

M37160M8/MA/MF-XXXSP/FP,M37160EFSP/FP

SI配置CIPIONERYCOMOUTER

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1. DESCRIPTION

The M37160M8/MA/MF-XXXSP/FP and M37160EFSP/FP are single-chip microcomputers designed with CMOS silicon gate technology. They have an OSD and I^2 C-BUS interface, making them perfect for a channel selection system for TV.

The M37160EFSP/FP has a built-in PROM that can be written electrically.

●Number of basic instructions71

2. FEATURES

Memory size)	
	ROM 32K bytes	(M37160M8-XXXSP/FP)
	40K bytes	(M37160MA-XXXSP/FP)
	60K bytes	(M37160MF-XXXSP/FP,
		M37160EFSP/FP)
	RAM 1152 bytes	(M37160M8-XXXSP/FP)
	1472bytes	(M37160MA/MF-XXXSP/FP,
		M37160EFSP/FP)

NAIVI 1132 Dyles (IVIS/10	UIVIO-XXXSF/FF)
1472bytes (M37160	MA/MF-XXXSP/FP,
	M37160EFSP/FP)
(*ROM correction memory i	ncluded)
■Minimum instruction execution time	
0.451 μs (at 4.43 MHz os	cillation frequency)
●Power source voltage	5 V ± 10 %
●Subroutine nesting	128 levels (Max.)
● Interrupts 1	6 types, 15 vectors
●8-bit timers	6
● Programmable I/O ports (Ports P0, P1, P2, P3	o, P31)25
●Input ports (Ports P35-P37,P50,P51)	5
●Output ports (Ports P52-P55)	4
●Serial I/O	8-bit X 1 channel
●Multi-master I ² C-BUS interface	1 (3 systems)
●A-D comparator (7-bit resolution)	8 channels
●PWM output circuit 1	14-bit × 1, 8-bit × 5
●Power dissipation	
In high-speed mode	165 mW
(at Vcc = 5.5V, FSCIN = 4.43 MHz, OSD on)	
In low-speed mode	0.33 mW

●OSD function

Display characters	32 characters X 2 lines
(It is possible to disp	olay 3 lines or more by software)
Kinds of characters	254 kinds + 62 kinds
(coloring unit) (pe	er charactor unit) (per dot unit)
Character display area	OSD1 mode: 16 X 26 dots
	OSD2 mode: 16 X 20 dots
	CD OSD mode: 16 X 20 dots
Kinds of character sizes	OSD1 mode: 1 kind
	OSD2 mode: 8 kinds
	CD OSD mode: 8 kinds
Kinds of character colors	8 colors (R, G, B)
Coloring unit dot, characte	er, character background, raster
Display position	
Horizontal: 128 levels Ver	tical: 512 levels
Attribute	
OSD1 mode: smooth italic, under	rline, flash, automatic solid space
OSD2 mode: border	
Smooth roll-up	
Window function	

3. APPLICATION

ΤV

(at Vcc = 5.5V, 32 kHz oscillation frequency)

TABLE OF CONTENTS

1. DESCRIPTION	1
2. FEATURES	1
3. APPLICATION	1
4. PIN CONFIGURATION	3
5. FUNCTIONAL BLOCK DIAGRAM	4
6. PERFORMANCE OVERVIEW	5
7. PIN DESCRIPTION	7
8. FUNCTIONAL DESCRIPTION	12
8.1 CENTRAL PROCESSING UNIT (CPU)	12
8.2 MEMORY	13
8.3 INTERRUPTS	18
8.4 TIMERS	23
8.5 SERIAL I/O	
8.6 MULTI-MASTER I ² C-BUS INTERFACE	30
8.7 PWM OUTPUT FUNCTION	43
8.8 A-D COMPARATOR	48
8.9 ROM CORRECTION FUNCTION	50
8.10 OSD FUNCTIONS	51
8.10.1 Display Position	56
8.10.2 Dot Size	
8.10.3 Clock for OSD	61
8.10.4 Field Determination Display	61
8.10.5 Memory for OSD	
8.10.6 Character color	
8.10.7 Character background color	
8.10.8 OUT signals	
8.10.9 Attribute	
8.10.10 Multiline Display	
8.10.11 Automatic Solid Space Function	
8.10.12 Scan Mode	
8.10.13 Window Function	
8.10.14 OSD Output Pin Control	
8.10.15 Raster Coloring Function	
8.11 SOFTWARE RUNAWAY DETECT FUNCTION	
8.12 RESET CIRCUIT	
8.13 CLOCK GENERATING CIRCUIT	
8.14 AUTO-CLEAR CIRCUIT	
8.15 ADDRESSING MODE	
8.16 MACHINE INSTRUCTIONS	90

9. TECHNICAL NOTES	90
10. ABSOLUTE MAXIMUM RATINGS	91
11. RECOMMENDED OPERATING CONDITIONS	91
12. ELECTRIC CHARACTERISTICS	92
13. A-D CONVERTER CHARACTERISTICS	94
14. MULTI-MASTER I 2 C-BUS BUS LINE CHARACTERISTICS	94
15. PROM PROGRAMMING METHOD	95
16. DATA REQUIRED FOR MASK ORDERS	96
17. ONE TIME PROM VERTION M37160EFSP/FP MARKING	97
18. Appendix	98
19 PACKAGE OUTLINE	128

4. PIN CONFIGURATION

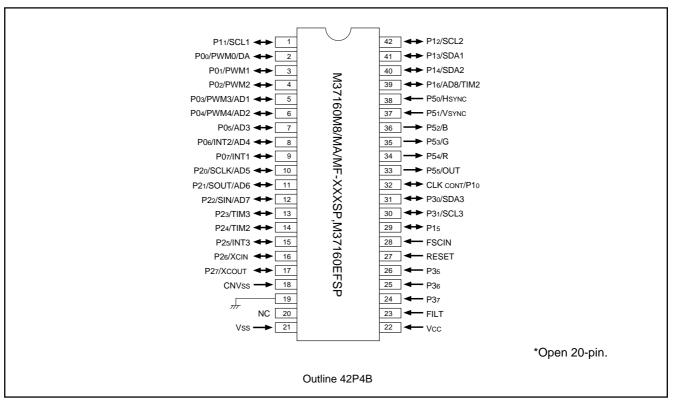


Fig. 4.1 Pin Configuration (Top View)

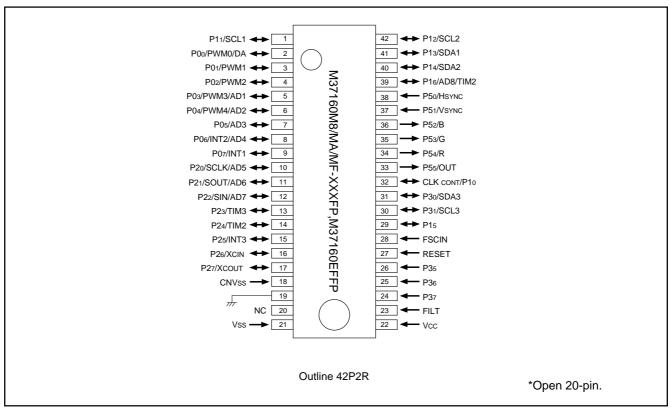


Fig. 4.2 Pin Configuration (Top View)

5. FUNCTIONAL BLOCK DIAGRAM

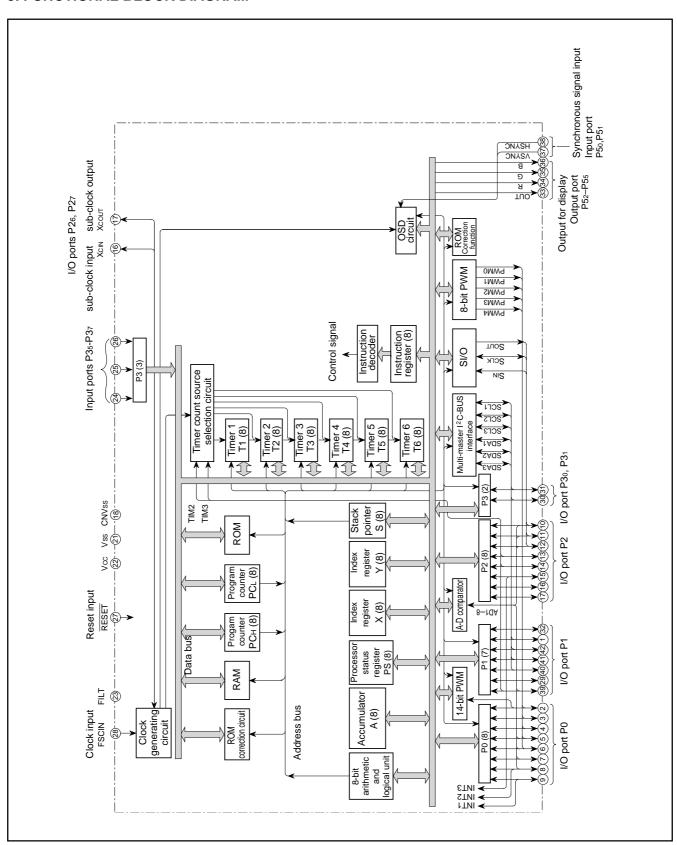


Fig. 5.1 Functional Block Diagram of M37160

6. PERFORMANCE OVERVIEW

Table 6.1 Performance Overview

Parameter			Functions		
Number of basic instructions				71	
Instruction execution time				0.451 ms (the minimum instruction execution time, at 4.43 MHz oscillation frequency, $f(XIN) = 8.86$ MHz)	
Clock frequency				8.86 MHz (maximum)	
Memory size	ROM	M37160M8-XXXS	P/FP	32K bytes	
		M37160MA-XXXS	SP/FP	40K bytes	
		M37160MF-XXXSP/		60K bytes	
	RAM	M37160M8-XXXS	P/FP	1152 bytes (ROM correction memory included)	
			SP/FP,M37160EFSP/FP	1472 bytes (ROM correction memory included)	
	OSD			20K bytes	
	OSD	RAM		128 bytes	
Input/Output ports	P0		I/O	8-bit X 1 (N-channel open-drain output structure, can be used as 8-bit PWM output pins, INT input pins, A-D input pin, 14-bit PWM output pins. However, CMOS output structure, when P00 is used as serial output.)	
	P10-P16		I/O	7-bit X 1 (CMOS input/output structure, however, N-channel open-drain output structure, when P11–P14 are used as multi-master I²C-BUS interface, can be used as A-D input pins, timer external clock input pins, multi-master I²C-BUS interface)	
P20–P27		I/O	8-bit X 1 (P2 is CMOS input/output structure, however, N-channel opendrain output structure when P2o and 21 are used as serial output, can be used as serial input/output pins, timer external clock input pins, A-D input pins, INT input pin, sub-clock input/output pins)		
	P30, P31		I/O	2-bit X 1 (CMOS input/output structure, however, N-channel open-drain output structure, when used as multi-master I ² C-BUS interface, can be used as multi-master I ² C-BUS interface.)	
	P35-P	237	Input	3-bit X 1	
	P50, F	P51	Input	2-bit X 1 (can be used as OSD input pins)	
	P52-P55		Output	4-bit X 1 (CMOS output structures, can be used as OSD output pins)	
Serial I/O			8-bit X 1		
Multi-master I ² C	-BUS inte	erface		One (Three lines)	
A-D comparator				8 channels (7-bit resolution)	
PWM output circ	cuit			14-bit X 1, 8-bit X 5	
Timers				8-bit × 6	
ROM correction function				2 vectors	
Subroutine nesting				128 levels (maximum)	
Interrupt				<16 types> INT external interrupt X 3, Internal timer interrupt X 6, Serial I/O interrupt X 1, OSD interrupt X 1, Multi-master I ² C-BUS interface interrupt X 1, f(XIN)/ 4096 interrupt X 1, VSYNC interrupt X 1, BRK instruction interrupt X 1, reset X 1	
Clock generating circuit				2 built-in circuits (externally connected to XCIN/OUT is a ceramic resonator or a quartz-crystal oscillator)	

Table 6.2 Performance Overview (Continued)

Parameter			Functions	
OSD function Number of display characters		Number of display characters	32 characters X 2 lines	
OSD Idilction		Dot structure	OSD1 mode: 16 X 26 dots (character display area : 16 X 20 dots) OSD2 mode: 16 X 20 dots	
			CD OSD mode: 16 X 20 dots	
		Kinds of characters	254 kinds + 62 kinds	
		Kinds of character sizes 1 screen : 8	OSD1 mode: 1 kinds OSD2 mode: 8 kinds	
			CD OSD mode: 8 kinds	
		Character font coloring	1 screen: 8 kinds	
			OSD1 mode, OSD2 mode : per character unit	
			CD OSD mode : per dot unit	
Display position		Display position	Horizontal: 128 levels, Vertical: 512 levels	
Power source voltage			5V ± 10%	
Power	In high-speed	OSD ON	165 mW typ. (at oscillation frequency f(XIN) = 8.86 MHz, fosc = 26.58 MHz)	
dissipation	mode	OSD OFF	82.5 mW typ. (at oscillation frequency f(XIN) = 8.86 MHz)	
	In low-speed mode	OSD OFF	0.33 mW typ. (at oscillation frequency f(XCIN) = 32 kHz)	
In stop mode			0.055 mW (maximum)	
Operating temperature range		9	−10 °C to 70 °C	
Device structure			CMOS silicon gate process	
Package			42-pin plastic molded SSOP	
· ·			42-pin plastic molded SDIP	

7. PIN DESCRIPTION

Table 7.1 PIN DESCRIPTION

Pin	Name	Input/ Output	Functions
Vcc, Vss	Power source		Apply voltage of 5 V ± 10 % to (typical) Vcc, and 0 V to Vss.
CNVss	CNVss		This is connected to Vss.
RESET	Reset input	Input	To enter the reset state, the reset input pin must be kept at a LOW for 2 ms or more (under normal Vcc conditions). If more time is needed for the quartz-crystal oscillator to stabilize, this LOW condition should be maintained for the required time.
FSCIN	Clock input	Input	This is the input pin for the main clock generating circuit.
P00/PWM0/DA P01/PWM1, P02/PWM2,	I/O port P0	I/O	Port P0 is a 8-bit I/O port with a direction register allowing each I/O bit to be individually programmed as input or output. At reset, this port is set to input mode. The output structure is N-channel open-drain output. (See note)
P03/PWM3/AD1, P04/PWM4/AD2,	8-bit PWM output	Output	Ouput Pins P00 to P04 are also used as 8-bit PWM output pins PWM0 to PWM4, respectively. The output structure is N-channel open-drain output.
P05/AD3,	DA output	Output	P0o pin is also used as 14-bit PWM output pin DA. The output structure is CMOS.
P06/INT2/AD4, P07/INT1	External interrupt input	Input	Pins P06 and P07 are also used as INT external interrupt input pins INT2 and INT1 respectively.
	Analog input	Input	Pins P03, P04, P05 and P06 are also used as analog input pins AD1, AD2, AD3 and AD4, respectively.
P10/CLK CONT, P11/SCL1,	I/O port P1	I/O	Port P1 is a 7-bit I/O port and has basically the same functions as port P0. The output structure is CMOS output. (See note)
P12/SCL2, P13/SDA1,	Multi-master I ² C-BUS interface	I/O	Pins P11–P14 are used as SCL1, SCL2, SDA1 and SDA2 respectively, when multi-master I ² C-BUS interface is used. The output structure is N-channel open-drain output.
P14/SDA2, P15,	Clock control	Output	P10 pin is also used as Clock control output CLK CONT. The output structure is CMOS output.
P16/AD8/TIM2	External clock input for timer	Input	P16 pin is also used as timer external clock input pin TIM2.
	Analog input	Input	P16 pin is also used as analog input pin AD8.
P20/SCLK/AD5, P21/SOUT/AD6,	I/O port P2	I/O	Port P2 is a 8-bit I/O port and has basically the same functions as port P0. The output structure is CMOS output. (See note)
P22/SIN/AD7, P23/TIM3,	Serial I/O synchronous clock input/output port	I/O	P20 pin is also used as serial I/O synchronous clock input/output pin SCLK. The output structure is N-channel open-drain output.
P24/TIM2, P25/INT3,	Serial I/O data output	Output	P21 pin is also used as serial I/O data output pin SOUT. The output structure is open-drain output.
P26/XCIN,	Serial I/O data input	Input	P22 pin is also used as serial I/O data input pin SIN.
P27/Xcout	External clock input for timer	Input	Pins P23 and P24 are also used as timer external clock input pins TIM3 and TIM2 respectively.
	Analog input	Input	Pins P20–P22 are also used as analog input pins AD5, AD6 and AD7 respectively.
	Sub-clock input	Input	P26 pin is also used as sub-clock input pin XCIN.
	Sub-clock output	Output	P27 pin is also used as sub-clock output pin XCOUT. The output structure is CMOS output.
	External interrupt input	Input	P25 pin is also used as INT external interrupt input pin INT3.
P30/SDA3 P31/SCL3	I/O port P30, P31	I/O	Pins P3o and P31 are 2-bit I/O port and has basically the same functions as port P0. The output structure is CMOS output. (See note)
P35-P37	Multi-master I ² C-BUS Interface	I/O	Pins P30 and P31 are used as SDA3,SCL3 respectively, when multi-master I ² C-BUS interface is used. The output structure is N-channel open-drain output.
Ī	Input P35-P37	Input	Pins P35–P37 are 3-bit input port.

Table 7.2 PIN DESCRIPTION (continued)

	122001111 11011 (00		
Pin	Name	Input/ Output	Functions
P50/Hsync	Input P5	Input	Port P5 is a 2-bit input port.
P51/VSYNC	Horizonta synchronous signal	Input	P50 pin is also used as a horizontal synchronous signal input HSYNC for OSD.
	Vertical synchronous signal	Input	P51 pin is a vertical synchronous signal input VSYNC for OSD.
P52/B,	Output P5	output	Pins P52–P55 are 4-bit output port. The output structure is CMOS output.
P53/G, P54/R, P55/OUT	OSD output	output	Pins P52–P55 are also used as OSD output pins R, G, B and OUT respectively. The output structure is CMOS output.
FILT	Clock oscillation filter	Input	Connect a capacitor between FILT and Vss.

Notes: Port Pi (i = 0 to 3) has a port Pi direction register that can be used to program each bit for input ("0") or an output ("1"). The pins programmed as "1" in the direction register are output pins. When pins are programmed as "0," they are input pins. When pins are programmed as output pins, the output data is written into the port latch and then output. When data is read from the output pins, the data of the port latch, not the output pin level, is read. This allows a previously output value to be read correctly even if the output LOW voltage has risen due to, for example, a directly-driven light emitting diode. The input pins are in the floating state, so the values of the pins can be read. When data is written to the input pin, it is written only into the port latch, while the pin remains in the floating state.

* LED drive ports 4 (P24-P27)

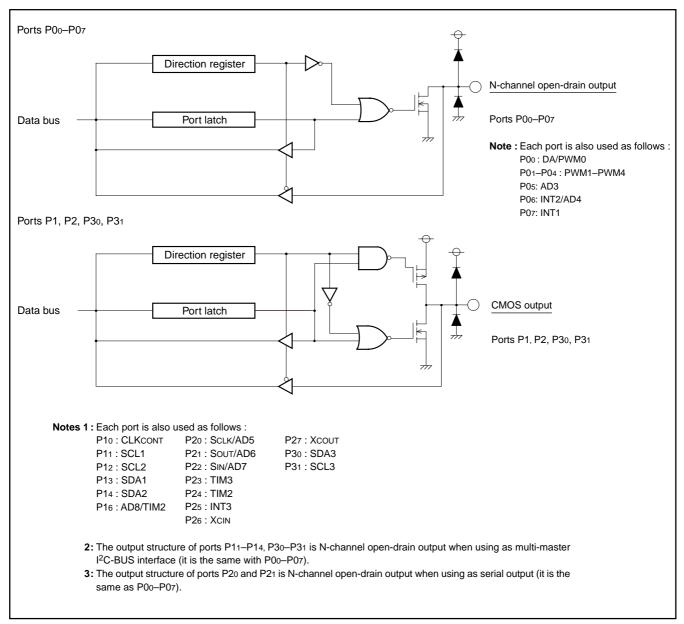


Fig. 7.1 I/O Pin Block Diagram (1)

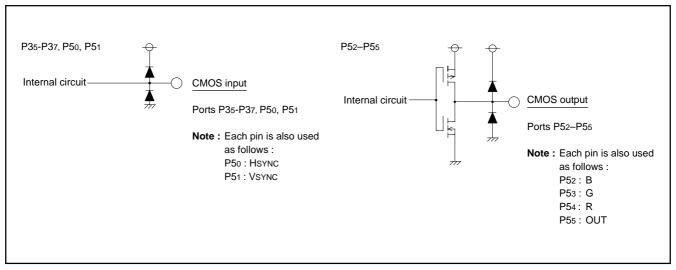


Fig. 7.2 I/O Pin Block Diagram (2)

FSCIN Pin

The FSCIN pin is a reference clock input pin. The main clock and OSD clock are generated based on the reference clock from the FSCIN pin. The sub clock can also be generated directly from the 32 kHz oscillator circuit and FSCIN pin. Refer to the clock generating circuit shown in Figure 8.13 Clock Generating Circuit.

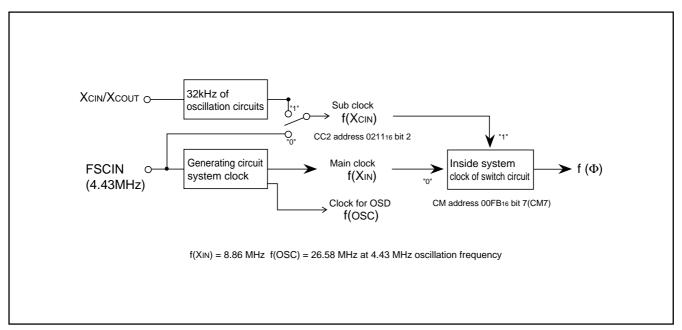


Fig. 7.2 clock generating circuit

8. FUNCTION BLOCK DESCRIPTION 8.1 CENTRAL PROCESSING UNIT (CPU)

This microcomputer uses the standard 740 Family instruction set. Refer to the table of 740 Family addressing modes and machine instructions or the SERIES 740 <Software> User's Manual for details on the instruction set.

Availability of 740 Family instructions are as follows:

The FST, SLW instruction cannot be used.

The MUL, DIV, WIT and STP instructions can be used.

8.1.1 CPU Mode Register

The CPU mode register includes a stack page selection bit and internal system clock selection bit. The CPU mode register is allocated at address 00FB16.

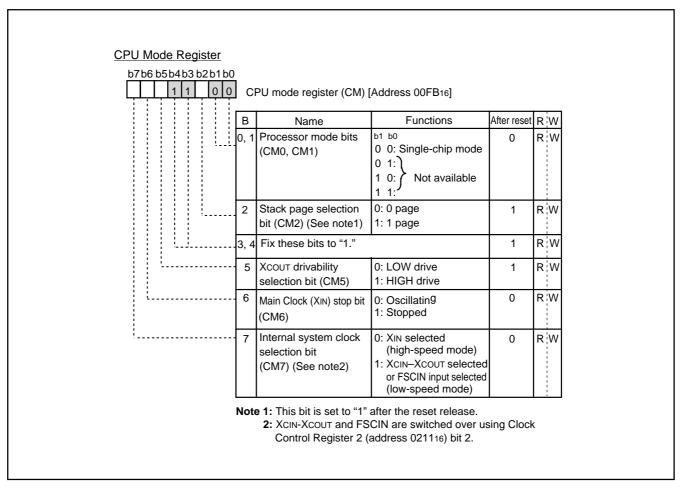


Fig. 8.1.1 CPU Mode Register

8.2 MEMORY

8.2.1 Special Function Register (SFR) Area

The special function register (SFR) area in the zero page includes control registers such as I/O ports and timers.

8.2.2 RAM

RAM is used for data storage and for stack area of subroutine calls and interrupts.

8.2.3 ROM

ROM is used for storing user programs as well as the interrupt vector area.

8.2.4 OSD RAM

RAM used for specifying the character codes and colors for display.

8.2.5 OSD ROM

ROM used for storing character data for display.

8.2.6 Interrupt Vector Area

The interrupt vector area contains reset and interrupt vectors.

8.2.7 Zero Page

The zero page addressing mode can be used to specify memory and register addresses in the zero page area. Access to this area is possible with only 2 bytes in the zero page addressing mode.

8.2.8 Special Page

The special page addressing mode can be used to specify memory addresses in the special page area. Access to this area is possible with only 2 bytes in the special page addressing mode.

8.2.9 ROM Correction Memory (RAM)

This is used as the program area for ROM correction.

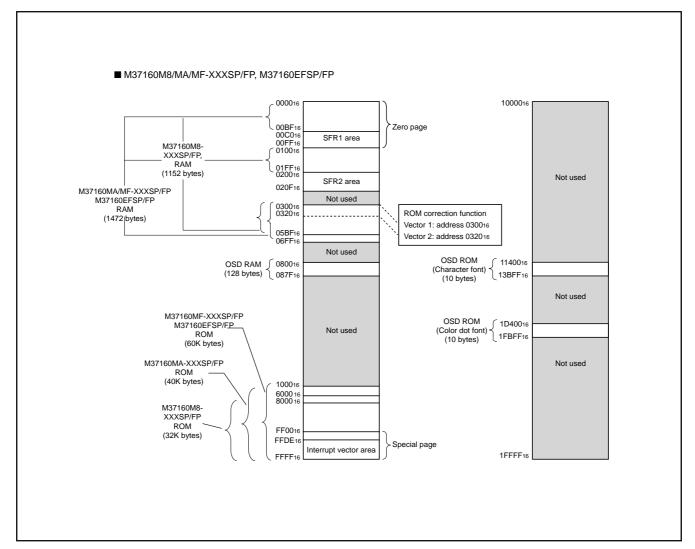


Fig. 8.2.1 Memory Map (M37160M6/M8-XXXSP/FP, M37160EFSP/FP)

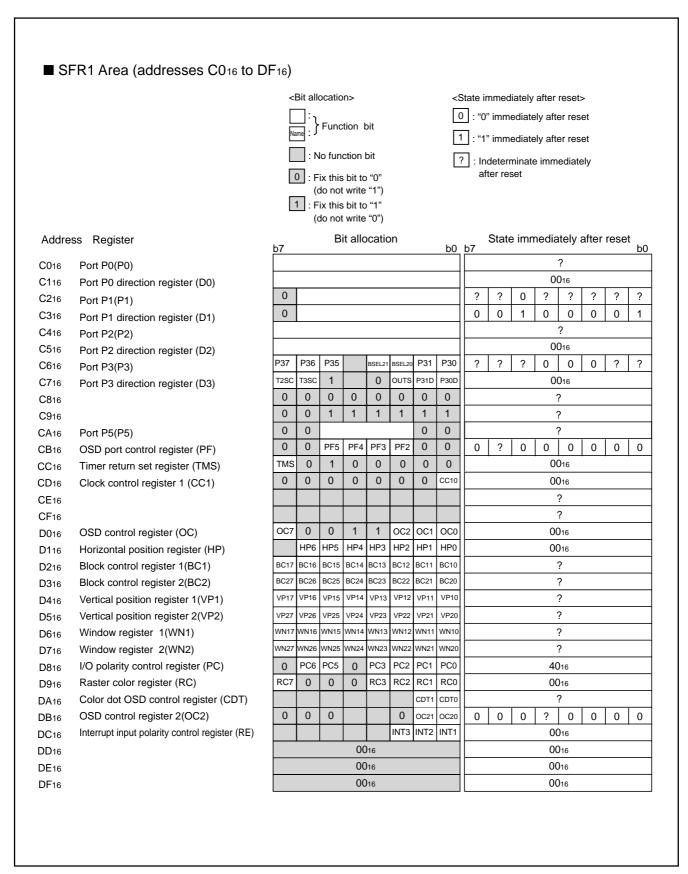


Fig. 8.2.2 Memory Map of Special Function Register 1 (SFR1) (1)

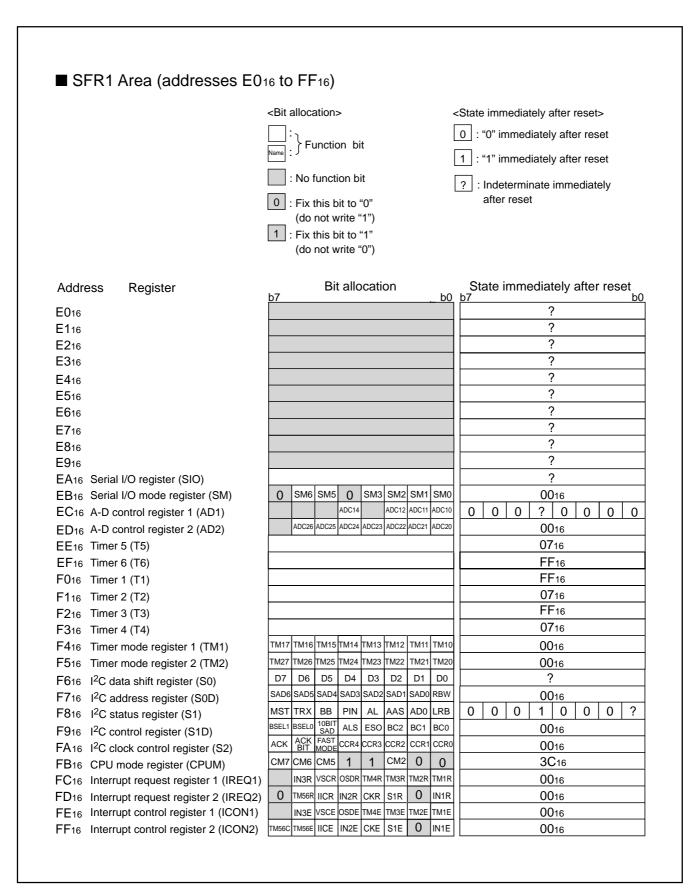


Fig. 8.2.3 Memory Map of Special Function Register 1 (SFR1) (2)

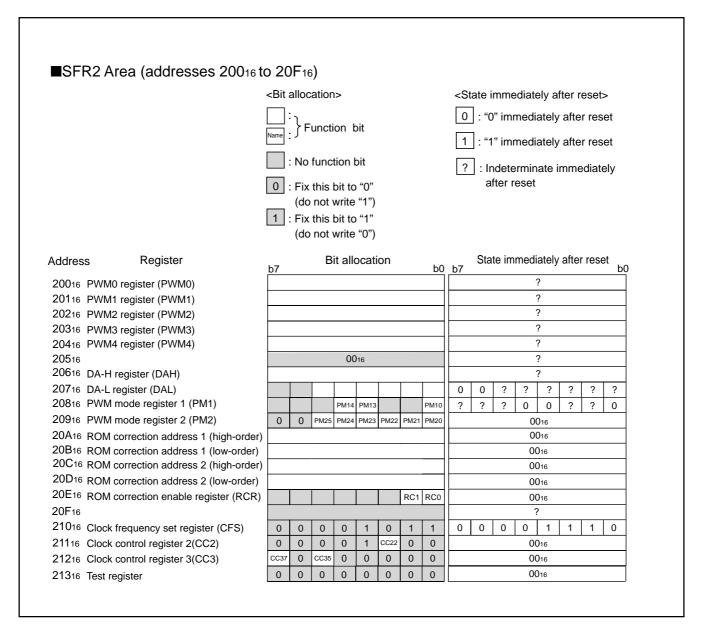


Fig. 8.2.4 Memory Map of Special Function Register 2 (SFR2)

	<bit allocation=""></bit>	<state after="" immediately="" reset=""></state>
	Function bit	0 : "0" immediately after reset
	: No function bit	: "1" immediately after reset : Indeterminate immediately
	O: Fix to this bit to "0" (do not write to "1")	after reset
	1: Fix to this bit to "1" (do not write to "0")	
Register	Bit allocation	tate immediately after reset
Processor status register (PS) Program counter (PCH) Program counter (PCL)	N V T B D I Z C	? ? ? ? ? 1 Contents of address FFFF16 Contents of address FFFE16

Fig. 8.2.5 Internal State of Processor Status Register and Program Counter at Reset

8.3 INTERRUPTS

Interrupts can be caused by 16 different sources comprising 4 external, 10 internal, 1 software, and reset. Interrupts are vectored interrupts with priorities as shown in Table 8.3.1. Reset is also included in the table because its operation is similar to an interrupt.

