

HYNIX SEMICONDUCTOR  
8-BIT SINGLE-CHIP MICROCONTROLLERS

**GMS81508B**

**GMS82512**

**GMS81516B**

**GMS82516**

**GMS81524B**

**GMS81524**

**User's Manual (Ver. 2.0)**



## **Revision History**

Ver 2.0 (this manual) May, 01, 2001

The manuals of GMS81508B/16B/24B and GMS82512/16/24 are integrated.  
Choice-Gang4 writer(for PC) is replaced with Choice-Gang4(for stand alone).

Ver 1.05 (before manual) Sep., 20, 2000

Choice-Dr writer is omitted on the page 76 because it is not available any longer.  
For the Hynix MCU on the ALL-07, writer program is only available from Hynix sales part. Please ask to Hynix sales. Hi-Lo systems does not support the software of ALL-07 in their web site currently.

Ver 1.04 (before version) Dec., 1999

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### **Version 2.0**

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**MCU Application Team**

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# GMS81508B/16B/24B GMS82512/16/24

## CMOS SINGLE-CHIP 8-BIT MICROCONTROLLER WITH A/D CONVERTER

### 1. OVERVIEW

#### 1.1 Description

The GMS81508B/16B/24B are advanced CMOS 8-bit microcontrollers with 8K/16K/24K bytes of ROM and 64pin package. And the GMS82512/16/24 are the same except for 12K/16K/24K bytes of ROM and 42pin package. The GMS825xx is a cut-down product of GMS815xxB microcontroller, that is, the function and package are reduced. These are powerful microcontrollers which provide a highly flexible and cost effective solution to many general application. These includes several peripheral functions such as Timer, A/D converter, Programmable buzzer driver, Serial I/O communication(GMS815xxB only), Pulse Width Modulation function( GMS815xxB only), etc. The RAM, ROM, and I/O are placed on the same memory map in addition to simple instruction set. Also, they support power saving mode to reduce power consumption.

The GMS815xxB is functionally 100% compatible with earlier GMS81508/16 or GMS81508A/16A, and has better characteristics such as strong EMS, wide operating voltage, temperature, frequency and fast programming time for the OTP.

Device name	ROM Size	RAM Size	I/O	OTP	Package
GMS81508B	8K bytes	448 bytes	52 I/O, 4Input	GMS81516BT	64SDIP, 64MQFP, 64LQFP
GMS81516B	16K bytes	448 bytes	52 I/O, 4Input	GMS81516BT	
GMS81524B	24K bytes	448 bytes	52 I/O, 4Input	GMS81524BT	
GMS82512	12K bytes	448 bytes	35 I/O	GMS82524T	42SDIP, 44MQFP
GMS82516	16K bytes	448 bytes	35 I/O	GMS82524T	
GMS82524	24K bytes	448 bytes	35 I/O	GMS82524T	

#### 1.2 Features

- **8K/16K/24K Bytes On-chip Program ROM (12K/16K/24K Bytes in GMS825xx)**
- **448 Bytes of On-chip Data RAM (Included stack memory)**
- **Minimum Instruction Execution Time 0.5 $\mu$ s at 8MHz**
- **One 8-bit Basic Interval Timer**
- **Four 8-bit Timer/Event counter or Two 16-bit Timer/Event counter**
- **One 6-bit Watchdog timer**
- **Eight channel 8-bit A/D converter (Four channel in GMS825xx)**
- **Two channel 8-bit PWM (Not support in GMS825xx)**
- **One 8-bit Serial Communication Interface (Not support in GMS825xx)**
- **Four External Interrupt input ports**
- **Buzzer Driving port**  
- 500Hz ~ 250kHz@8MHz
- **52 I/O Ports, 4 Input Ports (35 I/O ports in GMS825xx)**
- **Twelve Interrupt sources**  
- Basic Interval Timer: 1  
- External input: 4  
- Timer/Event counter: 4  
- ADC: 1  
- Serial Interface: 1(Not support in GMS825xx)  
- WDT: 1
- **Built in Noise Immunity Circuit**

- Noise filter
- Power fail processor
- Power Down Mode
  - STOP mode
- 2.2V to 5.5V Wide Operating Range
- 1~10MHz Wide Operating Frequency
- 64SDIP, 64MQFP, 64LQFP package types (42SDIP,44MQFP in GMS825xx)
- Available 16K, 24K bytes OTP version (Available 24K bytes in GMS825xx)

### 1.3 Development Tools

The GMS815xxB and GMS825xx are supported by a full-featured macro assembler, an in-circuit emulator CHOICE-Dr.<sup>TM</sup> and OTP programmers. There are two different type programmers such as single type, gang type(Stand-alone gang4). For more detail, Refer to “22. OTP PROGRAMMING” on page 76. Macro assembler operates under the MS-Windows 95/98<sup>TM</sup>.

Please contact sales part of Hynix Semiconductor.

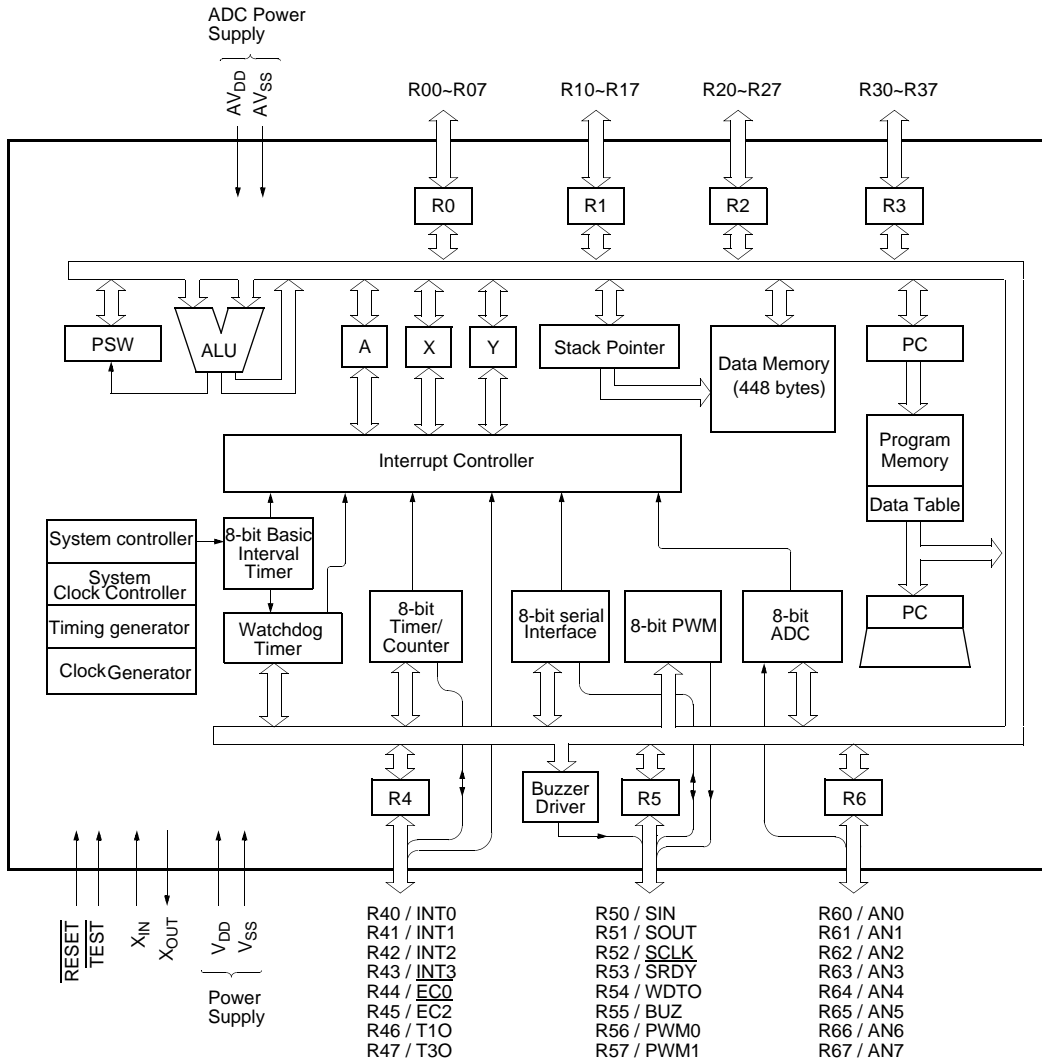


### 1.4 Ordering Information

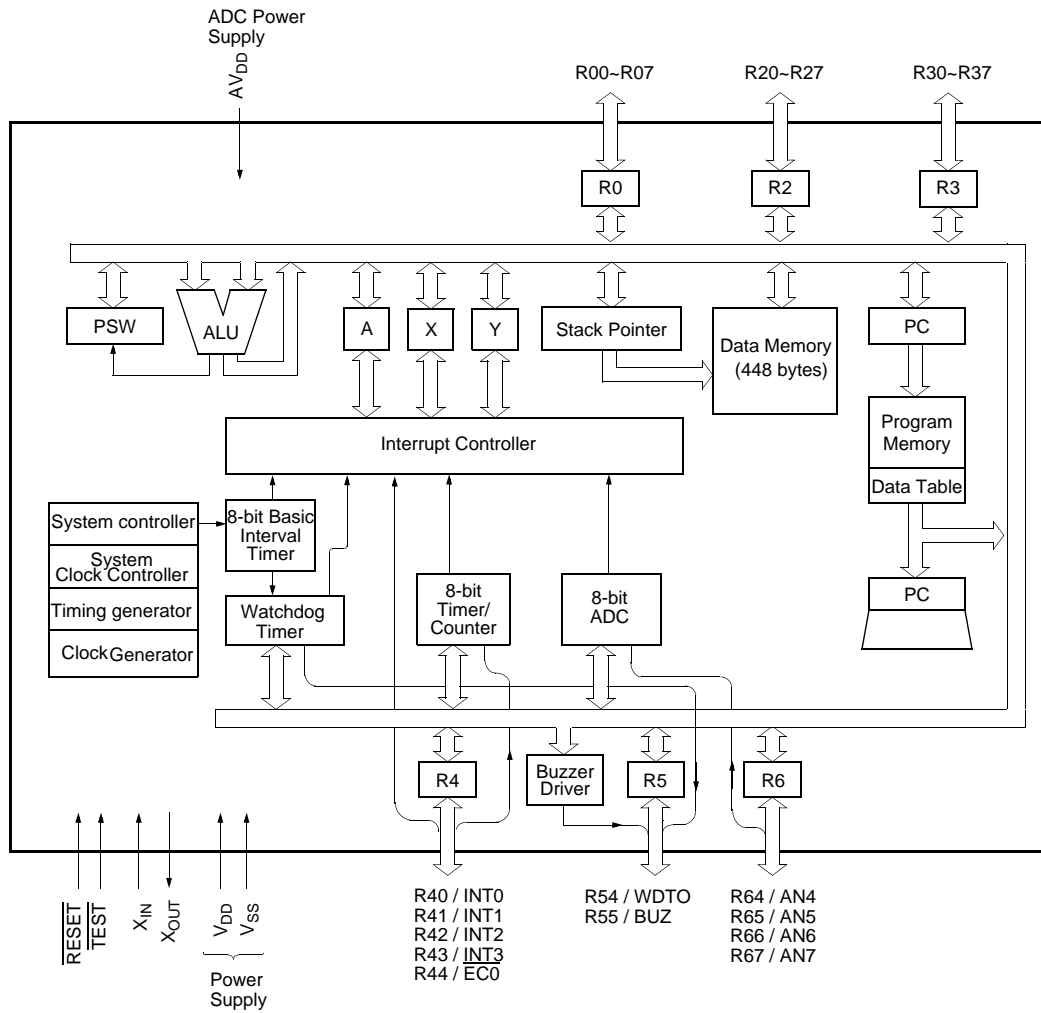
	Device name	ROM Size	RAM size	Package
Mask version	GMS81508B K	8K bytes	448 bytes	64SDIP
	GMS81508B Q	8K bytes	448 bytes	64MQFP
	GMS81508B LQ	8K bytes	448 bytes	64LQFP
	GMS81516B K	16K bytes	448 bytes	64SDIP
	GMS81516B Q	16K bytes	448 bytes	64MQFP
	GMS81516B LQ	16K bytes	448 bytes	64LQFP
	GMS81524B K	24K bytes	448 bytes	64SDIP
	GMS81524B Q	24K bytes	448 bytes	64MQFP
	GMS81524B LQ	24K bytes	448 bytes	64LQFP
	GMS82512 K	12K bytes	448 bytes	42SDIP
	GMS82512 Q	12K bytes	448 bytes	44MQFP
	GMS82516 K	16K bytes	448 bytes	42SDIP
	GMS82516 Q	16K bytes	448 bytes	44MQFP
	GMS82524 K	24K bytes	448 bytes	42SDIP
	GMS82524 Q	24K bytes	448 bytes	44MQFP
OTP version	GMS81516BT K	16K bytes OTP	448 bytes	64SDIP
	GMS81516BT Q	16K bytes OTP	448 bytes	64MQFP
	GMS81516BT LQ	16K bytes OTP	448 bytes	64LQFP
	GMS81524BT K	24K bytes OTP	448 bytes	64SDIP
	GMS81524BT Q	24K bytes OTP	448 bytes	64MQFP
	GMS81524BT LQ	24K bytes OTP	448 bytes	64LQFP
	GMS82524 K	24K bytes	448 bytes	42SDIP
	GMS82524 Q	24K bytes	448 bytes	44MQFP

## 2. BLOCK DIAGRAM

### 2.1 GMS81508B/GMS81516B/GMS81524B(64 pin package)



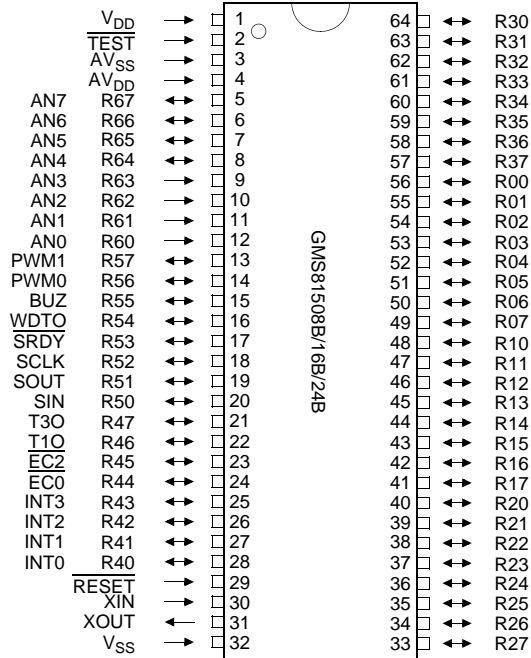
2.2 GMS82512/GMS82516/GMS82524(42 pin package)



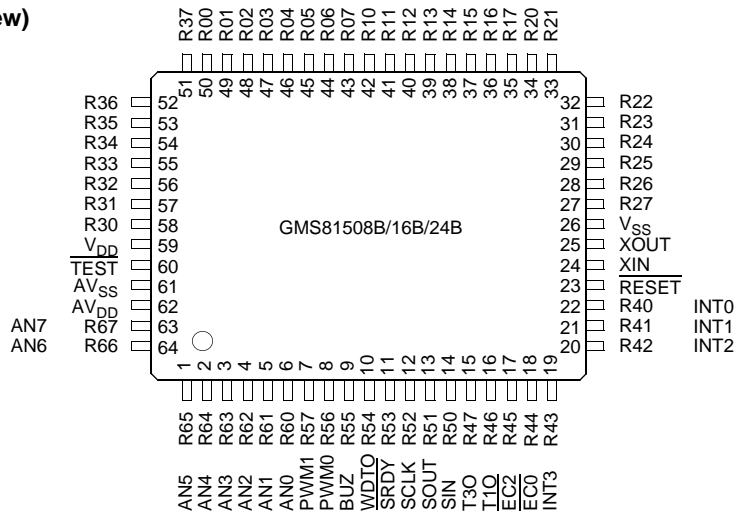
### 3. PIN ASSIGNMENT

#### 3.1 GMS81508B/GMS81516B/GMS81524B(64 pin package)

**64SDIP  
(Top View)**

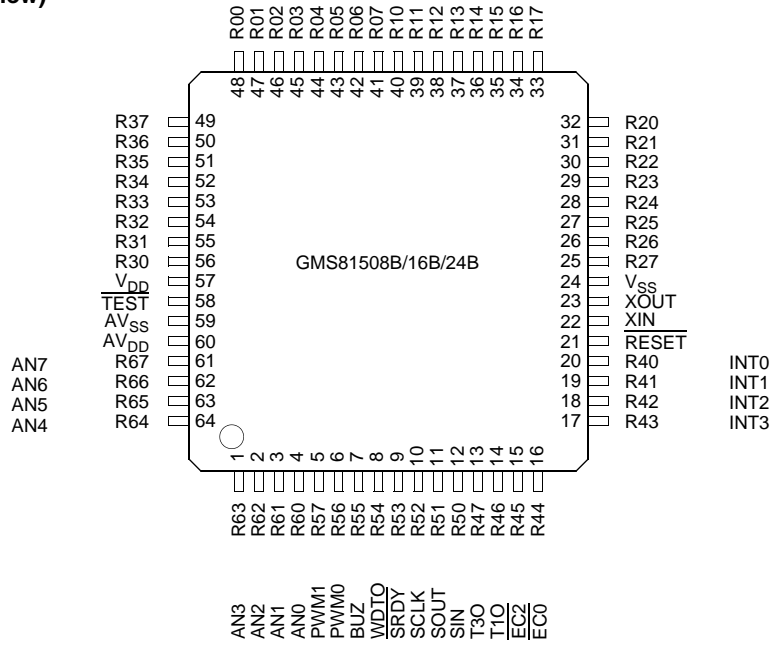


**64MQFP  
(Top View)**



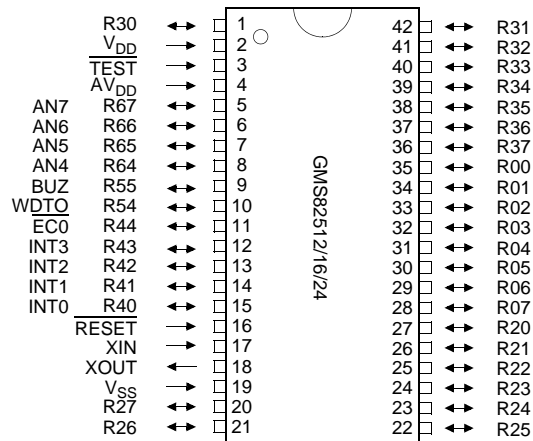


**64LQFP  
(Top View)**

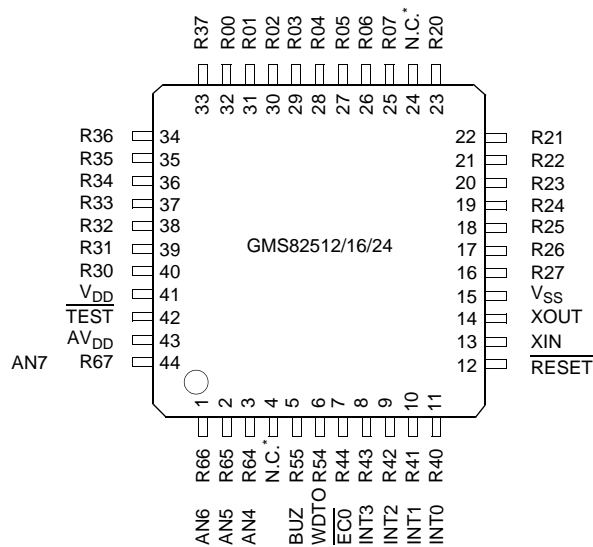


### 3.2 GMS82512/GMS82516/GMS82524(42 pin package)

**42SDIP  
(Top View)**



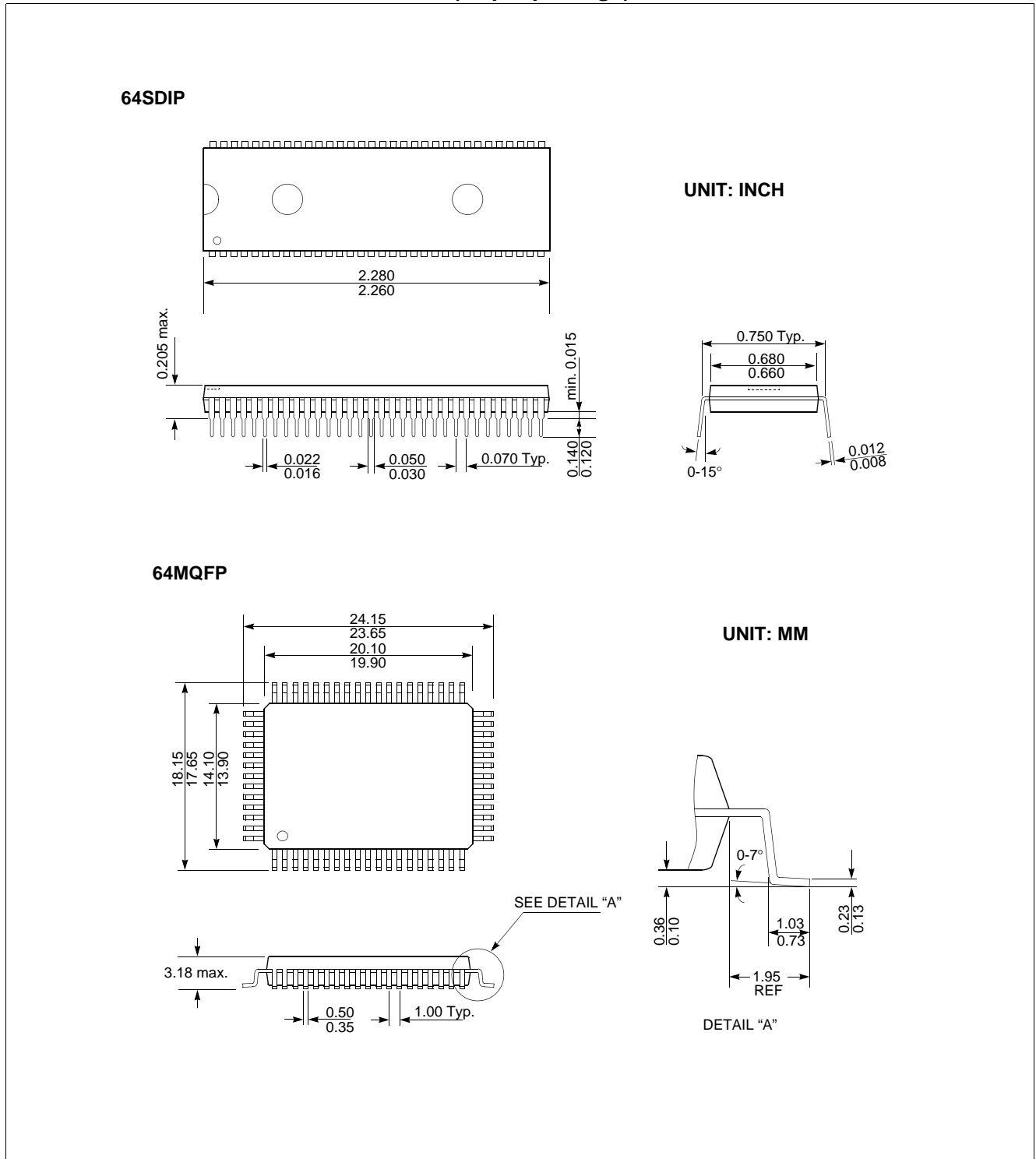
**44MQFP  
(Top View)**

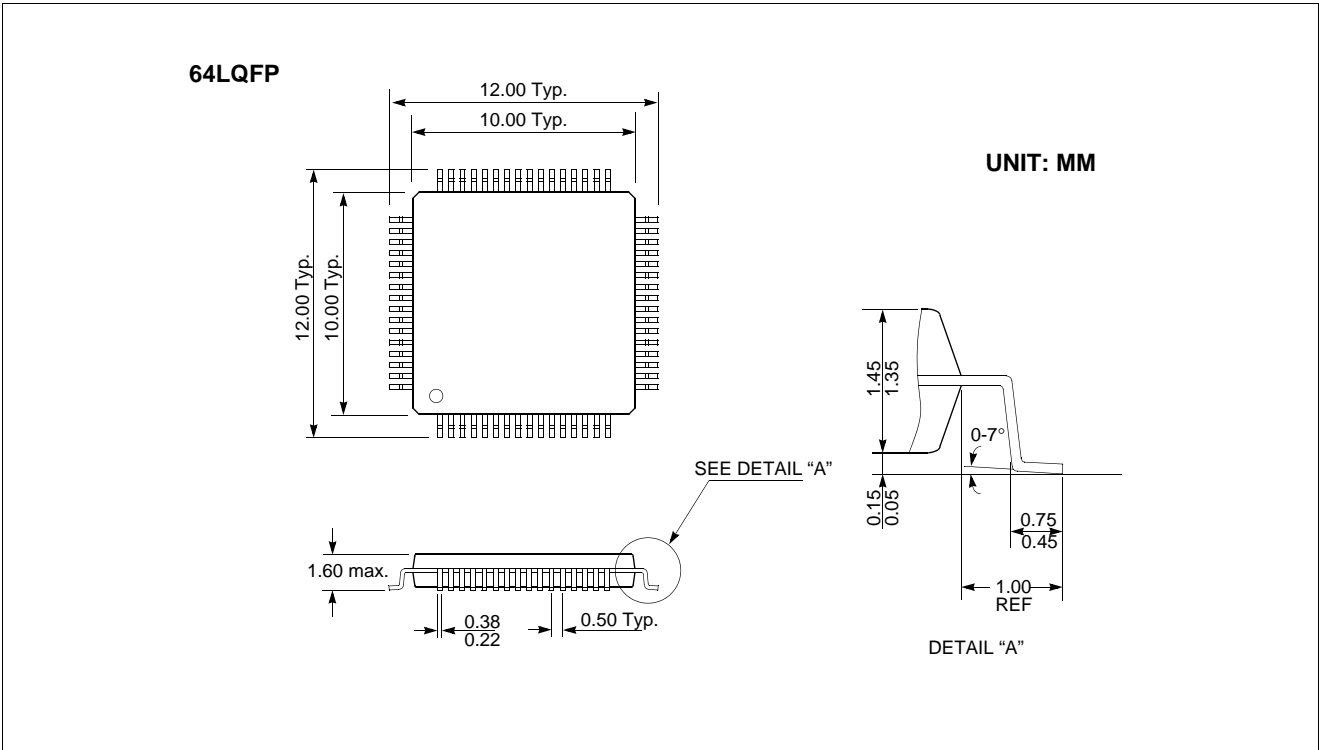


N.C.\* : No Connection

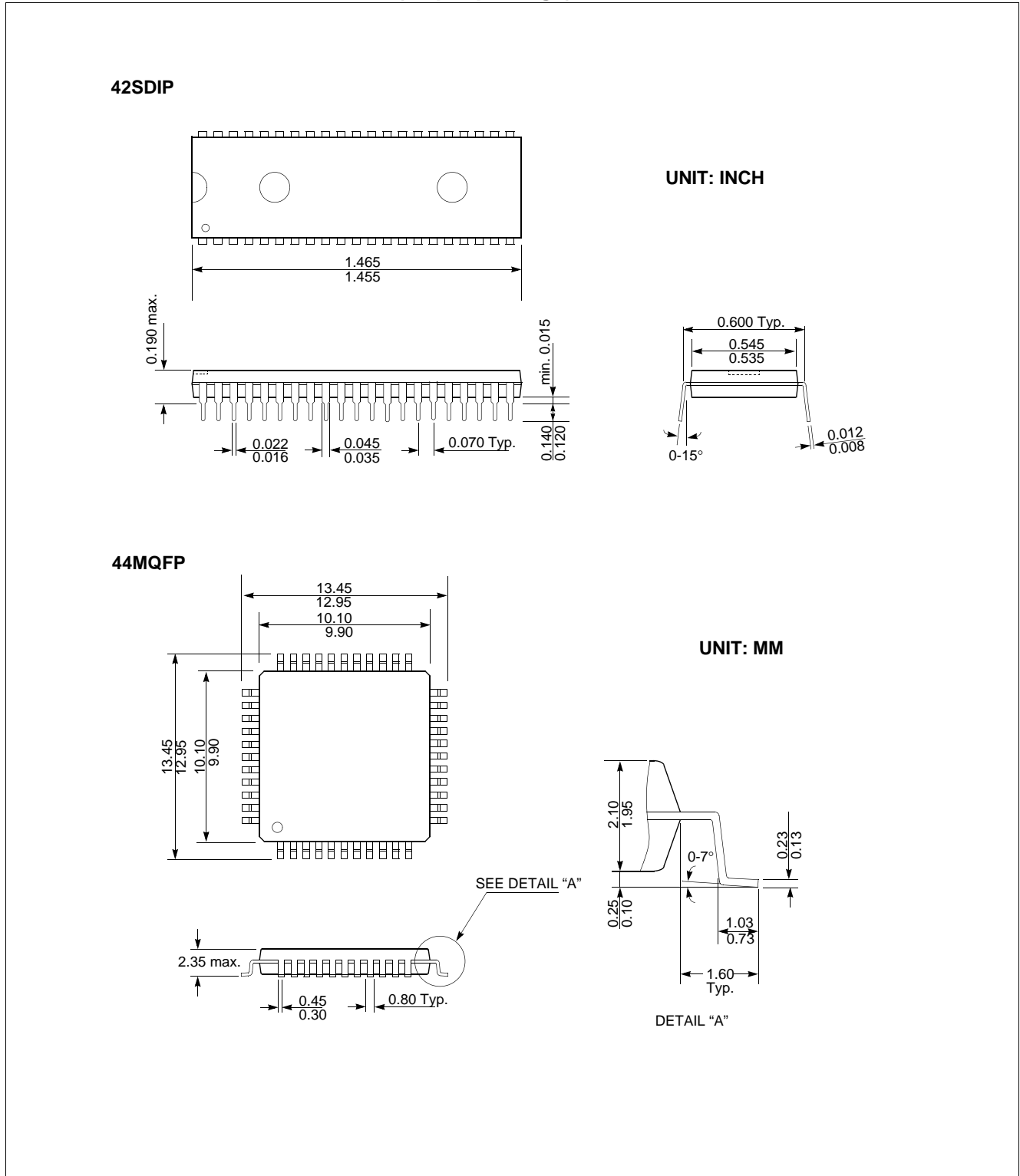
### 4. PACKAGE DIAGRAM

#### 4.1 GMS81508B/GMS81516B/GMS81524B(64 pin package)





4.2 GMS82512/GMS82516/GMS82524(42 pin package)



## 5. PIN FUNCTION

**V<sub>DD</sub>**: Supply voltage.

**V<sub>SS</sub>**: Circuit ground.

**TEST**: Used for Test Mode. For normal operation, it should be connected to V<sub>DD</sub>.

**RESET**: Reset the MCU.

**X<sub>IN</sub>**: Input to the inverting oscillator amplifier and input to the internal main clock operating circuit.

**X<sub>OUT</sub>**: Output from the inverting oscillator amplifier.

**R00~R07**: R0 is an 8-bit CMOS bidirectional I/O port. R0 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs.

**R10~R17**: R1 is an 8-bit CMOS bidirectional I/O port. R1 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs. These pins are NOT served on GMS825xx.

**R20~R27**: R2 is an 8-bit CMOS bidirectional I/O port. R2 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs.

**R30~R37**: R3 is an 8-bit CMOS bidirectional I/O port. R3 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs.

**R40~R47**: R4 is an 8-bit CMOS bidirectional I/O port. R4 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs. R45, R46, R47 are NOT served on GMS825xx.

In addition, R4 serves the functions of the various following special features.

Port pin	Alternate function
R40	INT0 (External interrupt 0)
R41	INT1 (External interrupt 1)
R42	INT2 (External interrupt 2)
R43	INT3 (External interrupt 3)
R44	$\overline{EC0}$ (Event counter input 0)
R45	$\overline{EC2}$ (Event counter input 2)
R46	T1O (Timer/Counter 1 output)
R47	T3O (Timer/Counter 3 output)

**R50~R57**: R5 is an 8-bit CMOS bidirectional I/O port. R5 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs.

R50~R53, R56, R57 are NOT served on GMS825xx.

In addition, R5 serves the functions of the various following special features.

Port pin	Alternate function
R50	SIN (Serial data input)
R51	SOUT (Serial data output)
R52	SCLK (Serial clock)
R53	$\overline{SRDY}$ (Serial ready)
R54	WDTO (Watchdog Timer output)
R55	BUZ (Buzzer driver output)
R56	PWM0 (PWM output 0)
R57	PWM1 (PWM output 1)

**R60~R67**: R6 is an 8-bit CMOS bidirectional I/O port. R6 pins 1 or 0 written to the Port Direction Register can be used as outputs or inputs. R60~R63 are NOT served on GMS825xx.

In addition, R6 is shared with the ADC input.

Port pin	Alternate function
R60	AN0 (Analog Input 0)
R61	AN1 (Analog Input 1)
R62	AN2 (Analog Input 2)
R63	AN3 (Analog Input 3)
R64	AN4 (Analog Input 4)
R66	AN5 (Analog Input 5)
R66	AN6 (Analog Input 6)
R67	AN7 (Analog Input 7)

**Note:** On the MDS(Choice-Dr, Jr), when the MCU is RESET, R60 can not be used digital input port. For more detail, refer to "9. I/O PORTS" on page 34.

**AV<sub>DD</sub>**: Supply voltage to the ladder resistor of ADC circuit. To enhance the resolution of analog to digital converter, use independent power source as well as possible, other than digital power source.

**AV<sub>SS</sub>**: ADC circuit ground.

AV<sub>SS</sub> is NOT served on GMS825xx but it is connected to V<sub>SS</sub> internally.

PIN NAME	In/Out	Function	
		Basic	Alternate
V <sub>DD</sub>	-	Supply voltage	
V <sub>SS</sub>	-	Circuit ground	
$\overline{\text{TEST}}$	I	Controls test mode of the chip, For normal operation, it should be connected at V <sub>DD</sub> .	
$\overline{\text{RESET}}$	I	Reset signal input	
X <sub>IN</sub>	I	Oscillation input	
X <sub>OUT</sub>	O	Oscillation output	
R00~R07	I/O	8-bit general I/O ports	
*R10~R17	I/O	8-bit general I/O ports	
R20~R27	I/O	8-bit general I/O ports	
R30~R37	I/O	8-bit general I/O ports	
R40 (INT0)	I/O (I)	8-bit general I/O ports	External interrupt 0 input
R41 (INT1)	I/O (I)		External interrupt 1 input
R42 (INT2)	I/O (I)		External interrupt 2 input
R43 (INT3)	I/O (I)		External interrupt 3 input
R44 ( $\overline{\text{EC0}}$ )	I/O (I)		Timer/Counter 0 external input
*R45 ( $\overline{\text{EC2}}$ )	I/O (I)		Timer/Counter 2 external input
*R46 (T10)	I/O (O)		Timer/Counter 1 output
*R47 (T30)	I/O (O)		Timer/Counter 3 output
*R50 (SIN)	I/O (I)	8-bit general I/O ports	Serial data input
*R51 (SOUT)	I/O (O)		Serial data output
*R52 (SCLK)	I/O (I/O)		Serial clock I/O
*R53 ( $\overline{\text{SRDY}}$ )	I/O (I/O)		Receive enable I/O
R54 (WDTO)	I/O (O)		Watchdog timer overflow output
R55 (BUZ)	I/O (O)		Buzzer driving output
*R56 (PWM0)	I/O (O)		PWM pulse output
*R57 (PWM1)	I/O (O)		
*R60~R63 (AN0~AN3)	I (I)	General input ports	Analog voltage input
R64~R67 (AN4~AN7)	I/O (I)	General I/O ports	
*AV <sub>SS</sub>	-	Ground level input pin for ADC	
AV <sub>DD</sub>	-	Supply voltage input pin for ADC	

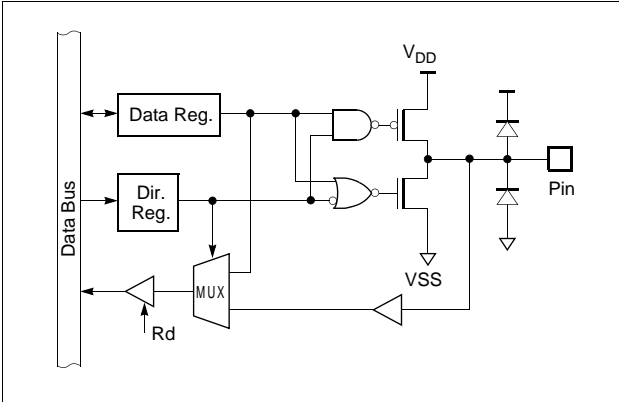
Table 5-1 Port Function Description

\* This pins are Not Served on GMS825xx.

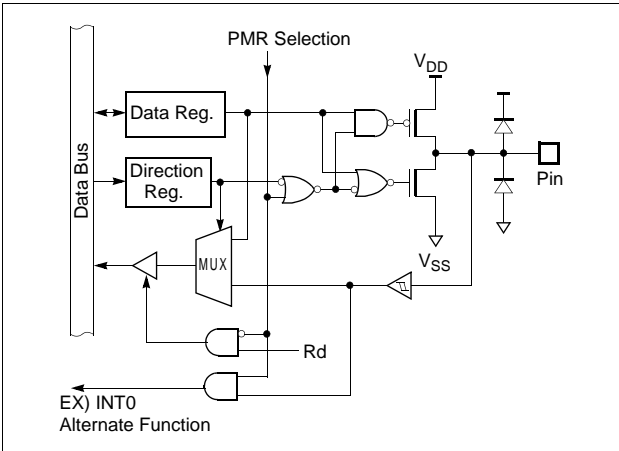
1. The parenthesis means alternate function.

## 6. PORT STRUCTURES

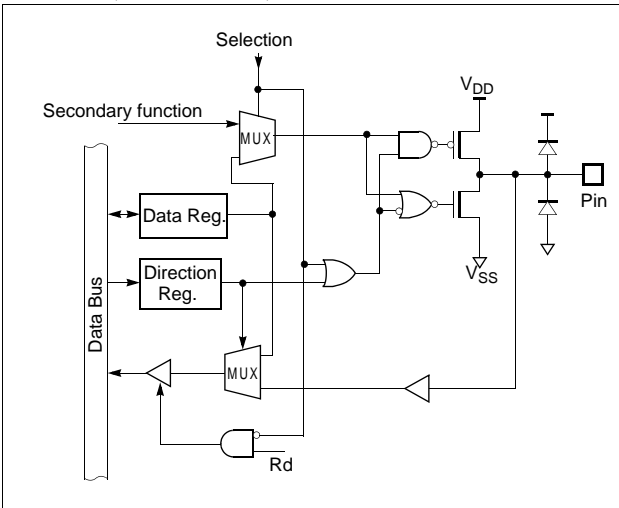
**R00~R07, R10~R17, R20~R27, R30~37**



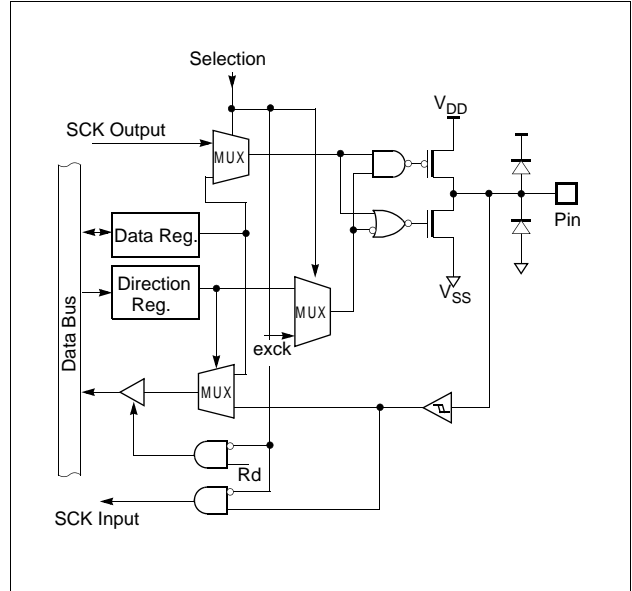
**R40/INT0, R41/INT1, R42/INT2, R43/INT3, R44/EC0, R45/EC2, R50/SIN**



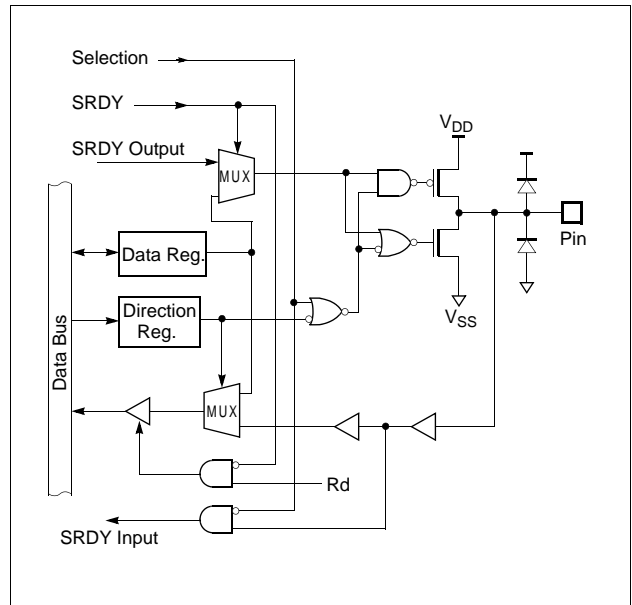
**R46/T10, R47/T30, R51/SOUT, R54/WDTO R55/BUZ, R56/PWM0, R57/PWM1**



**R52/SCLK**

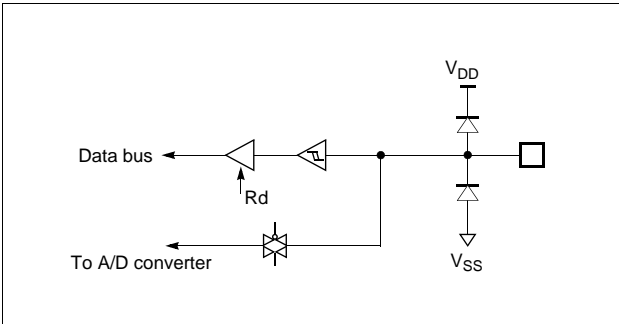


**S53/SRDY**

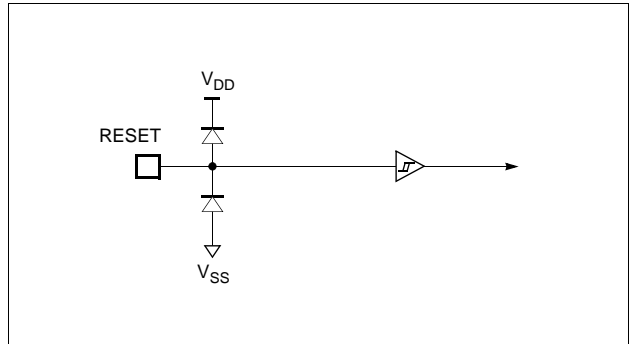




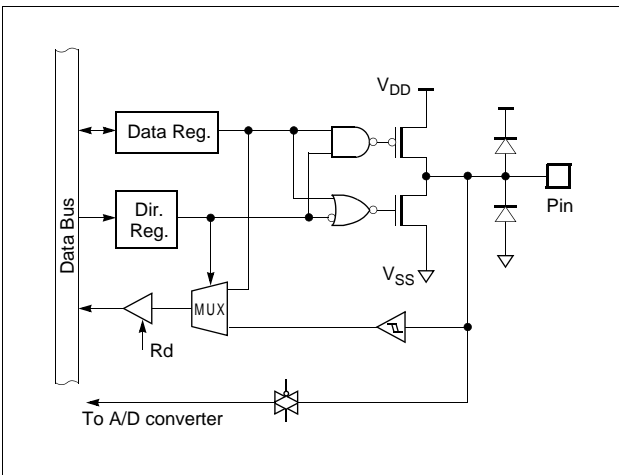
**R60/AN0 ~ R63/AN3**



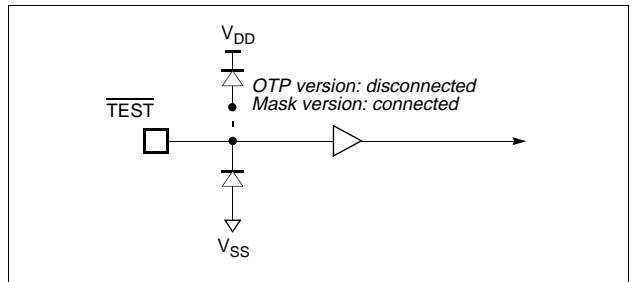
**RESET**



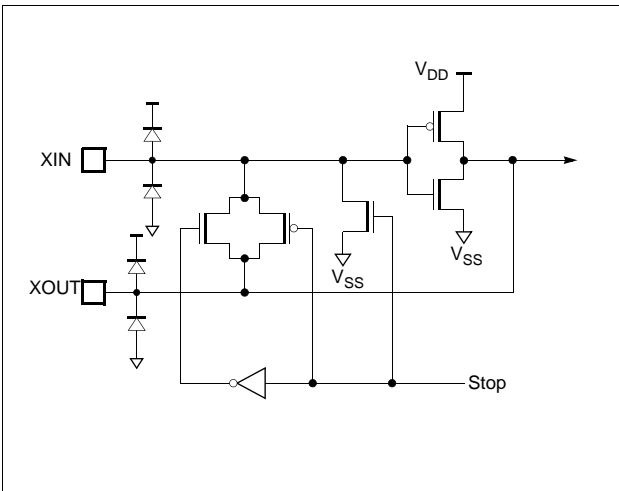
**R64/AN7 ~ R67/AN7**



**TEST**



**X<sub>IN</sub>, X<sub>OUT</sub>**



## 7. ELECTRICAL CHARACTERISTICS

### 7.1 Absolute Maximum Ratings

Supply voltage .....	-0.3 to +7.0 V	Maximum current ( $\Sigma I_{OL}$ ) .....	100 mA
Storage Temperature .....	-40 to +125 °C	Maximum current ( $\Sigma I_{OH}$ ) .....	50 mA
Voltage on any pin with respect to Ground ( $V_{SS}$ ) .....	-0.3 to $V_{DD}+0.3$		
Maximum current out of $V_{SS}$ pin .....	150 mA		
Maximum current into $V_{DD}$ pin .....	80 mA		
Maximum current sunk by ( $I_{OL}$ per I/O Pin) .....	20 mA		
Maximum output current sourced by ( $I_{OH}$ per I/O Pin) .....	8 mA		

