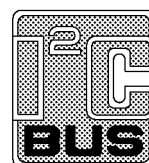


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1 FEATURES

- Fully 68000 software compatible
- Static design with 32-bit internal structure
- Power saving modes: Power-down and Idle mode
- External clock input: 13.8 MHz at 2.7 V
- Single supply voltage of 2.7 to 5.5 V (see Section 2.1); down to 1.8 V for RAM retention
- 68000-compatible bus interface
- Intel 8051-compatible bus interface
- 16 Mbytes program/data address range
- 8 programmable chip-selects
- Dynamic bus sizing, 16 or 8-bit memory bus port size
- 56 powerful instruction types:
 - 5 basic data types, and
 - 14 addressing modes
- 7 programmable interrupt inputs:
 - a Non-Maskable Interrupt input (NMIN)
 - 14 auto-vectored interrupts and 7 interrupt priority levels
- 24 port pins (multiplexed with other functions)
- 2 UART serial interfaces; an independent baud rate generator with two programmable outputs (UART0 and UART1)
- I²C-bus serial interface
- 2 timer arrays including:
 - two 16-bit reference counter and 8-bit programmable prescaler
 - six 16-bit match/capture registers with equality comparators
- Watchdog timer with 21-bit resolution

- Two 8-bit Pulse Width Modulation (PWM) outputs with 8-bit prescaler
- Four 8-bit analog-to-digital converter (ADC) inputs with Power-down mode
- 512 bytes RAM on-chip
- On-Circuit Emulation (ONCE) mode and internal test-ROM (256 bytes) for on-board testing
- 80-pin LQFP package (typical height 1.4 mm, pitch 0.5 mm)
- Temperature range –40 to +85 °C
- 1 micron SACMOS low voltage technology.

2 DESCRIPTION

The P90CL301 is a highly integrated low-voltage 16/32-bit microcontroller especially suitable for digital mobile systems such as GSM, DCS1900, IS54/95 and other applications requiring low voltage, low power consumption and high computing power. It is fully software compatible with the 68000.

The P90CL301 optimizes system cost by providing both standard as well as advanced peripheral functions on-chip. The P90CL301 has a full static design and special Idle and Power-down modes which allow further reduction of the total system power consumption. An 80-pin LQFP package dramatically reduces system size requirements.

2.1 Note on supply voltage

The current version of P90CL301 will be replaced at the beginning of 1996 by a compatible version in C100 process with a supply voltage range of 2.7 to 3.6 V. Thus, designs with the P90CL301 should only be done for a maximum V_{DD} of 3.6 V.

3 ORDERING INFORMATION

TYPE NUMBER	PACKAGE			TEMPERATURE RANGE (°C)
	NAME	DESCRIPTION	VERSION	
P90CL301AFH	LQFP80	plastic low profile quad flat package; 80 leads; body 12 × 12 × 1.4 mm	SOT315-1	–40 to +85

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4 BLOCK DIAGRAM

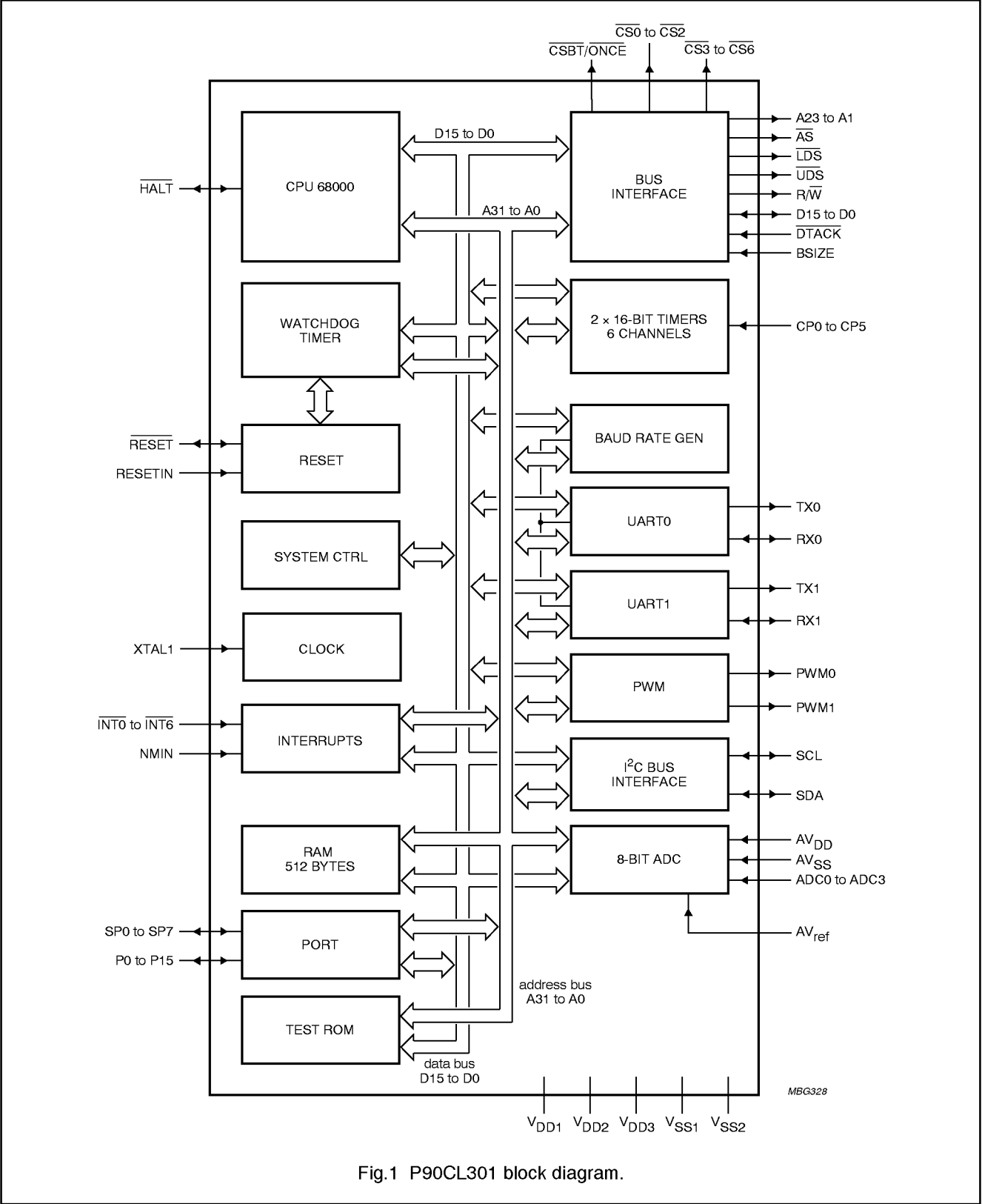


Fig.1 P90CL301 block diagram.

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5 PINNING INFORMATION

5.1 Pinning

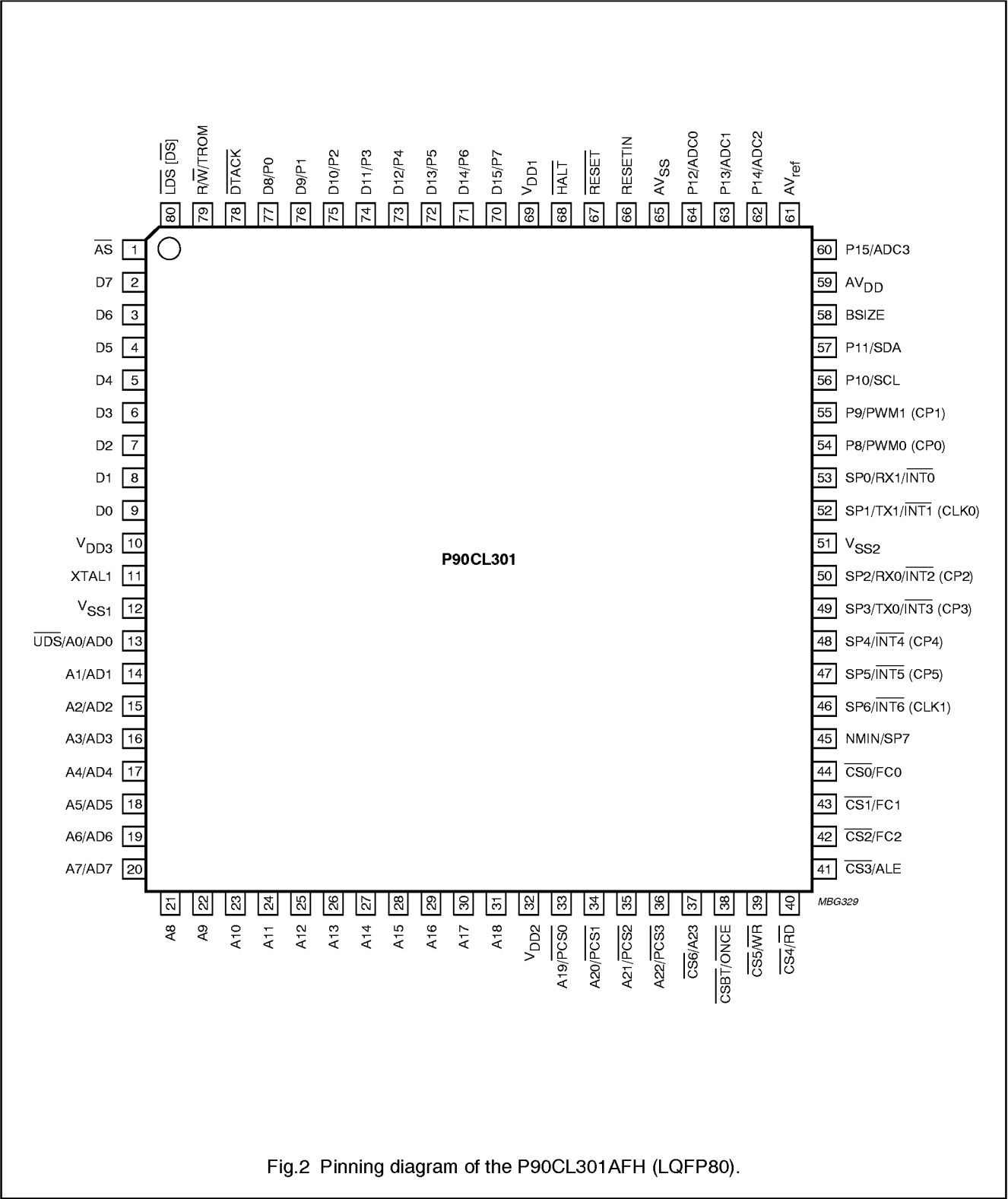


Fig.2 Pinning diagram of the P90CL301AFH (LQFP80).

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5.2 Pin description

Table 1 Pin description for the P90CL301

SYMBOL ⁽¹⁾	PIN	FUNCTION
A22/ $\overline{\text{PCS3}}$ to A19/ $\overline{\text{PCS0}}$	36 to 33	Upper 4-bits of the address bus or 8051 bus chip-select.
A18 to A8	31 to 21	Upper 11-bits of the 68000 address bus.
A7/AD7 to A1/AD1	20 to 14	Lower 7-bits of the 68000 address bus or lower 7-bits of the 8051 bus.
D7 to D0	2 to 9	Lower 8-bits of data bus.
D15/P7 to D8/P0	70 to 77	Upper 8-bits of data bus or 8-bit Port 7 to Port 0; the selected function after reset is defined by pin BSIZE.
$\overline{\text{AS}}$	1	Address strobe.
$\overline{\text{LDS}}$ [$\overline{\text{DS}}$]	80	Lower Data strobe [word Data strobe].
$\overline{\text{UDS}}$ /A0/AD0	13	Upper data strobe or LSB of address bus or LSB of 8051 address/data.
$\text{R}/\overline{\text{W}}$ / TROM	79	Read/Write bus control or test ROM forced input.
$\overline{\text{DTACK}}$	78	Data transfer acknowledge.
$\overline{\text{RESET}}$	67	Reset (bidirectional).
RESETIN	66	External Power-on-reset input.
$\overline{\text{HALT}}$	68	Halt (bidirectional).
BSIZE	58	Data bus size; 8 or 16-bit wide.
SP0/RX1/ $\overline{\text{INT0}}$	53	Second port pin (bit 0) or Receive data for UART1 or external interrupt input 0.
SP1/TX1/ $\overline{\text{INT1}}$ (CLK0)	52	Second port pin (bit 1) or Transmit data for UART1 or external interrupt input 1 (external clock of Timer 0).
SP2/RX0/ $\overline{\text{INT2}}$ (CP2)	50	Second port pin (bit 2) or Receive data for UART0 or external interrupt input 2 (Timer 0 capture input 2).
SP3/TX0/ $\overline{\text{INT3}}$ (CP3)	49	Second port pin (bit 3) or Transmit data for UART0 or external interrupt input 3 (Timer 1 capture input 3).
SP4/ $\overline{\text{INT4}}$ (CP4)	48	Second port pin (bit 4) or external interrupt input 4 (Timer 1 capture input 4).
SP5/ $\overline{\text{INT5}}$ (CP5)	47	Second port pin (bit 5) or external interrupt input 5 (Timer 1 capture input 5).
SP6/ $\overline{\text{INT6}}$ (CLK1)	46	Second port pin (bit 6) external interrupt input 6 (external clock of timer 1).
NMIN/SP7	45	Non-Maskable Interrupt or second port pin (bit 7).
P8/PWM0 (CP0)	54	Port pin (bit 8) or PWM0 output (Timer 0 capture input 0).
P9/PWM1 (CP1)	55	Port pin (bit 9) or PWM1 output (Timer 0 capture input 1).
V _{DD1}	69	Supply voltage; first pin.
V _{DD2}	32	Supply voltage; second pin.
V _{SS1}	12	Ground; first pin.
V _{SS2}	51	Ground; second pin.
XTAL1	11	External clock input.
V _{DD3}	10	Supply voltage; third pin.
$\overline{\text{CS0/FC0}}$ to $\overline{\text{CS2/FC2}}$	44 to 42	Chip-select 0 to 2 or data bus function code 2 to 0.
$\overline{\text{CS3/ALE}}$	41	Chip-select 3 or 8051 bus address latch.
$\overline{\text{CS4/RD}}$	40	Chip-select 4 or 8051 bus read strobe.
$\overline{\text{CS5/WR}}$	39	Chip-select 5 or 8051 bus write strobe.

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SYMBOL ⁽¹⁾	PIN	FUNCTION
P10/SCL	56	Port pin (bit 10) or I ² C-bus Serial Clock.
P11/SDA	57	Port pin (bit 11) or I ² C-bus Serial Data.
CS6/A23	37	Chip-select 6 or address bit 23.
CSBT/ONCE	38	Chip-select boot or ONCE mode forced input.
AV _{DD}	59	ADC supply voltage.
AV _{ref}	61	ADC reference voltage.
AV _{SS}	65	ADC ground.
P12/ADC0 to P15/ADC3	64 to 62, 60	Port pin (bit 12 to bit 15) or ADC inputs 0 to 3.

Note

1. The following notation is used to describe the multiple pin definitions:
 - a) Function1/Function2/Function3: multiplexed functions on the same pin; Function1 or Function2 or Function3. During and after reset the Function1 is selected.
 - b) Function1 (Function2): function done in parallel.
 - c) Function1 [Function2]: equivalent function.

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6 SYSTEM CONTROL

6.1 Memory organization

The maximum external address space of the controller is 16 Mbytes. The function codes FC0 to FC2 define five address spaces. These address spaces are designated as either User or Supervisor space and as either Program or Data space or as interrupt acknowledge.

For slow memories the CPU can be programmed to insert a number of wait states. This is done via the eight Chip-select Control Registers CSnN. The number of inserted wait states can vary from 0 to 6, or wait states are inserted until the DTACK is pulled LOW by the external address decoding circuitry. If DTACK is asserted continuously, the P90CL301 will run without wait states using bus cycles of three or four clock periods depending on the state of the FBC bit in the SYSCON register.

6.1.1 MEMORY MAP

The memory address space is divided as shown in Table 2; short addressing space with A31 to A15 = 1.

Table 2 Memory address space

ADDRESS (HEX)		DESCRIPTION
FROM	TO	
0000 0000	00FF FFFF	external 16 Mbytes memory
0100 0000	8000 FFFF	not used
8001 0000	8001 FFFF	off-chip 64 kbytes on 8051 bus
8002 0000	FFFF 7FFF	not used
FFFF 8000	FFFF 8AFF	internal registers
FFFF 8B00	FFFF 8FFF	not used
FFFF 9000	FFFF 91FF	internal 512 bytes RAM
FFFF 9200	FFFF BFFF	not used
FFFF C000	FFFF C0FF	internal 256 bytes test ROM
FFFF C100	FFFF FFFF	not used

6.2 Programmable chip-select

In order to reduce the external components associated with memory interface, the 90CL301 provides 8 programmable chip-selects. A specific chip-select CSBT provides default reset values to support a bootstrap operation.

Each chip-select can be programmed with:

- A base address (A23 to A19)
- A memory bank width of 512 kbytes, 1, 2, 4 or 8 Mbytes memory size
- A number of wait states (0 to 6 states, or wait for DTACK) to adapt the bus cycle to the memory cycle time.

Chip-selects can be synchronized with read, write, or both read and write, either Address strobe or Data strobe. They can also be programmed to address low byte, high byte or word.

Each chip-select is controlled by a control register CSnN (n = 0 to 7). The control registers are described in Table 3 to 7.

The RESET instruction does not affect the content of the CSnN registers.

Register CS7N corresponds to register CSBT (address FFFF 8A0EH). After reset CSBT is programmed with a block size of 8 Mbytes with:

- A19 to A23 at logic 0,
- M19 to M22 at logic 1,
- 6 wait states, and
- read only mode.

The other chip-selects are held HIGH and will be activated after initialization of their control registers.

When programmed in reduced access mode (read only, write only, low byte, high byte), the wait states are generated internally and if there is any access-violation when the bit WD in the SYSCON register is set to a logic 1 (time-out), the processor will execute a bus error after the time-out delay.

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6.2.1 CHIP SELECT CONTROL REGISTERS (CSnN)

Table 3 Chip Select Control Registers; n = 0 to 7 (address FFFF 8A00H to FFFF 8A0CH)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
M22	M21	M20	M19	RW1	RW0	MD1	MD0	A23	A22	A21	A20	A19	WS2	WS1	WS0

Table 4 Description of CSnN bits

BIT	SYMBOL	FUNCTION
15 to 12	M22 to M19	Address mask for block size selection; see Table 5.
11 to 10	RW1 to RW0	Read/Write bus control (R/W); see Table 6.
9 to 8	MD1 to MD0	MODE selection; see Table 7.
7 to 3	A23 to A19	Decoded base address; this should be a multiple of the block size (other codes are reserved for test or reset state); after reset: A23 to A19 = 11111 except for $\overline{\text{CSBT}}$.
2 to 0	WS2 to WS0	Wait states 0 to 6 (see Table 8); 7 wait for $\overline{\text{DTACK}}$ to be pulled LOW by the external address decoding circuitry. The default value after reset is 6 for $\overline{\text{CSBT}}$ and 7 for the other chip-selects.

Table 5 Address mask for block size selection

M22	M21	M20	M19	BLOCK SIZE
0	0	0	0	512 kbytes
0	0	0	1	1 Mbyte
0	0	1	1	2 Mbytes
0	1	1	1	4 Mbytes
1	1	1	1	8 Mbytes; note 1

Table 6 Read/Write bits (R/W)

RW1	RW0	FUNCTION
0	0	Read only with length of $\overline{\text{AS}}$
0	1	Write only with length of $\overline{\text{DS}}$
1	0	Write only with length of $\overline{\text{AS}}$
1	1	Read/write with length of $\overline{\text{AS}}$; note 1

Table 7 Mode selection

MD1	MD0	FUNCTION
0	0	Alternate function
0	1	Low byte access only
1	0	High byte access only
1	1	Word access; note 1

Table 8 Wait states selection

WS2	WS1	WS0	WAIT STATES
0	0	0	0
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6 ⁽¹⁾

Note to Tables 4 to 8

1. The default value after a CPU-reset.

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Table 9 Number of clock periods per bus cycle

Number of clock periods per bus cycle, dependent on the programmed length of FBC (Fast Bus Cycle bit in the SYSCON register) and CS_n (chip-select).

WAIT STATES	LENGTH OF $\overline{\text{CS}}_n$ = LENGTH OF $\overline{\text{AS}}$			LENGTH OF $\overline{\text{CS}}_n$ = LENGTH OF $\overline{\text{DS}}$			
	FBC = 1		FBC = 0	FBC = 1		FBC = 0	
	READ	WRITE	R/W	READ	WRITE	READ	WRITE
0	3	4	4	3	4	4	4
1	4	4	4	4	5	4	5
2	5	5	5	5	6	5	6
3	6	6	6	6	7	6	7
4	7	7	7	7	8	7	8
5	8	8	8	8	9	8	9
6	9	9	9	9	10	9	10

6.3 Dynamic bus port sizing

The memory bus size can be selected to be 16 or 8-bit wide depending on the ports width of external memories and peripherals. When the external pin BSIZE is LOW, it is possible via register BSREG to define for each chip-select the bus width to 16-bit or 8-bit used for the transfer of data to or from external memory.

If the pin BSIZE is HIGH, the only possible transfers are in 8-bit mode and the upper bits (15 to 8) of the data bus are used as port pins. The state of the pin BSIZE is latched at the end of the reset sequence.

The 7-bit register BSREG defines the bus size affected to each chip-select function (except for CS₇).

The bus size of the chip-select boot CS₇ is hardware defined by the pin BSIZE. See also Section 6.2 for more information on the programmable chip-selects.

When an address generated by the CPU is identified by a chip-select block as belonging to its address segment, the corresponding bit of the register BSREG is used to define the sequence of bus transfer in 16 or 8-bit mode. Several chip-selects with different bus sizes should not address the same memory segment. For each case the number of bus cycles necessary to transfer a byte, word or long word is a function of the bus size. For example, a word read on a 8-bit bus will take 2 bus cycles and the high byte is read first. The 8-bit port uses the pins D₇ to D₀.

6.3.1 BUS SIZE REGISTER (BSREG)**Table 10** Bus Size Register (address FFFF A811H)

7	6	5	4	3	2	1	0
–	BS6	BS5	BS4	BS3	BS2	BS1	BS0

Table 11 Description of BSREG bits; see note 1

BIT	SYMBOL	DESCRIPTION
7	–	Reserved.
6 to 0	BS6 to BS0	Bus size for the data transfer with respect to the corresponding chip-select ($\overline{\text{CS}}_n$): If BS _n = 0, then the bus size is in 16-bit mode; note 2. If BS _n = 1, then the bus size is in 8-bit mode.

Notes

1. n = 0 to 6.
2. The default value after a CPU reset.

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6.4 System Control Register (SYSCON)

The P90CL301 uses a System Control Register (SYSCON) for adjusting system parameters.

Table 12 System Control Register (address FFFF 8000H); see note 1

10	9	8	7 ⁽²⁾	6 ⁽²⁾	5	4	3	2	1 ⁽³⁾	0
PCLK2	PDE	GF	PCLK1	PCLK0	IM	WD	FBC	PD	IDL	DOFF

Notes

1. The bits 11 to 15 in SYSCON are reserved and should not be used.
2. The default values after a CPU-reset: PCLK1 = 1 and PCLK0 = 1; all the other bits = 0.
3. All bits are reset by the RESET instruction, except the IDL bit which is only reset by a CPU-reset.

Table 13 Description of SYSCON bits

BIT	SYMBOL	FUNCTION
10	PCLK2	Prescaler for secondary peripheral clock FCLK2 (derived from the primary peripheral clock FCLK), used for the ADC; the maximum value of the FCLK2 clock is dependent on the supply voltage V_{DD} ; see Section 20. If PCLK = 0, then FCLK is divided by 2; if PCLK = 1, then FCLK is divided by 4.
9	PDE	If PDE = 0, then bits A22 to A19 are in normal operation; If PDE = 1, then bits A22 to A19 are used as 8051 peripheral chip-select $\overline{PCS3}$ to $\overline{PCS0}$.
8	GF	General purpose flag bit; reset to a logic 0 after CPU-reset. ²⁰
7	PCLK1	Prescaler for primary peripheral clock (FCLK). The CPU clock = CLK; FCLK = $\frac{1}{\text{divisor}} \times \text{CLK}$. See Table 14 for divisor values.
6	PCLK0	
5	IM	For IM = 0, level 7 is loaded into the Status Register during interrupt processing to prevent the CPU from being interrupted by another interrupt source. For IM = 1, the current interrupt level is loaded into the Status Register allowing nested interrupts.
4	WD	For WD = 0, the time-out for bus error detection is switched off. If the time-out is not used, the Watchdog timer can be used to stop a non-acknowledged bus transfer. For WD = 1, the time-out for bus error detection is activated. If no \overline{DTACK} has been sent by the addressed device after 128×16 internal clock cycles the on-chip bus error signal is activated.
3	FBC	FBC = 0, normal bus cycle; FBC = 1, fast bus cycle. An external read bus cycle can take a minimum of 3 clock periods; the minimum write cycle is still 4 clock periods; in order to get this access time \overline{DTACK} should be asserted on time.
2	PD	PD = 0, for normal mode; PD = 1, for Power-down mode (see Section 6.8).
1	IDL	IDL = 0, for normal mode; IDL = 1, for Idle mode (see Section 6.8).
0	DOFF	DOFF = 0, for normal mode. DOFF = 1, for delay counter off; if set at Wake-up from Power-down the delay counter waiting period is skipped.

