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Renesas Electronics website: http://www.renesas.com

April 1st, 2010
Renesas Electronics Corporation

Issued by: Renesas Electronics Corporation (http://www.renesas.com)

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User's Manual

ADE-602-xxx

H8/3847R Group, H8/3847S Group, H8/38347 Group, H8/38447 Group

Hardware Manual

Renesas 8-Bit Single-Chip Microcomputer
H8 Family/H8/300L Super Low Power Series

H8/3847R Group	H8/3842R	H8/38347 Group	H8/38342
	H8/3843R		H8/38343
	H8/3844R		H8/38344
	H8/3845R		H8/38345
	H8/3846R		H8/38346
	H8/3847R		H8/38347
H8/3847S Group	H8/3844S	H8/38447 Group	H8/38442
	H8/3845S		H8/38443
	H8/3846S		H8/38444
	H8/3847S		H8/38445
			H8/38446
			H8/38447

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an ideal configuration as a microcomputer for embedding in sophisticated control syst
(ZTAT™*1), Flash memory (F-ZTAT™*2) and mask ROM are available as on-chip F
enabling users to respond quickly and flexibly to changing application specifications a
demands of the transition from initial to full-fledged volume production.

Notes: 1. ZTAT is a trademark of Renesas Technology Corp.
2. F-ZTAT is a trademark of Renesas Technology Corp.

Intended Readership: This manual is intended for users undertaking the design of an a
system using the H8/3847R Group, H8/3847S Group, H8/38347
H8/38447 Group. Readers using this manual require a basic kno
electrical circuits, logic circuits, and microcomputers.

Purpose: The purpose of this manual is to give users an understanding of t
functions and electrical characteristics of the H8/3847R Group, H
Group, H8/38347 Group, and H8/38447 Group. Details of execu
instructions can be found in the H8/300L Series Programming M
which should be read in conjunction with the present manual.

Using this Manual:

- For an overall understanding of the H8/3847R Group, H8/3847S Group, H8/3834
H8/38447 Group's functions
Follow the Table of Contents. This manual is broadly divided into sections on the
control functions, peripheral functions, and electrical characteristics.
- For a detailed understanding of CPU functions
Refer to the separate publication H8/300L Series Programming Manual.
Note on bit notation: Bits are shown in high-to-low order from left to right.

cannot be accessed by the user.

4. The address area from H'F300 to H'F6FF must not be accessed under any circumstances.
5. When the on-chip emulator is used, pin P24 functions as an I/O pin, pins P2 function as input pins, and pin P27 functions as an output pin.
6. During a break, the watchdog timer continues to operate. Therefore, an inter generated if an overflow occurs during the break.

Related Material: The latest information is available at our Web Site. Please make you have the most up-to-date information available. (http://www.renesas.com/)

User's Manuals on the H8/3847:

Manual Title	Document
H8/3847R Group, H8/3847S Group, H8/38347 Group, H8/38447 Group Hardware Manual	This manu
H8/300L Series Programming Manual	REJ09B02

User's manuals for development tools:

Manual Title	Document
C/C++ Compiler, Assembler, Optimizing Linkage Editor User's Manual	REJ10B01
H8S, H8/300 Series Simulator/Debugger User's Manual	REJ10B02
High-Performance Embedded Workshop User's Manual	ADE-702-2
H8S, H8/300 Series High-Performance Embedded Workshop, High-Performance Debugging Interface User's Manual	ADE-702-2

Therefore, an internal reset is generated if an overflow during the break.

1.3.2 Pin Functions — 33 — Table amended

Table 1.6 Pin Functions

Type	Symbol	Pin No. FP-100B TFP-100B TFP-100G	Pin No. FP-100A	I/O	Name and Functi
System control	TEST	14	17	Intput	**Test pin:** This pin cannot be used. I connected to V_{SS}.

8.3.1 Overview — 213 — Description amended

Port 2 is an 8-bit I/O port. Figure 8.2 shows its pin con

In the F-ZTAT version, the on-chip pull-up MOS for pi during the reset period. It turns off and normal operati after the reset is cleared. The pull-up MOS is controlle hardware; it cannot be manipulated by a user program should be considered when making connections to ex circuitry. Note that the mask ROM and ZTAT versions this function.

8.3.4 Pin States — 218 — Table and notes amended

Table 8.7 Port 2 Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subac
$P2_7$ to $P2_5$	High-impedance	Retains previous state	Retains previous state	High-impedance	Retains previous state	Functi
$P2_4$*1	Pull-up MOS on					
$P2_4$*2	High-impedance					
$P2_3$						
$P2_2/SO_1$ $P2_1/SI_1$ $P2_0/SCK_1$	High-impedance					

Notes: 1. Applies to the F-ZTAT version of the H8/38347 Group and H8/38447
2. Applies to H8/3847R Group and H8/3847S Group. Also applies to the version of the H8/38347 Group and H8/38447 Group.

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Vss with an external resistor of approximately 1

15.8.2 DC Characteristics Table 15.26 DC Characteristics	519, 525	Table and notes amended

Item	Symbol	Applicable Pins
Pull-up MOS current	$-I_p$	$P1_0$ to $P1_7$, $P2_4$ *6, $P3_0$ to $P3_7$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$

Notes:

4. Except current which flows to the pull-up MOS or ou

5. Voltage maintained in standby mode

6. Applies to the F-ZTAT version. The specified values in reference values.

C.2 Block Diagrams of Port 2 Figure C.2 (a-1) Port 2 Block Diagram (Pins $P2_7$ to $P2_3$, Not Including $P2_4$ in the F-ZTAT Version of the H8/38347 Group and H8/38447 Group)	634	Figure title amended
Figure C.2 (a-2) Port 2 Block Diagram (Pin $P2_4$ in the F-ZTAT Version of the H8/38347 Group and H8/38447 Group)	635	Newly added

3. On-chip pull-up MOS turns on for pin P24 only (F-Z
of the H8/38347 Group and H8/38447 Group).

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Section 2 CPU

Section 4 Clock Pulse Generators

Section 5 Power-Down Modes

Section 6 ROM

Section 7 RAM

Section 8 I/O Ports

Section 9 Timers

Section 10 Serial Communication Interface

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Section 9 Timers

Section 10 Serial Communication Interface

Section 11 14-Bit PWM

Section 12 A/D Converter

Within the H8/300L Series, the H8/3847R Group, H8/3847S Group, H8/38347 Group
H8/38447 Group comprise single-chip microcomputers equipped with an LCD (liquid
display) controller/driver. Other on-chip peripheral functions include six types of tim
pulse width modulator (PWM), three serial communication interface channels, and an
converter. Together, these functions make the H8/3847R Group, H8/3847S Group, H
Group, and H8/38447 Group ideally suited for embedded applications in systems requ
power consumption and LCD display. Also available are models incorporating 16 Kby
Kbytes of ROM and 1 Kbyte to 2 Kbytes of RAM on-chip.

The H8/3847R is also available in a ZTAT™*1 version with on-chip PROM which ca
programmed as required by the user.

The H8/38347 and H8/38447 are available in a F-ZTAT™*2 version with on-chip flas
that can be programmed on-board.

Table 1.1 summarizes the features of the H8/3847R Group, H8/3847S Group, H8/383
and H8/38447 Group.

Notes: 1. ZTAT (Zero Turn Around Time) is a trademark of Renesas Technology Co
2. F-ZTAT is a trademark of Renesas Technology Corp.

	— Max. operating speed: 8 MHz — Add/subtract: 0.25 µs (operating at 8 MHz) — Multiply/divide: 1.75 µs (operating at 8 MHz) — Can run on 32.768 kHz or 38.4 kHz subclock • Instruction set compatible with H8/300 CPU — Instruction length of 2 bytes or 4 bytes — Basic arithmetic operations between registers — MOV instruction for data transfer between memory and regis • Typical instructions — Multiply (8 bits × 8 bits) — Divide (16 bits ÷ 8 bits) — Bit accumulator — Register-indirect designation of bit position
Interrupts	37 interrupt sources • 13 external interrupt sources (IRQ_4 to IRQ_0, WKP_7 to WKP_0) • 24 internal interrupt sources
Clock pulse generators	Two on-chip clock pulse generators • System clock pulse generator: — Maximum 16 MHz (H8/3847R Group, H8/38347 Group, and H Group) — Maximum 10 MHz (H8/3847S Group) • Subclock pulse generator: 32.768 kHz, 38.4 kHz

	• Subactive mode • Active (medium-speed) mode
Memory	Large on-chip memory • H8/3842R, H8/38342, H8/38442: 16-Kbyte ROM, 1-Kbyte RAM • H8/3843R, H8/38343, H8/38443: 24-Kbyte ROM, 1-Kbyte RAM • H8/3844R, H8/3844S, H8/38344, H8/38444: 32-Kbyte ROM, 2-K • H8/3845R, H8/3845S, H8/38345, H8/38445: 40-Kbyte ROM, 2-K • H8/3846R, H8/3846S, H8/38346, H8/38446: 48-Kbyte ROM, 2-K • H8/3847R, H8/3847S, H8/38347, H8/38447: 60-Kbyte ROM, 2-K
I/O ports	84 pins • 71 I/O pins • 13 input pins

	• Timer C: 8-bit timer — Count-up/down timer with selection of seven internal clock si event input from external pin — Auto-reloading • Timer F: 16-bit timer — Can be used as two independent 8-bit timers — Count-up timer with selection of four internal clock signals or input from external pin — Provision for toggle output by means of compare-match func • Timer G: 8-bit timer — Count-up timer with selection of four internal clock signals — Incorporates input capture function (built-in noise canceler) • Watchdog timer — Reset signal generated by overflow of 8-bit counter
Serial communication interface	Three serial communication interface channels on chip • SCI1: Synchronous serial interface Choice of 8-bit or 16-bit transfer data • SCI3-1: 8-bit synchronous/asynchronous serial interface Incorporates multiprocessor communication function • SCI3-2: 8-bit synchronous/asynchronous serial interface Incorporates multiprocessor communication function
14-bit PWM	Pulse-division PWM output for reduced ripple • Can be used as a 14-bit D/A converter by connecting to an exter pass filter.

- Segment pins can be switched to general purpose port function

HD6433846S			FP-100B
HD64338346			TFP-100B
HD64338446			TFP-100G
			Die
HD6433845R	—	—	FP-100A (H8/3845R only)
HD6433845S			FP-100B
HD64338345			TFP-100B
HD64338445			TFP-100G
			Die
HD6433844R	—	HD64F38344	FP-100A (H8/3844R only)
HD6433844S		HD64F38444	FP-100B
HD64338344			TFP-100B
HD64338444			TFP-100G
			Die (Mask ROM version only)
HD6433843R	—	—	FP-100A (H8/3843R only)
HD64338343			FP-100B
HD64338443			TFP-100B
			TFP-100G
			Die
HD6433842R	—	—	FP-100A (H8/3842R only)
HD64338342			FP-100B
HD64338442			TFP-100B
			TFP-100G
			Die

See appendix E for a list of product codes.

Note: * See section 4, Clock Pulse Generators, for the definition of ϕ and ϕw.

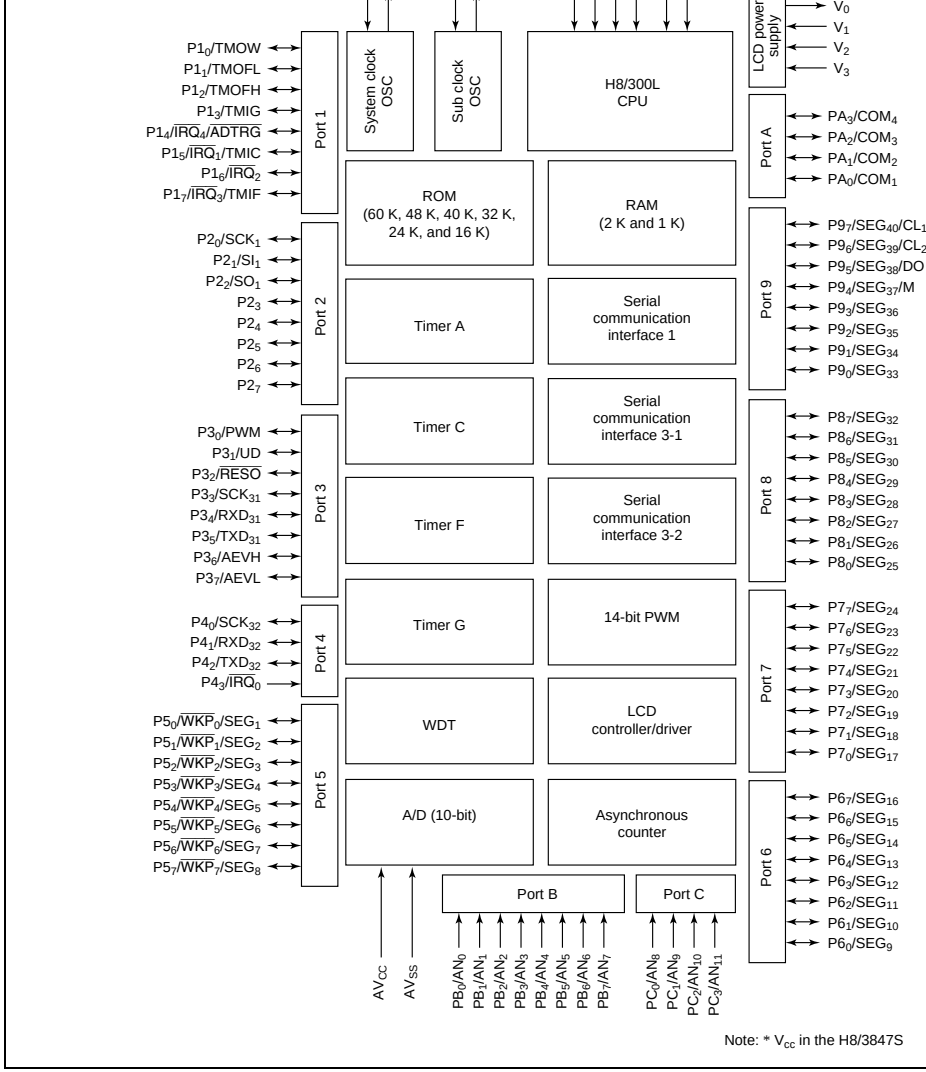
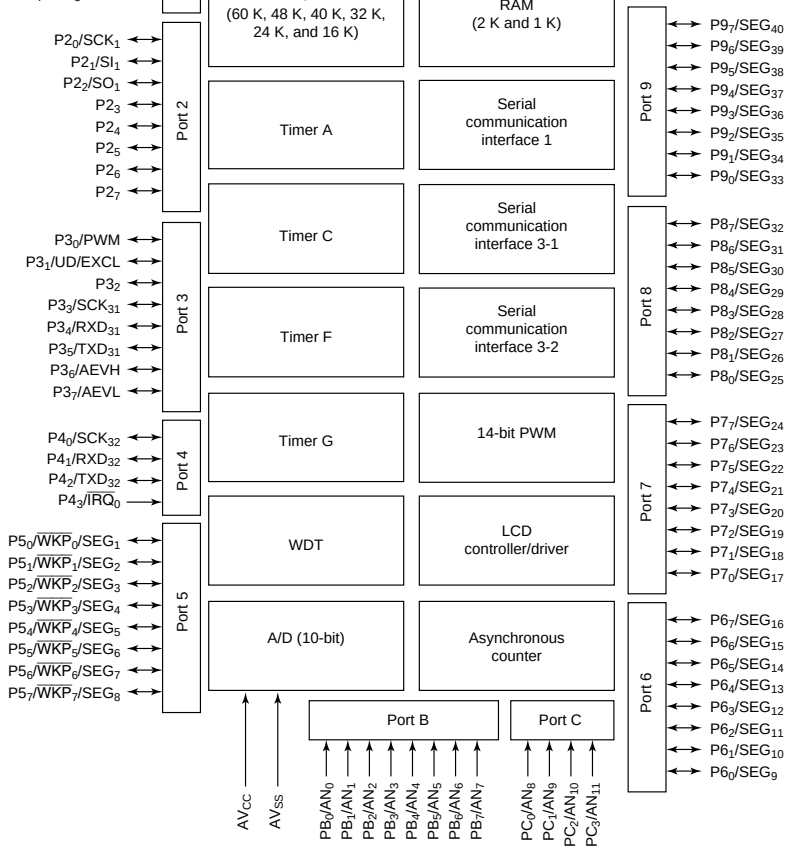


Figure 1.1 (1) Block Diagram (H8/3847R Group and H8/3847S Group)



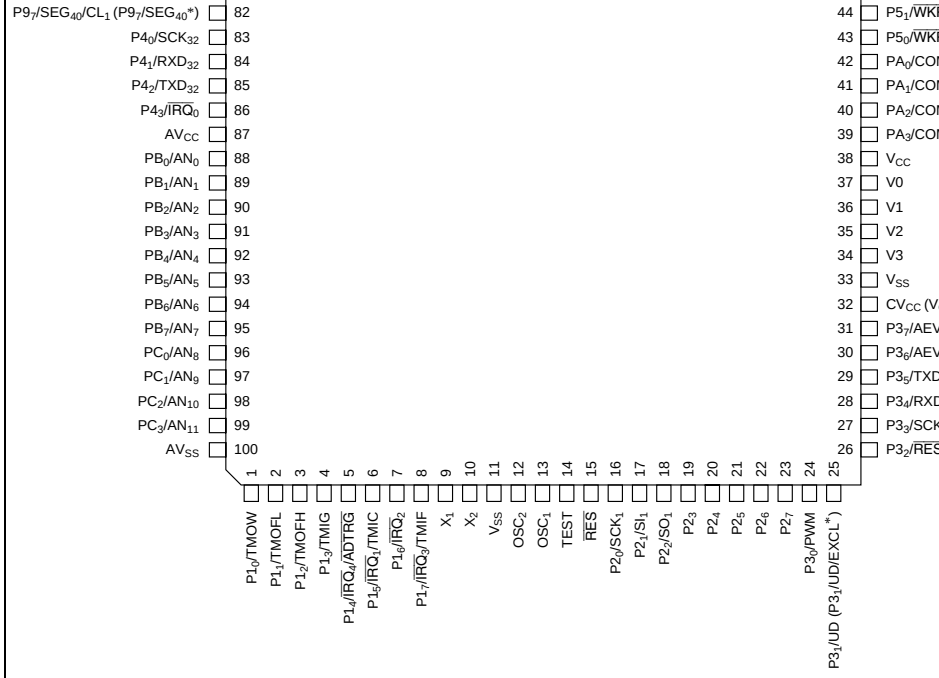
Note: When the on-chip emulator is used, pins P24, P25, P26, and P27 are reserved for use exclusively by the emulator and therefore cannot be accessed by the user.

Figure 1.1 (2) Block Diagram (H8/38347 Group and H8/38447 Group)

1.2. The bonding pad location diagram of the H8/3847S Group (Mask ROM version) i
figure 1.5. The bonding pad coordinates of the H8/3847S Group (Mask ROM version)
table 1.3.

The bonding pad location diagram of the HCD64F38347 and HCD64F38447 is shown
1.6. The bonding pad coordinates of the HCD64F38347 and HCD64F38447 are given

The bonding pad location diagram of the H8/38347 Group (Mask ROM version) and H
Group (Mask ROM version) is shown in figure 1.7. The bonding pad coordinates of th
Group (Mask ROM version) and H8/38447 Group (Mask ROM version) are given in t



Notes: When the on-chip emulator is used, pins P24, P25, P26, and P27 are reserved for use exclusively by the emulator and the cannot be accessed by the user.
* H8/38347, H8/38447

Figure 1.2 Pin Arrangement (FP-100B, TFP-100B and TFP-100G: Top Vi

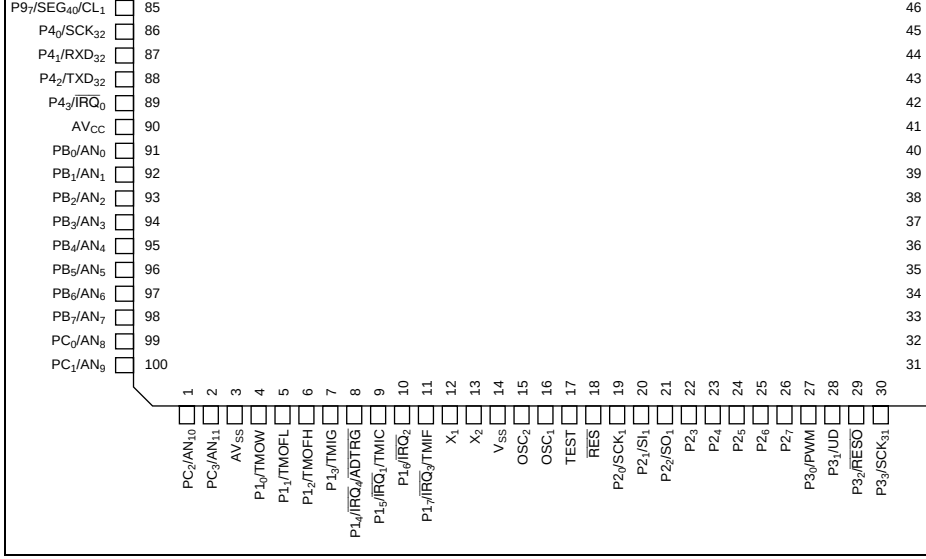


Figure 1.3 Pin Arrangement (FP-100A: Top View)

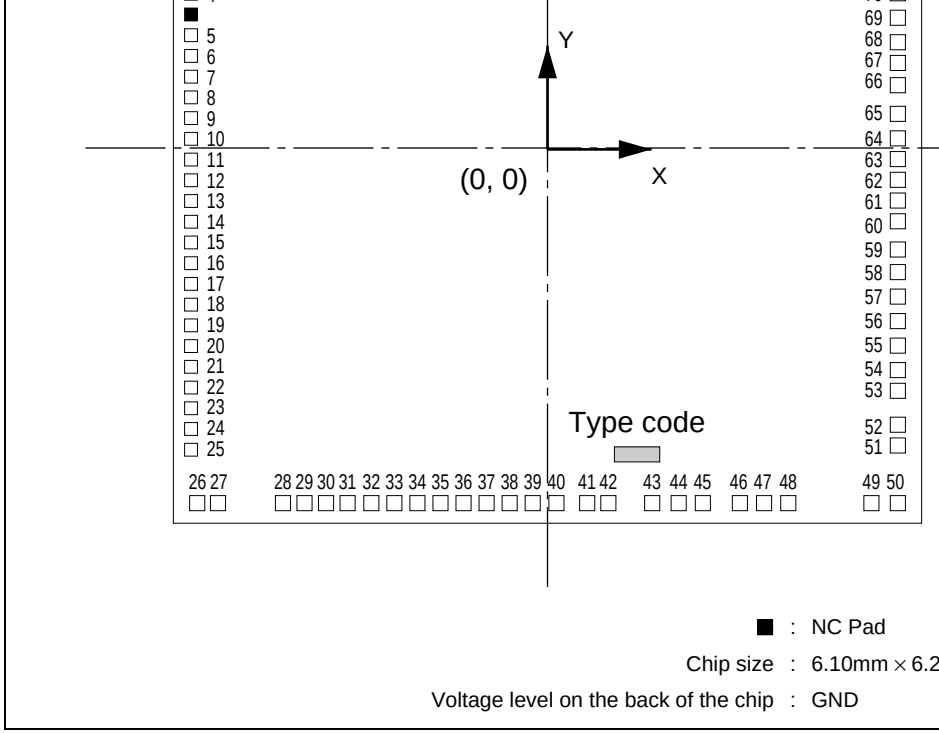


Figure 1.4 Bonding Pad Location Diagram of H8/3847R Group (Mask ROM V (Top View)

5	$P1_4/\overline{IRQ_4}/\overline{ADTRG}$	-2866	984
6	$P1_5/\overline{IRQ_1}$/TMIC	-2866	810
7	$P1_6/\overline{IRQ_2}$	-2866	636
8	$P1_7/\overline{IRQ_3}$/TMIF	-2866	462
9	X_1	-2866	288
10	X_2	-2866	116
11	V_{SS}	-2866	-56
12	OSC_2	-2866	-228
13	OSC_1	-2866	-402
14	TEST	-2866	-576
15	$\overline{RES}$	-2866	-749
16	$P2_0/SCK_1$	-2866	-920
17	$P2_1/SI_1$	-2866	-1094
18	$P2_2/SO_1$	-2866	-1266
19	$P2_3$	-2866	-1440
20	$P2_4$	-2866	-1612
21	$P2_5$	-2866	-1785
22	$P2_6$	-2866	-1969
23	$P2_7$	-2866	-2153
24	$P3_0$/PWM	-2866	-2327
25	$P3_1$/UD	-2866	-2503
26	$P3_2/\overline{RESO}$	-2866	-2931
27	$P3_3/SCK_{31}$	-2669	-2931
28	$P3_4/RXD_{31}$	-2142	-2931
29	$P3_5/TXD_{31}$	-1971	-2931
30	$P3_6$/AEVH	-1798	-2931

36	V1	-672	-2931
37	V0	-496	-2931
38	V_{CC}	-320	-2931
39	PA_3/COM_4	-112	-2931
40	PA_2/COM_3	76	-2931
41	PA_1/COM_2	320	-2931
42	PA_0/COM_1	544	-2931
43	$P5_0/\overline{WKP}_0/SEG_1$	842	-2931
44	$P5_1/\overline{WKP}_1/SEG_2$	1069	-2931
45	$P5_2/\overline{WKP}_2/SEG_3$	1256	-2931
46	$P5_3/\overline{WKP}_3/SEG_4$	1641	-2931
47	$P5_4/\overline{WKP}_4/SEG_5$	1829	-2931
48	$P5_5/\overline{WKP}_5/SEG_6$	2017	-2931
49	$P5_6/\overline{WKP}_6/SEG_7$	2648	-2931
50	$P5_7/\overline{WKP}_7/SEG_8$	2865	-2931
51	$P6_0/SEG_9$	2866	-2484
52	$P6_1/SEG_{10}$	2866	-2296
53	$P6_2/SEG_{11}$	2866	-2061
54	$P6_3/SEG_{12}$	2866	-1846
55	$P6_4/SEG_{13}$	2866	-1658
56	$P6_5/SEG_{14}$	2866	-1430
57	$P6_6/SEG_{15}$	2866	-1244
58	$P6_7/SEG_{16}$	2866	-1056
59	$P7_0/SEG_{17}$	2866	-828
60	$P7_1/SEG_{18}$	2866	-640
61	$P7_2/SEG_{19}$	2866	-452
62	$P7_3/SEG_{20}$	2866	-264

68	$P8_1/SEG_{26}$	2866	944
69	$P8_2/SEG_{27}$	2866	1132
70	$P8_3/SEG_{28}$	2866	1318
71	$P8_4/SEG_{29}$	2866	1506
72	$P8_5/SEG_{30}$	2866	1694
73	$P8_6/SEG_{31}$	2866	1882
74	$P8_7/SEG_{32}$	2866	2070
75	$P9_0/SEG_{33}$	2866	2367
76	$P9_1/SEG_{34}$	2866	2931
77	$P9_2/SEG_{35}$	2654	2931
78	$P9_3/SEG_{36}$	1998	2931
79	$P9_4/SEG_{37}$/M	1803	2931
80	$P9_5/SEG_{38}$/DO	1396	2931
81	$P9_6/SEG_{39}/CL_2$	1209	2931
82	$P9_7/SEG_{40}/CL_1$	977	2931
83	$P4_0/SCK_{32}$	631	2931
84	$P4_1/RXD_{32}$	456	2931
85	$P4_2/TXD_{32}$	284	2931
86	$P4_3/\overline{IRQ}_0$	109	2931
87	AV_{CC}	-64	2931
88	PB_0/AN_0	-236	2931
89	PB_1/AN_1	-409	2931
90	PB_2/AN_2	-581	2931
91	PB_3/AN_3	-753	2931
92	PB_4/AN_4	-925	2931
93	PB_5/AN_5	-1097	2931
94	PB_6/AN_6	-1268	2931

100	AV_{SS}	-2866	2931

Note: * These values show the coordinates of the centers of pads. The accuracy is ±
home-point position is the chip's center and the center is located at half the d
between the upper and lower pads and left and right pads.

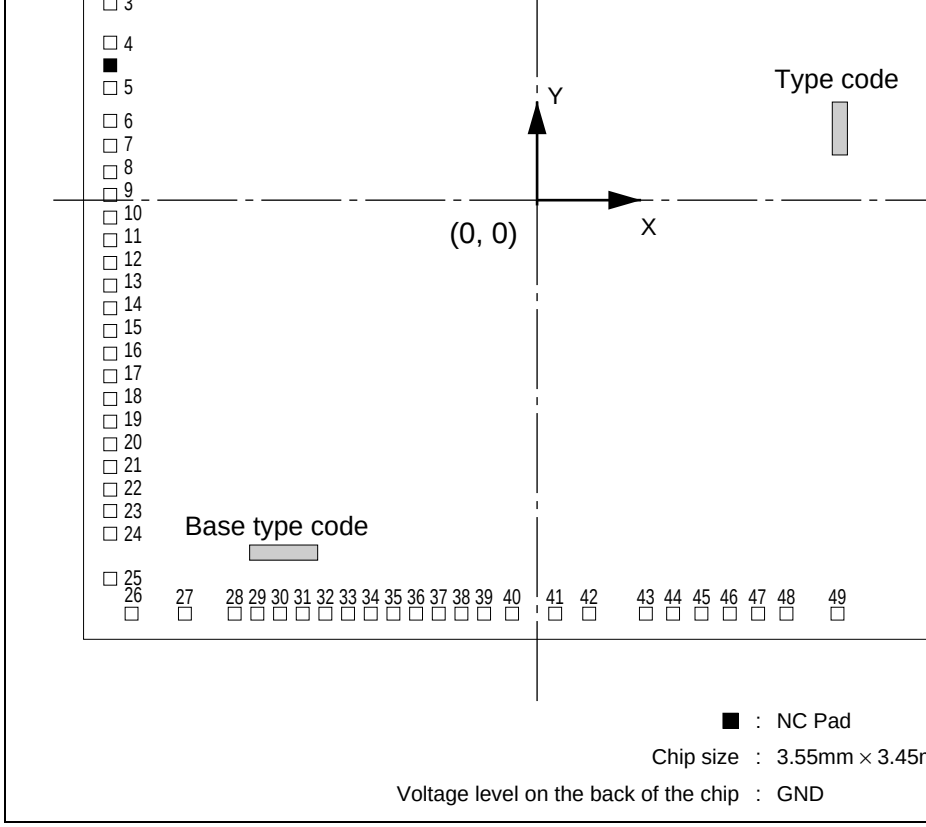


Figure 1.5 Bonding Pad Location Diagram of H8/3847S Group (Mask ROM (Top View)

5	$P1_4/\overline{IRQ_4}/\overline{ADTRG}$	-1655	451
6	$P1_5/\overline{IRQ_1}$/TMIC	-1655	334
7	$P1_6/\overline{IRQ_2}$	-1655	226
8	$P1_7/\overline{IRQ_3}$/TMIF	-1655	122
9	X_1	-1655	37
10	X_2	-1655	-48
11	V_{SS}	-1655	-138
12	OSC_2	-1655	-223
13	OSC_1	-1655	-308
14	TEST	-1655	-393
15	$\overline{RES}$	-1655	-478
16	$P2_0/SCK_1$	-1655	-563
17	$P2_1/SI_1$	-1655	-648
18	$P2_2/SO_1$	-1655	-733
19	$P2_3$	-1655	-818
20	$P2_4$	-1655	-903
21	$P2_5$	-1655	-988
22	$P2_6$	-1655	-1073
23	$P2_7$	-1655	-1158
24	$P3_0$/PWM	-1655	-1243
25	$P3_1$/UD	-1655	-1480
26	$P3_2/\overline{RESO}$	-1580	-1605
27	$P3_3/SCK_{31}$	-1357	-1605
28	$P3_4/RXD_{31}$	-1178	-1605
29	$P3_5/TXD_{31}$	-1093	-1605
30	$P3_6$/AEVH	-992	-1605

36	V1	-481	-1605
37	V0	-396	-1605
38	V_{CC}	-310	-1605
39	PA_3/COM_4	-215	-1605
40	PA_2/COM_2	-85	-1605
41	PA_1/COM_1	64	-1605
42	PA_0/COM_0	197	-1605
43	$P5_0/\overline{WKP}_0/SEG_1$	421	-1605
44	$P5_1/\overline{WKP}_1/SEG_2$	528	-1605
45	$P5_2/\overline{WKP}_2/SEG_3$	635	-1605
46	$P5_3/\overline{WKP}_3/SEG_4$	742	-1605
47	$P5_4/\overline{WKP}_4/SEG_5$	849	-1605
48	$P5_5/\overline{WKP}_5/SEG_6$	957	-1605
49	$P5_6/\overline{WKP}_6/SEG_7$	1154	-1605
50	$P5_7/\overline{WKP}_7/SEG_8$	1570	-1605
51	$P6_0/SEG_9$	1655	-1527
52	$P6_1/SEG_{10}$	1655	-1294
53	$P6_2/SEG_{11}$	1655	-1209
54	$P6_3/SEG_{12}$	1655	-1117
55	$P6_4/SEG_{13}$	1655	-1010
56	$P6_5/SEG_{14}$	1655	-903
57	$P6_6/SEG_{15}$	1655	-796
58	$P6_7/SEG_{16}$	1655	-689
59	$P7_0/SEG_{17}$	1655	-559
60	$P7_1/SEG_{18}$	1655	-452
61	$P7_2/SEG_{19}$	1655	-345
62	$P7_3/SEG_{20}$	1655	-237

68	$P8_1/SEG_{26}$	1655	424
69	$P8_2/SEG_{27}$	1655	532
70	$P8_3/SEG_{28}$	1655	639
71	$P8_4/SEG_{29}$	1655	746
72	$P8_5/SEG_{30}$	1655	853
73	$P8_6/SEG_{31}$	1655	960
74	$P8_7/SEG_{32}$	1655	1067
75	$P9_0/SEG_{33}$	1655	1527
76	$P9_1/SEG_{34}$	1466	1605
77	$P9_2/SEG_{35}$	1230	1605
78	$P9_3/SEG_{36}$	1145	1605
79	$P9_4/SEG_{37}/M$	1060	1605
80	$P9_5/SEG_{38}/DO$	854	1605
81	$P9_6/SEG_{39}/CL_2$	747	1605
82	$P9_7/SEG_{40}/CL_1$	640	1605
83	$P4_0/SCK_{32}$	524	1605
84	$P4_1/RXD_{32}$	439	1605
85	$P4_2/TXD_{32}$	354	1605
86	$P4_3/\overline{IRQ}_0$	269	1605
87	AV_{CC}	101	1605
88	PB_0/AN_0	16	1605
89	PB_1/AN_1	-92	1605
90	PB_2/AN_2	-207	1605
91	PB_3/AN_3	-319	1605
92	PB_4/AN_4	-431	1605
93	PB_5/AN_5	-543	1605
94	PB_6/AN_6	-655	1605

100		AV_{SS}	-1523	1605

Note: * These values show the coordinates of the centers of pads. The accuracy is
home-point position is the chip's center and the center is located at half the
between the upper and lower pads and left and right pads.

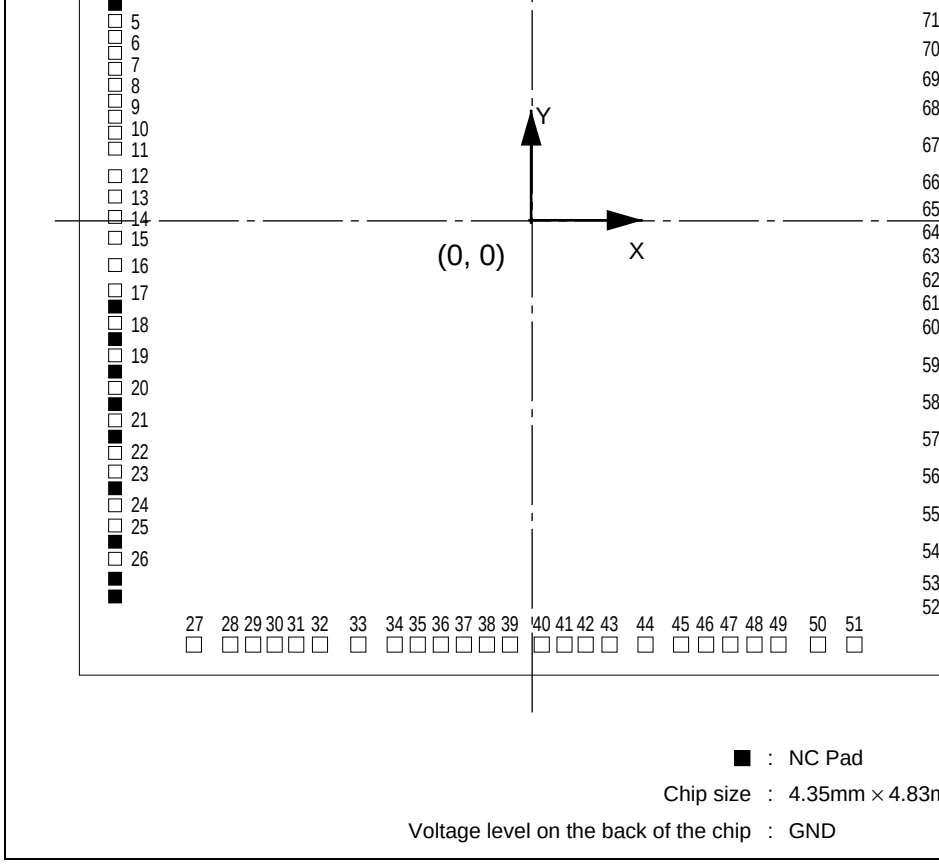


Figure 1.6 Bonding Pad Location Diagram of HCD64F38347 and HCD64F3 (Top View)

5	$P1_4/\overline{IRQ_4}/\overline{ADTRG}$	-2056	941
6	$P1_5/\overline{IRQ_1}$/TMIC	-2056	839
7	$P1_6/\overline{IRQ_2}$	-2056	737
8	$P1_7/\overline{IRQ_3}$/TMIF	-2056	635
9	X_1	-2056	533
10	X_2	-2056	431
11	V_{SS}	-2056	329
12	V_{SS}	-2056	193
13	OSC_2	-2056	106
14	OSC_1	-2056	20
15	TEST	-2056	-66
16	$\overline{RES}$	-2056	-244
17	$P2_0/SCK_1$	-2056	-402
18	$P2_1/SI_1$	-2056	-574
19	$P2_2/SO_1$	-2056	-747
20	$P2_3$	-2056	-919
21	$P2_4$	-2056	-1091
22	$P2_5$	-2056	-1263
23	$P2_6$	-2056	-1349
24	$P2_7$	-2056	-1521
25	$P3_0$/PWM	-2056	-1607
26	$P3_1$/UD/EXCL	-2056	-1779
27	$P3_2$	-1777	-2295
28	$P3_3/SCK_{31}$	-1530	-2295
29	$P3_4/RXD_{31}$	-1382	-2295
30	$P3_5/TXD_{31}$	-1280	-2295
31	$P3_6$/AEVH	-1178	-2295

37	V1	-382	-2295
38	V0	-281	-2295
39	V_{CC}	-145	-2295
40	PA_3/COM_4	51	-2295
41	PA_2/COM_3	176	-2295
42	PA_1/COM_2	301	-2295
43	PA_0/COM_1	441	-2295
44	$P5_0/\overline{WKP}_0$/SEG1	604	-2295
45	$P5_1/\overline{WKP}_1$/SEG2	775	-2295
46	$P5_2/\overline{WKP}_2$/SEG3	883	-2295
47	$P5_3/\overline{WKP}_3$/SEG4	1022	-2295
48	$P5_4/\overline{WKP}_4$/SEG5	1147	-2295
49	$P5_5/\overline{WKP}_5$/SEG6	1302	-2295
50	$P5_6/\overline{WKP}_6$/SEG7	1530	-2295
51	$P5_7/\overline{WKP}_7$/SEG8	1777	-2295
52	$P6_0$/SEG9	2056	-1955
53	$P6_1$/SEG10	2056	-1830
54	$P6_2$/SEG11	2056	-1651
55	$P6_3$/SEG12	2056	-1481
56	$P6_4$/SEG13	2056	-1300
57	$P6_5$/SEG14	2056	-1111
58	$P6_6$/SEG15	2056	-879
59	$P6_7$/SEG16	2056	-671
60	$P7_0$/SEG17	2056	-505
61	$P7_1$/SEG18	2056	-380
62	$P7_2$/SEG19	2056	-255

68	$P8_0$/SEG25	2056	660
69	$P8_1$/SEG26	2056	784
70	$P8_2$/SEG27	2056	909
71	$P8_3$/SEG28	2056	1034
72	$P8_4$/SEG29	2056	1159
73	$P8_5$/SEG30	2056	1378
74	$P8_6$/SEG31	2056	1503
75	$P8_7$/SEG32	2056	1627
76	$P9_0$/SEG33	2056	1840
77	$P9_1$/SEG34	1777	2295
78	$P9_2$/SEG35	1530	2295
79	$P9_3$/SEG36	1302	2295
80	$P9_4$/SEG37	1147	2295
81	$P9_5$/SEG38	901	2295
82	$P9_6$/SEG39	728	2295
83	$P9_7$/SEG40	603	2295
84	$P4_0$/SCK_{32}	451	2295
85	$P4_1$/RXD_{32}	350	2295
86	$P4_2$/TXD_{32}	175	2295
87	$P4_3$/$\overline{IRQ}_0$	73	2295
88	AV_{CC}	-155	2295
89	PB_0/AN_0	-290	2295
90	PB_1/AN_1	-440	2295
91	PB_2/AN_2	-588	2295
92	PB_3/AN_3	-695	2295
93	PB_4/AN_4	-801	2295
94	PB_5/AN_5	-890	2295

100	PC_3/AN_{11}	-1530	2295
101	AV_{SS}	-1777	2295

Note: * These values show the coordinates of the centers of pads. The accuracy is ±
home-point position is the chip's center and the center is located at half the d
between the upper and lower pads and left and right pads. Pad numbers 11,
are power supply (Vss) pads and must be connected. They should not be lef
number 15 (TEST) must be connected to the Vss position. The device will no
properly if the pads are not connected as indicated.

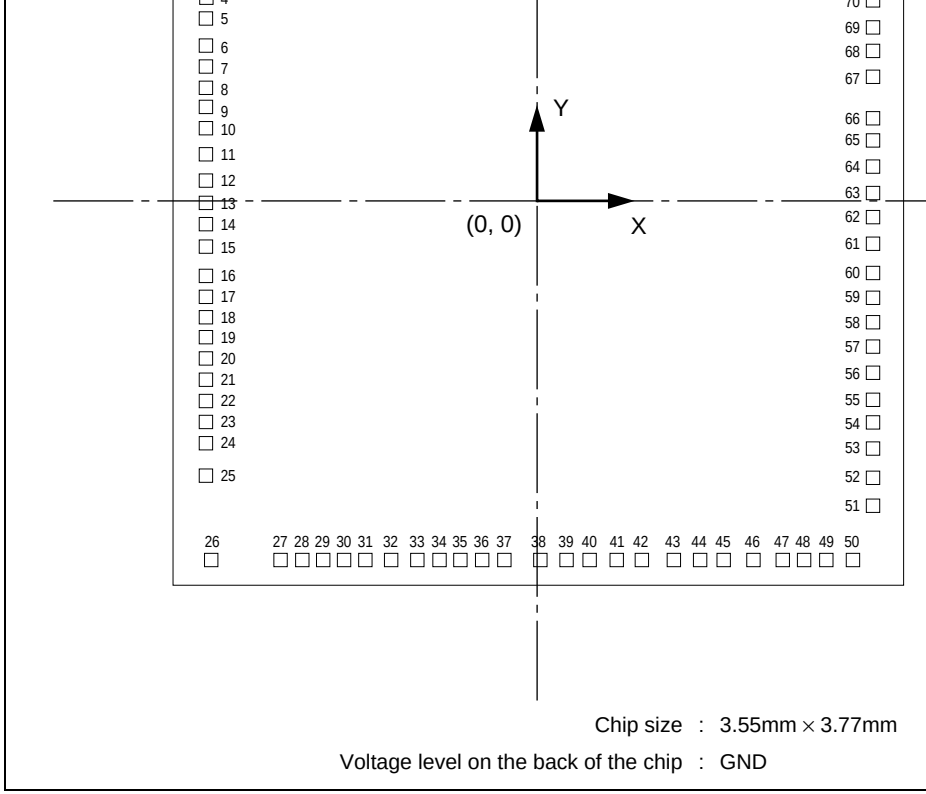


Figure 1.7 Bonding Pad Location Diagram of H8/38347 Group (Mask ROM and H8/38447 Group (Mask ROM Version) (Top View)

4	$P1_3$/TMIG	-1658	1006
5	$P1_4$/$\overline{IRQ_4}$/$\overline{ADTRG}$	-1658	907
6	$P1_5$/$\overline{IRQ_1}$/TMIC	-1658	751
7	$P1_6$/$\overline{IRQ_2}$	-1658	653
8	$P1_7$/$\overline{IRQ_3}$/TMIF	-1658	555
9	X_1	-1658	456
10	X_2	-1658	358
11	V_{SS}	-1658	232
12	OSC_2	-1658	88
13	OSC_1	-1658	-11
14	TEST	-1658	-113
15	$\overline{RES}$	-1658	-212
16	$P2_0$/SCK_1	-1658	-393
17	$P2_1$/SI_1	-1658	-491
18	$P2_2$/SO_1	-1658	-590
19	$P2_3$	-1658	-688
20	$P2_4$	-1658	-786
21	$P2_5$	-1658	-884
22	$P2_6$	-1658	-983
23	$P2_7$	-1658	-1081
24	$P3_0$/PWM	-1658	-1168
25	$P3_1$/UD/EXCL	-1658	-1337
26	$P3_2$	-1629	-1767
27	$P3_3$/SCK_{31}	-1300	-1767
28	$P3_4$/RXD_{31}	-1202	-1767
29	$P3_5$/TXD_{31}	-1103	-1767
30	$P3_6$/AEVH	-1005	-1767

36	V1	-324	-1767
37	V0	-207	-1767
38	V_{CC}	-21	-1767
39	PA_3/COM_4	107	-1767
40	PA_2/COM_3	232	-1767
41	PA_1/COM_2	356	-1767
42	PA_0/COM_1	481	-1767
43	$P5_0/\overline{WKP}_0$/SEG1	637	-1767
44	$P5_1/\overline{WKP}_1$/SEG2	762	-1767
45	$P5_2/\overline{WKP}_2$/SEG3	887	-1767
46	$P5_3/\overline{WKP}_3$/SEG4	1012	-1767
47	$P5_4/\overline{WKP}_4$/SEG5	1158	-1767
48	$P5_5/\overline{WKP}_5$/SEG6	1245	-1767
49	$P5_6/\overline{WKP}_6$/SEG7	1332	-1767
50	$P5_7/\overline{WKP}_7$/SEG8	1483	-1767
51	$P6_0$/SEG9	1658	-1483
52	$P6_1$/SEG10	1658	-1335
53	$P6_2$/SEG11	1658	-1210
54	$P6_3$/SEG12	1658	-1085
55	$P6_4$/SEG13	1658	-960
56	$P6_5$/SEG14	1658	-836
57	$P6_6$/SEG15	1658	-711
58	$P6_7$/SEG16	1658	-586
59	$P7_0$/SEG17	1658	-459
60	$P7_1$/SEG18	1658	-334
61	$P7_2$/SEG19	1658	-209
62	$P7_3$/SEG20	1658	-85

68	$P8_1$/SEG26	1658	727
69	$P8_2$/SEG27	1658	852
70	$P8_3$/SEG28	1658	976
71	$P8_4$/SEG29	1658	1101
72	$P8_5$/SEG30	1658	1226
73	$P8_6$/SEG31	1658	1351
74	$P8_7$/SEG32	1658	1475
75	$P9_0$/SEG33	1658	1613
76	$P9_1$/SEG34	1500	1767
77	$P9_2$/SEG35	1290	1767
78	$P9_3$/SEG36	1202	1767
79	$P9_4$/SEG37	1066	1767
80	$P9_5$/SEG38	941	1767
81	$P9_6$/SEG39	816	1767
82	$P9_7$/SEG40	692	1767
83	$P4_0$/SCK_{32}	574	1767
84	$P4_1$/RXD_{32}	476	1767
85	$P4_2$/TXD_{32}	377	1767
86	$P4_3$/$\overline{IRQ}_0$	279	1767
87	AV_{CC}	126	1767
88	PB_0/AN_0	-25	1767
89	PB_1/AN_1	-131	1767
90	PB_2/AN_2	-237	1767
91	PB_3/AN_3	-343	1767
92	PB_4/AN_4	-449	1767
93	PB_5/AN_5	-554	1767
94	PB_6/AN_6	-660	1767

100		AV_{SS}	-1629	1767

Note: * These values show the coordinates of the centers of pads. The accuracy is
home-point position is the chip's center and the center is located at half the
between the upper and lower pads and left and right pads. Pad numbers 1
100 are power supply (V_{SS}) pads and must be connected. They should not
Pad number 14 (TEST) must be connected to the Vss position. The device
operate properly if the pads are not connected as indicated.

Type	Symbol	TFP-100B TFP-100B TFP-100G	FP-100A	I/O	Name and Functions
Power source pins	V_{CC} CV_{CC}	38 32	41 35	Input	**Power supply:** All V_{CC} pi be connected to the syste supply. See section 14, P Supply Circuit, for a CV_{cc} in the H8/3847S Group).
	V_{SS}	11 33	14 36	Input	**Ground:** All V_{SS} pins shou connected to the system p supply (0 V).
	AV_{CC}	87	90	Input	**Analog power supply:** T power supply pin for the A converter. When the A/D is not used, connect this p system power supply.
	AV_{SS}	100	3	Input	**Analog ground:** This is th converter ground pin. It s connected to the system p supply (0V).
	V_0	37	40	Output	**LCD power supply:** Thes power supply pins for the controller/driver. They inc power supply split-resista are normally used with V_0 shorted.
	V_1 V_2 V_3	36 35 34	39 38 37	Input	

	X_1	9	12	Input	These pins connect to a
	X_2	10	13		or 38.4 kHz crystal oscill See section 4, Clock Pul Generators, for a typical diagram.
	EXCL	25	—	Input	These pins are used to i 32.768 kHz or 38.4 kHz clock. See section 4, Clo Generators, for a connec example. This function is available on the H8/3834 and H8/38447 Group.
System control	$\overline{RES}$	15	18	Input	**Reset:** When this pin is the chip is reset
	$\overline{RESO}$	26	29	Output	**Reset output:** Outputs t internal reset signal. This function is not imple the H8/38347 Group and Group.
	TEST	14	17	Intput	**Test pin:** This pin is rese cannot be used. It shoul connected to V_{SS}.
Interrupt pins	$\overline{IRQ_0}$ $\overline{IRQ_1}$ $\overline{IRQ_2}$ $\overline{IRQ_3}$ $\overline{IRQ_4}$	86 6 7 8 5	89 9 10 11 8	Input	**IRQ interrupt request 0** are input pins for edge-s external interrupts, with a of rising or falling edge.
	$\overline{WKP_7}$ to $\overline{WKP_0}$	50 to 43	53 to 46	Input	**Wakeup interrupt requ** These are input pins for falling- edge-sensitive ex interrupts.

					pin for input to the asynch event counter.
	TMIC	6	9	Input	**Timer C event input:** Thi event input pin for input to C counter.
	UD	25	28	Input	**Timer C up/down select** selects up- or down-count timer C counter. The cou operates as a down-count this pin is high, and as an when low.
	TMIF	8	11	Input	**Timer F event input:** This event input pin for input to F counter.
	TMOFL	2	5	Output	**Timer FL output:** This is pin for waveforms generat timer FL output compare f
	TMOFH	3	6	Output	**Timer FH output:** This is pin for waveforms generat timer FH output compare
	TMIG	4	7	Input	**Timer G capture input:** T input pin for timer G input
14-bit PWM pin	PWM	24	27	Output	**14-bit PWM output:** This output pin for waveforms g by the 14-bit PWM
I/O ports	PB_7 to PB_0	95 to 88	98 to 91	Input	**Port B:** This is an 8-bit inp
	PC_3 to PC_0	99 to 96	2, 1, 100, 99	Input	**Port C:** This is a 4-bit inpu
	$P4_3$	86	89	Input	**Port 4 (bit 3):** This is a 1- port.
	$P4_2$ to $P4_0$	85 to 83	88 to 86	I/O	**Port 4 (bits 2 to 0):** This i I/O port. Input or output c designated for each bit by port control register 4 (PC

$P1_7$ to $P1_0$	8 to 1	11 to 4	I/O	**Port 1:** This is an 8-bit I/ Input or output can be de each bit by means of por register 1 (PCR1).
$P2_7$ to $P2_0$	23 to 16	26 to 19	I/O	**Port 2:** This is an 8-bit I/ or output can be designa bit by means of port cont 2 (PCR2). When the on-chip emula pins P24, P25, P26, and reserved for use exclusiv emulator and therefore c accessed by the user. W ZTAT version, pull up pin high level to cancel a res the user mode.
$P3_7$ to $P3_0$	31 to 24	34 to 27	I/O	**Port 3:** This is an 8-bit I/ Input or output can be de each bit by means of por register 3 (PCR3).
$P5_7$ to $P5_0$	50 to 43	53 to 46	I/O	**Port 5:** This is an 8-bit I/ Input or output can be de each bit by means of por register 5 (PCR5).
$P6_7$ to $P6_0$	58 to 51	61 to 54	I/O	**Port 6:** This is an 8-bit I/ Input or output can be de each bit by means of por register 6 (PCR6).
$P7_7$ to $P7_0$	66 to 59	69 to 62	I/O	**Port 7:** This is an 8-bit I/ Input or output can be de each bit by means of por register 7 (PCR7).

	$P9_7$ to $P9_0$	32 to 25	35 to 28	I/O	**Port 9:** This is an 8-bit I/O or output can be designat bit by means of port contr 9 (PCR9).
Serial communi-cation interface (SCI)	SI_1	17	20	Input	**SCI1 receive data input:** SCI1 data input pin.
	SO_1	18	21	Output	**SCI1 transmit data outp** the SCI1 data output pin.
	SCK_1	16	19	I/O	**SCI1 clock I/O:** This is th clock I/O pin.
	RXD_{31}	28	31	Input	**SCI3-1 receive data inpu** the SCI31 data input pin.
	TXD_{31}	29	32	Output	**SCI3-1 transmit data out** is the SCI31 data output p
	SCK_{31}	27	30	I/O	**SCI3-1 clock I/O:** This is clock I/O pin.
	RXD_{32}	84	87	Input	**SCI3-2 receive data inpu** the SCI32 data input pin.
	TXD_{32}	85	88	Output	**SCI3-2 transmit data out** is the SCI32 data output p
	SCK_{32}	83	86	I/O	**SCI3-2 clock I/O:** This is clock I/O pin.
A/D converter	AN_{11} to An_0	99 to 88	2,1 100 to 91	Input	**Analog input channels 1** These are analog data inp channels to the A/D conve
	$\overline{ADTRG}$	5	8	Input	**A/D converter trigger inp** the external trigger input p A/D converter

CL_1	82	85	Output	**LCD latch clock:** This is data latch clock output p external expansion of the This function is not imple the H8/38347 Group and Group.
CL_2	81	84	Output	**LCD shift clock:** This is data shift clock output pi external expansion of the This function is not imple the H8/38347 Group and Group.
DO	80	83	Output	**LCD serial data output:** serial display data outpu external expansion of the This function is not imple the H8/38347 Group and Group.
M	79	82	Output	**LCD alternating signal:** LCD alternating signal ou external expansion of the This function is not imple the H8/38347 Group and Group.

2.1.1 Features

Features of the H8/300L CPU are listed below.

- General-register architecture
  Sixteen 8-bit general registers, also usable as eight 16-bit general registers
- Instruction set with 55 basic instructions, including:
  - Multiply and divide instructions
  - Powerful bit-manipulation instructions
- Eight addressing modes
  - Register direct
  - Register indirect
  - Register indirect with displacement
  - Register indirect with post-increment or pre-decrement
  - Absolute address
  - Immediate
  - Program-counter relative
  - Memory indirect
- 64-Kbyte address space
- High-speed operation
  - All frequently used instructions are executed in two to four states
  - High-speed arithmetic and logic operations
  - 8- or 16-bit register-register add or subtract: 0.25 µs*
  - 8 × 8-bit multiply: 1.75 µs*
  - 16 ÷ 8-bit divide: 1.75 µs*

data.

See section 2.8, Memory Map, for details of the memory map.

R0H		R0L
R1H		R1L
R2H		R2L
R3H		R3L
R4H		R4L
R5H		R5L
R6H		R6L
R7H	(SP)	R7L

SP: Stack pointer

Control registers (CR)

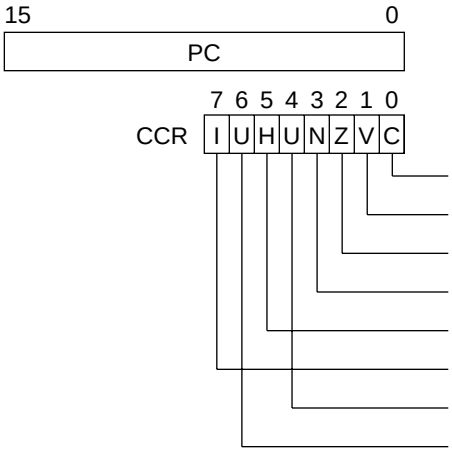


Figure 2.1 CPU Registers

When used as address registers, the general registers are accessed as 16-bit registers (R

R7 also functions as the stack pointer (SP), used implicitly by hardware in exception pr
and subroutine calls. When it functions as the stack pointer, as indicated in figure 2.2, S
points to the top of the stack.

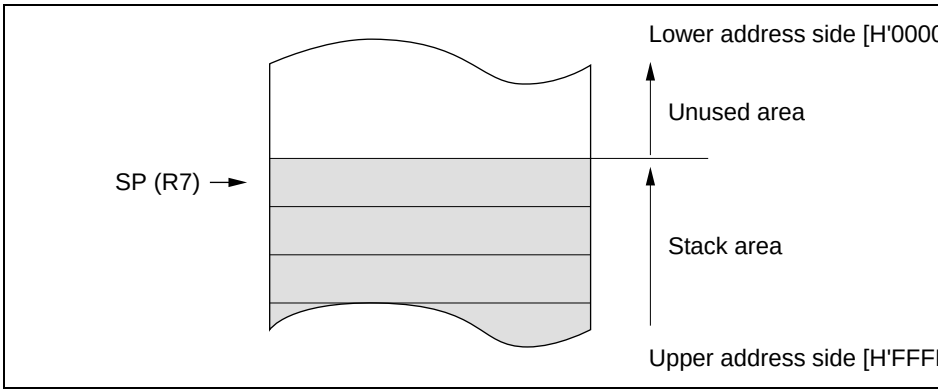


Figure 2.2 Stack Pointer

2.2.2 Control Registers

The CPU control registers include a 16-bit program counter (PC) and an 8-bit condition
register (CCR).

Program Counter (PC): This 16-bit register indicates the address of the next instructi
will execute. All instructions are fetched 16 bits (1 word) at a time, so the least signific
the PC is ignored (always regarded as 0).

Condition Code Register (CCR): This 8-bit register contains internal status informati
including the interrupt mask bit (I) and half-carry (H), negative (N), zero (Z), overflow
carry (C) flags. These bits can be read and written by software (using the LDC, STC, A

Bit 5—Half-Carry Flag (H): When the ADD.B, ADDX.B, SUB.B, SUBX.B, CMP.B instruction is executed, this flag is set to 1 if there is a carry or borrow at bit 3, and is c otherwise.

The H flag is used implicitly by the DAA and DAS instructions.

When the ADD.W, SUB.W, or CMP.W instruction is executed, the H flag is set to 1 i carry or borrow at bit 11, and is cleared to 0 otherwise.

Bit 4—User Bit (U): Can be used freely by the user.

Bit 3—Negative Flag (N): Indicates the most significant bit (sign bit) of the result of instruction.

Bit 2—Zero Flag (Z): Set to 1 to indicate a zero result, and cleared to 0 to indicate a result.

Bit 1—Overflow Flag (V): Set to 1 when an arithmetic overflow occurs, and cleared times.