**Note:** Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at any other conditions above those indicated in the operational sections of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

### 7.2 Recommended Operating Conditions

Parameter	Symbol	Condition	Specifications		Unit
			Min.	Max.	
Supply Voltage	$V_{DD}$	$f_{XIN}=1 \sim 10$ MHz $f_{XIN}=1 \sim 8$ MHz $f_{XIN}=1 \sim 4$ MHz	4.5 2.7 2.2	5.5 5.5 5.5	V
Operating Frequency	$f_{XIN}$	$V_{DD}=4.5\sim 5.5$ V $V_{DD}=2.7\sim 5.5$ V $V_{DD}=2.2\sim 5.5$ V	1 1 1	10 8 4	MHz
Operating Temperature	$T_{OPR}$	Normal Version Temperature Extension Version	-20 -40	85 85	°C

### 7.3 A/D Converter Characteristics

( $T_A=25^\circ\text{C}$ ,  $V_{SS}=0\text{V}$ ,  $V_{DD}=AV_{DD}=5.12\text{V}@f_{XIN}=8\text{MHz}$ ,  $V_{DD}=AV_{DD}=3.072\text{V}@f_{XIN}=4\text{MHz}$ )

Parameter	Symbol	Specifications				Unit
		Min.	Typ. <sup>1</sup>	Max.		
				$f_{XIN}=4\text{MHz}$	$f_{XIN}=8\text{MHz}$	
Analog Input Voltage Range	$V_{AIN}$	$V_{SS}$	-	$AV_{DD}$	$AV_{DD}$	V
Non-linearity Error	$N_{NLE}$	-	$\pm 1.0$	$\pm 1.5$	$\pm 1.5$	LSB
Differential Non-linearity Error	$N_{DNLE}$	-	$\pm 1.0$	$\pm 1.5$	$\pm 1.5$	LSB
Zero Offset Error	$N_{ZOE}$	-	$\pm 0.5$	$\pm 1.5$	$\pm 1.5$	LSB
Full Scale Error	$N_{FSE}$	-	$\pm 0.35$	$\pm 0.5$	$\pm 0.5$	LSB
Gain Error	$N_{GE}$	-	$\pm 1.0$	$\pm 1.5$	$\pm 1.5$	LSB
Overall Accuracy	$N_{ACC}$	-	$\pm 1.0$	$\pm 1.5$	$\pm 1.5$	LSB
$AV_{DD}$ Input Current	$I_{REF}$	-	0.5	1.0	1.0	mA
Conversion Time	$T_{CONV}$	-	-	40	20	$\mu\text{s}$

Parameter	Symbol	Specifications				Unit
		Min.	Typ. <sup>1</sup>	Max.		
				f <sub>XIN</sub> =4MHz	f <sub>XIN</sub> =8MHz	
Analog Power Supply Input Range	AV <sub>DD</sub>	0.9V <sub>DD</sub>	V <sub>DD</sub>	1.1V <sub>DD</sub>		V

1. Data in "Typ" column is at 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

#### 7.4 DC Electrical Characteristics

(T<sub>A</sub>=-20~85°C, V<sub>DD</sub>=2.7~5.5V, T<sub>a</sub>= -20~85°C, f<sub>XIN</sub>=8MHz, V<sub>SS</sub>=0V),

Parameter	Symbol	Condition	Specifications			Unit	
			Min.	Typ. <sup>1</sup>	Max.		
Input High Voltage	V <sub>IH1</sub>	V <sub>DD</sub> =4.5 V <sub>DD</sub> =2.7	X <sub>IN</sub> , $\overline{\text{RESET}}$ , R4, R5, R6	0.8V <sub>DD</sub>	-	V <sub>DD</sub> +0.3	V
	V <sub>IH2</sub>		R0, R1, R2, R3	0.7V <sub>DD</sub>	-	V <sub>DD</sub> +0.3	
Input Low Voltage	V <sub>IL1</sub>	V <sub>DD</sub> =4.5 V <sub>DD</sub> =2.7	X <sub>IN</sub> , $\overline{\text{RESET}}$ , R4, R5, R6		-	0.2V <sub>DD</sub>	V
	V <sub>IL2</sub>		R0, R1, R2, R3		-	0.3V <sub>DD</sub>	
Output High Voltage	V <sub>OH</sub>	V <sub>DD</sub> =4.5 V <sub>DD</sub> =2.7 I <sub>OH1</sub> =-2mA	R0,R1,R2,R3,R4,R5 R6	V <sub>DD</sub> -1.0	-	-	V
Output Low Voltage	V <sub>OL</sub>	V <sub>DD</sub> =4.5 V <sub>DD</sub> =2.7 I <sub>OL1</sub> =5mA	R0,R1,R2,R3,R4,R5 R6	-	-	1.0	V
Power Fail Detect Voltage	V <sub>PFD</sub>	V <sub>PFD</sub> =3.0V V <sub>PFD</sub> =2.4V	@ T <sub>A</sub> =25°C	0.9V <sub>PFD</sub>		1.1V <sub>PFD</sub>	V
Input High Leakage Current	I <sub>IH1</sub>	V <sub>IN</sub> =V <sub>DD</sub>	All input pins	-5.0	-	5.0	μA
Input Low Leakage Current	I <sub>IL</sub>	V <sub>IN</sub> =V <sub>SS</sub>	All input pins	-5.0	-	5.0	μA
Hysteresis	V <sub>T+</sub> , V <sub>T-</sub>		$\overline{\text{RESET}}$ , $\overline{\text{EC0}}$ , $\overline{\text{EC2}}$ , SIN, SCLK, INT0~INT3	0.3		0.8	V
Power Current	I <sub>DD1</sub>	f <sub>XIN</sub> =8MHz	All input = V <sub>SS</sub> Crystal Oscillator,	-	8	20	mA
	I <sub>DD2</sub>	f <sub>XIN</sub> =4MHz	C <sub>L1</sub> =C <sub>L2</sub> =30pF		4	10	mA
	I <sub>STOP</sub>		All input = V <sub>SS</sub>	-	1	10	μA

1. Data in "Typ." column is at 4.5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

### 7.5 AC Characteristics

( $T_A = -20 \sim +85^\circ\text{C}$ ,  $V_{DD} = 5\text{V} \pm 10\%$ ,  $V_{SS} = 0\text{V}$ )

Parameter	Symbol	Pins	Specifications			Unit
			Min.	Typ.	Max.	
Operating Frequency	$f_{XIN}$	$X_{IN}$	1.0	-	10.0	MHz
Oscillation Stabilizing Time	$t_{ST}$	$X_{IN}, X_{OUT}$	-	-	20	ms
External Clock Pulse Width	$t_{CPW}$	$X_{IN}$	40	-	-	ns
External Clock Transition Time	$t_{RCP}, t_{FCP}$	$X_{IN}$	-	-	20	ns
Interrupt Pulse Width	$t_{IW}$	INT0, INT1, INT2, INT3	2	-	-	$t_{SYS}$
RESET Input Width	$t_{RST}$	RESET	8	-	-	$t_{SYS}$
Event Counter Input Pulse Width	$t_{ECW}$	EC0, EC2	2	-	-	$t_{SYS}$
Event Counter Transition Time	$t_{REC}, t_{FEC}$	EC0, EC2	-	-	20	ns

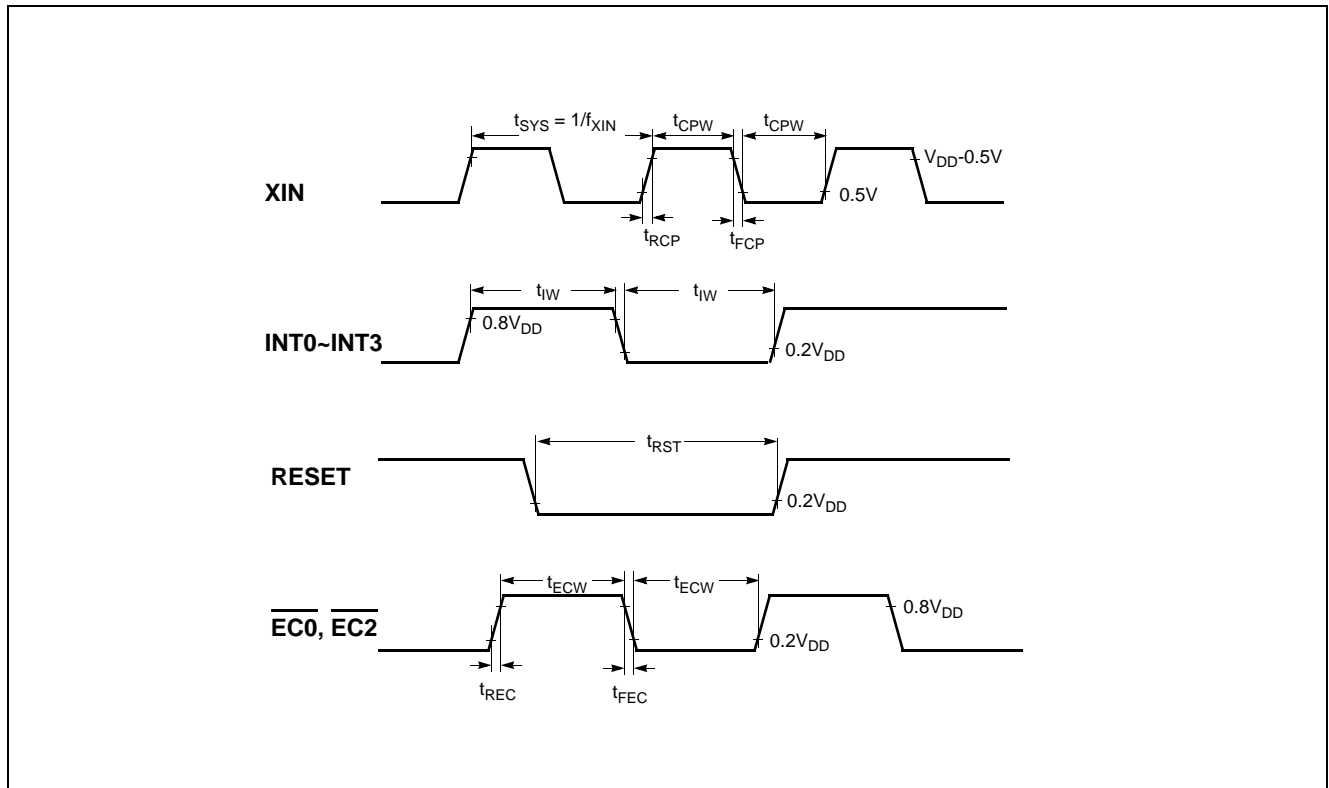


Figure 7-1 Timing Chart

### 7.6 Serial Interface Timing Characteristics

( $T_A = -20 \sim +85^\circ\text{C}$ ,  $V_{DD} = 5\text{V} \pm 10\%$ ,  $V_{SS} = 0\text{V}$ ,  $f_{XIN} = 8\text{MHz}$ )

Parameter	Symbol	Pins	Specifications			Unit
			Min.	Typ.	Max.	
Serial Input Clock Pulse	$t_{SCYC}$	SCLK	$2t_{SYS} + 200$	-	8	ns
Serial Input Clock Pulse Width	$t_{SCKW}$	SCLK	$t_{SYS} + 70$	-	8	ns
Serial Input Clock Pulse Transition Time	$t_{FSCK}$ $t_{RSCK}$	SCLK	-	-	30	ns
SIN Input Pulse Transition Time	$t_{FSIN}$ $t_{RSIN}$	SIN	-	-	30	ns
SIN Input Setup Time (External SCLK)	$t_{SUS}$	SIN	100	-	-	ns
SIN Input Setup Time (Internal SCLK)	$t_{SUS}$	SIN	200	-	-	ns
SIN Input Hold Time	$t_{HS}$	SIN	$t_{SYS} + 70$	-	-	ns
Serial Output Clock Cycle Time	$t_{SCYC}$	SCLK	$4t_{SYS}$	-	$16t_{SYS}$	ns
Serial Output Clock Pulse Width	$t_{SCKW}$	SCLK	$t_{SYS} - 30$	-	-	ns
Serial Output Clock Pulse Transition Time	$t_{FSCK}$ $t_{RSCK}$	SCLK	-	-	30	ns
Serial Output Delay Time	$s_{OUT}$	SOUT	-	-	100	ns

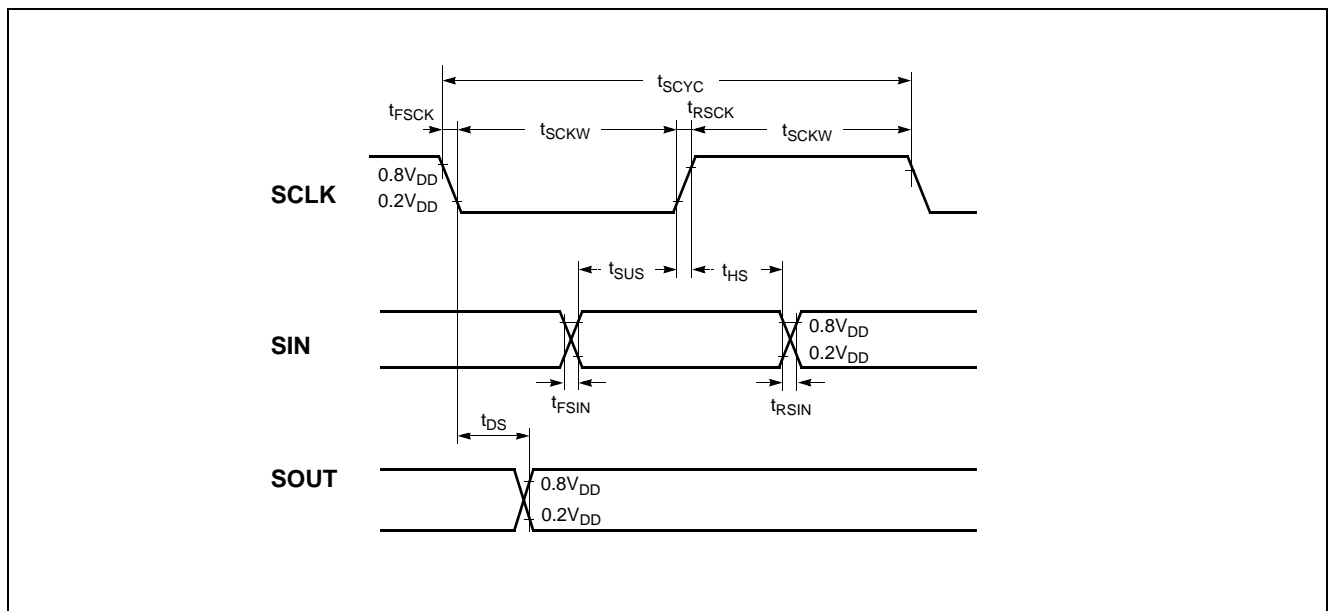


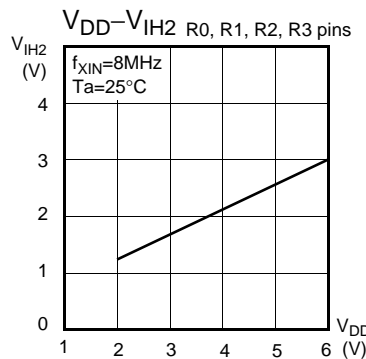
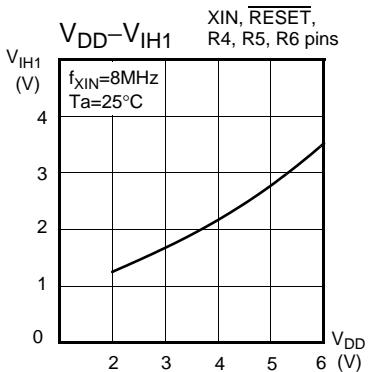
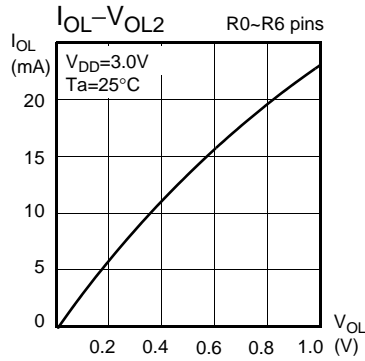
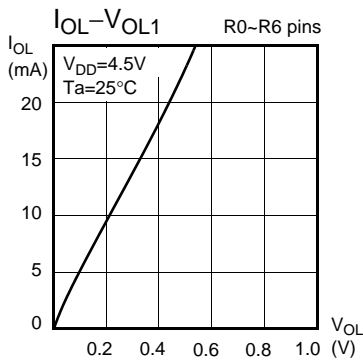
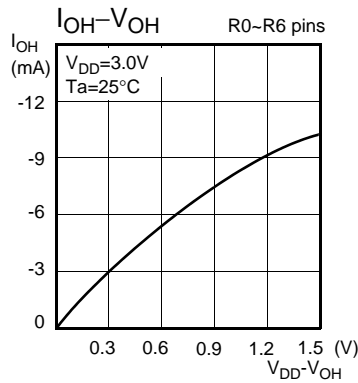
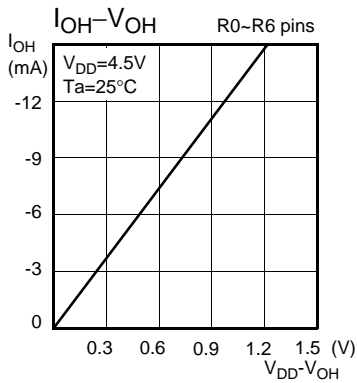
Figure 7-2 Serial I/O Timing Chart

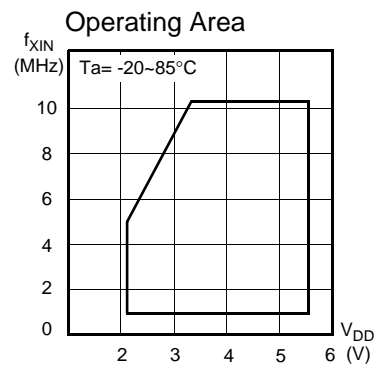
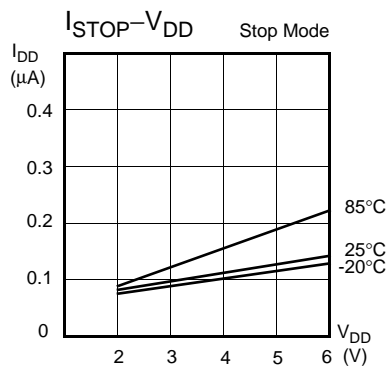
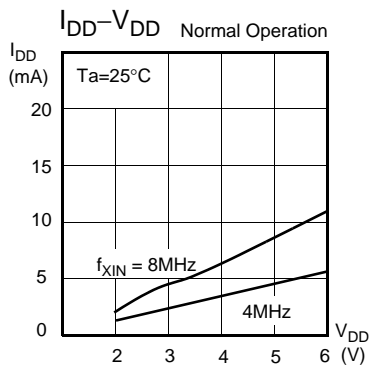
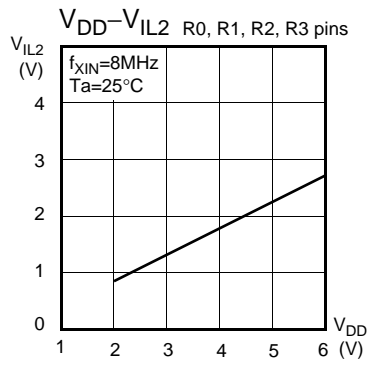
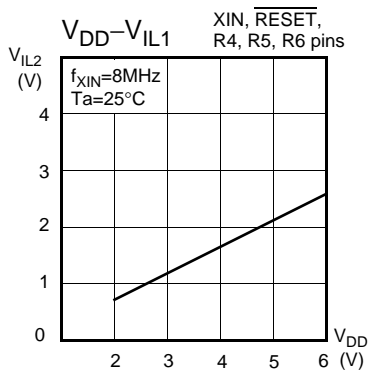
### 7.7 Typical Characteristic Curves

This graphs and tables provided in this section are for design guidance only and are not tested or guaranteed.

**In some graphs or tables the data presented are outside specified operating range (e.g. outside specified  $V_{DD}$  range). This is for information only and devices are guaranteed to operate properly only within the specified range.**

The data presented in this section is a statistical summary of data collected on units from different lots over a period of time. “Typical” represents the mean of the distribution while “max” or “min” represents (mean +  $3\sigma$ ) and (mean -  $3\sigma$ ) respectively where  $\sigma$  is standard deviation





## 8. MEMORY ORGANIZATION

The GMS81508B/16B/24B and GMS82512/16/24 have separate address spaces for Program memory and Data Memory. Program memory can only be read, not written

to. It can be up to 24K bytes of Program memory. Data memory can be read and written to up to 448 bytes including the stack area.

### 8.1 Registers

This device has six registers that are the Program Counter (PC), a Accumulator (A), two index registers (X, Y), the Stack Pointer (SP), and the Program Status Word (PSW). The Program Counter consists of 16-bit register.

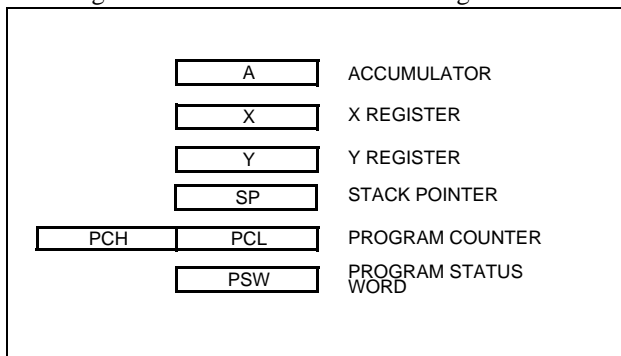


Figure 8-1 Configuration of Registers

**Accumulator:** The Accumulator is the 8-bit general purpose register, used for data operation such as transfer, temporary saving, and conditional judgement, etc.

The Accumulator can be used as a 16-bit register with Y Register as shown below.

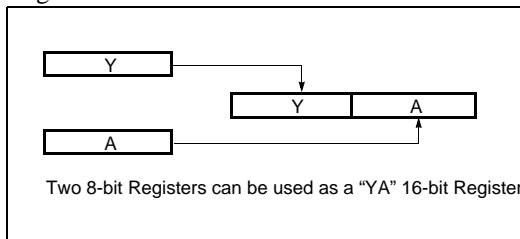


Figure 8-2 Configuration of YA 16-bit Register

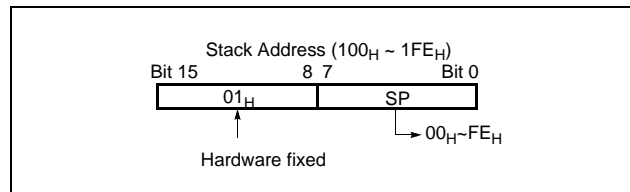
**X, Y Registers:** In the addressing mode which uses these index registers, the register contents are added to the specified address, which becomes the actual address. These modes are extremely effective for referencing subroutine tables and memory tables. The index registers also have increment, decrement, comparison and data transfer functions, and they can be used as simple accumulators.

**Stack Pointer:** The Stack Pointer is an 8-bit register used for occurrence interrupts and calling out subroutines. Stack Pointer identifies the location in the stack to be accessed (save or restore).

Generally, SP is automatically updated when a subroutine

call is executed or an interrupt is accepted. However, if it is used in excess of the stack area permitted by the data memory allocating configuration, the user-processed data may be lost.

The stack can be located at any position within 100<sub>H</sub> to 1FF<sub>H</sub> of the internal data memory. The SP is not initialized by hardware, requiring to write the initial value (the location with which the use of the stack starts) by using the initialization routine. Normally, the initial value of “FE<sub>H</sub>” is used.



**Note:** The Stack Pointer must be initialized by software because its value is undefined after RESET.

*Example: To initialize the SP*

```
LDX    #0FEH
TXSP                      ; SP ← FEH
```

Address 01FF<sub>H</sub> can not be used as stack. Don not use 1FF<sub>H</sub>, or malfunction would be occurred.

**Program Counter:** The Program Counter is a 16-bit wide which consists of two 8-bit registers, PCH and PCL. This counter indicates the address of the next instruction to be executed. In reset state, the program counter has reset routine address (PC<sub>H</sub>:0FF<sub>H</sub>, PC<sub>L</sub>:0FE<sub>H</sub>).

**Program Status Word:** The Program Status Word (PSW) contains several bits that reflect the current state of the CPU. The PSW is described in Figure 8-3. It contains the Negative flag, the Overflow flag, the Break flag the Half Carry (for BCD operation), the Interrupt enable flag, the Zero flag, and the Carry flag.

[Carry flag C]

This flag stores any carry or borrow from the ALU of CPU after an arithmetic operation and is also changed by the Shift Instruction or Rotate Instruction.



[Zero flag Z]

or data transfer is "0" and is cleared by any other result.

This flag is set when the result of an arithmetic operation

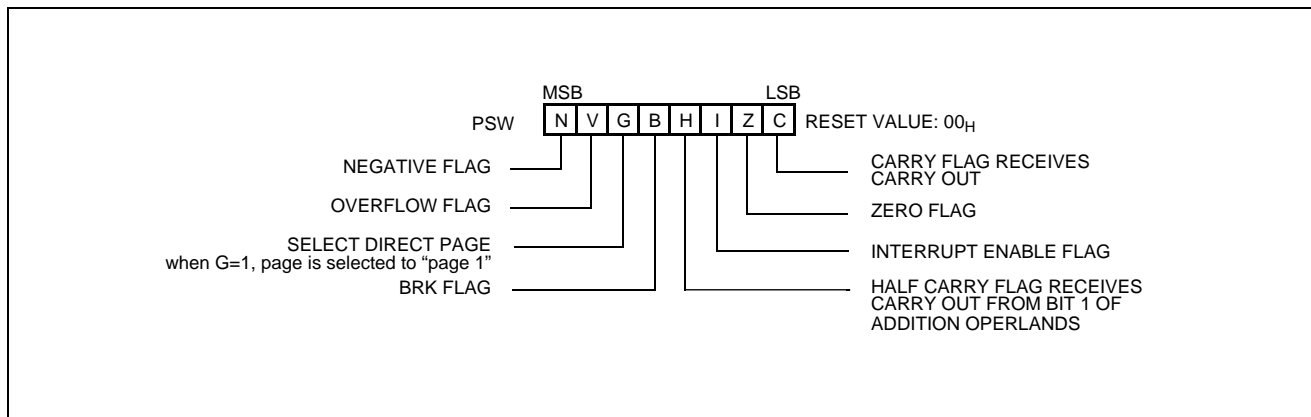


Figure 8-3 PSW (Program Status Word) Register

[Interrupt disable flag I]

This flag enables/disables all interrupts except interrupt caused by Reset or software BRK instruction. All interrupts are disabled when cleared to "0". This flag immediately becomes "0" when an interrupt is served. It is set by the EI instruction and cleared by the DI instruction.

This flag assigns RAM page for direct addressing mode. In the direct addressing mode, addressing area is from zero page 00<sub>H</sub> to 0FF<sub>H</sub> when this flag is "0". If it is set to "1", addressing area is assigned 100<sub>H</sub> to 1FF<sub>H</sub>. It is set by SETG instruction and cleared by CLRG.

[Half carry flag H]

After operation, this is set when there is a carry from bit 3 of ALU or there is no borrow from bit 4 of ALU. This bit can not be set or cleared except CLR V instruction with Overflow flag (V).

[Overflow flag V]

This flag is set to "1" when an overflow occurs as the result of an arithmetic operation involving signs. An overflow occurs when the result of an addition or subtraction exceeds +127(7F<sub>H</sub>) or -128(80<sub>H</sub>). The CLR V instruction clears the overflow flag. There is no set instruction. When the BIT instruction is executed, bit 6 of memory is copied to this flag.

[Break flag B]

This flag is set by software BRK instruction to distinguish BRK from TCALL instruction with the same vector address.

[Negative flag N]

This flag is set to match the sign bit (bit 7) status of the result of a data or arithmetic operation. When the BIT instruction is executed, bit 7 of memory is copied to this flag.

[Direct page flag G]

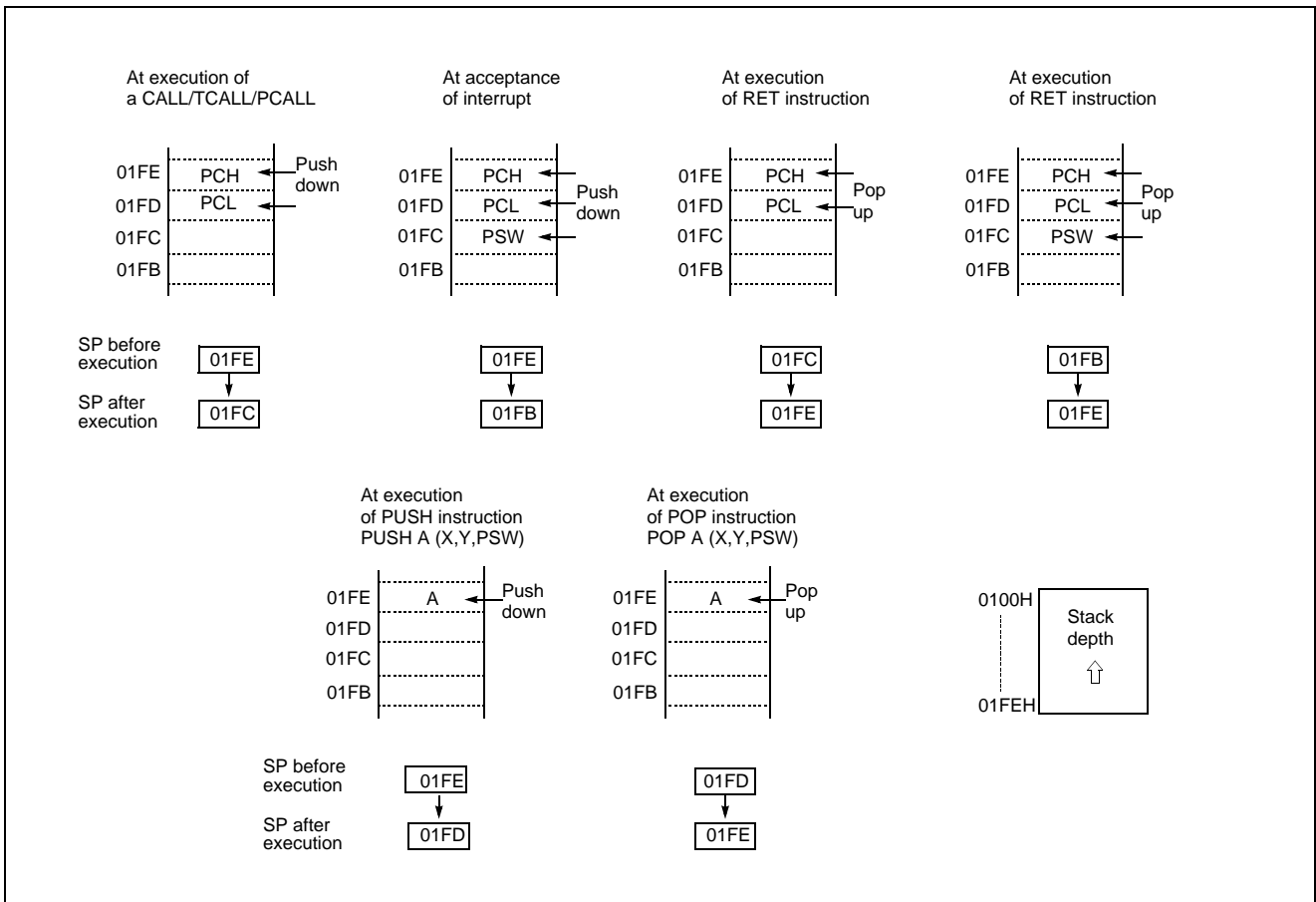


Figure 8-4 Stack Operation

## 8.2 Program Memory

A 16-bit program counter is capable of addressing up to 64K bytes, but this device has 24K bytes program memory space only physically implemented. Accessing a location above  $FFFF_H$  will cause a wrap-around to  $0000_H$ .

Figure 8-5, shows a map of Program Memory. After reset, the CPU begins execution from reset vector which is stored in address  $FFFE_H$  and  $FFFF_H$  as shown in Figure 8-6.

As shown in Figure 8-5, each area is assigned a fixed location in Program Memory. Program Memory area contains the user program.

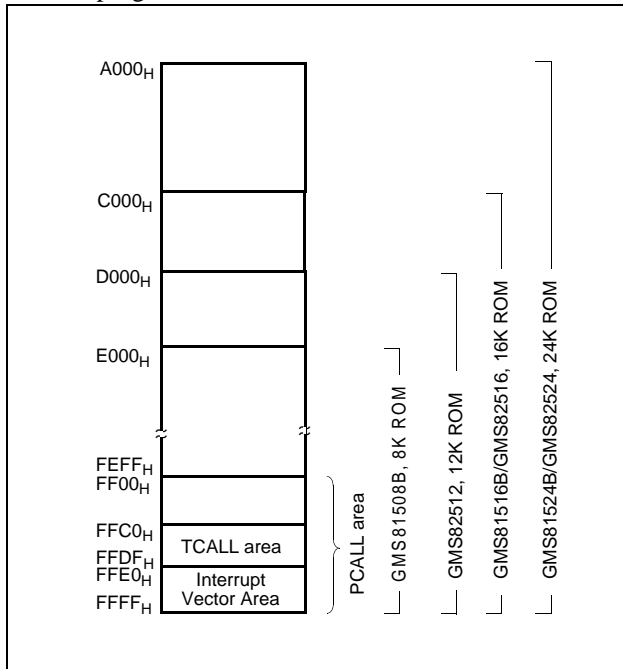


Figure 8-5 Program Memory Map

Page Call (PCALL) area contains subroutine program to reduce program byte length by using 2 bytes PCALL instead of 3 bytes CALL instruction. If it is frequently called,

it is more useful to save program byte length.

Table Call (TCALL) causes the CPU to jump to each TCALL address, where it commences the execution of the service routine. The Table Call service area spaces 2-byte for every TCALL:  $0FFC0_H$  for TCALL15,  $0FFC2_H$  for TCALL14, etc., as shown in Figure 8-7.

Example: Usage of TCALL

The interrupt causes the CPU to jump to specific location, where it commences the execution of the service routine. The External interrupt 0, for example, is assigned to location  $0FFFA_H$ . The interrupt service locations spaces 2-byte interval:  $0FFF8_H$  and  $0FFF9_H$  for External Interrupt 1,  $0FFFA_H$  and  $0FFFB_H$  for External Interrupt 0, etc.

Any area from  $0FF00_H$  to  $0FFFF_H$ , if it is not going to be used, its service location is available as general purpose Program Memory.

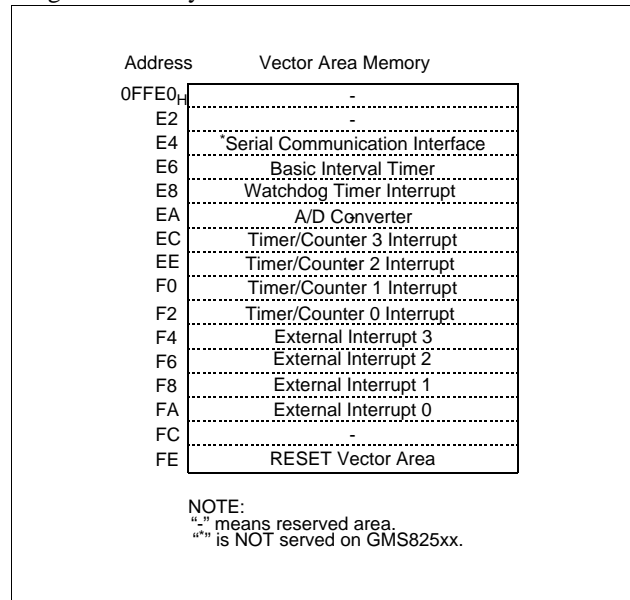


Figure 8-6 Interrupt Vector Area

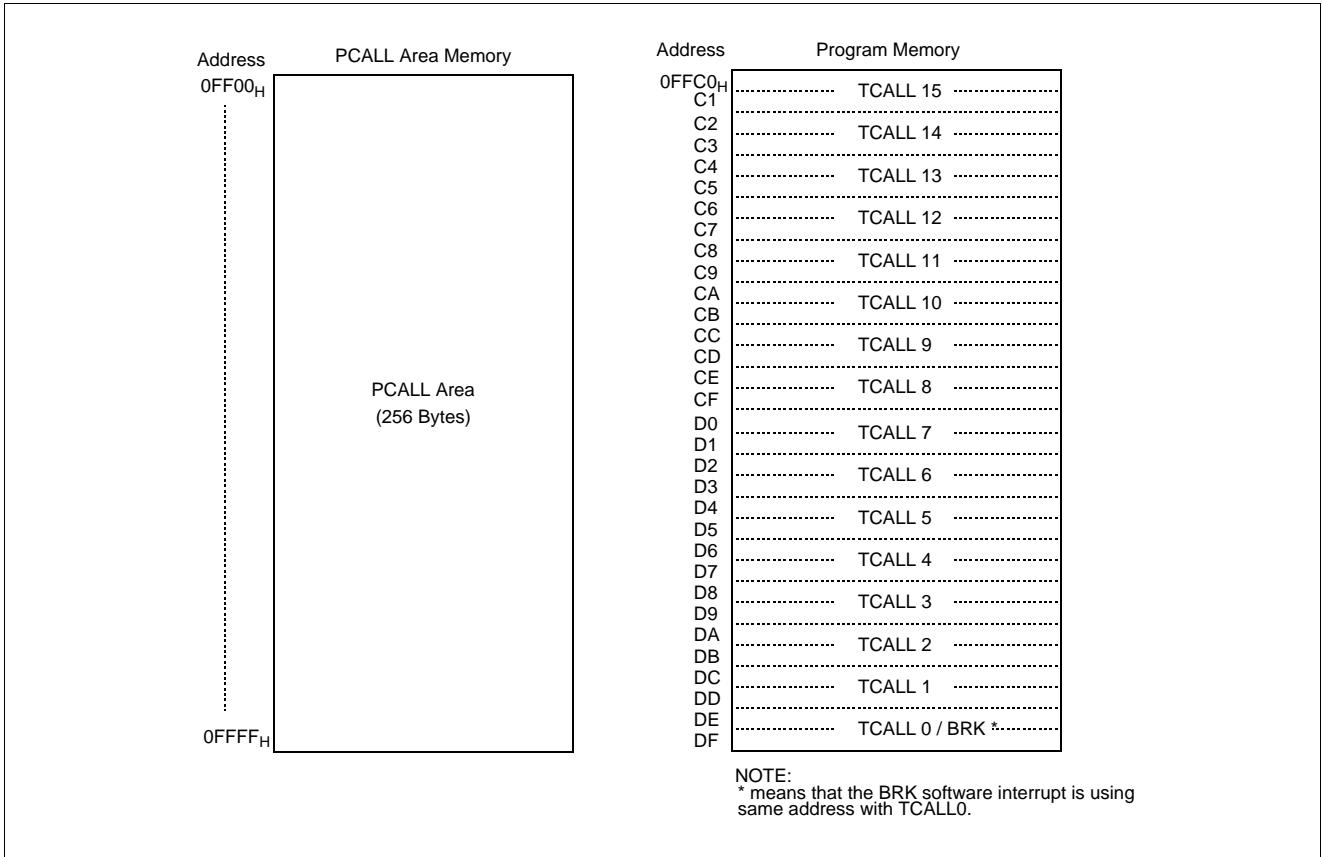
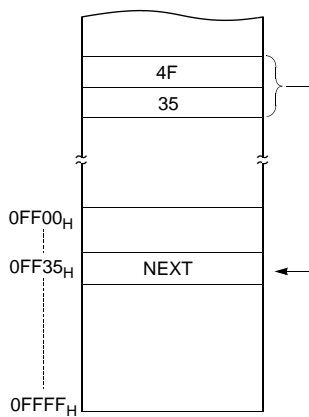


Figure 8-7 PCALL and TCALL Memory Area

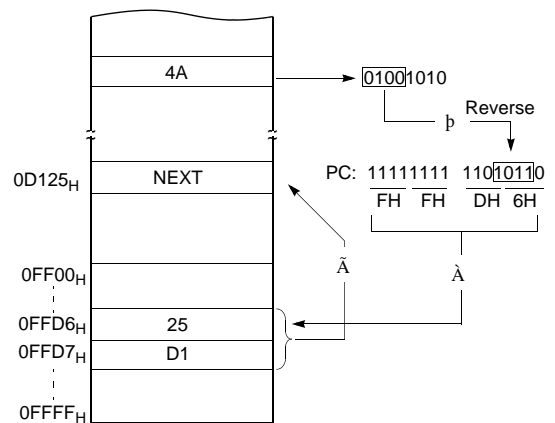
**PCALL → rel**

4F35 PCALL 35H



**TCALL → n**

4A TCALL 4



Example: The usage software example of Vector address for GMS81524B.

```

        ORG    0FFE0H

        DW    NOT_USED
        DW    NOT_USED
        DW    SIO            ; Serial Interface
        DW    BIT_TIMER     ; Basic Interval Timer
        DW    WD_TIMER      ; Watchdog Timer
        DW    ADC            ; ADC
        DW    TIMER3        ; Timer-3
        DW    TIMER2        ; Timer-2
        DW    TIMER1        ; Timer-1
        DW    TIMER0        ; Timer-0
        DW    INT3          ; Int.3
        DW    INT2          ; Int.2
        DW    INT1          ; Int.1
        DW    INT0          ; Int.0
        DW    NOT_USED     ; -
        DW    RESET        ; Reset

;
;
;
;
        ORG    0A000H      ; 24K ROM Start address
;        ORG    0C000H      ; 16K ROM Start address
;        ORG    0D000H      ; 12K ROM Start address
;        ORG    0E000H      ; 8K ROM Start address

;*****
;                MAIN      PROGRAM      *
;*****
;
RESET:  DI            ;Disable All Interrupts
        CLRG
        LDX    #0
RAM_CLR: LDA    #0      ;RAM Clear(!0000H->!00BFH)
        STA    {X}+
        CMPX   #0C0H
        BNE   RAM_CLR
;
;
        LDX    #0FEH      ;Stack Pointer Initialize
        TXSP
;
;
        LDM    R0, #0      ;Normal Port 0
        LDM    R0DD,#82H  ;Normal Port Direction
        :
        :
        LDM    TDR0,#250  ;8us x 250 = 2000us
        LDM    TM0,#1FH   ;Start Timer0, 8us at 8MHz
        LDM    IRQH,#0
        LDM    IRQL,#0
        LDM    IENH,#0C8H ;Enable Timer0, INT0, INT1
        LDM    IENL,#0
        LDM    IEDS,#55H  ;Select falling edge detect on INT pin
        LDM    PMR4,#3H   ;Set external interrupt pin(INT0, INT1)
        EI            ;Enable master interrupt
        :
        :
        :

;
;
NOT_USED:NOP
        RETI

```

### 8.3 Data Memory

Figure 8-8 shows the internal Data Memory space available. Data Memory is divided into four groups, a user RAM, control registers, Stack, and LCD memory.

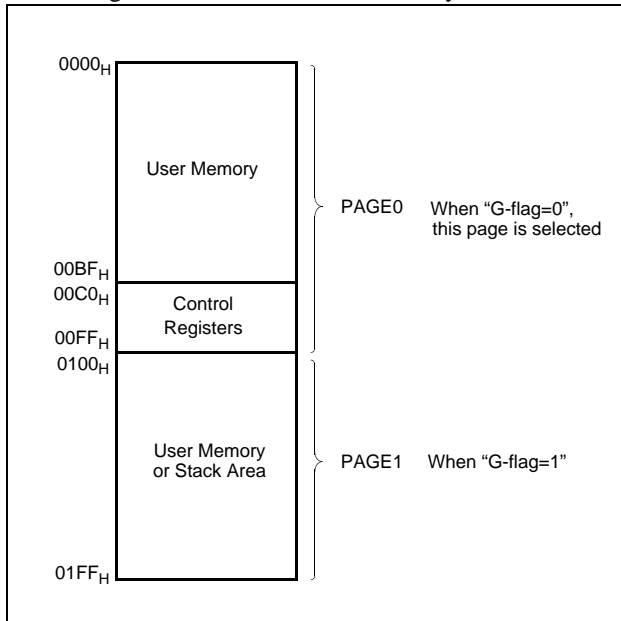


Figure 8-8 Data Memory Map

#### User Memory

The GMS815xxB and GMS825xx have  $448 \times 8$  bits for the user memory (RAM).

#### Control Registers

The control registers are used by the CPU and Peripheral function blocks for controlling the desired operation of the device. Therefore, these registers contain control and status bits for the interrupt system, the timer/counters, analog to digital converters and I/O ports. The control registers are in address range of 0C0H to 0FFH.

Note that unoccupied addresses may not be implemented on the chip. Read accesses to these addresses will in general return random data, and write accesses will have an indeterminate effect.

More detailed informations of each register are explained in each peripheral section.

---

**Note:** Write only registers can not be accessed by bit manipulation instruction. Do not use read-modify-write instruction. Use byte manipulation instruction, for example "LDM".

---

Example; To write at CKCTRL

```
LDM    CLCTRL, #09H ;Divide ratio(+32)
```

#### Stack Area

The stack provides the area where the return address is saved before a jump is performed during the processing routine at the execution of a subroutine call instruction or the acceptance of an interrupt.

When returning from the processing routine, executing the subroutine return instruction [RET] restores the contents of the program counter from the stack; executing the interrupt return instruction [RETI] restores the contents of the program counter and flags.

The save/restore locations in the stack are determined by the stack pointed (SP). The SP is automatically decreased after the saving, and increased before the restoring. This means the value of the SP indicates the stack location number for the next save. Refer to Figure 8-4 on page 23.