When an interrupt is accepted,

- ① The contents of the program counter and processor status register are automatically stored into the stack.
- The interrupt disable flag I is set to "1" and the corresponding interrupt request bit is set to "0."
- ③ The jump destination address stored in the vector address enters the program counter.

Other interrupts are disabled when the interrupt disable flag is set to "1."

All interrupts except the BRK instruction interrupt have an interrupt request bit and an interrupt enable bit. The interrupt request bits are in interrupt request registers 1 and 2 and the interrupt enable bits are in interrupt control registers 1 and 2. Figures 8.3.2 to 8.3.6 show the interrupt-related registers.

Interrupts other than the BRK instruction interrupt and reset are accepted when the interrupt enable bit is "1," interrupt request bit is "1," and the interrupt disable flag is "0." The interrupt request bit can be set to "0" by a program, but not set to "1." The interrupt enable bit can be set to "0" and "1" by a program.

Reset is treated as a non-maskable interrupt with the highest priority. Figure 8.3.1 shows interrupt control.

8.3.1 Interrupt Sources

(1) VSYNC, OSD interrupts

The VSYNC interrupt is an interrupt request synchronized with the vertical sync signal.

The OSD interrupt occurs after character block display to the CRT is completed.

(2) INT1 to INT3 external interrupts

The INT1 to INT3 interrupts are external interrupt inputs, the system detects that the level of a pin changes from LOW to HIGH or from HIGH to LOW, and generates an interrupt request. The input active edge can be selected by bits 3 to 5 of the interrupt input polarity register (address 00DC16): when this bit is "0," a change from LOW to HIGH is detected; when it is "1," a change from HIGH to LOW is detected. Note that both bits are cleared to "0" at reset.

(3) Timers 1 to 4 interrupts

An interrupt is generated by an overflow of timers 1 to 4.

Table 8.3.1 Interrupt Vector Addresses and Priority

Priority	Interrupt Source	Vector Addresses	Remarks
1	Reset	FFFF16, FFFE16	Non-maskable
2	OSD interrupt	FFFD16, FFFC16	
3	INT1 external interrupt	FFFB16, FFFA16	Active edge selectable
4	Serial I/O interrupt	FFF716, FFF616	
5	Timer 4 interrupt	FFF516, FFF416	
6	f(XIN)/4096 interrupt	FFF316, FFF216	
7	VSYNC interrupt	FFF116, FFF016	
8	Timer 3 interrupt	FFEF16, FFEE16	
9	Timer 2 interrupt	FFED16, FFEC16	
10	Timer 1 interrupt	FFEB16, FFEA16	
11	INT3 external interrupt	FFE916, FFE816	Active edge selectable
12	INT2 external interrupt	FFE716, FFE616	Active edge selectable
13	Multi-master I ² C-BUS interface interrupt	FFE516, FFE416	
14	Timer 5 • 6 interrupt	FFE316, FFE216	Source switch by software (see note)
15	BRK instruction interrupt	FFDF16, FFDE16	Non-maskable

Note: Switching a source during a program causes an unnecessary interrupt. Therefore, set a source at initializing of program.

(4) Serial I/O interrupt

This is an interrupt request from the clock synchronous serial I/O function.

(5) f(XIN)/4096 interrupt

The f (XIN)/4096 interrupt occurs regularly with a f(XIN)/4096 period. Set bit 0 of the PWM mode register 1 to "0."

(6) Multi-master I²C-BUS interface interrupt

This is an interrupt request related to the multi-master $I^2\text{C-BUS}$ interface.

(7) Timer 5 • 6 interrupt

An interrupt is generated by an overflow of timer 5 or 6. Their priorities are same, and can be switched by software.

(8) BRK instruction interrupt

This software interrupt has the least significant priority. It does not have a corresponding interrupt enable bit, and it is not affected by the interrupt disable flag I (non-maskable).

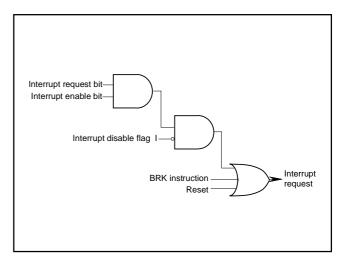


Fig. 8.3.1 Interrupt Control

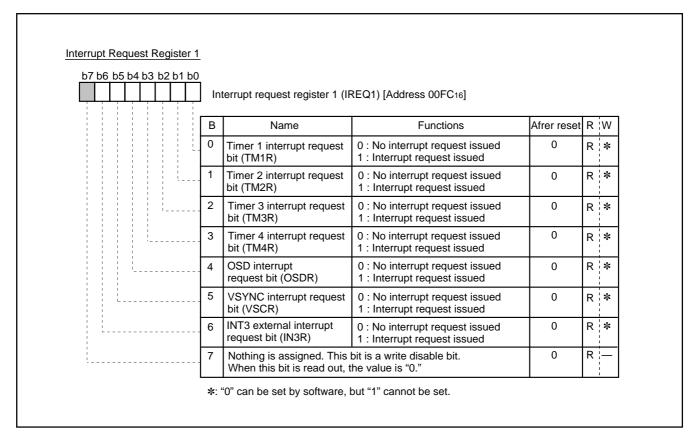


Fig. 8.3.2 Interrupt Request Register 1

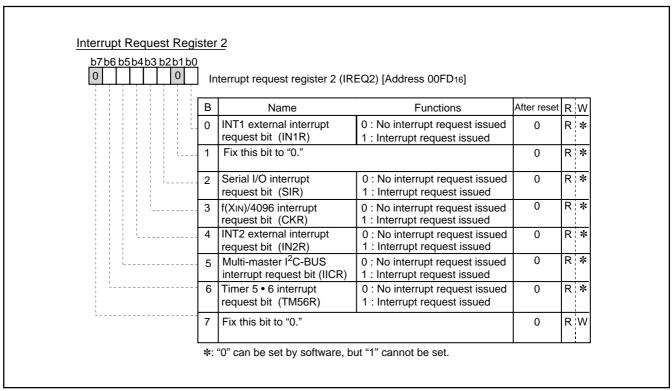


Fig. 8.3.3 Interrupt Request Register 2

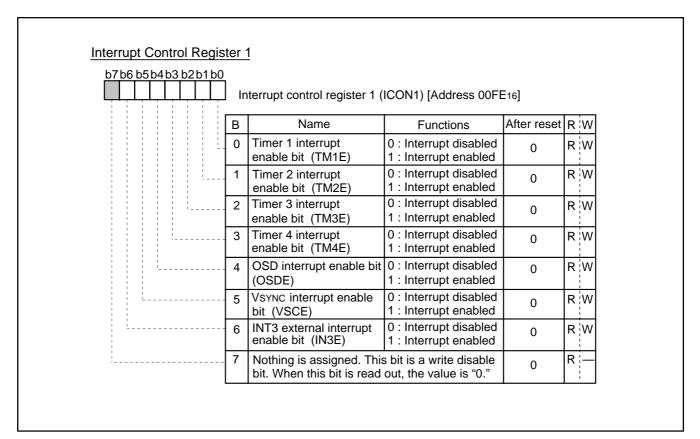


Fig. 8.3.4 Interrupt Control Register 1

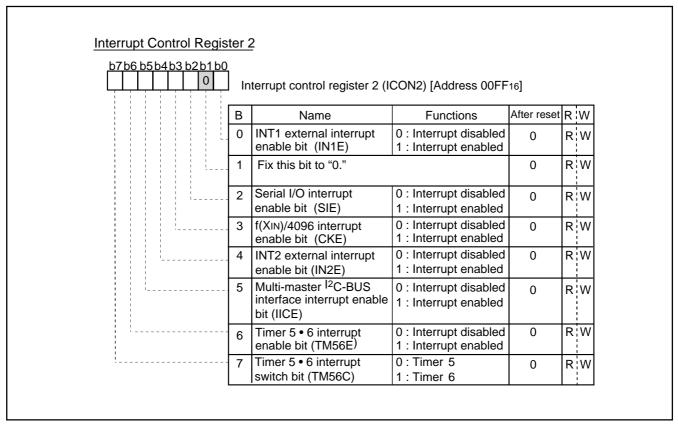


Fig. 8.3.5 Interrupt Control Register 2

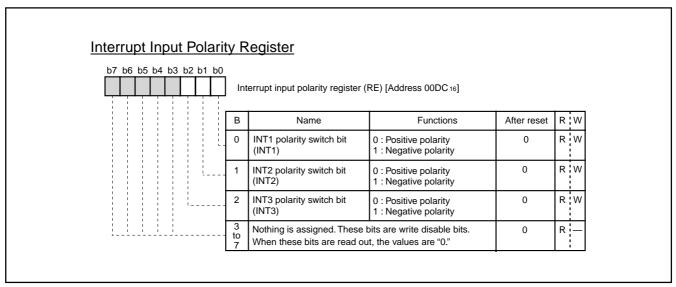


Fig. 8.3.6 Interrupt Input Polarity Register

8.4 TIMERS

This microcomputer has 6 timers: timer 1, timer 2, timer 3, timer 4, timer 5, and timer 6. All timers are 8-bit timers with the 8-bit timer latch. The timer block diagram is shown in Figure 8.4.3.

All of the timers count down and their divide ratio is 1/(n+1), where n is the value of timer latch. By writing a count value to the corresponding timer latch (addresses 00F016 to 00F316: timers 1 to 4, addresses 00EE16 and 00EF16: timers 5 and 6), the value is also set to a timer, simultaneously.

The count value is decremented by 1. The timer interrupt request bit is set to "1" by a timer overflow at the next count pulse, after the count value reaches "0016".

8.4.1 Timer 1

Timer 1 can select one of the following count sources:

- f(XIN)/16 or f(XCIN)/16
- f(XIN)/4096 or f(XCIN)/4096
- External clock from the TIM2 pin

The count source of timer 1 is selected by setting bits 5 and 0 of timer mode register 1 (address 00F416). Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register.

Timer 1 interrupt request occurs at timer 1 overflow.

8.4.2 Timer 2

Timer 2 can select one of the following count sources:

- f(XIN)/16 or f(XCIN)/16
- Timer 1 overflow signal
- External clock from the TIM2 pin

The count source of timer 2 is selected by setting bits 4 and 1 of timer mode register 1 (address 00F416). Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register. When timer 1 overflow signal is a count source for the timer 2, the timer 1 functions as an 8-bit prescaler.

Timer 2 interrupt request occurs at timer 2 overflow.

8.4.3 Timer 3

Timer 3 can select one of the following count sources:

- f(XIN)/16 or f(XCIN)/16
- f(XCIN)
- External clock from the TIM3 pin

The count source of timer 3 is selected by setting bit 0 of timer mode register 2 (address 00F516) and bit 6 at address 00C716. Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register.

Timer 3 interrupt request occurs at timer 3 overflow.

8.4.4 Timer 4

Timer 4 can select one of the following count sources:

- f(XIN)/16 or f(XCIN)/16
- f(XIN)/2 or f(XCIN)/2
- f(XCIN)

The count source of timer 3 is selected by setting bits 1 and 4 of the timer mode register 2 (address 00F516). Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register. When timer 3 overflow signal is a count source for the timer 4, the timer 3 functions as an 8-bit prescaler.

Timer 4 interrupt request occurs at timer 4 overflow.

8.4.5 Timer 5

Timer 5 can select one of the following count sources:

- f(XIN)/16 or f(XCIN)/16
- Timer 2 overflow signal
- Timer 4 overflow signal

The count source of timer 3 is selected by setting bit 6 of timer mode register 1 (address 00F416) and bit 7 of the timer mode register 2 (address 00F516). When overflow of timer 2 or 4 is a count source for timer 5, either timer 2 or 4 functions as an 8-bit prescaler. Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register.

Timer 5 interrupt request occurs at timer 5 overflow.

8.4.6 Timer 6

Timer 6 can select one of the following count sources:

- f(XIN)/16 or f(XCIN)/16
- Timer 5 overflow signal

The count source of timer 6 is selected by setting bit 7 of the timer mode register 1 (address 00F416). Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register. When timer 5 overflow signal is a count source for timer 6, the timer 5 functions as an 8-bit prescaler. Timer 6 interrupt request occurs at timer 6 overflow.

At reset, timers 3 and 4 are connected by hardware and "FF16" is automatically set in timer 3; "0716" in timer 4. The f(XIN) * /16 is selected as the timer 3 count source. The internal reset is released by timer 4 overflow in this state and the internal clock is connected. At execution of the STP instruction, timers 3 and 4 are connected by hardware and "FF16" is automatically set in timer 3; "0716" in timer 4. However, the f(XIN) * /16 is not selected as the timer 3 count source. So set both bit 0 of timer mode register 2 (address 00F516) and bit 6

However, the f(XIN)*/16 is not selected as the timer 3 count source. So set both bit 0 of timer mode register 2 (address 00F516) and bit 6 at address 00C716 to "0" before the execution of the STP instruction (f(XIN))*/16 is selected as timer 3 count source). The internal STP state is released by timer 4 overflow in this state and the internal clock is connected.

As a result of the above procedure, the program can start under a stable clock.

*: When CPU Mode Register bit 7 (CM7) = 1, f(XIN) becomes f(XCIN).

The timer-related registers is shown in Figures 8.4.1 and 8.4.2.

The input path for the TIM2 pin can be selected between ports P16 or P24. Use Port P3 Direction Register (address 00C716) bit 7 to select either port.

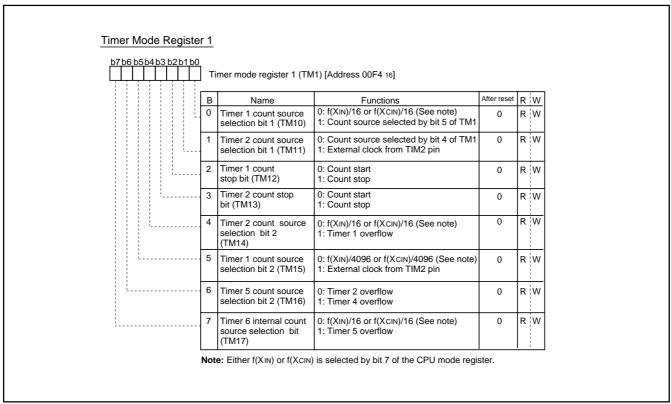


Fig. 8.4.1 Timer Mode Register 1

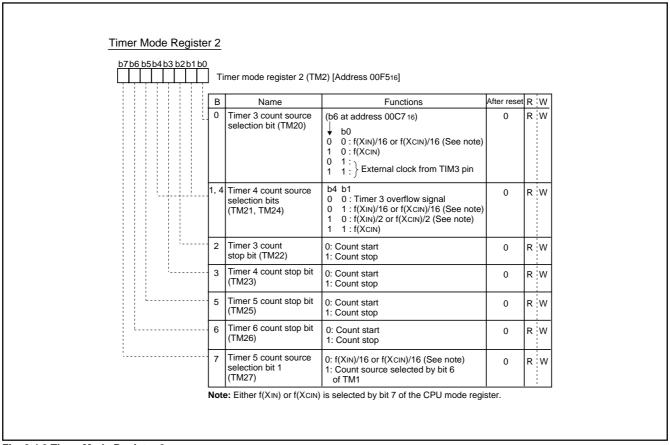


Fig. 8.4.2 Timer Mode Register 2

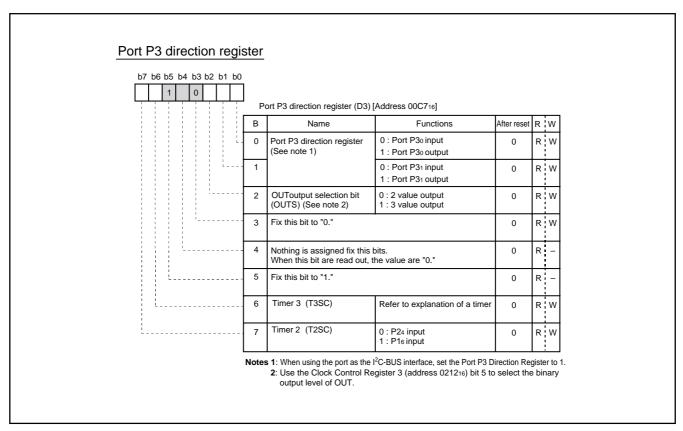


Fig. 8.4.3 Port P3 direction register

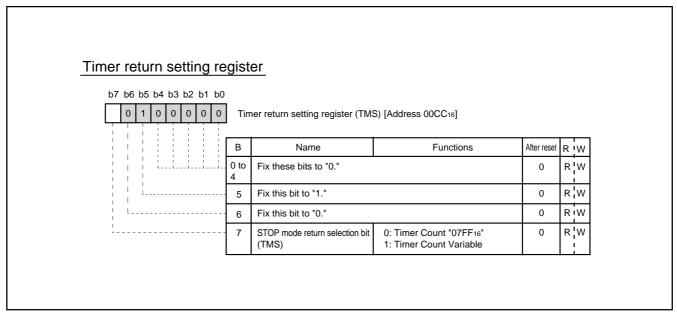


Fig. 8.4.4 Timer return setting register

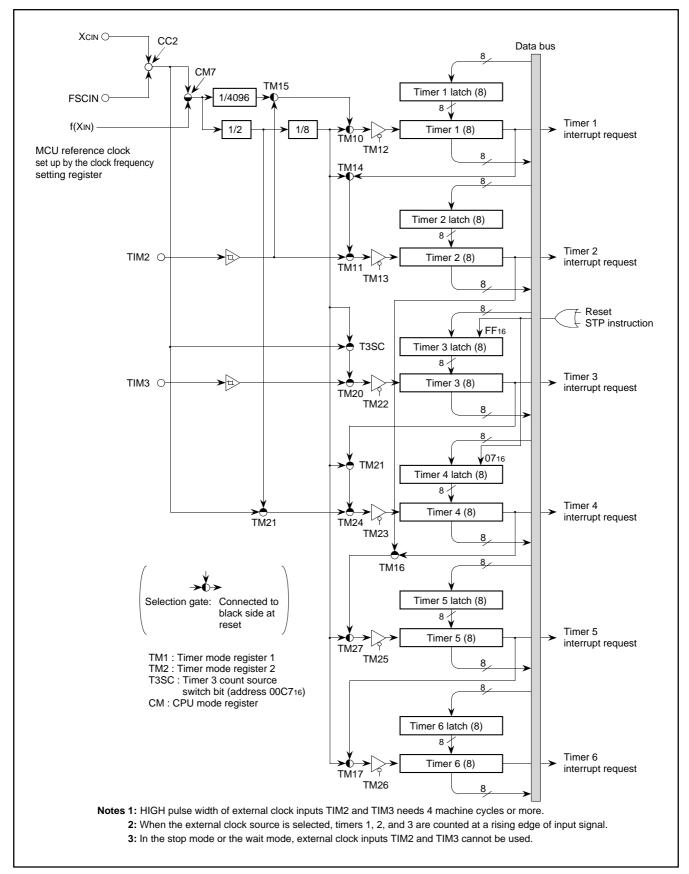


Fig. 8.4.5 Timer Block Diagram

8.5 SERIAL I/O

This microcomputer has a built-in serial I/O which can either transmit or receive 8-bit data serially in the clock synchronous mode.

The serial I/O block diagram is shown in Figure 8.5.1. The synchronous clock I/O pin (SCLK), and data output pin (SOUT) also function as port P4, data input pin (SIN) also functions as port P20–P22.

Bit 3 of the serial I/O mode register (address 00EB16) selects whether the synchronous clock is supplied internally or externally (from the SCLK pin). When an internal clock is selected, bits 1 and 0 select whether f(XIN) or f(XCIN) is divided by 8, 16, 32, or 64. To use the SIN pin for serial I/O, set the corresponding bit of the port P2 direction register (address 00C516) to "0."

The operation of the serial I/O is described below. The operation of the serial I/O differs depending on the clock source; external clock or internal clock.

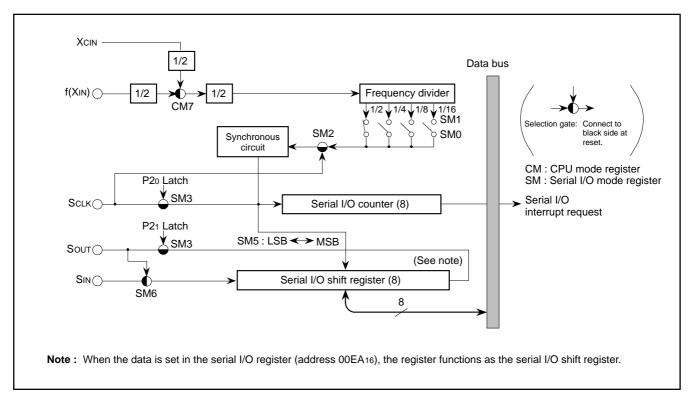


Fig. 8.5.1 Serial I/O Block Diagram

Internal clock: The serial I/O counter is set to "7" during the write cycle into the serial I/O register (address 00EA16), and the transfer clock goes HIGH forcibly. At each falling edge of the transfer clock after the write cycle, serial data is output from the SOUT pin. Transfer direction can be selected by bit 5 of the serial I/O mode register. At each rising edge of the transfer clock, data is input from the SIN pin and data in the serial I/O register is shifted 1 bit.

After the transfer clock has counted 8 times, the serial I/O counter becomes "0" and the transfer clock stops at HIGH. At this time the interrupt request bit is set to "1."

External clock: The an external clock is selected as the clock source, the interrupt request is set to "1" after the transfer clock has been counted 8 counts. However, transfer operation does not stop, so the clock should be controlled externally. Use the external clock of 1 MHz or less with a duty cycle of 50%.

The serial I/O timing is shown in Figure 8.5.2. When using an external clock for transfer, the external clock must be held at HIGH for initializing the serial I/O counter. When switching between an internal clock and an external clock, do not switch during transfer. Also, be sure to initialize the serial I/O counter after switching.

- Notes 1: On programming, note that the serial I/O counter is set by writing to the serial I/O register with the bit managing instructions, such as SEB and CLB.
 - 2: When an external clock is used as the synchronous clock, write transmit data to the serial I/O register when the transfer clock input level is

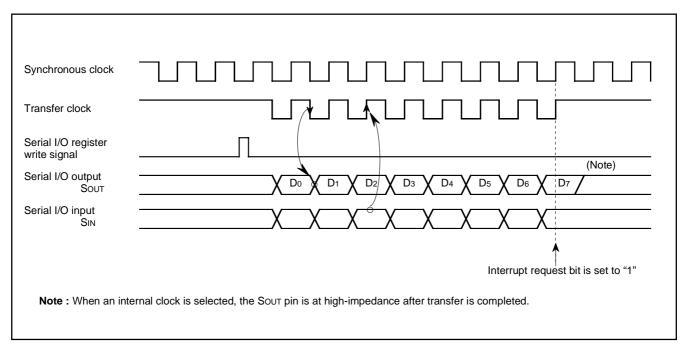


Fig. 8.5.2 Serial I/O Timing (for LSB first)

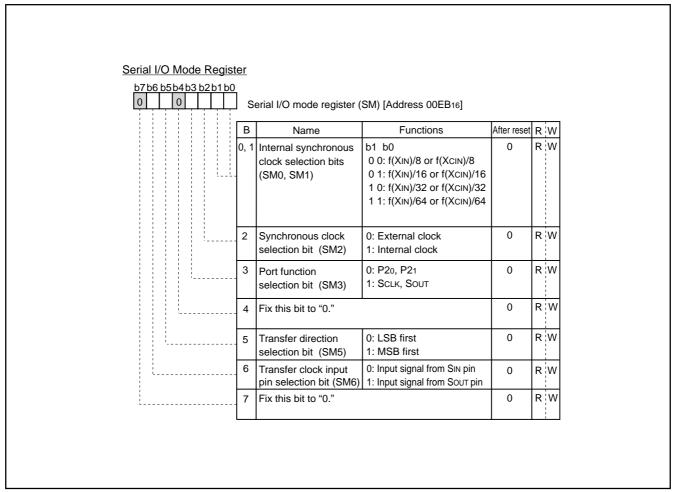


Fig. 8.5.3 Serial I/O Mode Register

8.6 MULTI-MASTER I²C-BUS INTERFACE

The multi-master I^2C -BUS interface is a serial communications circuit, conforming to the Philips I^2C -BUS data transfer format. This interface, offering both arbitration lost detection and synchronous functions, is useful for multi-master serial communications.

Figure 8.6.1 shows a block diagram of the multi-master I²C-BUS interface and Table 8.6.1 shows multi-master I²C-BUS interface functions

This multi-master I^2C -BUS interface consists of the address register, the data shift register, the clock control register, the control register, the status register and other control circuits.

Table 8.6.1 Multi-master I²C-BUS Interface Functions

Item	Function	
Format	In conformity with Philips I ² C-BUS standard: 10-bit addressing format 7-bit addressing format High-speed clock mode Standard clock mode	
Communication mode	In conformity with Philips I ² C-BUS standard: Master transmission Master reception Slave transmission Slave reception	
SCL clock frequency	16.1 kHz to 400 kHz (φ = at 4 MHz)	

 ϕ : System clock = f(XIN)/2

Note: We are not responsible for any third party's infringement of patent rights or other rights attributable to the use of the control function (bits 6 and 7 of the I²C control register at address 00F916) for connections between the I²C-BUS interface and ports (SCL1, SCL2, SDA1, SDA2). $\phi = 8.86/2 \text{ MHz at FSCIN} = 4.43 \text{ MHz}$

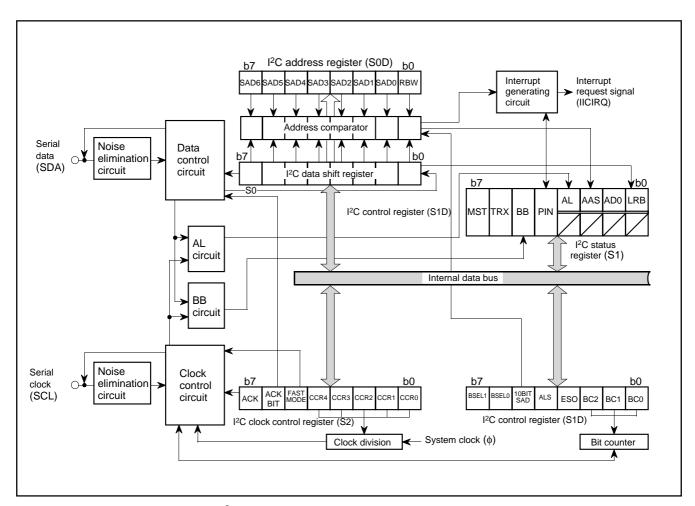


Fig. 8.6.1 Block Diagram of Multi-master I²C-BUS Interface

8.6.1 I²C Data Shift Register

The I^2C data shift register (S0 : address 00F616) is an 8-bit shift register to store receive data and write transmit data.

When transmit data is written into this register, it is transferred to the outside from bit 7 in synchronization with the SCL clock, and each time one-bit data is output, the data of this register are shifted one bit to the left. When data is received, it is input to this register from bit 0 in synchronization with the SCL clock, and each time one-bit data is input, the data of this register are shifted one bit to the left.

The I^2C data shift register is in a write enable status only when the ESO bit of the I^2C control register (address 00F916) is "1." The bit counter is reset by a write instruction to the I^2C data shift register. When both the ESO bit and the MST bit of the I^2C status register (address 00F816) are "1," the SCL is output by a write instruction to the I^2C data shift register. Reading data from the I^2C data shift register is always enabled regardless of the ESO bit value.

Note: To write data into the 1²C data shift register after setting the MST bit to "0" (slave mode), keep an interval of 8 machine cycles or more.

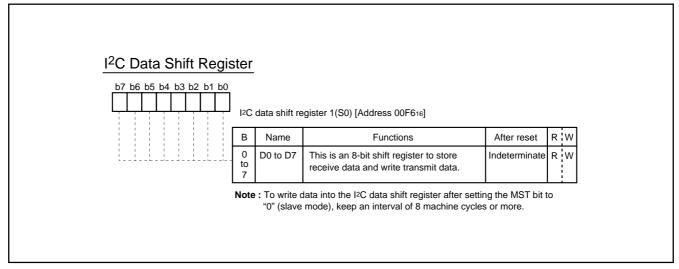


Fig. 8.6.2 I²C Data Shift Register

8.6.2 I²C Address Register

The I²C address register (address 00F716) consists of a 7-bit slave address and a read/write bit. In the addressing mode, the slave address written in this register is compared with the address data to be received immediately after the START condition is detected.

(1) Bit 0: read/write bit (RBW)

Not used when comparing addresses in the 7-bit addressing mode. In the 10-bit addressing mode, the first address data to be received is compared with the contents (SAD6 to SAD0 + RBW) of the $\rm I^2C$ address register.

The RBW bit is cleared to "0" automatically when the stop condition is detected.

(2) Bits 1 to 7: slave address (SAD0-SAD6)

These bits store slave addresses. Regardless of the 7-bit addressing mode and the 10-bit addressing mode, the address data transmitted from the master is compared with the contents of these bits.

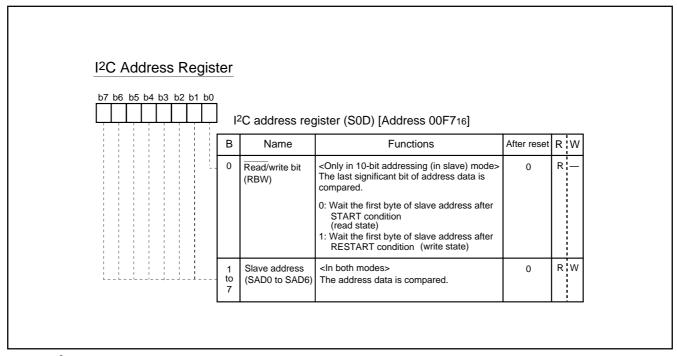


Fig. 8.6.3 I²C Address Register

8.6.3 I²C Clock Control Register

The I^2C clock control register (address 00FA16) is used to set ACK control, SCL mode and SCL frequency.

(1) Bits 0 to 4: SCL frequency control bits (CCR0–CCR4) These bits control the SCL frequency.

(2) Bit 5: SCL mode specification bit (FAST MODE)

This bit specifies the SCL mode. When this bit is set to "0," the standard clock mode is set. When the bit is set to "1," the high-speed clock mode is set.

(3) Bit 6: ACK bit (ACK BIT)

This bit sets the SDA status when an ACK clock* is generated. When this bit is set to "0," the ACK return mode is set and SDA goes to LOW at the occurrence of an ACK clock. When the bit is set to "1," the ACK non-return mode is set. The SDA is held in the HIGH status at the occurrence of an ACK clock.

However, when the slave address matches the address data in the reception of address data at ACK BIT = "0," the SDA is automatically goes to LOW (ACK is returned). If there is a mismatch between the slave address and the address data, the SDA is automatically goes to HIGH (ACK is not returned).

*ACK clock: Clock for acknowledgement

(4) Bit 7: ACK clock bit (ACK)

This bit specifies a mode of acknowledgment which is an acknowledgment response of data transmission. When this bit is set to "0," the no ACK clock mode is set. In this case, no ACK clock occurs after data transmission. When the bit is set to "1," the ACK clock mode is set and the master generates an ACK clock upon completion of each 1-byte data transmission. The device for transmitting address data and control data releases the SDA at the occurrence of an ACK clock (make SDA HIGH) and receives the ACK bit generated by the data receiving device.

Note: Do not write data into the I²C clock control register during transmission. If data is written during transmission, the I²C clock generator is reset, so that data cannot be transmitted normally.