Table 14 Prescaler divisor values

PCLK1	PCLK0	DIVISOR (D)
0	0	2
0	1	3
1	0	4
1	1	5 (default value after a CPU-reset)

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6.5 Reset operation

The reset circuitry of the P90CL301 is connected to the pins $\overline{\text{RESET}}$, $\overline{\text{HALT}}$, RESETIN and to the internal Watchdog timer. A Schmitt trigger is used at the input pin for noise rejection. After Power-on a CPU reset is accomplished by holding the $\overline{\text{RESET}}$ pin and the $\overline{\text{HALT}}$ pin LOW for at least 50 oscillator clocks after the oscillator has stabilized.

For further information on the clock generation, see Section 6.6. The CPU responds by reading the reset vectors, the long word at address 000000H is loaded into the Supervisor stack, the data at address 000004H is loaded into the program counter PC. The interrupt level is set to 7 in the Status Register and execution starts at the PC location. By pulling the $\overline{\text{RESET}}$ pin LOW and keeping $\overline{\text{HALT}}$ HIGH, only the peripherals are reset.

When V_{DD} is turned on and its rise time does not exceed 10 ms, an automatic reset can be performed by connecting the RESETIN pin to V_{DD} via an external capacitor. The external capacitor is charged via an internal pull-down resistor.

The $\overline{\text{RESET}}$ pin can also be pulled LOW internally by a pull-down transistor activated by an overflow of the Watchdog timer. When the CPU executes a RESET instruction, the $\overline{\text{RESET}}$ pin is pulled LOW. When the CPU is internally halted (at double bus fault), the $\overline{\text{HALT}}$ pin is pulled LOW and only a CPU reset can restart the processor.

The signal RESET_AS (Reset Asynchronous) resets the core and all registers.

When an internal Watchdog timer overflow occurs, an internal CPU reset is generated which resets all registers except the SYSCON, PCON, PRL and PRH registers and pulls the $\overline{\text{RESET}}$ pin LOW during 12 clock cycles.

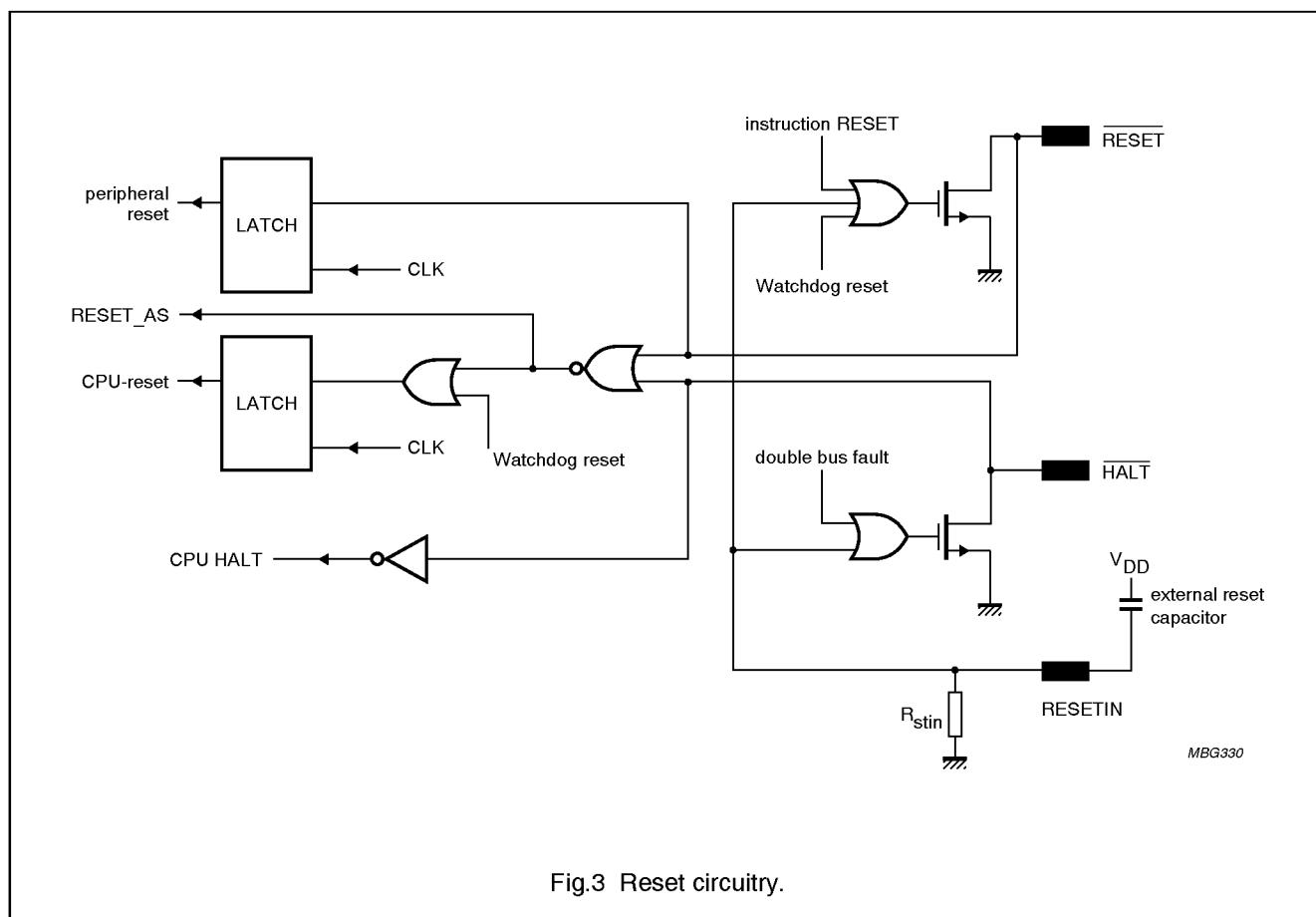


Fig.3 Reset circuitry.

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6.6 Clock generation

The P90CL301 can be used where an external clock is available. The duty cycle of the external clock should be 50/50 ±5% over the full temperature and voltage range.

For peripherals like Watchdog timer, I²C, PWM, TIMER, and baud rate generator, a programmable prescaler generates a peripheral clock FCLK.

The prescaler is controlled by the System Control Register (SYSCON). The internal clock is divided by a factor 2, 3, 4, or 5 (function of bits PCLK1 and PCLK0; see Table 14). For the ADC a secondary peripheral clock FCLK2 is derived from the peripheral clock by dividing it either by 4 or 2 (function of the bit PCLK2; see Table 13).

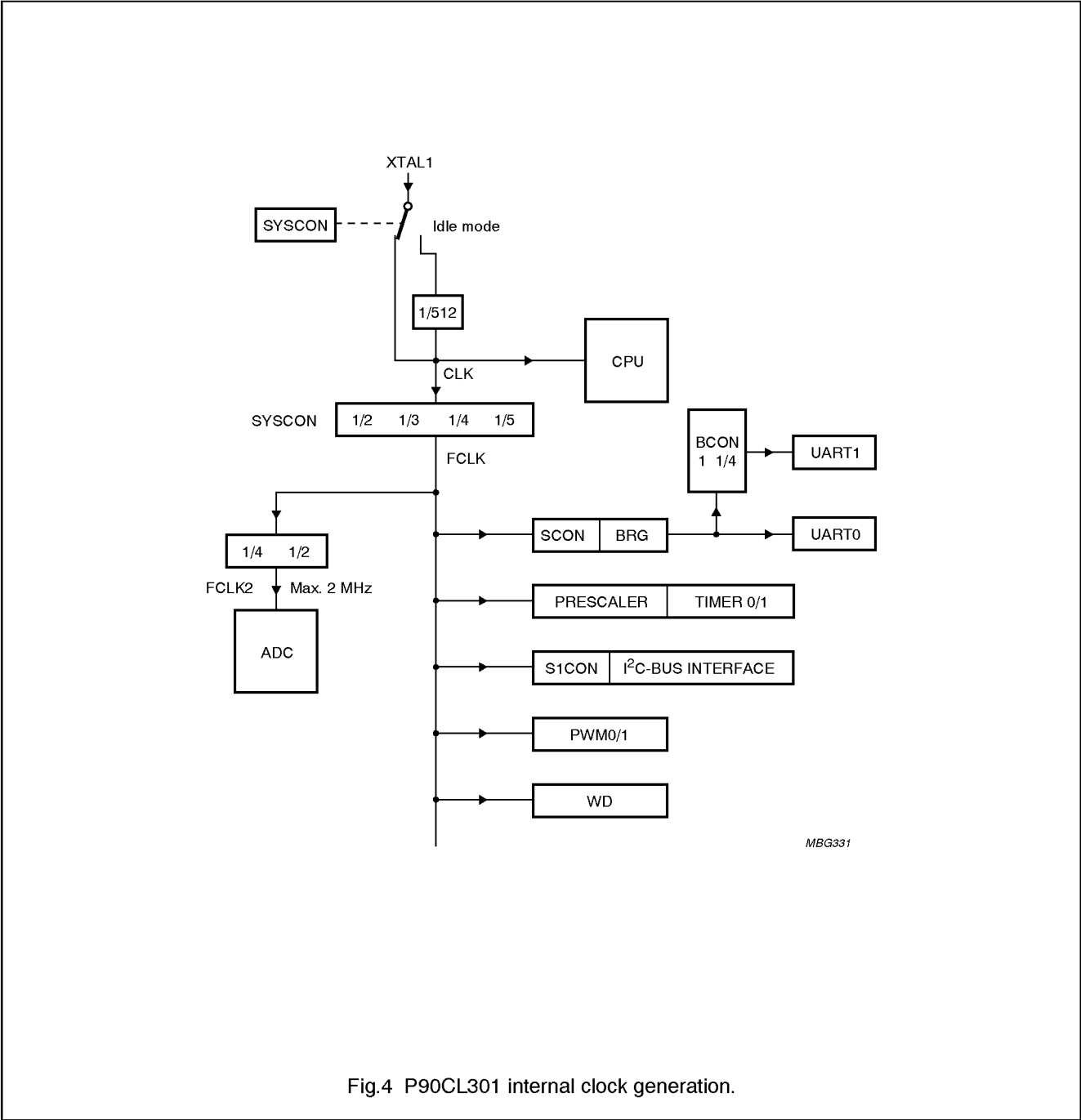


Fig.4 P90CL301 internal clock generation.

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6.7 Interrupt controller

An interrupt controller handles all internal and external interrupts. It delivers the interrupt with the highest priority level to the CPU. The following interrupt requests are generated by the on-chip peripherals:

- I²C
- UARTs: received data / transmitted data
- TIMERS: two flags for the timers T0 and T1
- ADC: analog-to-digital conversion completed.

The external interrupt requests are generated with the pins NMIN and the seven external interrupts INT0 to INT6.

6.7.1 INTERRUPT ARBITRATION

The interrupt priority levels are programmable with a value between 0 and 7. Level 7 has the highest priority, level 0 disables the corresponding interrupt source. In case of interrupt requests of equal priority level at the same time a hardware priority mechanism gives priority order as shown in Table 15.

The execution of interrupt routines can be interrupted by another interrupt request of a higher priority level. In 68070 mode (in SYSCON bit IM = 1) when an interrupt is serviced by the CPU, the corresponding level is loaded into the Status Register. This prevents the current interrupt from getting interrupted by any other interrupt request on the same or a lower priority level. If IM is reset, priority level 7 will always be loaded into the Status Register and so the current interrupt cannot be interrupted by an interrupt request of a level less than 7.

Each on-chip peripheral unit including the eight interrupt lines generates only auto-vectored interrupts. No acknowledge is necessary. For external interrupts the vectors 25 to 31 are used, for on-chip peripheral circuits a second table of 7 vectors are used (57 to 63); see Section 7.3.2.

Table 15 Priority order

SIGNAL	PRIORITY ORDER
NMIN	highest
INT6	
INT5	
INT4	
INT3	
INT2	
INT1	
INT0	
I ² C	
ADC	
UART1 receiver	
UART1 transmitter	
UART0 receiver	
UART0 transmitter	
TIMER 1	
TIMER 0	lowest

6.7.2 EXTERNAL LATCHED INTERRUPTS

NMIN and INT0 to INT6 are 8 external interrupt inputs. These pins are connected to the interrupt function only when the corresponding bit in the SPCON control register is set (see SP port description). Seven interrupt inputs INT0 to INT6 are edge sensitive on HIGH-to-LOW transition and their priority levels are programmable. The interrupt NMIN is non-maskable (except if it is programmed as a port) and its level is fixed to 7.

The external interrupts are controlled by the registers LIR0 to LIR3; see Tables 16 and 17.

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6.7.2.1 Latched Interrupt Registers (LIR0 to LIR3)

Table 16 Latched Interrupt Registers

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFF 8101H	LIR0	PIR1	IPL1.2	IPL1.1	IPL1.0	PIR0	IPL0.2	IPL0.1	IPL0.0
FFF 8103H	LIR1	PIR3	IPL3.2	IPL3.1	IPL3.0	PIR2	IPL2.2	IPL2.1	IPL2.0
FFF 8105H	LIR2	PIR5	IPL5.2	IPL5.1	IPL5.0	PIR4	IPL4.2	IPL4.1	IPL4.0
FFF 8107H	LIR3	PIR7	1	1	1	PIR6	IPL6.2	IPL6.1	IPL6.0

Table 17 Description of LIR0 to LIR3 bits

BIT	SYMBOL	FUNCTION
7 and 3	PIRn	Pending interrupt request. n = 0 to 7; INT7 corresponds to the interrupt NMIN; PIRn = 1, pending interrupt request for pin INTn; PIRn = 0 ⁽¹⁾ , no pending interrupt; note 2
6 to 4	IPLm.2 to IPLm.0	Interrupt priority level of pins INT0 to INT6 (fixed to 111 for NMIN in LIR3); m = 0 to 6.
2 to 0		

Notes

1. The default value after a CPU-reset.
2. When a valid interrupt request has been detected this bit is set. It is automatically reset by the interrupt acknowledge cycle from the CPU. It can be reset by software by writing a logic 0, however writing a logic 1 has no effect on the flag. To reset only one flag, a logic 0 should be written to the bit address and a logic 1 to the other interrupt requests. The use of BCLR instruction should be avoided (PIR7 is cleared when the pin NMIN is set HIGH).

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6.8 Power reduction modes

The P90CL301 supports two power reduction modes. A Power-down mode where the clock is frozen, and an Idle mode where the clock is divided by 512 (see Fig.4).

6.8.1 POWER-DOWN MODE

The Power-down operation freezes the oscillator. The Power-down mode can only be activated by setting the PD bit in the SYSCON register and thereafter execute the STOP instruction.

The instruction flow to enter the Power-down mode is:

```
BSET #PD, SYSCON
STOP #$2700.
```

In this state all the register contents are preserved. The CPU remains in this state until an external reset occurs or a LOW level is present on any of the external interrupt pins INT0 to INT6 or NMIN. If the Wake-up is done via an external interrupt, the processor will first execute an external interrupt of level 7.

In Power-down mode V_{DD} may be reduced to minimize power consumption. However, the supply voltage must not be reduced until Power-down mode is active, and must be restored before a external reset or an interrupt is activated.

In case of an external reset, the pin should be held active until the oscillator has restarted and stabilized. To exit the Power-down mode the level interrupt registers LIRn of the corresponding pin should be programmed to level 7 and the interrupt mask of the Status Register set to 7.

For the use of an external interrupt Wake-up, this is done as soon as any INTn or NMIN pin goes LOW. If the DOFF bit in the SYSCON is not set, an internal delay counter ensures that the internal clock is not active before 1 536 clock cycles. After that time the oscillator is stable and normal exception processing can be executed.

If an external oscillator is used, and in order to have a fast start-up the DOFF bit should be set, switching off the delay counter and enabling the immediate clocking and restart of the controller.

For minimum power consumption during Power-down mode, the address and data pins should be pulled HIGH externally. The port pins with internal pull-up's can also be pulled HIGH externally during Power-down mode for the same reason.

6.8.2 IDLE MODE

In the Idle mode the crystal or external clock is divided by a factor 512. The current is reduced drastically but the controller continues to operate. This mode is entered by setting the bit IDL in the SYSCON register. The next instruction will be executed at a slower speed. To return to normal mode the IDL bit should be reset.

It should be noted that all peripheral functions are also slowed down, and some cannot be used normally for example UART, I²C, ADC and PWM. The Power-down mode can also be entered from the Idle mode. After a Wake-up the controller restarts in Idle mode.

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7 CPU FUNCTIONAL DESCRIPTION

7.1 General

The CPU of the 90CL301 is software compatible with the Motorola MC68000, meaning programs written for the MC68000 will run on the 90CL301 without modifications. However, for certain applications the following differences between processors should be noted:

- Differences exist in the address/bus error exception processing since the 90CL301 can provide full error recovery.
- The timing is different for the P90CL301 due to a new internal architecture and technology. The instruction execution timing is different for the same reasons.

7.2 Programming model and data organization

The programming model is identical to the MC68000 one as shown below with seventeen 32-bit registers, a 32-bit Program Counter and a 16-bit Status Register. The eight data registers (D0 to D7) are used for byte, word and long-word operations. The address registers (A0 to A6) and the system stack pointer A7 can be used as software stack pointers and base address registers. In addition, these registers can be used for word and long-word address operations. All seventeen registers can be used as index registers.

The 90CL301 supports 8, 16 and 32-bit integers as well as BCD data and 32-bit addresses. Each data type is arranged in the memory as shown in Fig.6.

Table 18 Format of the Status Register and description of the bits; r = reserved

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
T	–	S	–	–	12	11	10	–	–	–	X	N	Z	V	C
Trace mode	r	Supervisor	r		Interrupt mask			r			Extend	Negative	Zero	Overflow	Carry

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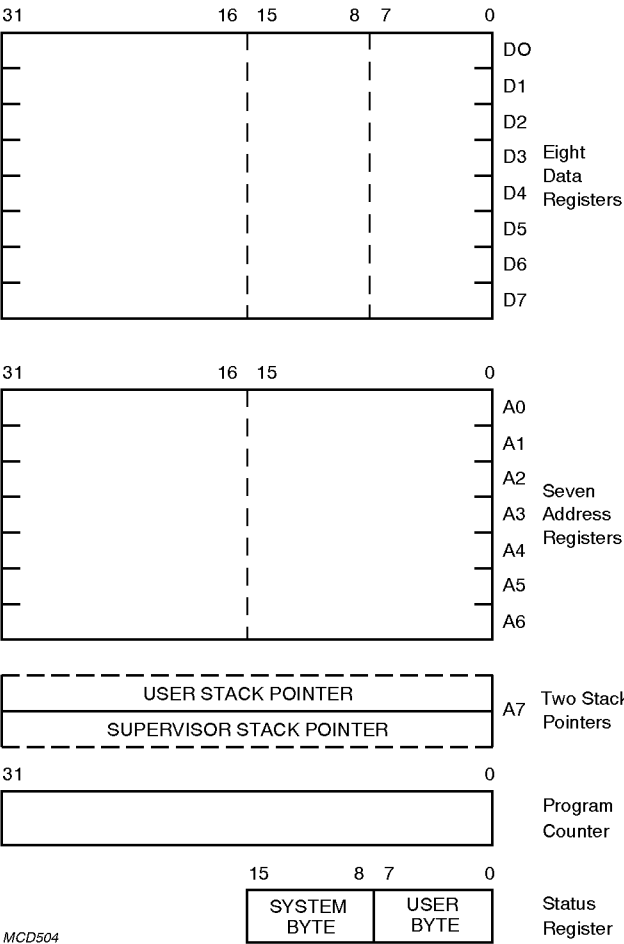
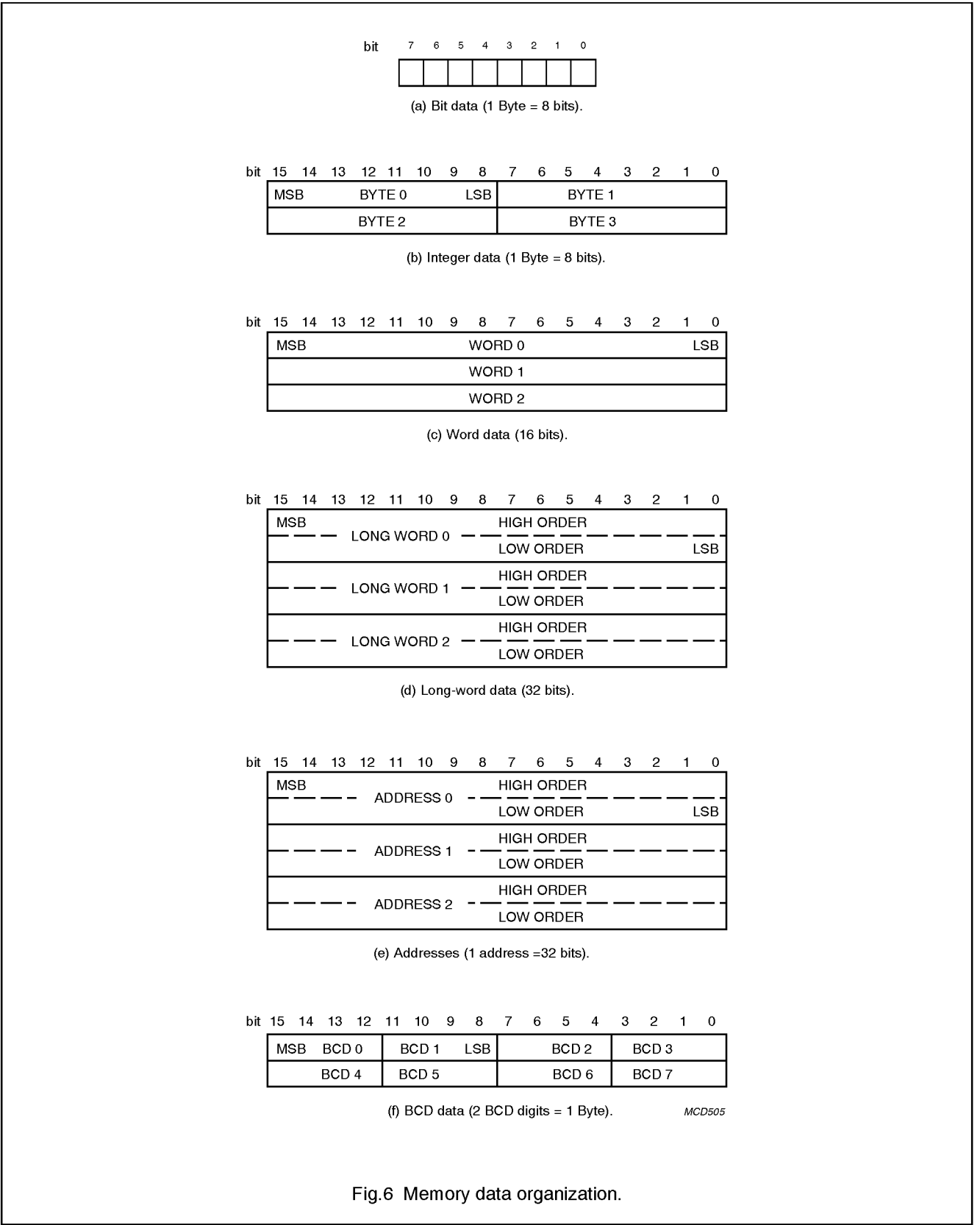


Fig.5 Programming model.

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7.3 Processing states and exception processing

The 90CL301 operates with a maximum internal clock frequency of 20 MHz ($f_{xtal} = 40$ MHz) down to static operation. Each clock cycle is divided into 2 states. A non-access machine cycle has 3 clock cycles or 6 states (S0 to S5). A minimum bus cycle normally consists of 3 clock cycles (6 states). When DTACK is not asserted, indicating that data transfer has not yet been terminated, wait states (WS) are inserted in multiples of 2.

The CPU is always in one of the four processing states:

- Normal,
- Exception,
- Halt, or
- Stopped.

The Normal processing state is associated with instruction execution; the memory references fetch instructions or load/save results. A special case of the Normal state is the Stopped state which is entered by the processor when a STOP instruction is executed. In this state the CPU does not make any further memory references.

The Exception state is associated with interrupts, trap instruction, tracing and other exceptional conditions. The exception may be generated internally by an instruction or by any unusual condition arising during the execution of an instruction. Externally, exception processing can be forced by an interrupt or by reset.

The halted processing state is an indication of a catastrophic hardware failure. For example, if during exception processing of a bus error another bus error occurs, the CPU assumes that the system is unusable and halts. Only an external reset can restart a halted processor. Note that a CPU in the stopped state is not in the halted state or vice versa.

The Supervisor can work in the User or Supervisor state determined by the state of bit S in the Status Register. Accesses to the on-chip peripherals are achieved in the Supervisor state.