Address	Register Name	Symbol	R/W	Initial Value								Page	
				7	6	5	4	3	2	1	0		
00C0	R0 port data register	R0	R/W	Undefined								page 34	
00C1	R0 port I/O direction register	R0DD	W	0	0	0	0	0	0	0	0	0	page 34
*00C2	R1 port data register	R1	R/W	Undefined								page 34	
*00C3	R1 port I/O direction register	R1DD	W	0	0	0	0	0	0	0	0	0	page 34
00C4	R2 port data register	R2	R/W	Undefined								page 34	
00C5	R2 port I/O direction register	R2DD	W	0	0	0	0	0	0	0	0	0	page 34
00C6	R3 port data register	R3	R/W	Undefined								page 34	
00C7	R3 port I/O direction register	R3DD	W	0	0	0	0	0	0	0	0	0	page 34
00C8	R4 port data register	R4	R/W	Undefined								page 34	
00C9	R4 port I/O direction register	R4DD	W	0	0	0	0	0	0	0	0	0	page 34
00CA	R5 port data register	R5	R/W	Undefined								page 34	
00CB	R5 port I/O direction register	R5DD	W	0	0	0	0	0	0	0	0	0	page 34
00CC	R6 port data register	R6	R/W	Undefined								page 34	
00CD	R6 port I/O direction register	R6DD	W	0	0	0	0	-	-	-	-	-	page 34
00D0	R4 port mode register	PMR4	W	0	0	0	0	0	0	0	0	0	page 34, page 66
00D1	R5 port mode register	PMR5	W	-	-	0	0	-	-	-	-	-	page 34, page 58
00D3	Basic interval timer mode register	BITR	R	Undefined								page 37	
	Clock control register	CKCTLR	W	-	-	0	1	0	1	1	1	1	page 37
00E0	Watchdog Timer Register	WDTR	W	-	0	1	1	1	1	1	1	1	page 67
00E2	Timer mode register 0	TM0	R/W	0	0	0	0	0	0	0	0	0	page 39
00E3	Timer mode register 2	TM2	R/W	0	0	0	0	0	0	0	0	0	page 39
00E4	Timer 0 data register	TDR0	W	Undefined								page 39	
	Timer 0 counter register	T0	R	Undefined								page 39	
00E5	Timer 1 data register	TDR1	W	Undefined								page 39	
	Timer 1 counter register	T1	R	Undefined								page 39	
00E6	Timer 2 data register	TDR2	W	Undefined								page 39	
	Timer 2 counter register	T2	R	Undefined								page 39	
00E7	Timer 3 data register	TDR3	W	Undefined								page 39	
	Timer 3 counter register	T3	R	Undefined								page 39	
00E8	A/D converter mode register	ADCM	R/W	-	-	0	0	0	0	0	0	1	page 49
00E9	A/D converter data register	ADR	R	Undefined								page 49	
*00EA	Serial I/O mode register	SIOM	R/W	-	0	0	0	0	0	0	0	1	page 51
*00EB	Serial I/O register	SIOR	R/W	Undefined								page 51	
00EC	Buzzer driver register	BUR	W	Undefined								page 58	

Table 8-1 Control Registers

Address	Register Name	Symbol	R/W	Initial Value								Page	
				7	6	5	4	3	2	1	0		
*00F0	PWM0 duty register	PWMR0	W	Undefined								page 55	
*00F1	PWM1 duty register	PWMR1	W	Undefined								page 55	
*00F2	PWM control register	PWMCR	W	0	0	0	0	0	0	0	0	0	page 55
00F4	Interrupt enable register low	IENL	R/W	0	0	0	0	-	-	-	-	page 60	
00F5	Interrupt request flag register low	IRQL	R/W	0	0	0	0	-	-	-	-	page 60	
00F6	Interrupt enable register high	IENH	R/W	0	0	0	0	0	0	0	0	page 60	
00F7	Interrupt request flag register high	IRQH	R/W	0	0	0	0	0	0	0	0	page 60	
00F8	External interrupt edge selection register	IEDS	W	0	0	0	0	0	0	0	0	page 60	
00F9	Power fail detection register	PFDR	R/W	-	-	-	-	1	1	0	0	page 74	

**Table 8-1 Control Registers**

W
---

Registers are controlled by byte manipulation instruction such as LDM etc., do not use bit manipulation instruction such as SET1, CLR1 etc. If bit manipulation instruction is used on these registers, content of other seven bits are may varied to unwanted value.

R/W
-----

Registers are controlled by both bit and byte manipulation instruction.

- : this bit location is reserved.
- \* : this bit is NOT served on GMS825xx.



### 8.4 Addressing Mode

The GMS800 series MCU uses six addressing modes;

- Register addressing
- Immediate addressing
- Direct page addressing
- Absolute addressing
- Indexed addressing
- Register-indirect addressing

#### (1) Register Addressing

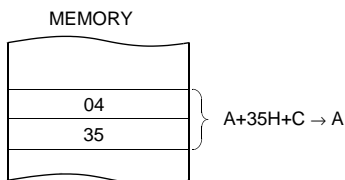
Register addressing accesses the A, X, Y, C and PSW.

#### (2) Immediate Addressing → #imm

In this mode, second byte (operand) is accessed as a data immediately.

Example:

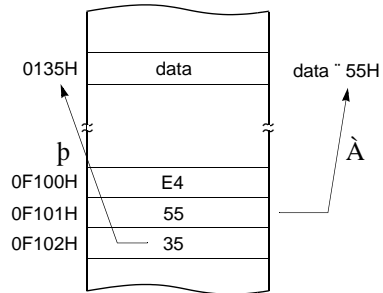
```
0435   ADC   #35H
```



When G-flag is 1, then RAM address is defined by 16-bit address which is composed of 8-bit RAM paging register (RPR) and 8-bit immediate data.

Example: G=1

```
E45535   LDM   35H, #55H
```

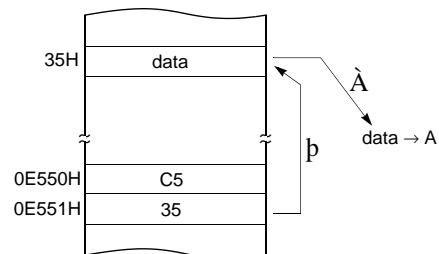


#### (3) Direct Page Addressing → dp

In this mode, a address is specified within direct page.

Example; G=0

```
C535   LDA   35H           ;A ←RAM[35H]
```



**(4) Absolute Addressing → !abs**

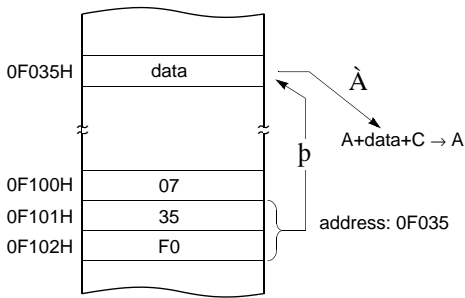
Absolute addressing sets corresponding memory data to Data, i.e. second byte (Operand I) of command becomes lower level address and third byte (Operand II) becomes upper level address.

With 3 bytes command, it is possible to access to whole memory area.

ADC, AND, CMP, CMPX, CMPY, EOR, LDA, LDX, LDY, OR, SBC, STA, STX, STY

Example;

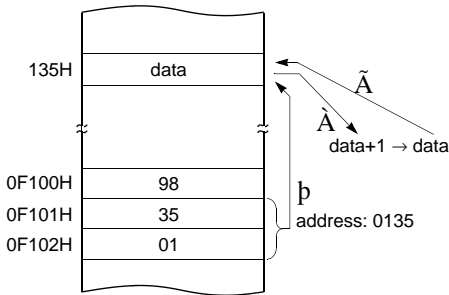
```
0735F0  ADC  !0F035H  ;A ←ROM[0F035H]
```



The operation within data memory (RAM)  
ASL, BIT, DEC, INC, LSR, ROL, ROR

Example; Addressing accesses the address 0135H regardless of G-flag.

```
983501  INC  !0135H  ;A ←ROM[135H]
```



**(5) Indexed Addressing**

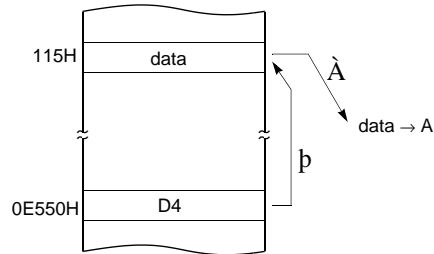
**X indexed direct page (no offset) → {X}**

In this mode, a address is specified by the X register.

ADC, AND, CMP, EOR, LDA, OR, SBC, STA, XMA

Example; X=15H, G=1

```
D4      LDA  {X}      ;ACC←RAM[X].
```



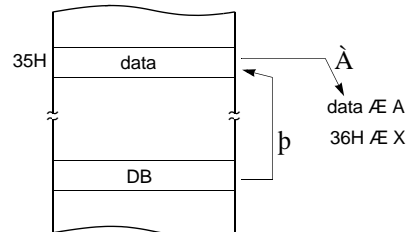
**X indexed direct page, auto increment → {X}+**

In this mode, a address is specified within direct page by the X register and the content of X is increased by 1.

LDA, STA

Example; G=0, X=35H

```
DB      LDA  {X}+
```



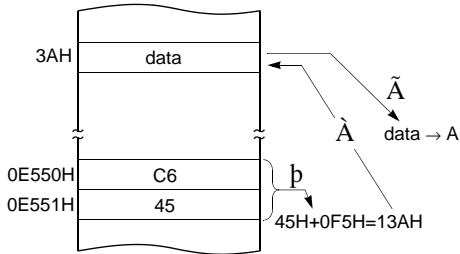
**X indexed direct page (8 bit offset) → dp+X**

This address value is the second byte (Operand) of command plus the data of X-register. And it assigns the memory in Direct page.

ADC, AND, CMP, EOR, LDA, LDY, OR, SBC, STA STY, XMA, ASL, DEC, INC, LSR, ROL, ROR

Example; G=0, X=0F5H

C645 LDA 45H+X



**Y indexed direct page (8 bit offset) → dp+Y**

This address value is the second byte (Operand) of command plus the data of Y-register, which assigns Memory in Direct page.

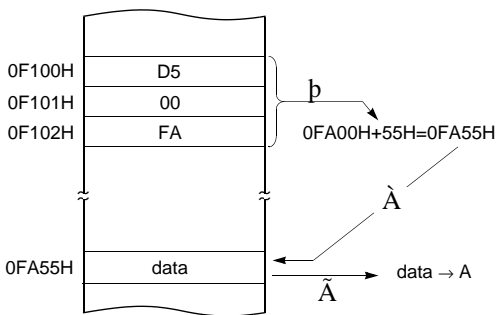
This is same with above (2). Use Y register instead of X.

**Y indexed absolute → !abs+Y**

Sets the value of 16-bit absolute address plus Y-register data as Memory. This addressing mode can specify memory in whole area.

Example; Y=55H

D500FA LDA !0FA00H+Y



**(6) Indirect Addressing**

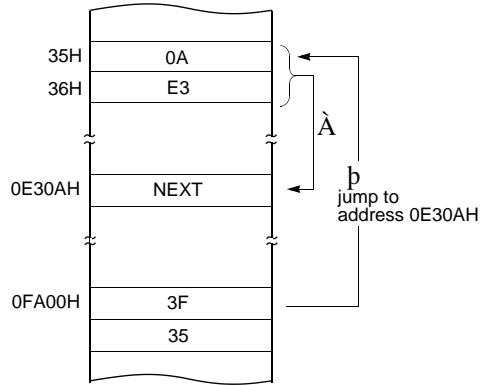
**Direct page indirect → [dp]**

Assigns data address to use for accomplishing command which sets memory data (or pair memory) by Operand. Also index can be used with Index register X, Y.

JMP, CALL

Example; G=0

3F35 JMP [35H]



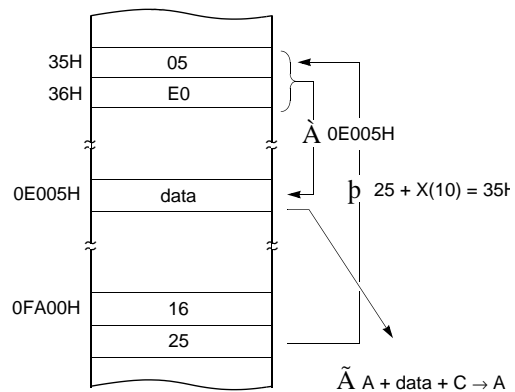
**X indexed indirect → [dp+X]**

Processes memory data as Data, assigned by 16-bit pair memory which is determined by pair data [dp+X+1][dp+X] Operand plus X-register data in Direct page.

ADC, AND, CMP, EOR, LDA, OR, SBC, STA

Example; G=0, X=10H

1625 ADC [25H+X]



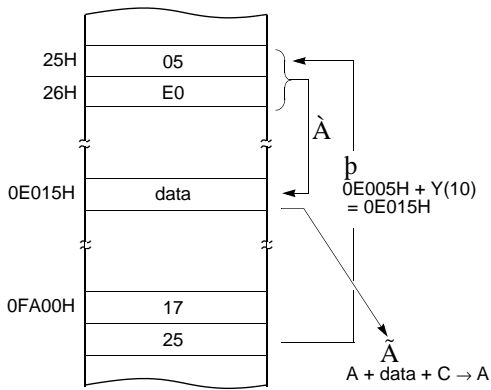
**Y indexed indirect → [dp]+Y**

Processes memory data as Data, assigned by the data [dp+1][dp] of 16-bit pair memory paired by Operand in Direct page plus Y-register data.

ADC, AND, CMP, EOR, LDA, OR, SBC, STA

Example; G=0, Y=10H

1725 ADC [25H]+Y



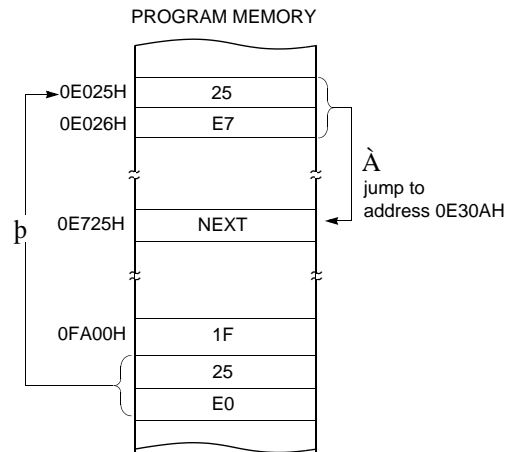
**Absolute indirect → [!abs]**

The program jumps to address specified by 16-bit absolute address.

JMP

Example; G=0

1F25E0 JMP [!0C025H]



### 9. I/O PORTS

The GMS815xxB and GMS825xx have four input ports and fifty two input/output ports(R00~R67) and the GMS825xx has thirty five input/output ports. These ports pins may be multiplexed with an alternate function for the peripheral features on the device.

All pins have data direction registers which can define these ports as output or input. A “1” in the port direction register configure the corresponding port pin as output. Conversely, write “0” to the corresponding bit to specify it as input pin. For example, to use the even numbered bit of R0 as output ports and the odd numbered bits as input ports, write “55<sub>H</sub>” to address 0C1<sub>H</sub> (R0 port direction register) during initial setting as shown in Figure 9-1.

All the port direction registers in the GMS815xxB and GMS825xx have 0 written to them by reset function. On the other hand, its initial status is input.

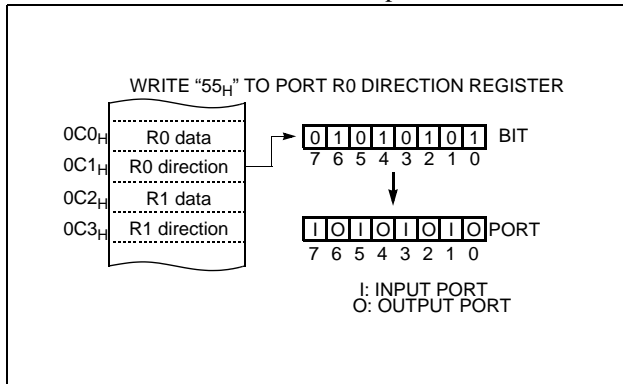
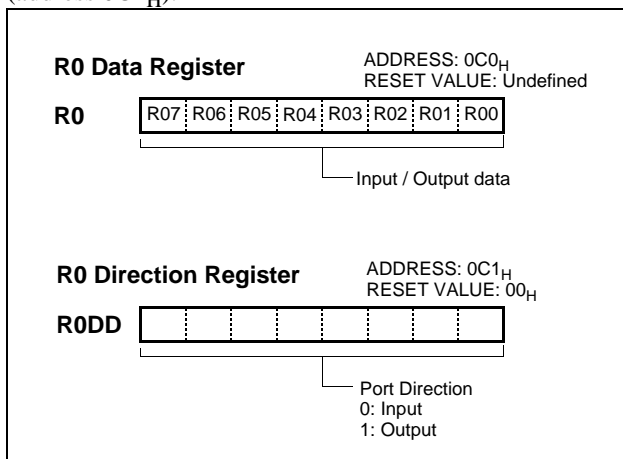


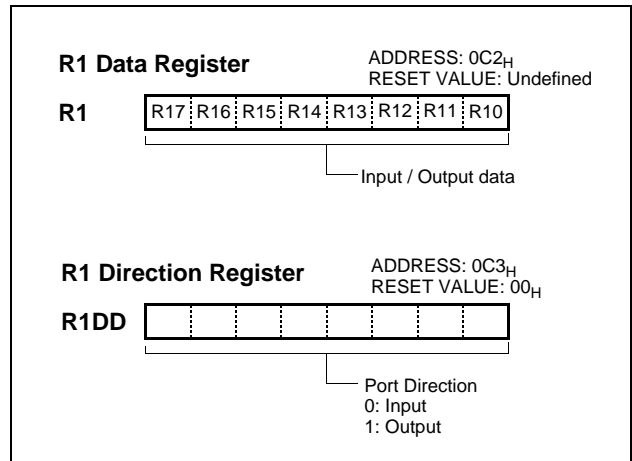
Figure 9-1 Example of port I/O assignment

**R0 and R0DD register:** R0 is an 8-bit CMOS bidirectional I/O port (address 0C0<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R0DD register (address 0C1<sub>H</sub>).

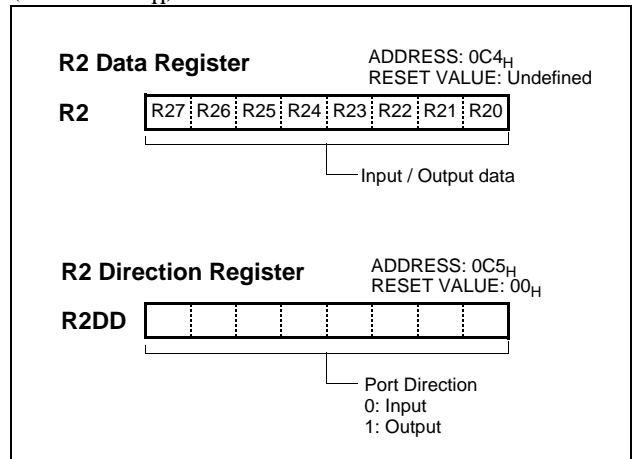


**R1 and R1DD register:** R1 is an 8-bit CMOS bidirectional I/O port (address 0C2<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R1DD register (address 0C3<sub>H</sub>).

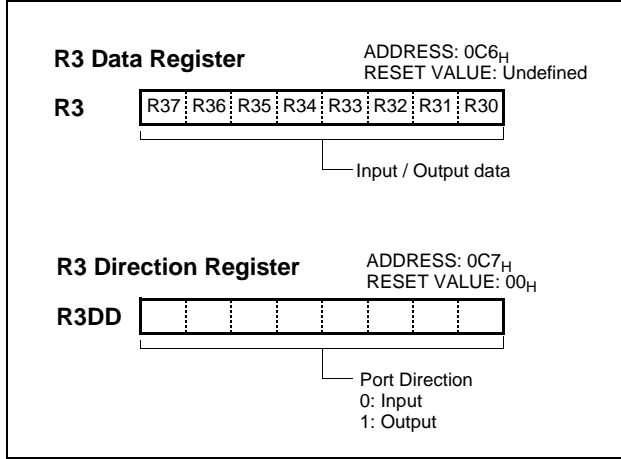
R10~R17 are NOT served on GMS825xx.



**R2 and R2DD register:** R2 is an 8-bit CMOS bidirectional I/O port (address 0C4<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R2DD register (address 0C5<sub>H</sub>).



**R3 and R3DD register:** R3 is an 8-bit CMOS bidirectional I/O port (address 0C6<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R3DD register (address 0C7<sub>H</sub>).



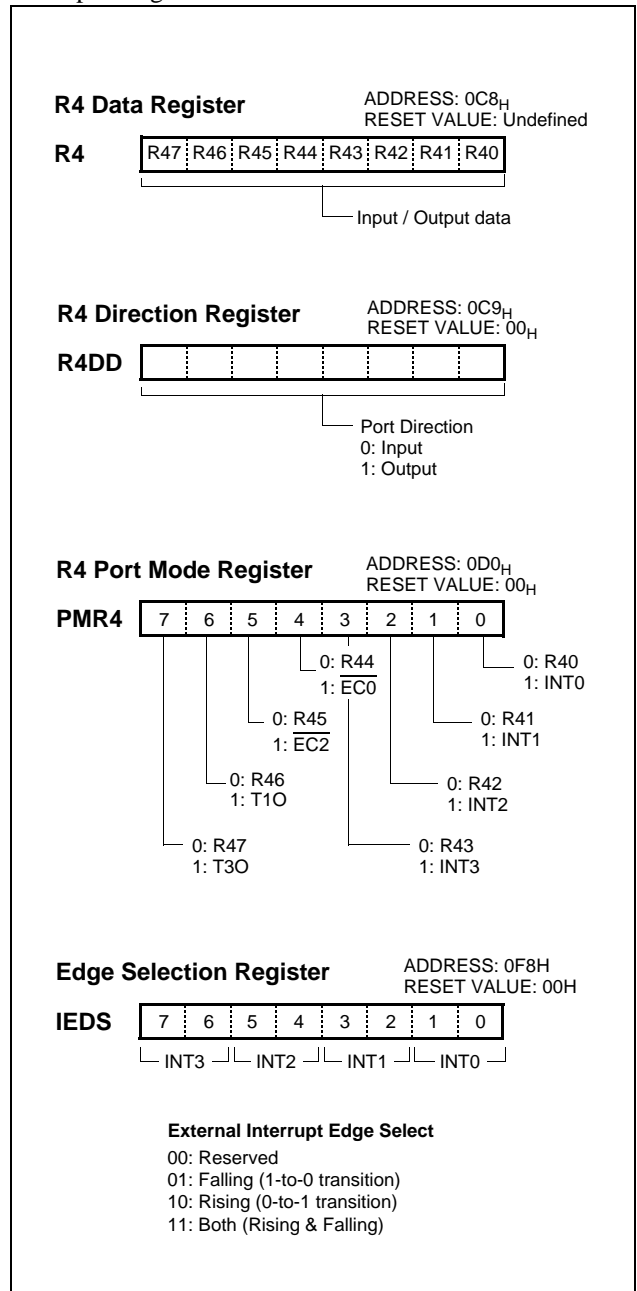
**R4 and R4DD register:** R4 is an 8-bit CMOS bidirectional I/O port (address 0C8<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R4DD register (address 0C9<sub>H</sub>).

In addition, Port R4 is multiplexed with various special features. The control register PMR4 (address 0D0<sub>H</sub>) controls the selection of alternate function. After reset, this value is “0”, port may be used as normal I/O port. To use alternate function such as external interrupt, external counter input or timer clock out, write “1” in the corresponding bit of PMR4.

R45~R47 are NOT served on GMS825xx.

Port Pin	Alternate Function
R40	INT0 (External Interrupt 0)
R41	INT1 (External Interrupt 1)
R42	INT2 (External Interrupt 2)
R43	INT3 (External Interrupt 3)
R44	EC0 (External count input to Timer/Counter 0)
R45	EC2 (External count input to Timer/Counter 2)
R46	T1O (Timer 1 Clock-out)
R47	T3O (Timer 3 Clock-out)

Regardless of the direction register R4DD, PMR4 is selected to use as alternate functions, port pin can be used as a corresponding alternate features.



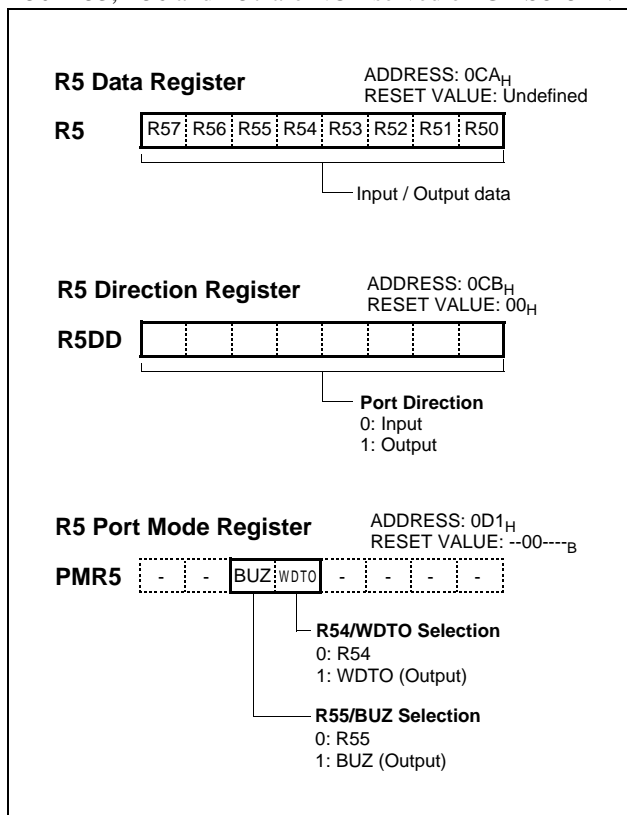
**R5 and R5DD register:** R5 is an 8-bit CMOS bidirectional I/O port (address 0CA<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R5DD register (address 0CB<sub>H</sub>).

Port Pin	Alternate Function
R50	SIN(Serial data input)
R51	SOUT(Serial data output)
R52	SCLK(Serial clock)
R53	SRDY(ready signal)
R54	WDTO (Watchdog timer output)
R55	BUZ (Square-wave output for buzzer)
R56	PWM0
R57	PWM1

The control register PMR5 (address D1<sub>H</sub>) controls the selection alternate function. After reset, this value is "0", port may be used as general I/O ports. To use buzzer function, write "1" to the PMR5 and the pin R55 must be defined as output mode (the bit 5 of R5DD=1).

Also, Port R5 can be used to alternate function by SIOM(address 0EAH) and PWMCR(0F2H).

R50~R53, R56 and R57 are NOT served on GMS825xx.



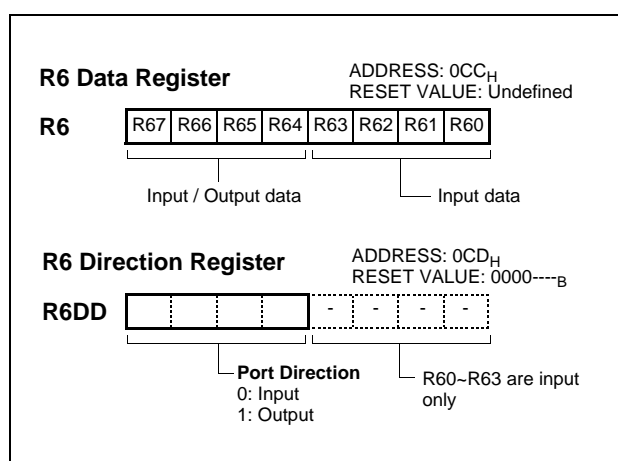
**R6 and R6DD register:** R6 is an 8-bit CMOS bidirectional I/O port (address 0CC<sub>H</sub>). Each I/O pin can independently be used as an input or an output through the R6DD register (address 0CD<sub>H</sub>).

R60~R63 are NOT served on GMS825xx.

Port Pin	Alternate Function
R60	AN0 (ADC input 0)
R61	AN1 (ADC input 1)
R62	AN2 (ADC input 2)
R63	AN3 (ADC input 3)
R64	AN4 (ADC input 4)
R65	AN5 (ADC input 5)
R66	AN6 (ADC input 6)
R67	AN7 (ADC input 7)

R6DD (address CD<sub>H</sub>) controls the direction of the R6 pins, even when they are being used as analog inputs. The user must make sure to keep the pins configured as inputs when using them as analog inputs.

**Note:** On the MDS(Choice-Dr,Jr), when the MCU is RESET, R60 can not be used digital input port, because this port is selected as an analog input port by ADCM register. To use this port as a digital I/O port, change the value of lower 4 bits of ADCM (address 0E8<sub>H</sub>). On the other hand, R6 port, all eight pins can not be used as digital I/O port simultaneously on the MDS. At least one pin is used as an analog input. But on the OTP and Main chip, R6 port, all eight pins can be used as digital I/O port at the same time.



### 10. BASIC INTERVAL TIMER

The GMS815xxB and GMS825xx have one 8-bit Basic Interval Timer that is free-run and can not stop. Block diagram is shown in Figure 10-1.

In addition, the Basic Interval Timer generates the time base for watchdog timer counting. It also provides a Basic interval timer interrupt (BITIF). As the count overflow from FF<sub>H</sub> to 00<sub>H</sub>, this overflow causes the interrupt to be

generated. The Basic Interval Timer is controlled by the clock control register (CKCTRL) shown in Figure 10-2.

Source clock can be selected by lower 3 bits of CKCTRL.

BITR and CKCTRL are located at same address, and address 0F9<sub>H</sub> is read as a BITR, and written to CKCTRL.

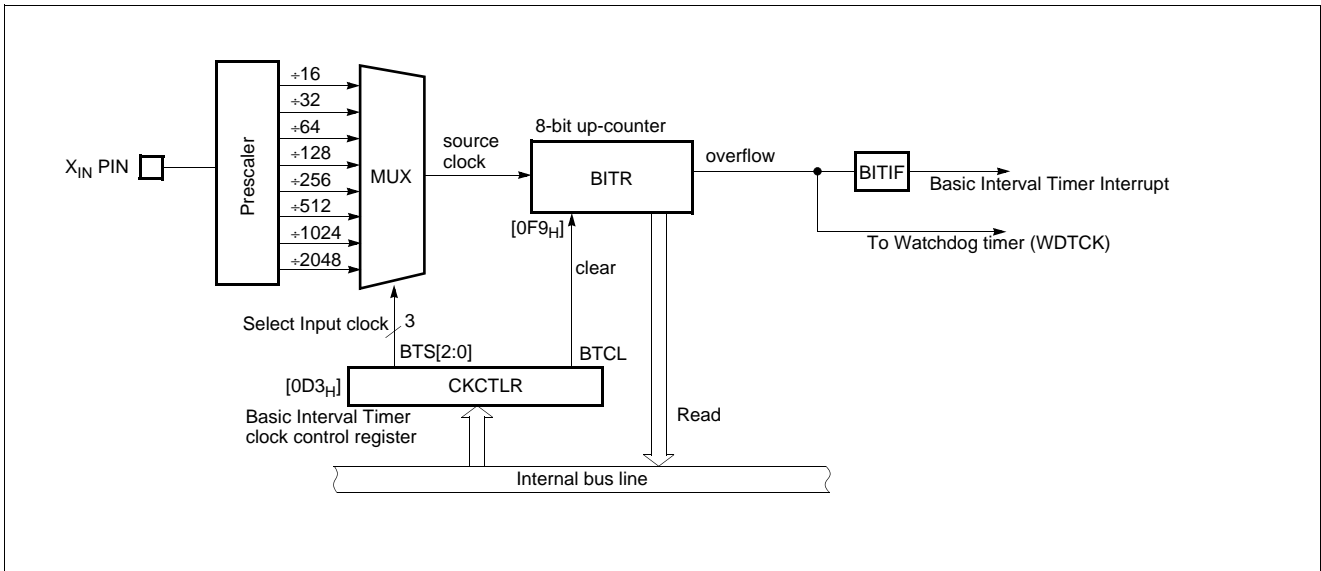


Figure 10-1 Block Diagram of Basic Interval Timer

CKCTRL [2:0]	Source clock	Interrupt (overflow) Period (ms) @ f <sub>XIN</sub> = 8MHz
000	f <sub>XIN</sub> ÷ 16	0.512
001	f <sub>XIN</sub> ÷ 32	1.024
010	f <sub>XIN</sub> ÷ 64	2.048
011	f <sub>XIN</sub> ÷ 128	4.096
100	f <sub>XIN</sub> ÷ 256	8.192
101	f <sub>XIN</sub> ÷ 512	16.384
110	f <sub>XIN</sub> ÷ 1024	32.768
111	f <sub>XIN</sub> ÷ 2048	65.536

Table 10-1 Basic Interval Timer Interrupt Time



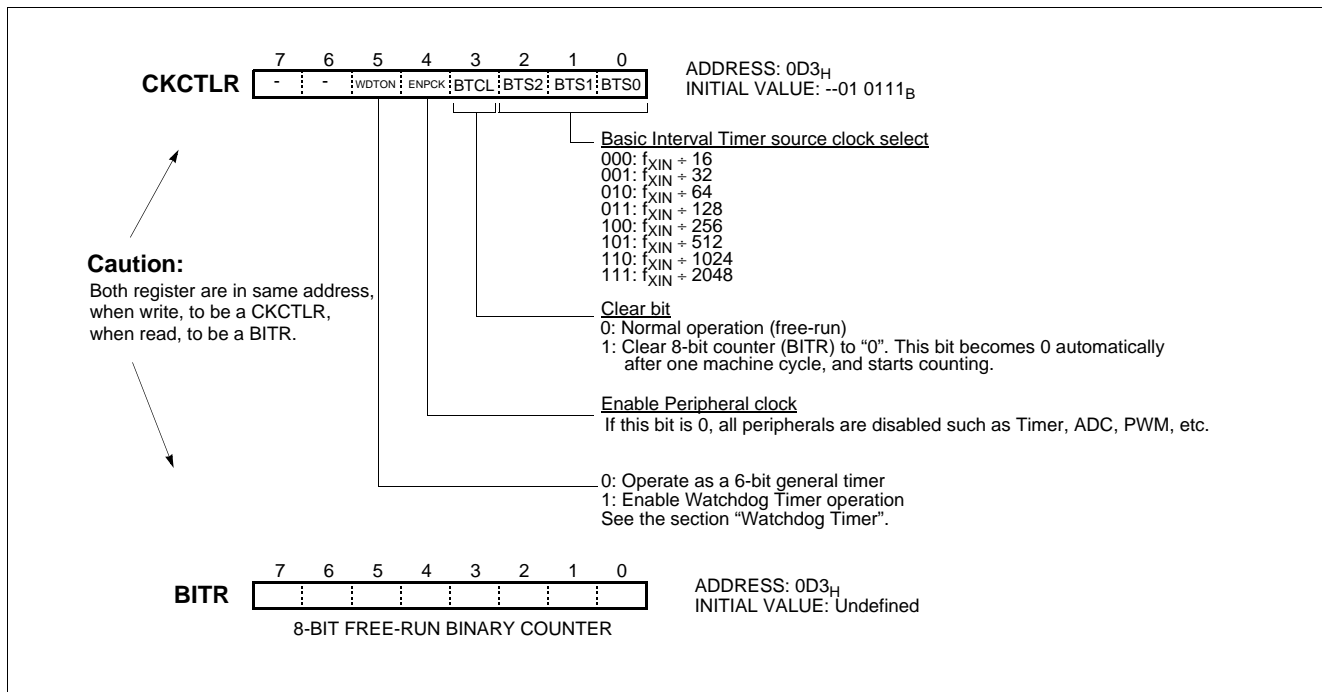


Figure 10-2 BITR: Basic Interval Timer Mode Register

Example 1:

Interrupt request flag is generated every 8.192ms at 4MHz.

```

:
LDM   CKCTLR, #1BH
SET1  BITE
EI
:

```

Example 2:

Interrupt request flag is generated every 8.192ms at 8MHz.

```

:
LDM   CKCTLR, #1CH
SET1  BITE
EI
:

```

## 11. TIMER/EVENT COUNTER

The GMS815xxB and GMS825xx have four Timer/Counter registers. Each module can generate an interrupt to indicate that an event has occurred (i.e. timer match).

Timer 0 and Timer 1 are can be used either two 8-bit Timer/Counter or one 16-bit Timer/Counter with combine them. Also Timer 2 and Timer 3 are same.

In the “timer” function, the register is increased every internal clock input. Thus, one can think of it as counting internal clock input. Since a least clock consists of 4 and most clock consists of 64 oscillator periods, the count rate is 1/4 to 1/64 of the oscillator frequency.

In the “counter” function, the register is incremented in response to a 1-to-0 (in case of falling edge) transition at its corresponding external input pin,  $\overline{EC0}$  or  $\overline{EC2}$ .

( $\overline{EC2}$  are NOT served on GMS825xx.)

In addition the “capture” function, the register is incremented in response external or internal clock sources same with timer or counter function. When external clock edge input, the count register is captured into Timer data register correspondingly.

It has four operating modes: “8-bit timer/counter”, “16-bit timer/counter”, “8-bit capture”, “16-bit capture” which are selected by bit in Timer mode register TM0 and TM2 as shown in Table 11-1.

In operation of Timer 2, Timer 3, their operations are same with Timer 0, Timer 1, respectively as shown in Table 11-2.

TM0						TIMER 0	TIMER 1
CAP 0	T1ST	T1SL [1:0]	T0ST	T0CN	T0SL[1:0]		
0	X	01 or 10 or 11	X	X	01 or 10 or 11	8-bit Timer	8-bit Timer
0	X		X	X	00	8-bit Event counter	8-bit Timer
1	X		X	X	01 or 10 or 11	8-bit Capture (internal clock)	8-bit Timer
1	X		X	X	00	8-bit Capture (external clock)	8-bit Timer
0	X	00	X	X	01 or 10 or 11	16-bit Timer	
0	X		X	X	00	16-bit Event counter	
1	X		X	X	01 or 10 or 11	16-bit Capture (internal clock)	
1	X		X	X	00	16-bit Capture (external clock)	

**Table 11-1 TM0 Timer Mode Register**

TM2						TIMER 2	TIMER 3
CAP 2	T3ST	T3SL [1:0]	T2ST	T2CN	T2SL[1:0]		
0	X	01 or 10 or 11	X	X	01 or 10 or 11	8-bit Timer	8-bit Timer
0	X		X	X	00	8-bit Event counter	8-bit Timer
1	X		X	X	01 or 10 or 11	8-bit Capture (internal clock)	8-bit Timer
1	X		X	X	00	8-bit Capture (external clock)	8-bit Timer
0	X	00	X	X	01 or 10 or 11	16-bit Timer	
0	X		X	X	00	16-bit Event counter	
1	X		X	X	01 or 10 or 11	16-bit Capture (internal clock)	
1	X		X	X	00	16-bit Capture (external clock)	

**Table 11-2 TM2 Timer Mode Register**

$\overline{EC0}$ ,  $\overline{EC2}$ , T1O(Timer 3 rectangular pulse output) and

T3O are determined by PMR4.

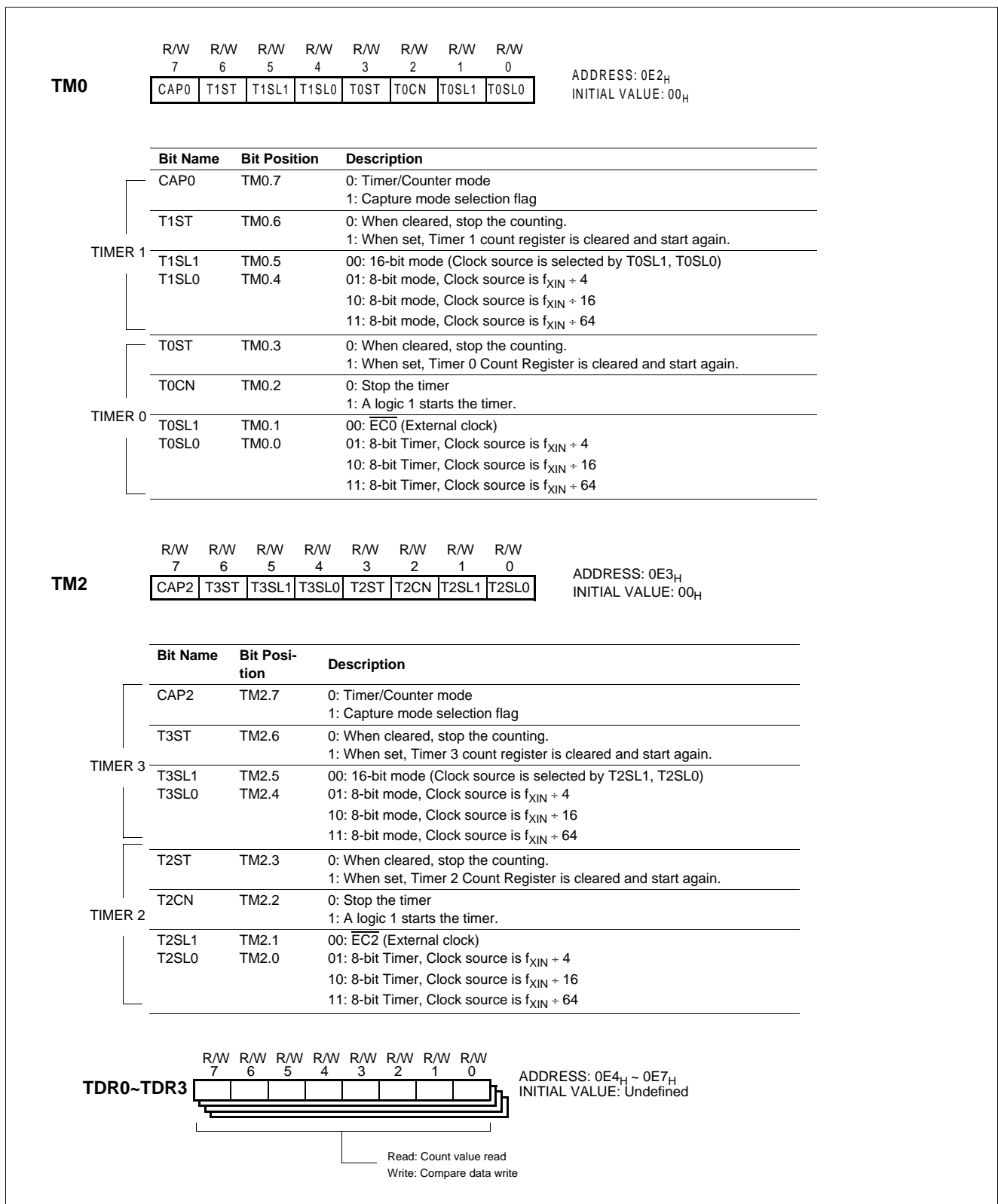


Figure 11-1 TM0, TM2 Registers

### 11.1 8-bit Timer / Counter Mode

The GMS815xxB and GMS825xx have four 8-bit Timer/Counters, Timer 0, Timer 1, Timer 2, Timer 3. The Timer 0, Timer 1 are shown in Figure .

The “timer” or “counter” function is selected by control registers TM0, TM2 as shown in Table 11-1 and Table 11-2. To use as an 8-bit timer/counter mode, bit CAPO of TM0 is cleared to “0” and bits T1SL1, T1SL0 of TM0 or bits

T3SL1, T3SL0 of TM2 should not set to zero. These timers have each 8-bit count register and data register. The count register is increased by every internal or external clock input. The internal clock has a prescaler divide ratio option of 4, 16, 64 (selected by control bits TxSL1, TxSL0 of register TMx).

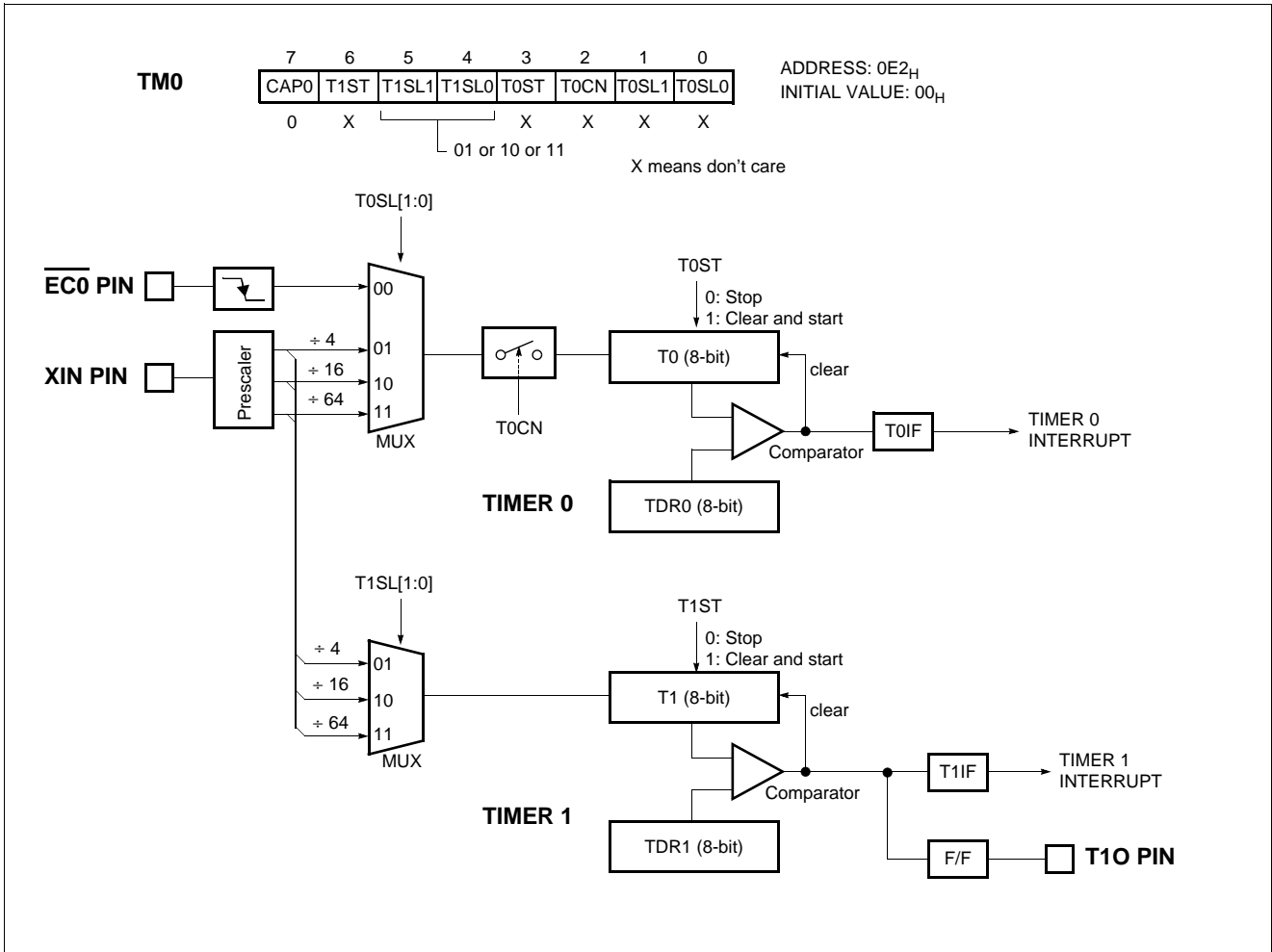


Figure 11-2 8-bit Timer/Counter 0, 1

**Example 1:**

Timer0 = 4ms 8-bit timer mode at 4MHz  
 Timer1 = 1ms 8-bit timer mode at 4MHz

```

LDM   TDR0, #250
LDM   TDR1, #250
LDM   TM0, #0110_1111B
SET1  T0E
SET1  T1E
EI
    
```

**Example 2:**

Timer0 = 8-bit event counter mode  
 Timer1 = 1ms 8-bit timer mode at 4MHz

```

LDM   TDR0, #250
LDM   TDR1, #250
LDM   TM0, #0110_1100B
SET1  T0E
SET1  T1E
EI
    
```

**Note:** The contents of Timer data register TDRx should be initialized 1<sub>H</sub>~FF<sub>H</sub>, not 0<sub>H</sub>, because it is undefined after reset.