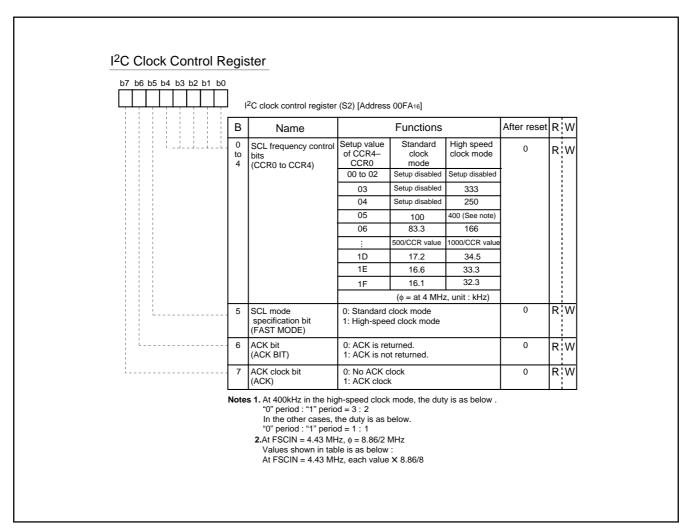


Fig. 8.6.4 I²C Clock Control Register

8.6.4 I²C Control Register

The I²C control register (address 00F916) controls the data communication format.

(1) Bits 0 to 2: bit counter (BC0-BC2)

These bits decide the number of bits for the next 1-byte data to be transmitted. An interrupt request signal occurs immediately after the number of bits specified with these bits are transmitted.

When a START condition is received, these bits become "0002" and the address data is always transmitted and received in 8 bits.

(2) Bit 3: I²C interface use enable bit (ESO)

This bit enables usage of the multimaster I²C BUS interface. When this bit is set to "0," interface is in the disabled status, so the SDA and the SCL become high-impedance. When the bit is set to "1," use of the interface is enabled.

When ESO = "0," the following is performed.

- PIN = "1," BB = "0" and AL = "0" are set (they are bits of the I²C status register at address 00F816).
- Writing data to the I²C data shift register (address 00F616) is disabled.

(3) Bit 4: data format selection bit (ALS)

This bit decides whether or not to recognize slave addresses. When this bit is set to "0," the addressing format is selected, so that address data is recognized. When a match is found between a slave

address and address data as a result of comparison or when a general call (refer to "8.6.5 I²C Status Register," bit 1) is received, transmission processing can be performed. When this bit is set to "1," the free data format is selected, so that slave addresses are not recognized.

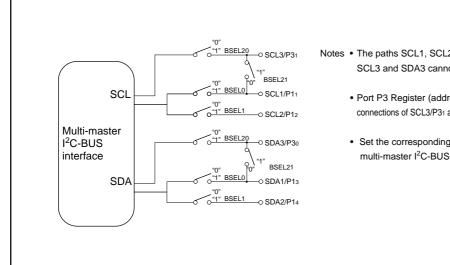
(4) Bit 5: addressing format selection bit (10BIT SAD)

This bit selects a slave address specification format. When this bit is set to "0," the 7-bit addressing format is selected. In this case, only the high-order 7 bits (slave address) of the I^2C address register (address 00F716) are compared with address data. When this bit is set to "1," the 10-bit addressing format is selected and all the bits of the I^2C address register are compared with the address data.

(5) Bits 6 and 7: connection control bits between I²C-BUS interface and ports (BSEL0, BSEL1)

These bits control the connection between SCL and ports or SDA and ports (refer to Figure 8.6.5).

Note: To connect with SCL3 and SDA3, set bits 2 and 3 of the port P3 register (00C616).



- Notes The paths SCL1, SCL2, SDA1, and SDA2, as well as the paths SCL3 and SDA3 cannot be connected at the same time.
 - Port P3 Register (address 00C6₁₆) bit 3 is used to control the pin connections of SCL3/P3₁ and SCL1/P1₁ and those of SDA3/P3₀ and SDA1/P1₃.
 - Set the corresponding direction register to "1" to use the port as multi-master I²C-BUS interface.

Fig. 8.6.5 Connection Port Control by BSEL0 and BSEL1

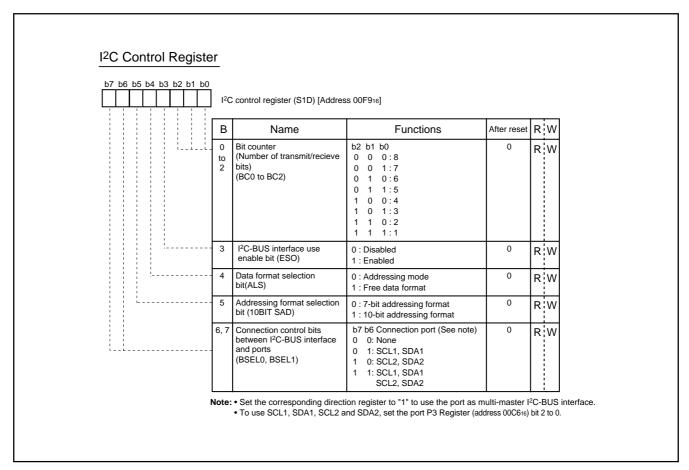


Fig. 8.6.6 I²C Control Register

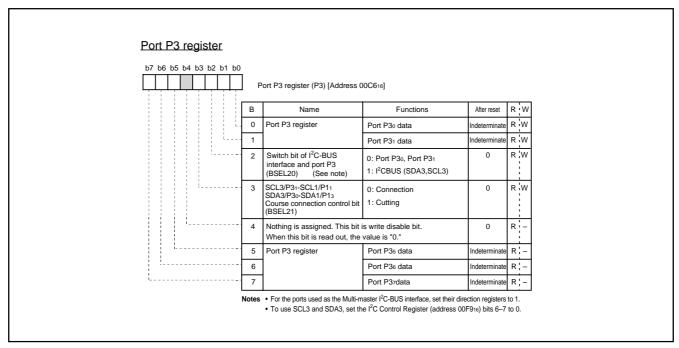


Fig. 8.6.7 Port P3 Register

8.6.5 I²C Status Register

The I^2C status register (address 00F816) controls the I^2C -BUS interface status. The low-order 4 bits are read-only bits and the high-order 4 bits can be read out and written to.

(1) Bit 0: last receive bit (LRB)

This bit stores the last bit value of received data and can also be used for ACK receive confirmation. If ACK is returned when an ACK clock occurs, the LRB bit is set to "0." If ACK is not returned, this bit is set to "1." Except in the ACK mode, the last bit value of received data is input. The state of this bit is changed from "1" to "0" by executing a write instruction to the I²C data shift register (address 00F616).

(2) Bit 1: general call detecting flag (AD0)

This bit is set to "1" when a general call* whose address data is all "0" is received in the slave mode. By a general call of the master device, every slave device receives control data after the general call. The AD0 bit is set to "0" by detecting the STOP condition or START condition.

*General call: The master transmits the general call address "0016" to all slaves.

(3) Bit 2: slave address comparison flag (AAS)

This flag indicates a comparison result of address data.

- In the slave receive mode, when the 7-bit addressing format is selected, this bit is set to "1" in either of the following conditions.
 - The address data immediately after occurrence of a START condition matches the slave address stored in the high-order 7 bits of the I²C address register (address 00F716).
 - · A general call is received.
- In the slave reception mode, when the 10-bit addressing format is selected, this bit is set to "1" in the following condition.
 - When the address data is compared with the I²C address register (8 bits consisting of slave address and RBW), the first bytes
- The state of this bit is changed from "1" to "0" by executing a write instruction to the I²C data shift register (address 00F616).

(4) Bit 3: arbitration lost* detecting flag (AL)

In the master transmission mode, when a device other than the microcomputer sets the SDA to "L," arbitration is judged to have been lost, so that this bit is set to "1." At the same time, the TRX bit is set to "0," so that immediately after transmission of the byte whose arbitration was lost is completed, the MST bit is set to "0." When arbitration is lost during slave address transmission, the TRX bit is set to "0" and the reception mode is set. Consequently, it becomes possible to receive and recognize its own slave address transmitted by another master device.

*Arbitration lost: The status in which communication as a master is disabled

(5) Bit 4: I²C-BUS interface interrupt request bit (PIN)

This bit generates an interrupt request signal. Each time 1-byte data is transmitted, the state of the PIN bit changes from "1" to "0." At the same time, an interrupt request signal is sent to the CPU. The PIN bit is set to "0" in synchronization with a falling edge of the last clock (including the ACK clock) of an internal clock and an interrupt request signal occurs in synchronization with a falling edge of the PIN bit. When the PIN bit is "0," the SCL is kept in the "0" state and clock generation is disabled. Figure 8.6.9 shows an interrupt request signal generating timing chart.

The PIN bit is set to "1" in any one of the following conditions.

- Executing a write instruction to the I²C data shift register (address 00F616).
- When the ESO bit is "0"
- · At reset

The conditions in which the PIN bit is set to "0" are shown below:

- Immediately after completion of 1-byte data transmission (including when arbitration lost is detected)
- · Immediately after completion of 1-byte data reception
- In the slave reception mode, with ALS = "0" and immediately after completion of slave address or general call address reception
- In the slave reception mode, with ALS = "1" and immediately after completion of address data reception

(6) Bit 5: bus busy flag (BB)

This bit indicates the status of the bus system. When this bit is set to "0," this bus system is not busy and a START condition can be generated. When this bit is set to "1," this bus system is busy and the occurrence of a START condition is disabled by the START condition duplication prevention function (See note).

This flag can be written by software only in the master transmission mode. In the other modes, this bit is set to "1" by detecting a START condition and set to "0" by detecting a STOP condition. When the ESO bit of the I^2C control register (address 00F916) is "0" at reset, the BB flag is kept in the "0" state.

(7) Bit 6: communication mode specification bit (transfer direction specification bit: TRX)

This bit decides the direction of transfer for data communication. When this bit is "0," the reception mode is selected and the data of a transmitting device is received. When the bit is "1," the transmission mode is selected and address data and control data are output into the SDA in synchronization with the clock generated on the SCL.

When the ALS bit of the I^2C control register (address 00F916) is "0" in the slave reception mode, the TRX bit is set to "1" (transmit) if the least significant bit (R/\overline{W} bit) of the address data transmitted by the master is "1." When the ALS bit is "0" and the R/\overline{W} bit is "0," the TRX bit is cleared to "0" (receive).

The TRX bit is cleared to "0" in one of the following conditions.

- · When arbitration lost is detected.
- When a STOP condition is detected.
- When occurrence of a START condition is disabled by the START condition duplication prevention function (Note).
- When MST = "0" and a START condition is detected.
- When MST = "0" and ACK non-return is detected.
- · At reset

(8) Bit 7: Communication mode specification bit (master/slave specification bit: MST)

This bit is used for master/slave specification in data communications. When this bit is "0," the slave is specified, so that a START condition and a STOP condition generated by the master are received, and data communication is performed in synchronization with the clock generated by the master. When this bit is "1," the master is specified and a START condition and a STOP condition are generated, and also the clocks required for data communication are generated on the SCL.

The MST bit is cleared to "0" in any of the following conditions.

- Immediately after completion of 1-byte data transmission when arbitration lost is detected
- When a STOP condition is detected.
- When occurrence of a START condition is disabled by the START condition duplication prevention function (Note).
- At rese

Note: The START condition duplication prevention function disables the START condition generation, bit counter reset, and SCL output, when the following condition is satisfied:

a START condition is set by another master device.

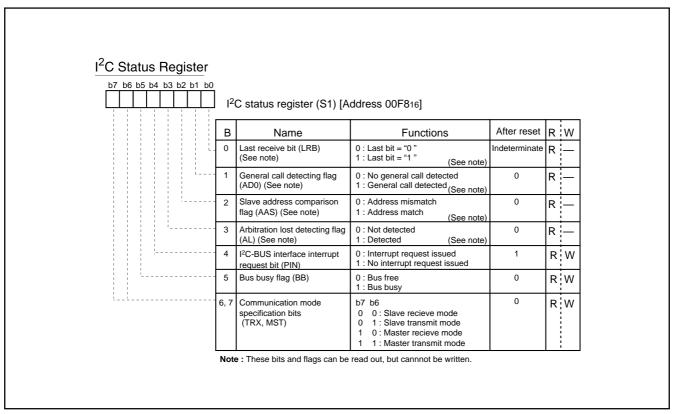


Fig. 8.6.8 I²C Status Register

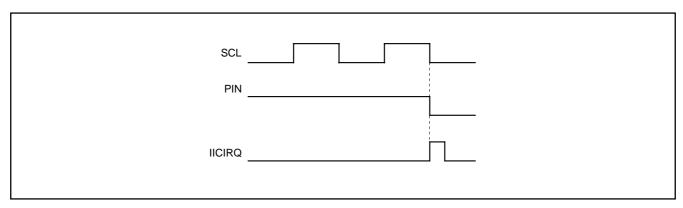


Fig. 8.6.9 Interrupt Request Signal Generation Timing

8.6.6 START Condition Generation Method

When the ESO bit of the 1^2 C control register (address 00F916) is "1," execute a write instruction to the 1^2 C status register (address 00F816) to set the MST, TRX and BB bits to "1." A START condition will then be generated. After that, the bit counter becomes "0002" and an SCL is output for 1 byte. The START condition generation timing and BB bit set timing are different in the standard clock mode and the high-speed clock mode. Refer to Figure 8.6.10 for the START condition generation timing diagram, and Table 8.6.2 for the START condition/STOP condition generation timing table.

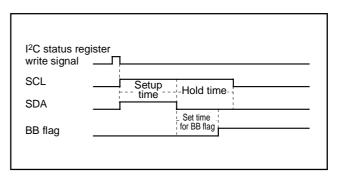


Fig. 8.6.10 START Condition Generation Timing Diagram

8.6.7 STOP Condition Generation Method

When the ESO bit of the I^2C control register (address 00F916) is "1," execute a write instruction to the I^2C status register (address 00F816) to set the MST bit and the TRX bit to "1" and the BB bit to "0". A STOP condition will then be generated. The STOP condition generation timing and the BB flag reset timing are different in the standard clock mode and the high-speed clock mode. Refer to Figure 8.6.11 for the STOP condition generation timing diagram, and Table 8.6.2 for the START condition/STOP condition generation timing table.

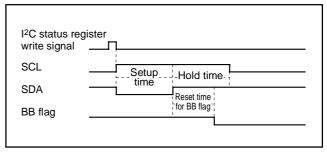


Fig. 8.6.11 STOP Condition Generation Timing Diagram

Table 8.6.2 START Condition/STOP Condition Generation Timing Table

	0			
Item	Standard Clock Mode	High-speed Clock Mode		
Setup time	5.0 μs (20 cycles)	2.5 μs (10 cycles)		
(START condition)	3.0 μs (20 cycles)	2.5 μ3 (10 cycles)		
Setup time	4.25 μs (17 cycles)	1.75 μs (7 cycles)		
(STOP condition)	4.25 μ3 (17 cycles)	1.75 μs (7 cycles)		
Hold time	5.0 μs (20 cycles)	2.5 μs (10 cycles)		
Set/reset time for BB flag	3.0 μs (12 cycles)	1.5 μs (6 cycles)		

Note: Absolute time at ϕ = 4 MHz. The value in parentheses denotes the number of φ cycles.

 ϕ = 8.86/2 MHz at FSCIN = 4.43 MHz

8.6.8 START/STOP Condition Detect Conditions

The START/STOP condition detect conditions are shown in Figure 8.6.12 and Table 8.6.3. Only when the 3 conditions of Table 8.6.3 are satisfied, a START/STOP condition can be detected.

Note: When a STOP condition is detected in the slave mode (MST = 0), an interrupt request signal "IICIRQ" is generated to the CPU.

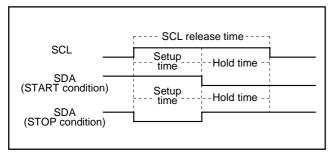


Fig. 8.6.12 START Condition/STOP Condition Detect Timing Diagram

Table 8.6.3 START Condition/STOP Condition Detect Conditions

Standard Clock Mode	High-speed Clock Mode
6.5 μs (26 cycles) < SCL	1.0 μs (4 cycles) < SCL
release time	release time
3.25 μs (13 cycles) < Setup time	0.5 μs (2 cycles) < Setup time
3.25 µs (13 cycles) < Hold time	0.5 μs (2 cycles) < Hold time

Note: Absolute time at ϕ = 4 MHz. The value in parentheses denotes the number of ϕ cycles.

 φ = 8.86/2 MHz at FSCIN = 4.43 MHz

8.6.9 Address Data Communication

There are two address data communication formats, namely, 7-bit addressing format and 10-bit addressing format. The respective address communication formats are described below.

(1) 7-bit addressing format

To support the 7-bit addressing format, set the 10BIT SAD bit of the I^2C control register (address 00F916) to "0." The first 7-bit address data transmitted from the master is compared with the high-order 7-bit slave address stored in the I^2C address register (address 00F716). At the time of this comparison, address comparison of the RBW bit of the I^2C address register (address 00F716) is not made. For the data transmission format when the 7-bit addressing format is selected, refer to Figure 8.6.13, (1) and (2).

(2) 10-bit addressing format

To support the 10-bit addressing format, set the 10BIT SAD bit of the I^2C control register (address 00F916) to "1." An address comparison is made between the first-byte address data transmitted from the master and the 7-bit slave address stored in the I^2C address register (address 00F716). At the time of this comparison, an address comparison is performed between the RBW bit of the I^2C address register (address 00F716) and the R/\overline{W} bit, which is the last bit of the address data transmitted from the master. In the 10-bit addressing mode, the R/\overline{W} bit not only specifies the direction of communication for control data but is also processed as an address data bit.

When the first-byte address data matches the slave address, the AAS bit of the I^2C status register (address 00F816) is set to "1." After the second-byte address data is stored into the I^2C data shift register (address 00F616), perform an address comparison between the second-byte data and the slave address by software. When the address data of the 2nd byte matches the slave address, set the RBW bit of the I^2C address register (address 00F716) to "1" by software. This processing can match the 7-bit slave address and R/W data, which are received after a RESTART condition is detected, with the value of the I^2C address register (address 00F716). For the data transmission format when the 10-bit addressing format is selected, refer to Figure 8.6.13, (3) and (4).

8.6.10 Example of Master Transmission

An example of master transmission in the standard clock mode, at the SCL frequency of 100 kHz with the ACK return mode enabled, is shown below.

- ① Set a slave address in the high-order 7 bits of the I²C address register (address 00F716) and "0" in the RBW bit.
- ② Set the ACK return mode and SCL = 100 kHz by setting "8516" in the I²C clock control register (address 00FA16).
- Set "1016" in the I²C status register (address 00F816) and hold the SCL at HIGH.
- Set a communication enable status by setting "4816" in the I²C control register (address 00F916).
- Set the address data of the destination of transmission in the high-order 7 bits of the I²C data shift register (address 00F616) and set "0" in the least significant bit.
- Set "F016" in the I²C status register (address 00F816) to generate
 a START condition. At this time, an SCL for 1 byte and an ACK
 clock automatically occurs.
- $\ \ \,$ Set transmit data in the I²C data shift register (address 00F616). At this time, an SCL and an ACK clock automatically occurs.
- $\ensuremath{\$}$ When transmitting control data of more than 1 byte, repeat step $\ensuremath{\Im}$.
- Set "D016" in the I²C status register (address 00F816). After this, if
 ACK is not returned or transmission ends, a STOP condition will
 be generated.

8.6.11 Example of Slave Reception

An example of slave reception in the high-speed clock mode, at the SCL frequency of 400 kHz with the ACK non-return mode enabled while using the addressing format, is shown below.

- ① Set a slave address in the high-order 7 bits of the I²C address register (address 00F716) and "0" in the RBW bit.
- ② Set the ACK non-return mode and SCL = 400 kHz by setting "2516" in the I²C clock control register (address 00FA16).
- Set "1016" in the I²C status register (address 00F816) and hold the SCL at HIGH.
- Set a communication enable status by setting "4816" in the I²C control register (address 00F916).
- When a START condition is received, an address comparison is executed.
- •When all transmitted address are "0" (general call):
 AD0 of the I²C status register (address 00F816) is set to "1" and an interrupt request signal occurs.
- •When the transmitted addresses match the address set in ①:
 ASS of the I²C status register (address 00F816) is set to "1" and an interrupt request signal occurs.
- •In the cases other than the above:
 AD0 and AAS of the I²C status register (address 00F816) are set to "0" and no interrupt request signal occurs.
- © Set dummy data in the I²C data shift register (address 00F6₁₆).
- ® When receiving control data of more than 1 byte, repeat step ⑦.
- 9 When a STOP condition is detected, the communication ends.

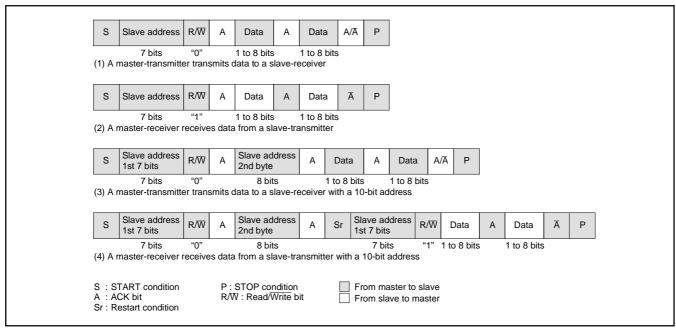


Fig. 8.6.13 Address Data Communication Format

8.6.12 Precautions when using multi-master I²C-BUS interface

(1) Read-modify-write instruction

Precautions for executing the read-modify-write instructions such as SEB and CLB, is executed for each register of the multi-master I²C-BUS interface are described below.

•I2C data shift register (S0)

When executing the read-modify-write instruction for this register during transfer, data may become an arbitrary value.

•I²C address register (S0D)

When the read-modify-write instruction is executed for this register at detection of the STOP condition, data may become an arbitrary value because hardware changes the read/write bit (RBW) at the above timing.

•I²C status register (S1)

Do not execute the read-modify-write instruction for this register because all bits of this register are changed by hardware.

•I²C control register (S1D)

When the read-modify-write instruction is executed for this register at detection of the START condition of the byte transfer, data may become an arbitrary value because hardware changes the bit counter (BC0–BC2) at the above timing.

•I2C clock control register (S2)

The read-modify-write instruction can be executed for this register.

(2) START condition generation procedure using multi-master

① Procedure example (The necessary conditions for the procedure are described in ② to ⑤ below).

•

LDA — (Take out of slave address value)

SEI (Interrupt disabled)

BBS 5,S1,BUSBUSY (BB flag confirmation and branch process)

BUSFREE:

STA S0 (Write slave address value)

LDM #\$F0, S1 (Trigger START condition generation)

CLI (Interrupt enabled)

•

•

BUSBUSY:

CLI (Interrupt enabled)

•

② Use "STA," "STX" or "STY" of the zero page addressing instruction for writing the slave address value to the I²C data shift register.

- ③ Use "LDM" instruction for setting trigger of START condition generation.
- Write the slave address value of ② and set trigger of START condition generation as in ③ continuously, as shown in the procedure example.
- © Disable interrupts during the following three process steps:
 - · BB flag confirmation
- Write slave address value
- Trigger of START condition generation

When the condition of the BB flag is bus busy, enable interrupts immediately.

(3) RESTART condition generation procedure

① Procedure example (The necessary conditions for the procedure are described in ② to ⑥ below.)

Execute the following procedure when the PIN bit is "0."

LDM #\$00, S1 (Select slave receive mode)

LDA — (Take out slave address value)

SEI (Interrupt disabled)

STA S0 (Write slave address value)

LDM #\$F0, S1 (Trigger RESTART condition generating)

CLI (Interrupt enabled)

② Select the slave receive mode when the PIN bit is "0." Do not write "1" to the PIN bit. Neither "0" nor "1" is specified for the writing to the BB bit.

The TRX bit becomes "0" and the SDA pin is released.

- ③ The SCL pin is released by writing the slave address value to the I²C data shift register. Use "STA," "STX" or "STY" of the zero page addressing instruction for writing.
- 4 Use "LDM" instruction for setting trigger of RESTART condition generation.
- ⑤ Write the slave address value of ③ and set trigger of RESTART condition generation of ④ continuously, as shown in the above procedure example.
- ® Disable interrupts during the following two process steps:
 - Write of slave address value
 - Trigger RESTART condition generation

(4) STOP condition generation procedure

① Procedure example (The necessary conditions for the procedure are described in ② to ④ below.)

SEI (Interrupt disabled)
LDM #\$C0, S1 (Select master transmit mode)
NOP (Set NOP)
LDM #\$D0, S1 (Trigger STOP condition generation)
CLI (Interrupt enabled)

- ② Write "0" to the PIN bit when master transmit mode is selected.
- ③ Execute "NOP" instruction after master transmit mode is set. Also, set trigger of STOP condition generation within 10 cycles after selecting the master trasmit mode.
- ④ Disable interrupts during the following two process steps:
 - Select master transmit mode
- Trigger STOP condition generation

(5) Writing to I²C status register

Do not execute an instruction to set the PIN bit to "1" from "0" and an instruction to set the MST and TRX bits to "0" from "1" simultaneously as it may cause the SCL pin the SDA pin to be released after about one machine cycle. Also, do not execute an instruction to set the MST and TRX bits to "0" from "1" when the PIN bit is "1," as it may cause the same problem.

(6) Process of after STOP condition generation

Do not write data in the I^2C data shift register S0 and the I^2C status register S1 until the bus busy flag BB becomes "0" after generation the STOP condition in the master mode. Doing so may cause the STOP condition waveform from being generated normally. Reading the registers does not cause the same problem.

8.7 PWM OUTPUT FUNCTION

This microcomputer is equipped with five 8-bit PWMs (PWM0–PWM4). PWM0–PWM4 have the same circuit structure, an 8-bit resolution with minimum resolution bit width of 4 μ s (for f(XIN) = 8 MHz) and repeat period of 1024 μ s (for f(XIN) = 8 MHz).

• 14bit PWM

f(XIN): 8.95 MHz at FSCIN = 3.58 MHz,

Min. resolution bit width : 0.25 μ s X 8/8.95 = 0.22 μ s

Repeat period : $4096 \ \mu s \ X \ 8/8.95 = 3661 \ \mu s$ f(XIN) : $8.86 \ MHz \ at \ FSCIN = 4.43 \ MHz$

Min. resolution bit width : 0.25 μ s X 8/8.86 =0.22 μ s

Repeat period : 4096 μ s X 8/8.86 = 3698 μ s

• 8bit PWM

f(XIN): 8.95 MHz at FSCIN = 3.58 MHz

Min. resolution bit width : 4 μ s \times 8/8.95 = 3.58 μ s

Repeat period : $1024 \mu s \times 8/8.95 = 915 \mu s$

f(XIN): 8.86 MHz at FSCIN = 4.43 MHz

Min. resolution bit width : $4 \mu s \times 8/8.86 = 3.61 \mu s$ Repeat period : $1024 \mu s \times 8/8.86 = 925 \mu s$

Figure 8.7.1 shows the PWM block diagram. The PWM timing generating circuit applies individual control signals to PWM0–PWM4 using f(XIN) divided by 2 as a reference signal.

8.7.1 Data Setting

When outputting DA, first set the high-order 8 bits to the DA-H register (address 020616), then the low-order 6 bits to the DA-L register (address 020716). When outputting PWM0–PWM4, set 8-bit output data to the PWMi register (i means 0 to 4; addresses 020016 to 020416).

8.7.2 Transmitting Data from Register to PWM circuit

Data transfer from the 8-bit PWM register to the 8-bit PWM circuit is executed when writing data to the register.

The signal output from the 8-bit PWM output pin corresponds to the contents of this register.

Also, data transfer from the DA register (addresses 020616 and 020716) to the 14-bit PWM circuit is executed at writing data to the DA-L register (address 020716). Reading from the DA-H register (address 020616) means reading this transferred data. Accordingly, it is possible to confirm the data being output from the D-A output pin by reading the DA register.

8.7.3 Operating of PWM

The following explains the PWM operation.

• 8bit PWM Operation

First, set bit 0 of PWM mode register 1 (address 020816) to "0" (at reset, bit 0 is already set to "0" automatically), so that the PWM count source is supplied.

PWM0–PWM4 are also used as pins P00–P04. Set the corresponding bits of the port P0 direction register to "1" (output mode). And select each output polarity by bit 3 of PWM mode register 1 (address 020816). Then, set bits 4 to 0 of PWM mode register 2 (address 020916) to "1" (PWM output).

The PWM waveform is output from the PWM output pins by setting these registers.

Figure 8.7.2 shows the 8-bit PWM timing. One cycle (T) is composed of 256 (2^8) segments. 8 kinds of pulses, relative to the weight of each bit (bits 0 to 7), are output inside the circuit during 1 cycle. Refer to Figure 8.7.2 (a). The 8-bit PWM outputs a waveform which is the logical sum (OR) of pulses corresponding to the contents of bits 0 to 7 of the 8-bit PWM register. Several examples are shown in Figure 8.7.2 (b). 256 kinds of output (HIGH area: 0/256 to 255/256) are selected by changing the contents of the PWM register. An entirely HIGH selection cannot be output, i.e. 256/256.

• 14bit PWM operation

As with 8-bit PWM, set the bit 0 of the PWM mode register 1 (address 020816) to "0" (at reset, bit 0 is already set to "0" automatically), so that the PWM count source is supplied. Pin DA is also used as port P00. Select output mode by setting bit 0 of the port P0 direction register. Next, select the output polarity by bit 4 of the PWM mode register 1. Then, the 14-bit PWM outputs from the D-A output pin by setting bit 5 of the PWM mode register 2 (address 020916)to "1" (at reset, this bit already set to "0" automatically) to select the DA output.

The output example of the 14-bit PWM is shown in Figure 19. The 14-bit PWM divides the data of the DA latch into the low-order 6 bits and the high-order 8 bits.

The fundamental waveform is determined with the high-order 8-bit data "DH." A "H" level area with a length τ X DH("H" level area of fundamental waveform) is output every short area of "t" = 256τ = $64~\mu s$ (τ is the minimum resolution bit width of $0.25~\mu s$). The "H" level area increase interval (tm) is determined with the low-order 6-bit data "DL." The "H" level are of smaller intervals "tm" shown in Table.8.7.1 is longer by τ than that of other smaller intervals in PWM repeat period "T" = 64t. Thus, a rectangular waveform with the different "H" width is output from the D-A pin. Accordingly, the PWM output changes by τ unit pulse width by changing the contents of the DA-H and DA-L registers. A length of entirely "H" output cannot be output, i. e. 256/256.

Table 8.7.1 Relation Between Low-order 6-bit Data and Highlevel Area Increase Interval

Low-order 6 bits of Data	Area Longer by t Than That of Other tm (m = 0 to 63)
LSB	
0 0 0 0 0	Nothing
0 0 0 0 0 1	m = 32
0 0 0 0 1 0	m = 16, 48
0 0 0 1 0 0	m = 8, 24, 40, 56
0 0 1 0 0 0	m = 4, 12, 20, 28, 36, 44, 52, 60
0 1 0 0 0 0	m = 2, 6, 10, 14, 18, 22, 26, 30, 34, 38, 42, 46, 50, 54, 58, 62
1 0 0 0 0 0	m = 1, 3, 5, 7,57, 59, 61, 63

8.7.4 Output after Reset

At reset, the output of ports P00–P04 is in the high-impedance state, and the contents of the PWM register and the PWM circuit are undefined. Note that after reset, the PWM output is undefined until setting the PWM register.

