	0	0	1	1	1	n	n	n	n			n	1		$(A) \leftarrow n$ n = 0  to  15
	ТАВР р	0	0	1	0	0	p4	рз	p2	p1	<b>p</b> 0	0	8 8	p	1	3	$ \begin{array}{l} (SP) \leftarrow (SP) + 1 \\ (SK(SP)) \leftarrow (PC) \\ (PCH) \leftarrow p \ (Note) \\ (PCL) \leftarrow (DR2-DR0, A3-A0) \\ (B) \leftarrow (ROM(PC))7-4 \\ (A) \leftarrow (ROM(PC))3-0 \\ (PC) \leftarrow (SK(SP)) \\ (SP) \leftarrow (SP) - 1 \end{array} $
	AM	0	0	0	0	0	0	1	0	1	0	0	0	Α	1	1	$(A) \leftarrow (A) + (M(DP))$
ration	AMC	0	0	0	0	0	0	1	0	1	1	0	0	В	1	1	$(A) \leftarrow (A) + (M(DP)) + (CY)$ $(CY) \leftarrow Carry$
Arithmetic operation	A n	0	0	0	1	1	0	n	n	n	n	0	6	n	1	1	$(A) \leftarrow (A) + n$ $n = 0 \text{ to } 15$
Arit	AND	0	0	0	0	0	1	1	0	0	0	0	1	8	1	1	$(A) \leftarrow (A) \text{ AND } (M(DP))$
	OR	0	0	0	0	0	1	1	0	0	1	0	1	9	1	1	$(A) \leftarrow (A) OR (M(DP))$
	sc	0	0	0	0	0	0	0	1	1	1	0	0	7	1	1	(CY) ← 1
	RC	0	0	0	0	0	0	0	1	1	0	0	0	6	1	1	(CY) ← 0
	szc	0	0	0	0	1	0	1	1	1	1	0	2	F	1	1	(CY) = 0 ?
	СМА	0	0	0	0	0	1	1	1	0	0	0	1	С	1	1	$(A) \leftarrow (\overline{A})$
	RAR	0	0	0	0	0	1	1	1	0	1	0	1	D	1	1	CY A3A2A1A0
	SB j	0	0	0	1	0	1	1	1	j	j	0	5	C +j	1		(Mj(DP)) ← 1 j = 0 to 3
Bit operation	RB j	0	0	0	1	0	0	1	1	j	j	0	4	C +j	1	1	$(Mj(DP)) \leftarrow 0$ j = 0  to  3
Bit og	SZB j	0	0	0	0	1	0	0	0	j	j	0	2	j	1	1	(Mj(DP)) = 0 ? j = 0 to 3
	SEAM	0	0	0	0	1	0	0	1	1	0	0	2	6	1	1	(A) = (M(DP)) ?
Comparison operation	SEA n	0	0	0	0	1	0	0 n	1 n	0 n	1 n		2	5 n	2	2	(A) = n? n = 0 to 15

Note :p is 0 to 15 for M34506M2, p is 0 to 31 for M34506M4/E4.

Skip condition	Carry flag CY	Datailed description
Continuous description	_	Loads the value n in the immediate field to register A. When the LA instructions are continuously coded and executed, only the first LA instruction is executed and other LA instructions coded continuously are skipped.
_	_	Transfers bits 7 to 4 to register B and bits 3 to 0 to register A. These bits 7 to 0 are the ROM pattern in address (DR2 DR1 DR0 A3 A2 A1 A0)2 specified by registers A and D in page p.  When this instruction is executed, be careful not to over the stack because 1 stage of stack register is used.
-	_	Adds the contents of M(DP) to register A. Stores the result in register A. The contents of carry flag CY remains unchanged.
_	0/1	Adds the contents of M(DP) and carry flag CY to register A. Stores the result in register A and carry flag CY.
Overflow = 0	_	Adds the value n in the immediate field to register A, and stores a result in register A.  The contents of carry flag CY remains unchanged.  Skips the next instruction when there is no overflow as the result of operation.  Executes the next instruction when there is overflow as the result of operation.
-	-	Takes the AND operation between the contents of register A and the contents of M(DP), and stores the result in register A.
-	_	Takes the OR operation between the contents of register A and the contents of M(DP), and stores the result in register A.
_	1	Sets (1) to carry flag CY.
-	0	Clears (0) to carry flag CY.
(CY) = 0	-	Skips the next instruction when the contents of carry flag CY is "0."
_	-	Stores the one's complement for register A's contents in register A.
-	0/1	Rotates 1 bit of the contents of register A including the contents of carry flag CY to the right.
_	-	Sets (1) the contents of bit j (bit specified by the value j in the immediate field) of M(DP).
-	_	Clears (0) the contents of bit j (bit specified by the value j in the immediate field) of M(DP).
(Mj(DP)) = 0 j = 0 to 3	_	Skips the next instruction when the contents of bit j (bit specified by the value j in the immediate field) of M(DP) is "0."  Executes the next instruction when the contents of bit j of M(DP) is "1."
(A) = (M(DP))	_	Skips the next instruction when the contents of register A is equal to the contents of M(DP). Executes the next instruction when the contents of register A is not equal to the contents of M(DP).
(A) = n	_	Skips the next instruction when the contents of register A is equal to the value n in the immediate field. Executes the next instruction when the contents of register A is not equal to the value n in the immediate field.

## MACHINE INSTRUCTIONS (INDEX BY TYPES) (continued)

Parameter						In	stru	ction	o cod	le						er of Is	er of	
Type of instructions	Mnemonic	D9	D8	D7	D6	D5	D4	Dз	D2	D1	D <sub>0</sub>	Hex		lecii atior	mal n	Number of words	Number of cycles	Function
	Ва	0	1	1	<b>a</b> 6	<b>a</b> 5	a4	аз	a2	a1	a <sub>0</sub>	1	_	a	ı	1	1	(PCL) ← a6–a0
ation	BL p, a	0	0	1	1	1	p4	рз	p2	р1	po	0		p	,	2	2	(PCH) ← p (Note) (PCL) ← a6–a0
Branch operation		1	0	0	<b>a</b> 6	<b>a</b> 5	<b>a</b> 4	аз	a2	a1	ao	2	а	а	١			
Bran	BLA p	0	0	0	0	0	1	0	0	0	0	0	1	C	)	2	2	(PCH) ← p (Note) (PCL) ← (DR2–DR0, A3–A0)
		1	0	0	p4	0	0	рз	p2	<b>p</b> 1	po	2	р	p	,			(1 02) ( (31) 2 310,76 70)
	ВМ а	0	1	0	<b>a</b> 6	<b>a</b> 5	a4	<b>a</b> 3	a2	<b>a</b> 1	<b>a</b> 0	1	а	а	ı	1	1	(SP) ← (SP) + 1 (SK(SP)) ← (PC) (PCH) ← 2 (PCL) ← a6–a0
Subroutine operation	BML p, a	0	0	1	1	0	p4	рз	p2	р1	po	0		Р	,	2	2	$(SP) \leftarrow (SP) + 1$ $(SK(SP)) \leftarrow (PC)$ $(PCH) \leftarrow p (Note)$
outine (		1	0	0	<b>a</b> 6	<b>a</b> 5	<b>a</b> 4	аз	a2	<b>a</b> 1	ao	2	а	а	ı			(PCL) ← a6–a0
Subra	BMLA p	0	0	0	0	1	1	0	0	0	0	0	3	C	)	2	2	(SP) ← (SP) + 1 (SK(SP)) ← (PC)
		1	0	0	p4	0	0	рз	p2	<b>p</b> 1	po	2	p	þ	•			(PCH) ← p (Note) (PCL) ← (DR2–DR0,A3–A0)
	RTI	0	0	0	1	0	0	0	1	1	0	0	4	6	;	1	1	$(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$
Return operation	RT	0	0	0	1	0	0	0	1	0	0	0	4	. 4		1	2	(PC) ← (SK(SP)) (SP) ← (SP) − 1
Retur	RTS	0	0	0	1	0	0	0	1	0	1	0	4	- 5	;	1	2	(PC) ← (SK(SP)) (SP) ← (SP) – 1

Note : p is 0 to 15 for M34506M2, p is 0 to 31 for M34506M4/E4.

Skip condition	Carry flag CY	Datailed description
-	-	Branch within a page : Branches to address a in the identical page.
-	_	Branch out of a page : Branches to address a in page p.
-	_	Branch out of a page: Branches to address (DR2 DR1 DR0 A3 A2 A1 A0)2 specified by registers D and A in page p.
-	-	Call the subroutine in page 2 : Calls the subroutine at address a in page 2.
-	_	Call the subroutine : Calls the subroutine at address a in page p.
-	_	Call the subroutine: Calls the subroutine at address (DR2 DR1 DR0 A3 A2 A1 A0)2 specified by registers D and A in page p.
-	-	Returns from interrupt service routine to main routine. Returns each value of data pointer (X, Y, Z), carry flag, skip status, NOP mode status by the continuous de-
_	_	scription of the LA/LXY instruction, register A and register B to the states just before interrupt.  Returns from subroutine to the routine called the subroutine.
Skip at uncondition	_	Returns from subroutine to the routine called the subroutine, and skips the next instruction at uncondition.

Paramete	r							ction							r of s	ţ.	
Type of instructions	Mnemonic	D9	D8	D7	D6	D5	D4	Dз	D2	D1	D <sub>0</sub>	l		cimal	Number words	Number of cycles	Function
	DI	0	0	0	0	0	0	0	1	0	0	0	0	4	1	1	(INTE) ← 0
	EI	0	0	0	0	0	0	0	1	0	1	0	0	5	1	1	(INTE) ← 1
	SNZ0	0	0	0	0	1	1	1	0	0	0	0	3	8	1	1	V10 = 0: (EXF0) = 1 ? After skipping, (EXF0) ← 0 V10 = 1: SNZ0 = NOP
ation	SNZI0	0	0	0	0	1	1	1	0	1	0	0	3	Α	1	1	l12 = 0 : (INT) = "L" ?
Interrupt operation																	l12 = 1 : (INT) = "H" ?
ntern	TAV1	0	0	0	1	0	1	0	1	0	0	0	5	4	1	1	(A) ← (V1)
-	TV1A	0	0	0	0	1	1	1	1	1	1	0	3	F	1	1	(V1) ← (A)
	TAV2	0	0	0	1	0	1	0	1	0	1	0	5	5	1	1	(A) ← (V2)
	TV2A	0	0	0	0	1	1	1	1	1	0	0	3	Ε	1	1	(V2) ← (A)
	TAI1	1	0	0	1	0	1	0	0	1	1	2	5	3	1	1	(A) ← (I1)
	TI1A	1	0	0	0	0	1	0	1	1	1	2	1	7	1	1	(I1) ← (A)
	TAW1	1	0	0	1	0	0	1	0	1	1	2	4	В	1	1	(A) ← (W1)
	TW1A	1	0	0	0	0	0	1	1	1	0	2	0	Е	1	1	(W1) ← (A)
	TAW2	1	0	0	1	0	0	1	1	0	0	2	4	С	1	1	(A) ← (W2)
	TW2A	1	0	0	0	0	0	1	1	1	1	2	0	F	1	1	(W2) ← (A)
	TAW6	1	0	0	1	0	1	0	0	0	0	2	5	0	1	1	(A) ← (W6)
	TW6A	1	0	0	0	0	1	0	0	1	1	2	1	3	1	1	(W6) ← (A)
	TAB1	1	0	0	1	1	1	0	0	0	0	2	7	0	1	1	(B) ← (T17–T14) (A) ← (T13–T10)
Timer operation	T1AB	1	0	0	0	1	1	0	0	0	0	2	3	0	1	1	$(T17-T14) \leftarrow (B)$ $(R17-R14) \leftarrow (B)$ $(T13-T10) \leftarrow (A)$ $(R13-R10) \leftarrow (A)$
Timer	TAB2	1	0	0	1	1	1	0	0	0	1	2	7	1	1	1	(B) ← (T27–T24) (A) ← (T23–T20)
	T2AB	1	0	0	0	1	1	0	0	0	1	2	3	1	1	1	$(T27-T24) \leftarrow (B)$ $(R27-R24) \leftarrow (B)$ $(T23-T20) \leftarrow (A)$ $(R23-R20) \leftarrow (A)$
	TR1AB	1	0	0	0	1	1	1	1	1	1	2	3	F	1	1	(R17–R14) ← (B) (R13–R10) ← (A)
	SNZT1	1	0	1	0	0	0	0	0	0	0	2	8	0	1	1	V12 = 0: (T1F) = 1 ? After skipping, (T1F) ← 0 V12 = 1: SNZT1 = NOP
	SNZT2	1	0	1	0	0	0	0	0	0	1	2	8	1	1	1	V13 = 0: (T2F) = 1 ? After skipping, (T2F) ← 0 V13 = 1: SNZT2 = NOP

Skip condition	Carry flag CY	Datailed description
_	-	Clears (0) to interrupt enable flag INTE, and disables the interrupt.
_	_	Sets (1) to interrupt enable flag INTE, and enables the interrupt.
V10 = 0: (EXF0) = 1	_	When V10 = 0 : Skips the next instruction when external 0 interrupt request flag EXF0 is "1." After skipping, clears (0) to the EXF0 flag. When the EXF0 flag is "0," executes the next instruction.  When V10 = 1 : This instruction is equivalent to the NOP instruction. (V10: bit 0 of interrupt control register V1)
(INT) = "L" However, I12 = 0	_	When I12 = 0: Skips the next instruction when the level of INT pin is "L." Executes the next instruction when the level of INT pin is "H."
(INT) = "H" However, I12 = 1		When I12 = 1: Skips the next instruction when the level of INT pin is "H." Executes the next instruction when the level of INT pin is "L." (I12: bit 2 of interrupt control register I1)
-	-	Transfers the contents of interrupt control register V1 to register A.
-	_	Transfers the contents of register A to interrupt control register V1.
-	_	Transfers the contents of interrupt control register V2 to register A.
_	-	Transfers the contents of register A to interrupt control register V2.
_	_	Transfers the contents of interrupt control register I1 to register A.
-	-	Transfers the contents of register A to interrupt control register I1.
_	-	Transfers the contents of timer control register W1 to register A.
_	-	Transfers the contents of register A to timer control register W1.
_	-	Transfers the contents of timer control register W2 to register A.
_	-	Transfers the contents of register A to timer control register W2.
_	-	Transfers the contents of timer control register W6 to register A.
_	-	Transfers the contents of register A to timer control register W6.
-	_	Transfers the high-order 4 bits (T17–T14) of timer 1 to register B. Transfers the low-order 4 bits (T13–T10) of timer 1 to register A.
-	_	Transfers the contents of register B to the high-order 4 bits of timer 1 and timer 1 reload register R1. Transfers the contents of register A to the low-order 4 bits of timer 1 and timer 1 reload register R1.
-	_	Transfers the high-order 4 bits (T27–T24) of timer 2 to register B. Transfers the low-order 4 bits (T23–T20) of timer 2 to register A.
-	_	Transfers the contents of register B to the high-order 4 bits of timer 2 and timer 2 reload register R2. Transfers the contents of register A to the low-order 4 bits of timer 2 and timer 2 reload register R2.
-	_	Transfers the contents of register B to the high-order 4 bits (R17–R14) of reload register R1, and the contents of register A to the low-order 4 bits (R13–R10) of reload register R1.
V12 = 0: (T1F) = 1	_	When V12 = 0 : Skips the next instruction when timer 1 interrupt request flag T1F is "1." After skipping, clears (0) to the T1F flag. When the T1F flag is "0," executes the next instruction.  When V12 = 1 : This instruction is equivalent to the NOP instruction. (V12: bit 2 of interrupt control register V1)
V13 = 0: (T2F) =1	_	When V13 = 0 : Skips the next instruction when timer 1 interrupt request flag T2F is "1." After skipping, clears (0) to the T2F flag. When the T2F flag is "0," executes the next instruction.  When V13 = 1 : This instruction is equivalent to the NOP instruction. (V13: bit 3 of interrupt control register V1)

Parameter						In	stru	ctior	coc	le					<b>J</b> C	er of	
Type of instructions	Mnemonic	D9	D8	D7	D6	D5	D4	Dз	D2	D1	D <sub>0</sub>	Hex no	ade otat	cimal on	Number of words	Number of cycles	Function
	IAP0	1	0	0	1	1	0	0	0	0	0	2	6	0	1	1	(A) ← (P0)
	ОР0А	1	0	0	0	1	0	0	0	0	0	2	2	0	1	1	(P0) ← (A)
	IAP1	1	0	0	1	1	0	0	0	0	1	2	6	1	1	1	(A) ← (P1)
	OP1A	1	0	0	0	1	0	0	0	0	1	2	2	1	1	1	(P1) ← (A)
	IAP2	1	0	0	1	1	0	0	0	1	0	2	6	2	1	1	$(A_1, A_0) \leftarrow (P2_1, P2_0)$ $(A_3, A_2) \leftarrow 0$
	OP2A	1	0	0	0	1	0	0	0	1	0	2	2	2	1	1	(P21, P20) ← (A1, A0)
	CLD	0	0	0	0	0	1	0	0	0	1	0	1	1	1	1	(D) ← 1
	RD	0	0	0	0	0	1	0	1	0	0	0	1	4	1	1	$(D(Y)) \leftarrow 0$ (Y) = 0 to 3
	SD	0	0	0	0	0	1	0	1	0	1	0	1	5	1	1	$(D(Y)) \leftarrow 1$ $(Y) = 0 \text{ to } 3$
	SZD	0	0	0	0	1	0	0	1	0	0	0	2	4	2	2	(D(Y)) = 0?
		0	0	0	0	1	0	1	0	1	1	0	2	В			(Y) = 0  to  3
_	SCP	4	0	4	0	0	0	4	4	0	4	,	0	<b>D</b>	4	_	(0) . 1
eratio	RCP	1	0	1	0	0	0	1	1	0	1		8		1		$(C) \leftarrow 1$ $(C) \leftarrow 0$
nt op	SNZCP	1	0	1	0	0	0	1	0	0	1		8		1		(C) = 1?
Outp	014201	•	O	•	O	Ü	O	•	Ü	Ü	•	_	Ü	J			(0) = 1.
Input/Output operation	IAK	1	0	0	1	1	0	1	1	1	1	2	6	F	1	1	$ (A0) \leftarrow (K)  (A3-A1) \leftarrow 0 $
	ОКА	1	0	0	0	0	1	1	1	1	1	2	1	F	1	1	$(K) \leftarrow (A_0)$
	TK0A	1	0	0	0	0	1	1	0	1	1	2	1	В	1	1	(K0) ← (A)
	TAK0	1	0	0	1	0	1	0	1	1	0	2	5	6	1	1	(A) ← (K0)
	TK1A	1	0	0	0	0	1	0	1	0	0	2	1	4	1	1	(K1) ← (A)
	TAK1	1	0	0	1	0	1	1	0	0	1	2	5	9	1	1	(A) ← (K1)
	TK2A	1	0	0	0	0	1	0	1	0	1	2	1	5	1	1	(K2) ← (A)
	TAK2	1	0	0	1	0	1	1	0	1	0	2	5	Α	1	1	(A) ← (K2)
	TPU0A	1	0	0	0	1	0	1	1	0	1	2	2	D	1	1	(PU0) ← (A)
	TPU1A	1	0	0	0	1	0	1	1	1	0	2	2	Е	1	1	(PU1) ← (A)
	TPU2A	1	0	0	0	1	0	1	1	1	1	2	2	F	1	1	(PU2) ← (A)

Skip condition	Carry flag CY	Datailed description
	ŭ	
_	_	Transfers the input of port P0 to register A.
_	_	Outputs the contents of register A to port P0.
_	-	Transfers the input of port P1 to register A.
_	_	Outputs the contents of register A to port P1.
_	_	Transfers the input of port P2 to the low-order 2 bits (A1, A0) of register A.
-	_	Outputs the contents of the low-order 2 bits (A <sub>1</sub> , A <sub>0</sub> ) of register A to port P2.
	_	Sets (1) to port D.
-	_	Clears (0) to a bit of port D specified by register Y.
-	_	Sets (1) to a bit of port D specified by register Y.
(D(Y)) = 0 ? (Y) = 0 to 3	_	Skips the next instruction when a bit of port D specified by register Y is "0." Executes the next instruction when a bit of port D specified by register Y is "1."
-	_	Sets (1) to port C.
_	_	Clears (0) to port C.
(C) = 1	-	Skips the next instruction when the contents of port C is "1."  Executes the next instruction when the contents of port C is "0."
-	_	Transfers the contents of port K to the bit 0 (Ao) of register A.
-	_	Outputs the contents of bit 0 (A <sub>0</sub> ) of register A to port K.
	_	Transfers the contents of register A to key-on wakeup control register K0.
-	_	Transfers the contents of key-on wakeup control register K0 to register A.
_	_	Transfers the contents of register A to key-on wakeup control register K1.
_	-	Transfers the contents of key-on wakeup control register K1 to register A.
_	-	Transfers the contents of register A to key-on wakeup control register K2.
_	_	Transfers the contents of key-on wakeup control register K2 to register A.
_	-	Transfers the contents of register A to pull-up control register PU0.
_	_	Transfers the contents of register A to pull-up control register PU1.
-	_	Transfers the contents of register A to pull-up control register PU2.

# **MACHINE INSTRUCTIONS (INDEX BY TYPES) (continued)**

Parameter						In	stru	ction	cod	le					ir of Is	r of	22
Type of instructions	Mnemonic	D9	D8	D7	D6	D5	D4	Dз	D2	D1	D <sub>0</sub>	Hex	ade otat	cimal ion	Number of words	Number o	Function
	TABAD	1	0	0	1	1	1	1	0	0	1		7		1	1	
ion	TALA	1	0	0	1	0	0	1	0	0	1	2	4	9	1	1	$(A3, A2) \leftarrow (AD1, AD0)$ $(A1, A0) \leftarrow 0$
A/D conversion operation	TADAB	1	0	0	0	1	1	1	0	0	1	2	3	9	1	1	$(AD7-AD4) \leftarrow (B)$ $(AD3-AD0) \leftarrow (A)$
conver	TAQ1	1	0	0	1	0	0	0	1	0	0	2	4	4	1	1	(A) ← (Q1)
A D	TQ1A	1	0	0	0	0	0	0	1	0	0	2	0	4	1	1	(Q1) ← (A)
	ADST	1	0	1	0	0	1	1	1	1	1	2	9	F	1	1	(ADF) ← 0 Q13 = 0: A/D conversion starting Q13 = 1: Comparator operation starting
	SNZAD	1	0	1	0	0	0	0	1	1	1	2	8	7	1	1	V22 = 0: (ADF) = 1 ? After skipping, (ADF) $\leftarrow$ 0 V22 = 1: SNZAD = NOP
	NOP	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	(PC) ← (PC) + 1
	POF2	0	0	0	0	0	0	1	0	0	0	0	0	8	1	1	RAM back-up
	EPOF	0	0	0	1	0	1	1	0	1	1	0	5	В	1	1	POF2 instruction valid
	SNZP	0	0	0	0	0	0	0	0	1	1	0	0	3	1	1	(P) = 1 ?
tion	DWDT	1	0	1	0	0	1	1	1	0	0	2	9	С	1	1	Stop of watchdog timer function enabled
Other operation	WRST	1	0	1	0	1	0	0	0	0	0	2	Α	0	1	1	(WDF1) = 1 ?, after skipping, (WDF1) ← 0
0	смск	1	0	1	0	0	1	1	0	1	0	2	9	Α	1	1	Ceramic resonator selected
	CRCK	1	0	1	0	0	1	1	0	1	1	2	9	В	1	1	RC oscillation selected
	TAMR	1	0	0	1	0	1	0	0	1	0	2	5	2	1	1	$(A) \leftarrow (MR)$
	TMRA	1	0	0	0	0	1	0	1	1	0	2	1	6	1	1	$(MR) \leftarrow (A)$

4506 Group INSTRUCTIONS

	_	
Skip condition	Carry flag CY	Datailed description
-	_	In the A/D conversion mode (Q13 = 0), transfers the high-order 4 bits (AD9–AD6) of register AD to register B, and the middle-order 4 bits (AD5–AD2) of register AD to register A. In the comparator mode (Q13 = 1), transfers the high-order 4 bits (AD7–AD4) of comparator register to register B, and the low-order 4 bits (AD3–AD0) of comparator register to register A. (Q13: bit 3 of A/D control register Q1)
-	-	Transfers the low-order 2 bits (AD1, AD0) of register AD to the high-order 2 bits (AD3, AD2) of register A.
-	-	In the A/D conversion mode (Q13 = 0), this instruction is equivalent to the NOP instruction. In the comparator mode (Q13 = 1), transfers the contents of register B to the high-order 4 bits (AD7–AD4) of comparator register, and the contents of register A to the low-order 4 bits (AD3–AD0) of comparator register. (Q13 = bit 3 of A/D control register Q1)
_	-	Transfers the contents of A/D control register Q1 to register A.
_	_	Transfers the contents of register A to A/D control register Q1.
-	-	Clears (0) to A/D conversion completion flag ADF, and the A/D conversion at the A/D conversion mode (Q13 = 0) or the comparator operation at the comparator mode (Q13 = 1) is started. (Q13 = bit 3 of A/D control register Q1)
V22 = 0: (ADF) = 1	-	When V22 = 0 : Skips the next instruction when A/D conversion completion flag ADF is "1." After skipping, clears (0) to the ADF flag. When the ADF flag is "0," executes the next instruction.  When V22 = 1 : This instruction is equivalent to the NOP instruction. (V22: bit 2 of interrupt control register V2)
-	_	No operation; Adds 1 to program counter value, and others remain unchanged.
-	-	Puts the system in RAM back-up state by executing the POF2 instruction after executing the EPOF instruction. Operations of all functions are stopped.
_	-	Makes the immediate after POF2 instruction valid by executing the EPOF instruction.
(P) = 1	-	Skips the next instruction when the P flag is "1".  After skipping, the P flag remains unchanged.  Executes the next instruction when the P flag is "0."
-	_	Stops the watchdog timer function by the WRST instruction after executing the DWDT instruction.
(WDF1) = 1	-	Skips the next instruction when watchdog timer flag WDF1 is "1." After skipping, clears (0) to the WDF1 flag. When the WDF1 flag is "0," executes the next instruction. Also, stops the watchdog timer function when executing the WRST instruction immediately after the DWDT instruction.
-	_	Selects the ceramic resonance circuit and stops the on-chip oscillator.
_	_	Selects the RC oscillation circuit and stops the on-chip oscillator.
-	_	Transfers the contents of clock control register MR to register A.
-	_	Transfers the contents of register A to clock control register MR.