Bit 0—Carry Flag (C): Set to 1 when a carry occurs, and cleared to 0 otherwise. Use

- Add instructions, to indicate a carry
- Subtract instructions, to indicate a borrow
- Shift and rotate instructions, to store the value shifted out of the end bit

The carry flag is also used as a bit accumulator by bit manipulation instructions.

Some instructions leave some or all of the flag bits unchanged.

Refer to the H8/300L Series Programming Manual for the action of each instruction o bits.

The H8/300L CPU can process 1-bit data, 4-bit (BCD) data, 8-bit (byte) data, and 16-b
data.

- Bit manipulation instructions operate on 1-bit data specified as bit n in a byte opera
  (n = 0, 1, 2, ..., 7).
- All arithmetic and logic instructions except ADDS and SUBS can operate on byte d
- The MOV.W, ADD.W, SUB.W, CMP.W, ADDS, SUBS, MULXU (8 bits × 8 bits)
  DIVXU (16 bits ÷ 8 bits) instructions operate on word data.
- The DAA and DAS instructions perform decimal arithmetic adjustments on byte da
  packed BCD form. Each nibble of the byte is treated as a decimal digit.

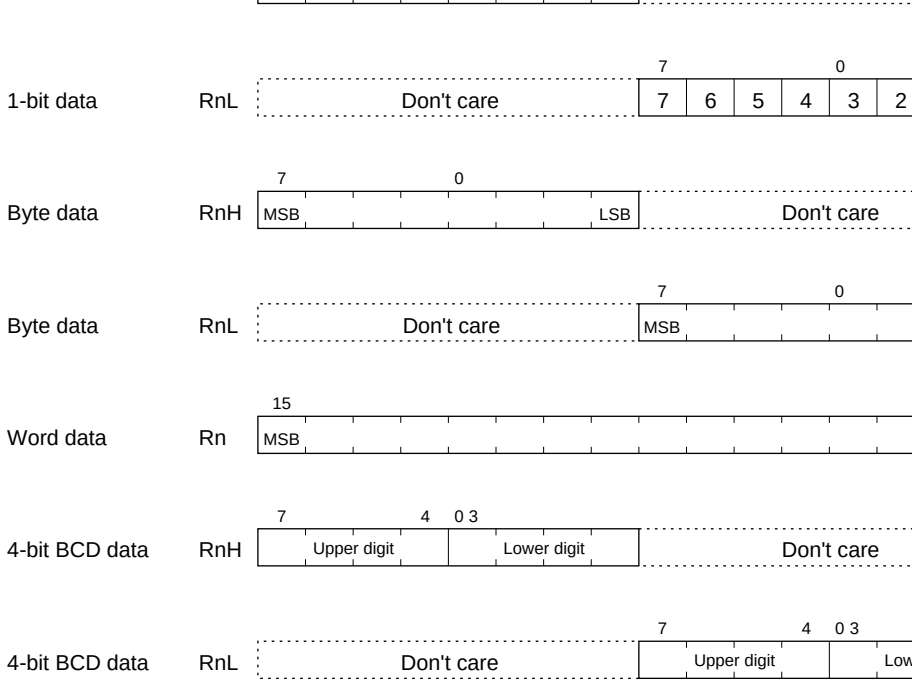


Figure 2.3 Register Data Formats

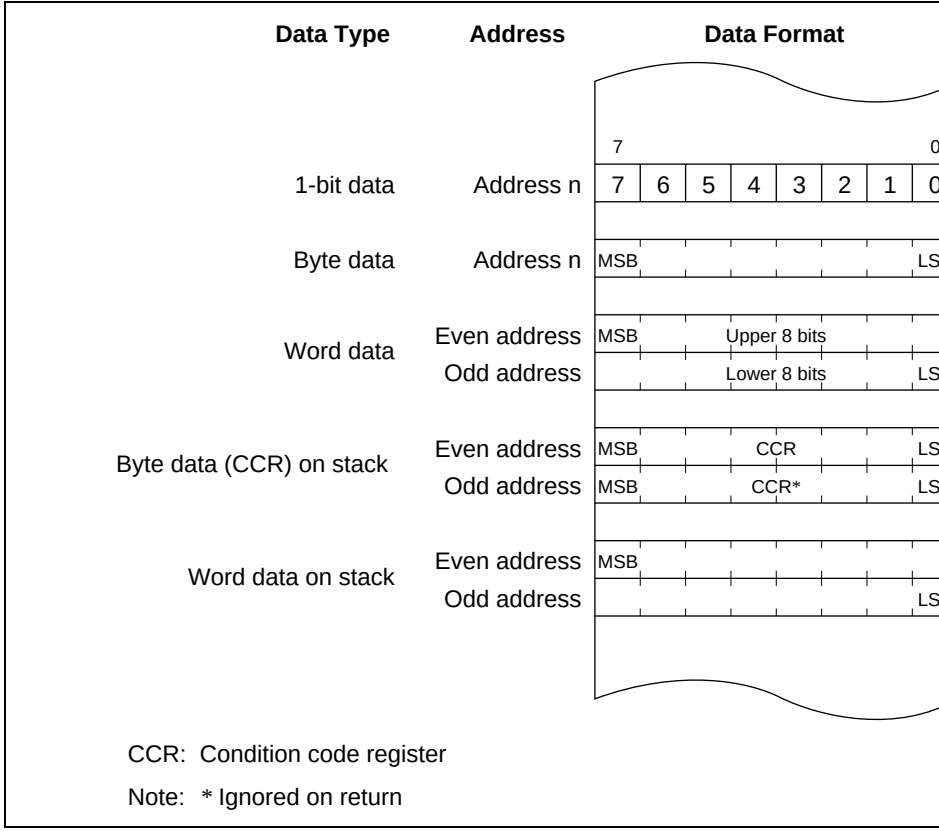


Figure 2.4 Memory Data Formats

When the stack is accessed using R7 as an address register, word access should always
performed. When the CCR is pushed on the stack, two identical copies of the CCR are
make a complete word. When they are restored, the lower byte is ignored.

No.	Address Modes	Symbol
1	Register direct	Rn
2	Register indirect	@Rn
3	Register indirect with displacement	@(d:16, Rn)
4	Register indirect with post-increment	@Rn+
	Register indirect with pre-decrement	@–Rn
5	Absolute address	@aa:8 or @aa:16
6	Immediate	#xx:8 or #xx:16
7	Program-counter relative	@(d:8, PC)
8	Memory indirect	@@aa:8

1. **Register Direct—Rn:** The register field of the instruction specifies an 8- or 16-bit register containing the operand.

   Only the MOV.W, ADD.W, SUB.W, CMP.W, ADDS, SUBS, MULXU (8 bits × 8 DIVXU (16 bits ÷ 8 bits) instructions have 16-bit operands.

2. **Register Indirect—@Rn:** The register field of the instruction specifies a 16-bit ge register containing the address of the operand in memory.

3. **Register Indirect with Displacement—@(d:16, Rn):** The instruction has a secon (bytes 3 and 4) containing a displacement which is added to the contents of the spe general register to obtain the operand address in memory.

   This mode is used only in MOV instructions. For the MOV.W instruction, the resu address must be even.

The @–Rn mode is used with MOV instructions that store register contents to mem

The register field of the instruction specifies a 16-bit general register which is decre 1 or 2 to obtain the address of the operand in memory. The register retains the decre value. The size of the decrement is 1 for MOV.B or 2 for MOV.W. For MOV.W, th contents of the register must be even.

5. **Absolute Address—@aa:8 or @aa:**16: The instruction specifies the absolute addr operand in memory.

   The absolute address may be 8 bits long (@aa:8) or 16 bits long (@aa:16). The MO manipulation instructions can use 8-bit absolute addresses. The MOV.B, MOV.W, JSR instructions can use 16-bit absolute addresses.

   For an 8-bit absolute address, the upper 8 bits are assumed to be 1 (H'FF). The addr H'FF00 to H'FFFF (65280 to 65535).

6. **Immediate—#xx:8 or #xx:16:** The instruction contains an 8-bit operand (#xx:8) in byte, or a 16-bit operand (#xx:16) in its third and fourth bytes. Only MOV.W instru contain 16-bit immediate values.

   The ADDS and SUBS instructions implicitly contain the value 1 or 2 as immediate bit manipulation instructions contain 3-bit immediate data in the second or fourth by instruction, specifying a bit number.

7. **Program-Counter Relative—@(d:8, PC):** This mode is used in the Bcc and BSR instructions. An 8-bit displacement in byte 2 of the instruction code is sign-extended and added to the program counter contents to generate a branch destination address. possible branching range is –126 to +128 bytes (–63 to +64 words) from the current The displacement should be an even number.

8. **Memory Indirect—@@aa:8:** This mode can be used by the JMP and JSR instruct second byte of the instruction code specifies an 8-bit absolute address. The word loc address contains the branch destination address.

information.

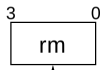
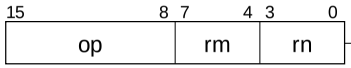
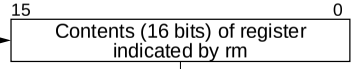
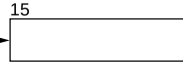
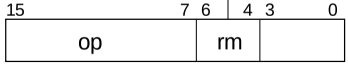
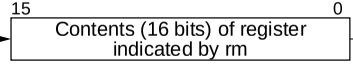
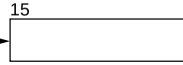
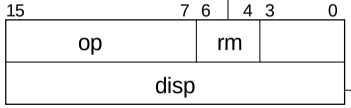
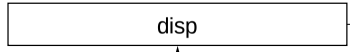
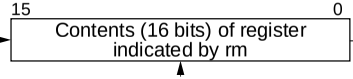
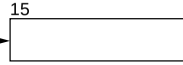
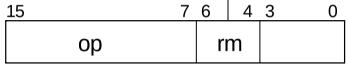
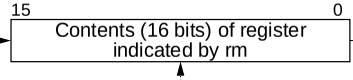
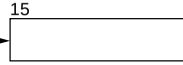
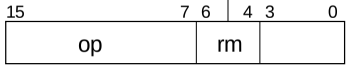
2.4.2 Effective Address Calculation

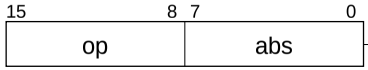
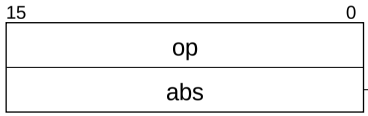
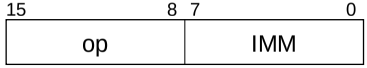
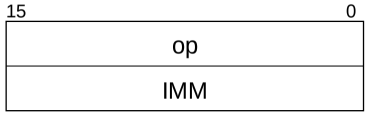
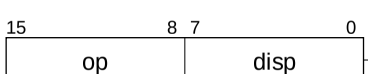
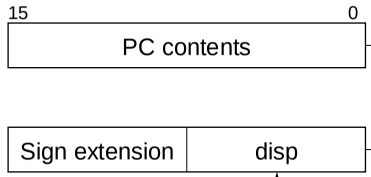
Table 2.2 shows how effective addresses are calculated in each of the addressing mod

Arithmetic and logic instructions use register direct addressing (1). The ADD.B, ADD CMP.B, AND, OR, and XOR instructions can also use immediate addressing (6).

Data transfer instructions can use all addressing modes except program-counter relativ memory indirect (8).

Bit manipulation instructions can use register direct (1), register indirect (2), or 8-bit a addressing (5) to specify the operand. Register indirect (1) (BSET, BCLR, BNOT, an instructions) or 3-bit immediate addressing (6) can be used independently to specify a in the operand.

No.	Addressing Mode and Instruction Format	Effective Address Calculation Method	Effective Addres
1	Register direct, Rn		
		Operand is contents of regist	
2	Register indirect, @Rn		
			
3	Register indirect with displacement, @(d:16, Rn)		
			
4	Register indirect with post-increment, @Rn+		
			
	Register indirect with pre-decrement, @–Rn		
		Incremented or decremented by 1 if operand is byte size, and by 2 if word size 	

No.	Addressing Mode and Instruction Format	Effective Address Calculation Method	Effective
5	Absolute address @aa:8  @aa:16  		15 H'FF 15
6	Immediate #xx:8  #xx:16  	Operand is 1-	
7	Program-counter relative @(d:8, PC)  	 	15

No.	Addressing Mode and Instruction Format	Effective Address Calculation Method	Effective
8	Memory indirect, @@aa:8		

Legend:
rm, rn: Register field
op: Operation field
disp: Displacement
IMM: Immediate data
abs: Absolute address

Arithmetic operations	ADD, SUB, ADDX, SUBX, INC, DEC, ADDS, SUBS, DAA, DAS, MULXU, DIVXU, CMP, NEG	1
Logic operations	AND, OR, XOR, NOT	4
Shift	SHAL, SHAR, SHLL, SHLR, ROTL, ROTR, ROTXL, ROTXR	8
Bit manipulation	BSET, BCLR, BNOT, BTST, BAND, BIAND, BOR, BIOR, BXOR, BIXOR, BLD, BILD, BST, BIST	1
Branch	Bcc*2, JMP, BSR, JSR, RTS	5
System control	RTE, SLEEP, LDC, STC, ANDC, ORC, XORC, NOP	8
Block data transfer	EEPMOV	1

Notes: 1. PUSH Rn is equivalent to MOV.W Rn, @–SP.
POP Rn is equivalent to MOV.W @SP+, Rn. The same applies to the mach
language.
2. Bcc is a conditional branch instruction in which cc represents a condition co

The following sections give a concise summary of the instructions in each category, a
the bit patterns of their object code. The notation used is defined next.

N	N (negative) flag of CCR
Z	Z (zero) flag of CCR
V	V (overflow) flag of CCR
C	C (carry) flag of CCR
PC	Program counter
SP	Stack pointer
#IMM	Immediate data
disp	Displacement
+	Addition
–	Subtraction
×	Multiplication
÷	Division
∧	AND logical
∨	OR logical
⊕	Exclusive OR logical
→	Move
~	Logical negation (logical complement)
:3	3-bit length
:8	8-bit length
:16	16-bit length
( ), < >	Contents of operand indicated by effective address

			Moves data between two general registers or between register and memory, or moves immediate data to a ge register. The Rn, @Rn, @(d:16, Rn), @aa:16, #xx:16, @–Rn, a addressing modes are available for word data. The @ addressing mode is available for byte data only. The @–R7 and @R7+ modes require word operands. specify byte size for these two modes.
POP		W	@SP+ → Rn Pops a 16-bit general register from the stack. Equivale MOV.W @SP+, Rn.
PUSH		W	Rn → @–SP Pushes a 16-bit general register onto the stack. Equiv MOV.W Rn, @–SP.

Note: * Size: Operand size
B: Byte
W: Word

Certain precautions are required in data access. See section 2.9.1, Notes on Data Acce details.

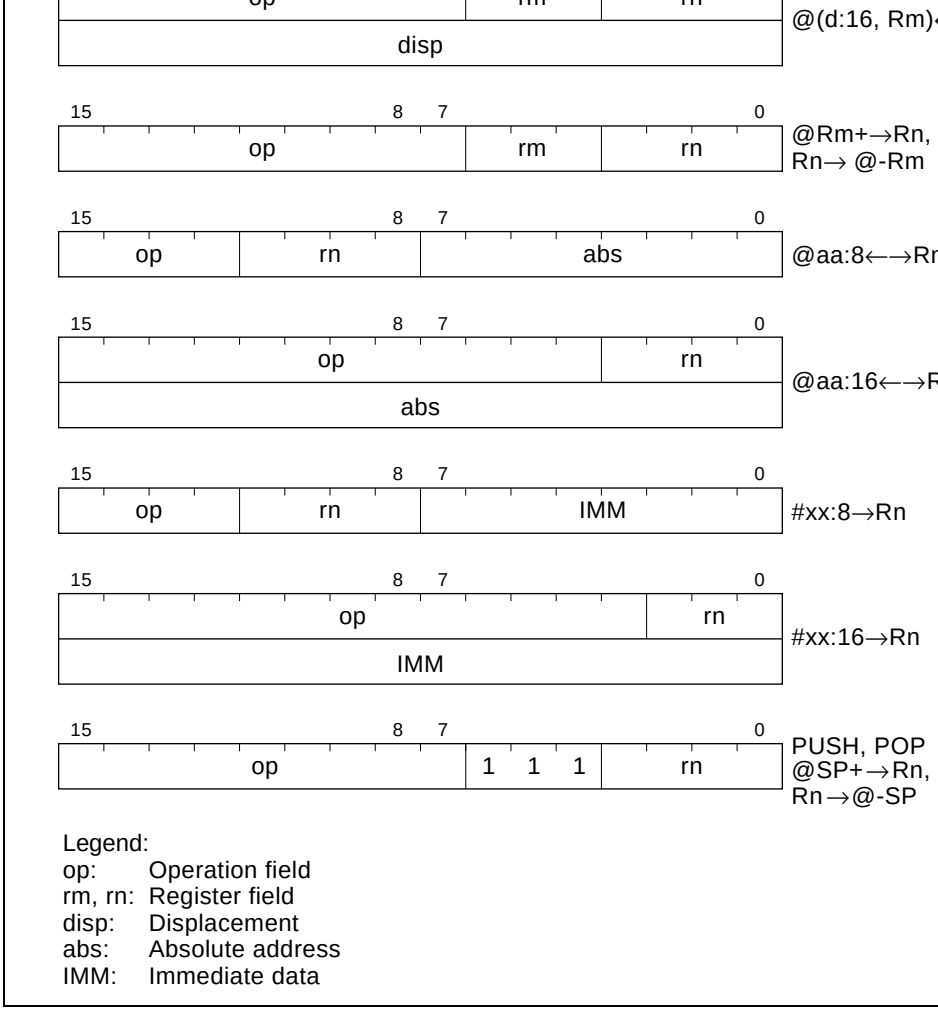


Figure 2.5 Data Transfer Instruction Codes

		addition on immediate data and data in a general register data cannot be subtracted from data in a general register. can be added or subtracted only when both words are in g registers.
ADDX SUBX	B	Rd ± Rs ± C → Rd, Rd ± #IMM ± C → Rd Performs addition or subtraction with carry or borrow on b two general registers, or addition or subtraction on immed and data in a general register.
INC DEC	B	Rd ± 1 → Rd Increments or decrements a general register by 1.
ADDS SUBS	W	Rd ± 1 → Rd, Rd ± 2 → Rd Adds or subtracts 1 or 2 to or from a general register
DAA DAS	B	Rd decimal adjust → Rd Decimal-adjusts (adjusts to 4-bit BCD) an addition or subt result in a general register by referring to the CCR
MULXU	B	Rd × Rs → Rd Performs 8-bit × 8-bit unsigned multiplication on data in tw registers, providing a 16-bit result
DIVXU	B	Rd ÷ Rs → Rd Performs 16-bit ÷ 8-bit unsigned division on data in two ge registers, providing an 8-bit quotient and 8-bit remainder
CMP	B/W	Rd – Rs, Rd – #IMM Compares data in a general register with data in another g register or with immediate data, and indicates the result in Word data can be compared only between two general re
NEG	B	0 – Rd → Rd Obtains the two's complement (arithmetic complement) of general register

Note: * Size: Operand size
B: Byte
W: Word

		general register or immediate data
OR	B	Rd ∨ Rs → Rd, Rd ∨ #IMM → Rd Performs a logical OR operation on a general register and general register or immediate data
XOR	B	Rd ⊕ Rs → Rd, Rd ⊕ #IMM → Rd Performs a logical exclusive OR operation on a general reg another general register or immediate data
NOT	B	~ Rd → Rd Obtains the one's complement (logical complement) of gen register contents

Note: * Size: Operand size
B: Byte

SHLL SHLR	B	Rd shift → Rd Performs a logical shift operation on general register cont
ROTL ROTR	B	Rd rotate → Rd Rotates general register contents
ROTXL ROTXR	B	Rd rotate through carry → Rd Rotates general register contents through the C (carry) bi

Note: * Size: Operand size
B: Byte

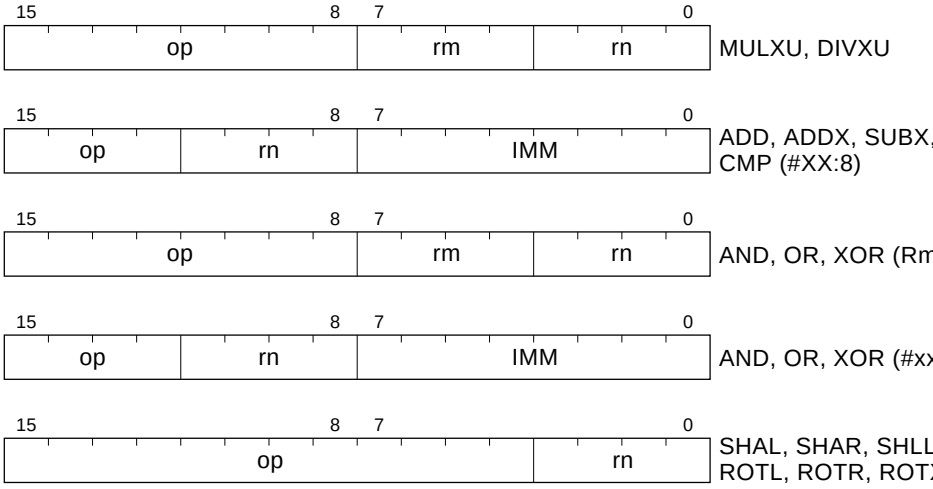


Figure 2.6 Arithmetic, Logic, and Shift Instruction Codes

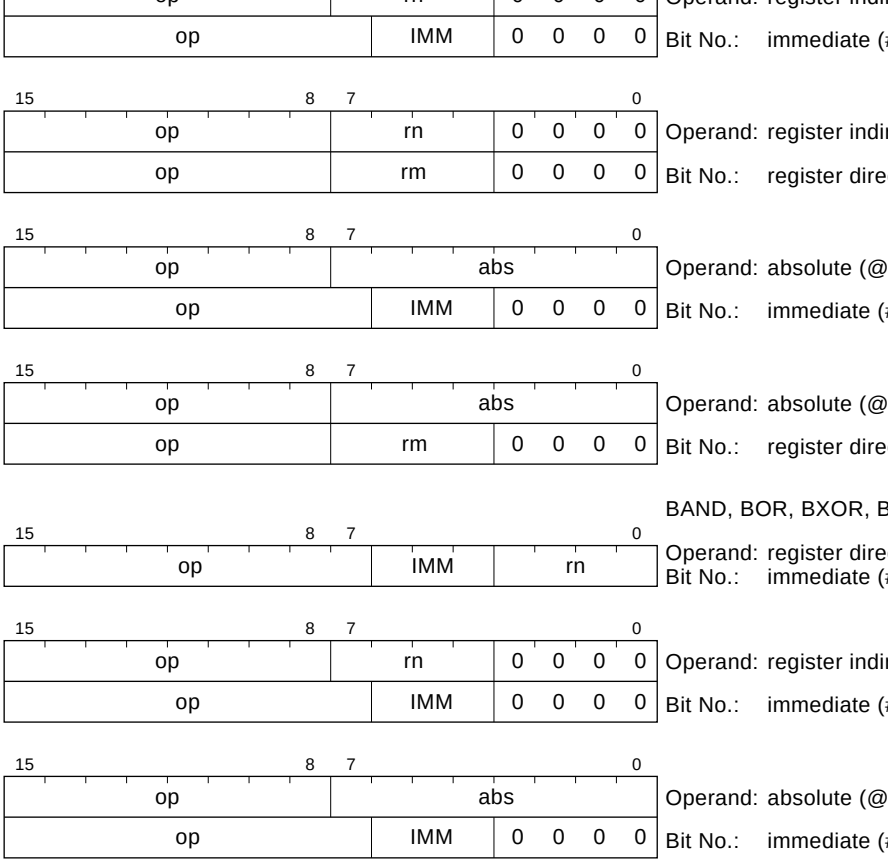
		number is specified by 3-bit immediate data or the lower t a general register.
BCLR	B	0 → (<bit-No.> of <EAd>) Clears a specified bit in a general register or memory to 0 number is specified by 3-bit immediate data or the lower t a general register.
BNOT	B	~ (<bit-No.> of <EAd>) → (<bit-No.> of <EAd>) Inverts a specified bit in a general register or memory. Th number is specified by 3-bit immediate data or the lower t a general register.
BTST	B	~ (<bit-No.> of <EAd>) → Z Tests a specified bit in a general register or memory and s clears the Z flag accordingly. The bit number is specified immediate data or the lower three bits of a general registe
BAND	B	C ∧ (<bit-No.> of <EAd>) → C ANDs the C flag with a specified bit in a general register o and stores the result in the C flag.
BIAND	B	C ∧ [~ (<bit-No.> of <EAd>)] → C ANDs the C flag with the inverse of a specified bit in a ger or memory, and stores the result in the C flag. The bit number is specified by 3-bit immediate data.
BOR	B	C ∨ (<bit-No.> of <EAd>) → C ORs the C flag with a specified bit in a general register or and stores the result in the C flag.
BIOR	B	C ∨ [~ (<bit-No.> of <EAd>)] → C ORs the C flag with the inverse of a specified bit in a gene or memory, and stores the result in the C flag. The bit number is specified by 3-bit immediate data.

Note: * Size: Operand size
B: Byte

BLD	B	(<bit-No.> of <EAd>) → C Copies a specified bit in a general register or memory to th
BILD	B	~ (<bit-No.> of <EAd>) → C Copies the inverse of a specified bit in a general register or the C flag. The bit number is specified by 3-bit immediate data.
BST	B	C → (<bit-No.> of <EAd>) Copies the C flag to a specified bit in a general register or
BIST	B	~ C → (<bit-No.> of <EAd>) Copies the inverse of the C flag to a specified bit in a gene or memory. The bit number is specified by 3-bit immediate data.

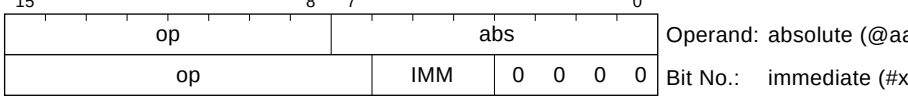
Note: * Size: Operand size
B: Byte

Certain precautions are required in bit manipulation. See section 2.9.2, Notes on Bit Manipulation, for details.



Legend:
op: Operation field
rm, rn: Register field
abs: Absolute address
IMM: Immediate data

Figure 2.7 Bit Manipulation Instruction Codes



Legend:
op: Operation field
rm, rn: Register field
abs: Absolute address
IMM: Immediate data

Figure 2.7 Bit Manipulation Instruction Codes (cont)

branching conditions are given below.

Mnemonic	Description	Co
BRA (BT)	Always (true)	Alw
BRN (BF)	Never (false)	Ne
BHI	High	C ∨
BLS	Low or same	C ∨
BCC (BHS)	Carry clear (high or same)	C =
BCS (BLO)	Carry set (low)	C =
BNE	Not equal	Z =
BEQ	Equal	Z =
BVC	Overflow clear	V =
BVS	Overflow set	V =
BPL	Plus	N =
BMI	Minus	N =
BGE	Greater or equal	N ⊕
BLT	Less than	N ⊕
BGT	Greater than	Z ∨
BLE	Less or equal	Z ∨

JMP	—	Branches unconditionally to a specified address
BSR	—	Branches to a subroutine at a specified address
JSR	—	Branches to a subroutine at a specified address
RTS	—	Returns from a subroutine

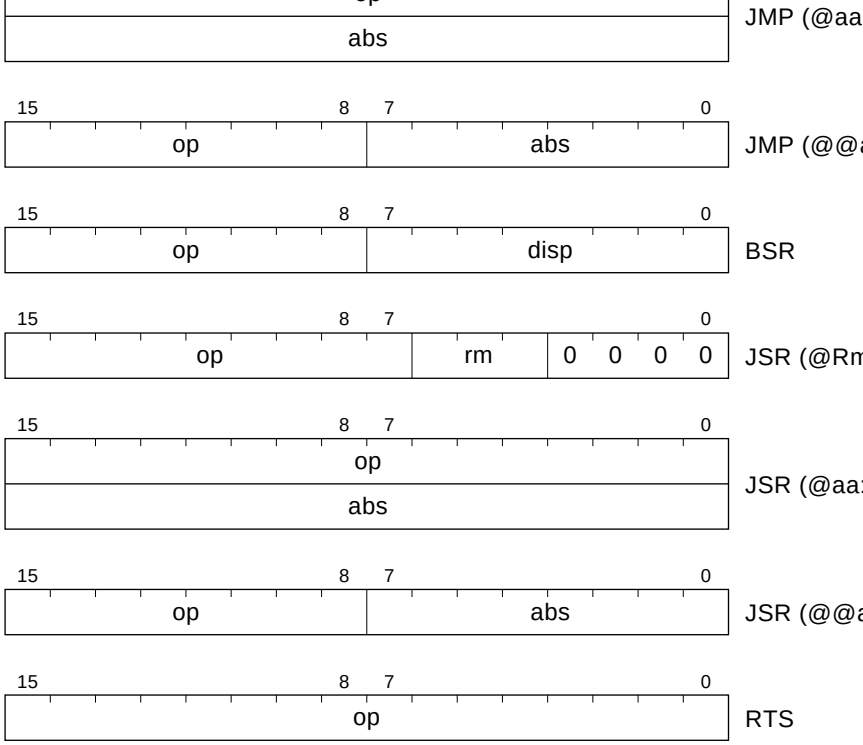


Figure 2.8 Branching Instruction Codes

SLEEP	—	Causes a transition from active mode to a power-down section 5, Power-Down Modes, for details.
LDC	B	Rs → CCR, #IMM → CCR Moves immediate data or general register contents to t code register
STC	B	CCR → Rd Copies the condition code register to a specified gener
ANDC	B	CCR ∧ #IMM → CCR Logically ANDs the condition code register with immedi
ORC	B	CCR ∨ #IMM → CCR Logically ORs the condition code register with immedia
XORC	B	CCR ⊕ #IMM → CCR Logically exclusive-ORs the condition code register wit data
NOP	—	PC + 2 → PC Only increments the program counter

Note: * Size: Operand size
B: Byte

op	rrrr	XORC, LDC

Legend:
op: Operation field
rn: Register field
IMM: Immediate data

Figure 2.9 System Control Instruction Codes

2.5.8 Block Data Transfer Instruction

Table 2.11 describes the block data transfer instruction. Figure 2.10 shows its object co

Table 2.11 Block Data Transfer Instruction

Instruction	Size	Function
EEPMOV	—	If R4L ≠ 0 then repeat @R5+ → @R6+ R4L –1 → R4L until R4L = 0 else next; Block transfer instruction. Transfers the number of data specified by R4L from locations starting at the address i R5 to locations starting at the address indicated by R6. transfer, the next instruction is executed.

Certain precautions are required in using the EEPMOV instruction. See section 2.9.3, I Use of the EEPMOV Instruction, for details.

Access to on-chip memory takes place in two states. The data bus width is 16 bits, allo
access in byte or word size. Figure 2.11 shows the on-chip memory access cycle.

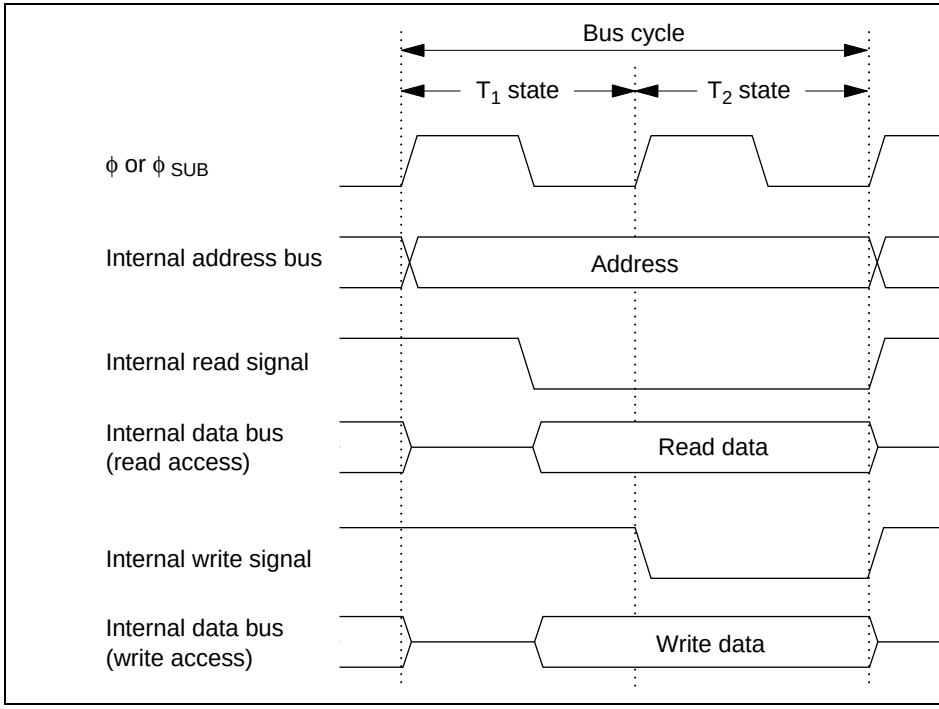


Figure 2.11 On-Chip Memory Access Cycle

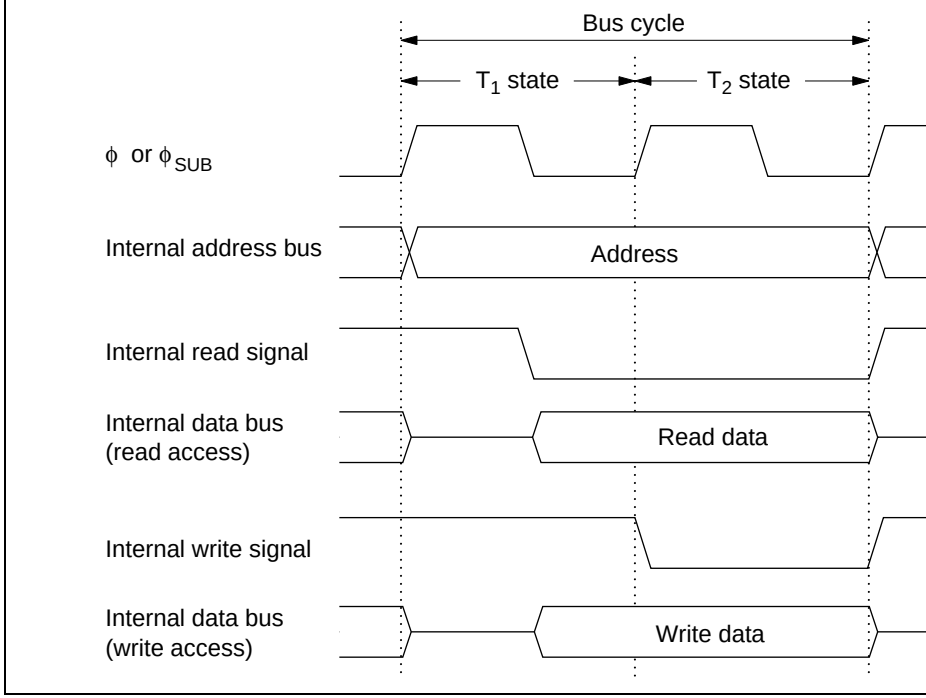


Figure 2.12 On-Chip Peripheral Module Access Cycle (2-State Acces

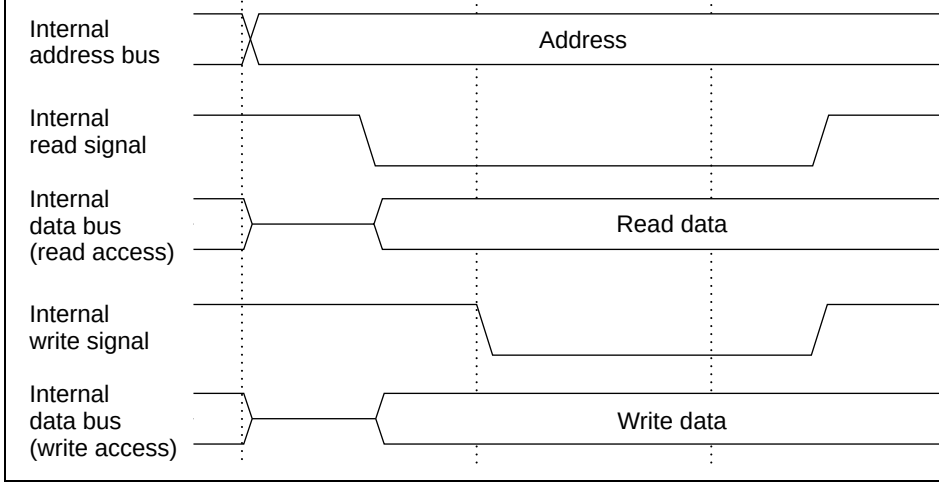
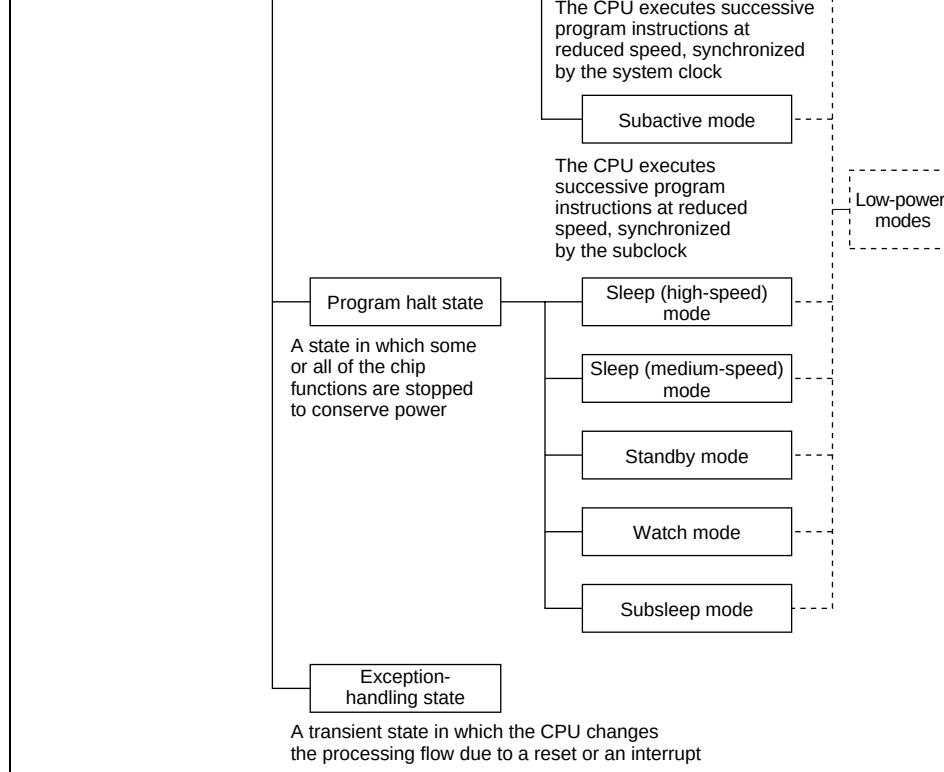


Figure 2.13 On-Chip Peripheral Module Access Cycle (3-State Access)

medium-speed) mode, standby mode, watch mode, and sub-sleep mode. These states figure 2.14. Figure 2.15 shows the state transitions.



Note: See section 5, Power-Down Modes, for details on the modes and their transitions.

Figure 2.14 CPU Operation States

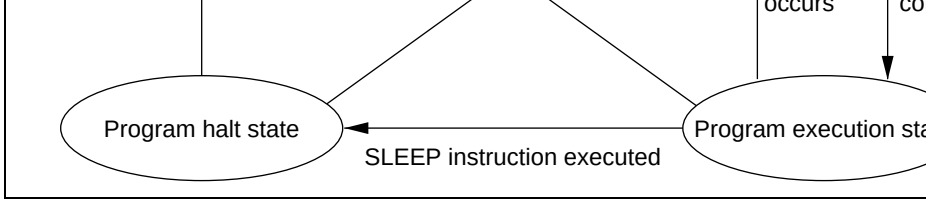


Figure 2.15 State Transitions

2.7.2 Program Execution State

In the program execution state the CPU executes program instructions in sequence.

There are three modes in this state, two active modes (high speed and medium speed) subactive mode. Operation is synchronized with the system clock in active mode (hig medium speed), and with the subclock in subactive mode. See section 5, Power-Down details on these modes.

2.7.3 Program Halt State

In the program halt state there are five modes: two sleep modes (high speed and mediu standby mode, watch mode, and subsleep mode. See section 5, Power-Down Modes f these modes.

2.7.4 Exception-Handling State

The exception-handling state is a transient state occurring when exception handling is reset or interrupt and the CPU changes its normal processing flow. In exception hand by an interrupt, SP (R7) is referenced and the PC and CCR values are saved on the sta

For details on interrupt handling, see section 3.3, Interrupts.

H8/3844S in figure 2.16 (4), that of the H8/3846R, H8/3846S, H8/38447, and H8/3844R in figure 2.16 (5), and that of the H8/3847R, H8/3847S, H8/38347, and H8/38447 in figure 2.16

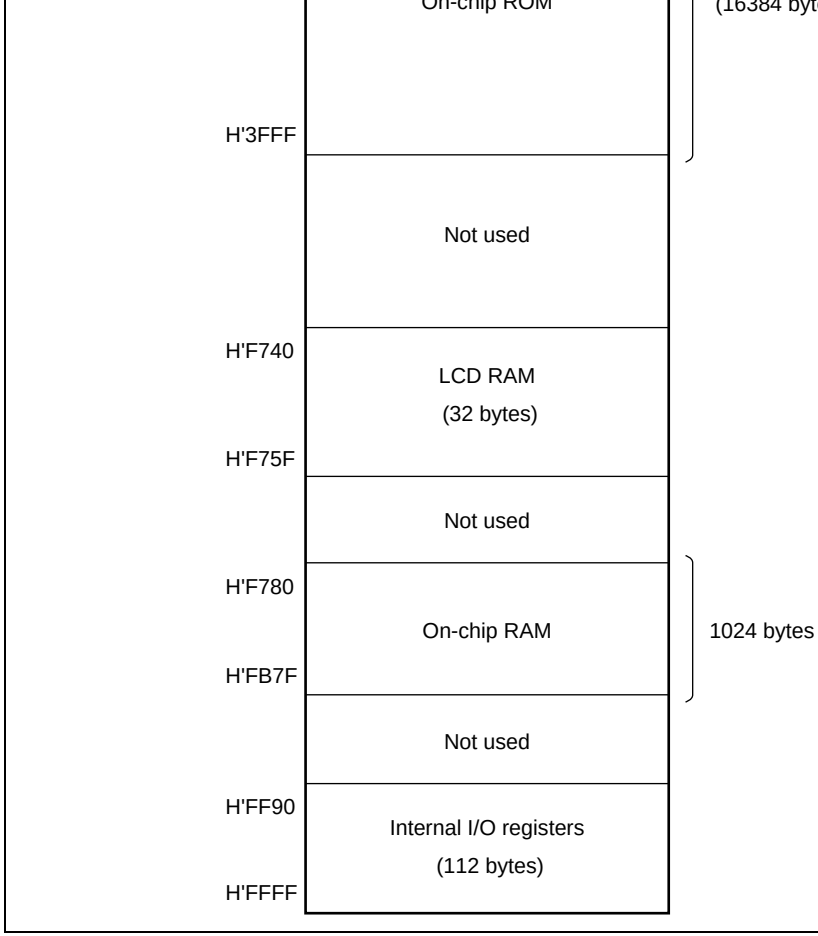


Figure 2.16 (1) H8/3842R, H8/38342 and H8/38442 Memory Map

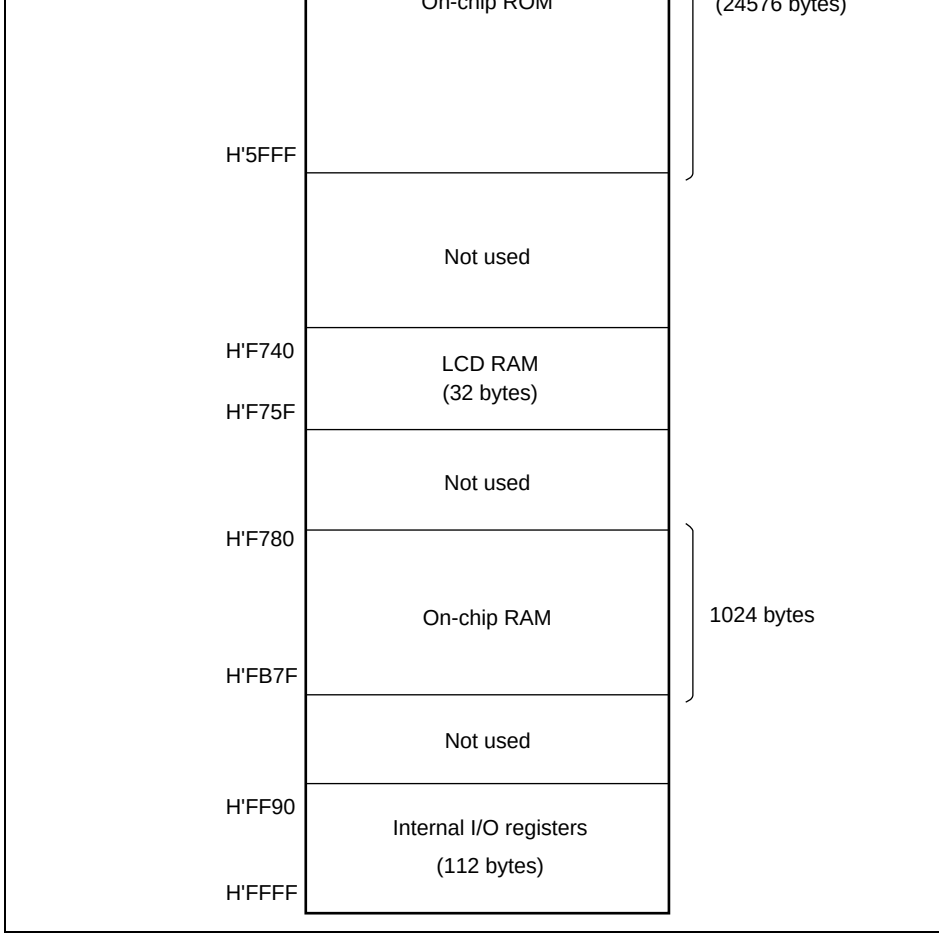
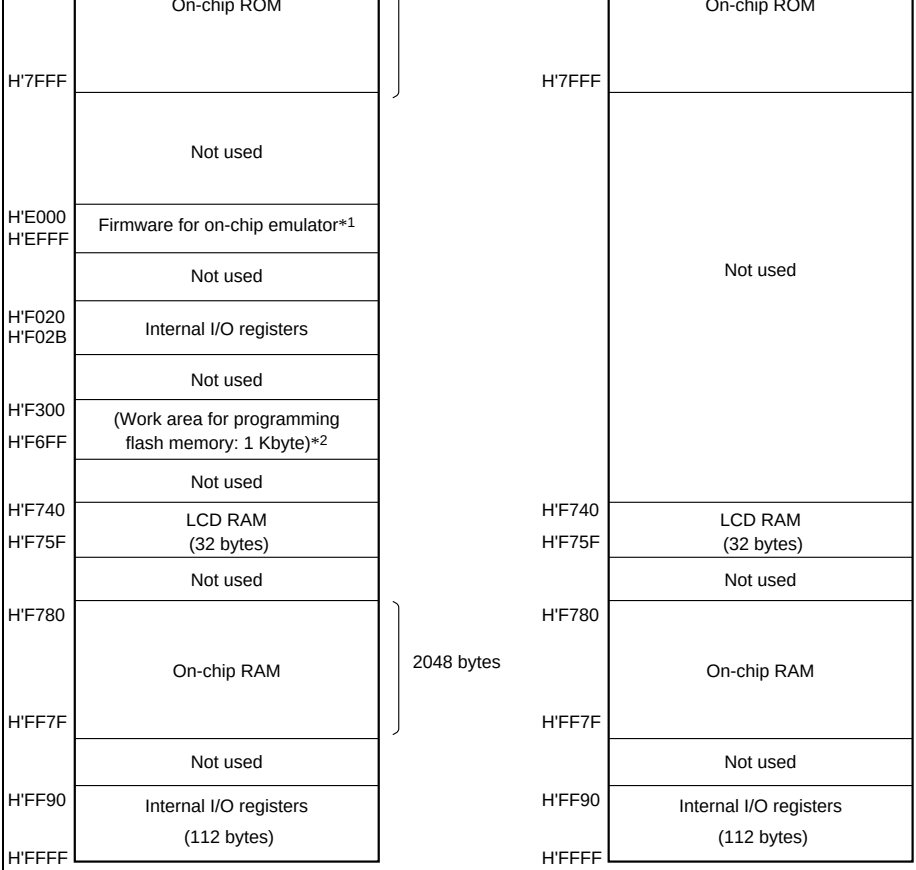


Figure 2.16 (2) H8/3843R, H8/38343 and H8/38443 Memory Map



Notes: 1. Not accessible by the user when the on-chip emulator is used.
2. A programming control program is used to program flash memory. Do not use a user program to perform programming when the on-chip emulator is used. This area is not used in the mask ROM version.

Figure 2.16 (3) H8/3844R, H8/3844S, H8/38344 and H8/38444 Memory M

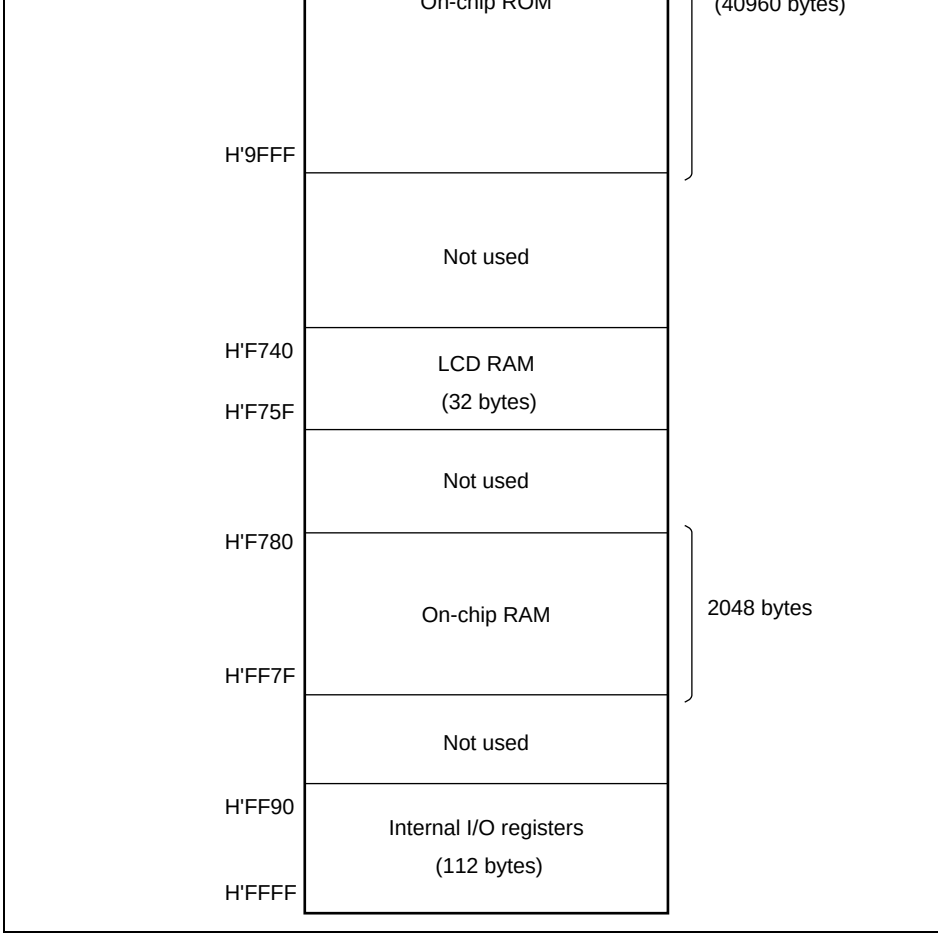


Figure 2.16 (4) H8/3845R, H8/3845S, H8/38345 and H8/38445 Memory M

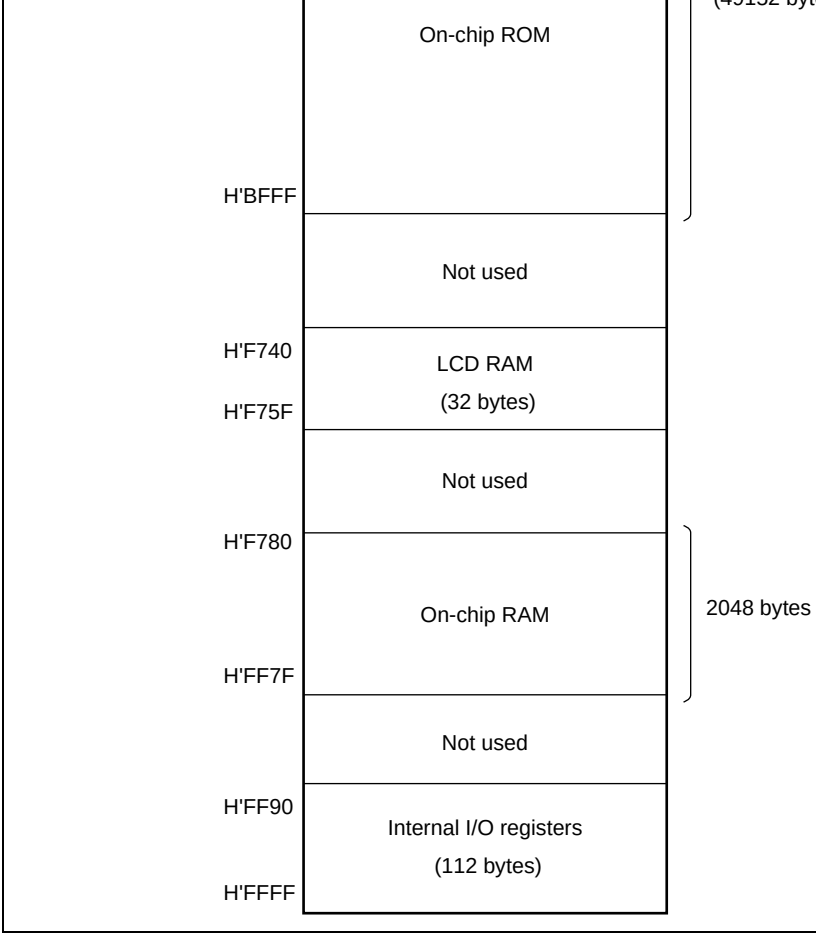
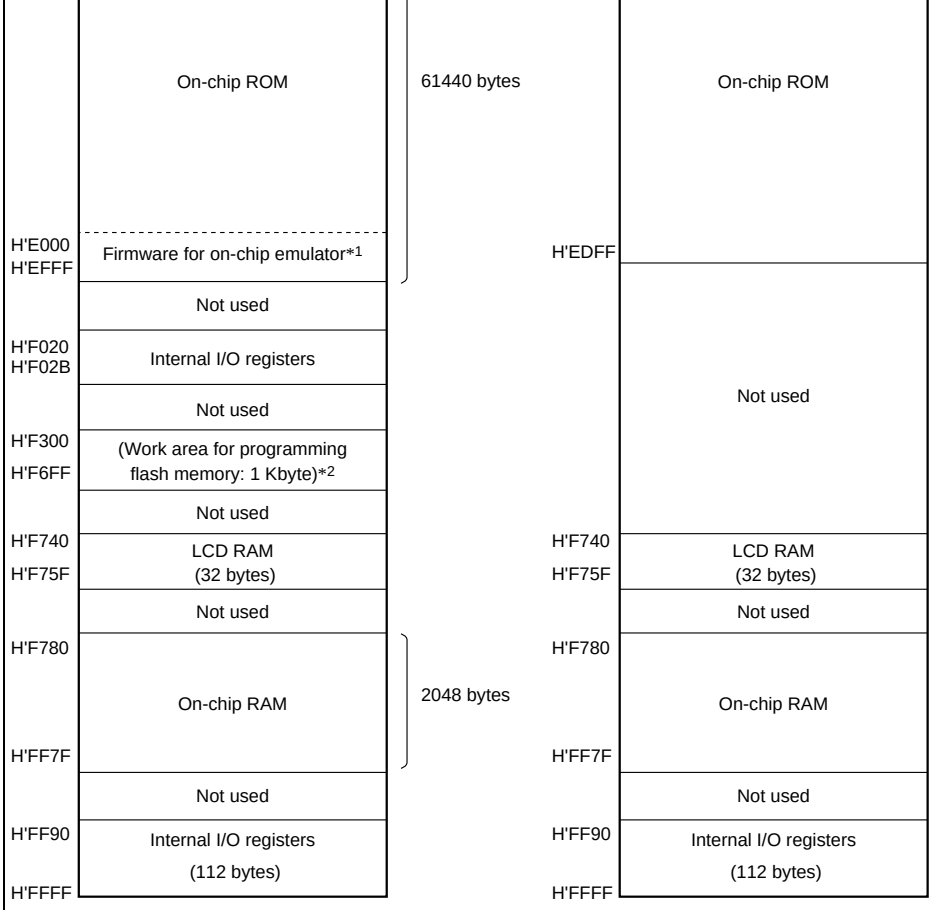


Figure 2.16 (5) H8/3846R, H8/3846S, H8/38346 and H8/38446 Memory



Notes: 1. Not accessible by the user when the on-chip emulator is used.
2. A programming control program is used to program flash memory. Do not use a user program to perform programming when the on-chip emulator is used. This area is not used in the mask ROM version.

Figure 2.16 (6) H8/3847R, H8/3847S, H8/38347 and H8/38447 Memory M

by an application program, the following results will occur.

Data transfer from CPU to empty area:

The transferred data will be lost. This action may also cause the CPU to misop

Data transfer from empty area to CPU:

Unpredictable data is transferred.

2. Access to Internal I/O Registers:

Internal data transfer to or from on-chip modules other than the ROM and RAM ar use of an 8-bit data width. If word access is attempted to these areas, the following occur.

Word access from CPU to I/O register area:

Upper byte: Will be written to I/O register.

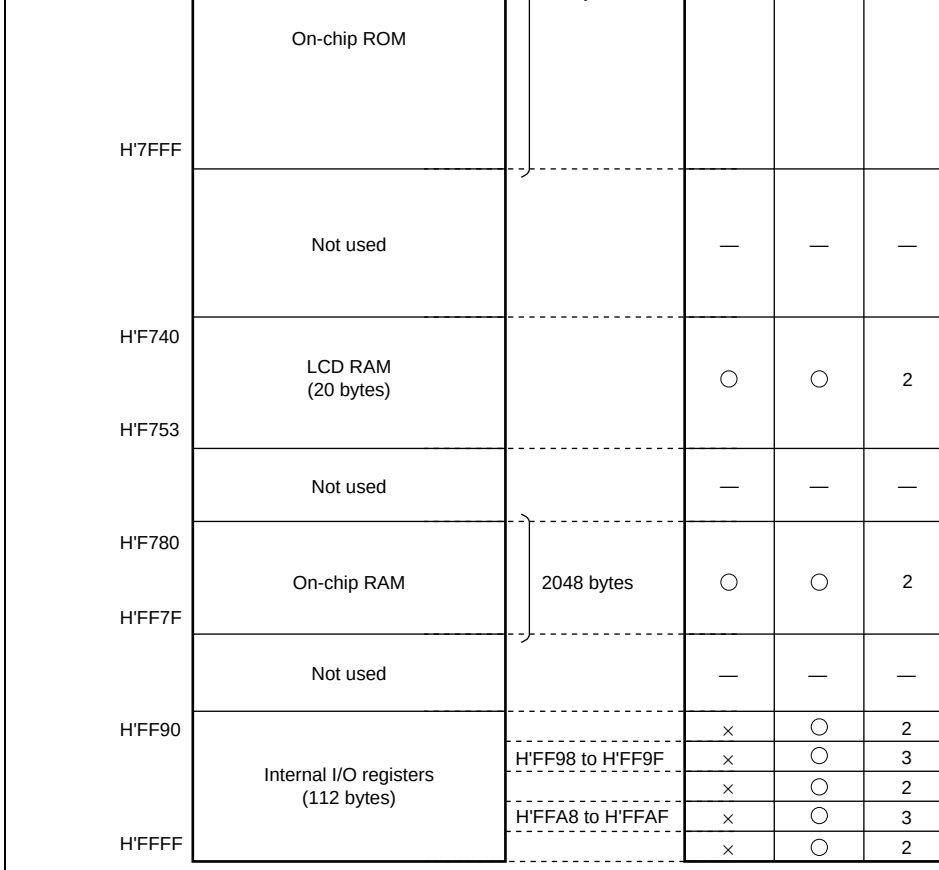
Lower byte: Transferred data will be lost.