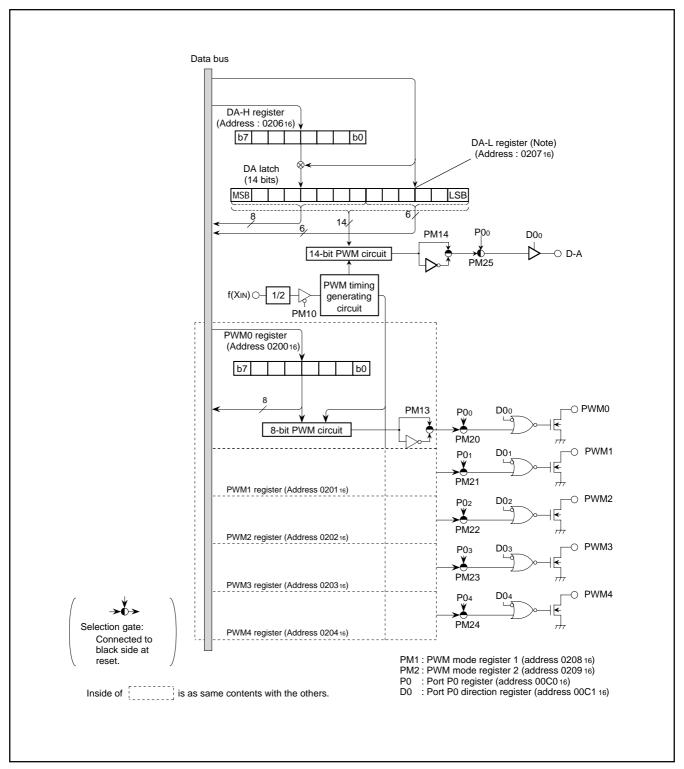


Fig. 8.7.1 PWM Block Diagram

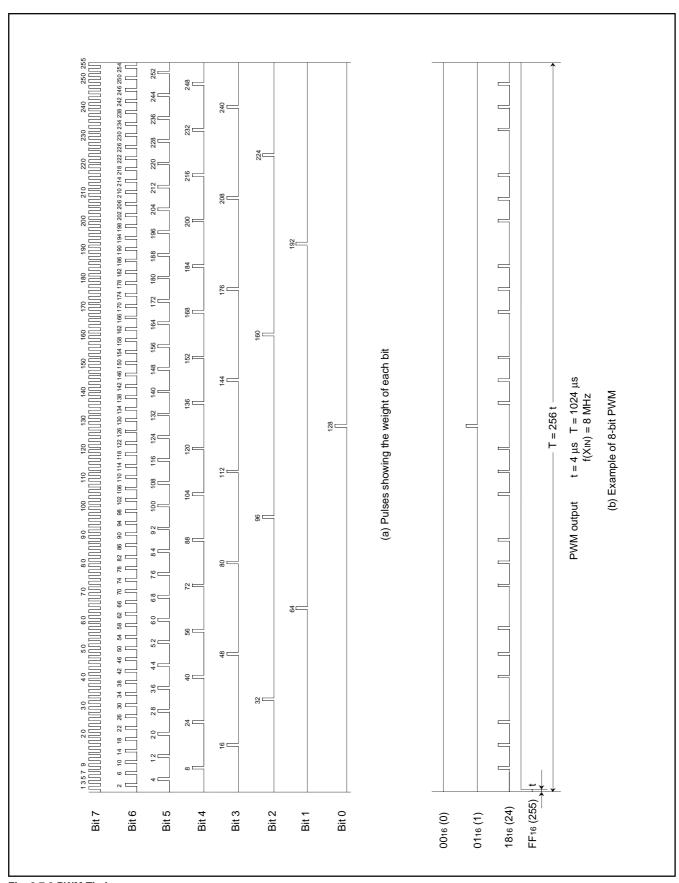


Fig. 8.7.2 PWM Timing

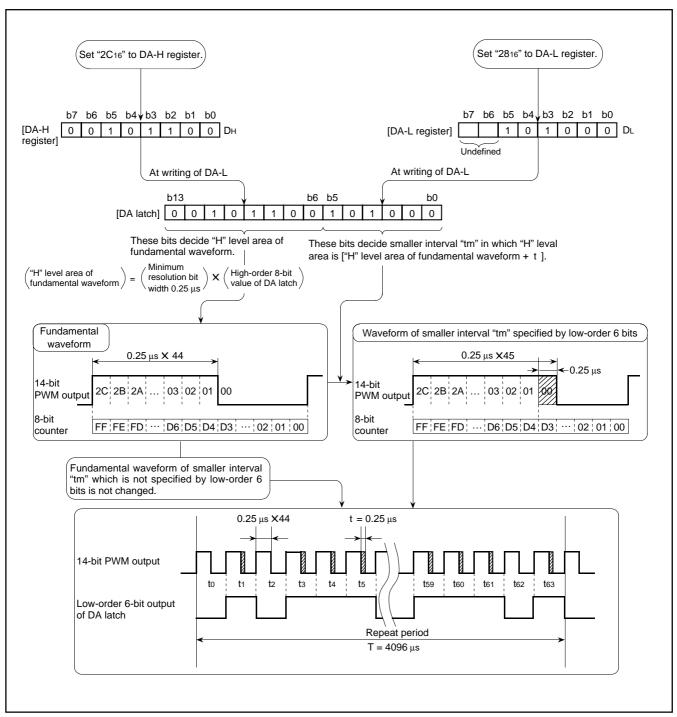


Fig. 8.7.3 14-bit PWM Output Example (f(XIN) = 8MHz)

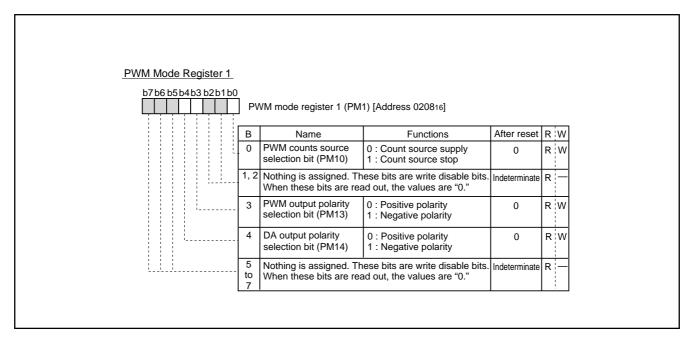


Fig. 8.7.3 PWM Mode Register 1

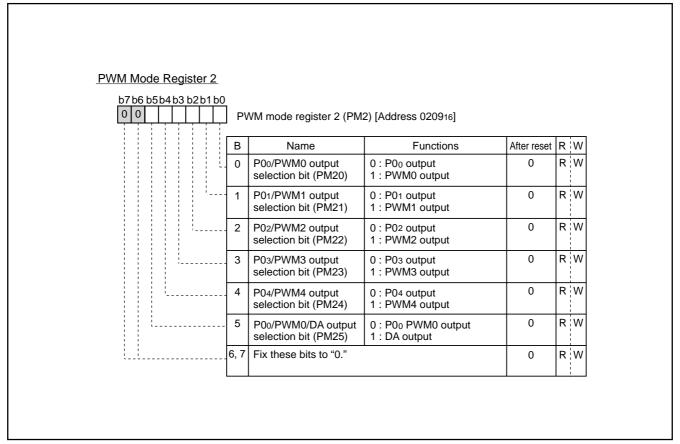


Fig. 8.7.4 PWM Mode Register 2

8.8 A-D COMPARATOR

The A-D comparator consists of a 7-bit D-A converter and a comparator. The A-D comparator block diagram is shown in Figure 8.8.1. The reference voltage "Vref" for D-A conversion is set by bits 0 to 6 of A-D control register 2 (address 00ED16).

The comparison result of the analog input voltage and the reference voltage "Vret" is stored in bit 4 of A-D control register 1 (address 00EC16).

For A-D comparison, set "0" to corresponding bits of the direction register to use ports as analog input pins. Write the data to select analog input pins for bits 0 to 2 of A-D control register 1 and write the digital value corresponding to Vref to be compared to bits 0 to 4 of A-D control register 2. The voltage comparison is started by writing to A-D control register 2, and it is completed after 16 machine cycles (NOP instruction X 8).

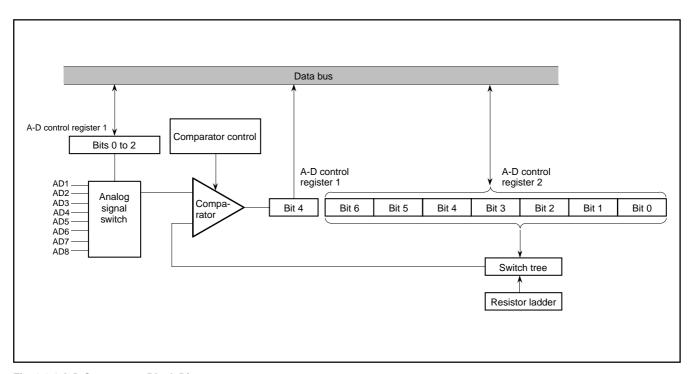


Fig. 8.8.1 A-D Comparator Block Diagram

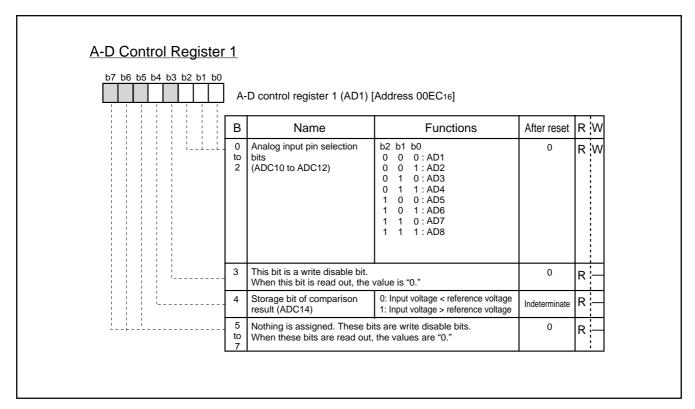


Fig. 8.8.2 A-D Control Register 1

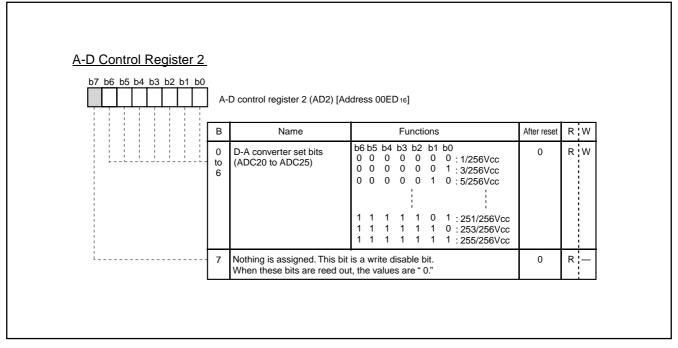


Fig. 8.8.3 A-D Control Register 2

8.9 ROM CORRECTION FUNCTION

This can correct program data in the ROM. Up to 2 addresses can be corrected; a program for correction is stored in the ROM correction vector in the RAM as the top address. There are 2 vectors for ROM correction:

Vector 1 : address 030016 Vector 2 : address 032016

Set the address of the ROM data to be corrected into the ROM correction address register. When the value of the counter matches the ROM data address in the top address of the ROM correction vector, the main program branches to the correction program stored in the ROM memory. To return from the correction program to the main program, the op code and operand of the JMP instruction (total of 3 bytes) are necessary at the end of the correction program.

The ROM correction function is controlled by the ROM correction enable register.

- Notes 1: Specify the first address (op code address) of each instruction as the ROM correction address.
 - 2: Use the JMP instruction (total of 3 bytes) to return from the correction program to the main program.
 - **3:** Do not set the same ROM correction address to both vectors 1 and 2.

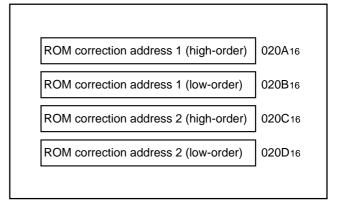


Fig. 8.9.1 ROM Correction Address Registers

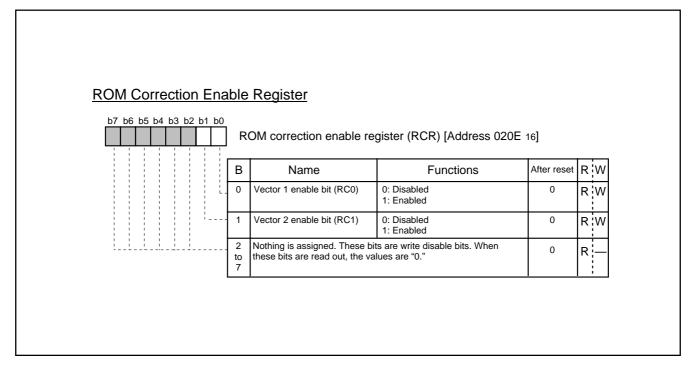


Fig. 8.9.2 ROM Correction Enable Register

8.10 OSD FUNCTIONS

Table 8.10.1 outlines the OSD functions.

This microcomputer incorporates an OSD circuit of 32 characters X 2 lines. There are also 3 display modes which are selected in block units. The display modes are selected by bits 0 and 1 of block control register i (i = 1 and 2).

The features of each mode are described below.

Table 8.10.1 Features of Each Display Mode

Parameter			Display mode				
		OSD1 mode OSD2 mode (On-screen display 1 mode) (On-screen display 2 mode)		CD OSD mode (Color dot on screen display mode)			
Number	of display characters		32 characters X 2 lines				
Dot struc	ture	16 X 26 dots (Character display area : 16 X 20 dots)	16 X 20 dots	16 X 20 dots			
Kinds of o	characters	254	kinds	62 kinds			
Kinds of o	character sizes	1 kinds	8 kinds	8 kinds			
	Pre-divide ratio (See note)	X 2 (fixed)	X 2, X 3	X 2, X 3			
	Dot size	1Tc X 1/2H	1TC X 1/2H, 1TC X 1H, 2TC X 2H, 3TC X 3H	1TC X 1/2H, 1TC X 1H, 2TC X 2H, 3TC X 3H			
Attribute		Smooth italic, under line, flash	Border (black)	Dot coloring			
Characte	er font coloring	1 screen : 8 kinds	1 screen : 8 kinds (per dot unit)				
Characte	er background coloring		1 screen : 8 kinds (per character unit)				
OSD outp	put	R, G, B					
Raster co	oloring	Possible (per character unit)					
Function		Auto solid space function Window function					
Display position		Horizontal: 128 levels, Vertical: 512 levels					
Display e	expansion (multiline display)	Possible					

Note: The character size is specified with dot size and pre-divide ratio (refer to 8.10.2 Dot Size).

The OSD circuit has an extended display mode. This mode allows multiple lines (3 lines or more) to be displayed on the screen by interrupting the display each time one line is displayed and rewriting data in the block for which display has been terminated by software. Figure 8.10.1 shows the configuration of an OSD character. Figure 8.10.2 shows the block diagram of the OSD circuit. Figure 8.10.3 shows the OSD control register. Figure 8.10.4 shows block control register i.

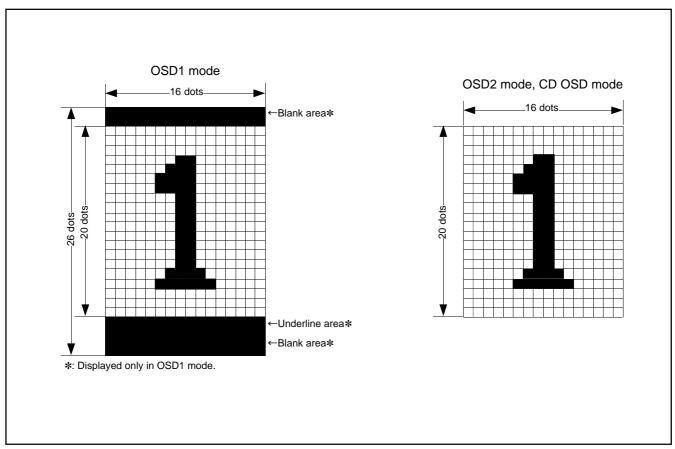


Fig. 8.10.1 Configuration of OSD Character Display Area

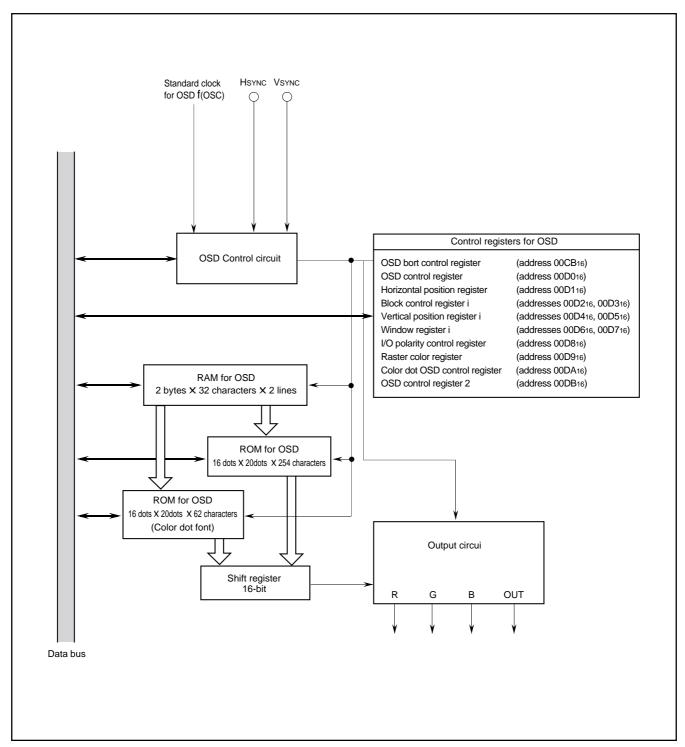


Fig. 8.10.2 Block Diagram of OSD Circuit

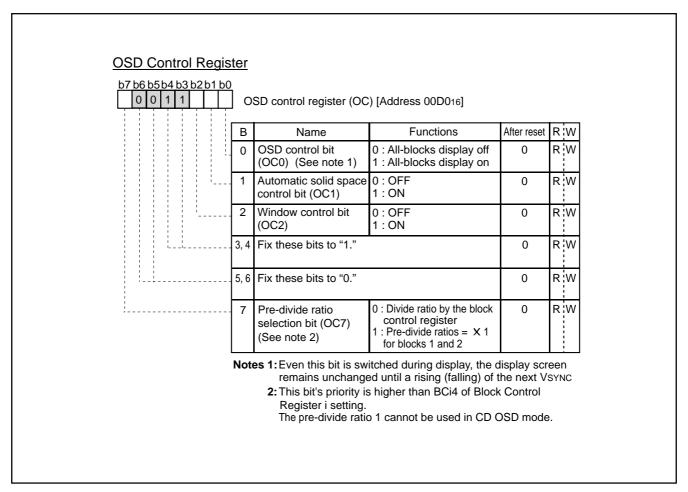


Fig. 8.10.3 OSD Control Register

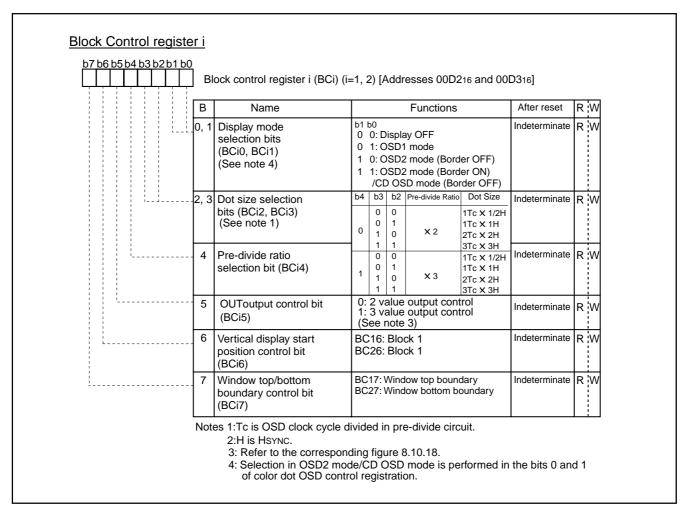


Fig. 8.10.4 Block Control Register i

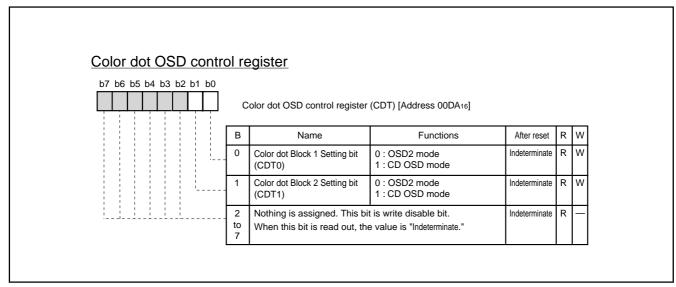


Fig. 8.10.5 Color dot OSD Control Register

8.10.1 Display Position

The display positions of characters are specified in units called "blocks." There are 2 blocks: blocks 1 and 2. Up to 32 characters can be displayed in each block (refer to "8.10.5 Memory for OSD"). The display position of each block can be set in both horizontal and vertical directions by software.

The display start position in the horizontal direction can be selected for all blocks from 128-step display positions in units of 4Tosc (Tosc = OSD oscillation cycle).

The display start position in the vertical direction for each block can be selected from 512-step display positions in units of 1 TH (in biscan mode: 2 TH) (TH = HSYNC cycle).

Blocks are displayed in conformance with the following rules:

- When the display position of block 1 is overlapped with that of block
 2 (Figure 8.10.6 (b)), the block 1 is displayed on the front.
- When another block display position appears while one block is displayed (Figure 8.10.6 (c)), the block with a larger set value as the vertical display start position is displayed.

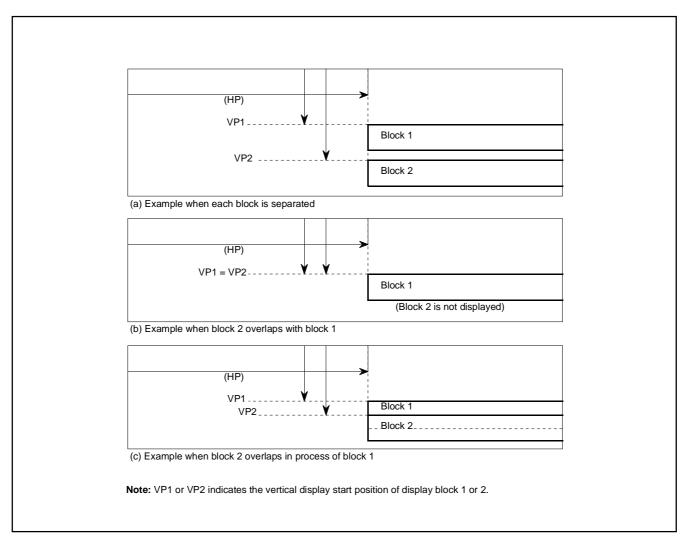


Fig. 8.10.6 Display Position

The vertical display start position is determined by counting the horizontal sync signal (HSYNC). At this time, when VSYNC and HSYNC are positive polarity (negative polarity), the count starts at the rising edge (falling edge) of HSYNC signal after the fixed cycle of the rising edge (falling edge) of VSYNC signal. So the interval from the rising edge (falling edge) of VSYNC signal to the rising edge (falling edge) of HSYNC signal needs enough time (2 machine cycles or more) to avoid jitter. The polarity of HSYNC and VSYNC signals can select with the I/O polarity control register (address 00D816).

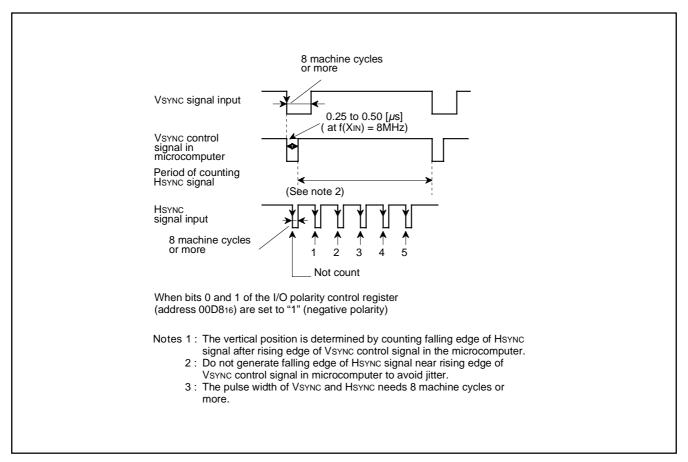


Fig. 8.10.7 Supplement Explanation for Display Position

The vertical display start position for each block can be set in 512 steps (where each step is 1TH (TH: HSYNC cycle)) as values "0016" to "FF16" in vertical position register i (i = 1 and 2) (addresses 00D416 and 00D516) and values "0" or "1" in bit 6 of block control register i (i = 1 and 2) (addresses 00D216 and 00D316). The vertical position register is shown in Figure 8.10.8.

The vertical display start position of both blocks can be switched in each step to 1TH or 2TH by setting values "0" or "1" in bit 1 of OSD control register 2 (address 00DB16).

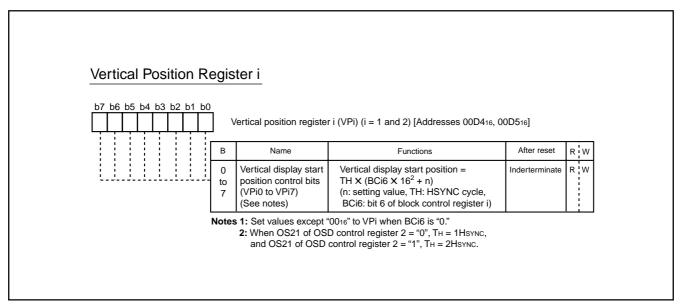


Fig. 8.10.8 Vertical Position Register i (i = 1 and 2)

The horizontal display start position is common to all blocks, and can be set in 128 steps (where 1 step is 4Tosc, Tosc being the OSD oscillation cycle) as values "0016" to "FF16" in bits 0 to 6 of the horizontal position register (address 00D116). The horizontal position register is shown in Figure 8.10.9.

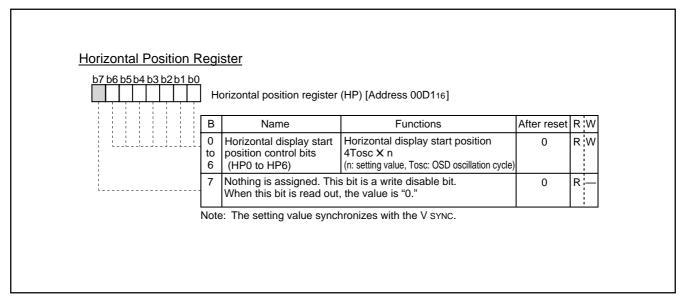


Fig. 8.10.9 Horizontal Position Register

- Notes 1: 1Tc (Tc: OSD clock cycle divided in pre-divide circuit) gap occurs between the horizontal display start position set by the horizontal position register and the most left dot of the 1st block. Accordingly, when 2 blocks have different pre-divide ratios, their horizontal display start position will not match.
 - 2: When setting "0016" to the horizontal position register, it needs an approximately 62Tosc (= Tdef) interval from a rising edge (when negative polarity is selected) of HSYNC signal to the horizontal display start position.

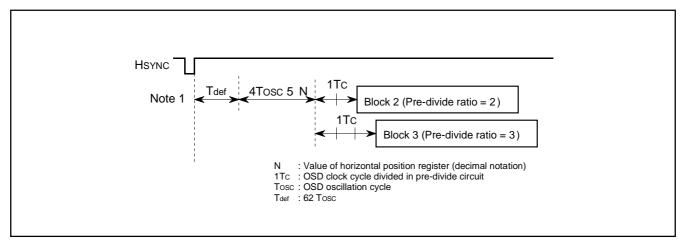


Fig. 8.10.10 Notes on Horizontal Display Start Position

8.10.2 Dot Size

The dot size can be selected in block units. The vertical dot size is determined by dividing HSYNC in the vertical dot size control circuit. The horizontal dot size in is determined by dividing the following clock in the horizontal dot size control circuit: the clock gained by dividing the f(OSC) in the pre-divide circuit. The clock cycle divided in the pre-divide circuit is defined as 1Tc.

The dot size of each block is specified by bits 2 to 4 of block control register i.

Refer to Figure 8.10.4 for the structure of the block control register. The block diagram of the dot size control circuit is shown in Figure 8.10.11.

The pre-divide ratio is specified by bit 7 of the OSD control register (address 00D016) and bit 4 of block control register i (addresses 00D216 and 00D316).

When bit 7 of the OSD control register (address 00D016) is set to "0," the double or triple pre-divide ratio can be chosen per block unit by bit 4 of block control register i. And then, when it is set to "1", the pre-divide ratio increases 1 time (both blocks 1 and 2). The pre-divided dot size can be specified per block unit by bits 2 and 3 of block control register i.

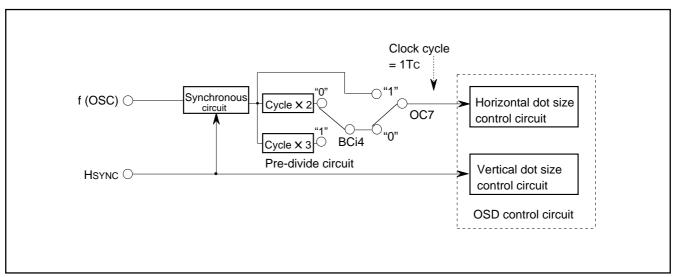


Fig. 8.10.11. Block Diagram of Dot Size Control Circuit

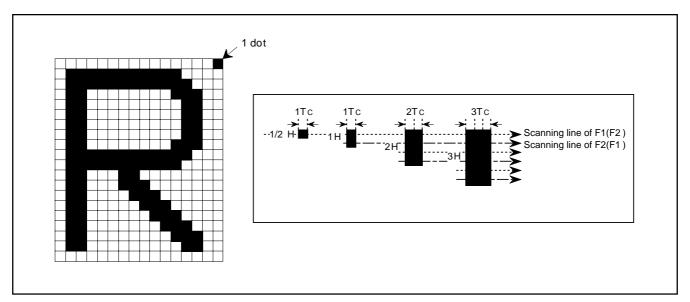


Fig. 8.10.12 Definition of Dot Sizes

8.10.3 Clock for OSD

OSD clock f (osc) generated based on the reference clock from the pin FSCIN.

8.10.4 Field Determination Display

When displaying a block with vertical dot size of 1/2H, the differences in the synchronizing signal waveform of the interlacing system determine whether the field is odd or even. The dot lines 0 or 1, vorresponding to each field, are displayed alternately (refer to Figure 8.10.14.)

In the following, the field determination standard for the case where both the horizontal sync signal and the vertical sync signal are negative-polarity inputs will be explained. A field determination is determined by detecting the time from a falling edge of the horizontal sync signal until a falling edge of the VSYNC control signal (refer to Figure 8.10.7) in the microcomputer and then comparing this time with the time of the previous field. When the time is longer than the previous time, it is regarded as even field. When the time is shorter, it is regarded as odd field

The contents of this field can be read out by the field determination flag (bit 6 of the I/O polarity control register at address 00D816). A dot line is specified by bit 5 of the I/O polarity control register (refer to Figure 8.10.14).

However, the field determination flag read out from the CPU is fixed to "0" for even fields or "1" for odd fields, regardless of bit 5.