All exception processing is performed in the Supervisor state once the current contents of the Status Register has been saved. Then the exception vector number is determined and copies of the Status Register, the program counter and the format/vector number are saved on the Supervisor stack using the Supervisor Stack Pointer (SSP). Finally the contents of the exception vector location is fetched and loaded into the Program Counter (PC).

7.3.1 REFERENCE CLASSIFICATION

When the processor makes a reference, it classifies the kind of reference begin made, using the encoding of the three function code output lines. This allows external translation of addresses, control of access, and differentiation of special processor states, such as interrupt acknowledge. Table 19 shows the classification of references.

Table 19 Reference classification

FUNCTION CODE OUTPUT			REFERENCE CLASS
FC2	FC1	FC0	
0	0	0	unassigned
0	0	1	User Data
0	1	0	User Program
0	1	1	unassigned
1	0	0	unassigned
1	0	1	Supervisor Data
1	1	0	Supervisor Program
1	1	1	interrupt acknowledge

7.3.2 EXCEPTION VECTORS

Exception vectors are memory locations from where the CPU fetches the address of a routine that will handle that exception. All exception vectors are 2 words long, except for the reset vector which consists of 4 words, containing the PC and the SSP. All exception vectors are in the Supervisor Data space.

A vector number is an 8-bit number which, multiplied by 4, gives the address of an exception vector. Vector numbers are generated internally. The memory map for the exception vectors is shown in the Table 20.

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Table 20 Exception vector assignment

VECTOR NO.	DEC	HEX	ASSIGNMENT
0	0	000	reset: initial SSP
–	4	004	reset: initial PC
2	8	008	bus error
3	12	00C	address error
4	16	010	illegal instruction
5	20	014	zero divide
6	24	018	CHK instruction
7	28	01C	TRAPV instruction
8	32	020	privilege violation
9	36	024	trace
10	40	028	line 1010 emulator
11	44	02C	line 1111 emulator
12 ⁽¹⁾	48	030	unassigned, reserved
13 ⁽¹⁾	52	034	unassigned, reserved
14	56	038	format error
15	60	03C	uninitialized interrupt vector
16 to 23 ⁽¹⁾	64 to 95	040 to 05C	unassigned, reserved
24	96	060	spurious interrupt
25	100	064	level 1 external interrupt auto-vector
26	104	068	level 2 external interrupt auto-vector
27	108	06C	level 3 external interrupt auto-vector
28	112	070	level 4 external interrupt auto-vector
29	116	074	level 5 external interrupt auto-vector
30	120	078	level 6 external interrupt auto-vector
31	124	07C	level 7 external interrupt auto-vector
32 to 47	128 to 191	080 to 0BF	TRAP instruction vectors
48 to 56 ⁽¹⁾	192 to 227	0C0 to 0E3	reserved
57	228	0E4	level 1 on-chip interrupt auto-vector
58	232	0E8	level 2 on-chip interrupt auto-vector
59	236	0EC	level 3 on-chip interrupt auto-vector
60	240	0F0	level 4 on-chip interrupt auto-vector
61	244	0F4	level 5 on-chip interrupt auto-vector
62	248	0F8	level 6 on-chip interrupt auto-vector
63	252	0FC	level 7 on-chip interrupt auto-vector
64 to 255	256 to 1023	100 to 3FF	reserved

Note

1. Vectors 12, 13, 16 to 23 and 48 to 56 are reserved for future enhancements.

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7.3.3 INSTRUCTION TRAPS

Traps are exceptions caused by instructions arising from CPU recognition of abnormal conditions during instruction execution or from instructions whose normal behaviour is to cause traps.

Some instructions are used specifically to generate traps. The TRAP instruction always forces an exception and is useful for implementing system calls for User Programs. The TRAPV and CHK instructions force an exception if the User Program detects a run-time error, possibly an arithmetic overflow or a subscript out of bounds. The signed divide (DIVS) and unsigned divide (DIVU) instructions will force an exception if a divide-by-zero operation is attempted.

7.3.4 ILLEGAL AND UNIMPLEMENTED INSTRUCTIONS

Illegal instruction is the term used to refer to any word that is not the first word of a legal instruction. During execution, if such an instruction is fetched an illegal exception occurs.

Words with bits 15 to 12 equal to '1010' or '1111' are defined as unimplemented instructions and separate exception vectors are allocated to these patterns for efficient emulation. This facility means the operating system can detect program errors, or can emulate unimplemented instructions in software.

7.3.5 PRIVILEGE VIOLATIONS

To provide system security, various instructions are privileged and any attempt to execute one of the privileged instruction while the CPU is in the User state provokes an exception. The privileged instructions are:

- STOP
- RESET
- RTE
- MOVE to SR
- AND (word) immediate to SR
- EOR (word) immediate to SR
- OR (word) immediate to SR
- MOVE to USP.

7.4 Tracing

The CPU includes a facility to trace instructions one by one to assist in program development. In the trace state, after each instruction is executed, an exception is forced so that the debugging program can monitor execution of the program under test.

The trace facility uses the T-bit in the Supervisor part of the Status Register. If the T-bit is cleared, tracing is disabled and instructions are executed normally. If the T-bit is set at the beginning of the execution of an instruction, a trace exception will be generated once the instruction has been executed. If the instruction is not executed, either because of an interrupt, or because the instruction is illegal or privileged, the trace exception does also not occur if the instruction is aborted by a reset, bus error, or address error exception. If the instruction is executed, and an interrupt is pending, the trace exception is processed before the interrupt. If the execution of an instruction forces an exception, the forced exception is processed before the trace exception.

As an extreme illustration of the above rules, consider the arrival of an interrupt during the execution of a TRAP instruction, while tracing is enabled. First the trap exception is processed, followed by the trace exception, and finally the interrupt handling routine.

7.5 Stack format

The stack format for exception processing is similar to the MC68010 although the instruction stored is not the same, due to the different architecture. To handle this format the 90CL301 differs from the MC68000 in that:

- The stack format is changed.
- The minimum number of words put into or restored from stack is 4 (MC68010 compatible, not 3 as with the MC68000).
- The RTE instruction decides (with the aid of the 4 format bits) whether or not more information has to be restored as follows:
 - The 90CL301 long format is used for bus errors and address error exceptions.
 - All other exceptions use the short format.
- If another format code, other than those listed above, is detected during the restored action, a FORMAT ERROR occurs.

If the user wants to finish the instruction in which the bus or address error occurred, the 90CL301 format must be used on RTE. If no changes to the stack are required during exception processing, the stack format is transparent to the user.

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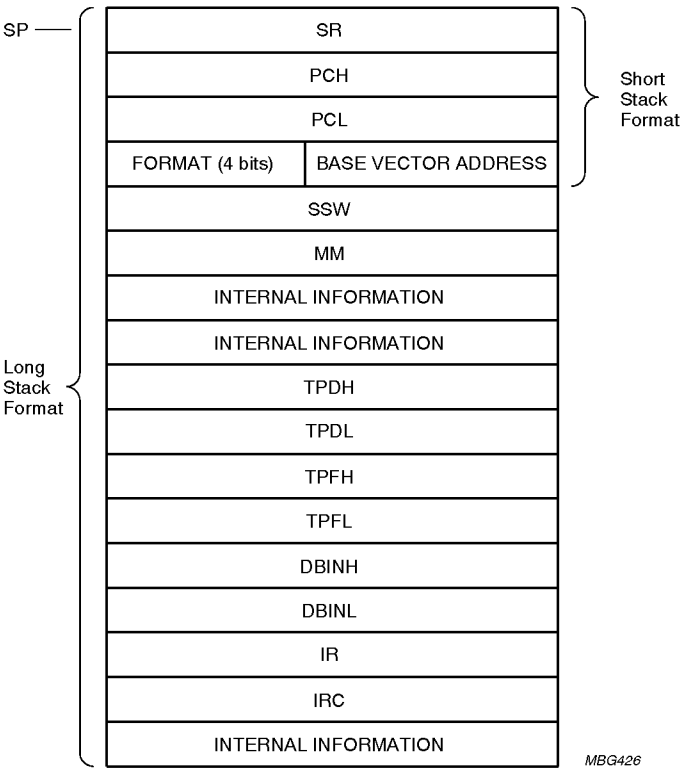


Fig.7 Stack format; see Table 21.

Table 21 Description of the stack format

SYMBOL	DESCRIPTION
SR	Status Register
PCH/PCL	Program Counter High/Low Word
FORMAT	Indicating either a short stack (only the first four words), or the long for bus and address error exceptions
BASE VECTOR ADDRESS	The base vector address of the exception in the vector table; e.g. 8 for a bus error and 12 for an address error
SSW	Special Status Word
MM	Current Move Multiple Mask
TPDH/TPDL	In the event of faulty write cycle, the data can be found here
TPFH/TPFL	The address used during the faulty bus cycle
DBINH/DBINL	Data that has been read prior to the faulty bus cycle can in some cases be found here
IR	Holds the present instruction executed
IRC	Holds either the present instruction executed or the prefetched instruction

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7.6 CPU interrupt processing

The general interrupt handling mechanism is described in Section 6.7. An interrupt controller handles all interrupts, resolves the priority problem and passes the highest level interrupt to the CPU.

The CPU interrupt handling follows the same basic rules as in the MC68000. However, some remarks must be made:

- Interrupts with a priority level equal to or lower than the current priority level will not be accepted.
- During the acknowledge cycle of an interrupt, the IPL bits of the Status Register are set to the priority of the acknowledged interrupt or to 7. An exception occurs when bit IM = 0 (SYSCON bit 5). In this case level 7 is loaded into the Status Register (see Section 6.4; Table 13).

If the priority level of the pending interrupt is greater than the current processor priority then:

- The exception processing sequence is started.
- A copy of the Status Register is saved.
- The privilege level is set to Supervisor state.
- Tracing is suppressed.
- The priority level of the processor is set to that of the interrupt being acknowledged or to 7 depending on the IM flag in the System Control Register.

The processor then gets the vector number from the interrupting device, classifies it as an interrupt acknowledge and displays the interrupt level number being acknowledged on the internal address bus.

As all 90CL301 interrupts are auto-vectored, the processor internally generates a vector number corresponding to the interrupt level number.

The processor starts normal exception processing by saving the format word, program counter and Status Register on the Supervisor stack. The value of the vector in the format word is an internally generated vector number multiplied by 4 (format is all zeros). The program counter value is the address of the instruction that would have been executed if the interrupt had not been present. Then the interrupt vector contents are fetched and loaded into the program counter. The interrupt handling routine starts with normal instruction execution.

7.7 Bus arbitration

If the $\overline{\text{HALT}}$ pin is held LOW with $\overline{\text{RESET}}$ HIGH the CPU will stop after completion of the current bus cycle. As long as $\overline{\text{HALT}}$ is LOW, all control signals are inactive and all tri-state lines are placed in the high-impedance state. If the $\overline{\text{HALT}}$ pin is held LOW during the transfer of a word in 8-bit mode, the CPU will continue the transfer of the two bytes before it halts.

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8 PORTS

16-bit bidirectional port lines P15 to P0 and 8-bit port lines SP7 to SP0 can be used for general purpose input/output operations. All port pins are multiplexed with other functions, but each one can be individually switched to the port function by setting the corresponding bit in the port control registers PCON for P and SPCON for SP.

The port P7 to P0 is multiplexed with the data bus D15 to D8 and is selected by the pin BSIZE. Each port pin consists of a latch, an output driver with pull-ups and an input buffer.

To use the port as input the port latch should be written with a logic 1. This means only a weak pull-up is on and can be overwritten by an external source logic 0. When outputting a logic 1, a strong pull-up is turned on only for 2 oscillator periods, and then only the weak pull-up maintains the HIGH level. In read mode, two different internal addresses correspond to the port latch or the port pin. The port values are read via register PPL and PPH.

After reset all ports are initialized as input, and the pins are connected to the port latch with exception for the pin NMIN/SP7 which is connected to the interrupt block.

8.1 Port P Control Register (PCON)

The Port P is controlled via the Port Control Register (PCON). The register PCON is only reset by an external reset, and not by the RESET instruction. The port latches are accessed through the registers PRL and PRH.

Table 22 Port Control Register (address FFFF 8503H)

7	6	5	4	3	2	1	0
E15	E14	E13	E12	E11	E10	E09	E08

Table 23 Description of PCON bits

BIT	SYMBOL	FUNCTION
7 to 0	E15 to E08	If En = 0, then Portn is enabled; En = 1 then alternate function enabled (n = 08 to 15). The default value after reset is logic 0.

8.1.1 PORT LATCHES (PRL AND PRH)

Table 24 Port Latches

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFFF 8505H	PRL	P7	P6	P5	P4	P3	P2	P1	P0
FFFF 8509H	PRH	P15	P14	P13	P12	P11	P10	P9	P8

8.2 Port SP

The Special Port (SP) includes 8 I/O lines and is controlled via the two registers SPCON and SPR. The registers SPCON and SPR are reset also by a peripheral reset. The port latch is accessed through the register SPR.

8.2.1 PORT SP CONTROL REGISTER (SPCON)

Table 25 Port SP Control Register (FFFF 8109H)

7	6	5	4	3	2	1	0
ES7	ES6	ES5	ES4	ES3	ES2	ES1	ES0

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Table 26 Description of SPCON bits

BIT	SYMBOL	FUNCTION
7 to 0	ES7 to ES0	If ES _n = 0, then Port _n is enabled; if ES _n = 1, then the alternate function is enabled; n = 0 to 7. The default value after reset is logic 0, except for ES7 which is set at reset.

Table 27 SP port latch (FFFF 810BH)

7	6	5	4	3	2	1	0
SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0

Table 28 Alternate functions for P and SP pins
Functions within brackets are parallel functions.

PORT PIN	ALTERNATE FUNCTION
P0	D8
P1	D9
P2	D10
P3	D11
P4	D12
P5	D13
P6	D14
P7	D15
P8	PWM0 (CP0)
P9	PWM1 (CP1)
P10	SCL
P11	SDA
P12	ADC0
P13	ADC1
P14	ADC2
P15	ADC3
SP0	RX1/ $\overline{\text{INT0}}$
SP1	TX1/ $\overline{\text{INT1}}$ (CLK0)
SP2	RX0/ $\overline{\text{INT2}}$ (CP2)
SP3	TX0/ $\overline{\text{INT3}}$ (CP3)
SP4	$\overline{\text{INT4}}$ (CP4)
SP5	$\overline{\text{INT5}}$ (CP5)
SP6	$\overline{\text{INT6}}$ (CLK1)
SP7	NMIN

9 8051 PERIPHERAL BUS

The P90CL301 can also directly access the peripheral circuits which are compatible with the 8048/8051 bus.

When the CPU accesses locations placed in the 64 kbytes peripheral space, an Address/Data multiplexed access is generated using the AD0 to AD7 lines, the non-multiplexed A8 to A15 lines and the 8051 control bus (ALE, $\overline{\text{RD}}$, $\overline{\text{WR}}$). In order to use these three signals the alternate mode of the $\overline{\text{CS5}}$ to $\overline{\text{CS3}}$ should be set. A 8051 bus access is performed by addressing a byte in the 8001 0000H to 8001 FFFFH range. To reduce the number of interface circuits, the address lines A22 to A19 can be used as peripheral chip-select outputs $\overline{\text{PCS0}}$ to $\overline{\text{PCS3}}$. This is done by setting the PDE bit (SYSCON) to a logic 1;

- $\overline{\text{PCS0}}$ selects memory range 0 kbytes to 16 kbytes
- $\overline{\text{PCS1}}$ selects memory range 16 kbytes to 32 kbytes
- $\overline{\text{PCS2}}$ selects memory range 32 kbytes to 48 kbytes
- $\overline{\text{PCS3}}$ selects memory range 48 kbytes to 64 kbytes.

The timing of the peripheral bus is fixed and compatible with the 8051 peripheral circuits.

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10 ON-CHIP PERIPHERAL FUNCTIONS

The P90CL301 integrates a number of peripheral functions connected to the internal bus:

- Timers (T0 and T1)
- Watchdog
- UART interface
- I²C-bus interface
- PWM (Pulse Width Modulation)
- ADC (analog-to-digital converter).

These functions are accessible as memory locations on a byte or word basis. The access is auto-acknowledged by on-chip logic. The on-chip peripheral functions can generate auto-vectored interrupts to the CPU using the second vector table (vectors 57 to 63).

10.1 Peripheral interrupt control

The timers T0 and T1, I²C-bus, UART and ADC use a common set of Peripheral Interrupt Control Registers (PICR). These registers are accessible from the CPU and contain the interrupt priority level IPL2 to IPL0 as well as the pending interrupt flags PIR.

PIR is set when a valid interrupt request has been detected. It is automatically reset by the interrupt acknowledge cycle from the CPU. The PIR flag can be reset by software.

The code 111 in IPL represents the interrupt with the highest priority. The code 000 inhibits the interrupt.

10.1.1 TIMER INTERRUPT REGISTER (PICR0)

On timer overflow or on channel capture/match the pending interrupt request flag PIR_{Tn} is set. If the interrupt priority level is different from zero, the timer activates an interrupt to the CPU.

Table 29 Timer Interrupt Register (address FFFF 8701H)

7	6	5	4	3	2	1	0
PIRT1	IPLT1.2	IPLT1.1	IPLT1.0	PIRT0	IPLT0.2	IPLT0.1	IPLT0.0

Table 30 Description of PICR0 bits

BIT	SYMBOL	FUNCTION
7	PIRT1	pending interrupt for timer T1
6 to 4	IPLT2.2 to IPLT1.0	interrupt priority level for timer T1
3	PIRT0	pending interrupt for timer T0
2 to 0	IPLT0.2 to IPLT0.0	interrupt priority level for timer T0

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10.1.2 UART INTERRUPT REGISTERS

Each UART can generate two interrupts in transmission and reception via the two registers PICR1 and PICR2.

Table 31 UART Interrupt Registers PICR1 and PICR2

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFFF 8703H	PICR1	PIRR0	IPLR0.2	IPLR0.1	IPLR0.0	PIRT0	IPLT0.2	IPLT0.1	IPLT0.0
FFFF 8705H	PICR2	PIRR1	IPLR1.2	IPLR1.2	IPLR1.2	PIRT1	IPLT1.2	IPLT1.1	IPLT1.0

Table 32 Description of PICR1 and PICR2 register bits; n = 0 to 1.

BIT	SYMBOL	FUNCTION
7	PIRRn	pending interrupt for UARTn in reception
6 to 4	IPLRn.2 to IPLRn.0	interrupt priority level for UARTn in reception
3	PIRTn	pending interrupt for UARTn in transmission
2 to 0	IPLTn.2 to IPLTn.0	interrupt priority level for UARTn in transmission

10.1.3 I²C AND ADC INTERRUPT REGISTER (PICR3)

The I²C and the ADC can each generate one interrupt.

Table 33 I²C and ADC Interrupt Register (address FFFF 8707H)

7	6	5	4	3	2	1	0
PIRI	IPLI2	IPLI1	IPLI0	PIRA	IPLA2	IPLA1	IPLA0

Table 34 Description of PICR3 bits

BIT	SYMBOL	FUNCTION
7	PIRI	pending interrupt for I ² C
6 to 4	IPLI2 to IPLI0	interrupt priority level for I ² C
3	PIRA	pending interrupt for ADC
2 to 0	IPLA2 to IPLA0	interrupt priority level for ADC

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11 TIMERS

11.1 Timer array

Two identical 16-bit timer blocks are provided:

- Timer 0 (T0)
- Timer 1 (T1).

Each timer block consists of:

- a timebase,
- three capture/compare channels,
- a Control Register and
- a Status Register.

11.2 Timebase

The timebase contains an 8-bit prescaler with a write only reload register, and a 16-bit counter register. This counter register can only be read by software. The prescaler is clocked either by the peripheral clock FCLK or by an external clock function of the flag C/TN in the timer control register TnCR (T0CT for timer T0 and T1CR for timer T1). On prescaler overflow the prescaler reload value is loaded into the prescaler, which starts incrementing.

11.4 Pin parallel functions for the timer

In order to use the multiplexed pins for the timer, the other functions using these pins as output pins should be forced HIGH via a weak pull-up, enabling an external source to drive them LOW.

The 16-bit counter register is incremented at each prescaler overflow. On counter overflow, the status flag TOV is set, the counter reload value is loaded into the counter. By resetting the control bit RUN in the timer control register the timebase is stopped, and by setting this bit, the prescaler and counter are reloaded on the first external or internal clock and incremented on the second external or internal clock as previously described.

11.3 Channel function

Each channel consists of a register and an equality comparator. For each of the three channels two modes can be selected:

- **Compare mode:** sets the status flag CFn in TnSR when there is a match between the counter register and the channel register value.
- **Capture mode:** stores the counter register value into the channel register and sets the status flag CF when a transition occurs at the corresponding input pin CPn.

In both modes, each channel can generate a global interrupt request if the corresponding enable bit in the Control Register TnCR is set.

Table 35 Parallel functions

PIN	SETTING	PARALLEL FUNCTION
SP1/TX1/INT1	if SPCON.1 = 0, SPR.1 = 1; else UART1 should not be used	CLK0
SP2/RX0/INT2	if SPCON.2 = 0, SPR.2 = 1; else UART0 should not be used	CP2
SP3/TX0/INT3	if SPCON.3 = 0, SPR.3 = 1; else UART0 should not be used	CP3
SP4/INT4	if SPCON.4 = 0, SPR.4 = 1	CP4
SP5/INT5	if SPCON.5 = 0, SPR.5 = 1	CP5
SP6/INT6	if SPCON.6 = 0, SPR.6 = 1	CLK1
P8/PWM0	if PCON.0 = 0, PWM0 should output a logic 1 (write 00H to register PWM0)	CP0
P9/PWM1	if PCON.1 = 0, PWM1 should output a logic 1 (write 00H to register PWM1)	CP1

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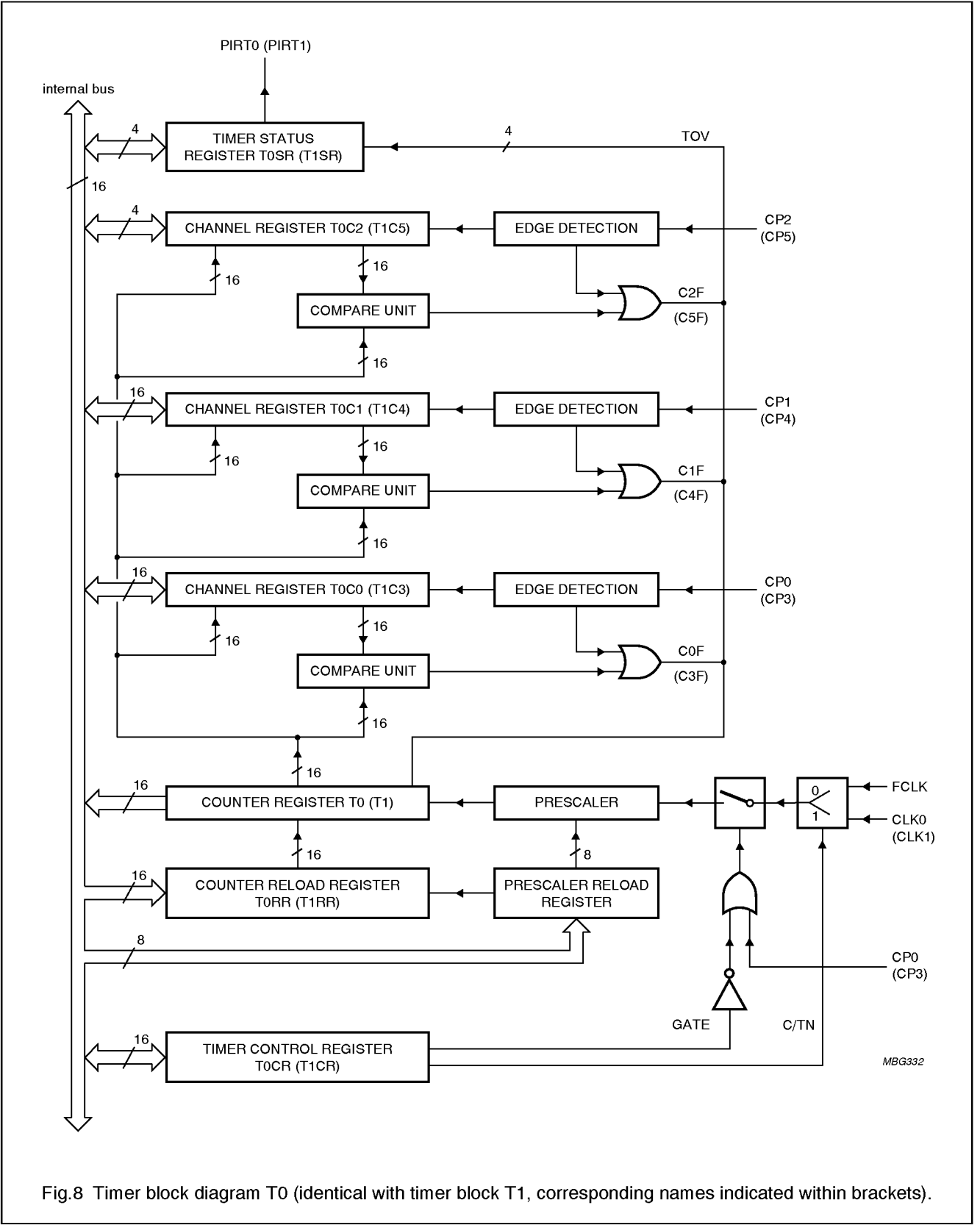


Fig.8 Timer block diagram T0 (identical with timer block T1, corresponding names indicated within brackets).