In the Timer 0, timer register T0 increments from 00<sub>H</sub> until it matches TDR0 and then reset to 00<sub>H</sub>. The match output of Timer 0 generates Timer 0 interrupt (latched in T0IF bit)

As TDRx and Tx register are in same address, when reading it as a Tx, written to TDRx.

In counter function, the counter is increased every 1-to-0 (falling edge) transition of  $\overline{EC0}$  or  $\overline{EC2}$  pin. In order to use counter function, the bit 4, bit 5 of the Port mode register PMR4 are set to "1". The Timer 0 can be used as a counter by pin  $\overline{EC0}$  input, but Timer 1 can input by internal clock. Similarly, Timer 2 can be used by pin  $\overline{EC2}$  input but Timer 3 can not.

$\overline{EC2}$  are NOT served on GMS825xx.

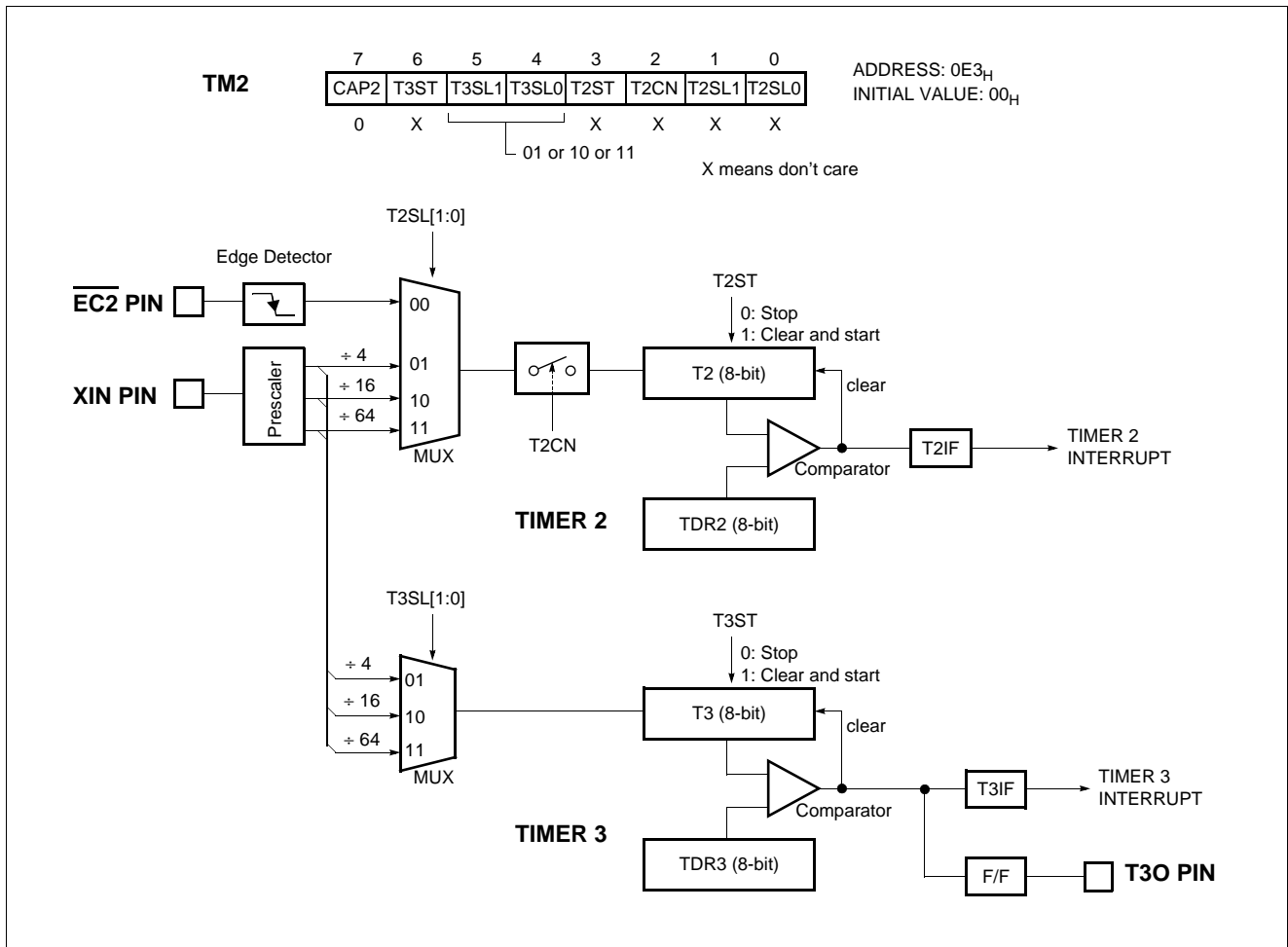


Figure 11-3 8-bit Timer/Counter 2, 3

**Example 3:**

Timer2 = 8-bit timer mode, 2ms interval at 8MHz  
 Timer3 = 8-bit timer mode, 500us interval at 8MHz

```
LDM    TDR2, #250
LDM    TDR3, #250
LDM    TM2, #0110_1111B
SET1   T2E
SET1   T3E
EI
```

**Example 4:**

Timer2 = 8-bit event counter mode  
 Timer3 = 500us 8-bit timer mode at 8MHz

```
LDM    TDR2, #250
LDM    TDR3, #250
LDM    TM2, #0110_1100B
SET1   T2E
SET1   T3E
EI
```

### 8-bit Timer Mode

In the timer mode, the internal clock is used for counting up. Thus, you can think of it as counting internal clock input. The contents of TDR<sub>n</sub> are compared with the contents of up-counter, T<sub>n</sub>. If match is found, a timer 1 interrupt (T1IF) is generated and the up-counter is cleared to 0. Counting up is resumed after the up-counter is cleared.

As the value of TDR<sub>n</sub> is changeable by software, time interval is set as you want.

Value of TM[1:0]	Clock Source	Resolution (At f <sub>XIN</sub> =8 MHz)	Maximum Time Setting (At f <sub>XIN</sub> =8 MHz)
00	f <sub>EC1</sub>	1/f <sub>EC1</sub> sec	1/f <sub>EC1</sub> × 256 sec
01	f <sub>XIN</sub> ÷ 4	0.5 μs	128 μs
10	f <sub>XIN</sub> ÷ 16	2 μs	512 μs
11	f <sub>XIN</sub> ÷ 64	8 μs	2048 μs

Table 11-1 Timer Source clock Interrupt Time

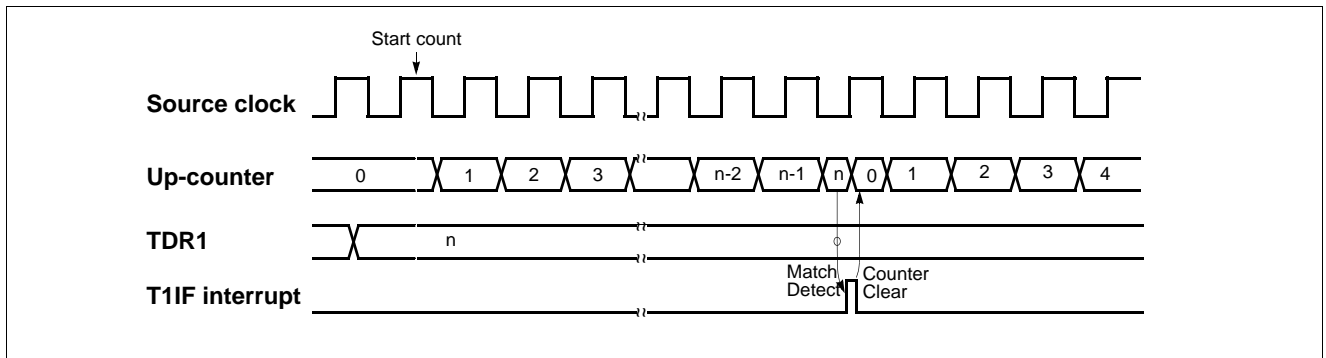


Figure 11-4 Timer Mode Timing Chart

**Example:** Make 1ms interrupt using by Timer0 at 8MHz

```

LDM TM0,#1FH ; divide by 64
LDM TDR0,#125 ; 8us x 125= 1ms
SET1 T0E ; Enable Timer 0 Interrupt
EI ; Enable Master Interrupt
    
```

When  $\left[ \begin{array}{l} TM0 = 0001\ 1111_B \text{ (8-bit Timer mode, Prescaler divide ratio = 64)} \\ TDR0 = 125_D = 7D_H \\ f_{XIN} = 8\text{ MHz} \end{array} \right.$

$$\text{INTERRUPT PERIOD} = \frac{1}{8 \times 10^6 \text{ Hz}} \times 64 \times 125 = 1 \text{ ms}$$

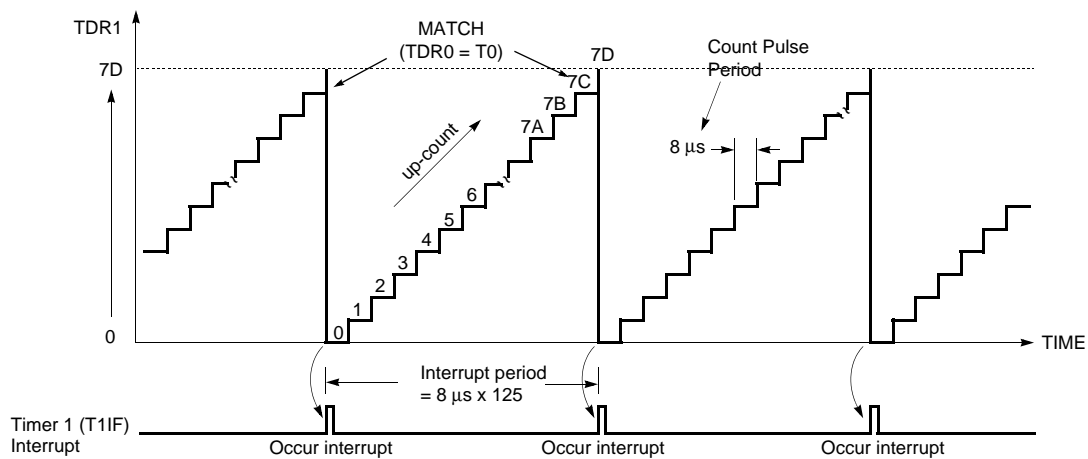


Figure 11-5 Timer Count Example

### 8-bit Event Counter Mode

In this mode, counting up is started by an external trigger. This trigger means falling edge of the  $\overline{EC0}$  or  $\overline{EC2}$  pin input. Source clock is used as an internal clock selected with timer mode register TM0 or TM2. The contents of timer data register  $TDRn$  ( $n = 0,1,2,3$ ) are compared with the contents of the up-counter  $Tn$ . If a match is found, a timer interrupt request flag  $TnIF$  is generated, and the counter is cleared to "0". The counter is restart and count up continuously by every falling edge of the  $\overline{ECn}$  pin input.

The maximum frequency applied to the  $\overline{ECn}$  pin is  $f_{XIN}/2$  [Hz].

In order to use event counter function, the bit 4, 5 of the Port Mode Register PMR4(address  $0D0_H$ ) is required to be set to "1".

$\overline{EC2}$  are NOT served on GMS825xx.

After reset, the value of timer data register  $TDRn$  is undefined, it should be initialized to between  $1_H \sim FF_H$ , not to "0". The interval period of Timer is calculated as below equation.

$$Period(sec) = \frac{1}{f_{XIN}} \times 2 \times Divide\ Ratio \times TDRn$$

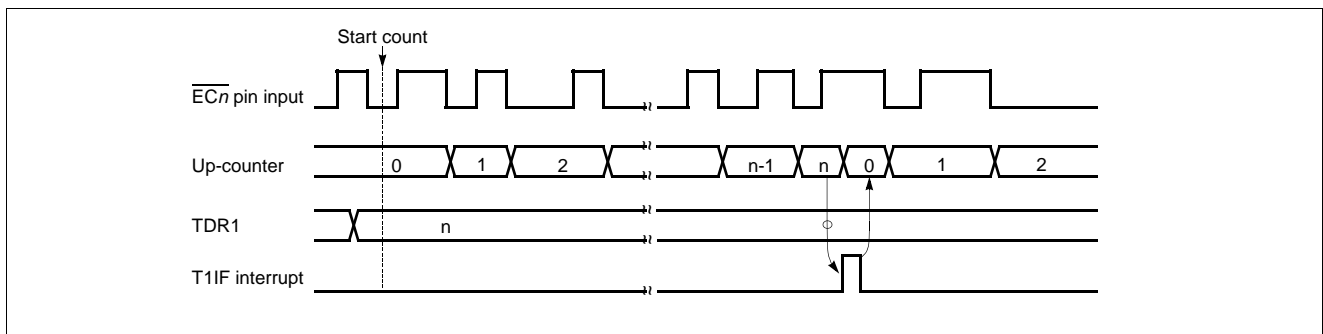


Figure 11-6 Event Counter Mode Timing Chart

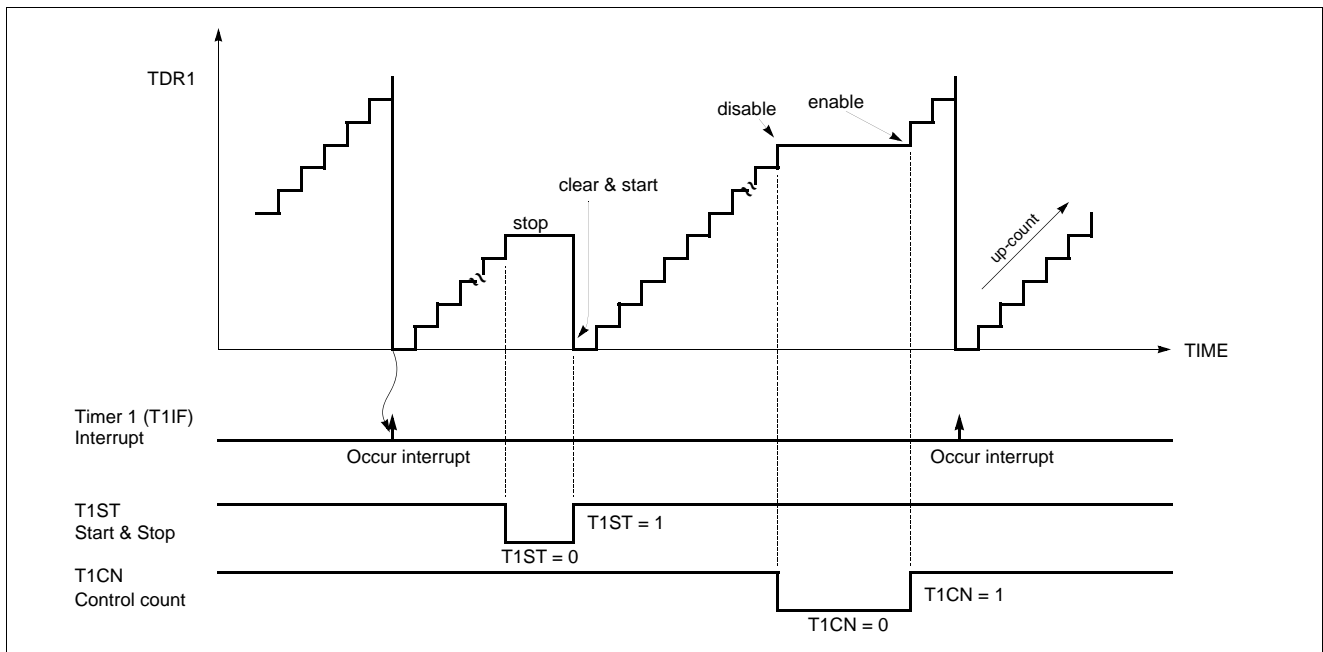


Figure 11-7 Count Operation of Timer / Event counter

### 11.2 16-bit Timer / Counter Mode

The Timer register is being run with all 16 bits. A 16-bit timer/counter register T0, T1 are incremented from 0000<sub>H</sub> until it matches TDR0, TDR1 and then resets to 0000<sub>H</sub>. The match output generates Timer 0 interrupt.

The clock source of the Timer 0 is selected either internal or external clock by bit T0SL1, T0SL0.

Even if the Timer 0 (including the Timer 1) is used as a 16-bit timer, the Timer 2 and Timer 3 can still be used as either two 8-bit timer or one 16-bit timer by setting the TM2. Reversely, even if the Timer 2 (including the Timer 3) is used as a 16-bit timer, the Timer 0 and Timer 1 can still be used as 8-bit timer independently.

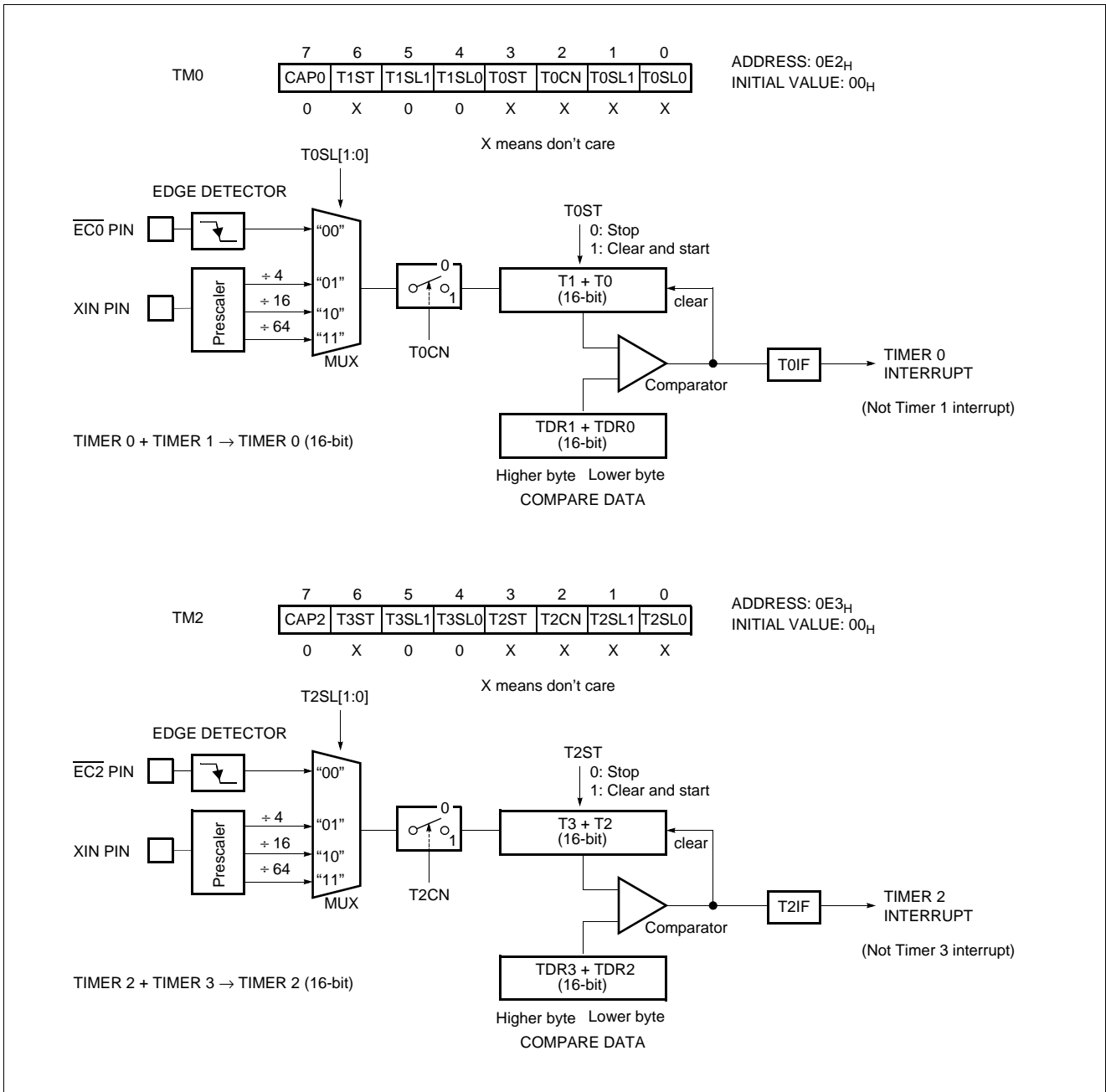


Figure 11-8 16-bit Timer/Counter



### 11.3 8-bit Capture Mode

The Timer 0 capture mode is set by bit CAP0 of timer mode register TM0 (bit CAP2 of timer mode register TM2 for Timer 2) as shown in Figure 21. In this mode, Timer 1 still operates as an 8-bit timer/counter.

As mentioned above, not only Timer 0 but Timer 2 can also be used as a capture mode.

In 8-bit capture mode, Timer 1 and Timer 3 are can not be used as a capture mode.

The Timer/Counter register is incremented in response internal or external input. This counting function is same with normal timer mode, but Timer interrupt is not generated. Timer/Counter still does the above, but with the added feature that a edge transition at external input INTn pin

causes the current value in the Timer counter register (T0,T2), to be captured into registers CDRn (CDR0, CDR2), respectively. After captured, Timer counter register is cleared and restarts by hardware.

**Note:** The CDRn and TDRn are in same address. In the capture mode, reading operation is read the CDRn, not TDRn because path is opened to the CDRn.

It has three transition modes: "falling edge", "rising edge", "both edge" which are selected by interrupt edge selection register IEDS. Refer to "16.4 External Interrupt" on page 64. In addition, the transition at INTn pin generate an interrupt.

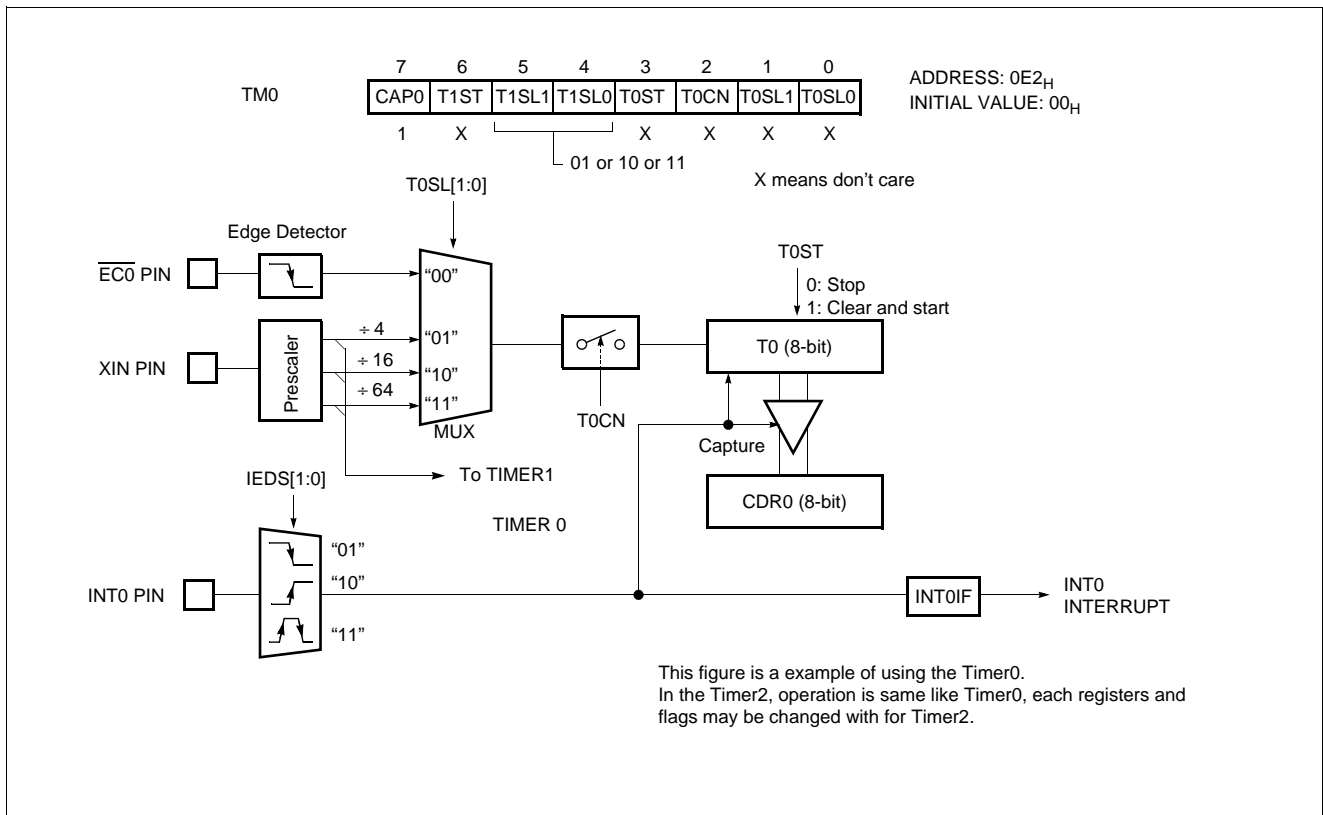


Figure 11-9 8-bit Capture Mode

### 11.4 16-bit Capture Mode

16-bit capture mode is the same as 8-bit capture, except that the Timer register is being run will 16 bits.

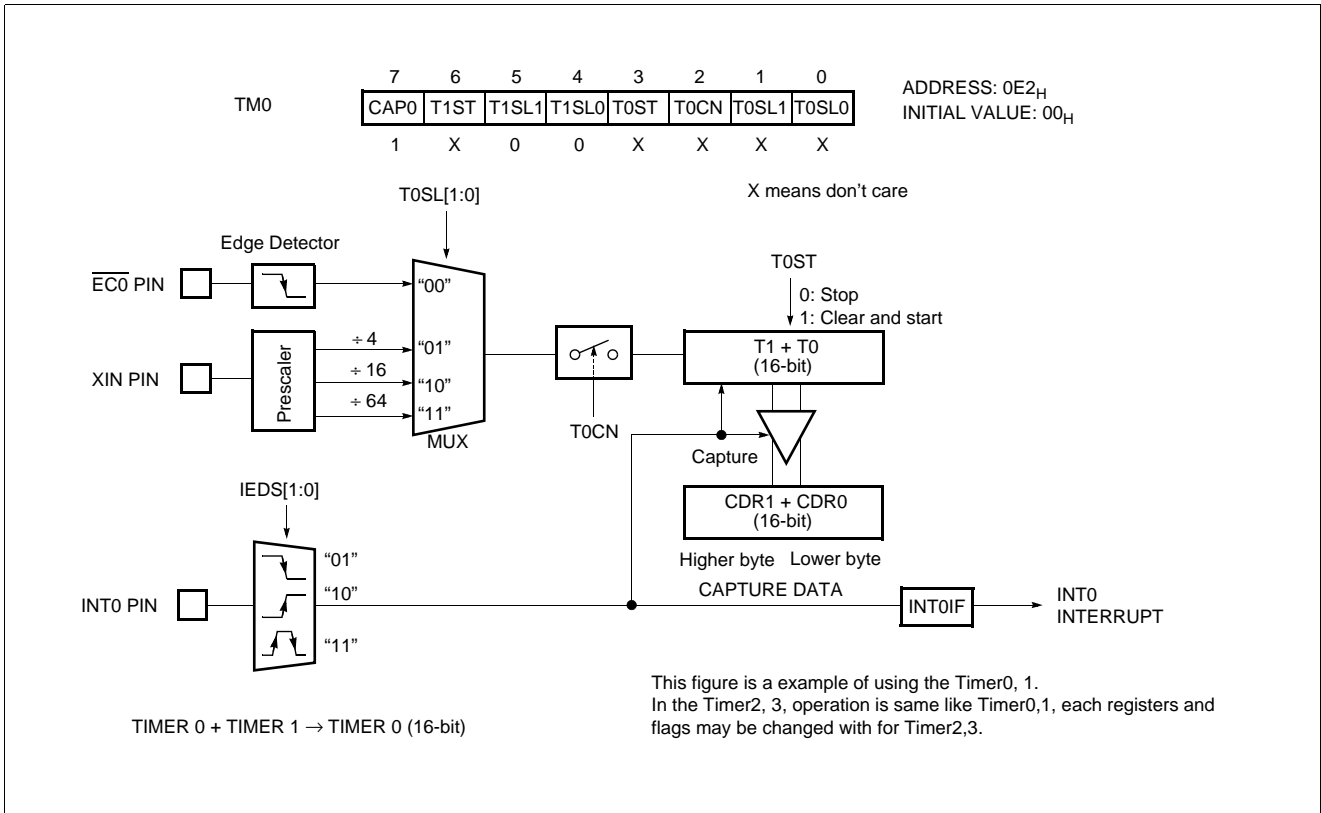


Figure 11-10 16-bit Capture Mode

**Example 1:**

Timer0 = 16-bit timer mode, 0.5s at 8MHz

Timer2 = 2ms 8-bit timer mode at 8MHz

Timer3 = 250us 8-bit timer mode at 8MHz

```

LDM    TDR0, #23H
LDM    TDR1, #0F4H
LDM    TM0, #0FH
LDM    TDR2, #249
LDM    TDR3, #124
LDM    TM2, #0110_1111B
SET1   T0E
SET1   T2E
SET1   T3E
EI
:
:

```

**Example 2:**

Timer0 = 8-bit timer mode, 2ms interval at 8MHz

Timer2 = 16-bit event counter mode

```

LDM    TDR0, #249
LDM    TM0, #0111_1111B
LDM    TDR2, #3FH
LDM    TDR3, #2AH
LDM    TM2, #0100_1100B
SET1   T0E
SET1   T2E
EI
:
:

```

**Example 3:**

Timer0 = 8-bit timer mode, 2ms interval at 8MHz

Timer2 = 8-bit capture mode

```

LDM    TDR0, #250
LDM    TM0, #0111_1111B
SET1   T0E
LDM    TDR2, #40H
LDM    TDR3, #2AH
LDM    TM2, #1111_1111B
SET1   T2E
LDM    IEDS, #XX11_XXXXB
LDM    PMR4, #XXXX_X1XXB
SET1   INT2E
EI
:
:

```

X: don't care.

**Example 4:**

Timer0 = 8-bit timer mode, 2ms interval at 8MHz

Timer2 = 16-bit capture mode

```

LDM    TDR0, #249
LDM    TM0, #0111_1111B
SET1   T0E
LDM    TDR2, #40H
LDM    TDR3, #2AH
LDM    TM2, #1100_1111B
SET1   T2E
LDM    IEDS, #XX11_XXXXB
LDM    PMR4, #XXXX_X1XXB
SET1   INT2E
EI
:
:

```

X: don't care.

## 12. ANALOG DIGITAL CONVERTER

The analog-to-digital converter (A/D) allows conversion of an analog input signal to a corresponding 8-bit digital value. The A/D module has eight analog inputs, which are multiplexed into one sample and hold. The output of the sample and hold is the input into the converter, which generates the result via successive approximation. The analog supply voltage is connected to  $AV_{DD}$  of ladder resistance of A/D module.

The A/D module has two registers which are the control register ADCM and A/D result register ADR. The register ADCM, shown in Figure 12-2, controls the operation of the A/D converter module. The port pins can be configured as analog inputs or digital I/O. To use analog inputs, I/O is selected input mode by R6DD direction register.

R60 ~ R63 are NOT served on GMS825xx.

### How to Use A/D Converter

The processing of conversion is start when the start bit ADST is set to "1". After one cycle, it is cleared by hardware. The register ADR contains the results of the A/D conversion. When the conversion is completed, the result is loaded into the ADR, the A/D conversion status bit ADSF is set to "1", and the A/D interrupt flag AIF is set. The block diagram of the A/D module is shown in Figure 12-1. The A/D status bit ADSF is set automatically when A/D conversion is completed, cleared when A/D conversion is in process. The conversion time takes maximum 20  $\mu$ s (at  $f_{XIN}=8$  MHz).

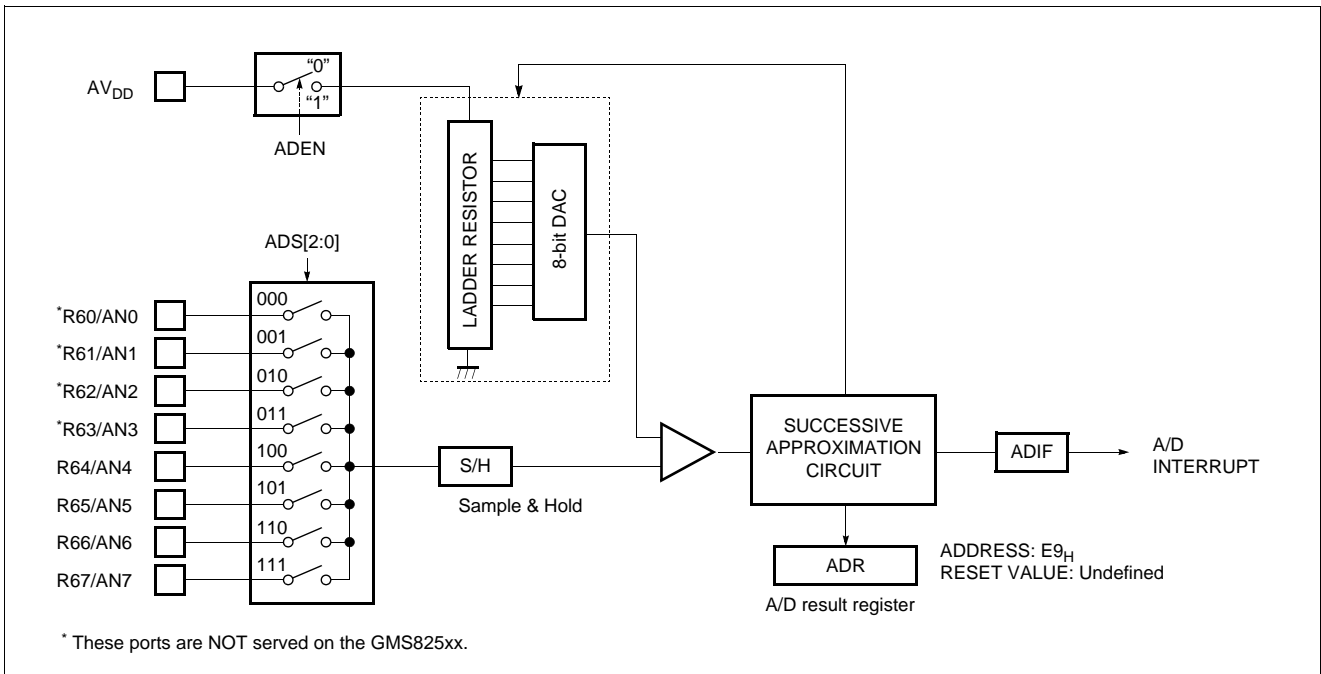


Figure 12-1 A/D Block Diagram

**Note:** On the MDS(Choice-Dr,Jr), when the MCU is RE-SET, R60 port is selected as an analog input by ADCM register. So it can not be used digital input port. To use this port as a digital I/O port, change to except "0" the value of ADCM. Finally all eight ports can not be used as digital I/O port simultaneously on the MDS. At least one port must be in analog port.

But on the OTP and Main chip, R6 port, all eight pins can be used as digital I/O port at the same time.

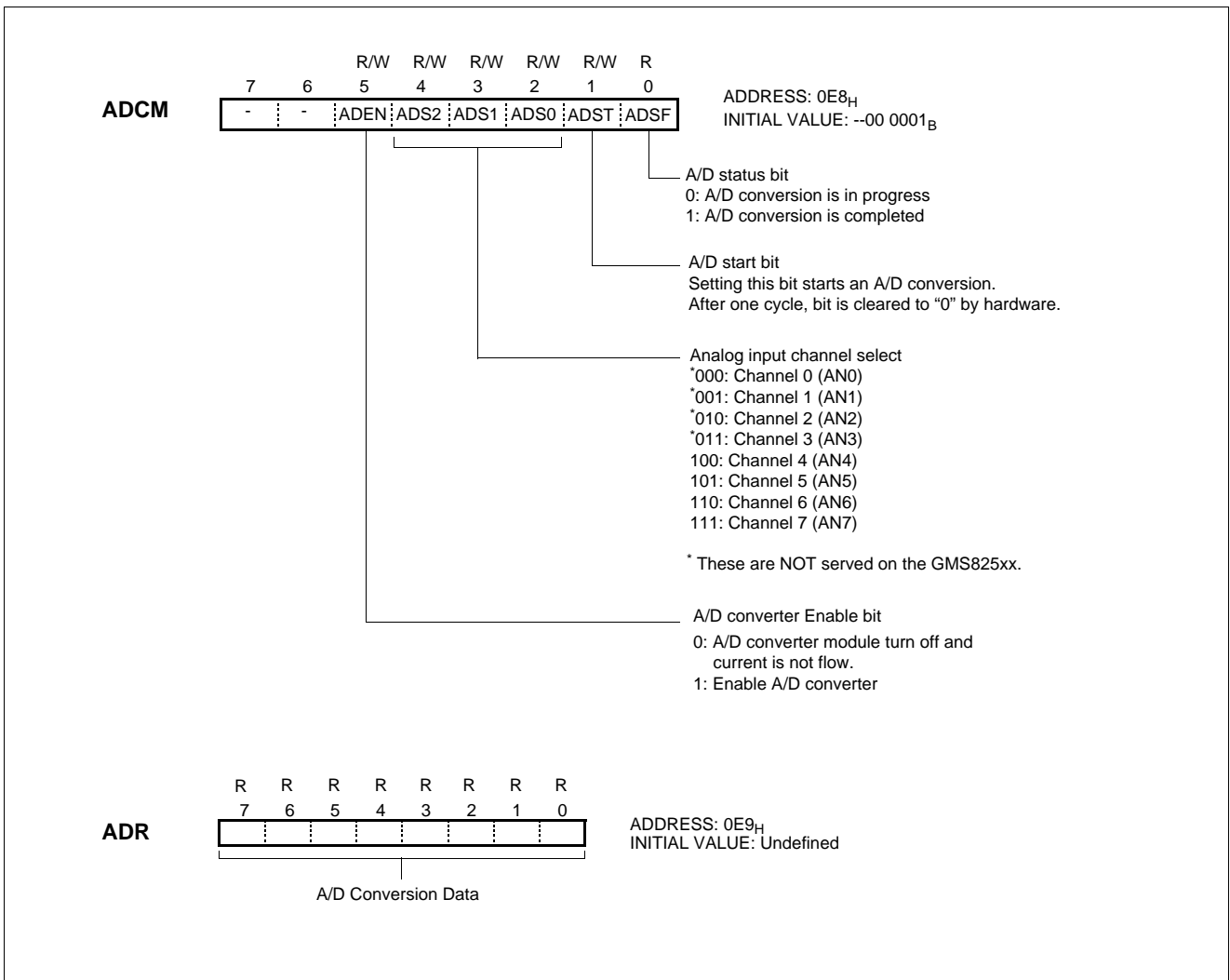


Figure 12-2 A/D Converter Control Register

### 13. SERIAL COMMUNICATION

- This function is NOT served on the GMS825xx.

The serial interface is used to transmit/receive 8-bit data serially. This consists of serial I/O data register, serial I/O mode register, clock selection circuit octal counter and control circuit as illustrated in Figure 13-1. Pin R50/SIN, R51/SOUT, R52/SCLK and R53/SRDY pins are con-

trolled by the Serial Mode Register. The contents of the Serial I/O data register can be written into or read out by software. The data in the Serial Data Register can be shifted synchronously with the transfer clock signal.

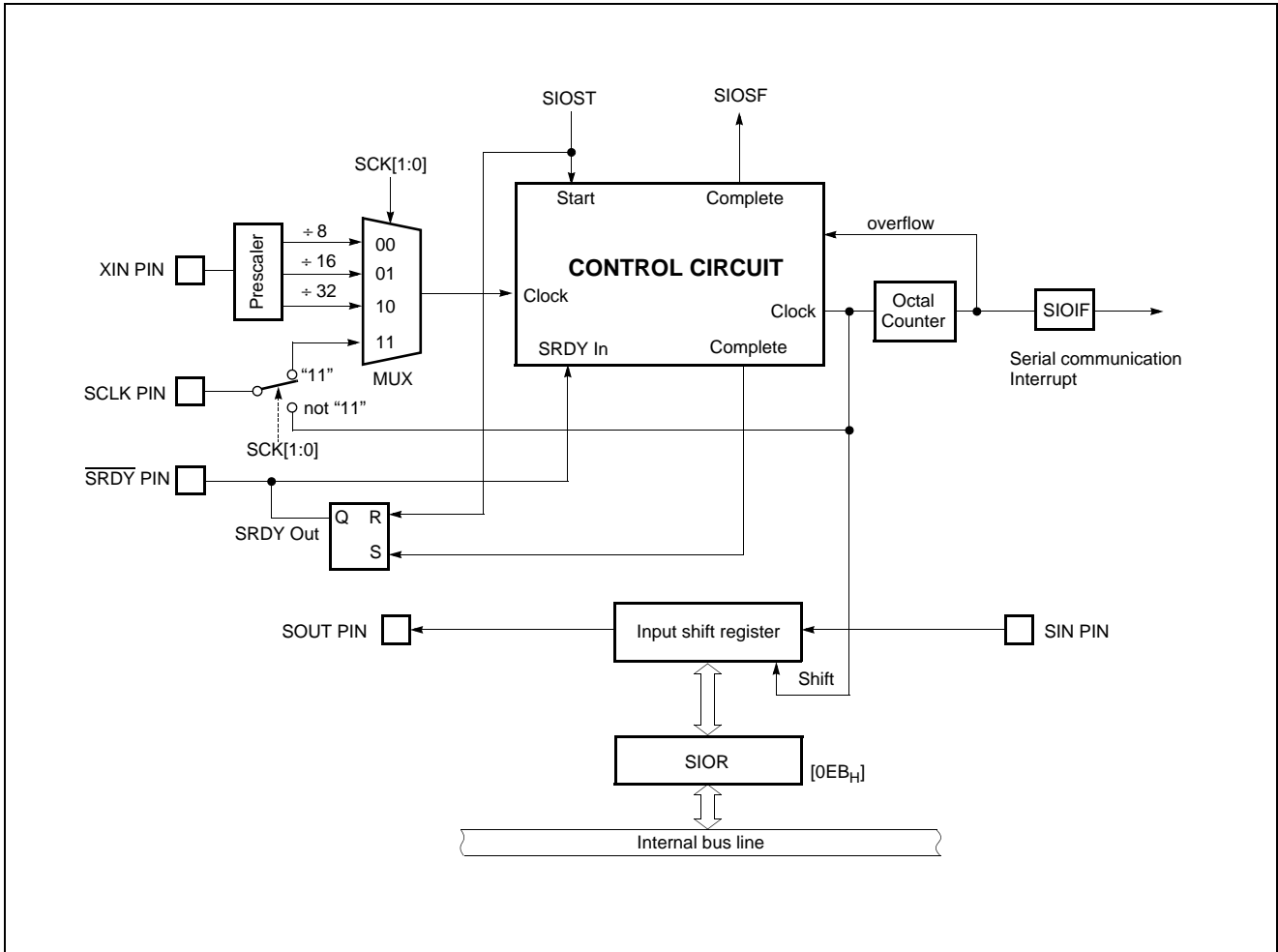


Figure 13-1 SCI Block Diagram

Serial I/O Mode Register(SIOM) controls serial I/O function. According to SCK1 and SCK0, the internal clock or external clock can be selected.

Serial I/O Data Register(SIOR) is an 8-bit shift register. First LSB is send or is received.