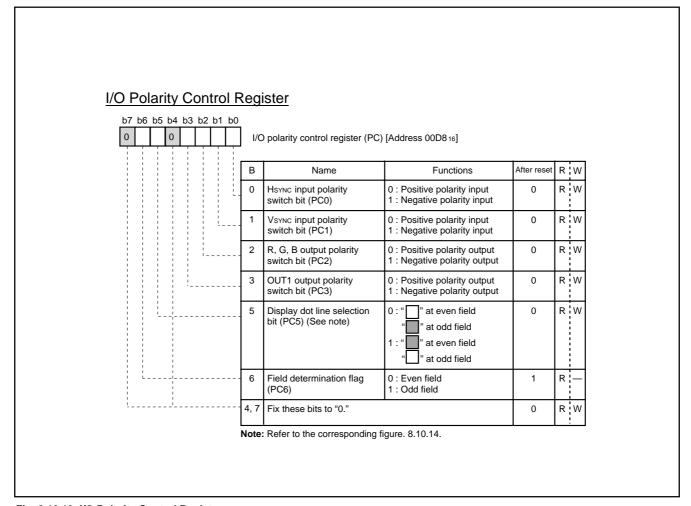
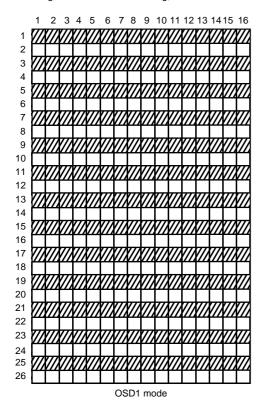


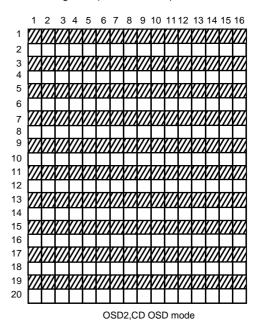
Fig. 8.10.13 I/O Polarity Control Register



Hsync		Field	Field determination flag(Note)	Display dot line selection bit	Display dot line
VSYNC and VSYNC control signal in microcom-	(n - 1) field (Odd-numbered) 0.25 to 0.50[µs] at f(X _{IN}) = 8 MHz	Odd			
puter Upper:	(n) field	Even	0 (T2 > T1)	0	Dot line 1
VSYNC signal	(Even-numbered) T2	210	0(12711)	1	Dot line 0
Lower: VSYNC control signal in micro-	(n +1) field	Odd	1 (T3 < T2)	0	Dot line 0
computer	(Odd-numbered) T3	Odd	1 (13 < 12)	1	Dot line 1

When using the field determination flag, be sure to set bit 0 of the PWM mode register 1 (address 0208 16) to "0."





OSD ROM font configuration diagram

Note: The field determination flag changes at a rising edge of the V sync control signal (negative-polarity input) in the microcomputer.

Fig. 8.10.14 Relation between Field Determination Flag and Display Font

8.10.5 Memory for OSD

There are 2 types of memory for OSD: OSD ROM used to store character dot data and OSD RAM used to specify the characters and colors to be displayed.

OSD ROM: addresses 1140016 to 13BFF16,

addresses 1D40016 to 1FBFF16 OSD RAM : addresses 080016 to 087F16

(1) OSD ROM

Character font data is stored in the character font area of OSD ROM, and color dot font data is stored in color dot font area. To specify the kinds of character font, it is necessary to write the character code into the OSD RAM.

The storing address of character font data is shown in Fig. 8.10.15, and the storing address of color dot font data is shown in Fig. 8.10.16. A character font is 254 kinds, color dot font is 62 kinds is storable.

OSD ROM address of character font data

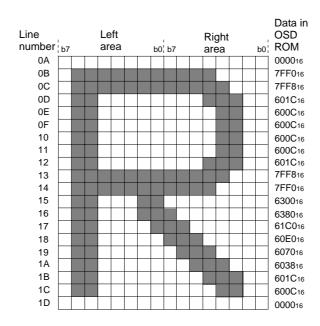
OSD ROM address bit	AD16	AD15	AD14	AD13	AD12	AD11	AD10	AD9	AD8	AD7	AD6	AD5	AD4	AD3	AD2	AD1	AD0
Line number/character code/font bit	1	0	0		Line number					Ch	aracte	r code				Font bit	

Line number = "0A16" to "1D16"

Character code = "0016" to "FF16" ("7F16" and "8016" cannot be used)

Font bit = 0 : Left area

1 : Right area



Character font

Fig. 8.10.15 Character Font Data Storing Address

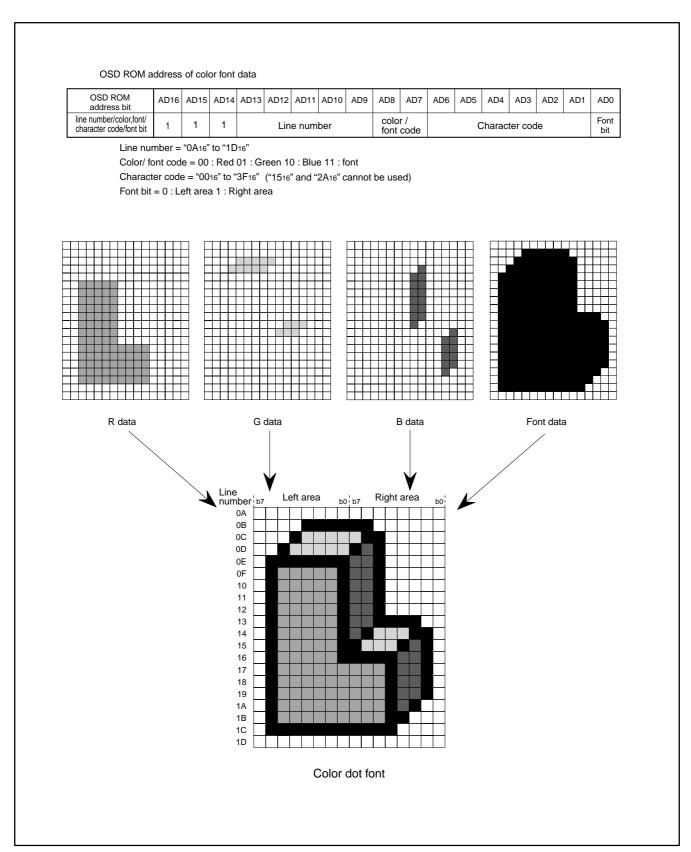


Fig. 8.10.16 Color dot Font Data Storing Address

Notes 1: The 80-byte addresses corresponding to the character code "7F16" and "8016" of a character font, 320-byte addresses corresponding to the character code "1516" and "2A16" of a color dot font, in the OSD ROM are the test data storing area. Set data to the area as follows.

(1)Mask version

Set "FF16" to the area (This sample has test data in this area but the actual product will have different data.) When using our font editor, the test data is written automatically.

(2)EPROM version

Set the test data to the area. When using our font editor, the test data is written automatically.

■M37160EFFP

Character font

<"7F16"> address (test data)	<"8016"> address (test data)	
114FE16(0916),	114FF16(5116),	1150016(9016), 1150116(A116	6)
116FE16(0016),	116FF16(5216),	1170016(0016), 1170116(A216	6)
118FE16(1216),	118FF16(5316),	1190016(4816), 1190116(A316	6)
11AFE16(0016),	11AFF16(5416),	11B0016(0016), 11B0116(A41	6)
11CFE16(2416),	11CFF16(5516),	11D0016(2416), 11D0116(A51	6)
11EFE16(0016),	11EFF16(5616),	11F0016(0016), 11F0116(A61	6)
120FE16(8816),	120FF16(5716),	1210016(1216), 1210116(A716	6)
122FE16(0016),	122FF16(5816),	1230016(0016), 1230116(A816	6)
124FE16(9016),	124FF16(5916),	1250016(0916), 1250116(A916	6)
126FE16(4816),	126FF16(5A16),	1270016(0016), 1270116(AA1	6)
128FE16(2416),	128FF16(5B16),	1290016(8116), 1290116(AB1	6)
12AFE16(0016),	12AFF16(5C16),	12B0016(1816), 12B0116(AC1	6)
12CFE16(2416),	12CFF16(5D16),	12D0016(0016), 12D0116(AD1	16)
12EFE16(4816),	12EFF16(5E16),	12F0016(4216), 12F0116(AE1	6)
130FE16(0016),	130FF16(5F16),	1310016(2416), 1310116(AF16	6)
132FE16(4816),	132FF16(5016),	1330016(0016), 1330116(B016	ô)
134FE16(9016),	134FF16(5116),	1350016(8116), 1350116(B116	6)
136FE16(0016),	136FF16(5216),	1370016(0C16), 1370116(B216	6)
138FE16(0116),	138FF16(5316),	1390016(0616), 1390116(B316	6)
13AFE16(8016),	13AFF16(5416),	13B0016(0016), 13B0116(B41	6)

Color dot font							
<"7F16"> address	s (test data)						
1D42A16 (B816),	1 D42B16 (3616),	1D4AA16 (C816),	1D4AB16 (C716),	1 D52A16 (9316),	1 D52B16 (A316),	1 D5AA16 (C916),	1 D5AB16 (B816),
1D62A16 (B816),	1D62B16 (C316),	1D6AA16 (0916),	1D6AB16 (5F16),	1 D72A16 (8C16),	1 D72B16 (BA16),	1 D7AA16 (2616),	1 D7AB16 (D616),
1D82A16 (5516),	1D82B16 (5516),	1D8AA16 (3316),	1D8AB16 (3316),	1 D92A16 (0F16),	1 D92B16 (0F16),	1 D9AA16 (0116),	1 D9AB16 (FE16),
1DA2A16 (AA16)		1DAAA16 (CC16),	1DAAB16 (CC16),	1DB2A ₁₆ (F0 ₁₆),	1 DB2B16 (F016),	1 DBAA16 (7F16),	1 DBAB16 (8016),
1DC2A16 (0B16),	, 1DC2B16 (CB16),	1DCAA16 (B516),	1DCAB16 (C116),	1DD2A16 (7216),	1 DD2B16 (5316),	1 DDAA16 (AB16),	1 DDAB16 (1516),
1DE2A16 (1716),	1DE2B16 (1E16),	1DEAA16 (3016),	1DEAB16 (7D6),	1 DF2A16 (A216),	1 DF2B16 (9716),	1 DFAA16 (5416),	1 DFAB16 (C716),
1E02A16 (AE16),	1E02B16 (1A16),	1E0AA16 (7E16),	1E0AB16 (2416),	1E12A16 (2516),	1E12B16 (7C16),	1E1AA16 (1616),	1E1AB16 (6B16),
1E22A16 (5716),	1E22B16 (2C16),	1E2AA16 (E416),	1E2AB16 (E816),	1E32A16 (5016),	1 E32B16 (DD16),	1 E3AA16 (7916),	1 E3AB16 (7016),
1E42A16 (2016),	1E42B16 (8216),	1E4AA16 (2416),	1E4AB16 (0216),	1 E52A16 (0416),	1E52B16 (1216),	1 E5AA16 (0016),	1 E5AB16 (9016),
1E62A16 (9216),	1E62B16 (0016),	1E6AA16 (1016),	1E6AB16 (4116),	1E72A16 (9016),	1E72B16 (4816),	1 E7AA16 (9016),	1 E7AB16 (4116),
1E82A16 (A916),	1E82B16 (C516),	1E8AA16 (E216),	1E8AB16 (5C16),	1E92A16 (4116),	1E92B16 (EE16),	1 E9AA16 (2516),	1 E9AB16 (7916),
1EA2A16 (6516),	1EA2B16 (E816),	1EAAA16 (2F16),	1EAAB16 (3116),	1 EB2A16 (7216),	1 EB2B16 (7416),	1 EBAA16 (AE16),	1 EBAB16 (4C16),
1EC2A16 (A116),	1EC2B16 (6016),	1ECAA16 (0516),	1ECAB ₁₆ (22 ₁₆),	1ED2A16 (8416),	1ED2B16 (6816),	1 EDAA16 (3116),	1 EDAB16 (6A16),
1EE2A16 (2916),	1EE2B16 (2216),	1EEAA16 (4D16),	1EEAB16 (A016),	1EF2A16 (6116),	1 EF2B16 (0416),	1 EFAA16 (0916),	1 EFAB16 (9216),
1F02A16 (4F16),	1F02B16 (A616),	1F0AA16 (D216),	1F0AB16 (2F16),	1F12A16 (BB16),	1F12B16 (6016),	1 F1AA16 (3816),	1 F1AB16 (A516),
1F22A16 (8516),	1F22B16 (B816),	1F2AA16 (1916),	1F2AB16 (9316),	1 F32A16 (4F16),	1 F32B16 (0D16),	1 F3AA16 (E616),	1 F3AB16 (8316),
1F42A16 (F616),	1F42B16 (1816),	1F4AA16 (8616),	1F4AB16 (2F16),	1 F52A16 (6C16),	1F52B16 (AC16),	1 F5AA16 (D816),	1 F5AB16 (4D16),
1F62A16 (5216),	1F62B16 (6D16),	1F6AA16 (1B16),	1F6AB16 (AA16),	1F72A16 (B316),	1 F72B16 (4316),	1 F7AA16 (C316),	1 F7AB16 (9916),
1F82A16 (6816),	1F82B16 (E516),	1F8AA16 (E916),	1F8AB16 (9816),	1F92A16 (8C16),	1 F92B16 (8F16),	1 F9AA16 (D916),	1 F9AB ₁₆ (26 ₁₆),
1FA2A16 (D816),	1FA2B16 (4716),	1FAAA16 (5716),	1FAAB16 (C216),	1FB2A16 (DD16),	1 FB2B16 (1816),	1 FBAA16 (9616),	1 FBAB16 (3616),
1D45416 (5116),	1 D45516 (1016),	1 D4D416 (0316),	1D4D516 (5016),	1D554 ₁₆ (93 ₁₆),	1 D55516 (0016),	1D5D416 (9016),	1D5D516 (0816),
1D65416 (0B16),	1 D65516 (0416),	1 D6D416 (8216),	1D6D516 (1416),	1D75416 (4116),	1D75516 (1416),	1D7D416 (8A16),	1D7D516 (1416),
1D85416 (E816),	1 D85516 (0016),	1 D8D416 (A016),	1D8D516 (5016),	1D954 ₁₆ (60 ₁₆),	1 D95516 (9016),	1D9D416 (A816),	1 D9D516 (5016),
1DA5416 (3016),	1 DA5516 (2416),	1 DAD416 (1016),	1DAD516 (A816),	1DB5416 (3216),	1 DB5516 (0816),	1DBD416 (2216),	1 DBD516 (0116),
1DC5416 (0116),	1 DC5516 (C216),	1 DCD416 (0916),	1DCD516 (4116),	1DD5416 (0916),	1DD5516 (8416),	1DDD416 (0916),	1DDD516 (A216),
1DE5416 (8716),	1 DE55 ₁₆ (00 ₁₆),	1 DED416 (2516),	1DED516 (2016),	1DF5416 (8C16),	1DF55 ₁₆ (20 ₆),	1DFD416 (2916),	1 DFD516 (0016),
1E054 ₁₆ (10 ₁₆),	1 E05516 (8916),	1 E0D416 (1016),	1E0D516 (A216),	1E154 ₁₆ (10 ₁₆),	1E15516 (1A16),	1E1D416 (0016),	1E1D516 (B016),
1E254 ₁₆ (44 ₁₆),	1 E255 ₁₆ (44 ₁₆),	1 E2D4 ₁₆ (25 ₁₆),	1E2D5 ₁₆ (40 ₁₆),	1E354 ₁₆ (49 ₁₆),	1E355 ₁₆ (40 ₁₆),	1E3D4 ₁₆ (C1 ₁₆),	1E3D516 (4416),
1E45416 (0216),	1 E45516 (5216),	1 E4D416 (2216),	1E4D516 (4116),	1E55416 (0016),	1E55516 (7116),	1E5D416 (2016),	1E5D516 (0316),
1E654 ₁₆ (58 ₁₆),	1E65516 (1016),	1E6D4 ₁₆ (2A ₁₆),	1E6D516 (1416),	1E75416 (6416),	1E75516 (1416),	1E7D4 ₁₆ (4C ₁₆),	1E7D516 (1816),
1E854 ₁₆ (21 ₁₆),	1 E85516 (6116),	1 E8D416 (2416),	1E8D516 (2516),	1E95416 (2416),	1E95516 (4216),	1E9D416 (6016),	1E9D516 (6216),
1EA5416 (8B16),	1 EA5516 (0016),	1 EAD416 (8816),	1EAD516 (4116),	1EB5416 (9216),	1EB55 ₁₆ (01 ₁₆),	1EBD4 ₁₆ (01 ₁₆),	1EBD516 (4116),
1EC5416 (8016),	1 EC5516 (4C16),	1 ECD416 (066),	1ECD516 (0C16),	1ED5416 (8216),	1ED5516 (1416),	1EDD416 (1416),	1EDD516 (4C16),
1EE5416 (6216),	1 EE5516 (2016),	1 EED416 (C616),	1EED516 (0016),	1EF54 ₁₆ (AA ₁₆),	1EF5516 (0016),	1EFD416 (A816),	1EFD516 (0016),
1F054 ₁₆ (83 ₁₆),	1 F05516 (0916),	1 F0D4 ₁₆ (02 ₁₆),	1F0D516 (1B16),	1F154 ₁₆ (01 ₁₆),	1F15516 (4B16),	1F1D416 (0116),	1F1D5 ₁₆ (43 ₁₆),
1F254 ₁₆ (34 ₁₆),	1 F25516 (0216),	1 F2D416 (A816),	1F2D516 (0216),	1F35416 (1816),	1F35516 (0A16),	1F3D416 (A616),	1F3D516 (0216),
1F45416 (0816),	1 F45516 (2616),	1 F4D4 ₁₆ (08 ₁₆),	1F4D5 ₁₆ (1C ₁₆),	1F554 ₁₆ (08 ₁₆),	1F55516 (7016),	1F5D4 ₁₆ (00 ₁₆),	1F5D516 (2C16),
1F654 ₁₆ (A4 ₁₆),	1 F655 ₁₆ (10 ₁₆),	1 F6D4 ₁₆ (8D ₁₆),	1F6D5 ₁₆ (02 ₁₆),	1F754 ₁₆ (98 ₁₆),	1F755 ₁₆ (12 ₁₆),	1F7D4 ₁₆ (B8 ₁₆),	1F7D5 ₁₆ (80 ₁₆),
1F854 ₁₆ (94 ₁₆),	1F855 ₁₆ (20 ₁₆),	1F8D4 ₁₆ (B0 ₁₆),	1F8D5 ₁₆ (80 ₁₆),	1F954 ₁₆ (84 ₁₆),	1F955 ₁₆ (84 ₁₆),	1F9D4 ₁₆ (80 ₁₆),	1F9D5 ₁₆ (A6 ₁₆),
1FA5416 (3416),	1 FA55 ₁₆ (04 ₁₆),	1 FAD416 (B016),	1FAD516 (8016),	1FB54 ₁₆ (22 ₁₆),	1FB5516 (8416),	1FBD416 (9016),	1FBD516 (0416),
	17.0010 (0410),	(2010),	7.2010 (0010),	20 (2210),	200.0 (0110),	== (0010),	1 55010 (0410),

2: The character code of "0916" is premised on using it as a character of "transparent space".

Therefore, set "0016" to the 40-byte addresses corresponding to the character code "0916."

(2) OSD RAM

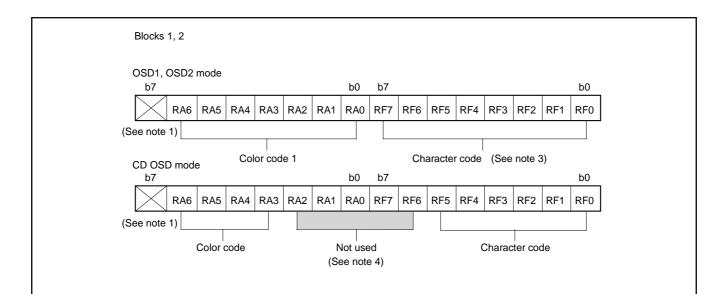
The RAM for OSD is allocated at addresses 080016 to 087F16, and is divided into a display character code specification part, and a color code specification part per block. Table 8.10.2 shows the contents of the OSD RAM.

For example, to display the first character position (the left edge) in block 1, write the character code in address 080016, and write the color code at 082016.

The structure of the OSD RAM is shown in Figure 8.10.17.

Table 8.10.2 Contents of OSD RAM

Block	Display Position (from left)	Character Code Specification	Color Code Specification		
	1st character	080016	082016		
	2nd character	080116	082116		
	3rd character	080216	082216		
Block 1	:	:	:		
	30th character	081D16	083D16		
	31st character	081E ₁₆	083E16		
	32nd character	081F ₁₆	083F16		
	1st character	084016	086016		
	2nd character	084116	086116		
	3rd character	084216	086216		
Block 2	:	:	:		
	30th character	085D16	087D ₁₆		
	31st character	085E16	087E ₁₆		
	32nd character	085F ₁₆	087F16		



	OSD1	l mode	OSD2	2 mode	CD OS	D mode	
Bit	Bit name	Function	Bit name	Function	Bit name	Function	
RF0							
RF1							
RF2							
RF3	Character code	Character code in	Character code	Character code in	Character code	Character code in	
RF4	(See note 3)	OSD ROM	(See note 3)	OSD ROM		OSD ROM	
RF5							
RF6							
RF7							
RA0	Control of character color R	0: Color signal	Control of character color R	0: Color signal			
RA1	Control of character color G	output OFF 1: Color signal	output OFF	Control of character color G	output OFF 1: Color signal		
RA2	Control of character color B	output ON	Control of character color B	output ON			
RA3	OUT control	(See note 2)	OUT control	(See note 2)	OUT control	(See note 2)	
RA4	Flash control	0: Flash OFF 1: Flash ON	Control of background color R	0: Color signal	Control of background color R	0: Color signal	
RA5	Underline control	0: Underline OFF 1: Underline ON	Control of background color G	output OFF 1: Color signal	Control of background color G	output OFF 1: Color signal	
RA6	Italic control	0: Italic OFF 1: Italic ON	Control of background color B	output ON	Control of background color B	output ON	

Notes 1: Read value of bits 7 of the color code is "0."

Fig. 8.10.17 Bit structure of OSD RAM

^{2:} For OUT control, refer to "8.10.8 OUT signal."

^{3:} In OSD1 mode, OSD2 mode, "7F16" and "8016" cannot be used as a character code. In CD OSD mode, "1516" and "2A16" cannot be used.

^{4:} In CD OSD mode, since the color is set up for every dot, RA2-0 is not used. Control of background color is the same as that of OSD2 mode.

8.10.6 Character color

The color for each character is displayed by the color code. The 7 kinds of color are specified by bits 4 (R), 5 (G), and 6 (B) of the color code.

8.10.7 Character background color

The character background color can be displayed in the character display area only in the OSD2,CD OSD mode. The character background color for each character is specified by the color code. The 7 kinds of color are specified by bits 4 (R), 5 (G), and 6 (B) of the color code.

Note: The character background color is displayed in the following parts:
 (character display area)–(character font)–(border).
 Accordingly, the character background color does not mix with these color signals.

8.10.8 OUT signal

The OUT signal is used to control the luminance of the video signal. The output waveform of the OUT signal is controlled by RA3 of the OSD RAM. The setting values for controlling OUT and the corresponding output waveform are shown in Figure 8.10.18.

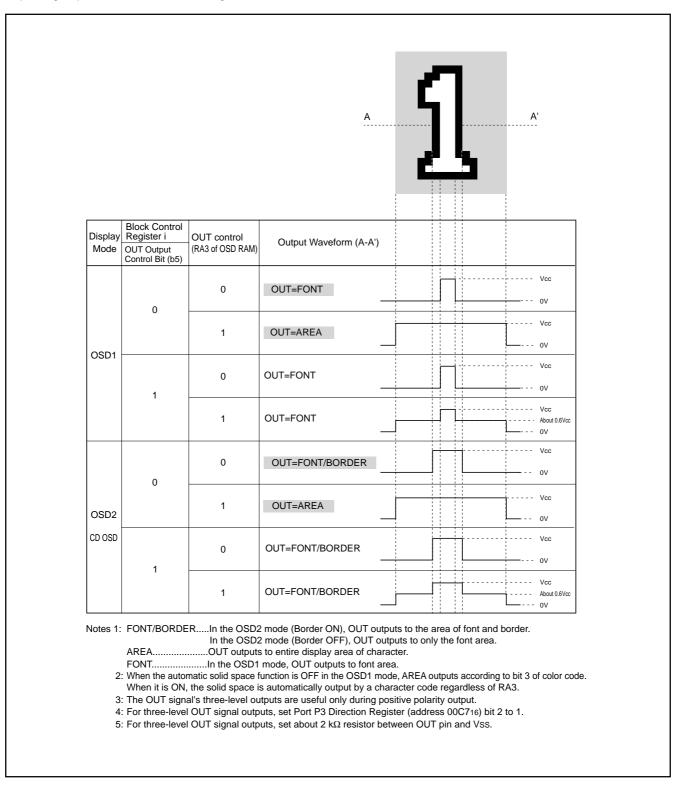


Fig. 8.10.18 Setting Value for Controlling OUT and Corresponding Output Waveform

8.10.9 Attribute

The attributes (border, flash, underline, italic) are controlled accoroding to the character font. The attributes to be controlled are different depending on each mode.

OSD1 mode Flash, underline, italic (per character unit)
OSD2 mode Border (per character unit)

(1) Under line

The underline is output at the 23th and 24th dots in the vertical direction only in the OSD1 mode. The underline is controlled by RA5 of the OSD RAM. The color of the underline is the same color as that of the character font.

(2) Flash

The character font and the underline are flashed only in the OSD1 mode. The flash is controlled by RA4 of OSD RAM. In the character font part, the character output part is flashed, but the character background part is not flashed. The flash cycle is based on the VSYNC count

- VSYNC cycle X 48 \approx 800 ms (at display ON)
- VSYNC cycle X 16 ≈ 267 ms (at display OFF)

(3) Italic

The italic is made by slanting the font stored in the OSD ROM to the right only in the OSD1 mode. The italic is controlled by RA6 of OSD RAM

Display examples of the italic and underline are shown in Figure 8.10.19, using, "R."

- **Notes 1:** When setting both the italic and the flash, the italic character flashes.
 - 2: The boundary of character color is displayed in italic. However, the boundary of character background color is not affected by the italic (refer to Figure 8.10.20).
 - 3: The adjacent character (one side or both sides) to an italic character is displayed in italic even when the character is not specified to be displayed in italic (refer to Figure 8.10.20).
 - **4:** An italics display cannot be used in the pre-divide ratio 1.

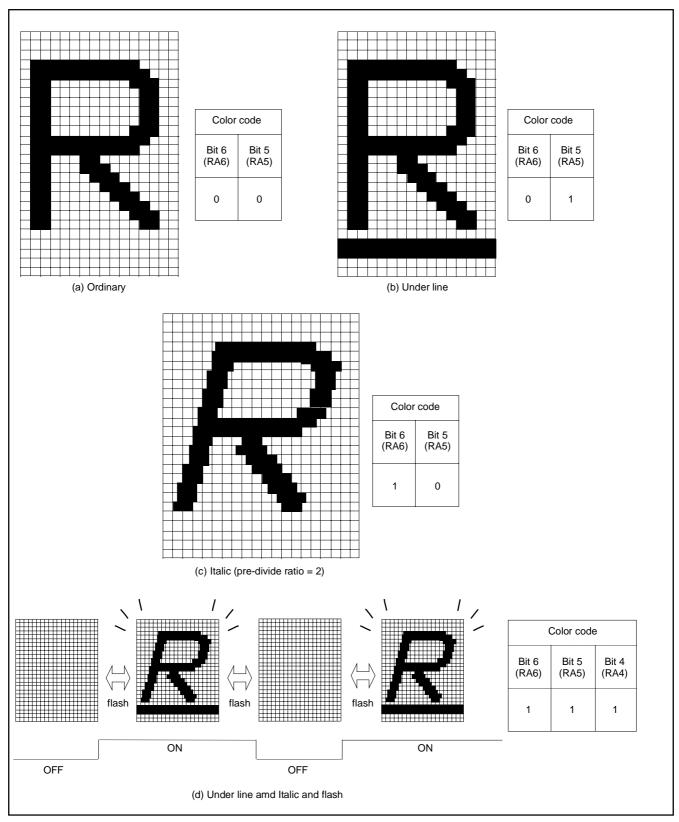


Fig. 8.10.19 Example of Attribute Display (in OSD1 Mode)

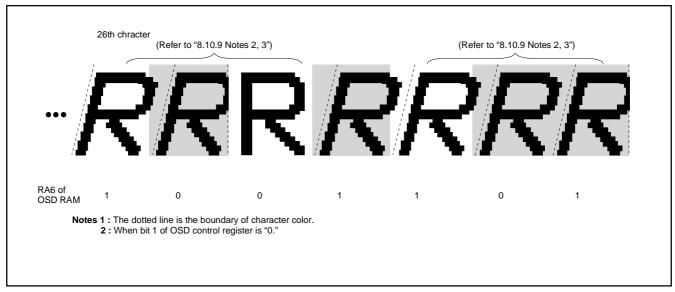


Fig. 8.10.20 Example of Italic Display

(4) Border

The border is output around the character font (all bordered) in the OSD2 mode only. The border ON/OFF is controlled by bit 0 and 1 of block control register i (refer to Figure 8.10.4).

The OUT signal is used for border output.

The horizontal size (x) of the border is 1Tc (OSD clock cycle divided in pre-divide circuit) regardless of the character font dot size. The vertical size (y) differs depending on the screen scan mode and the vertical dot size of the character font.

Notes 1: The border dot area is the shaded area as shown in Figure 8.10.21.

- 2: When the border dot overlaps on the next character font, the character font has priority (refer to Figure 8.10.23 A).
 When the border dot overlaps the next character back ground, the border has priority (refer to Figure 8.10.23 B).
- **3**: The border in vertical out of the character area is not displayed (refer to Figure 8.10.23).

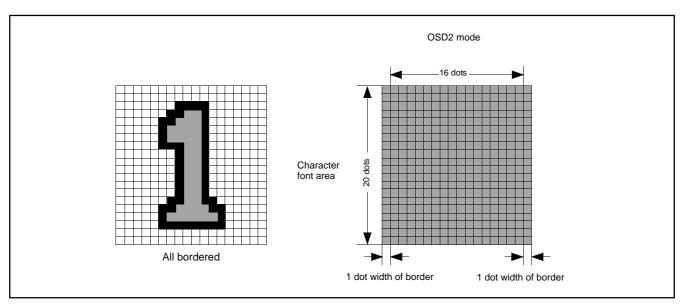


Fig. 8.10.21 Example of Border Display

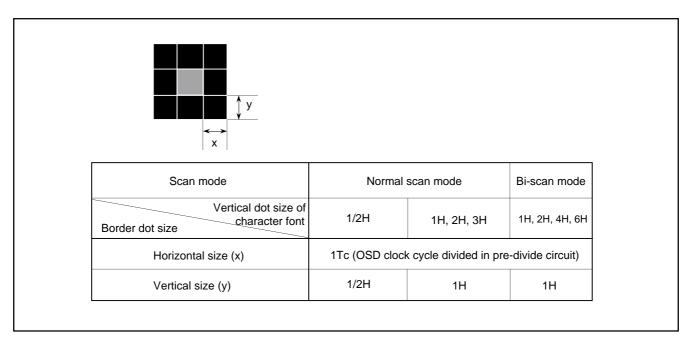


Fig. 8.10.22 Horizontal and Vertical Size of Border

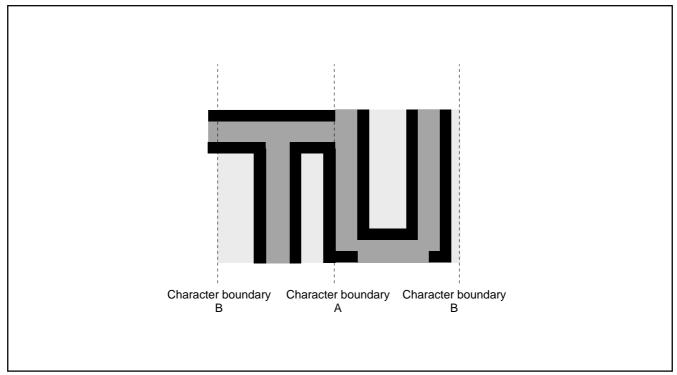


Fig. 8.10.23 Border Priority

8.10.10 Multiline Display

This microcomputer can ordinarily display 2 lines on the CRT screen by displaying 2 blocks at different vertical positions. In addition, it can display up to 16 lines by using OSD interrupts.

An OSD interrupt request occurs at the point at which that display of each block has been completed. In other words, when a scanning line reaches the point of the display position (specified by the vertical position registers) of a certain block, the character display of that block starts, and an interrupt occurs at the point at which the scanning line exceeds the block.