## **INSTRUCTION CODE TABLE**

IIOII	NUC	HON	COL	<i>J</i> E 1 <i>F</i>	ADLE														
	09-D4	000000	000001	000010	000011	000100	000101	000110	000111	001000	001001	001010	001011	001100	001101	001110	001111	010000 010111	011000 011111
D3-D0	Hex. notation	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	10–17	18–1F
0000	0	NOP	BLA	SZB 0	BMLA	_	TASP	A 0	LA 0	TABP 0	TABP 16*	_	_	BML	BML*	BL	BL*	ВМ	В
0001	1	_	CLD	SZB 1	_	_	TAD	A 1	LA 1	TABP 1	TABP 17*	-	_	BML	BML*	BL	BL*	ВМ	В
0010	2	_	-	SZB 2	_	_	TAX	A 2	LA 2	TABP 2	TABP 18*	-	-	BML	BML*	BL	BL*	ВМ	В
0011	3	SNZP	INY	SZB 3	_	_	TAZ	A 3	LA 3	TABP 3	TABP 19*	_	_	BML	BML*	BL	BL*	ВМ	В
0100	4	DI	RD	SZD	-	RT	TAV1	A 4	LA 4	TABP 4	TABP 20*	_	_	BML	BML*	BL	BL*	ВМ	В
0101	5	EI	SD	SEAn	_	RTS	TAV2	A 5	LA 5	TABP 5	TABP 21*	-	-	BML	BML*	BL	BL*	ВМ	В
0110	6	RC	_	SEAM	-	RTI	-	A 6	LA 6	TABP 6	TABP 22*	-	_	BML	BML*	BL	BL*	ВМ	В
0111	7	sc	DEY	-	_	_	_	A 7	LA 7	TABP 7	TABP 23*	-	-	BML	BML*	BL	BL*	ВМ	В
1000	8	POF2	AND	_	SNZ0	LZ 0	_	A 8	LA 8	TABP 8	TABP 24*	_	_	BML	BML*	BL	BL*	ВМ	В
1001	9	-	OR	TDA	_	LZ 1	_	A 9	LA 9	TABP 9	TABP 25*	_	_	BML	BML*	BL	BL*	ВМ	В
1010	Α	AM	TEAB	TABE	SNZI0	LZ 2	-	A 10	LA 10	TABP 10	TABP 26*	-	-	BML	BML*	BL	BL*	ВМ	В
1011	В	AMC	_	_	_	LZ 3	EPOF	A 11	LA 11	TABP 11	TABP 27*	_	-	BML	BML*	BL	BL*	ВМ	В
1100	С	TYA	СМА	-	-	RB 0	SB 0	A 12	LA 12	TABP 12	TABP 28*	-	-	BML	BML*	BL	BL*	ВМ	В
1101	D	-	RAR	_	_	RB 1	SB 1	A 13	LA 13	TABP 13	TABP 29*	_	_	BML	BML*	BL	BL*	ВМ	В
1110	Е	ТВА	TAB	_	TV2A	RB 2	SB 2	A 14	LA 14	TABP 14	TABP 30*	_	_	BML	BML*	BL	BL*	ВМ	В
1111	F	_	TAY	szc	TV1A	RB 3	SB 3	A 15	LA 15	TABP 15	TABP 31*	_	_	BML	BML*	BL	BL*	ВМ	В

The above table shows the relationship between machine language codes and machine language instructions. D3–D0 show the low-order 4 bits of the machine language code, and D9–D4 show the high-order 6 bits of the machine language code. The hexadecimal representation of the code is also provided. There are one-word instructions and two-word instructions, but only the first word of each instruction is shown. Do not use code marked "–."

The codes for the second word of a two-word instruction are described below.

	The	secon	d word
BL	10	0aaa	aaaa
BML	10	0aaa	aaaa
BLA	10	0p00	pppp
BMLA	10	0p00	pppp
SEA	00	0111	nnnn
SZD	00	0010	1011

• \* cannot be used in the M34506M2-XXXFP.

# **INSTRUCTION CODE TABLE (continued)**

						100100			100111	101000	101001	101010	101011	101100	101101	101110	101111	110000
D3-D0	Hex. notation	20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F	30–3F
0000	0	_	-	OP0A	T1AB	_	TAW6	IAP0	TAB1	SNZT1	_	WRST	TMA 0	TAM 0	XAM 0	XAMI 0	XAMD 0	LXY
0001	1	ı	ı	OP1A	T2AB	-	-	IAP1	TAB2	SNZT2	_	_	TMA 1	TAM 1	XAM 1	XAMI 1	XAMD 1	LXY
0010	2	I	l	OP2A	_	_	TAMR	IAP2	_	_	_	_	TMA 2	TAM 2	XAM 2	XAMI 2	XAMD 2	LXY
0011	3	ı	TW6A	_	_	_	TAI1	-	_	_	_	_	TMA 3	TAM 3	XAM 3	XAMI 3	XAMD 3	LXY
0100	4	TQ1A	TK1A	_	_	TAQ1	_	_	_	_	_	_	TMA 4	TAM 4	XAM 4	XAMI 4	XAMD 4	LXY
0101	5	ı	TK2A	_	_	_	_	-	_	_	_	_	TMA 5	TAM 5	XAM 5	XAMI 5	XAMD 5	LXY
0110	6	ı	TMRA	_	_	_	TAK0	-	_	_	_	_	TMA 6	TAM 6	XAM 6	XAMI 6	XAMD 6	LXY
0111	7	ı	TI1A	_	_	_	ı	_	_	SNZAD	_	_	TMA 7	TAM 7	XAM 7	XAMI 7	XAMD 7	LXY
1000	8	ı	ı	_	-	-	ı	-	-	_	_	_	TMA 8	TAM 8	XAM 8	XAMI 8	XAMD 8	LXY
1001	9	ı	ı	_	TADAB	TALA	TAK1	-	TABAD	SNZCP	_	-	TMA 9	TAM 9	XAM 9	XAMI 9	XAMD 9	LXY
1010	Α	ı	ĺ	_		-	TAK2	-	_	_	смск	_	TMA 10	TAM 10	XAM 10	XAMI 10	XAMD 10	LXY
1011	В	ı	TK0A	_	_	TAW1	ı	-	_	_	CRCK	_	TMA 11	TAM 11	XAM 11	XAMI 11	XAMD 11	LXY
1100	С	ı	ĺ	_		TAW2	ı	-	_	RCP	DWDT	_	TMA 12	TAM 12	XAM 12	XAMI 12	XAMD 12	LXY
1101	D	-	-	TPU0A	_	_	_	_	_	SCP	_	_	TMA 13	TAM 13	XAM 13	XAMI 13	XAMD 13	LXY
1110	E	TW1A	-	TPU1A	_	_	-	_	_	_	_	_	TMA 14	TAM 14	XAM 14	XAMI 14	XAMD 14	LXY
1111	F	TW2A	ОКА	TPU2A	TR1AB	_	ı	IAK	_	_	ADST	_	TMA 15	TAM 15	XAM 15	XAMI 15	XAMD 15	LXY

The above table shows the relationship between machine language codes and machine language instructions. D3–D0 show the low-order 4 bits of the machine language code, and D9–D4 show the high-order 6 bits of the machine language code. The hexadecimal representation of the code is also provided. There are one-word instructions and two-word instructions, but only the first word of each instruction is shown. Do not use code marked "–."

The codes for the second word of a two-word instruction are described below.

	The	secon	d word
BL	10	0aaa	aaaa
BML	10	0aaa	aaaa
BLA	10	0p00	pppp
BMLA	10	0p00	pppp
SEA	00	0111	nnnn
SZD	00	0010	1011

#### **BUILT-IN PROM VERSION**

In addition to the mask ROM versions, the 4506 Group has the One Time PROM versions whose PROMs can only be written to and not be erased.

The built-in PROM version has functions similar to those of the mask ROM versions, but it has PROM mode that enables writing to built-in PROM

Table 20 shows the product of built-in PROM version. Figure 54 shows the pin configurations of built-in PROM versions.

The One Time PROM version has pin-compatibility with the mask ROM version.

Table 20 Product of built-in PROM version

Part number	PROM size	RAM size	Package	ROM type
Fait number	(X 10 bits)	(X 4 bits)	1 ackage	KOW type
M34506E4FP	4096 words	256 words	PRSP0020DA-A	One Time PROM [shipped in blank]

#### (1) PROM mode

The 4506 Group has a PROM mode in addition to a normal operation mode. It has a function to serially input/output the command codes, addresses, and data required for operation (e.g., read and program) on the built-in PROM using only a few pins. This mode can be selected by setting pins SDA (serial data input/output), SCLK (serial clock input),  $\overline{PGM}$  to "H" after connecting wires as shown in Figure 54 and powering on the VDD pin, and then applying 12 V to the VPP pin.

In the PROM mode, three types of software commands (read, program, and program verify) can be used. Clock-synchronous serial I/O is used, beginning from the LSB (LSB first).

Use the special-perpose serial programmer when performing serial read/program.

As for the serial programmer for the single-chip microcomputer (serial programmer and control software), refer to the "Renesas Microcomputer Development Support Tools" Hompage (http://www.renesas.com/en/tools).

#### (2) Notes on handling

- ② For the One Time PROM version shipped in blank, Renesas corp. does not perform PROM writing test and screening in the assembly process and following processes. In order to improve reliability after writing, performing writing and test according to the flow shown in Figure 53 before using is recommended (Products shipped in blank: PROM contents is not written in factory when shipped).

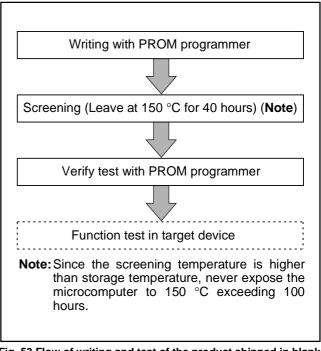


Fig. 53 Flow of writing and test of the product shipped in blank

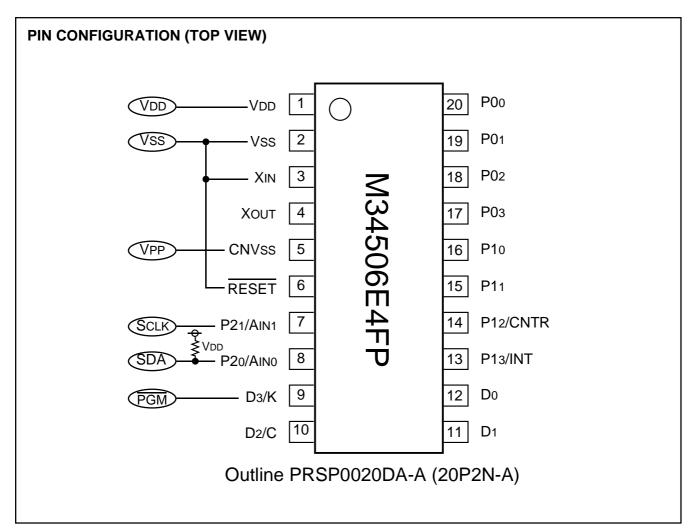


Fig. 54 Pin configuration of built-in PROM version

# **CHAPTER 2**

# **APPLICATION**

- 2.1 I/O pins
- 2.2 Interrupts
- 2.3 Timers
- 2.4 A/D converter
- 2.5 Reset
- 2.6 RAM back-up
- 2.7 Oscillation circuit

# 查询"M34506M2-XXXFP"供应商

# 2.1 I/O pins

The 4506 Group has the fourteen I/O pins. (Port P12 is also used as CNTR I/O pin, Port P13 is also used as INT input pin, Port P2 is also used as analog input pins AINO and AIN1, Port D2 is also used as Port C, and Port D3 is also used as Port K, respectively).

This section describes each port I/O function, related registers, application example using each port function and notes.

#### 2.1.1 I/O ports

#### (1) Port P0

Port P0 is a 4-bit I/O port.

Port P0 has the key-on wakeup function which turns ON/OFF with register K0 and pull-up transistor which turns ON/OFF with register PU0.

## ■ Input/output of port P0

Data input to port P0

Set the output latch of specified port P0i (i=0 to 3) to "1" with the **OP0A** instruction. If the output latch is set to "0," "L" level is input.

The state of port P0 is transferred to register A when the IAP0 instruction is executed.

Data output from port P0

The contents of register A is output to port P0 with the OP0A instruction.

The output structure is an N-channel open-drain.

## (2) Port P1

Port P1 is a 4-bit I/O port.

Port P1 has the key-on wakeup function which turns ON/OFF with register K1 and pull-up transistor which turns ON/OFF with register PU1.

## ■ Input/output of port P1

Data input to port P1

Set the output latch of specified port P1i (i=0 to 3) to "1" with the **OP1A** instruction. If the output latch is set to "0," "L" level is input.

The state of port P1 is transferred to register A when the IAP1 instruction is executed.

Data output from port P1

The contents of register A is output to port P1 with the OP1A instruction.

The output structure is an N-channel open-drain.

**Note:** Port P12 is also used as CNTR. Accordingly, when it is used as port P12, set "0" to the timer control register W60.

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#### (3) Port P2

Port P2 is a 2-bit I/O port.

Also, its key-on wakeup function is switched to ON/OFF by the register K20 and K21, and its pull-up transistor function is switched to ON/OFF by the register PU20 and PU21.

#### ■ Input/output of port P2

#### Data input to port P2

Set the output latch of specified port P2i (i=0, 1) to "1" with the **OP2A** instruction. If the output latch is set to "0," "L" level is input.

The state of port P2 is transferred to register A when the **IAP2** instruction is executed. However, port P2 is 2 bits and A2 and A3 are fixed to "0."

#### Data output from port P2

The contents of register A is output to port P2 with the OP2A instruction.

The output structure is an N-channel open-drain.

#### (4) Port D

D0-D3 are four independent I/O ports.

Also, as for ports D2 and D3, its key-on wakeup function is switched to ON/OFF by the register K22 and K23, and its pull-up transistor function is switched to ON/OFF by the register PU22 and PU23.

#### ■ Input/output of port D

Each pin of port D has an independent 1-bit wide I/O function. For I/O of ports D0-D3, select one of port D with the register Y of the data pointer first.

#### Data input to port D

Set the output latch of specified port Di (i = 0 to 3) to "1" with the **SD** instruction.

When the output latch is set to "0," "L" level is input.

When the **SZD** instruction is executed, if the port specified by register Y is "0," the next instruction is skipped. If it is "1," the next instruction is executed.

#### Data output from port D

Set the output level to the output latch with the SD and RD instructions.

The state of pin enters the high-impedance state when the SD instruction is executed.

The states of all port D enter the high-impedance state when the **CLD** instruction is executed.

The state of pin becomes "L" level when the RD instruction is executed.

The output structure is an N-channel open-drain.

- Notes 1: When the SD and RD instructions are used, do not set "01002" or more to register Y.
  - 2: Port D2 is also used as Port C. Accordingly, when using port D2, set the output latch to "1" with the SCP instruction.
  - **3:** Port D<sub>3</sub> is also used as Port K. Accordingly, when using port D<sub>3</sub>, set the output latch to "1" with the **OKA** instruction.

2-4

4506 Group 2.1 I/O pins

# 查询"M34506M2-XXXFP"供应商

#### (5) Port C

Port C is a 1-bit I/O port.

#### ■ Input/output of port C

#### Data input to port C

Set the output latch of specified port C to "1" with the **SCP** instruction. If the output latch is set to "0," "L" level is input.

When the **SNZCP** instruction is executed, if the port C is "1," the next instruction is skipped. If it is "0," the next instruction is executed.

#### Data output from port C

Set the output level to the output latch with the SCP and RCP instructions.

The state of pin enters the high-impedance state when the SCP instruction is executed.

The state of pin becomes "L" level when the RCP instruction is executed.

The output structure is an N-channel open-drain.

**Note:** Port C is also used as port D2. Accordingly, when using port C, set the output latch to "1" with the **SD** instruction.

#### (6) Port K

Port K is a 1-bit I/O port.

#### ■ Input/output of port K

#### Data input to port K

Set the output latch of specified port K to "1" with the **OKA** instruction. If the output latch is set to "0," "L" level is input.

The state of port K is transferred to register A when the IAK instruction is executed.

However, port K is 1 bit and A<sub>1</sub>, A<sub>2</sub> and A<sub>3</sub> are fixed to "0."

#### Data output from port K

The contents of register A is output to port K with the **OKA** instruction.

The output structure is an N-channel open-drain.

**Note:** Port K is also used as port D3. Accordingly, when using port K, set the output latch to "1" with the **SD** instruction.

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#### 2.1.2 Related registers

#### (1) Key-on wakeup control register K0

Register K0 controls the ON/OFF of the key-on wakeup function of ports P00–P03. Set the contents of this register through register A with the **TK0A** instruction. The contents of register K0 is transferred to register A with the **TAK0** instruction. Table 2.1.1 shows the key-on wakeup control register K0.

Table 2.1.1 Key-on wakeup control register K0

Key-	on wakeup control register K0	at res	et: 00002	at RAM back-up : state retained	R/W					
K03	Port P03	0	Key-on wak	Key-on wakeup invalid						
KU3	key-on wakeup control bit	1	Key-on wak	Key-on wakeup valid						
K02	Port P02	0	Key-on wakeup invalid							
KU2	key-on wakeup control bit	1	Key-on wak	ceup valid						
K01	Port P01	0	Key-on wak	ceup invalid						
KUT	key-on wakeup control bit	1	Key-on wak	ceup valid						
K00	Port P00	0	Key-on wak	ceup invalid						
K00	key-on wakeup control bit	1	Key-on wak	ceup valid						

Note: "R" represents read enabled, and "W" represents write enabled.

#### (2) Pull-up control register PU0

Register PU0 controls the ON/OFF of the ports P00–P03 pull-up transistor. Set the contents of this register through register A with the **TPU0A** instruction. Table 2.1.2 shows the pull-up control register PU0.

Table 2.1.2 Pull-up control register PU0

P	ull-up control register PU0	at res	et: 00002	at RAM back-up : state retained	W				
PU03	Port P03	0	Pull-up tran	sistor OFF					
PU03	pull-up transistor control bit	1	Pull-up transistor ON						
PU02	Port P02	0	Pull-up transistor OFF						
PU02	pull-up transistor control bit	1	Pull-up tran	sistor ON					
PU01	Port P01	0	Pull-up tran	sistor OFF					
PU01	pull-up transistor control bit	1	Pull-up tran	sistor ON					
PU00	Port P00		Pull-up tran	sistor OFF					
	pull-up transistor control bit	1	Pull-up tran	sistor ON					

Note: "W" represents write enabled.

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## (3) Key-on wakeup control register K1

Register K1 controls the ON/OFF of the key-on wakeup function of ports P10–P13. Set the contents of this register through register A with the **TK1A** instruction. The contents of register K1 is transferred to register A with the **TAK1** instruction. Table 2.1.3 shows the key-on wakeup control register K1.

Table 2.1.3 Key-on wakeup control register K1

Key-	on wakeup control register K1	at res	et: 00002	at RAM back-up : state retained	R/W					
K13	Port P13/INT	0	P13 key-on	P13 key-on wakeup invalid/INT pin key-on wakeup vali						
K13	key-on wakeup control bit	1	P13 key-on	wakeup valid/INT pin key-on wakeu	p invalid					
K12	Port P12/CNTR	0	Key-on wakeup invalid							
K 12	key-on wakeup control bit	1	Key-on wakeup valid							
K11	Port P11	0	Key-on wak	ceup invalid						
K I I	key-on wakeup control bit	1	Key-on wak	ceup valid						
	Port P10	0	Key-on wak	ceup invalid						
K10	key-on wakeup control bit	1	Key-on wak	eup valid						

Note: "R" represents read enabled, and "W" represents write enabled.

## (4) Pull-up control register PU1

Register PU1 controls the ON/OFF of the ports P10–P13 pull-up transistor. Set the contents of this register through register A with the **TPU1A** instruction. Table 2.1.4 shows the pull-up control register PU1.

Table 2.1.4 Pull-up control register PU1

Pı	ull-up control register PU1	at res	et: 00002	at RAM back-up : state retained	W			
PU13	Port P13/INT	0	Pull-up tran	sistor OFF				
PU13	pull-up transistor control bit	1	Pull-up transistor ON					
PU12	Port P12/CNTR	0	0 Pull-up transistor OFF					
PU12	pull-up transistor control bit	1	Pull-up transistor ON					
PU11	Port P11	0	Pull-up tran	sistor OFF				
PUTT	pull-up transistor control bit	1	Pull-up tran	sistor ON				
PU10	Port P10	0	Pull-up tran	sistor OFF				
-010	pull-up transistor control bit	1	Pull-up tran	sistor ON				

Note: "W" represents write enabled.

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#### (5) Key-on wakeup control register K2

Register K2 controls the ON/OFF of the key-on wakeup function of ports P20, P21, D2/C and D3/K. Set the contents of this register through register A with the **TK2A** instruction.

The contents of register K2 is transferred to register A with the TAK2 instruction.

Table 2.1.5 shows the key-on wakeup control register K2.

Table 2.1.5 Key-on wakeup control register K2

Key-	Key-on wakeup control register K2		et: 00002	at RAM back-up : state retained	R/W	
K23	Port D <sub>3</sub> /K	0 Key-on wake		ceup invalid		
N23	key-on wakeup control bit	1	Key-on wakeup valid			
K22	Port D2/C		Key-on wakeup invalid			
N22	key-on wakeup control bit	1	Key-on wakeup valid			
K21	Port P21/AIN1	0	Key-on wak	ceup invalid		
K21	key-on wakeup control bit	1	Key-on wakeup valid			
K20	Port P20/AIN0	0	Key-on wak	ceup invalid		
NZ0	key-on wakeup control bit	1	Key-on wak	ceup valid		

Note: "R" represents read enabled, and "W" represents write enabled.

#### (6) Pull-up control register PU2

Register PU2 controls the ON/OFF of the ports P20, P21, D2/C and D3/K pull-up transistor. Set the contents of this register through register A with the **TPU2A** instruction. Table 2.1.6 shows the pull-up control register PU2.

Table 2.1.6 Pull-up control register PU2

Pull-up control register PU2		at reset: 00002		at RAM back-up : state retained	W		
PU23	Port D <sub>3</sub> /K	0 Pull-up transistor OFF		sistor OFF			
PU23	pull-up transistor control bit	1	Pull-up transistor ON				
DLIO	Port D2/C	0	Pull-up transistor OFF				
PU22	pull-up transistor control bit	1	Pull-up transistor ON				
PU21	Port P21/AIN1	0	Pull-up transistor OFF				
PUZ1	pull-up transistor control bit	1	Pull-up transistor ON				
PU20	Port P20/AIN0	0	Pull-up transistor OFF				
F U20	pull-up transistor control bit	1	Pull-up transistor ON				

Note: "W" represents write enabled.

2.1 I/O pins 4506 Group

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#### (7) Timer control register W6

Bit 0 of register W6 selects the P12/CNTR function, and bit 1 controls the CNTR output. Set the contents of this register through register A with the TW6A instruction. The contents of register W6 is transferred to register A with the **TAW6** instruction. Table 2.1.7 shows the timer control register W6.

Table 2.1.7 Timer control register W6

Timer control register W6		at reset: 00002		at RAM back-up : state retained	R/W		
W63	W63 Not used		This bit has no function, but read/write is enabled.				
VV 03	1101 0000	1	Tills bit has	s no function, but read/write is ena	bieu.		
Mea	W62 Not used	0	This hit has	This life has a set of a second by the second of the the secon			
VV62		1	Tinis bit has	This bit has no function, but read/write is enabled.			
W61	CNTR output control bit	0	Timer 1 und	Timer 1 underflow signal divided by 2 output			
VVOI	CNTR output control bit	1	Timer 2 underflow signal divided by 2 output				
W60	P12/CNTR function selection bit	0	P12 (I/O) / CNTR input				
VV 00		1	P12 (input) / CNTR input/output				

Notes 1: "R" represents read enabled, and "W" represents write enabled.

<sup>2:</sup> When setting the port, W63-W61 are not used.

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## 2.1.3 Port application examples

#### (1) Key input by key scan

Key matrix can be set up by connecting keys externally because port D output structure is an N-channel open-drain and port P0 has the pull-up resistor.

Outline: The connecting required external part is just keys.

Specifications: Port D is used to output "L" level and port P0 is used to input 16 keys.

Figure 2.1.1 shows the key input and Figure 2.1.2 shows the key input timing.

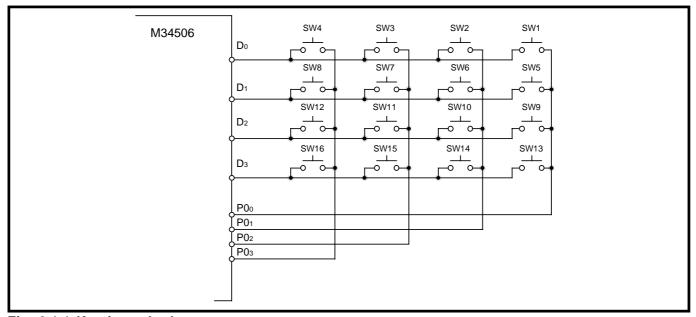


Fig. 2.1.1 Key input by key scan

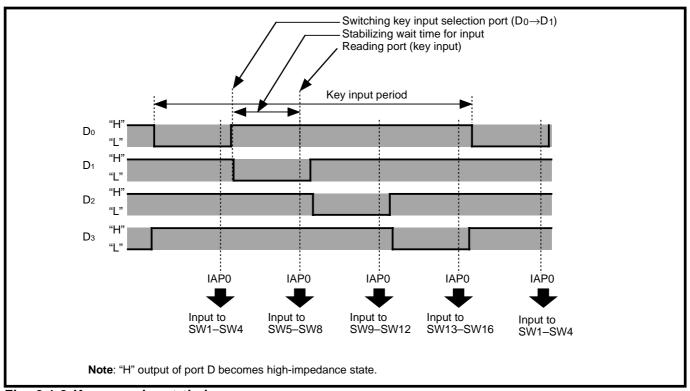


Fig. 2.1.2 Key scan input timing

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#### 2.1.4 Notes on use

#### (1) Note when an I/O port is used as an input port

Set the output latch to "1" and input the port value before input. If the output latch is set to "0," "L" level can be input.

#### (2) Noise and latch-up prevention

Connect an approximate 0.1  $\mu$ F bypass capacitor directly to the Vss line and the VDD line with the thickest possible wire at the shortest distance, and equalize its wiring in width and length.

The CNVss pin is also used as the VPP pin (programming voltage = 12.5 V) at the One Time PROM version.

Connect the CNVss/VPP pin to Vss through an approximate 5  $k\Omega$  resistor which is connected to the CNVss/VPP pin at the shortest distance.

#### (3) Note on multifunction

- The input/output of D2, D3, P12 and P13 can be used even when C, K, CNTR (input) and INT are selected.
- The input of P12 can be used even when CNTR (output) is selected.
- The input/output of P20 and P21 can be used even when AIN0 and AIN1 are selected.

#### (4) Connection of unused pins

Table 2.1.8 shows the connections of unused pins.

#### (5) SD, RD instructions

When the SD and RD instructions are used, do not set "01002" or more to register Y.

#### (6) Analog input pins

When both analog input AINO and AIN1 and I/O port P2 function are used, note the following;

Selection of analog input pins

Even when P20/AIN0 and P21/AIN1 are set to pins for analog input, they continue to function as port P2 input/output. Accordingly, when any of them are used as I/O port and others are used as analog input pins, make sure to set the outputs of pins that are set for analog input to "1."

Also, the port input function of the pin functions as an analog input is undefined.

## (7) Notes on port P13/INT pin

When the bit 3 of register I1 is cleared, the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.

• When the key-on wakeup function of port P13 is not used (register K13 = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode.

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Table 2.1.8 Connections of unused pins

Pin	Connection	Usage condition				
XIN	Connect to Vss.	System operates by the on-chip oscillator. (Note 1)				
Хоит	Open.	System operates by the external clock.				
		(The ceramic resonator is selected with the CMCK instruction.)				
		System operates by the RC oscillator.				
		(The RC oscillation is selected with the CRCK instruction.)				
		System operates by the on-chip oscillator. (Note 1)				
D0, D1	Open. (Output latch is set to "1.")					
	Open. (Output latch is set to "0.")					
	Connect to Vss.					
D <sub>2</sub> /C	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)				
D <sub>3</sub> /K	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P00-P03	Open. (Output latch is set to "1.")					
	Open. (Output latch is set to "0.")					
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P10, P11		The key-on wakeup function is not selected. (Note 4)				
P12/CNTR	Open. (Output latch is set to "0.")					
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P13/INT	Open. (Output latch is set to "1.")					
		pin is disabled. (Notes 4, 5)				
	Open. (Output latch is set to "0.")					
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P20/AIN0	Open. (Output latch is set to "1.")					
P21/AIN1	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				

**Notes 1:** When the ceramic resonator or the RC oscillation is not selected by program, system operates by the on-chip oscillator (internal oscillator).

- 2: When the pull-up function is left valid, the supply current is increased. Do not select the pull-up function.
- **3:** When the key-on wakeup function is left valid, the system returns from the RAM back-up state immediately after going into the RAM back-up state. Do not select the key-on wakeup function.
- 4: When selecting the key-on wakeup function, select also the pull-up function.
- 5: Clear the bit 3 (I13) of register I1 to "0" to disable to input to INT pin (after reset: I13 = "0")

(Note when connecting to Vss)

• Connect the unused pins to Vss using the thickest wire at the shortest distance against noise.