Word access from I/O register to CPU:

Upper byte: Will be written to upper part of CPU register.

Lower byte: Unpredictable data will be written to lower part of CPU register.

Byte size instructions should therefore be used when transferring data to or from I/O r other than the on-chip ROM and RAM areas. Figure 2.17 shows the data size and nur states in which on-chip peripheral modules can be accessed.



Note: The H8/3844R, H8/3844S, H8/38344, and H8/38444 are shown as an example.

Figure 2.17 Data Size and Number of States for Access to and from On-Chip Peripheral Modules

1	Read	Read byte data at the designated address
2	Modify	Modify a designated bit in the read data
3	Write	Write the altered byte data to the designated address

1. Bit Manipulation in Two Registers Assigned to the Same Address

Example 1: timer load register and timer counter

Figure 2.18 shows an example in which two timer registers share the same address. W
manipulation instruction accesses the timer load register and timer counter of a reload
since these two registers share the same address, the following operations take place.

Order of Operation		Operation
1	Read	Timer counter data is read (one byte)
2	Modify	The CPU modifies (sets or resets) the bit designated in the
3	Write	The altered byte data is written to the timer load register

The timer counter is counting, so the value read is not necessarily the same as the valu
timer load register. As a result, bits other than the intended bit in the timer load regist
modified to the timer counter value.

Figure 2.18 Timer Configuration Example

Example 2: BSET instruction executed designating port 3

$P3_7$ and $P3_6$ are designated as input pins, with a low-level signal input at $P3_7$ and a high signal at $P3_6$. The remaining pins, $P3_5$ to $P3_0$, are output pins and output low-level sign example, the BSET instruction is used to change pin $P3_0$ to high-level output.

[A: Prior to executing BSET]

	$P3_7$	**$P3_6$**	**$P3_5$**	**$P3_4$**	**$P3_3$**	**$P3_2$**	**$P3_1$**
Input/output	Input	Input	Output	Output	Output	Output	Output
Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	0	0	1	1	1	1	1
PDR3	1	0	0	0	0	0	0

[B: BSET instruction executed]

```
BSET    #0   ,   @PDR3
```

The BSET instruction is executed designating p

[D: Explanation of how BSET operates]

When the BSET instruction is executed, first the CPU reads port 3.

Since $P3_7$ and $P3_6$ are input pins, the CPU reads the pin states (low-level and high-leve
$P3_5$ to $P3_0$ are output pins, so the CPU reads the value in PDR3. In this example PDR
of H'80, but the value read by the CPU is H'40.

Next, the CPU sets bit 0 of the read data to 1, changing the PDR3 data to H'41. Finall
writes this value (H'41) to PDR3, completing execution of BSET.

As a result of this operation, bit 0 in PDR3 becomes 1, and $P3_0$ outputs a high-level si
However, bits 7 and 6 of PDR3 end up with different values.

To avoid this problem, store a copy of the PDR3 data in a work area in memory. Perf
manipulation on the data in the work area, then write this data to PDR3.

[A: Prior to executing BSET]

```
MOV. B  #H'80 ,  R0L
MOV. B  R0L   ,  @RAM0
MOV. B  R0L   ,  @PDR3
```

The PDR3 value (H'80) is written to a work ar
memory (RAM0) as well as to PDR3.

	$P3_7$	**$P3_6$**	**$P3_5$**	**$P3_4$**	**$P3_3$**	**$P3_2$**	**$P3_1$**
Input/output	Input	Input	Output	Output	Output	Output	Output
Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	0	0	1	1	1	1	1
PDR3	1	0	0	0	0	0	0
RAM0	1	0	0	0	0	0	0

```
MOV.B   R0L,    @PDR3
```

	$P3_7$	$P3_6$	$P3_5$	$P3_4$	$P3_3$	$P3_2$	$P3_1$
Input/output	Input	Input	Output	Output	Output	Output	Output
Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	0	0	1	1	1	1	1
PDR3	1	0	0	0	0	0	0
RAM0	1	0	0	0	0	0	0

2. Bit Manipulation in a Register Containing a Write-only Bit

Example 3: BCLR instruction executed designating port 3 control register PCR3

As in the examples above, $P3_7$ and $P3_6$ are input pins, with a low-level signal input at P
high-level signal at $P3_6$. The remaining pins, $P3_5$ to $P3_0$, are output pins that output low
signals. In this example, the BCLR instruction is used to change pin $P3_0$ to an input po
assumed that a high-level signal will be input to this input pin.

[A: Prior to executing BCLR]

	$P3_7$	$P3_6$	$P3_5$	$P3_4$	$P3_3$	$P3_2$	$P3_1$
Input/output	Input	Input	Output	Output	Output	Output	Output
Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	0	0	1	1	1	1	1
PDR3	1	0	0	0	0	0	0

Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	1	1	1	1	1	1	1
PDR3	1	0	0	0	0	0	0

[D: Explanation of how BCLR operates]

When the BCLR instruction is executed, first the CPU reads PCR3. Since PCR3 is a v
register, the CPU reads a value of H'FF, even though the PCR3 value is actually H'3F.

Next, the CPU clears bit 0 in the read data to 0, changing the data to H'FE. Finally, th
(H'FE) is written to PCR3 and BCLR instruction execution ends.

As a result of this operation, bit 0 in PCR3 becomes 0, making $P3_0$ an input port. Hov
and 6 in PCR3 change to 1, so that $P3_7$ and $P3_6$ change from input pins to output pins.

To avoid this problem, store a copy of the PCR3 data in a work area in memory. Perfo
manipulation on the data in the work area, then write this data to PCR3.

[A: Prior to executing BCLR]

```
MOV. B  #H'3F ,  R0L
MOV. B  R0L   ,  @RAM0
MOV. B  R0L   ,  @PCR3
```

The PCR3 value (H'3F) is written to a work ar
memory (RAM0) as well as to PCR3.

	$P3_7$	**$P3_6$**	**$P3_5$**	**$P3_4$**	**$P3_3$**	**$P3_2$**	**$P3_1$**
Input/output	Input	Input	Output	Output	Output	Output	Output
Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	0	0	1	1	1	1	1
PDR3	1	0	0	0	0	0	0
RAM0	0	0	1	1	1	1	1

```
MOV.B   R0L,    @PCR3
```

	$P3_7$	$P3_6$	$P3_5$	$P3_4$	$P3_3$	$P3_2$	$P3_1$
Input/output	Input	Input	Output	Output	Output	Output	Output
Pin state	Low level	High level	Low level	Low level	Low level	Low level	Low level
PCR3	0	0	1	1	1	1	1
PDR3	1	0	0	0	0	0	0
RAM0	0	0	1	1	1	1	1

Table 2.12 lists the pairs of registers that share identical addresses. Table 2.13 lists the r
that contain write-only bits.

Table 2.12 Registers with Shared Addresses

Register Name	Abbr.	Address
Timer counter and timer load register C	TCC/TLC	H'FFB5
Port data register 1*	PDR1	H'FFD4
Port data register 2*	PDR2	H'FFD5
Port data register 3*	PDR3	H'FFD6
Port data register 4*	PDR4	H'FFD7
Port data register 5*	PDR5	H'FFD8
Port data register 6*	PDR6	H'FFD9
Port data register 7*	PDR7	H'FFDA
Port data register 8*	PDR8	H'FFDB
Port data register 9*	PDR9	H'FFDC
Port data register A*	PDRA	H'FFDD

Note: * Port data registers have the same addresses as input pins.

Port control register 6	PCR6	H'FFE9
Port control register 7	PCR7	H'FFEA
Port control register 8	PCR8	H'FFEB
Port control register 9	PCR9	H'FFEC
Port control register A	PCRA	H'FFED
Timer control register F	TCRF	H'FFB6
PWM control register	PWCR	H'FFD0
PWM data register U	PWDRU	H'FFD1
PWM data register L	PWDRL	H'FFD2

- When setting R4L and R6, make sure that the final destination address (R6 + R4L) exceed H'FFFF. The value in R6 must not change from H'FFFF to H'0000 during ex the instruction.

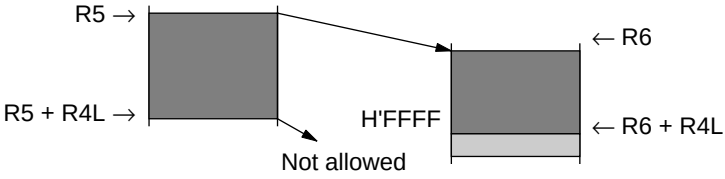


Table 3.1 Exception Handling Types and Priorities

Priority	Exception Source	Time of Start of Exception Handling
High	Reset	Exception handling starts as soon as the reset state is
↑	Interrupt	When an interrupt is requested, exception handling st execution of the present instruction or the exception h
Low		progress is completed

3.2 Reset

3.2.1 Overview

A reset is the highest-priority exception. The internal state of the CPU and the registe chip peripheral modules are initialized.

3.2.2 Reset Sequence

As soon as the $\overline{\text{RES}}$ pin goes low, all processing is stopped and the chip enters the res

To make sure the chip is reset properly, observe the following precautions.

- At power on: Hold the $\overline{\text{RES}}$ pin low until the clock pulse generator output stabilize
- Resetting during operation: Hold the $\overline{\text{RES}}$ pin low for at least 10 system clock cyc

Reset exception handling takes place as follows.

- The CPU internal state and the registers of on-chip peripheral modules are initializ I bit of the condition code register (CCR) set to 1.
- The PC is loaded from the reset exception handling vector address (H'0000 to H'0 which the program starts executing from the address indicated in PC.

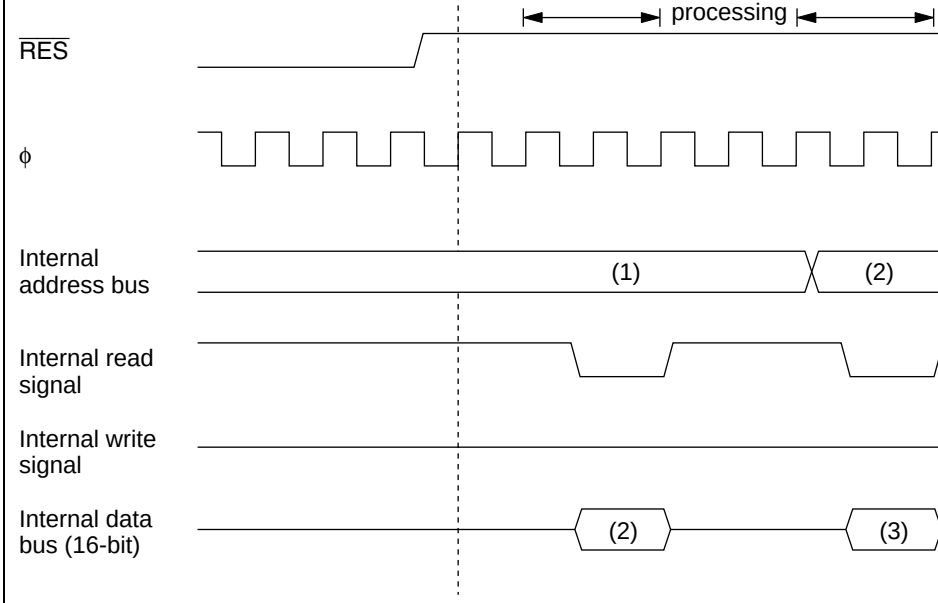


Figure 3.1 Reset Sequence

3.2.3 Interrupt Immediately after Reset

After a reset, if an interrupt were to be accepted before the stack pointer (SP: R7) was i
PC and CCR would not be pushed onto the stack correctly, resulting in program runaw
prevent this, immediately after reset exception handling all interrupts are masked. For
the initial program instruction is always executed immediately after a reset. This instru
should initialize the stack pointer (e.g. MOV.W #xx: 16, SP).

The interrupts have the following features:

- Internal and external interrupts can be masked by the I bit in CCR. When the I bit
  interrupt request flags can be set but the interrupts are not accepted.
- IRQ_4 to IRQ_0 and WKP_7 to WKP_0 can be set to either rising edge sensing or fallin
  sensing.

IRQ_4	IRQ_4	8	H'0010 to H'001
WKP_0	WKP_0	9	H'0012 to H'001
WKP_1	WKP_1		
WKP_2	WKP_2		
WKP_3	WKP_3		
WKP_4	WKP_4		
WKP_5	WKP_5		
WKP_6	WKP_6		
WKP_7	WKP_7		
SCI1	SCI1 transfer complete	10	H'0014 to H'001
Timer A	Timer A overflow	11	H'0016 to H'001
Asynchronous counter	Asynchronous counter overflow	12	H'0018 to H'001
Timer C	Timer C overflow or underflow	13	H'001A to H'001
Timer FL	Timer FL compare match Timer FL overflow	14	H'001C to H'001
Timer FH	Timer FH compare match Timer FH overflow	15	H'001E to H'001
Timer G	Timer G input capture Timer G overflow	16	H'0020 to H'002
SCI3-1	SCI3-1 transmit end SCI3-1 transmit data empty SCI3-1 receive data full SCI3-1 overrrun error SCI3-1 framing error SCI3-1 parity error	17	H'0022 to H'002
SCI3-2	SCI3-2 transmit end SCI3-2 transmit data empty SCI3-2 receive data full SCI3-2 overrun error SCI3-2 framing error SCI3-2 parity error	18	H'0024 to H'002
A/D	A/D conversion end	19	H'0026 to H'002
(SLEEP instruction executed)	Direct transfer	20	H'0028 to H'002

Note: Vector addresses H'0002 to H'0007 are reserved and cannot be used.

Interrupt enable register 2	IENR2	R/W	H'00	I
Interrupt request register 1	IRR1	R/W*	H'20	I
Interrupt request register 2	IRR2	R/W*	H'00	I
Wakeup interrupt request register	IWPR	R/W*	H'00	I
Wakeup edge select register	WEGR	R/W	H'00	I

Note: * Write is enabled only for writing of 0 to clear a flag.

1. IRQ Edge Select Register (IEGR)

Bit	7	6	5	4	3	2	1
	—	—	—	IEG4	IEG3	IEG2	IEG1
Initial value	1	1	1	0	0	0	0
Read/Write	—	—	—	R/W	R/W	R/W	R/W

IEGR is an 8-bit read/write register used to designate whether pins $\overline{IRQ_4}$ to $\overline{IRQ_0}$ are s edge sensing or falling edge sensing.

Bits 7 to 5: Reserved bits

Bits 7 to 5 are reserved: they are always read as 1 and cannot be modified.

Bit 4: IRQ_4 edge select (IEG4)

Bit 4 selects the input sensing of the $\overline{IRQ_4}$ pin and $\overline{ADTRG}$ pin.

Bit 4 IEG4	Description	
0	Falling edge of $\overline{IRQ_4}$ and $\overline{ADTRG}$ pin input is detected	(
1	Rising edge of $\overline{IRQ_4}$ and $\overline{ADTRG}$ pin input is detected	

Bit 2: IRQ_2 edge select (IEG2)

Bit 2 selects the input sensing of pin $\overline{IRQ_2}$.

Bit 2 IEG2	Description	
0	Falling edge of $\overline{IRQ_2}$ pin input is detected	(i
1	Rising edge of $\overline{IRQ_2}$ pin input is detected	

Bit 1: IRQ_1 edge select (IEG1)

Bit 3 selects the input sensing of the $\overline{IRQ_1}$ pin and TMIC pin.

Bit 1 IEG1	Description	
0	Falling edge of $\overline{IRQ_1}$ and TMIC pin input is detected	(i
1	Rising edge of $\overline{IRQ_1}$ and TMIC pin input is detected	

Bit 0: IRQ_0 edge select (IEG0)

Bit 0 selects the input sensing of pin $\overline{IRQ_0}$.

Bit 0 IEG0	Description	
0	Falling edge of $\overline{IRQ_0}$ pin input is detected	(i
1	Rising edge of $\overline{IRQ_0}$ pin input is detected	

Bit 7: Timer A interrupt enable (IENTA)

Bit 7 enables or disables timer A overflow interrupt requests.

Bit 7 IENTA	Description
0	Disables timer A interrupt requests
1	Enables timer A interrupt requests

Bit 6: SCI1 interrupt enable (IENS1)

Bit 6 enables or disables SCI1 transfer complete interrupt requests.

Bit 6 IENS1	Description
0	Disables SCI1 interrupt requests
1	Enables SCI1 interrupt requests

Bit 5: Wakeup interrupt enable (IENWP)

Bit 5 enables or disables WKP_7 to WKP_0 interrupt requests.

Bit 5 IENWP	Description
0	Disables $\overline{WKP}_7$ to $\overline{WKP}_0$ interrupt requests
1	Enables $\overline{WKP}_7$ to $\overline{WKP}_0$ interrupt requests

3. Interrupt Enable Register 2 (IENR2)

Bit	7	6	5	4	3	2	1
	IENDT	IENAD	—	IENTG	IENTFH	IENTFL	IENTC
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

IENR2 is an 8-bit read/write register that enables or disables interrupt requests.

Bit 7: Direct transfer interrupt enable (IENDT)

Bit 7 enables or disables direct transfer interrupt requests.

Bit 7 IENDT	Description	
0	Disables direct transfer interrupt requests	(i
1	Enables direct transfer interrupt requests	

Bit 6: A/D converter interrupt enable (IENAD)

Bit 6 enables or disables A/D converter interrupt requests.

Bit 6 IENAD	Description	
0	Disables A/D converter interrupt requests	(i
1	Enables A/D converter interrupt requests	

Bit 5: Reserved bit

Bit 5 is a readable/writable reserved bit. It is initialized to 0 by a reset.

Bit 3: Timer FH interrupt enable (IENTFH)

Bit 3 enables or disables timer FH compare match and overflow interrupt requests.

Bit 3 IENTFH	Description
0	Disables timer FH interrupt requests
1	Enables timer FH interrupt requests

Bit 2: Timer FL interrupt enable (IENTFL)

Bit 2 enables or disables timer FL compare match and overflow interrupt requests.

Bit 2 IENTFL	Description
0	Disables timer FL interrupt requests
1	Enables timer FL interrupt requests

Bit 1: Timer C interrupt enable (IENTC)

Bit 1 enables or disables timer C overflow and underflow interrupt requests.

Bit 1 IENTC	Description
0	Disables timer C interrupt requests
1	Enables timer C interrupt requests

For details of SCI3-1 and SCI3-2 interrupt control, see 6. Serial control register 3 (SCR section 10.3.2.

4. Interrupt Request Register 1 (IRR1)

Bit	7	6	5	4	3	2	1
	IRRTA	IRRS1	—	IRRI4	IRRI3	IRRI2	IRRI1
Initial value	0	0	1	0	0	0	0
Read/Write	R/(W)*	R/(W)*	—	R/(W)*	R/(W)*	R/(W)*	R/(W)*

Note: * Only a write of 0 for flag clearing is possible

IRR1 is an 8-bit read/write register, in which a corresponding flag is set to 1 when a tim SCI1, or IRQ_4 to IRQ_0 interrupt is requested. The flags are not cleared automatically wh interrupt is accepted. It is necessary to write 0 to clear each flag.

Bit 7: Timer A interrupt request flag (IRRTA)

Bit 7 IRRTA	Description
0	Clearing condition: (i When IRRTA = 1, it is cleared by writing 0
1	Setting condition: When the timer A counter value overflows from H'FF to H'00

Bit 5: Reserved bit

Bit 5 is reserved; it is always read as 1 and cannot be modified.

Bits 4 to 0: IRQ_4 to IRQ_0 interrupt request flags (IRRI4 to IRRI0)

Bit n IRRIn	Description
0	Clearing condition: When IRRIn = 1, it is cleared by writing 0
1	Setting condition: When pin $\overline{IRQ}$n is designated for interrupt input and the designated signal edge is input

5. Interrupt Request Register 2 (IRR2)

Bit	7	6	5	4	3	2	1
	IRRDT	IRRAD	—	IRRTG	IRRTFH	IRRTFL	IRRTC
Initial value	0	0	0	0	0	0	0
Read/Write	R/(W)*	R/(W)*	R/W	R/(W)*	R/(W)*	R/(W)*	R/(W)*

Note: * Only a write of 0 for flag clearing is possible

IRR2 is an 8-bit read/write register, in which a corresponding flag is set to 1 when a d transfer, A/D converter, Timer G, Timer FH, Timer FC, or Timer C interrupt reques flags are not cleared automatically when an interrupt is accepted. It is necessary to wr each flag.

Bit 6: A/D converter interrupt request flag (IRRAD)

Bit 6 IRRAD	Description
0	Clearing condition: (i When IRRAD = 1, it is cleared by writing 0
1	Setting condition: When A/D conversion is completed and ADSF is cleared to 0 in ADSR

Bit 5: Reserved bit

Bit 5 is a readable/writable reserved bit. It is initialized to 0 by a reset.

Bit 4: Timer G interrupt request flag (IRRTG)

Bit 4 IRRTG	Description
0	Clearing condition: (i When IRRTG = 1, it is cleared by writing 0
1	Setting condition: When the TMIG pin is designated for TMIG input and the designated sign input, and when TCG overflows while OVIE is set to 1 in TMG

Bit 2: Timer FL interrupt request flag (IRRTFL)

Bit 2 IRRTFL	Description
0	Clearing condition: When IRRTFL= 1, it is cleared by writing 0
1	Setting condition: When TCFL and OCRFL match in 8-bit timer mode

Bit 1: Timer C interrupt request flag (IRRTC)

Bit 1 IRRTC	Description
0	Clearing condition: When IRRTC= 1, it is cleared by writing 0
1	Setting condition: When the timer C counter value overflows (from H'FF to H'00) or underf (from H'00 to H'FF)

Bit 0: Asynchronous event counter interrupt request flag (IRREC)

Bit 0 IRREC	Description
0	Clearing condition: When IRREC = 1, it is cleared by writing 0
1	Setting condition: When ECH overflows in 16-bit counter mode, or ECH or ECL overflows counter mode

IWPR is an 8-bit read/write register containing wakeup interrupt request flags. When c
$\overline{WKP}_7$ to $\overline{WKP}_0$ is designated for wakeup input and a rising or falling edge is input at th
corresponding flag in IWPR is set to 1. A flag is not cleared automatically when the
corresponding interrupt is accepted. Flags must be cleared by writing 0.

Bits 7 to 0: Wakeup interrupt request flags (IWPF7 to IWPF0)

Bit n IWPFn	Description
0	Clearing condition: (i When IWPFn= 1, it is cleared by writing 0
1	Setting condition: When pin $\overline{WKP}$n is designated for wakeup input and a rising or falling edg at that pin

7. Wakeup Edge Select Register (WEGR)

Bit	7	6	5	4	3	2	1
	WKEGS7	WKEGS6	WKEGS5	WKEGS4	WKEGS3	WKEGS2	WKEGS1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

WEGR is an 8-bit read/write register that specifies rising or falling edge sensing for pin

WEGR is initialized to H'00 by a reset.

3.3.3 External Interrupts

There are 13 external interrupts: IRQ_4 to IRQ_0 and WKP_7 to WKP_0.

1. Interrupts WKP_7 to WKP_0

Interrupts WKP_7 to WKP_0 are requested by either rising or falling edge input to pins $\overline{W}$
$\overline{WKP}_0$. When these pins are designated as pins $\overline{WKP}_7$ to $\overline{WKP}_0$ in port mode register
rising or falling edge is input, the corresponding bit in IWPR is set to 1, requesting an
Recognition of wakeup interrupt requests can be disabled by clearing the IENWP bit t
IENR1. These interrupts can all be masked by setting the I bit to 1 in CCR.

When WKP_7 to WKP_0 interrupt exception handling is initiated, the I bit is set to 1 in C
number 9 is assigned to interrupts WKP_7 to WKP_0. All eight interrupt sources have th
vector number, so the interrupt-handling routine must discriminate the interrupt source

2. Interrupts IRQ_4 to IRQ_0

Interrupts IRQ4 to IRQ_0 are requested by input signals to pins $\overline{IRQ}_4$ to $\overline{IRQ}_0$. These in
detected by either rising edge sensing or falling edge sensing, depending on the setting
IEG_4 to IEG_0 in IEGR.

When these pins are designated as pins $\overline{IRQ}_4$ to $\overline{IRQ}_0$ in port mode register 3 and 1 an
designated edge is input, the corresponding bit in IRR1 is set to 1, requesting an interr
Recognition of these interrupt requests can be disabled individually by clearing bits IE
to 0 in IENR1. These interrupts can all be masked by setting the I bit to 1 in CCR.

When IRQ_4 to IRQ_0 interrupt exception handling is initiated, the I bit is set to 1 in CC
numbers 8 to 4 are assigned to interrupts IRQ_4 to IRQ_0. The order of priority is from I
to IRQ_4 (low). Table 3.2 gives details.

peripheral modules.

3.3.5 Interrupt Operations

Interrupts are controlled by an interrupt controller. Figure 3.2 shows a block diagram o
interrupt controller. Figure 3.3 shows the flow up to interrupt acceptance.

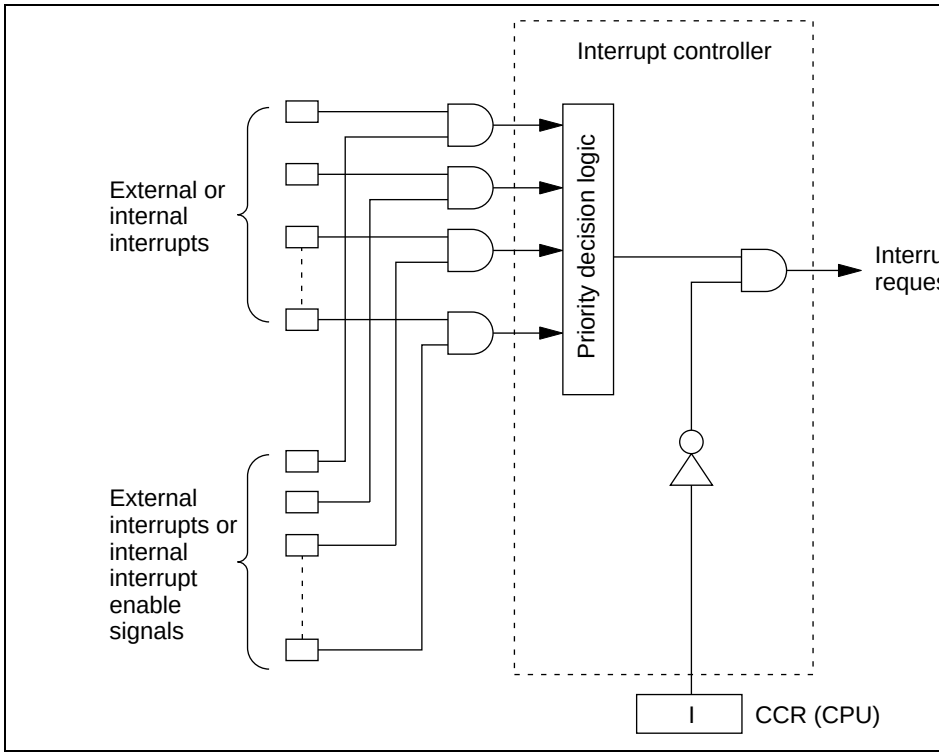


Figure 3.2 Block Diagram of Interrupt Controller

- The interrupt controller checks the I bit of CCR. If the I bit is 0, the selected interr is accepted; if the I bit is 1, the interrupt request is held pending.
- If the interrupt is accepted, after processing of the current instruction is completed and CCR are pushed onto the stack. The state of the stack at this time is shown in The PC value pushed onto the stack is the address of the first instruction to be exec return from interrupt handling.
- The I bit of CCR is set to 1, masking further interrupts.
- The vector address corresponding to the accepted interrupt is generated, and the in handling routine located at the address indicated by the contents of the vector addr executed.

Notes: 1. When disabling interrupts by clearing bits in an interrupt enable register, o clearing bits in an interrupt request register, always do so while interrupts a (I = 1).

2. If the above clear operations are performed while I = 0, and as a result a co between the clear instruction and an interrupt request, exception processing interrupt will be executed after the clear instruction has been executed.

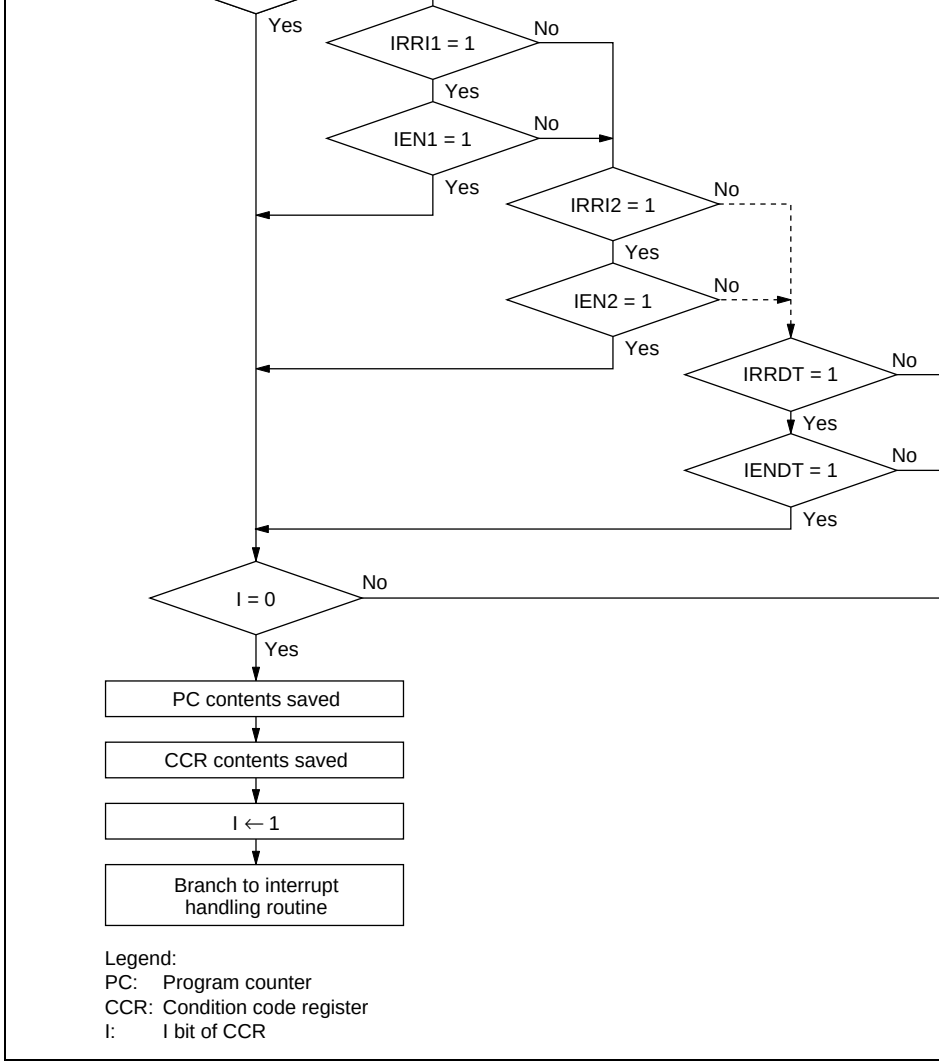
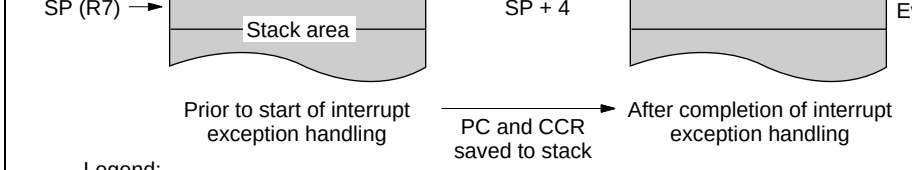


Figure 3.3 Flow Up to Interrupt Acceptance



Legend:
PC_H: Upper 8 bits of program counter (PC)
PC_L: Lower 8 bits of program counter (PC)
CCR: Condition code register
SP: Stack pointer

Notes: 1. PC shows the address of the first instruction to be executed upon return from the interrupt handling routine.
2. Register contents must always be saved and restored by word access, starting from an even-numbered address.
* Ignored on return.

Figure 3.4 Stack State after Completion of Interrupt Exception Handli

Figure 3.5 shows a typical interrupt sequence.

Figure 3.5 Interrupt Sequence

Saving of PC and CCR to stack	4
Vector fetch	2
Instruction fetch	4
Internal processing	4

Note: * Not including EEPMOV instruction.

@SP+, Rn) to save or restore register values.

Setting an odd address in SP may cause a program to crash. An example is shown in fi

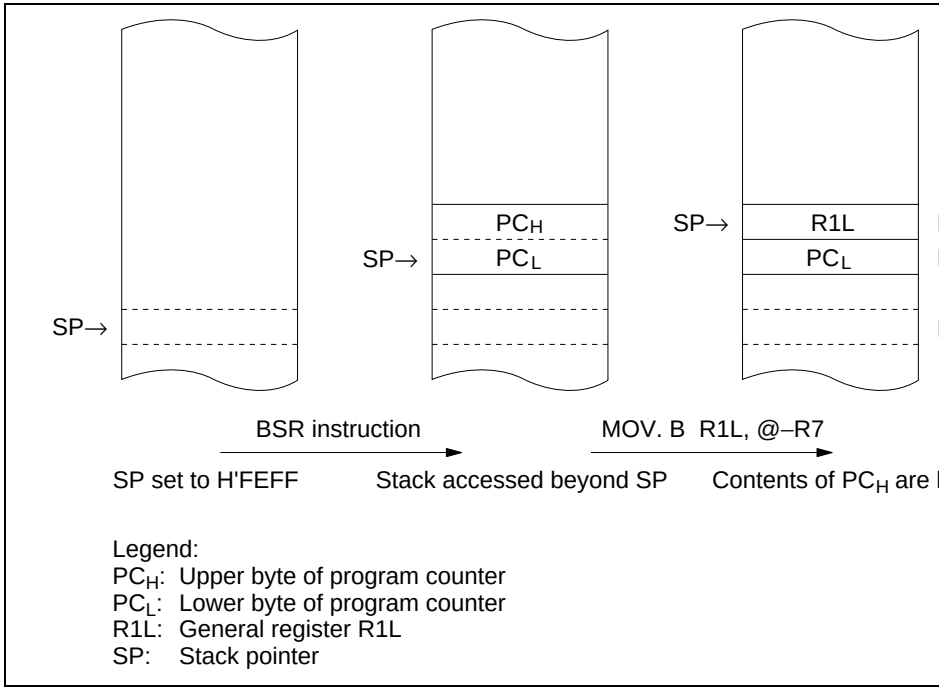


Figure 3.6 Operation when Odd Address is Set in SP

When CCR contents are saved to the stack during interrupt exception handling or resto
RTE is executed, this also takes place in word size. Both the upper and lower bytes of
are saved to the stack; on return, the even address contents are restored to CCR while th
address contents are ignored.

interrupt request flag to 0 after switching pin functions. Table 3.5 shows the condition
which interrupt request flags are set to 1 in this way.

		When PMR1 bit IRQ3 is changed from 1 to 0 while pin $\overline{IRQ}_3$ is low bit IEG3 = 1.
	IRRI2	When PMR1 bit IRQ2 is changed from 0 to 1 while pin $\overline{IRQ}_2$ is low bit IEG2 = 0.
		When PMR1 bit IRQ2 is changed from 1 to 0 while pin $\overline{IRQ}_2$ is low bit IEG2 = 1.
	IRRI1	When PMR1 bit IRQ1 is changed from 0 to 1 while pin $\overline{IRQ}_1$ is low bit IEG1 = 0.
		When PMR1 bit IRQ1 is changed from 1 to 0 while pin $\overline{IRQ}_1$ is low bit IEG1 = 1.
	IRRI0	When PMR3 bit IRQ0 is changed from 0 to 1 while pin $\overline{IRQ}_0$ is low bit IEG0 = 0.
		When PMR3 bit IRQ0 is changed from 1 to 0 while pin $\overline{IRQ}_0$ is low bit IEG0 = 1.
IWPR	IWPF7	When PMR5 bit WKP7 is changed from 0 to 1 while pin $\overline{WKP}_7$ is lo
	IWPF6	When PMR5 bit WKP6 is changed from 0 to 1 while pin $\overline{WKP}_6$ is lo
	IWPF5	When PMR5 bit WKP5 is changed from 0 to 1 while pin $\overline{WKP}_5$ is lo
	IWPF4	When PMR5 bit WKP4 is changed from 0 to 1 while pin $\overline{WKP}_4$ is lo
	IWPF3	When PMR5 bit WKP3 is changed from 0 to 1 while pin $\overline{WKP}_3$ is lo
	IWPF2	When PMR5 bit WKP2 is changed from 0 to 1 while pin $\overline{WKP}_2$ is lo
	IWPF1	When PMR5 bit WKP1 is changed from 0 to 1 while pin $\overline{WKP}_1$ is lo
	IWPF0	When PMR5 bit WKP0 is changed from 0 to 1 while pin $\overline{WKP}_0$ is lo

Figure 3.7 shows the procedure for setting a bit in a port mode register and clearing the request flag.

When switching a pin function, mask the interrupt before setting the bit in the port mod After accessing the port mode register, execute at least one instruction (e.g., NOP), then interrupt request flag from 1 to 0. If the instruction to clear the flag is executed immed the port mode register access without executing an intervening instruction, the flag will cleared.

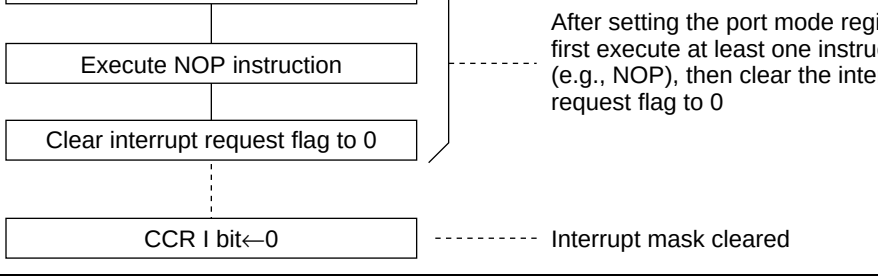


Figure 3.7 Port Mode Register Setting and Interrupt Request Flag Clearing Procedure

given below.

```
BCLR  #1,  @IRR1:8
MOV.B R1L, @IRR1:8 (set the value of R1L to B'11111101)
```

- Example of a malfunction

  When flags are cleared with multiple instructions, other flags might be cleared duri
  execution of the instructions, even though they are currently set, and this will cause
  malfunction.

  Here is an example in which IRRI0 is cleared and disabled in the process of clearin
  (bit 1 of IRR1).

```
MOV.B @IRR1:8,R1L ......... IRRI0 = 0 at this time
AND.B #B'11111101,R1L ..... Here, IRRI0 = 1
MOV.B R1L,@IRR1:8 ......... IRRI0 is cleared to 0
```

  In the above example, it is assumed that an IRQ0 interrupt is generated while the A
  instruction is executing.

  The IRQ0 interrupt is disabled because, although the original objective is clearing I
  IRRI0 is also cleared.

consists of a subclock oscillator circuit and a subclock divider.

4.1.1 Block Diagram

Figure 4.1 shows a block diagram of the clock pulse generators.

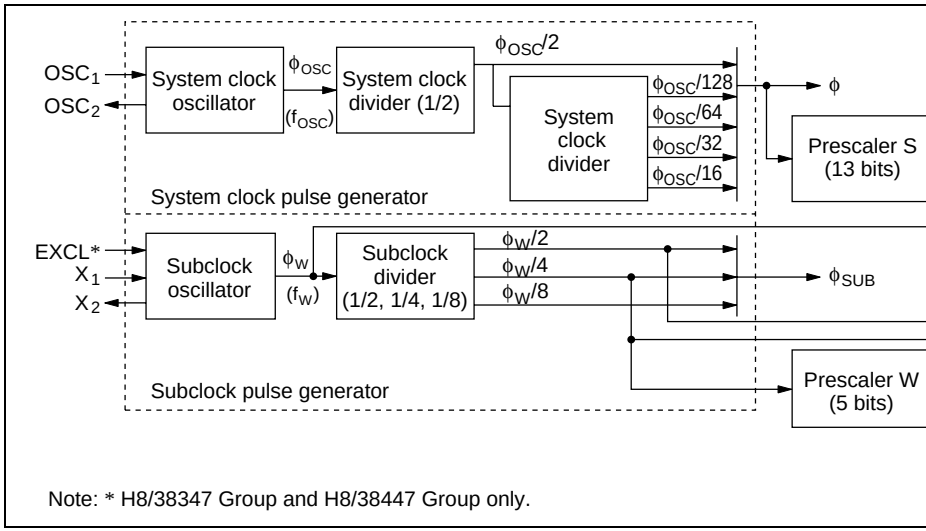


Figure 4.1 Block Diagram of Clock Pulse Generators

4.1.2 System Clock and Subclock

The basic clock signals that drive the CPU and on-chip peripheral modules are ϕ and ϕ of the clock signals have names: ϕ is the system clock, ϕ_{SUB} is the subclock, ϕ_{OSC} is the clock, and ϕ_W is the watch clock.

The clock signals available for use by peripheral modules are $\phi/2$, $\phi/4$, $\phi/8$, $\phi/16$, $\phi/32$, $\phi/128$, $\phi/256$, $\phi/512$, $\phi/1024$, $\phi/2048$, $\phi/4096$, $\phi/8192$, ϕ_W, $\phi_W/2$, $\phi_W/4$, $\phi_W/8$, $\phi_W/16$, ϕ_W and $\phi_W/128$. The clock requirements differ from one module to another.

Characteristics. Please consult with the resonator manufacturer when selecting a resona

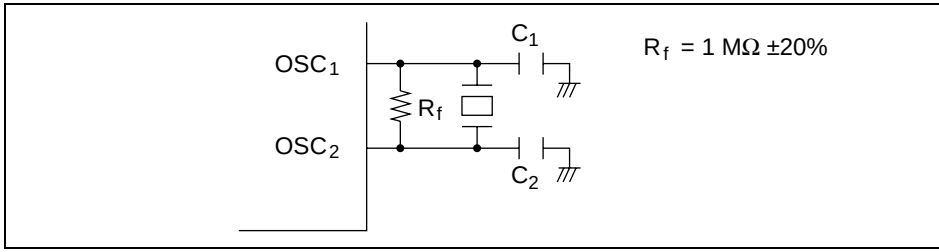


Figure 4.2 Typical Connection to Crystal Oscillator

2. Connecting a Ceramic Oscillator

Figure 4.3 shows a typical method of connecting a ceramic oscillator. For information o
recommended resonators, see the product AC characteristics listed in section 15, Electr
Characteristics. Please consult with the resonator manufacturer when selecting a resona

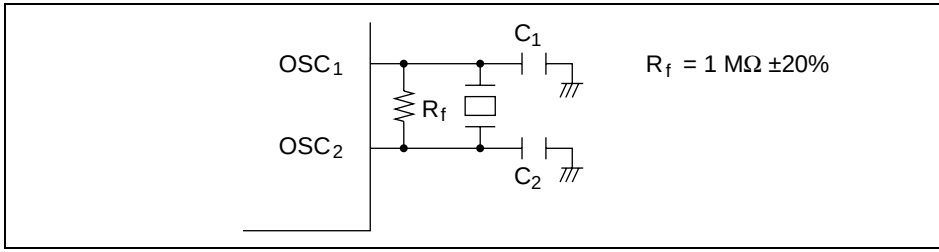


Figure 4.3 Typical Connection to Ceramic Oscillator

3. Notes on Board Design

When generating clock pulses by connecting a crystal or ceramic oscillator, pay careful
to the following points.

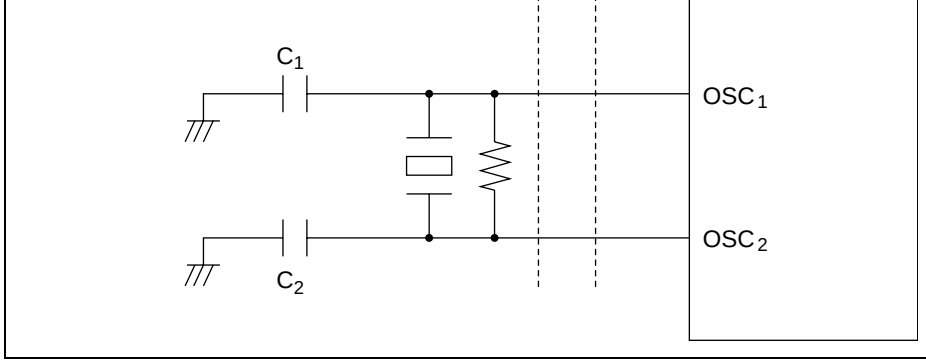


Figure 4.4 Board Design of Oscillator Circuit

4. External Clock Input Method

Connect an external clock signal to pin OSC_1, and leave pin OSC_2 open. Figure 4.5 sl
typical connection.

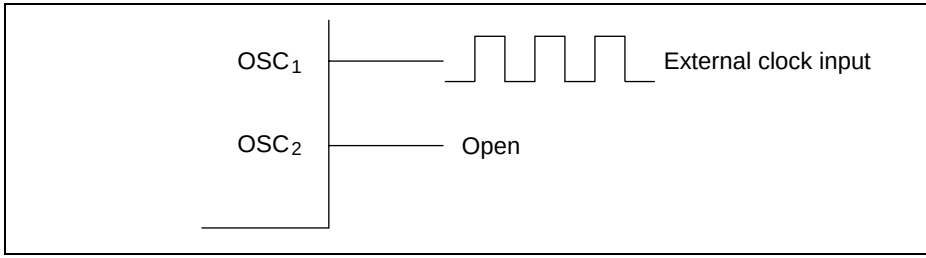
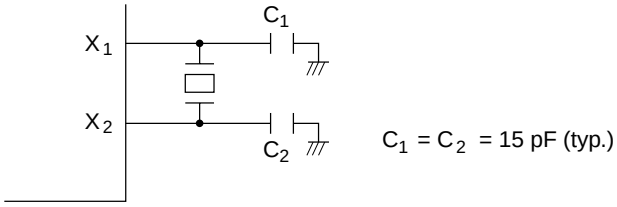


Figure 4.5 External Clock Input (Example)

Frequency	Oscillator Clock (ϕ_{osc})
Duty cycle	45% to 55%

Note: The circuit parameters above are recommended by the crystal or ceramic oscil
manufacturer.

Clock pulses can be supplied to the subclock divider by connecting a 32.768 kHz/38.4 k
oscillator, as shown in figure 4.6. Follow the same precautions as noted under 3. notes
design for the system clock in section 4.2.



Note: Circuit constants should be determined in consultation with the resonator manufacturer.

Oscillation frequency	Manufacturer	Products Name
38.4 kHz	Seiko Instrument Inc.	VTC-200
32.768 kHz	Nihon Denpa Kogyo	MX73P

Figure 4.6 Typical Connection to 32.768 kHz/38.4 kHz Crystal Oscillator (Su

Figure 4.7 shows the equivalent circuit of the 32.768 kHz/38.4 kHz crystal oscillator.

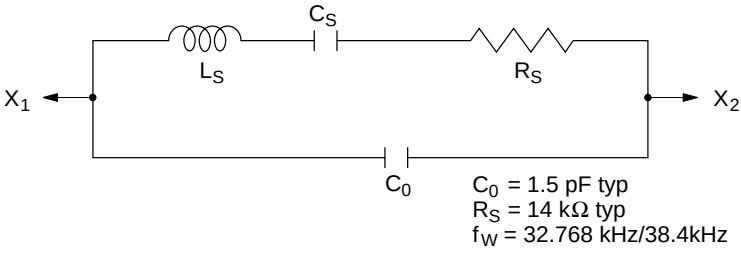


Figure 4.7 Equivalent Circuit of 32.768 kHz/38.4 kHz Crystal Oscillato

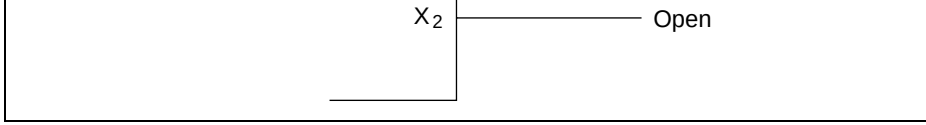


Figure 4.8 Pin Connection when not Using Subclock

3. External Clock Input

- H8/3847R Group and H8/3847S Group

Connect the external clock to the X_1 pin and leave the X_2 pin open, as shown in figure

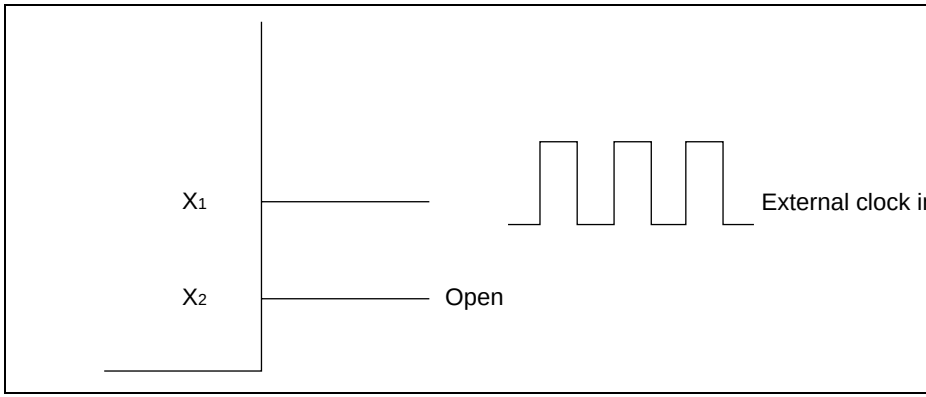


Figure 4.9 (a) Pin Connection when Inputting External Clock (H8/38347R Group and H8/3847S Group)

Frequency	Subclock (ϕw)
Duty	45% to 55%

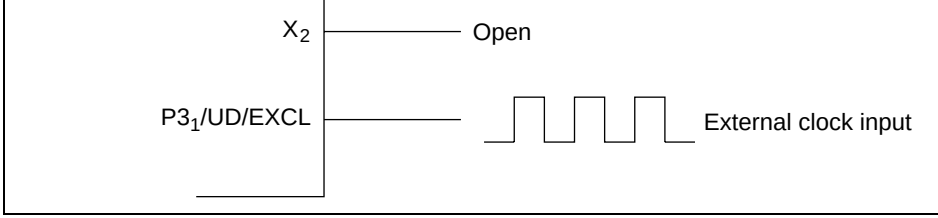


Figure 4.9 (b) Pin Connection when Inputting External Clock (H8/38347 Group and H8/38447 Group)

Frequency	Subclock (ϕw)
Duty	45% to 55%

4. Notes on H8/38347 and H8/38447

In the H8/38347 and H8/38447 the subclock oscillator input pin is controlled by the EX the PMR2 register. When EXCL is cleared to 0 the X1 pin (resonator connection only) and when EXCL is set to 1 the EXCL pin (external clock only) is used. Caution is nece switching from the H8/3847R to a program. Writing 1 to bit 7 in PMR2 (empty bit with value 1 on H8/3847R) selects EXCL as the input pin, so no subclock is supplied interna a resonator is connected. Furthermore, P31 becomes unusable. To prevent this it is nece change the program so that 0 is written to the EXCL bit.

1. Prescaler S (PSS)

Prescaler S is a 13-bit counter using the system clock (ϕ) as its input clock. It is incre per clock period.

Prescaler S is initialized to H'0000 by a reset, and starts counting on exit from the rese

In standby mode, watch mode, subactive mode, and subsleep mode, the system clock generator stops. Prescaler S also stops and is initialized to H'0000.

The CPU cannot read or write prescaler S.

The output from prescaler S is shared by timer A, timer C, timer F, timer G, SCI1, SC the A/D converter, the LCD controller, the watchdog timer, and the 14-bit PWM. The ratio can be set separately for each on-chip peripheral function.

In active (medium-speed) mode the clock input to prescaler S is ϕosc/16, ϕosc/32, ϕos ϕosc/128.

2. Prescaler W (PSW)

Prescaler W is a 5-bit counter using a 32.768 kHz/38.4 kHz signal divided by 4 ($\phi_W/4$) clock.

Prescaler W is initialized to H'00 by a reset, and starts counting on exit from the reset

Even in standby mode, watch mode, subactive mode, or subsleep mode, prescaler W c functioning so long as clock signals are supplied to pins X1 and X2.

Prescaler W can be reset by setting 1s in bits TMA3 and TMA2 of timer mode registe

Output from prescaler W can be used to drive timer A, in which case timer A function base for timekeeping.

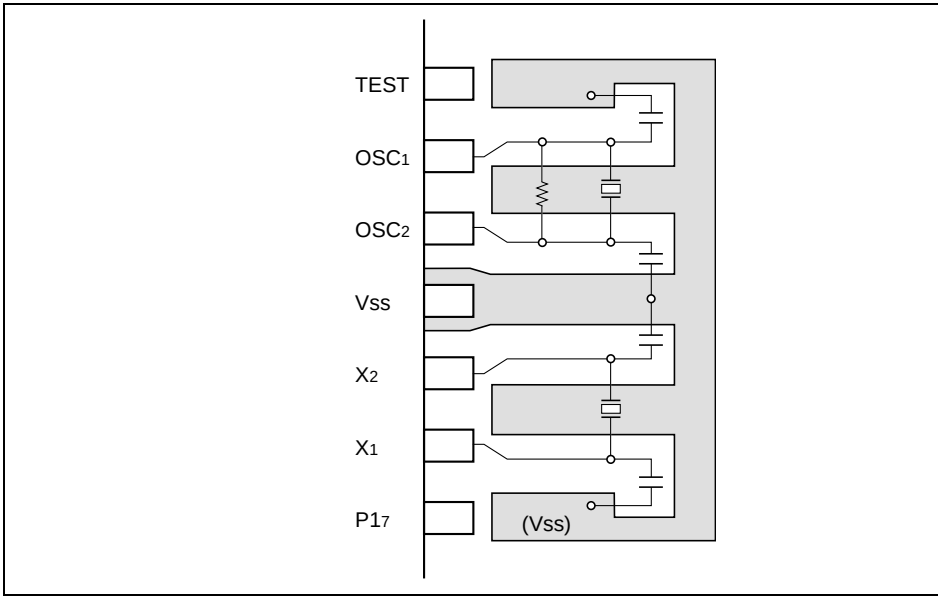


Figure 4.10 Example of Crystal and Ceramic Oscillator Element Arrange

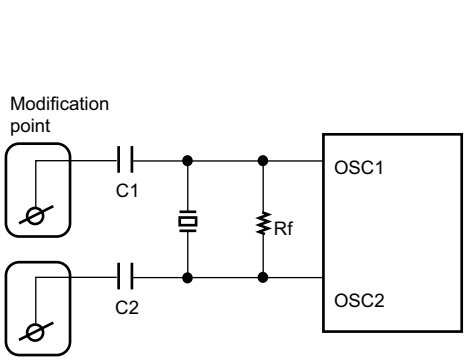
Figure 4.11 (1) shows an example measuring circuit with the negative resistance sugge
oscillator manufacturer. Note that if the negative resistance of the circuit is less than tha
by the oscillator manufacturer, it may be difficult to start the main oscillator.

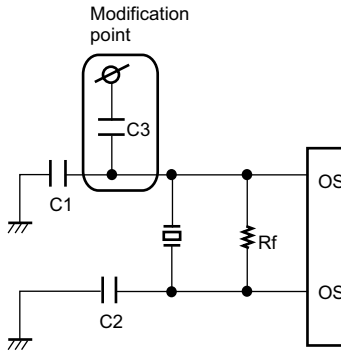
If it is determined that oscillation is not occurring because the negative resistance is lo
level suggested by the oscillator manufacturer, the circuit may be modified as shown in
(2) through (4). Which of the modification suggestions to use and the capacitor capacita
be decided based upon an evaluation of factors such as the negative resistance and the f
deviation.

addition of –R

(1) Negative Resistance Measuring Circuit

(2) Oscillator Circuit Modification Sug





(3) Oscillator Circuit Modification Suggestion 2

(4) Oscillator Circuit Modification Su

Figure 4.11 Negative Resistance Measurement and Circuit Modification Sug

4.5.1 Definition of Oscillation Stabilization Wait Time

Figure 4.12 shows the oscillation waveform (OSC2), system clock (ϕ), and microcom operating mode when a transition is made from standby mode, watch mode, or subacti active (high-speed/medium-speed) mode, with an oscillator element connected to the oscillator.

As shown in figure 4.12, as the system clock oscillator is halted in standby mode, wat and subactive mode, when a transition is made to active (high-speed/medium-speed) m sum of the following two times (oscillation stabilization time and wait time) is require

waveform frequency and system clock have stabilized.

The wait time setting is selected with standby timer select bits 2 to 0 (STS2 to STS0) (b
system control register 1 (SYSCR1)).

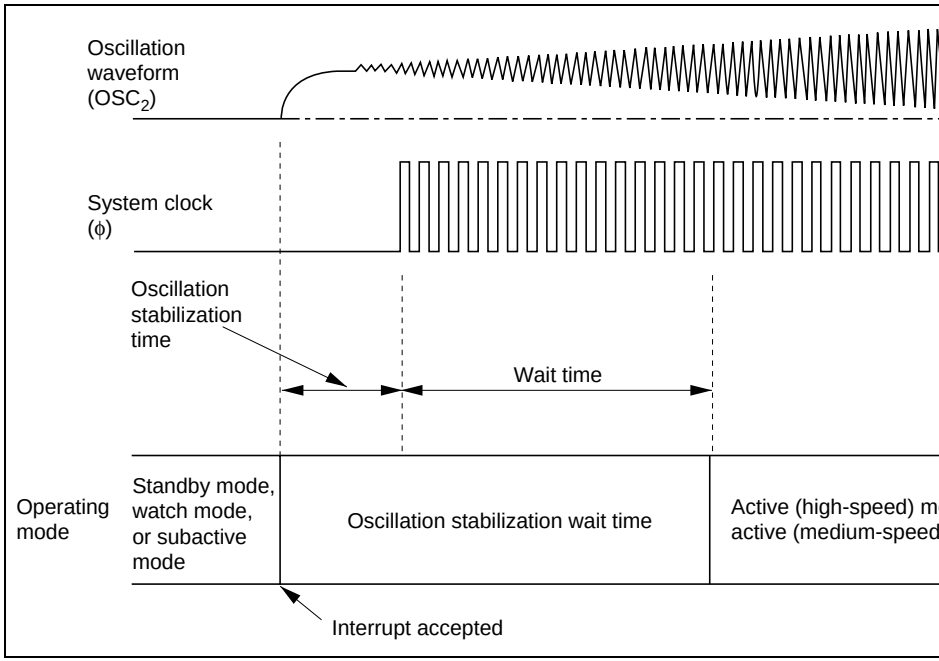


Figure 4.12 Oscillation Stabilization Wait Time

When standby mode, watch mode, or subactive mode is cleared by an interrupt or reset
transition is made to active (high-speed/medium-speed) mode, the oscillation waveform
change at the point at which the interrupt is accepted. Therefore, when an oscillator ele
connected in standby mode, watch mode, or subactive mode, since the system clock osc
halted, the time from the point at which this oscillation waveform starts to change until

for the CPU and peripheral functions to operate normally.

Thus, the time required from interrupt generation until operation of the CPU and perip
functions is the sum of the above described oscillation stabilization time and wait time
time is called the oscillation stabilization wait time, and is expressed by equation (1) b

Oscillation stabilization wait time = oscillation stabilization time + wait time

$$= t_{rc} + (8 \text{ to } 131{,}072 \text{ states}) \quad \text{..... (1)}$$

Therefore, when a transition is made from standby mode, watch mode, or subactive m
active (high-speed/medium-speed) mode, with an oscillator element connected to the s
oscillator, careful evaluation must be carried out on the installation circuit before deci
oscillation stabilization wait time. In particular, since the oscillation stabilization time
by installation circuit constants, stray capacitance, and so forth, suitable constants sho
determined in consultation with the oscillator element manufacturer.