- Notes 1: An OSD interrupt does not occur at the end of display when the block is not displayed. In other words, if a block is set to display OFF by the display control bit of the block control register (addresses 00D216, 00D316), an OSD interrupt request does not occur (refer to Figure 8.10.24 (A)).
 - 2: When another block display appears while one block is displayed, an OSD interrupt request occurs only once at the end of the second block display (refer to Figure 8.10.24 (B)).
 - **3:** On the screen setting window, an OSD interrupt occurs even at the end of the OSD1 mode block (display OFF) out of window (refer to Figure 8.10.24(C)).

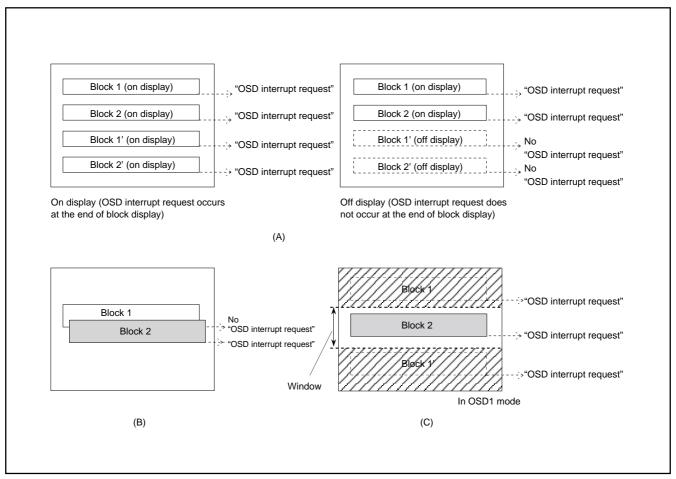


Fig. 8.10.24 Note on Occurence of OSD Interrupt

8.10.11 Automatic Solid Space Function

This function automatically generates the solid space (OUT blank output) of the character area in the OSD1 mode.

The solid space is output in the following areas:

- Any character area except character code "0916"
- Character area on the left and right sides of the above character This function is turned on and off by bit 1 of the OSD control register (refer to Figure 8.10.3).

Notes: The character code "0916" is used for "transparent space".

Therefore, set "0016" to the 40-byte addresses corresponding to the character code "0916."

<Transparent space font data storing area> addresses 1100016 + (4 + 2n) X 10016 + 1216 to 1100016 + (4 + 2n) X 10016 + 1316 (n = 0 to 19)

> addresses 1141216 and 1141316 addresses 1161216 and 1161316 : addresses 1381216 and 1381316 addresses 13A1216 and 13A1316

Fig. 8.10.25 Display Screen Example of Automatic Solid Space

8.10.12 Scan mode

The Bi-scan mode corresponds to HSYNC of twice as much frequency as usual. The vertical display position and the vertical dot size double compared to the normal scan mode. Scan mode can be set the vertical dot size in bit 0 of OSD control register 2, and the vertical display start position in bit 1, independently .

Table 8.10.3 Setting of Scan Mode

Scan mode Item	Normal scan	Bi-scan
Bit 0 of OSD control register 2	0	1
Vertical dot size	1Tc X 1/2H	1Tc X 1H
	1Tc X 1H	1Tc X 2H
	2Tc X 2H	2Tc X 4H
	3Tc x 3H	3Tc X 6H
Bit 1 of OSD control register 2	0	1
Verical display start position	A value of verical position register X 1H	A value of verical position register X 2H

8.10.13 Window Function

This function sets the top and bottom boundaries for display limits on a screen. The window function is valid only in the OSD1 mode. The top boundary is set by the window register 1 and bit 7 of block control register 1. The bottom boundary is set by window register 1 and bit 7 of block control register 2. This function is turned on and off by bit 2 of the OSD control register (refer to Figure 8.10.3). Window registers 1 and 2 are shown in Figures 8.10.27 and 8.10.28.

The setting value per one step of the top and bottom window borders can be switched to either 1TH or 2TH by setting "0" or "1" to bit 1 of OSD control register 2 (address 02DB16).

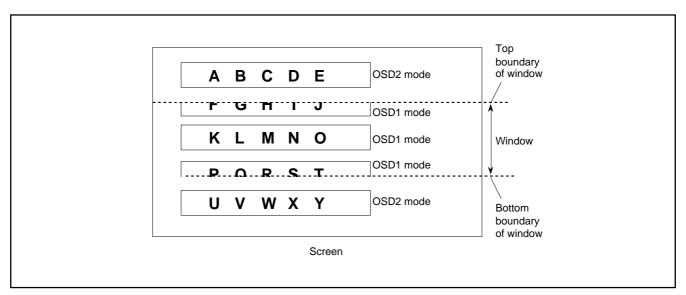


Fig. 8.10.26 Example of Window Function

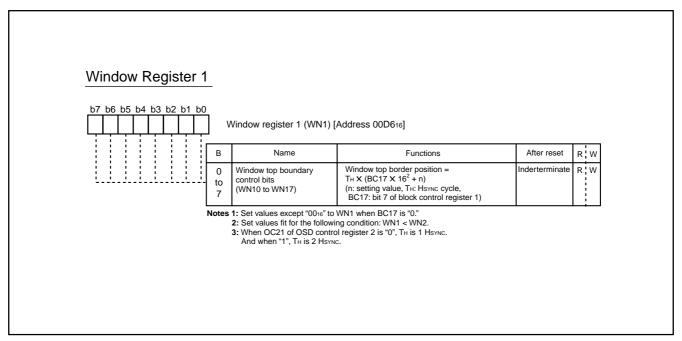


Fig. 8.10.27 Window Register 1

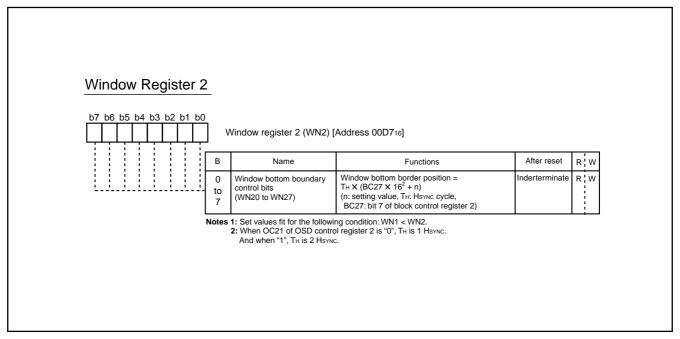


Fig. 8.10.28 Window Register 2

8.10.14 OSD Output Pin Control

The OSD output pins R, G, B and OUT can also function as ports P52–P55. Set the corresponding bit of the OSD port control register (address 00CB16) to "0" to specify these pins as OSD output pins, or to "1" to specify as the general-purpose port P5.

The input polarity of the HSYNC and VSYNC, and the output polarity of signals R, G, B, OUT can be specified with the I/O polarity control register (address 00D8.) Set bits to "0" to specify positive polarity; "1" to specify negative polarity (refer to Figure 8.10.13).

The structure of the OSD port control register is shown in Figure 8.10.29.

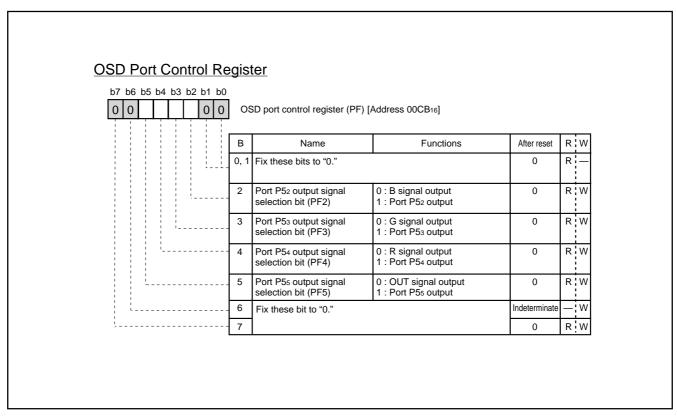


Fig. 8.10.29 OSD Port Control Register

8.10.15 Raster Coloring Function

An entire screen (raster) can be colored by setting bits 4 to 0 of the raster color register. Since each of the R, G, B, OUT pins can be switched to raster coloring output, 8 raster colors can be obtained. When the character color character background color overlaps with the raster color, the color (R, G, B, OUT), specified for the character color character background color, takes priority over the raster color. This ensures that character color/character background color is not mixed with the raster color.

The raster color register is shown in Figure 8.10.31, an example of raster coloring is shown in Figure 8.10.30.

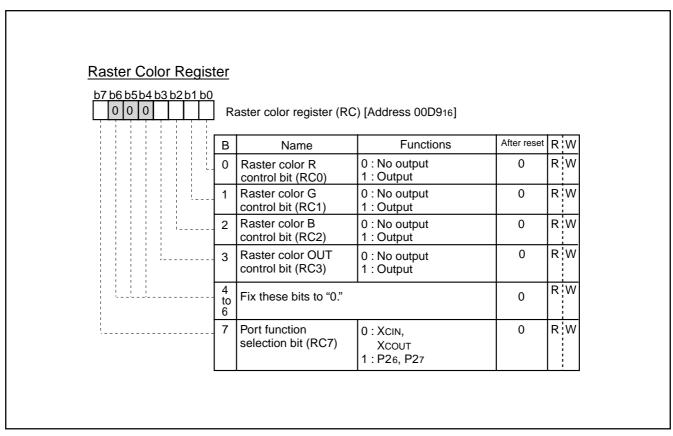


Fig. 8.10.30 Raster Color Register

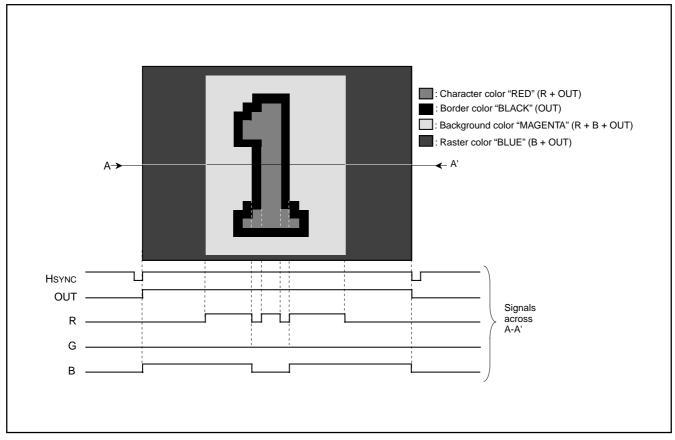


Fig. 8.10.31 Example of Raster Coloring

8.11 SOFTWARE RUNAWAY DETECT FUNCTION

This microcomputer has a function to decode undefined instructions to detect a software runaway.

When an undefined op-code is input to the CPU as an instruction code during operation, the following processing is done.

- ① The CPU generates an undefined instruction decoding signal.
- ② The device is internally reset due to the undefined instruction decoding signal.
- ③ As a result of internal reset, the same reset processing as in the case of ordinary reset operation is done, and the program restarts from the reset vector.

Note, however, that the software runaway detecting function cannot be disalbed.

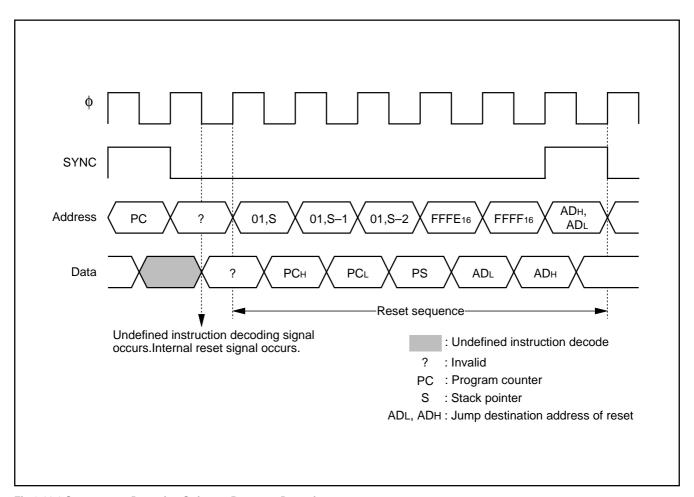


Fig.8.11.1 Sequence at Detecting Software Runaway Detection

8.12 RESET CIRCUIT

When the oscillation of a quartz-crystal oscillator or a ceramic resonator is stable and the power source voltage is 5 V \pm 10 %, hold the $\overline{\text{RESET}}$ pin at LOW for 2 μs or more, then return to HIGH. Then, as shown in Figure 8.12.2, reset is released and the program starts from the address formed by using the content of address FFFF16 as the high-order address and the content of the address FFFE16 as the low-order address. The internal states of the microcomputer at reset are shown in Figures 8.2.2 to 8.2.5.

An example of the reset circuit is shown in Figure 8.12.1.

The reset input voltage must be kept 0.9 V or less until the power source voltage surpasses 4.5 V.

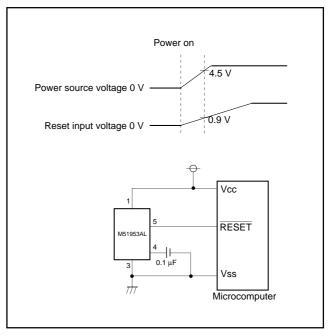


Fig.8.12.1 Example of Reset Circuit

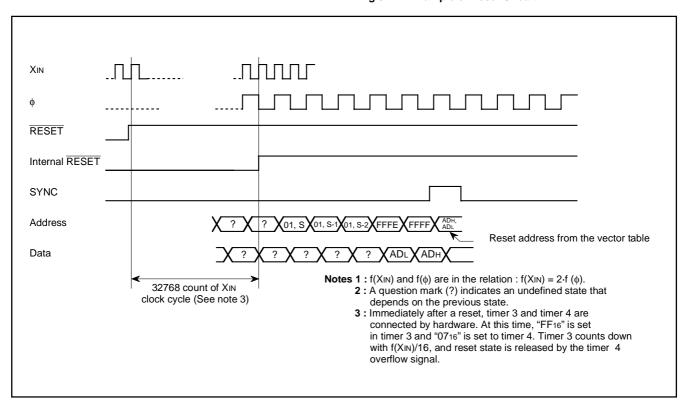


Fig.8.12.2 Reset Sequence

8.13 CLOCK GENERATING CIRCUIT

This microcomputer contains two internal oscillator circuits, one oscillator circuit for the main clock and XCIN-XCOUT for the subclock. The main clock and OSD clock are generated based on the reference clock from the FSCIN pin. The subclock can be obtained by connecting a resonator between XCIN and XCOUT to configure an oscillator circuit. Because the resistance-capacitance time constants vary with each resonator, be sure to use the value recommended by the resonator manufacturer. The subclock can also be supplied directly from the FSCIN pin. For the FILT pin used to generate the main clock, insert the filter shown in Figure 8.13.1. Because no resistors are included between XCIN and XCOUT, please insert feedback resistors external to the chip.

After reset, the internal clock f is derived from f(XIN) by dividing it by 2. Immediately after power-on, the XIN and XCIN clocks both start oscillating. To select low-speed mode for the internal clock f, set the CPU Mode Register bit 7 to 1.

When operate system clock generating circuit at using standard clock from FSCIN, set bit 0 of clock control register 1 (address 00CD16) to "0."

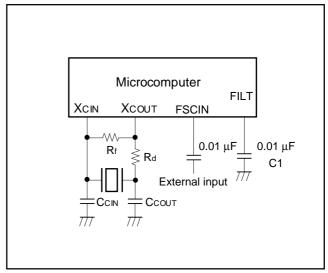


Fig.8.13.1 Ceramic Resonator Circuit Example

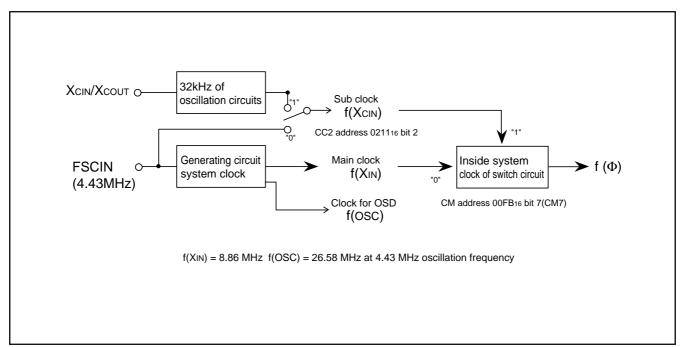


Fig.8.13.2 clock generation circuit

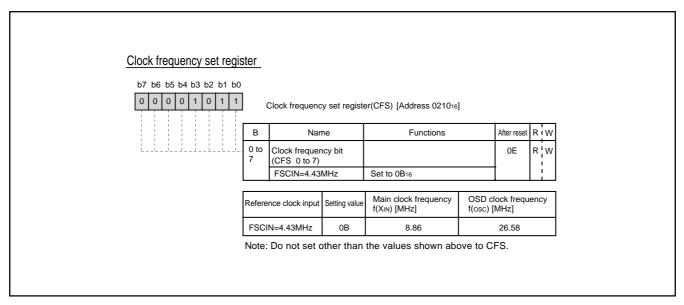


Fig.8.13.3 Clock frequency setting register

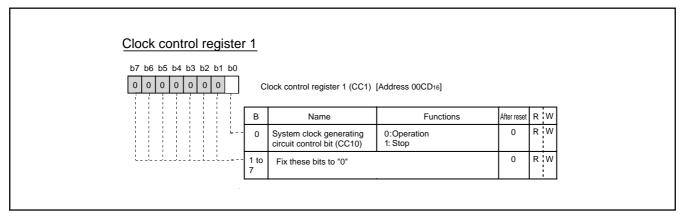


Fig.8.13.4 Ckock control register 1

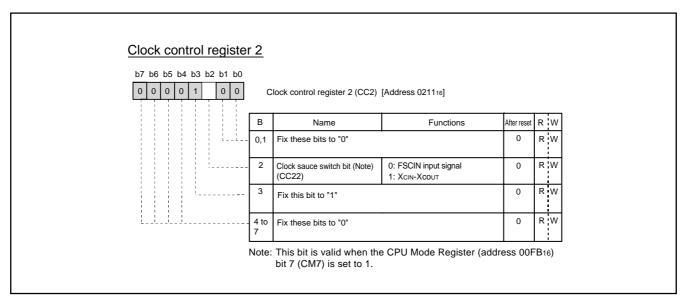


Fig.8.13.5 Ckock control register 2

8.13.1 OSCILLATION CONTROL (1) Stop Mode

The built-in clock generating circuit is shown in Figure 8.13.2. When the STP instruction is executed, the internal clock ϕ stops at HIGH. At the same time, timers 3 and 4 are connected by hardware and "FF16" is set in timer 3 and "0716" is set in timer 4. Select f(XIN)/16 or f(XCIN)/16 as the timer 3 count source (set both bit 0 of timer mode register 2 and bit 6 at address 00C716 to "0" before the execution of the STP instruction). Moreover, set the timer 3 and timer 4 interrupt enable bits to disabled ("0") before execution of the STP instruction. The oscillator restarts when an external interrupt is accepted. However, the internal clock φ keeps its HIGH level until timer 4 overflows, allowing time for oscillation stabilization when a quartz-crystal oscillator is used.

By setting bit 7 of timer return setting register (address 00CC16) to "1," an arbitrary value can be set to timer 3 and timer 4.

Bit 7 of clock control register 3 (address 021216) can switch Port P10 pin and CLKCONT. When CLKCONT pin is selected, "H" is output normally. When an external interrupt is recieved in the STP state, the CLKcont pin goes back to "H" output.

(2) Wait Mode

When the WIT instruction is executed, the internal clock ϕ stops in the HIGH level but the oscillator continues running. This wait state is released at reset or when an interrupt is accepted (See note). Since the oscillator does not stop, the next instruction can be executed immediately.

Note: In the wait mode, the following interrupts are invalid.

- VSYNC interrupt
- OSD interrupt
- All timer interrupts using external clock input from port pin as count source
- All timer interrupts using f(XIN)/2 or f(XCIN)/2 as count source
- All timer interrupts using f(XIN)/4096 or f(XCIN)/4096 as count source
- f(XIN)/4096 interrupt
- Multi-master I²C-BUS interface interrupt
- Data slicer interrupt
- A-D conversion interrupt

(3) Low-speed Mode

If the internal clock is generated from the sub-clock (XCIN), a low power consumption operation can be realized by stopping only the main clock XIN. To stop the main clock, set bit 6 (CM6) of the CPU mode register (00FB16) to "1." When the main clock XIN is restarted, the program must allow enough time for oscillation to stabilize.

Note that in the low-power-consumption mode the XCIN-XCOUT drivability can be reduced, allowing even lower power consumption. To reduce the XCIN-XCOUT drivability, clear bit 5 (CM5) of the CPU mode register (00FB16) to "0." At reset, this bit is set to "1" and strong drivability is selected to help the oscillation to start. When executing an STP instruction, set this bit to "1" by software before initiating the instruction.

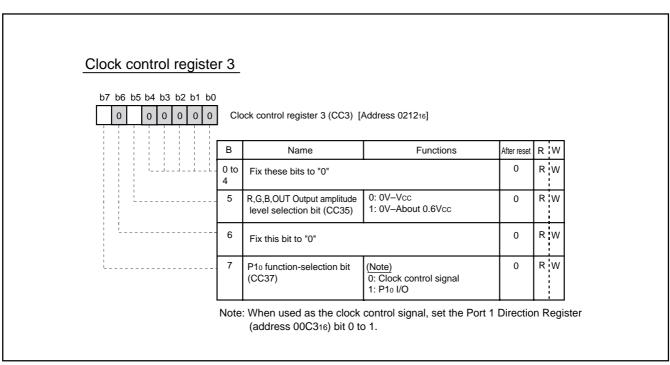


Fig.8.13.6 Ckock control register 3

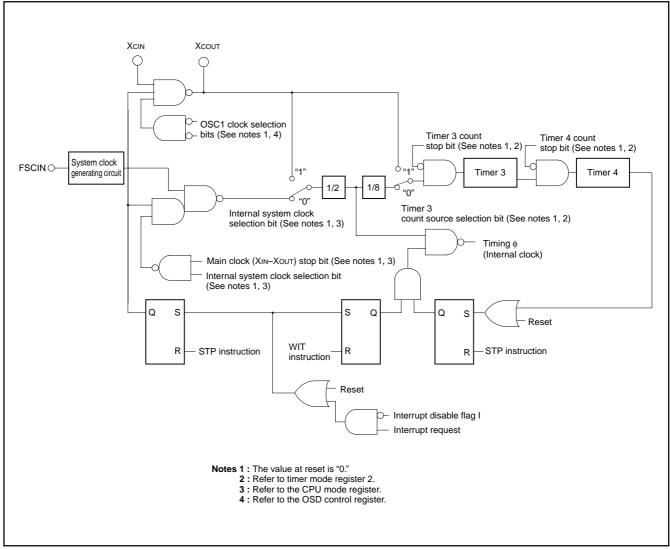


Fig.8.13.7 Clock Generating Circuit Block Diagram

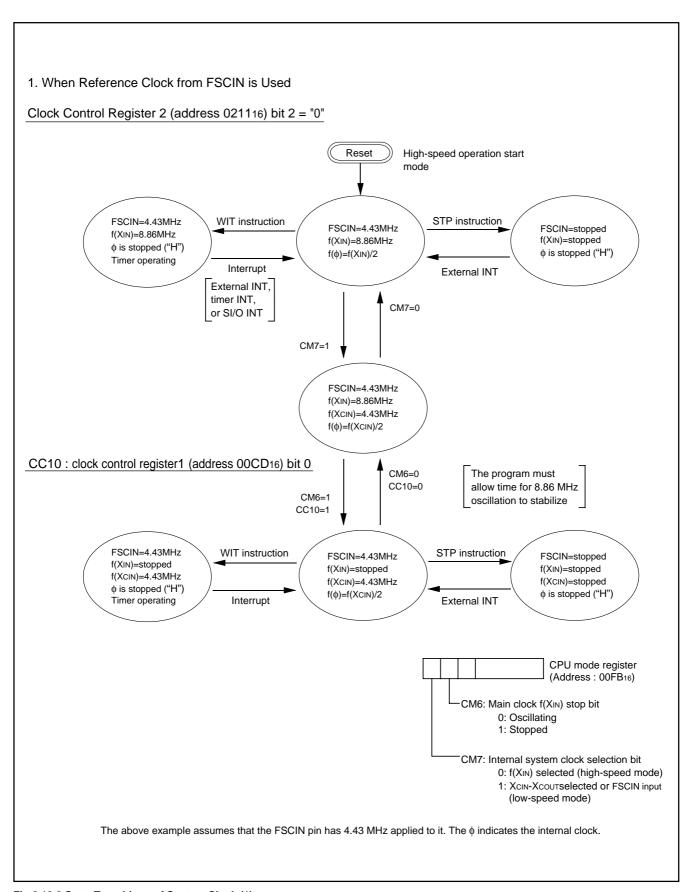


Fig.8.13.8 State Transitions of System Clock (1)

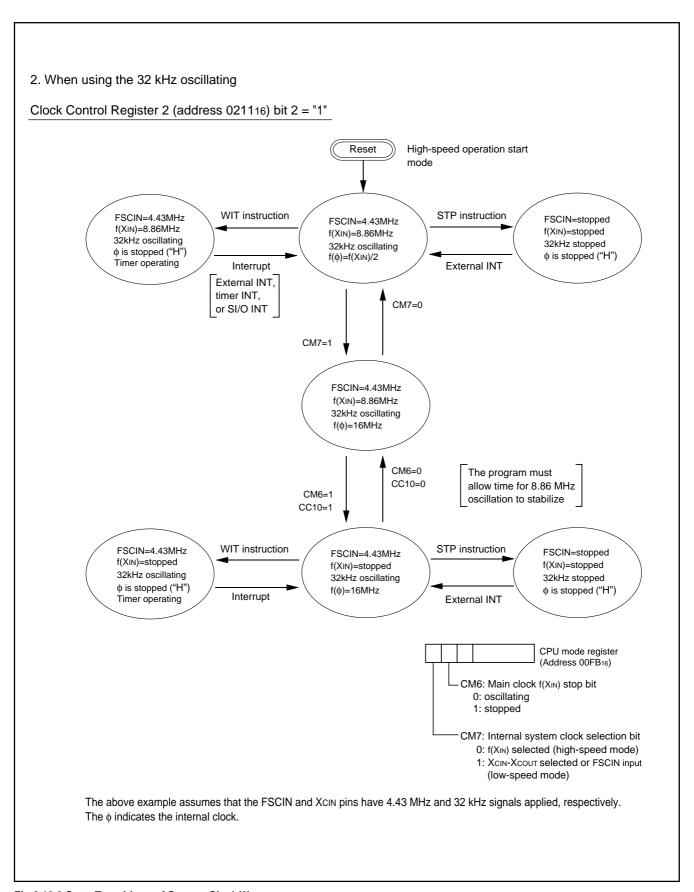


Fig.8.13.9 State Transitions of System Clock(2)

8.14 AUTO-CLEAR CIRCUIT

When a power source is supplied, the auto-clear function will operate by connecting the following circuit to the $\overline{\text{RESET}}$ pin.

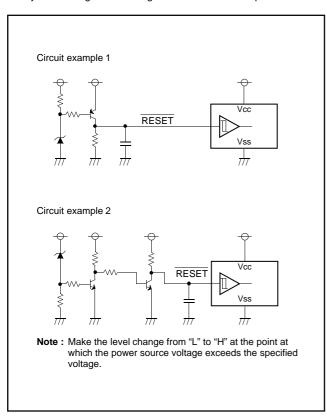


Fig.8.14.1 Auto-clear Circuit Example

8.15 ADDRESSING MODE

The memory access is reinforced with 17 kinds of addressing modes. Refer to SERIES 740 <Software> User's Manual for details.

8.16 MACHINE INSTRUCTIONS

There are 71 machine instructions. Refer to SERIES 740 <Software> User's Manual for details.

9. TECHNICAL NOTES

- The divide ratio of the timer is 1/(n+1).
- Even though the BBC and BBS instructions are executed immediately after the interrupt request bits are modified (by the program), those instructions are only valid for the contents before the modification. At least one instruction cycle is needed (such as an NOP) between the modification of the interrupt request bits and the execution of the BBC and BBS instructions.
- After the ADC and SBC instructions are executed (in the decimal mode), one instruction cycle (such as an NOP) is needed before the SEC, CLC, or CLD instruction is executed.
- An NOP instruction is needed immediately after the execution of a PLP instruction.
- In order to avoid noise and latch-up, connect a bypass capacitor (≈ 0.1μF) directly between the Vcc pin–Vss pin and the Vcc pin– CNVss pin, using a thick wire.
- Characteristic value, margin of operation, etc. of versions with built-in EPROM and built-in mask ROM may differ from each other within the limits of the electrical characteristics in terms of manufacturing process, built-in ROM, difference of a layout pattern, etc.

Carry out and check an examination equivalent to the system evaluation examination carried out on the EPROM version when replacing it with the Mask ROM version.

10. ABSOLUTE MAXIMUM RATINGS

Symbol		Parametear	Conditions	Ratings	Unit
Vcc	Power source voltage	Vcc		-0.3 to 6	V
Vı	Input voltage	CNVss	All voltages are based	-0.3 to 6	V
Vı	Input voltage	P00-P07, P10-P16, P20-P27,P30,	on Vss.	-0.3-Vcc + 0.3	V
		P31, P35–P37, P50, P51, RESET, FSCIN	Output transistors are		
Vo	Output voltage	P00-P07, P10-P16, P20-P27,	cut off.	-0.3-Vcc + 0.3	V
		P30, P31, P52-P55			
Іон	Circuit current	P10-P16, P20-P27, P30, P31,		0 to 1 (See note 1)	mA
		P52–P55,			
IOL1	Circuit current	P00-P07, P10, P15, P16, P20-P23		0 to 2 (See note 2)	mA
		P52–P55,			
IOL2	Circuit current	P11–P14, P30, P31		0 to 6 (See note 2)	mA
IOL4	Circuit current	P24-P27		0 to 10 (See note 3)	mA
Pd	Power dissipation	on	Ta = 25 °C	550	mW
Topr	Operating temp	erature		-10 to 70	°C
Tstg	Storage temper	ature		-40 to 125	°C

11. RECOMMENDED OPERATING CONDITIONS (Ta = -10 °C to 70 °C, Vcc = 5 V ± 10 %, unless otherwise noted)

Comple ed		Demonstration		Limits		Unit
Symbol	Parametear		Min.	Тур.	Max.	Unit
Vcc	Power source voltage (See note	4)	4.5	5.0	5.5	V
Vss	Power source voltage		0	0	0	V
VIH1	HIGH Input voltage	P00-P07, P10-P16, P20-P27, P30, P31, P35-P37, P50, P51, RESET	0.8Vcc		Vcc	V
VIH2	HIGH Input voltage	SCL1, SCL2, SCL3, SDA1, SDA2 , SDA3 (When using I ² C-BUS)	0.7Vcc		Vcc	V
VIL1	LOW Input voltage	P00-P07, P10-P16, P20-P27, P30, P31, P35-P37	0		0.4Vcc	V
VIL2	LOW Input voltage	SCL1, SCL2, SCL3, SDA1, SDA2, SDA3 (When using I ² C-BUS)	0		0.3Vcc	V
VIL3	LOW Input voltage (See note 6)	P50, P51, RESET, TIM2, TIM3, INT1, INT2, INT3, SIN, SCLK	0		0.2Vcc	V
Іон	HIGH average output current (See note1)	P10-P16, P20-P27, P30, P31, P52-P55			1	mA
lo _L 1	HIGH average output current (See note2)	P00-P07, P10, P15, P16, P20-P23, P52-P55			2	mA
lol2	LOW average output current (See note 2)	P11-P14, P30, P31			6	mA
IOL3	LOW average output current (See note 3)	P24-P27			10	mA
f(XCIN)	Oscillation frequency (for sub-clock operation)	XCIN	29	32	35	kHz
fhs1	Input frequency	TIM2, TIM3, INT1, INT2, INT3			100	kHz
fhs2	Input frequency	SCLK			1	MHz
fhs3	Input frequency	SCL1, SCL2			400	kHz
fhs4	Input frequency	Horizontal sync. signal of video signal	15.262	15.734	16.206	kHz
FSCIN	Oscillation reference frequency		_	4.43	_	MHz
V(FSCIN)	Input ampliude		_	1.0V	_	V

12. ELECTRIC CHARACTERISTICS (Vcc = 5 V ± 10 %, Vss = 0 V, f(XIN) = 8.86 MHz, Ta = -10 °C to 70 °C, unless otherwise noted)

Symbol	Parametear		Toot oo	nditions		Limits		Unit	Test
Symbol	i arametear		Test co	nunions	Min.	Тур.	Max.	Orin	circuit
			Vcc = 5.5V,	OSD OFF		15	30	mA	
			f(XIN) = 8.86MHz	OSD ON		30	45		
		System operation	VCC = 5.5V, f(XI f(XCIN) = 32kHz OSD OFF,	, ,		60	200	μА	-
Icc	Power source current			ipation mode set					1
100	Tower searce carrent	Wait mode	•	cin) = 4.43 MHz		1	2	mA	-
		Wait mode	VCC = 5.5 V, f(X)			25	100	μΑ	1
			f(XCIN) = 32 kHz	z, ipation mode set				,	
		Stop mode	VCC = 5.5V, f(XIN) = 0, f(XCIN) = 0			1	10		
Voн		, P20–P27, , P52–P55,	VCC = 4.5 V IOH = -0.5 mA		2.4			V	2
VoL	LOW output voltage P00–P07 P15, P16 P52–P55	, P20–P23,	VCC = 4.5 V IOL = 0.5 mA				0.4	V	
	LOW output voltage P24- P2	7	VCC = 4.5 V IOL = 10.0 mA				3.0		
	LOW output voltage P11-P14	, P30, P32	Vcc = 4.5 V	IOL = 3 mA			0.4	1	
				IOL = 6 mA			0.6	•	
VT+ -VT-	Hysteresis (See note 6) RESET, P50, P51, INT1, INT2 INT3, TIM2, TIM3, Sin, ScLk, SCL2, SCL3, SDA1, SDA2, S	SCL1,	Vcc = 5.0 V			0.5	1.3	V	3
lizh	HIGH input leak current P00–P07, P10–P16, P20–P27, P30, P31,P35–P37, RESET, P		Vcc = 5.5 V VI = 5.5 V				5	μΑ	4
lızı	LOW input leak current P00–P07, P10–P16, P20–P27, P35–P37, P50, P51, RESET	P30, P31,	VCC = 5.5 V VI = 0 V				5	μΑ	4
RBS	I ² C-BUS • BUS switch connection (between SCL1 and SCL2, SDA		VCC = 4.5 V				130	Ω	5

Notes 1: The total current that flows out of the IC must be 20 mA or less.