# 查询"M34506M2-XXXFP"供应商

# 2.2 Interrupts

The 4506 Group has four interrupt sources: external (INT), timer 1, timer 2, and A/D.

This section describes individual types of interrupts, related registers, application examples using interrupts and notes.

#### 2.2.1 Interrupt functions

#### (1) External 0 interrupt (INT)

The interrupt request occurs by the change of input level of INT pin.

The interrupt valid waveform can be selected by the bits 1 and 2, and the INT pin input is controlled by the bit 3 of the interrupt control register I1.

#### **■** External 0 interrupt INT processing

When the interrupt is used

The interrupt occurrence is enabled when the bit 0 of the interrupt control register V1 and the interrupt enable flag INTE are set to "1." When the external 0 interrupt occurs, the interrupt processing is executed from address 0 in page 1.

When the interrupt is not used

The interrupt is disabled and the **SNZ0** instruction is valid when the bit 0 of register V1 is set to "0."

#### (2) Timer 1 interrupt

The interrupt request occurs by the timer 1 underflow.

# ■ Timer 1 interrupt processing

When the interrupt is used

The interrupt occurrence is enabled when the bit 2 of the interrupt control register V1 and the interrupt enable flag INTE are set to "1." When the timer 1 interrupt occurs, the interrupt processing is executed from address 4 in page 1.

When the interrupt is not used

The interrupt is disabled and the **SNZT1** instruction is valid when the bit 2 of register V1 is set to "0."

#### (3) Timer 2 interrupt

The interrupt request occurs by the timer 2 underflow.

#### ■ Timer 2 interrupt processing

When the interrupt is used

The interrupt occurrence is enabled when the bit 3 of the interrupt control register V1 and the interrupt enable flag INTE are set to "1." When the timer 2 interrupt occurs, the interrupt processing is executed from address 6 in page 1.

When the interrupt is not used

The interrupt is disabled and the **SNZT2** instruction is valid when the bit 3 of register V1 is set to "0."

# 查询"M34506M2-XXXFP"供应商

#### (4) A/D interrupt

The interrupt request occurs by the end of the A/D conversion.

#### ■ A/D interrupt processing

#### When the interrupt is used

The interrupt occurrence is enabled when the bit 2 of the interrupt control register V2 and the interrupt enable flag INTE are set to "1." When the A/D interrupt occurs, the interrupt processing is executed from address C in page 1.

#### When the interrupt is not used

The interrupt is disabled and the **SNZAD** instruction is valid when the bit 2 of register V2 is set to "0."

#### 2.2.2 Related registers

#### (1) Interrupt enable flag (INTE)

The interrupt enable flag (INTE) controls whether the every interrupt enable/disable.

Interrupts are enabled when INTE flag is set to "1" with the **EI** instruction and disabled when INTE flag is cleared to "0" with the **DI** instruction.

When any interrupt occurs, the INTE flag is automatically cleared to "0," so that other interrupts are disabled until the **EI** instruction is executed.

**Note:** The interrupt enabled with the **EI** instruction is performed after the **EI** instruction and one more instruction.

#### (2) Interrupt control register V1

Interrupt enable bit of external 0, timer 1 and timer 2 are assigned to register V1.

Set the contents of this register through register A with the TV1A instruction.

In addition, the **TAV1** instruction can be used to transfer the contents of register V1 to register A. Table 2.2.1 shows the interrupt control register V1.

Table 2.2.1 Interrupt control register V1

In	Interrupt control register V1		et: 00002	at RAM back-up : 00002	R/W	
V13	V13 Timer 2 interrupt enable bit		Interrupt dis	sabled (SNZT2 instruction is valid)		
V 13	v 13 Timer 2 interrupt enable bit	1	Interrupt en	Interrupt enabled (SNZT2 instruction is invalid) (Note		
V12	Timer 1 interrupt enable bit	0	Interrupt dis	sabled (SNZT1 instruction is valid)		
V 12		1	Interrupt en	abled (SNZT1 instruction is invalid)	(Note 2)	
V11	Not used	0	This bit has	e no function, but read/write is enab	ylad	
VII		1	This bit has no function, but read/write is enabled		neu.	
V10	External 0 interrupt enable bit	0	Interrupt dis	sabled (SNZ0 instruction is valid)		
V 10		1	Interrupt en	abled (SNZ0 instruction is invalid)	(Note 2)	

Notes 1: "R" represents read enabled, and "W" represents write enabled.

- 2: These instructions are equivalent to the NOP instruction.
- 3: When the interrupt is set, V11 is not used.

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## (3) Interrupt control register V2

Interrupt enable bit of A/D is assigned to register V2.

Set the contents of this register through register A with the TV2A instruction.

In addition, the **TAV2** instruction can be used to transfer the contents of register V2 to register A. Table 2.2.2 shows the interrupt control register V2.

Table 2.2.2 Interrupt control register V2

Interrupt control register V2		at reset : 00002		at RAM back-up : 00002	R/W	
V23	Not used	0 This bit has		his bit has no function, but read/write is enabled.		
1/20	V20 A/D interrupt analys hit	0	Interrupt disabled (SNZAD instruction is valid)			
V22	A/D interrupt enable bit	1	Interrupt enabled (SNZAD instruction is invalid) (Note 2			
V21	Not used	0	This bit has	s no function, but read/write is enab	oled.	
V20	Not used	1	This bit has no function, but read/write is enabled			

Notes 1: "R" represents read enabled, and "W" represents write enabled.

- 2: This instruction is equivalent to the NOP instruction.
- 3: When the interrupt is set, V23, V21 and V20 are not used.

#### (4) Interrupt request flag

The activated condition for each interrupt is examined. Each interrupt request flag is set to "1" when the activated condition is satisfied, even if the interrupt is disabled by the INTE flag or its interrupt enable bit.

Each interrupt request flag is cleared to "0" when either;

- •an interrupt occurs, or
- •the next instruction is skipped with a skip instruction.

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#### (5) Interrupt control register I1

The INT pin timer 1 control enable bit is assigned to bit 0, INT pin edge detection circuit control bit is assigned to bit 1, interrupt valid waveform for INT pin/return level selection bit is assigned to bit 2 and INT pin input control bit is assigned to bit 3.

Set the contents of this register through register A with the TI1A instruction.

In addition, the **TAI1** instruction can be used to transfer the contents of register I1 to register A. Table 2.2.3 shows the interrupt control register I1.

Table 2.2.3 Interrupt control register I1

1	Interrupt control register I1		et: 00002	at RAM back-up : state retained	R/W	
	INT pin input control bit (Note 2)	0	INT pin inp	INT pin input disabled		
113	in pin input control bit ( <b>Note 2</b> )	1	INT pin inp	ut enabled		
	Interrupt valid waveform for INT pin/return level selection bit (Note 2)	0	Falling wav	eform ("L" level of INT pin is recogn	ized with	
110		0	the SNZIO instruction)/"L" level			
112		1	Rising wave	eform ("H" level of INT pin is recogn	ized with	
			the SNZIO	instruction)/"H" level		
 [11]	INT pin edge detection circuit	0	One-sided	edge detected		
111	control bit	1	Both edges			
I10	INT pin	0	Disabled			
110	timer 1 control enable bit	1	Enabled			

Notes 1: "R" represents read enabled, and "W" represents write enabled.

2: When the contents of I12 and I13 are changed, the external interrupt request flag EXF0 may be set. Accordingly, clear EXF0 flag with the SNZ0 instruction when the bit 0 (V10) of register V1 to "0". In this time, set the NOP instruction after the SNZ0 instruction, for the case when a skip is performed with the SNZ0 instruction.

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#### 2.2.3 Interrupt application examples

#### (1) INT interrupt

The INT pin is used for external 0 interrupt, of which valid waveforms can be chosen, which can recognize the change of both edges ("H" $\rightarrow$ "L" or "L" $\rightarrow$ "H").

**Outline:** An external 0 interrupt can be used by dealing with the change of edge ("H" $\rightarrow$ "L" or "L" $\rightarrow$ "H") in both directions as a trigger.

**Specifications:** An interrupt occurs by the change of an external signals edge ("H"  $\rightarrow$  "L" or "L"  $\rightarrow$  "H").

Figure 2.2.1 shows an operation example of an external 0 interrupt, and Figure 2.2.2 shows a setting example of an external 0 interrupt.

# (2) Timer 1 interrupt

Constant period interrupts by a setting value to timer 1 can be used.

Outline: The constant period interrupts by the timer 1 underflow signal can be used.

**Specifications:** Prescaler and timer 1 divide the system clock frequency f(XIN) = 4.0 MHz, and the timer 1 interrupt occurs every 1 ms.

Figure 2.2.3 shows a setting example of the timer 1 constant period interrupt.

#### (3) Timer 2 interrupt

Constant period interrupts by a setting value to timer 2 can be used.

Outline: The constant period interrupts by the timer 2 underflow signal can be used.

**Specifications:** Timer 2 and prescaler divide the system clock frequency (= 4.0 MHz), and the timer 2 interrupt occurs every about 1 ms.

Figure 2.2.4 shows a setting example of the timer 2 constant period interrupt.

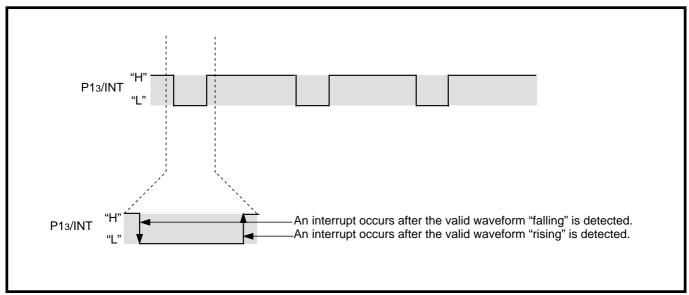


Fig. 2.2.1 INT interrupt operation example

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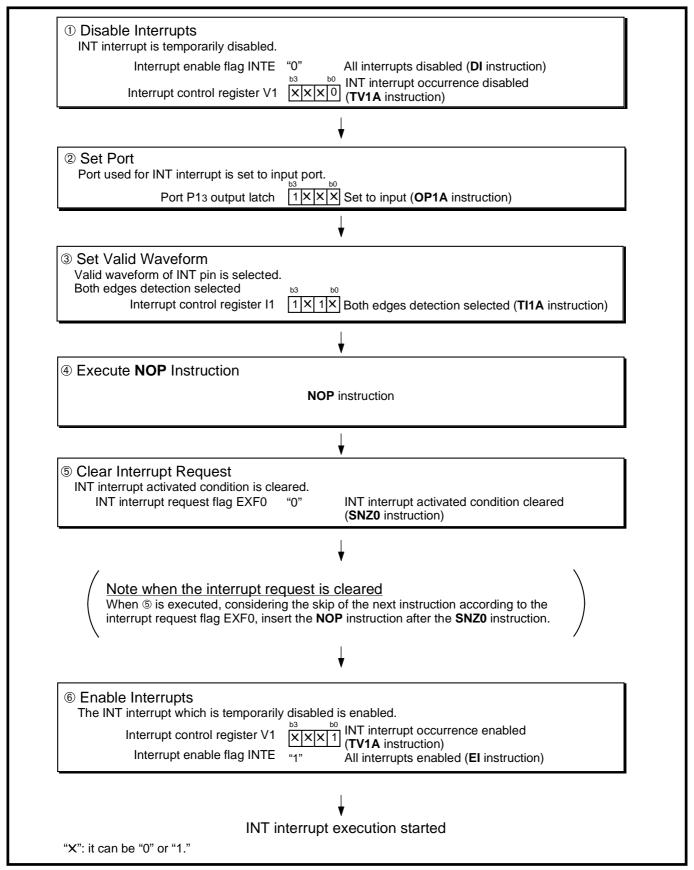


Fig. 2.2.2 INT interrupt setting example

**Note:** The valid waveforms causing the interrupt must be retained at their level for 4 cycles or more of system clock.

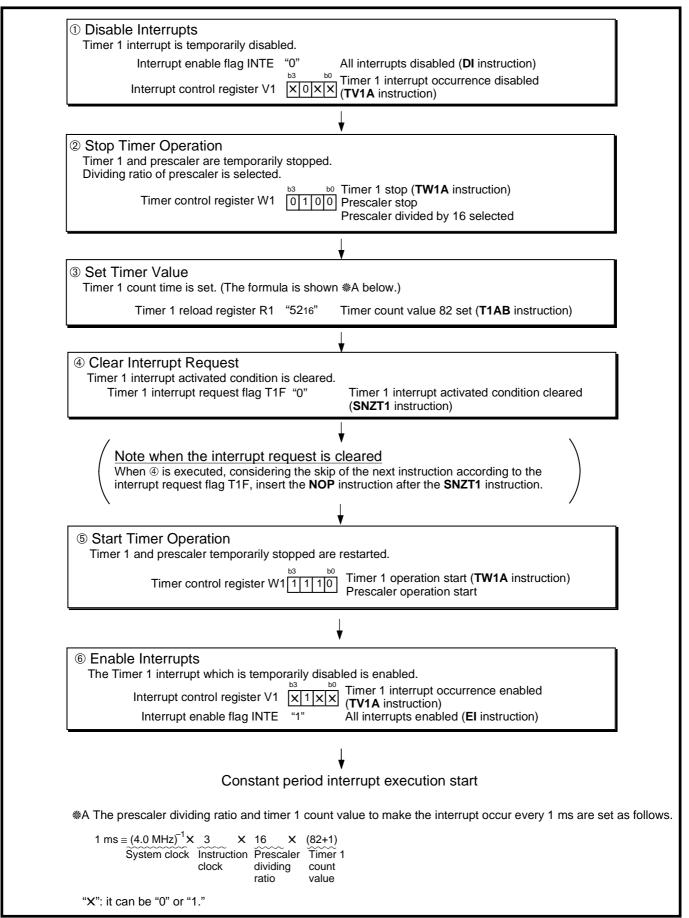


Fig. 2.2.3 Timer 1 constant period interrupt setting example

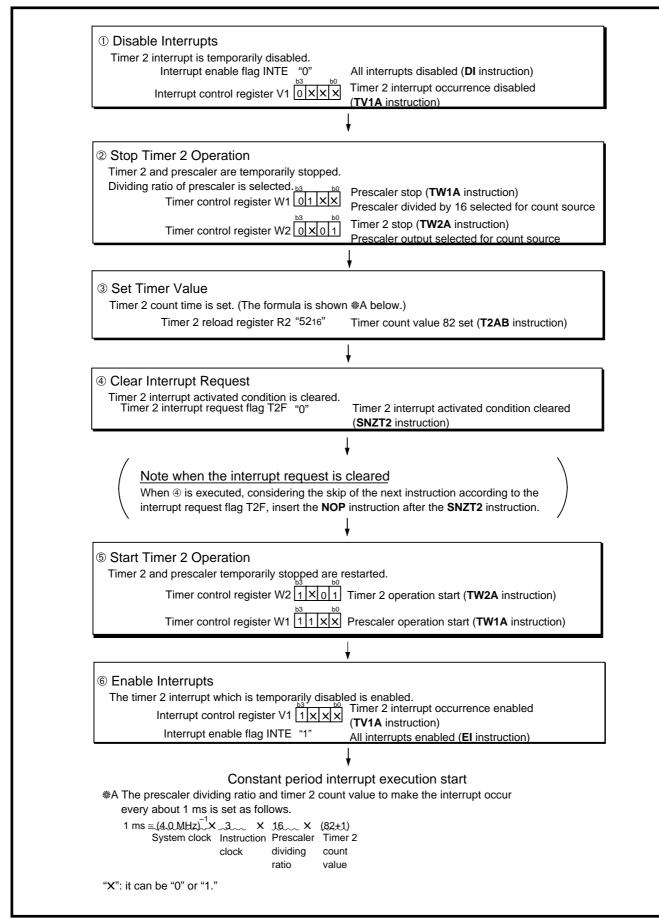


Fig. 2.2.4 Timer 2 constant period interrupt setting example

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2.2 Interrupts 4506 Group

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#### 2.2.4 Notes on use

#### (1) Setting of INT interrupt valid waveform

Set a value to the bit 2 of register I1, and execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction.

Depending on the input state of P13/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

## (2) Setting of INT pin input control

Set a value to the bit 3 of register I1, and execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction.

Depending on the input state of P13/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

#### (3) Multiple interrupts

Multiple interrupts cannot be used in the 4506 Group.

#### (4) Notes on interrupt processing

When the interrupt occurs, at the same time, the interrupt enable flag INTE is cleared to "0" (interrupt disable state). In order to enable the interrupt at the same time when system returns from the interrupt, write EI and RTI instructions continuously.

#### (5) P13/INT pin

The P13/INT pin need not be selected the external interrupt input INT function or the normal output port P13 function. However, the EXF0 flag is set to "1" when a valid waveform is input to INT pin even if it is used as an I/O port P13.

## (6) Power down instruction

Be sure to disable interrupts by executing the DI instruction before executing the EPOF instruction.

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## 2.3 Timers

The 4506 Group has two 8-bit timers (each has a reload register) and a 16-bit fixed dividing frequency timer which has the watchdog timer function.

This section describes individual types of timers, related registers, application examples using timers and notes.

# 2.3.1 Timer functions

- (1) Timer 1
  - **■** Timer operation

(Timer 1 has the timer 1 count start trigger function from P13/INT pin input)

- (2) Timer 2
  - **■** Timer operation
- (3) 16-bit timer

#### ■ Watchdog function

Watchdog timer provides a method to reset the system when a program run-away occurs. System operates after it is released from reset. When the timer count value underflows, the WDF1 flag is set to "1." Then, if the **WRST** instruction is never executed until timer WDT counts 65534, WDF2 flag is set to "1," and system reset occurs.

When the **DWDT** instruction and the **WRST** instruction are executed continuously, the watchdog timer function is invalid.

The **WRST** instruction has the skip function. When the **WRST** instruction is executed while the WDF1 flag is "1", the WDF1 flag is cleared to "0" and the next instruction is skipped.

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## 2.3.2 Related registers

#### (1) Interrupt control register V1

The external 0 interrupt enable bit is assigned to bit 0, timer 1 interrupt enable bit is assigned to bit 2, and the timer 2 interrupt enable bit is assigned to bit 3.

Set the contents of this register through register A with the **TV1A** instruction. The **TAV1** instruction can be used to transfer the contents of register V1 to register A.

Table 2.3.1 shows the interrupt control register V1.

Table 2.3.1 Interrupt control register V1

Interrupt control register V1		at res	et: 00002	at RAM back-up : 00002 R/W	
V13	V/10 Timer 2 interrupt enable hit		Interrupt dis	sabled (SNZT2 instruction is valid)	
V 13	V13 Timer 2 interrupt enable bit	1	Interrupt en	abled (SNZT2 instruction is invalid) (Note 2	
\/10	V12 Timer 1 interrupt enable bit	0	Interrupt disabled (SNZT1 instruction is valid)		
V 12		1	Interrupt en	abled (SNZT1 instruction is invalid) (Note 2	
V11	Not used	0	This hit has no function, but road/write is enabled		
VII		1	This bit has no function, but read/write is enabled.		
V10	External 0 interrupt anable bit	0	Interrupt dis	sabled (SNZ0 instruction is valid)	
V 10	External 0 interrupt enable bit	1	Interrupt er	abled (SNZ0 instruction is invalid) (Note 2	

Notes 1: "R" represents read enabled, and "W" represents write enabled.

2: These instructions are equivalent to the NOP instruction.

3: When timer is used, V11 and V10 are not used.

# (2) Timer control register W1

The timer 1 count start synchronous circuit control bit is assigned to bit 0, the timer 1 control bit is assigned to bit 1, the prescaler dividing ratio selection bit is assigned to bit 2, and the prescaler control bit is assigned to bit 3.

Set the contents of this register through register A with the **TW1A** instruction. The **TAW1** instruction can be used to transfer the contents of register W1 to register A.

Table 2.3.2 shows the timer control register W1.

Table 2.3.2 Timer control register W1

Timer control register W1		at reset : 00002		at RAM back-up: 00002	R/W		
M/4 a Drandler control hit		0	Stop (state initialized)				
W13	Prescaler control bit	1	Operating				
\\/10	Prescaler dividing ratio selection		Instruction clock divided by 4				
W12	bit	1	Instruction clock divided by 16				
W11	Times 4 control hit	0	Stop (state retained)				
VV 17	Timer 1 control bit	1	Operating				
W10	Timer 1 count start synchronous		Count start synchronous circuit not selected				
VV 10	circuit control bit	1	Count start synchronous circuit selected				

Note: "R" represents read enabled, and "W" represents write enabled.

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## (3) Timer control register W2

The timer 2 count source selection bits are assigned to bits 0 and 1, the timer 1 count auto-stop circuit control bit is assigned to bit 2 and the timer 2 control bit is assigned to bit 3.

Set the contents of this register through register A with the **TW2A** instruction. The **TAW2** instruction can be used to transfer the contents of register W2 to register A.

Table 2.3.3 shows the timer control register W2.

Table 2.3.3 Timer control register W2

Timer control register W2		at reset : 00002		et: 00002 at RAM back-up: state retained	R/W	
W23	Time or 2 control hit	0		Stop (state retained)		
VVZ3	Timer 2 control bit		1	Operating		
W22	Timer 1 count auto-stop circuit	0		Count auto-stop circuit not selected		
VVZZ	control bit (Note 2)		1	Count auto-stop circuit selected		
	Timer 2 count source selection bits	W21	W20	Count source		
W21		0	0	Timer 1 underflow signal		
		0	1	Prescaler output (ORCLK)		
W20		1	0	CNTR input		
		1	1	System clock		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

## (4) Timer control register W6

The P12/CNTR function selection bit is assigned to bit 0 and the CNTR output control bit is assigned to bit 1.

Set the contents of this register through register A with the **TW6A** instruction. The **TAW6** instruction can be used to transfer the contents of register W6 to register A.

Table 2.3.4 shows the timer control register W6.

Table 2.3.4 Timer control register W6

Timer control register W6		at reset : 00002		at RAM back-up : state retained	R/W			
W63	Not used	0	This bit has	This bit has no function, but read/write is enabled.				
		1		,				
\ <i>\</i> /62	W62 Not used	0	This bit has no function, but read/write is enabled.					
VV 02		1						
\\\C4	CNTD custout control bit	0	Timer 1 underflow signal divided by 2 output					
W61	CNTR output control bit	1	Timer 2 underflow signal divided by 2 output					
W60	P12/CNTR function selection bit	0	P12 (I/O) / CNTR input (Note 2)					
VV 60		1	P12 (input)	/ CNTR I/O (Note 2)				

Notes 1: "R" represents read enabled, and "W" represents write enabled.

- 2: The CNTR input is valid only when the CNTR input is selected for the timer 2 count source.
- 3: When timer is used, W63 and W62 are not used.

<sup>2:</sup> This function is valid only when the timer 1 count start synchronous circuit is selected.

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#### 2.3.3 Timer application examples

#### (1) Timer operation: measurement of constant period

The constant period by the setting timer count value can be measured.

Outline: The constant period by the timer 1 underflow signal can be measured.

**Specifications:** Timer 1 and prescaler divides the system clock frequency f(XIN) = 4.0 MHz, and the timer 1 interrupt request occurs every 3 ms.

Figure 2.3.3 shows the setting example of the constant period measurement.

#### (2) CNTR output operation: piezoelectric buzzer output

Outline: Square wave output from timer 1 can be used for piezoelectric buzzer output.

**Specifications:** 4 kHz square wave is output from the CNTR pin at system clock frequency f(XIN) = 4.0 MHz. Also, timer 1 interrupt occurs simultaneously.

Figure 2.3.1 shows the peripheral circuit example, and Figure 2.3.4 shows the setting example of CNTR output.

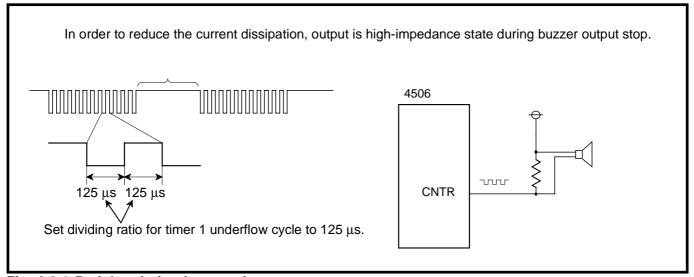


Fig. 2.3.1 Peripheral circuit example

#### (3) CNTR input operation: event count

**Outline:** Count operation can be performed by using the signal (falling waveform) input from CNTR pin as the event.

**Specifications:** The low-frequency pulse from external as the timer 2 count source is input to CNTR pin, and the timer 2 interrupt request occurs every 100 counts.

Figure 2.3.5 shows the setting example of CNTR input.

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#### (4) Timer operation: timer start by external input

Outline: The constant period can be measured by external input.

**Specifications:** System clock frequency f(XIN) = 4 MHz and timer 1 operates by INT input as a trigger and an interrupt occurs after 1 ms.

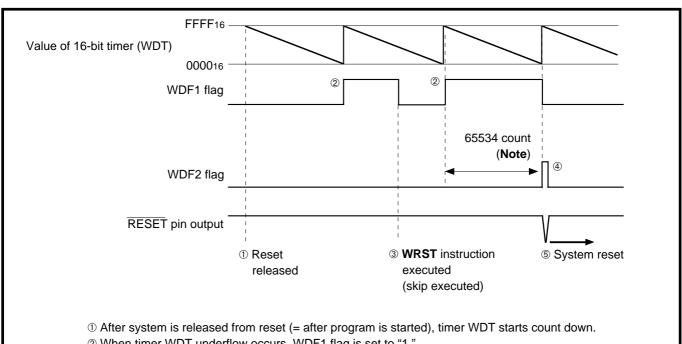
Figure 2.3.6 shows the setting example of timer start.

#### (5) Watchdog timer

Watchdog timer provides a method to reset the system when a program run-away occurs. Accordingly, when the watchdog timer function is set to be valid, execute the WRST instruction at a certain period which consists of timer 16-bit timers' 65534 counts or less (execute WRST instruction at a cycle of 65534 machine cycles or less).

Outline: Execute the WRST instruction in 16-bit timer's 65534 counts at the normal operation. If a program runs incorrectly, the WRST instruction is not executed and system reset occurs. **Specifications:** System clock frequency f(XIN) = 4.0 MHz is used, and program run-away is detected by executing the WRST instruction in 49 ms.

Figure 2.3.2 shows the watchdog timer function, and Figure 2.3.7 shows the example of watchdog timer.



- 2 When timer WDT underflow occurs, WDF1 flag is set to "1."
- When the WRST instruction is executed, WDF1 flag is cleared to "0," the next instruction is skipped.
- 4 When timer WDT underflow occurs while WDF1 flag is "1," WDF2 flag is set to "1" and the watchdog reset signal is output.
- The output transistor of RESET pin is turned "ON" by the watchdog reset signal and system reset is executed.

Note: The number of count is equal to the number of machine cycle because the count source of watchdog timer is the instruction clock.