4.5.2 Notes on Use of Crystal Oscillator Element (Excluding Ceramic Oscilla Element)

When a microcomputer operates, the internal power supply potential fluctuates slightl
synchronization with the system clock. Depending on the individual crystal oscillator
characteristics, the oscillation waveform amplitude may not be sufficiently large imm
the oscillation stabilization wait time, making the oscillation waveform susceptible to
fluctuations in the power supply potential. In this state, the oscillation waveform may
disrupted, leading to an unstable system clock and erroneous operation of the microco

If erroneous operation occurs, change the setting of standby timer select bits 2 to 0 (S
STS0) (bits 6 to 4 in system control register 1 (SYSCR1)) to give a longer wait time.

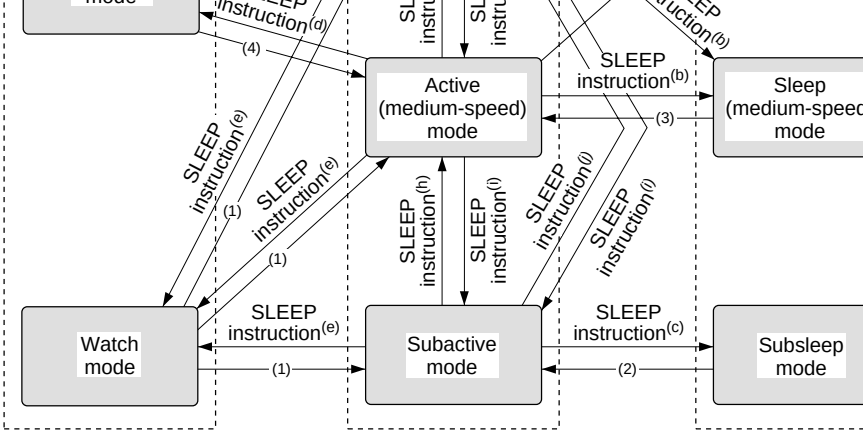
For example, if erroneous operation occurs with a wait time setting of 16 states, check
operation with a wait time setting of 8,192 states or more.

Table 5.1 Operating Modes

Operating Mode	Description
Active (high-speed) mode	The CPU and all on-chip peripheral functions are oper system clock in high-speed operation
Active (medium-speed) mode	The CPU and all on-chip peripheral functions are oper system clock in low-speed operation
Subactive mode	The CPU is operable on the subclock in low-speed op
Sleep (high-speed) mode	The CPU halts. On-chip peripheral functions are opera system clock
Sleep (medium-speed) mode	The CPU halts. On-chip peripheral functions operate frequency of 1/64, 1/32, 1/16, or 1/8 of the system cloc
Subsleep mode	The CPU halts. The time-base function of timer A, tim G, timer F, WDT, SCI1, SCI3-1, SCI3-2, AEC, and LC controller/driver are operable on the subclock.
Watch mode	The CPU halts. The time-base function of timer A, tim G, AEC, and LCD controller/driver are operable on the
Standby mode	The CPU and all on-chip peripheral functions halt
Module standby mode	Individual on-chip peripheral functions specified by so standby mode and halt

Of these nine operating modes, all but the active (high-speed) mode are power-down m this section the two active modes (high-speed and medium speed) will be referred to c as active mode.

Figure 5.1 shows the transitions among these operation modes. Table 5.2 indicates the states in each mode.



Mode Transition Conditions (1)

	LSON	MSON	SSBY	TMA3	DTON
(a)	0	0	0	*	0
(b)	0	1	0	*	0
(c)	1	*	0	1	0
(d)	0	*	1	0	0
(e)	*	*	1	1	0
(f)	0	0	0	*	1
(g)	0	1	0	*	1
(h)	0	1	1	1	1
(i)	1	*	1	1	1
(J)	0	0	1	1	1

* Don't care

Mode Transition Conditions (2)

	Interrupt Sources
(1)	Timer A, Timer F, Timer G interrupt, IRQ WKP$_7$ to WKP$_0$ interrupt
(2)	Timer A, Timer C, Timer F, Timer G, SC SCI3-2 interrupt, IRQ$_4$ to IRQ$_0$ interrupts WKP$_7$ to WKP$_0$ interrupts, AEC
(3)	All interrupts
(4)	IRQ$_1$ or IRQ$_0$ interrupt, WKP$_7$ to WKP$_0$ i

Notes: 1. A transition between different modes cannot be made to occur simply because an interrup request is generated. Make sure that interrupt handling is performed after the interrupt is accepted.
2. Details on the mode transition conditions are given in the explanations of each mode, in sections 5.2 to 5.9.

Figure 5.1 Mode Transition Diagram

	I/O ports							
External interrupts	IRQ_0	Functions	Functions	Functions	Functions	Functions	Functions	Function
	IRQ_1					Retained*6		
	IRQ_2							
	IRQ_3							
	IRQ_4							
	WKP_0	Functions	Functions	Functions	Functions	Functions	Functions	Function
	WKP_1							
	WKP_2							
	WKP_3							
	WKP_4							
	WKP_5							
	WKP_6							
	WKP_7							
Peripheral functions	Timer A	Functions	Functions	Functions	Functions	Functions*5	Functions*5	Function
	Asynchro-nous counter					Functions*8	Functions	Function
	Timer C					Retained	Functions/ Retained*2	Function Retaine
	WDT						Functions/ Retained*7	Retaine
	Timer G, Timer F					Functions/ Retained*9	Functions/ Retained*2	Function Retaine
	SCI1					Retained	Functions/ Retained*9	Function Retaine
	SCI3-1, SCI3-2					Reset	Functions/ Retained*3	Function Retaine
	PWM					Retained	Retained	Retaine
	A/D converter					Retained	Retained	Retaine
	LCD					Functions/ Retained*4	Functions/ Retained*4	Function Retaine

Notes:
1. Register contents are retained, but output is high-impedance state.
2. Functions if an external clock or the $\phi_W/4$ internal clock is selected; otherwise halted and retained
3. Functions if $\phi_W/2$ is selected as the internal clock; otherwise halted and retained.
4. Functions if ϕ_W or $\phi_W/2$ or $\phi_W/4$ is selected as the operating clock; otherwise halted and retained
5. Functions if the timekeeping time-base function is selected.
6. External interrupt requests are ignored. Interrupt request register contents are not altered.
7. Functions if $\phi_W/32$ is selected as the internal clock; otherwise halted and retained.
8. Incrementing is possible, but interrupt generation is not.
9. Functions if the $\phi_W/4$ internal clock is selected; otherwise halted and retained.

1. System Control Register 1 (SYSCR1)

Bit	7	6	5	4	3	2	1
	SSBY	STS2	STS1	STS0	LSON	—	MA1
Initial value	0	0	0	0	0	1	1
Read/Write	R/W	R/W	R/W	R/W	R/W	—	R/W

SYSCR1 is an 8-bit read/write register for control of the power-down modes.

Upon reset, SYSCR1 is initialized to H'07.

Bit 7: Software standby (SSBY)

This bit designates transition to standby mode or watch mode.

Bit 7 SSBY	Description
0	• When a SLEEP instruction is executed in active mode, (i a transition is made to sleep mode • When a SLEEP instruction is executed in subactive mode, a transitio to subsleep mode
1	• When a SLEEP instruction is executed in active mode, a transition is standby mode or watch mode • When a SLEEP instruction is executed in subactive mode, a transitio to watch mode

0	0	0	Wait time = 8,192 states	(i
0	0	1	Wait time = 16,384 states	
0	1	0	Wait time = 32,768 states	
0	1	1	Wait time = 65,536 states	
1	0	0	Wait time = 131,072 states	
1	0	1	Wait time = 2 states	(External clock i
1	1	0	Wait time = 8 states	
1	1	1	Wait time = 16 states	

Note: When inputting the external clock, set the standby timer select to the external c mode. Also, when not using the external clock, do not set the standby timer se external clock input mode.

Bit 3: Low speed on flag (LSON)

This bit chooses the system clock (ϕ) or subclock (ϕ_{SUB}) as the CPU operating clock w mode is cleared. The resulting operation mode depends on the combination of other c and interrupt input.

Bit 3 LSON	Description	
0	The CPU operates on the system clock (ϕ)	(
1	The CPU operates on the subclock (ϕ_{SUB})	

Bits 2: Reserved bits

Bit 2 is reserved: it is always read as 1 and cannot be modified.

0	1	$\phi_{OSC}/32$	
1	0	$\phi_{OSC}/64$	
1	1	$\phi_{OSC}/128$	(i

2. System Control Register 2 (SYSCR2)

Bit	7	6	5	4	3	2	1
	—	—	—	NESEL	DTON	MSON	SA1
Initial value	1	1	1	1	0	0	0
Read/Write	—	—	—	R/W	R/W	R/W	R/W

SYSCR2 is an 8-bit read/write register for power-down mode control.

Bits 7 to 5: Reserved bits

These bits are reserved; they are always read as 1, and cannot be modified.

Bit 4: Noise elimination sampling frequency select (NESEL)

This bit selects the frequency at which the watch clock signal (ϕ_W) generated by the sub pulse generator is sampled, in relation to the oscillator clock (ϕ_{OSC}) generated by the sy pulse generator. When ϕ_{OSC} = 2 to 16 MHz, clear NESEL to 0.

Bit 4 NESEL	Description	
0	Sampling rate is $\phi_{OSC}/16$	
1	Sampling rate is $\phi_{OSC}/4$	(i

0	• When a SLEEP instruction is executed in active mode, a transition is made to standby mode, watch mode, or sleep mode
	• When a SLEEP instruction is executed in subactive mode, a transiti to watch mode or subsleep mode
1	• When a SLEEP instruction is executed in active (high-speed) mode transition is made to active (medium-speed) mode if SSBY = 0, MS LSON = 0, or to subactive mode if SSBY = 1, TMA3 = 1, and LSON
	• When a SLEEP instruction is executed in active (medium-speed) m transition is made to active (high-speed) mode if SSBY = 0, MSON LSON = 0, or to subactive mode if SSBY = 1, TMA3 = 1, and LSON
	• When a SLEEP instruction is executed in subactive mode, a direct t made to active (high-speed) mode if SSBY = 1, TMA3 = 1, LSON = MSON = 0, or to active (medium-speed) mode if SSBY = 1, TMA3 0, and MSON = 1

Bit 2: Medium speed on flag (MSON)

After standby, watch, or sleep mode is cleared, this bit selects active (high-speed) or a (medium-speed) mode.

Bit 2 MSON	Description
0	Operation in active (high-speed) mode
1	Operation in active (medium-speed) mode

1	*	$\phi_W/2$

Note: * Don't care

5.2 Sleep Mode

5.2.1 Transition to Sleep Mode

1. Transition to Sleep (High-Speed) Mode

The system goes from active mode to sleep (high-speed) mode when a SLEEP instructi
executed while the SSBY and LSON bits in SYSCR1 are cleared to 0 and the MSON a
bits in SYSCR2 are also cleared to 0. In sleep mode CPU operation is halted but the on
peripheral functions. CPU register contents are retained.

2. Transition to Sleep (Medium-Speed) Mode

The system goes from active mode to sleep (medium-speed) mode when a SLEEP instr
executed while the SSBY and LSON bits in SYSCR1 are cleared to 0, the MSON bit in
is set to 1, and the DTON bit in SYSCR2 is cleared to 0. In sleep (medium-speed) mod
sleep (high-speed) mode, CPU operation is halted but the on-chip peripheral functions
operational. The clock frequency in sleep (medium-speed) mode is determined by the M
MA0 bits in SYSCR1. CPU register contents are retained.

The CPU may operate at a 1/2 state faster timing at transition to sleep (medium-speed)

A transition is made from sleep (high-speed) mode to active (high-speed) mode, or (medium-speed) mode to active (medium-speed) mode. Sleep mode is not cleared the condition code register (CCR) is set to 1 or the particular interrupt is disabled i interrupt enable register.

To synchronize the interrupt request signal with the system clock, up to 2/ϕ (s) del occur after the interrupt request signal occurrence, before the interrupt exception h start.

- Clearing by $\overline{\text{RES}}$ input
  When the $\overline{\text{RES}}$ pin goes low, the CPU goes into the reset state and sleep mode is c

5.2.3 Clock Frequency in Sleep (Medium-Speed) Mode

Operation in sleep (medium-speed) mode is clocked at the frequency designated by th MA0 bits in SYSCR1.

peripheral modules stop functioning, but as long as the rated voltage is supplied, the co
CPU registers, on-chip RAM, and some on-chip peripheral module registers are retaine
RAM contents will be further retained down to a minimum RAM data retention voltage
ports go to the high-impedance state.

5.3.2 Clearing Standby Mode

Standby mode is cleared by an interrupt (IRQ_1 or IRQ_0), WKP_7 to WKP_0 or by input at
pin.

- Clearing by interrupt

  When an interrupt is requested, the system clock pulse generator starts. After the ti
  bits STS2 to STS0 in SYSCR1 has elapsed, a stable system clock signal is supplied
  entire chip, standby mode is cleared, and interrupt exception handling starts. Opera
  resumes in active (high-speed) mode if MSON = 0 in SYSCR2, or active (medium-
  mode if MSON = 1. Standby mode is not cleared if the I bit of CCR is set to 1 or th
  interrupt is disabled in the interrupt enable register.

- Clearing by $\overline{\text{RES}}$ input

  When the $\overline{\text{RES}}$ pin goes low, the system clock pulse generator starts. After the puls
  output has stabilized, if the $\overline{\text{RES}}$ pin is driven high, the CPU starts reset exception h
  Since system clock signals are supplied to the entire chip as soon as the system cloc
  generator starts functioning, the $\overline{\text{RES}}$ pin should be kept at the low level until the pu
  generator output stabilizes.

5.3.3 Oscillator Settling Time after Standby Mode is Cleared

Bits STS2 to STS0 in SYSCR1 should be set as follows.

- When a crystal oscillator is used

  The table below gives settings for various operating frequencies. Set bits STS2 to S
  waiting time at least as long as the oscillation settling time.

1	0	1	2 states (not available)	0.001
1	1	0	8 states	0.004
1	1	1	16 states	0.008

- When an external clock is used
  STS2 = 1, STS1 = 0, and STS0 = 1 are recommended. Other values can be set, bu
  settings, operation may start before the standby time is over.

5.3.4 Standby Mode Transition and Pin States

When a SLEEP instruction is executed in active (high-speed) mode or active (medium
mode while bit SSBY is set to 1 and bit LSON is cleared to 0 in SYSCR1, and bit TM
cleared to 0 in TMA, a transition is made to standby mode. At the same time, pins go
impedance state (except pins for which the pull-up MOS is designated as on). Figure
the timing in this case.

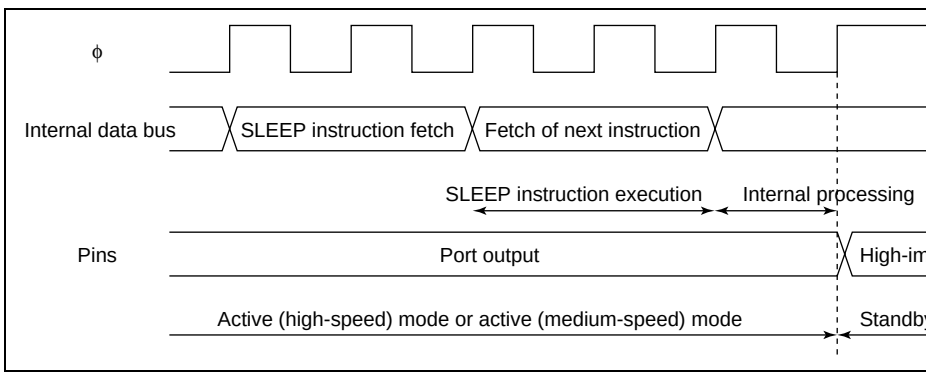


Figure 5.2 Standby Mode Transition and Pin States

2. When external input signals cannot be captured because internal clock stops

   The case of falling edge capture is illustrated in figure 5.3

   As shown in the case marked "Capture not possible," when an external input signal
   immediately after a transition to active (high-speed or medium-speed) mode or suba
   mode, after oscillation is started by an interrupt via a different signal, the external in
   cannot be captured if the high-level width at that point is less than 2 t_{cyc} or 2 t_{subcyc}.

3. Recommended timing of external input signals

   To ensure dependable capture of an external input signal, high- and low-level signa
   at least 2 t_{cyc} or 2 t_{subcyc} are necessary before a transition is made to standby mode or
   mode, as shown in "Capture possible: case 1."

   External input signal capture is also possible with the timing shown in "Capture pos
   2" and "Capture possible: case 3," in which a 2 t_{cyc} or 2 t_{subcyc} level width is secured.

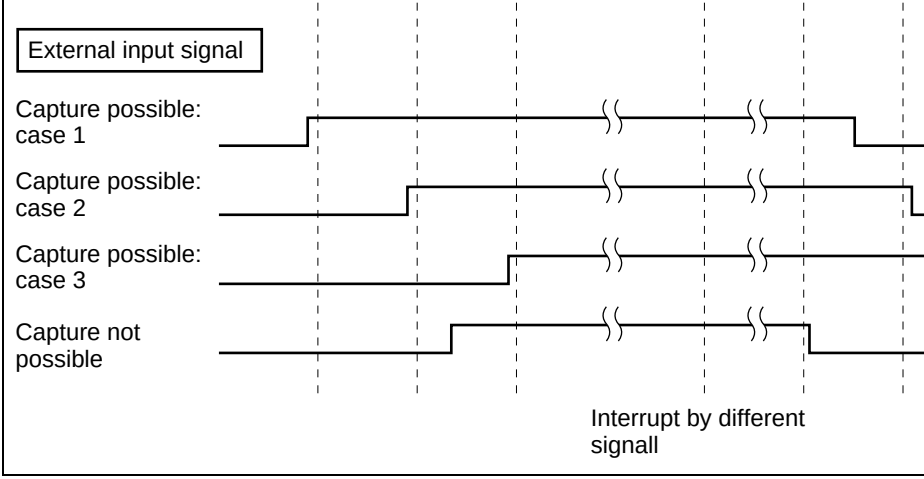


Figure 5.3 External Input Signal Capture when Signal Changes before/a Standby Mode or Watch Mode

4. Input pins to which these notes apply:
   $\overline{IRQ_4}$ to $\overline{IRQ_0}$, $\overline{WKP_7}$ to $\overline{WKP_0}$, $\overline{ADTRG}$, TMIC, TMIF, TMIG

timer G, AEC, and the LCD controller/driver (for which operation or halting can be set
As long as a minimum required voltage is applied, the contents of CPU registers, the on
RAM and some registers of the on-chip peripheral modules, are retained. I/O ports kee
states as before the transition.

5.4.2 Clearing Watch Mode

Watch mode is cleared by an interrupt (timer A, timer F, timer G, IRQ_0, or WKP_7 to W
input at the $\overline{RES}$ pin.

- Clearing by interrupt
  When watch mode is cleared by interrupt, the mode to which a transition is made de
  the settings of LSON in SYSCR1 and MSON in SYSCR2. If both LSON and MSO
  cleared to 0, transition is to active (high-speed) mode; if LSON = 0 and MSON = 1,
  is to active (medium-speed) mode; if LSON = 1, transition is to subactive mode. W
  transition is to active mode, after the time set in SYSCR1 bits STS2 to STS0 has ela
  stable clock signal is supplied to the entire chip, watch mode is cleared, and interru
  handling starts. Watch mode is not cleared if the I bit of CCR is set to 1 or the parti
  interrupt is disabled in the interrupt enable register.

- Clearing by $\overline{RES}$ input
  Clearing by $\overline{RES}$ pin is the same as for standby mode; see 2. Clearing by $\overline{RES}$ pin in
  5.3.2, Clearing Standby Mode.

5.4.3 Oscillator Settling Time after Watch Mode is Cleared

The waiting time is the same as for standby mode; see section 5.3.3, Oscillator Settling
Standby Mode is Cleared.

5.4.4 Notes on External Input Signal Changes before/after Watch Mode

See section 5.3.5, Notes on External Input Signal Changes before/after Standby Mode.

converter, PWM and WDT is halted. As long as a minimum required voltage is appli
contents of CPU registers, the on-chip RAM and some registers of the on-chip periphe
are retained. I/O ports keep the same states as before the transition.

5.5.2 Clearing Subsleep Mode

Subsleep mode is cleared by an interrupt (timer A, timer C, timer F, timer G, asynchro
counter, SCI1, SCI3-2, SCI3-1, IRQ_4 to IRQ_0, WKP_7 to WKP_0) or by a low input at th

- Clearing by interrupt

  When an interrupt is requested, subsleep mode is cleared and interrupt exception h
  starts. Subsleep mode is not cleared if the I bit of CCR is set to 1 or the particular
  disabled in the interrupt enable register.

  To synchronize the interrupt request signal with the subclock, up to $2/\phi_{SUB}$ (s) dela
  after the interrupt request signal occurrence, before the interrupt exception handlin

- Clearing by $\overline{\text{RES}}$ input

  Clearing by $\overline{\text{RES}}$ pin is the same as for standby mode; see 2. Clearing by $\overline{\text{RES}}$ pin
  5.3.2, Clearing Standby Mode.

mode does not take place if the I bit of CCR is set to 1 or the particular interrupt is disa
interrupt enable register.

5.6.2 Clearing Subactive Mode

Subactive mode is cleared by a SLEEP instruction or by a low input at the $\overline{\text{RES}}$ pin.

- Clearing by SLEEP instruction

  If a SLEEP instruction is executed while the SSBY bit in SYSCR1 is set to 1 and T
  TMA is set to 1, subactive mode is cleared and watch mode is entered. If a SLEEP
  is executed while SSBY = 0 and LSON = 1 in SYSCR1 and TMA3 = 1 in TMA, su
  mode is entered. Direct transfer to active mode is also possible; see section 5.8, Di
  Transfer, below.

- Clearing by $\overline{\text{RES}}$ pin

  Clearing by $\overline{\text{RES}}$ pin is the same as for standby mode; see 2. Clearing by $\overline{\text{RES}}$ pin i
  5.3.2.

5.6.3 Operating Frequency in Subactive Mode

The operating frequency in subactive mode is set in bits SA1 and SA0 in SYSCR2. Th
are $\phi_W/2$, $\phi_W/4$, and $\phi_W/8$.

transition to active (medium-speed) mode does not take place if the I bit of CCR is set particular interrupt is disabled in the interrupt enable register.

The CPU may operate at a 1/2 state faster timing at transition to active (medium-speed

5.7.2 Clearing Active (Medium-Speed) Mode

Active (medium-speed) mode is cleared by a SLEEP instruction.

- Clearing by SLEEP instruction

  A transition to standby mode takes place if the SLEEP instruction is executed whil bit in SYSCR1 is set to 1, the LSON bit in SYSCR1 is cleared to 0, and the TMA3 is cleared to 0. The system goes to watch mode if the SSBY bit in SYSCR1 is set t TMA3 in TMA is set to 1 when a SLEEP instruction is executed.

  When both SSBY and LSON are cleared to 0 in SYSCR1 and a SLEEP instruction sleep mode is entered. Direct transfer to active (high-speed) mode or to subactive m possible. See section 5.8, Direct Transfer, below for details.

- Clearing by $\overline{\text{RES}}$ pin

  When the $\overline{\text{RES}}$ pin is driven low, a transition is made to the reset state and active (speed) mode is cleared.

5.7.3 Operating Frequency in Active (Medium-Speed) Mode

Operation in active (medium-speed) mode is clocked at the frequency designated by th MA0 bits in SYSCR1.

while the DTON bit in SYSCR2 is set to 1. After the mode transition, direct transfer in
exception handling starts.

If the direct transfer interrupt is disabled in interrupt enable register 2, a transition is ma
to sleep mode or watch mode. Note that if a direct transition is attempted while the I bi
set to 1, sleep mode or watch mode will be entered, and it will be impossible to clear th
mode by means of an interrupt.

- Direct transfer from active (high-speed) mode to active (medium-speed) mode
  When a SLEEP instruction is executed in active (high-speed) mode while the SSBY
  LSON bits in SYSCR1 are cleared to 0, the MSON bit in SYSCR2 is set to 1, and th
  bit in SYSCR2 is set to 1, a transition is made to active (medium-speed) mode via s

- Direct transfer from active (medium-speed) mode to active (high-speed) mode
  When a SLEEP instruction is executed in active (medium-speed) mode while the SS
  LSON bits in SYSCR1 are cleared to 0, the MSON bit in SYSCR2 is cleared to 0, a
  DTON bit in SYSCR2 is set to 1, a transition is made to active (high-speed) mode v
  mode.

- Direct transfer from active (high-speed) mode to subactive mode
  When a SLEEP instruction is executed in active (high-speed) mode while the SSBY
  LSON bits in SYSCR1 are set to 1, the DTON bit in SYSCR2 is set to 1, and the TI
  TMA is set to 1, a transition is made to subactive mode via watch mode.

- Direct transfer from subactive mode to active (high-speed) mode
  When a SLEEP instruction is executed in subactive mode while the SSBY bit in SY
  set to 1, the LSON bit in SYSCR1 is cleared to 0, the MSON bit in SYSCR2 is clea
  the DTON bit in SYSCR2 is set to 1, and the TMA3 bit in TMA is set to 1, a transit
  directly to active (high-speed) mode via watch mode after the waiting time set in SY
  STS2 to STS0 has elapsed.

DTON bit in SYSCR2 is set to 1, and the TMA3 bit in TMA is set to 1, a transitio
directly to active (medium-speed) mode via watch mode after the waiting time set
bits STS2 to STS0 has elapsed.

5.8.2 Direct Transition Times

1. Time for direct transition from active (high-speed) mode to active (medium-speed)

A direct transition from active (high-speed) mode to active (medium-speed) mode is p
executing a SLEEP instruction in active (high-speed) mode while bits SSBY and LSO
cleared to 0 in SYSCR1, and bits MSON and DTON are both set to 1 in SYSCR2. Th
execution of the SLEEP instruction to the end of interrupt exception handling (the dire
time) is given by equation (1) below.

Direct transition time = { (Number of SLEEP instruction execution states) + (number
processing states) } × (tcyc before transition) + (number of in
exception handling execution states) × (tcyc after transition)

.....

Example: Direct transition time = (2 + 1) × 2tosc + 14 × 16tosc = 230tosc (when ϕ/8 i
the CPU operating clock)

Notation:
tosc: OSC clock cycle time
tcyc: System clock (ϕ) cycle time

processing states) } × (tcyc before transition) + (number of int
exception handling execution states) × (tcyc after transition)

.....

Example: Direct transition time = (2 + 1) × 16tosc + 14 × 2tosc = 76tosc (when ϕ/8 is s
the CPU operating clock)

Notation:
tosc: OSC clock cycle time
tcyc: System clock (ϕ) cycle time

3. Time for direct transition from subactive mode to active (high-speed) mode

A direct transition from subactive mode to active (high-speed) mode is performed by ex
SLEEP instruction in subactive mode while bit SSBY is set to 1 and bit LSON is cleare
SYSCR1, bit MSON is cleared to 0 and bit DTON is set to 1 in SYSCR2, and bit TMA
in TMA. The time from execution of the SLEEP instruction to the end of interrupt exc
handling (the direct transition time) is given by equation (3) below.

Direct transition time = { (Number of SLEEP instruction execution states) + (number
processing states) } × (tsubcyc before transition) + { (wait tim
STS2 to STS0) + (number of interrupt exception handling exe
states) } × (tcyc after transition) .....

Example: Direct transition time = (2 + 1) × 8tw + (8192 + 14) × 2tosc = 24tw + 16412t
ϕw/8 is selected as the CPU operating clock, and wait time = 8192 states)

Notation:
tosc: OSC clock cycle time
tw: Watch clock cycle time
tcyc: System clock (ϕ) cycle time
tsubcyc: Subclock (ϕ_{SUB}) cycle time

processing states) } × (tsubcyc before transition) + { (wait tim
STS2 to STS0) + (number of interrupt exception handling exe
states) } × (tcyc after transition) .....

Example: Direct transition time = (2 + 1) × 8tw + (8192 + 14) × 16tosc = 24tw + 131
(when ϕw/8 or ϕ8 is selected as the CPU operating clock, and wait time = 8

Notation:

tosc:	OSC clock cycle time
tw:	Watch clock cycle time
tcyc:	System clock (ϕ) cycle time
tsubcyc:	Subclock (ϕ_{SUB}) cycle time

5.8.3 Notes on External Input Signal Changes before/after Direct Transition

1. Direct transition from active (high-speed) mode to subactive mode
   Since the mode transition is performed via watch mode, see section 5.3.5, Notes on
   Input Signal Changes before/after Standby Mode.
2. Direct transition from active (medium-speed) mode to subactive mode
   Since the mode transition is performed via watch mode, see section 5.3.5, Notes on
   Input Signal Changes before/after Standby Mode.
3. Direct transition from subactive mode to active (high-speed) mode
   Since the mode transition is performed via watch mode, see section 5.3.5, Notes on
   Input Signal Changes before/after Standby Mode.
4. Direct transition from subactive mode to active (medium-speed) mode
   Since the mode transition is performed via watch mode, see section 5.3.5, Notes on
   Input Signal Changes before/after Standby Mode.

identical to standby mode.

Module standby mode is set for a particular module by setting the corresponding bit to
stop register 1 (CKSTPR1) or clock stop register 2 (CKSTPR2). (See table 5.5.)

5.9.2 Clearing Module Standby Mode

Module standby mode is cleared for a particular module by setting the corresponding b
clock stop register 1 (CKSTPR1) or clock stop register 2 (CKSTPR2). (See table 5.5.)

Following a reset, clock stop register 1 (CKSTPR1) and clock stop register 2 (CKSTPR
initialized to H'FF.

		0	Timer F is set to module standby mode
	TGCKSTP	1	Timer G module standby mode is cleared
		0	Timer G is set to module standby mode
	ADCKSTP	1	A/D converter module standby mode is cleared
		0	A/D converter is set to module standby mode
	S1CKSTP	1	SCI1 module standby mode is cleared
		0	SCI1 is set to module standby mode
	S32CKSTP	1	SCI3-2 module standby mode is cleared
		0	SCI3-2 is set to module standby mode
	S31CKSTP	1	SCI3-1 module standby mode is cleared
		0	SCI3-1 is set to module standby mode
CKSTPR2	LDCKSTP	1	LCD module standby mode is cleared
		0	LCD is set to module standby mode
	PWCKSTP	1	PWM module standby mode is cleared
		0	PWM is set to module standby mode
	WDCKSTP	1	Watchdog timer module standby mode is cleared
		0	Watchdog timer is set to module standby mode
	AECKSTP	1	Asynchronous event counter module standby mod
		0	Asynchronous event counter is set to module stan

Note: For details of module operation, see the sections on the individual modules.

standby mode. The surest way to do this is to specify the module standby mode setting
interrupts are prohibited (interrupts prohibited using the interrupt enable register or inte
masked using bit CCR-I).

have 40 Kbytes of mask ROM, the H8/3846R, H8/3846S, H8/38346, and H8/38446 h
Kbytes of mask ROM, and the H8/3847R, H8/3847S, H8/38347, and H8/38447 have
mask ROM on-chip. The ROM is connected to the CPU by a 16-bit data bus, allowin
two-state access for both byte data and word data. The H8/3847R has a ZTAT™ vers
Kbyte PROM.

The H8/3847S Group does not have a ZTAT™ version. The H8/3847R ZTAT™ vers
used.

The F-ZTAT™ versions of the H8/38347 and H8/38447 are equipped with 60 Kbytes
memory. The F-ZTAT™ versions of the H8/38344 and H8/38444 are equipped with 3
flash memory.

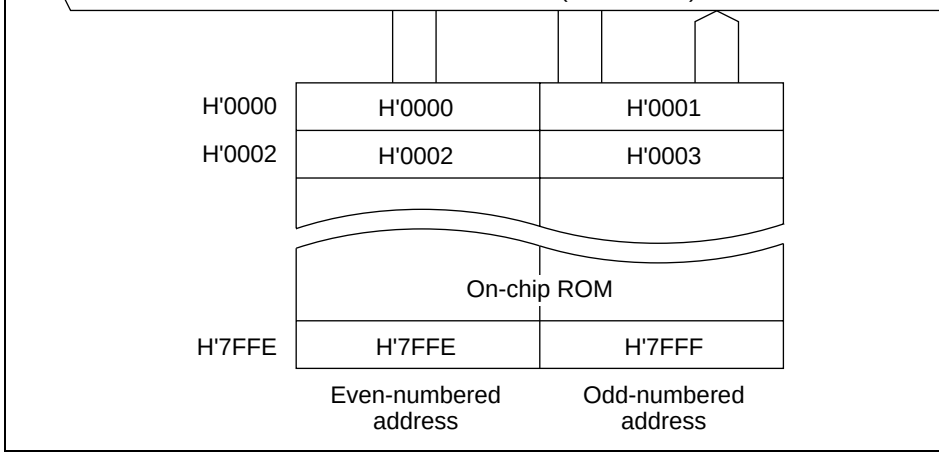


Figure 6.1 ROM Block Diagram (H8/3844R, H8/3844S, H8/38344 and H8/3

the chip to PROM mode.

Table 6.1 Setting to PROM Mode

Pin Name	Setting
TEST	High level
PB_4/AN_4	Low level
PB_5/AN_5	
PB_6/AN_6	High level

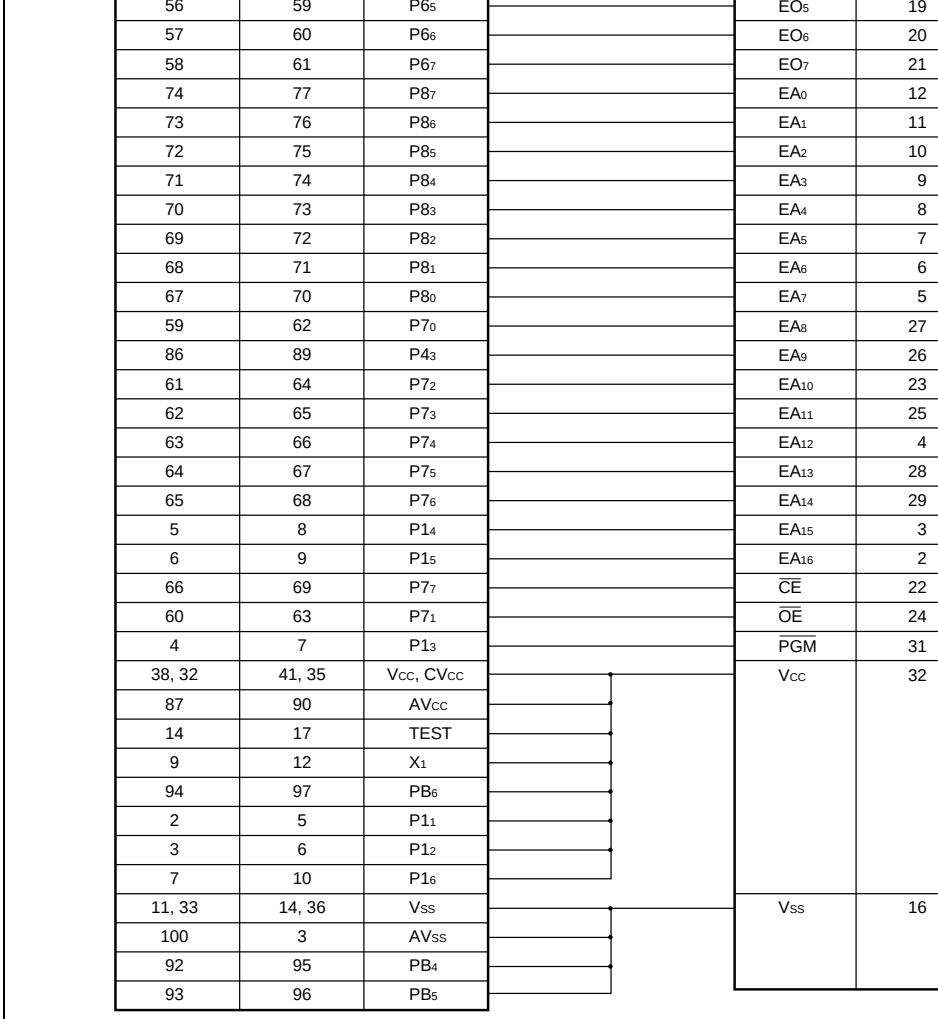
6.2.2 Socket Adapter Pin Arrangement and Memory Map

A standard PROM programmer can be used to program the PROM. A socket adapter for conversion to 32 pins, as listed in table 6.2.

Figure 6.2 shows the pin-to-pin wiring of the socket adapter. Figure 6.3 shows a mem

Table 6.2 Socket Adapter

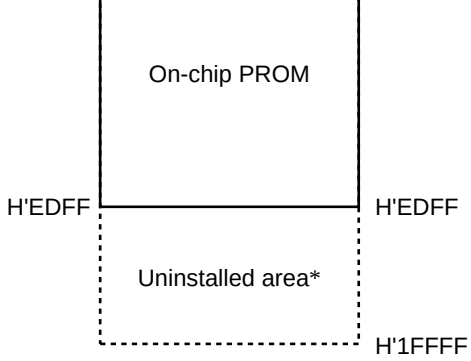
Package	Socket Adapter Model (Manufact
100-pin (FP-100B)	ME3887ESHS1H (MINATO)
	H7388BQ100D3201 (DATA-I/O)
100-pin (FP-100A)	ME3887ESFS1H (MINATO)
	H7388AQ100D3201 (DATA-I/O)
100-pin (TFP-100B)	ME3887ESNS1H (MINATO)
	H7388BT100D3201 (DATA-I/O)
100-pin (TFP-100G)	ME3887ESMS1H (MINATO)
	H7388GT100D3201 (DATA-I/O)



56	59	$P6_5$	EO_5	19
57	60	$P6_6$	EO_6	20
58	61	$P6_7$	EO_7	21
74	77	$P8_7$	EA_0	12
73	76	$P8_6$	EA_1	11
72	75	$P8_5$	EA_2	10
71	74	$P8_4$	EA_3	9
70	73	$P8_3$	EA_4	8
69	72	$P8_2$	EA_5	7
68	71	$P8_1$	EA_6	6
67	70	$P8_0$	EA_7	5
59	62	$P7_0$	EA_8	27
86	89	$P4_3$	EA_9	26
61	64	$P7_2$	EA_{10}	23
62	65	$P7_3$	EA_{11}	25
63	66	$P7_4$	EA_{12}	4
64	67	$P7_5$	EA_{13}	28
65	68	$P7_6$	EA_{14}	29
5	8	$P1_4$	EA_{15}	3
6	9	$P1_5$	EA_{16}	2
66	69	$P7_7$	$\overline{CE}$	22
60	63	$P7_1$	$\overline{OE}$	24
4	7	$P1_3$	$\overline{PGM}$	31
38, 32	41, 35	V_{CC}, CV_{CC}	V_{CC}	32
87	90	AV_{CC}		
14	17	TEST		
9	12	X_1		
94	97	PB_6		
2	5	$P1_1$		
3	6	$P1_2$		
7	10	$P1_6$		
11, 33	14, 36	V_{SS}	V_{SS}	16
100	3	AV_{SS}		
92	95	PB_4		
93	96	PB_5		

Note: Pins not indicated in the figure should be left open.

Figure 6.2 Socket Adapter Pin Correspondence (with HN27C101)



Note: * The output data is not guaranteed if this address area is read in PROM mode.
when programming with a PROM programmer, be sure to specify addresses f
to H'EDFF. If programming is inadvertently performed from H'EE00 onward, it
possible to continue PROM programming and verification.
When programming, H'FF should be set as the data in this address area (H'EE
H'1FFFF).

Figure 6.3 H8/3847R Memory Map in PROM Mode

Mode	$\overline{CE}$	$\overline{OE}$	PGM	V_{PP}	V_{CC}	EO_7 to EO_0	EA_{16}
Write	L	H	L	V_{PP}	V_{CC}	Data input	Addr
Verify	L	L	H	V_{PP}	V_{CC}	Data output	Addr
Programming disabled	L	L	L	V_{PP}	V_{CC}	High impedance	Addr
	L	H	H				
	H	L	L				
	H	H	H				

Legend:
L: Low level
H: High level
V_{PP}: V_{PP} level
V_{CC}: V_{CC} level

The specifications for writing and reading are identical to those for the standard HN27C EPROM. However, page programming is not supported, and so page programming mo be set. A PROM programmer that only supports page programming mode cannot be us selecting a PROM programmer, ensure that it supports high-speed, high-reliability byte programming. Also, be sure to specify addresses from H'0000 to H'EDFF.

6.3.1 Writing and Verifying

An efficient, high-speed, high-reliability method is available for writing and verifying t data. This method achieves high speed without voltage stress on the device and without the reliability of written data. The basic flow of this high-speed, high-reliability progra method is shown in figure 6.4.

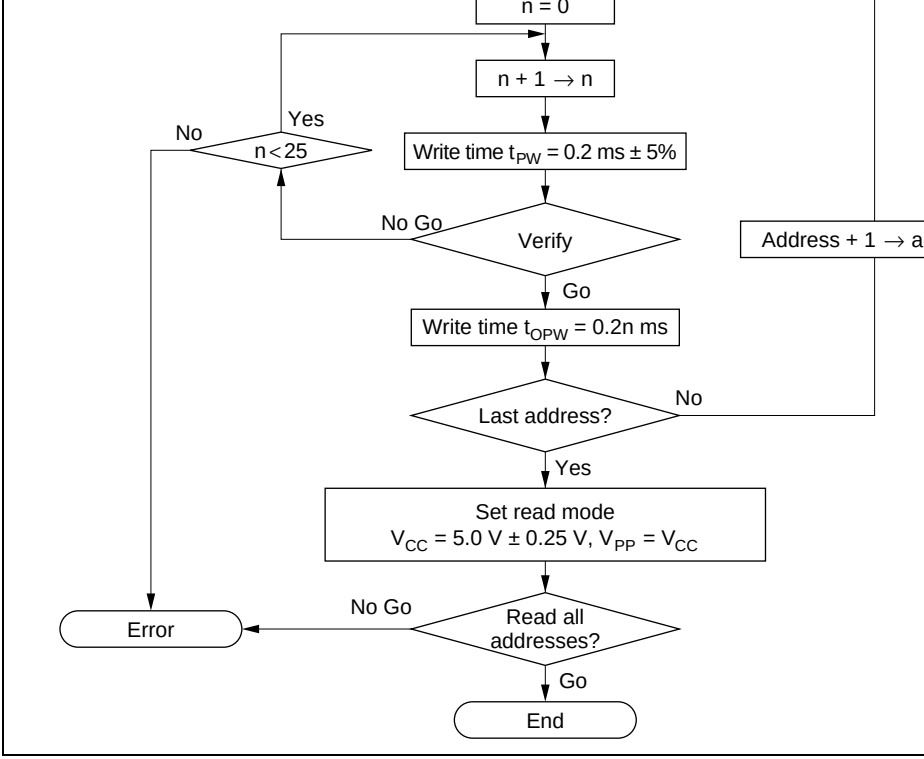


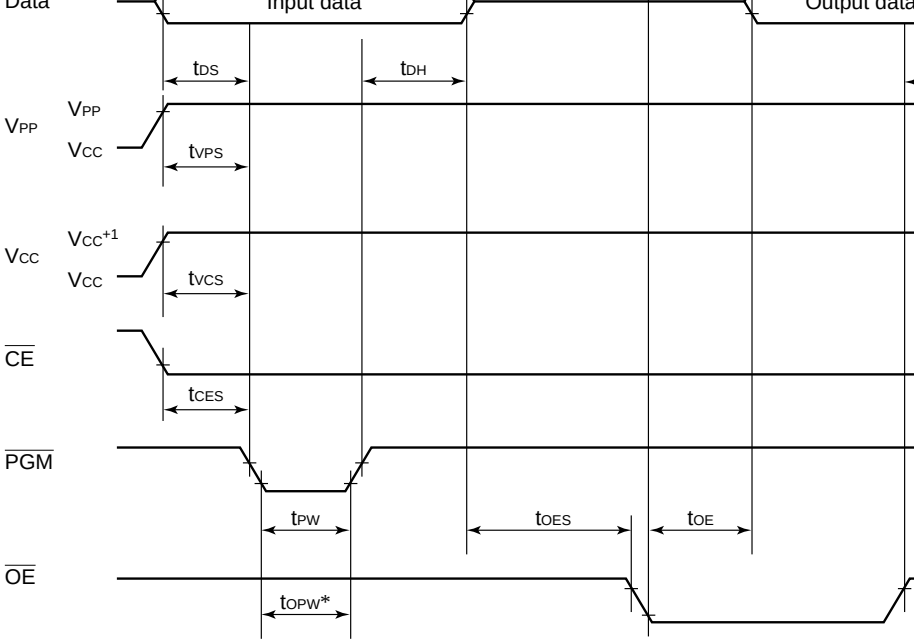
Figure 6.4 High-Speed, High-Reliability Programming Flow Chart

Input low-level voltage	EO_7 to EO_0, EA_{16} to EA_0 $\overline{OE}$, $\overline{CE}$, $\overline{PGM}$	V_{IL}	–0.3	—	0.8	V	
Output high-level voltage	EO_7 to EO_0	V_{OH}	2.4	—	—	V	I_{OH} = –2
Output low level voltage	EO_7 to EO_0	V_{OL}	—	—	0.45	V	I_{OL} = 0.
Input leakage current	EO_7 to EO_0, EA_{16} to EA_0 $\overline{OE}$, $\overline{CE}$, $\overline{PGM}$	$\|I_{LI}\|$	—	—	2	µA	V_{in} = 5.
V_{CC} current		I_{CC}	—	—	40	mA	
V_{PP} current		I_{PP}	—	—	40	mA	

Address hold time	t_{AH}	0	—	—	µs
Data hold time	t_{DH}	2	—	—	µs
Data output disable time	t_{DF}*2	—	—	130	µs
V_{PP} setup time	t_{VPS}	2	—	—	µs
Programming pulse width	t_{PW}	0.19	0.20	0.21	ms
$\overline{PGM}$ pulse width for overwrite programming	t_{OPW}*3	0.19	—	5.25	ms
$\overline{CE}$ setup time	t_{CES}	2	—	—	µs
V_{CC} setup time	t_{VCS}	2	—	—	µs
Data output delay time	t_{OE}	0	—	200	ns

Notes: 1. Input pulse level: 0.45 V to 2.2 V
Input rise time/fall time ≤ 20 ns
Timing reference levels Input: 0.8 V, 2.0 V
Output: 0.8 V, 2.0 V

2. t_{DF} is defined at the point at which the output is floating and the output level read.
3. t_{OPW} is defined by the value given in figure 6.4, High-Speed, High-Reliability Programming Flow Chart.



Note: * t_{opw} is defined by the value shown in figure 6.4, High-Speed, High-Reliability Programmin

Figure 6.5 PROM Write/Verify Timing

- Make sure the index marks on the PROM programmer socket, socket adapter, and
  properly aligned. If they are not, the chip may be destroyed by excessive current fl
  programming, be sure that the chip is properly mounted in the PROM programmer
- Avoid touching the socket adapter or chip while programming, since this may caus
  faults and write errors.
- Take care when setting the programming mode, as page programming is not suppo
- When programming with a PROM programmer, be sure to specify addresses from
  H'EDFF. If programming is inadvertently performed from H'EE00 onward, it may
  possible to continue PROM programming and verification. When programming, I
  be set as the data in address area H'EE00 to H'1FFFF.

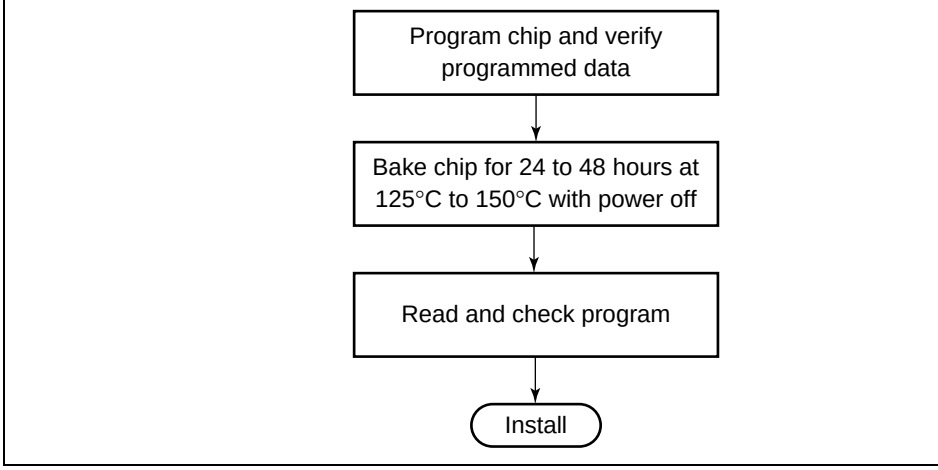
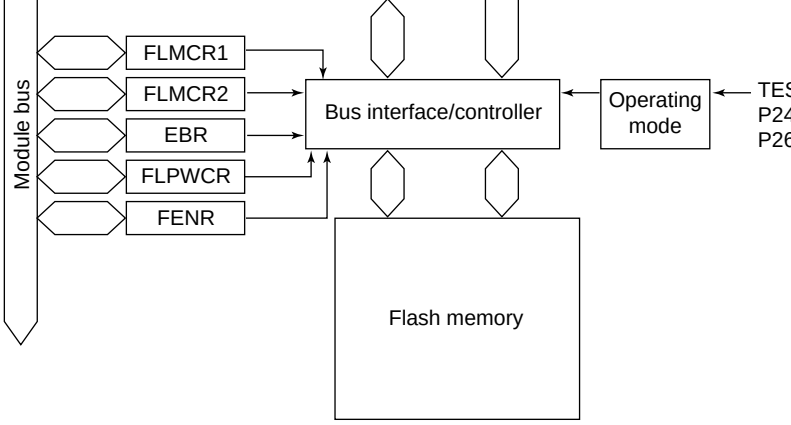


Figure 6.6 Recommended Screening Procedure

If a series of programming errors occurs while the same PROM programmer is in use, s
programming and check the PROM programmer and socket adapter for defects. Please
Renesas Technology of any abnormal conditions noted during or after programming or
screening of program data after high-temperature baking.

— The flash memory is programmed 128 bytes at a time. Erase is performed in si
units. The 60-Kbyte flash memory is configured as follows: 1 Kbyte × 4 block
× 1 block, 16 Kbytes × 1 block, 8 Kbytes × 1 block and 4 Kbytes × 1 block. Th
flash memory is configured as follows: 1 Kbyte × 4 blocks, 28 Kbytes × 1 bloc
the entire flash memory, each block must be erased in turn.

- Reprogramming capability
  — The flash memory can be reprogrammed up to 1,000 times.
- On-board programming
  — On-board programming/erasing can be done in boot mode, in which the boot p
into the chip is started to erase or program of the entire flash memory. In norm
program mode, individual blocks can be erased or programmed.
- Programmer mode
  — Flash memory can be programmed/erased in programmer mode using a PROM
programmer, as well as in on-board programming mode.
- Automatic bit rate adjustment
  — For data transfer in boot mode, this LSI's bit rate can be automatically adjusted
the transfer bit rate of the host.
- Programming/erasing protection
  — Sets software protection against flash memory programming/erasing.
- Power-down mode
  — The power supply circuit is partly halted in the subactive mode and can be read
power-down mode.



Legend:
FLMCR1: Flash memory control register 1
FLMCR2: Flash memory control register 2
EBR: Erase block register
FLPWCR: Flash memory power control register
FENR: Flash memory enable register

Figure 6.7 Block Diagram of Flash Memory

6.5.3 Block Configuration

Figure 6.8 shows the block configuration of flash memory. The thick lines indicate era
the narrow lines indicate programming units, and the values are addresses. The flash m
divided into 1 Kbyte × 4 blocks, 28 Kbytes × 1 block, 16 Kbytes × 1 block, 8 Kbytes ×
and 4 Kbytes × 1 block. Erasing is performed in these units. Programming is performe
byte units starting from an address with lower eight bits H'00 or H'80.

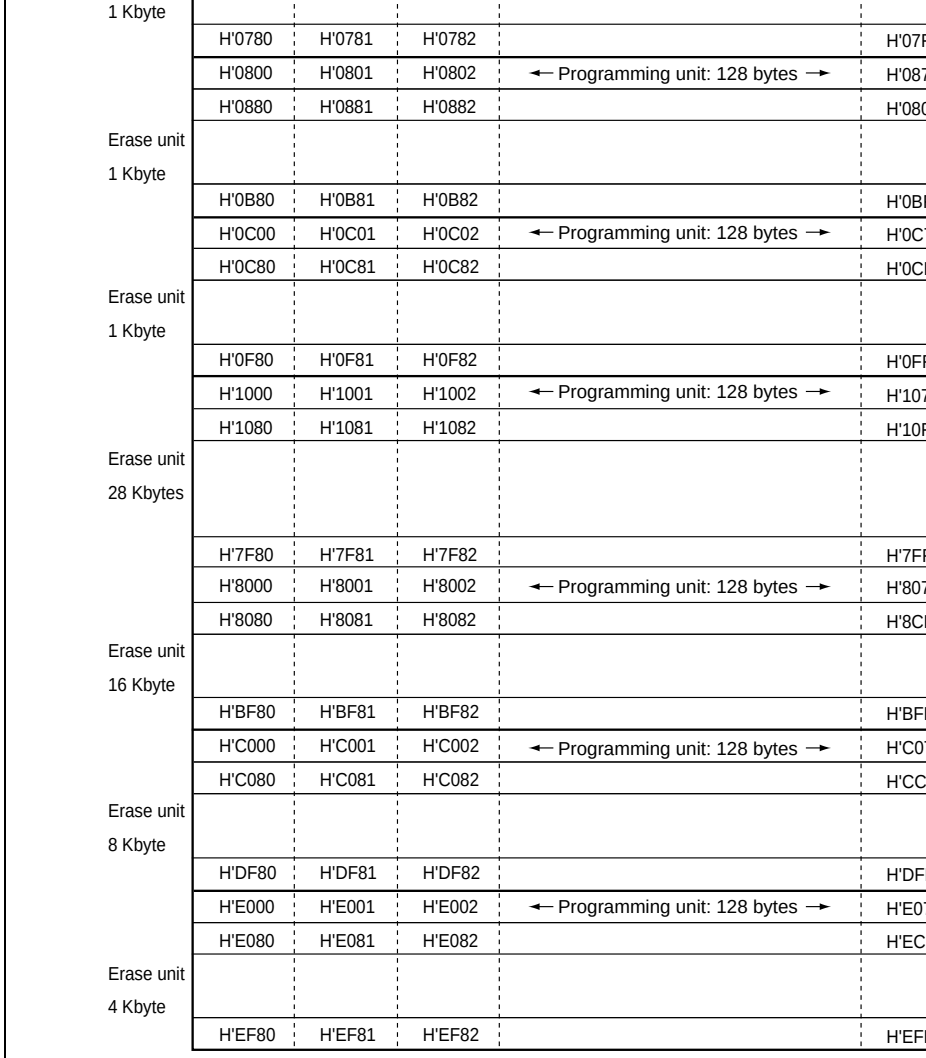


Figure 6.8 Flash Memory Block Configuration

Flash memory control register 2	FLMCR2	R	H'00	H
Flash memory power control register	FLPWCR	R/W	H'00	H
Erase block register	EBR	R/W	H'00	H
Flash memory enable register	FENR	R/W	H'00	H

Note: FLMCR1, FLMCR2, FLPWCR, EBR, and FENR are 8 bit registers. Only byte ac
enabled which are two-state access. These registers are dedicated to the produ
flash memory is included. The product in which PROM or ROM is included does
these registers. When the corresponding address is read in these products, the
undefined. A write is disabled.

Read/Write	R/W	R/W	R/W	R/W	R/W	R/W

FLMCR1 is a register that makes the flash memory change to program mode, program mode, erase mode, or erase-verify mode. For details on register setting, refer to sectio Memory Programming/Erasing. By setting this register, the flash memory enters progr erase mode, program-verify mode, or erase-verify mode. Read the data in the state tha of this register are cleared when using flash memory as normal built-in ROM.

Bit 7—Reserved

This bit is always read as 0 and cannot be modified.

Bit 6—Software Write Enable (SWE)

This bit is to set enabling/disabling of programming/enabling of flash memory (set wh 0 and the EBR register are to be set).

Bit 6 SWE	Description
0	Programming/erasing is disabled. Other FLMCR1 register bits and all E cannot be set. (
1	Flash memory programming/erasing is enabled.

1	The flash memory changes to the erase setup state. Set this bit to 1 before setting the E bit to 1 in FLMCR1.

Bit 4—Program Setup (PSU)

This bit is to prepare for changing to program mode. Set this bit to 1 before setting the in FLMCR1 (do not set SWE, ESU, EV, PV, E, and P bits at the same time).

Bit 4 PSU	Description
0	The program setup state is cancelled (in
1	The flash memory changes to the program setup state. Set this bit to 1 b setting the P bit to 1 in FLMCR1.

Bit 3—Erase-Verify (EV)

This bit is to set changing to or cancelling erase-verify mode (do not set SWE, ESU, PS and P bits at the same time).

Bit 3 EV	Description
0	Erase-verify mode is cancelled (in
1	The flash memory changes to erase-verify mode

1	The flash memory changes to program-verify mode

Bit 1—Erase (E)

This bit is to set changing to or cancelling erase mode (do not set SWE, ESU, PSU, E bits at the same time).

Bit 1 E	Description
0	Erase mode is cancelled (
1	When this bit is set to 1, while the SWE = 1 and ESU = 1, the flash mem changes to erase mode.

Bit 0—Program (P)

This bit is to set changing to or cancelling program mode (do not set SWE, ESU, PSU and E bits at the same time).

Bit 0 P	Description
0	Program mode is cancelled (
1	When this bit is set to 1, while the SWE = 1 and PSU = 1, the flash mem changes to program mode.

FLMCR2 is a register that displays the state of flash memory programming/erasing. FL
read-only register, and should not be written to.

Bit 7—Flash Memory Error (FLER)

This bit is set when the flash memory detects an error and goes to the error-protection s
programming or erasing to the flash memory. See section 6.9.3, Error Protection, for d

Bit 7 FLER	Description
0	The flash memory operates normally. (in
1	Indicates that an error has occurred during an operation on flash memory (programming or erasing).

Bits 6 to 0—Reserved

These bits are always read as 0 and cannot be modified.

6.6.3 Erase Block Register (EBR)

Bit	7	6	5	4	3	2	1
	EB7	EB6	EB5	EB4	EB3	EB2	EB1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

EBR specifies the flash memory erase area block. EBR is initialized to H'00 when the
FLMCR1 is 0. Do not set more than one bit at a time, as this will cause all the bits in E
automatically cleared to 0. When each bit is set to 1 in EBR, the corresponding block c
erased. Other blocks change to the erase-protection state. See table 6.7 for the method
blocks of the flash memory. When the whole bits are to be erased, erase them in turn in
block.

5	EB5	EB5 (16 Kbyte)	H'8000 to H'BFFF
6	EB6	EB6 (8 Kbyte)	H'C000 to H'DFF
7	EB7	EB7 (4 Kbytes)	H'E000 to H'EFF

6.6.4 Flash Memory Power Control Register (FLPWCR)

Bit	7	6	5	4	3	2	1
	PDWND	—	—	—	—	—	—
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	—	—	—	—	—	—

FLPWCR enables or disables a transition to the flash memory power-down mode whe
switches to subactive mode. The power supply circuit can be read in the subactive mo
it is partly halted in the power-down mode.

Bit 7—Power-down Disable (PDWND)

This bit selects the power-down mode of the flash memory when a transition to the su
mode is made.

Bit 7 PDWND	Description
0	When this bit is 0 and a transition is made to the subactive mode, the fla enters the power-down mode. (
1	When this bit is 1, the flash memory remains in the normal mode even a transition is made to the subactive mode.

Bits 6 to 0—Reserved

These bits are always read as 0 and cannot be modified.

FLPWCR.

Bit 7—Flash Memory Control Register Enable (FLSHE)

This bit controls access to the flash memory control registers.

Bit 7 FLSHE	Description	
0	Flash memory control registers cannot be accessed	(in
1	Flash memory control registers can be accessed	

Bits 6 to 0—Reserved

These bits are always read as 0 and cannot be modified.

When changing to boot mode, the boot program built into this LSI is initiated. The bo
transfers the programming control program from the externally-connected host to on-c
via SCI32. After erasing the entire flash memory, the programming control program i
This can be used for programming initial values in the on-board state or for a forcible
programming/erasing can no longer be done in user program mode. In user program m
individual blocks can be erased and programmed by branching to the user program/era
program prepared by the user.