- 2: The total input current to IC (IOL1 + IOL2) must be 30 mA or less.
- 3: The total average input current for ports P24–P27 and AVcc–Vss to IC must be 20 mA or less.
- 4: Connect 0.1 μ F or more capacitor externally between the power source pins Vcc–Vss so as to reduce power source noise. Also connect 0.1 μ F or more capacitor externally between the pins Vcc–CNVss.
- 5: P06, P07, P16, P23, P24, P25 have hysteresis when used as interrupt input pins or timer input pins. P11–P14, P30, P31 have hysteresis when used as multi-master I²C-BUS interface ports. P20–P22 have hysteresis when used as serial I/O pins.
- 6: Pin names in each parameter are described as below.
 - (1) Dedicated pins: dedicated pin names.
 - (2) Double-/triple-function ports
 - Same limits: I/O port name.
 - Functions other than ports vary from I/O port limits : function pin name.

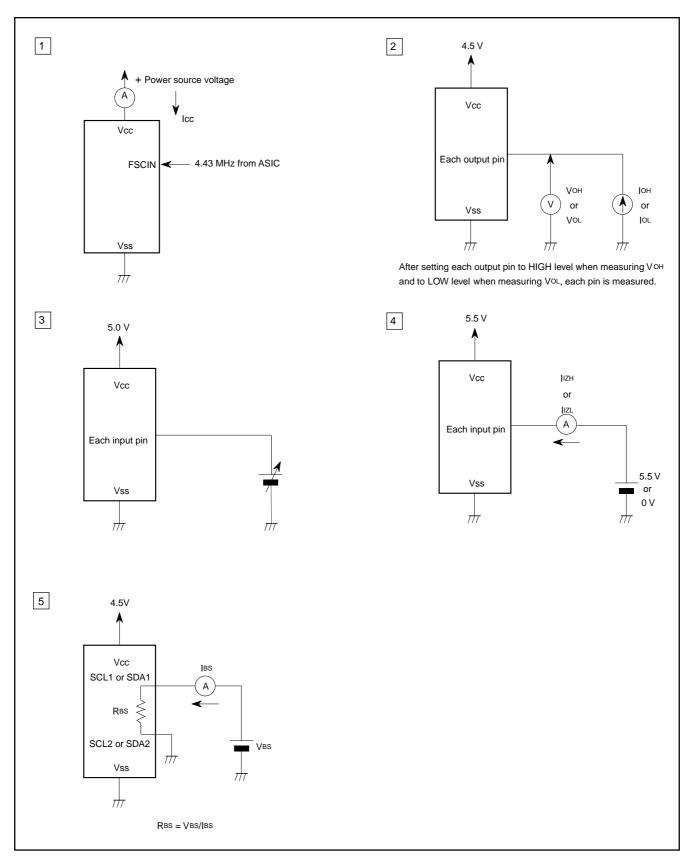


Fig.12.1 Measurement Circuits

13. A-D CONVERTER CHARACTERISTICS

(Vcc = 5 V \pm 10 %, Vss = 0 V, f(XIN) = 8.86MHz, Ta = -10 °C to 70 °C, unless otherwise noted)

Cumbal	Doromotor	Toot conditions		Unit		
Symbol	Parameter	Test conditions	Min. Typ.		Max.	Unit
_	Resolution				7	bits
_	Non-linearity error				±1.5	LSB
_	Differencial non-linearity error				±0.9	LSB
V ₀ T	Zero transition error	IOL (SUM) = 0 mA			2	LSB
VFST	Full-scale transition error				-2	LSB

14. MULTI-MASTER I²C-BUS BUS LINE CHARACTERISTICS

Cumbal	Parameter	Standard of	lock mode	High-speed	clock mode	Unit
Symbol	Parameter	Min.	Max.	Min.	Max.	Onit
tBUF	Bus free time	4.7		1.3		μs
tHD; STA	Hold time for START condition	4.0		0.6		μs
tLOW	LOW period of SCL clock	4.7		1.3		μs
tR	Rising time of both SCL and SDA signals		1000	20+0.1Cb	300	ns
tHD; DAT	Data hold time	0		0	0.9	μs
tHIGH	HIGH period of SCL clock	4.0		0.6		μs
tF	Falling time of both SCL and SDA signals		300	20+0.1Cb	300	ns
tsu; dat	Data set-up time	250		100		ns
tsu; sta	Set-up time for repeated START condition	4.7		0.6		μs
tsu; sto	Set-up time for STOP condition	4.0		0.6		μs

Note: Cb = total capacitance of 1 bus line

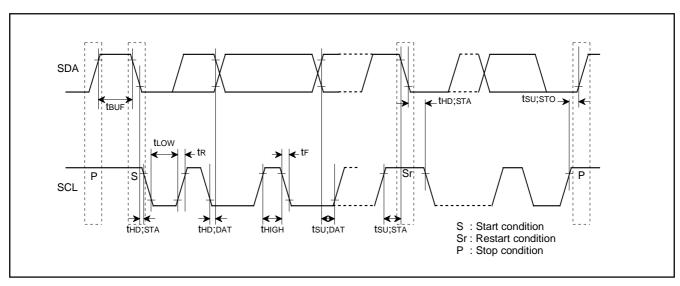


Fig.14.1 Definition Diagram of Timing on Multi-master I²C-BUS

15. PROM PROGRAMMING METHOD

The built-in PROM of the One Time PROM version (blank) and the built-in EPROM version can be read or programmed with a general-purpose PROM programmer using a special programming adapter.

Product	Name of Programming Adapter
M37160EFSP	PCA7450SP
M37160EFFP	PCA7450FP

The PROM of the One Time PROM version (blank) is not tested or screened in the assembly process nor any following processes. To ensure proper operation after programming, the procedure shown in Figure 15.1 is recommended to verify programming.

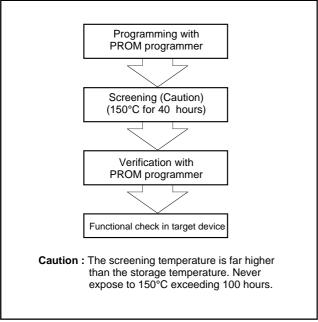


Fig. 15.1 Programming and Testing of One Time PROM Version

16. DATA REQUIRED FOR MASK ORDERS

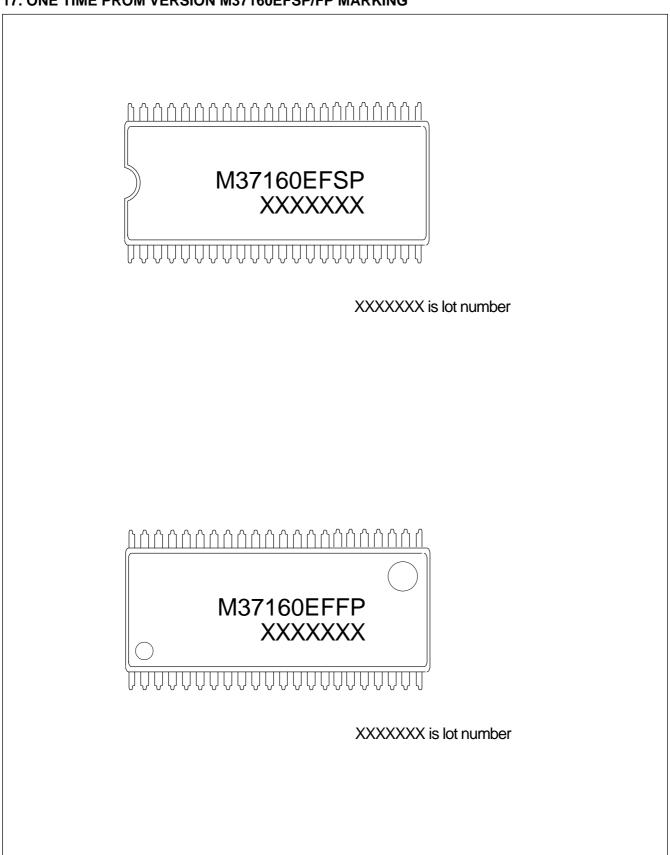
The following are necessary when ordering a mask ROM production:

- Mask ROM Order Confirmation Form
- Mark Specification Form
- Data to be written to ROM, in EPROM form (three identical copies) or FDK

When using EPROM:

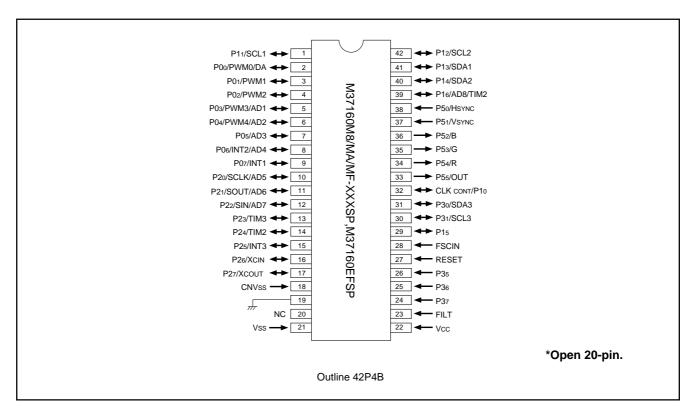
Three sets of 32-pin DIP Type 27C101

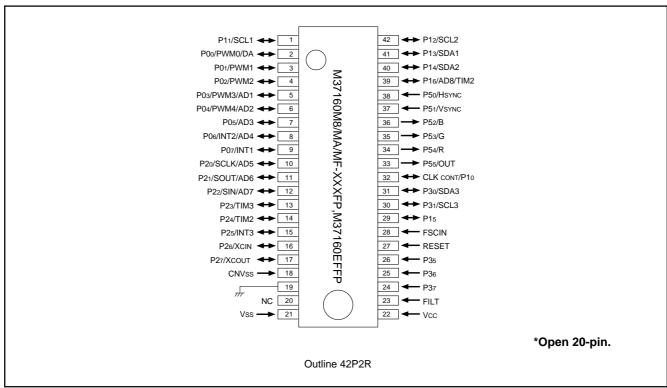
17. ONE TIME PROM VERSION M37160EFSP/FP MARKING



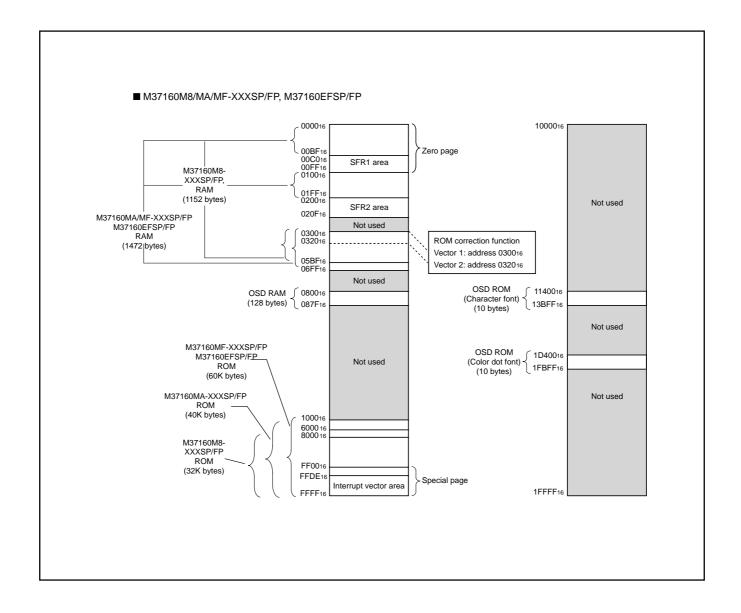
18. APPENDIX

Pin Configuration (TOP VIEW)





Memory Map



Memory Map of Special Function Register (SFR)

■ SF	FR1 Area (addresses C0 ₁₆ to I	OF16)														
		<bit allocation=""> <s< td=""><td colspan="6">State immediately after reset></td></s<></bit>						State immediately after reset>								
		Г	٦:٦						_	0 : "0" immediately after reset						
		Na	== ; }	Func	tion I	oit				1 : "1" immediately after reset						
		Ī	_ : N	lo fun	ction	bit			_							
			_	ix this					L	? : Indeterminate immediately after reset						
				do not												
		•	_	ix this												
			(0	do not		-										
Addres	ss Register	b7		В	it allo	catio	on		b0	State immediately after reset b7						
C016	Port P0(P0)									?						
C116	Port P0 direction register (D0)									0016						
C216	Port P1(P1)	0								? ? 0 ? ? ? ?						
C316	Port P1 direction register (D1)	0								0 0 1 0 0 0 0						
C416	Port P2(P2)									?						
C516	Port P2 direction register (D2)	D07	Doo	Dos		ı		D04	l Boo	0016						
C616	Port P3(P3)	P37	P36	P35		BSEL21	BSEL20		P30 P30D	? ? ? 0 0 0 ?						
C716	Port P3 direction register (D3)	T2SC	T3SC	0	0	0	0	0	0	00 ₁₆						
C816 C916		0	0	1	1	1	1	1	1	?						
C916 CA16	Port P5(P5)	0	0				•	0	0	?						
CB16	OSD port control register (PF)	0	0	PF5	PF4	PF3	PF2	0	0	0 ? 0 0 0 0 0						
CC16	Timer return set register (TMS)	TMS	0	1	0	0	0	0	0	0016						
CD16	Clock control register 1 (CC1)	0	0	0	0	0	0	0	CC10	0016						
CE16										?						
CF16										?						
D016	OSD control register (OC)	OC7	0	0	1	1	OC2		\vdash	0016						
D116	Horizontal position register (HP)		HP6	HP5	HP4	HP3	HP2	HP1	HP0	0016						
D216	Block control register 1(BC1)	BC17	BC16	l .	BC14		BC12		BC10	?						
D316	Block control register 2(BC2)	BC27	BC26 VP16	.	BC24 VP14			BC21	BC20 VP10	?						
D416	Vertical position register 1(VP1)			-	VP14 VP24	VP13		-		?						
D516	Vertical position register 2(VP2) Window register 1(WN1)	VP27 WN17	VP26 WN16	VP25 WN15		WN13	VP22 WN12		VP20 WN10							
D616 D716	Window register 2(WN2)		WN26	ļ	-	WN23		WN21	-	· · · · · · · · · · · · · · · · · · ·						
D816	I/O polarity control register (PC)	0	PC6	PC5	0	PC3	PC2		PC0	4016						
D916	Raster color register (RC)	RC7	0	0	0	RC3	RC2			0016						
DA16	Color dot OSD control register (CDT)							CDT1	\vdash	?						
DB16	OSD control register 2(OC2)	0	0	0			0	OC21	OC20	0 0 0 ? 0 0 0						
DC16	Interrupt input polarity control register (RE)						INT3	INT2	INT1	0016						
DD16					00)16				0016						
DE16					00)16				0016						

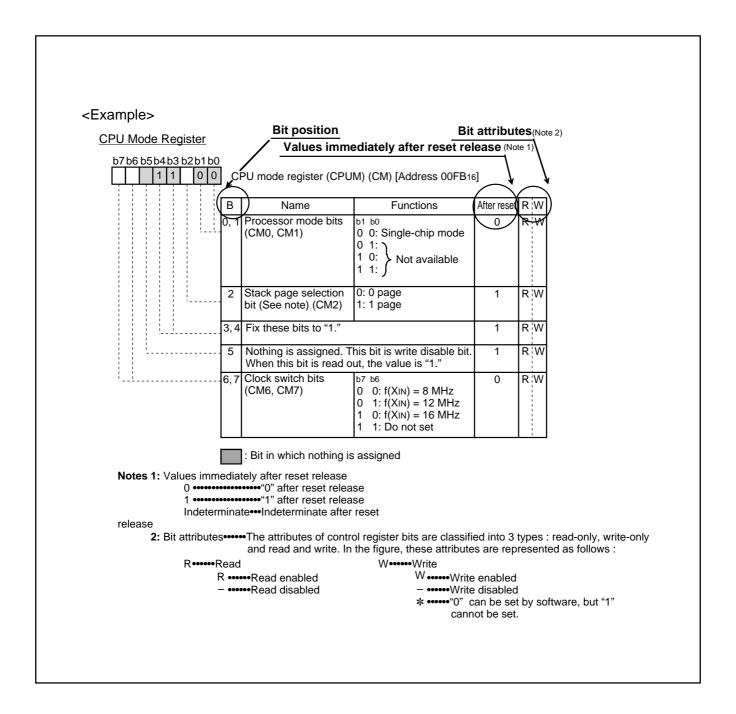
■ SFR1 Area (addresses E0	16 to FF16)	
	<bit allocation=""></bit>	<state after="" immediately="" reset=""></state>
	: Function bit	0 : "0" immediately after reset 1 : "1" immediately after reset
	: No function bit	? : Indeterminate immediately
	0 : Fix this bit to "0"	after reset
	(do not write "1")	
	1 : Fix this bit to "1" (do not write "0")	
Address Register	Bit allocation	State immediately after reset
		b7 b
E016 E116		?
E216		?
E316		?
E416		?
E516		?
E6 ₁₆		?
E7 ₁₆		?
E816		?
E916		?
EA ₁₆ Serial I/O register (SIO)		?
EB ₁₆ Serial I/O mode register (SM)	0 SM6 SM5 0 SM3 SM2 SM1 SM0	0016
EC ₁₆ A-D control register 1 (AD1)	ADC14 ADC12 ADC11 ADC10	0 0 0 ? 0 0 0 0
ED ₁₆ A-D control register 2 (AD2)	ADC26 ADC25 ADC24 ADC23 ADC22 ADC21 ADC20	0016
EE ₁₆ Timer 5 (T5)		0716
EF16 Timer 6 (T6)		FF16
F016 Timer 1 (T1)		FF16
F1 ₁₆ Timer 2 (T2)		0716 FF16
F2 ₁₆ Timer 3 (T3) F3 ₁₆ Timer 4 (T4)		0716
F416 Timer mode register 1 (TM1)	TM17 TM16 TM15 TM14 TM13 TM12 TM11 TM10	
F516 Timer mode register 2 (TM2)	TM27 TM26 TM25 TM24 TM23 TM22 TM21 TM20	0016
F616 I ² C data shift register (S0)	D7 D6 D5 D4 D3 D2 D1 D0	?
F716 I ² C address register (S0D)	SAD6 SAD5 SAD4 SAD3 SAD2 SAD1 SAD0 RBW	0016
F816 I ² C status register (S1)	MST TRX BB PIN AL AAS ADO LRB	0 0 0 1 0 0 0 ?
F916 I ² C control register (S1D)	BSEL1 BSEL0 10BIT ALS ESO BC2 BC1 BC0	0016
FA ₁₆ I ² C clock control register (S2)	ACK ACK FAST CCR4 CCR3 CCR2 CCR1 CCR0	0016
FB ₁₆ CPU mode register (CPUM)	CM7 CM6 CM5 1 1 CM2 0 0	3C ₁₆
FC ₁₆ Interrupt request register 1 (IREQ1)	IN3R VSCR OSDR TM4R TM3R TM2R TM1R	0016
FD ₁₆ Interrupt request register 2 (IREQ2)		0016
FE ₁₆ Interrupt control register 1 (ICON1)	IN3E VSCE OSDE TM4E TM3E TM2E TM1E	0016
FF ₁₆ Interrupt control register 2 (ICON2)	TM56C TM56E IICE IN2E CKE S1E 0 IN1E	0016

■SFR2 Ar	ea (addresses 20016 to	20)F16	s)													
		<bit< td=""><td>alloc</td><td>ation</td><td>1></td><td></td><td></td><td></td><td></td><td><sta< td=""><td>ate i</td><td>mme</td><td>ediate</td><td>ely a</td><td>fter r</td><td>eset</td><td>></td></sta<></td></bit<>	alloc	ation	1>					<sta< td=""><td>ate i</td><td>mme</td><td>ediate</td><td>ely a</td><td>fter r</td><td>eset</td><td>></td></sta<>	ate i	mme	ediate	ely a	fter r	eset	>
		<u> </u>								0	: "0)" imı	medi	ately	afte	r res	set
		Name	} F	unct	on b	oit											
										1	: "1	" imi	medi	ately	afte	r res	set
			No	func	tion l	oit				?	: Ir	ndete	rmin	ate i	imme	diat	ely
		0	Fix	this	bit to	"0"					а	fter r	eset				
			(do	not	write	"1")											
		1	Fix	this	bit to	"1"											
			(do	not	write	"0")											
Address	Register			D	it allo	acati	on				Sta	ta im	madi	اعنواد	afteı	r raci	Δŧ
Address	Register	b7			il aii	Juan	OH		b0	b7	Ota	ile iiii			anto	103	b b
	register (PWM0)													?			
	register (PWM1)													?			
	register (PWM2)													?			
	register (PWM3)											?					
	register (PWM4)				0.0									?			
20516	original (DALI)				00	16								?			
20616 DA-H r				_	1	I	I								_	_	Τ.
20716 DA-L re	egister (DAL) node register 1 (PM1)				PM14	PM13			PM10	0	0	?	?	?	?	?	?
	node register 2 (PM2)	0	0	PM25		PM23	PM22	PM21	PM20	?	?	?	0	0 0 ₁₆	?	?	0
	orrection address 1 (high-order)	U	U	FIVIZS	FIVIZ4	FIVIZS	FIVIZZ	FIVIZI	FIVIZU				_	016 016			
	orrection address 1 (low-order)							-						O16			
	orrection address 2 (high-order)													O16			
	orrection address 2 (low-order)													O16			
	orrection enable register (RCR)																
20F ₁₆	, ,	?															
210 ₁₆ Clock f	requency set register (CFS)	0	0	0	0	1	0	1	1	0	0	0	0	1	1	1	0
	control register 2(CC2)	0	0	0	0	1	CC22	0	0				00) 16			
	control register 3(CC3)	CC37 0 CC35 0 0 0 0 0 0 0 0 0016															
	gister	0 0 0 0 0 0 0 0 0															

	<bit allocation=""></bit>	<state after="" immediately="" reset=""></state>
	: Function bit	0 : "0" immediately after reset
	: No function bit	1 : "1" immediately after reset ? : Indeterminate immediately
	O: Fix to this bit to "0" (do not write to "1")	after reset
	1: Fix to this bit to "1" (do not write to "0")	
Register	Bit allocation b0	tate immediately after reset b0
Processor status register (PS) Program counter (PCL)	N V T B D I Z C	? ? ? ? ? 1 Contents of address FFFF16 Contents of address FFFE16

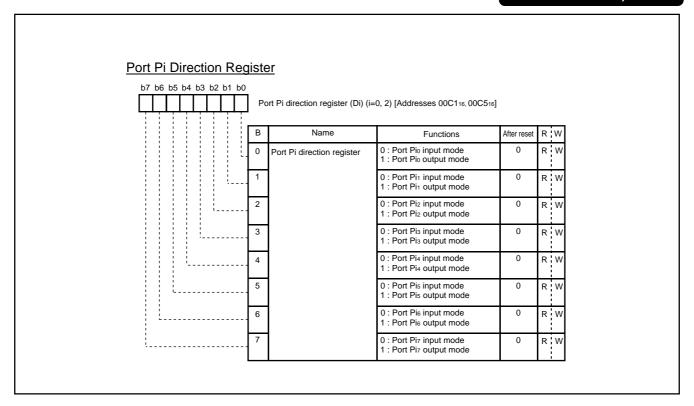
Structure of Register

The figure of each register structure describes its functions, contents at reset, and attributes as follows:

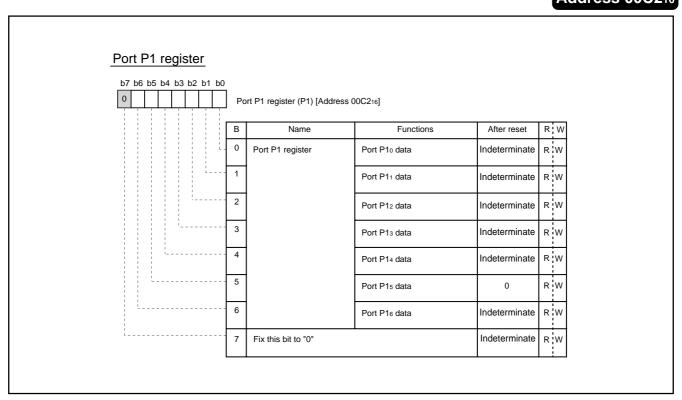


17. Appendix

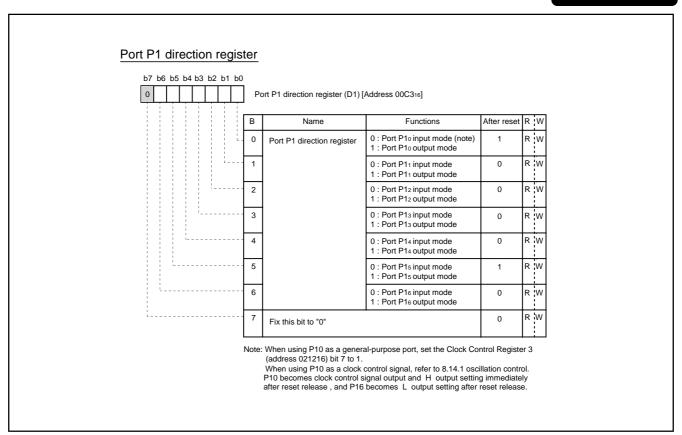
Address 00C116, 00C516



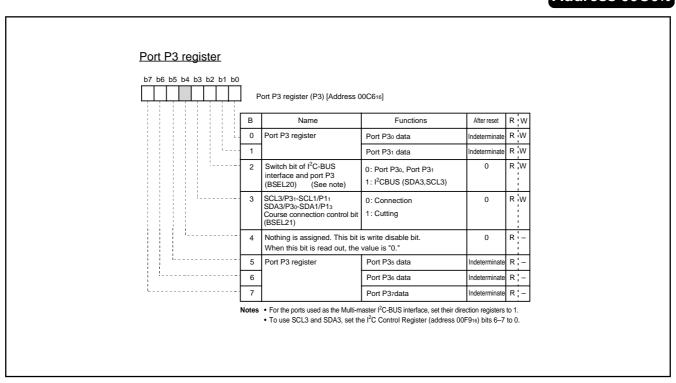
Address 00C2₁₆



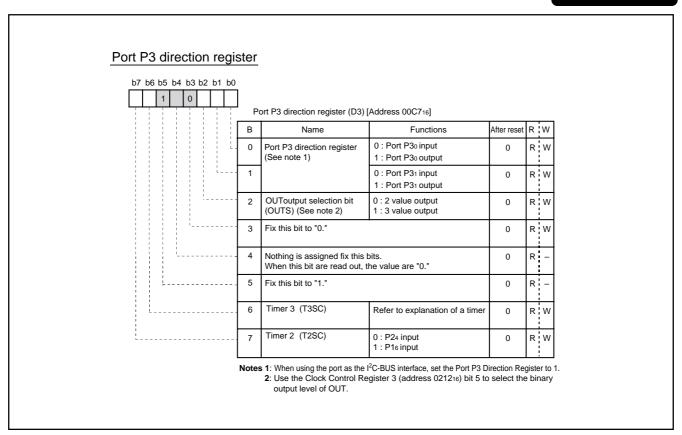
Address 00C3₁₆



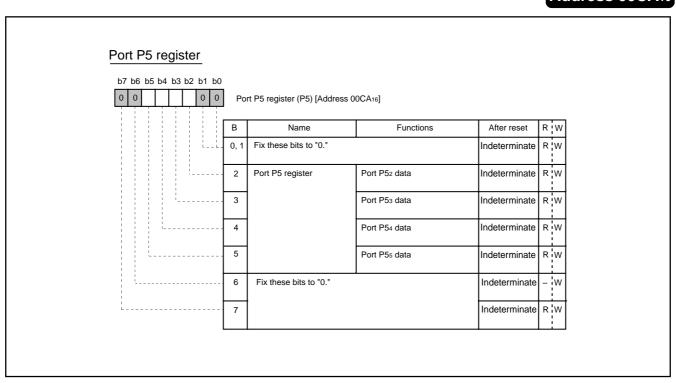
Address 00C6₁₆



Address 00C7₁₆



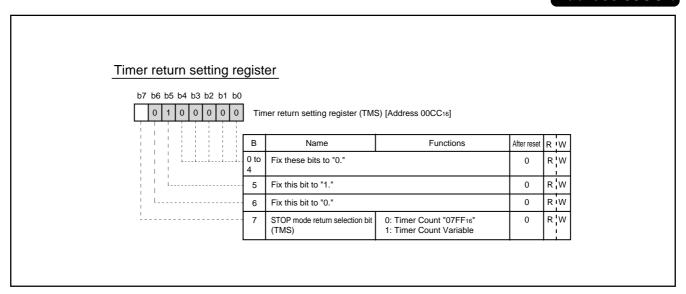
Address 00CA₁₆



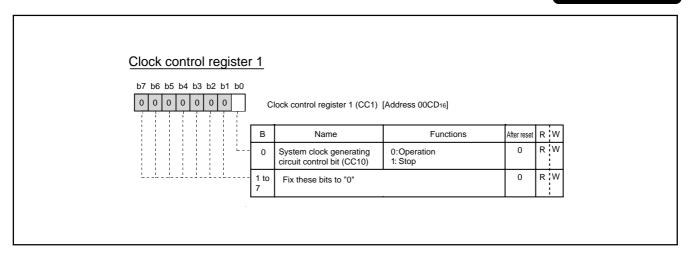
Address 00CB₁₆

OSD Port Control R b7 b6 b5 b4 b3 b2 b1 b0)	ter SD port control register (PF) [Address 00CB16]			
	В	Name	Functions	After reset	R W	
	0, 1	Fix these bits to "0."	•	0	R —	
	2	Port P52 output signal selection bit (PF2)	0 : B signal output 1 : Port P52 output	0	R W	
	3	Port P5 ₃ output signal selection bit (PF3)	0 : G signal output 1 : Port P5 ₃ output	0	R W	
	4	Port P54 output signal selection bit (PF4)	0 : R signal output 1 : Port P54 output	0	R W	
	- 5	Port P5s output signal selection bit (PF5)	0 : OUT signal output 1 : Port P5₅ output	0	R W	
ļ	- 6	Fix these bit to "0."	•	Indeterminate	w	
ļ	7			0	R W	1

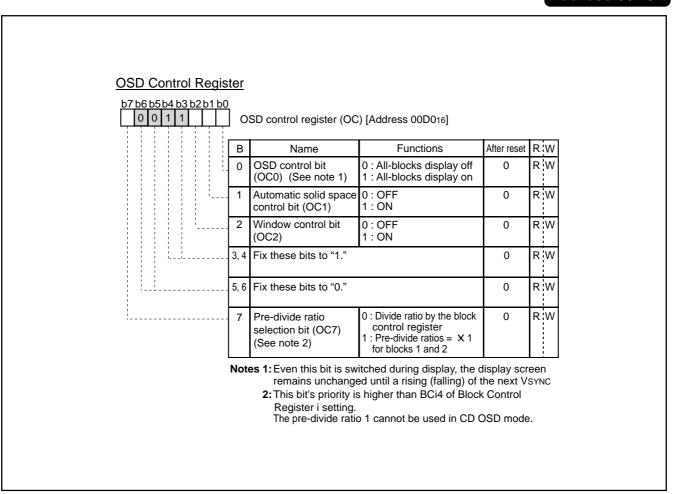
Address 00CC₁₆



Address 00CD₁₆



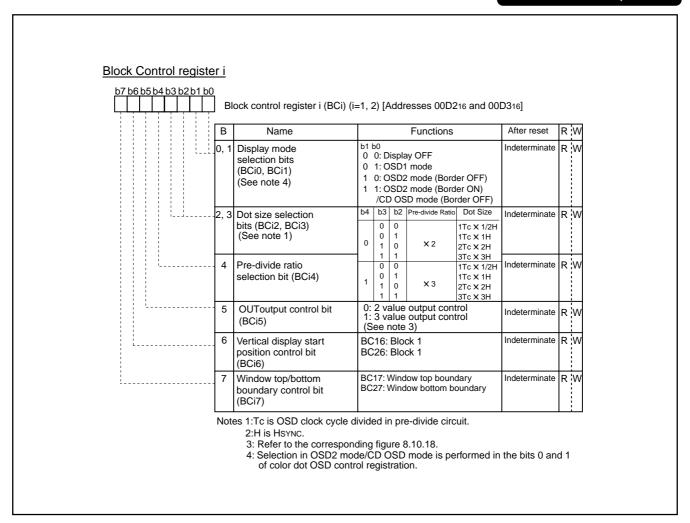
Address 00D0₁₆



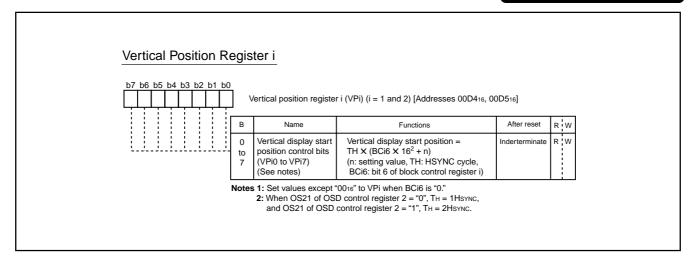
Address 00D1₁₆

Horizontal Position R	egi	<u>ster</u>			
b7 b6 b5 b4 b3 b2 b1 b0	Н	orizontal position register	(HP) [Address 00D116]		
	В	Name	Functions	After reset	R W
	0 to 6	Horizontal display start position control bits (HP0 to HP6)	Horizontal display start position 4Tosc X n (n: setting value, Tosc: OSD oscillation cycle)		RW
	7	Nothing is assigned. This When this bit is read out	0	R —	
Ī	Note	e: The setting value synch	nronizes with the V SYNC.		