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11.5 Timer Control Registers

The Timer 0 (T0) is controlled via Timer 0 Control Registers (T0CRH and T0CRL), and Timer 1 (T1) via Timer 1 Control Registers (T1CRH and T1CRL); see Fig.8 and Tables 36 to 39.

Table 36 Timer Control Registers T0CRH and T1CRH; see note 1

ADDRESS	REGISTER	15	14	13	12	11	10	9	8
FFFF 8300H	T0CRH	ECM2	C2M2	C2M1	C2M0	ECM1	C1M2	C1M1	C1M0
FFFF 8310H	T1CRH								

Table 37 Timer Control Registers T0CRL and T1CRL; see note 1

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFFF 8301H	T0CRL	ECM0	C0M2	C0M1	C0M0	ETOV	GATE	C/TN	RUN
FFFF 8311H	T1CRL								

Note to Tables 36 and 37

1. The default value after a CPU-reset for all bits is a logic 0.

Table 38 Description of T0CRH; T1CRH; T0CRL and T1CRL bits

BIT	SYMBOL	DESCRIPTION
15, 11 and 7	ECM2 to ECM0	Channel n interrupt enable (n = 0 to 2); ECMn = 0 ⁽¹⁾ , the channel n interrupt is disabled; ECMn = 1, the channel n interrupt is enabled.
14 to 12	C2M2 to C2M0	Channel mode; see Table 39.
10 to 8	C1M2 to C1M0	
6 to 4	C0M2 to C0M0	
3	ETOV	Timer overflow interrupt enable; ETOV = 0 ⁽¹⁾ , the timer overflow interrupt is disabled; ETOV = 1, the timer overflow interrupt is enabled.
2	GATE	Gated external clock; GATE = 0 ⁽¹⁾ , disable gate function; GATE = 1, the prescaler increments only if the CP0 pin is HIGH for each rising edge transition of CLK0 if C/TN = 1 or with FCLK if C/TN = 0.
1	C/TN	Counter/timer mode; C/TN = 0 ⁽¹⁾ , timer mode; the prescaler is incremented on the rising edge of the peripheral clock (FCLK); C/TN = 1, counter mode; the prescaler increments on the rising edge of CLK0 for Timer 0 (CLK1 for Timer 1).
0	RUN	Timer run enable; RUN = 0 ⁽¹⁾ , timer prescaler stopped and registers value held; RUN = 1, when set the prescaler and counter are loaded and the prescaler is then incremented.

Note

1. The default value after a CPU-reset.

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Table 39 Description of channel mode; n = 0 to 5; X = don't care

CnM2	CnM1	CnM0	DESCRIPTION
0	0	0	Channel n inhibited
0	0	1	Channel n capture on LOW-to-HIGH transition of pin CPn
0	1	0	Channel n capture on HIGH-to-LOW transition of pin CPn
0	1	1	Channel n capture on any transitions of pin CPn
1	X	X	Channel compare mode

11.6 Timer Status Register

Four events can occur: a timer overflow or three channel matches/captures. These event flags are stored in the 4-bit Timer 0 Status Register (T0SR for T0) and Timer 1 Status Register (T1SR for T1). They can be cleared by software but cannot be set. By writing a logic 1 the flags stay unchanged. In order to clear a particular flag one has to write a logic 0 to the corresponding position and logic 1s to the others. One should avoid to use the instruction BCLR, which can reset accidentally several flags.

Table 40 Timer Status Registers T0SR and T1SR

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFFF 830DH	T0SR	–	–	–	–	C2F	C1F	C0F	TOV
FFFF 831DH	T1SR	–	–	–	–	C5F	C4F	C3F	TOV

Table 41 Description of T0SR and T1SR bits

BIT	SYMBOL	DESCRIPTION
7 to 4	–	Reserved.
3 to 1	T0SR: C2F to C0F	Channel n event flag (note 1); CnF = 0 ⁽²⁾ , no event; CnF = 1, capture mode: a capture occurred.
	T1SR: C5F to C3F	
0	TOV	Timer Overflow Flag; TOV = 0 ⁽²⁾ , no overflow; TOV = 1, timer overflow occurred.

Notes

1. n = 0 to 2 for T0; n = 3 to 5 for T1.
2. The default value after a CPU-reset.

11.6.1 NOTE ON TIMER FUNCTION

Please note that the first version of P90CL301 includes the following exceptions for the timer function:

1. In counter mode, one clock cycle is needed to load the reload value after start-up.
2. In compare mode, the status flag C0F to C5F can not be reset during a match condition (i.e. content of channel register equals content of counter register). After a match condition has occurred, the register C0F to C5F can be reset directly after the value of the channel register has been changed.
3. The compare or capture interrupt is active also if RUN = 0 (bit 0 in register T0CRL and T1CRL).

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11.7 Watchdog timer

The P90CL301 contains a watchdog timer consisting of a 13-bit prescaler and an 8-bit timer WDTIM. The prescaler is incremented by the peripheral clock. The 8-bit timer is incremented every 8 192 cycles of the peripheral clock FCLK.

If the FCLK frequency is 2 MHz, the Watchdog timer can operate in the range of 4.1 ms up to 1 s. The Watchdog timer is disabled after reset. It can be enabled by writing any value to the WDCON register. The only way to disable a running Watchdog timer is to reset the P90CL301.

When a timer overflow occurs the microcontroller will be reset (except registers SYSCON, PCON, PRL and PRH which will not be reset). To prevent an overflow of the Watchdog timer, the User Program must reload the Watchdog register within a period shorter than the programmed timer interval.

This timer interval is determined by the 8-bit timer value written to the register WDTIM. For FCLK in MHz, the:

Watchdog period = $(256 - \text{WDTIM}) \times \frac{8192}{\text{FCLK}} \mu\text{s}$

The Watchdog timer is controlled by the register WDCON. A value of A5H in WDCON clears both the prescaler and timer WDTIM. After reset, WDCON contains A5H.

Every value other than A5H in WDCON enables the Watchdog timer. Since the bit 0 of the WDCON input is tied to a logic 0 by hardware during write operations on WDCON, the reset value A5H can not be programmed again and can only be restored by a reset.

Timer WDTIM can be written only if WDCON has previously been loaded with 5AH, otherwise WDTIM and the prescaler are not affected. A successful write operation to WDTIM also clears the prescaler and clears WDCON.

Only the values A5H or 5AH are stored, all other values are stored with a dummy value 00H.

11.7.1 NOTE ON WATCHDOG TIMER FUNCTION

Please note that the first version of P90CL301 includes the following exception for the Watchdog timer function.

The register WDTIM can be written without first writing 5AH to register WDCON. After reset, the Watchdog timer is disabled and the register WDCON contains A5H and register WDTIM contains 00H. As soon as any value not equal to 00H is written to WDTIM, the Watchdog is enabled. The Watchdog can only be disabled by a CPU-reset or a RESET instruction.

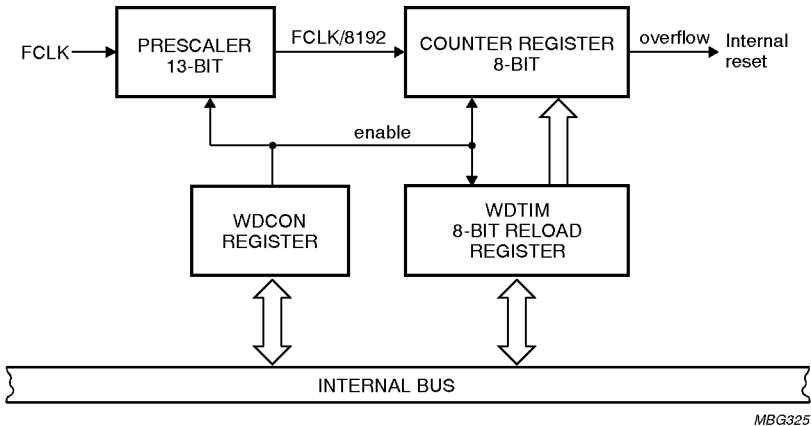


Fig.9 Watchdog timer block diagram.

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12 SERIAL INTERFACES

12.1 UART interface

The UART can operate in 4 modes. The baud rate for receive and transmit can be generated internally or by the baud rate generator. The UART is full duplex, meaning it can receive and transmit simultaneously. The receive and transmit registers are both accessed as a unique register SBUF. Writing to SBUF loads the transmit register, and reading from SBUF accesses a physically separate receive register.

12.1.1 UART OPERATING MODES

The serial port can operate in one of the four modes:

Mode 0 Serial data enters and exits through RXD. TXD pin delivers the synchronous shift clock. 8 bits are transmitted/received (LSB first). The baud rate is equal to $\frac{1}{6} \times \text{CLK}$. The UART clock should not exceed 1 Mbaud.

Mode 1 10 bits are transmitted (through TXD) or received (through RXD): a start bit at logic 0, 8 data bits (LSB first) and a stop bit at logic 1. On receive the stop bit goes into RB8 in the register SCON. The baud rate is given by the baud rate generator output BGCLK0 for the UART0 and BGCLK1 for the UART1.

Mode 2 11 bits are transmitted (through TXD) or received (through RXD): a start bit at logic 0, 8 data bits (LSB first) a programmable 9th data bit, and a stop bit at logic 1. On transmit the 9th bit is taken from the bit TB8 from the SCON register. On receive the 9th bit goes into RB8 of SCON, while the stop bit is ignored. The baud rate is equal to $\frac{1}{6} \times \text{CLK}$. The UART clock should not exceed 1 Mbaud.

Mode 3 Same as mode 2 except for the baud rate, which is given by the baud rate generator output BGCLK0 for the UART0 and BGCLK1 for the UART1.

In all four modes, transmission is initiated by any instruction loading SBUF. In Mode 0, reception is initiated by the condition RI = 0 and REN = 1. In the remaining modes reception is initiated by the incoming start bit if REN = 1.

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12.1.2 UART CONTROL REGISTER SCONn

The SCONn register controls the UARTn (n = 0 to 1) modes and contains the interrupt flags.

Table 42 UART Control Registers SCON0 and SCON1

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFFF 8603H	SCON0	SM0	SM1	SM2	REN	TB8	RB8	TI	RI
FFFF 8607H	SCON1								

Table 43 Description of register SCON0 and SCON1 bits

BIT	SYMBOL	DESCRIPTION
7 to 6	SM0 to SM1	Mode bits; see Table 44.
5	SM2	Multiprocessor; enable the multiprocessor communication feature in Modes 2 and 3. If SM2 is set the RI will not be activated if the received 9 th data bit RB8 = 0. In Mode 1, if SM2 is set the RI will not be activated if a valid stop bit is not received. In Mode 0, SM2 should be a logic 0.
4	REN	Receive enable; enables serial reception; set and cleared by software.
3	TB8	Transmit extra bit; 9 th data bit that will be transmitted in Modes 2 and 3; set and cleared by software.
2	RB8	Receive extra bit; in Modes 2 and 3, RB8 is the 9 th bit received. In Mode 1, if SM2 = 0, RB8 is the stop bit which is received.
1	TI	Transmit interrupt; it is set by hardware at the end of the 8 th bit time in Mode 0, or halfway through the stop bit in the other modes (except: see bit SM2). TI must be cleared by software (cannot be set by software). By writing a logic 1 the flags stay unchanged. In order to clear a particular flag one has to write a logic 0 to the corresponding position and a logic 1 to the others. One should avoid to use the instruction BCLR, which can reset accidentally several flags.
0	RI	Receive interrupt; set by hardware at the end of the 8 th bit time in Mode 0, or halfway through the stop bit in the other modes (except: see SM2). RI must be cleared by software (cannot be set by software). By writing a logic 1 the flags stay unchanged. In order to clear a particular flag one has to write a logic 0 to the corresponding position and a logic 1 to the others. One should avoid to use the instruction BCLR, which can reset accidentally several flags.

Table 44 Mode defined by bits SM0 and SM1

SM0	SM1	MODE	DESCRIPTION
0	0	0	shift register; $\frac{1}{6} \times \text{CLK}$
0	1	1	8-bit UART; BGCLK0 and BGCLK1
1	0	2	9-bit UART; $\frac{1}{16} \times \text{CLK}$
1	1	3	9-bit UART; BGCLK0 and BGCLK1

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12.2 Baud rate generator

A dedicated baud rate generator is directly connected to the UART0. For the UART1 this clock can be divided by 1 or 4 as a function of the bit BDIV in the BCON control register.

The baud rate generator consists of a 16-bit timer, two 8-bit registers BREGL and BREGH (LSB and MSB) to store the 16-bit reload value, and a control register BCON.

When an overflow occurs the timer is reloaded with the contents of the registers BREGH, BREGL. The timer is clocked by the peripheral clock.

The baud rates for UART0 and UART1 in Mode 1 and 3 are determined by the timer overflow rate as follows (FCLK is in Hz):

$$BGCLK0 = \frac{FCLK}{(1 \times (65536 - BREG))}$$

$$BGCLK1 = \frac{FCLK}{\left(16 \times \frac{(65536 - BREG)}{4^{BDIV}}\right)}$$

12.2.1 UART BAUD RATE CONTROL REGISTER (BCON)**Table 45** UART Baud Rate Control Register (address FFFF 860FH)

7	6	5	4	3	2	1	0
–	–	–	–	–	–	BST	BDIV

Table 46 Description of BCON bits; see note 1

BIT	SYMBOL	DESCRIPTION
7 to 2	–	Reserved.
1	BST	BST = 0, stop timer; BST = 1, start timer increment after loading of timer register with the reload register value.
0	BDIV	BDIV = 0, UART1 baud rate not divided; BDIV = 1, UART1 baud rate divided by 4.

Note

1. The default value after a CPU-reset for all bits is a logic 0.

12.3 I²C-bus interface

The serial port supports the twin line I²C-bus. The I²C-bus consists of a data line SDA and a clock line SCL. These lines also function as I/O port lines P11 and P10 respectively (always open drain). The system is unique because data transport, clock generation, address recognition and bus control arbitration are all controlled by hardware. The I²C-bus serial I/O has complete autonomy in byte handling and operates in four modes:

- Master transmitter mode
- Master receiver mode
- Slave transmitter mode
- Slave receiver mode.

These functions are controlled by the SCON register. SSTA is the Status Register whose contents may be used as a vector to various service routines. SDAT is the data shift register and SADR the slave address register. Slave address recognition is performed by hardware.

For more details on the I²C-bus functions, see user manual *"The I²C-bus and how to use it (including specifications)"*; order number 9398 393 40011.

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12.4 Serial Control Register (SCON)**Table 47** Serial Control Register (address FFFF 8207H)

7	6	5	4	3	2	1	0
CR2	ENS	STA	STO	SI	AA	CR1	CR0

Table 48 Serial Control Register SCON bits

BIT	SYMBOL	DESCRIPTION
7, 1 and 0	CR2 to CR0	These three bits determine the serial clock frequency when SIO is in a master mode function of the peripheral clock FCLK (see Tables 49 and 50).
6	ENS	Enable serial I/O; If ENS = 0, the serial interface I/O is disabled and reset; if ENS = 1, the serial interface is enabled.
5	STA	Start flag; when this bit is set in slave mode, the hardware checks the I ² C-bus and generates a START condition if the bus is free or after the bus becomes free. If the device operates in master mode it will generate a repeated START condition.
4	STO	Stop flag; if this bit is set in the master mode a STOP condition is generated. A STOP condition detected on the I ² C-bus clears this bit. The STOP bit may also be set in slave mode in order to recover from an error condition. In this case no STOP condition is generated to the I ² C-bus, but the hardware releases the SDA and SCL lines and switches to the not selected slave receiver mode. The STOP flag is cleared by the hardware.
3	SI	Serial Interrupt flag; this flag is set, and an interrupt is generated, after any of the following events occur: <ul style="list-style-type: none"> • A START condition is generated in master mode. • The own slave address has been received during AA = 1. • The general call address has been received while bit SADR.0 = 1 and AA = 1. • A data byte has been received or transmitted in master mode. • A data byte has been received or transmitted as selected slave. • A STOP or START condition is received as selected slave receiver or transmitter. While the SI flag is set, SCL remains LOW and the serial transfer is suspended. SI must be reset by software.
2	AA	Assert Acknowledge; when this bit is set, an acknowledge is returned after any one of the following conditions: <ul style="list-style-type: none"> • Slave address is received. • The general call address is received (bit SADR.0 = 1). • A data byte is received, while the device is programmed to be a master receiver. • A data byte is received, while the device is a selected slave receiver. When bit AA is reset, no acknowledgement is returned. Consequently, no interrupt is requested when the own slave address or general call address is received.

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Table 49 CLK/SCL divide factor

Values greater than 100 kbits are outside the specified frequency range.

CR2	CR1	CR0	CLK/SCL DIVIDE FACTOR			
			D = 2 ⁽¹⁾	D = 3	D = 4	D = 5
0	0	0	118	177	236	295
0	0	1	104	156	208	260
0	1	0	90	135	180	225
0	1	1	76	114	152	190
1	0	0	480	720	960	1200
1	0	1	58	87	116	145
1	1	0	30	45	60	75

Table 50 I²C-bus serial clock rates

Values greater than 100 kbits are outside the specified frequency range.

CR2	CR1	CR0	BIT FREQUENCY (kHz) AT CLK = 13 MHz				BIT FREQUENCY (kHz) AT CLK = 20 MHz			
			D = 2 ⁽¹⁾	D = 3	D = 4	D = 5	D = 2	D = 3	D = 4	D = 5
0	0	0	–	73.4	55	44	–	–	84.7	67.7
0	0	1	–	83.3	62.5	50	–	–	96.1	76.9
0	1	0	–	96.2	72.2	57.7	–	–	–	88.8
0	1	1	–	–	85.5	68.4	–	–	–	–
1	0	0	27	18	13.5	10.8	41.6	27.7	20.8	16.6
1	0	1	–	–	–	89.6	–	–	–	–
1	1	0	–	–	–	–	–	–	–	–

Note to Tables 49 and 501. D = divisor = $\frac{CLK_{FCLK}}{D}$; see Table 14.**12.4.1 I²C STATUS REGISTER (SSTA)**

SSTA is an 8-bit read only Special Function Register. The contents of SSTA may be used as a vector to a service routine. This optimizes response time of the software and consequently that of the I²C-bus. Tables 54 to 58 show the list of the status codes defined by the contents of register SSTA.

Table 51 I²C Status Register (address FFFF 8205H)

7	6	5	4	3	2	1	0
SC4	SC3	SC2	SC1	SC0	–	–	–

Table 52 Description of SSTA bits

BIT	SYMBOL	DESCRIPTION
7 to 3	SC4 to SC0	The bits SC4 to SC0 hold a status code.
2 to 0	–	Reserved; held LOW.

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Table 53 Used abbreviations in the mode descriptions; see Tables 54 to 58

SYMBOL	DESCRIPTION
SLA	7-bit slave address
R	read bit
W	write bit
ACK	acknowledgement (acknowledge bit = 0)
ACKNOT	not acknowledge (acknowledge bit = 1)
DATA	8-bit (byte) to or from the I ² C-bus
MST	master
SLV	slave
TRX	transmitter
REC	receiver

Table 54 Master transmitter (MST/TRX) mode

SSTA VALUE	DESCRIPTION
08H	A START condition has been transmitted
10H	A repeated START condition has been transmitted
18H	SLA and W have been transmitted, ACK has been received
20H	SLA and W have been transmitted, ACKNOT received
28H	DATA of S1DAT has been transmitted, ACK received
30H	DATA of S1DAT has been transmitted, ACKNOT received
38H	Arbitration lost in SLA, R/ \overline{W} or DATA

Table 55 Master receiver (MST/REC) mode

SSTA VALUE	DESCRIPTION
38H	Arbitration lost while returning ACKNOT
40H	SLA and R have been transmitted, ACK received
48H	SLA and R have been transmitted, ACKNOT received
50H	DATA has been received, ACK returned
58H	DATA has been received, ACKNOT returned

Table 56 Slave transmitter (SLV/TRX) mode

S1STA VALUE	DESCRIPTION
A8H	Own SLA and R received, ACK returned
B0H	Arbitration lost in SLA, R/ \overline{W} as MST. Own SLA and R received, ACK returned
B8H	DATA byte has been transmitted, ACK received
C0H	DATA byte has been transmitted, ACK received
C8H	Last DATA byte has been transmitted, ACKNOT received

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Table 57 Slave receiver (SLV/REC) mode

SSTA VALUE	DESCRIPTION
60H	Own SLA and W have been received, ACK returned
68H	Arbitration lost in SLA, R/W as MST. Own SLA and W have been received, ACK returned
70H	General call has been received, ACK returned
78H	Arbitration lost in SLA, R/W as MST. General call received, ACK returned
80H	Previously addressed with own SLA. DATA byte received, ACK returned
88H	Previously addressed with own SLA. DATA byte received, ACKNOT returned
90H	Previously addressed with general call. DATA byte received, ACK has been returned
98H	Previously addressed with general call. DATA byte received, ACKNOT has been returned
A0H	A STOP condition or repeated START condition received while still addressed as SLV/REC or SLV/TRX

Table 58 Miscellaneous

S1STA VALUE	DESCRIPTION
00H	Bus error during MST mode or selected SLV mode, due to an erroneous START or STOP condition

12.4.2 I²C DATA SHIFT REGISTER (SDAT)**Table 59** I²C Data Shift Register (address FFFF 8201H)

7	6	5	4	3	2	1	0
DATA.7	DATA.6	DATA.5	DATA.4	DATA.3	DATA.2	DATA.1	DATA.0

Table 60 Description of SDAT bits

BIT	SYMBOL	DESCRIPTION
7 to 0	DATA.7 to DATA.0	The serial data to be transmitted or data that has just been received. Bit 7 is transmitted or received first; i.e. data is shifted from right to left.

12.4.3 I²C ADDRESS REGISTER (SADR)

This 8-bit register may be loaded with the 7-bit address to which the controller will respond when programmed as a slave receiver/transmitter.

Table 61 I²C Address Register (address FFFF 8203H)

7	6	5	4	3	2	1	0
SADR.7	SADR.6	SADR.5	SADR.4	SADR.3	SADR.2	SADR.1	SADR.0

Table 62 Description of the register SADR bits

BIT	SYMBOL	DESCRIPTION
7 to 1	SADR.7 to SADR.1	Slave address.
0	SADR.0	SADR.0 = GC, is used to determine whether the general CALL address is recognized: If GC = 0, general CALL address is not recognized (default value after a CPU-reset). If GC = 1, general CALL address is recognized.

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13 PULSE WIDTH MODULATION OUTPUTS (PWM)

Two Pulse Width Modulation outputs are provided on the P90CL301. These channels output pulses of programmable length and interval. The repetition frequency is defined by an 8-bit prescaler PWMP, which generates the clock for the counter. The 8-bit counter counts modulo 255 (from 0 to 254 inclusive).

The prescaler and counter are used for the two channel outputs. The value of the 8-bit counter is compared to the content of the registers PWM0 (resp. PWM1) for the channel output PWM0 (resp. PWM1). Provided the content of this register is greater than the counter value, the output of PWM0 (resp. PWM1) is set LOW. If the content of this register is equal to, or less than the counter value, the output will stay high. The pulse width ratio is

therefore defined by the content of the register PWM0 (resp. PWM1). The pulse width ratio is in the range of 0 to $\frac{255}{255}$ and may be programmed in increments of $\frac{1}{255}$.

The repetition frequency:

$$f_{\text{PWM}} = \frac{\text{FCLK}}{(1 + \text{PWMP}) \times 255} \text{ Hz ; for FCLK in Hz.}$$

When using a peripheral clock of 6 MHz for example, the above formula gives a repetition frequency range of 23 kHz to 91 Hz.

By loading the PWM0 (resp. PWM1) with either 00H or FFH, the PWM0 output can be retained at a constant HIGH or LOW level respectively. When loading FFH to the PWM0 (resp. PWM1) register, the 8-bit counter will never actually reach this value.

13.1 Prescaler PWM Register (PWMP)

Table 63 Prescaler PWM Register (address FFFF 8801H)

7	6	5	4	3	2	1	0
PWMP.7	PWMP.6	PWMP.5	PWMP.4	PWMP.3	PWMP.2	PWMP.1	PWMP.0

Table 64 Description of PWMP bits

BIT	SYMBOL	DESCRIPTION
7 to 0	PWMP.7 to PWMP.0	Prescaler division factor = (PWMP + 1).