Table 6.8 Setting Programming Modes

TEST	P24	P26	PB0	PB1	PB2	LSI State after Reset E
0	1	X	X	X	X	User Mode
0	0	1	X	X	X	Boot Mode
1	X	X	0	0	0	Programmer Mode

X: Don't care

2. SCI3 should be set to asynchronous mode, and the transfer format as follows: 8-bit bit, and no parity. The inversion function of TXD and RXD pins by the SPCR regis "Not to be inverted," so do not put the circuit for inverting a value between the host LSI.
3. When the boot program is initiated, the chip measures the low-level period of asyn SCI communication data (H'00) transmitted continuously from the host. The chip th calculates the bit rate of transmission from the host, and adjusts the SCI3 bit rate to of the host. The reset should end with the RXD pin high. The RXD and TXD pins pulled up on the board if necessary. After the reset is complete, it takes approximat states before the chip is ready to measure the low-level period.
4. After matching the bit rates, the chip transmits one H'00 byte to the host to indicate completion of bit rate adjustment. The host should confirm that this adjustment end (H'00) has been received normally, and transmit one H'55 byte to the chip. If recep not be performed normally, initiate boot mode again by a reset. Depending on the h transfer bit rate and system clock frequency of this LSI, there will be a discrepancy the bit rates of the host and the chip. To operate the SCI properly, set the host's tra rate and system clock frequency of this LSI within the ranges listed in table 6.10.
5. In boot mode, a part of the on-chip RAM area is used by the boot program. The area H'FEEF is the area to which the programming control program is transferred from t The boot program area cannot be used until the execution state in boot mode switch programming control program.
6. Before branching to the programming control program, the chip terminates transfer by SCI3 (by clearing the RE and TE bits in SCR to 0), however the adjusted bit rate remains set in BRR. Therefore, the programming control program can still use it fo of write data or verify data with the host. The TXD pin is high (PCR42 = 1, P42 = contents of the CPU general registers are undefined immediately after branching to programming control program. These registers must be initialized at the beginning programming control program, as the stack pointer (SP), in particular, is used impli subroutine calls, etc.
7. Boot mode can be cleared by a reset. End the reset after driving the reset pin low, w least 20 states, and then setting the TEST pin and P24 pin. Boot mode is also cleare WDT overflow occurs.

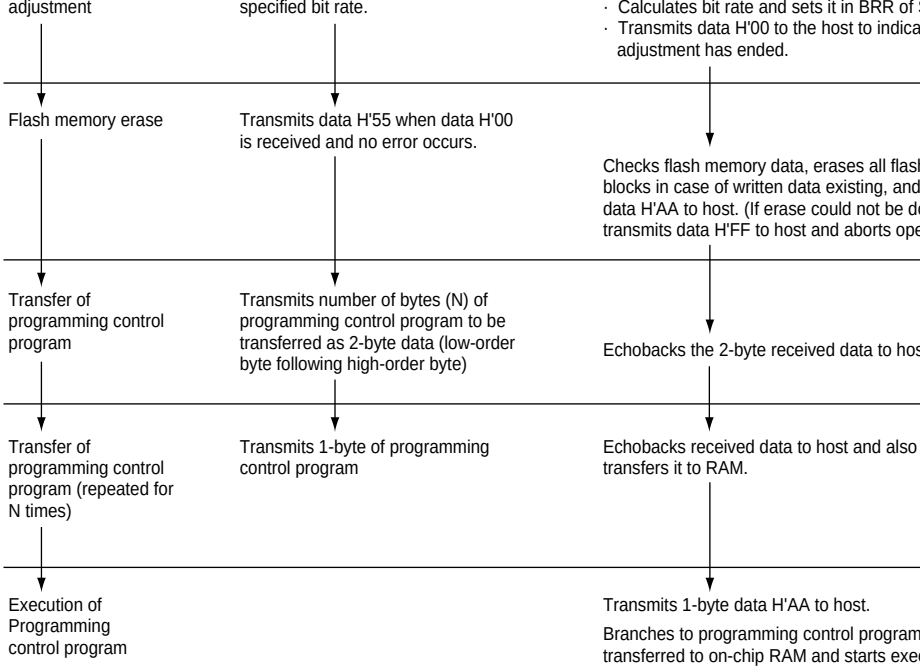


Table 6.10 Oscillating Frequencies (f_{OSC}) for which Automatic Adjustment of L Is Possible

Product Group	Host Bit Rate	Oscillating Frequencies (f_{osc}) Range
H8/38347F-ZTAT	19,200 bps	16 MHz
H8/38344F-ZTAT	9,600 bps	8 to 16 MHz
H8/38447F-ZTAT	4,800 bps	6 to 16 MHz
H8/38444F-ZTAT	2,400 bps	2 to 16 MHz
	1,200 bps	2 to 16 MHz

programming/erasing, transfer the user program/erase control program to on-chip RAM
mode. Figure 6.9 shows a sample procedure for programming/erasing in user program m
Prepare a user program/erase control program in accordance with the description in sec
Flash Memory Programming/Erasing.

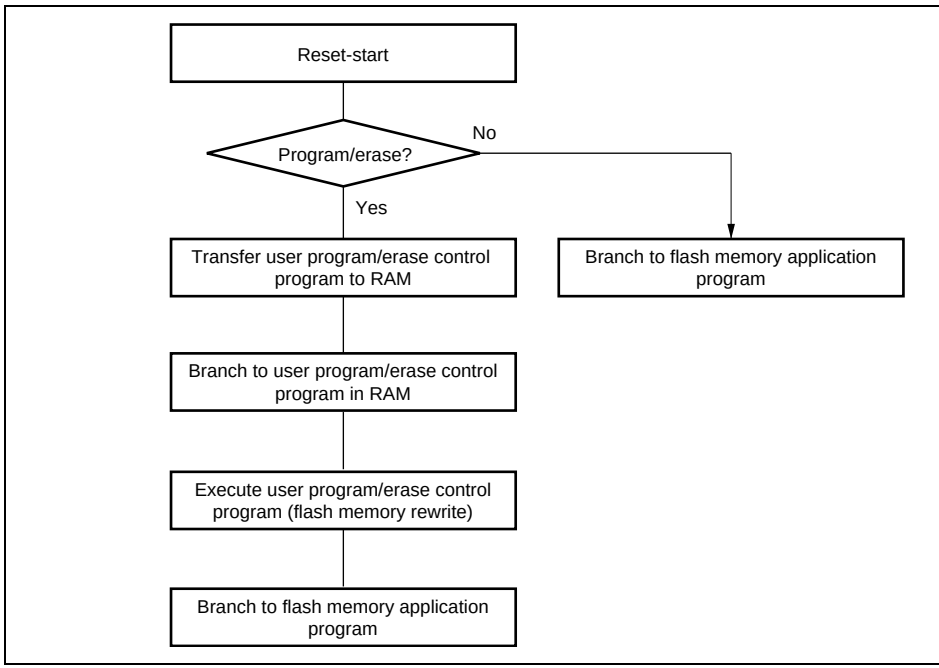


Figure 6.9 Programming/Erasing Flowchart Example in User Program M

6.8 Flash Memory Programming/Erasing

A software method using the CPU is employed to program and erase flash memory in t
board programming modes. Depending on the FLMCR1 setting, the flash memory ope
of the following four modes: Program mode, program-verify mode, erase mode, and era
mode. The programming control program in boot mode and the user program/erase con

in figure 6.10 should be followed. Performing programming operations according to t
flowchart will enable data or programs to be written to the flash memory without subj
chip to voltage stress or sacrificing program data reliability.

1. Programming must be done to an empty address. Do not reprogram an address to
programming has already been performed.
2. Programming should be carried out 128 bytes at a time. A 128-byte data transfer
performed even if writing fewer than 128 bytes. In this case, H'FF data must be w
extra addresses.
3. Prepare the following data storage areas in RAM: A 128-byte programming data a
byte reprogramming data area, and a 128-byte additional-programming data area.
reprogramming data computation according to table 6.11, and additional programm
computation according to table 6.12.
4. Consecutively transfer 128 bytes of data in byte units from the reprogramming dat
additional-programming data area to the flash memory. The program address and
data are latched in the flash memory. The lower 8 bits of the start address in the fl
destination area must be H'00 or H'80.
5. The time during which the P bit is set to 1 is the programming time. Figure 6.12 s
allowable programming times.
6. The watchdog timer (WDT) is set to prevent overprogramming due to program ru
An overflow cycle of approximately 6.6 ms is allowed.
7. For a dummy write to a verify address, write 1-byte data H'FF to an address whos
is b'0. Verify data can be read in word size from the address to which a dummy w
performed.
8. The maximum number of repetitions of the program/program-verify sequence of t
is 1,000.

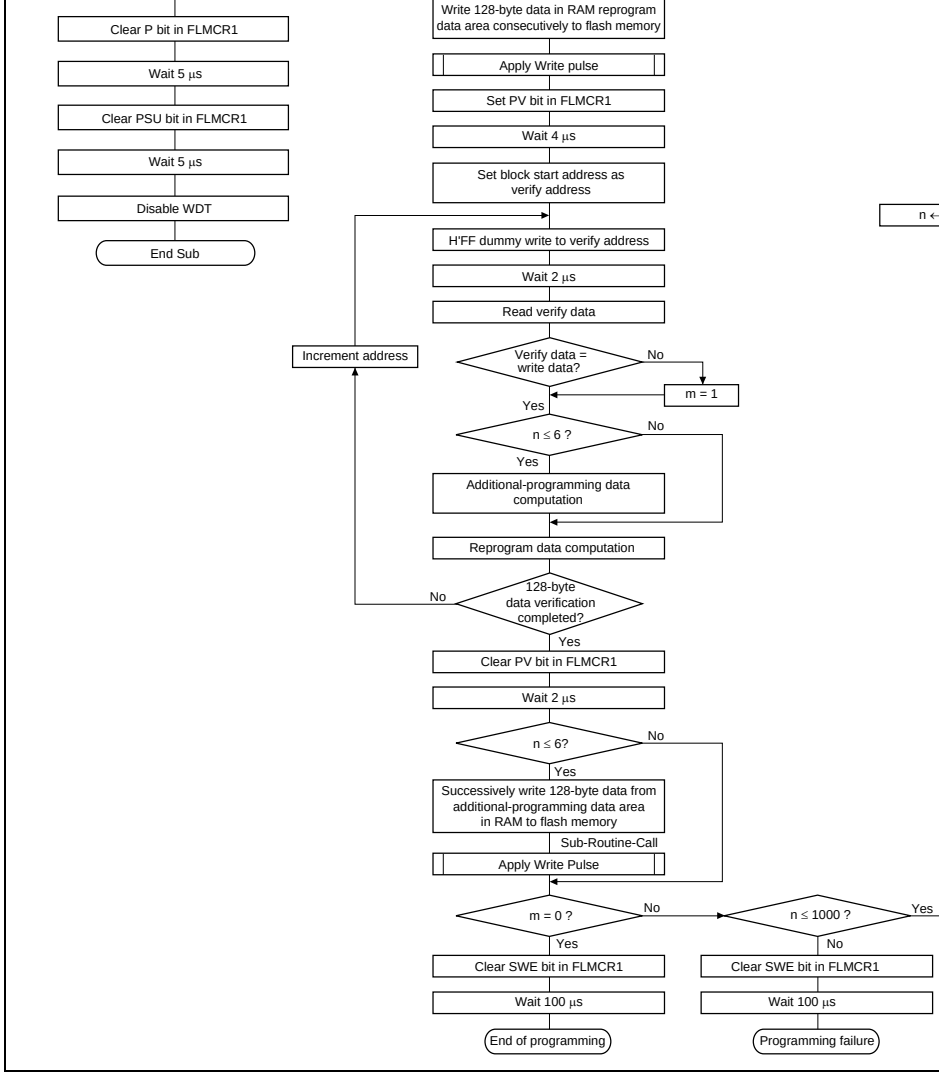


Figure 6.10 Program/Program-Verify Flowchart

Table 6.12 Additional-Program Data Computation Table

Reprogram Data	Verify Data	Additional-Program Data	Comments
0	0	0	Additional-progra
0	1	1	No additional pro
1	0	1	No additional pro
1	1	1	No additional pro

Table 6.13 Programming Time

n (Number of Writes)	Programming Time	In Additional Programming	Comments
1 to 6	30	10	
7 to 1,000	200	—	

Note: Time shown in µs.

3. The time during which the E bit is set to 1 is the flash memory erase time.
4. The watchdog timer (WDT) is set to prevent overerasing due to program runaway, e overflow cycle of approximately 19.8 ms is allowed.
5. For a dummy write to a verify address, write 1-byte data H'FF to an address whose is b'0. Verify data can be read in word size from the address to which a dummy wri performed.
6. If the read data is not erased successfully, set erase mode again, and repeat the erase verify sequence as before. The maximum number of repetitions of the erase/erase-v sequence is 100.

6.8.3 Interrupt Handling when Programming/Erasing Flash Memory

All interrupts, are disabled while flash memory is being programmed or erased, or whil program is executing, for the following three reasons:

1. Interrupt during programming/erasing may cause a violation of the programming or algorithm, with the result that normal operation cannot be assured.
2. If interrupt exception handling starts before the vector address is written or during programming/erasing, a correct vector cannot be fetched and the CPU malfunctions
3. If an interrupt occurs during boot program execution, normal boot mode sequence c carried out.

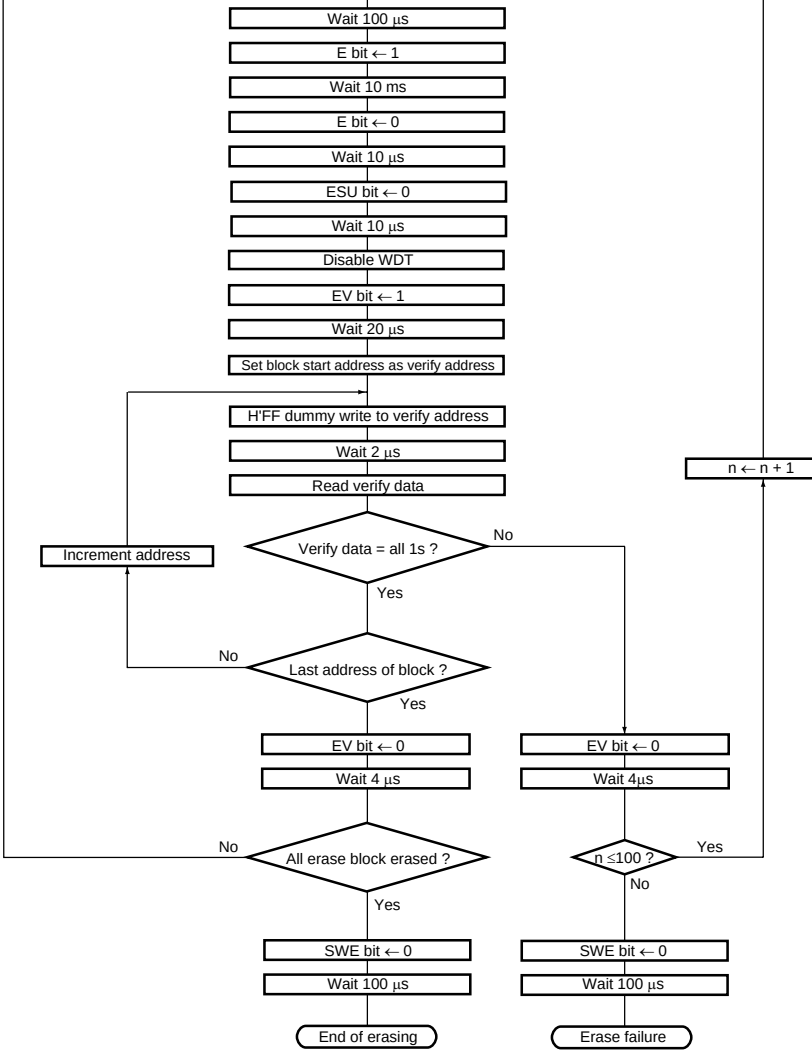


Figure 6.11 Erase/Erase-Verify Flowchart

disabled or aborted because of a transition to reset, subactive mode, subsleep mode, wa
or standby mode. Flash memory control register 1 (FLMCR1), flash memory control r
(FLMCR2), and erase block register (EBR) are initialized. In a reset via the $\overline{\text{RES}}$ pin, t
state is not entered unless the $\overline{\text{RES}}$ pin is held low until oscillation stabilizes after powe
the case of a reset during operation, hold the $\overline{\text{RES}}$ pin low for the $\overline{\text{RES}}$ pulse width spec
AC Characteristics section.

6.9.2 Software Protection

Software protection can be implemented against programming/erasing of all flash mem
by clearing the SWE bit in FLMCR1. When software protection is in effect, setting the
in FLMCR1 does not cause a transition to program mode or erase mode. By setting the
block register (EBR), erase protection can be set for individual blocks. When EBR is s
erase protection is set for all blocks.

6.9.3 Error Protection

In error protection, an error is detected when CPU runaway occurs during flash memor
programming/erasing, or operation is not performed in accordance with the program/er
algorithm, and the program/erase operation is aborted. Aborting the program/erase oper
prevents damage to the flash memory due to overprogramming or overerasing.

When the following errors are detected during programming/erasing of flash memory, t
bit in FLMCR2 is set to 1, and the error protection state is entered.

- When the flash memory of the relevant address area is read during programming/er
(including vector read and instruction fetch)
- Immediately after exception handling excluding a reset during programming/erasing
- When a SLEEP instruction is executed during programming/erasing

The FLMCR1, FLMCR2, and EBR settings are retained, however program mode or era
aborted at the point at which the error occurred. Program mode or erase mode cannot b

(F-ZTAT64V3). A 10-MHz input clock is required. For the conditions for transition to programmer mode, see table 6.8.

6.10.1 Socket Adapter

The socket adapter converts the pin allocation of the F-ZTAT device to that of the disc memory HN28F101. The address of the on-chip flash memory is H'0000 to H'EFFF. F shows a socket-adapter-pin correspondence diagram.

6.10.2 Programmer Mode Commands

The following commands are supported in programmer mode.

- Memory Read Mode
- Auto-Program Mode
- Auto-Erase Mode
- Status Read Mode

Status polling is used for auto-programming, auto-erasing, and status read modes. In s mode, detailed internal information is output after the execution of auto-programming erasing. Table 6.14 shows the sequence of each command. In auto-programming mod are required since 128 bytes are written at the same time. In memory read mode, the n cycles depends on the number of address write cycles (n).

n: the number of address write cycles

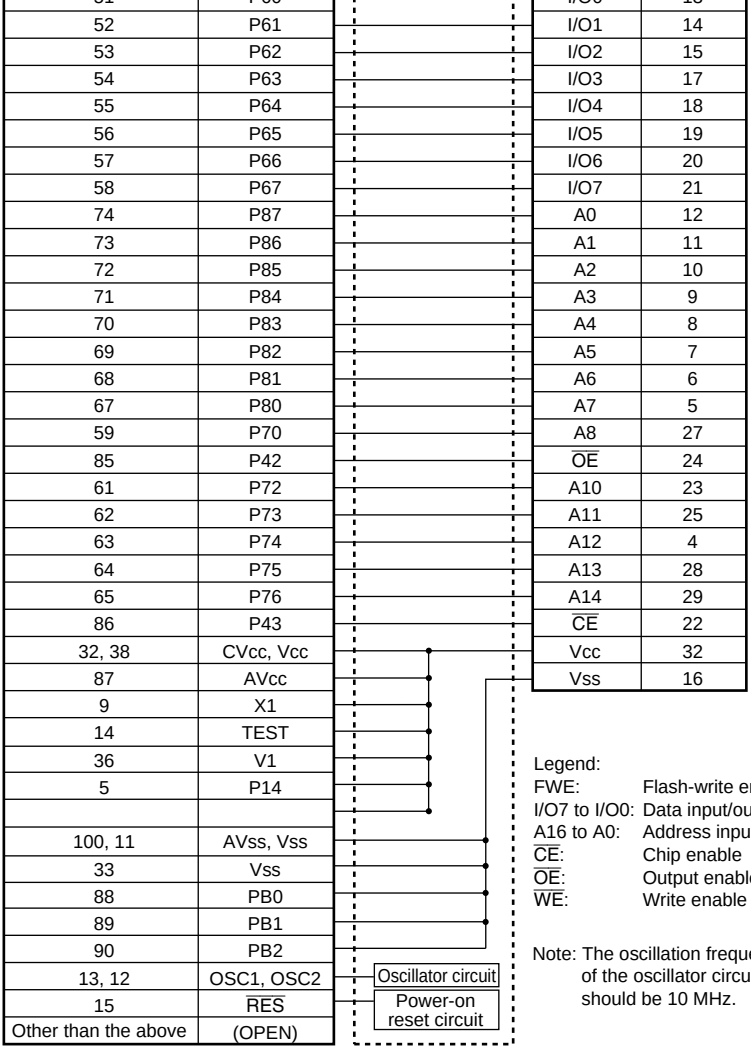


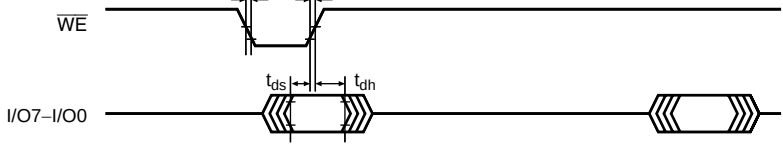
Figure 6.12 Socket Adapter Pin Correspondence Diagram

3. After powering on, memory read mode is entered.
4. Tables 6.14 to 6.16 show the AC characteristics.

Table 6.15 AC Characteristics in Transition to Memory Read Mode

Conditions: V_{CC} = 3.3 V ±0.3 V, V_{SS} = 0 V, T_a = 25°C ±5°C

Item	Symbol	Min	Max	Unit	Notes
Command write cycle	t_{nxtc}	20	—	µs	Figure 6
$\overline{CE}$ hold time	t_{ceh}	0	—	ns	
$\overline{CE}$ setup time	t_{ces}	0	—	ns	
Data hold time	t_{dh}	50	—	ns	
Data setup time	t_{ds}	50	—	ns	
Write pulse width	t_{wep}	70	—	ns	
$\overline{WE}$ rise time	t_r	—	30	ns	
$\overline{WE}$ fall time	t_f	—	30	ns	



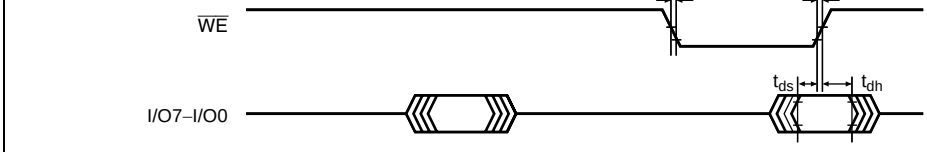
Note: Data is latched on the rising edge of $\overline{WE}$.

Figure 6.13 Timing Waveforms for Memory Read after Memory Wri

Table 6.16 AC Characteristics in Transition from Memory Read Mode to Anot

Conditions: V_{CC} = 3.3 V ±0.3 V, V_{SS} = 0 V, T_a = 25°C ±5°C

Item	Symbol	Min	Max	Unit	N
Command write cycle	t_{nxtc}	20	—	µs	F
$\overline{CE}$ hold time	t_{ceh}	0	—	ns	
$\overline{CE}$ setup time	t_{ces}	0	—	ns	
Data hold time	t_{dh}	50	—	ns	
Data setup time	t_{ds}	50	—	ns	
Write pulse width	t_{wep}	70	—	ns	
$\overline{WE}$ rise time	t_r	—	30	ns	
$\overline{WE}$ fall time	t_f	—	30	ns	



Note: Do not enable $\overline{WE}$ and $\overline{OE}$ at the same time.

Figure 6.14 Timing Waveforms in Transition from Memory Read Mode to Anot

Table 6.17 AC Characteristics in Memory Read Mode

Conditions: V_{CC} = 3.3 V ±0.3 V, V_{SS} = 0 V, T_a = 25°C ±5°C

Item	Symbol	Min	Max	Unit	No
Access time	t_{acc}	—	20	µs	Fig
$\overline{CE}$ output delay time	t_{ce}	—	150	ns	Fig
$\overline{OE}$ output delay time	t_{oe}	—	150	ns	
Output disable delay time	t_{df}	—	100	ns	
Data output hold time	t_{oh}	5	—	ns	

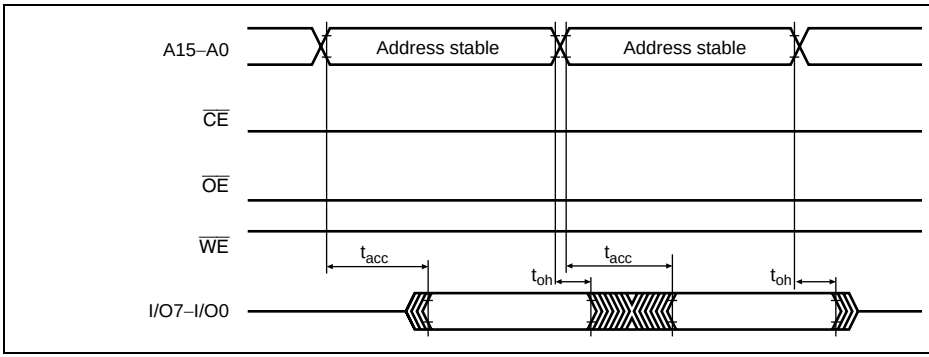


Figure 6.15 $\overline{CE}$ and $\overline{OE}$ Enable State Read Timing Waveforms

Figure 6.16 $\overline{CE}$ and $\overline{OE}$ Clock System Read Timing Waveforms

6.10.4 Auto-Program Mode

1. When reprogramming previously programmed addresses, perform auto-erasing be programming.
2. Perform auto-programming once only on the same address block. It is not possible an address block that has already been programmed.
3. In auto-program mode, 128 bytes are programmed simultaneously. This should be by executing 128 consecutive byte transfers. A 128-byte data transfer is necessary programming fewer than 128 bytes. In this case, H'FF data must be written to the e addresses.
4. The lower 7 bits of the transfer address must be low. If a value other than an effect is input, processing will switch to a memory write operation but a write error will
5. Memory address transfer is performed in the second cycle (figure 6.17). Do not pe transfer after the third cycle.
6. Do not perform a command write during a programming operation.
7. Perform one auto-program operation for a 128-byte block for each address. Two o additional programming operations cannot be performed on a previously programm block.
8. Confirm normal end of auto-programming by checking I/O6. Alternatively, status can also be used for this purpose (I/O7 status polling uses the auto-program operat decision pin).
9. Status polling I/O6 and I/O7 pin information is retained until the next command w as the next command write has not been performed, reading is possible by enablin $\overline{OE}$.
10. Table 6.18 shows the AC characteristics.

Data hold time	t_{dh}	50	—	ns
Data setup time	t_{ds}	50	—	ns
Write pulse width	t_{wep}	70	—	ns
Status polling start time	t_{wsts}	1	—	ms
Status polling access time	t_{spa}	—	150	ns
Address setup time	t_{as}	0	—	ns
Address hold time	t_{ah}	60	—	ns
Memory write time	t_{write}	1	3000	ms
$\overline{WE}$ rise time	t_r	—	30	ns
$\overline{WE}$ fall time	t_f	—	30	ns

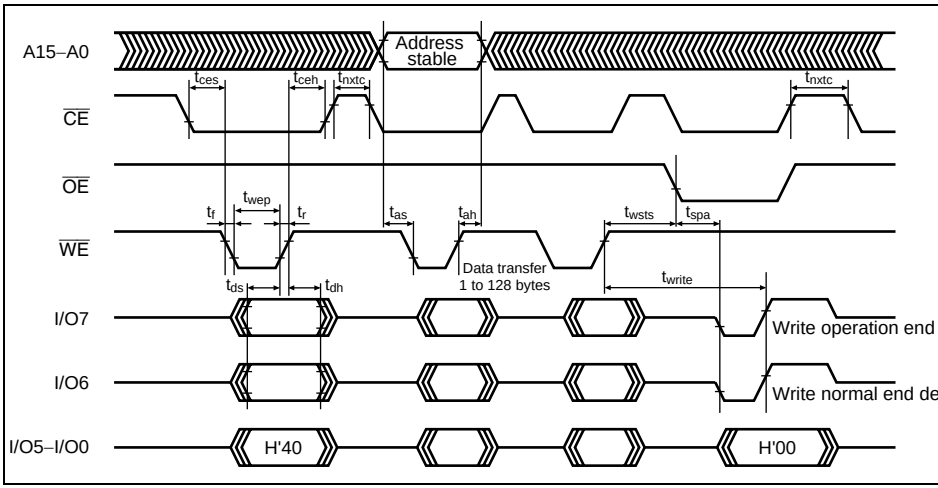


Figure 6.17 Auto-Program Mode Timing Waveforms

$\overline{OE}$.

5. Table 6.19 shows the AC characteristics.

Table 6.19 AC Characteristics in Auto-Erase Mode

Conditions: V_{CC} = 3.3 V ±0.3 V, V_{SS} = 0 V, T_a = 25°C ±5°C

Item	Symbol	Min	Max	Unit	Notes
Command write cycle	t_{nxtc}	20	—	µs	Figure
$\overline{CE}$ hold time	t_{ceh}	0	—	ns	
$\overline{CE}$ setup time	t_{ces}	0	—	ns	
Data hold time	t_{dh}	50	—	ns	
Data setup time	t_{ds}	50	—	ns	
Write pulse width	t_{wep}	70	—	ns	
Status polling start time	t_{ests}	1	—	ms	
Status polling access time	t_{spa}	—	150	ns	
Memory erase time	t_{erase}	100	40000	ms	
$\overline{WE}$ rise time	t_r	—	30	ns	
$\overline{WE}$ fall time	t_f	—	30	ns	

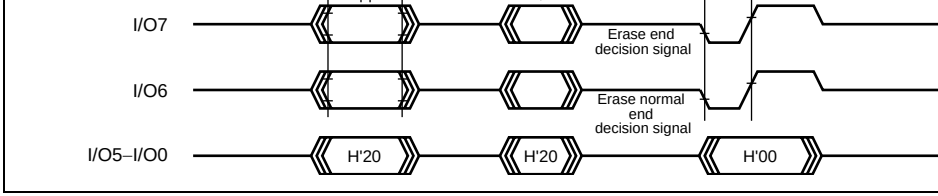
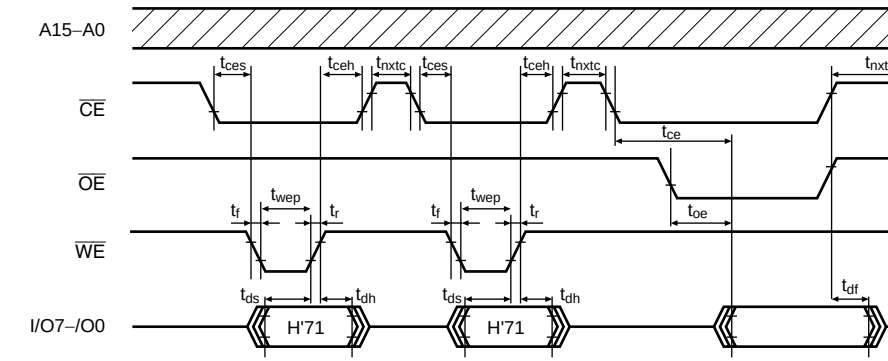


Figure 6.18 Auto-Erase Mode Timing Waveforms

6.10.6 Status Read Mode

1. Status read mode is provided to identify the kind of abnormal end. Use this mode w abnormal end occurs in auto-program mode or auto-erase mode.
2. The return code is retained until a command write other than a status read mode cor write is executed.
3. Table 6.20 shows the AC characteristics and 6.20 shows the return codes.

Data hold time	t_{dh}	50	—	ns
Data setup time	t_{ds}	50	—	ns
Write pulse width	t_{wep}	70	—	ns
$\overline{OE}$ output delay time	t_{oe}	—	150	ns
Disable delay time	t_{df}	—	100	ns
$\overline{CE}$ output delay time	t_{ce}	—	150	ns
$\overline{WE}$ rise time	t_r	—	30	ns
$\overline{WE}$ fall time	t_f	—	30	ns



Note: I/O2 and I/O3 are undefined.

Figure 6.19 Status Read Mode Timing Waveforms

		0: Otherwise
I/O4	0	1: Erasing error 0: Otherwise
I/O3	0	—
I/O2	0	—
I/O1	0	1: Over counting of writing or erasing 0: Otherwise
I/O0	0	1: Effective address error 0: Otherwise

6.10.7 Status Polling

1. The I/O7 status polling flag indicates the operating status in auto-program/auto-eras
2. The I/O6 status polling flag indicates a normal or abnormal end in auto-program/au mode.

Table 6.22 Status Polling Output Truth Table

I/O7	I/O6	I/O0 to 5	Status
0	0	0	During internal operatio
1	0	0	Abnormal end
1	1	0	Normal end
0	1	0	—

Oscillation stabilization time(ceramic oscillator)	T_{osc1}	5	—	ms
Programmer mode setup time	T_{bmv}	10	—	ms
Vcc hold time	T_{dwn}	0	—	ms

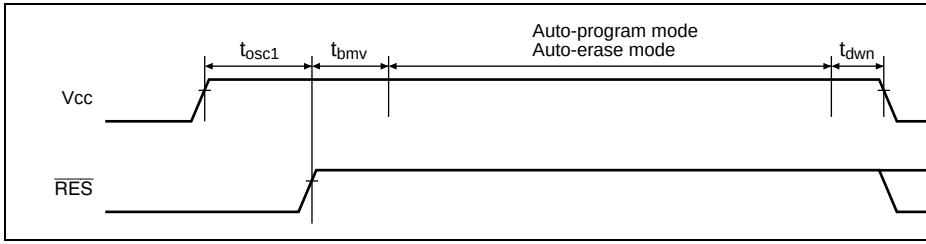


Figure 6.20 Oscillation Stabilization Time, Boot Program Transfer Tim and Power-Down Sequence

6.10.9 Notes on Memory Programming

1. When performing programming using programmer mode on a chip that has been programmed/erased in an on-board programming mode, auto-erasing is recommen carrying out auto-programming.
2. The flash memory is initially in the erased state when the device is shipped by Ren Technology. For other chips for which the erasure history is unknown, it is recomm auto-erasing be executed to check and supplement the initialization (erase) level.

consumption.

- Standby mode

  All flash memory circuits are halted.

Table 6.24 shows the correspondence between the operating modes of this LSI and the memory. In subactive mode, the flash memory can be set to operate in power-down mo PDWND bit in FLPWCR. When the flash memory returns to its normal operating state power-down mode or standby mode, a period to stabilize the power supply circuits that stopped is needed. When the flash memory returns to its normal operating state, bits ST in SYSCR1 must be set to provide a wait time of at least 20 µs, even when the external being used.

Table 6.24 Flash Memory Operating States

	Flash Memory Operating State	
LSI Operating State	**PDWND = 0 (Initial value)**	**PDWND = 1**
Active mode	Normal operating mode	Normal operating mod
Subactive mode	Power-down mode	Normal operating mod
Sleep mode	Normal operating mode	Normal operating mod
Subsleep mode	Standby mode	Standby mode
Standby mode	Standby mode	Standby mode
Watch mode	Standby mode	Standby mode

H8/38347, and H8/38447 have 2 Kbytes of high-speed static RAM on-chip. The RAM connected to the CPU by a 16-bit data bus, allowing high-speed 2-state access for both and word data.

7.1.1 Block Diagram

Figure 7.1 shows a block diagram of the on-chip RAM.

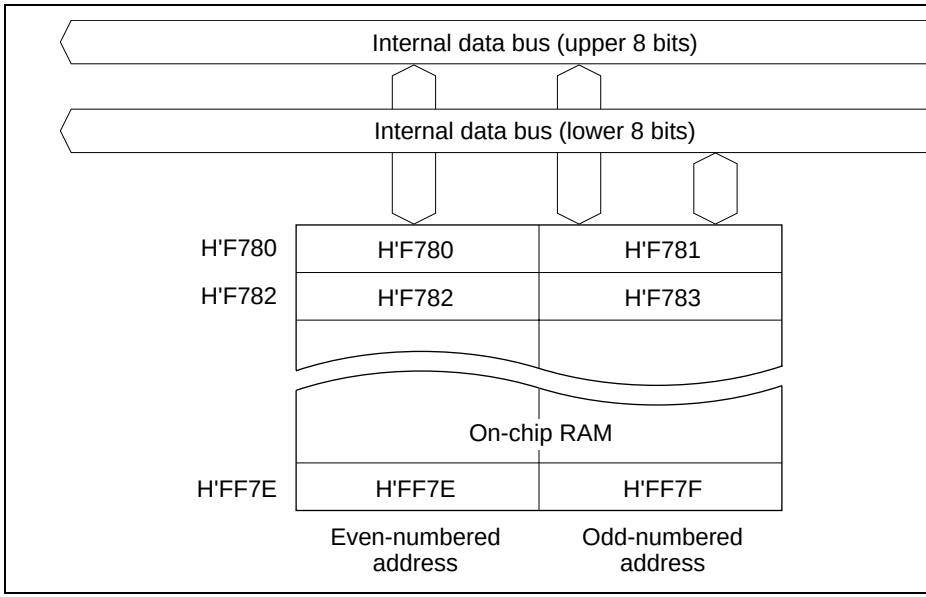


Figure 7.1 RAM Block Diagram (H8/3844R, H8/3844S, H8/38344 and H8/

Each port has of a port control register (PCR) that controls input and output, and a por
register (PDR) for storing output data. Input or output can be assigned to individual b
See section 2.9.2, Notes on Bit Manipulation, for information on executing bit-manipu
instructions to write data in PCR or PDR.

Ports 5, 6, 7, 8, 9, and A are also used as liquid crystal display segment and common p
selectable in 8-bit units.

Block diagrams of each port are given in Appendix C, I/O Port Block Diagrams

Table 8.1 Port Functions

Port	Description	Pins	Other Functions
Port 1	• 8-bit I/O port • MOS input pull-up option	$P1_7$ to $P1_5$/$\overline{IRQ_3}$ to $\overline{IRQ_1}$/TMIF, TMIC	External interrupts 3 to 1 Timer event interrupts TMIF, TMIC
		$P1_4$/$\overline{IRQ_4}$/$\overline{ADTRG}$	External interrupt 4 and A/D converter external trigger
		$P1_3$/TMIG	Timer G input capture input
		$P1_2$, $P1_1$/ TMOFH, TMOFL	Timer F output compare output
		$P1_0$/TMOW	Timer A clock output
Port 2	• 8-bit I/O port • Open-drain output option • Large-current port (H8/3847R Group, H8/38347 Group and H8/38447 Group)	$P2_0$/SCK_1 $P2_1$/SI_1 $P2_2$/SO_1	SCI1 data output (SO_1), data input (SI_1), clock input/output (SCK_1)
		$P2_7$ to $P2_3$	None

	and H8/38447 Group)	$P3_1$/UD/EXCL[*2] $P3_0$/PWM	down select input, and 14-bit PWM output, external subclock input[*2]
Port 4	• 1-bit input port	$P4_3$/$\overline{IRQ}_0$	External interrupt 0
	• 3-bit I/O port	$P4_2$/TXD_{32} $P4_1$/RXD_{32} $P4_0$/SCK_{32}	SCI3-2 data output (TXD_{32}), data input (RXD_{32}), clock input/output (SCK_{32})
Port 5	• 8-bit I/O port • MOS input pull-up option	$P5_7$ to $P5_0$/ $\overline{WKP}_7$ to $\overline{WKP}_0$/ SEG_8 to SEG_1	Wakeup input ($\overline{WKP}_7$ to $\overline{WKP}_0$), segment output (SEG_8 to SEG_1)
Port 6	• 8-bit I/O port • MOS input pull-up option	$P6_7$ to $P6_0$/ SEG_{16} to SEG_9	Segment output (SEG_{16} to SEG_9)
Port 7	• 8-bit I/O port	$P7_7$ to $P7_0$/ SEG_{24} to SEG_{17}	Segment output (SEG_{24} to SEG_{17})
Port 8	• 8-bit I/O port	$P8_7$ to $P8_0$/ SEG_{32} to SEG_{25}	Segment output (SEG_{32} to SEG_{25})
Port 9	• 8-bit I/O port	$P9_7$/SEG_{40}/CL_1[*3] $P9_6$/SEG_{39}/CL_2[*3] $P9_5$/SEG_{38}/DO[*3] $P9_4$/SEG_{37}/M[*3] $P9_3$ to $P9_0$/ SEG_{36} to SEG_{33}	• Segment output (SEG_{40} to SEG_{37}) • Latch clock (CL_1)[*3], shift clock (CL_2)[*3], display data (DO)[*3] and alternating signal (M)[*3] for external expansion of segment • Segment output (SEG_{36} to SEG_{33})
Port A	• 4-bit I/O port	PA_3 to PA_0/ COM_4 to COM_1	Common output (COM_4 to COM_1)
Port B	• 8-bit input port	PB_7 to PB_0/ AN_7 to AN_0	A/D converter analog input
Port C	• 4-bit input port	PC_3 to PC_0/ AN_{11} to AN_8	A/D converter analog input

Notes: 1. The $\overline{RESO}$ function is not implemented in the H8/38347 Group and H8/3844
2. The EXCL function is only implemented in the H8/38347 Group and H8/3844
3. The external expansion function for LCD segments is not implemented in the Group and H8/38447 Group.

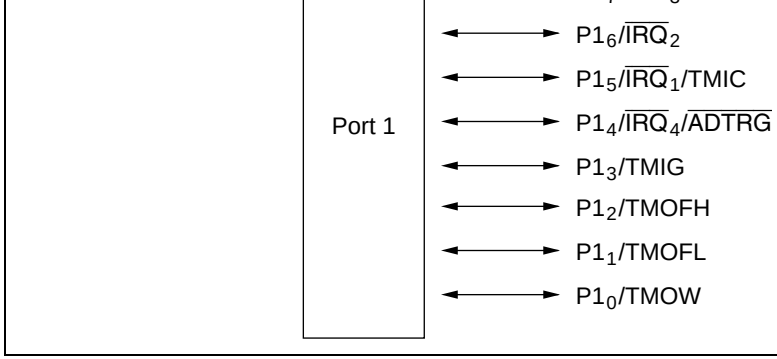


Figure 8.1 Port 1 Pin Configuration

8.2.2 Register Configuration and Description

Table 8.2 shows the port 1 register configuration.

Table 8.2 Port 1 Registers

Name	Abbr.	R/W	Initial Value	A
Port data register 1	PDR1	R/W	H'00	I
Port control register 1	PCR1	W	H'00	I
Port pull-up control register 1	PUCR1	R/W	H'00	I
Port mode register 1	PMR1	R/W	H'00	I

bits are set to 1, the values stored in PDR1 are read, regardless of the actual pin states. read while PCR1 bits are cleared to 0, the pin states are read.

Upon reset, PDR1 is initialized to H'00.

2. Port Control Register 1 (PCR1)

Bit	7	6	5	4	3	2	1
	$PCR1_7$	$PCR1_6$	$PCR1_5$	$PCR1_4$	$PCR1_3$	$PCR1_2$	$PCR1_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR1 is an 8-bit register for controlling whether each of the port 1 pins $P1_7$ to $P1_0$ func input pin or output pin. Setting a PCR1 bit to 1 makes the corresponding pin an output clearing the bit to 0 makes the pin an input pin. The settings in PCR1 and in PDR1 are when the corresponding pin is designated in PMR1 as a general I/O pin.

Upon reset, PCR1 is initialized to H'00.

PCR1 is a write-only register, which is always read as all 1s.

3. Port Pull-up Control Register 1 (PUCR1)

Bit	7	6	5	4	3	2	1
	$PUCR1_7$	$PUCR1_6$	$PUCR1_5$	$PUCR1_4$	$PUCR1_3$	$PUCR1_2$	$PUCR1_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

PUCR1 controls whether the MOS pull-up of each of the port 1 pins $P1_7$ to $P1_0$ is on or a PCR1 bit is cleared to 0, setting the corresponding PUCR1 bit to 1 turns on the MOS the corresponding pin, while clearing the bit to 0 turns off the MOS pull-up.

Upon reset, PUCR1 is initialized to H'00.

Upon reset, PMR1 is initialized to H'00.

Bit 7: $P1_7/\overline{IRQ_3}$/TMIF pin function switch (IRQ3)

This bit selects whether pin $P1_7/\overline{IRQ_3}$/TMIF is used as $P1_7$ or as $\overline{IRQ_3}$/TMIF.

Bit 7 IRQ3	Description
0	Functions as $P1_7$ I/O pin
1	Functions as $\overline{IRQ_3}$/TMIF input pin

Note: Rising or falling edge sensing can be designated for $\overline{IRQ_3}$/TMIF. For details on settings, see 3. Timer Control Register F (TCRF) in section 9.4.2.

Bit 6: $P1_6/\overline{IRQ_2}$ pin function switch (IRQ2)

This bit selects whether pin $P1_6/\overline{IRQ_2}$ is used as P16 or as $\overline{IRQ_2}$.

Bit 6 IRQ2	Description
0	Functions as $P1_6$ I/O pin
1	Functions as $\overline{IRQ_2}$ input pin

Note: Rising or falling edge sensing can be designated for $\overline{IRQ_2}$.

Note: Rising or falling edge sensing can be designated for IRQ4/TMIG.
For details of TMIC pin setting, see 1. Timer mode register C (TMC) in section 9

Bit 4: $P1_4/\overline{IRQ_4}/\overline{ADTRG}$ pin function switch (IRQ4)

This bit selects whether pin $P1_4/\overline{IRQ_4}/\overline{ADTRG}$ is used as $P1_4$ or as $\overline{IRQ_4}/\overline{ADTRG}$.

Bit 4 IRQ4	Description	
0	Functions as $P1_4$ I/O pin	(i
1	Functions as $\overline{IRQ_4}/\overline{ADTRG}$ input pin	

Note: For details of $\overline{ADTRG}$ pin setting, see section 12.3.2, Start of A/D Conversion by Trigger Input.

Bit 3: $P1_3$/TMIG pin function switch (TMIG)

This bit selects whether pin $P1_3$/TMIG is used as $P1_3$ or as TMIG.

Bit 3 TMIG	Description	
0	Functions as $P1_3$ I/O pin	(i
1	Functions as TMIG input pin	

Bit 2: $P1_2$/TMOFH pin function switch (TMOFH)

This bit selects whether pin $P1_2$/TMOFH is used as $P1_2$ or as TMOFH.

Bit 2 TMOFH	Description	
0	Functions as $P1_2$ I/O pin	(i
1	Functions as TMOFH output pin	

Bit 0: $P1_0$/TMOW pin function switch (TMOW)

This bit selects whether pin $P1_0$/TMOW is used as P10 or as TMOW.

Bit 0 TMOW	Description
0	Functions as $P1_0$ I/O pin
1	Functions as TMOW output pin

and bit PCR1$_7$ in PCR1.

IRQ3	0		1
PCR1$_7$	0	1	*
CKSL2 to CKSL0	*		Not 0**
Pin function	P1$_7$ input pin	P1$_7$ output pin	$\overline{IRQ_3}$ input pin

Note: When this pin is used as the TMIF input pin, clear bit IEN3 to 0 to disable the $\overline{IRQ_3}$ interrupt.

P1$_6$/$\overline{IRQ_2}$

The pin function depends on bits IRQ2 in PMR1 and bit PCR1$_6$ in PCR

IRQ2	0		1
PCR1$_6$	0	1	*
Pin function	P1$_6$ input pin	P1$_6$ output pin	$\overline{IRQ_2}$ input

P1$_5$/$\overline{IRQ_1}$
TMIC

The pin function depends on bit IRQ1 in PMR1, bits TMC2 to TMC0 in bit PCR1$_5$ in PCR1.

IRQ1	0		1
PCR1$_5$	0	1	*
TMC2 to TMC0	*		Not 111
Pin function	P1$_5$ input pin	P1$_5$ output pin	$\overline{IRQ_1}$ input pin

Note: When this pin is used as the TMIC input pin, clear bit IEN1 to 0 to disable the $\overline{IRQ_1}$ interrupt.

P1$_4$/$\overline{IRQ_4}$
$\overline{ADTRG}$

The pin function depends on bit IRQ4 in PMR1, bit TRGE in AMR, and in PCR1.

IRQ4	0		1
PCR1$_4$	0	1	*
TRGE	*		0
Pin function	P1$_4$ input pin	P1$_4$ output pin	$\overline{IRQ_4}$ input pin

Note: When this pin is used as the $\overline{ADTRG}$ input pin, clear bit IEN4 t IENR1 to disable the $\overline{IRQ_4}$ interrupt.

Pin function	$P1_2$ input pin	$P1_2$ output pin	TMOFH ou

$P1_1$/TMOFL — The pin function depends on bit TMOFL in PMR1 and bit $PCR1_1$ in P

TMOFL	0		1
$PCR1_1$	0	1	*
Pin function	$P1_1$ input pin	$P1_1$ output pin	TMOFL ou

$P1_0$/TMOW — The pin function depends on bit TMOW in PMR1 and bit $PCR1_0$ in P

TMOW	0		1
$PCR1_0$	0	1	*
Pin function	$P1_0$ input pin	$P1_0$ output pin	TMOW ou

8.2.4 Pin States

Table 8.4 shows the port 1 pin states in each operating mode.

Table 8.4 Port 1 Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subactive
$P1_7$/$\overline{IRQ_3}$/TMIF $P1_6$/$\overline{IRQ_2}$ $P1_5$/$\overline{IRQ_1}$/TMIC $P1_4$/$\overline{IRQ_4}$/$\overline{ADTRG}$ $P1_3$/TMIG $P1_2$/TMOFH $P1_1$/TMOFL $P1_0$/TMOW	High-impedance	Retains previous state	Retains previous state	High-impedance*	Retains previous state	Functional

Note: * A high-level signal is output when the MOS pull-up is in the on state.

MOS input pull-up	Off	On	Off

*

hardware; it cannot be manipulated by a user program. This should be considered whe
connections to external circuitry. Note that the mask ROM and ZTAT versions do not
function.

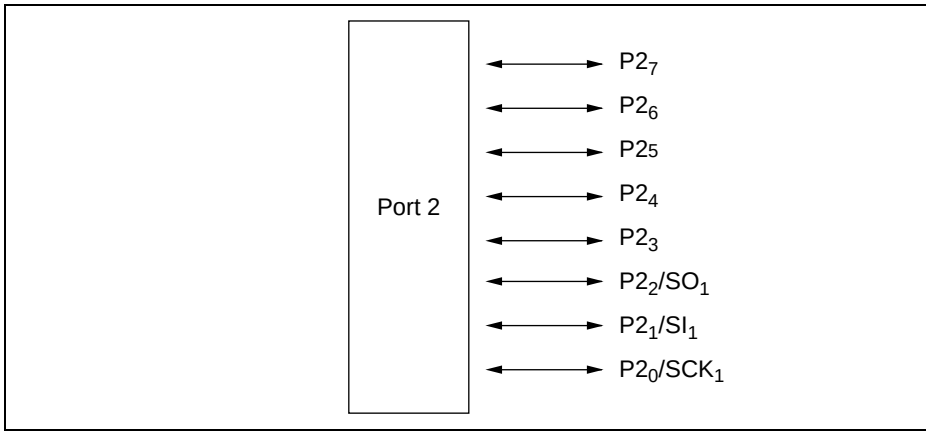


Figure 8.2 Port 2 Pin Configuration

8.3.2 Register Configuration and Description

Table 8.5 shows the port 2 register configuration.

Table 8.5 Port 2 Registers

Name	Abbr.	R/W	Initial Value	Add
Port data register 2	PDR2	R/W	H'00	H'FF
Port control register 2	PCR2	W	H'00	H'FF
Port mode register 2	PMR2	R/W	H'D8*	H'FF
Port mode register 4	PMR4	R/W	H'00	H'FF

Note: * H'58 in the H8/38347 Group and H8/38447 Group.

bits are set to 1, the values stored in PDR2 are read, regardless of the actual pin states. I
read while PCR2 bits are cleared to 0, the pin states are read.

Upon reset, PDR2 is initialized to H'00.

2. Port Control Register 2 (PCR2)

Bit	7	6	5	4	3	2	1
	$PCR2_7$	$PCR2_6$	$PCR2_5$	$PCR2_4$	$PCR2_3$	$PCR2_2$	$PCR2_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR2 is an 8-bit register for controlling whether each of the port 2 pins $P2_7$ to $P2_0$ func
input pin or output pin. Setting a PCR2 bit to 1 makes the corresponding pin an output
clearing the bit to 0 makes the pin an input pin. The settings in PCR2 and PDR2 are val
when the corresponding pin is designated in PMR1 as a general I/O pin.

Upon reset, PCR2 is initialized to H'00.

PCR2 is a write-only register, which is always read as all 1s.

3. Port Mode Register 2 (PMR2)

- H8/3847R Group, H8/3847S Group

Bit	7	6	5	4	3	2	1
	—	—	POF1	—	—	SO1	SI1
Initial value	1	1	0	1	1	0	0
Read/Write	—	—	R/W	—	—	R/W	R/W

PMR2 is an 8-bit read/write register that controls the selection of pin functions for port
$P2_1$, and $P2_3$, and the PMOS on/off state for the $P2_2/SO_1$ pin.

Upon reset, PMR2 is initialized to H'D8.

Upon reset, PMR2 is initialized to H'58.

- H8/3847R Group and H8/3847S Group

Bit 7: Reserved bit

Bit 7 is reserved. It is always read as 1 and cannot be modified.

- H8/38347 Group and H8/38447 Group

Bit 7: P31/UD/EXCL pin function switch (EXCL)

This bit selects whether pin P31/UD/EXCL is used as P31/UD or as EXCL. When the as EXCL an external clock should be input to it. See section 4, Clock Pulse Generator connection example.

Bit 7 EXCL	Description
0	Functions as P31/UD I/O pin
1	Functions as EXCL input pin

Bits 6, 4, and 3: Reserved bits

Bits 6, 4, and 3 are reserved; they are always read as 1 and cannot be modified.

Bit 5: $P2_2/SO_1$ pin PMOS control (POF1)

This bit controls the on/off state of the $P2_2/SO_1$ pin output buffer PMOS.

Bit 5 POF1	Description
0	CMOS output
1	NMOS open-drain output

Bit 1: $P2_1/SI_1$ pin function switch (SI1)

This bit selects whether pin $P2_1/SI_1$ is used as $P2_1$ or as SI_1.

Bit 1 SI1	Description	
0	Functions as $P2_1$ I/O pin	(i
1	Functions as SI_1 input pin	

Bit 0: $P2_0/SCK_1$ pin function switch (SCK1)

This bit selects whether pin $P2_0/SCK_1$ is used as $P2_0$ or as SCK_1.

Bit 0 SCK1	Description	
0	Functions as $P2_0$ I/O pin	(i
1	Functions as SCK_1 I/O pin	

4. Port Mode Register 4 (PMR4)

Bit	7	6	5	4	3	2	1	
	NMOD7	NMOD6	NMOD5	NMOD4	NMOD3	NMOD2	NMOD1	
Initial value	0	0	0	0	0	0	0	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

PMR4 is an 8-bit read/write register that controls whether individual port 2 pins are CM
outputs or NMOS open-drain outputs when 1 is set in PCR2.

Upon reset, PMR4 is initialized to H'00.

8.3.3 Pin Function

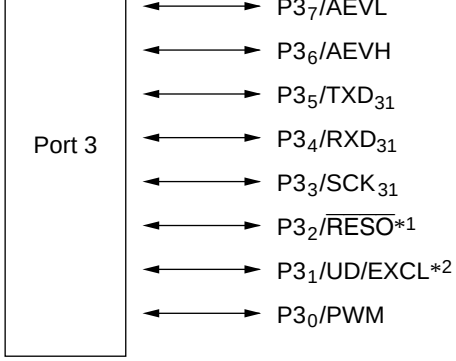
Table 8.6 shows the port 2 pin functions.

Table 8.6 Port 2 Pin Functions

Pin	Pin Functions and Selection Method		
$P2_7$ to $P2_3$	The pin function depends on the corresponding bit in PCR2.		
	$PCR2_n$	0	
	Pin function	$P2_n$ input pin	$P2_n$ ou
$P2_2/SO_1$	The pin function depends on bit SO1 in PMR2 and bit $PCR2_2$ in PCR		
	SO1	0	
	$PCR2_2$	0	1
	Pin function	$P2_2$ input pin	$P2_2$ output pin	SO_1 ou
$P2_1/SI_1$	The pin function depends on bit SI1 in PMR2 and bit $PCR2_1$ in PCR2		
	SI1	0	
	$PCR2_1$	0	1
	Pin function	$P2_1$ input pin	$P2_1$ output pin	SI_1 in
$P2_0/SCK_1$	The pin function depends on bit SCK1 in PMR2 and bit $PCR2_0$ in PC		
	SCK1	0	
	$PCR2_0$	0	1
	Pin function	$P2_0$ input pin	$P2_0$ output pin	SCK_1

	impedance	previous state	previous state	impedance	previous state
$P2_4$*1	Pull-up MOS on				
$P2_4$*2 $P2_3$	High-impedance				
$P2_2/SO_1$ $P2_1/SI_1$ $P2_0/SCK_1$	High-impedance				

Notes: 1. Applies to the F-ZTAT version of the H8/38347 Group and H8/38447 Group.
2. Applies to H8/3847R Group and H8/3847S Group. Also applies to the mask version of the H8/38347 Group and H8/38447 Group.



Notes: 1. The $\overline{\text{RESO}}$ function is not implemented in the H8/38347 Group and H8/384

2. The EXCL function only applies to the H8/38347 Group and H8/38447 Gro

Figure 8.3 Port 3 Pin Configuration

8.4.2 Register Configuration and Description

Table 8.8 shows the port 3 register configuration.

Table 8.8 Port 3 Registers

Name	Abbr.	R/W	Initial Value	Add
Port data register 3	PDR3	R/W	H'00	H'FF
Port control register 3	PCR3	W	H'00	H'FF
Port pull-up control register 3	PUCR3	R/W	H'00	H'FF
Port mode register 2	PMR2	R/W	H'D8*	H'FF
Port mode register 3	PMR3	R/W	H'04	H'FF

Note: * H'58 in the H8/38347 Group and H8/38447 Group.

bits are set to 1, the values stored in PDR3 are read, regardless of the actual pin states. read while PCR3 bits are cleared to 0, the pin states are read.

Upon reset, PDR3 is initialized to H'00.

2. Port Control Register 3 (PCR3)

Bit	7	6	5	4	3	2	1
	$PCR3_7$	$PCR3_6$	$PCR3_5$	$PCR3_4$	$PCR3_3$	$PCR3_2$	$PCR3_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR3 is an 8-bit register for controlling whether each of the port 3 pins $P3_7$ to $P3_0$ func input pin or output pin. Setting a PCR3 bit to 1 makes the corresponding pin an output clearing the bit to 0 makes the pin an input pin. The settings in PCR3 and in PDR3 are when the corresponding pin is designated in PMR3 as a general I/O pin.

Upon reset, PCR3 is initialized to H'00.

PCR3 is a write-only register, which is always read as all 1s.

3. Port Pull-up Control Register 3 (PUCR3)

Bit	7	6	5	4	3	2	1
	$PUCR3_7$	$PUCR3_6$	$PUCR3_5$	$PUCR3_4$	$PUCR3_3$	$PUCR3_2$	$PUCR3_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

PUCR3 controls whether the MOS pull-up of each of the port 3 pins $P3_7$ to $P3_0$ is on or a PCR3 bit is cleared to 0, setting the corresponding PUCR3 bit to 1 turns on the MOS the corresponding pin, while clearing the bit to 0 turns off the MOS pull-up.

Upon reset, PUCR3 is initialized to H'00.

Upon reset, PMR3 is initialized to H'04.

Note: * The RESO bit is not implemented in the H8/38347 Group and H8/38447 G

Bit 7: $P3_7$/AEVL pin function switch (AEVL)

This bit selects whether pin $P3_7$/AEVL is used as $P3_7$ or as AEVL.

Bit 7 AEVL	Description	
0	Functions as $P3_7$ I/O pin	(
1	Functions as AEVL input pin	

Bit 6: $P3_6$/AEVH pin function switch (AEVH)

This bit selects whether pin $P3_6$/AEVH is used as $P3_6$ or as AEVH.

Bit 6 AEVH	Description	
0	Functions as $P3_6$ I/O pin	(
1	Functions as AEVH input pin	

Bit 5: Watchdog timer source clock select (WDCKS)

This bit selects the watchdog timer source clock.