Fig. 2.3.2 Watchdog timer function

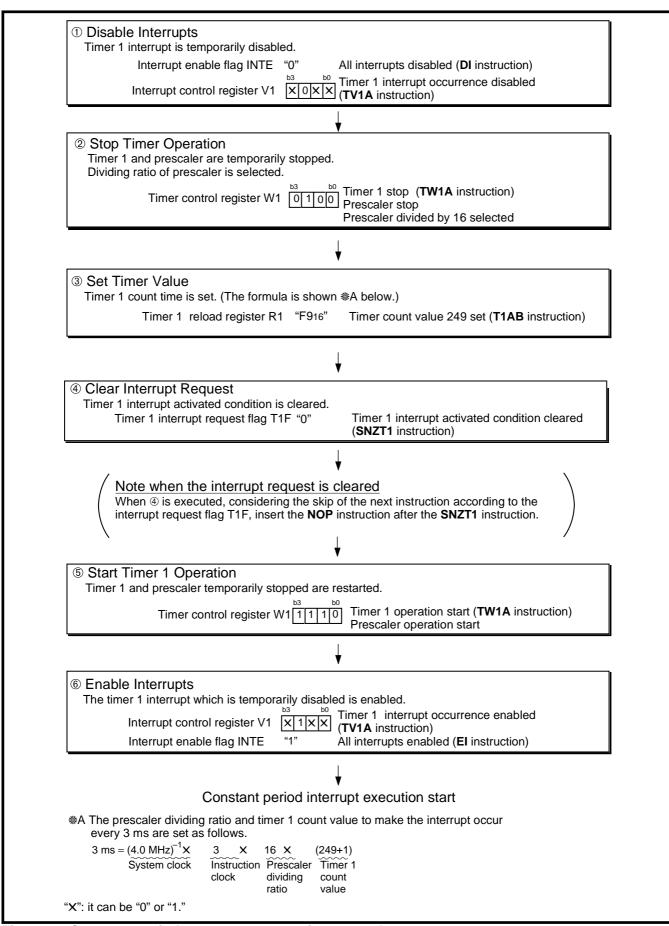


Fig. 2.3.3 Constant period measurement setting example

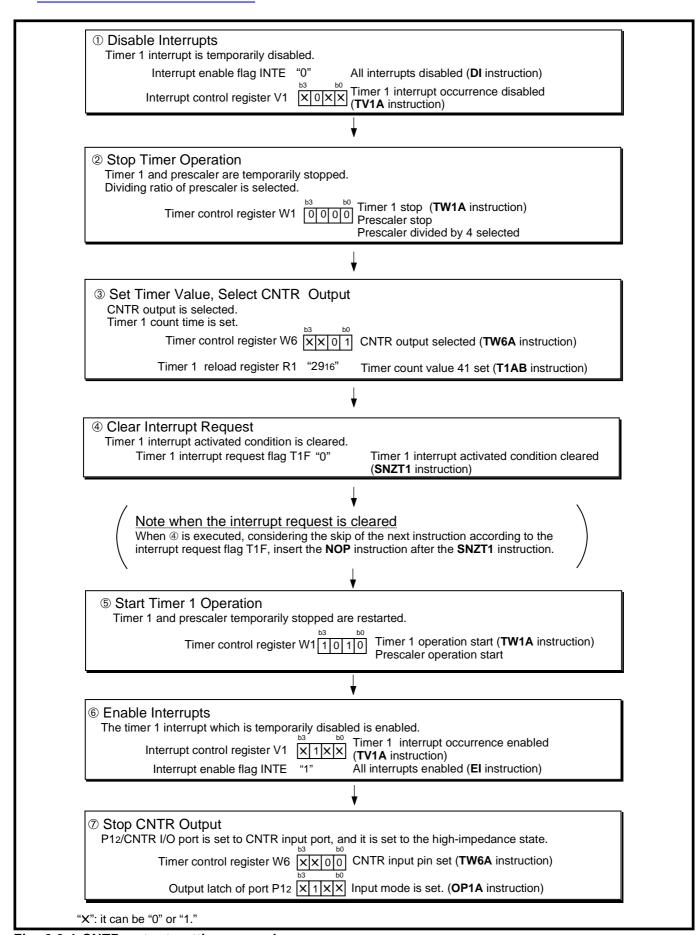


Fig. 2.3.4 CNTR output setting example

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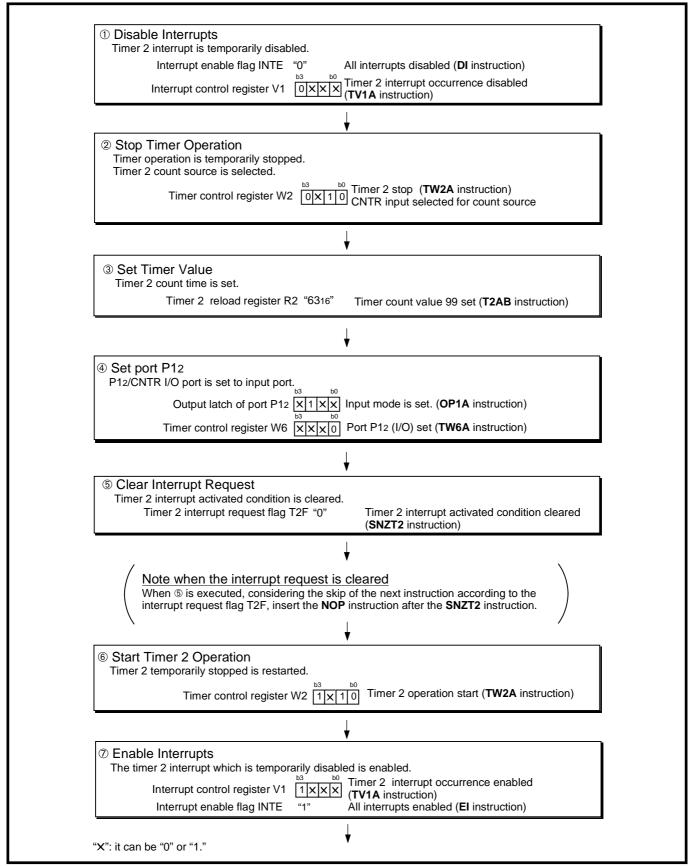


Fig. 2.3.5 CNTR input setting example

However, specify the pulse width input to CNTR pin. Refer to section "2.3.4 Notes on use" for the timer external input period condition.

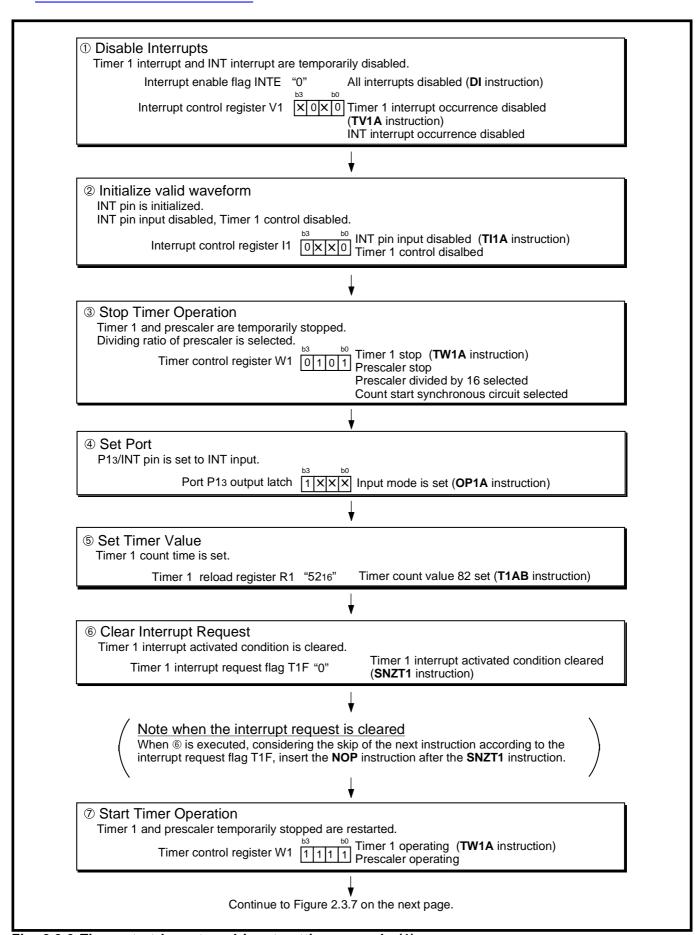


Fig. 2.3.6 Timer start by external input setting example (1)

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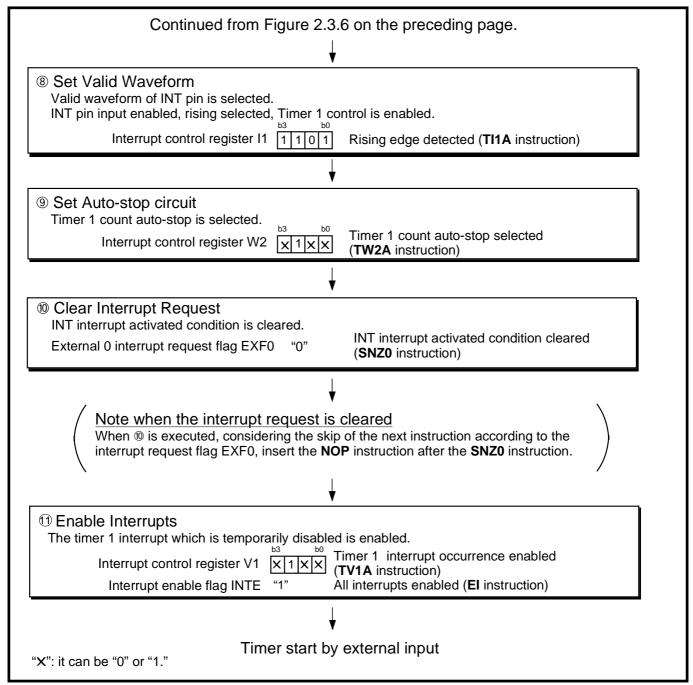


Fig. 2.3.7 Timer start by external input setting example (2)

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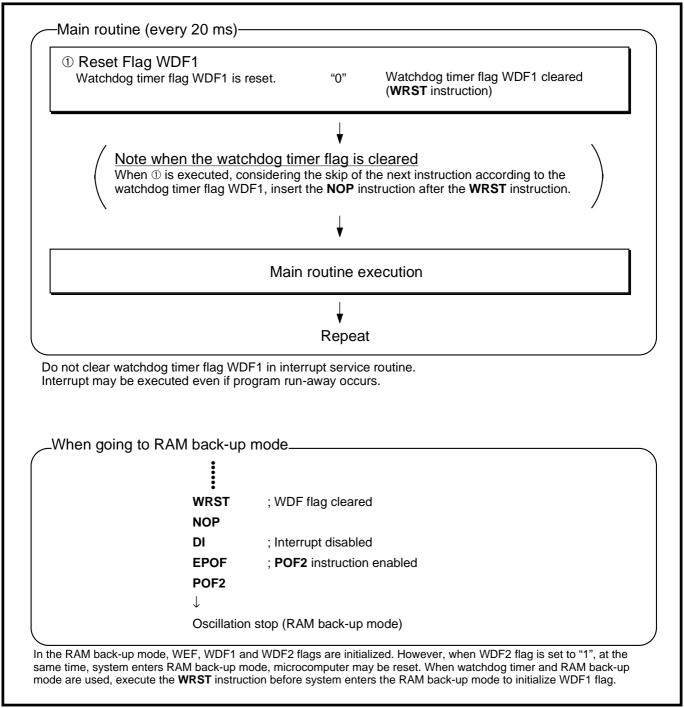


Fig. 2.3.8 Watchdog timer setting example

#### 2.3.4 Notes on use

#### (1) Prescaler

Stop the prescaler operation to change its frequency dividing ratio.

#### (2) Count source

Stop timer 1 or 2 counting to change its count source.

#### (3) Reading the count values

Stop timer 1 or 2 counting and then execute the TAB1 or TAB2 instruction to read its data.

4506 Group 2.3 Timers

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#### (4) Writing to the timer

Stop timer 1 or 2 counting and then execute the T1AB or T2AB instruction to write its data.

#### (5) Writing to reload register R1

When writing data to reload register R1 while timer 1 is operating, avoid a timing when timer 1 underflow.

#### (6) Timer 1 and timer 2 count start timing and count time when operation starts

Count starts from the first rising edge of the count source (2) after timer 1 and timer 2 operations start (1).

Time to first underflow (3) is shorter (for up to 1 period of the count source) than time among next underflow (4) by the timing to start the timer and count source operations after count starts. When selecting CNTR input as the count source of timer 2, timer 2 operates synchronizing with the falling edge of CNTR input.

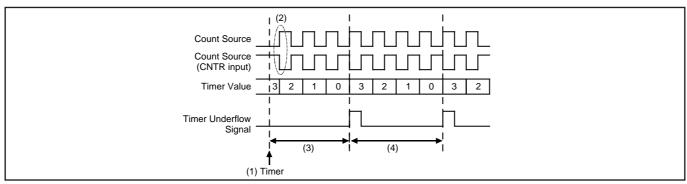


Fig. 2.3.9 Timer count start timing and count time when operation starts (T1, T2)

#### (7) Watchdog timer

- The watchdog timer function is valid after system is released from reset. When not using the watchdog timer function, execute the **DWDT** instruction and the **WRST** instruction continuously, and clear the WEF flag to "0" to stop the watchdog timer function.
- The watchdog timer function is valid after system is returned from the RAM back-up. When not
  using the watchdog timer function, execute the **DWDT** instruction and the **WRST** instruction continuously every system is returned from the RAM back-up, and stop the watchdog timer function.

### (8) Pulse width input to CNTR pin

Table 2.3.5 shows the recommended operating condition of pulse width input to CNTR pin.

Table 2.3.5 Recommended operating condition of pulse width input to CNTR pin

Parameter	Condition		Unit			
r arameter	Condition	Min.	Тур.	Max.	) Onit	
Timer external input period	High-speed mode	3/f(XIN)				
("H" and "L" pulse width)	Middle-speed mode	6/f(XIN)				
	Low-speed mode	12/f(XIN)			5	
	Default mode	24/f(XIN)				

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# 2.4 A/D converter

The 4506 Group has a 2-channel A/D converter with the 10-bit successive comparison method.

This A/D converter can also be used as a comparator to compare analog voltages input from the analog input pin with preset values.

This section describes the related registers, application examples using the A/D converter and notes.

Figure 2.4.1 shows the A/D converter block diagram.

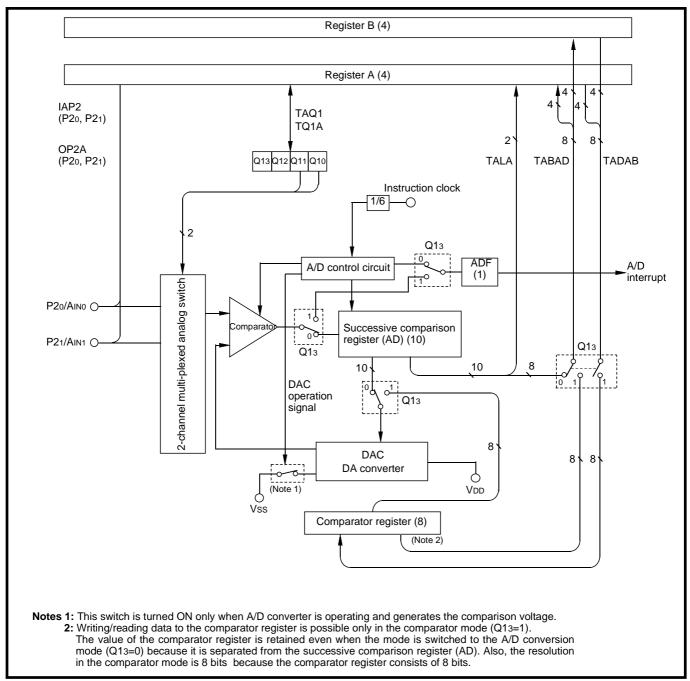


Fig. 2.4.1 A/D converter structure

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### 2.4.1 Related registers

### (1) A/D control register Q1

A/D operation mode control bit and analog input pin selection bits are assigned to register Q1. Set the contents of this register through register A with the **TQ1A** instruction. The **TAQ1** instruction can be used to transfer the contents of register Q1 to register A. Table 2.4.1 shows the A/D control register Q1.

Table 2.4.1 A/D control register Q1

A/D control register Q1			res	et: 00002	at RAM back-up : state retained	R/W	
Q13	A/D aparation made control bit	0 A/D conver			ion mode		
Q13	A/D operation mode control bit		1 Comparator		mode		
Q12	Not used		0 This bit has		s no function, but read/write is enabled.		
Q1Z			1	The bit has no fanction, but roda, who is shabled.			
		Q11	<b>Q1</b> 0		Selected pins		
Q11		0	0	AIN0			
	Analog input pin selection bits		1	AIN1			
Q10	5 1 1	1	0	Not available	Э		
		1	1	Not available	Э		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

#### 2.4.2 A/D converter application examples

#### (1) A/D conversion mode

Outline: Analog input signal from a sensor can be converted into digital values.

**Specifications:** Analog voltage values from a sensor is converted into digital values by using a 10-bit successive comparison method. Use the AINO pin for this analog input.

Figure 2.4.2 shows the A/D conversion mode setting example.

<sup>2:</sup> When A/D converter is used, Q12 is not used.

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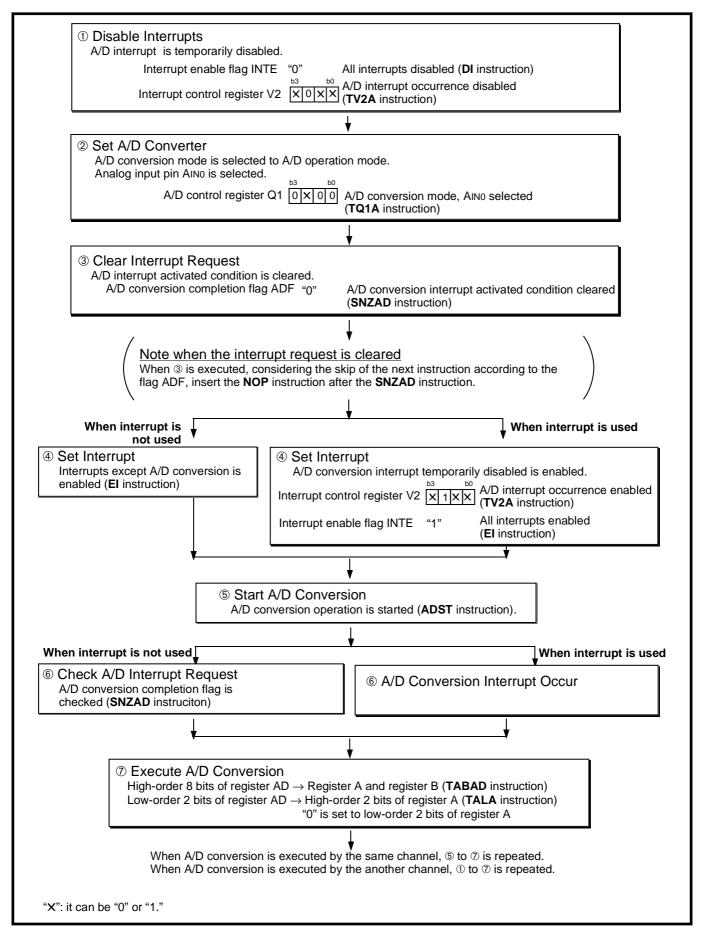


Fig. 2.4.2 A/D conversion mode setting example

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#### 2.4.3 Notes on use

#### (1) Note when the A/D conversion starts again

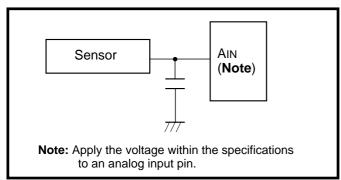
When the A/D conversion starts again with the **ADST** instruction during A/D conversion, the previous input data is invalidated and the A/D conversion starts again.

#### (2) A/D converter-1

Each analog input pin is equipped with a capacitor which is used to compare the analog voltage. Accordingly, when the analog voltage is input from the circuit with high-impedance and, charge/ discharge noise is generated and the sufficient A/D accuracy may not be obtained. Therefore, reduce the impedance or, connect a capacitor (0.01  $\mu$ F to 1  $\mu$ F) to analog input pins.

Figure 2.4.3 shows the analog input external circuit example-1.

When the overvoltage applied to the A/D conversion circuit may occur, connect an external circuit in order to keep the voltage within the rated range as shown the Figure 2.4.4. In addition, test the application products sufficiently.



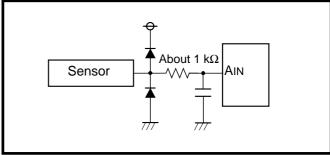


Fig. 2.4.4 Analog input external circuit example-2

Fig. 2.4.3 Analog input external circuit example-1

#### (3) Notes for the use of A/D conversion 2

When the operating mode of the A/D converter is changed from the comparator mode to the A/D conversion mode with bit 3 of register Q1 in a program, be careful about the following notes.

- Clear bit 2 of register V2 to "0" to change the operating mode of the A/D converter from the comparator mode to the A/D conversion mode with bit 3 of register Q1 (refer to Figure 2.4.5①).
- The A/D conversion completion flag (ADF) may be set when the operating mode of the A/D converter is changed from the comparator mode to the A/D conversion mode. Accordingly, set a value to bit 3 of register Q1, and execute the **SNZAD** instruction to clear the ADF flag.

Do not change the operating mode (both A/D conversion mode and comparator mode) of A/D converter with bit 3 of register Q1 during operating the A/D converter.

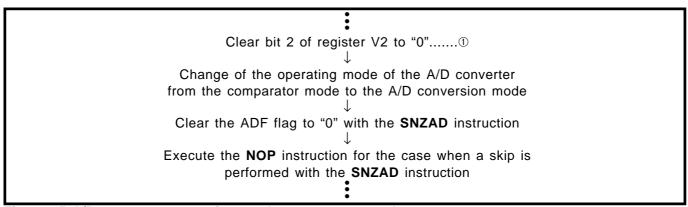


Fig. 2.4.5 A/D converter operating mode program example

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#### (4) A/D converter is used at the comparator mode

The analog input voltage is higher than the comparison voltage as a result of comparison, the contents of ADF flag retains "0," not set to "1."

In this case, the A/D interrupt does not occur even when the usage of the A/D interrupt is enabled. Accordingly, consider the time until the comparator operation is completed, and examine the state of ADF flag by software. The comparator operation is completed after 8 machine cycles.

#### (5) Analog input pins

Even when P20/AIN0 and P21/AIN1 are set to pins for analog input, they continue to function as P2 I/O. Accordingly, when any of them are used as these ports and others are used as analog input pins, make sure to set the outputs of pins that are set for analog input to "1." Also, the port input function of the pin functions as an analog input is undefined.

#### (6) TALA instruction

When the **TALA** instruction is executed, the low-order 2 bits of register AD is transferred to the high-order 2 bits of register A, and simultaneously, the low-order 2 bits of register A is "0."

#### (7) Recommended operating conditions when using A/D converter

The recommended operating conditions of supply voltage and system clock frequency when using A/D converter are different from those when not using A/D converter.

Table 2.4.2 shows the recommended operating conditions when using A/D converter.

Table 2.4.2 Recommended operating conditions (when using A/D converter)

Parameter			Unit			
i didilietei	Condition		Min.	Тур.	Max.	
System clock frequency	VDD = 2.7 to 5.5 V (high-speed mode)		0.1		4.4	
(at ceramic resonance)	VDD = 2.7 to 5.5 V (middle-speed mode)		0.1		2.2	
	VDD = 2.7 to 5.5 V (low-speed mode)		0.1		1.1	
	VDD = 2.7 to 5.5 V (default mode)	0.1		0.5		
System clock frequency	VDD = 2.7 to 5.5 V (high-speed mode)	0.1		4.4		
(at RC oscillation) (Note)	VDD = 2.7 to 5.5 V (middle-speed mode)		0.1		2.2	MHz
	VDD = 2.7 to 5.5 V (low-speed mode)		0.1		1.1	1011 12
	VDD = 2.7 to 5.5 V (default mode)		0.1		0.5	
System clock frequency	VDD = 2.7 to 5.5 V (high-speed mode)		0.1		3.2	
(ceramic resonance	VDD = 2.7 to 5.5 V (middle-speed mode)	Duty	0.1		1.6	
selected, at external	VDD = 2.7 to 5.5 V (low-speed mode)	40 % to 60 %	0.1		0.8	
clock input)	VDD = 2.7 to 5.5 V (default mode)		0.1		0.4	

**Note:** The frequency at RC oscillation is affected by a capacitor, a resistor and a microcomputer. So, set the constants within the range of the frequency limits.

4506 Group 2.5 Reset

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#### 2.5 Reset

System reset is performed by applying "L" level to the RESET pin for 1 machine cycle or more when the following conditions are satisfied:

- the value of supply voltage is the minimum value or more of the recommended operating conditions
- oscillation is stabilized.

Then when "H" level is applied to RESET pin, the software starts from address 0 in page 0 after elapsing of the internal oscillation stabilizing time (On-chip oscillator (internal oscillator) clock is counted for 5359 times). Figure 2.5.2 shows the oscillation stabilizing time.

#### 2.5.1 Reset circuit

#### (1) Power-on reset

Reset can be performed automatically at power on (power-on re-set) by connecting a diode and a capacitor to RESET pin. Connect RESET pin and the external circuit at the shortest distance.

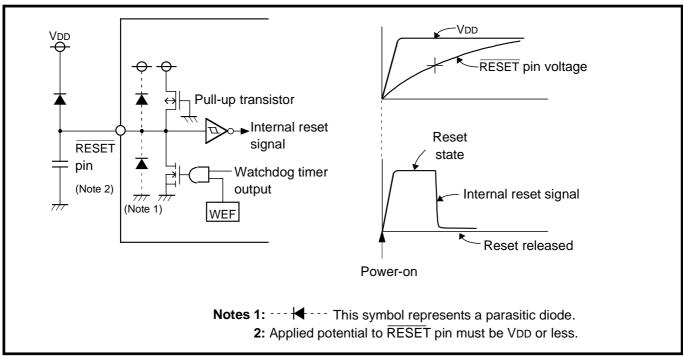


Fig. 2.5.1 Structure of reset pin and its peripherals, and power-on reset operation

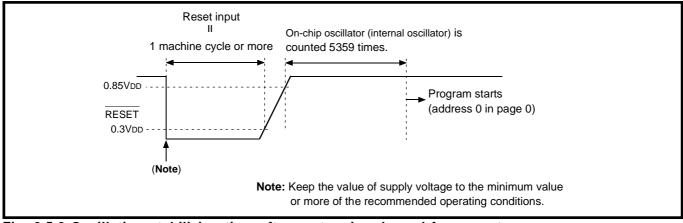


Fig. 2.5.2 Oscillation stabilizing time after system is released from reset

4506 Group 2.5 Reset

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#### 2.5.2 Internal state at reset

Figure 2.5.3 shows the internal state at reset. The contents of timers, registers, flags and RAM other than shown in Figure 2.5.3 are undefined, so that set them to initial values.

Program counter (PC)
Address 0 in page 0 is set to program counter.
• Interrupt enable flag (INTE)
Power down flag (P)
• External 0 interrupt request flag (EXF0)
• Interrupt control register V1
• Interrupt control register V2
• Interrupt control register I1
• Timer 1 interrupt request flag (T1F)
• Timer 2 interrupt request flag (T2F)
A/D conversion completion flag ADF
Watchdog timer flags (WDF1, WDF2)
Watchdog timer enable flag (WEF)
• Timer control register W1
• Timer control register W2
• Timer control register W6
Clock control register MR
Key-on wakeup control register K0
Key-on wakeup control register K1      0 0 0 0
Key-on wakeup control register K2
Pull-up control register PU0      0 0 0 0
Pull-up control register PU1      0 0 0 0
Pull-up control register PU2      0 0 0 0
• A/D control register Q1
• Carry flag (CY)0
• Register A
• Register B
Register DX X X X
• Register E
• Register X
• Register Y
• Register ZX X
• Stack pointer (SP)
Operation source clock On-chip oscillator (operation state)
Ceramic resonator Operation state
• RC oscillation circuit Stop state
"X" represents undefined.
X represents undermed.

Fig. 2.5.3 Internal state at reset

#### 2.5.3 Notes on use

### (1) Register initial value

The initial value of the following registers are undefined after system is released from reset. After system is released from reset, set initial values.