13.2 PWM Data Registers (PWM0 and PWM1)

Table 65 PWM Data Registers PWM0 and PWM1

ADDRESS	REGISTER	7	6	5	4	3	2	1	0
FFFF 8803H	PWM0	PWM0.7	PWM0.6	PWM0.5	PWM0.4	PWM0.3	PWM0.2	PWM0.1	PWM0.0
FFFF 8805H	PWM1	PWM1.7	PWM1.6	PWM1.5	PWM1.4	PWM1.3	PWM1.2	PWM1.1	PWM1.0

Table 66 Description of PWM0 and PWM1 bits; n = 0 to 1

BIT	SYMBOL	DESCRIPTION
7 to 0	PWMn.7 to PWMn.0	Pulse width ratio. LOW/HIGH ratio of PWMn signals = $\frac{(\text{PWMn})}{255 - (\text{PWMn})}$

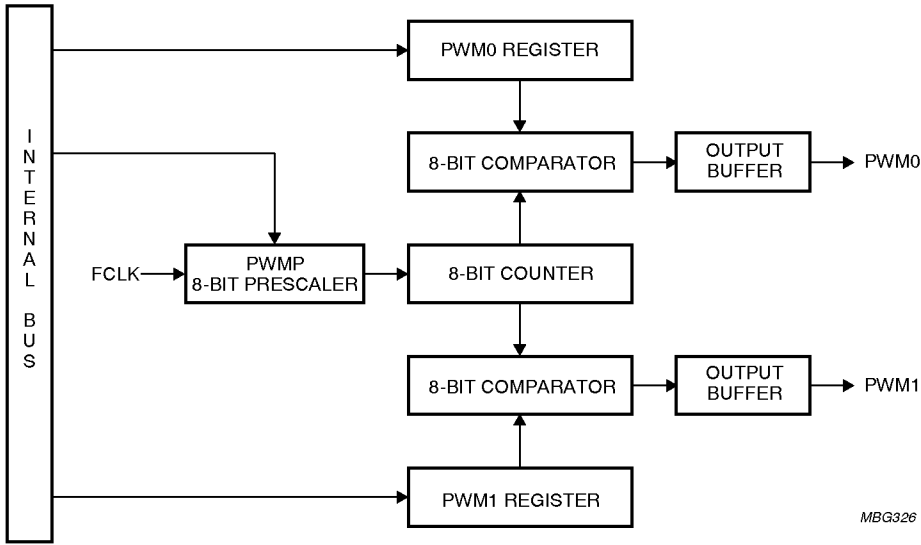


Fig.10 PWM block diagram

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14 ANALOG-TO-DIGITAL CONVERTER (ADC)

The analog input circuitry consist of a 4 input analog multiplexer and an analog-to-digital converter (ADC) with 8-bit resolution. The analog reference voltage AV_{ref} and the analog supplies AV_{DD} , AV_{SS} are connected via separate input pins.

The conversion time takes 24 periods of the secondary peripheral clock FCLK2 (see Section 6.6). The maximum value of the FCLK2 clock is dependant on the supply voltage (see Section 20).

As the ADC is based on a successive approximation algorithm using a resistor scale connected to AV_{ref} and AV_{SS} , a continuous current flows in this resistor.

By resetting the EADC bit in the control register ADCON or by entering Power-down it is possible to switch off this current to reduce the static power consumption.

The ADC is controlled using the ADCON control register. Input channels are selected by the analog multiplexer function of register bits ADCON.0 and ADCON.1. The completion of the 8-bit ADC conversion is flagged by ADCI in the ADCON register and the result is stored in the register ADCDAT (address FFFF 8809H).The result of a completed conversion remains unaffected provided ADCI is HIGH. While ADCS or ADCI are HIGH, a new ADC start will be blocked and consequently lost. An ADC conversion already in progress is aborted when Power-down mode is entered.

14.1 ADC Control Register (ADCON)

Table 67 ADC Control Register (address FFFF 8807H)

7	6	5	4	3	2	1	0
0	EADC	–	ADCI	ADCS	–	A1	A0

Table 68 Description of the ADCON bits

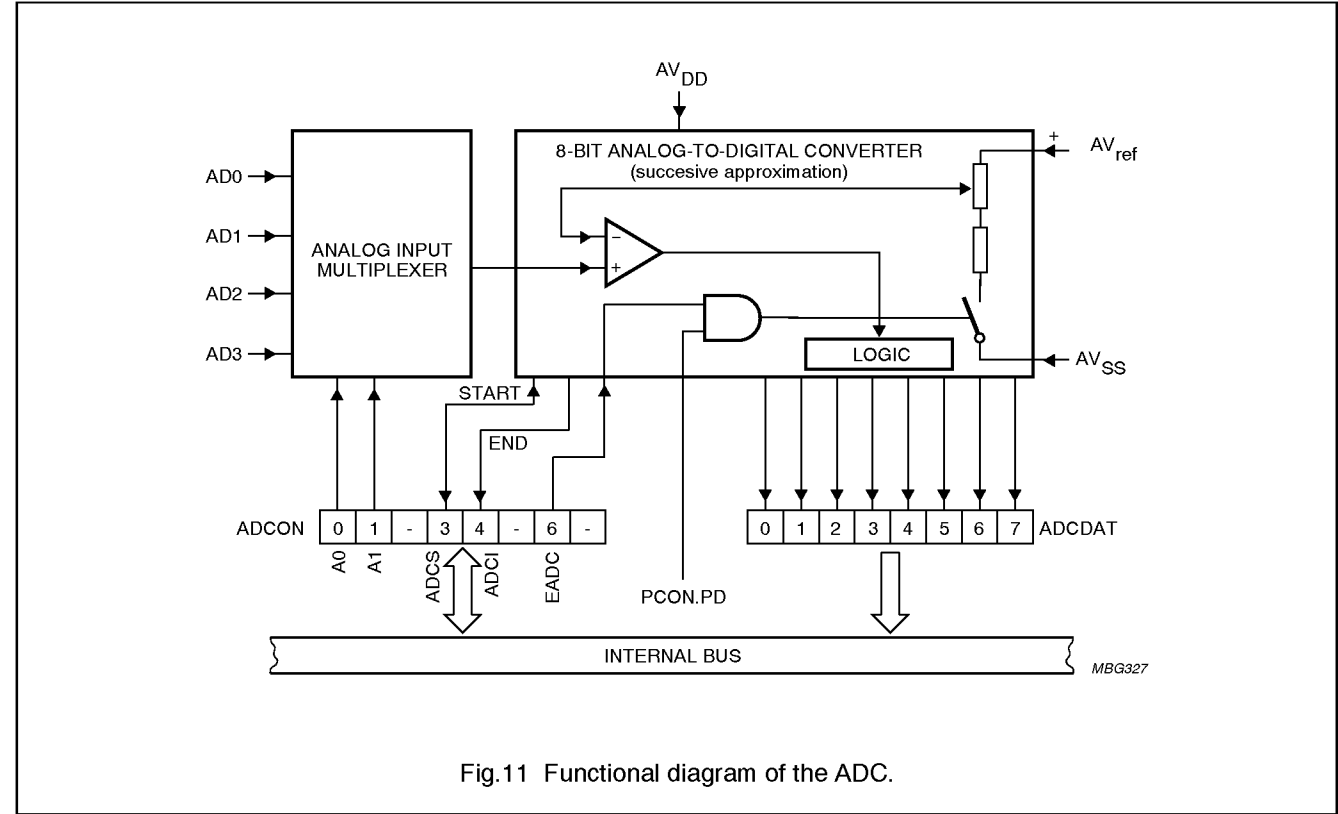
BIT	SYMBOL	DESCRIPTION
7	–	Reserved; set to LOW.
6	EADC	ADC enable. If EADC = 1, then ADC is enabled. If EADC = 0, then ADC is disabled; the resistor reference is switched off to save power even while the CPU is operating.
5	–	Reserved.
4	ADCI	ADC interrupt flag. This flag is set when an ADC conversion result is ready to be read. An interrupt is invoked if the level IPLA is different from '0'. The flag must be cleared by software (it cannot be set by software). The ADCI bit must be cleared before a new conversion is started.
3	ADCS	ADC start and status; setting this bit starts a conversion. The logic ensures that this signal is HIGH while the conversion is in progress. On completion, ADCS is reset at the same time the interrupt flag ADCI is set. ADCS cannot be reset by software.
2	–	Reserved.
1, 0	A1, A0	Analog input select; this binary coded address selects one of the four analog inputs ADC0 to ADC3. It can only be changed when ADCI and ADCS are both LOW. A1 is the MSB; e.g. '11' selects analog input channel ADC3.

Table 69 Operation of ADCI and ADCS

ADCI	ADCS	OPERATION
0	0	ADC not busy, a conversion can be started.
0	1	ADC busy, start of a new conversion is blocked.
1	0	Conversion completed, start of a new conversion is blocked.
1	1	Intermediate status for a maximum of one machine cycle before conversion is completed (ADCI = 1, ADCS = 0).

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15 ON-BOARD TEST CONCEPT

To improve the on-board debugging two functions are implemented, the ON-Circuit Emulation (ONCE) mode and the on-chip test ROM.

15.1 ONCE mode

The ON-Circuit Emulation (ONCE) mode eases the testing of an application without having to remove the controller from the board. The ONCE mode is entered by pulling CSBT LOW during reset. In this mode the address bus, data bus and bus control signals are in tri-state mode, all other output or bidirectional pins are weakly pulled HIGH. The oscillator circuit remains active. In this mode an emulator probe can be hooked-up to the circuit. Normal operation is restored with a normal reset.

15.2 Test ROM

The purpose of the test ROM is to offer the user a simple software interface to load programs for testing its own application and to transmit back the test result.

The program can be loaded from the host into either the on-chip RAM or the external memory. The test ROM mode is entered by pulling LOW the R/W / TROM pin during reset.

Just after the RESET initialization, the user should send a character of 9 bits with all bits being zero (1 stop bit plus 8 data bits = 0) on the RX0 line.

Using the timer, the character length is captured and then the baud rate is automatically calculated and the baud rate generator is initialized. The UART0 is then initialized in Mode 3 with SM2 multiprocessor bit set, REN and TB8 bit set (SCON = F8H). The hardware is now ready to handle the protocol using the following 4 commands (Code 00 to 11).

Table 70 Command format

7	6	5	4	3	2	1	0
Code		NB byte – 1					

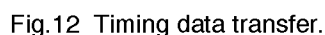
Table 71 Command description

BIT	SYMBOL	DESCRIPTION
7, 6	Code	Pointer commands; see Table 72.
5 to 0	NB byte – 1	Indicates the length of the transfer; e.g. (NB byte – 1) = 0 means a 1 byte transfer, (NB byte – 1) = 63 means a 64 byte transfer.

Table 72 Pointer commands

CODE		DESCRIPTION
BIT 7	BIT 6	
0	0	The pointer (A0 register) is initialized with a value depending of the number of transferred bytes. The most significant byte should be transferred first. Protocol: To start a data transfer, the pointer should be initialized first. It is incremented by one at each byte transfer between the memory and the host. The following registers are reserved for the protocol and should not be used by the user: D0, D1, D2, D3, A0, A1 and A2.
0	1	Read command. Read 1 to 64 bytes (load to the host). The pointer is incremented at each transfer.
1	0	Write command. Write 1 to 64 bytes (load from the host). The pointer is incremented at each transfer.
1	1	Jump command. If the NB field is 0 then a jump to the pointer address (A0) is done to start code execution. If the NB field = 0, the complete protocol initialization is restarted (same effect as reset and R/W / TROM = 0).

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The P90CL301 contains a 512 bytes RAM which can be used to store program code or data. As this memory does not need wait states, it can speed up some time consuming tasks like stack operation, table references, or small program loops, compared with slow external memory or when using the 8-bit data bus. For a read access, 3 CPU clocks are used. For a write access, 4 CPU clocks are used. The memory content is kept even when the supply voltage is lowered down to 1.8 V after entering Power-down mode. The base address is FFFF 9000H. It can be accessed in long word, word or bytes.

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17 REGISTER MAPPING

The internal register map of the P90CL301 is summarized in Table 73. The internal registers can only be accessed in Supervisor mode.

Table 73 Register map

ADDRESS (HEX)	SYMBOL	WIDTH ⁽¹⁾	REGISTER	ACCESS ⁽²⁾
System register				
FFFF 8000	SYSCON	W	System Control Register	R/W
Interrupt registers				
FFFF 8101	LIR0	B	Latched Interrupt 0/1 Register	R/W
FFFF 8103	LIR1	B	Latched Interrupt 2/3 Register	R/W
FFFF 8105	LIR2	B	Latched Interrupt 4/5 Register	R/W
FFFF 8107	LIR3	B	Latched Interrupt 6/7 Register	R/W
I²C registers				
FFFF 8201	SDAT	B	I ² C Data Register	R/W
FFFF 8203	SADR	B	I ² C Address Register	R/W
FFFF 8205	SSTA	B	I ² C Status Register	R
FFFF 8207	SCON	B	I ² C Control Register	R/W
Timers registers				
FFFF 8300	T0CRH	B/W	Timer 0 Control Register (high byte)	R/W
FFFF 8301	T0CRL	B	Timer 0 Control Register (low byte)	R/W
FFFF 8302	T0RR	W	Timer 0 Reload Register	W
FFFF 8304	T0	W	Timer 0 Register	R
FFFF 8306	T0C0	W	Timer 0 Channel 0 Register	R/W
FFFF 8308	T0C1	W	Timer 0 Channel 1 Register	R/W
FFFF 830A	T0C2	W	Timer 0 Channel 2 Register	R/W
FFFF 830D	T0SR	B	Timer 0 Status Register	R/C
FFFF 830F	T0PR	B	Timer 0 Prescaler Reload Register	W
FFFF 8310	T1CRH	B/W	Timer 1 Control Register (high byte)	R/W
FFFF 8311	T1CRL	B	Timer 1 Control Register (low byte)	R/W
FFFF 8312	T1RR	W	Timer 1 Reload Register	W
FFFF 8314	T1	W	Timer 1 Register	R
FFFF 8316	T1C0	W	Timer 1 Channel 0 Register	R/W
FFFF 8318	T1C1	W	Timer 1 Channel 1 Register	R/W
FFFF 831A	T1C2	W	Timer 1 Channel 2 Register	R/W
FFFF 831D	T1SR	B	Timer 1 Status Register	R/C
FFFF 831F	T1PR	B	Timer 1 Prescaler Reload Register	W
FFFF 8401	WDTIM	B	Watchdog Timer Register	R/W
FFFF 8403	WDCON	B	Watchdog Control Register (only A5H or 5AH)	S

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ADDRESS (HEX)	SYMBOL	WIDTH ⁽¹⁾	REGISTER	ACCESS ⁽²⁾
Port registers				
FFFF 8503	PCON	B	Port Control Register	R/W
FFFF 8505	PRL	B	P Port Latch (least significant byte)	R/W
FFFF 8507	PPL	B	P Port Pin (least significant byte)	R
FFFF 8509	PRH	B	P Port Latch (most significant byte)	R/W
FFFF 850B	PPH	B	P Port Pin (most significant byte)	R
FFFF 8109	SPCON	B	SP Port Control Register	R/W
FFFF 810B	SPR	B	SP Port Latch	R/W
FFFF 810D	SPP	B	SP Port Pin	R
UART registers				
FFFF 8601	SBUF0	B	UART0 Transmit/Receive Register	R/W
FFFF 8603	SCON0	B	UART0 Control Register	R/W
FFFF 8605	SBUF1	B	UART1 Transmit/Receive Register	R/W
FFFF 8607	SCON1	B	UART1 Control Register	R/W
Baud rate generator registers				
FFFF 860B	BREGL	B	UART Baud Rate Register (least significant byte)	R/W
FFFF 860D	BREGH	B	UART Baud Rate Register (most significant byte)	R/W
FFFF 860F	BCON	B	UART Baud Rate Control Register	R/W
Peripheral interrupt registers				
FFFF 8701	PICR0	B	Timer Interrupt Register	R/W
FFFF 8703	PICR1	B	UART0 Interrupt Register	R/W
FFFF 8705	PICR2	B	UART1 Interrupt Register	R/W
FFFF 8707	PICR3	B	I ² C and ADC Interrupt Register	R/W
Pulse Width Modulation registers				
FFFF 8801	PWMP	B	PWM Prescaler Register	W
FFFF 8803	PWM0	B	PWM0 Data Register	R/W
FFFF 8805	PWM1	B	PWM1 Data Register	R/W
ADC registers				
FFFF 8807	ADCON	B	ADC Control Register	R/W
FFFF 8809	ADCDAT	B	ADC Data Register	R

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ADDRESS (HEX)	SYMBOL	WIDTH ⁽¹⁾	REGISTER	ACCESS ⁽²⁾
Chip-select registers				
FFFF 8A00	CS0N	W	Chip-select 0 Control Register	R/W
FFFF 8A02	CS1N	W	Chip-select 1 Control Register	R/W
FFFF 8A04	CS2N	W	Chip-select 2 Control Register	R/W
FFFF 8A06	CS3N	W	Chip-select 3 Control Register	R/W
FFFF 8A08	CS4N	W	Chip-select 4 Control Register	R/W
FFFF 8A0A	CS5N	W	Chip-select 5 Control Register	R/W
FFFF 8A0C	CS6N	W	Chip-select 6 Control Register	R/W
FFFF 8A0E	CSBT	W	Chip-select Boot Control Register	R/W
FFFF 8A11	BSREG	B	Bus Size Register	R/W

Notes

1. Width when specified is in byte (B) or word (W).
2. Access when specified is in read (R) write (W) or clear (C) only. The Watchdog Control Register is special (S).

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18 ANOMALIES OF FIRST SAC1 VERSION

18.1 General

The first version of P90CL301 in SAC1 process contains some anomalies which are listed below. All these anomalies will be corrected in the later version produced in C100 process (available beginning of 1996); this version will conform fully with the specification.

18.2 Timer

- Counter mode; in counter mode the timer uses the first transition LOW-to-HIGH to load the reload value and increment on the second pulse only. If the CLK0/CLK1 pin is LOW when the RUN bit is set, the reload value is loaded at the rising edge of CLK0/CLK1.
 - Workaround: test by software the state of the pin when counting is started.
- Simultaneous interrupts; if several sources of interrupt are enabled on the same timer (several captures plus overflow), only the transition from LOW-to-HIGH of the OR-function of all flags creates an interrupt.
 - Workaround: test all flags in an interrupt routine until they are all logic 0.
- Compare mode; in compare mode, the status flag CnF can not be reset during a match condition (i.e. content of Channel Register equals content of Counter Register). After a match condition has occurred, the register CnF can be reset directly after the value of the channel register has been changed.
- The compare or capture interrupt is active also if in register T0CRL and T1CRL the bit RUN = 0.

18.3 TAS instruction

The addresses are disabled during the write cycle of a TAS instruction in FBC mode if \overline{DTACK} is generated by \overline{AS} only (no problem if \overline{DTACK} is generated by $\overline{UDS}/\overline{LDS}$ or by an internal chip-select).

- Workaround: when executing the TAS instruction, reset the bit FBC to a logic 0 and then set it to a logic 1 again.

18.4 NMN pin

If the NMN pin stays active LOW, an endless number of stacking calls are executed and the first instruction of the interrupt routine is not executed.

- Workaround: apply only a short pulse on the NMN pin with a minimum length of 3 clocks plus wait states, and a maximum length of 15 clocks and 4 wait states.

18.5 Interrupts

If an internal interrupt is immediately followed by an external interrupt (i.e. both interrupts occurring within 12 clock cycles) and both these interrupts are of the same priority, the external interrupt might get lost and not be handled.

- Workaround: one of the following two actions is necessary,
 - Do not use the same priority level for external interrupts and internal interrupts.
 - In the interrupt service routine, check if any PIR bits are still set. If yes, check the level of the external interrupt pins to see which other interrupt must be handled. If no, continue as normal.

For the case where an external interrupt is immediately followed by an internal interrupt, the handling is correct and is not affected by the anomaly as described above.

18.6 UART

In Mode 0, the pin RTX is used as a bidirectional data pin. A special case occurs with a sequence with alternating transmit and receive with a bitstream as shown below:

- Transmit 1XXXXXXXX (last bit = 1)
- Receive 0XXXXXXXX (last bit = 0)
- Transmit XXXXXXXX1 (first bit = 1).

For the second transmission, the RTX pin is only driven from LOW-to-HIGH by a weak transistor (i.e. slow rise time).

- Workaround: use an external pull-up on the RTX pin if Mode 0 is used (other UART modes other than Mode 0 are not affected).

18.7 Watchdog

The register WDTIM can be written without first writing 5AH to register WDCON. After reset, the Watchdog timer is disabled and the register WDCON contains A5H and register WDTIM contains 00H. As soon as any value not equal to 00H is written to WDTIM, the Watchdog is enabled. The Watchdog can only be disabled by a CPU-reset or a RESET instruction.

18.8 Chip-select $\overline{CS6}$ timing

The chip-select $\overline{CS6}$ pin timing is slightly different from the timing of the other chip-selects or the address strobe \overline{AS} . The falling edge of $\overline{CS6}$ is triggered at the same time as \overline{AS} , but the rising edge is one phase (half a clock cycle) earlier than for the \overline{AS} and the other chip-selects.

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19 LIMITING VALUES

In accordance with the Absolute Maximum System (IEC 134).

SYMBOL	PARAMETER	MIN.	MAX.	UNIT
V_{DD}	supply voltage	-0.5	+5.5	V
V_I	input voltage on any pin with respect to ground (V_{SS})	-0.5	$V_{DD} + 0.5$	V
I_I, I_O	DC current into any input or output	-	5	mA
P_{tot}	total power dissipation	-	300	mW
T_{stg}	storage temperature range	-65	+150	°C
T_{amb}	operating ambient temperature range	-40	+ 85	°C
T_j	operating junction temperature range	-	+ 125	°C

20 DC CHARACTERISTICS $V_{DD} = 2.7$ to 5.5 V; $V_{SS} = 0$ V; $T_{amb} = -40$ to $+85$ °C; all voltages with respect to V_{SS} unless otherwise specified.

SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Supply						
V _{DD}	supply voltage		2.7	–	5.5	V
I _{DD}	supply current operating; note 1	V _{DD} = 3 V; CLK = 13.8 MHz	–	14	20	mA
		V _{DD} = 5 V; CLK = 20 MHz	–	45	60	mA
I _{DD} (ID)	supply current Idle mode; note 2	V _{DD} = 3 V; CLK = 13.8 MHz	–	175	400	μA
		V _{DD} = 5 V; CLK = 20 MHz	–	500	1000	μA
I _{DD} (PD)	supply current Power-down mode; note 3	V _{DD} = 3 V	–	2	20	μA
		V _{DD} = 5 V	–	5	50	μA
Inputs						
V _{IL}	LOW level input voltage		V _{SS}	–	0.3V _{DD}	V
V _{IL}	LOW level input voltage; D15 to D8, XTAL1, $\overline{\text{HALT}}$, $\overline{\text{RESET}}$, RESETIN		V _{SS}	–	0.1V _{DD}	V
V _{IH}	HIGH level input voltage		0.7V _{DD}	–	V _{DD}	V
I _{IL}	LOW level input current	V _{DD} = 3 V; V _{IN} = 0.4 V	–	9	50	μA
		V _{DD} = 5 V; V _{IN} = 0.4 V	–	36	–	μA
I _{TL}	input current HIGH-to-LOW transition	V _{DD} = 3 V; V _{IN} = 0.5V _{DD}	–	110	500	μA
		V _{DD} = 5 V; V _{IN} = 0.5V _{DD}	–	400	–	μA
I _{TSI}	tri-state input current		–	1	10	μA

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SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Outputs						
I_{OH8}	HIGH level output current; TS8, WP8 and S8; note 4	$V_{DD} = 3\text{ V}; V_{OH} = 0.4\text{ V}$	8	17	–	mA
		$V_{DD} = 5\text{ V}; V_{OH} = 0.4\text{ V}$	–	22	–	mA
I_{OH4}	HIGH level output current; TS4 and OD4; note 4	$V_{DD} = 3\text{ V}; V_{OH} = 0.4\text{ V}$	2	4	–	mA
		$V_{DD} = 5\text{ V}; V_{OH} = 0.4\text{ V}$	–	10	–	mA
I_{OH2}	HIGH level output current; WP2; note 4	$V_{DD} = 3\text{ V}; V_{OH} = 0.4\text{ V}$	2	4	–	mA
		$V_{DD} = 5\text{ V}; V_{OH} = 0.4\text{ V}$	–	5	–	mA
I_{OL8}	LOW level output current; TS8, WP8, OD8 and S8; note 4	$V_{DD} = 3\text{ V}; V_{OL} = 0.4\text{ V}$	8	17	–	mA
		$V_{DD} = 5\text{ V}; V_{OL} = 0.4\text{ V}$	–	27	–	mA
I_{OL4}	LOW level output current; TS4 and OD4; note 4	$V_{DD} = 3\text{ V}; V_{OL} = 0.4\text{ V}$	2	5	–	mA
		$V_{DD} = 5\text{ V}; V_{OL} = 0.4\text{ V}$	–	6.5	–	mA
I_{OL2}	LOW level output current; WP2; note 4	$V_{DD} = 3\text{ V}; V_{OL} = 0.4\text{ V}$	1	2	–	mA
		$V_{DD} = 5\text{ V}; V_{OL} = 0.4\text{ V}$	–	3.5	–	mA
C_{IN}	input capacitance		–	–	10	pF
R_{UP}	pull-up resistor UP		30	70	200	k Ω
R_{UP2}	pull-up resistor UP2; note 5		9	18	60	k Ω
R_{STIN}	RESETIN resistor		30	70	150	k Ω

Notes

1. The operating supply current through V_{DD1} , V_{DD2} and V_{DD3} is measured with all output pins disconnected; $\overline{\text{RESETIN}} = \overline{\text{RESET}} = \overline{\text{HALT}} = 0$; A23 to A0 = V_{DD} ; D15 to D0 = V_{DD} .
2. The Idle supply current through V_{DD1} , V_{DD2} and V_{DD3} is measured with all port pins disconnected; A23 to A0 = V_{DD} ; D15 to D0 = V_{DD} ; the circuit is executing NOP instructions from an external memory.
3. The Power-down current through V_{DD1} , V_{DD2} and V_{DD3} is measured with all output pins disconnected; XTAL1 = $\overline{\text{RESET}} = \overline{\text{HALT}} = V_{DD}$; A23 to A0 = V_{DD} ; D15 to D0 = V_{DD} ; $\overline{\text{RESETIN}} = V_{SS}$.
4. See Table 76 for the different types.
5. These active pull-ups are only active during the reset sequence on the pins $\overline{\text{CS0}}$, $\overline{\text{CS1}}$, $\overline{\text{R/W}}$, $\overline{\text{CSBT}}$ and $\overline{\text{FETCH}}$ (emulation type).