Bit 5 WDCKS	Description	
0	ϕ/8192 selected	(
1	ϕ_W/32 selected	

Bit 3: $P4_3/\overline{IRQ_0}$ pin function switch (IRQ0)

This bit selects whether pin $P4_3/\overline{IRQ_0}$ is used as $P4_3$ or as $\overline{IRQ_0}$.

Bit 3 $\overline{IRQ0}$	Description	
0	Functions as $P4_3$ input pin	(i
1	Functions as $\overline{IRQ_0}$ input pin	

Bit 2: $P3_2/\overline{RESO}$ pin function switch (RESO)

This bit selects whether pin $P3_2/\overline{RESO}$ is used as $P3_2$ or as $\overline{RESO}$.

Bit 2 $\overline{RESO}$	Description	
0	Functions as $P3_2$ I/O pin	
1	Functions as $\overline{RESO}$ output pin	(i

In the H8/38347 Group and H8/38447 Group this bit is reserved and cannot be written

Bit 1: $P3_1$/UD pin function switch (UD)

This bit selects whether pin $P3_1$/UD is used as $P3_1$ or as UD.

Bit 1 UD	Description	
0	Functions as $P3_1$ I/O pin	(i
1	Functions as UD input pin	

PWM	Description	
0	Functions as $P3_0$ I/O pin	(
1	Functions as PWM output pin	

8.4.3 Pin Functions

Table 8.9 shows the port 3 pin functions.

Table 8.9 Port 3 Pin Functions

Pin	Pin Functions and Selection Method			
$P3_7$/AEVL	The pin function depends on bit SO1 in PMR3 and bit $PCR3_2$ in PCR			
	AEVL	0		
	$PCR3_7$	0	1	
	Pin function	$P3_7$ input pin	$P3_7$ output pin	AEVL
$P3_6$/AEVH	The pin function depends on bit AEVH in PMR3 and bit $PCR3_6$ in PC			
	AEVH	0		
	$PCR3_6$	0	1	
	Pin function	$P3_6$ input pin	$P3_6$ output pin	AEVH
$P3_5$/TXD_{31}	The pin function depends on bit TE in SCR3-1, bit SPC31 in SPCR, $PCR3_5$ in PCR3.			
	SPC31	0		
	TE	0		
	$PCR3_5$	0	1	
	Pin function	$P3_5$ input pin	$P3_5$output pin	TXD_{31} o
$P3_4$/RXD_{31}	The pin function depends on bit RE in SCR3-1 and bit $PCR3_4$ in PCR			
	RE	0		
	$PCR3_4$	0	1	
	Pin function	$P3_4$ input pin	$P3_4$ output pin	RXD_{31}

$P3_2/\overline{RESO}$ (H8/3847R, H8/3847S)

- H8/3847R Group, H8/3847S Group

The pin function depends on bit RESO in PMR3 and bit $PCR3_2$ in PC

RESO	0		1
$PCR3_2$	0	1	*
Pin function	$P3_2$ input pin	$P3_2$ output pin	RESO ou

$P3_2$ (H8/38347, H8/38447)

- H8/38347 Group, H8/38447 Group

The pin function depends on bit $PCR3_2$ in PCR3.

$PCR3_2$	0	1
Pin function	$P3_2$ input pin	$P3_2$ output pin

$P3_1$/UD (H8/3847R, H8/3847S)

- H8/3847R Group, H8/3847S Group

The pin function depends on bit UD in PMR3 and bit PCR31 in PCR3

UD	0		1
$PCR3_1$	0	1	*
Pin function	$P3_1$ input pin	$P3_1$ output pin	UD input pin

$P3_1$/UD/EXCL (H8/38347, H8/38447)

- H8/38347 Group, H8/38447 Group

The pin function depends on bit EXCL in PMR2, bit UD in PMR3, and in PCR3.

EXCL	0			
UD	0		1	
$PCR3_1$	0	1	*	
Pin function	$P3_1$ input pin	$P3_1$ output pin	UD input pin	EX

$P3_0$/PWM

The pin function depends on bit PWM in PMR3 and bit $PCR3_0$ in PCR

PWM	0		1
$PCR3_0$	0	1	*
Pin function	$P3_0$ input pin	$P3_0$ output pin	PWM ou

*

$P3_5/TXD_{31}$ $P3_4/RXD_{31}$ $P3_3/SCK_{31}$					
$P3_2/\overline{RESO}$*2	Reset output				
$P3_2$*3 $P3_1/UD$*2 $P3_1/UD/EXCL$*3 $P3_0/PWM$	High-impedance				

Notes: 1. A high-level signal is output when the MOS pull-up is in the on state.
2. Applies to H8/3847R Group and H8/3847S Group.
3. Applies to H8/38347 Group and H8/38447 Group.

8.4.5 MOS Input Pull-Up

Port 3 has a built-in MOS input pull-up function that can be controlled by software. W
PCR3 bit is cleared to 0, setting the corresponding PUCR3 bit to 1 turns on the MOS p
that pin. The MOS pull-up function is in the off state after a reset.

$PCR3_n$	0	0	1
$PUCR3_n$	0	1	*
MOS input pull-up	Off	On	Off

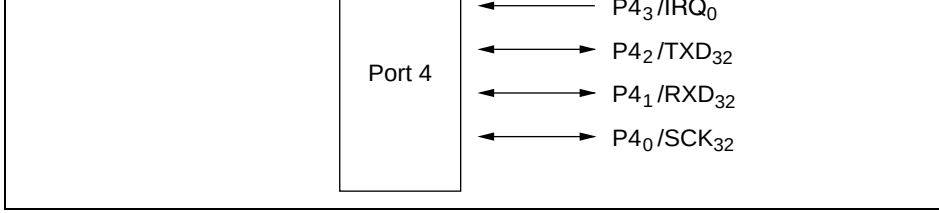


Figure 8.4 Port 4 Pin Configuration

8.5.2 Register Configuration and Description

Table 8.11 shows the port 4 register configuration.

Table 8.11 Port 4 Registers

Name	Abbr.	R/W	Initial Value	A
Port data register 4	PDR4	R/W	H'F8	H
Port control register 4	PCR4	W	H'F8	H

1. Port Data Register 4 (PDR4)

Bit	7	6	5	4	3	2	1	
	—	—	—	—	P4$_3$	P4$_2$	P4$_1$	
Initial value	1	1	1	1	1	0	0	
Read/Write	—	—	—	—	R	R/W	R/W	

PDR4 is an 8-bit register that stores data for port 4 pins P4$_2$ to P4$_0$. If port 4 is read wh bits are set to 1, the values stored in PDR4 are read, regardless of the actual pin states. read while PCR4 bits are cleared to 0, the pin states are read.

Upon reset, PDR4 is initialized to H'F8.

input pin or output pin. Setting a PCR4 bit to 1 makes the corresponding pin an outpu
clearing the bit to 0 makes the pin an input pin. PCR4 and PDR4 settings are valid wh
corresponding pins are designated for general-purpose input/output by SCR3-2.

Upon reset, PCR4 is initialized to H'F8.

PCR4 is a write-only register, which always reads all 1s.

Pin function	$P4_3$ input pin	$\overline{IRQ_0}$ inpu

$P4_2/TXD_{32}$ The pin function depends on bit TE in SCR3-2, bit SPC32 in SPCR, a $PCR4_2$ in PCR4.

SPC32	0		1
TE	0		1
$PCR4_2$	0	1	*
Pin function	$P4_2$ input pin	$P4_2$ output pin	TXD_{32} ou

$P4_1/RXD_{32}$ The pin function depends on bit RE in SCR3-2 and bit $PCR4_1$ in PCR

RE	0		1
$PCR4_1$	0	1	*
Pin function	$P4_1$ input pin	$P4_1$ output pin	RXD_{32} in

$P4_0/SCK_{32}$ The pin function depends on bits CKE1 and CKE0 in SCR3-2, bit COM SMR32, and bit $PCR4_0$ in PCR4.

CKE1	0			
CKE0	0		1	
COM32	0		1	*
$PCR4_0$	0	1	*	
Pin function	$P4_0$ input pin	$P4_0$ output pin	SCK_{32} output pin	

*

$P4_1/RXD_{32}$ $P4_0/SCK_{32}$	state	state		state

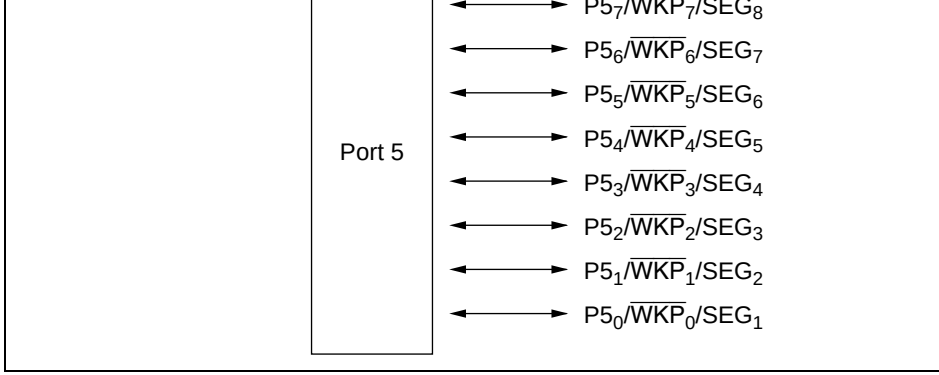


Figure 8.5 Port 5 Pin Configuration

8.6.2 Register Configuration and Description

Table 8.14 shows the port 5 register configuration.

Table 8.14 Port 5 Registers

Name	Abbr.	R/W	Initial Value	A
Port data register 5	PDR5	R/W	H'00	H
Port control register 5	PCR5	W	H'00	H
Port pull-up control register 5	PUCR5	R/W	H'00	H
Port mode register 5	PMR5	R/W	H'00	H

bits are set to 1, the values stored in PDR5 are read, regardless of the actual pin states.
read while PCR5 bits are cleared to 0, the pin states are read.

Upon reset, PDR5 is initialized to H'00.

2. Port Control Register 5 (PCR5)

Bit	7	6	5	4	3	2	1
	$PCR5_7$	$PCR5_6$	$PCR5_5$	$PCR5_4$	$PCR5_3$	$PCR5_2$	$PCR5_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR5 is an 8-bit register for controlling whether each of the port 5 pins $P5_7$ to $P5_0$ fun
input pin or output pin. Setting a PCR5 bit to 1 makes the corresponding pin an outpu
clearing the bit to 0 makes the pin an input pin. PCR5 and PDR5 settings are valid wh
corresponding pins are designated for general-purpose input/output by PMR5 and bits
SGS0 in LPCR.

Upon reset, PCR5 is initialized to H'00.

PCR5 is a write-only register, which is always read as all 1s.

3. Port Pull-Up Control Register 5 (PUCR5)

Bit	7	6	5	4	3	2	1
	$PUCR5_7$	$PUCR5_6$	$PUCR5_5$	$PUCR5_4$	$PUCR5_3$	$PUCR5_2$	$PUCR5_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

PUCR5 controls whether the MOS pull-up of each of port 5 pins $P5_7$ to $P5_0$ is on or of
PCR5 bit is cleared to 0, setting the corresponding PUCR5 bit to 1 turns on the MOS p
the corresponding pin, while clearing the bit to 0 turns off the MOS pull-up.

PMR5 is an 8-bit read/write register, controlling the selection of pin functions for port 5

Upon reset, PMR5 is initialized to H'00.

Bit n: $P5_n/\overline{WKP_n}/SEG_{n+1}$ pin function switch (WKP_n)

When pin $P5_n/\overline{WKP_n}/SEG_{n+1}$ is not used as SEG_{n+1}, these bits select whether the pin is u
or $\overline{WKP_n}$.

Bit n WKPn	Description	
0	Functions as $P5_n$ I/O pin	(i
1	Functions as $\overline{WKP_n}$ input pin	

Note: For use as SEG_{n+1}, see section 13.2.1, LCD Port Control Register (LPCR).

8.6.3 Pin Functions

Table 8.15 shows the port 5 pin functions.

Table 8.15 Port 5 Pin Functions

Pin	Pin Functions and Selection Method				
$P5_7/\overline{WKP_7}/SEG_8$ to $P5_0/\overline{WKP_0}/SEG_1$	The pin function depends on bit WKP_n in PMR5, bit $PCR5_n$ in PCR5, a SEG8 to SGS3 to SGS0 in LPCR.				
	SGS3 to SGS0	0***			
	WKP_n	0		1	
	$PCR5_n$	0	1	*	
	Pin function	$P5_n$ input pin	$P5_n$ output pin	$\overline{WKP_n}$ input pin	c

*

SEG_8 to $P5_0$/$\overline{WKP_0}$/SEG_1	Input pull-up	Previous state	Previous state	Input pull-up	Previous state

Note: * A high-level signal is output when the MOS pull-up is in the on state.

8.6.5 MOS Input Pull-Up

Port 5 has a built-in MOS input pull-up function that can be controlled by software. W
PCR5 bit is cleared to 0, setting the corresponding PUCR5 bit to 1 turns on the MOS p
that pin. The MOS pull-up function is in the off state after a reset.

$PCR5_n$	0	0	1
$PUCR5_n$	0	1	*
MOS input pull-up	Off	On	Off

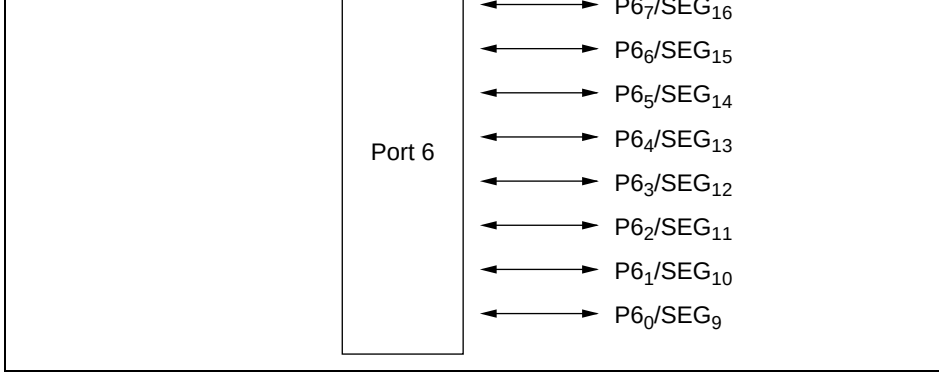


Figure 8.6 Port 6 Pin Configuration

8.7.2 Register Configuration and Description

Table 8.17 shows the port 6 register configuration.

Table 8.17 Port 6 Registers

Name	Abbr.	R/W	Initial Value	Addr
Port data register 6	PDR6	R/W	H'00	H'FF
Port control register 6	PCR6	W	H'00	H'FF
Port pull-up control register 6	PUCR6	R/W	H'00	H'FF

If port 6 is read while PCR6 bits are set to 1, the values stored in PDR6 are read, regar
actual pin states. If port 6 is read while PCR6 bits are cleared to 0, the pin states are r

Upon reset, PDR6 is initialized to H'00.

2. Port Control Register 6 (PCR6)

Bit	7	6	5	4	3	2	1
	$PCR6_7$	$PCR6_6$	$PCR6_5$	$PCR6_4$	$PCR6_3$	$PCR6_2$	$PCR6_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR6 is an 8-bit register for controlling whether each of the port 6 pins $P6_7$ to $P6_0$ fun
input pin or output pin.

Setting a PCR6 bit to 1 makes the corresponding pin ($P6_7$ to $P6_0$) an output pin, while
bit to 0 makes the pin an input pin. PCR6 and PDR6 settings are valid when the corre
pins are designated for general-purpose input/output by bits SGS3 to SGS0 in LPCR.

Upon reset, PCR6 is initialized to H'00.

PCR6 is a write-only register, which always reads all 1s.

a PCR6 bit is cleared to 0, setting the corresponding PUCR6 bit to 1 turns on the MOS
the corresponding pin, while clearing the bit to 0 turns off the MOS pull-up.

Upon reset, PUCR6 is initialized to H'00.

8.7.3 Pin Functions

Table 8.18 shows the port 6 pin functions.

Table 8.18 Port 6 Pin Functions

Pin	Pin Functions and Selection Method
$P6_7/SEG_{16}$ to $P6_0/SEG_9$	The pin function depends on bit $PCR6_n$ in PCR6 and bits SGS3 to SG LPCR.

(

SGS3 to SGS0	00**, 010*		011*
$PCR6_n$	0	1	
Pin function	$P6_n$ input pin	$P6_n$ output pin	SEG_{n+9}

*

8.7.4 Pin States

Table 8.19 shows the port 6 pin states in each operating mode.

Table 8.19 Port 6 Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subactive
$P6_7/SEG_{16}$ to $P6_0/SEG_9$	High-impedance	Retains previous state	Retains previous state	High-impedance*	Retains previous state	Functional

Note: * A high-level signal is output when the MOS pull-up is in the on state.

MOS input pull-up	Off	On	Off

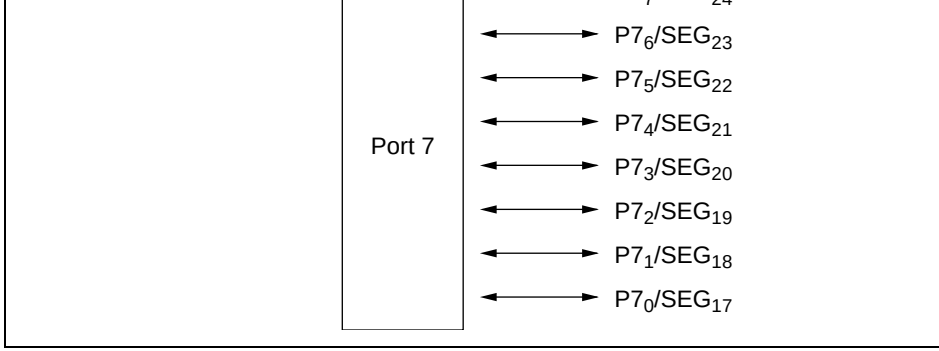


Figure 8.7 Port 7 Pin Configuration

8.8.2 Register Configuration and Description

Table 8.20 shows the port 7 register configuration.

Table 8.20 Port 7 Registers

Name	Abbr.	R/W	Initial Value	Addr
Port data register 7	PDR7	R/W	H'00	H'FFI
Port control register 7	PCR7	W	H'00	H'FFI

PDR7 is an 8-bit register that stores data for port 7 pins $P7_7$ to $P7_0$. If port 7 is read w
bits are set to 1, the values stored in PDR7 are read, regardless of the actual pin states.
read while PCR7 bits are cleared to 0, the pin states are read.

Upon reset, PDR7 is initialized to H'00.

2. Port Control Register 7 (PCR7)

Bit	7	6	5	4	3	2	1
	$PCR7_7$	$PCR7_6$	$PCR7_5$	$PCR7_4$	$PCR7_3$	$PCR7_2$	$PCR7_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR7 is an 8-bit register for controlling whether each of the port 7 pins $P7_7$ to $P7_0$ fun
input pin or output pin. Setting a PCR7 bit to 1 makes the corresponding pin an outpu
clearing the bit to 0 makes the pin an input pin. PCR7 and PDR7 settings are valid wh
corresponding pins are designated for general-purpose input/output by bits SGS3 to S
LPCR.

Upon reset, PCR7 is initialized to H'00.

PCR7 is a write-only register, which always reads as all 1s.

to $P7_0/SEG_{17}$ 2. PCR7

(n =

SGS3 to SGS0	00**		01**,
$PCR7_n$	0	1	*
Pin function	$P7_n$ input pin	$P7_n$ output pin	SEG_{n+17} o

*

8.8.4 Pin States

Table 8.22 shows the port 7 pin states in each operating mode.

Table 8.22 Port 7 Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subactive
$P7_7/SEG_{24}$ to $P7_0/SEG_{17}$	High-impedance	Retains previous state	Retains previous state	High-impedance	Retains previous state	Functional

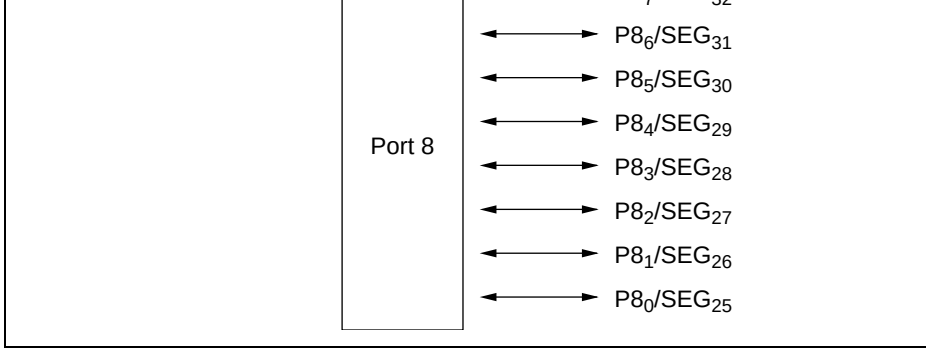


Figure 8.8 Port 8 Pin Configuration

8.9.2 Register Configuration and Description

Table 8.23 shows the port 8 register configuration.

Table 8.23 Port 8 Registers

Name	Abbr.	R/W	Initial Value	Add
Port data register 8	PDR8	R/W	H'00	H'FF
Port control register 8	PCR8	W	H'00	H'FF

bits are set to 1, the values stored in PDR8 are read, regardless of the actual pin states. read while PCR8 bits are cleared to 0, the pin states are read.

Upon reset, PDR8 is initialized to H'00.

2. Port Control Register 8 (PCR8)

Bit	7	6	5	4	3	2	1
	$PCR8_7$	$PCR8_6$	$PCR8_5$	$PCR8_4$	$PCR8_3$	$PCR8_2$	$PCR8_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR8 is an 8-bit register for controlling whether each of the port 8 pins $P8_7$ to $P8_0$ func input or output pin. Setting a PCR8 bit to 1 makes the corresponding pin an output pin, clearing the bit to 0 makes the pin an input pin. PCR8 and PDR8 settings are valid whe corresponding pins are designated for general-purpose input/output by bits SGS3 to SG LPCR.

Upon reset, PCR8 is initialized to H'00.

PCR8 is a write-only register, which is always read as all 1s.

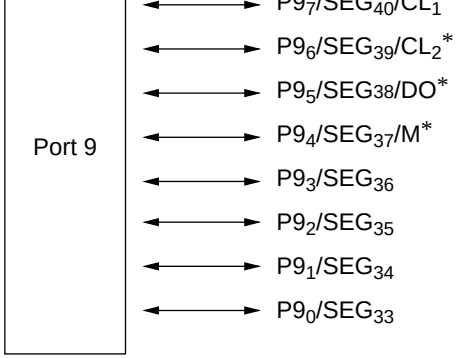
SGS3 to SGS0	000*		001*,
$PCR8_n$	0	1	
Pin function	$P8_n$ input pin	$P8_n$ output pin	SEG_{n+}

8.9.4 Pin States

Table 8.25 shows the port 8 pin states in each operating mode.

Table 8.25 Port 8 Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subactive
$P8_7/SEG_{32}$ to $P8_0/SEG_{25}$	High-impedance	Retains previous state	Retains previous state	High-impedance	Retains previous state	Functional



Note: * The CL_1, CL_2, DO, and M functions are not implemented on the H8/38347 Gr
H8/38447 Group.

Figure 8.9 Port 9 Pin Configuration

8.10.2 Register Configuration and Description

Table 8.26 shows the port 9 register configuration.

Table 8.26 Port 9 Registers

Name	Abbr.	R/W	Initial Value	Addr
Port data register 9	PDR9	R/W	H'00	H'FF
Port control register 9	PCR9	R	H'00	H'FF

bits are set to 1, the values stored in PDR9 are read, regardless of the actual pin states. read while PCR9 bits are cleared to 0, the pin states are read.

Upon reset, PDR9 is initialized to H'00.

2. Port Control Register 9 (PCR9)

Bit	7	6	5	4	3	2	1
	$PCR9_7$	$PCR9_6$	$PCR9_5$	$PCR9_4$	$PCR9_3$	$PCR9_2$	$PCR9_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PCR9 is an 8-bit register for controlling whether each of the port 9 pins $P9_7$ to $P9_0$ fun input pin or output pin. Setting a PCR9 bit to 1 makes the corresponding pin an output clearing the bit to 0 makes the pin an input pin. The settings in PCR9 and PDR9 are va when the corresponding pin is designated by bits SGS3 to SGS0 in LPCR as a general

Upon reset, PCR9 is initialized to H'00.

PCR9 is a write-only register, which is always read as all 1s.

$P9_7/SEG_{40}/CL_1$ The pin function depends on bit $PCR9_7$ in PCR9 and bits SGX and SG
SGS0 in LPCR.

SGS3 to SGS0	0000		Not 0000	
SGX	0		0	
$PCR9_7$	0	1	*	
Pin function	$P9_7$ input pin	$P9_7$ output pin	SEG_{40} output pin	

$P9_6/SEG_{39}/CL_2$ The pin function depends on bit $PCR9_6$ in PCR9 and bits SGX and SG
SGS0 in LPCR.

SGS3 to SGS0	0000		Not 0000	
SGX	0		0	
$PCR9_6$	0	1	*	
Pin function	$P9_6$ input pin	$P9_6$ output pin	SEG_{39} output pin	

$P9_5/SEG_{38}/DO$ The pin function depends on bit $PCR9_5$ in PCR9 and bits SGX and SG
SGS0 in LPCR.

SGS3 to SGS0	0000		Not 0000	
SGX	0		0	
$PCR9_5$	0	1	*	
Pin function	$P9_5$ input pin	$P9_5$ output pin	SEG_{38} output pin	

$P9_4/SEG_{37}/M$ The pin function depends on bit $PCR9_4$ in PCR9 and bits SGX and SG
SGS0 in LPCR.

SGS3 to SGS0	0000		Not 0000	
SGX	0		0	
$PCR9_4$	0	1	*	
Pin function	$P9_4$ input pin	$P9_4$ output pin	SEG_{37} output pin	M

*

8.10.4 Pin States

Table 8.28 shows the port 9 pin states in each operating mode.

Table 8.28 Port 9 Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subactive
$P9_7/SEG_{40}/CL_1$ $P9_6/SEG_{39}/CL_2$ $P9_5/SEG_{38}/DO$ $P9_4/SEG_{37}/M$ $P9_3/SEG_{36}$ to $P9_0/SEG_{33}$	High-impedance	Retains previous state	Retains previous state	High-impedance	Retains previous state	Functional

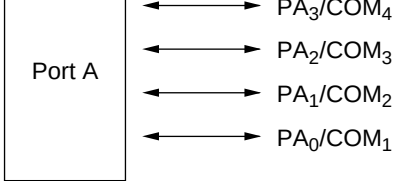


Figure 8.10 Port A Pin Configuration

8.11.2 Register Configuration and Description

Table 8.29 shows the port A register configuration.

Table 8.29 Port A Registers

Name	Abbr.	R/W	Initial Value	Addr
Port data register A	PDRA	R/W	H'F0	H'FF
Port control register A	PCRA	W	H'F0	H'FF

1. Port Data Register A (PDRA)

Bit	7	6	5	4	3	2	1
	—	—	—	—	PA_3	PA_2	PA_1
Initial value	1	1	1	1	0	0	0
Read/Write	—	—	—	—	R/W	R/W	R/W

PDRA is an 8-bit register that stores data for port A pins PA_3 to PA_0. If port A is read w
PCRA bits are set to 1, the values stored in PDRA are read, regardless of the actual pin
port A is read while PCRA bits are cleared to 0, the pin states are read.

Upon reset, PDRA is initialized to H'F0.

Setting a PCRA bit to 1 makes the corresponding pin an output pin, while clearing the
makes the pin an input pin. PCRA and PDRA settings are valid when the correspondi
designated for general-purpose input/output by LPCR.

Upon reset, PCRA is initialized to H'F0.

PCRA is a write-only register, which always reads all 1s.

SGS3 to SGS0	0000		Not
$PCRA_3$	0	1	*
Pin function	PA_3 input pin	PA_3 output pin	COM_4 ou

PA_2/COM_3 The pin function depends on bit $PCRA_2$ in PCRA and bits SGS3 to SG

SGS3 to SGS0	0000		Not
$PCRA_2$	0	1	*
Pin function	PA_2 input pin	PA_2 output pin	COM_3 ou

PA_1/COM_2 The pin function depends on bit $PCRA_1$ in PCRA and bits SGS3 to SG

SGS3 to SGS0	0000		Not
$PCRA_1$	0	1	*
Pin function	PA_1 input pin	PA_1 output pin	COM_2 ou

PA_0/COM_1 The pin function depends on bit $PCRA_0$ in PCRA and bits SGS3 to SG

SGS3 to SGS0	0000		Not
$PCRA_0$	0	1	*
Pin function	PA_0 input pin	PA_0 output pin	COM_1 ou

*

8.11.4 Pin States

Table 8.31 shows the port A pin states in each operating mode.

Table 8.31 Port A Pin States

Pins	Reset	Sleep	Subsleep	Standby	Watch	Subactive
PA_3/COM_4 PA_2/COM_3 PA_1/COM_2 PA_0/COM_1	High-impedance	Retains previous state	Retains previous state	High-impedance	Retains previous state	Functional

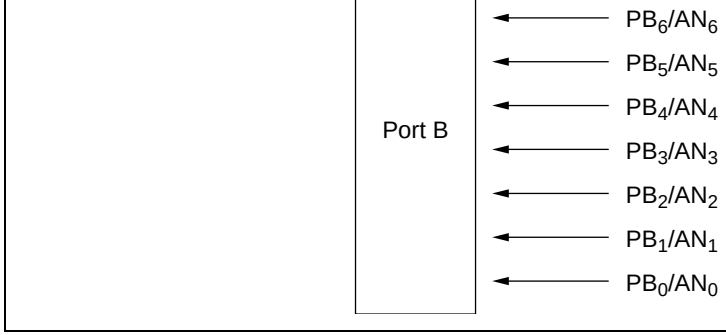


Figure 8.11 Port B Pin Configuration

8.12.2 Register Configuration and Description

Table 8.32 shows the port B register configuration.

Table 8.32 Port B Register

Name	Abbr.	R/W	Addres
Port data register B	PDRB	R	H'FFDE

1. Port Data Register B (PDRB)

Bit	7	6	5	4	3	2	1
	PB 7	PB 6	PB 5	PB 4	PB 3	PB 2	PB 1
Read/Write	R	R	R	R	R	R	R

Reading PDRB always gives the pin states. However, if a port B pin is selected as an channel for the A/D converter by AMR bits CH3 to CH0, that pin reads 0 regardless o voltage.

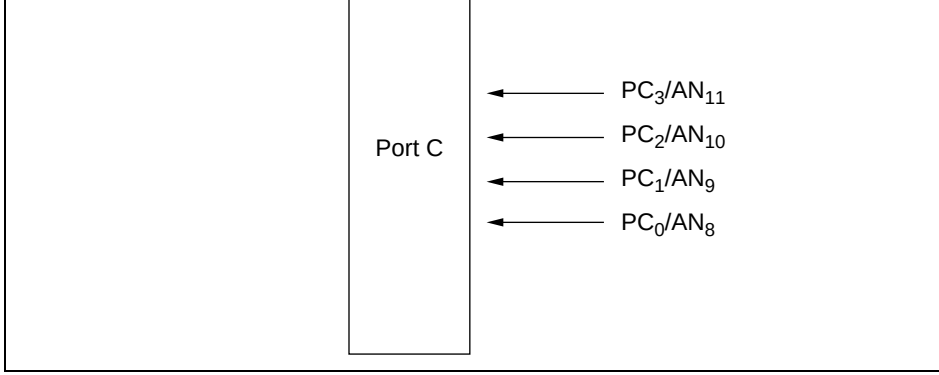


Figure 8.12 Port C Pin Configuration

8.13.2 Register Configuration and Description

Table 8.33 shows the port C register configuration.

Table 8.33 Port C Register

Name	Abbr.	R/W	Address
Port data register C	PDRC	R	H'FFDF

1. Port Data Register C (PDRC)

Bit	7	6	5	4	3	2	1	
	—	—	—	—	PC_3	PC_2	PC_1	
Read/Write	—	—	—	—	R	R	R	

Reading PDRC always gives the pin states.

inverted form.

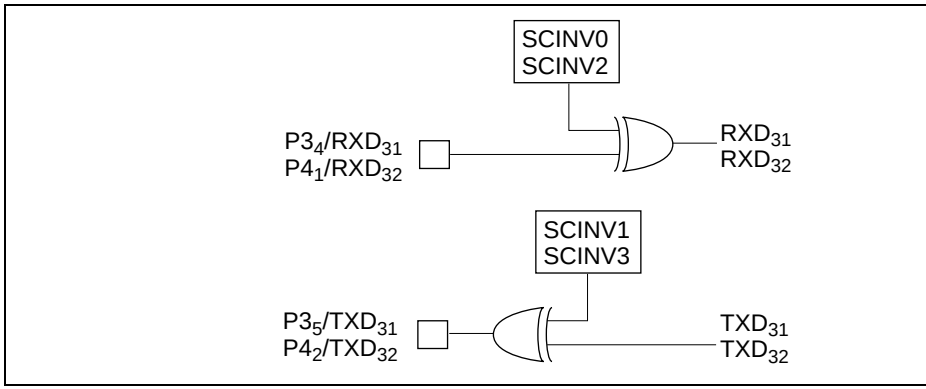


Figure 8.13 Input/Output Data Inversion Function

8.14.2 Register Configuration and Descriptions

Table 8.34 shows the registers used by the input/output data inversion function.

Table 8.34 Register Configuration

Name	Abbr.	R/W	Addres
Serial port control register	SPCR	R/W	H'FF91

input/output data inversion switching. SPCR is initialized to H'C0 by a reset.

Bits 7 and 6: Reserved bits

Bits 7 and 6 are reserved; they are always read as 1 and cannot be modified.

Bit 5: $P4_2/TXD_{32}$ pin function switch (SPC32)

This bit selects whether pin $P4_2/TXD_{32}$ is used as $P4_2$ or as TXD_{32}.

Bit 5 SPC32	Description	
0	Functions as $P4_2$ I/O pin	(i
1	Functions as TXD_{32} output pin*	

Note: * Set the TE bit in SCR3 after setting this bit to 1.

Bit 4: $P3_5/TXD_{31}$ pin function switch (SPC31)

This bit selects whether pin $P3_5/TXD_{31}$ is used as $P3_5$ or as TXD_{31}.

Bit 4 SPC31	Description	
0	Functions as $P3_5$ I/O pin	(i
1	Functions as TXD_{31} output pin*	

Note: * Set the TE bit in SCR3 after setting this bit to 1.

Bit 2: RXD_{32} pin input data inversion switch

Bit 2 specifies whether or not RXD_{32} pin input data is to be inverted.

Bit 2 SCINV2	Description
0	RXD_{32} input data is not inverted
1	RXD_{32} input data is inverted

Bit 1: TXD_{31} pin output data inversion switch

Bit 1 specifies whether or not TXD_{31} pin output data is to be inverted.

Bit 1 SCINV1	Description
0	TXD_{31} output data is not inverted
1	TXD_{31} output data is inverted

Bit 0: RXD_{31} pin input data inversion switch

Bit 0 specifies whether or not RXD_{31} pin input data is to be inverted.

Bit 0 SCINV0	Description
0	RXD_{31} input data is not inverted
1	RXD_{31} input data is inverted

8.15.1 The Management of the Un-Use Terminal

If an I/O pin not used by the user system is floating, pull it up or down.

- If an unused pin is an input pin, handle it in one of the following ways:
  - Pull it up to V_{CC} with an on-chip pull-up MOS.
  - Pull it up to V_{CC} with an external resistor of approximately 100 kΩ.
  - Pull it down to V_{SS} with an external resistor of approximately 100 kΩ.
  - For a pin also used by the A/D converter, pull it up to AV_{CC}.
- If an unused pin is an output pin, handle it in one of the following ways:
  - Set the output of the unused pin to high and pull it up to V_{CC} with an external r approximately 100 kΩ.
  - Set the output of the unused pin to low and pull it down to V_{SS} with an external approximately 100 kΩ.

Table 9.1 Timer Functions

Name	Functions	Internal Clock	Event Input Pin	Waveform Output Pin	Re
Timer A	• 8-bit interval timer	ϕ/8 to ϕ/8192	—	—	
	• Interval function	(8 choices)			
	• Time base	ϕ_W/128 (choice of 4 overflow periods)			
	• Clock output	ϕ/4 to ϕ/32 ϕ_W, ϕ_W/4 to ϕ_W/32 (9 choices)	—	TMOW	
Timer C	• 8-bit timer • Interval function • Event counting function • Up-count/down-count selectable	ϕ/4 to ϕ/8192, ϕ_W/4 (7 choices)	TMIC	—	Up do co so ha
Timer F	• 16-bit timer • Event counting function • Also usable as two independent 8-bit timers • Output compare output function	ϕ/4 to ϕ/32, ϕ_W/4 (4 choices)	TMIF	TMOFL TMOFH	
Timer G	• 8-bit timer • Input capture function • Interval function	ϕ/2 to ϕ/64, ϕ_W/4 (4 choices)	TMIG	—	Co cle Bu inp no
Watchdog timer	• Reset signal generated when 8-bit counter overflows	ϕ/8192 ϕw/32	—	—	

9.2 Timer A

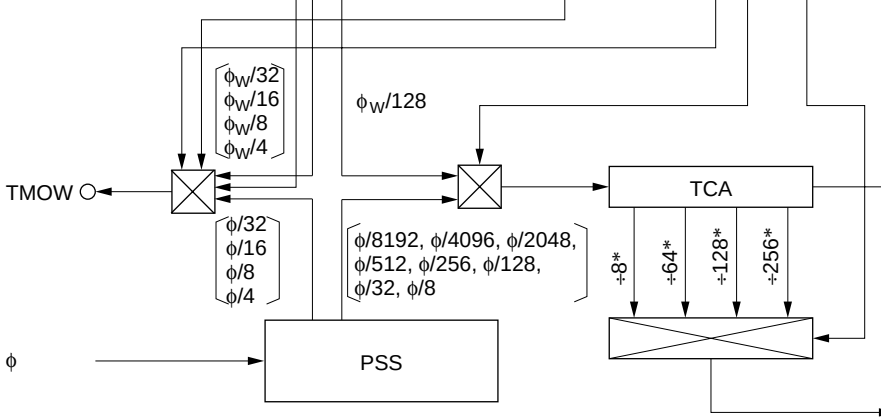
9.2.1 Overview

Timer A is an 8-bit timer with interval timing and real-time clock time-base functions. time-base function is available when a 32.768 kHz crystal oscillator is connected. A cl divided from 32.768 kHz, from 38.4 kHz (if a 38.4 kHz crystal oscillator is connected), the system clock, can be output at the TMOW pin.

1. Features

Features of timer A are given below.

- Choice of eight internal clock sources (ϕ/8192, ϕ/4096, ϕ/2048, ϕ/512, ϕ/256, ϕ/128 ϕ/8).
- Choice of four overflow periods (1 s, 0.5 s, 0.25 s, 31.25 ms) when timer A is used time base (using a 32.768 kHz crystal oscillator).
- An interrupt is requested when the counter overflows.
- Any of nine clock signals can be output at the TMOW pin: 32.768 kHz divided by 3 4 (1 kHz, 2 kHz, 4 kHz, 8 kHz, 32.768 kHz) or 38.4 kHz divided by 32, 16, 8, or 4 2.4 kHz, 4.8 kHz, 9.6 kHz, 38.4 kHz), and the system clock divided by 32, 16, 8, or
- Use of module standby mode enables this module to be placed in standby mode ind when not used.



Legend:

TMA:	Timer mode register A
TCA:	Timer counter A
IRRTA:	Timer A overflow interrupt request flag
PSW:	Prescaler W
PSS:	Prescaler S
CWOSR:	Subclock output select register

Note: * Can be selected only when the prescaler W output (ϕ_W/128) is used as the TCA input

Figure 9.1 Block Diagram of Timer A

3. Pin Configuration

Table 9.2 shows the timer A pin configuration.

Table 9.2 Pin Configuration

Name	Abbr.	I/O	Function
Clock output	TMOW	Output	Output of waveform generated by timer A out

Clock stop register 1	CKSTPR1	R/W	H'FF	H'FF
Subclock output select register	CWOSR	R/W	H'FE	H'FF

9.2.2 Register Descriptions

1. Timer Mode Register A (TMA)

Bit	7	6	5	4	3	2	1
	TMA7	TMA6	TMA5	—	TMA3	TMA2	TMA1
Initial value	0	0	0	1	0	0	0
Read/Write	R/W	R/W	R/W	—	R/W	R/W	R/W

TMA is an 8-bit read/write register for selecting the prescaler, input clock, and output c

Upon reset, TMA is initialized to H'10.

CWOS	TMA7	TMA6	TMA5	Clock Output
0	0	0	0	ϕ/32
			1	ϕ/16
		1	0	ϕ/8
			1	ϕ/4
	1	0	0	ϕ_W/32
			1	ϕ_W/16
		1	0	ϕ_W/8
			1	ϕ_W/4
1	*	*	*	ϕ_W

Bit 4: Reserved bit

Bit 4 is reserved; it is always read as 1, and cannot be modified.

			1	PSS, φ/4096	
		1	0	PSS, φ/2048	
			1	PSS, φ/512	
	1	0	0	PSS, φ/256	
			1	PSS, φ/128	
		1	0	PSS, φ/32	
			1	PSS, φ/8	
1	0	0	0	PSW, 1 s	Clock tim
			1	PSW, 0.5 s	(when us
		1	0	PSW, 0.25 s	32.768 k
			1	PSW, 0.03125 s	
	1	0	0	PSW and TCA are reset	
			1		
		1	0		
			1		

source for input to this counter is selected by bits TMA3 to TMA0 in timer mode regi
(TMA). TCA values can be read by the CPU in active mode, but cannot be read in su
mode. When TCA overflows, the IRRTA bit in interrupt request register 1 (IRR1) is

TCA is cleared by setting bits TMA3 and TMA2 of TMA to 11.

Upon reset, TCA is initialized to H'00.

3. Clock Stop Register 1 (CKSTPR1)

Bit:	7	6	5	4	3	2	1
	S1CKSTP	S31CKSTP	S32CKSTP	ADCKSTP	TGCKSTP	TFCKSTP	TCCKST
Initial value:	1	1	1	1	1	1	1
Read/Write:	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CKSTPR1 is an 8-bit read/write register that performs module standby mode control f
modules. Only the bit relating to timer A is described here. For details of the other bi
sections on the relevant modules.

Bit 0: Timer A module standby mode control (TACKSTP)

Bit 0 controls setting and clearing of module standby mode for timer A.

TACKSTP	Description
0	Timer A is set to module standby mode
1	Timer A module standby mode is cleared

CWOSR is initialized to H'FE by a reset.

Bits 7 to 1: Reserved bits

Bits 7 to 1 are reserved; they are always read as 1 and cannot be modified.

Bit 0: TMOW pin clock select (CWOS)

Bit 0 selects the clock to be output from the TMOW pin.

Bit 0 CWOS	Description	
0	Clock output from timer A is output (see TMA)	(i
1	ϕ_W is output	

9.2.3 Timer Operation

1. Interval Timer Operation

When bit TMA3 in timer mode register A (TMA) is cleared to 0, timer A functions as a interval timer.

Upon reset, TCA is cleared to H'00 and bit TMA3 is cleared to 0, so up-counting and in timing resume immediately. The clock input to timer A is selected by bits TMA2 to TM TMA; any of eight internal clock signals output by prescaler S can be selected.

After the count value in TCA reaches H'FF, the next clock signal input causes timer A t overflow, setting bit IRRTA to 1 in interrupt request register 1 (IRR1). If IENTA = 1 i enable register 1 (IENR1), a CPU interrupt is requested.*

At overflow, TCA returns to H'00 and starts counting up again. In this mode timer A fu an interval timer that generates an overflow output at intervals of 256 input clock pulse

3. Clock Output

Setting bit TMOW in port mode register 1 (PMR1) to 1 causes a clock signal to be ou
TMOW. Nine different clock output signals can be selected by means of bits TMA7 t
TMA and bit CWOS in CWOSR. The system clock divided by 32, 16, 8, or 4 can be
active mode and sleep mode. A 32.768 kHz or 38.4 kHz signal divided by 32, 16, 8, c
output in active mode, sleep mode, watch mode, subactive mode, and subsleep mode.
kHz or 38.4 kHz clock is output in all modes except the reset state.

9.2.4 Timer A Operation States

Table 9.4 summarizes the timer A operation states.

Table 9.4 Timer A Operation States

Operation Mode		Reset	Active	Sleep	Watch	Sub-active	Sub-sleep	Standl
TCA	Interval	Reset	Functions	Functions	Halted	Halted	Halted	Halted
	Clock time base	Reset	Functions	Functions	Functions	Functions	Functions	Halted
TMA	CWOSR	Reset	Functions	Retained	Retained	Functions	Retained	Retain

Note: When the real-time clock time base function is selected as the internal clock of
active mode or sleep mode, the internal clock is not synchronous with the syste
it is synchronized by a synchronizing circuit. This may result in a maximum erro
the count cycle.

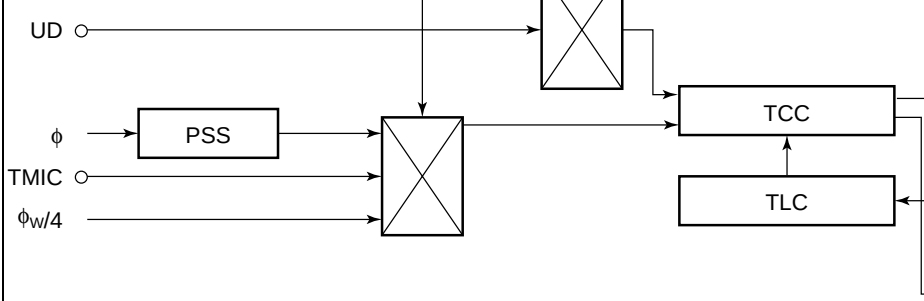
9.2.5 Application Note

When bit 0 (TACKSTP) of the clock stop register 1 (CKSTPR1) is cleared to 0, bit 3
the timer mode register A (TMA) cannot be rewritten.

Set bit 0 (TACKSTP) of the clock stop register 1 (CKSTPR1) to 1 before rewriting bi
of the timer mode register A (TMA).

Features of timer C are given below.

- Choice of seven internal clock sources (ϕ/8192, ϕ/2048, ϕ/512, ϕ/64, ϕ/16, ϕ/4, ϕ_W/4 external clock (can be used to count external events).
- An interrupt is requested when the counter overflows.
- Up/down-counter switching is possible by hardware or software.
- Subactive mode and subsleep mode operation is possible when ϕ_W/4 is selected as t clock, or when an external clock is selected.
- Use of module standby mode enables this module to be placed in standby mode ind when not used.



Legend:

TMC : Timer mode register C
TCC : Timer counter C
TLC : Timer load register C
IRRTC : Timer C overflow interrupt request flag
PSS : Prescaler S

Figure 9.2 Block Diagram of Timer C

3. Pin Configuration

Table 9.5 shows the timer C pin configuration.

Table 9.5 Pin Configuration

Name	Abbr.	I/O	Function
Timer C event input	TMIC	Input	Input pin for event input to
Timer C up/down-count selection	UD	Input	Timer C up/down select

Timer load register C	TLC	W	H'00	H'FF
Clock stop register 1	CKSTPR1	R/W	H'FF	H'FF

9.3.2 Register Descriptions

1. Timer Mode Register C (TMC)

Bit	7	6	5	4	3	2	1
	TMC7	TMC6	TMC5	—	—	TMC2	TMC1
Initial value	0	0	0	1	1	0	0
Read/Write	R/W	R/W	R/W	—	—	R/W	R/W

TMC is an 8-bit read/write register for selecting the auto-reload function and input cloc performing up/down-counter control.

Upon reset, TMC is initialized to H'18.

Bit 7: Auto-reload function select (TMC7)

Bit 7 selects whether timer C is used as an interval timer or auto-reload timer.

Bit 7 TMC7	Description	
0	Interval timer function selected	(i
1	Auto-reload function selected	

1	*	Hardware control by UD pin input UD pin input high: Down-counter UD pin input low: Up-counter

Bits 4 and 3: Reserved bits

Bits 4 and 3 are reserved; they are always read as 1 and cannot be modified.

Bits 2 to 0: Clock select (TMC2 to TMC0)

Bits 2 to 0 select the clock input to TCC. For external event counting, either the rising edge can be selected.

Bit 2 TMC2	Bit 1 TMC1	Bit 0 TMC0	Description
0	0	0	Internal clock: ϕ/8192
0	0	1	Internal clock: ϕ/2048
0	1	0	Internal clock: ϕ/512
0	1	1	Internal clock: ϕ/64
1	0	0	Internal clock: ϕ/16
1	0	1	Internal clock: ϕ/4
1	1	0	Internal clock: ϕ_W/4
1	1	1	External event (TMIC): rising or falling edge*

Note: * The edge of the external event signal is selected by bit IEG1 in the IRQ edg register (IEGR). See 1. IRQ edge select register (IEGR) in section 3.3.2 fo IRQ1 must be set to 1 in port mode register 1 (PMR1) before setting 111 in to TMC0.

input. The clock source for input to this counter is selected by bits TMC2 to TMC0 in
register C (TMC). TCC values can be read by the CPU at any time.

When TCC overflows from H'FF to H'00 or to the value set in TLC, or underflows fron
H'FF or to the value set in TLC, the IRRTC bit in IRR2 is set to 1.

TCC is allocated to the same address as TLC.

Upon reset, TCC is initialized to H'00.

3. Timer Load Register C (TLC)

Bit	7	6	5	4	3	2	1
	TLC7	TLC6	TLC5	TLC4	TLC3	TLC2	TLC1
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

TLC is an 8-bit write-only register for setting the reload value of timer counter C (TCC

When a reload value is set in TLC, the same value is loaded into timer counter C as we
starts counting up from that value. When TCC overflows or underflows during operati
reload mode, the TLC value is loaded into TCC. Accordingly, overflow/underflow per
set within the range of 1 to 256 input clocks.

The same address is allocated to TLC as to TCC.

Upon reset, TLC is initialized to H'00.

modules. Only the bit relating to timer C is described here. For details of the other bi
sections on the relevant modules.

Bit 1: Timer C module standby mode control (TCCKSTP)

Bit 1 controls setting and clearing of module standby mode for timer C.

TCCKSTP	Description
0	Timer C is set to module standby mode
1	Timer C module standby mode is cleared

9.3.3 Timer Operation

1. Interval Timer Operation

When bit TMC7 in timer mode register C (TMC) is cleared to 0, timer C functions as
interval timer.

Upon reset, TCC is initialized to H'00 and TMC to H'18, so TCC continues up-countir
interval up-counter without halting immediately after a reset. The timer C operating c
selected from seven internal clock signals output by prescalers S and W, or an externa
at pin TMIC. The selection is made by bits TMC2 to TMC0 in TMC.

TCC up/down-count control can be performed either by software or hardware. The se
made by bits TMC6 and TMC5 in TMC.

After the count value in TCC reaches H'FF (H'00), the next clock input causes timer C
(underflow), setting bit IRRTC to 1 in IRR2. If IENTC = 1 in interrupt enable registe
a CPU interrupt is requested.

At overflow (underflow), TCC returns to H'00 (H'FF) and starts counting up (down) a

TCC starts its count.

After the count value in TCC reaches H'FF (H'00), the next clock signal input causes ti
overflow/underflow. The TLC value is then loaded into TCC, and the count continues
value. The overflow/underflow period can be set within a range from 1 to 256 input cl
depending on the TLC value.

The clock sources, up/down control, and interrupts in auto-reload mode are the same as
mode.

In auto-reload mode (TMC7 = 1), when a new value is set in TLC, the TLC value is als
TCC.

3. Event Counter Operation

Timer C can operate as an event counter, counting rising or falling edges of an external
signal input at pin TMIC. External event counting is selected by setting bits TMC2 to
timer mode register C to all 1s (111).

When timer C is used to count external event input, bit IRQ_1 in PMR1 should be set to
IEN_1 in IENR1 cleared to 0 to disable interrupt IRQ_1 requests.

4. TCC Up/Down Control by Hardware

With timer C, TCC up/down control can be performed by UD pin input. When bit TM
1 in TMC, TCC functions as an up-counter when UD pin input is high, and as a down-
when low.

When using UD pin input, set bit UD to 1 in PMR3.

TCC	Interval	Reset	Functions	Functions	Halted	Functions/ Halted*	Functions/ Halted*	Halted
	Auto reload	Reset	Functions	Functions	Halted	Functions/ Halted*	Functions/ Halted*	Halted
TMC		Reset	Functions	Retained	Retained	Functions	Retained	Retaine

Note: * When $\phi w/4$ is selected as the TCC internal clock in active mode or sleep m
the system clock and internal clock are mutually asynchronous, synchroniz
maintained by a synchronization circuit. This results in a maximum count c
$1/\phi$ (s). When the counter is operated in subactive mode or subsleep mode
select $\phi w/4$ as the internal clock or select an external clock. The counter w
operate on any other internal clock. If $\phi w/4$ is selected as the internal clock
counter when $\phi w/8$ has been selected as subclock ϕ_{SUB}, the lower 2 bits of
operate on the same cycle, and the operation of the least significant bit is u
the operation of the counter.

- An external event (TMIC) is used in subsleep mode.

Symptom

- The counter increments or decrements twice for a single external event input.

Approximate rate of occurrence

The approximate rate of occurrence in cases where the external event input is no synchronized with internal operation is defined by the following equation.

Approximate rate of occurrence P = 30 ns / tsubcyc

For example, if tsubcyc = 61.06 µs (subclock φw/2), P = 0.0005 (0.05%). If 2,00 event inputs occur, there is a likelihood that one of them will cause the counter t increment or decrement twice (+2 or –2).

The symptom described is caused by the internal circuit configuration of the device therefore difficult to avoid. Therefore, it is not advisable to use the clock counter fo applications requiring a high degree of accuracy.

and timer FL).

1. Features

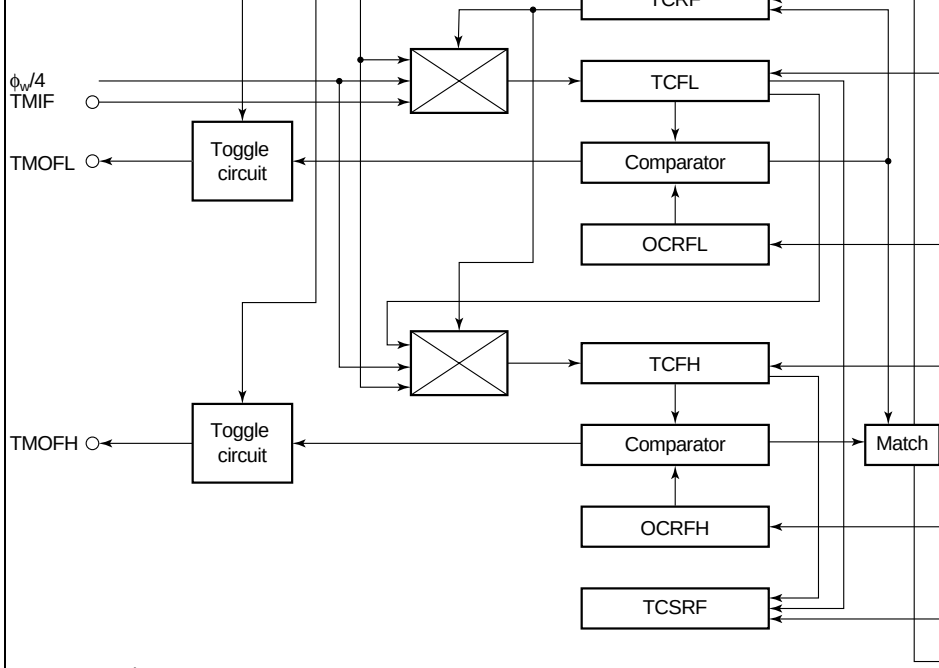
Features of timer F are given below.

- Choice of four internal clock sources (φ/32, φ/16, φ/4, φw/4) or an external clock (
  as an external event counter)
- TMOFH pin (TMOFL pin) toggle output provided using a single compare match s
  output initial value can be set)
- Counter resetting by a compare match signal
- Two interrupt sources: one compare match, one overflow
- Can operate as two independent 8-bit timers (timer FH and timer FL) (in 8-bit mod

	Timer FH 8-Bit Timer*	**Timer FL 8-Bit Timer/Ev**
Internal clock	Choice of 4 (φ/32, φ/16, φ/4, φw/4)	
Event input	—	TMIF pin
Toggle output	One compare match signal, output to TMOFH pin (initial value settable)	One compare match sign output to TMOFL pin (initial value settable)
Counter reset	Counter can be reset by compare match signal	
Interrupt sources	One compare match One overflow	

Note: * When timer F operates as a 16-bit timer, it operates on the timer FL overflo

- Operation in watch mode, subactive mode, and subsleep mode
  When φw/4 is selected as the internal clock, timer F can operate in watch mode, su
  mode, and subsleep mode.
- Use of module standby mode enables this module to be placed in standby mode in
  when not used.



Legend:

TCRF:	Timer control register F
TCSRF:	Timer control/status register F
TCFH:	8-bit timer counter FH
TCFL:	8-bit timer counter FL
OCRFH:	Output compare register FH
OCRFL:	Output compare register FL
IRRTFH:	Timer FH interrupt request flag
IRRTFL:	Timer FL interrupt request flag
PSS:	Prescaler S

Figure 9.3 Block Diagram of Timer F

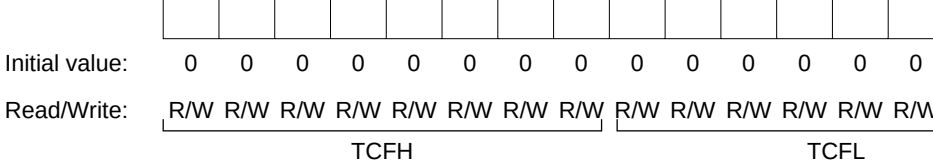
Timer FL output	TMOFL	Output	Timer FL toggle output pi

4. Register Configuration

Table 9.9 shows the register configuration of timer F.

Table 9.9 Timer F Registers

Name	Abbr.	R/W	Initial Value	Add
Timer control register F	TCRF	W	H'00	H'FF
Timer control/status register F	TCSRF	R/W	H'00	H'FF
8-bit timer counter FH	TCFH	R/W	H'00	H'FF
8-bit timer counter FL	TCFL	R/W	H'00	H'FF
Output compare register FH	OCRFH	R/W	H'FF	H'FF
Output compare register FL	OCRFL	R/W	H'FF	H'FF
Clock stop register 1	CKSTPR1	R/W	H'FF	H'FF



TCF is a 16-bit read/write up-counter configured by cascaded connection of 8-bit timer TCFH and TCFL. In addition to the use of TCF as a 16-bit counter with TCFH as the u and TCFL as the lower 8 bits, TCFH and TCFL can also be used as independent 8-bit c

TCFH and TCFL can be read and written by the CPU, but when they are used in 16-bit transfer to and from the CPU is performed via a temporary register (TEMP). For detail see section 9.4.3, CPU Interface.

TCFH and TCFL are each initialized to H'00 upon reset.

a. 16-bit mode (TCF)

   When CKSH2 is cleared to 0 in TCRF, TCF operates as a 16-bit counter. The T clock is selected by bits CKSL2 to CKSL0 in TCRF.

   TCF can be cleared in the event of a compare match by means of CCLRH in TC

   When TCF overflows from H'FFFF to H'0000, OVFH is set to 1 in TCSRF. If C TCSRF is 1 at this time, IRRTFH is set to 1 in IRR2, and if IENTFH in IENR2 interrupt request is sent to the CPU.

b. 8-bit mode (TCFL/TCFH)

   When CKSH2 is set to 1 in TCRF, TCFH and TCFL operate as two independen counters. The TCFH (TCFL) input clock is selected by bits CKSH2 to CKSH0 CKSL0) in TCRF.

   TCFH (TCFL) can be cleared in the event of a compare match by means of CCI (CCLRL) in TCSRF.

   When TCFH (TCFL) overflows from H'FF to H'00, OVFH (OVFL) is set to 1 in If OVIEH (OVIEL) in TCSRF is 1 at this time, IRRTFH (IRRTFL) is set to 1 in if IENTFH (IENTFL) in IENR2 is 1, an interrupt request is sent to the CPU.