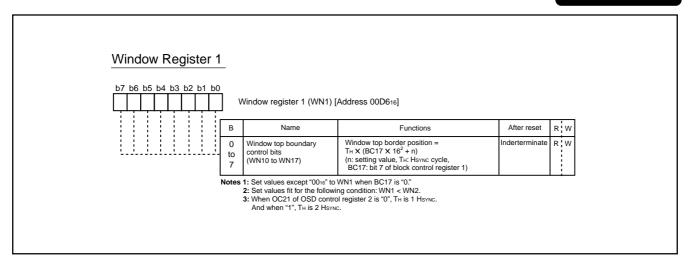
Address 00D216, 00D316



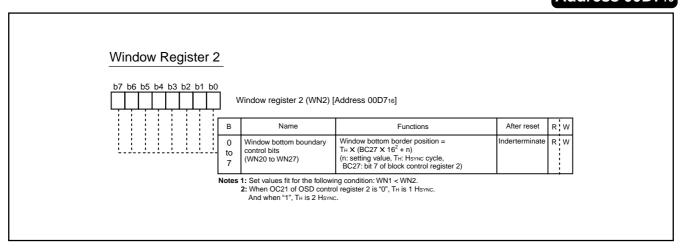
Address 00D416, 00D516



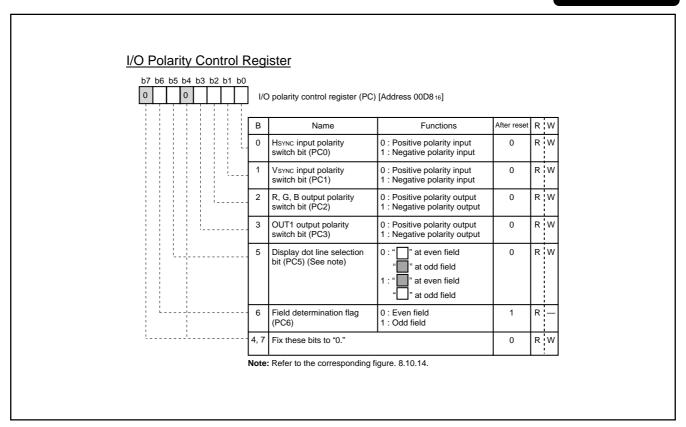
Address 00D6₁₆



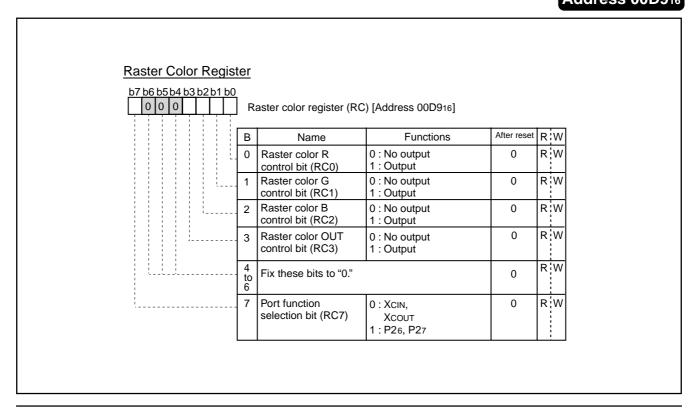
Address 00D7₁₆



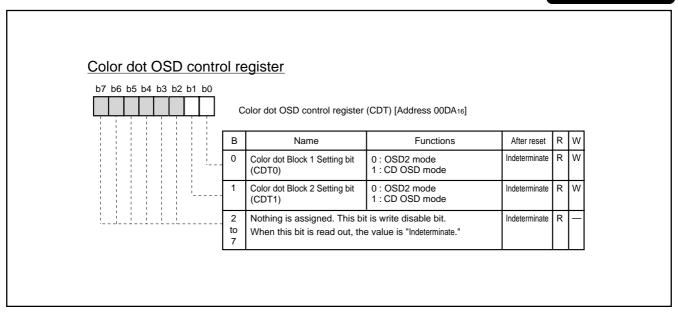
Address 00D8₁₆



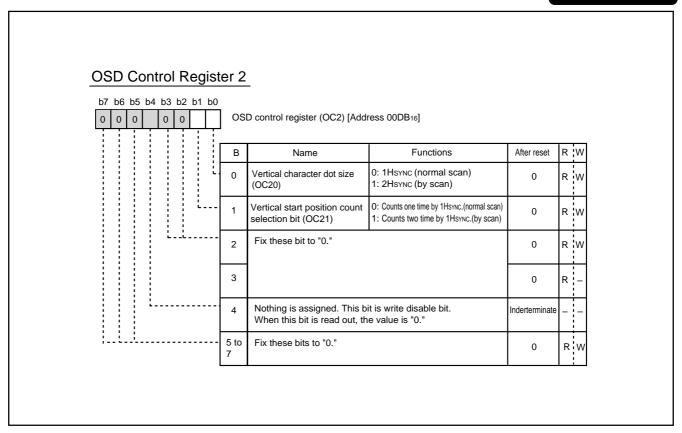
Address 00D9₁₆



Address 00DA₁₆



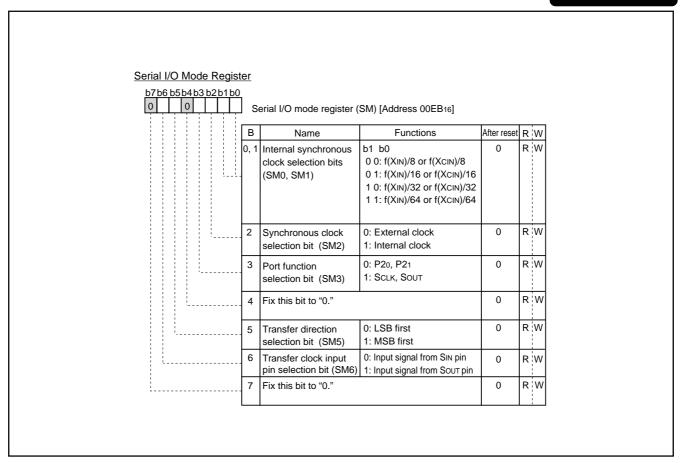
Address 00DB₁₆



Address 00DC₁₆

Interrupt Input Polar)]	Register terrupt input polarity register	(RE) [Address 00DC 16]		
	В	Name	Functions	After reset	R W
	0	INT1 polarity switch bit (INT1)	0 : Positive polarity 1 : Negative polarity	0	R W
	1	INT2 polarity switch bit (INT2)	0 : Positive polarity 1 : Negative polarity	0	R W
	2	INT3 polarity switch bit (INT3)	0 : Positive polarity 1 : Negative polarity	0	R W
	3 to 7	Nothing is assigned. These When these bits are read o		0	R —

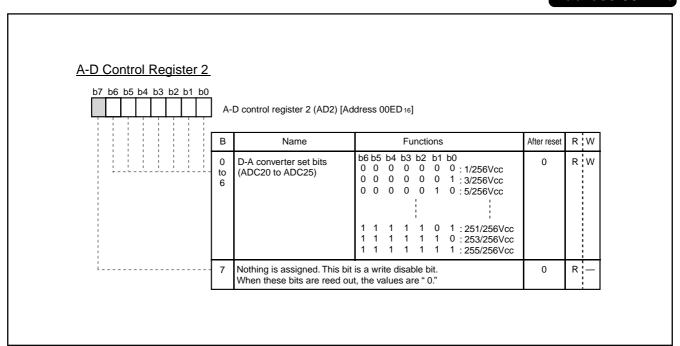
Address 00EB₁₆



Address 00EC₁₆

A-D Control Register	1				
b7 b6 b5 b4 b3 b2 b1 b0	A-	D control register 1 (AD1)	[Address 00EC ₁₆]		
	В	Name	Functions	After reset	R W
	0 to 2	Analog input pin selection bits (ADC10 to ADC12)	b2 b1 b0 0 0 0: AD1 0 0 1: AD2 0 1 0: AD3 0 1 1: AD4 1 0 0: AD5 1 0 1: AD6 1 1 0: AD7 1 1 1: AD8	0	R W
	3	This bit is a write disable bit. When this bit is read out, the	value is "0."	0	R —
	4	Storage bit of comparison result (ADC14)	0: Input voltage < reference voltage 1: Input voltage > reference voltage	Indeterminate	R —
1	5 to 7	Nothing is assigned. These bits are read out,		0	R —

Address 00ED₁₆

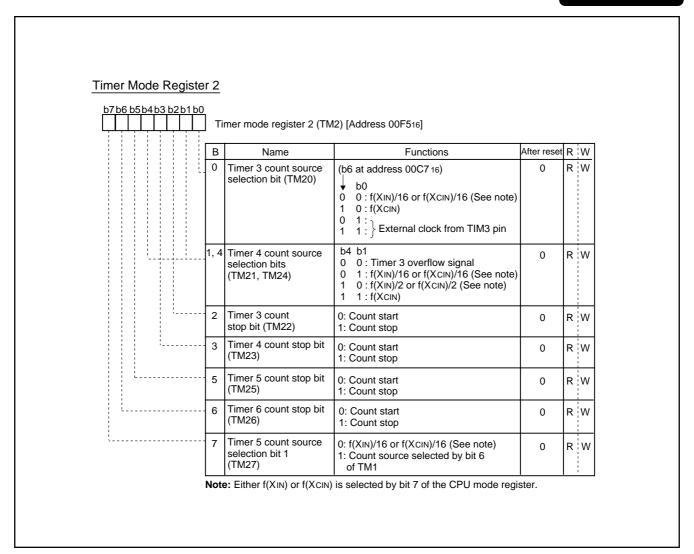


Address 00F4₁₆

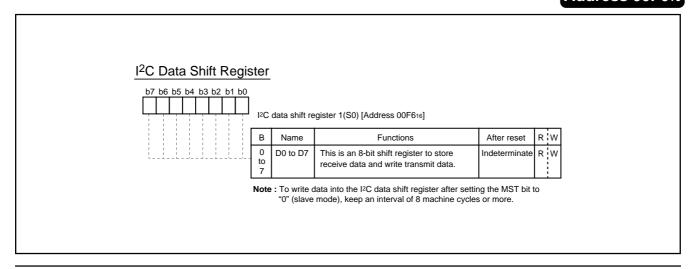
Timer Mode Registe	<u>r 1</u>					
b7 b6 b5 b4 b3 b2 b1 b0	Ti	mer mode register 1 (TM	1) [Address 00F4 16]			
	В	Name	Functions	After reset	R	W
	0	Timer 1 count source selection bit 1 (TM10)	0: f(XIN)/16 or f(XCIN)/16 (See note) 1: Count source selected by bit 5 of TM1	0	R	W
	1	Timer 2 count source selection bit 1 (TM11)	0: Count source selected by bit 4 of TM1 1: External clock from TIM2 pin	0	R	W
	2	Timer 1 count stop bit (TM12)	0: Count start 1: Count stop	0	R	W
	3	Timer 2 count stop bit (TM13)	0: Count start 1: Count stop	0	R	W
	4	Timer 2 count source selection bit 2 (TM14)	0: f(XIN)/16 or f(XCIN)/16 (See note) 1: Timer 1 overflow	0	R	W
	5	Timer 1 count source selection bit 2 (TM15)	0: f(XIN)/4096 or f(XCIN)/4096 (See note) 1: External clock from TIM2 pin	0	R	W
	6	Timer 5 count source selection bit 2 (TM16)	0: Timer 2 overflow 1: Timer 4 overflow	0	R	W
	7	Timer 6 internal count source selection bit (TM17)	0: f(XIN)/16 or f(XCIN)/16 (See note) 1: Timer 5 overflow	0	R	W

Note: Either f(XIN) or f(XCIN) is selected by bit 7 of the CPU mode register.

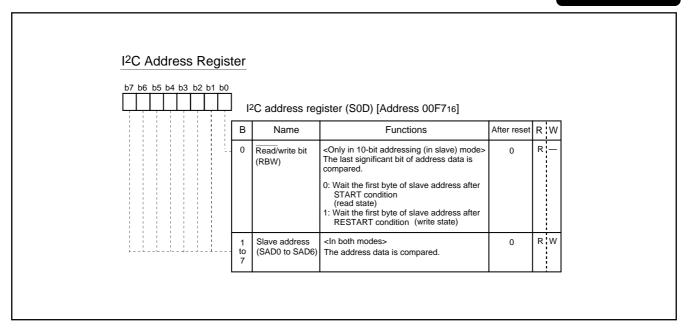
Address 00F5₁₆



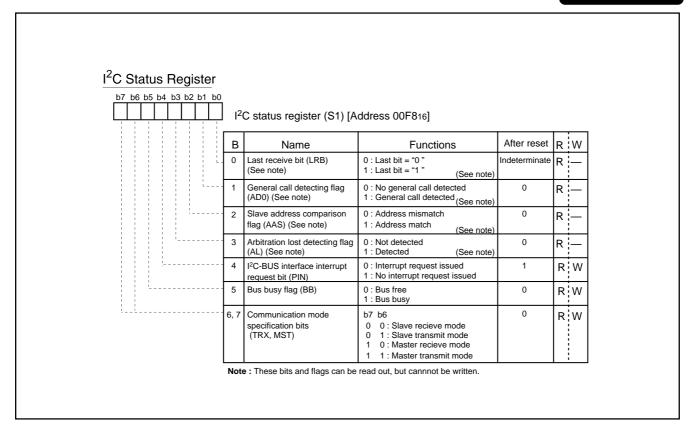
Address 00F6₁₆



Address 00F7₁₆



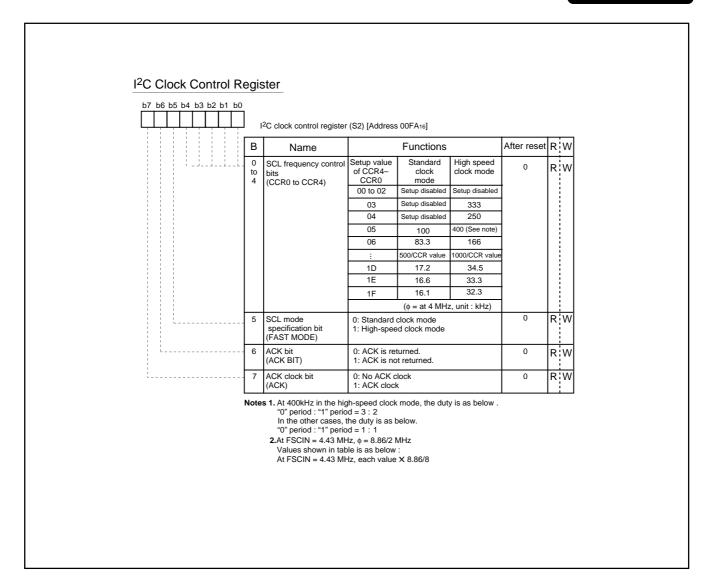
Address 00F8₁₆



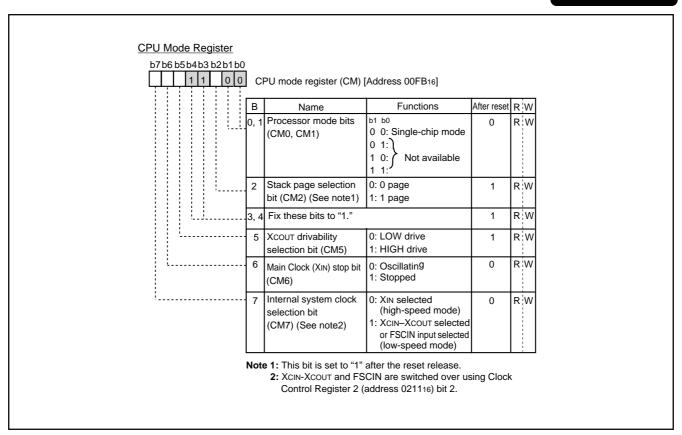
Address 00F9₁₆

12C Control Registe	 I	Control register (S1D) [Addres	s 00F916]		
	В	Name	Functions	After reset	RW
	0 to 2	Bit counter (Number of transmit/recieve bits) (BC0 to BC2)	b2 b1 b0 0 0 0:8 0 0 1:7 0 1 0:6 0 1 1:5 1 0 0:4 1 0 1:3 1 1 0:2 1 1 1:1	0	R W
!	3	I ² C-BUS interface use enable bit (ESO)	0 : Disabled 1 : Enabled	0	RW
	4	Data format selection bit(ALS)	0 : Addressing mode 1 : Free data format	0	RW
	5	Addressing format selection bit (10BIT SAD)	0 : 7-bit addressing format 1 : 10-bit addressing format	0	RW
	6, 7	Connection control bits between I ² C-BUS interface and ports (BSEL0, BSEL1)	b7 b6 Connection port (See note) 0 0: None 0 1: SCL1, SDA1 1 0: SCL2, SDA2 1 1: SCL1, SDA1 SCL2, SDA2	0	R W
1	Note:		ion register to "1" to use the port as m nd SDA2, set the port P3 Register (ad		

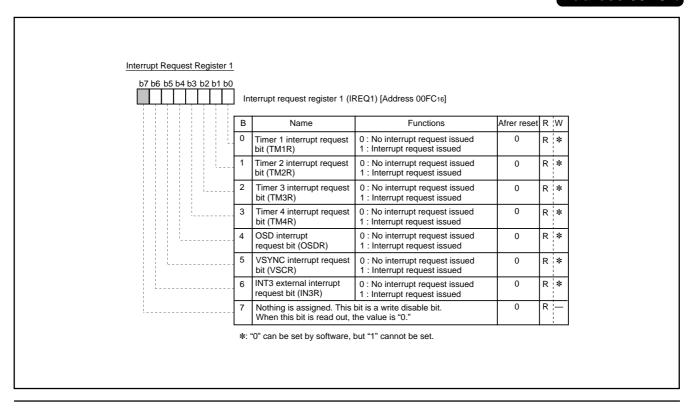
Address 00FA₁₆



Address 00FB₁₆



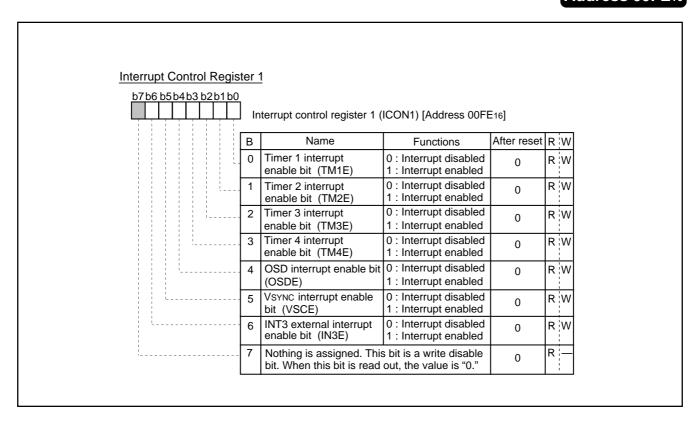
Address 00FC₁₆



Address 00FD₁₆

Interrupt Request Regis	ster	<u>· 2</u>				
b7b6b5b4b3b2b1b0 0 0 0	In	terrupt request register 2 (IR	EQ2) [Address 00FD16]			
	В	Name	Functions	After reset	R W	
	0	INT1 external interrupt request bit (IN1R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R *	
	1	Fix this bit to "0."		0	R *	
	2	Serial I/O interrupt request bit (SIR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R *	
	3	f(XIN)/4096 interrupt request bit (CKR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R *	
	4	INT2 external interrupt request bit (IN2R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R *	
<u> </u>	5	Multi-master I ² C-BUS interrupt request bit (IICR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R *	
	6	Timer 5 • 6 interrupt request bit (TM56R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R *	
\	7	Fix this bit to "0."		0	RW	

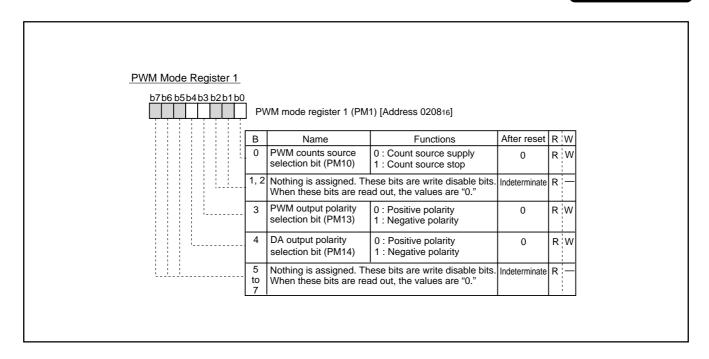
Address 00FE₁₆



Address 00FF₁₆

Interrupt Control Regis	1	2 terrupt control register 2 (IG	CON2) [Address 00FF	16]			
	В	Name	Functions	After reset	R	W	
	0	INT1 external interrupt enable bit (IN1E)	0 : Interrupt disabled 1 : Interrupt enabled		_	W	
	1	Fix this bit to "0."		0	R	W	
	2	Serial I/O interrupt enable bit (SIE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W	
	3	f(XIN)/4096 interrupt enable bit (CKE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W	
	4	INT2 external interrupt enable bit (IN2E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W	
	5	Multi-master ^{I2} C-BUS interface interrupt enable bit (IICE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W	
	6	Timer 5 • 6 interrupt enable bit (TM56E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W	
i	7	Timer 5 • 6 interrupt switch bit (TM56C)	0: Timer 5 1: Timer 6	0	R	W	

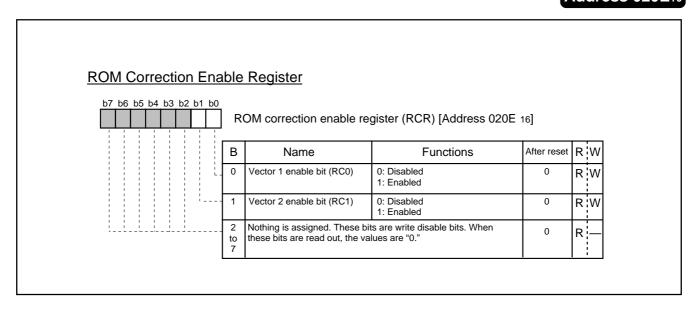
Address 0208₁₆



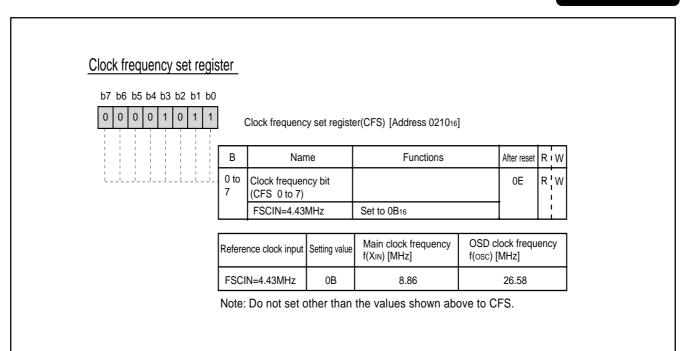
Address 0209₁₆

PWM Mode Register 2 b7b6 b5b4b3 b2b1b0 0 0		VM mode register 2 (PM:	2) [Address 020916]			
	В	Name	Functions	After reset	R	W
	0	P0o/PWM0 output selection bit (PM20)	0 : P0 ₀ output 1 : PWM0 output	0	R	W
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	1	P01/PWM1 output selection bit (PM21)	0 : P01 output 1 : PWM1 output	0	R	W
	2	P02/PWM2 output selection bit (PM22)	0 : P02 output 1 : PWM2 output	0	R	W
	3	P03/PWM3 output selection bit (PM23)	0 : P03 output 1 : PWM3 output	0	R	W
	4	P04/PWM4 output selection bit (PM24)	0 : P04 output 1 : PWM4 output	0	R	W
	5	P0o/PWM0/DA output selection bit (PM25)	0 : P0 ₀ PWM0 output 1 : DA output	0	R	W
	6, 7	Fix these bits to "0."		0	R	W

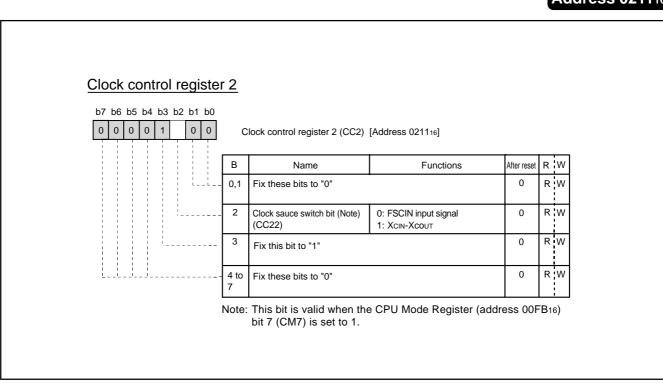
Address 020E₁₆



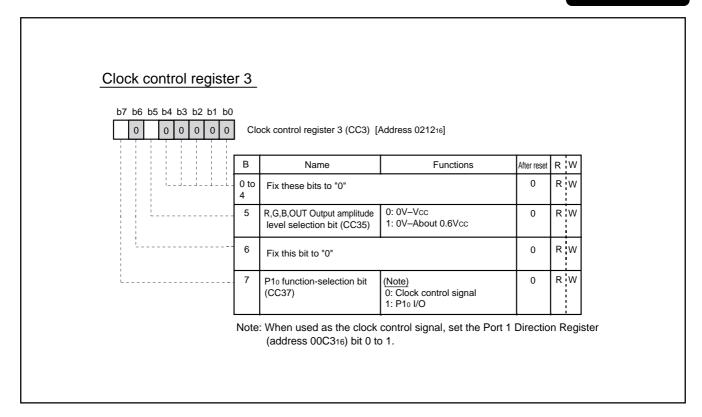
Address 0210₁₆



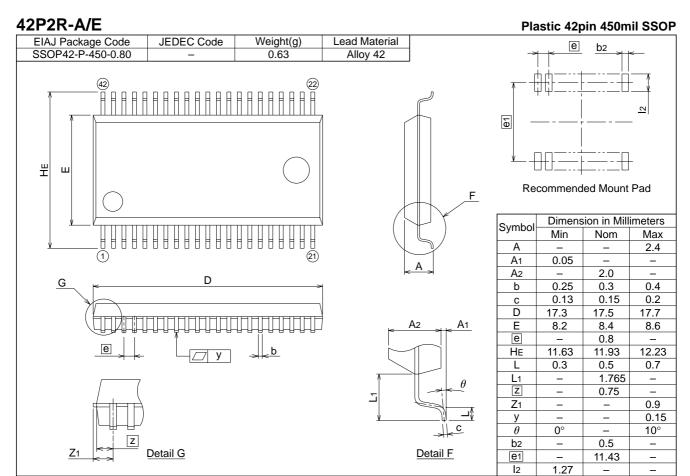
Address 0211₁₆



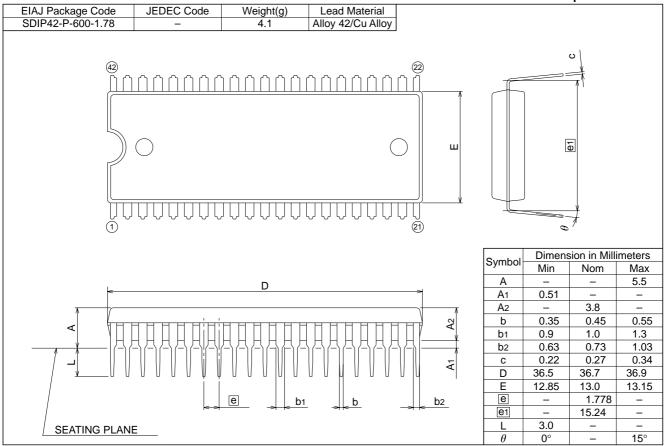
Address 0212₁₆



19. PACKAGE OUTLINE



42P4B Plastic 42pin 600mil SDIP



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