- Register Z (2 bits)
- Register D (3 bits)
- Register E (8 bits)

4506 Group 2.6 RAM back-up

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# 2.6 RAM back-up

#### 2.6.1 RAM back-up mode

The system enters RAM back-up mode when the POF2 instruction is executed after the EPOF instruction is executed. Table 2.6.1 shows the function and state retained at RAM back-up mode. Also, Table 2.6.2 shows the return source from this state.

#### (1) RAM back-up mode

As oscillation stops with RAM, the state of reset circuit retained, current dissipation can be reduced without losing the contents of RAM.

Table 2.6.1 Functions and states retained at RAM back-up mode

Function	RAM back-up
Program counter (PC), registers A, B, carry flag (CY), stack pointer (SP) (Note 2)	X
Contents of RAM	0
Port level	(Note 5)
Selected oscillation circuit	0
Timer control register W1	X
Timer control registers W2, W6	0
Clock control register MR	X
Interrupt control registers V1, V2	X
Interrupt control register I1	0
Timer 1 function	X
Timer 2 function	(Note 3)
A/D function	X
Pull-up control registers PU0-PU2	0
Key-on wakeup control registers K0-K2	0
A/D control register Q1	0
External 0 interrupt request flag (EXF0)	X
Timer 1 interrupt request flag (T1F)	X
Timer 2 interrupt request flag (T2F)	(Note 3)
A/D conversion completion flag (ADF)	X
Watchdog timer flag (WDF1)	X (Note 4)
Watchdog timer enable flag (WEF)	X
16-bit timer (WDT)	X (Note 4)
Interrupt enable flag (INTE)	X

- Notes 1: "O" represents that the function can be retained, and "X" represents that the function is initialized. Registers and flags other than the above are undefined at RAM back-up, and set an initial value after returning.
  - 2: The stack pointer (SP) points the level of the stack register and is initialized to "7" at RAM back-up.
  - 3: The state of the timer flag WDF1 is undefined.
  - 4: Initialize the watchdog timer flag WDF1 with the WRST instruction, and then execute the POF2 instruction.
  - 5: As for the D2/C pin, the output latch of port C is set to "1" at the RAM back-up. However, the output latch of port D2 is retained.
    - As for the other ports, their output levels are retained at the RAM back-up.

4506 Group 2.6 RAM back-up

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Table 2.6.2 Return source and return condition

F	Return source	Return condition	Remarks
	Port P0	Return by an external "L" level input.	Key-on wakeup function can be selected with
	Port P1 (Note)		every one port. Set the port using the key-on
dn	Port P2		wakeup function to "H" level before going into
wakeup nal	Port D2/C		the RAM back-up state.
wa	Port D3/K		
nal	Port P13/INT	Return by an external "H" level or "L"	Select the return level ("L" level or "H" level)
Exterr	(Note)	level input. The return level can be	with the bit 2 of register I1 according to the
யி		selected by register I12. When the	external state before going into the RAM back-
		return level is input, the EXF0 flag is	up state.
		not set.	

**Note:** When the bit 3 (K13) of the key-on wakeup control register K1 is "0", the key-on wakeup ("H" level or "L" level) of INT pin is set. When the K13 is "1", the key-on wakeup ("L" level) of port P13 is set.

#### (2) Start condition identification

When system returns from both RAM back-up mode and reset, software is started from address 0 in page 0.

The start condition (warm start or cold start) can be identified by examining the state of the power down flag (P) with the **SNZP** instruction.

Table 2.6.3 Start condition identification

Return condition	P flag
External wakeup signal input	1
Reset	0

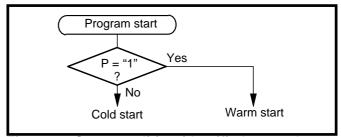


Fig. 2.6.1 Start condition identified example

4506 Group 2.6 RAM back-up

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#### 2.6.2 Related registers

#### (1) Key-on wakeup control register K0

Register K0 controls the ON/OFF of the key-on wakeup function of ports P00–P03. Set the contents of this register through register A with the **TK0A** instruction. The contents of register K0 is transferred to register A with the **TAK0** instruction. Table 2.6.4 shows the key-on wakeup control register K0.

Table 2.6.4 Key-on wakeup control register K0

Key-on wakeup control register K0		at reset : 00002		at RAM back-up : state retained	R/W	
K03	Port P03	0	0 Key-on wakeup invalid			
KU3	key-on wakeup control bit	1	1 Key-on wakeup valid			
K02	Port P02	0	0 Key-on wakeup invalid			
KU2	key-on wakeup control bit	1	Key-on wak	ceup valid		
K01	Port P01	0	Key-on wak	ceup invalid		
KUT	key-on wakeup control bit	1	Key-on wak	ceup valid		
K00	Port P00	0	Key-on wak	ceup invalid		
	key-on wakeup control bit	1	Key-on wak	ceup valid		

Note: "R" represents read enabled, and "W" represents write enabled.

### (2) Key-on wakeup control register K1

Register K1 controls the ON/OFF of the key-on wakeup function of ports P10–P13. Set the contents of this register through register A with the **TK1A** instruction. The contents of register K1 is transferred to register A with the **TAK1** instruction. Table 2.6.5 shows the key-on wakeup control register K1.

Table 2.6.5 Key-on wakeup control register K1

Key-on wakeup control register K1		at reset : 00002		at RAM back-up : state retained	R/W
	Port P13/INT	0	P13 key-on	wakeup invalid/INT pin key-on wake	eup valid
K13	key-on wakeup control bit	1	P13 key-on	wakeup valid/INT pin key-on wakeu	p invalid
V10	Port P12/CNTR	0	Key-on wak	ceup invalid	
K12	key-on wakeup control bit	1	Key-on wak	ceup valid	
	Port P11	0	Key-on wak	ceup invalid	
K11	key-on wakeup control bit	1	Key-on wak	ceup valid	
K10	Port P10	0	Key-on wak	ceup invalid	
K10	key-on wakeup control bit	1	Key-on wak	ceup valid	

Note: "R" represents read enabled, and "W" represents write enabled.

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4506 Group 2.6 RAM back-up

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### (3) Key-on wakeup control register K2

Register K2 controls the ON/OFF of the key-on wakeup function of ports P20, P21, D2/C and D3/K. Set the contents of this register through register A with the **TK2A** instruction.

The contents of register K2 is transferred to register A with the TAK2 instruction.

Table 2.6.6 shows the key-on wakeup control register K2.

Table 2.6.6 Key-on wakeup control register K2

Key-	on wakeup control register K2	at reset : 00002		at RAM back-up : state retained	R/W	
K23	Port D3/K	0	0 Key-on wakeup invalid			
N23	key-on wakeup control bit	1	1 Key-on wakeup valid			
K22	Port D2/C	0 Key-on wakeup invalid				
NZ2	key-on wakeup control bit	1	1 Key-on wakeup valid			
K21	Port P21/AIN1	0	Key-on wak	ceup invalid		
<b>K</b> 21	key-on wakeup control bit	1	Key-on wak	ceup valid		
K20	Port P20/AIN0	0	Key-on wak	ceup invalid		
M20	key-on wakeup control bit	1	Key-on wak	ceup valid		

Note: "R" represents read enabled, and "W" represents write enabled.

#### (4) Pull-up control register PU0

Register PU0 controls the ON/OFF of the ports P00–P03 pull-up transistor. Set the contents of this register through register A with the **TPU0A** instruction. Table 2.6.7 shows the pull-up control register PU0.

Table 2.6.7 Pull-up control register PU0

Pull-up control register PU0		at reset : 00002		at RAM back-up : state retained	W	
DLIO	Port P03	0	0 Pull-up transistor OFF			
PU03	pull-up transistor control bit	1	1 Pull-up transistor ON			
PU02	Port P02	0	0 Pull-up transistor OFF			
PU02	pull-up transistor control bit	1	Pull-up tran	sistor ON		
PU01	Port P01	0	Pull-up tran	sistor OFF		
P001	pull-up transistor control bit	1	Pull-up tran	sistor ON		
PU00	Port P00	0	Pull-up tran	sistor OFF		
- 000	pull-up transistor control bit	1	Pull-up tran	sistor ON		

Note: "W" represents write enabled.

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4506 Group 2.6 RAM back-up

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#### (5) Pull-up control register PU1

Register PU1 controls the ON/OFF of the ports P10-P13 pull-up transistor. Set the contents of this register through register A with the **TPU1A** instruction. Table 2.6.8 shows the pull-up control register PU1.

Table 2.6.8 Pull-up control register PU1

Pull-up control register PU1 at		at res	et: 00002	at RAM back-up : state retained	W	
PU13	Port P13/INT	0	Pull-up tran	sistor OFF		
PU 13	pull-up transistor control bit	1	1 Pull-up transistor ON			
PU12	Port P12/CNTR	0	0 Pull-up transistor OFF			
PU 12	pull-up transistor control bit	1 Pull-up transistor ON				
DUIA	Port P11	0	Pull-up tran	sistor OFF		
PU11	pull-up transistor control bit	1	Pull-up tran	sistor ON		
PU10	Port P10	0	Pull-up tran	sistor OFF		
FU10	pull-up transistor control bit	1	Pull-up tran	sistor ON		

Note: "W" represents write enabled.

# (6) Pull-up control register PU2

Register PU2 controls the ON/OFF of the ports P20, P21, D2/C and D3/K pull-up transistor. Set the contents of this register through register A with the **TPU2A** instruction. Table 2.6.9 shows the pull-up control register PU2.

Table 2.6.9 Pull-up control register PU2

Pull-up control register PU2		at reset: 00002		at RAM back-up : state retained	W			
PU23	Port D3/K	0	0 Pull-up transistor OFF					
pull-up transistor control bit 1 Pt				Pull-up transistor ON				
DLIG	Port D2/C	0	0 Pull-up transistor OFF					
PU22	pull-up transistor control bit	1	Pull-up transistor ON					
PU21	Port P21/AIN1	0	Pull-up tran	sistor OFF				
PUZ1	pull-up transistor control bit	1	Pull-up transistor ON					
Port P20/AIN0		0	Pull-up tran	sistor OFF				
PU20	pull-up transistor control bit	1	Pull-up tran	sistor ON				

Note: "W" represents write enabled.

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#### (7) Interrupt control register I1

The INT pin timer 1 control enable bit is assigned to bit 0, INT pin edge detection circuit control bit is assigned to bit 1, interrupt valid waveform for INT pin/return level selection bit is assigned to bit 2 and INT pin input control bit is assigned to bit 3.

Set the contents of this register through register A with the TI1A instruction.

In addition, the **TAI1** instruction can be used to transfer the contents of register I1 to register A. Table 2.6.10 shows the interrupt control register I1.

Table 2.6.10 Interrupt control register I1

I	nterrupt control register I1	at reset : 00002		at RAM back-up : state retained	R/W	
112	I13 INT pin input control bit (Note 2		INT pin inp	ut disabled		
113	in pin input control bit ( <b>Note 2</b> )	1	INT pin inp	ut enabled		
	Interrupt valid waveform for INT	0	Falling waveform ("L" level of INT pin is recognized with			
<b>I1</b> 2	pin/return level selection bit (Note 2)	U	the SNZIO instruction)/"L" level			
112		1	Rising waveform ("H" level of INT pin is recognized with			
			the SNZI0	instruction)/"H" level		
	INT pin edge detection circuit	0	One-sided	edge detected		
111	control bit		Both edges detected			
I10	INT pin 0 Disabled					
	timer 1 control enable bit	1	Enabled			

Notes 1: "R" represents read enabled, and "W" represents write enabled.

2: When the contents of I12 and I13 are changed, the external interrupt request flag EXF0 may be set. Accordingly, after the one instruction is executed, clear EXF0 flag with the SNZ0 instruction while the bit 0 (V10) of register V1 is "0". In this time, set the NOP instruction after the SNZ0 instruction, for the case when a skip is performed with the SNZ0 instruction.

4506 Group 2.6 RAM back-up

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#### 2.6.3 Notes on use

#### (1) Key-on wakeup function

After setting ports (P0, P1, D2/C, D3/K, P20/AIN0 and P21/AIN1 specified with register K0–K2) which key-on wakeup function is valid to "H," execute the **P0F2** instruction.

If one of ports which key-on wakeup function is valid is in the "L" level state, system returns from the RAM back-up after the **POF2** instruction is executed.

#### (2) POF2 instruction

Execute the **POF2** instruction immediately after executing the **EPOF** instruction to enter the RAM back-up state.

Note that system cannot enter the RAM back-up state when executing only the **POF2** instruction. Be sure to disable interrupts by executing the **DI** instruction before executing the **EPOF** instruction and the **POF2** instruction.

#### (3) Return from RAM back-up

After system returns from RAM back-up, set the undefined registers and flags.

The initial value of the following registers are undefined at RAM back-up. After system is returned from RAM back-up, set initial values.

- Register Z (2 bits)
- Register X (4 bits)
- Register Y (4 bits)
- Register D (3 bits)
- Register E (8 bits)

#### (4) Watchdog timer

The watchdog timer function is valid after system is returned from the RAM back-up. When not using the watchdog timer function, execute the **DWDT** instruction and the **WRST** instruction continuously every system is returned from the RAM back-up, and stop the watchdog timer function.

#### (5) P13/INT pin

When the bit 3 of register I1 is cleared, the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.

• When the key-on wakeup function of port P13 is not used (register K13 = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode.

### (6) External clock

When the external signal clock is used as the source oscillation (f(XIN)), note that the RAM back-up mode (**POF2** instruction) cannot be used.

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#### 2.7 Oscillation circuit

The 4506 Group has an internal oscillation circuit to produce the clock required for microcomputer operation. The ceramic resonance and the RC oscillation can be used for the source clock.

After system is released from reset, the 4506 Group starts operation by the clock output from the on-chip oscillator which is the internal oscillator.

#### 2.7.1 Oscillation circuit

#### (1) f(XIN) clock generating circuit

The ceramic resonator or RC oscillation can be used for the source oscillation (f(XIN)) of the MCU.

After system is released from reset, the 4506 Group starts operation by the clock output from the on-chip oscillator which is the internal oscillator.

When the ceramic resonator is used, execute the **CMCK** instruction. When the RC oscillation is used, execute the **CRCK** instruction. The oscillation circuit by the **CMCK** or **CRCK** instruction can be selected only at once. The oscillation circuit corresponding to the first executed one of these two instructions is valid. Other oscillation circuit and the on-chip oscillator stop.

Execute the **CMCK** or the **CRCK** instruction in the initial setting routine of program (executing it in address 0 in page 0 is recommended). Also, when the **CMCK** or the **CRCK** instruction is not executed in program, the 4506 Group operates by the on-chip oscillator.

#### (2) On-chip oscillator operation

When the MCU operates by the on-chip oscillator as the source oscillation (f(XIN)) without using the ceramic resonator or the RC oscillator, connect XIN pin to Vss and leave XOUT pin open (Figure 2.7.2).

The clock frequency of the on-chip oscillator depends on the supply voltage and the operation temperature range.

Be careful that variable frequencies when designing application products.

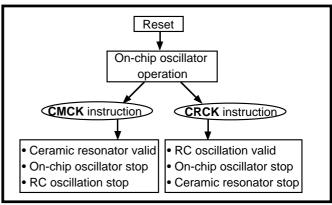


Fig. 2.7.1 Switch to ceramic resonance/RC oscillation

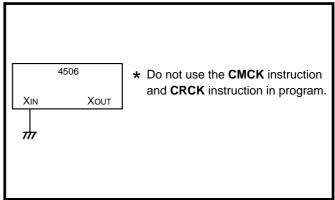


Fig. 2.7.2 Handling of XIN and XOUT when operating on-chip oscillator

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#### (3) Ceramic resonator

When the ceramic resonator is used as the source oscillation (f(XIN)), connect the ceramic resonator and the external circuit to pins XIN and XOUT at the shortest distance. Then, execute the **CMCK** instruction. A feedback resistor is built in between pins XIN and XOUT (Figure 2.7.3).

As for the oscillation frequency, do not exceed the values shown in the Table 2.7.1.

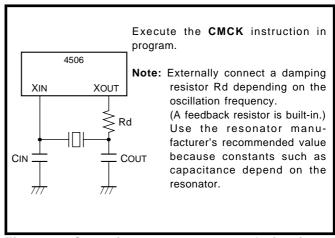


Fig. 2.7.3 Ceramic resonator external circuit

Table 2.7.1 Maximum value of oscillation frequency and supply voltage

Supply voltage		(System clock)	Oscillation frequency
2.7 V to 5.5 V	(f(XIN))	High-speed mode	4.4 MHz
2.0 V to 5.5 V	(f(XIN))	High-speed mode	2.2 MHz
	(f(XIN)/2)	Middle-speed mode	4.4 MHz
	(f(XIN)/4)	Low-speed mode	
	(f(XIN)/8)	Default mode	

#### (4) RC oscillation

When the RC oscillation is used as the source oscillation (f(XIN)), connect the XIN pin to the external circuit of resistor R and the capacitor C at the shortest distance and leave XOUT pin open. Then, execute the **CRCK** instruction (Figure 2.7.4).

The frequency is affected by a capacitor, a resistor and a microcomputer.

So, set the constants within the range of the frequency limits.

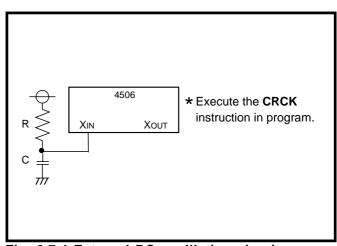


Fig. 2.7.4 External RC oscillation circuit

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#### 2.7.2 Oscillation operation

System clock is supplied to CPU and peripheral device as the standard clock for the microcomputer operation. For the 4506 Group, the clock supplied from the on-chip oscillator (internal oscillator) or the ceramic resonance circuit, RC oscillation circuit is selected from the high-speed mode (f(XIN)/2), low-speed mode (f(XIN)/4) or default mode (f(XIN)/8) with the register MR. Figure 2.7.5 shows the structure of the clock control circuit.

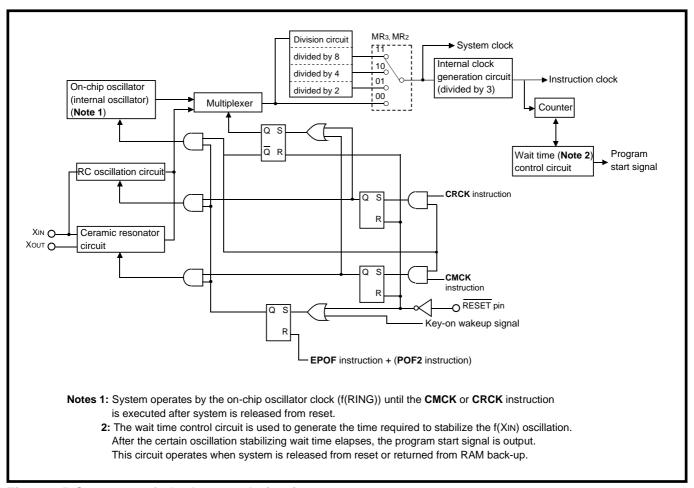


Fig. 2.7.5 Structure of clock control circuit

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#### 2.7.3 Notes on use

#### (1) Clock control

Execute the **CMCK** or the **CRCK** instruction in the initial setting routine of program (executing it in address 0 in page 0 is recommended).

The oscillation circuit by the **CMCK** or **CRCK** instruction can be selected only at once. The oscillation circuit corresponding to the first executed one of these two instructions is valid. Other oscillation circuits and the on-chip oscillator stop.

#### (2) On-chip oscillator

The clock frequency of the on-chip oscillator depends on the supply voltage and the operation temperature range.

Be careful that variable frequencies when designing application products.

Also, the oscillation stabilize wait time after system is released from reset is generated by the onchip oscillator clock. When considering the oscillation stabilize wait time after system is released from reset, be careful that the variable frequency of the on-chip oscillator clock.

#### (3) External clock

When the external signal clock is used as the source oscillation (f(XIN)), note that the RAM back-up mode (**POF2** instruction) cannot be used.

### (4) Value of a part connected to an oscillator

Values of a capacitor and a resistor of the oscillation circuit depend on the connected oscillator and the board. Accordingly, consult the oscillator manufacturer for values of each part connected the oscillator.

# **CHAPTER 3**

# **APPENDIX**

- 3.1 Electrical characteristics
- 3.2 Typical characteristics
- 3.3 List of precautions
- 3.4 Notes on noise
- 3.5 Package outline

3-2

# 查询"M34506M2-XXXFP"供应商

# 3.1 Electrical characteristics

# 3.1.1 Absolute maximum ratings

Table 3.1.1 Absolute maximum ratings

Symbol	Parameter	Conditions	Ratings	Unit
VDD	Supply voltage		-0.3 to 6.5	V
Vı	Input voltage P0, P1, P2, D0, D1, D2/C, D3/K,		-0.3 to VDD+0.3	V
	RESET, XIN			
Vı	Input voltage AIN0-AIN1		-0.3 to VDD+0.3	V
Vo	Output voltage P0, P1, P2, D0, D1, D2/C, D3/K,		-0.3 to VDD+0.3	V
	RESET	Output transistors in cut-off state		
Vo	Output voltage XouT		-0.3 to VDD+0.3	V
Pd	Power dissipation	Ta = 25 °C	300	mW
Topr	Operating temperature range		-20 to 85	°C
Tstg	Storage temperature range		-40 to 125	°C

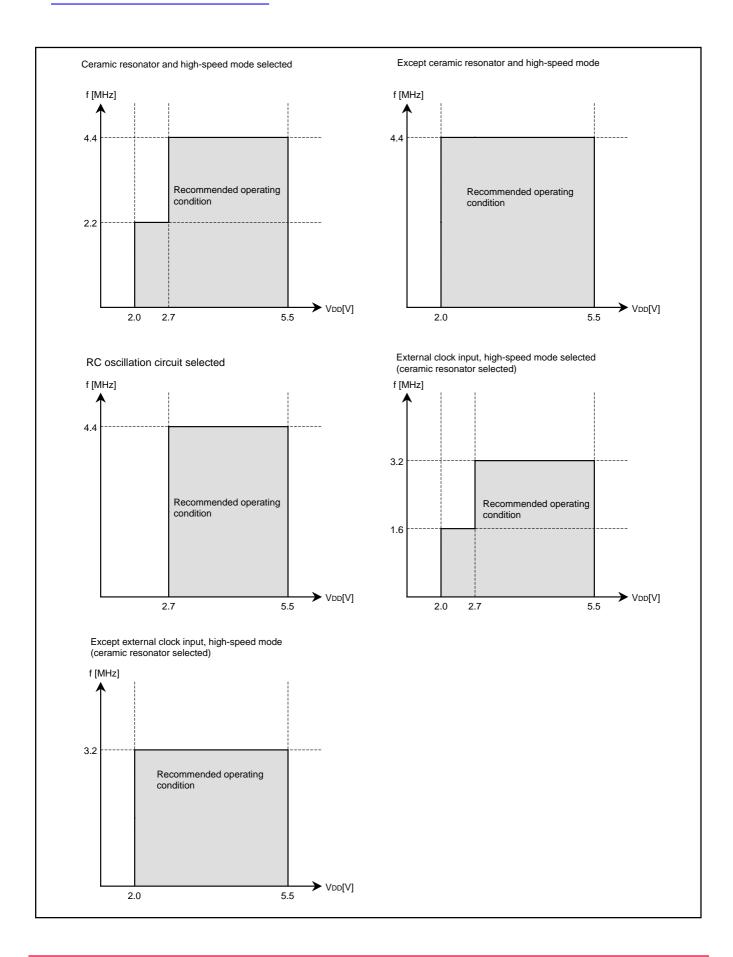
# 3.1.2 Recommended operating conditions

# Table 3.1.2 Recommended operating conditions 1

(Ta = -20 °C to 85 °C, VDD = 2.0 to 5.5 V, unless otherwise noted)

Symbol	Parameter	Condition	Conditions			Limits			
				Min.	Тур.	Max.	Unit		
/DD	Supply voltage	High-speed mode	f(XIN) ≤ 4.4 MHz	2.7		5.5	V		
	(with a ceramic resonator)	Middle-speed mode	$f(XIN) \le 4.4 \text{ MHz}$	2.0		5.5			
		Low-speed mode							
		Default mode							
Vdd	Supply voltage	High-speed mode	$f(XIN) \le 4.4 \text{ MHz}$	2.7		5.5	V		
	(with RC oscillation)	Middle-speed mode							
		Low-speed mode							
		Default mode							
VRAM	RAM back-up voltage	(at RAM back-up)		1.8			V		
Vss	Supply voltage				0		V		
Vih	"H" level input voltage	P0, P1, P2, D0-D3, XIN		0.8VDD		VDD	V		
VIH	"H" level input voltage	RESET		0.85VDD		VDD	V		
Vih	"H" level input voltage	C, K	VDD = 4.0 to 5.5 V	0.5Vdd		VDD	V		
			VDD = 2.0 to 5.5 V	0.7Vdd		VDD			
Vih	"H" level input voltage	CNTR, INT		0.85VDD		VDD	V		
VIL	"L" level input voltage	P0, P1, P2, D0-D3, XIN	P0, P1, P2, D0-D3, XIN			0.2VDD	V		
VIL	"L" level input voltage	C, K		0		0.16VDD	V		
VIL	"L" level input voltage	RESET		0		0.3VDD	V		
VIL	"L" level input voltage	CNTR, INT		0		0.15VDD	V		
loL(peak)	"L" level peak output current	P2, RESET	VDD = 5.0 V			10	mA		
			VDD = 3.0 V			4.0	1		
loL(peak)	"L" level peak output current	D0, D1	VDD = 5.0 V			40	mA		
			VDD = 3.0 V			30			
loL(peak)	"L" level peak output current	D2/C, D3/K	VDD = 5.0 V			24	mA		
			VDD = 3.0 V			12			
loL(peak)	"L" level peak output current	P0, P1	VDD = 5.0 V			24	mA		
			VDD = 3.0 V			12	1		
lo∟(avg)	"L" level average output current	P2, RESET (Note)	VDD = 5.0 V			5.0	mA		
			VDD = 3.0 V			2.0	1		
loL(avg)	"L" level average output current	Do, D1 (Note)	VDD = 5.0 V			30	mA		
			VDD = 3.0 V			15			
loL(avg)	"L" level average output current	D2/C, D3/K (Note)	VDD = 5.0 V			15	mA		
			VDD = 3.0 V			7.0	1		
loL(avg)	"L" level average output current	P0, P1 (Note)	VDD = 5.0 V			12	mA		
	-		VDD = 3.0 V			6.0	1		
Σlo∟(avg)	"L" level total average current	P2, D, RESET				80	mA		
,	_	P0, P1				80	1		

Note: The average output current (IOH, IOL) is the average value during 100 ms.



# Table 3.1.3 Recommended operating conditions 2

(Ta = -20 °C to 85 °C, VDD = 2.0 to 5.5 V, unless otherwise noted)

Symbol	Parameter	Con	ditions	Limits			Unit
Symbol	Faianetei	Conc	uitions	Min.	Тур.	Max.	0111
f(XIN)	Oscillation frequency	High-speed mode	VDD = 2.7 V to 5.5 V			4.4	MHz
	(with a ceramic resonator)		VDD = 2.0 V to 5.5 V			2.2	1
		Middle-speed mode	VDD = 2.0 V to 5.5 V			4.4	1
		Low-speed mode					
		Default mode					
f(XIN)	Oscillation frequency	High-speed mode	VDD = 2.7 V to 5.5 V			4.4	MHz
	(with RC oscillation) (Note)	Middle-speed mode					
		Low-speed mode					
		Default mode					
f(XIN)	Oscillation frequency	High-speed mode	VDD = 2.7 V to 5.5 V			3.2	MHz
l	(with a ceramic resonator selected,		VDD = 2.0 V to 5.5 V			1.6	1
	external clock input)	Middle-speed mode	VDD = 2.0 V to 5.5 V			3.2	
		Low-speed mode					
		Default mode					
$\Delta$ f(XIN)	Oscillation frequency error	VDD = 5.0 V ±10 %, Ta =	= 25 °C, –20 to 85 °C			±17	%
	(at RC oscillation, error value of						
	exteranal R, C not included)	VDD = 3.0 V ±10 %, Ta =			±17		
	Note: use 30 pF capacitor and vary external R						
f(CNTR)	Timer external input frequency	High-speed mode				f(XIN)/6	Hz
		Middle-speed mode				f(XIN)/12	
		Low-speed mode				f(XIN)/24	]
		Default mode				f(XIN)/48	
tw(CNTR)	Timer external input period	High-speed mode		3/f(XIN)			s
	("H" and "L" pulse width)	Middle-speed mode		6/f(XIN)			
		Low-speed mode		12/f(XIN)			
		Default mode		24/f(XIN)	•		

Note: The frequency at RC oscillation is affected by a capacitor, a resistor and a microcomputer. So, set the constants within the range of the frequency limits.