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21 ADC CHARACTERISTICS

$V_{DD} = 2.7$ to 5.5 V; $AV_{ref} = AV_{DD} = V_{DD}$; $AV_{SS} = V_{SS}$; $V_{SS} = 0$ V; $FCLK2 = 250$ kHz to 2 MHz; $T_{amb} = -40$ to $+85$ °C; for ADC test conditions see note 1; all voltages with respect to V_{SS} unless otherwise specified.

SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
AV_{DD}	analog supply voltage		$V_{DD} - 0.2$	–	$V_{DD} + 0.2$	V
AV_{ref}	analog reference voltage		$V_{DD} - 0.2$	–	$V_{DD} + 0.2$	V
AV_{SS}	analog ground		$V_{SS} - 0.2$	–	$V_{SS} + 0.2$	V
AV_{IN}	analog input voltage		0	–	AV_{ref}	V
AI_{DD}	supply current operating	$AV_{DD} = 3.0$ V	–	95	150	μA
$AI_{DD(PD)}$	analog supply current Power-down mode	$AV_{DD} = 3.0$ V	–	0.5	5	μA
R_{Vref}	resistor between AV_{ref} and AV_{SS}	note 2	20	65	150	kΩ
C_{IA}	analog input capacitance	note 3	–	–	12	pF
I_{IA}	input leakage current	$AV_{DD} = 3.0$ V	–	–	1	μA
FCLK2	ADC clock frequency; note 4	$AV_{DD} = 2.7$ V	0.25	–	1.38	MHz
		$AV_{DD} = 5.0$ V	0.25	–	2	MHz
t_{ADS}	sampling time		–	$6 \times t_{FCLK2}$	–	μs
t_{ADC}	total conversion time		–	$24 \times t_{FCLK2}$	–	μs
A_e	absolute voltage error	note 5	–	–	±1	LSB
OS_e	offset error	note 6	–	–	±1	LSB
IL_e	integral non-linearity	note 7	–	–	±1	LSB
DL_e	differential non-linearity	note 8	–	–	±1	LSB
M_{ctc}	channel-to-channel matching	note 9	–	–	±1	LSB

Notes

1. ADC test conditions: $V_{DD} = 2.7$ V, $AV_{ref} = 2.7$ V, $CLK = 13.8$ MHz, $FCLK2 = 1.38$ MHz.
2. This resistor is switched off during Power-down mode and when the ADC is switched off ($EADC = 0$).
3. Channel-to-channel matching: The difference between corresponding code transitions of actual characteristics taken from different channels under the same temperature, voltage and frequency conditions.
4. See Fig. 14 for specific FCLK2 range as function of V_{DD} .
5. Absolute voltage error: the maximum difference between actual and ideal code transitions. Absolute voltage error accounts for all deviations of an actual converter from an ideal converter.
6. Offset error: the difference between the actual and ideal input voltage corresponding to the first actual code transition.
7. Integral non-linearity: the maximum deviation between the edges of the steps of the transfer curve and the edges of the steps of the ideal curve. The ideal step curve follows the line of least squares.
8. Differential non-linearity: the maximum deviation of the actual code width from the average code width.
9. Parameter not measured in production, only verified on sampling basis.

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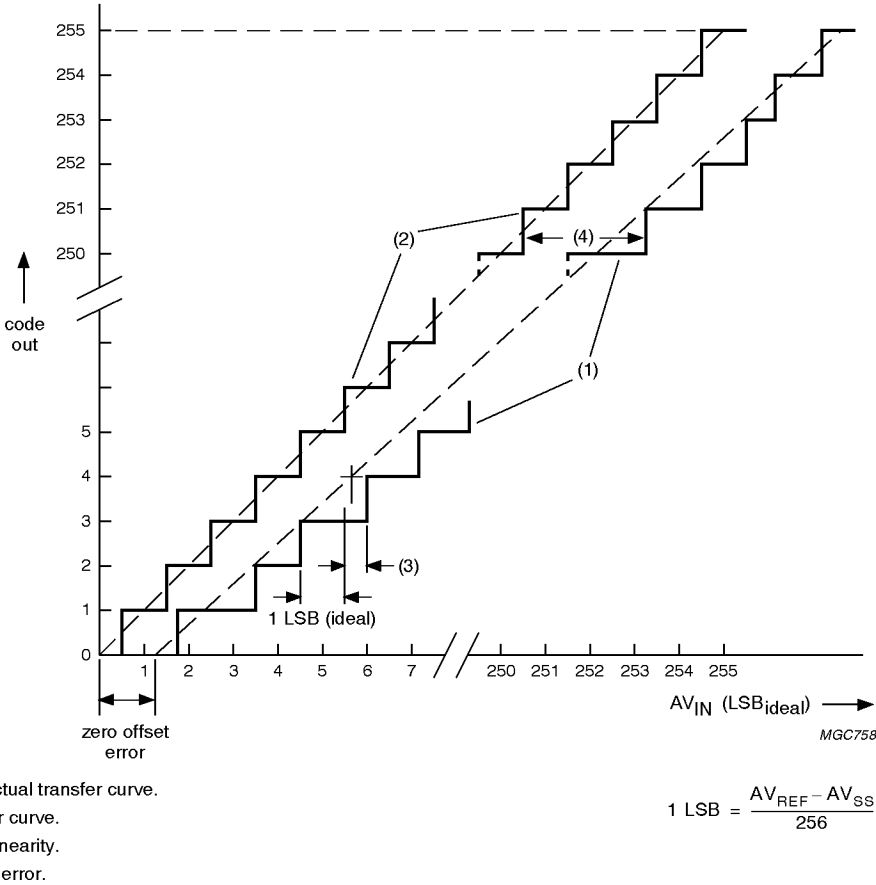


Fig.13 ADC conversion characteristics.

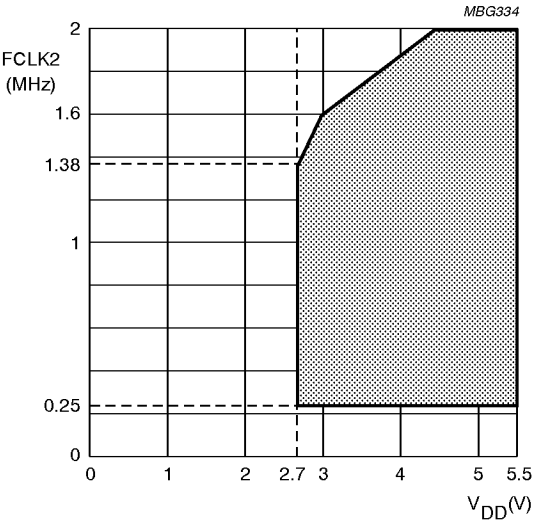


Fig.14 ADC clock (FCLK2) frequency range as a function of V_{DD}.

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22 AC CHARACTERISTICS

$V_{SS} = 0$ V; $T_{amb} = -40$ to $+85$ °C; t_{CLK} = CPU clock cycle time; no fast bus cycle (FBC = 0); no wait status; all voltages with respect to V_{SS} unless otherwise specified.

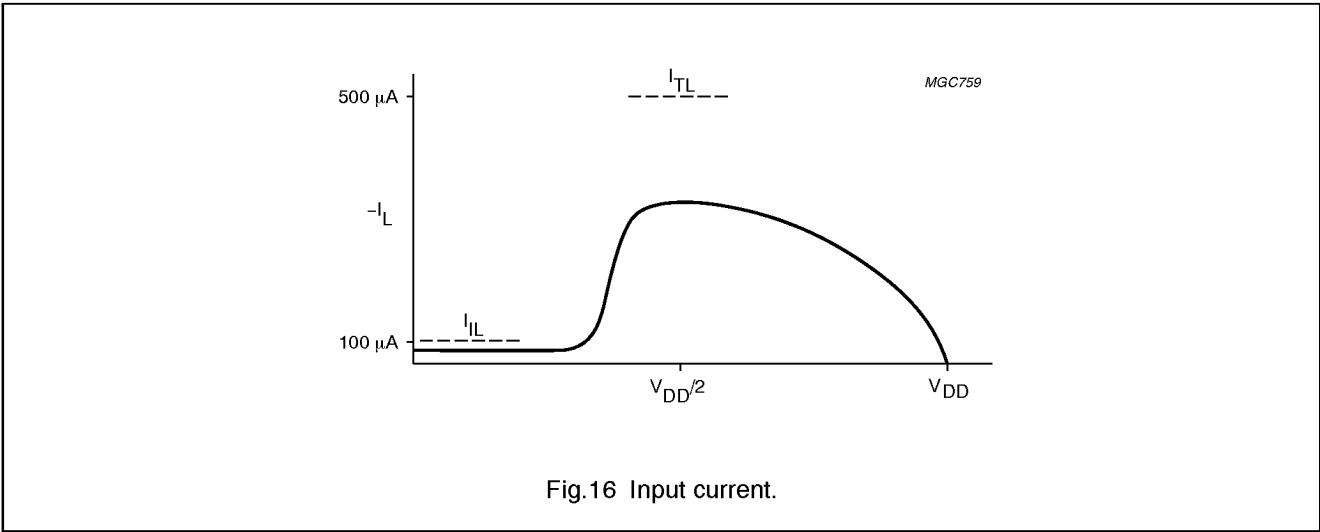
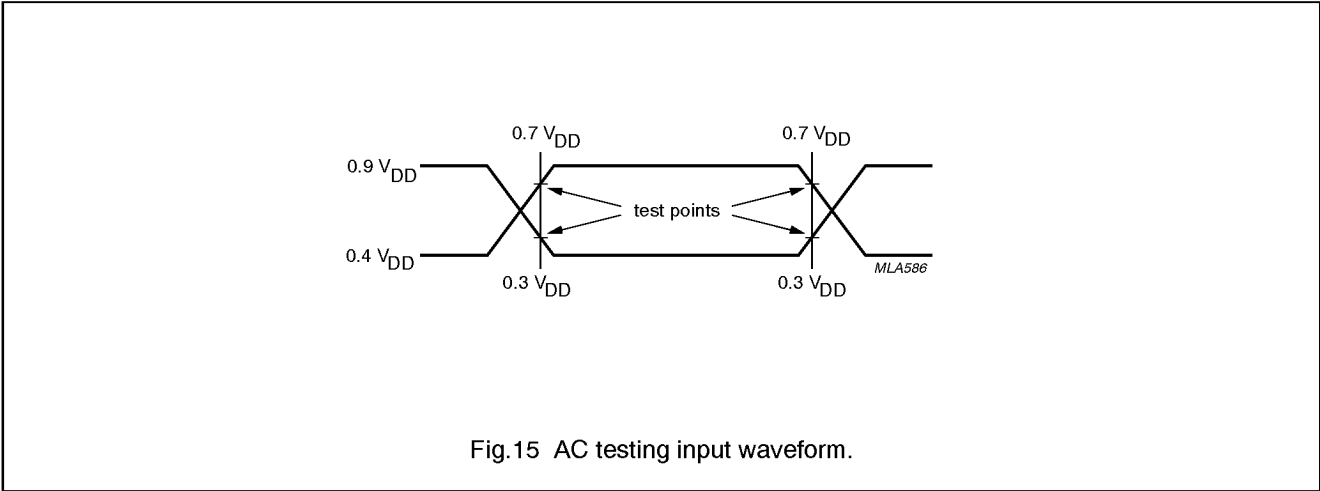
SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
t_{AVSL}	address valid to \overline{AS} LOW	note 1	$0.5t_{CLK} - 20$	$0.5t_{CLK} - 3$	–	ns
		note 2	$0.5t_{CLK} - 10$	$0.5t_{CLK} - 3$	–	ns
t_{SL}	$\overline{AS}/\overline{DS}$ LOW level	note 1	$2.5t_{CLK} - 30$	$2.5t_{CLK} - 4$	–	ns
		note 2	$2.5t_{CLK} - 15$	$2.5t_{CLK} - 3$	–	ns
t_{SHAZ}	\overline{AS} HIGH to address invalid	note 1	$0.5t_{CLK} - 20$	$0.5t_{CLK}$	–	ns
		note 2	$0.5t_{CLK} - 10$	$0.5t_{CLK} + 2$	–	ns
t_{ASCS}	$\overline{AS}/\overline{DS}$ to \overline{CS} LOW	note 1	–	1	10	ns
		note 2	–	3	5	ns
t_{SLSH}	$\overline{AS}/\overline{DS}$ to \overline{CS} HIGH	note 1	–	5	10	ns
		note 2	–	3	5	ns
t_{SLSH}	\overline{AS} LOW to \overline{DS} LOW (write)	note 1	$t_{CLK} - 30$	$t_{CLK} + 8$	$t_{CLK} + 15$	ns
		note 2	$t_{CLK} - 15$	$t_{CLK} + 4$	$t_{CLK} + 10$	ns
t_{DSL}	\overline{DS} LOW level (write)	note 1	$1.5t_{CLK} - 30$	$1.5t_{CLK} + 2$	–	ns
		note 2	$1.5t_{CLK} - 15$	$1.5t_{CLK} - 2$	–	ns
t_{AVRL}	address valid to R/\overline{W} LOW (write)	note 1	0	4	–	ns
		note 2	0	2	–	ns
t_{CLSL}	R/\overline{W} LOW to \overline{DS} LOW (write)	note 1	$t_{CLK} - 30$	$t_{CLK} - 12$	–	ns
		note 2	$t_{CLK} - 30$	$t_{CLK} - 6$	–	ns
t_{DOSL}	DATA-OUT valid to \overline{DS} LOW (write)	note 1	$0.5t_{CLK} - 20$	$0.5t_{CLK} + 2$	–	ns
		note 2	$0.5t_{CLK} - 10$	t_{CLK}	–	ns
t_{SHDO}	\overline{AS} HIGH to DATA-OUT invalid	note 1	$0.5t_{CLK} - 15$	$0.5t_{CLK} - 3$	–	ns
		note 2	$0.5t_{CLK} - 7$	$0.5t_{CLK} - 3$	–	ns
t_{HRPW}	$\overline{HALT}/\overline{RESET}$ pulse width	note 1	$24t_{CLK}$	–	–	ns
		note 2	$24t_{CLK}$	–	–	ns
t_{ASLDTA}	\overline{AS} LOW to \overline{DTACK} LOW	note 1	–	$1.5t_{CLK} - 28$	$1.5t_{clk}$	ns
		note 2	–	$1.5t_{CLK} - 19$	$1.5t_{clk}$	ns
t_{ASHDTA}	\overline{AS} HIGH to $DTACK$ HIGH	note 1	–	$2.5t_{CLK} - 25$	$2t_{clk}$	ns
		note 2	–	$2.5t_{CLK} - 16$	–	ns
t_{DCLDI}	\overline{DTACK} LOW to DATA-IN (set-up time)	note 1	–	t_{CLK}	$t_{CLK} + 10$	ns
		note 2	–	$t_{CLK} - 1$	$t_{CLK} + 5$	ns

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SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
t _{DATSETUP}	$\overline{\text{AS}}$ LOW to DATA-IN (set-up time)	note 1	40	2.5t _{CLK} – 29	2.5t _{CLK} – 20	ns
		note 2	20	2.5t _{CLK} – 20	2.5t _{CLK} – 10	ns
t _{SHDI}	$\overline{\text{AS}}$ HIGH to DATA invalid (hold time)	note 1	0	0	–	ns
		note 2	0	–	–	ns
t _{SHRH}	$\overline{\text{AS}}$ HIGH to R/W HIGH (write)	note 1	0.5t _{CLK} – 5	0.5t _{CLK} – 1	–	ns
		note 2	0.5t _{CLK} – 5	0.5t _{CLK} – 1	–	ns
t _{SHAH}	$\overline{\text{AS}}$ HIGH to A0 HIGH	note 1	t _{CLK} – 20	0.5t _{CLK} + 8	–	ns
		note 2	t _{CLK} – 10	–	–	ns
t _{SHAWH}	$\overline{\text{AS}}$ HIGH to A0 (first byte of word cycle in 8-bit mode)	note 1	0.5t _{CLK} – 10	–	–	ns
		note 2	0.5t _{CLK} – 5	–	–	ns

- Notes**
- 1. V_{DD} = 3 V ±10%; CLK = 13 MHz.
 - 2. V_{DD} = 5 V ±10%; CLK = 20 MHz.



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23 8051 BUS TIMING

$V_{DD} = 2.7\text{ V}$ to 5.5 V ; $V_{SS} = 0\text{ V}$; $T_{amb} = -40$ to $+85\text{ }^{\circ}\text{C}$; t_{CLK} = CPU clock cycle time; all voltages with respect to V_{SS} unless otherwise specified.

SYMBOL	PARAMETER	CONDITIONS	MIN.	MAX.	UNIT
t_{RR}	read pulse duration	note 1	$4.5t_{CLK} - 65$	–	ns
		note 2	$4.5t_{CLK} - 45$	–	ns
t_{WW}	write pulse duration	note 1	$4.5t_{CLK} - 65$	–	ns
		note 2	$4.5t_{CLK} - 45$	–	ns
t_{AL}	address set-up time	note 1	$0.5t_{CLK} - 35$	–	ns
		note 2	$0.5t_{CLK} - 20$	–	ns
t_{LA}	address hold time	note 1	$t_{CLK} - 65$	–	ns
		note 2	$t_{CLK} - 45$	–	ns
t_{RD}	RD to valid data input	note 1	–	$3.5t_{CLK} - 65$	ns
		note 2	–	$3.5t_{CLK} - 45$	ns
t_{DFR}	data float after read	note 1	–	$2t_{CLK} - 65$	ns
		note 2	–	$2t_{CLK} - 45$	ns
t_{LD}	ALE to valid data input	note 1	–	$6t_{CLK} - 65$	ns
		note 2	–	$6t_{CLK} - 45$	ns
t_{LW}	ALE to \overline{RD} \overline{WR}	note 1	$3t_{CLK} - 65$	$3t_{CLK} + 65$	ns
		note 2	$3t_{CLK} - 45$	$3t_{CLK} + 45$	ns
t_{DW}	data set-up time before \overline{WR}	note 1	$6.5t_{CLK} - 65$	–	ns
		note 2	$6.5t_{CLK} - 45$	–	ns
t_{WD}	data hold time after \overline{WR}	note 1	$0.5t_{CLK} - 35$	–	ns
		note 2	$0.5t_{CLK} - 20$	–	ns
t_{WHLH}	\overline{RD} \overline{WR} HIGH to ALE HIGH	note 1	$t_{CLK} - 65$	$t_{CLK} + 65$	ns
		note 2	$t_{CLK} - 45$	$t_{CLK} + 45$	ns

Notes

- $V_{DD} = 3\text{ V} \pm 10\%$; CLK = 13 MHz.
- $V_{DD} = 5\text{ V} \pm 10\%$; CLK = 20 MHz.

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24 TIMING DIAGRAMS

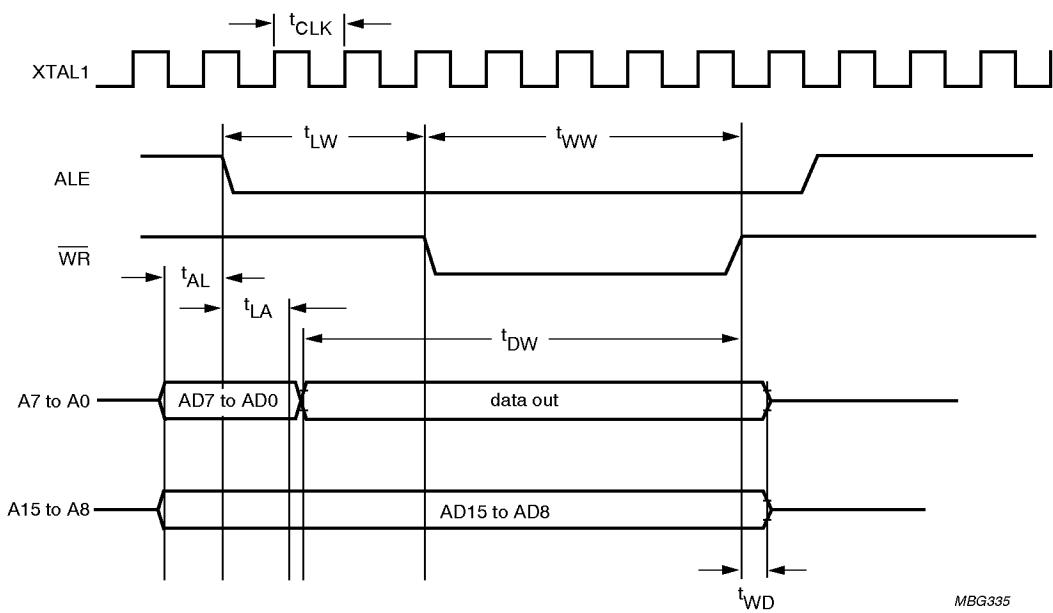


Fig.17 Write to 8051-compatible peripheral circuits.

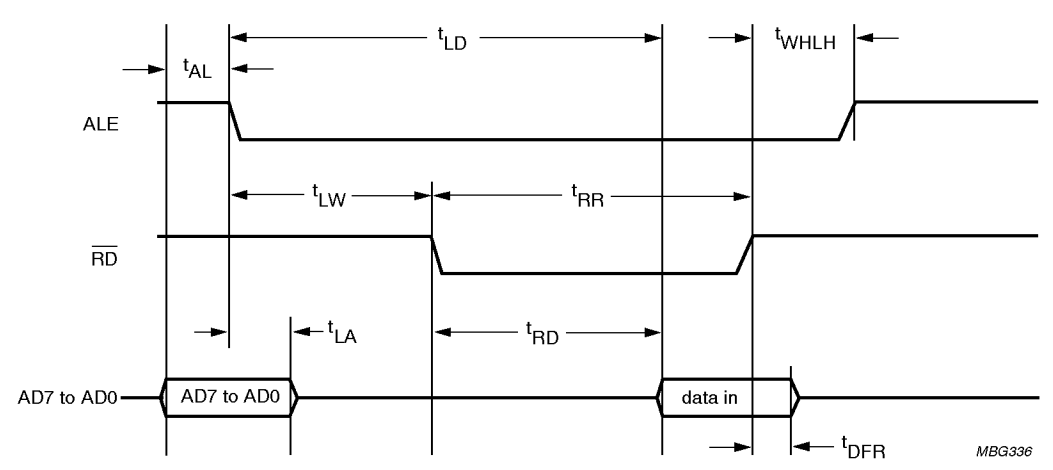


Fig.18 Read from 8051-compatible peripheral circuits.