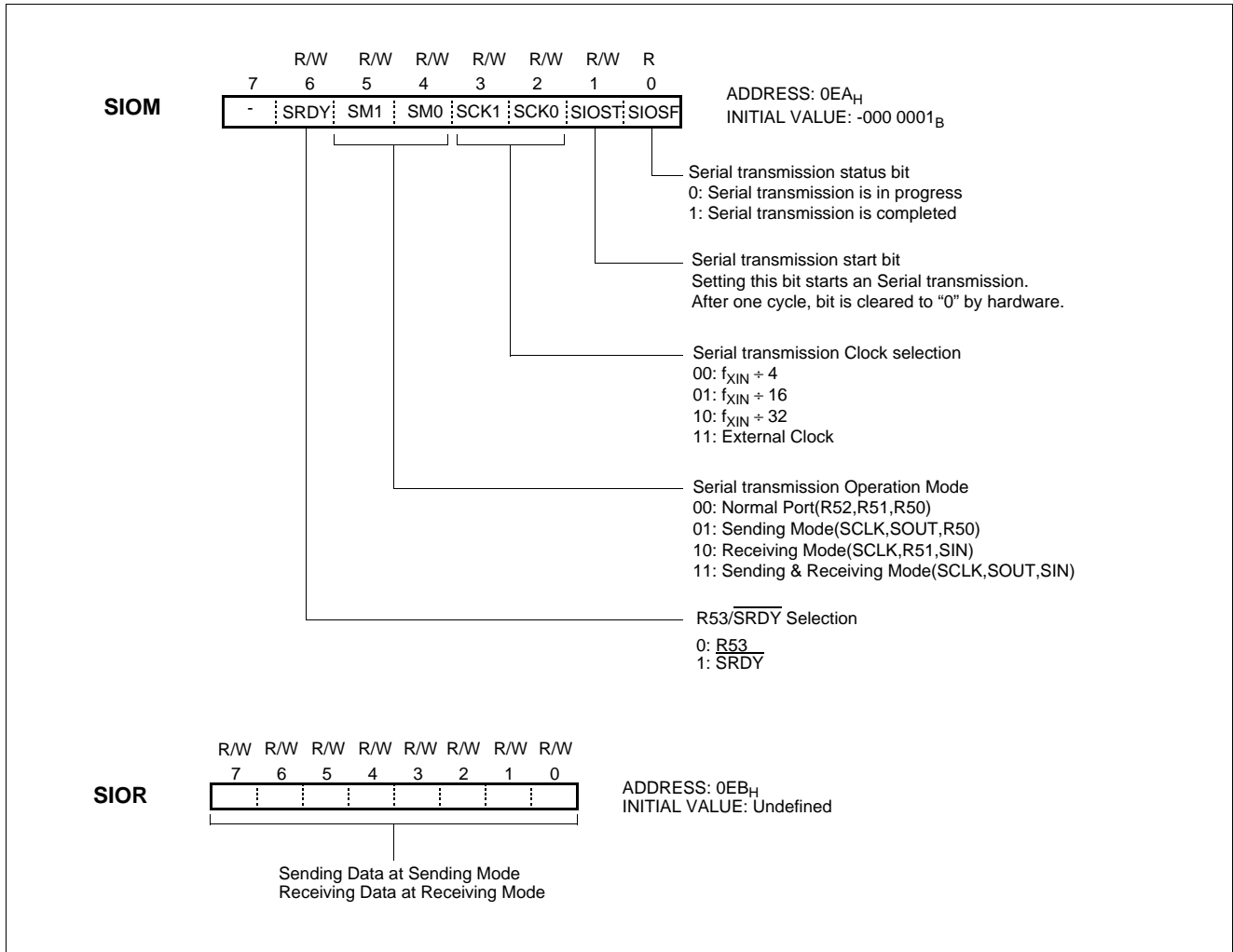


Figure 13-2 SCI Control Register

### 13.1 Transmission/Receiving Timing

The serial transmission is started by setting SIOST(bit1 of SIOM) to "1". After one cycle of SCK, SIOST is cleared automatically to "0". The serial output data from 8-bit shift register is output at falling edge of SCLK. And input data

is latched at rising edge of SCLK pin. When transmission clock is counted 8 times, serial I/O counter is cleared as '0'. Transmission clock is halted in "H" state and serial I/O interrupt(IFSIO) occurred.

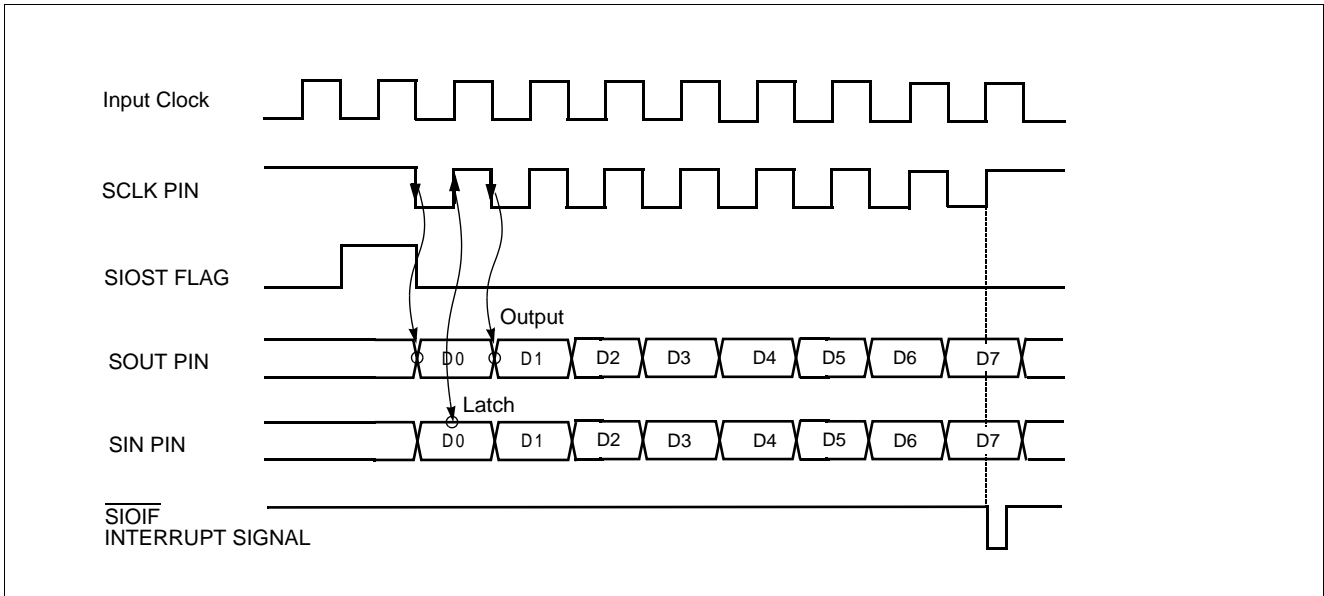


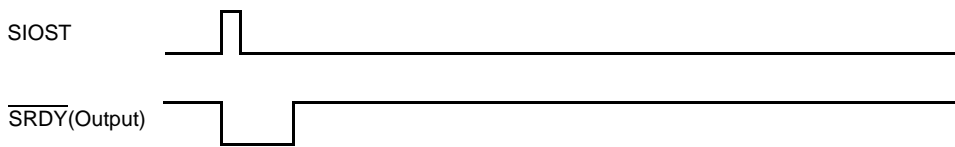
Figure 13-3 Timing Diagram of Serial I/O

### 13.2 The Serial I/O operation by SRDY pin

#### Transmission clock = external clock

The  $\overline{\text{SRDY}}$  pin becomes "L" by SIOST = "1". This signal tells to the external system that this device is ready for se-

rial transmission. The external system detects the "L" signal and starts transmission. The  $\overline{\text{SRDY}}$  pin becomes "H" at the first rising edge of transmission clock.



#### Transmission clock = internal clock

The I/O of  $\overline{\text{SRDY}}$  pin is input mode. When the external system is ready for serial transmission, The "L" level is in-

puted at this pin. At this time this device starts serial transmission.





### 13.3 The method of Serial I/O

1. Select transmission/receiving mode.
2. In case of sending mode, write data to be send to SIOR.
3. Set SIOST to "1" to start serial transmission.
4. The SIO interrupt is generated at the completion of SIO and SIOSF is set to "1". In SIO interrupt service routine, correct transmission should be tested.
5. In case of receiving mode, the received data is acquired by reading the SIOR.

**Note:** When external clock is used, the frequency should be less than 1MHz and recommended duty is 50%. If both transmission mode is selected and transmission is performed simultaneously it would be made error.

### 13.4 The Method to Test Correct Transmission

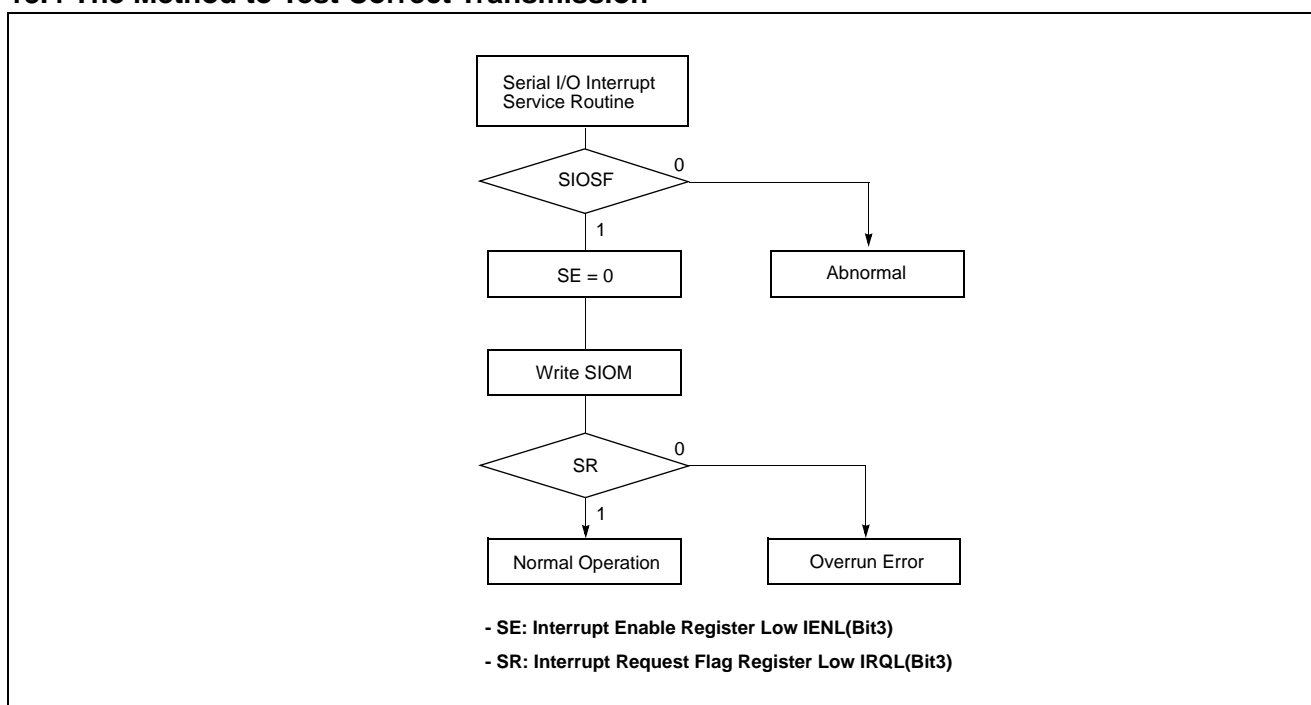


Figure 13-4 Serial Method to Test Transmission

### 14. PWM OUTPUT

- This function is NOT served on the GMS825xx.

The GMS815xxB have two channels of built-in pulse width modulation outputs. PWM outputs data are multiplex to the R56 and R57 port. Bit 6 and bit 7 of R5DD should be set to “1” when PWM is used as an output port.

The input clock is selected by PWM Control Register (PWMCR, address F2<sub>H</sub>) and the width of pulse is determined by the PWM Register (PWMR, address F0<sub>H</sub> and F1<sub>H</sub>).

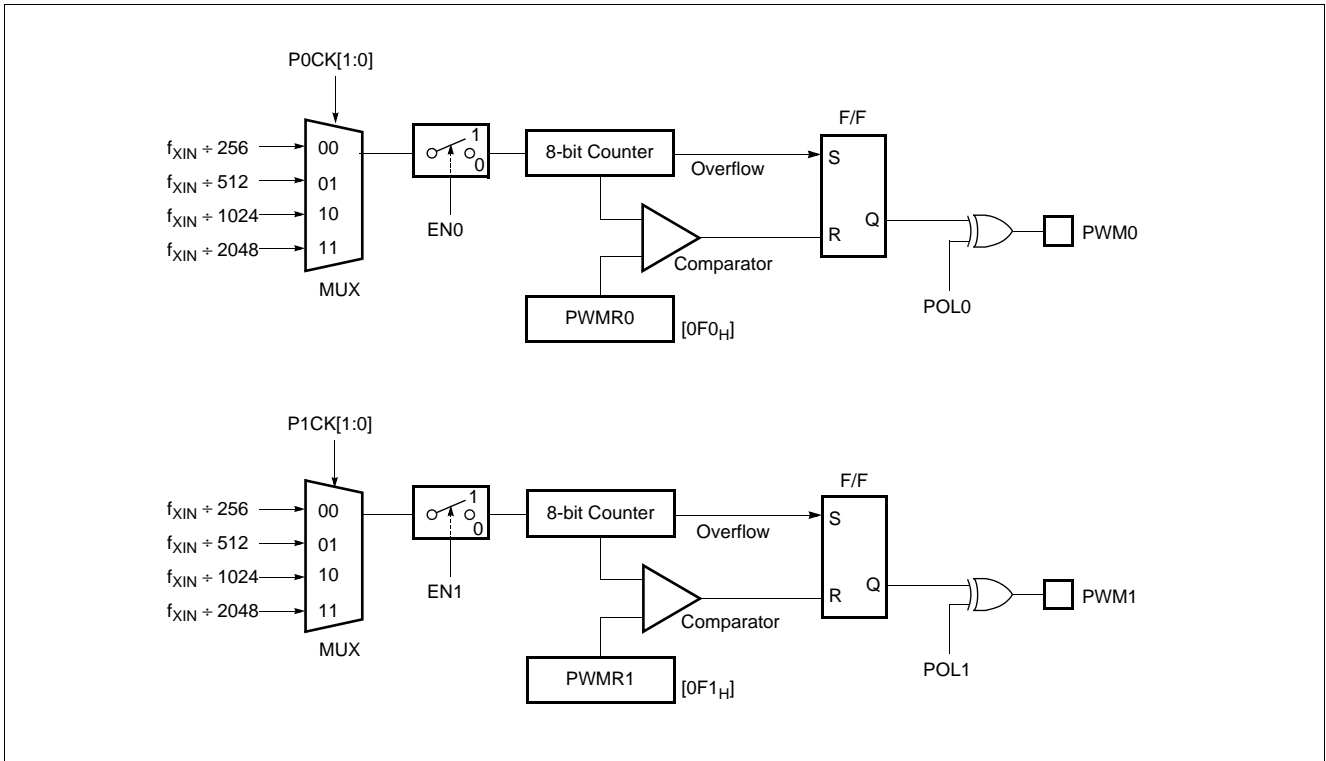


Figure 14-1 PWM block diagram

The pulse period according to input clock are shown as below.

Input clock	Period of PWM
f <sub>XIN</sub> + 256	8.19 ms
f <sub>XIN</sub> + 512	16.38 ms
f <sub>XIN</sub> + 1024	32.77 ms
f <sub>XIN</sub> + 2048	65.54 ms

Bit 2 (EN0) and bit 3 (EN1) of PWMCR determine the operation channel of PWM. When EN0=0 and EN1=0, PWM does not execute

It is a PWM output controlled by PWMCR, PWMR0 and PWMR1.

$$Duty\ ratio = \frac{PWMR + 1}{256} \times 100\%$$

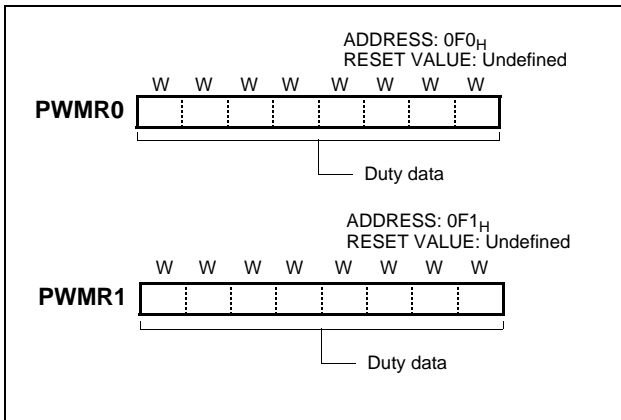


Figure 14-2 PWM Duty Register

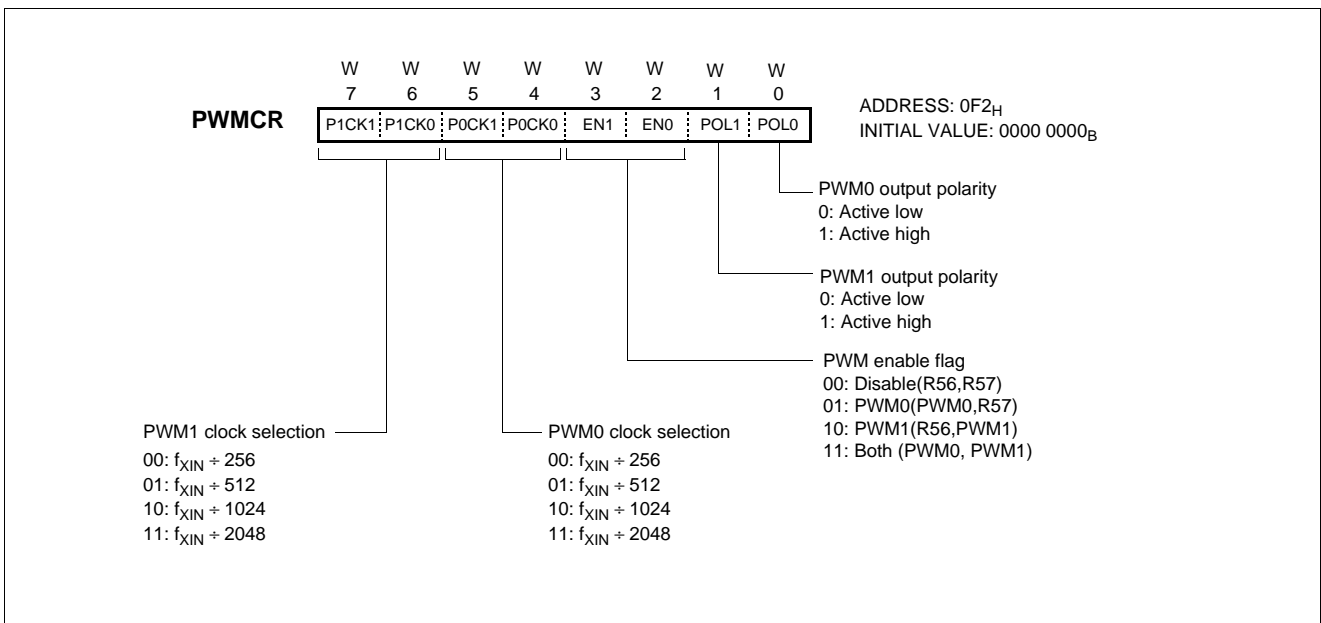


Figure 14-3 PWM Control Register

Example:

PWM0: Period = 16.384ms, Duty = 20%  
 PWM1: Period = 8.192ms, Duty = 70%

```
LDM    PWMCR, #0100_1111B
LDM    PWMR0, #0B3H
LDM    PWMR1, #33H
```

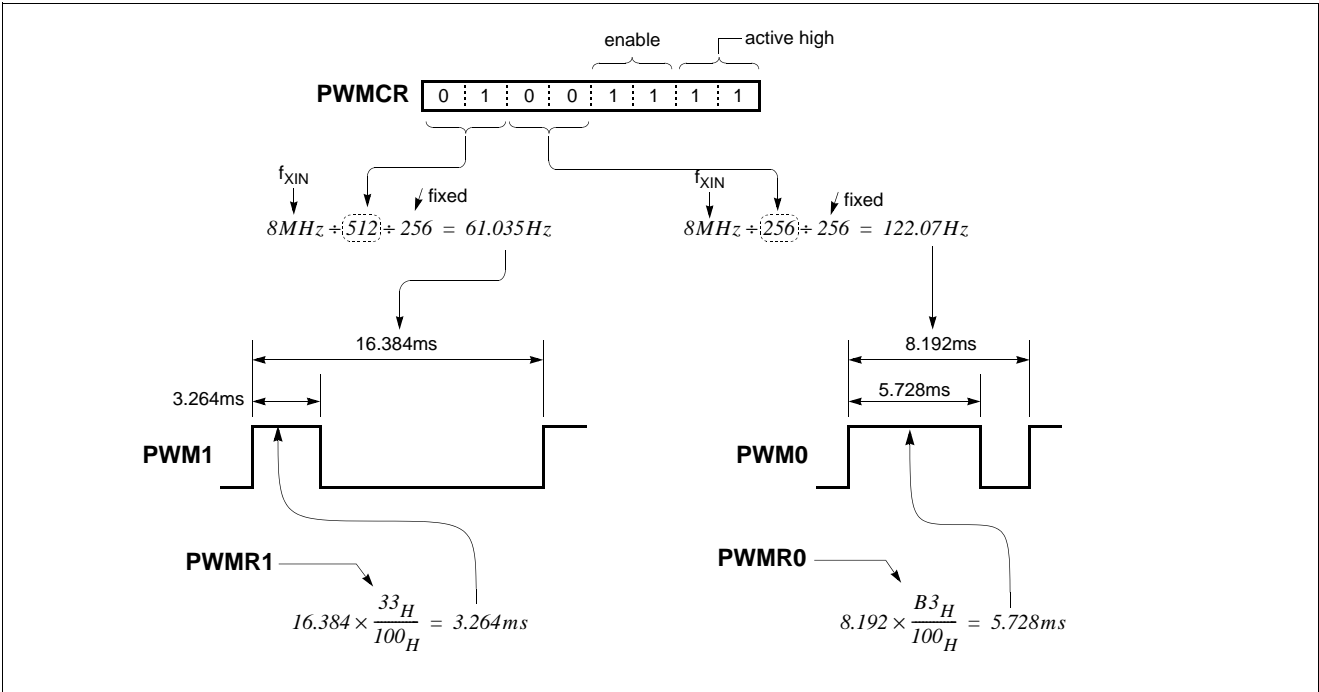


Figure 14-4 Example of Register Setting

### 15. BUZZER FUNCTION

The buzzer driver block consists of 6-bit binary counter, buzzer register, and clock source selector. It generates square-wave which has very wide range frequency (500Hz ~ 250kHz at  $f_{XIN}= 8MHz$ ) by user software.

A 50% duty pulse can be output to R55/BUZ pin to use for piezo-electric buzzer drive. Pin R55 is assigned for output port of Buzzer driver by setting the bit 5 of PMR5 (address D1H) to "1". At this time, the pin R55 must be defined as output mode (the bit 5 of R5DD=1).

Example: 2.4kHz output at 8MHz.

```

LDM R5DD, #XX1X_XXXXB
LDM BUR, #9AH

LDM PMR5, #XX1X_XXXXB
    
```

X means don't care

The bit 0 to 5 of BUR determines output frequency for buzzer driving.

Equation of frequency calculation is shown below.

$$f_{BUZ} = \frac{f_{XIN}}{2 \times DivideRatio \times BUR}$$

- $f_{BUZ}$ : Buzzer frequency
- $f_{XIN}$ : Oscillator frequency
- Divide Ratio: Prescaler divide ratio by BUCK[1:0]
- BUR: Lower 6-bit value of BUR. Buzzer period value.

The frequency of output signal is controlled by the buzzer control register BUR. The bit 0 to bit 5 of BUR determine output frequency for buzzer driving.

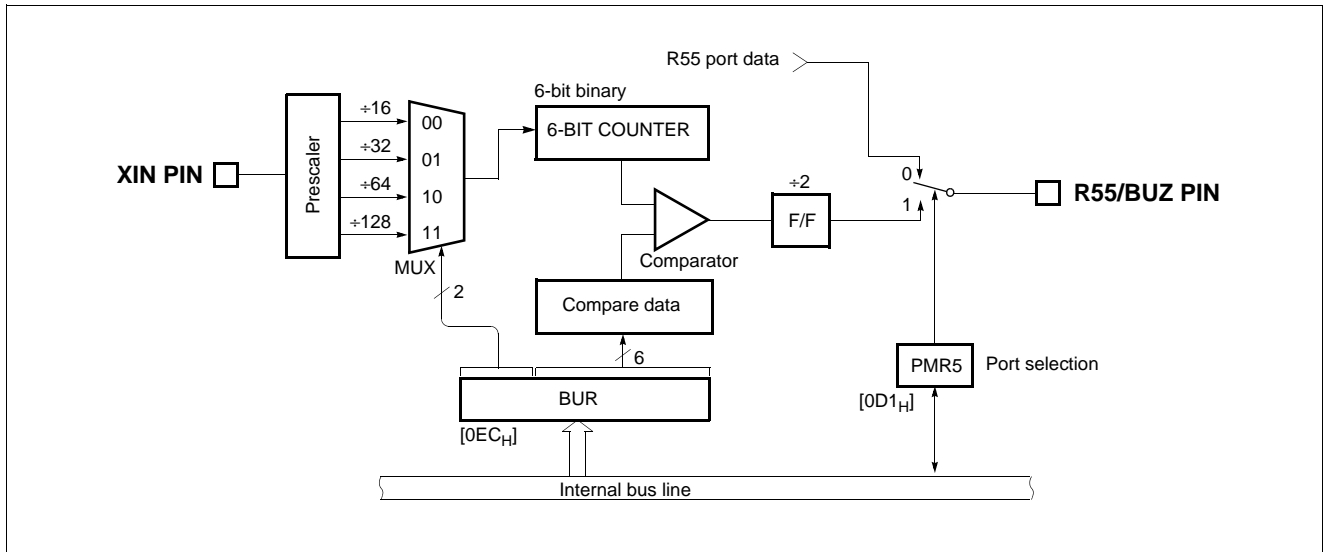


Figure 15-1 Block Diagram of Buzzer Driver

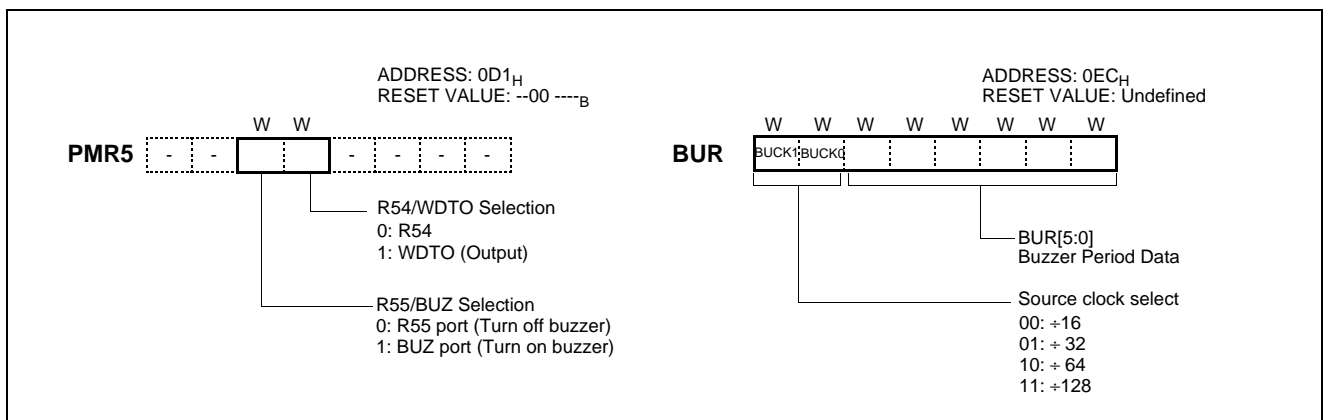


Figure 15-2 PMR5 and Buzzer Register

**Note:** BUR is undefined after reset, so it must be initialized to between  $1_H$  and  $3F_H$  by software.  
Note that BUR is a write-only register.

The 6-bit counter is cleared and starts the counting by writing signal at BUR register. It is incremental from  $00_H$  until it matches 6-bit BUR value.

When main-frequency is 8MHz, buzzer frequency is shown as below table.

BUR [5:0]	BUR[7:6]				[kHz]				
	00	01	10	11	00	01	10	11	
00	-	-	-	-	20	7.813	3.906	1.953	0.977
01	250.000	125.000	62.500	31.250	21	7.576	3.788	1.894	0.947
02	125.000	62.500	31.250	15.625	22	7.353	3.676	1.838	0.919
03	83.333	41.667	20.833	10.417	23	7.143	3.571	1.786	0.893
04	62.500	31.250	15.625	7.813	24	6.944	3.472	1.736	0.868
05	50.000	25.000	12.500	6.250	25	6.757	3.378	1.689	0.845
06	41.667	20.833	10.417	5.208	26	6.579	3.289	1.645	0.822
07	35.714	17.857	8.929	4.464	27	6.410	3.205	1.603	0.801
08	31.250	15.625	7.813	3.906	28	6.250	3.125	1.563	0.781
09	27.778	13.889	6.944	3.472	29	6.098	3.049	1.524	0.762
0A	25.000	12.500	6.250	3.125	2A	5.952	2.976	1.488	0.744
0B	22.727	11.364	5.682	2.841	2B	5.814	2.907	1.453	0.727
0C	20.833	10.417	5.208	2.604	2C	5.682	2.841	1.420	0.710
0D	19.231	9.615	4.808	2.404	2D	5.556	2.778	1.389	0.694
0E	17.857	8.929	4.464	2.232	2E	5.435	2.717	1.359	0.679
0F	16.667	8.333	4.167	2.083	2F	5.319	2.660	1.330	0.665
10	15.625	7.813	3.906	1.953	30	5.208	2.604	1.302	0.651
11	14.706	7.353	3.676	1.838	31	5.102	2.551	1.276	0.638
12	13.889	6.944	3.472	1.736	32	5.000	2.500	1.250	0.625
13	13.158	6.579	3.289	1.645	33	4.902	2.451	1.225	0.613
14	12.500	6.250	3.125	1.563	34	4.808	2.404	1.202	0.601
15	11.905	5.952	2.976	1.488	35	4.717	2.358	1.179	0.590
16	11.364	5.682	2.841	1.420	36	4.630	2.315	1.157	0.579
17	10.870	5.435	2.717	1.359	37	4.545	2.273	1.136	0.568
18	10.417	5.208	2.604	1.302	38	4.464	2.232	1.116	0.558
19	10.000	5.000	2.500	1.250	39	4.386	2.193	1.096	0.548
1A	9.615	4.808	2.404	1.202	3A	4.310	2.155	1.078	0.539
1B	9.259	4.630	2.315	1.157	3B	4.237	2.119	1.059	0.530
1C	8.929	4.464	2.232	1.116	3C	4.167	2.083	1.042	0.521
1D	8.621	4.310	2.155	1.078	3D	4.098	2.049	1.025	0.512
1E	8.333	4.167	2.083	1.042	3E	4.032	2.016	1.008	0.504
1F	8.065	4.032	2.016	1.008	3F	3.968	1.984	0.992	0.496

**Table 15-1 Buzzer Frequency**

## 16. INTERRUPTS

The GMS815xxB and GMS825xx interrupt circuits consist of Interrupt enable register (IENH, IENL), Interrupt request flags of IRQH, IRQL, Priority circuit, and Master enable flag (“I” flag of PSW). Thirteen interrupt(twelve interrupt in case of GMS825xx) sources are provided. The configuration of interrupt circuit is shown in Figure 16-2.

The External Interrupts INT0 ~ INT3 each can be transition-activated (1-to-0 or 0-to-1 transition) by selection IEDS.

The flags that actually generate these interrupts are bit INT0F, INT1F, INT2F and INT3F in register IRQH. When an external interrupt is generated, the flag that generated it is cleared by the hardware when the service routine is vectored to only if the interrupt was transition-activated.

The Timer 0 ~ Timer 3 Interrupts are generated by TxIF which is set by a match in their respective timer/counter register. The Basic Interval Timer Interrupt is generated by BITIF which is set by an overflow in the timer register.

The AD converter Interrupt is generated by ADIF which is set by finishing the analog to digital conversion.

The Watchdog timer Interrupt is generated by WDTIF which set by a match in Watchdog timer register.

The Basic Interval Timer Interrupt is generated by BITIF which are set by a overflow in the timer counter register.

The interrupts are controlled by the interrupt master enable flag I-flag (bit 2 of PSW on page 22), the interrupt enable register (IENH, IENL), and the interrupt request flags (in

IRQH and IRQL) except Power-on reset and software BRK interrupt. Below table shows the Interrupt priority.

Reset/Interrupt	Symbol	Priority
Hardware Reset	RESET	1
External Interrupt 0	INT0	2
External Interrupt 1	INT1	3
External Interrupt 2	INT2	4
External Interrupt 3	INT3	5
Timer/Counter 0	Timer 0	6
Timer/Counter 1	Timer 1	7
Timer/Counter 2	Timer 2	8
Timer/Counter 3	Timer 3	9
ADC Interrupt	ADC	10
Basic Interval Timer	BIT	11
Watchdog Timer	WDT	12
*Serial Communication	SCI	13

\* This interrupt is NOT served on GMS825xx.

Vector addresses are shown in Figure 8-6 on page 24. Interrupt enable registers are shown in Figure 16-3. These registers are composed of interrupt enable flags of each interrupt source and these flags determines whether an interrupt will be accepted or not. When enable flag is “0”, a corresponding interrupt source is prohibited. Note that PSW contains also a master enable bit, I-flag, which disables all interrupts at once.

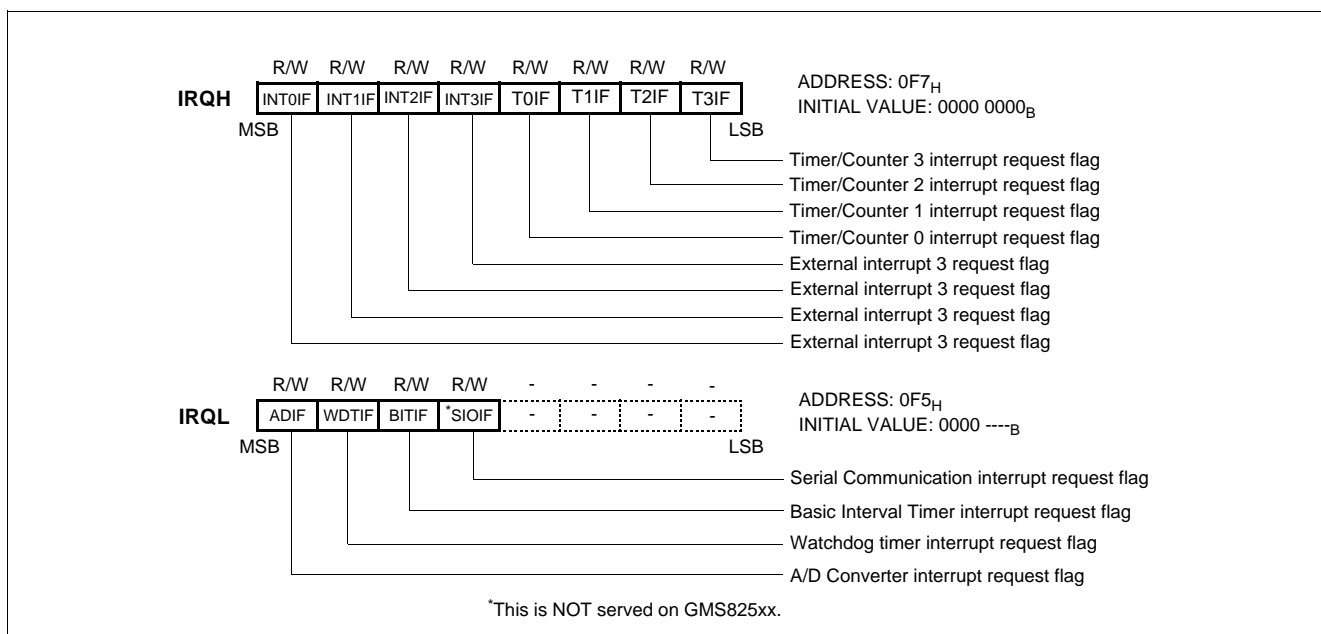


Figure 16-1 Interrupt Request Flag

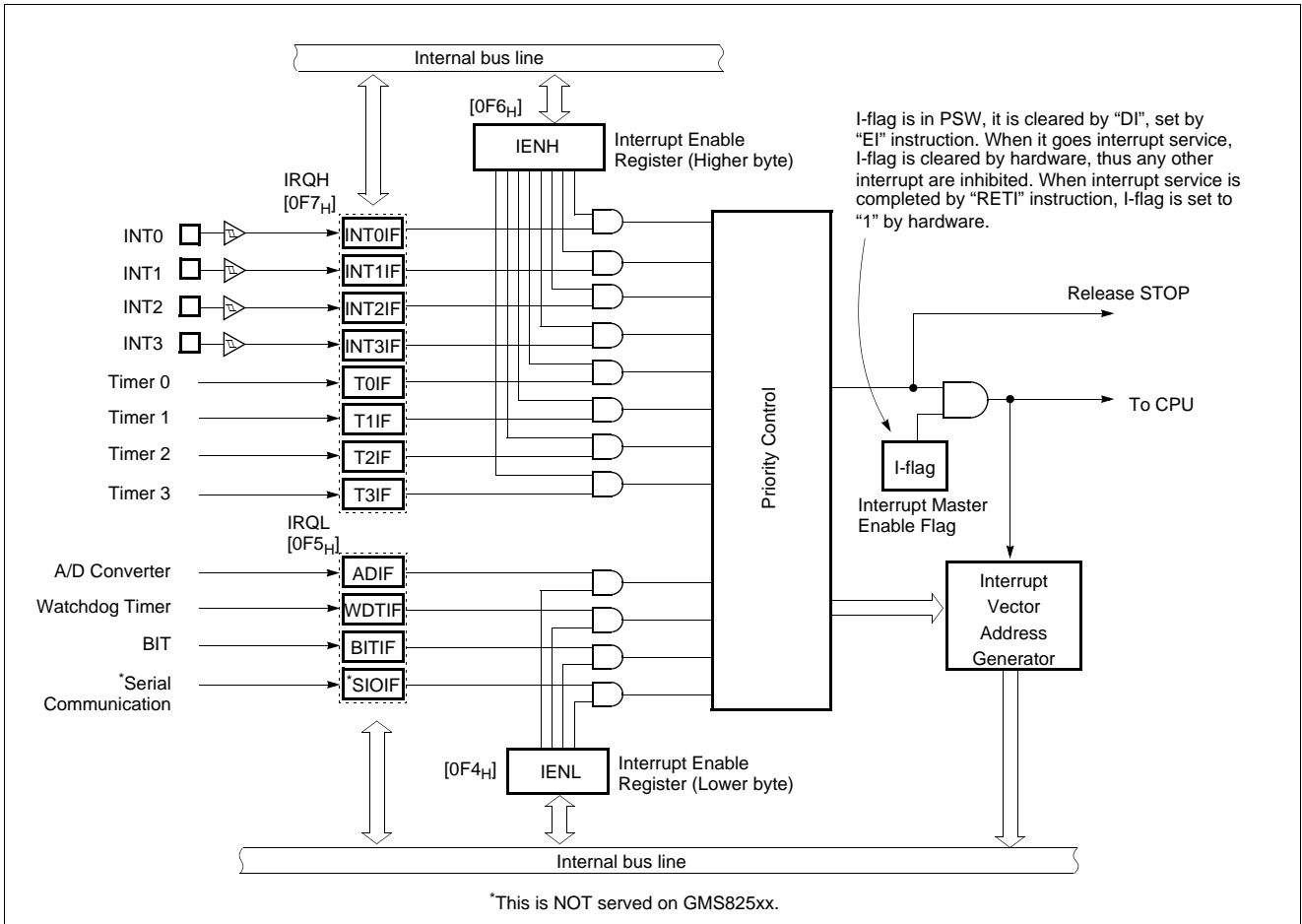


Figure 16-2 Block Diagram of Interrupt

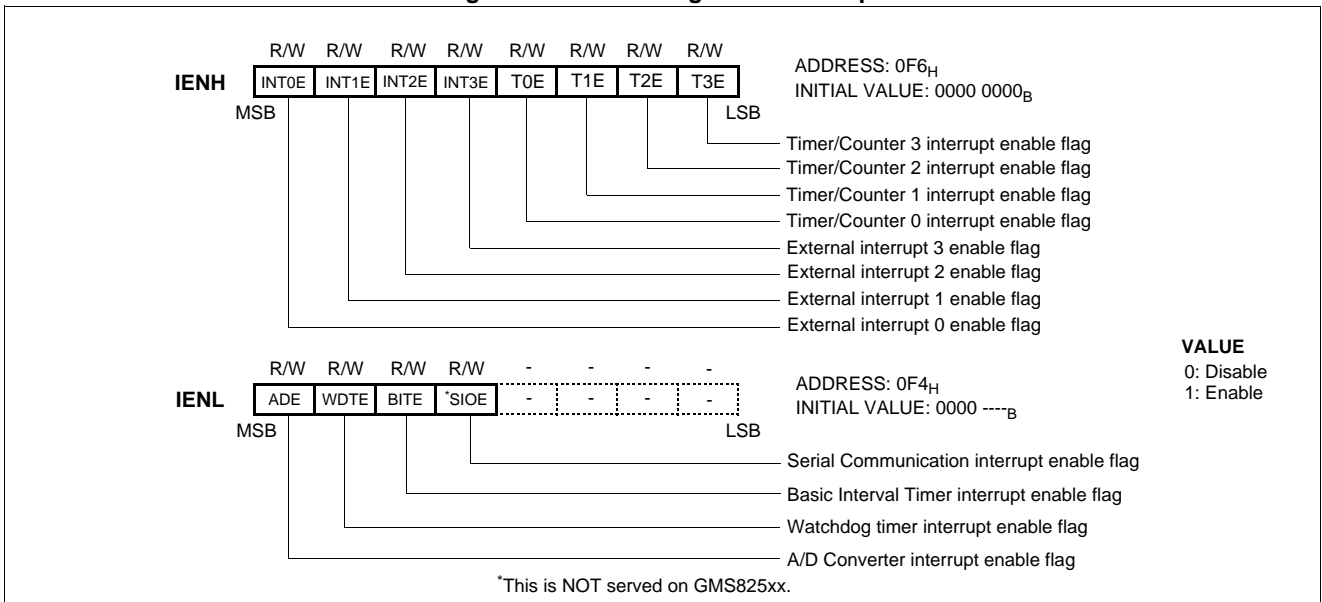


Figure 16-3 Interrupt Enable Flag



### 16.1 Interrupt Sequence

An interrupt request is held until the interrupt is accepted or the interrupt latch is cleared to “0” by a reset or an instruction. Interrupt acceptance sequence requires  $8 f_{XIN}$  ( $2 \mu s$  at  $f_{MAIN}=4.19MHz$ ) after the completion of the current instruction execution. The interrupt service task is terminated upon execution of an interrupt return instruction [RETI].

#### Interrupt acceptance

1. The interrupt master enable flag (I-flag) is cleared to “0” to temporarily disable the acceptance of any following maskable interrupts. When a non-maskable interrupt is accepted, the acceptance of any following interrupts is temporarily disabled.

2. Interrupt request flag for the interrupt source accepted is cleared to “0”.
3. The contents of the program counter (return address) and the program status word are saved (pushed) onto the stack area. The stack pointer decreases 3 times.
4. The entry address of the interrupt service program is read from the vector table address and the entry address is loaded to the program counter.
5. The instruction stored at the entry address of the interrupt service program is executed.

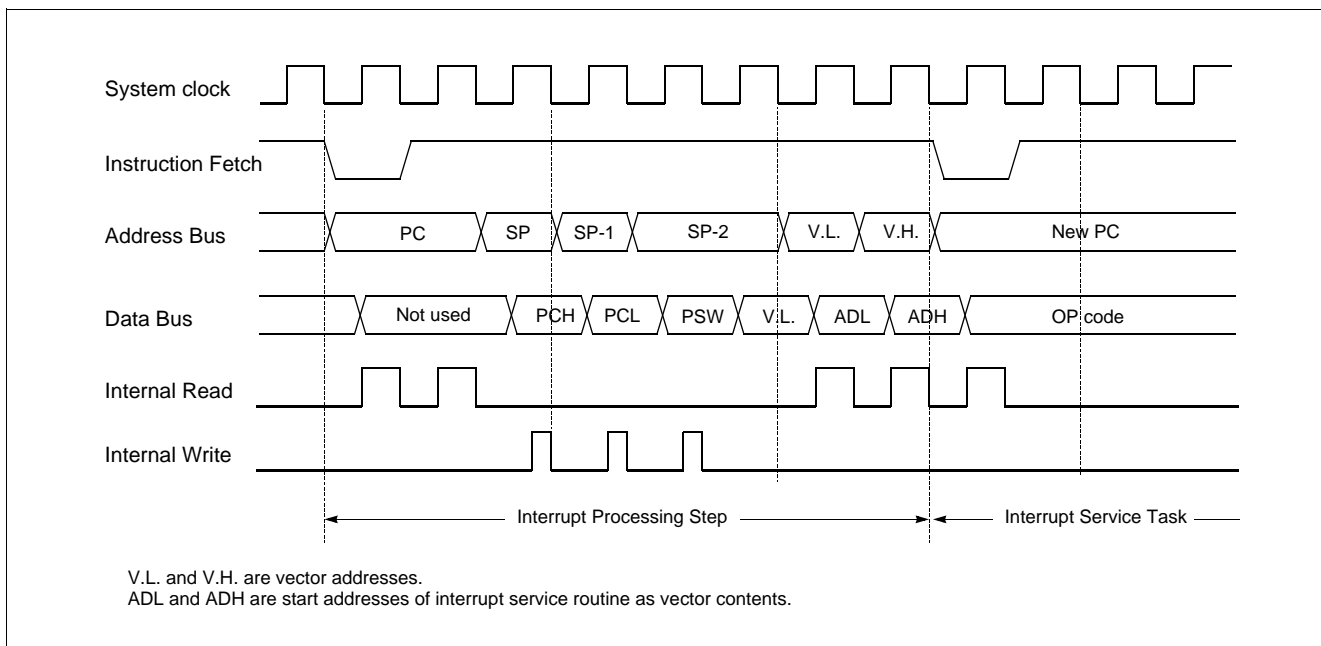
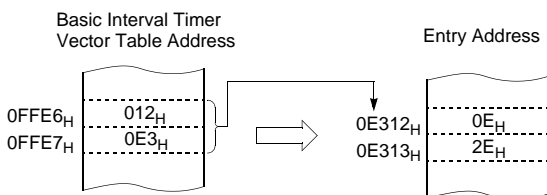


Figure 16-4 Timing chart of Interrupt Acceptance and Interrupt Return Instruction



Correspondence between vector table address for BIT interrupt and the entry address of the interrupt service program.

An interrupt request is not accepted until the I-flag is set to “1” even if a requested interrupt has higher priority than that of the current interrupt being serviced.

When nested interrupt service is required, the I-flag should be set to “1” by “EI” instruction in the interrupt service program. In this case, acceptable interrupt sources are selectively enabled by the individual interrupt enable flags.