#### 3.1.3 Electrical characteristics

Table 3.1.4 Electrical characteristics (Ta = -20 °C to 85 °C, VDD = 2.0 to 5.5 V, unless otherwise noted)

Symbol	P	Parameter	Toet	conditions		Limits		Unit
Cymbol				Conditions	Min.	Тур.	Max.	Oill
Vol	"L" level output ve	oltage	VDD = 5.0 V	IOL = 12 mA			2.0	V
	P0, P1			IOL = 4.0 mA			0.9	
			VDD = 3.0 V	IOL = 6.0 mA			0.9	
				IOL = 2.0 mA			0.6	
Vol	"L" level output voltage		VDD = 5.0 V	IOL = 5.0 mA			2.0	V
	P2, RESET			IOL = 1.0 mA			0.6	
			VDD = 3.0 V	IOL = 2.0 mA			0.9	
	"L" level output ve	oltage	VDD = 5.0 V	IOL = 30 mA			2.0	V
	D0, D1			IOL = 10 mA			0.9	
			VDD = 3.0 V	IOL = 15 mA			2.0	
				IOL = 5.0 mA			0.9	
Vol	"L" level output ve	oltage	VDD = 5.0 V	IOL = 15 mA			2.0	V
	D2/C, D3/K			IOL = 5.0 mA			0.9	
			VDD = 3.0 V	IOL = 9.0 mA			2.0	
				IOL = 3.0 mA			0.9	
lін	"H" level input cu	rrent	VI = VDD	·			1.0	μΑ
	P0, P1, P2, RESI	ET						
lін	"H" level input current		VI = VDD				1.0	μΑ
	Do, D1, D2/C, D3/	/K						
lıL	"L" level input cui	rrent	VI = 0 V P0, P1, P2 No pull-up		-1.0			μΑ
	P0, P1, P2							
lıL	"L" level input cui	rrent	VI = 0 V, D2/C, D3/K, No pull-up					μΑ
	Do, D1, D2/C, D3/	/K						
IDD	Supply current	at active mode	VDD = 5.0 V	High-speed mode		1.7	5.0	mA
		(Note 1)	f(XIN) = 4.0 MHz	Middle-speed mode		1.3	3.9	1
				Low-speed mode		1.1	3.3	
				Default mode		1.0	3.0	1
			VDD = 3.0 V	High-speed mode		0.5	1.5	
			f(XIN) = 2.0 MHz	Middle-speed mode		0.4	1.2	1
				Low-speed mode		0.35	1.1	1
				Default mode		0.3	0.9	1
		at RAM back-up mode	Ta = 25 °C			0.1	1.0	μΑ
		(POF2 instruction execution)	VDD = 5.0 V				10	1
			VDD = 3.0 V				6.0	1
Rpu	Pull-up resistor v	alue	VI = 0 V	VDD = 5.0 V	30	60	150	kΩ
	P0, P1, P2, D2/C			VDD = 3.0 V	50	120	300	
VT+ - VT-			VDD = 5.0 V			0.25		V
			VDD = 3.0 V			0.25		
VT+ - VT-	Hysteresis RESE	Ī	VDD = 5.0 V			1.2		V
			VDD = 3.0 V			0.5		
f(RING)	On-chip oscillator	r clock frequency	VDD = 5.0 V		1.0	2.0	3.0	MHz
, -,	(Note 2)		VDD = 3.0 V			1.0	1.8	1

Notes 1: When the A/D converter is used, the A/D operation current (IADD) is included.

<sup>2:</sup> When system operates by the on-chip oscillator, the system clock frequency is the on-chip oscillator clock divided by the dividing ratio selected with register MR.

# 3.1.4 A/D converter recommended operating conditions

### Table 3.1.5 A/D converter recommended operating conditions

(Comparator mode included, Ta = -20 °C to 85 °C, unless otherwise noted)

Symbol	Parameter	C	onditions		Limits		
Symbol	Farameter		mullions	Min.	Тур.	Max.	Unit
VDD	Supply voltage	Ta = 25 °C		2.7		5.5	V
		Ta = -20 °C to 85 °C	Ta = -20 °C to 85 °C			5.5	
VIA	Analog input voltage			0		VDD+2LSB	V
f(XIN)	Oscillation frequency	VDD = 2.7 V to 5.5 V	High-speed mode	0.1			MHz
			Middle-speed mode	0.2			
			Low-speed mode	0.4			
			Default mode	0.8			

#### Table 3.1.6 A/D converter characteristcs

(Comparator mode included, Ta = -20 °C to 85 °C, unless otherwise noted)

Symbol	Parameter		Test conditions		Limits			
Symbol	Farameter	raiametei lest conditions		Min.	Тур.	Max.	- Unit	
_	Resolution					10	bits	
_	Linearity error	Ta = 25 °C, VDD =	2.7 V to 5.5 V			±2.0	LSB	
		Ta = −25 °C to 85	°C, VDD = 3.0 V to 5.5 V					
_	Differential non-linearity error	Ta = 25 °C, VDD =	2.7 V to 5.5 V			±0.9	LSB	
		Ta = −25 °C to 85	°C, VDD = 3.0 V to 5.5 V					
V <sub>0</sub> T	Zero transition voltage	VDD = 5.12 V		10	20	30	mV	
		VDD = 3.072 V		3	9	15	1	
VFST	Full-scale transition voltage	VDD = 5.12 V		5115	5125	5135	mV	
		VDD = 3.072 V		3063	3069	3075		
IADD A/D operating current (Note 1)	VDD = 5.0 V			0.3	0.9	mA		
		VDD = 3.0 V			0.1	0.3	7	
TCONV	A/D conversion time	f(XIN) = 4.0 MHz	High-speed mode			46.5	μs	
			Middle-speed mode			93.0	1	
			Low-speed mode			186	7	
			Default mode			372	1	
_	Comparator resolution					8	bits	
_	Comparator error (Note 2)	VDD = 5.12 V				±20	mV	
		VDD = 3.072 V				±15	1	
_	Comparator comparison time	f(XIN) = 4.0 MHz	High-speed mode			6.0	μs	
			Middle-speed mode			12		
			Low-speed mode			24	1	
			Default mode			48	1	

Notes 1: When the A/D converter is used, the IADD is included to IDD.

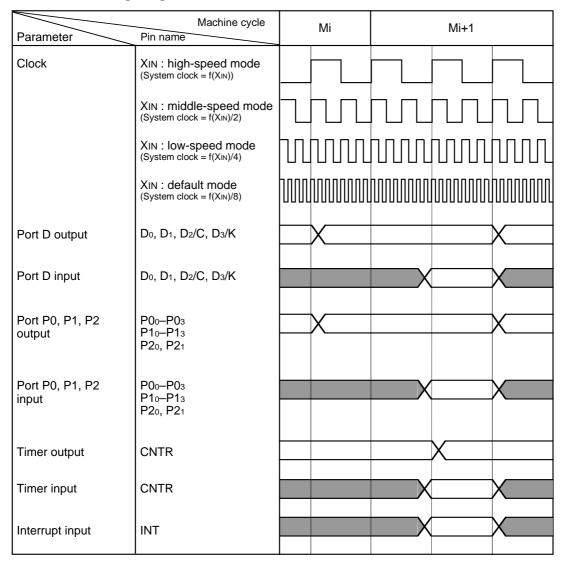
Logic value of comparison voltage Vref

$$V_{ref} = \frac{V_{DD}}{256} \times n$$

n = Value of register AD (n = 0 to 255)

<sup>2:</sup> As for the error from the logic value in the comparator mode, when the contents of the comparator register is n, the logic value of the comparison voltage Vref which is generated by the built-in DA converter can be obtained by the following formula.

# 3.1.5 Basic timing diagram



# 3.2 Typical characteristics

The data described below are characteristic examples for the 4506 Group.

Unless otherwise noted, the characteristics for Mask ROM version are shown here.

The data shown here are just characteristics examples and are not guaranteed.

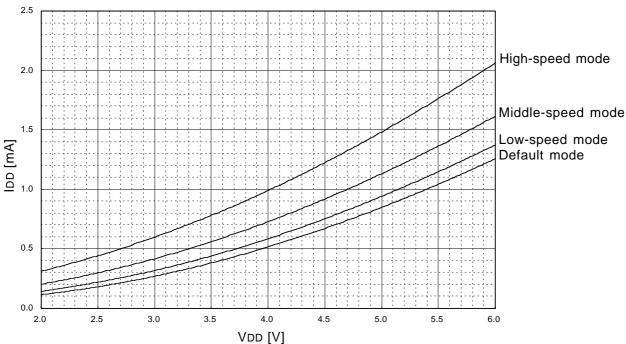
For rated values, refer to "3.1 Electrical characteristics".

Standard characteristics are different between Mask ROM version and One Time PROM version, due to the difference in the manufacturing processes.

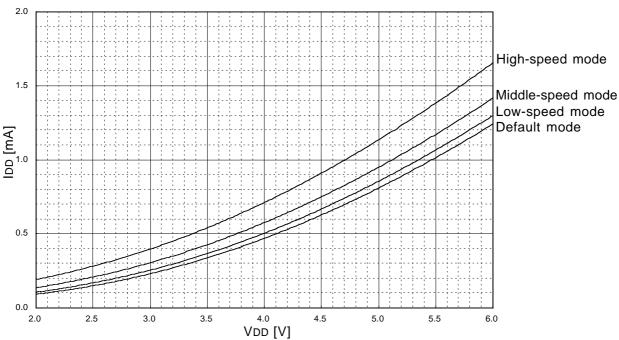
Even in the MCUs which have the same memory type, standard characteristics are different in each sample, too.

#### 3.2.1 VDD-IDD characteristics

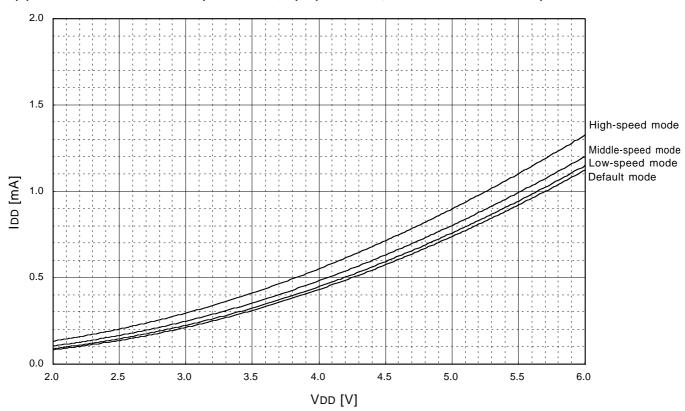
# (1) V<sub>DD</sub>-I<sub>DD</sub> characteristics (Ta = 25 °C, f(X<sub>IN</sub>) = 4 MHz, at ceramic resonance)



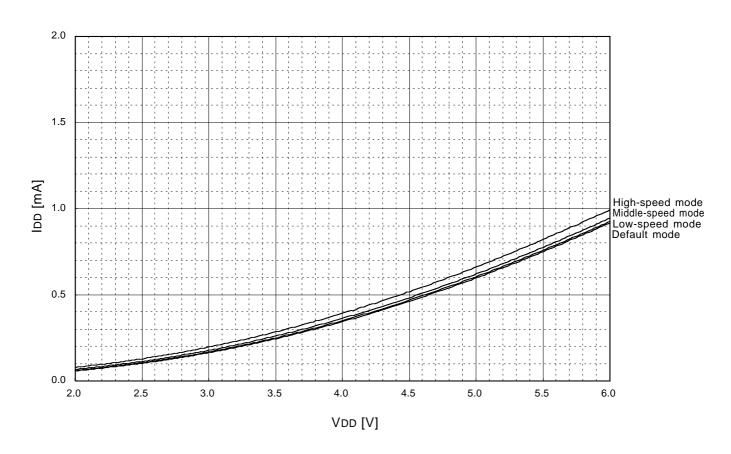
### (2) VDD-IDD characteristics (Ta = 25 °C, f(XIN) = 2 MHz, at ceramic resonance)



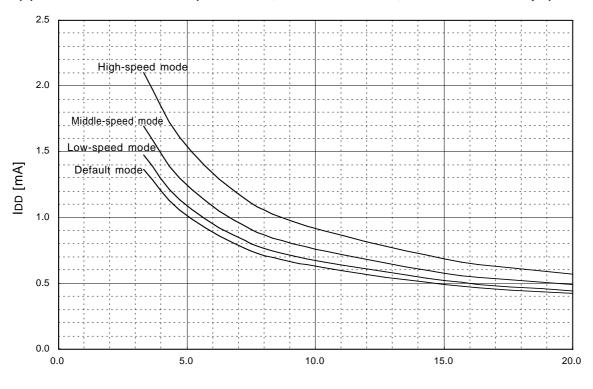
# (3) VDD-IDD characteristics (Ta = 25 °C, f(XIN) = 1 MHz, at ceramic resonance)



# (4) V<sub>DD</sub>-I<sub>DD</sub> characteristics (Ta = 25 °C, f(X<sub>IN</sub>) = 400 kHz, at ceramic resonance)

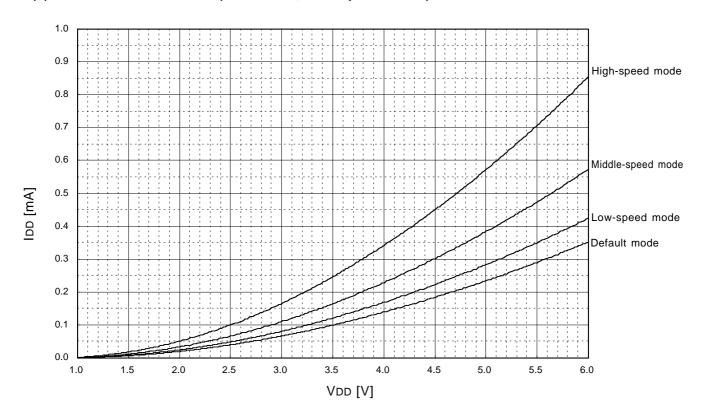


# (5) R-IDD characteristics (Ta = 25 °C, at RC oscillation, VDD = 5 V, C = 33 pF)

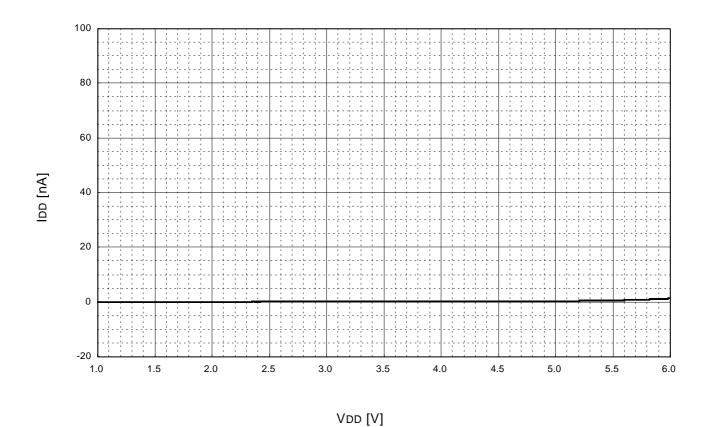


Resistor R [k $\Omega$ ]

# (6) V<sub>DD</sub>-I<sub>DD</sub> characteristics (Ta = 25 °C, on-chip oscillator)

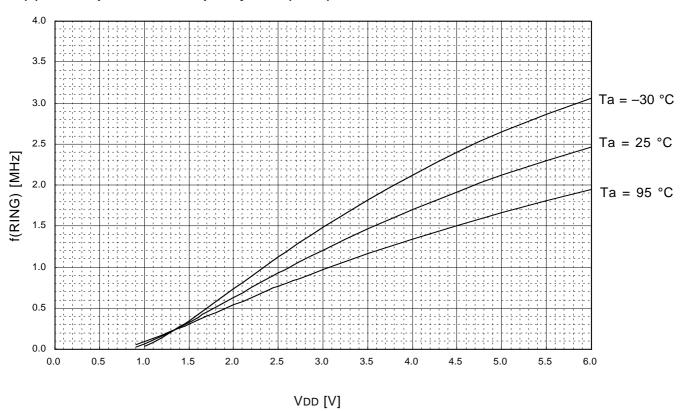


# (7) V<sub>DD</sub>-I<sub>DD</sub> characteristics (Ta = 25 °C, at RAM back-up)

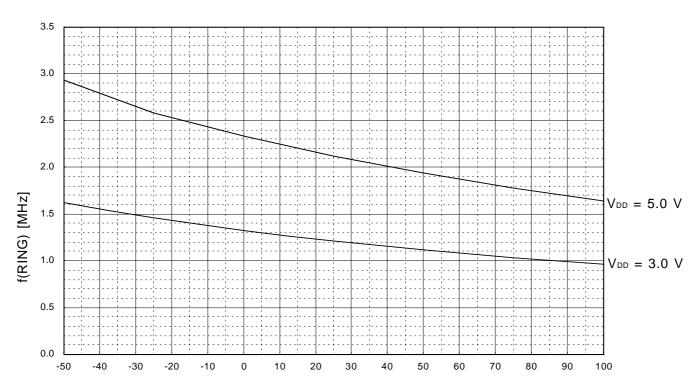


# 3.2.2 Frequency characteristics

# (1) On-chip oscillator frequency VDD-f(RING) characteristics

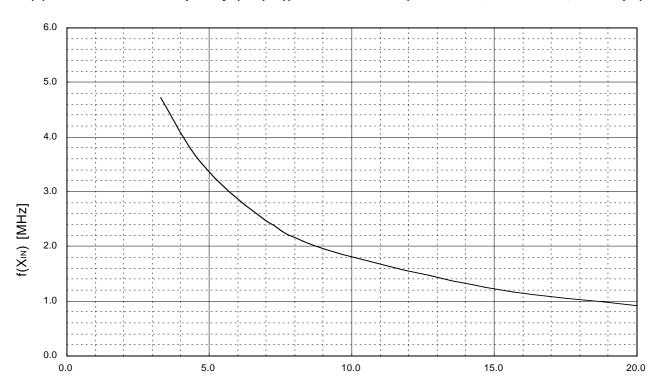


# (2) On-chip oscillator frequency Ta-f(RING) characteristics



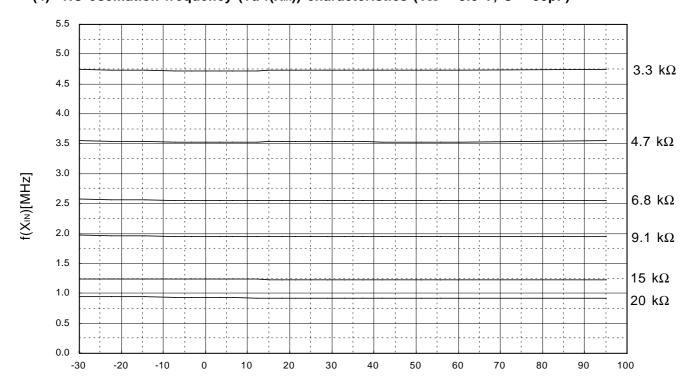
Ta [°C]

# (3) RC oscillation frequency (R-f( $X_{IN}$ )) characteristics ( $V_{DD} = 5.0 \text{ V}$ , Ta = 25 °C, C = 33pF)



# Resistor R [k $\Omega$ ]

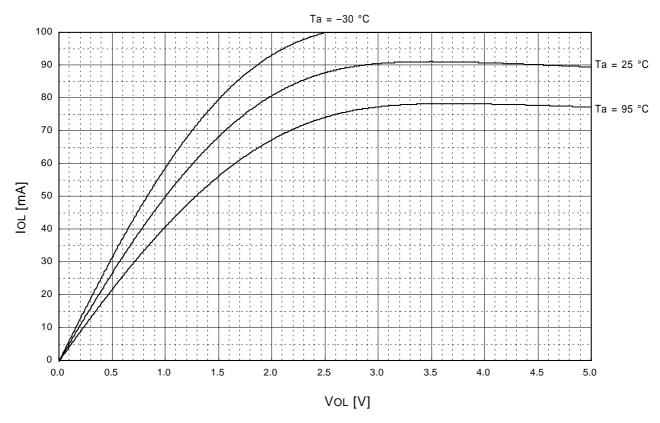
### (4) RC oscillation frequency (Ta-f(X<sub>IN</sub>)) characteristics (V<sub>DD</sub> = 5.0 V, C = 33pF)



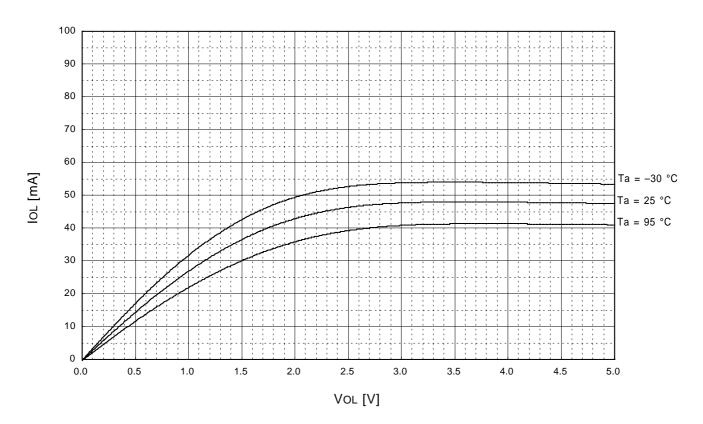
Ta [°C]