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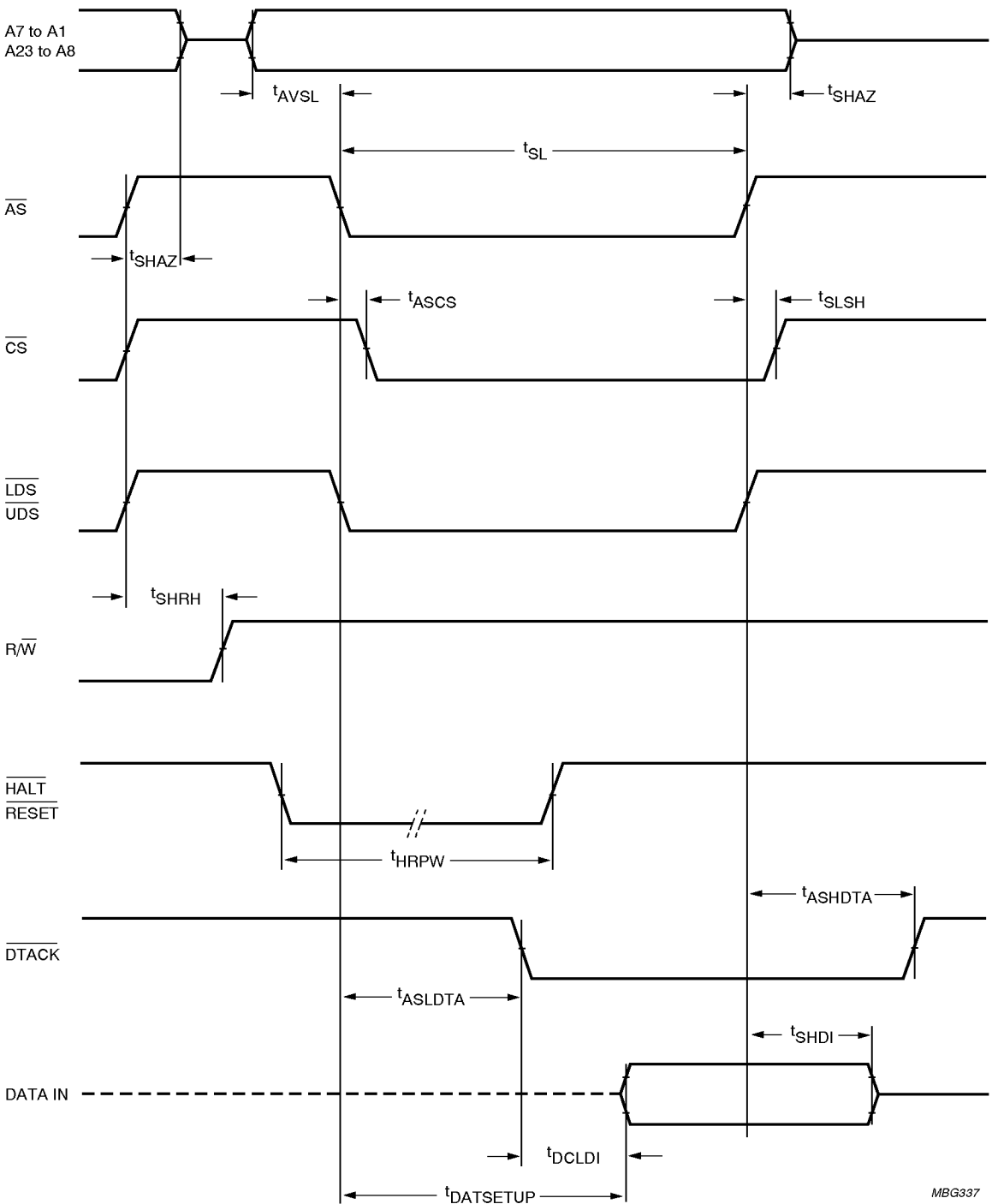


Fig.19 Read cycle timing 16-bit mode.

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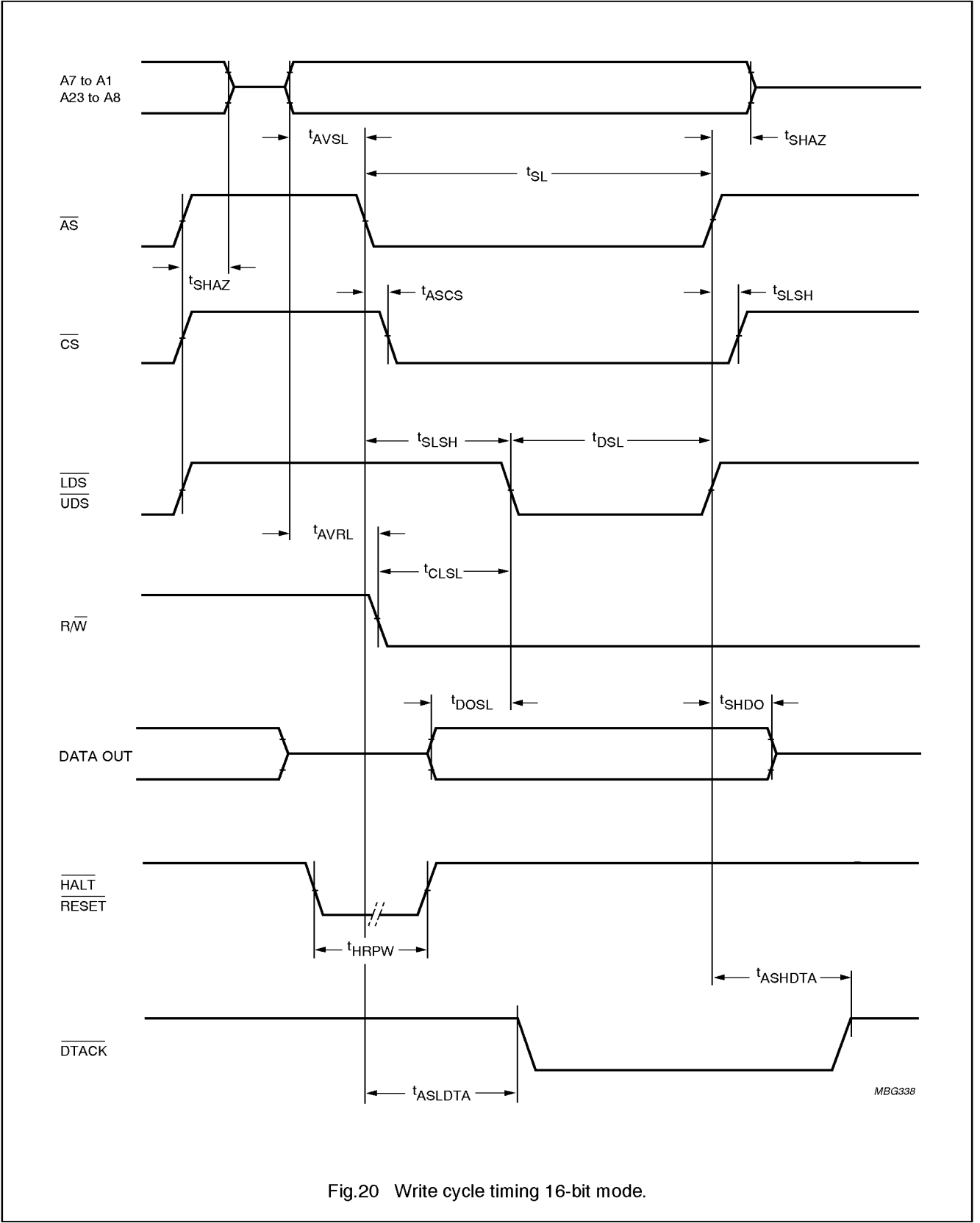


Fig.20 Write cycle timing 16-bit mode.

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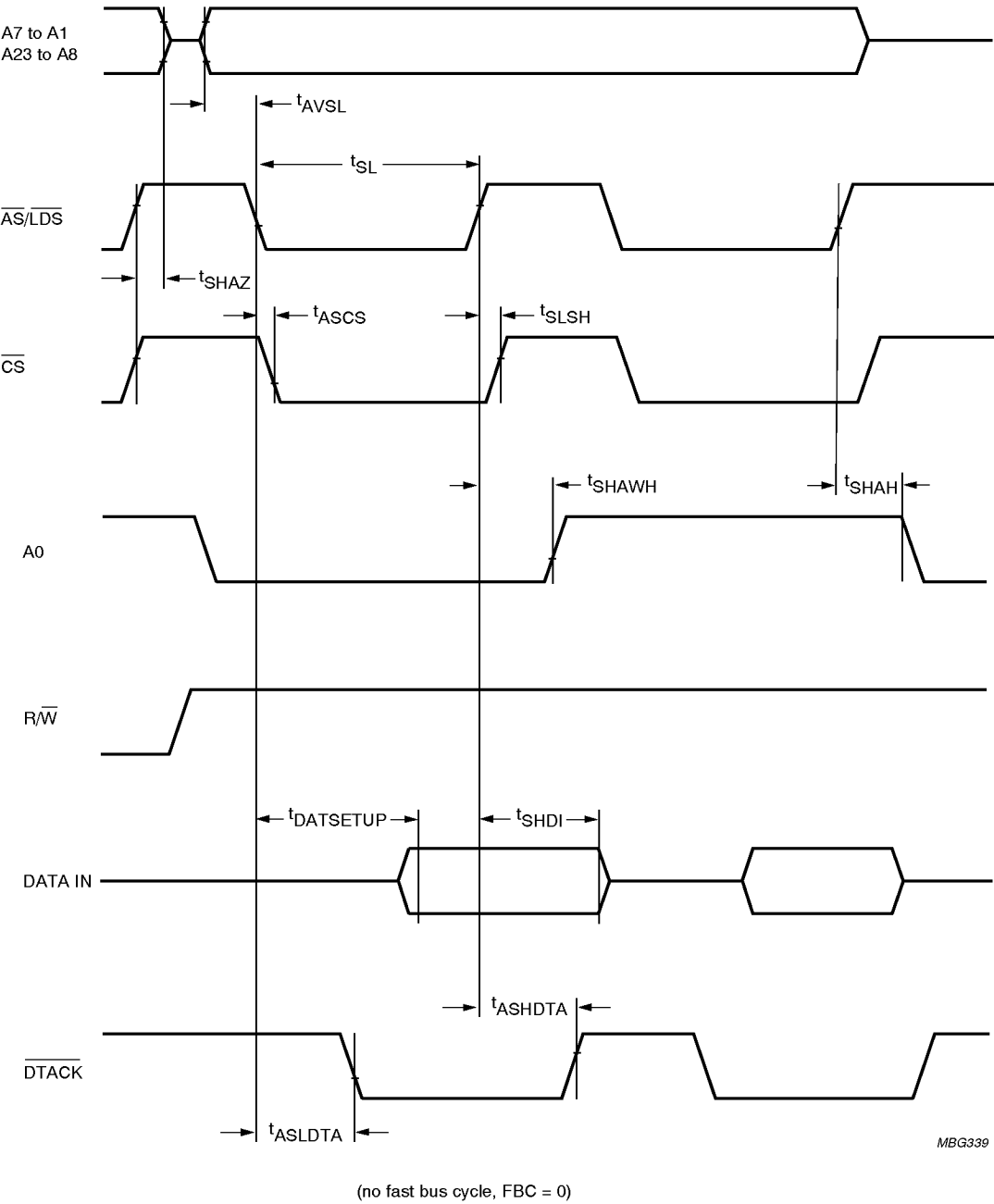


Fig.21 Read cycle timing 8-bit mode.

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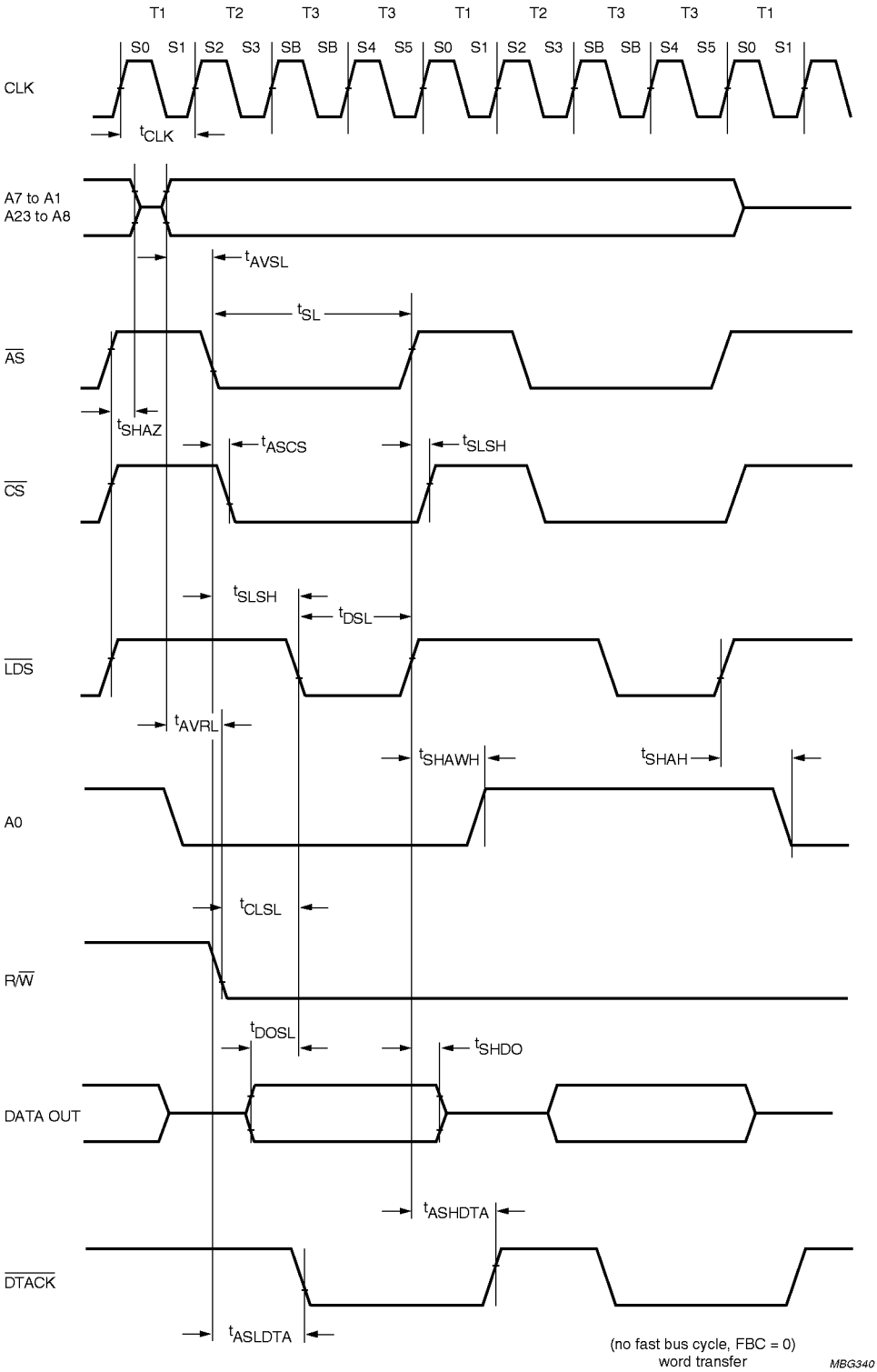


Fig.22 Write cycle timing 8-bit mode clock timing.

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25 CLOCK TIMING

Table 74 P90CL301 clock timing

SYMBOL	PARAMETER	MIN.	MAX.	MIN.	MAX.	UNIT
		at V _{DD} = 2.7 V		at V _{DD} = 4.5 V		
f _{XTAL1}	input frequency	0	13.8	0	20	MHz
t _{CLK}	cycle time	77	–	50	–	ns
t _{CL}	pulse width	28	–	12	–	ns
t _{CH}	pulse width	28	–	12	–	ns
t _{CR}	rise time	–	5	–	5	ns
t _{CF}	fall time	–	5	–	5	ns
$\frac{t_{CH}}{t_{CLK}}$	duty cycle	45	55	45	55	%

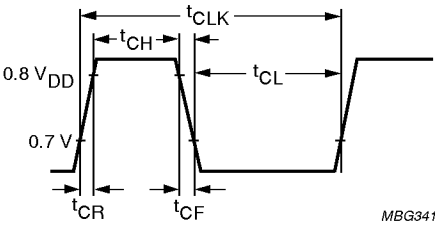


Fig.23 P90CL301 clock timing.

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26 PIN STATES IN VARIOUS MODES

Table 75 describes the function, I/O, type and state in various modes ($\overline{\text{RESET}}$, Power-down, $\overline{\text{HALT}}$ and $\overline{\text{ONCE}}$) of the pins.

Table 75 Pin states in various modes

PIN	FUNCTION	I/O ⁽¹⁾	TYPE ⁽²⁾	STATE ⁽³⁾			
				$\overline{\text{RESET}}$	PD	$\overline{\text{HALT}}$	$\overline{\text{ONCE}}$
A22 to A19	address bus	O	TS8	Z	Z	Z	Z
$\overline{\text{PCS0}}$ to $\overline{\text{PCS3}}$	8051 chip-select	O	TS8	–	H	Z	–
A18 to A1	address bus	O	TS8	Z	Z	Z	Z
AD7 to AD1	8051 data bus	I/O	TS8	–	Z	Z	–
D7 to D0	lower 8-bits of data bus	I/O	TS8	Z	Z	Z	Z
D15 to D8	upper 8-bits of data bus	I/O	TS8	Z	Z	Z	Z
PL7 to PL0	port PL	I/O	WP8	–	S	W	W
$\overline{\text{AS}}$	address strobe	O	TS8	H	H	Z	Z
$\overline{\text{LDS}}$	low data strobe	O	TS8	H	H	Z	Z
$\overline{\text{UDS}}$	upper data strobe	O	TS8	H	H	Z	Z
A0	address 0	O	TS8	H	H	Z	Z
AD0	8051 address/data 0	I/O	TS8	–	–	Z	Z
$\text{R}/\overline{\text{W}}$	read write strobe	O	TS8	Z	H	Z	Z
TROM	test ROM mode	I	UP2	–	–	–	–
$\overline{\text{TDACK}}$	data transfer acknowledgement	I	N	–	–	–	–
$\overline{\text{RESET}}$	CPU peripheral reset	I	N	–	–	–	–
	peripheral reset output	OD	OD4	L	Z	Z	Z
RESETIN	external power-on-reset	I	RS	–	–	–	–
$\overline{\text{HALT}}$	reset input; HALT input	I	N	–	–	–	–
	peripheral reset; fault output	OD	OD4	L	Z	Z	Z
BSIZE	data bus size	I	N	–	–	–	–
NMIACK	emulation NMIN acknowledgement	OD	OD4	Z	Z	Z	Z
SP0	second port pin 0	I/O	WP2	W	S	W	W
RX1	UART1 receive	I/O	WP2	–	S	W	W
$\overline{\text{INT0}}$	interrupt input 0	I	N	–	–	–	–
SP1	second port pin 1	I/O	WP2	W	S	W	W
TX1	UART1 transmit	O	WP2	–	S	W	W
$\overline{\text{INT1}}$	interrupt input 1	I	N	–	–	–	–
CLK0	external clock Timer 0	I	N	–	–	–	–
SP2	second port pin 2	I/O	WP2	W	S	W	W
RX0	UART0 receive	I/O	N	–	–	–	–
$\overline{\text{INT2}}$	interrupt input 2	I	N	–	–	–	–
CP2	timer capture 2	I	N	–	–	–	–
SP3	second port pin 3	I/O	WP2	W	S	W	W
TX0	UART0 transmit	I/O	WP2	–	S	W	W

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PIN	FUNCTION	I/O ⁽¹⁾	TYPE ⁽²⁾	STATE ⁽³⁾			
				RESET	PD	HALT	ONCE
INT3	interrupt input 3	I	N	–	–	–	–
CP3	timer capture 3	I	N	–	–	–	–
SP4	second port pin 4	I/O	WP2	W	S	W	W
INT4	interrupt input 4	I	N	–	–	–	–
CP4	timer capture 4	I	N	–	–	–	–
SP5	second port pin 5	I/O	WP2	W	S	W	W
INT5	interrupt input 5	I	N	–	–	–	–
CP5	timer capture 5	I	N	–	–	–	–
SP6	second port pin 6	I/O	WP2	W	S	W	W
INT6	interrupt input 6	I	N	–	–	–	–
CLK1	external clock Timer 1	I	N	–	–	–	–
NMIN	non-maskable interrupt	I	N	–	–	–	–
SP7	second port pin 7	I/O	WP2	W	S	W	W
P8	port PH pin 8	I/O	WP2	W	S	W	W
PWM0	PWM output 0	O	WP2	–	S	W	W
CP0	timer capture 0	I	N	–	–	–	–
P9	port PH pin 9	I/O	WP2	W	S	W	W
PWM1	PWM output 1	O	WP2	–	S	W	W
CP1	timer capture 1	I	N	–	–	–	–
XTAL1	external crystal input	I	XI	–	–	–	–
CS1 to CS0	chip-select 1 to 0	O	TS8	W	H	Z	Z
FC1 to FC0	function code	O	TS8	–	S	Z	Z
TSM1 to TSM0	test mode inputs (for test purpose only)	I	UP2	–	–	–	–
CS2	chip-select 2	O	TS8	H	H	Z	Z
CS3	chip-select 3	O	TS8	H	H	Z	Z
ALE	8051 address strobe	O	TS8	–	H	Z	Z
CS4	chip-select 4	O	TS8	H	H	Z	Z
RD	8051 read strobe	O	TS8	–	H	Z	Z
CS5	chip-select 5	O	TS8	H	H	Z	Z
WD	8051 write strobe	O	TS8	–	H	Z	Z
P10	port PH pin 10	I/O	OD8	Z	Z	Z	Z
SCL	I ² C-bus clock	OD	OD8	–	Z	Z	Z
P11	port PH pin 11	I/O	OD8	Z	Z	Z	Z
SDA	I ² C-bus data	OD	OD8	–	Z	Z	Z
CS6	chip-select 6	O	TS8	–	H	Z	Z
A23	address pin 23	O	TS8	H	S	Z	Z
CSBT	chip-select boot	O	TS8	W	H	Z	Z
ONCE	ONCE mode	I	UP2	–	–	–	–
P15 to P12	port PH pins 15 to 12	I/O	WP2	W	W	Z	Z

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PIN	FUNCTION	I/O ⁽¹⁾	TYPE ⁽²⁾	STATE ⁽³⁾			
				RESET	PD	HALT	ONCE
ADC3 to ADC0	analog inputs 3 to 0	I	AN	–	–	–	–
AV _{ref}	ADC reference voltage	I	AREF	Z	Z	R	R
FETCH ⁽⁴⁾	fetch output	O	TS4	W	Z	Z	Z
EMUL ⁽⁴⁾	emulation mode	I	UP2	–	–	–	–
NMINE ⁽⁴⁾	emulation NMIN	I	UP2	–	–	–	–
CLKOUT ⁽⁴⁾	emulation clock output	O	S8	S	S	S	S
PHALT ⁽⁴⁾	emulation HALT	I	UP	–	–	–	–

Notes to the pin states in various modes

1. I = input; O = output; I/O = bidirectional.
2. See Table 76 for pin type description.
3. State of the pin in different modes RESET, PD (Power-down), HALT and ONCE.
 - a) – = not available.
 - b) Z = tri-state.
 - c) W = weak pull-up.
 - d) S = state logic 0 or logic 1.
 - e) R = resistive
 - f) H = HIGH state.
 - g) L = LOW state.
4. Emulation version only.

Table 76 Pin type description

PIN TYPE	DESCRIPTION	MAXIMUM LOAD (pF)
TS4	tri-state output, normal input	100
TS8	tri-state output, normal input	100
WP2	weak pull-up output, normal input	80
WP8	weak pull-up output, normal input	80
N	normal input	–
UP	input with internal pull-up	–
UP2	input with internal pull-up	–
OD4	open drain	100
OD8	open drain	400
AN	analog input	–
S8	strong output	100
AREF	analog reference input	–

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27 INSTRUCTION SET AND ADDRESSING MODES

The P90CL301 is completely code compatible with the 68000, which means that programs developed for the 68000 will run on the P90CL301. This applies to both the source and object codes. The instruction set was designed to minimize the number of mnemonics that the programmer has to remember. Following tables give an overview of the instruction set and the different addressing modes.