#### Saving/Restoring General-purpose Register

During interrupt acceptance processing, the program counter and the program status word are automatically saved on the stack, but accumulator and other registers are not saved itself. These registers are saved by the software if necessary. Also, when multiple interrupt services are nested, it is necessary to avoid using the same data memory

area for saving registers.

The following method is used to save/restore the general-purpose registers.

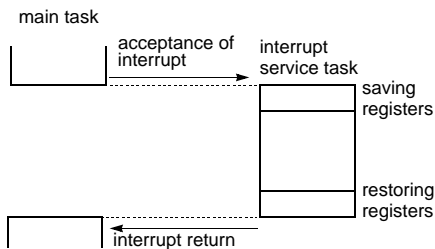
Example: Register save using push and pop instructions

```
INTxx:  PUSH    A      ;SAVE ACC.
        PUSH    X      ;SAVE X REG.
        PUSH    Y      ;SAVE Y REG.
```

interrupt processing

```
        POP     Y      ;RESTORE Y REG.
        POP     X      ;RESTORE X REG.
        POP     A      ;RESTORE ACC.
        RETI          ;RETURN
```

General-purpose register save/restore using push and pop instructions;



### 16.2 BRK Interrupt

Software interrupt can be invoked by BRK instruction, which has the lowest priority order.

Interrupt vector address of BRK is shared with the vector of TCALL 0 (Refer to Program Memory Section). When BRK interrupt is generated, B-flag of PSW is set to distinguish BRK from TCALL 0.

Each processing step is determined by B-flag as shown in Figure 16-5.

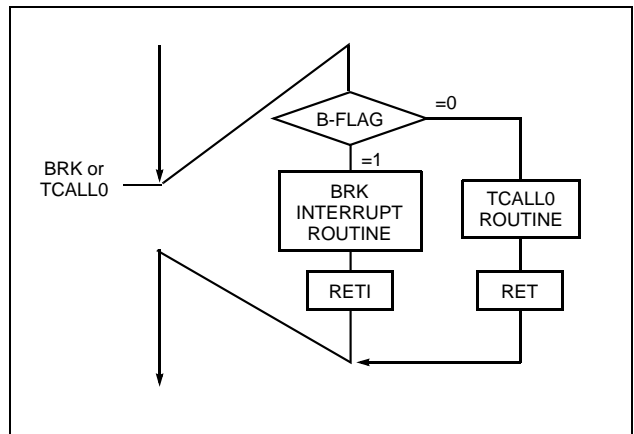


Figure 16-5 Execution of BRK/TCALL0

### 16.3 Multi Interrupt

If two requests of different priority levels are received simultaneously, the request of higher priority level is serviced. If requests of the interrupt are received at the same time simultaneously, an internal polling sequence determines by hardware which request is serviced.

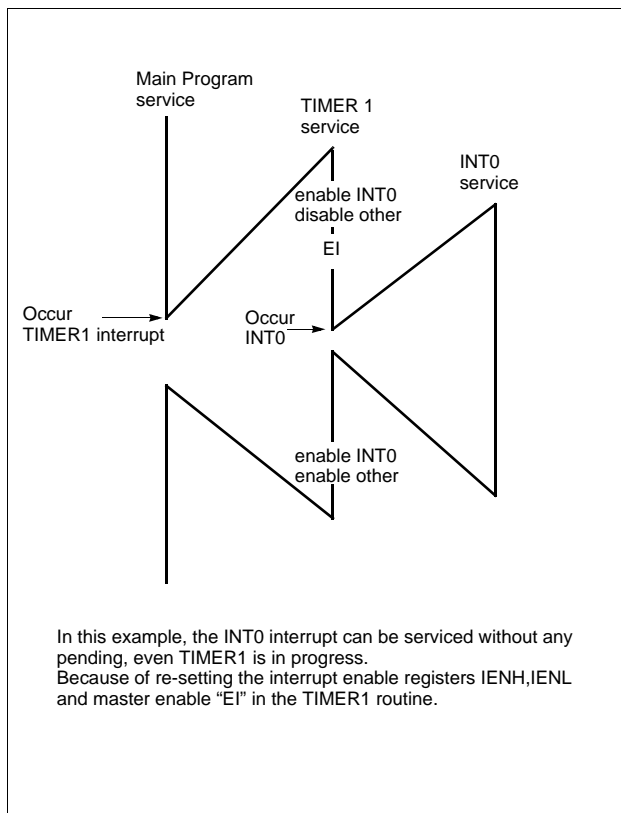


Figure 16-6 Execution of Multi Interrupt

### 16.4 External Interrupt

The external interrupt on INT0, INT1, INT2 and INT3 pins are edge triggered depending on the edge selection register IEDS (address 0F8<sub>H</sub>) as shown in Figure 16-7.

However, multiple processing through software for special features is possible. Generally when an interrupt is accepted, the I-flag is cleared to disable any further interrupt. But as user sets I-flag in interrupt routine, some further interrupt can be serviced even if certain interrupt is in progress.

**Example:** During Timer1 interrupt is in progress, INTO interrupt serviced without any suspend.

```
TIMER1:  PUSH  A
          PUSH  X
          PUSH  Y
          LDM   IENH, #80H ; Enable INT0 only
          LDM   IENL, #0   ; Disable other
          EI           ; Enable Interrupt
          :
          :
          :
          :
          :
          LDM   IENH, #0FFH ; Enable all interrupts
          LDM   IENL, #0F0H
          POP   Y
          POP   X
          POP   A
          RETI
```

activated mode: rising edge, falling edge, and both edge.

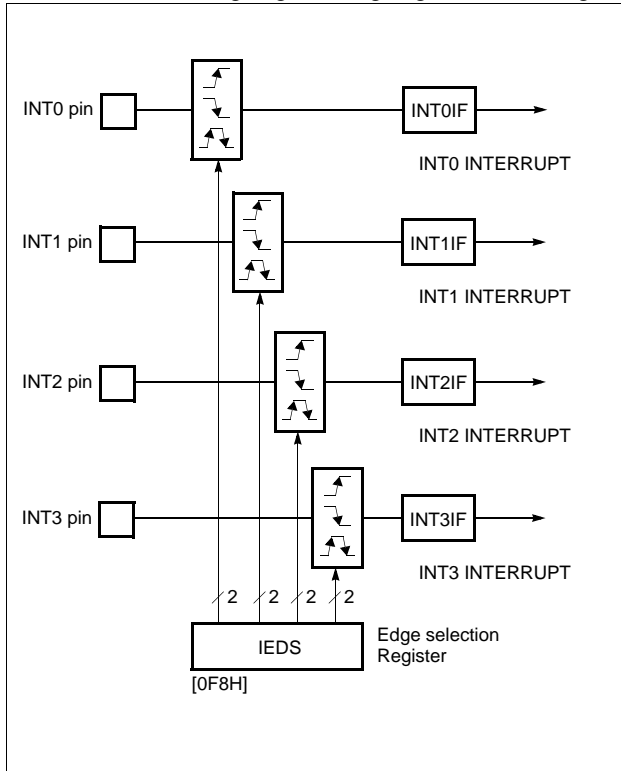


Figure 16-7 External Interrupt Block Diagram

INT0 ~ INT3 are multiplexed with general I/O ports (R40~R43). To use as an external interrupt pin, the bit of R4 port mode register PMR4 should be set to "1" corre-

spondingly.

**Example:** To use as an INT0 and INT2

```

:
:
;**** Set port as an input port R40,R42
LDM R4DD,#1111_1010B
;
;**** Set port as an external interrupt port
LDM PMR4,#05H
;
;**** Set Falling-edge Detection
LDM IEDS,#0001_0001B
:
:
:

```

**Response Time**

The INT0 ~ INT3 edge are latched into INT1IF ~ INT3IF at every machine cycle. The values are not actually polled by the circuitry until the next machine cycle. If a request is active and conditions are right for it to be acknowledged, a hardware subroutine call to the requested service routine will be the next instruction to be executed. The DIV itself takes twelve cycles. Thus, a minimum of twelve complete machine cycles elapse between activation of an external interrupt request and the beginning of execution of the first instruction of the service routine.

Figure 16-8 shows interrupt response timings.

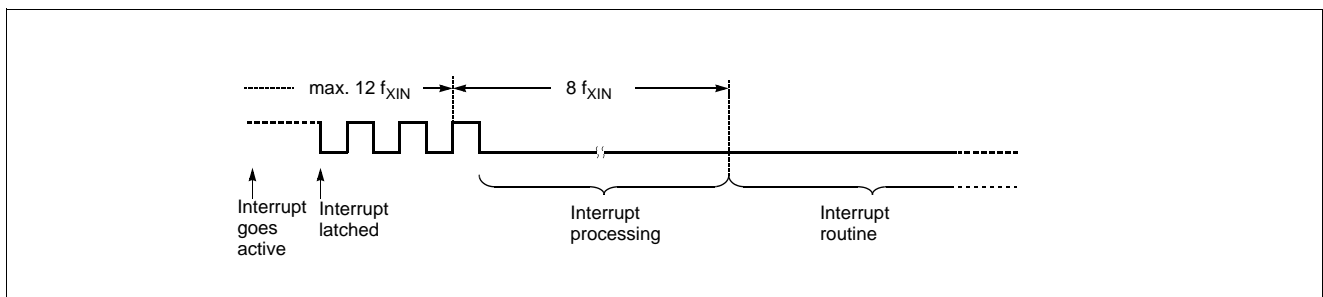


Figure 16-8 Interrupt Response Timing Diagram

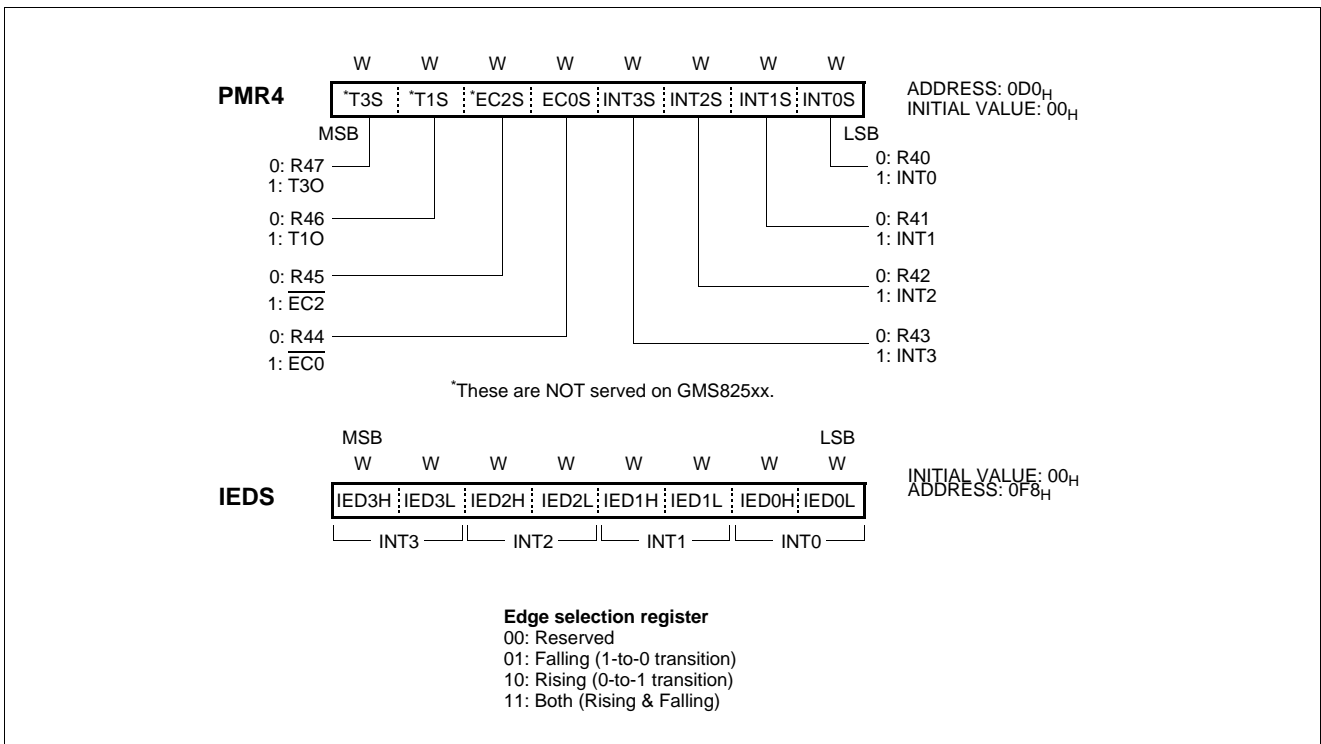


Figure 16-9 PMR4 and IEDS Registers

## 17. WATCHDOG TIMER

The watchdog timer rapidly detects the CPU malfunction such as endless looping caused by noise or the like, and resumes the CPU to the normal state.

The watchdog timer signal for detecting malfunction can be selected either a reset CPU or a interrupt request.

When the watchdog timer is not being used for malfunction detection, it can be used as a timer to generate an interrupt at fixed intervals.

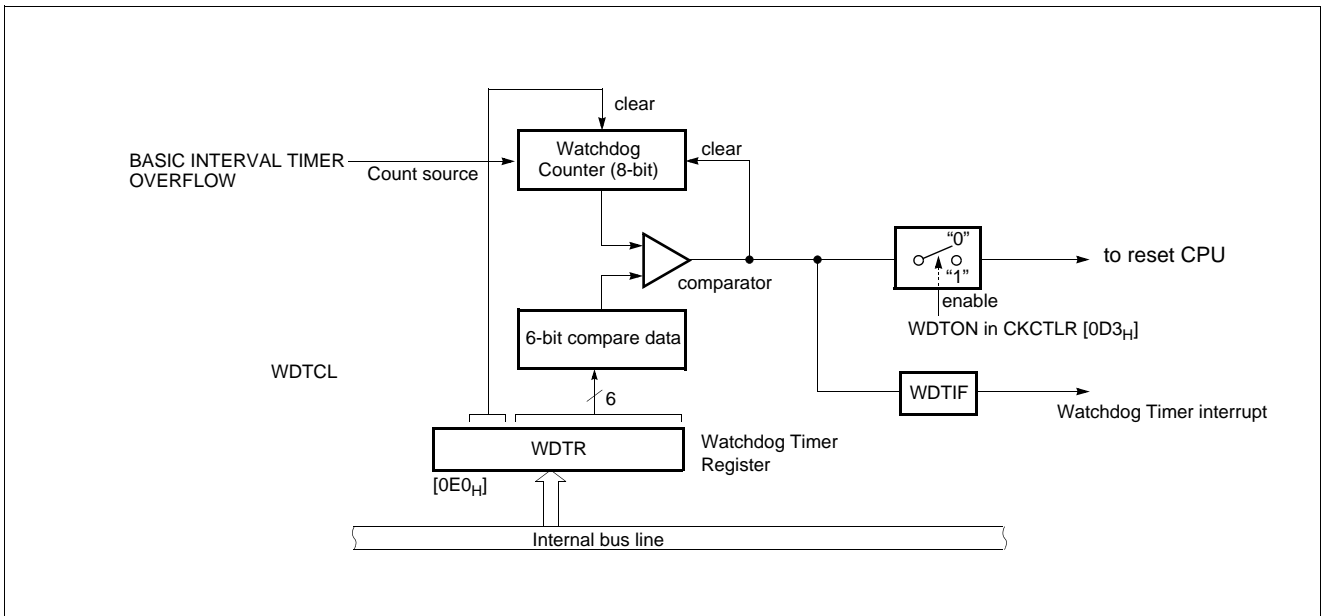


Figure 17-1 Block Diagram of Watchdog Timer

### Watchdog Timer Control

Figure 17-2 shows the watchdog timer control register. The watchdog timer is automatically disabled after reset.

The CPU malfunction is detected during setting of the detection time, selecting of output, and clearing of the binary counter. Clearing the binary counter is repeated within the detection time.

If the malfunction occurs for any cause, the watchdog timer

output will become active at the rising overflow from the binary counters unless the binary counter is cleared. At this time, when  $WDTON=1$ , a reset is generated, which drives the  $\overline{RESET}$  pin to low to reset the internal hardware. When  $WDTON=0$ , a watchdog timer interrupt (WDTIF) is generated.

The watchdog timer temporarily stops counting in the STOP mode, and when the STOP mode is released, it automatically restarts (continues counting).

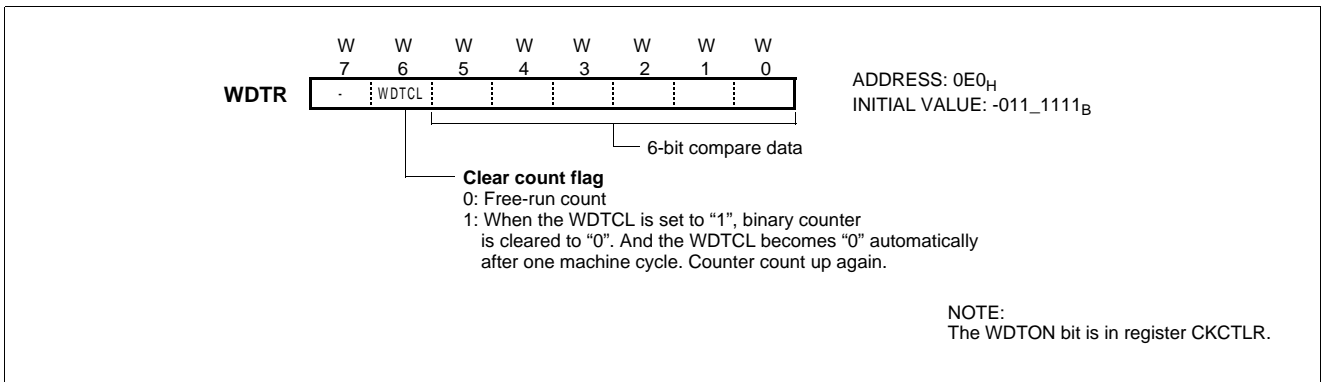


Figure 17-2 WDR: Watchdog Timer Data Register

Example: Sets the watchdog timer detection time to 0.5 sec at 4.19MHz

```

LDM    CKCTLR, #3FH           ; Select 1/2048 clock source , WDTON ← 1, Clear Counter
LDM    WDTR, #04FH           ; Clear counter
:
:
:
:
LDM    WDTR, #04FH           ; Clear counter
:
:
:
:
LDM    WDTR, #04FH           ; Clear counter

```

Within WDT detection time

Within WDT detection time

### Enable and Disable Watchdog

Watchdog timer is enabled by setting WDTON (bit 5 in CKCTLR) to “1”. WDTON is initialized to “0” during reset and it should be set to “1” to operate after reset is released.

Example: Enables watchdog timer for Reset

```

:
LDM    CKCTLR, #xx1x_xxxxB; WDTON ← 1
:
:

```

The watchdog timer is disabled by clearing bit 5 (WDTON) of CKCTLR. The watchdog timer is halted in STOP mode and restarts automatically after STOP mode is released.

### Watchdog Timer Interrupt

The watchdog timer can be also used as a simple 6-bit timer by clearing bit5 of CKCTLR to “0”. The interval of watchdog timer interrupt is decided by Basic Interval Timer. Interval equation is shown as below.

$$T = WDTR \times Interval\ of\ BIT$$

The stack pointer (SP) should be initialized before using the watchdog timer output as an interrupt source.

Example: 6-bit timer interrupt set up.

```

LDM    CKCTLR, #xx0xxxxxB; WDTON ← 0
LDM    WDTR, #7FH       ; WDTCL ← 1
:

```

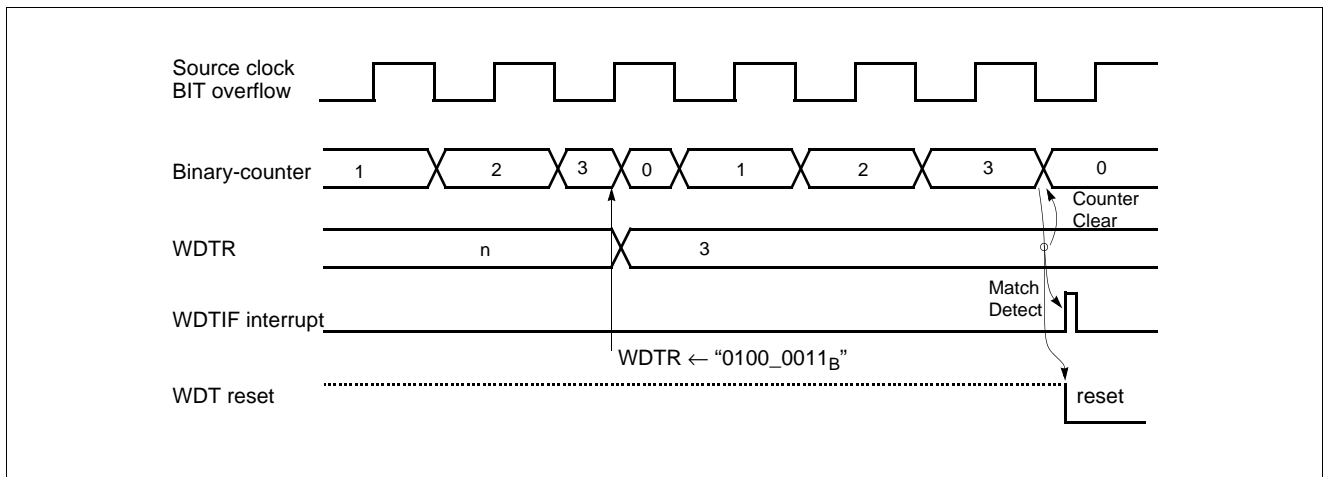


Figure 17-3 Watchdog timer Timing

If the watchdog timer output becomes active, a reset is generated, which drives the RESET pin low to reset the internal hardware.

The main clock oscillator also turns on when a watchdog timer reset is generated in sub clock mode.

## 18. POWER DOWN OPERATION

GMS815xxB has a power-down mode. In power-down mode, power consumption is reduced considerably that in battery operation. Battery life can be extended a lot.

### 18.1 STOP Mode

For applications where power consumption is a critical factor, device provides reduced power of STOP.

#### Start The Stop Operation

An instruction that STOP causes to be the last instruction is executed before going into the STOP mode. In the Stop mode, the on-chip main-frequency oscillator is stopped. With the clock frozen, all functions are stopped, but the on-chip RAM and Control registers are held. The port pins output the values held by their respective port data register, the port direction registers. The status of peripherals during Stop mode is shown below.

Peripheral	STOP Mode
CPU	All CPU operations are disabled
RAM	Retain
X <sub>IN</sub> PIN	Low
X <sub>OUT</sub> PIN	High
Oscillation	Stop
I/O ports	Retain
Control Registers	Retain
Release method	by RESET, by External interrupt

STOP Mode is entered by STOP instruction.

**Note:** Since the X<sub>IN</sub> pin is connected internally to GND to avoid current leakage due to the crystal oscillator in STOP mode, do not use STOP instruction when an external clock is used as the main system clock.

In the Stop mode of operation, V<sub>DD</sub> can be reduced to minimize power consumption. Be careful, however, that V<sub>DD</sub> is not reduced before the Stop mode is invoked, and that V<sub>DD</sub> is restored to its normal operating level before the Stop mode is terminated.

The reset should not be activated before V<sub>DD</sub> is restored to its normal operating level, and must be held active long enough to allow the oscillator to restart and stabilize. And after STOP instruction, at least two or more NOP instruction should be written as shown in example below.

Example:

```
LDM    CKCTLR, #0000_1110B
STOP
NOP
NOP
:
```

The Interval Timer Register CKCTLR should be initialized (0F<sub>H</sub> or 0E<sub>H</sub>) by software in order that oscillation stabilization time should be longer than 20ms before STOP mode.

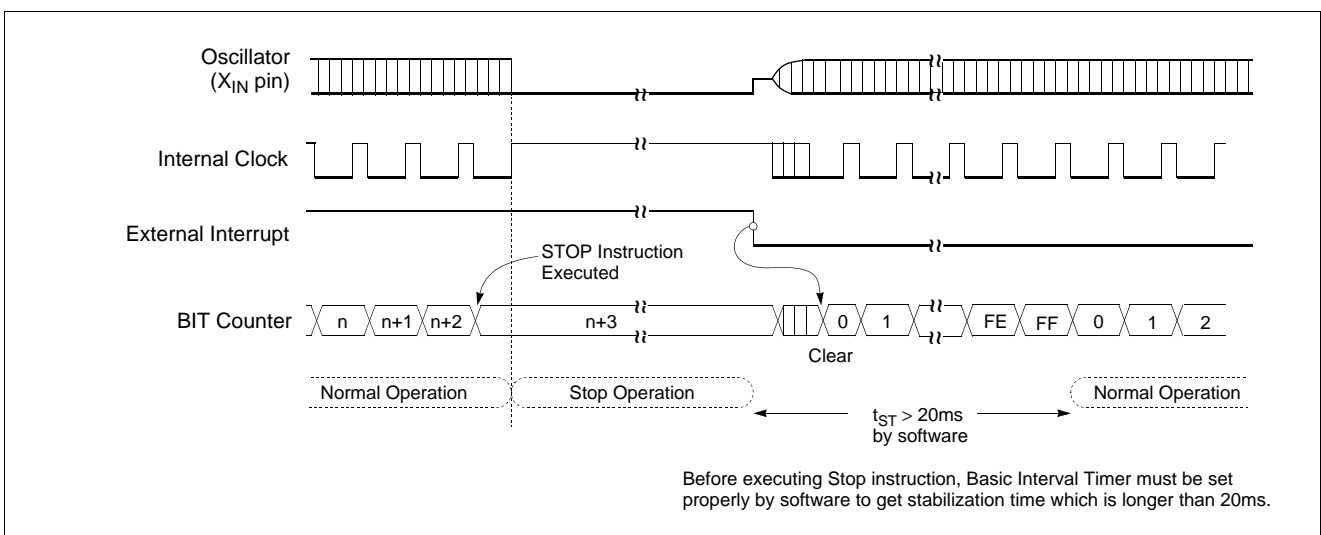


Figure 18-1 STOP Mode Release Timing by External Interrupt



### Release the STOP mode

The exit from STOP mode is using hardware reset or external interrupt.

To release STOP mode, corresponding interrupt should be enabled before STOP mode.

Reset redefines all the control registers but does not change

the on-chip RAM. External interrupts allow both on-chip RAM and Control registers to retain their values.

Start-up is performed to acquire the time for stabilizing oscillation. During the start-up, the internal operations are all stopped.

Event	MCU Status before event	Chip function after event	
		PC	Oscillator Circuit
RESET	Don't care	Vector	on
STOP instruction	Normal operation	N + 1	off
External Interrupt	Normal operation	Vector	on
External Interrupt Wake up	STOP, I flag = 1 STOP, I flag = 0	Vector N + 1	on on

Table 18-1 Wake-up and Reset Function Table

## 18.2 Minimizing Current Consumption

The Stop mode is designed to reduce power consumption. To minimize current drawn during Stop mode, the user should turn-off output drivers that are sourcing or sinking current, if it is practical.

---

**Note:** In the STOP operation, the power dissipation associated with the oscillator and the internal hardware is lowered; however, the power dissipation associated with the pin interface (depending on the external circuitry and program) is not directly determined by the hardware operation of the STOP feature. This point should be little current flows when the input level is stable at the power voltage level ( $V_{DD}/V_{SS}$ ); however, when the input level becomes higher than the power voltage level (by approximately 0.3V), a current begins to flow. Therefore, if cutting off the output transistor at an I/O port puts the pin signal into the high-impedance state, a current flow across the ports input transistor, requiring it to fix the level by pull-up or other means.

---

It should be set properly in order that current flow through port doesn't exist.

First consider the setting to input mode. Be sure that there is no current flow after considering its relationship with external circuit. In input mode, the pin impedance viewing from external MCU is very high that the current doesn't flow.

But input voltage level should be  $V_{SS}$  or  $V_{DD}$ . Be careful that if unspecified voltage, i.e. if unfirmed voltage level (not  $V_{SS}$  or  $V_{DD}$ ) is applied to input pin, there can be little current (max. 1mA at around 2V) flow.

If it is not appropriate to set as an input mode, then set to output mode considering there is no current flow. Setting to High or Low is decided considering its relationship with external circuit. For example, if there is external pull-up resistor then it is set to output mode, i.e. to High, and if there

is external pull-down register, it is set to low.

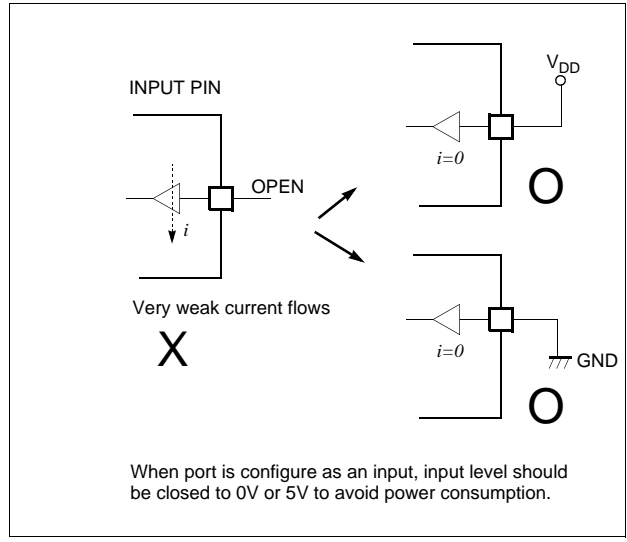
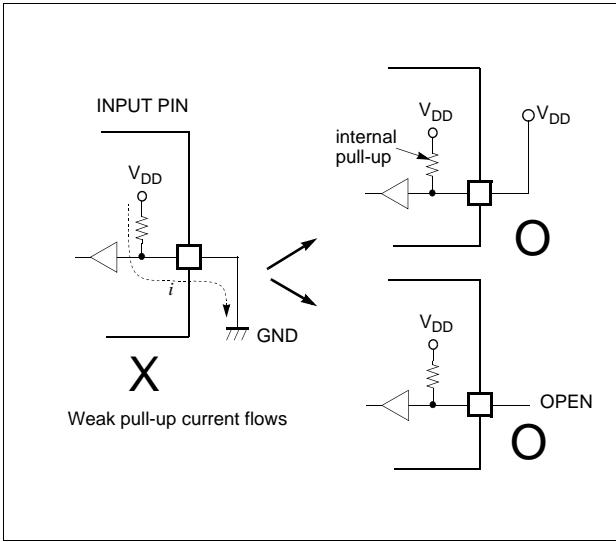


Figure 18-2 Application Example of Unused Input Port

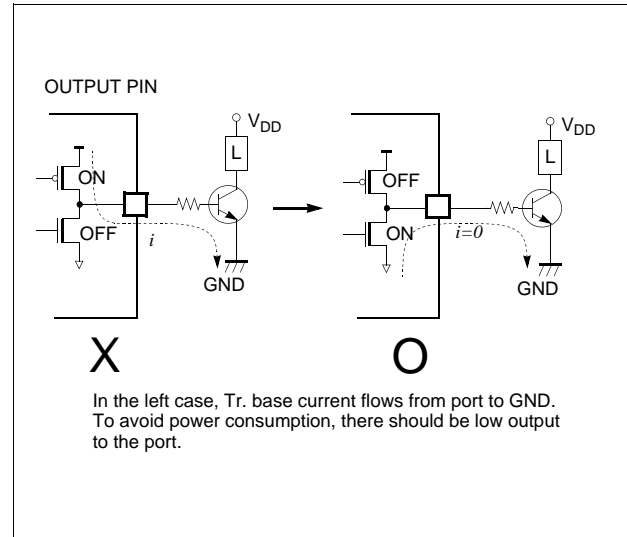
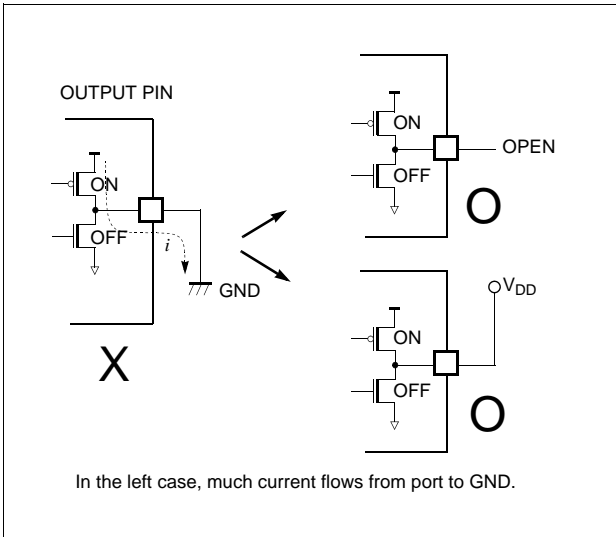


Figure 18-3 Application Example of Unused Output Port

## 19. OSCILLATOR CIRCUIT

The GMS815xxB has two oscillation circuits internally.  $X_{IN}$  and  $X_{OUT}$  are input and output for frequency, respec-

tively, inverting amplifier which can be configured for being used as an on-chip oscillator, as shown in Figure 19-1.

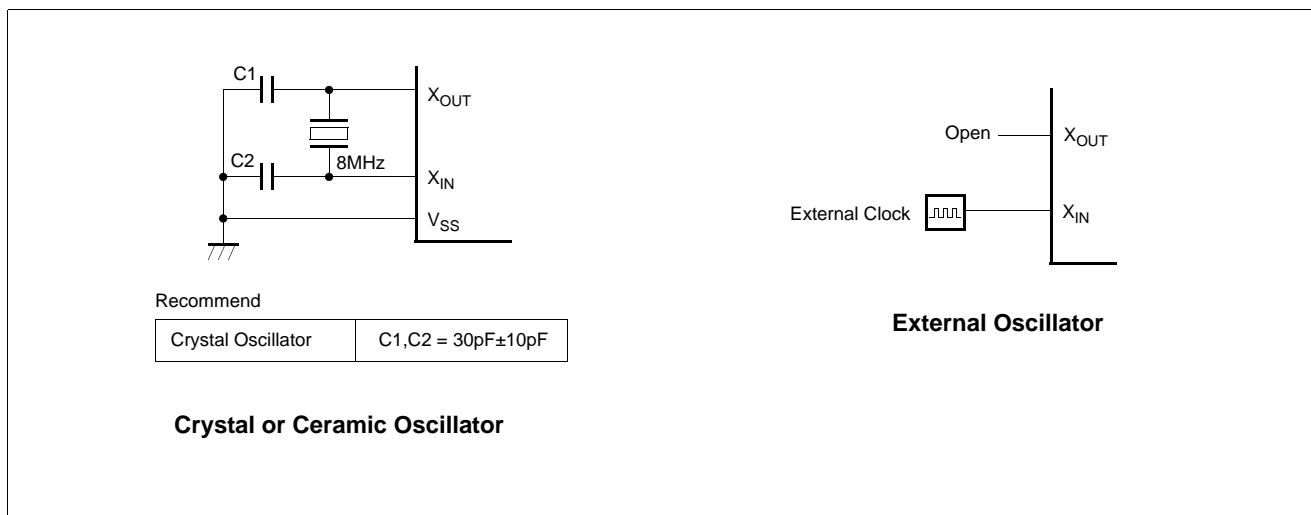


Figure 19-1 Oscillation Circuit

Oscillation circuit is designed to be used either with a ceramic resonator or crystal oscillator. Since each crystal and ceramic resonator have their own characteristics, the user should consult the crystal manufacturer for appropriate values of external components.

Oscillation circuit is designed to be used either with a ceramic resonator or crystal oscillator. Since each crystal and ceramic resonator have their own characteristics, the user should consult the crystal manufacturer for appropriate values of external components.

In addition, see Figure 19-2 for the layout of the crystal.

**Note:** Minimize the wiring length. Do not allow the wiring to intersect with other signal conductors. Do not allow the wiring to come near changing high current. Set the potential of the grounding position of the oscillator capacitor to that of  $V_{SS}$ . Do not ground it to any ground pattern where high current is present. Do not fetch signals from the oscillator.

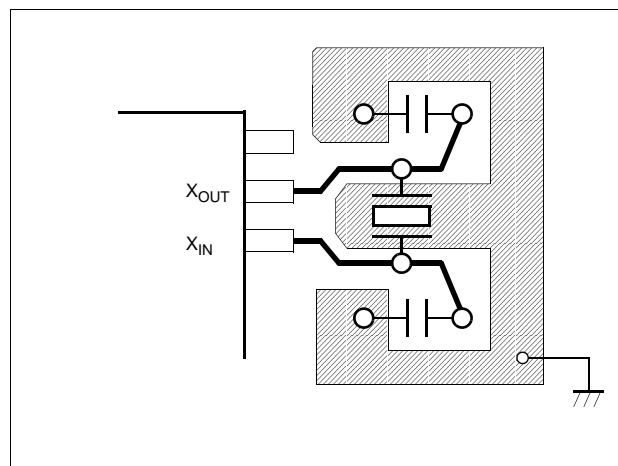


Figure 19-2 Layout of Oscillator PCB circuit

## 20. RESET

The GMS815xxB have two types of reset generation procedures; one is an external reset input, the other is a watch-

dog timer reset. Table 20-1 shows on-chip hardware initialization by reset action.

On-chip Hardware	Initial Value
Program counter (PC)	(FFFF <sub>H</sub> ) - (FFFE <sub>H</sub> )
G-flag (G)	0
Peripheral clock	Off

On-chip Hardware	Initial Value
Watchdog timer	Disable
Control registers	Refer to Table 8-1 on page 28
Power fail detector	Disable

Table 20-1 Initializing Internal Status by Reset Action

### 20.1 External Reset Input

The reset input is the RESET pin, which is the input to a Schmitt Trigger. A reset is accomplished by holding the RESET pin low for at least 8 oscillator periods, within the operating voltage range and oscillation stable, it is applied, and the internal state is initialized. After reset, 64ms (at 4 MHz) add with 7 oscillator periods are required to start execution as shown in Figure 20-2.

Internal RAM is not affected by reset. When V<sub>DD</sub> is turned on, the RAM content is indeterminate. Therefore, this RAM should be initialized before read or tested it.

When the RESET pin input goes to high, the reset operation is released and the program execution starts at the vector address stored at addresses FFFE<sub>H</sub> - FFFF<sub>H</sub>.

A connection for simple power-on-reset is shown in Figure 20-1.

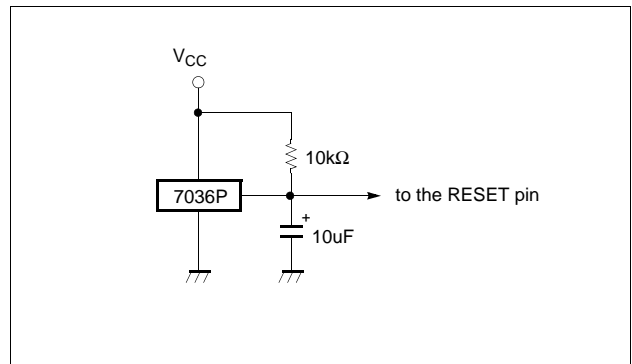


Figure 20-1 Simple Power-on-Reset Circuit

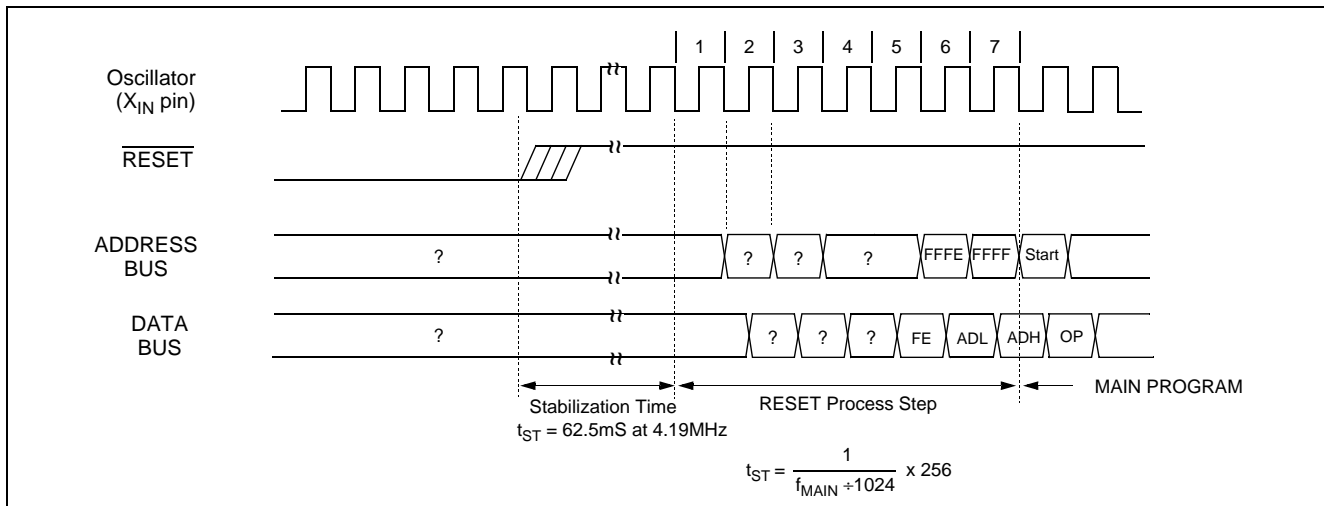


Figure 20-2 Timing Diagram after RESET

### 20.2 Watchdog Timer Reset

Refer to “17. WATCHDOG TIMER” on page 67.

## 21. POWER FAIL PROCESSOR

The GMS815xxB and GMS825xx have an on-chip power fail detection circuitry to immunize against power noise. A configuration register, PFDR, can enable or disable the power fail detect circuitry. Whenever  $V_{DD}$  falls close to or below power fail voltage for 100ns, the power fail situation may reset or freeze MCU according to PFR bit of PFDR. Refer to “7.4 DC Electrical Characteristics” on page 16.

In the in-circuit emulator, power fail function is not implemented and user can not experiment with it. Therefore, after final development of user program, this function may be experimented or evaluated.

**Note:** User can select power fail voltage level according to PFV bit of PFDR at the OTP(GMS815xxBT/GMS825xxT) but must select the power fail voltage level to define PFD option of “Mask Order & Verification Sheet” at the mask chip(GMS815xxB/GMS825xx). Because the power fail voltage level of mask chip (GMS815xxB/GMS825xx) is determined according to mask option regardless of PFV bit of PFDR

**Note:** If power fail voltage is selected to 3.0V on 3V operation, MCU is freezed at all the times.

Power FailFunction	OTP	MASK
Enable/Disable	by PFD flag	by PFD flag
Level Selection	by PFV flag	by mask option

Table 21-1 Power fail processor

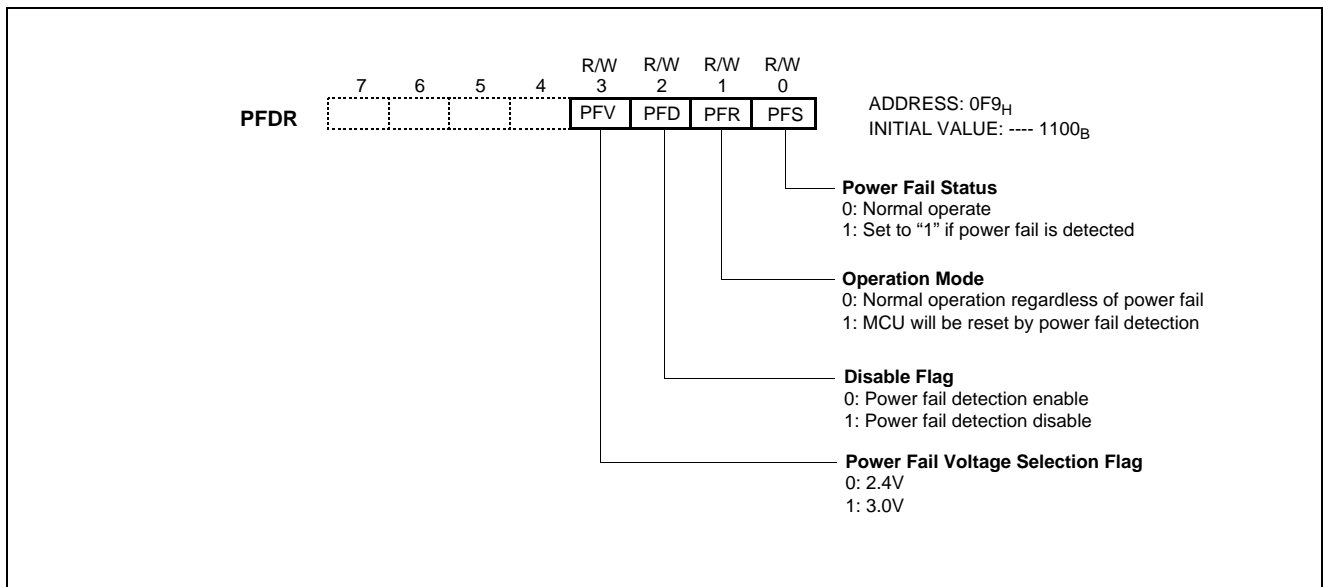


Figure 21-1 Power Fail Voltage Detector Register

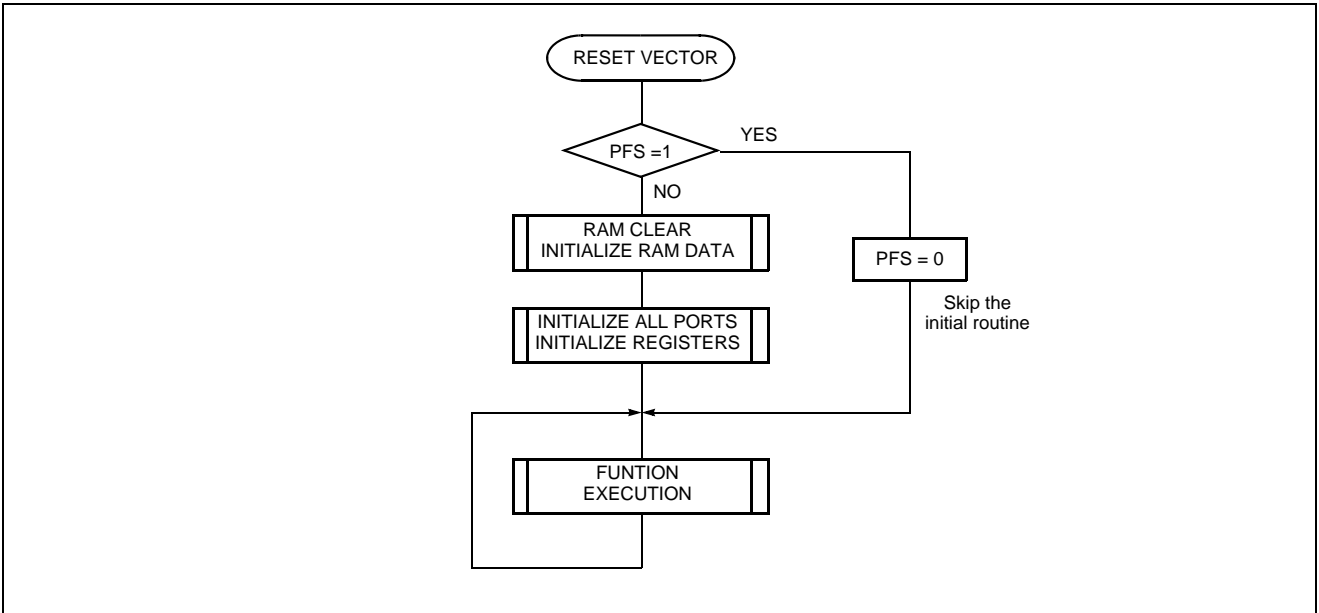


Figure 21-2 Example SW of RESET flow by Power fail

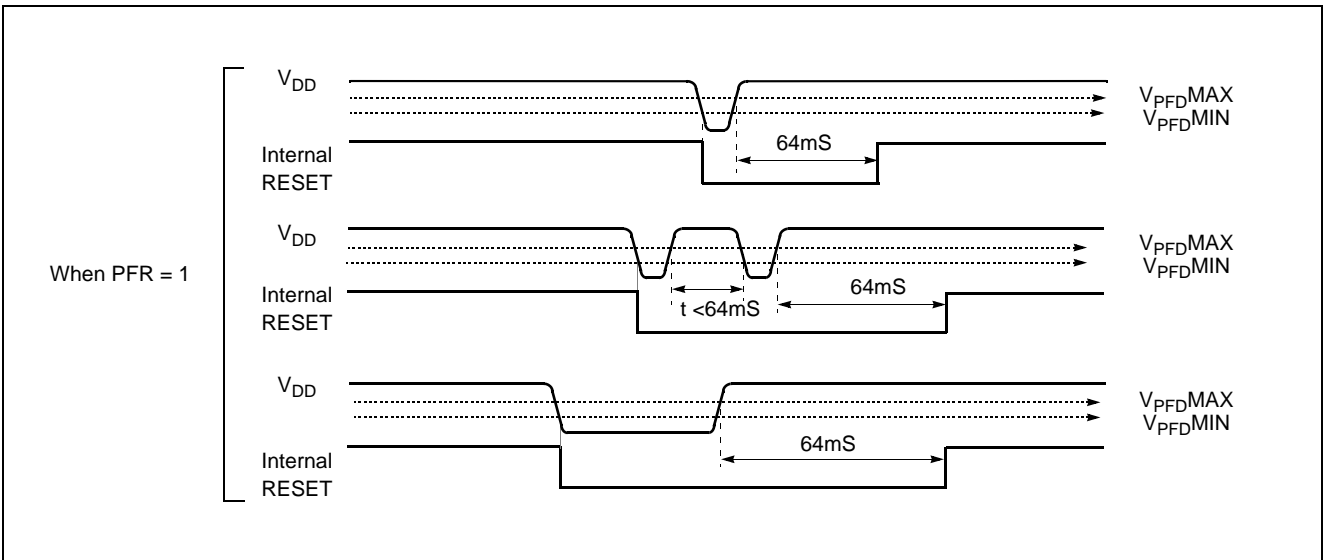


Figure 21-3 Power Fail Processor Situations

## 22. OTP PROGRAMMING

The GMS81516BT/24BT and GMS82524T are OTP (One Time Programmable) microcontrollers. Its internal user memory is constructed with EPROM (Electrically Programmable Read Only Memory).