# 3.2.3 Vol-lol characteristics ( $V_{DD} = 5 \text{ V}$ )

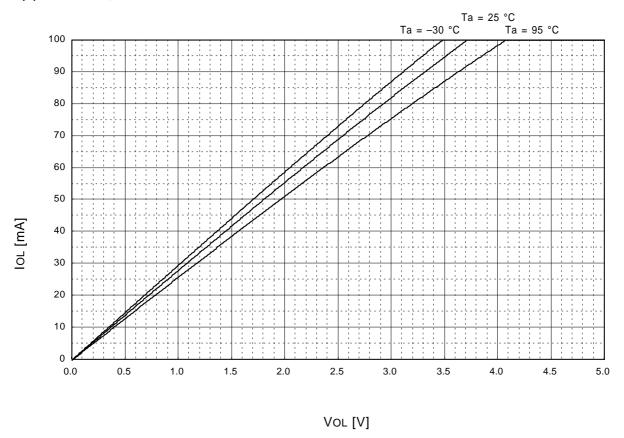
# (1) Ports P0, P1



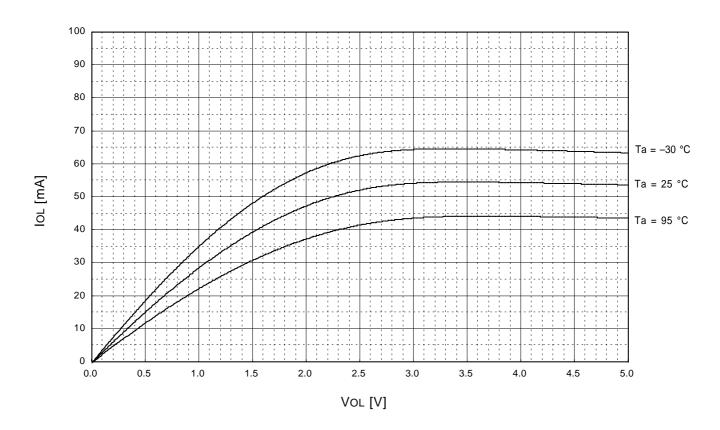
# (2) Ports P2, RESET pin



## (3) Ports D<sub>0</sub>, D<sub>1</sub>

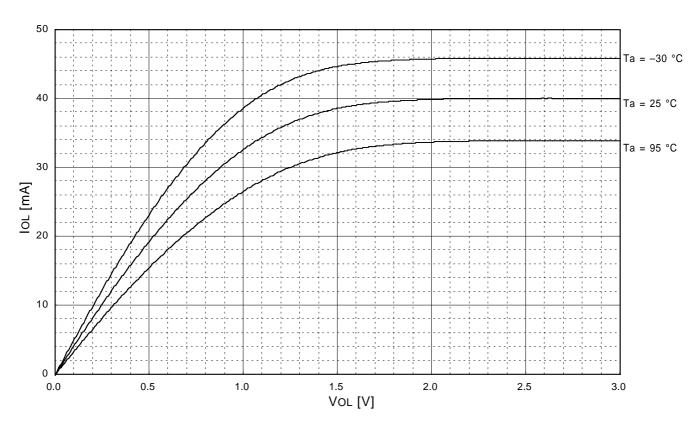


## (4) Ports D2/C, D3/K

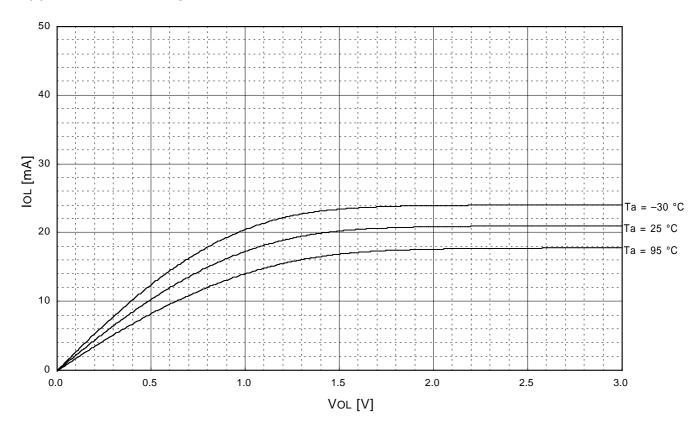


## 3.2.4 Vol-Iol characteristics ( $V_{DD} = 3 \text{ V}$ )

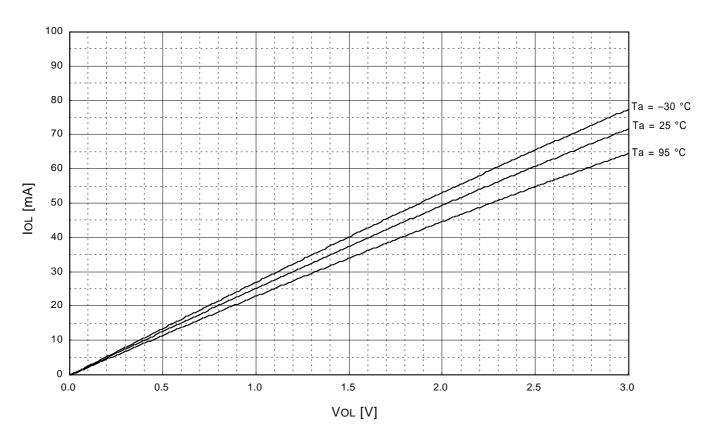
## (1) Ports P0, P1



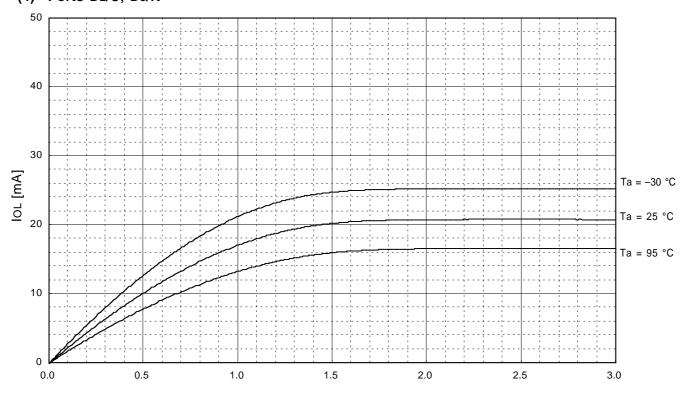
## (2) Ports P2, RESET pin



## (3) Ports D<sub>0</sub>, D<sub>1</sub>

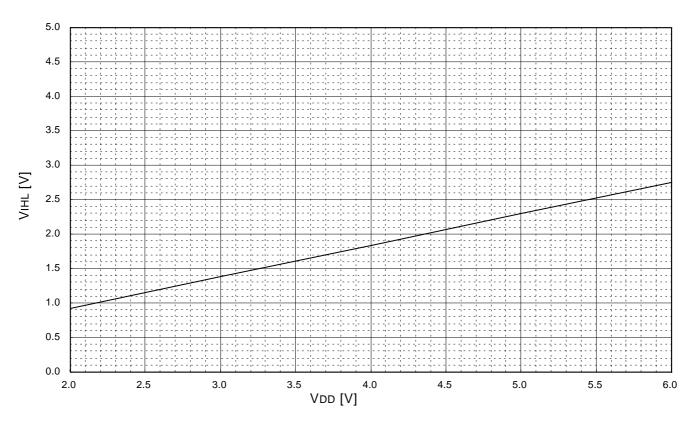


## (4) Ports D<sub>2</sub>/C, D<sub>3</sub>/K

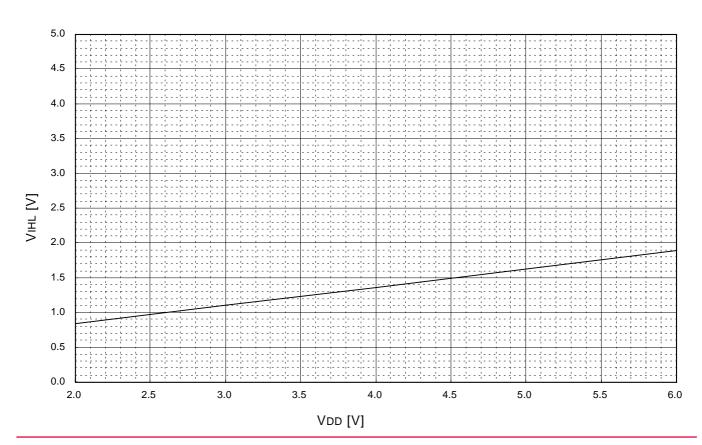


## 3.2.5 Input threshold (VIH-VIL) characteristics (Ta = 25 °C)

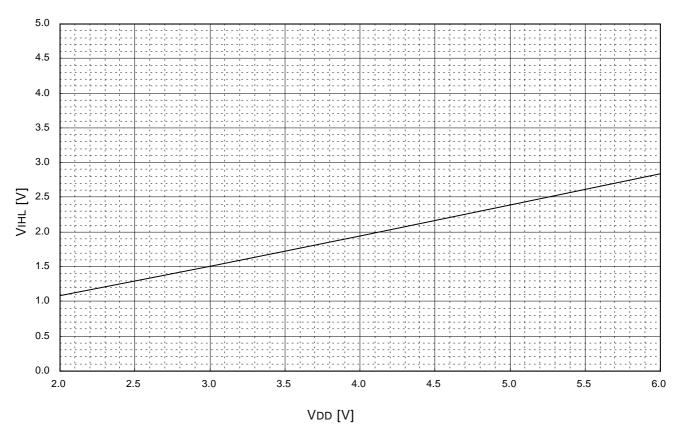
## (1) Ports P0-P2, D2, D3



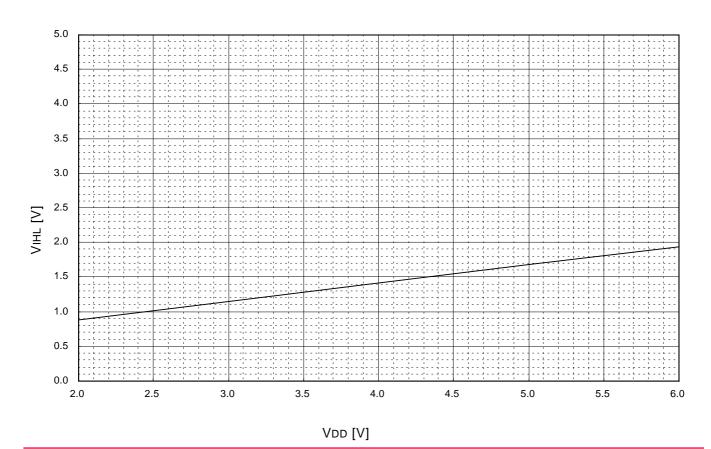
## (2) Ports Do, D1



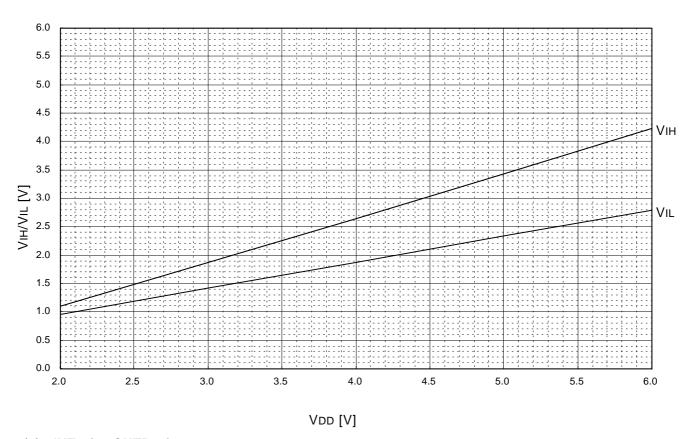
## (3) XIN pin



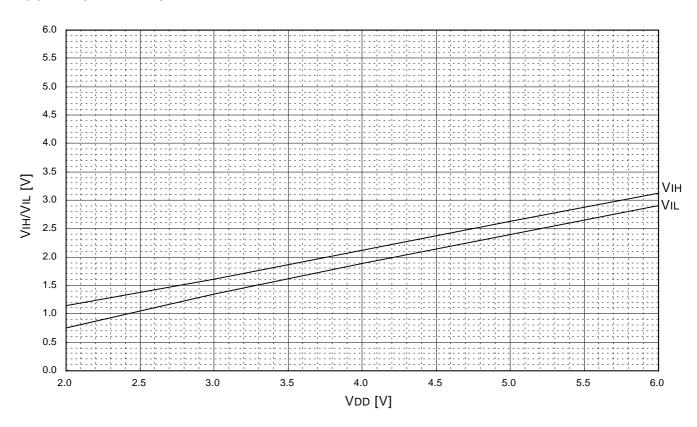
## (4) Ports C, K



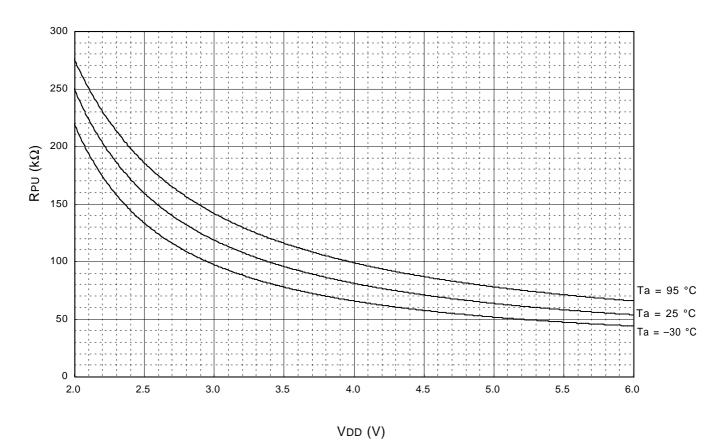
## (5) RESET pin



## (6) INT pin, CNTR pin

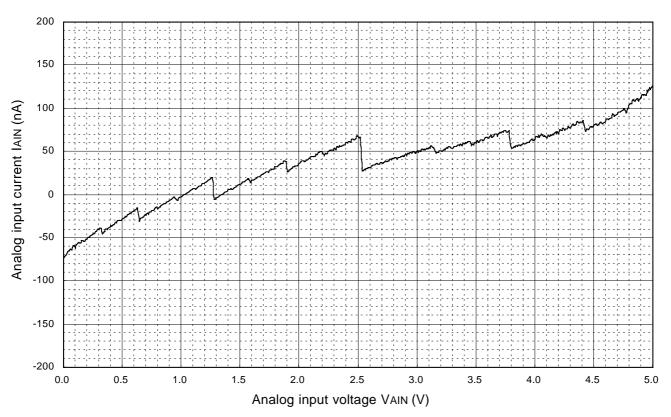


## 3.2.6 VDD-RPU characteristics (Ports P0-P2, D2/C, D3/K, RESET)

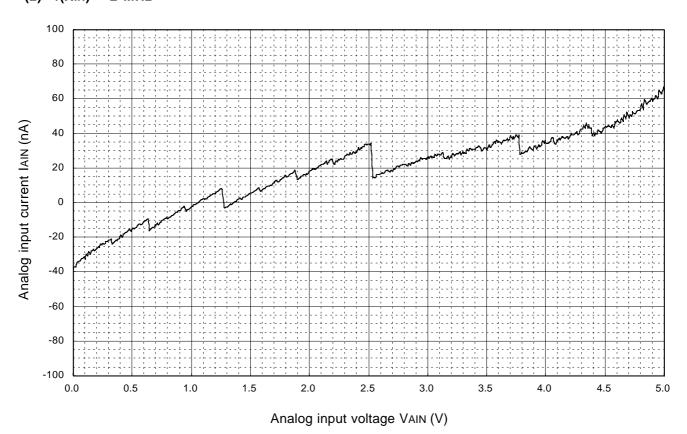


## 3.2.7 Analog input current characteristics pins VAIN-IAIN (VDD = 5 V, high-speed mode, Ta = 25 °C)

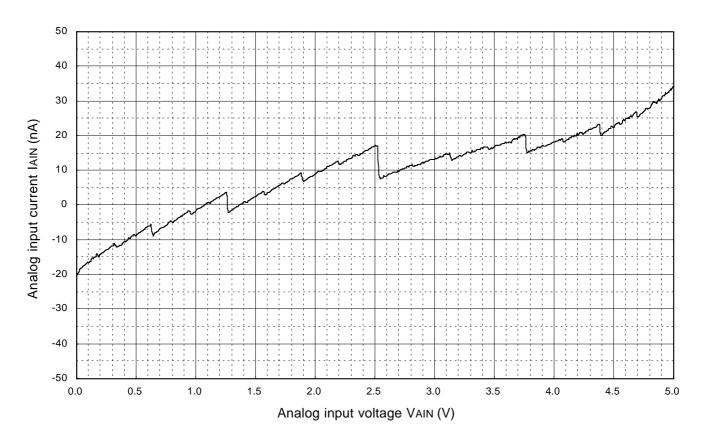
## (1) f(XIN) = 4 MHz



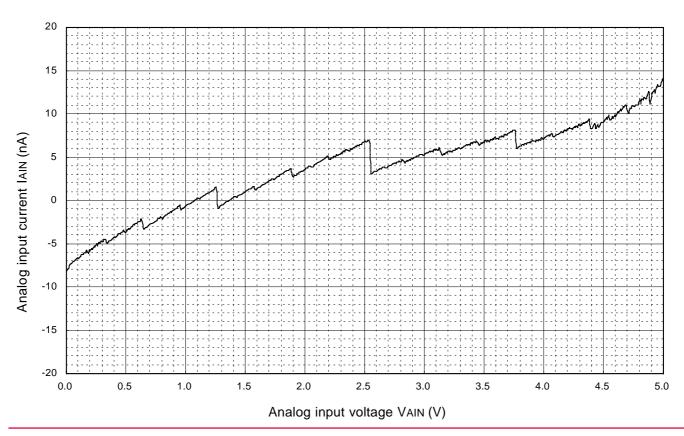
## (2) f(XIN) = 2 MHz



## (3) f(XIN) = 1 MHz

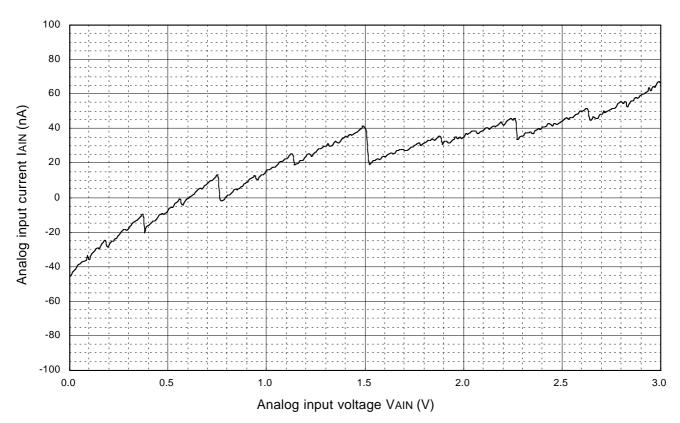


## (4) f(XIN) = 400 kHz

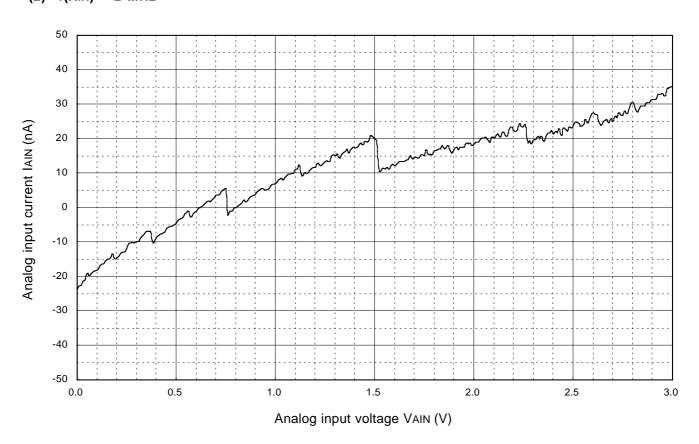


## 3.2.8 Analog input current characteristics pins VAIN-IAIN (VDD = 3 V, high-speed mode, Ta = 25 °C)

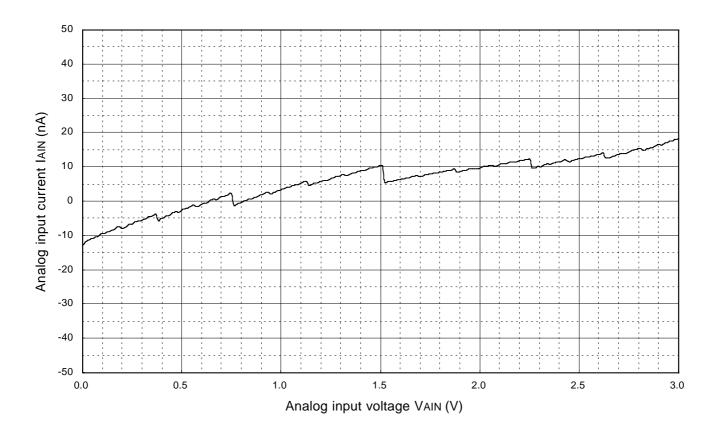
## (1) f(XIN) = 4 MHz



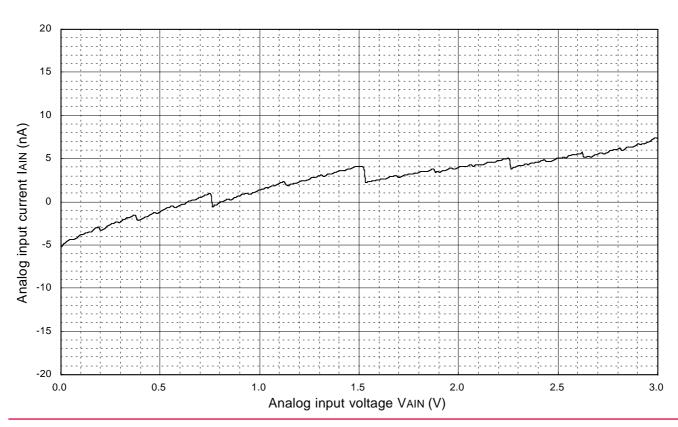
## (2) f(XIN) = 2 MHz



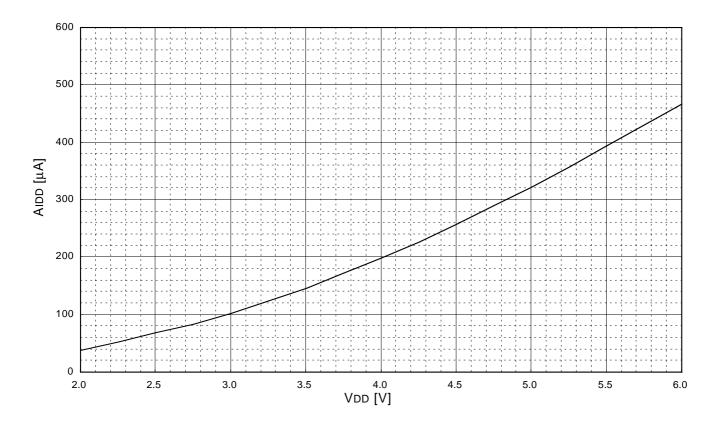
## (3) f(XIN) = 1 MHz



## (4) f(XIN) = 400 kHz



## 3.2.9 A/D converter operation current (VDD-AlDD) characteristics (Ta = 25 °C)



## 3.2.10 A/D converter typical characteristics

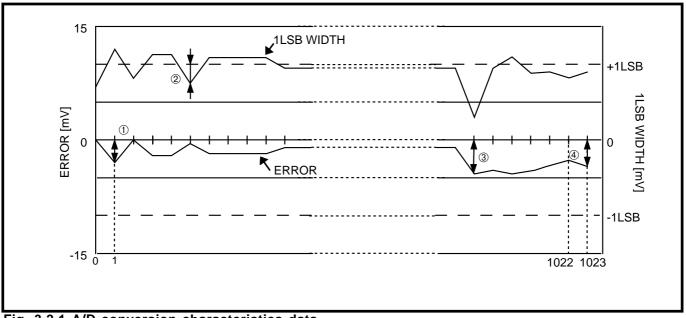


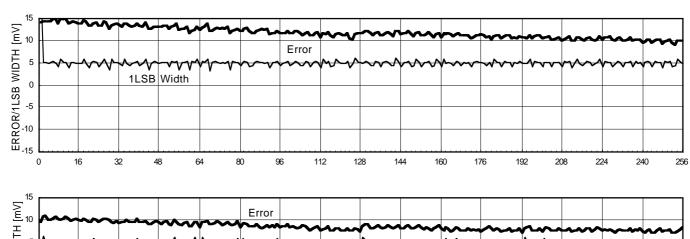
Fig. 3.2.1 A/D conversion characteristics data

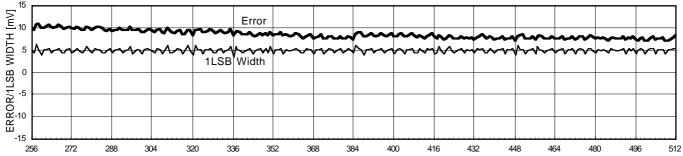
Figure 3.2.1 shows the A/D accuracy measurement data.

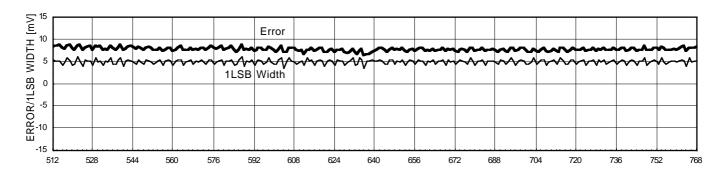
(1) Non-linearity error	This means a deviation from the ideal characteristics between V0 to V1022 of actual A/D conversion characteristics. In Figure 3.2.1, it is $(\text{@}-\text{①})/1\text{LSB}$ .
(2) Differencial non-linearity error	This means a deviation from the ideal characteristics between the input voltages V <sub>0</sub> to V <sub>1022</sub> necessary to change the output data to "1." In Figure 3.2.1, this is ②/1LSB.
(3) Zero transition error	This means a deviation from the ideal characteristics between the input voltages 0 to VDD when the output data changes from "0" to "1." In Figure 3.2.1, this is the value of ①.
(4) Full-scale transition error	This means a deviation from the ideal characteristics between the input voltages 0 to VDD when the output data changes from "1022" to "1023." In Figure 3.2.1, this is the value of $\textcircled{4}$ .
(5) Absolute accuracy	This menas a deviation from the ideal characteristics between 0 to VDD of actual A/D conversion characteristics. In Figure 3.2.1, this is the value of ERROR in each of $\textcircled{1}$ , $\textcircled{3}$ and $\textcircled{4}$ .

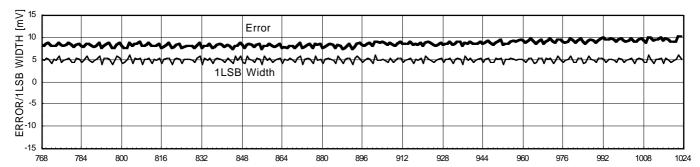
For the A/D converter characteristics, refer to the section 3.1 Electrical characteristics.

## (1) VDD = 5.12 V, XIN = 4 MHz (high-speed mode), $Ta = 25 \, ^{\circ}\text{C}$

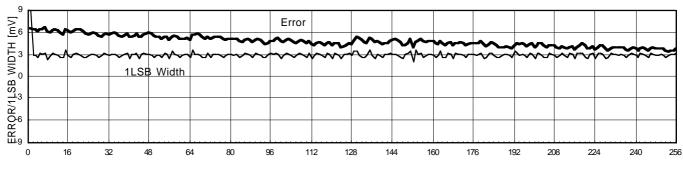


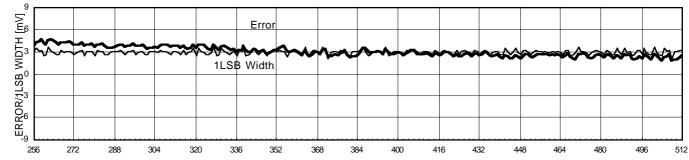


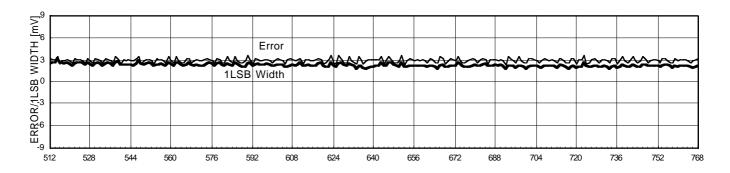


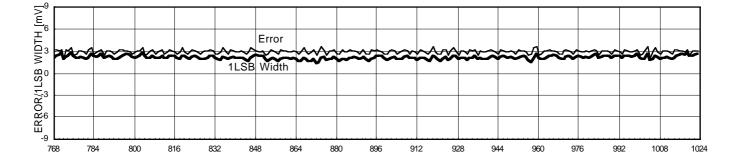


## (2) VDD = 3.072 V, XIN = 2 MHz (high-speed mode), $Ta = 25 \, ^{\circ}\text{C}$









## 3.3 List of precautions

#### 3.3.1 Program counter

Make sure that the PC<sub>H</sub> does not specify after the last page of the built-in ROM.

#### 3.3.2 Stack registers (SKs)

Stack registers (SKs) are eight identical registers, so that subroutines can be nested up to 8 levels. However, one of stack registers is used respectively when using an interrupt service routine and when executing a table reference instruction. Accordingly, be careful not to over the stack when performing these operations together.

#### 3.3.3 Notes on I/O port

#### (1) Note when an I/O port is used as an input port

Set the output latch to "1" and input the port value before input. If the output latch is set to "0," "L" level can be input.

#### (2) Noise and latch-up prevention

Connect an approximate 0.1  $\mu$ F bypass capacitor directly to the V<sub>SS</sub> line and the V<sub>DD</sub> line with the thickest possible wire at the shortest distance, and equalize its wiring in width and length.

The CNVss pin is also used as the  $V_{PP}$  pin (programming voltage = 12.5 V) at the One Time PROM version.

Connect the CNVss/VPP pin to Vss through an approximate 5 k $\Omega$  resistor which is connected to the CNVss/VPP pin at the shortest distance.

#### (3) Note on multifunction

- The input/output of D<sub>2</sub>, D<sub>3</sub>, P1<sub>2</sub> and P1<sub>3</sub> can be used even when C, K, CNTR (input) and INT are selected.
- The input of P12 can be used even when CNTR (output) is selected.
- The input/output of P2o and P2o can be used even when Aino and Aino are selected.

#### (4) Connection of unused pins

Table 3.3.1 shows the connections of unused pins.

#### (5) SD, RD instructions

When the SD and RD instructions are used, do not set "01002" or more to register Y.

#### (6) Analog input pins

When both analog input A<sub>IN0</sub> and A<sub>IN1</sub> and I/O port P2 function are used, note the following;

Selection of analog input pins

Even when  $P2_0/A_{IN0}$  and  $P2_1/A_{IN1}$  are set to pins for analog input, they continue to function as port P2 input/output. Accordingly, when any of them are used as I/O port and others are used as analog input pins, make sure to set the outputs of pins that are set for analog input to "1."

Also, the port input function of the pin functions as an analog input is undefined.

#### (7) Notes on port P1<sub>3</sub>/INT pin

When the bit 3 of register I1 is cleared, the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.

• When the key-on wakeup function of port P1<sub>3</sub> is not used (register K1<sub>3</sub> = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode.

Table 3.3.1 Connections of unused pins

Pin	Connection	Usage condition				
XIN	Connect to Vss.	System operates by the on-chip oscillator. (Note 1)				
Хоит	Open.	System operates by the external clock.				
		(The ceramic resonator is selected with the CMCK instruction.)				
		System operates by the RC oscillator.				
		(The RC oscillation is selected with the CRCK instruction.)				
		System operates by the on-chip oscillator. (Note 1)				
D <sub>0</sub> , D <sub>1</sub>	Open. (Output latch is set to "1.")					
	Open. (Output latch is set to "0.")					
	Connect to Vss.					
D <sub>2</sub> /C	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)				
D <sub>3</sub> /K	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P0 <sub>0</sub> –P0 <sub>3</sub>	Open. (Output latch is set to "1.")	The key-on wakeup function is not selected. (Note 4)				
	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P10, P11		The key-on wakeup function is not selected. (Note 4)				
P1 <sub>2</sub> /CNTR	Open. (Output latch is set to "0.")	1				
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P13/INT	Open. (Output latch is set to "1.")					
		pin is disabled. (Notes 4, 5)				
	Open. (Output latch is set to "0.")					
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
P20/AIN0	Open. (Output latch is set to "1.")					
P21/AIN1	Open. (Output latch is set to "0.")	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				
	Connect to Vss.	The pull-up function and the key-on wakeup function are not				
		selected. (Notes 2, 3)				

Notes 1: When the ceramic resonator or the RC oscillation is not selected by program, system operates by the on-chip oscillator (internal oscillator).

- 2: When the pull-up function is left valid, the supply current is increased. Do not select the pull-up function.
- 3: When the key-on wakeup function is left valid, the system returns from the RAM back-up state immediately after going into the RAM back-up state.

  Do not select the key-on wakeup function.
- 4: When selecting the key-on wakeup function, select also the pull-up function.
- 5: Clear the bit 3 (I1<sub>3</sub>) of register I1 to "0" to disable to input to INT pin (after reset: I1<sub>3</sub> = "0")

(Note when connecting to Vss)

• Connect the unused pins to Vss using the thickest wire at the shortest distance against noise.

#### 3.3.4 Notes on interrupt

#### (1) Setting of INT interrupt valid waveform

Set a value to the bit 2 of register I1, and execute the **SNZ0** instruction to clear the EXF0 flag to "0" after executing at least one instruction.