Table 77 Instruction set; for Condition codes see notes 1 to 7

MNEMONIC	DESCRIPTION	OPERATION	CONDITION CODES				
			X	N	Z	V	C
ABCD	Add Decimal with Extend	$(\text{Destination})_{10} + (\text{Source})_{10} + X \rightarrow \text{Destination}$	*	U	*	U	*
ADD	Add Binary	$(\text{Destination}) + (\text{Source}) \rightarrow \text{Destination}$	*	*	*	*	*
ADDA	Add Address	$(\text{Destination}) + (\text{Source}) \rightarrow \text{Destination}$	–	–	–	–	–
ADDI	Add Immediate	$(\text{Destination}) + \text{Immediate Data} \rightarrow \text{Destination}$	*	*	*	*	*
ADDQ	Add Quick	$(\text{Destination}) + \text{Immediate Data} \rightarrow \text{Destination}$	*	*	*	*	*
ADDX	Add Extended	$(\text{Destination}) + (\text{Source}) + X \rightarrow \text{Destination}$	*	*	*	*	*
AND	AND Logical	$(\text{Destination}) \wedge (\text{Source}) \rightarrow \text{Destination}$	–	*	*	0	0
ANDI	AND Immediate	$(\text{Destination}) \wedge \text{Immediate Data} \rightarrow \text{Destination}$	–	*	*	0	0
ASL, ASR	Arithmetic Shift	$(\text{Destination}) \text{ Shifted by } \langle \text{count} \rangle \rightarrow \text{Destination}$	*	*	*	*	*
B _{cc}	Branch Conditionally	If CC then $\text{PC} + d \rightarrow \text{PC}$	–	–	–	–	–
BCHG	Test a Bit and Change	$\sim(\langle \text{bit number} \rangle \text{ of Destination}) \rightarrow Z$ $\sim(\langle \text{bit number} \rangle \text{ of Destination}) \rightarrow \langle \text{bit number} \rangle \text{ of Destination}$	–	–	*	–	–
BCLR	Test a Bit and Clear	$\sim(\langle \text{bit number} \rangle \text{ of Destination}) \rightarrow Z$	–	–	*	–	–
BRA	Branch Always	$\text{PC} + d \rightarrow \text{PC}$	–	–	–	–	–
BSET	Test a Bit and Set	$\sim(\langle \text{bit number} \rangle \text{ of Destination}) \rightarrow Z$ $1 \rightarrow \langle \text{bit number} \rangle \text{ of Destination}$	–	–	*	–	–
BSR	Branch to Subroutine	$\text{PC} \rightarrow \text{SP} @ -; \text{PC} + d \rightarrow \text{PC}$	–	–	–	–	–
BTST	Test a Bit	$\sim(\langle \text{bit number} \rangle \text{ of Destination}) \rightarrow Z$	–	–	*	–	–
CHK	Check Register against Bounds	If $D_n < 0$ or $D_n > (\langle \text{source} \rangle)$ then TRAP	–	*	U	U	U
CLR	Clear an Operand	$0 \rightarrow \text{Destination}$	–	0	1	0	0
CMP	Compare	$(\text{Destination}) - (\text{Source})$	–	*	*	*	*
CMPA	Compare Address	$(\text{Destination}) - (\text{Source})$	–	*	*	*	*
CMPI	Compare Immediate	$(\text{Destination}) - \text{Immediate Data}$	–	*	*	*	*
CMPM	Compare Memory	$(\text{Destination}) - (\text{Source})$	–	*	*	*	*
DB _{cc}	Test Condition, Decrement & Branch	If (not CC) then $D_n - 1 \rightarrow D_n$; if $D_n \neq -1$ then $\text{PC} + d \rightarrow \text{PC}$	–	–	–	–	–

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MNEMONIC	DESCRIPTION	OPERATION	CONDITION CODES				
			X	N	Z	V	C
DIVS	Signed Divide	(Destination) / (Source) → Destination	–	*	*	*	0
DIVU	Unsigned Divide	(Destination) / (Source) → Destination	–	*	*	*	0
EOR	Exclusive OR Logical	(Destination) \oplus (Source) → Destination	–	*	*	0	0
EORI	Exclusive OR Immediate	(Destination) \oplus Immediate Data → Destination	–	*	*	0	0
EXG	Exchange Register	Rx \leftrightarrow Ry	–	–	–	–	–
EXT	Sign Extend	(Destination) Sign – extended → Destination	–	*	*	0	0
JMP	Jump	Destination → PC	–	–	–	–	–
JSR	Jump to Subroutine	PC → SP @ –; Destination → PC	–	–	–	–	–
LEA	Load Effective Address	Destination → An	–	–	–	–	–
LINK	Link and Allocate	An → SP @ –; SP → An; SP + d → SP	–	–	–	–	–
LSL, LSR	Logical Shift	(Destination) Shifted by < count > → Destination	*	*	*	0	*
MOVE	Move Data from Source to Destination	(Source) → Destination	–	*	*	0	0
MOVE to CCR	Move to Condition Code	(Source) → CCR	*	*	*	*	*
MOVE to SR	Move to the Status Register	(Source) → SR	*	*	*	*	*
MOVE from SR	Move from the Status Register	SR → Destination	–	–	–	–	–
MOVE USP	Move User Stack Pointer	USP → An; An → USP	–	–	–	–	–
MOVEA	Move Address	(Source) → Destination	–	–	–	–	–
MOVEM	Move Multiple Registers	Registers → Destination; (Source) → Registers	–	–	–	–	–
MOVEP	Move Peripheral Data	(Source) → Destination	–	–	–	–	–
MOVEQ	Move Quick	Immediate Data → Destination	–	*	*	0	0
MULS	Signed Multiply	(Destination) * (Source) → Destination	–	*	*	*	0
MULU	Unsigned Multiply	(Destination) * (Source) → Destination	–	*	*	*	0
NBCD	Negate Decimal with Extend	0 – (Destination) ₁₀ – X → Destination	*	U	*	U	*
NEG	Negate	0 – (Destination) → Destination	*	*	*	*	*
NEGX	Negate with Extend	0 – (Destination) – X → Destination	*	*	*	*	*
NOP	No Operation	–	–	–	–	–	–
NOT	Logical Complement	~(Destination) → Destination	–	*	*	0	0
OR	Inclusive OR Logical	(Destination) \vee (Source) → Destination	–	*	*	0	0
ORI	Inclusive OR Immediate	(Destination) \vee Immediate Data → Destination	–	*	*	0	0
PEA	Push Effective Address	Destination → SP @ –	–	–	–	–	–
RESET	Reset External Devices	–	–	–	–	–	–

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MNEMONIC	DESCRIPTION	OPERATION	CONDITION CODES				
			X	N	Z	V	C
ROL, ROR	Rotate (Without Extend)	(Destination) Rotated by < count > → Destination	–	*	*	0	*
ROXL, ROXR	Rotate with Extend	(Destination) Rotated by < count > → Destination	*	*	*	0	*
RTE	Return from Exception	SP @ + → SR; SP @ + → PC	*	*	*	*	*
RTR	Return and Restore Condition Codes	SP @ + → CC; SP @ + → PC	*	*	*	*	*
RTS	Return from Subroutine	SP @ + → PC	–	–	–	–	–
SBCD	Subtract Decimal with Extend	(Destination) ₁₀ – (Source) ₁₀ – X → Destination	*	U	*	U	*
S _{CC}	Set According to Condition	if CC then 1 → Destination; else 0 → Destination	–	–	–	–	–
STOP	Load Status Register and Stop	Immediate Data → SR; STOP	*	*	*	*	*
SUB	Subtract Binary	(Destination) – (Source) → Destination	*	*	*	*	*
SUBA	Subtract Address	(Destination) – (Source) → Destination	–	–	–	–	–
SUBI	Subtract Immediate	(Destination) – Immediate Data → Destination	*	*	*	*	*
SUBQ	Subtract Quick	(Destination) – Immediate Data → Destination	*	*	*	*	*
SUBX	Subtract with Extend	(Destination) – (Source) – X → Destination	*	*	*	*	*
SWAP	Swap Register Halves	Register [31:16] ↔ Register [15:0]	–	*	*	0	0
TAS	Test and Set an Operand	(Destination) Tested → CC; 1 → [7] of Destination	–	*	*	0	0
TRAP	Trap	PC → SSP @ –; SR → SSP @ –; (Vector) → PC	–	–	–	–	–
TRAPV	Trap on Overflow	If V then TRAP	–	–	–	–	–
TST	Test and Operand	(Destination) Tested → CC	–	*	*	0	0
UNLK	Unlink	An → SP; SP @ + → An	–	–	–	–	–

Notes

- [] = bit number.
- * = affected.
- = unaffected.
- 0 = cleared.
- 1 = set.
- U = defined.
- @ = location addressed by.

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27.1 Addressing modes

Table 78 Data addressing modes; see notes 1 to 14

MODE	GENERATION
Register Direct Addressing	
Data Register Direct	$EA = D_n$
Address Register Direct	$EA = A_n$
Absolute Data Addressing	
Absolute Short	$EA = (\text{Next Words})$
Absolute Long	$EA = (\text{Next Two Words})$
Program Counter Relative Addressing	
Relative with Offset	$EA = (PC) + d_{16}$
Relative with Index and Offset	$EA = (PC) + (X_n) + d_8$
Register Indirect Addressing	
Register Indirect	$EA = (A_n)$
Postincrement Register Indirect	$EA = (A_n), A_n \leftarrow A_n + N$
Predecrement Register Indirect	$A_n \leftarrow A_n - N, EA = (A_n)$
Register Indirect with Offset	$EA = (A_n) + d_{16}$
Indexed Register Indirect with Offset	$EA = (A_n) + (X_n) + d_8$
Immediate Data Addressing	
Immediate	DATA = Next Word(s)
Quick Immediate	Inherent Data
Implied Addressing	
Implied Register	$EA = SR, USP, SSP, PC, SP$

Notes

1. EA = Effective Address.
2. A_n = Address Register.
3. D_n = Data Register.
4. X_n = Address or Data Register used as Index Register.
5. $N = 1$ for bytes; 2 for words; 4 for long words.
6. \leftarrow = Replaces.
7. SR = Status Register.
8. PC = Program Counter.
9. $()$ = Contents of.
10. d_8 = 8-bit offset (displacement).
11. d_{16} = 16-bit offset (displacement).
12. SP = Stack Pointer.
13. SSP = System Stack Pointer.
14. USP = User Stack Pointer.

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28 INSTRUCTION TIMING

In the Tables 79 to 91 the number of bus read and write cycles are shown in parentheses as (R/W). The timing is given for operation in 16-bit mode. For operation in 8-bit mode the numbers shown in parentheses should be multiplied by a factor 2.

Table 79 Effective address calculation times

INSTRUCTION	ADDRESSING MODE	BYTE; WORD	LONG
Rn	Data or Address Register Direct	0 (0/0)	0 (0/0)
(An)	Address Register Indirect	4 (1/0)	8 (2/0)
(An)+	Address Register Indirect postincrement	4 (1/0)	8 (2/0)
–(An)	Address Register Indirect predecrement	7 (1/0)	11 (2/0)
d(An)	Address Register Indirect Displacement	11 (2/0)	12 (3/0)
d(An, Xi)	Address Register Indirect with Index	14 (2/0)	8 (3/0)
xxx.S	Absolute Short	8 (2/0)	12 (3/0)
xxx.L	Absolute Long	12 (3/0)	16 (4/0)
d(PC)	Program Counter with Displacement	11 (2/0)	15 (3/0)
d(PC, Xi)	Program Counter with Index	14 (2/0)	16 (4/0)
#xxx	Immediate	4 (1/0)	8 (2/0)

Table 80 MOVE Byte and MOVE Word Instruction clock periods

INSTR.	Rn	(An)	(An)+	–(An)	d(An)	d(An, Xi)	xxx.S	xxx.L
Rn	7 (1/0)	11 (1/1)	11 (1/1)	14 (1/1)	18 (1/1)	21 (1/1)	15 (1/1)	19 (1/1)
(An)	11 (2/0)	15 (2/1)	15 (2/1)	18 (2/1)	22 (2/1)	25 (2/1)	19 (2/1)	23 (2/1)
(An)+	11 (2/0)	15 (2/1)	15 (2/1)	18 (2/1)	22 (2/1)	25 (2/1)	19 (2/1)	23 (2/1)
–(An)	14 (2/0)	18 (2/1)	18 (2/1)	22 (2/1)	25 (2/1)	28 (2/1)	22 (2/1)	26 (2/1)
d(An)	18 (3/0)	22 (3/1)	22 (3/1)	25 (2/1)	29 (2/1)	32 (2/1)	26 (2/1)	30 (2/1)
d(An, Xi)	21 (3/0)	25 (3/1)	25 (3/1)	28 (3/1)	32 (3/1)	35 (3/1)	29 (3/1)	33 (3/1)
xxx.S	15 (3/0)	19 (3/1)	19 (3/1)	22 (3/1)	26 (3/1)	29 (3/1)	23 (3/1)	27 (3/1)
xxx.L	19 (4/0)	23 (4/1)	23 (4/1)	26 (4/1)	30 (4/1)	33 (4/1)	27 (4/1)	31 (4/1)
d(PC)	18 (3/0)	22 (3/1)	22 (3/1)	25 (3/1)	29 (3/1)	32 (3/1)	26 (3/1)	30 (3/1)
d(PC, Xi)	21 (3/0)	25 (3/1)	25 (3/1)	28 (3/1)	32 (3/1)	35 (3/1)	29 (3/1)	33 (3/1)
#xxx	11 (3/0)	15 (2/1)	15 (2/1)	18 (2/1)	22 (2/1)	25 (2/1)	19 (2/1)	23 (2/1)

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Table 81 MOVE long instruction clock periods

INSTR.	Rn	(An)	(An)+	–(An)	d(An)	d(An, Xi)	xxx.S	xxx.L
Rn	7 (1/0)	15 (1/2)	15 (1/2)	18 (1/2)	22 (2/2)	25 (2/2)	19 (2/2)	23 (3/2)
(An)	15 (2/0)	23 (2/2)	23 (2/2)	26 (2/2)	30 (4/2)	33 (4/2)	27 (4/2)	31 (5/2)
(An)+	15 (3/0)	23 (3/2)	23 (3/2)	26 (3/2)	30 (4/2)	33 (4/2)	27 (4/2)	31 (5/2)
–(An)	18 (3/0)	26 (3/2)	26 (3/2)	29 (3/2)	33 (4/2)	36 (4/2)	30 (4/2)	34 (5/2)
d(An)	22 (4/0)	30 (4/2)	30 (4/2)	33 (4/2)	37 (5/2)	40 (5/2)	34 (5/2)	38 (6/2)
d(An, Xi)	25 (4/0)	33 (4/2)	33 (4/2)	36 (4/2)	40 (5/2)	43 (5/2)	37 (5/2)	41 (6/2)
xxx.S	19 (4/0)	27 (4/2)	27 (4/2)	30 (4/2)	34 (5/2)	37 (5/2)	31 (5/2)	35 (6/2)
xxx.L	23 (5/0)	31 (5/2)	31 (5/2)	34 (5/2)	38 (6/2)	41 (6/2)	35 (6/2)	39 (7/2)
d(PC)	22 (4/0)	30 (4/2)	30 (4/2)	33 (4/2)	37 (5/2)	40 (5/2)	34 (5/2)	38 (6/2))
d(PC, Xi)	25 (4/0)	33 (4/2)	33 (4/2)	36 (4/2)	40 (5/2)	43 (5/2)	37 (5/2)	41 (6/2)
#xxx	15 (3/0)	23 (3/2)	23 (3/2)	26 (3/2)	30 (4/2)	33 (4/2)	27 (4/2)	31 (5/2)

Table 82 Standard Instruction clock periods

INSTRUCTION	SIZE	op<ea>, An	op<ea>, Dn	op<ea>, M
ADD	Byte, Word	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	11 ⁽¹⁾ (1/1)
	Long	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	15 ⁽¹⁾ (1/2)
AND	Byte, Word	–	7 ⁽¹⁾ (1/0)	11 ⁽¹⁾ (1/1)
	Long	–	7 ⁽¹⁾ (1/0)	15 ⁽¹⁾ (1/2)
CMP	Byte, Word	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	–
	Long	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	–
DIVS	–	–	169 ⁽¹⁾⁽²⁾ (1/0)	–
DIVU	–	–	130 ⁽¹⁾⁽³⁾ (1/0)	–
EOR	Byte, Word	–	7 ⁽¹⁾ (1/0)	11 ⁽¹⁾ (1/1)
	Long	–	7 ⁽¹⁾ (1/0)	15 ⁽¹⁾ (1/2)
MULS	–	–	76 ⁽¹⁾⁽³⁾ (1/0)	–
MULU	–	–	76 ⁽¹⁾⁽³⁾ (1/0)	–
OR	Byte, Word	–	7 ⁽¹⁾ (1/0)	11 ⁽¹⁾ (1/1)
	Long	–	7 ⁽¹⁾ (1/0)	15 ⁽¹⁾ (1/2)
SUB	Byte, Word	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	11 ⁽¹⁾ (1/1)
	Long	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	15 ⁽¹⁾ (1/2)

Notes

1. Add effective address calculation time.
2. Indicates maximum value.
3. The duration of the instruction is constant.

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Table 83 Immediate instruction clock periods

INSTRUCTION	SIZE	op<#>, Dn	op<#>, An	op<#>, M
ADDI	Byte, Word	14 (2/0)	–	18 ⁽¹⁾ (2/1)
	Long	18 (3/0)	–	26 ⁽¹⁾ (3/2)
ADDQ	Byte, Word	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	11 ⁽¹⁾ (1/1)
	Long	7 ⁽¹⁾ (1/0)	7 ⁽¹⁾ (1/0)	15 ⁽¹⁾ (1/2)
ANDI	Byte, Word	14 (2/0)	–	18 ⁽¹⁾ (2/1)
	Long	18 (3/0)	–	26 ⁽¹⁾ (3/2)
CMPI	Byte, Word	14 (2/0)	–	14 (2/0)
	Long	18 (3/0)	–	18 (3/0)
EORI	Byte, Word	14 (2/0)	–	18 ⁽¹⁾ (2/1)
	Long	–	–	26 ⁽¹⁾ (3/2)
MOVEQ	Long	7 (1/0)	–	–
ORI	Byte, Word	14 (2/0)	–	18 ⁽¹⁾ (2/1)
	Long	18 (3/0)	–	26 ⁽¹⁾ (3/2)
SUBI	Byte, Word	14 (2/0)	–	18 ⁽¹⁾ (2/1)
	Long	18 (3/0)	–	26 ⁽¹⁾ (3/2)
SUBQ	Byte, Word	7 ⁽¹⁾ (1/0)	7 (1/0)	11 ⁽¹⁾ (1/1)
	Long	7 ⁽¹⁾ (1/0)	7 (1/0)	15 ⁽¹⁾ (1/2)

Note

1. Add effective address calculation time.

Table 84 Shift/rotate instruction clock periods

INSTRUCTION	SIZE	REGISTER	MEMORY
ASR, ASL	Byte	13 + 3n (1/0)	14 (1/1) ⁽¹⁾
	Word	13 + 3n (1/0)	–
LSR, LSL	Byte, Word	13 + 3n (1/0)	14 (1/1) ⁽¹⁾
	Long	13 + 3n (1/0)	–
ROR, ROL	Byte, Word	13 + 3n (1/0)	14 (1/1) ⁽¹⁾
	Long	13 + 3n (1/0)	–
ROXR, ROXL	Byte, Word	13 + 3n (1/0)	14 (1/1) ⁽¹⁾
	Long	13 + 3n (1/0)	–

Note

1. Add effective address calculation time.

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Table 85 Single operand instruction clock periods

INSTRUCTION	SIZE	REGISTER	MEMORY
CLR	Byte, Word	7 (1/0)	11 (1/1) ⁽¹⁾⁽²⁾
	Long	7 (1/0)	15 (1/2) ⁽¹⁾⁽³⁾
NBCD	Byte, Word	10 (1/0)	14 (1/1) ⁽¹⁾
NEG	Byte, Word	7 (1/0)	11 (1/1) ⁽¹⁾
	Long	7 (1/0)	15 (1/2) ⁽¹⁾
NEGX	Byte, Word	7 (1/0)	11 (1/1) ⁽¹⁾
	Long	7 (1/0)	15 (1/2) ⁽¹⁾
NOT	Byte, Word	7 (1/0)	11 (1/1) ⁽¹⁾
	Long	7 (1/0)	15 (1/2) ⁽¹⁾
Scc	Byte, Word	13 (1/0)	17 (1/1) ⁽¹⁾
	Long	13 (1/0)	14 (1/1) ⁽¹⁾
TAS	Byte	10 (1/0)	15 (2/1) ⁽¹⁾⁽²⁾
TST	Byte, Word	7 (1/0)	7 (1/0) ⁽¹⁾
	Long	7 (1/0)	7 (1/0) ⁽¹⁾

Notes

- 1. Add effective address calculation time.
- 2. Subtract one read cycle (–4(1/0)) from effective address calculation.
- 3. Subtract two read cycles (–8(2/0)) from effective address calculation.

Table 86 Bit manipulation instruction clock periods

INSTRUCTION	SIZE	DYNAMIC		STATIC	
		REGISTER	MEMORY	REGISTER	MEMORY
BCHG	Byte	–	14 (1/1) ⁽¹⁾	–	21 (2/1) ⁽¹⁾
	Long	10 (1/0)	–	17 (2/0)	–
BCLR	Byte	–	14 (1/1) ⁽¹⁾	–	21 (2/1) ⁽¹⁾
	Long	10 (1/0)	–	17 (2/0)	–
BSET	Byte	–	14 (1/1) ⁽¹⁾	–	21 (2/1) ⁽¹⁾
	Long	10 (1/0)	–	17 (2/0)	–
BTST	Byte	–	7 (1/0) ⁽¹⁾	–	14 (2/0) ⁽¹⁾
	Long	7 (1/0)	–	14 (2/0)	–

Note

- 1. Add effective address calculation time.

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Table 87 Conditional instruction clock periods

INSTRUCTION	DISPLAY	TRAP OR BRANCH	
		TAKEN	NOT TAKEN
Bcc	Byte	13 (1/0)	13 (1/0)
	Word	14 (2/0)	14 (2/0)
BRA	Byte	13 (1/0)	–
	Word	14 (2/0)	–
BSR	Byte	21 (1/2)	–
	Word	22 (2/2)	–
DBcc	cc True	–	14 (2/0)
	cc False	17 (2/0)	17 (3/2)
CHK	–	70 (3/4) ⁽¹⁾	19 (1/0) ⁽¹⁾
TRAPV	–	55 (3/4)	10 (1/0)

Note

1. Add effective address calculation time.

Table 88 JMP, JSR, LEA, PEA, MOVEM instruction clock periods
n = number of registers to move.

INSTRUCTION	SIZE	(An)	(An)+	–(An)	d(An)	d(An, Xi)	xxx.S	xxx.L	d(PC)	d(PC, Xi)
JMP	–	7 (1/0)	–	–	14 (2/0)	17 (2/0)	14 (2/0)	18 (3/0)	14 (2/0)	17 (2/0)
JSR	–	18 (1/2)	–	–	25 (2/2)	28 (2/2)	25 (2/2)	28 (2/2)	25 (2/2)	28 (2/2)
LEA	–	7 (1/0)	–	–	14 (2/0)	17 (2/0)	14 (2/0)	18 (3/0)	14 (2/0)	17 (2/0)
PEA	–	18 (1/2)	–	–	25 (2/2)	28 (2/2)	25 (2/2)	28 (2/2)	25 (2/2)	28 (2/2)
MOVEM M → R	Word	26+7n (2+n/0)	26+7n (2+n/0)	–	30+7n (3+n/0)	33+7n (3+n/0)	30+7n (3+n/0)	34+7n (4+n/0)	30+7n (3+n/0)	33+7n (3+n/0)
	Long	26+11n (2+2n/0)	26+11n (2+2n/0)	–	30+11n (3+2n/0)	33+11n (3+2n/0)	30+11n (3+2n/0)	34+11n (4+2n/0)	30+11n (3+2n/0)	33+11n (3+2n/0)
MOVEM R → M	Word	23+7n (2/n)	–	23+7n (2/n)	27+7n (3/n)	30+7n (3/n)	27+7n (3/n)	31+7n (4/n)	–	–
	Long	23+11n (2/2n)	–	23+11n (2/2n)	27+11n (3/2n)	30+11n (3/2n)	27+11n (3/2n)	31+11n (4/2n)	–	–

Table 89 Multi-precision Instruction Clock Periods

INSTRUCTION	SIZE	op Dn, An	op M, M
ADDX	Byte, Word	7 (1/0)	28 (3/1)
	Long	7 (1/0)	40 (5/2)
CMPM	Byte, Word	–	18 (3/0)
	Long	–	26 (5/0)
SUBX	Byte, Word	7 (1/0)	28 (3/1)
	Long	7 (1/0)	40 (5/2)
ABCD	Byte	10 (1/0)	31 (3/1)
SBCD	Byte	10 (1/0)	31 (3/1)

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Table 90 Miscellaneous Clock Periods

INSTRUCTION	SIZE	REGISTER	MEMORY	REGISTER TO MEMORY	MEMORY TO REGISTER
ANDI to CCR	–	14 (2/0)	–	–	–
ANDI to SR	–	14 (2/0)	–	–	–
EORI to CCR	–	14 (2/0)	–	–	–
EORI to SR	–	14 (2/0)	–	–	–
EXG	–	13 (2/0)	–	–	–
EXT	Word	7 (1/0)	–	–	–
	Long	7 (1/0)	–	–	–
LINK	–	25 (2/2)	–	–	–
MOVE from SR	–	7 (1/0)	11 (1/1) ⁽¹⁾	–	–
MOVE to CCR	–	10 (1/0)	10 (1/0) ⁽¹⁾	–	–
MOVE to SR	–	10 (1/0)	10 (1/0) ⁽¹⁾	–	–
MOVE from USP	–	7 (1/0)	–	–	–
MOVE to USP	–	7 (1/0)	–	–	–
MOVEP	Word	–	–	25 (2/2)	22 (4/0)
	Long	–	–	39 (2/4)	36 (6/0)
NOP	–	7 (1/0)	–	–	–
ORI to CCR	–	14 (2/0)	–	–	–
ORI to SR	–	14 (2/0)	–	–	–
RESET	–	154 (1/0)	–	–	–
RTE short format	–	–	–	–	–
RTE long format					–
no rerun	–	140 (18/0)	–	–	–
with rerun	–	146 (18/0)	–	–	–
return of TAS	–	151 (19/0)	–	–	–
RTR	–	22 (4/0)	–	–	–
RTS	–	15 (3/0)	–	–	–
STOP	–	17 (2/0)	–	–	–
SWAP	–	7 (1/0)	–	–	–
UNLK	–	15 (3/0)	–	–	–

Note

1. Add effective address calculation time.

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Table 91 Exception processing clock periods

EXCEPTION	NUMBER OF CLOCK PERIODS
Address error	158 (3/17)
Bus error	158 (3/17)
Interrupt	65 (4/4) ⁽¹⁾
Illegal instruction	55 (3/4)
Privilege instruction	55 (3/4)
Trace	55 (3/4)
Trap	52 (3/4)
Divide by zero	64 (3/4) ⁽²⁾
RESET ⁽³⁾	43 (4/0)

Notes

1. The interrupt acknowledge bus cycle is assumed to take four external clock periods.
2. Add effective address calculation time.
3. Indicates the maximum time from when $\overline{\text{RESET}}$ and $\overline{\text{HALT}}$ are first sampled as negated to first instruction fetch.