The OTP microrcontroller is generally used for chip evaluation, first production, small amount production, fast mass production, etc.

Blank OTP's internal EPROM is filled by 00<sub>H</sub>, not FF<sub>H</sub>.

**Note:** In any case, you have to use \*.OTP file, not \*.HEX file. After assemble, both OTP and HEX file are generated by automatically. The HEX file is used during program emulation on emulator.

### 22.1 How to Program

To program the OTP devices, user can use Hynix own programmer or third party universal programmer shown as listed below.

#### Hynix own programmer list

Manufacturer: Hynix Semiconductor Inc.

Programmer: **Choice-Sigma,  
Stand-alone Gang4**

Choice-Sigma is a Hynix universal single programmer for any Hynix OTP devices, and the Stand-alone Gang4 can program four OTPs at once.

Ask to Hynix sales part which is listed on appendix of this manual for purchasing or more detail.

#### Third party programmer list

Manufacturer: Hi-Lo Systems

Programmer: **ALL-11**

Website : <http://www.hilosystems.com.tw>

\* **ALL-07** : Even though Hilo System does not support ALL07 any longer, User can get the specific program algorithm and socket adapter for ALL-07 from Hynix sales part. ( File name : AMPU7.EXE )

#### Programming Procedure

1. Select device GMS81516BT or GMS81524BT or GMS82524T as you want.

2. Load the \*.OTP file to the programmer. The file is composed of Motorola-S1 format.

3. Set the programming address range as below table.

GMS81516BT

Address	Set Value
Bufferstart address	4000H
Buffer end address	7FFFH
Device start address	C000H

GMS81524BT, GMS82524T

Address	Set Value
Bufferstart address	2000H
Buffer end address	7FFFH
Device start address	A000H

4. Mount the socket adapter on the programmer.

5. Start program/verify.

### 22.2 Pin Function

#### V<sub>PP</sub> (Program Voltage)

V<sub>PP</sub> is the input for the program voltage for programming the EPROM.

#### $\overline{\text{CE}}$ (Chip Enable)

CE is the input for programming and verifying internal EPROM.

#### $\overline{\text{OE}}$ (Output Enable)

OE is the input of data output control signal for verify.

#### A0~A15 (Address Bus)

A0~A15 are address input pins for internal EPROM.

#### O0~O7 (EPROM Data Bus)

These are data bus for internal EPROM.

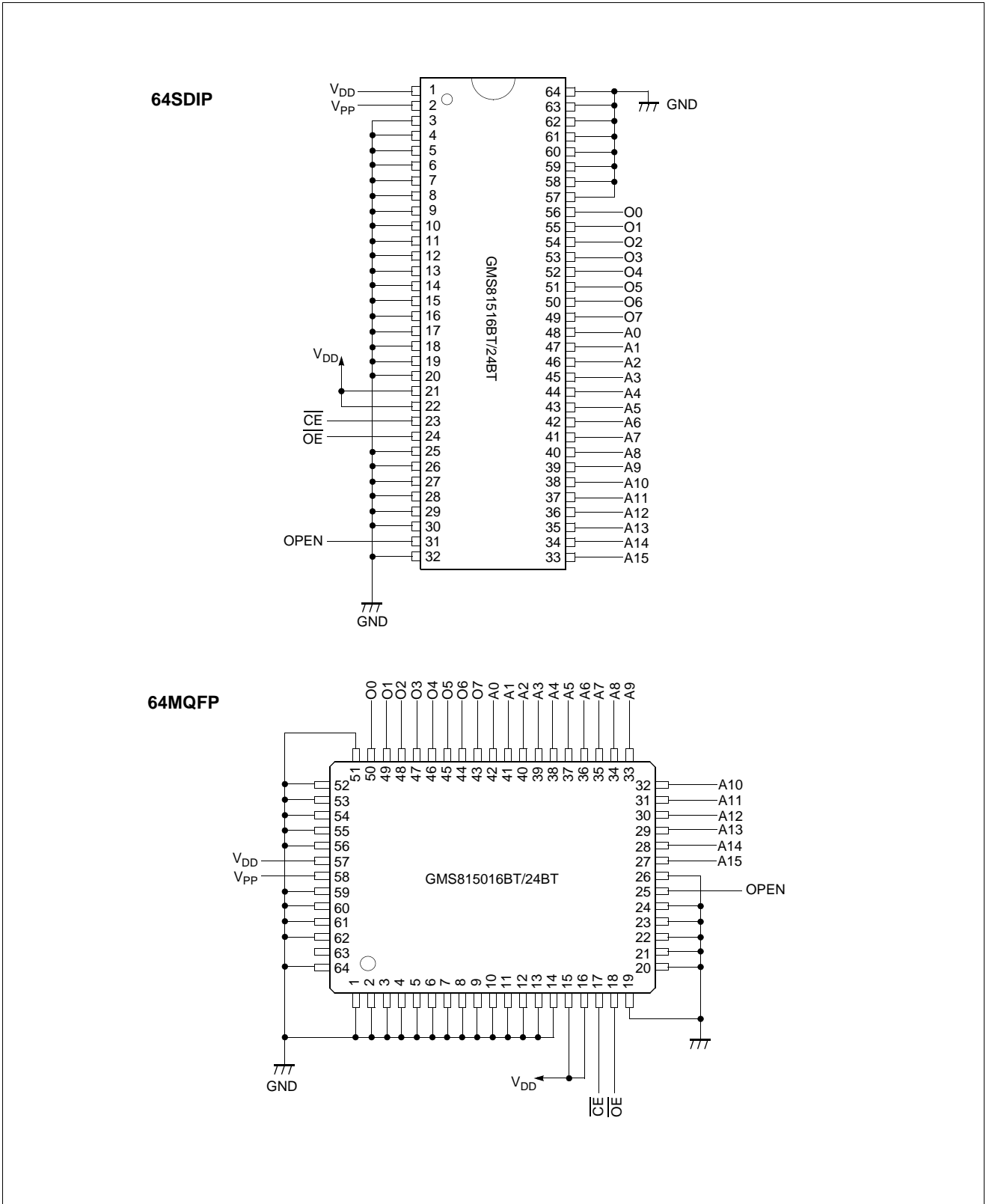
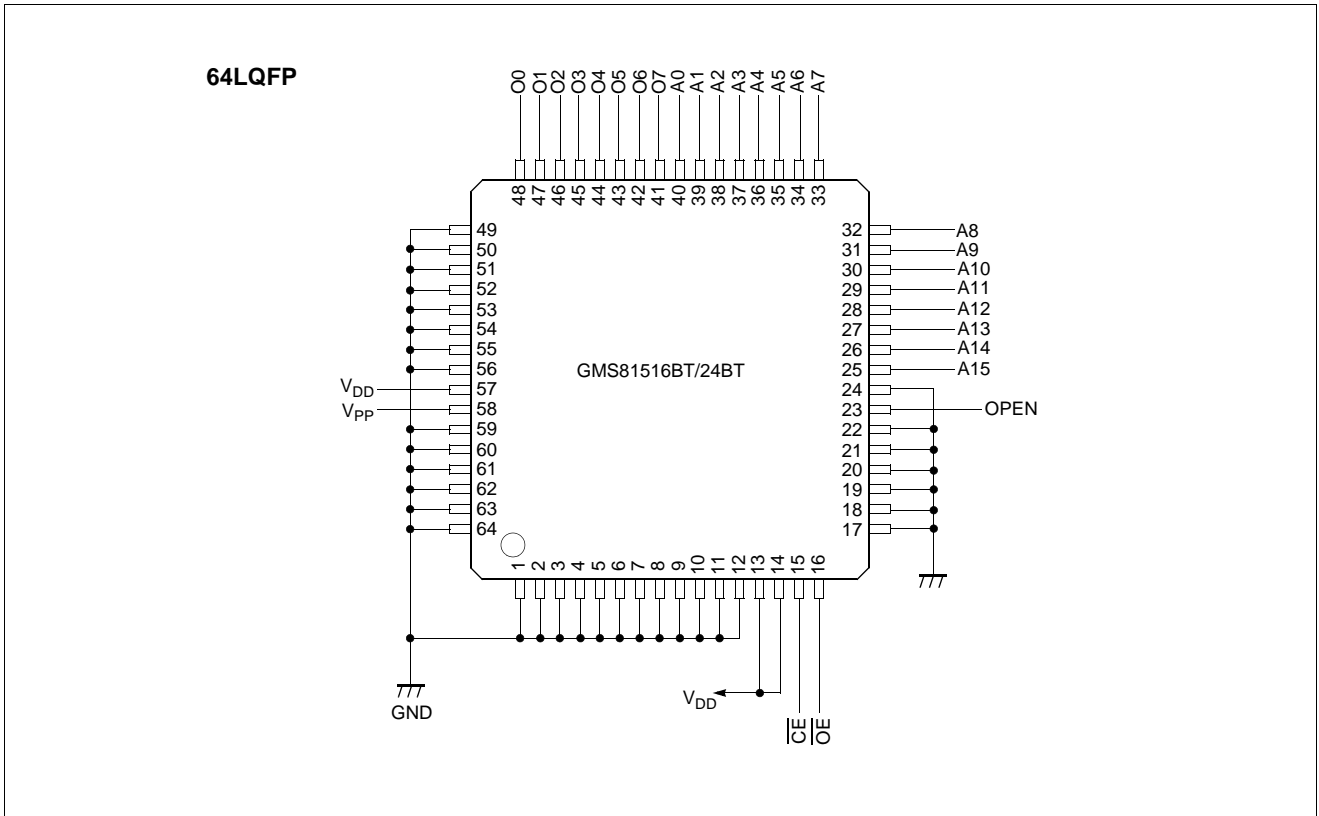


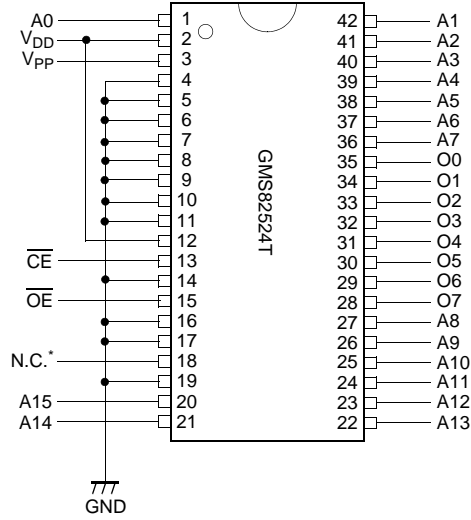
Table 22-1 Socket Adapter Pin Assignment for GMS81516BT/24BT



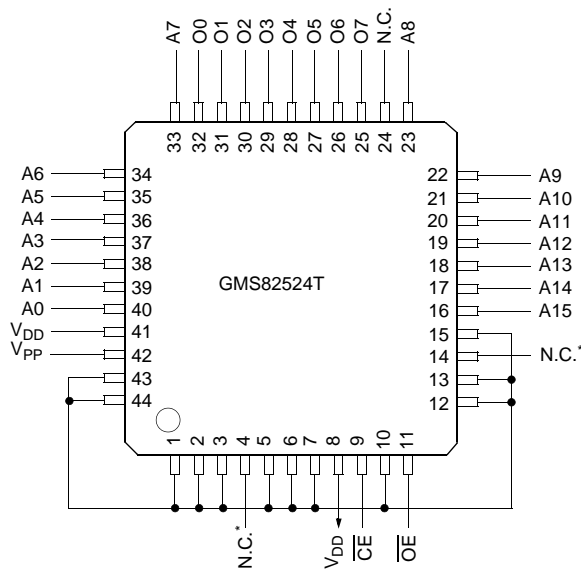


**Table 22-2 Socket Adapter Pin Assignment for GMS81516BT/24BT**

**42SDIP  
(Top View)**



**44QFP  
(Top View)**





N.C.\*: No Connection

**Table 22-3 Socket Adapter Pin Assignment for GMS82524T**

## 22.3 Programming Specification

### DEVICE OPERATION MODE

( $T_A = 25^\circ\text{C} \pm 5^\circ\text{C}$ )

Mode	$\overline{\text{CE}}$	$\overline{\text{OE}}$	A0~A15	$V_{PP}$	$V_{DD}$	O0~O7
Read Mode	X <sup>1</sup>		X <sup>1</sup>	$V_{DD}^2$	5.0V	DOUT
Output Disable Mode	$V_{IH}$	$V_{IH}$	X <sup>1</sup>	$V_{DD}^2$	5.0V	Hi-Z
Programming Mode	$V_{IL}$	$V_{IH}$	X <sup>1</sup>	$V_{PP}^2$	$V_{DD}^2$	DIN
Program Verify	X <sup>1</sup>		X <sup>1</sup>	$V_{PP}^2$	$V_{DD}^2$	DOUT

1. X = Either  $V_{IL}$  or  $V_{IH}$ .

2. See DC Characteristics Table for  $V_{DD}$  and  $V_{PP}$  voltage during programming.

### DEVICE CHARACTERISTICS

( $V_{SS}=0\text{V}$ ,  $T_A = 25^\circ\text{C} \pm 5^\circ\text{C}$ )

Symbol	Item	Min	Typ	Max	Unit	Test condition
$V_{PP}$	Quick Pulse Programming	11.50	11.75	12.0	V	
$V_{DD}^1$	Quick Pulse Programming	5.75	6.0	6.25	V	
$I_{PP}^2$	$V_{PP}$ supply current			50	mA	$\overline{\text{CE}}=V_{IL}$
$I_{DD}^2$	$V_{DD}$ supply current			30	mA	
$V_{IH}$	Input high voltage	$0.8V_{DD}$			V	
$V_{IL}$	Input low voltage			$0.2V_{DD}$	V	
$V_{OH}$	Output high voltage	$V_{DD}-0.1$			V	$I_{OH} = -2.5\text{mA}$
$V_{OL}$	Output low voltage			0.4	V	$I_{OL} = 2.1\text{mA}$
$I_{IL}$	Input leakage current			5	$\mu\text{A}$	

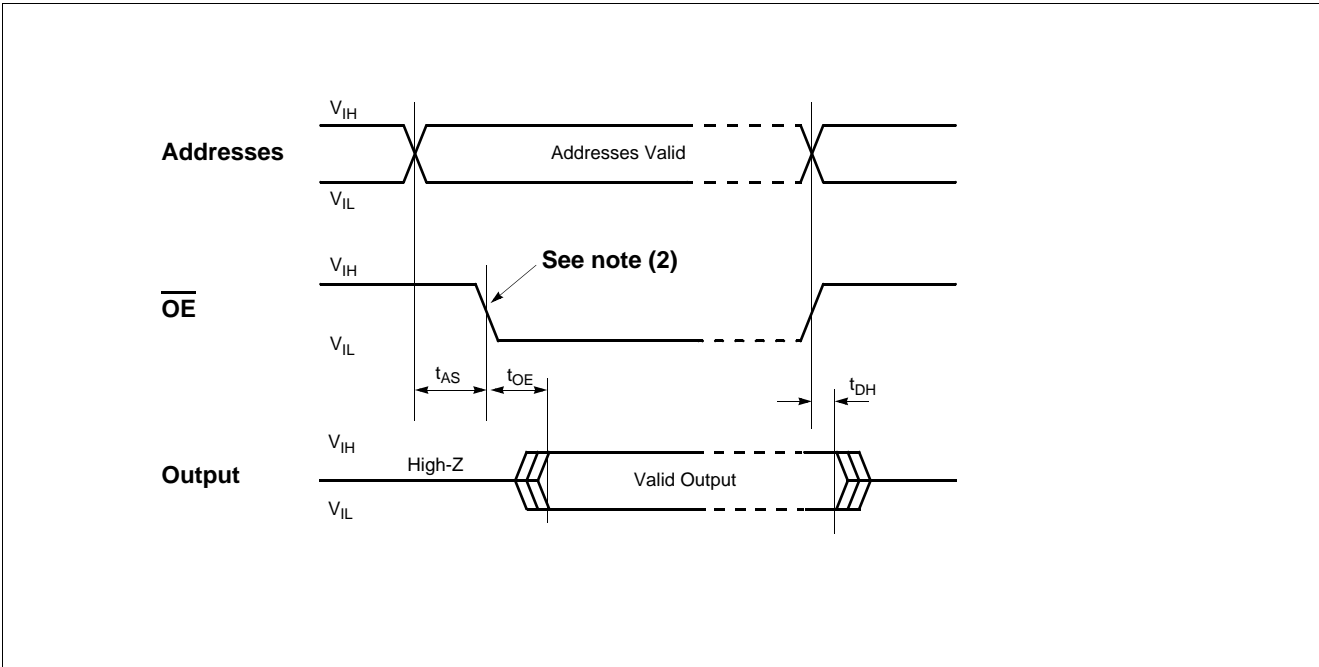
1.  $V_{DD}$  must be applied simultaneously or before  $V_{PP}$  and removed simultaneously or after  $V_{PP}$ .

2. The maximum current value is with outputs O0 to O7 unloaded.

**SWITCHING WAVEFORMS**

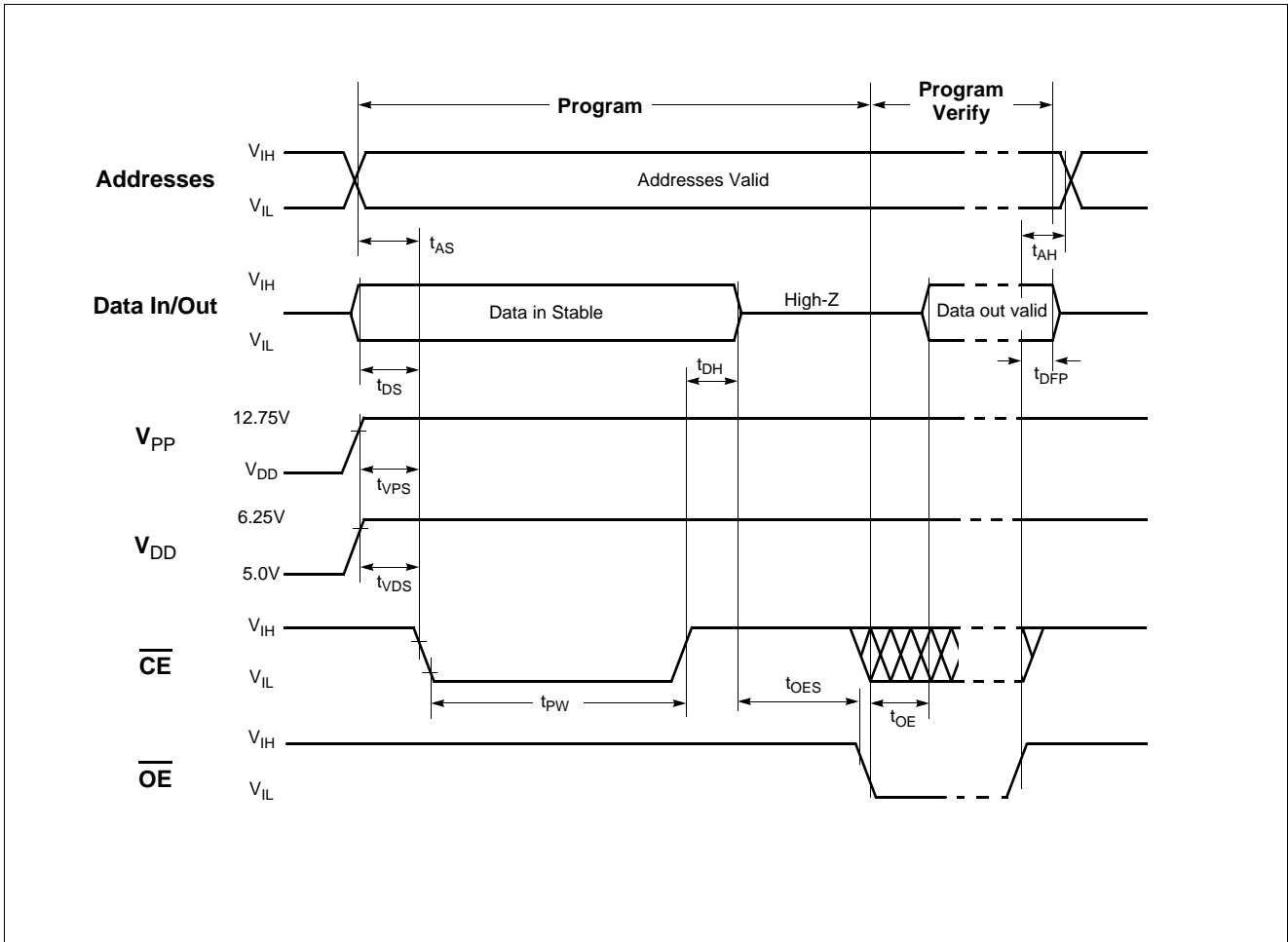
WAVEFORM	INPUTS	OUTPUTS
	Must be steady	Will be steady
	May change from H to L	Will be changing from H to L
	May change from L to H	Will be changing from L to H
	Do not care any change permitted	Changing state unknown
	Does not apply	Center line is high impedance "Off" state

**READING WAVEFORMS**



1. The input timing reference level is 1.0V for a  $V_{IL}$  and 4.0V for a  $V_{IH}$  at  $V_{DD}=5.0V$ .
2. To read the output data, transition requires on the  $\overline{OE}$  from the high to the low after address setup time  $t_{AS}$ .

**PROGRAMMING ALGORITHM WAVEFORMS**



1. The input timing reference level is 1.0V for a  $V_{IL}$  and 4.0V for a  $V_{IH}$  at  $V_{DD}=5.0V$ .

**AC READING CHARACTERISTICS**
 $(V_{SS}=0V, T_A = 25^{\circ}C \pm 5^{\circ}C)$ 

Symbol	Item	Min	Typ	Max	Unit	Test condition
$t_{AS}$	Address setup time	2			$\mu s$	
$t_{OE}$	Quick Pulse Programming			200	ns	
$t_{DH}$	$V_{PP}$ supply current	0		50	ns	

Note:  $V_{DD}$  must be applied simultaneously or before  $V_{PP}$  and removed simultaneously or after  $V_{PP}$ .

**AC PROGRAMMING CHARACTERISTICS**
 $(V_{SS}=0V, T_A = 25^{\circ}C \pm 5^{\circ}C)$ 

Symbol	Item	Min	Typ	Max	Unit	Test condition*
$t_{AS}$	Address setup time	2			$\mu s$	
$t_{OES}$	$\overline{OE}$ setup time	2			$\mu s$	
$t_{DS}$	Data setup time	2			$\mu s$	
$t_{AH}$	Address hold time	0			$\mu s$	
$t_{DH}$	Data hold time	2			$\mu s$	
$t_{DFP}$	Output delay disable time	0		130	ns	
$t_{VPS}$	$V_{PP}$ setup time	2			$\mu s$	
$t_{VDS}$	$V_{DD}$ setup time	2			$\mu s$	
$t_{PW}$	Program pulse width	95	100	105	$\mu s$	
$t_{OE}$	Data output delay time			150	ns	

**\* AC CONDITION OF TEST**

Input Rise and Fall Times (10% to 90%) ..... 20ns  
 Input Pulse Levels ..... 0.45V to 4.55V  
 Input Timing Reference Level..... 1.0V to 4.0V  
 Output Timing Reference Level..... 1.0V to 4.0V

$V_{DD}$  must be applied simultaneously or before  $V_{PP}$  and removed simultaneously or after  $V_{PP}$ .

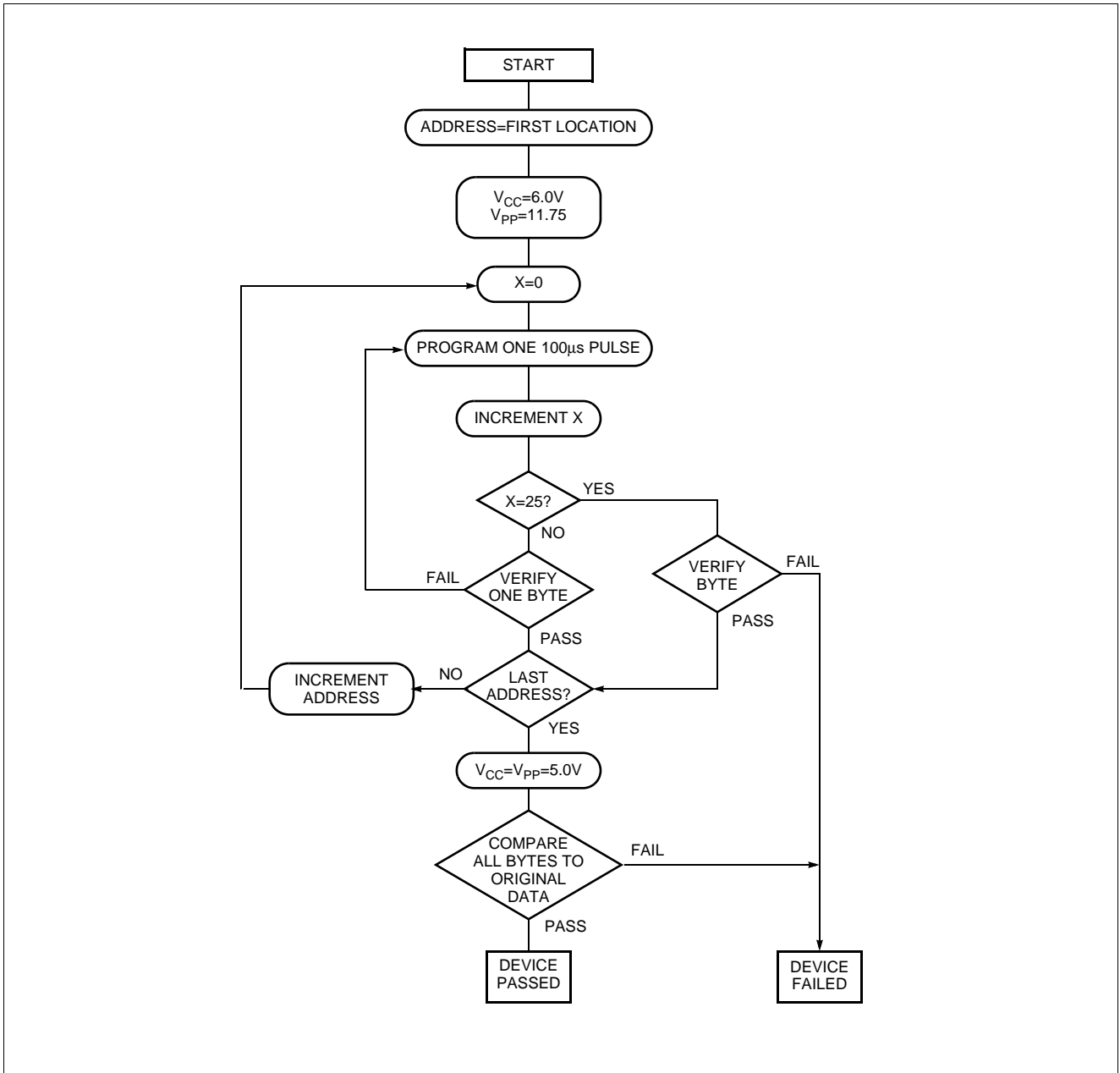


Table 22-4 Programming Algorithm

# APPENDIX



**A. CONTROL REGISTER LIST**

Address	Register Name	Symbol	R/W	Initial Value								Page	
				7	6	5	4	3	2	1	0		
00C0	R0 port data register	R0	R/W	Undefined								34	
00C1	R0 port I/O direction register	R0DD	W	0	0	0	0	0	0	0	0	0	34
*00C2	R1 port data register	R1	R/W	Undefined								34	
*00C3	R1 port I/O direction register	R1DD	W	0	0	0	0	0	0	0	0	0	34
00C4	R2 port data register	R2	R/W	Undefined								34	
00C5	R2 port I/O direction register	R2DD	W	0	0	0	0	0	0	0	0	0	34
00C6	R3 port data register	R3	R/W	Undefined								34	
00C7	R3 port I/O direction register	R3DD	W	0	0	0	0	0	0	0	0	0	34
00C8	R4 port data register	R4	R/W	Undefined								34	
00C9	R4 port I/O direction register	R4DD	W	0	0	0	0	0	0	0	0	0	34
00CA	R5 port data register	R5	R/W	Undefined								34	
00CB	R5 port I/O direction register	R5DD	W	0	0	0	0	0	0	0	0	0	34
00CC	R6 port data register	R6	R/W	Undefined								34	
00CD	R6 port I/O direction register	R6DD	W	0	0	0	0	-	-	-	-	-	34
00D0	R4 port mode register	PMR4	W	0	0	0	0	0	0	0	0	0	34, 66
00D1	R5 port mode register	PMR5	W	-	-	0	0	-	-	-	-	-	34, 58
00D3	Basic interval timer mode register	BITR	R	Undefined								37	
	Clock control register	CKCTLR	W	-	-	0	1	0	1	1	1	1	37
00E0	Watchdog Timer Register	WDTR	W	-	0	1	1	1	1	1	1	1	67
00E2	Timer mode register 0	TM0	R/W	0	0	0	0	0	0	0	0	0	39
00E3	Timer mode register 2	TM2	R/W	0	0	0	0	0	0	0	0	0	39
00E4	Timer 0 data register	TDR0	W	Undefined								39	
	Timer 0 counter register	T0	R	Undefined								39	
00E5	Timer 1 data register	TDR1	W	Undefined								39	
	Timer 1 counter register	T1	R	Undefined								39	
00E6	Timer 2 data register	TDR2	W	Undefined								39	
	Timer 2 counter register	T2	R	Undefined								39	
00E7	Timer 3 data register	TDR3	W	Undefined								39	
	Timer 3 counter register	T3	R	Undefined								39	
00E8	A/D converter mode register	ADCM	R/W	-	-	0	0	0	0	0	0	1	49
00E9	A/D converter data register	ADR	R	Undefined								49	
*00EA	Serial I/O mode register	SIOM	R/W	-	0	0	0	0	0	0	0	1	51
*00EB	Serial I/O register	SIOR	R/W	Undefined								51	
00EC	Buzzer driver register	BUR	W	Undefined								58	
*00F0	PWM0 duty register	PWMR0	W	Undefined								55	
*00F1	PWM1 duty register	PWMR1	W	Undefined								55	

Address	Register Name	Symbol	R/W	Initial Value								Page	
				7	6	5	4	3	2	1	0		
*00F2	PWM control register	PWMCR	W	0	0	0	0	0	0	0	0	0	55
00F4	Interrupt enable register low	IENL	R/W	0	0	0	0	-	-	-	-	60	
00F5	Interrupt request flag register low	IRQL	R/W	0	0	0	0	-	-	-	-	60	
00F6	Interrupt enable register high	IENH	R/W	0	0	0	0	0	0	0	0	60	
00F7	Interrupt request flag register high	IRQH	R/W	0	0	0	0	0	0	0	0	60	
00F8	External interrupt edge selection register	IEDS	W	0	0	0	0	0	0	0	0	60	
00F9	Power fail detection register	PFDR	R/W	-	-	-	-	1	1	0	0	74	

W

Registers are controlled by byte manipulation instruction such as LDM etc., do not use bit manipulation instruction such as SET1, CLR1 etc. If bit manipulation instruction is used on these registers, content of other seven bits are may varied to unwanted value.

R/W

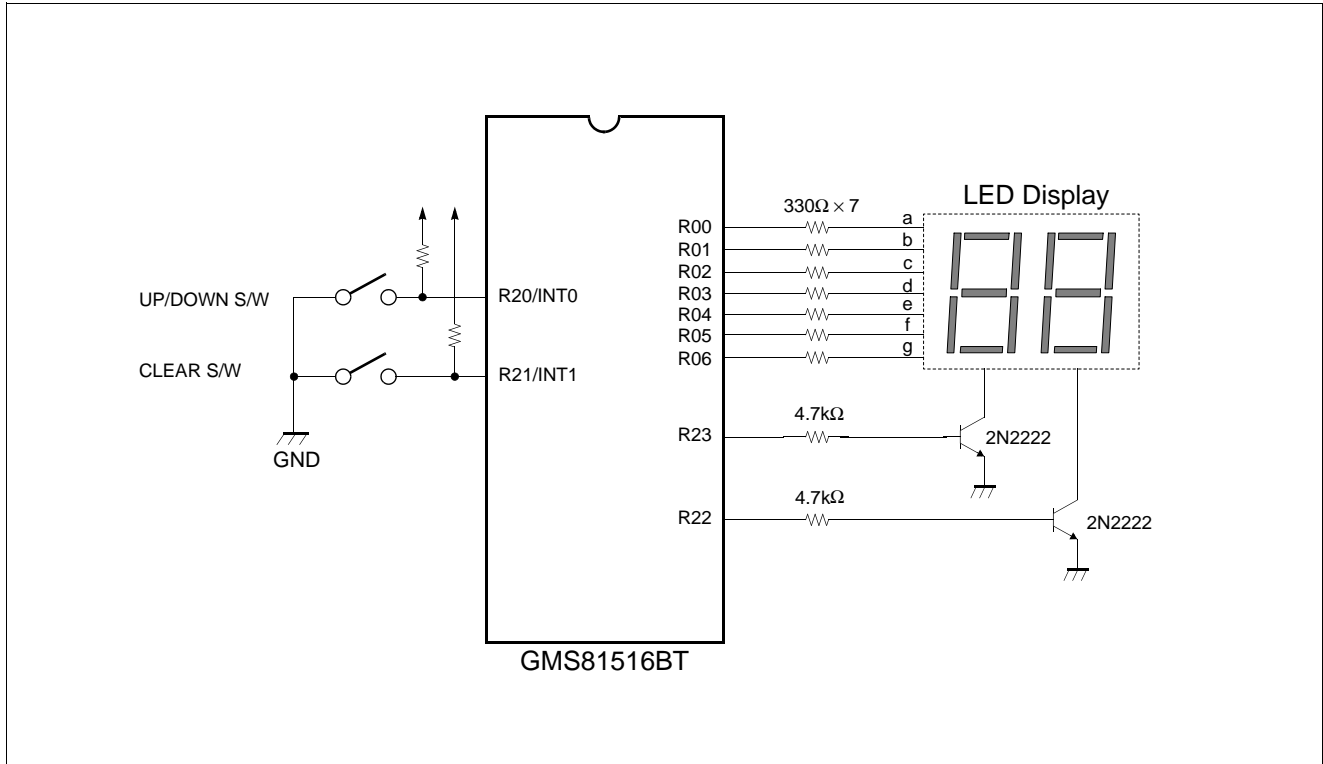
Registers are controlled by both bit and byte manipulation instruction.

- : this bit location is reserved.

\* : this bit is NOT served on GMS825xx.

**B. SOFTWARE EXAMPLE**

**B.1 7-segment LED display**



```

;*****
; Title:          GMS81516BT (GMS800 Series) Demonstration Program          *
; Company:       Hynix Semiconductor                                       *
; Contents:      Decimal Up/Down Counter                                   *
; Programmer:    Hynix MCU application team                               *
;*****
;
;*****  DEFINE  I/O PORT & FUNCTION  REGISTER ADDRESS  *****
;
R0      EQU      0C0H          ;port R0 register
R0DD    EQU      0C1H          ;port R0 data I/O direction register
;
R1      EQU      0C2H          ;port R1 register
R1DD    EQU      0C3H          ;port R1 data I/O direction register
;
R2      EQU      0C4H          ;port R2 register
R2DD    EQU      0C5H          ;port R2 data I/O direction register
;
R3      EQU      0C6H          ;port R3 register
R3DD    EQU      0C7H          ;port R3 data I/O direction register
;
R4      EQU      0C8H          ;port R4 register
R4DD    EQU      0C9H          ;port R4 data I/O direction register
;
R5      EQU      0CAH          ;port R5 register
R5DD    EQU      0CBH          ;port R5 data I/O direction register
;
R6      EQU      0CCH          ;port R6 register
R6DD    EQU      0CDH          ;port R6 data I/O direction register
;
PMR4    EQU      0D0H          ;port R4 mode register
T3S     EQU      7,0D0H        ;timer3 selection
    
```

```

T1S      EQU      6,0D0H      ;timer1 selection
EC2S     EQU      5,0D0H      ;event counter 2 selection
EC0S     EQU      4,0D0H      ;event counter 0 selection
INT3S    EQU      3,0D0H      ;external int.3 selection
INT2S    EQU      2,0D0H      ;external int.2 selection
INT1S    EQU      1,0D0H      ;external int.1 selection
INT0S    EQU      0,0D0H      ;external int.0 selection
;
PMR5     EQU      0D1H        ;port R5 mode register
BUZS     EQU      5,0D1H      ;buzzer selection
WDTS     EQU      4,0D1H      ;watch dog timer selection
;
TMR      EQU      0D2H        ;test mode register
;
CKCTLR   EQU      0D3H        ;clock control register
BITR     EQU      0D3H        ;basic interval timer register
;
;WDTR    EQU      0E0H        ;watch dog timer register
;
TM0      EQU      0E2H        ;timer0 mode register
TM2      EQU      0E3H        ;timer2 mode register
;
TDR0     EQU      0E4H        ;tomer0 data register
TDR1     EQU      0E5H        ;tomer1 data register
TDR2     EQU      0E6H        ;tomer2 data register
TDR3     EQU      0E7H        ;tomer3 data register
;
ADCM     EQU      0E8H        ;A/D Converter mode register
ADR      EQU      0E9H        ;A/D con. register
;
SIOM     EQU      0EAH        ;serial I/O mode register
;SIOR    EQU      0EBH        ;serial I/O register
;
BUR      EQU      0ECH        ;buzzer data register
;
PWMR0    EQU      0F0H        ;PWM0 data register
PWMR1    EQU      0F1H        ;PWM1 data register
;
PWMCRC   EQU      0F2H        ;PWM control register
;
IMOD     EQU      0F3H        ;interrupt mode register
IENL     EQU      0F4H        ;int. enable register low
AE       EQU      7,0F4H      ;A/D con. int. enable
WDTE     EQU      6,0F4H      ;W.D.T. int. enable
BITE     EQU      5,0F4H      ;B.I.T. int. enable
SE       EQU      4,0F4H      ;serial I/O int. enable
;
IRQL     EQU      0F5H        ;int. request flag register low
AR       EQU      7,0F5H      ;A/D con. int. request flag
WDTRF    EQU      6,0F5H      ;W.D.T. int. request flag
BITRF    EQU      5,0F5H      ;B.I.T. int. request flag
SR       EQU      4,0F5H      ;serial I/O int. request flag
;
IENH     EQU      0F6H        ;int. enable register high
INT0E    EQU      7,0F6H      ;external int.0 enable
INT1E    EQU      6,0F6H      ;external int.1 enable
INT2E    EQU      5,0F6H      ;external int.2 enable
INT3E    EQU      4,0F6H      ;external int.3 enable
T0E      EQU      3,0F6H      ;timer0 int. enable
T1E      EQU      2,0F6H      ;timer1 int. enable
T2E      EQU      1,0F6H      ;timer2 int. enable
T3E      EQU      0,0F6H      ;timer3 int. enable
;
IRQH     EQU      0F7H        ;int. request flag register high
INT0R    EQU      7,0F7H      ;external int.0 request flag
INT1R    EQU      6,0F7H      ;external int.1 request flag
INT2R    EQU      5,0F7H      ;external int.2 request flag
INT3R    EQU      4,0F7H      ;external int.3 request flag
T0R      EQU      3,0F7H      ;timer0 int. request flag
T1R      EQU      2,0F7H      ;timer1 int. request flag
T2R      EQU      1,0F7H      ;timer2 int. request flag
T3R      EQU      0,0F7H      ;timer3 int. request flag
;
IEDS     EQU      0F8H        ;external int. edge selection
;
;***** MACRO DEFINITION *****
;
REG_SAVE MACRO                ;Save Registers to Stacks
    PUSH    A
    PUSH    X

```

```

                PUSH      Y
                ENDM
;
REG_RESTORE   MACRO                ;Restore Register from Stacks
                POP       Y
                POP       X
                POP       A
                ENDM

;
;***** CONSTANT DEFINITION *****
;
SEG_PORT      EQU      R0           ;7-Segment Output Port
STROBE_PORT   EQU      R2           ;Strobe Signal Port
;
;***** ALLOCATION *****
;*****
DIGIT10       DS      1             ;DIG10 Display Data
DIGIT1        DS      1             ;Seg1 Display Data
STROBE        DS      1             ;Strobe Signal Data
TMR_500ms    DS      1             ;500ms Time Counter
FLAGS        DS      1             ;Function Flags
UP_F          EQU      0,FLAGS      ;1=Down,0=Up
F_500ms      EQU      1,FLAGS      ;
;
;***** INTERRUPT VECTOR TABLE *
;*****
                ORG0FFE4H
                DW      NOT_USED    ; Serial I/O
                DW      NOT_USED    ; Basic Interval Timer
                DW      NOT_USED    ; Watch Dog Timer
                DW      NOT_USED    ; A/D CON.
                DW      NOT_USED    ; Timer-3
                DW      NOT_USED    ; Timer-2
                DW      NOT_USED    ; Timer-1
                DW      TMR0_INT    ; Timer-0
                DW      NOT_USED    ; Int.3
                DW      NOT_USED    ; Int.2
                DW      INT_1       ; Int.1
                DW      INT_0       ; Int.0
                DW      NOT_USED    ;
                DW      RESET       ; Reset
;
;*****
;***** MAIN PROGRAM *****
;*****
                ORG      0C000H      ;Program Start Address
;
RESET:         DI                  ;Disable All Interrupts
RAM_CLR:       LDX      #0
                LDA      #0         ;RAM Clear(!0000H->!00BFH)
                STA      {X}+      ;M(X) <- A, then X <- X+1
                CMPX    #0C0H      ;X = #0C0H ?
                BNE     RAM_CLR
                ;
                LDX      #0FEH      ;Stack Pointer Initial
                TXSP    ;SP. <- #0FEH

                LDM      R0,#0      ;I/O Port Data Clear
                LDM      R2,#0

                LDM      R0DD,#0FFH ;7-Seg. Data Output Mode
                LDM      R2DD,#00FH ;7-Seg. Strobe Output Mode

                LDM      STROBE,#0000_1011B
                LDM      TDR0,#250  ;8us x 250 = 2000us
                LDM      TMO,#0001_1111B ;Timer0(8bit),8us,Start Count-up
                LDM      IRQH,#0    ;Clear All Interrupts Requeat Flags
                LDM      IRQL,#0
                LDM      IENH,#1100_1000B ;EnableT0,Int0,Int1,Interrupt
                LDM      IENL,#00H
                LDM      IEDS,#0101_0101B ;External Int. Falling edge select
                LDM      PMR4,#03H  ;General port OR Int?
                SET1    UP_F
                EI                  ;Enable Interrupts