Read/Write:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
	OCRFH								OCRFL							

OCRF is a 16-bit read/write register composed of the two registers OCRFH and OCRI addition to the use of OCRF as a 16-bit register with OCRFH as the upper 8 bits and C the lower 8 bits, OCRFH and OCRFL can also be used as independent 8-bit registers.

OCRFH and OCRFL can be read and written by the CPU, but when they are used in 1 data transfer to and from the CPU is performed via a temporary register (TEMP). For TEMP, see section 9.4.3, CPU Interface.

OCRFH and OCRFL are each initialized to H'FF upon reset.

a. 16-bit mode (OCRF)

When CKSH2 is cleared to 0 in TCRF, OCRF operates as a 16-bit register. OC are constantly compared with TCF, and when both values match, CMFH is set TCSRF. At the same time, IRRTFH is set to 1 in IRR2. If IENTFH in IENR2 time, an interrupt request is sent to the CPU.

Toggle output can be provided from the TMOFH pin by means of compare ma the output level can be set (high or low) by means of TOLH in TCRF.

b. 8-bit mode (OCRFH/OCRFL)

When CKSH2 is set to 1 in TCRF, OCRFH and OCRFL operate as two indepe registers. OCRFH contents are compared with TCFH, and OCRFL contents ar TCFL. When the OCRFH (OCRFL) and TCFH (TCFL) values match, CMFH set to 1 in TCSRF. At the same time, IRRTFH (IRRTFL) is set to 1 in IRR2. (IENTFL) in IENR2 is 1 at this time, an interrupt request is sent to the CPU.

Toggle output can be provided from the TMOFH pin (TMOFL pin) by means matches, and the output level can be set (high or low) by means of TOLH (TO TCRF.

TCRF is an 8-bit write-only register that switches between 16-bit mode and 8-bit mode input clock from among four internal clock sources or external event input, and sets the level of the TMOFH and TMOFL pins.

TCRF is initialized to H'00 upon reset.

Bit 7: Toggle output level H (TOLH)

Bit 7 sets the TMOFH pin output level. The output level is effective immediately after written.

Bit 7 TOLH	Description	
0	Low level	(i
1	High level	

Bits 6 to 4: Clock select H (CKSH2 to CKSH0)

Bits 6 to 4 select the clock input to TCFH from among four internal clock sources or T overflow.

Bit 6 CKSH2	Bit 5 CKSH1	Bit 4 CKSH0	Description	
0	0	0	16-bit mode, counting on TCFL overflow signal	(i
0	0	1		
0	1	0		
0	1	1	Not available	
1	0	0	Internal clock: counting on ϕ/32	
1	0	1	Internal clock: counting on ϕ/16	
1	1	0	Internal clock: counting on ϕ/4	
1	1	1	Internal clock: counting on ϕw/4	

Bits 2 to 0: Clock select L (CKSL2 to CKSL0)

Bits 2 to 0 select the clock input to TCFL from among four internal clock sources or e input.

Bit 2 CKSL2	Bit 1 CKSL1	Bit 0 CKSL0	Description
0	0	0	Counting on external event (TMIF) rising/falling (
0	0	1	edge*
0	1	0	
0	1	1	Not available
1	0	0	Internal clock: counting on ϕ/32
1	0	1	Internal clock: counting on ϕ/16
1	1	0	Internal clock: counting on ϕ/4
1	1	1	Internal clock: counting on ϕw/4

Note: * External event edge selection is set by IEG3 in the IRQ edge select registe For details, see 1. IRQ edge select register (IEGR) in section 3.3.2.

Note that the timer F counter may increment if the setting of IRQ3 in port m 1 (PMR1) is changed from 0 to 1 while the TMIF pin is low in order to chan pin function.

TCSRF is an 8-bit read/write register that performs counter clear selection, overflow fla
and compare match flag setting, and controls enabling of overflow interrupt requests.

TCSRF is initialized to H'00 upon reset.

Bit 7: Timer overflow flag H (OVFH)

Bit 7 is a status flag indicating that TCFH has overflowed from H'FF to H'00. This flag
hardware and cleared by software. It cannot be set by software.

Bit 7 OVFH	Description	
0	Clearing condition: After reading OVFH = 1, cleared by writing 0 to OVFH	(i
1	Setting condition: Set when TCFH overflows from H'FF to H'00	

Bit 6: Compare match flag H (CMFH)

Bit 6 is a status flag indicating that TCFH has matched OCRFH. This flag is set by har
cleared by software. It cannot be set by software.

Bit 6 CMFH	Description	
0	Clearing condition: After reading CMFH = 1, cleared by writing 0 to CMFH	(i
1	Setting condition: Set when the TCFH value matches the OCRFH value	

Bit 4: Counter clear H (CCLRH)

In 16-bit mode, bit 4 selects whether TCF is cleared when TCF and OCRF match.

In 8-bit mode, bit 4 selects whether TCFH is cleared when TCFH and OCRFH match.

Bit 4 CCLRH	Description
0	16-bit mode: TCF clearing by compare match is disabled 8-bit mode: TCFH clearing by compare match is disabled
1	16-bit mode: TCF clearing by compare match is enabled 8-bit mode: TCFH clearing by compare match is enabled

Bit 3: Timer overflow flag L (OVFL)

Bit 3 is a status flag indicating that TCFL has overflowed from H'FF to H'00. This fla
hardware and cleared by software. It cannot be set by software.

Bit 3 OVFL	Description
0	Clearing condition: After reading OVFL = 1, cleared by writing 0 to OVFL
1	Setting condition: Set when TCFL overflows from H'FF to H'00

1	Setting condition: Set when the TCFL value matches the OCRFL value

Bit 1: Timer overflow interrupt enable L (OVIEL)

Bit 1 selects enabling or disabling of interrupt generation when TCFL overflows.

Bit 1 OVIEL	Description	
0	TCFL overflow interrupt request is disabled	(i
1	TCFL overflow interrupt request is enabled	

Bit 0: Counter clear L (CCLRL)

Bit 0 selects whether TCFL is cleared when TCFL and OCRFL match.

Bit 0 CCLRL	Description	
0	TCFL clearing by compare match is disabled	(i
1	TCFL clearing by compare match is enabled	

5. Clock Stop Register 1 (CKSTPR1)

Bit:	7	6	5	4	3	2	1
	S1CKSTP	S31CKSTP	S32CKSTP	ADCKSTP	TGCKSTP	TFCKSTP	TCCKSTP
Initial value:	1	1	1	1	1	1	1
Read/Write:	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CKSTPR1 is an 8-bit read/write register that performs module standby mode control fo
modules. Only the bit relating to timer F is described here. For details of the other bits
sections on the relevant modules.

9.4.3 CPU Interface

TCF and OCRF are 16-bit read/write registers, but the CPU is connected to the on-chi modules by an 8-bit data bus. When the CPU accesses these registers, it therefore use temporary register (TEMP).

In 16-bit mode, TCF read/write access and OCRF write access must be performed 16 (using two consecutive byte-size MOV instructions), and the upper byte must be acces the lower byte. Data will not be transferred correctly if only the upper byte or only th is accessed.

In 8-bit mode, there are no restrictions on the order of access.

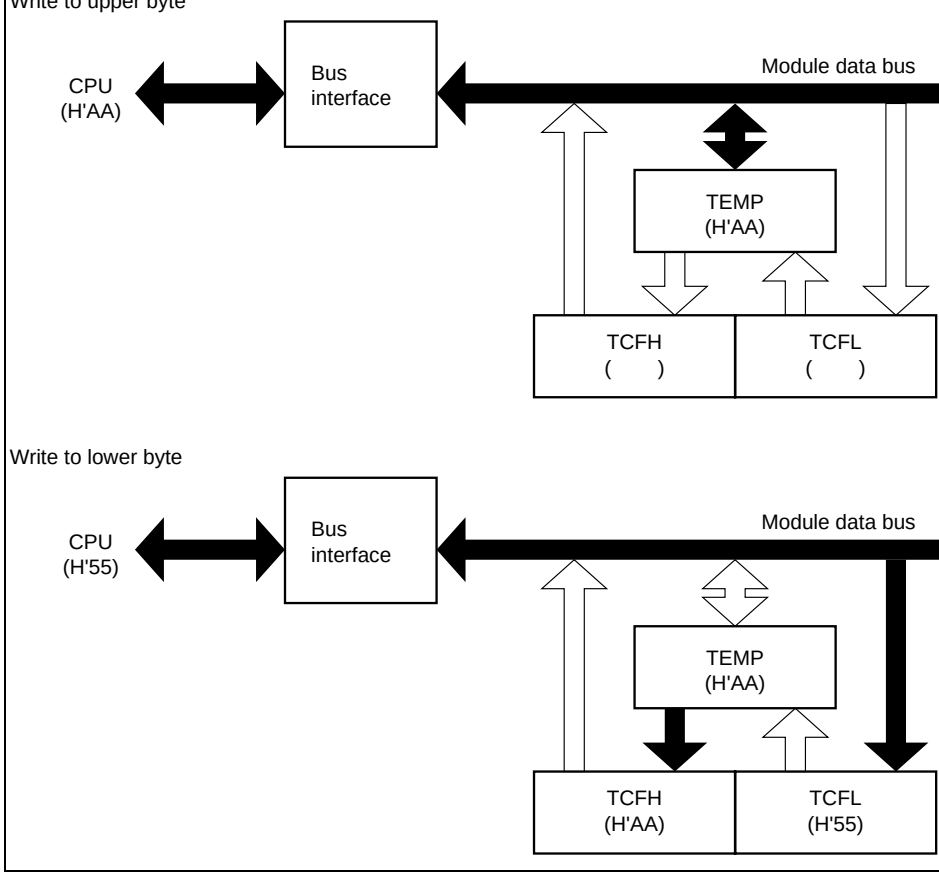


Figure 9.4 Write Access to TCR (CPU → TCF)

Figure 9.5 shows an example in which TCF is read when it contains H'AAFF.

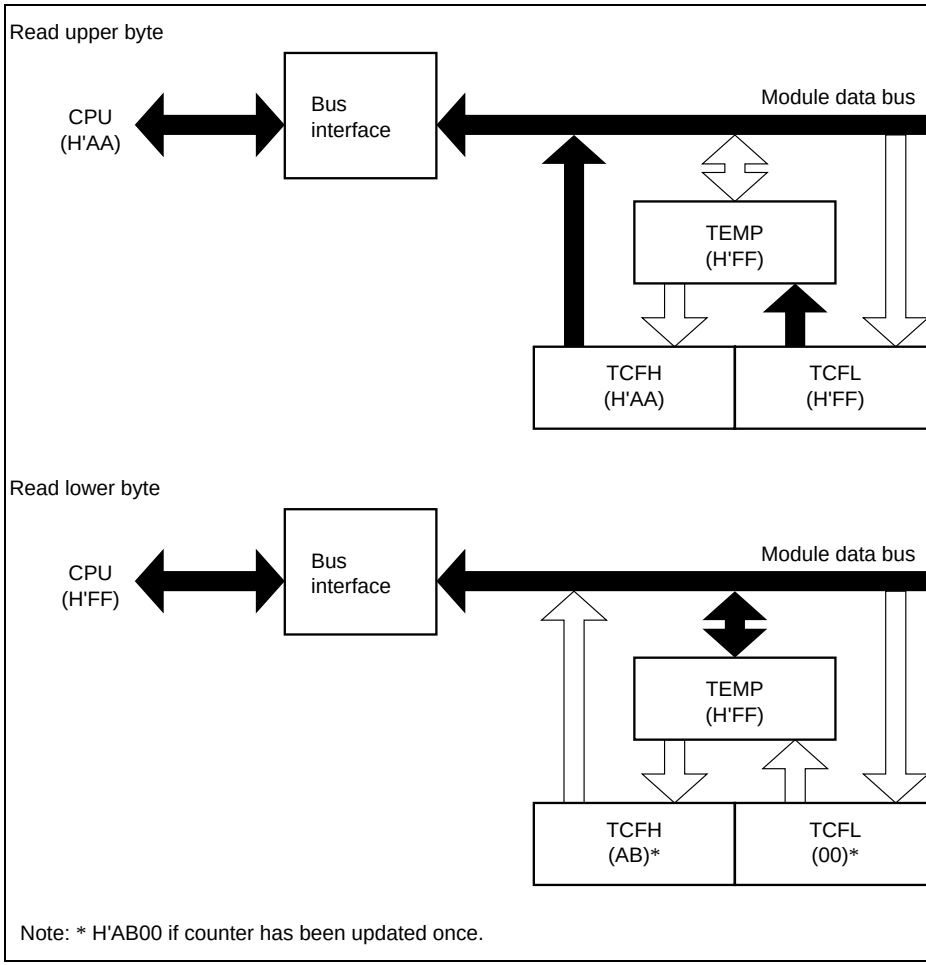


Figure 9.5 Read Access to TCF (TCF → CPU)

Timer F has two operating modes, 16-bit timer mode and 8-bit timer mode. The operat
of these modes is described below.

a. Operation in 16-bit timer mode

When CKSH2 is cleared to 0 in timer control register F (TCRF), timer F operate
bit timer.

Following a reset, timer counter F (TCF) is initialized to H'0000, output compar
(OCRF) to H'FFFF, and timer control register F (TCRF) and timer control/status
(TCSRF) to H'00. The counter starts incrementing on external event (TMIF) inp
external event edge selection is set by IEG3 in the IRQ edge select register (IEG

The timer F operating clock can be selected from four internal clocks or an exte
by means of bits CKSL2 to CKSL0 in TCRF.

OCRF contents are constantly compared with TCF, and when both values match
set to 1 in TCSRF. If IENTFH in IENR2 is 1 at this time, an interrupt request is
CPU, and at the same time, TMOFH pin output is toggled. If CCLRH in TCSR
is cleared. TMOFH pin output can also be set by TOLH in TCRF.

When TCF overflows from H'FFFF to H'0000, OVFH is set to 1 in TCSRF. If C
TCSRF and IENTFH in IENR2 are both 1, an interrupt request is sent to the CP

b. Operation in 8-bit timer mode

When CKSH2 is set to 1 in TCRF, TCF operates as two independent 8-bit timer
and TCFL. The TCFH/TCFL input clock is selected by CKSH2 to CKSH0/CK
CKSL0 in TCRF.

When the OCRFH/OCRFL and TCFH/TCFL values match, CMFH/CMFL is se
TCSRF. If IENTFH/IENTFL in IENR2 is 1, an interrupt request is sent to the C
the same time, TMOFH pin/TMOFL pin output is toggled. If CCLRH/CCLRL
is 1, TCFH/TCFL is cleared. TMOFH pin/TMOFL pin output can also be set by
TOLH/TOLL in TCRF.

When TCFH/TCFL overflows from H'FF to H'00, OVFH/OVFL is set to 1 in TC
OVIEH/OVIEL in TCSRF and IENTFH/IENTFL in IENR2 are both 1, an interr
is sent to the CPU.

External event input is selected by clearing CKSL2 to 0 in TCRF. TCF can inc
either the rising or falling edge of external event input. External event edge sel
by IEG3 in the interrupt controller's IEGR register. An external event pulse wi
least 2 system clocks (ϕ) is necessary. Shorter pulses will not be counted corre

3. TMOFH/TMOFL Output Timing

In TMOFH/TMOFL output, the value set in TOLH/TOLL in TCRF is output. The ou
toggled by the occurrence of a compare match. Figure 9.6 shows the output timing.

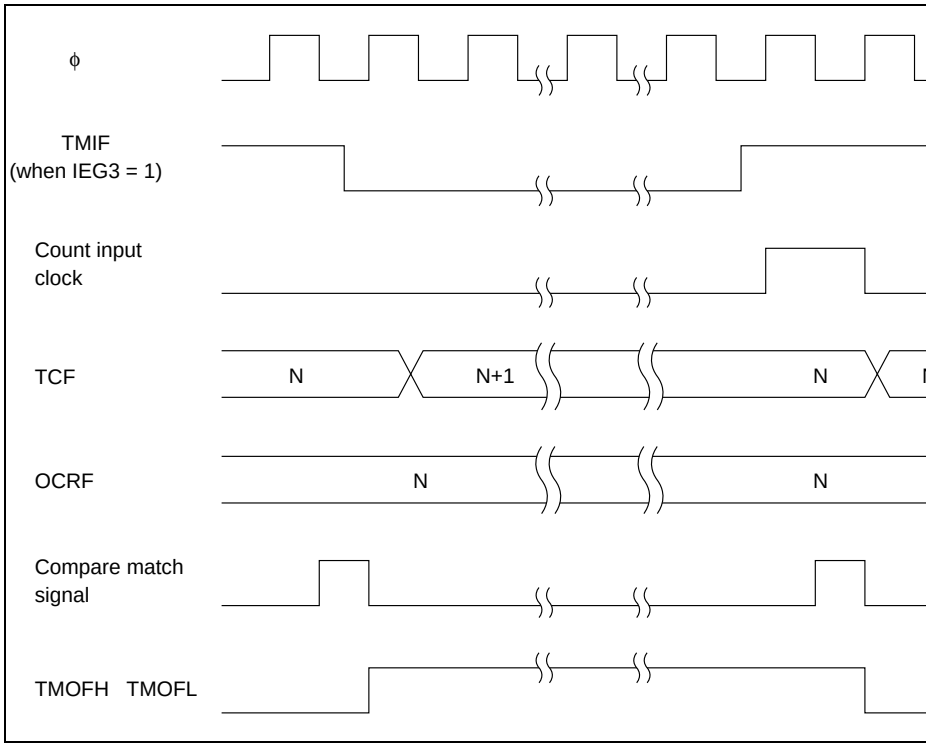


Figure 9.6 TMOFH/TMOFL Output Timing

The compare match flag (CMFH or CMFL) is set to 1 when the TCF and OCRF values
The compare match signal is generated in the last state during which the values match (
is updated from the matching value to a new value). When TCF matches OCRF, the co
match signal is not generated until the next counter clock.

7. Timer F Operation Modes

Timer F operation modes are shown in table 9.10.

Table 9.10 Timer F Operation Modes

Operation Mode	Reset	Active	Sleep	Watch	Subactive	Subsleep	Standby
TCF	Reset	Functions	Functions	Functions/ Halted*	Functions/ Halted*	Functions/ Halted*	Halted
OCRF	Reset	Functions	Held	Held	Functions	Held	Held
TCRF	Reset	Functions	Held	Held	Functions	Held	Held
TCSRF	Reset	Functions	Held	Held	Functions	Held	Held

Note: * When $\phi_w/4$ is selected as the TCF internal clock in active mode or sleep mod
the system clock and internal clock are mutually asynchronous, synchroniza
maintained by a synchronization circuit. This results in a maximum count cy
$1/\phi$ (s). When the counter is operated in subactive mode, watch mode, or su
mode, $\phi_w/4$ must be selected as the internal clock. The counter will not oper
other internal clock is selected.

occur simultaneously, TOLH data is output to the TMOFH pin as a result of the TCR
TMOFL pin output is unstable in 16-bit mode, and should not be used; the TMOFL pi
used as a port pin.

If an OCRFL write and compare match signal generation occur simultaneously, the co
match signal is invalid. However, if the written data and the counter value match, a co
match signal will be generated at that point. As the compare match signal is output in
synchronization with the TCFL clock, a compare match will not result in compare ma
generation if the clock is stopped.

Compare match flag CMFH is set when all 16 bits match and a compare match signal
Compare match flag CMFL is set if the setting conditions for the lower 8 bits are satis

When TCF overflows, OVFH is set. OVFL is set if the setting conditions are satisfied
lower 8 bits overflow. If a TCFL write and overflow signal output occur simultaneou
overflow signal is not output.

2. 8-bit Timer Mode

a. TCFH, OCRFH

In toggle output, TMOFH pin output is toggled when a compare match occurs.
write by a MOV instruction and generation of the compare match signal occur
simultaneously, TOLH data is output to the TMOFH pin as a result of the TCR

If an OCRFH write and compare match signal generation occur simultaneously
compare match signal is invalid. However, if the written data and the counter
a compare match signal will be generated at that point. The compare match sig
in synchronization with the TCFH clock.

If a TCFH write and overflow signal output occur simultaneously, the overflow
not output.

match signal generation if the clock is stopped.

If a TCFL write and overflow signal output occur simultaneously, the overflow not output.

3. Clear Timer FH, Timer FL Interrupt Request Flags (IRRTFH, IRRTFL), Tim Overflow Flags H, L (OVFH, OVFL) and Compare Match Flags H, L (CMFH,

When ϕw/4 is selected as the internal clock, “Interrupt factor generation signal” will be with ϕw and the signal will be outputted with ϕw width. And, “Overflow signal” and “C match signal” are controlled with 2 cycles of ϕw signals. Those signals are outputted w width of ϕw (figure 9.7)

In active (high-speed, medium-speed) mode, even if you cleared interrupt request flag c term of validity of “Interrupt factor generation signal”, same interrupt request flag is se 9.7 (1)) And, you cannot be cleared timer overflow flag and compare match flag during of validity of “Overflow signal” and “Compare match signal”.

For interrupt request flag is set right after interrupt request is cleared, interrupt process timer FH, timer FL interrupt might be repeated. (figure 9.7 (2)) Therefore, to definitely interrupt request flag in active (high-speed, medium-speed) mode, clear should be proc the time that calculated with below (1) formula. And, to definitely clear timer overflow compare match flag, clear should be processed after read timer control status register F after the time that calculated with below (1) formula. For ST of (1) formula, please sub longest number of execution states in used instruction. (10 states of RTE instruction wh MULXU, DIVXU instruction is not used, 14 states when MULXU, DIVXU instruction subactive mode, there are not limitation for interrupt request flag, timer overflow flag, a compare match flag clear.

The term of validity of “Interrupt factor generation signal”

= 1 cycle of ϕw + waiting time for completion of executing instruction
+ interrupt time synchronized with ϕ = 1/ϕw + ST × (1/ϕ) + (2/ϕ) (second).....(1)

ST: Executing number of execution states

4. Operate interrupt permission (set IENFH, IENFL to 1).

Method 2

1. Set interrupt handling routine time to more than time that calculated with (1) fo
2. Clear interrupt request flags (IRRTFH, IRRTFL) at the end of interrupt handlin
3. After read timer control status register F (TCSRF), clear timer overflow flags (
   OVFL) and compare match flags (CMFH, CMFL).

All above attentions are also applied in 16-bit mode and 8-bit mode.

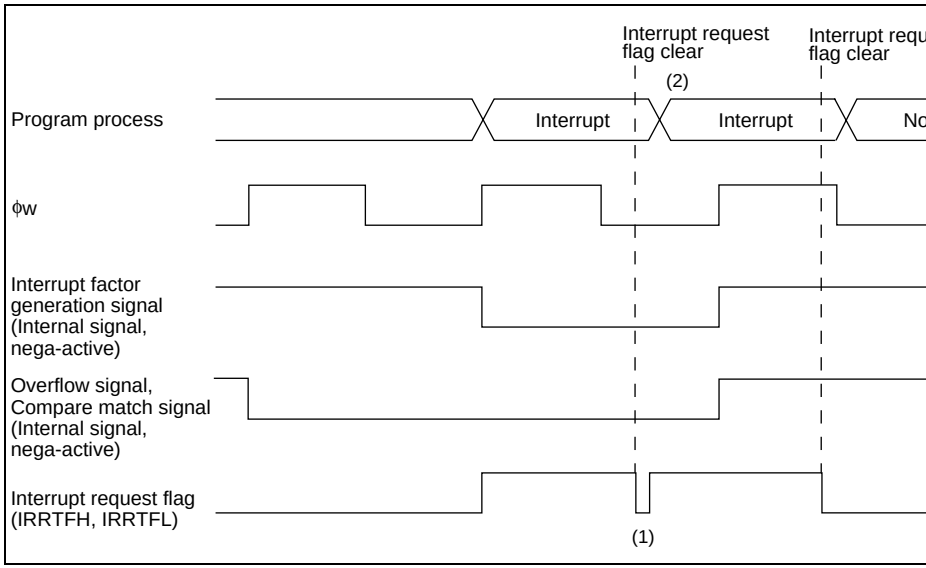


Figure 9.7 Clear Interrupt Request Flag when Interrupt Factor Generation Sig

In subactive mode, even φw/4 is selected as the internal clock, normal read/write TCF i

9.5 Timer G

9.5.1 Overview

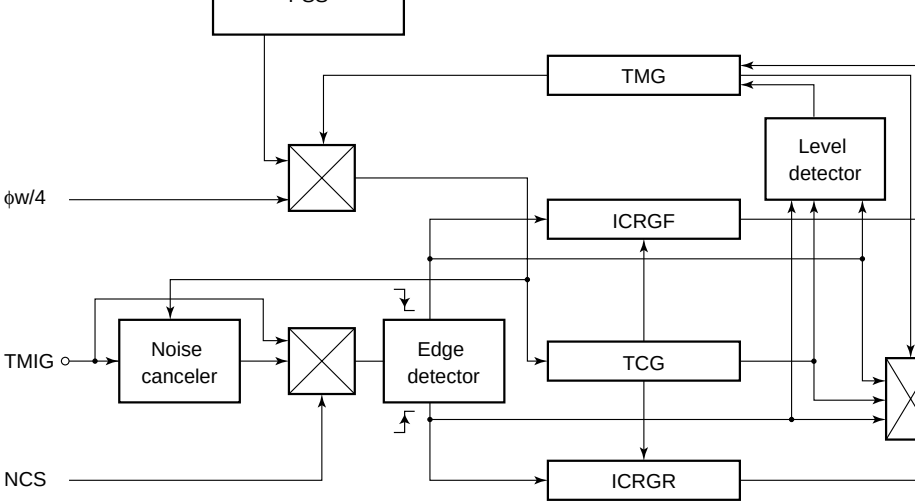
Timer G is an 8-bit timer with dedicated input capture functions for the rising/falling ed pulses input from the input capture input pin (input capture input signal). High-frequen component noise in the input capture input signal can be eliminated by a noise canceler accurate measurement of the input capture input signal duty cycle. If input capture inpu timer G functions as an 8-bit interval timer.

1. Features

Features of timer G are given below.

- Choice of four internal clock sources (φ/64, φ/32, φ/2, φw/4)
- Dedicated input capture functions for rising and falling edges
- Level detection at counter overflow

  It is possible to detect whether overflow occurred when the input capture input sign or when it was low.
- Selection of whether or not the counter value is to be cleared at the input capture inp rising edge, falling edge, or both edges
- Two interrupt sources: one input capture, one overflow. The input capture input sig or falling edge can be selected as the interrupt source.
- A built-in noise canceler eliminates high-frequency component noise in the input ca signal.
- Watch mode, subactive mode and subsleep mode operation is possible when φw/4 i as the internal clock.



Legend:

TMG	:	Timer mode register G
TCG	:	Timer counter G
ICRGF	:	Input capture register GF
ICRGR	:	Input capture register GR
IRRTG	:	Timer G interrupt request flag
NCS	:	Noise canceler select
PSS	:	Prescaler S

Figure 9.8 Block Diagram of Timer G

4. Register Configuration

Table 9.12 shows the register configuration of timer G.

Table 9.12 Timer G Registers

Name	Abbr.	R/W	Initial Value	Addr
Timer control register G	TMG	R/W	H'00	H'FF
Timer counter G	TCG	—	H'00	—
Input capture register GF	ICRGF	R	H'00	H'FF
Input capture register GR	ICRGR	R	H'00	H'FF
Clock stop register 1	CKSTPR1	R/W	H'FF	H'FF

9.5.2 Register Descriptions

1. Timer Counter (TCG)

Bit:	7	6	5	4	3	2	1
	TCG7	TCG6	TCG5	TCG4	TCG3	TCG2	TCG1
Initial value:	0	0	0	0	0	0	0
Read/Write:	—	—	—	—	—	—	—

TCG is an 8-bit up-counter which is incremented by clock input. The input clock is sel
bits CKS1 and CKS0 in TMG.

TMIG in PMR1 is set to 1 to operate TCG as an input capture timer, or cleared to 0 to o
TCG as an interval timer*. In input capture timer operation, the TCG value can be clea
rising edge, falling edge, or both edges of the input capture input signal, according to th
made in TMG.

2. Input Capture Register GF (ICRGF)

Bit:	7	6	5	4	3	2	1
	ICRGF7	ICRGF6	ICRGF5	ICRGF4	ICRGF3	ICRGF2	ICRGF1
Initial value:	0	0	0	0	0	0	0
Read/Write:	R	R	R	R	R	R	R

ICRGF is an 8-bit read-only register. When a falling edge of the input capture input s
detected, the current TCG value is transferred to ICRGF. If IIEGS in TMG is 1 at this
IRRTG is set to 1 in IRR2, and if IENTG in IENR2 is 1, an interrupt request is sent to

For details of the interrupt, see section 3.3, Interrupts.

To ensure dependable input capture operation, the pulse width of the input capture inp
must be at least 2ϕ or 2ϕ_{SUB} (when the noise canceler is not used).

ICRGF is initialized to H'00 upon reset.

3. Input Capture Register GR (ICRGR)

Bit:	7	6	5	4	3	2	1
	ICRGR7	ICRGR6	ICRGR5	ICRGR4	ICRGR3	ICRGR2	ICRGR1
Initial value:	0	0	0	0	0	0	0
Read/Write:	R	R	R	R	R	R	R

ICRGR is an 8-bit read-only register. When a rising edge of the input capture input si
detected, the current TCG value is transferred to ICRGR. If IIEGS in TMG is 1 at this
IRRTG is set to 1 in IRR2, and if IENTG in IENR2 is 1, an interrupt request is sent to

For details of the interrupt, see section 3.3, Interrupts.

To ensure dependable input capture operation, the pulse width of the input capture inp
must be at least 2ϕ or 2ϕ_{SUB} (when the noise canceler is not used).

Note: * Bits 7 and 6 can only be written with 0, for flag clearing.

TMG is an 8-bit read/write register that performs TCG clock selection from four intern sources, counter clear selection, and edge selection for the input capture input signal int request, controls enabling of overflow interrupt requests, and also contains the overflow

TMG is initialized to H'00 upon reset.

Bit 7: Timer overflow flag H (OVFH)

Bit 7 is a status flag indicating that TCG has overflowed from H'FF to H'00 when the in input signal is high. This flag is set by hardware and cleared by software. It cannot be software.

Bit 7 OVFH	Description
0	Clearing condition: (i After reading OVFH = 1, cleared by writing 0 to OVFH
1	Setting condition: Set when TCG overflows from H'FF to H'00

	After reading OVFL = 1, cleared by writing 0 to OVFL
1	Setting condition: Set when TCG overflows from H'FF to H'00

Bit 5: Timer overflow interrupt enable (OVIE)

Bit 5 selects enabling or disabling of interrupt generation when TCG overflows.

Bit 5 OVIE	Description
0	TCG overflow interrupt request is disabled
1	TCG overflow interrupt request is enabled

Bit 4: Input capture interrupt edge select (IIEGS)

Bit 4 selects the input capture input signal edge that generates an interrupt request.

Bit 4 IIEGS	Description
0	Interrupt generated on rising edge of input capture input signal
1	Interrupt generated on falling edge of input capture input signal

1	0	TCG cleared by rising edge of input capture input signal
1	1	TCG cleared by both edges of input capture input signal

Bits 1 and 0: Clock select (CKS1, CKS0)

Bits 1 and 0 select the clock input to TCG from among four internal clock sources.

Bit 1 CKS1	Bit 0 CKS0	Description
0	0	Internal clock: counting on ϕ/64 (i
0	1	Internal clock: counting on ϕ/32
1	0	Internal clock: counting on ϕ/2
1	1	Internal clock: counting on ϕw/4

5. Clock Stop Register 1 (CKSTPR1)

Bit:	7	6	5	4	3	2	1
	S1CKSTP	S31CKSTP	S32CKSTP	ADCKSTP	TGCKSTP	TFCKSTP	TCCKSTP
Initial value:	1	1	1	1	1	1	1
Read/Write:	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CKSTPR1 is an 8-bit read/write register that performs module standby mode control fo modules. Only the bit relating to timer G is described here. For details of the other bits sections on the relevant modules.

9.5.3 Noise Canceler

The noise canceler consists of a digital low-pass filter that eliminates high-frequency c
noise from the pulses input from the input capture input pin. The noise canceler is set
PMR3.

Figure 9.9 shows a block diagram of the noise canceler.

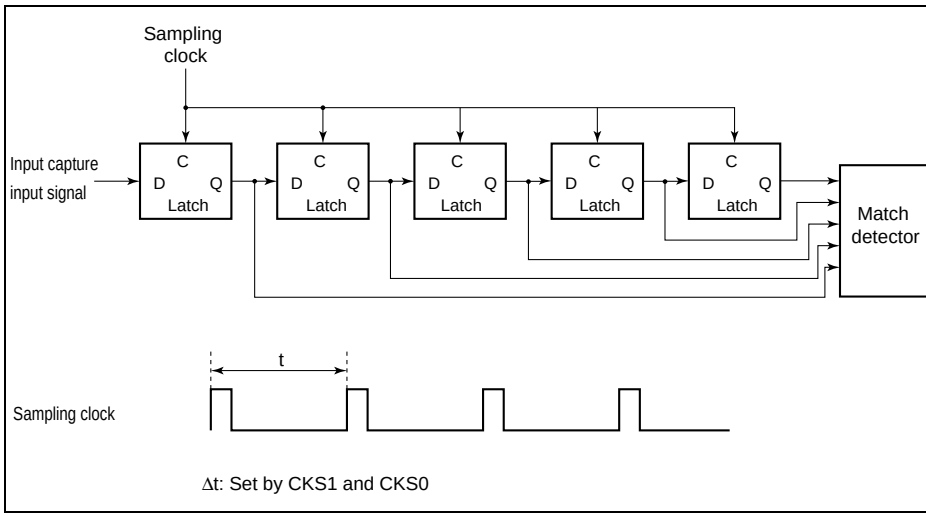


Figure 9.9 Noise Canceler Block Diagram

The noise canceler consists of five latch circuits connected in series and a match detec
When the noise cancellation function is not used (NCS = 0), the system clock is select
sampling clock. When the noise cancellation function is used (NCS = 1), the samplin
internal clock selected by CKS1 and CKS0 in TMG, the input capture input is sample
rising edge of this clock, and the data is judged to be correct when all the latch outputs
all the outputs do not match, the previous value is retained. After a reset, the noise ca
is initialized when the falling edge of the input capture input signal has been sampled

In this example, high-level input of less than five times the width of the sampling clock
input capture input pin is eliminated as noise.

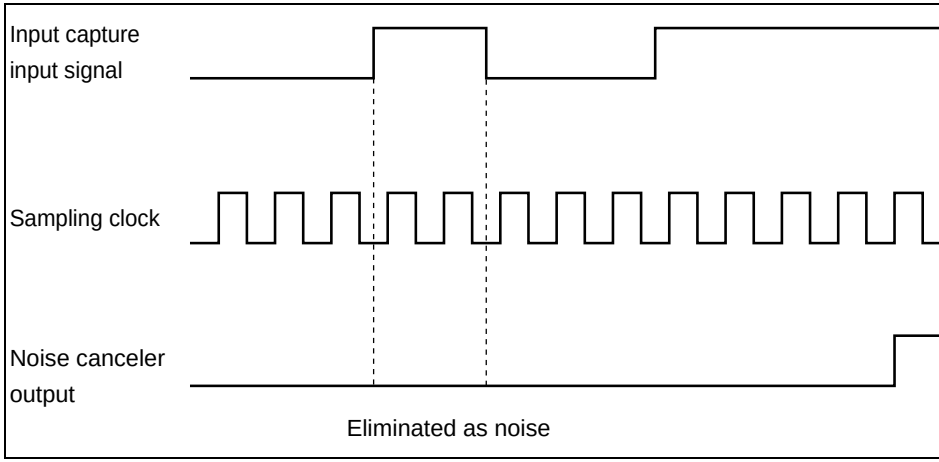


Figure 9.10 Noise Canceler Timing (Example)

9.5.4 Operation

Timer G is an 8-bit timer with built-in input capture and interval functions.

1. Timer G Functions

Timer G is an 8-bit up-counter with two functions, an input capture timer function and
timer function.

The operation of these two functions is described below.

a. Input capture timer operation

When the TMIG bit is set to 1 in port mode register 1 (PMR1), timer G function
input capture timer*.

at this time, an interrupt request is sent to the CPU. For details of the interrupt
3.3, Interrupts.

TCG can be cleared by a rising edge, falling edge, or both edges of the input ca
according to the setting of bits CCLR1 and CCLR0 in TMG. If TCG overflow
input capture signal is high, the OVFH bit is set in TMG; if TCG overflows wh
capture signal is low, the OVFL bit is set in TMG. If the OVIE bit in TMG is
bits are set, IRRTG is set to 1 in IRR2, and if the IENTG bit in IENR2 is 1, tim
an interrupt request to the CPU. For details of the interrupt, see section 3.3, In

Timer G has a built-in noise canceler that enables high-frequency component n
eliminated from pulses input from the TMIG pin. For details, see section 9.5.3
Canceler.

Note: * An input capture signal may be generated when TMIG is modified.

b. Interval timer operation

When the TMIG bit is cleared to 0 in PMR1, timer G functions as an interval ti

Following a reset, TCG starts incrementing on the $\phi/64$ internal clock. The inp
be selected from four internal clock sources by bits CKS1 and CKS0 in TMG.
increments on the selected clock, and when it overflows from H'FF to H'00, the
is set to 1 in TMG. If the OVIE bit in TMG is 1 at this time, IRRTG is set to 1
and if the IENTG bit in IENR2 is 1, timer G sends an interrupt request to the C
details of the interrupt, see section 3.3, Interrupts.

2. Increment Timing

TCG is incremented by internal clock input. Bits CKS1 and CKS0 in TMG select one
internal clock sources ($\phi/64$, $\phi/32$, $\phi/2$, or $\phi w/4$) created by dividing the system clock (
clock (ϕw).

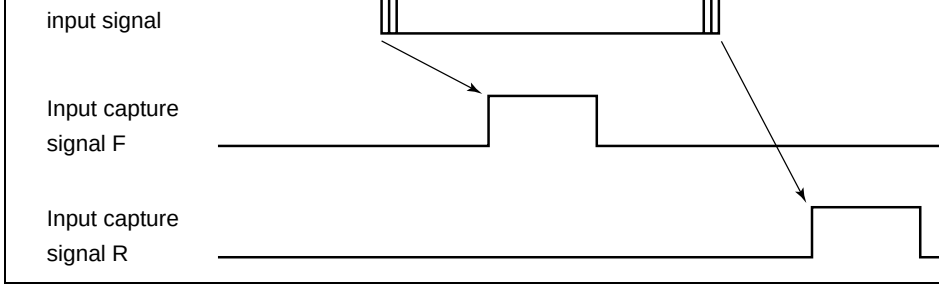


Figure 9.11 Input Capture Input Timing (without Noise Cancellation Func

b. With noise cancellation function

When noise cancellation is performed on the input capture input, the passage of the capture signal through the noise canceler results in a delay of five sampling clock cy the input capture input signal edge.

Figure 9.12 shows the timing in this case.

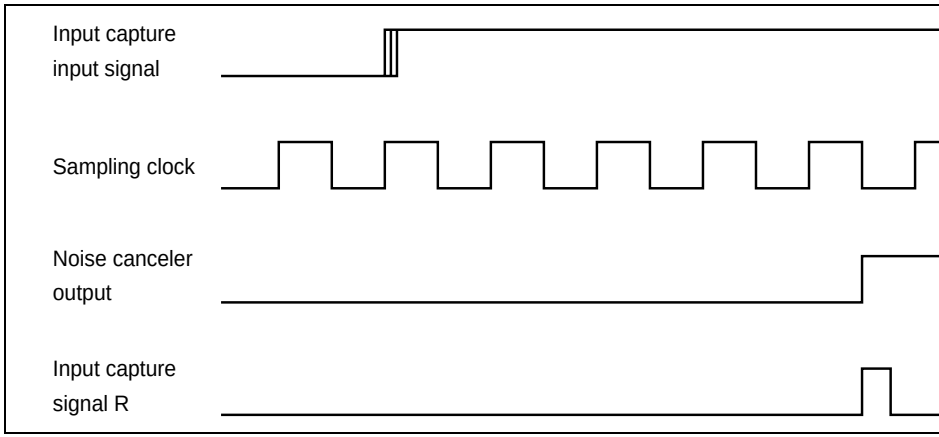


Figure 9.12 Input Capture Input Timing (with Noise Cancellation Functi

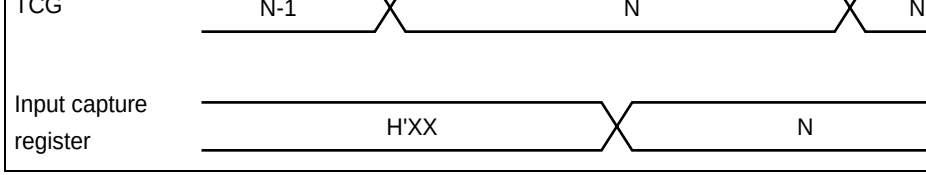


Figure 9.13 Timing of Input Capture by Input Capture Input

5. TCG Clear Timing

TCG can be cleared by the rising edge, falling edge, or both edges of the input capture signal.

Figure 9.14 shows the timing for clearing by both edges.

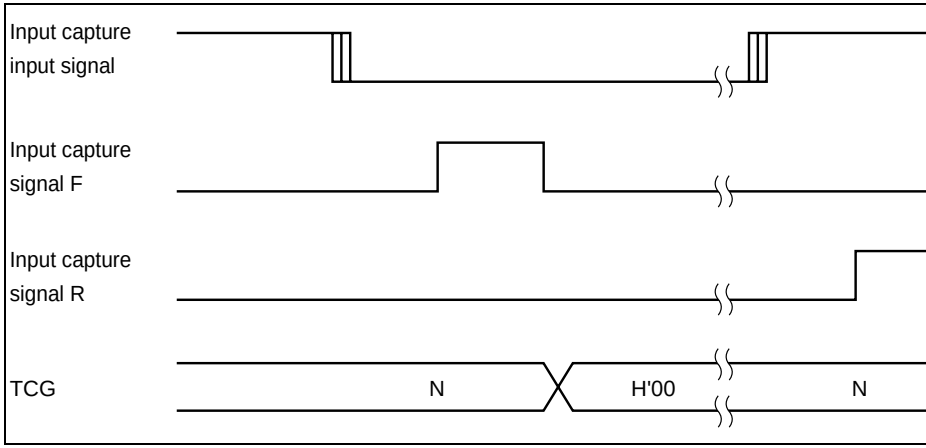


Figure 9.14 TCG Clear Timing

					halted*	halted*	halted*	
	Interval	Reset	Functions*	Functions*	Functions/ halted*	Functions/ halted*	Functions/ halted*	Halted
ICRGF		Reset	Functions*	Functions*	Functions/ halted*	Functions/ halted*	Functions/ halted*	Held
ICRGR		Reset	Functions*	Functions*	Functions/ halted*	Functions/ halted*	Functions/ halted*	Held
TMG		Reset	Functions	Held	Held	Functions	Held	Held

Note: * When φw/4 is selected as the TCG internal clock in active mode or sleep mo
the system clock and internal clock are mutually asynchronous, synchroniza
maintained by a synchronization circuit. This results in a maximum count cy
1/φ (s). When φw/4 is selected as the TCG internal clock in watch mode, TC
noise canceler operate on the φw/4 internal clock without regard to the φ sub
(φw/8, φw/4, φw/2). Note that when another internal clock is selected, TCG a
noise canceler do not operate, and input of the input capture input signal doe
in input capture.

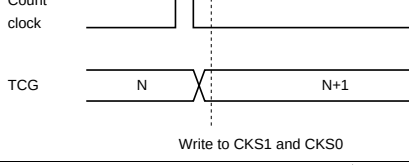
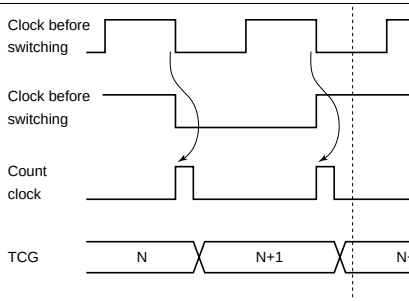
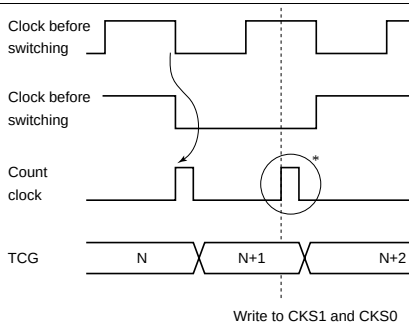
To operate the timer G in subactive mode or subsleep mode, select φw/4 as
internal clock and φw/2 as the subclock ϕ_{SUB}. Note that when other internal
selected, or when φw/8 or φw/4 is selected as the subclock ϕ_{SUB}, TCG and th
canceler do not operate.

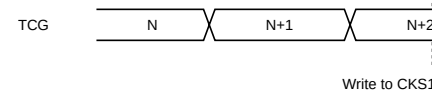
9.5.5 Application Notes

1. Internal Clock Switching and TCG Operation

Depending on the timing, TCG may be incremented by a switch between difference int
sources. Table 9.14 shows the relation between internal clock switchover timing (by w
CKS1 and CKS0) and TCG operation.

When TCG is internally clocked, an increment pulse is generated on detection of the fa
of an internal clock signal, which is divided from the system clock (φ) or subclock (φw)
reason, in a case like No. 3 in table 9.14 where the switch is from a high clock signal to
clock signal, the switchover is seen as a falling edge, causing TCG to increment.

		
2	Goes from low level to high level	
3	Goes from high level to low level	



Note: * The switchover is seen as a falling edge, and TCG is incremented.

2. Notes on Port Mode Register Modification

The following points should be noted when a port mode register is modified to switch t capture function or the input capture input noise canceler function.

- Switching input capture input pin function

Note that when the pin function is switched by modifying TMIG in port mode register which performs input capture input pin control, an edge will be regarded as having beer the pin even though no valid edge has actually been input. Input capture input signal in and the conditions for their occurrence, are summarized in table 9.15.

Generation of falling edge	When TMIG is modified from 1 to 0 while the TMIG pin is
	When NCS is modified from 0 to 1 while the TMIG pin is l TMIG is modified from 0 to 1 before the signal is sampled the noise canceler
	When NCS is modified from 0 to 1 while the TMIG pin is h TMIG is modified from 1 to 0 after the signal is sampled fi the noise canceler

Note: When the $P1_3$ pin is not set as an input capture input pin, the timer G input capt signal is low.

- Switching input capture input noise canceler function

When performing noise canceler function switching by modifying NCS in port mode r (PMR3), which controls the input capture input noise canceler, TMIG should first be c Note that if NCS is modified without first clearing TMIG, an edge will be regarded as input at the pin even though no valid edge has actually been input. Input capture inpu edges, and the conditions for their occurrence, are summarized in table 9.16.

Table 9.16 Input Capture Input Signal Input Edges Due to Noise Canceler Fun Switching, and Conditions for Their Occurrence

Input Capture Input Signal Input Edge	Conditions
Generation of rising edge	When the TMIG pin level is switched from low to high whil set to 1, then NCS is modified from 0 to 1 before the signa five times by the noise canceler
Generation of falling edge	When the TMIG pin level is switched from high to low whil set to 1, then NCS is modified from 1 to 0 before the signa five times by the noise canceler

canceler is used), before clearing the interrupt enable flag to 0. There are two ways of p
interrupt request flag setting when the pin function is switched: by controlling the pin le
the conditions shown in tables 9.15 and 9.16 are not satisfied, or by setting the opposite
generated edge in the IIEGS bit in TMG.

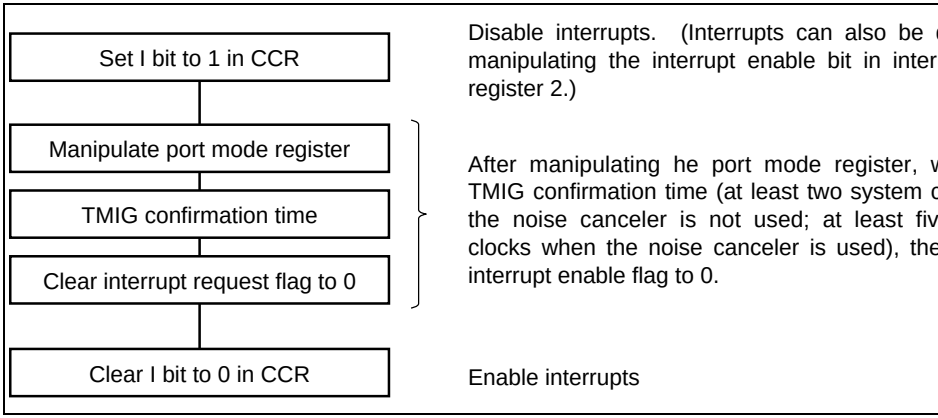


**Figure 9.15 Port Mode Register Manipulation and Interrupt Enable Flag Cl
Procedure**

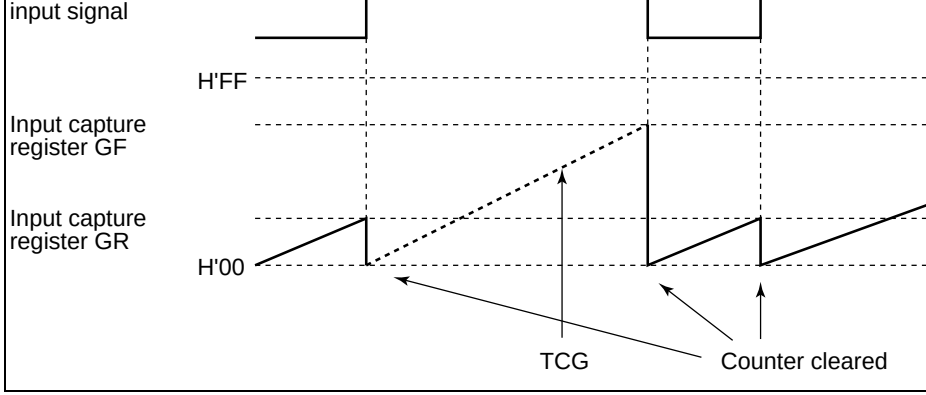


Figure 9.16 Timer G Application Example

1. Features

Features of the watchdog timer are given below.

- Incremented by internal clock source (ϕ/8192 or ϕw/32).
- A reset signal is generated when the counter overflows. The overflow period can be from 1 to 256 times 8192/ϕ or 32/ϕw (from approximately 4 ms to 1000 ms when ϕ MHz).
- Use of module standby mode enables this module to be placed in standby mode ind when not used.

2. Block Diagram

Figure 9.17 shows a block diagram of the watchdog timer.

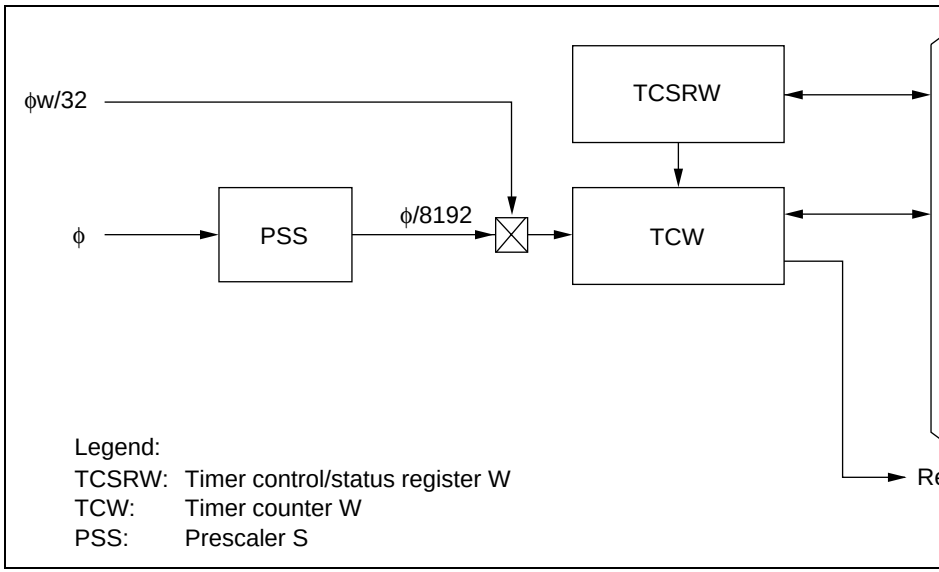


Figure 9.17 Block Diagram of Watchdog Timer

Clock stop register 2	CKSTP2	R/W	H'FF	H'FF
Port mode register 3	PMR3	R/W	H'00	H'FF

9.6.2 Register Descriptions

1. Timer Control/Status Register W (TCSRW)

Bit	7	6	5	4	3	2	1
	B6WI	TCWE	B4WI	TCSRWE	B2WI	WDON	B0WI
Initial value	1	0	1	0	1	0	1
Read/Write	R	R/(W)*	R	R/(W)*	R	R/(W)*	R

Note: * Write is permitted only under certain conditions, which are given in the desc the individual bits.

TCSRW is an 8-bit read/write register that controls write access to TCW and TCSRW controls watchdog timer operations, and indicates operating status.

Bit 7: Bit 6 write inhibit (B6WI)

Bit 7 controls the writing of data to bit 6 in TCSRW.

Bit 7 B6WI	Description
0	Bit 6 is write-enabled
1	Bit 6 is write-protected

This bit is always read as 1. Data written to this bit is not stored.

Bit 5: Bit 4 write inhibit (B4WI)

Bit 5 controls the writing of data to bit 4 in TCSRW.

Bit 5 B4WI	Description	
0	Bit 4 is write-enabled	
1	Bit 4 is write-protected	(i

This bit is always read as 1. Data written to this bit is not stored.

Bit 4: Timer control/status register W write enable (TCSRWE)

Bit 4 controls the writing of data to TCSRW bits 2 and 0.

Bit 4 TCSRWE	Description	
0	Data cannot be written to bits 2 and 0	(i
1	Data can be written to bits 2 and 0	

Bit 3: Bit 2 write inhibit (B2WI)

Bit 3 controls the writing of data to bit 2 in TCSRW.

Bit 3 B2WI	Description	
0	Bit 2 is write-enabled	
1	Bit 2 is write-protected	(i

This bit is always read as 1. Data written to this bit is not stored.

	WDON
1	Watchdog timer operation is enabled Setting condition: When TCSRWE = 1 and 0 is written in B2WI and 1 is written in WDON

Counting starts when this bit is set to 1, and stops when this bit is cleared to 0.

Bit 1: Bit 0 write inhibit (B0WI)

Bit 1 controls the writing of data to bit 0 in TCSRW.

Bit 1 B0WI	Description
0	Bit 0 is write-enabled
1	Bit 0 is write-protected

This bit is always read as 1. Data written to this bit is not stored.

Bit 0: Watchdog timer reset (WRST)

Bit 0 indicates that TCW has overflowed, generating an internal reset signal. The inter signal generated by the overflow resets the entire chip. WRST is cleared to 0 by a rese $\overline{\text{RES}}$ pin, or when software writes 0.

Bit 0 WRST	Description
0	Clearing condition: Reset by $\overline{\text{RES}}$ pin When TCSRWE = 1, and 0 is written in both B0WI and WRST
1	Setting condition: When TCW overflows and an internal reset signal is generated

clock is ϕ/8192 or ϕw/32. The TCW value can always be written or read by the CPU.

When TCW overflows from H'FF to H'00, an internal reset signal is generated and WR
1 in TCSRW. Upon reset, TCW is initialized to H'00.

3. Clock Stop Register 2 (CKSTPR2)

Bit	7	6	5	4	3	2	1
	—	—	—	—	AECKSTP	WDCKSTP	PWCKSTP
Initial value	1	1	1	1	1	1	1
Read/Write	—	—	—	—	R/W	R/W	R/W

CKSTPR2 is an 8-bit read/write register that performs module standby mode control fo
modules. Only the bit relating to the watchdog timer is described here. For details of t
bits, see the sections on the relevant modules.

Bit 2: Watchdog timer module standby mode control (WDCKSTP)

Bit 2 controls setting and clearing of module standby mode for the watchdog timer.

WDCKSTP	Description
0	Watchdog timer is set to module standby mode
1	Watchdog timer module standby mode is cleared (i

Note: WDCKSTP is valid when the WDON bit is cleared to 0 in timer control/status reg
(TCSRW). If WDCKSTP is set to 0 while WDON is set to 1 (during watchdog tim
operation), 0 will be set in WDCKSTP but the watchdog timer will continue its wa
function and will not enter module standby mode. When the watchdog function e
WDON is cleared to 0 by software, the WDCKSTP setting will become valid and
watchdog timer will enter module standby mode.

pins. Only the bit relating to the watchdog timer is described here. For details of the
see section 8, I/O Ports.

Bit 5: Watchdog timer source clock select (WDCKS)

WDCKS	Description
0	ϕ/8192 selected
1	ϕw/32 selected

9.6.3 Timer Operation

The watchdog timer has an 8-bit counter (TCW) that is incremented by clock input (ϕ/
ϕw/32). The input clock is selected by bit WDCKS in port mode register 3 (PMR3): ϕ
selected when WDCKS is cleared to 0, and ϕw/32 when set to 1. When TCSRWE = 1
if 0 is written in B2WI and 1 is simultaneously written in WDON, TCW starts countin
the TCW count value reaches H'FF, the next clock input causes the watchdog timer to
and an internal reset signal is generated one base clock (ϕ or ϕ_{SUB}) cycle later. The int
signal is output for 512 clock cycles of the ϕ_{OSC} clock. It is possible to write to TCW,
TCW to count up from the written value. The overflow period can be set in the range
256 input clocks, depending on the value written in TCW.

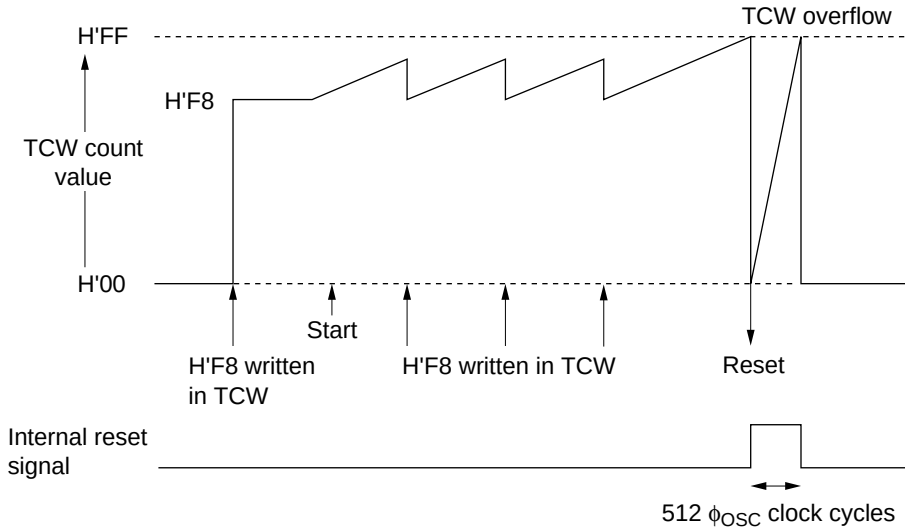


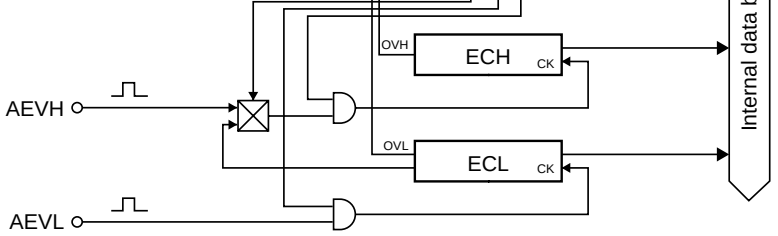
Figure 9.18 Typical Watchdog Timer Operations (Example)

					Halted*		
TCSRW	Reset	Functions	Functions	Retained	Functions/ Halted*	Retained	Retained

Note: * Functions when ϕw/32 is selected as the input clock.

Features of the asynchronous event counter are given below.

- Can count asynchronous events
- Can count external events input asynchronously without regard to the operation of b
  ϕ and ϕ_{SUB}.
- The counter has a 16-bit configuration, enabling it to count up to 65536 (2^{16}) events
- Can also be used as two independent 8-bit event counter channels.
- Counter resetting and halting of the count-up function controllable by software
- Automatic interrupt generation on detection of event counter overflow
- Use of module standby mode enables this module to be placed in standby mode ind
  when not used.