Depending on the input state of P1<sub>3</sub>/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

#### (2) Setting of INT pin input control

Set a value to the bit 3 of register I1, and execute the **SNZ0** instruction to clear the EXF0 flag to "0" after executing at least one instruction.

Depending on the input state of P1<sub>3</sub>/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

#### (3) Multiple interrupts

Multiple interrupts cannot be used in the 4506 Group.

#### (4) Notes on interrupt processing

When the interrupt occurs, at the same time, the interrupt enable flag INTE is cleared to "0" (interrupt disable state). In order to enable the interrupt at the same time when system returns from the interrupt, write **EI** and **RTI** instructions continuously.

#### (5) P1<sub>3</sub>/INT pin

#### Note [1] on bit 3 of register I1

When the input of the INT pin is controlled with the bit 3 of register I1 in software, be careful about the following notes.

• Depending on the input state of the P1<sub>3</sub>/INT pin, the external 0 interrupt request flag (EXF0) may be set when the bit 3 of register I1 is changed. In order to avoid the occurrence of an unexpected interrupt, clear the bit 0 of register V1 to "0" (refer to Figure 3.3.1 ①) and then, change the bit 3 of register I1.

In addition, execute the **SNZ0** instruction to clear the EXF0 flag to "0" after executing at least one instruction (refer to Figure 3.3.1 ②).

Also, set the **NOP** instruction for the case when a skip is performed with the **SNZ0** instruction (refer to Figure 3.3.1 ③).

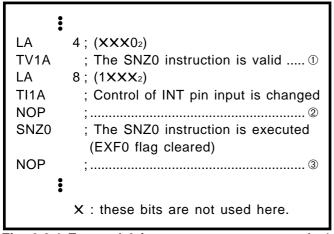


Fig. 3.3.1 External 0 interrupt program example-1

#### Note [2] on bit 3 of register I1

When the bit 3 of register I1 is cleared to "0", the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.

• When the key-on wakeup function of port P1<sub>3</sub> is not used (register K1<sub>3</sub> = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode. (refer to Figure 3.3.2 ①).

```
LA 0; (00XX<sub>2</sub>)
TI1A ; Input of INT disabled ......①
DI
EPOF
POF2 ; RAM back-up

X: these bits are not used here.
```

Fig. 3.3.2 External 0 interrupt program example-2

#### Note [3] on bit 2 of register I1

When the interrupt valid waveform of the P1<sub>3</sub>/INT pin is changed with the bit 2 of register I1 in software, be careful about the following notes.

• Depending on the input state of the P1<sub>3</sub>/INT pin, the external 0 interrupt request flag (EXF0) may be set when the bit 2 of register I1 is changed. In order to avoid the occurrence of an unexpected interrupt, clear the bit 0 of register V1 to "0" (refer to Figure 3.3.3 ①) and then, change the bit 2 of register I1.

In addition, execute the **SNZ0** instruction to clear the EXF0 flag to "0" after executing at least one instruction (refer to Figure 3.3.3 ②).

Also, set the **NOP** instruction for the case when a skip is performed with the **SNZ0** instruction (refer to Figure 3.3.3 ③).

```
:
LA
        ; (XXX0<sub>2</sub>)
TV1A
         ; The SNZ0 instruction is valid ..... ①
     12 ; (X1XX<sub>2</sub>)
LA
TI1A
         ; Interrupt valid waveform is changed
NOP
         ..... ②
SNZ0
         ; The SNZ0 instruction is executed
         (EXF0 flag cleared)
NOP
         ...... ③
        X: these bits are not used here.
```

Fig. 3.3.3 External 0 interrupt program example-3

#### (6) Power down instruction

Be sure to disable interrupts by executing the DI instruction before executing the EPOF instruction.

#### 3.3.5 Notes on timer

#### (1) Prescaler

Stop the prescaler operation to change its frequency dividing ratio.

#### (2) Count source

Stop timer 1 or 2 counting to change its count source.

#### (3) Reading the count values

Stop timer 1 or 2 counting and then execute the TAB1 or TAB2 instruction to read its data.

#### (4) Writing to the timer

Stop timer 1 or 2 counting and then execute the T1AB or T2AB instruction to write its data.

#### (5) Writing to reload register R1

When writing data to reload register R1 while timer 1 is operating, avoid a timing when timer 1 underflow.

#### (6) Timer 1 and timer 2 count start timing and count time when operation starts

Count starts from the first rising edge of the count source (2) after timer 1 and timer 2 operations start (1). Time to first underflow (3) is shorter (for up to 1 period of the count source) than time among next underflow (4) by the timing to start the timer and count source operations after count starts. When selecting CNTR input as the count source of timer 2, timer 2 operates synchronizing with the falling edge of CNTR input.

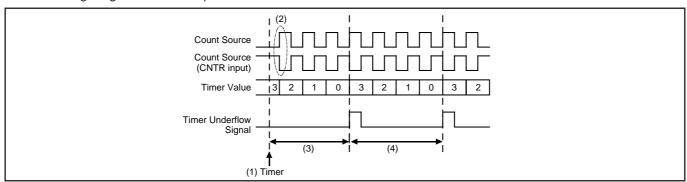


Fig. 3.3.4 Timer count start timing and count time when operation starts (T1, T2)

#### (7) Watchdog timer

- The watchdog timer function is valid after system is released from reset. When not using the watchdog timer function, execute the **DWDT** instruction and the **WRST** instruction continuously, and clear the WEF flag to "0" to stop the watchdog timer function.
- The watchdog timer function is valid after system is returned from the RAM back-up. When not using the watchdog timer function, execute the **DWDT** instruction and the **WRST** instruction continuously every system is returned from the RAM back-up, and stop the watchdog timer function.

#### (8) Pulse width input to CNTR pin

Table 3.3.2 shows the recommended operating condition of pulse width input to CNTR pin.

Table 3.3.2 Recommended operating condition of pulse width input to CNTR pin

Parameter	Condition	Rating value			Unit	
		Min.	Тур.	Max.	Offic	
Timer external input period	High-speed mode	3/f(X <sub>IN</sub> )				
("H" and "L" pulse width)	Middle-speed mode	6/f(X <sub>IN</sub> )			s	
	Low-speed mode	12/f(X <sub>IN</sub> )			5	
	Default mode	24/f(X <sub>IN</sub> )				

#### 3.3.6 Notes on A/D conversion

#### (1) Note when the A/D conversion starts again

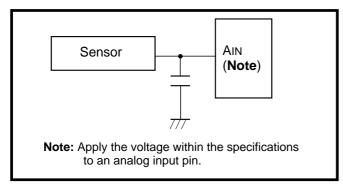
When the A/D conversion starts again with the **ADST** instruction during A/D conversion, the previous input data is invalidated and the A/D conversion starts again.

#### (2) A/D converter-1

Each analog input pin is equipped with a capacitor which is used to compare the analog voltage. Accordingly, when the analog voltage is input from the circuit with high-impedance and, charge/ discharge noise is generated and the sufficient A/D accuracy may not be obtained. Therefore, reduce the impedance or, connect a capacitor (0.01  $\mu$ F to 1  $\mu$ F) to analog input pins.

Figure 3.3.5 shows the analog input external circuit example-1.

When the overvoltage applied to the A/D conversion circuit may occur, connect an external circuit in order to keep the voltage within the rated range as shown the Figure 3.3.6 In addition, test the application products sufficiently.



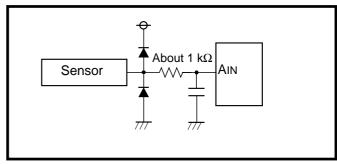


Fig. 3.3.6 Analog input external circuit example-2

Fig. 3.3.5 Analog input external circuit example-1

#### (3) Notes for the use of A/D conversion 2

When the operating mode of the A/D converter is changed from the comparator mode to the A/D conversion mode with bit 3 of register Q1 in a program, be careful about the following notes.

- Clear bit 2 of register V2 to "0" to change the operating mode of the A/D converter from the comparator mode to the A/D conversion mode with bit 3 of register Q1 (refer to Figure 3.3.7①).
- The A/D conversion completion flag (ADF) may be set when the operating mode of the A/D converter is changed from the comparator mode to the A/D conversion mode. Accordingly, set a value to bit 3 of register Q1, and execute the **SNZAD** instruction to clear the ADF flag.

Do not change the operating mode (both A/D conversion mode and comparator mode) of A/D converter with bit 3 of register Q1 during operating the A/D converter.

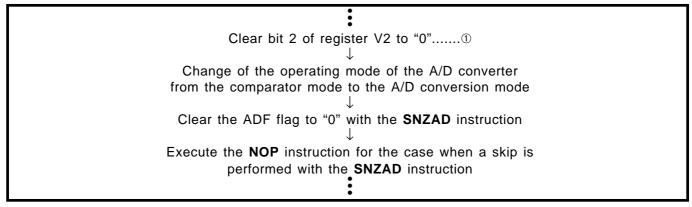


Fig. 3.3.7 A/D converter operating mode program example

#### (4) A/D converter is used at the comparator mode

The analog input voltage is higher than the comparison voltage as a result of comparison, the contents of ADF flag retains "0," not set to "1."

In this case, the A/D interrupt does not occur even when the usage of the A/D interrupt is enabled. Accordingly, consider the time until the comparator operation is completed, and examine the state of ADF flag by software. The comparator operation is completed after 8 machine cycles.

#### (5) Analog input pins

Even when P20/AIN0 and P21/AIN1 are set to pins for analog input, they continue to function as P2 I/O. Accordingly, when any of them are used as these ports and others are used as analog input pins, make sure to set the outputs of pins that are set for analog input to "1." Also, the port input function of the pin functions as an analog input is undefined.

#### (6) TALA instruction

When the **TALA** instruction is executed, the low-order 2 bits of register AD is transferred to the high-order 2 bits of register A, and simultaneously, the low-order 2 bits of register A is "0."

#### (7) Recommended operating conditions when using A/D converter

The recommended operating conditions of supply voltage and system clock frequency when using A/D converter are different from those when not using A/D converter.

Table 3.3.3 shows the recommended operating conditions when using A/D converter.

Table 3.3.3 Recommended operating conditions (when using A/D converter)

Parameter Condition		Limits			Unit	
i didilietei	Condition			Тур.	Max.	]
System clock frequency	VDD = 2.7 to 5.5 V (high-speed mode)		0.1		4.4	
(at ceramic resonance)	VDD = 2.7 to 5.5 V (middle-speed mode)		0.1		2.2	
	VDD = 2.7 to 5.5 V (low-speed mode)		0.1		1.1	
	VDD = 2.7 to 5.5 V (default mode)		0.1		0.5	
System clock frequency	VDD = 2.7 to 5.5 V (high-speed mode)		0.1		4.4	
(at RC oscillation) (Note)	VDD = 2.7 to 5.5 V (middle-speed mode)		0.1		2.2	MHz
	VDD = 2.7 to 5.5 V (low-speed mode)		0.1		1.1	1011 12
	VDD = 2.7 to 5.5 V (default mode)		0.1		0.5	
System clock frequency	VDD = 2.7 to 5.5 V (high-speed mode)		0.1		3.2	
(ceramic resonance	VDD = 2.7 to 5.5 V (middle-speed mode)	Duty	0.1		1.6	
selected, at external	VDD = 2.7 to 5.5 V (low-speed mode)	40 % to 60 %	0.1		0.8	
clock input)	VDD = 2.7 to 5.5 V (default mode)		0.1	·	0.4	

**Note:** The frequency at RC oscillation is affected by a capacitor, a resistor and a microcomputer. So, set the constants within the range of the frequency limits.

#### 3.3.7 Notes on reset

## (1) Register initial value

The initial value of the following registers are undefined after system is released from reset. After system is released from reset, set initial values.

- Register Z (2 bits)
- Register D (3 bits)
- Register E (8 bits)

#### 3.3.8 Notes on RAM back-up

#### (1) Key-on wakeup function

After setting ports (P0, P1,  $D_2/C$ ,  $D_3/K$ ,  $P_{20}/A_{IN0}$  and  $P_{21}/A_{IN1}$  specified with register K0–K2) which keyon wakeup function is valid to "H," execute the **POF2** instruction.

If one of ports which key-on wakeup function is valid is in the "L" level state, system returns from the RAM back-up after the **POF2** instruction is executed.

#### (2) POF2 instruction

Execute the **POF2** instruction immediately after executing the **EPOF** instruction to enter the RAM back-up state.

Note that system cannot enter the RAM back-up state when executing only the **POF2** instruction. Be sure to disable interrupts by executing the **DI** instruction before executing the **EPOF** instruction and the **POF2** instruction.

#### (3) Return from RAM back-up

After system returns from RAM back-up, set the undefined registers and flags.

The initial value of the following registers are undefined at RAM back-up. After system is returned from RAM back-up, set initial values.

- Register Z (2 bits)
- Register X (4 bits)
- Register Y (4 bits)
- Register D (3 bits)
- Register E (8 bits)

#### (4) Watchdog timer

The watchdog timer function is valid after system is returned from the RAM back-up. When not using the watchdog timer function, execute the **DWDT** instruction and the **WRST** instruction continuously every system is returned from the RAM back-up, and stop the watchdog timer function.

#### (5) P1<sub>3</sub>/INT pin

When the bit 3 of register I1 is cleared, the RAM back-up mode is selected and the input of INT pin is disabled, be careful about the following notes.

• When the key-on wakeup function of port P1<sub>3</sub> is not used (register K1<sub>3</sub> = "0"), clear bits 2 and 3 of register I1 before system enters to the RAM back-up mode.

#### (6) External clock

When the external signal clock is used as the source oscillation  $(f(X_{IN}))$ , note that the RAM back-up mode (**POF2** instruction) cannot be used.

#### 3.3.9 Notes on oscillation control

#### (1) Clock control

Execute the **CMCK** or the **CRCK** instruction in the initial setting routine of program (executing it in address 0 in page 0 is recommended).

The oscillation circuit by the **CMCK** or **CRCK** instruction can be selected only at once. The oscillation circuit corresponding to the first executed one of these two instructions is valid. Other oscillation circuits and the on-chip oscillator stop.

#### (2) On-chip oscillator

The clock frequency of the on-chip oscillator depends on the supply voltage and the operation temperature range.

Be careful that variable frequencies when designing application products.

Also, the oscillation stabilize wait time after system is released from reset is generated by the onchip oscillator clock. When considering the oscillation stabilize wait time after system is released from reset, be careful that the variable frequency of the on-chip oscillator clock.

#### (3) External clock

When the external signal clock is used as the source oscillation  $(f(X_{IN}))$ , note that the RAM back-up mode (**POF2** instruction) cannot be used.

#### (4) Value of a part connected to an oscillator

Values of a capacitor and a resistor of the oscillation circuit depend on the connected oscillator and the board. Accordingly, consult the oscillator manufacturer for values of each part connected the oscillator.

#### 3.3.10 Electric Characteristic Differences Between Mask ROM and One Time PROM Version MCU

There are differences in electric characteristics, operation margin, noise immunity, and noise radiation between Mask ROM and One Time PROM version MCUs due to the difference in the manufacturing processes.

When manufacturing an application system with the One time PROM version and then switching to use of the Mask ROM version, please perform sufficient evaluations for the commercial samples of the Mask ROM version.

#### 3.3.11 Note on Power Source Voltage

When the power source voltage value of a microcomputer is less than the value which is indicated as the recommended operating conditions, the microcomputer does not operate normally and may perform unstable operation.

In a system where the power source voltage drops slowly when the power source voltage drops or the power supply is turned off, reset a microcomputer when the supply voltage is less than the recommended operating conditions and design a system not to cause errors to the system by this unstable operation.

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#### 3.4 Notes on noise

Countermeasures against noise are described below. The following countermeasures are effective against noise in theory, however, it is necessary not only to take measures as follows but to evaluate before actual use.

#### 3.4.1 Shortest wiring length

The wiring on a printed circuit board can function as an antenna which feeds noise into the microcomputer.

The shorter the total wiring length (by mm unit), the less the possibility of noise insertion into a microcomputer.

#### (1) Package

Select the smallest possible package to make the total wiring length short.

#### Reason

The wiring length depends on a microcomputer package. Use of a small package, for example QFP and not DIP, makes the total wiring length short to reduce influence of noise.

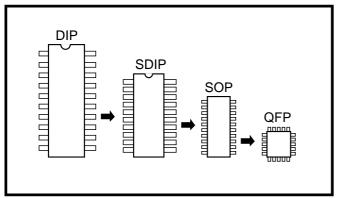


Fig. 3.4.1 Selection of packages

#### (2) Wiring for RESET input pin

Make the length of wiring which is connected to the  $\overline{\text{RESET}}$  input pin as short as possible. Especially, connect a capacitor across the  $\overline{\text{RESET}}$  input pin and the Vss pin with the shortest possible wiring.

#### Reason

In order to reset a microcomputer correctly, 1 machine cycle or more of the width of a pulse input into the RESET pin is required. If noise having a shorter pulse width than this is input to the RESET input pin, the reset is released before the internal state of the microcomputer is completely initialized. This may cause a program runaway.

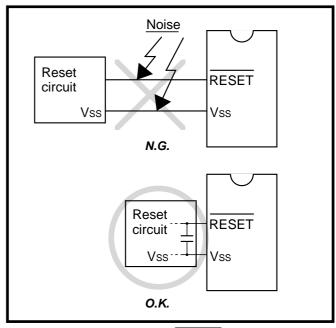


Fig. 3.4.2 Wiring for the RESET input pin

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#### (3) Wiring for clock input/output pins

- Make the length of wiring which is connected to clock I/O pins as short as possible.
- Make the length of wiring across the grounding lead of a capacitor which is connected to an oscillator and the Vss pin of a microcomputer as short as possible.
- Separate the Vss pattern only for oscillation from other Vss patterns.

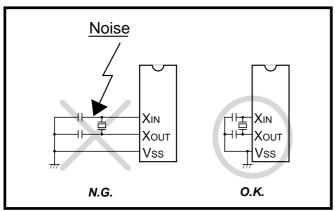


Fig. 3.4.3 Wiring for clock I/O pins

#### Reason

If noise enters clock I/O pins, clock waveforms may be deformed. This may cause a program failure or program runaway. Also, if a potential difference is caused by the noise between the Vss level of a microcomputer and the Vss level of an oscillator, the correct clock will not be input in the microcomputer.

#### (4) Wiring to CNVss pin

Connect the CNVss pin to the Vss pin with the shortest possible wiring.

#### Reason

The operation mode of a microcomputer is influenced by a potential at the CNVss pin. If a potential difference is caused by the noise between pins CNVss and Vss, the operation mode may become unstable. This may cause a microcomputer malfunction or a program runaway.

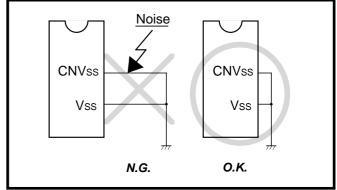


Fig. 3.4.4 Wiring for CNVss pin

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(5) Wiring to VPP pin of built-in PROM version In the built-in PROM version of the 4506 Group, the CNVss pin is also used as the built-in PROM power supply input pin VPP.

#### When the VPP pin is also used as the CNVss pin

Connect an approximately 5 k $\Omega$  resistor to the VPP pin the shortest possible in series and also to the Vss pin. When not connecting the resistor, make the length of wiring between the VPP pin and the Vss pin the shortest possible (refer to **Figure 3.4.5**)

Note: Even when a circuit which included an approximately 5  $k\Omega$  resistor is used in the Mask ROM version, the microcomputer operates correctly.

#### Reason

The VPP pin of the built-in PROM version is the power source input pin for the built-in PROM. When programming in the built-in PROM, the impedance of the VPP pin is low to allow the electric current for writing flow into the PROM. Because of this, noise can enter easily. If noise enters the VPP pin, abnormal instruction codes or data are read from the built-in PROM, which may cause a program runaway.

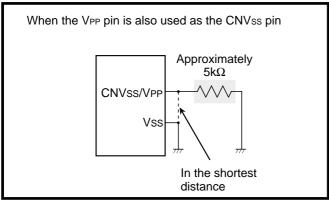


Fig. 3.4.5 Wiring for the VPP pin of the built-in PROM version

# 3.4.2 Connection of bypass capacitor across Vss line and VDD line

Connect an approximately 0.1  $\mu$ F bypass capacitor across the Vss line and the VDD line as follows:

- Connect a bypass capacitor across the Vss pin and the VDD pin at equal length.
- Connect a bypass capacitor across the Vss pin and the VDD pin with the shortest possible wiring.
- Use lines with a larger diameter than other signal lines for Vss line and VDD line.
- Connect the power source wiring via a bypass capacitor to the Vss pin and the VDD pin.

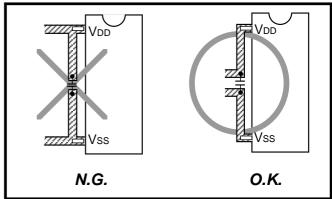


Fig. 3.4.6 Bypass capacitor across the Vss line and the VDD line

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#### 3.4.3 Wiring to analog input pins

- Connect an approximately 100  $\Omega$  to 1 k $\Omega$  resistor to an analog signal line which is connected to an analog input pin in series. Besides, connect the resistor to the microcomputer as close as possible.
- Connect an approximately 1000 pF capacitor across the Vss pin and the analog input pin. Besides, connect the capacitor to the Vss pin as close as possible. Also, connect the capacitor across the analog input pin and the Vss pin at equal length.

#### Reason

Signals which is input in an analog input pin (such as an A/D converter/comparator input pin) are usually output signals from sensor. The sensor which detects a change of event is installed far from the printed circuit board with a microcomputer, the wiring to an analog input pin is longer necessarily. This long wiring functions as an antenna which feeds noise into the microcomputer, which causes noise to an analog input pin.

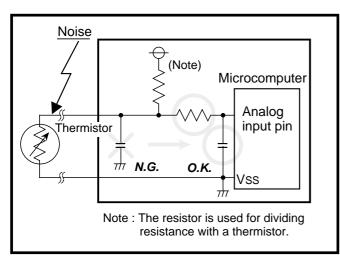


Fig. 3.4.7 Analog signal line and a resistor and a capacitor

#### 3.4.4 Oscillator concerns

Take care to prevent an oscillator that generates clocks for a microcomputer operation from being affected by other signals.

# (1) Keeping oscillator away from large current signal lines

Install a microcomputer (and especially an oscillator) as far as possible from signal lines where a current larger than the tolerance of current value flows.

#### Reason

In the system using a microcomputer, there are signal lines for controlling motors, LEDs, and thermal heads or others. When a large current flows through those signal lines, strong noise occurs because of mutual inductance.

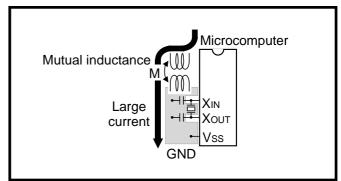


Fig. 3.4.8 Wiring for a large current signal line

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# (2) Installing oscillator away from signal lines where potential levels change frequently Install an oscillator and a connecting pattern of an oscillator away from signal lines where potential levels change frequently. Also, do not cross such signal lines over the clock lines or the signal lines which are sensitive to noise.

#### Reason

Signal lines where potential levels change frequently (such as the CNTR pin signal line) may affect other lines at signal rising edge or falling edge. If such lines cross over a clock line, clock waveforms may be deformed, which causes a microcomputer failure or a program runaway.

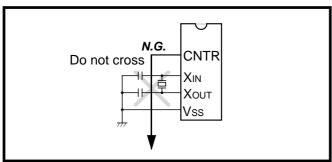


Fig. 3.4.9 Wiring to a signal line where potential levels change frequently

#### (3) Oscillator protection using Vss pattern

As for a two-sided printed circuit board, print a Vss pattern on the underside (soldering side) of the position (on the component side) where an oscillator is mounted.

Connect the Vss pattern to the microcomputer Vss pin with the shortest possible wiring. Besides, separate this Vss pattern from other Vss patterns.

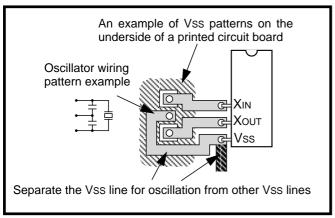


Fig. 3.4.10 Vss pattern on the underside of an oscillator

#### 3.4.5 Setup for I/O ports

Setup I/O ports using hardware and software as follows:

<Hardware>

• Connect a resistor of 100  $\Omega$  or more to an I/O port in series.

#### <Software>

- As for an input port, read data several times by a program for checking whether input levels are equal or not.
- As for an output port or an I/O port, since the output data may reverse because of noise, rewrite data to its output latch at fixed periods.
- Rewrite data to pull-up control registers at fixed periods.

# 3.4.6 Providing of watchdog timer function by software

If a microcomputer runs away because of noise or others, it can be detected by a software watchdog timer and the microcomputer can be reset to normal operation. This is equal to or more effective than program runaway detection by a hardware watchdog timer. The following shows an example of a watchdog timer provided by software.

In the following example, to reset a microcomputer to normal operation, the main routine detects errors of the interrupt processing routine and the interrupt processing routine detects errors of the main routine. This example assumes that interrupt processing is repeated multiple times in a single main routine processing.

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#### <The main routine>

 Assigns a single word of RAM to a software watchdog timer (SWDT) and writes the initial value N in the SWDT once at each execution of the main routine. The initial value N should satisfy the following condition:

 $N+1 \ge {\text{(Counts of interrupt processing executed in } }$ 

As the main routine execution cycle may change because of an interrupt processing or others, the initial value N should have a margin.

- Watches the operation of the interrupt processing routine by comparing the SWDT contents with counts of interrupt processing after the initial value N has been set.
- Detects that the interrupt processing routine has failed and determines to branch to the program initialization routine for recovery processing in the following case:

If the SWDT contents do not change after interrupt processing.

<The interrupt processing routine>

- Decrements the SWDT contents by 1 at each interrupt processing.
- Determines that the main routine operates normally when the SWDT contents are reset to the initial value N at almost fixed cycles (at the fixed interrupt processing count).
- Detects that the main routine has failed and determines to branch to the program initialization routine for recovery processing in the following case:

If the SWDT contents are not initialized to the initial value N but continued to decrement and if they reach 0 or less.

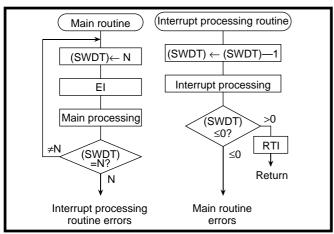
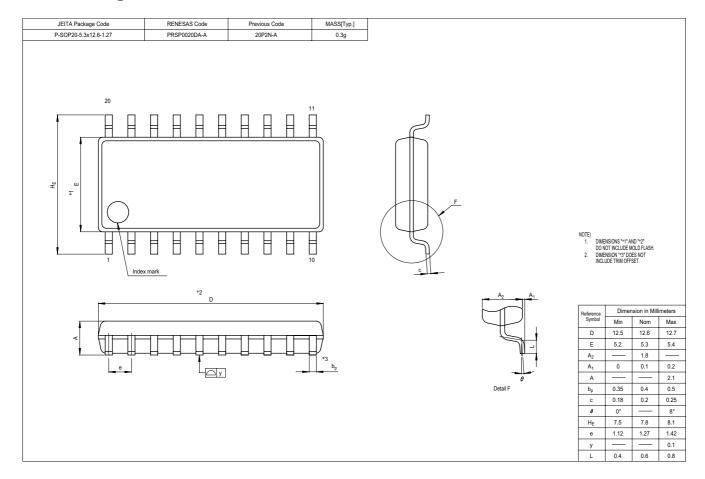


Fig. 3.4.11 Watchdog timer by software

## 3.5 Package outline



RENESAS 4-BIT CISC SINGLE-CHIP MICROCOMPUTER USER'S MANUAL 4506 Group

Publication Data: Rev.1.00 Nov 29, 2002

Rev.2.01 Feb 07, 2005

Published by : Sales Strategic Planning Div.

Renesas Technology Corp.

4506 Group User's Manual