```

```

;
Loop:      nop
          IF      F_500ms == 1
            clr1   F_500ms
            call   INC_DEC
          ENDIF
          jmp     Loop
;
;*****
; Subject:  Inc. or Dec. two digits      *
;*****
; Entry:   UP_F                          *
; Return:  UP_F=1, Increment two digits  *
;          UP_F=0, Decrement two digits  *
;*****
;
INC_DEC:   BBC     UP_F,DOWN              ;Check Down mode or Up mode
;
;*****
;*      Up Count      *
;*****
;
SETC
LDA       #0                          ; DIGIT1 <- DIGIT1 + 1
ADC       DIGIT1
          IF      A == #0AH
            setc
            lda   #0
          ENDIF
          STA     DIGIT1                ; Store result into DIGIT1
;
          LDA     #0                    ; When Overflow is set,
          ADC     DIGIT10               ; DIGIT10 <- DIGIT10 + 1
          IF      A == #10
            lda   #0
          ENDIF
          STA     DIGIT10
          RET
;
;*****
;*      Down Count    *
;*****
;
DOWN:     clrc
          lda     DIGIT1                ; DIGIT1 <- DIGIT1 - 1
          sbc     #0
          IF      A == #0FFH
            lda   #9
            clrc
          ELSE
            setc
          ENDIF
          sta     DIGIT1                ; Store result into DIGIT1
;
          lda     DIGIT10               ; When Overflow is set,
          sbc     #0                    ; DIGIT10 <- DIGIT10 - 1
          IF      A == #0FFH
            lda   #9
          ENDIF
          STA     DIGIT10
          RET
;
;*****
;          TIMER0, INTERRUPT ROUTINE(2ms)& INT0,INT1      *
;*****
;
TMRO_INT:
          REG_SAVE                      ;Save Registers to Stacks
          CALL    DSPLY                  ;Segments Data Port Output
          CALL    Make_500msFalg        ;250ms measurement
          REG_RESTORE                   ;Restore Registers from Stacks
          RETI
;
;*****
;          EXTERNAL INTERRUPT 0 (UP/DOWN KEY)            *
;*****
;
INT_0:    NOT1     UP_F                  ;INT0 Service routine
          RETI                          ;Toggle the Up/Down mode
;

```

```

;*****
; EXTERNAL INTERRUPT 1 (CLEAR KEY) *
;*****
;
INT_1:    LDM      DIGIT1,#0          ;INT1 Service routine
          LDM      DIGIT10,#0
          LDM      TMR_500MS,#0     ;0.5Sec Restart
          RETI

;
;*****
; Subject:  Seven Segment Display (DSPLY) *
;*****
; Entry:    DIGIT10 or DIGIT1        *
; Return:   Output SEG_PORT (R00~R07), *
;           Strobe_port (R22,R23)    *
; Scratch:  STROBE                   *
;*****
; Description: After read internal RAM data, output data to the port *
;*****
DSPLY:    LDM      STROBE_PORT,#03H  ;Segment All Turn Off
          NOT1     STROBE.2          ;Toggle strobe0
          NOT1     STROBE.3          ;Toggle strobe1

          IF      STROBE.3 = 1       ;Test if R23 is high.
            ldy    DIGIT1
          ELSE
            ldy    DIGIT10
          ENDIF

          LDA      !FONT+Y
          STA      SEG_PORT          ;Segment Data output
          LDA      STROBE
          STA      STROBE_PORT       ;Current Digit Turn On
          RET

;
;*****
; Subject:  Set flag at every 500ms *
;*****
; Entry:    None *
; Return:   500ms flag (F_500ms) *
;*****
;
Make_500msFalg:
          INC      TMR_500MS         ;count up every 2ms
          LDA      TMR_500MS
          IF      A == #250          ;Compare 0.5S
            ldm    TMR_500MS,#0     ;clear 0.5sec. counter
            setl   F_500ms          ;set 0.5sec. flag
          ENDIF
          RET

;
;*****
; 7-SEGMENT PATTERN DATA *
;*****
;           a *
;           | *
;           g | b *
;           --- *
;           e | c *
;           | *
;           d .h *
;*****
;
; Segment: hgfe dcba To be displayed Digit Number
FONT      DB      0011_1111B        ; 0
          DB      0000_0110B        ; 1
          DB      0101_1011B        ; 2
          DB      0100_1111B        ; 3
          DB      0110_0110B        ; 4
          DB      0110_1101B        ; 5
          DB      0111_1100B        ; 6
          DB      0000_0111B        ; 7
          DB      0111_1111B        ; 8
          DB      0110_0111B        ; 9



;
;*****
;
NOT_USED: nop                        ;Discard Unexpected Interrupts
          reti

;
          END                        ;Notice Program End

```

## C. INSTRUCTION

### C.1 Terminology List

Terminology	Description
A	A - Register
X	X - Register
Y	Y - Register
PSW	Program Status Word
C	Carry Flag of PSW
V	Overflow Flag of PSW
N	Negative Flag of PSW
I	Master Interrupt Enable Flag of PSW
Z	Zero Flag of PSW
H	Half Carry Flag of PSW
B	Break Flag of PSW (software interrupt)
G	G flag of PSW(Direct Page)
PC	Program Counter
SP	Stack Pointer
#imm	8-Bit Immediate Data
dp	Direct Page Offset Address
!abs	Absolute Address
[ ]	Indirect Address
{ }	Register Indirect Address
{ }+	Register Indirect Address, Register Auto-Increment
.bit	Bit Position
A.bit	Bit Position of A-Register
dp.bit	Bit Position of Direct Page Memory
M.bit	Bit Position of Memory (000 <sub>H</sub> ~ 0FFF <sub>H</sub> )
rel	Relative Addressing Data
upage	U - Page(0FF00 <sub>H</sub> ~ 0FFFF <sub>H</sub> ) Offset Address
n	Table CALL Number (0 ~ 15)
x	 Indicate Upper Nibble of OP code
y	 Indicate Upper Nibble of OP code
←	Assignment / Transfer / Shift Left
→	Shift Right
↔	Exchange
H,h	Hexadecimal
B,b	Binary
+	Addition
x	Multiplication
=	Equal
^	Logical AND
⊕	Exclusive OR
D,d	Decimal
( )	Contents of
-	Subtraction
÷	Division
≠	Not Equal
∨	Logical OR
<u>(overline)</u>	Logical NOT



**C.2 Instruction Map**

LOW HIGH	0000 00	00001 01	00010 02	00011 03	00100 04	00101 05	00110 06	00111 07	01000 08	01001 09	01010 0A	01011 0B	01100 0C	01101 0D	01110 0E	01111 0F
000	-	SET1 dp.bit	BBS A.bit,rel	BBS dp.bit,rel	ADC #imm	ADC dp	ADC dp+X	ADC labs	ASL A	ASL dp	TCALL 0	SETA1 .bit	BIT dp	POP A	PUSH A	BRK
001	CLRC	//	//	//	SBC #imm	SBC dp	SBC dp+X	SBC labs	ROL A	ROL dp	TCALL 2	CLRA1 .bit	COM dp	POP X	PUSH X	BRA rel
010	CLRG	//	//	//	CMP #imm	CMP dp	CMP dp+X	CMP labs	LSR A	LSR dp	TCALL 4	NOT1 M.bit	TST dp	POP Y	PUSH Y	PCALL Upage
011	DI	//	//	//	OR #imm	OR dp	OR dp+X	OR labs	ROR A	ROR dp	TCALL 6	OR1 OR1B	CMPX dp	POP PSW	PUSH PSW	RET
100	CLRV	//	//	//	AND #imm	AND dp	AND dp+X	AND labs	INC A	INC dp	TCALL 8	AND1 AND1B	CMPY dp	CBNE dp+X	TXSP	INC X
101	SETC	//	//	//	EOR #imm	EOR dp	EOR dp+X	EOR labs	DEC A	DEC dp	TCALL 10	EOR1 EOR1B	DBNE dp	XMA dp+X	TSPX	DEC X
110	SETG	//	//	//	LDA #imm	LDA dp	LDA dp+X	LDA labs	TXA	LDY dp	TCALL 12	LDC LDCB	LDX dp	LDX dp+Y	XCN	DAS
111	EI	//	//	//	LDM dp,#imm	STA dp	STA dp+X	STA labs	TAX	STY dp	TCALL 14	STC M.bit	STX dp	STX dp+Y	XAS	STOP <sup>1</sup>

1. STOP instruction is expressed to "00<sub>H</sub>" to HEX file(filename.hex) which is loaded into MDS with EVA815/816/825xx board.

LOW HIGH	10000 10	10001 11	10010 12	10011 13	10100 14	10101 15	10110 16	10111 17	11000 18	11001 19	11010 1A	11011 1B	11100 1C	11101 1D	11110 1E	11111 1F
000	BPL rel	CLR1 dp.bit	BBC A.bit,rel	BBC dp.bit,rel	ADC {X}	ADC !abs+Y	ADC [dp+X]	ADC [dp]+Y	ASL !abs	ASL dp+X	TCALL 1	JMP !abs	BIT !abs	ADDW dp	LDX #imm	JMP [!abs]
001	BVC rel	//	//	//	SBC {X}	SBC !abs+Y	SBC [dp+X]	SBC [dp]+Y	ROL !abs	ROL dp+X	TCALL 3	CALL !abs	TEST !abs	SUBW dp	LDY #imm	JMP [dp]
010	BCC rel	//	//	//	CMP {X}	CMP !abs+Y	CMP [dp+X]	CMP [dp]+Y	LSR !abs	LSR dp+X	TCALL 5	MUL	TCLR1 !abs	CMPW dp	CMPX #imm	CALL [dp]
011	BNE rel	//	//	//	OR {X}	OR !abs+Y	OR [dp+X]	OR [dp]+Y	ROR !abs	ROR dp+X	TCALL 7	DBNE Y	CMPX !abs	LDYA dp	CMPY #imm	RETI
100	BMI rel	//	//	//	AND {X}	AND !abs+Y	AND [dp+X]	AND [dp]+Y	INC !abs	INC dp+X	TCALL 9	DIV	CMPY !abs	INCW dp	INC Y	TAY
101	BVS rel	//	//	//	EOR {X}	EOR !abs+Y	EOR [dp+X]	EOR [dp]+Y	DEC !abs	DEC dp+X	TCALL 11	XMA {X}	XMA dp	DECW dp	DEC Y	TYA
110	BCS rel	//	//	//	LDA {X}	LDA !abs+Y	LDA [dp+X]	LDA [dp]+Y	LDY !abs	LDY dp+X	TCALL 13	LDA {X}+	LDX !abs	STYA dp	XAY	DAA
111	BEQ rel	//	//	//	STA {X}	STA !abs+Y	STA [dp+X]	STA [dp]+Y	STY !abs	STY dp+X	TCALL 15	STA {X}+	STX !abs	CBNE dp	XYX	NOP

### C.3 Alphabetic order table of instruction

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	ADC #imm	04	2	2	Add with carry.	NV -- H - ZC
2	ADC dp	05	2	3	$A \leftarrow A + (M) + C$	
3	ADC dp + X	06	2	4		
4	ADC !abs	07	3	4		
5	ADC !abs+Y	15	3	5		
6	ADC [dp+X]	16	2	6		
7	ADC [dp]+Y	17	2	6		
8	ADC {X}	14	1	3		
9	ADDW dp	1D	2	5	16-bits add without carry : $YA \leftarrow YA + (dp+1)(dp)$	NV -- H - ZC
10	AND #imm	84	2	2	Logical AND	N ----- Z -
11	AND dp	85	2	3	$A \leftarrow A \wedge (M)$	
12	AND dp + X	86	2	4		
13	AND !abs	87	3	4		
14	AND !abs+Y	95	3	5		
15	AND [dp+X]	96	2	6		
16	AND [dp] + Y	97	2	6		
17	AND {X}	94	1	3		
18	AND1 M.bit	8B	3	4	Bit AND C-flag : $C \leftarrow C \wedge (M.bit)$	----- C
19	AND1B M.bit	8B	3	4	Bit AND C-flag and NOT : $C \leftarrow C \wedge (M.bit)$	----- C
20	ASL A	08	1	2	Arithmetic shift left	N ----- ZC
21	ASL dp	09	2	4		
22	ASL dp + X	19	2	5	$  \begin{array}{cccccccc}  & C & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\  \square & \leftarrow & \leftarrow & \leftarrow & \leftarrow & \leftarrow & \leftarrow & \leftarrow & \leftarrow & \leftarrow "0"  \end{array}  $	
23	ASL !abs	18	3	5		
24	BBC A.bit,rel	y2	2	4/6	Branch if bit clear :	-----
25	BBC dp.bit,rel	y3	3	5/7	if(bit) = 0, then $PC \leftarrow PC + rel$	
26	BBS A.bit,rel	x2	2	4/6	Branch if bit clear :	-----
27	BBS dp.bit,rel	x3	3	5/7	if(bit) = 1, then $PC \leftarrow PC + rel$	
28	BCC rel	50	2	2/4	Branch if carry bit clear : if(C) = 0, then $PC \leftarrow PC + rel$	MM ----- Z -
29	BCS rel	D0	2	2/4	Branch if carry bit set : If (C) = 1, then $PC \leftarrow PC + rel$	-----
30	BEQ rel	F0	2	2/4	Branch if equal : if (Z) = 1, then $PC \leftarrow PC + rel$	-----
31	BIT dp	0C	2	4	Bit test A with memory :	MM ----- Z -
32	BIT !abs	1C	3	5	$Z \leftarrow A \wedge M, N \leftarrow (M_7), V \leftarrow (M_6)$	
33	BMI rel	90	2	2/4	Branch if minus : if (N) = 1, then $PC \leftarrow PC + rel$	-----
34	BNE rel	70	2	2/4	Branch if not equal : if (Z) = 0, then $PC \leftarrow PC + rel$	-----
35	BPL rel	10	2	2/4	Branch if not minus : if (N) = 0, then $PC \leftarrow PC + rel$	-----
36	BRA rel	2F	2	4	Branch always : $PC \leftarrow PC + rel$	-----
37	BRK	0F	1	8	Software interrupt: $B \leftarrow "1", M(SP) \leftarrow (PC_H), SP \leftarrow SP - 1,$ $M(s) \leftarrow (PC_L), SP \leftarrow S - 1, M(SP) \leftarrow PSW,$ $SP \leftarrow SP - 1, PC_L \leftarrow (0FFDE_H), PC_H \leftarrow (0FFDF_H)$	--- 1 - 0 --
38	BVC rel	30	2	2/4	Branch if overflow bit clear : If (V) = 0, then $PC \leftarrow PC + rel$	-----
39	BVS rel	B0	2	2/4	Branch if overflow bit set : If (V) = 1, then $PC \leftarrow PC + rel$	-----
40	CALL !abs	3B	3	8	Subroutine call	-----
41	CALL [dp]	5F	2	8	$M(SP) \leftarrow (PC_H), SP \leftarrow SP - 1, M(SP) \leftarrow (PC_L), SP \leftarrow SP - 1$ if !abs, $PC \leftarrow abs$ ; if [dp], $PC_L \leftarrow (dp), PC_H \leftarrow (dp+1)$	

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
42	CBNE dp,rel	FD	3	5/7	Compare and branch if not equal ;	
43	CBNE dp + X, rel	8D	3	6/8	If $A \neq (M)$ , then $PC \leftarrow PC + rel.$	-----
44	CLR1 dp.bit	y1	2	4	Clear bit : $(M.bit) \leftarrow "0"$	-----
45	CLR1A A.bit	2B	2	2	Clear A.bit : $(A.bit) \leftarrow "0"$	-----
46	CLRC	20	1	2	Clear C-flag : $C \leftarrow "0"$	-----0
47	CLRG	40	1	2	Clear G-flag : $G \leftarrow "0"$	--0-----
48	CLRV	80	1	2	Clear V-flag : $V \leftarrow "0"$	-0--0---
49	CMP #imm	44	2	2	Compare accumulator contents with memory contents $A - (M)$	N-----ZC
50	CMP dp	45	2	3		
51	CMP dp + X	46	2	4		
52	CMP !abs	47	3	4		
53	CMP !abs + Y	55	3	5		
54	CMP [dp + X]	56	2	6		
55	CMP [dp] + Y	57	2	6		
56	CMP {X}	54	1	3		
57	CMPW dp	5D	2	4	Compare YA contents with memory pair contents : $YA - (dp+1)(dp)$	N-----ZC
58	CMPX #imm	5E	2	2	Compare X contents with memory contents $X - (M)$	N-----ZC
59	CMPX dp	6C	2	3		
60	CMPX !abs	7C	3	4		
61	CMPY #imm	7E	2	2	Compare Y contents with memory contents $Y - (M)$	N-----ZC
62	CMPY dp	8C	2	3		
63	CMPY !abs	9C	3	4		
64	COM dp	2C	2	4	1's complement : $(dp) \leftarrow \overline{(dp)}$	N-----Z-
65	DAA	DF	1	3	Decimal adjust for addition	N-----ZC
66	DAS	CF	1	3	Decimal adjust for subtraction	N-----ZC
67	DBNE dp,rel	AC	3	5/7	Decrement and branch if not equal : if $(M) \neq 0$ , then $PC \leftarrow PC + rel.$	-----
68	DBNE Y,rel	7B	2	4/6		
69	DEC A	A8	1	2	Decrement $M \leftarrow M - 1$	N-----Z-
70	DEC dp	A9	2	4		
71	DEC dp + X	B9	2	5		
72	DEC !abs	B8	3	5		
73	DEC X	AF	1	2		
74	DEC Y	BE	1	2		
75	DECW dp	BD	2	6		
76	DI	60	1	3	Disable interrupts : $I \leftarrow "0"$	-----0--
77	DIV	9B	1	12	Divide : $YA \div A \rightarrow Q:A, R:Y$	NV--H-Z-
78	EI	E0	1	3	Enable interrupts : $I \leftarrow "1"$	-----1--
79	EOR #imm	A4	2	2	Exclusive OR $A \leftarrow A \oplus (M)$	N-----Z-
80	EOR dp	A5	2	3		
81	EOR dp + X	A6	2	4		
82	EOR !abs	A7	3	4		
83	EOR !abs + Y	B5	3	5		
84	EOR [ dp + X]	96	2	6		
85	EOR [dp] + Y	97	2	6		
86	EOR {X}	94	1	3		
87	EOR1 M.bit	AB	3	5	Bit exclusive-OR C-flag : $C \leftarrow C \oplus (M.bit)$	-----C
88	EOR1B M.bit	AB	3	5	Bit exclusive-OR C-flag and NOT : $C \leftarrow C \oplus \overline{(M.bit)}$	-----C
89	INC A	88	1	2	Increment	N-----ZC

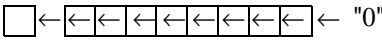
NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC																		
90	INC dp	89	2	4	$(M) \leftarrow (M) + 1$	N-----Z-																		
91	INC dp + X	99	2	5																				
92	INC !abs	98	3	5																				
93	INC X	8F	1	2																				
94	INC Y	9E	1	2																				
95	INCW dp	9D	2	6	Increment memory pair : $(dp+1)(dp) \leftarrow \{(dp+1)(dp)\} + 1$	N-----Z-																		
96	JMP !abs	1B	3	3	Unconditional jump	-----																		
97	JMP [!abs]	1F	3	5	PC $\leftarrow$ jump address																			
98	JMP [dp]	3F	2	4																				
99	LDA #imm	C4	2	2	Load accumulator $A \leftarrow (M)$	N-----Z-																		
100	LDA dp	C5	2	3																				
101	LDA dp + X	C6	2	4																				
102	LDA !abs	C7	3	4																				
103	LDA !abs + Y	D5	3	5																				
104	LDA [dp + X]	D6	2	6																				
105	LDA [dp]+Y	D7	2	6																				
106	LDA {X}	D4	1	3	X-register auto-increment : $A \leftarrow (M), X \leftarrow X + 1$																			
107	LDA {X}+	DB	1	4																				
108	LDC M.bit	CB	3	4	Load C-flag : $C \leftarrow (M.bit)$	-----C																		
109	LDCB M.bit	CB	3	4	Load C-flag with NOT : $C \leftarrow (M.bit)$	-----C																		
110	LDM dp,#imm	E4	3	5	Load memory with immediate data : $(M) \leftarrow imm$	-----																		
111	LDX #imm	1E	2	2	Load X-register $X \leftarrow (M)$	N-----Z-																		
112	LDX dp	CC	2	3																				
113	LDX dp + Y	CD	2	4																				
114	LDX !abs	DC	3	4																				
115	LDY #imm	3E	2	2	Load X-register $Y \leftarrow (M)$	N-----Z-																		
116	LDY dp	C9	2	3																				
117	LDY dp + Y	D9	2	4																				
118	LDY !abs	D8	3	4																				
119	LDYA dp	7D	2	5	Load YA : $YA \leftarrow (dp+1)(dp)$	N-----Z-																		
120	LSR A	48	1	2	Logical shift right "0" $\rightarrow$ <table style="display: inline-table; border-collapse: collapse;"><tr><td style="border: 1px solid black; padding: 2px;">7</td><td style="border: 1px solid black; padding: 2px;">6</td><td style="border: 1px solid black; padding: 2px;">5</td><td style="border: 1px solid black; padding: 2px;">4</td><td style="border: 1px solid black; padding: 2px;">3</td><td style="border: 1px solid black; padding: 2px;">2</td><td style="border: 1px solid black; padding: 2px;">1</td><td style="border: 1px solid black; padding: 2px;">0</td><td style="border: 1px solid black; padding: 2px;">C</td></tr><tr><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td><td style="border: none; padding: 0 5px;"><math>\rightarrow</math></td></tr></table>	7	6	5	4	3	2	1	0	C	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	N-----ZC
7	6	5	4	3		2	1	0	C															
$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$		$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$															
121	LSR dp	49	2	4																				
122	LSR dp + X	59	2	5																				
123	LSR !abs	58	3	5																				
124	MUL	5B	1	9	Multiply : $YA \leftarrow Y \times A$	N-----Z-																		
125	NOP	FF	1	2	No operation	-----																		
126	NOT1 M.bit	4B	3	5	Bit complement : $(M.bit) \leftarrow \overline{(M.bit)}$	-----																		
127	OR #imm	64	2	2	Logical OR $A \leftarrow A \vee (M)$	N-----Z-																		
128	OR dp	65	2	3																				
129	OR dp + X	66	2	4																				
130	OR !abs	67	3	4																				
131	OR !abs + Y	75	3	5																				
132	OR [dp + X]	76	2	6																				
133	OR [dp] + Y	77	2	6																				
134	OR {X}	74	1	3	Bit OR C-flag : $C \leftarrow C \vee (M.bit)$	-----C																		
135	OR1 M.bit	6B	3	5																				
136	OR1B M.bit	6B	3	5	Bit OR C-flag and NOT : $C \leftarrow C \vee \overline{(M.bit)}$	-----C																		
137	PCALL	4F	2	6	U-page call : $M(SP) \leftarrow (PC_H), SP \leftarrow SP - 1,$ $M(SP) \leftarrow (PC_L), SP \leftarrow SP - 1,$ $PC_L \leftarrow (upage), PC_H \leftarrow "OFF_H"$	-----																		

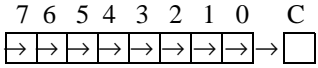
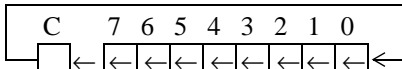
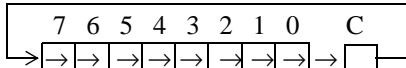
NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
138	POP A	0D	1	4	Pop from stack	
139	POP X	2D	1	4	$SP \leftarrow SP + 1, \text{ Reg.} \leftarrow M(SP)$	-----
140	POP Y	4D	1	4		
141	POP PSW	6D	1	4		(restored)
142	PUSH A	0E	1	4	Push to stack	
143	PUSH X	2E	1	4	$M(SP) \leftarrow \text{Reg.} \quad SP \leftarrow SP - 1$	-----
144	PUSH Y	4E	1	4		
145	PUSH PSW	6E	1	4		
146	RET	6F	1	5	Return from subroutine : $SP \leftarrow SP+1, PC_L \leftarrow M(SP), SP \leftarrow SP+1, PC_H \leftarrow M(SP)$	-----
147	RETI	7F	1	6	Return from interrupt : $SP \leftarrow SP+1, PSW \leftarrow M(SP), SP \leftarrow SP+1, PC_L \leftarrow M(SP), SP \leftarrow SP+1, PC_H \leftarrow M(SP)$	(restored)
148	ROL A	28	1	2	Rotate left through carry	
149	ROL dp	29	2	4		N-----ZC
150	ROL dp + X	39	2	5		
151	ROL !abs	38	3	5		
152	ROR A	68	1	2	Rotate right through carry	
153	ROR dp	69	2	4		N-----ZC
154	ROR dp + X	79	2	5		
155	ROR !abs	78	3	5		
156	SBC #imm	24	2	2	Subtract with carry	
157	SBC dp	25	2	3	$A \leftarrow A - (M) - (C)$	
158	SBC dp + X	26	2	4		
159	SBC !abs	27	3	4		
160	SBC !abs + Y	35	3	5		
161	SBC [dp + X]	36	2	6		
162	SBC [dp] + Y	37	2	6		
163	SBC {X}	34	1	3		
164	SET1 dp.bit	x1	2	4	Set bit : $(M.bit) \leftarrow "1"$	-----
165	SETA1 A.bit	0B	2	2	Set A.bit : $(A.bit) \leftarrow "1"$	-----
166	SETC	A0	1	2	Set C-flag : $C \leftarrow "1"$	-----1
167	SETG	C0	1	2	Set G-flag : $G \leftarrow "1"$	--1-----
168	STA dp	E5	2	3	Store accumulator contents in memory	
169	STA dp + X	E6	2	4	$(M) \leftarrow A$	
170	STA !abs	E7	3	4		
171	STA !abs + Y	F5	3	5		
172	STA [dp + X]	F6	2	6		
173	STA [dp] + Y	F7	2	6		
174	STA {X}	F4	1	3		
175	STA {X}+	FB	1	4	X-register auto-increment : $(M) \leftarrow A, X \leftarrow X + 1$	
176	STC M.bit	EB	3	6	Store C-flag : $(M.bit) \leftarrow C$	-----
177	STOP	EF	1	3	Stop mode (halt CPU, stop oscillator)	-----
178	STX dp	EC	2	4	Store X-register contents in memory	
179	STX dp + Y	ED	2	5	$(M) \leftarrow X$	-----
180	STX !abs	FC	3	5		
181	STY dp	E9	2	4	Store Y-register contents in memory	
182	STY dp + X	F9	2	5	$(M) \leftarrow Y$	-----
183	STY !abs	F8	3	5		
184	STYA dp	DD	2	5	Store YA : $(dp+1)(dp) \leftarrow YA$	-----
185	SUBW dp	3D	2	5	16-bits subtract without carry : $YA \leftarrow YA - (dp+1)(dp)$	NV--H-ZC

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
186	TAX	E8	1	2	Transfer accumulator contents to X-register : $X \leftarrow A$	N - - - - - Z -
187	TAY	9F	1	2	Transfer accumulator contents to Y-register : $Y \leftarrow A$	N - - - - - Z -
188	TCALL n	nA	1	8	Table call : $M(SP) \leftarrow (PC_H)$ , $SP \leftarrow SP - 1$ , $M(SP) \leftarrow (PC_L)$ , $SP \leftarrow SP - 1$ $PC_L \leftarrow (\text{Table vector L})$ , $PC_H \leftarrow (\text{Table vector H})$	- - - - - - - -
189	TCLR1 labs	5C	3	6	Test and clear bits with A : $A - (M)$ , $(M) \leftarrow (M) \wedge \overline{(A)}$	N - - - - - Z -
190	TSET1 labs	3C	3	6	Test and set bits with A : $A - (M)$ , $(M) \leftarrow (M) \vee (A)$	N - - - - - Z -
191	TSPX	AE	1	2	Transfer stack-pointer contents to X-register : $X \leftarrow SP$	N - - - - - Z -
192	TST dp	4C	2	3	Test memory contents for negative or zero : $(dp) - 00_H$	N - - - - - Z -
193	TXA	C8	1	2	Transfer X-register contents to accumulator : $A \leftarrow X$	N - - - - - Z -
194	TXSP	8E	1	2	Transfer X-register contents to stack-pointer : $SP \leftarrow X$	N - - - - - Z -
195	TYA	BF	1	2	Transfer Y-register contents to accumulator : $A \leftarrow Y$	N - - - - - Z -
196	XAX	EE	1	4	Exchange X-register contents with accumulator : $X \leftrightarrow A$	- - - - - - - -
197	XAY	DE	1	4	Exchange Y-register contents with accumulator : $Y \leftrightarrow A$	- - - - - - - -
198	XCN	CE	1	5	Exchange nibbles within the accumulator: $A_7 \sim A_4 \leftrightarrow A_3 \sim A_0$	N - - - - - Z -
199	XMA dp	BC	2	5	Exchange memory contents with accumulator	
200	XMA dp + X	AD	2	6	$(M) \leftrightarrow A$	N - - - - - Z -
201	XMA {X}	BB	1	5		
202	XYX	FE	1	4	Exchange X-register contents with Y-register : $X \leftrightarrow Y$	- - - - - - - -

## C.4 Instruction Table by Function

### Arithmetic/Logic Operation

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	ADC #imm	04	2	2	Add with carry. $A \leftarrow A + (M) + C$	NV - - H - ZC
2	ADC dp	05	2	3		
3	ADC dp + X	06	2	4		
4	ADC !abs	07	3	4		
5	ADC !abs+Y	15	3	5		
6	ADC [dp+X]	16	2	6		
7	ADC [dp]+Y	17	2	6		
8	ADC {X}	14	1	3		
9	AND #imm	84	2	2	Logical AND $A \leftarrow A \wedge (M)$	N - - - - - Z -
10	AND dp	85	2	3		
11	AND dp + X	86	2	4		
12	AND !abs	87	3	4		
13	AND !abs+Y	95	3	5		
14	AND [dp+X]	96	2	6		
15	AND [dp] + Y	97	2	6		
16	AND {X}	94	1	3		
17	ASL A	08	1	2	Arithmetic shift left  $C \quad 7 \ 6 \ 5 \ 4 \ 3 \ 2 \ 1 \ 0$ 	N - - - - - ZC
18	ASL dp	09	2	4		
19	ASL dp + X	19	2	5		
20	ASL !abs	18	3	5		
21	CMP #imm	44	2	2	Compare accumulator contents with memory contents $A - (M)$	N - - - - - ZC
22	CMP dp	45	2	3		
23	CMP dp + X	46	2	4		
24	CMP !abs	47	3	4		
25	CMP !abs + Y	55	3	5		
26	CMP [dp + X]	56	2	6		
27	CMP [dp] + Y	57	2	6		
28	CMP {X}	54	1	3		
29	CMPX #imm	5E	2	2	Compare X contents with memory contents $X - (M)$	N - - - - - ZC
30	CMPX dp	6C	2	3		
31	CMPX !abs	7C	3	4		
32	CMPY #imm	7E	2	2	Compare Y contents with memory contents $Y - (M)$	N - - - - - ZC
33	CMPY dp	8C	2	3		
34	CMPY !abs	9C	3	4		
35	COM dp	2C	2	4	1's complement : $(dp) \leftarrow \overline{(dp)}$	N - - - - - Z -
36	DAA	DF	1	3	Decimal adjust for addition	N - - - - - ZC
37	DAS	CF	1	3	Decimal adjust for subtraction	N - - - - - ZC
38	DEC A	A8	1	2	Decrement $M \leftarrow M - 1$	N - - - - - Z -
39	DEC dp	A9	2	4		
40	DEC dp + X	B9	2	5		
41	DEC !abs	B8	3	5		
42	DEC X	AF	1	2		
43	DEC Y	BE	1	2		
44	DIV	9B	1	12		

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
45	EOR #imm	A4	2	2	Exclusive OR	N-----Z-
46	EOR dp	A5	2	3	$A \leftarrow A \oplus (M)$	
47	EOR dp + X	A6	2	4		
48	EOR !abs	A7	3	4		
49	EOR !abs + Y	B5	3	5		
50	EOR [ dp + X]	96	2	6		
51	EOR [dp] + Y	97	2	6		
52	EOR {X}	94	1	3		
53	INC A	88	1	2	Increment	N-----ZC
54	INC dp	89	2	4	$(M) \leftarrow (M) + 1$	N-----Z-
55	INC dp + X	99	2	5		
56	INC !abs	98	3	5		
57	INC X	8F	1	2		
58	INC Y	9E	1	2		
59	LSR A	48	1	2	Logical shift right	N-----ZC
60	LSR dp	49	2	4	"0" → 	
61	LSR dp + X	59	2	5		
62	LSR !abs	58	3	5		
63	MUL	5B	1	9		Multiply : $YA \leftarrow Y \times A$
64	OR #imm	64	2	2	Logical OR	N-----Z-
65	OR dp	65	2	3	$A \leftarrow A \vee (M)$	
66	OR dp + X	66	2	4		
67	OR !abs	67	3	4		
68	OR !abs + Y	75	3	5		
69	OR [dp + X]	76	2	6		
70	OR [dp] + Y	77	2	6		
71	OR {X}	74	1	3		
72	ROL A	28	1	2	Rotate left through carry	N-----ZC
73	ROL dp	29	2	4		
74	ROL dp + X	39	2	5		
75	ROL !abs	38	3	5		
76	ROR A	68	1	2		Rotate right through carry
77	ROR dp	69	2	4		
78	ROR dp + X	79	2	5		
79	ROR !abs	78	3	5		
80	SBC #imm	24	2	2		Subtract with carry
81	SBC dp	25	2	3	$A \leftarrow A - (M) - (\overline{C})$	
82	SBC dp + X	26	2	4		
83	SBC !abs	27	3	4		
84	SBC !abs + Y	35	3	5		
85	SBC [dp + X]	36	2	6		
86	SBC [dp] + Y	37	2	6		
87	SBC {X}	34	1	3		
88	TST dp	4C	2	3	Test memory contents for negative or zero : (dp) - 00H	N-----Z-
89	XCN	CE	1	5	Exchange nibbles within the accumulator: $A_7 \sim A_4 \leftrightarrow A_3 \sim A_0$	N-----Z-



**Register / Memory Operation**

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	LDA #imm	C4	2	2	Load accumulator	N-----Z-
2	LDA dp	C5	2	3	$A \leftarrow (M)$	
3	LDA dp + X	C6	2	4		
4	LDA !abs	C7	3	4		
5	LDA !abs + Y	D5	3	5		
6	LDA [dp + X]	D6	2	6		
7	LDA [dp]+Y	D7	2	6		
8	LDA {X}	D4	1	3		
9	LDA {X}+	DB	1	4	X-register auto-increment : $A \leftarrow (M), X \leftarrow X + 1$	
10	LDM dp,#imm	E4	3	5	Load memory with immediate data : $(M) \leftarrow \text{imm}$	-----
11	LDX #imm	1E	2	2	Load X-register	N-----Z-
12	LDX dp	CC	2	3	$X \leftarrow (M)$	
13	LDX dp + Y	CD	2	4		
14	LDX !abs	DC	3	4		
15	LDY #imm	3E	2	2	Load X-register	N-----Z-
16	LDY dp	C9	2	3	$Y \leftarrow (M)$	
17	LDY dp + Y	D9	2	4		
18	LDY !abs	D8	3	4		
19	STA dp	E5	2	3	Store accumulator contents in memory	-----
20	STA dp + X	E6	2	4	$(M) \leftarrow A$	
21	STA !abs	E7	3	4		
22	STA !abs + Y	F5	3	5		
23	STA [dp + X]	F6	2	6		
24	STA [dp] + Y	F7	2	6		
25	STA {X}	F4	1	3		
26	STA {X}+	FB	1	4	X-register auto-increment : $(M) \leftarrow A, X \leftarrow X + 1$	
27	STX dp	EC	2	4	Store X-register contents in memory	-----
28	STX dp + Y	ED	2	5	$(M) \leftarrow X$	
29	STX !abs	FC	3	5		
30	STY dp	E9	2	4	Store Y-register contents in memory	-----
31	STY dp + X	F9	2	5	$(M) \leftarrow Y$	
32	STY !abs	F8	3	5		
33	TAX	E8	1	2	Transfer accumulator contents to X-register : $X \leftarrow A$	N-----Z-
34	TAY	9F	1	2	Transfer accumulator contents to Y-register : $Y \leftarrow A$	N-----Z-
35	TSPX	AE	1	2	Transfer stack-pointer contents to X-register : $X \leftarrow SP$	N-----Z-
36	TXA	C8	1	2	Transfer X-register contents to accumulator : $A \leftarrow X$	N-----Z-
37	TXSP	8E	1	2	Transfer X-register contents to stack-pointer : $SP \leftarrow X$	N-----Z-
38	TYA	BF	1	2	Transfer Y-register contents to accumulator : $A \leftarrow Y$	N-----Z-
39	XAX	EE	1	4	Exchange X-register contents with accumulator : $X \leftrightarrow A$	-----
40	XAY	DE	1	4	Exchange Y-register contents with accumulator : $Y \leftrightarrow A$	-----
41	XMA dp	BC	2	5	Exchange memory contents with accumulator	N-----Z-
42	XMA dp + X	AD	2	6	$(M) \leftrightarrow A$	
43	XMA {X}	BB	1	5		
44	XYX	FE	1	4	Exchange X-register contents with Y-register : $X \leftrightarrow Y$	-----

### 16-Bit Operation

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	ADDW dp	1D	2	5	16-bits add without carry : $YA \leftarrow YA + (dp+1)(dp)$	NV - - H - ZC
2	CMPW dp	5D	2	4	Compare YA contents with memory pair contents : $YA - (dp+1)(dp)$	N - - - - - ZC
3	DECW dp	BD	2	6	Decrement memory pair : $(dp+1)(dp) \leftarrow \{(dp+1)(dp)\} - 1$	N - - - - - Z -
4	INCW dp	9D	2	6	Increment memory pair : $(dp+1)(dp) \leftarrow \{(dp+1)(dp)\} + 1$	N - - - - - Z -
5	LDYA dp	7D	2	5	Load YA : $YA \leftarrow (dp+1)(dp)$	N - - - - - Z -
6	STYA dp	DD	2	5	Store YA : $(dp+1)(dp) \leftarrow YA$	- - - - - - -
7	SUBW dp	3D	2	5	16-bits subtract without carry : $YA \leftarrow YA - (dp+1)(dp)$	NV - - H - ZC

### Bit Manipulation

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	AND1 M.bit	8B	3	4	Bit AND C-flag : $C \leftarrow C \wedge (M.bit)$	- - - - - C
2	AND1B M.bit	8B	3	4	Bit AND C-flag and NOT : $C \leftarrow C \wedge \overline{(M.bit)}$	- - - - - C
3	BIT dp	0C	2	4	Bit test A with memory :	MM - - - - Z -
4	BIT !abs	1C	3	5	$Z \leftarrow A \wedge M, N \leftarrow (M_7), V \leftarrow (M_6)$	
5	CLR1 dp.bit	y1	2	4	Clear bit : $(M.bit) \leftarrow "0"$	- - - - - - -
6	CLR1A A.bit	2B	2	2	Clear A.bit : $(A.bit) \leftarrow "0"$	- - - - - - -
7	CLRC	20	1	2	Clear C-flag : $C \leftarrow "0"$	- - - - - 0
8	CLRG	40	1	2	Clear G-flag : $G \leftarrow "0"$	- - 0 - - - -
9	CLRv	80	1	2	Clear V-flag : $V \leftarrow "0"$	- 0 - - 0 - - -
10	EOR1 M.bit	AB	3	5	Bit exclusive-OR C-flag : $C \leftarrow C \oplus (M.bit)$	- - - - - C
11	EOR1B M.bit	AB	3	5	Bit exclusive-OR C-flag and NOT : $C \leftarrow C \oplus \overline{(M.bit)}$	- - - - - C
12	LDC M.bit	CB	3	4	Load C-flag : $C \leftarrow (M.bit)$	- - - - - C
13	LDCB M.bit	CB	3	4	Load C-flag with NOT : $C \leftarrow \overline{(M.bit)}$	- - - - - C
14	NOT1 M.bit	4B	3	5	Bit complement : $(M.bit) \leftarrow \overline{(M.bit)}$	- - - - - - -
15	OR1 M.bit	6B	3	5	Bit OR C-flag : $C \leftarrow C \vee (M.bit)$	- - - - - C
16	OR1B M.bit	6B	3	5	Bit OR C-flag and NOT : $C \leftarrow C \vee \overline{(M.bit)}$	- - - - - C
17	SET1 dp.bit	x1	2	4	Set bit : $(M.bit) \leftarrow "1"$	- - - - - - -
18	SETA1 A.bit	0B	2	2	Set A.bit : $(A.bit) \leftarrow "1"$	- - - - - - -
19	SETC	A0	1	2	Set C-flag : $C \leftarrow "1"$	- - - - - 1
20	SETG	C0	1	2	Set G-flag : $G \leftarrow "1"$	- - 1 - - - -
21	STC M.bit	EB	3	6	Store C-flag : $(M.bit) \leftarrow C$	- - - - - - -
22	TCLR1 !abs	5C	3	6	Test and clear bits with A : $A - (M), (M) \leftarrow (M) \wedge \overline{(A)}$	N - - - - - Z -
23	TSET1 !abs	3C	3	6	Test and set bits with A : $A - (M), (M) \leftarrow (M) \vee (A)$	N - - - - - Z -

**Branch / Jump Operation**

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	BBC A.bit,rel	y2	2	4/6	Branch if bit clear :	-----
2	BBC dp.bit,rel	y3	3	5/7	if(bit) = 0, then PC ← PC + rel	-----
3	BBS A.bit,rel	x2	2	4/6	Branch if bit clear :	-----
4	BBS dp.bit,rel	x3	3	5/7	if(bit) = 1, then PC ← PC + rel	-----
5	BCC rel	50	2	2/4	Branch if carry bit clear : if(C) = 0, then PC ← PC + rel	MM - - - - Z -
6	BCS rel	D0	2	2/4	Branch if carry bit set : If (C) =1, then PC ← PC + rel	-----
7	BEQ rel	F0	2	2/4	Branch if equal : if (Z) = 1, then PC ← PC + rel	-----
8	BMI rel	90	2	2/4	Branch if minus : if (N) = 1, then PC ← PC + rel	-----
9	BNE rel	70	2	2/4	Branch if not equal : if (Z) = 0, then PC ← PC + rel	-----
10	BPL rel	10	2	2/4	Branch if not minus : if (N) = 0, then PC ← PC + rel	-----
11	BRA rel	2F	2	4	Branch always : PC ← PC + rel	-----
12	BVC rel	30	2	2/4	Branch if overflow bit clear : If (V) = 0, then PC ← PC + rel	-----
13	BVS rel	B0	2	2/4	Branch if overflow bit set : If (V) = 1, then PC ← PC + rel	-----
14	CALL !abs	3B	3	8	Subroutine call	-----
15	CALL [dp]	5F	2	8	M(SP)←(PC <sub>H</sub> ), SP←SP-1, M(SP)←(PC <sub>L</sub> ), SP←SP-1 if !abs, PC ← abs ; if [dp], PC <sub>L</sub> ← (dp), PC <sub>H</sub> ← (dp+1)	-----
16	CBNE dp,rel	FD	3	5/7	Compare and branch if not equal ;	-----
17	CBNE dp + X, rel	8D	3	6/8	If A ≠ (M), then PC ← PC + rel.	-----
18	DBNE dp,rel	AC	3	5/7	Decrement and branch if not equal :	-----
19	DBNE Y,rel	7B	2	4/6	if (M) ≠ 0, then PC ← PC + rel.	-----
20	JMP !abs	1B	3	3	Unconditional jump	-----
21	JMP [!abs]	1F	3	5	PC ← jump address	-----
22	JMP [dp]	3F	2	4		-----
23	PCALL	4F	2	6	U-page call : M(SP) ← (PC <sub>H</sub> ), SP ← SP -1, M(SP) ← (PC <sub>L</sub> ), SP ← SP -1, PC <sub>L</sub> ← (upage), PC <sub>H</sub> ← "OFF <sub>H</sub> "	-----
24	TCALL n	nA	1	8	Table call : M(SP) ← (PC <sub>H</sub> ), SP ← SP -1, M(SP) ← (PC <sub>L</sub> ), SP ← SP -1 PC <sub>L</sub> ← (Table vector L), PC <sub>H</sub> ← (Table vector H)	-----

## Control Operation &amp; etc.

NO.	MNEMONIC	OP CODE	BYTE NO.	CYCLE NO	OPERATION	FLAG NVGBHIZC
1	BRK	0F	1	8	Software interrupt: B ← "1", M(SP) ← (PC <sub>H</sub> ), SP ← SP - 1, M(s) ← (PC <sub>L</sub> ), SP ← S - 1, M(SP) ← PSW, SP ← SP - 1, PC <sub>L</sub> ← (0FFDE <sub>H</sub> ), PC <sub>H</sub> ← (0FFDF <sub>H</sub> )	--- 1 - 0 --
2	DI	60	1	3	Disable interrupts : I ← "0"	----- 0 --
3	EI	E0	1	3	Enable interrupts : I ← "1"	----- 1 --
4	NOP	FF	1	2	No operation	-----
5	POP A	0D	1	4	Pop from stack	----- (restored)
6	POP X	2D	1	4	SP ← SP + 1, Reg. ← M(SP)	
7	POP Y	4D	1	4		
8	POP PSW	6D	1	4		
9	PUSH A	0E	1	4	Push to stack	-----
10	PUSH X	2E	1	4	M(SP) ← Reg. SP ← SP - 1	
11	PUSH Y	4E	1	4		
12	PUSH PSW	6E	1	4		
13	RET	6F	1	5	Return from subroutine : SP ← SP+1, PC <sub>L</sub> ← M(SP), SP ← SP+1, PC <sub>H</sub> ← M(SP)	-----
14	RETI	7F	1	6	Return from interrupt : SP ← SP+1, PSW ← M(SP), SP ← SP+1, PC <sub>L</sub> ← M(SP), SP ← SP+1, PC <sub>H</sub> ← M(SP)	(restored)
15	STOP	EF	1	3	Stop mode (halt CPU, stop oscillator)	-----