Legend:

ECCSR	: Event counter control/status register
ECH	: Event counter H
ECL	: Event counter L
AEVH	: Asynchronous event input H
AEVL	: Asynchronous event input L
IRREC	: Event counter overflow interrupt request flag

Figure 9.19 Block Diagram of Asynchronous Event Counter

3. Pin Configuration

Table 9.19 shows the asynchronous event counter pin configuration.

Table 9.19 Pin Configuration

Name	Abbr.	I/O	Function
Asynchronous event input H	AEVH	Input	Event input pin for input to eve
Asynchronous event input L	AEVL	Input	Event input pin for input to eve

Event counter L	ECL	R	H'00	H
Clock stop register 2	CKSTP2	R/W	H'FF	H

9.7.2 Register Descriptions

1. Event Counter Control/Status Register (ECCSR)

Bit	7	6	5	4	3	2	1
	OVH	OVL	—	CH2	CUEH	CUEL	CRCH
Initial Value	0	0	0	0	0	0	0
Read/Write	R/(W)*	R/(W)*	R/W	R/W	R/W	R/W	R/W

Note: * Bits 7 and 6 can only be written with 0, for flag clearing.

ECCSR is an 8-bit read/write register that controls counter overflow detection, counter and halting of the count-up function.

ECCSR is initialized to H'00 upon reset.

Bit 7 OVH	Description
0	ECH has not overflowed Clearing condition: After reading OVH = 1, cleared by writing 0 to OVH
1	ECH has overflowed Setting condition: Set when ECH overflows from H'FF to H'00

Bit 6: Counter overflow flag L (OVL)

Bit 6 is a status flag indicating that ECL has overflowed from H'FF to H'00. This flag ECL overflows. It is cleared by software but cannot be set by software. OVL is clear reading it when set to 1, then writing 0.

Bit 6 OVL	Description
0	ECL has not overflowed Clearing condition: After reading OVL = 1, cleared by writing 0 to OVL
1	ECL has overflowed Setting condition: Set when ECL overflows from H'FF to H'00 while CH2 is set to 1

Bit 5: Reserved bit

Bit 5 is reserved; it can be read and written, and is initialized to 0 upon reset.

asynchronous event input.

Bit 4 CH2	Description
0	ECH and ECL are used together as a single-channel 16-bit event counte (in
1	ECH and ECL are used as two independent 8-bit event counter channels

Bit 3: Count-up enable H (CUEH)

Bit 3 enables event clock input to ECH. When 1 is written to this bit, event clock input and increments the counter. When 0 is written to this bit, event clock input is disabled ECH value is held. The AEVH pin or the ECL overflow signal can be selected as the e source by bit CH2.

Bit 3 CUEH	Description
0	ECH event clock input is disabled (i ECH value is held
1	ECH event clock input is enabled

	ECL value is held
1	ECL event clock input is enabled

Bit 1: Counter reset control H (CRCH)

Bit 1 controls resetting of ECH. When this bit is cleared to 0, ECH is reset. When 1 i
this bit, the counter reset is cleared and the ECH count-up function is enabled.

Bit 1 CRCH	Description
0	ECH is reset
1	ECH reset is cleared and count-up function is enabled

Bit 0: Counter reset control L (CRCL)

Bit 0 controls resetting of ECL. When this bit is cleared to 0, ECL is reset. When 1 is
this bit, the counter reset is cleared and the ECL count-up function is enabled.

Bit 0 CRCL	Description
0	ECL is reset
1	ECL reset is cleared and count-up function is enabled

as the upper 8-bit up-counter of a 16-bit event counter configured in combination with
Either the external asynchronous event AEVH pin or the overflow signal from lower 8-
ECL can be selected as the input clock source by bit CH2. ECH can be cleared to H'00
software, and is also initialized to H'00 upon reset.

3. Event Counter L (ECL)

ECL is an 8-bit read-only up-counter that operates either as an independent 8-bit event
as the lower 8-bit up-counter of a 16-bit event counter configured in combination with
event clock from the external asynchronous event AEVL pin is used as the input clock
ECL can be cleared to H'00 by software, and is also initialized to H'00 upon reset.

Bit	7	6	5	4	3	2	1
	ECL7	ECL6	ECL5	ECL4	ECL3	ECL2	ECL1
Initial Value	0	0	0	0	0	0	0
Read/Write	R	R	R	R	R	R	R

4. Clock Stop Register 2 (CKSTPR2)

Bit	7	6	5	4	3	2	1
	—	—	—	—	AECKSTP	WDCKSTP	PWCKSTP
Initial value	1	1	1	1	1	1	1
Read/Write	—	—	—	—	R/W	R/W	R/W

CKSTPR2 is an 8-bit read/write register that performs module standby mode control fo
modules. Only the bit relating to the asynchronous event counter is described here. Fo
the other bits, see the sections on the relevant modules.

9.7.3 Operation

1. 16-bit Event Counter Operation

When bit CH2 is cleared to 0 in ECCSR, ECH and ECL, operate as a 16-bit event cou
9.20 shows an example of the software processing when ECH and ECL are used as a
counter.

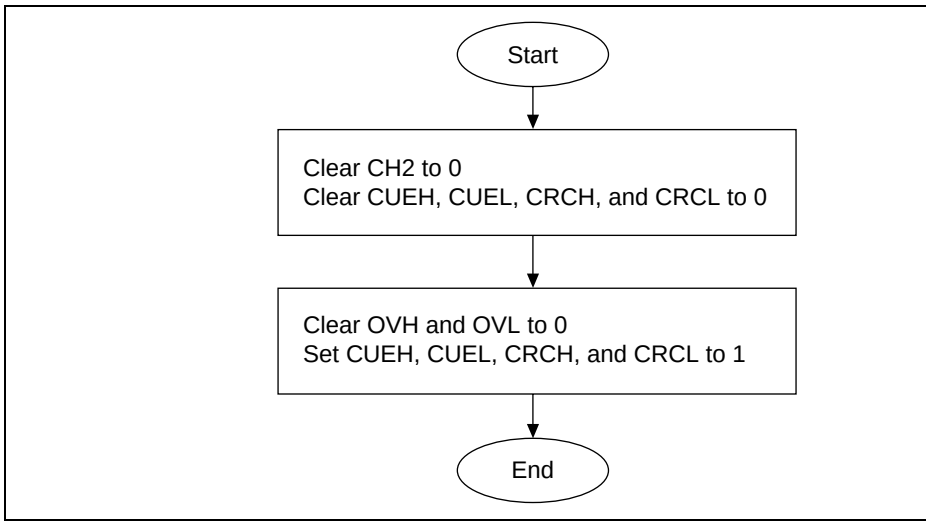


**Figure 9.20 Example of Software Processing when Using ECH and ECL as 16
Counter**

As CH2 is cleared to 0 by a reset, ECH and ECL operate as a 16-bit event counter afte
They can also be used as a 16-bit event counter by carrying out the software processin
the example in figure 9.20. The operating clock source is asynchronous event input fr
AEVL pin. When the next clock is input after the count value reaches H'FF in both E
ECL, ECH and ECL overflow from H'FFFF to H'0000, the OVH flag is set to 1 in EC
ECH and ECL count values each return to H'00, and counting up is restarted. When o

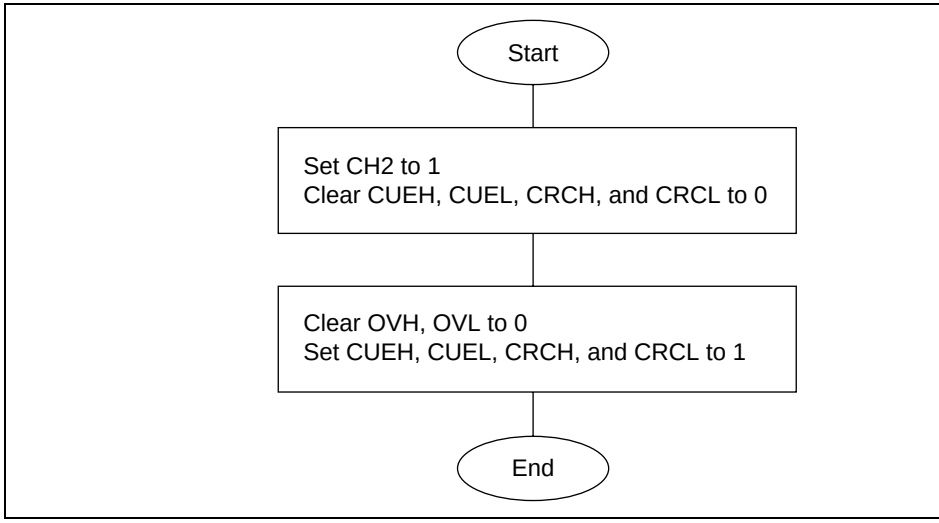


Figure 9.21 Example of Software Processing when Using ECH and ECL as 8-B Counters

ECH and ECL can be used as 8-bit event counters by carrying out the software process in the example in figure 9.21. The 8-bit event counter operating clock source is asynch event input from the AEVH pin for ECH, and asynchronous event input from the AEV ECL. When the next clock is input after the ECH count value reaches H'FF, ECH over OVH flag is set to 1 in ECCSR, the ECH count value returns to H'00, and counting up Similarly, when the next clock is input after the ECL count value reaches H'FF, ECL o the OVL flag is set to 1 in ECCSR, the ECL count value returns to H'00, and counting restarted. When overflow occurs, the IRREC bit is set to 1 in IRR2. If the IENEC bit 1 at this time, an interrupt request is sent to the CPU.

ECCSR	Reset	Functions	Functions	Hold	Functions	Functions	Hold
ECH	Reset	Functions	Functions	Functions*	Functions	Functions	Functions
ECL	Reset	Functions	Functions	Functions*	Functions	Functions	Functions

Note: * When an asynchronous external event is input, the counter increments but overflow H/L flags are not affected.

9.7.5 Application Notes

1. When reading the values in ECH and ECL, the correct value will not be returned i counter increments during the read operation. Therefore, if the counter is being us bit mode, clear bits CUEH and CUEL in ECCSR to 0 before reading ECH or ECL counter is being used in the 16-bit mode, clear CUEL only to 0 before reading EC
2. In the H8/3847R Group, if the internal power supply step-down circuit is not used, maximum clock frequency to be input to the AEVH and AEVL pins is 16 MHz wh 4.5 to 5.5 V, 10 MHz when Vcc = 2.7 to 5.5 V, and 4 MHz when Vcc = 1.8 to 5.5 internal power step-down circuit is used, the maximum clock frequency to be inpu when Vcc = 2.7 to 5.5 V, and 4 MHz when Vcc = 1.8 to 5.5 V. In the H8/3847S G maximum clock frequency to be input is 10 MHz when Vcc = 2.7 to 3.6 V, and 4 M Vcc = 1.8 to 3.6 V. In the H8/38347 Group and H8/38447 Group, the maximum cl frequency to be input is 16 MHz when Vcc = 2.7 to 5.5 V. In addition, ensure that low widths of the clock are at least 32 ns. The duty cycle is immaterial.

			step-down circui V_{CC} = 2.7 to 5.5 V_{CC} = 1.8 to 5.5 H8/3847S Group V_{CC} = 2.7 to 3.6 V_{CC} = 1.8 to 3.6 H8/38347 Group V_{CC} = 2.7 to 5.5 H8/38447 Group V_{CC} = 4.5 to 5.5 V_{CC} = 2.7 to 5.5
8-bit mode	Active (medium-speed), sleep (medium-speed)	(ϕ/16)	$2 \cdot f_{OSC}$
		(ϕ/32)	f_{OSC}
		(ϕ/64)	$1/2 \cdot f_{OSC}$
	f_{OSC} = 1 MHz to 16 MHz	(ϕ/128)	$1/4 \cdot f_{OSC}$
8-bit mode	Watch, subactive, subsleep, standby	(ϕw/2)	1000 kHz
		(ϕw/4)	500 kHz
	ϕ_w = 32.768 kHz or 38.4 kHz	(ϕw/8)	250 kHz

3. When using the clock in the 16-bit mode, set CUEH to 1 first, then set CRCH to 1 i
   Or, set CUEH and CRCH simultaneously before inputting the clock. After that, do
   the CUEH value while using in the 16-bit mode. Otherwise, an error counter increr
   occur. Also, to reset the counter, clear CRCH and CRCL to 0 simultaneously or cle
   and CRCH to 0 sequentially, in that order.

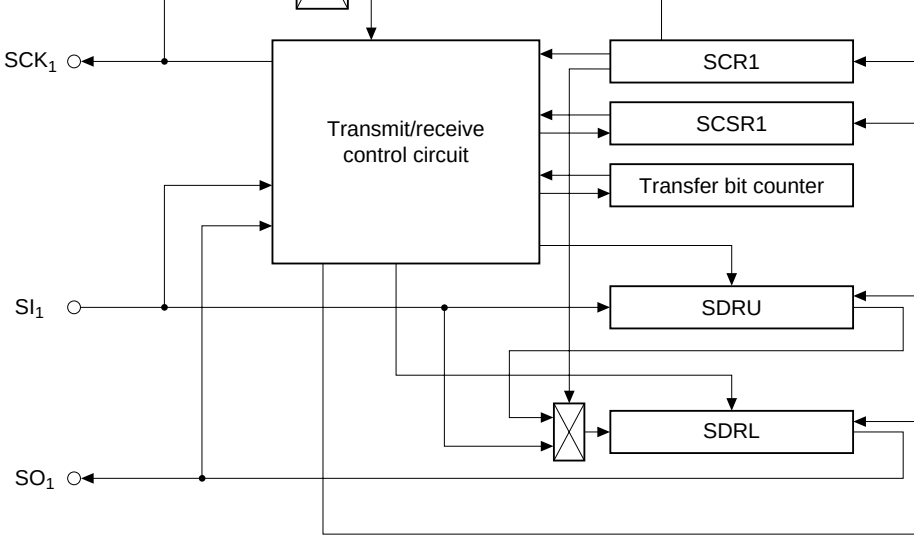
Table 10.1 Overview of SCI Functions

SCI Name	Functions	Features
SCI1	Synchronous serial transfer functions •Choice of transfer data length (8 or 16 bits) •Continuous clock output function	•Choice of 8 internal clocks (ϕ ϕ_W/4) or external clock •Open-drain output option •Interrupt generated on comp transfer
SCI31, SCI32	Synchronous serial transfer functions •8-bit transfer data length •Transmission/reception/simultaneous transmission and reception Asynchronous serial transfer functions •Multiprocessor communication function •Choice of transfer data length (5 or 7 or 8 bits) •Choice of stop bit length (1 or 2 bits) •Parity addition function	•On-chip baud rate generator •Receive error detection •Break detection •Interrupt generated on comp transfer or in case of error

1. Features

Features of SCI1 are listed below.

- Choice of 8-bit or 16-bit transfer data length
- Choice of 8 internal clocks (ϕ/1024, ϕ/256, ϕ/64, ϕ/32, ϕ/16, ϕ/8, ϕ/4, or ϕ_W/4) or ex clock as clock source
- Interrupt request generated on completion of transfer
- Choice of hold mode or latch mode in SSB mode



Legend:
SCR1: Serial control register 1
SCSR1: Serial control status register 1
SDRU: Serial data register U
SDRL: Serial data register L
IRRS1: Serial 1 interrupt request flag
PSS: Prescaler S

Figure 10.1 SCI1 Block Diagram

SCI1 data output	SO_1	Output	SCI1 transmit data output

4. Register Configuration

Table 10.3 shows the SCI1 register configuration.

Table 10.3 Registers

Name	Abbr.	R/W	Initial Value	Addr
Serial control register 1	SCR1	R/W	H'00	H'FF
Serial control status register 1	SCSR1	R/W	H'9C	H'FF
Serial data register U	SDRU	R/W	Undefined	H'FF
Serial data register L	SDRL	R/W	Undefined	H'FF
Clock stop register 1	CKSTPR1	R/W	H'FF	H'FF

10.2.2 Register Descriptions

1. Serial Control Register 1 (SCR1)

Bit	7	6	5	4	3	2	1
	SNC1	SNC0	MRKON	LTCH	CKS3	CKS2	CKS1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

SCR1 is an 8-bit read/write register that controls the operating mode, serial clock sourc prescaler division ratio.

Upon reset, SCR1 is initialized to H'00. If this register is written to during transfer, tran halted.

1	0	Continuous clock output mode
1	1	Reserved*2

Notes: 1. Use pins SI_1 and SO_1 as ports.
2. Do not set bits SNC1 and SNC0 to 11.

Bit 5: TAIL MARK control (MRKON)

Bit 5 controls tail mark output after transfer of 8-bit or 16-bit data.

Bit 5 MRKON	Description
0	TAIL MARK is not output (synchronous mode)
1	TAIL MARK is output (SSB mode)

Bit 4: LATCH TAIL select (LTCH)

Bit 4 selects whether LATCH TAIL or HOLD TAIL is output as the tail mark when M
(i.e. in SSB mode).

Bit 4 LTCH	Description
0	HOLD TAIL is output
1	LATCH TAIL is output

Bits 2 to 0: Clock select 2 to 0 (CKS2 to CKS0)

When CKS3 is cleared to 0, bits 2 to 0 selects the prescaler division ratio and the serial cycle.

Bit 2 CKS2	Bit 1 CKS1	Bit 0 CKS0	Prescaler Division Ratio	Serial Clock Cycle ϕ = 2.5 MHz
0	0	0	ϕ/1024 (initial value)	409.6 µs
0	0	1	ϕ/256	102.4 µs
0	1	0	ϕ/64	25.6 µs
0	1	1	ϕ/32	12.8 µs
1	0	0	ϕ/16	6.4 µs
1	0	1	ϕ/8	3.2 µs
1	1	0	ϕ/4	1.6 µs
1	1	1	ϕ_W/4	122 µs

2. Serial Control Status Register 1 (SCSR1)

Bit	7	6	5	4	3	2	1
	—	SOL	ORER	—	—	—	MTRF
Initial value	1	0	0	1	1	1	0
Read/Write	—	R/W	R/(W)*	—	—	—	R

Note: * Only a write of 0 for flag clearing is possible.

SCSR1 is an 8-bit register that indicates the operational and error status of SCI1.

Upon reset, SCSR1 is initialized to H'9C.

before or after transmission. However, the SOL bit setting becomes invalid when the r
transmission starts*. Therefore, when changing the SO_1 pin output level after transmis
operation must be performed on the SOL bit each time transmission is completed. Wr
register during data transfer will cause incorrect operation, so this register should not b
manipulated during transmission.

Note: * The SOL bit setting is also invalid in SSB mode.

Bit 6 SOL	Description		
0	Read	SO_1 pin output level is low	(
	Write	Changes SO_1 pin output to low level	
1	Read	SO_1 pin output level is high	
	Write	Changes SO_1 pin output to high level	

Bit 5: Overrun error flag (ORER)

Bit 5 indicates that an overrun error has occurred when using an external clock. If extr
superimposed on the regular serial clock due to extraneous noise, etc., the transfer data
guaranteed. If the clock is input after transfer is completed, this will be interpreted as a
state and this bit will be set to 1.

Bit 5 ORER	Description	
0	Clearing condition: After reading ORER = 1, cleared by writing 0 to ORER	(
1	Setting condition: When an external clock is used and the clock is input after transfer is co	

Bits 4 to 2: Reserved bits

Bits 4 to 2 are reserved; they are always read as 0 and cannot be modified.

Bit 0: Start flag (STF)

The STF bit controls the start of transfer operations. SCI1 transfer operation is started v
bit is set to 1.

STF remains set to 1 during transfer and while SCI1 is waiting for a start bit, and is cle
when transfer ends.

Bit 0 STF		Description	
0	Read	Transfer operation stopped	(i
	Write	Invalid	
1	Read	Transfer operation in progress	
	Write	Starts transfer operation	

3. Serial Data Register U (SDRU)

Bit	7	6	5	4	3	2	1	
	SDRU7	SDRU6	SDRU5	SDRU4	SDRU3	SDRU2	SDRU1	
Initial value	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

SDRU is an 8-bit read/write register used as the data register for the upper 8 bits in 16-
(while SDRL is used for the lower 8 bits).

The data written into SDRU is output to SDRL in LSB-first order. In the replacement p
is input LSB-first from the SI_1 pin, and the data is shifted in the MSB → LSB direction

	SDRL7	SDRL6	SDRL5	SDRL4	SDRL3	SDRL2	SDRL1
Initial value	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

SDRL is an 8-bit read/write register used as the data register in 8-bit transfer, and as th register for the lower 8 bits in 16-bit transfer (while SDRU is used for the upper 8 bits

In 8-bit transfer, the data written into SDRL is output from the SO_1 pin in LSB-first or replacement process, data is input LSB-first from the SI_1 pin, and the data is shifted in LSB direction.

The operation in 16-bit transfer is the same as for 8-bit transfer, except that the input d from SDRU.

SDRL read/write operations must only be performed after data transmission/reception completed. Data contents are not guaranteed if read/write operations are executed whi transmission/reception is in progress.

The value of SDRL is undefined upon reset.

5. Clock Stop Register 1 (CKSTPR1)

Bit	7	6	5	4	3	2	1
	S1CKSTP	S31CKSTP	S32CKSTP	ADCKSTP	TGCKSTP	TFCKSTP	TCCKSTI
Initial value	1	1	1	1	1	1	1
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CKSTPR1 is an 8-bit read/write register that performs module standby mode control f modules. Only the bit relating to SCI1 is described here. For details of the other bits, s sections on the relevant modules.

Note: Setting to module standby mode resets SCR1, SSR1, SDRU, and SDRL.

10.2.3 Operation

Either 8-bit or 16-bit transfer data can be selected as the transfer format. An internal clo
external clock can be selected as the clock source. When an external clock is used, over
can be detected.

1. Clock

The serial clock can be selected from 8 internal clocks or an external clock. When an in
clock is selected, the SCK_1 pin functions as the clock output pin. When continuous cloc
mode is set (SNC1, SNC0 = 10 in SCR1), the clock selected by bits CKS2 to CKS0 (ϕ/
ϕ_W/4) is output continuously from the SCK_1 pin. When an external clock is selected, the
functions as the clock input pin.

2. Data Transfer Format

The SCI1 transfer format is shown in figure 10.2. LSB-first transfer is used (i.e. transm
reception are performed starting with the least significant bit of the transfer data). Trans
output from one falling edge of the serial clock until the next falling edge. Receive data
at the rising edge of the serial clock.

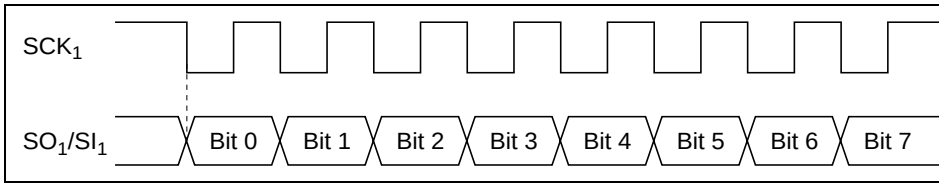


Figure 10.2 Transfer Format

SCI1 is initialized.

(3) Write the transfer data to SDRL/SDRU.

8-bit transfer mode: SDRL

16-bit transfer mode: Upper byte to SDRU, lower byte to SDRL

(4) When STF is set to 1 in SCSR1, SCI1 starts operating and transmit data is output f pin.

(5) After transmission is completed, IRRS1 is set to 1 in IRR1.

When an internal clock is used, the serial clock is output from the SCK_1 pin simultane transmit data output. When transmission ends, the serial clock is not output until the s next set to 1. During this interval, the SO_1 pin continuously outputs the last bit of the p data.

When an external clock is used, data is transmitted in synchronization with the clock i the SCK_1 pin. If the serial clock continues to be input after the end of transmission, th as an overrun state, and the ORER flag is set to 1 in SCSR1 (consequently, transmissi performed).

While transmission is halted, the output value of the SO_1 pin can be changed by mean bit in SCSR1.

Receiving: The procedure for receiving data is as follows.

(1) Set both SI1 and SCK1 to 1 in PMR2 to designate the SI_1 and SCK_1 pin functions.

(2) Clear SNC1 in SCR1 to 0, clear or set SNC0 to 0 or 1, and clear MRKON to 0, to synchronous mode or 16-bit synchronous mode, and select the serial clock with bi CKS0. When data is written to SCR1 with MRKON in SCR1 cleared to 0, the inte SCI1 is initialized.

(3) When STF is set to 1 in SCSR1, SCI1 starts operating and receive data is taken in pin.

(4) After reception is completed, IRRS1 is set to 1 in IRR1.

(1) Set SO1, SI1, and SCK1 all to 1 in PMR2 to designate the SO1, SI_1, and SCK_1 pin f necessary, also designate the SO_1 pin as an NMOS open-drain output with bit POF1

(2) Clear SNC1 in SCR1 to 0, clear or set SNC0 to 0 or 1, and clear MRKON to 0, to s synchronous mode or 16-bit synchronous mode, and select the serial clock with bits CKS0. When data is written to SCR1 with MRKON in SCR1 cleared to 0, the inter SCI1 is initialized.

(3) Write the transfer data to SDRL/SDRU.

8-bit transfer mode: SDRL

16-bit transfer mode: Upper byte to SDRU, lower byte to SDRL

(4) When STF is set to 1 in SCSR1, SCI1 starts operating and transmit data is output fr pin, or receive data is input from the SI_1 pin.

(5) After transmission/reception is completed, IRRS1 is set to 1 in IRR1.

(6) Read the transfer data from SDRL/SDRU.

8-bit transfer mode: SDRL

16-bit transfer mode: Upper byte from SDRU, lower byte from SDRL

When an internal clock is used, the serial clock is output from the SCK_1 pin simultaneo transmit data output. When transmission ends, the serial clock is not output until the sta next set to 1. During this interval, the SO_1 pin continuously outputs the last bit of the pr data.

When an external clock is used, data is transmitted and received in synchronization wit input from the SCK_1 pin. If the serial clock continues to be input after the end of transmission/reception, this is regarded as an overrun state, and the ORER flag is set to SCSR1 (consequently, transmission/reception is not performed).

While transmission is halted, the output value of the SO_1 pin can be changed by means bit in SCSR1.

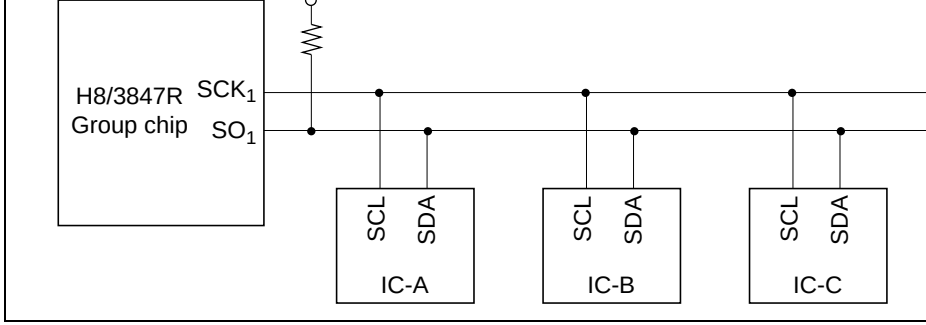


Figure 10.3 Example of SSB Connections

1. Clock

The serial clock can be selected from 8 internal clocks or an external clock, but since t
Group chip provides the clock output, an external clock should not be selected. The tra
can be selected with bits CKS2 to CKS0 in SCR1; since this is also the tail mark trans
setting should provide for a serial clock cycle of at least 2 µs.

2. Data Transfer Format

The SCI1 transfer format is shown in figure 10.4. LSB-first transfer is used (i.e. transm
performed starting with the least significant bit of the transfer data). A tail mark is add
8-bit or 16-bit transfer.

Figure 10.4 Transfer Format (When SNC1 = 0, SNC0 = 1, MRKON = 1

3. Tail Mark

There are two tail marks: HOLD TAIL and LATCH TAIL. The output waveforms of H
and LATCH TAIL are shown in figure 10.5. Time t in figure 10.5 is determined by the
cycle set by bits CKS2 to CKS0 in SCR1.

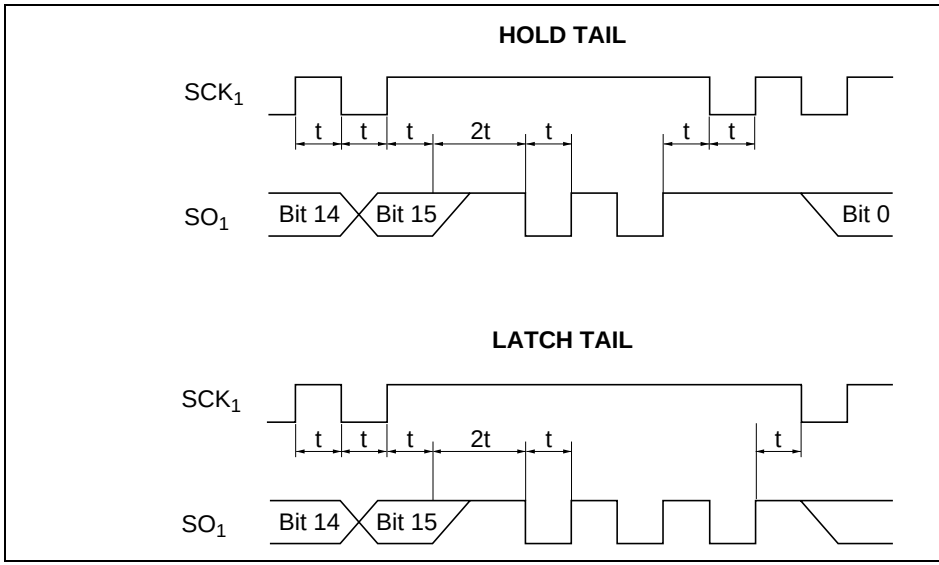


Figure 10.5 HOLD TAIL and LATCH TAIL Output Waveforms

Set MRKON to 1 in SCR1 to select SSB mode.

(4) Write the transfer data to SDRL/SDRU. Set the tail mark with LTCH in SCR1.

8-bit transfer mode: SDRL

16-bit transfer mode: Upper byte to SDRU, lower byte to SDRL

(5) When STF is set to 1 in SCSR1, SCI1 starts operating and transmit data is output f
pin.

(6) After 8-bit or 16-bit data has been transmitted, STF is reset to 0 in SCSR1 and at t
IRRS1 is set to 1 in IRR2. Following data transmission, the selected tail mark is ou
is set to 1 in SCSR1 during tail mark output.

Data can be transmitted continuously by repeating steps (4) to (6). Ensure that SCI1 is
state before modifying the MRKON bit in SCR1.

10.2.6 Application Notes

(1) When SCK_1 is designated as an input pin and an external clock is selected as the clo
the external clock must not be input before transfer operation is started by setting S
SCSR1.

(2) In subactive or subsleep mode, SCI1 can be used only when the CPU operation cloc

(3) Do not read or write to SCSRI during serial transfer. Use one of the following meth
confirm that serial transfer has ended.

(a) Use SCI1 interrupt exception handling.

Set IENSI to 1 in IENR1, and execute interrupt exception handling.

(b) Perform IRR1 polling.

Confirm that IRRS1 has been set to 1 in IRRI while SCI interrupts are disabled
in IEHR1).

asynchronous or synchronous mode. It is also provided with a multiprocessor commu function that enables serial data to be transferred among processors.

1. Features

Features of SCI3 are listed below.

- Choice of asynchronous or synchronous mode for serial data communication
  - Asynchronous mode

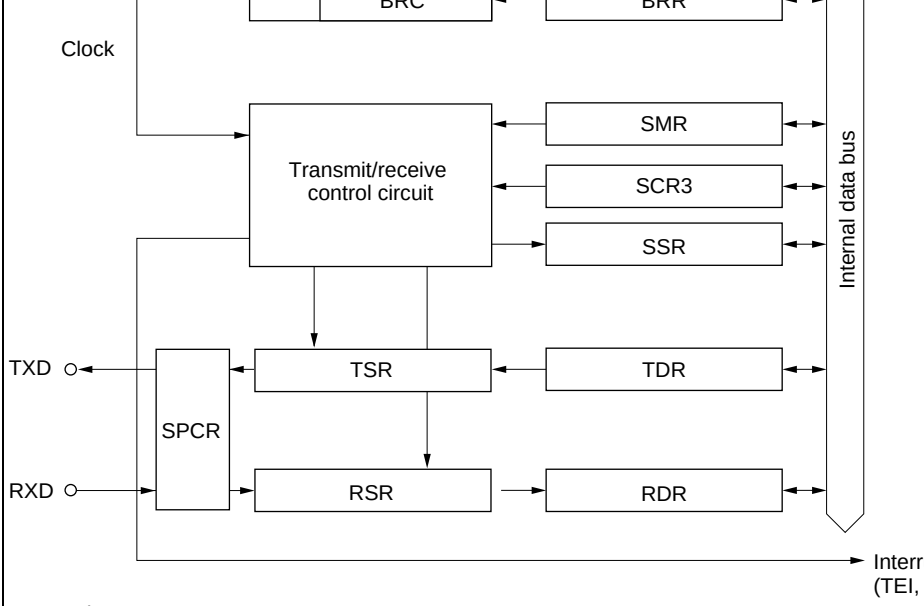
    Serial data communication is performed asynchronously, with synchronization character by character. In this mode, serial data can be exchanged with standar asynchronous communication LSIs such as a Universal Asynchronous Receiver/Transmitter (UART) or Asynchronous Communication Interface Ada (ACIA). A multiprocessor communication function is also provided, enabling communication among processors.

    There is a choice of 16 data transfer formats.

Data length	7, 8, 5 bits
Stop bit length	1 or 2 bits
Parity	Even, odd, or none
Multiprocessor bit	“1” or “0”
Receive error detection	Parity, overrun, and framing errors
Break detection	Break detected by reading the RXD_{3X} pin level directly wh error occurs

Separate transmission and reception units are provided, enabling transmission and r
be carried out simultaneously. The transmission and reception units are both doubl
allowing continuous transmission and reception.

- On-chip baud rate generator, allowing any desired bit rate to be selected
- Choice of an internal or external clock as the transmit/receive clock source
- Six interrupt sources: transmit end, transmit data empty, receive data full, overrun e
framing error, and parity error



Legend:

RSR:	Receive shift register
RDR:	Receive data register
TSR:	Transmit shift register
TDR:	Transmit data register
SMR:	Serial mode register
SCR3:	Serial control register 3
SSR:	Serial status register
BRR:	Bit rate register
BRC:	Bit rate counter
SPCR:	Serial port control register

Figure 10.6 SCI3 Block Diagram

SCI3 transmit data output	TXD_{3X}	Output	SCI3 transmit data outp

4. Register Configuration

Table 10.5 shows the SCI3 register configuration.

Table 10.5 Registers

Name	Abbr.	R/W	Initial Value	Addr
Serial mode register	SMR	R/W	H'00	H'FF
Bit rate register	BRR	R/W	H'FF	H'FF
Serial control register 3	SCR3	R/W	H'00	H'FF
Transmit data register	TDR	R/W	H'FF	H'FF
Serial data register	SSR	R/W	H'84	H'FF
Receive data register	RDR	R	H'00	H'FF
Transmit shift register	TSR	Protected	—	—
Receive shift register	RSR	Protected	—	—
Bit rate counter	BRC	Protected	—	—
Clock stop register 1	CKSTPR1	R/W	H'FF	H'FF
Serial port control register	SPCR	R/W	H'C0	H'FF

Read/Write

RSR is a register used to receive serial data. Serial data input to RSR from the RXD_{3y} the order in which it is received, starting from the LSB (bit 0), and converted to parall When one byte of data is received, it is transferred to RDR automatically.

RSR cannot be read or written directly by the CPU.

2. Receive Data Register (RDR)

Bit	7	6	5	4	3	2	1
	RDR7	RDR6	RDR5	RDR4	RDR3	RDR2	RDR1
Initial value	0	0	0	0	0	0	0
Read/Write	R	R	R	R	R	R	R

RDR is an 8-bit register that stores received serial data.

When reception of one byte of data is finished, the received data is transferred from R and the receive operation is completed. RSR is then able to receive data. RSR and RI double-buffered, allowing consecutive receive operations.

RDR is a read-only register, and cannot be written by the CPU.

RDR is initialized to H'00 upon reset, and in standby, watch or module standby mode.

and serial data transmission is carried out by sending the data to the TXD_{3X} pin in order from the LSB (bit 0). When one byte of data is transmitted, the next byte of transmit da transferred to TDR, and transmission started, automatically. Data transfer from TDR to not performed if no data has been written to TDR (if bit TDRE is set to 1 in the serial st register (SSR)).

TSR cannot be read or written directly by the CPU.

4. Transmit Data Register (TDR)

Bit	7	6	5	4	3	2	1
	TDR7	TDR6	TDR5	TDR4	TDR3	TDR2	TDR1
Initial value	1	1	1	1	1	1	1
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

TDR is an 8-bit register that stores transmit data. When TSR is found to be empty, the data written in TDR is transferred to TSR, and serial data transmission is started. Cont transmission is possible by writing the next transmit data to TDR during TSR serial dat transmission.

TDR can be read or written by the CPU at any time.

TDR is initialized to H'FF upon reset, and in standby, watch or module standby mode.

the baud rate generator.

SMR can be read or written by the CPU at any time.

SMR is initialized to H'00 upon reset, and in standby, watch or module standby mode.

Bit 7: Communication mode (COM)

Bit 7 selects whether SCI3 operates in asynchronous mode or synchronous mode.

Bit 7 COM	Description	
0	Asynchronous mode	(
1	Synchronous mode	

Bit 6: Character length (CHR)

Bit 6 selects either 7 or 8 bits as the data length to be used in asynchronous mode. In s
mode the data length is always 8 bits, irrespective of the bit 6 setting.

Bit 6 CHR	Description	
0	8-bit data/5-bit data*2	(
1	7-bit data*1/5-bit data*2	

Notes: 1. When 7-bit data is selected, the MSB (bit 7) of TDR is not transmitted.
2. When 5-bit data is selected, set both PE and MP to 1. The three most sign
(bits 7, 6, and 5) of TDR are not transmitted.

1	Parity bit addition and checking enabled*1,*2

Notes: 1. When PE is set to 1, even or odd parity, as designated by bit PM, is added t data before it is sent, and the received parity bit is checked against the parity designated by bit PM.
2. For the case where 5-bit data is selected, see table 10.11.

Bit 4: Parity mode (PM)

Bit 4 selects whether even or odd parity is to be used for parity addition and checking. setting is only valid in asynchronous mode when bit PE is set to 1, enabling parity bit a checking. The PM bit setting is invalid in synchronous mode, and in asynchronous mo bit addition and checking is disabled.

Bit 4 PM	Description
0	Even parity*1 (i
1	Odd parity*2

Notes: 1. When even parity is selected, a parity bit is added in transmission so that the number of 1 bits in the transmit data plus the parity bit is an even number; in a check is carried out to confirm that the number of 1 bits in the receive data parity bit is an even number.
2. When odd parity is selected, a parity bit is added in transmission so that the number of 1 bits in the transmit data plus the parity bit is an odd number; in r check is carried out to confirm that the number of 1 bits in the receive data p parity bit is an odd number.

1	2 stop bits*2

Notes: 1. In transmission, a single 1 bit (stop bit) is added at the end of a transmit cha
2. In transmission, two 1 bits (stop bits) are added at the end of a transmit cha

In reception, only the first of the received stop bits is checked, irrespective of the STO
If the second stop bit is 1 it is treated as a stop bit, but if 0, it is treated as the start bit
transmit character.

Bit 2: Multiprocessor mode (MP)

Bit 2 enables or disables the multiprocessor communication function. When the multi
communication function is disabled, the parity settings in the PE and PM bits are inva
bit setting is only valid in asynchronous mode. When synchronous mode is selected t
should be set to 0. For details on the multiprocessor communication function, see sect
Multiprocessor Communication Function.

Bit 2 MP	Description
0	Multiprocessor communication function disabled*
1	Multiprocessor communication function enabled*

Note: * For the case where 5-bit data is selected, see table 10.11.

0	0	ϕ clock	(i
0	1	ϕ_W/2 clock*1/ϕ_W clock*2	
1	0	ϕ/16 clock	
1	1	ϕ/64 clock	

Notes: 1. ϕ_W/2 clock is selected in active (medium- and high-speed) or sleep (medium-speed) mode.

2. ϕ_W clock is selected in subactive or subsleep mode. SCI3 can be used only ϕ_W/2 is selected as the CPU clock in subactive or subsleep mode.

6. Serial Control Register 3 (SCR3)

Bit	7	6	5	4	3	2	1
	TIE	RIE	TE	RE	MPIE	TEIE	CKE1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

SCR3 is an 8-bit register for selecting transmit or receive operation, the asynchronous m output, interrupt request enabling or disabling, and the transmit/receive clock source.

SCR3 can be read or written by the CPU at any time.

SCR3 is initialized to H'00 upon reset, and in standby, watch or module standby mode.

TIE	Description	
0	Transmit data empty interrupt request (TXI) disabled	(
1	Transmit data empty interrupt request (TXI) enabled	

Bit 6: Receive interrupt enable (RIE)

Bit 6 selects enabling or disabling of the receive data full interrupt request (RXI) and t
error interrupt request (ERI) when receive data is transferred from the receive shift reg
to the receive data register (RDR), and bit RDRF in the serial status register (SSR) is s
There are three kinds of receive error: overrun, framing, and parity.

RXI can be released by clearing bit RDRF or the FER, PER, or OER error flag to 0, o
bit RIE to 0.

Bit 6 RIE	Description	
0	Receive data full interrupt request (RXI) and receive error interrupt request (ERI) disabled	(
1	Receive data full interrupt request (RXI) and receive error interrupt request (ERI) enabled	

Notes: 1. Bit TDRE in SSR is fixed at 1.

2. When transmit data is written to TDR in this state, bit TDR in SSR is cleared serial data transmission is started. Be sure to carry out serial mode register settings, and setting of bit SPC31 or SPC32 in SPCR, to decide the transmis before setting bit TE to 1.

Bit 4: Receive enable (RE)

Bit 4 selects enabling or disabling of the start of receive operation.

Bit 4 RE	Description	
0	Receive operation disabled*1 (RXD pin is I/O port)	(i
1	Receive operation enabled*2 (RXD pin is receive data pin)	

Notes: 1. Note that the RDRF, FER, PER, and OER flags in SSR are not affected whe cleared to 0, and retain their previous state.

2. In this state, serial data reception is started when a start bit is detected in as mode or serial clock input is detected in synchronous mode. Be sure to carr mode register (SMR) settings to decide the reception format before setting b

		Clearing condition: When data is received in which the multiprocessor bit is set to 1
1		Multiprocessor interrupt request enabled*

Note: * Receive data transfer from RSR to RDR, receive error detection, and settin RDRF, FER, and OER status flags in SSR is not performed. RXI, ERI, and the RDRF, FER, and OER flags in SSR, are disabled until data with the mu bit set to 1 is received. When a receive character with the multiprocessor b received, bit MPBR in SSR is set to 1, bit MPIE is automatically cleared to (and ERI requests (when bits TIE and RIE in serial control register 3 (SCR3 1) and setting of the RDRF, FER, and OER flags are enabled.

Bit 2: Transmit end interrupt enable (TEIE)

Bit 2 selects enabling or disabling of the transmit end interrupt request (TEI) if there i transmit data in TDR when MSB data is to be sent.

Bit 2 TEIE	Description	
0	Transmit end interrupt request (TEI) disabled	(
1	Transmit end interrupt request (TEI) enabled*	

Note: * TEI can be released by clearing bit TDRE to 0 and clearing bit TEND to 0 in clearing bit TEIE to 0.

Bits 1 and 0: Clock enable 1 and 0 (CKE1, CKE0)

Bits 1 and 0 select the clock source and enabling or disabling of clock output from the The combination of CKE1 and CKE0 determines whether the SCK_{3X} pin functions as a clock output pin, or a clock input pin.

The CKE0 bit setting is only valid in case of internal clock operation (CKE1 = 0) in as mode. In synchronous mode, or when external clock operation is used (CKE1 = 1), bi should be cleared to 0.

0	1	Asynchronous	Internal clock	Clock output*2
		Synchronous	Reserved	
1	0	Asynchronous	External clock	Clock input*3
		Synchronous	External clock	Serial clock in
1	1	Asynchronous	Reserved	
		Synchronous	Reserved	

Notes: 1. Initial value
2. A clock with the same frequency as the bit rate is output.
3. Input a clock with a frequency 16 times the bit rate.

7. Serial Status Register (SSR)

Bit	7	6	5	4	3	2	1
	TDRE	RDRF	OER	FER	PER	TEND	MPBR
Initial value	1	0	0	0	0	1	0
Read/Write	R/(W)*	R/(W)*	R/(W)*	R/(W)*	R/(W)*	R	R

Note: * Only a write of 0 for flag clearing is possible.

SSR is an 8-bit register containing status flags that indicate the operational status of SC multiprocessor bits.

SSR can be read or written by the CPU at any time, but only a write of 1 is possible to l RDRF, OER, PER, and FER. In order to clear these bits by writing 0, 1 must first be re

Bits TEND and MPBR are read-only bits, and cannot be modified.

SSR is initialized to H'84 upon reset, and in standby, module standby, or watch mode.

	When data is written to TDR by an instruction
1	Transmit data has not been written to TDR, or transmit data written in TDR has been transferred to TSR Setting conditions: When bit TE in SCR3 is cleared to 0 When data is transferred from TDR to TSR

Bit 6: Receive data register full (RDRF)

Bit 6 indicates that received data is stored in RDR.

Bit 6 RDRF	Description
0	There is no receive data in RDR Clearing conditions: After reading RDRF = 1, cleared by writing 0 to RDRF When RDR data is read by an instruction
1	There is receive data in RDR Setting condition: When reception ends normally and receive data is transferred from RSR

Note: If an error is detected in the receive data, or if the RE bit in SCR3 has been cle
RDR and bit RDRF are not affected and retain their previous state.
Note that if data reception is completed while bit RDRF is still set to 1, an overr
(OER) will result and the receive data will be lost.

1	An overrun error has occurred during reception[*2] Setting condition: When reception is completed with RDRF set to 1

Notes: 1. When bit RE in SCR3 is cleared to 0, bit OER is not affected and retains its p state.

2. RDR retains the receive data it held before the overrun error occurred, and c received after the error is lost. Reception cannot be continued with bit OER and in synchronous mode, transmission cannot be continued either.

Bit 4: Framing error (FER)

Bit 4 indicates that a framing error has occurred during reception in asynchronous mod

Bit 4 FER	Description
0	Reception in progress or completed[*1] (i Clearing condition: After reading FER = 1, cleared by writing 0 to FER
1	A framing error has occurred during reception Setting condition: When the stop bit at the end of the receive data is checked for a value of 1 at the end of reception, and the stop bit is 0[*2]

Notes: 1. When bit RE in SCR3 is cleared to 0, bit FER is not affected and retains its p state.

2. Note that, in 2-stop-bit mode, only the first stop bit is checked for a value of 1 second stop bit is not checked. When a framing error occurs the receive dat transferred to RDR but bit RDRF is not set. Reception cannot be continued FER set to 1. In synchronous mode, neither transmission nor reception is po when bit FER is set to 1.

	After reading PER = 1, cleared by writing 0 to PER
1	A parity error has occurred during reception[*2] Setting condition: When the number of 1 bits in the receive data plus parity bit does not match the parity designated by bit PM in the serial mode register (SMR)

Notes: 1. When bit RE in SCR3 is cleared to 0, bit PER is not affected and retains its state.
2. Receive data in which it a parity error has occurred is still transferred to RD RDRF is not set. Reception cannot be continued with bit PER set to 1. In s mode, neither transmission nor reception is possible when bit FER is set to

Bit 2: Transmit end (TEND)

Bit 2 indicates that bit TDRE is set to 1 when the last bit of a transmit character is ser

Bit 2 is a read-only bit and cannot be modified.

Bit 2 TEND	Description
0	Transmission in progress Clearing conditions: After reading TDRE = 1, cleared by writing 0 to TDRE When data is written to TDR by an instruction
1	Transmission ended Setting conditions: When bit TE in SCR3 is cleared to 0 When bit TDRE is set to 1 when the last bit of a transmit character is sent

0	Data in which the multiprocessor bit is 0 has been received*	(i
1	Data in which the multiprocessor bit is 1 has been received	

Note: * When bit RE is cleared to 0 in SCR3 with the multiprocessor format, bit MPB affected and retains its previous state.

Bit 0: Multiprocessor bit transfer (MPBT)

Bit 0 stores the multiprocessor bit added to transmit data when transmitting in asynchro mode. The bit MPBT setting is invalid when synchronous mode is selected, when the multiprocessor communication function is disabled, and when not transmitting.

Bit 0 MPBT	Description	
0	A 0 multiprocessor bit is transmitted	(i
1	A 1 multiprocessor bit is transmitted	

8. Bit Rate Register (BRR)

Bit	7	6	5	4	3	2	1	
	BRR7	BRR6	BRR5	BRR4	BRR3	BRR2	BRR1	
Initial value	1	1	1	1	1	1	1	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

BRR is an 8-bit register that designates the transmit/receive bit rate in accordance with rate generator operating clock selected by bits CKS1 and CKS0 of the serial mode regis

BRR can be read or written by the CPU at any time.

BRR is initialized to H'FF upon reset, and in standby, module standby, or watch mode.

110	Cannot be used,	—	—	—	—	—	—	2	21	–0.83	—
150	as error exceeds	0	3	0	2	12	0.16	3	3	0	2
200	3%	0	2	0	0	155	0.16	3	2	0	—
250		—	—	—	0	124	0	0	153	–0.26	0
300		0	1	0	0	103	0.16	3	1	0	2
600		0	0	0	0	51	0.16	3	0	0	0
1200		—	—	—	0	25	0.16	2	1	0	0
2400		—	—	—	0	12	0.16	2	0	0	0
4800		—	—	—	—	—	—	0	7	0	0
9600		—	—	—	—	—	—	0	3	0	—
19200		—	—	—	—	—	—	0	1	0	—
31250		—	—	—	0	0	0	—	—	—	0
38400		—	—	—	—	—	—	0	0	0	—

200	2	48	–0.35	2	77	0.16
250	2	38	0.16	2	62	–0.79
300	—	—	—	2	51	0.16
600	—	—	—	2	25	0.16
1200	0	129	0.16	0	207	0.16
2400	0	64	0.16	0	103	0.16
4800	—	—	—	0	51	0.16
9600	—	—	—	0	25	0.16
19200	—	—	—	0	12	0.16
31250	0	4	0	0	7	0
38400	—	—	—	—	—	—

Notes: 1. The setting should be made so that the error is not more than 1%.

2. The value set in BRR is given by the following equation:

$$N = \frac{OSC}{(64 \times 2^{2n} \times B)} - 1$$

where

B: Bit rate (bit/s)

N: Baud rate generator BRR setting ($0 \leq N \leq 255$)

OSC: Value of ϕ_{OSC} (Hz)

n: Baud rate generator input clock number (n = 0, 2, or 3)

(The relation between n and the clock is shown in table 10.7.)

Table 10.7 Relation between n and Clock

		SMR Setting	
n	**Clock**	**CKS1**	**CKS0**
0	ϕ	0	0
0	$\phi_W/2$[*1]/ϕ_W[*2]	0	1
2	$\phi/16$	1	0
3	$\phi/64$	1	1

Table 10.8 shows the maximum bit rate for each frequency. The values shown are for
(high-speed) mode.

Table 10.8 Maximum Bit Rate for Each Frequency (Asynchronous Mode)

		Setting	
OSC (MHz)	**Maximum Bit Rate (bit/s)**	**n**	**N**
0.0384*	600	0	0
2	31250	0	0
2.4576	38400	0	0
4	62500	0	0
10	156250	0	0
16	250000	0	0

Note: * When SMR is set up to CKS1 = “0”, CKS0 = “1”.

Table 10.9 shows examples of BRR settings in synchronous mode. The values shown
active (high-speed) mode.

500	—	—	—	—	—	—
1k	0	249	0	—	—	—
2.5k	0	99	0	0	199	0
5k	0	49	0	0	99	0
10k	0	24	0	0	49	0
25k	0	9	0	0	19	0
50k	0	4	0	0	9	0
100k	—	—	—	0	4	0
250k	0	0	0	0	1	0
500k				0	0	0
1M						

500	—	—	—	2	249	0
1k	—	—	—	2	124	0
2.5k	—	—	—	2	49	0
5k	0	249	0	2	24	0
10k	0	124	0	0	199	0
25k	0	49	0	0	79	0
50k	0	24	0	0	39	0
100k	—	—	—	0	19	0
250k	0	4	0	0	7	0
500k	—	—	—	0	3	0
1M	—	—	—	0	1	0

Blank: Cannot be set.

— : A setting can be made, but an error will result.

Table 10.10 Relation between n and Clock

		SMR Setting	
n	**Clock**	**CKS1**	**CKS0**
0	ϕ	0	0
0	$\phi_W/2$[*1]/ϕ_W[*2]	0	1
2	ϕ/16	1	0
3	ϕ/64	1	1

Notes: 1. ϕ_W/2 clock is selected in active (medium- and high-speed) or sleep (m
and high-speed) mode.

2. ϕ_W clock is selected in subactive or subsleep mode. SCI3 can be use
when the ϕ_W/2 is selected as the CPU operation clock in subactive or
mode.

modules. Only the bits relating to SCI3 are described here. For details of the other bi
sections on the relevant modules.

Bit 6: SCI3-1 module standby mode control (S31CKSTP)

Bit 6 controls setting and clearing of module standby mode for SCI31.

S31CKSTP	Description
0	SCI3-1 is set to module standby mode*
1	SCI3-1 module standby mode is cleared

Note: * Setting to module standby mode resets all the registers in SCI31.

Bit 5: SCI3-2 module standby mode control (S32CKSTP)

Bit 5 controls setting and clearing of module standby mode for SCI32.

S32CKSTP	Description
0	SCI3-2 is set to module standby mode*
1	SCI3-2 module standby mode is cleared

Note: * Setting to module standby mode resets all the registers in SCI32.

10. Serial Port Control Register (SPCR)

Bit	7	6	5	4	3	2	1
	—	—	SPC32	SPC31	SCINV3	SCINV2	SCINV1
Initial value	1	1	0	0	0	0	0
Read/Write	—	—	R/W	R/W	R/W	R/W	R/W

SPCR is an 8-bit readable/writable register that performs RXD_{31}, RXD_{32}, TXD_{31}, and input/output data inversion switching. SPCR is initialized to H'C0 by a reset.

SPC32	Description	
0	Functions as $P4_2$ I/O pin	(in
1	Functions as TXD_{32} output pin*	

Note: * Set the TE bit in SCR3 after setting this bit to 1.

Bit 4: $P3_5/TXD_{31}$ pin function switch (SPC31)

This bit selects whether pin $P3_5/TXD_{31}$ is used as $P3_5$ or as TXD_{31}.

Bit 4 SPC31	Description	
0	Functions as $P3_5$ I/O pin	(in
1	Functions as TXD_{31} output pin*	

Note: * Set the TE bit in SCR3 after setting this bit to 1.

Bit 3: TXD_{32} pin output data inversion switch

Bit 3 specifies whether or not TXD_{32} pin output data is to be inverted.

Bit 3 SCINV3	Description	
0	TXD_{32} output data is not inverted	(in
1	TXD_{32} output data is inverted	

Bit 1: TXD_{31} pin output data inversion switch

Bit 1 specifies whether or not TXD_{31} pin output data is to be inverted.

Bit 1 SCINV1	Description
0	TXD_{31} output data is not inverted
1	TXD_{31} output data is inverted

Bit 0: RXD_{31} pin input data inversion switch

Bit 0 specifies whether or not RXD_{31} pin input data is to be inverted.

Bit 0 SCINV0	Description
0	RXD_{31} input data is not inverted
1	RXD_{31} input data is inverted

The clock source for SCI3 is determined by bit COM in SMR and bits CKE1 and CKE0 as shown in table 10.12.

a. Asynchronous mode

- Choice of 5-, 7-, or 8-bit data length
- Choice of parity addition, multiprocessor bit addition, and addition of 1 or 2 stop bi combination of these parameters determines the data transfer format and the charact
- Framing error (FER), parity error (PER), overrun error (OER), and break detection reception
- Choice of internal or external clock as the clock source

  When internal clock is selected: SCI3 operates on the baud rate generator clock, and with the same frequency as the bit rate can be output.

  When external clock is selected: A clock with a frequency 16 times the bit rate mus (The on-chip baud rate generator is not used.)

b. Synchronous mode

- Data transfer format: Fixed 8-bit data length
- Overrun error (OER) detection during reception
- Choice of internal or external clock as the clock source

  When internal clock is selected: SCI3 operates on the baud rate generator clock, and clock is output.

  When external clock is selected: The on-chip baud rate generator is not used, and SC operates on the input serial clock.

0	0	0	1	1					
0	1	0	0	0		7-bit data			No
0	1	0	0	1					
0	1	0	1	0					Yes
0	1	0	1	1					
0	0	1	0	0		8-bit data	Yes		No
0	0	1	0	1					
0	0	1	1	0		5-bit data	No		
0	0	1	1	1					
0	1	1	0	0		7-bit data	Yes		
0	1	1	0	1					
0	1	1	1	0		5-bit data	No		Yes
0	1	1	1	1					
1	*	0	*	*	Synchronous mode	8-bit data	No		No

1	0	0	Synchronous mode	Internal	Outputs serial clock
1	1	0		External	Inputs serial clock
0	1	1	Reserved (Do not specify these combinations)		
1	0	1			
1	1	1			

	RIE	normally and receive data is transferred from RSR to RDR, bit RDRF is set to 1, and if bit RIE is set to 1 at this time, RXI is enabled and an interrupt is requested. (See figure 10.7 (a).)	receive data transferre and clears bit RDRF to Continuous reception c performed by repeating operations until recepti next RSR data is comp
TXI	TDRE TIE	When TSR is found to be empty (on completion of the previous transmission) and the transmit data placed in TDR is transferred to TSR, bit TDRE is set to 1. If bit TIE is set to 1 at this time, TXI is enabled and an interrupt is requested. (See figure 10.7 (b).)	The TXI interrupt routin next transmit data to T clears bit TDRE to 0. C transmission can be pe repeating the above op until the data transferre has been transmitted.
TEI	TEND TEIE	When the last bit of the character in TSR is transmitted, if bit TDRE is set to 1, bit TEND is set to 1. If bit TEIE is set to 1 at this time, TEI is enabled and an interrupt is requested. (See figure 10.7 (c).)	TEI indicates that the n data has not been writt when the last bit of the character in TSR is ser

Figure 10.7 (a) RDRF Setting and RXI Interrupt

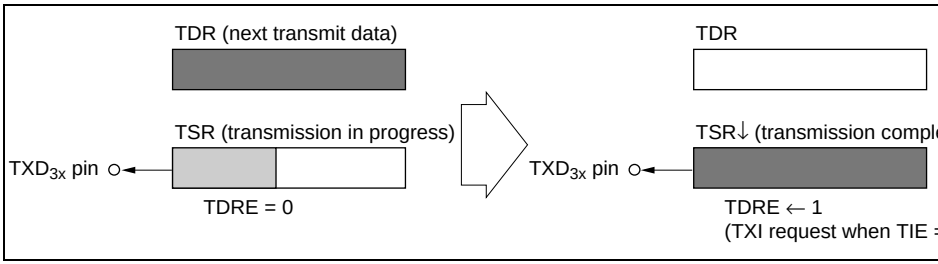


Figure 10.7 (b) TDRE Setting and TXI Interrupt

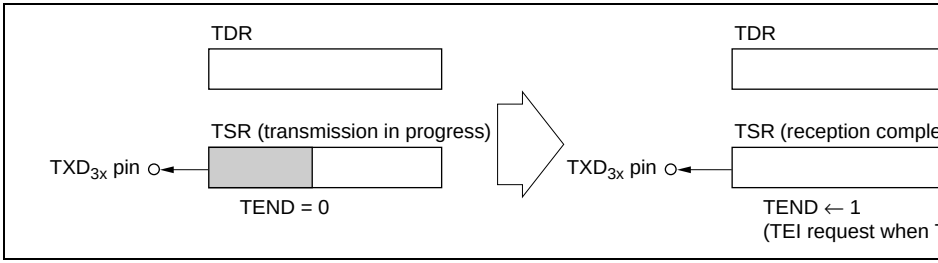


Figure 10.7 (c) TEND Setting and TEI Interrupt

a. Data transfer format

The general data transfer format in asynchronous communication is shown in figure 1

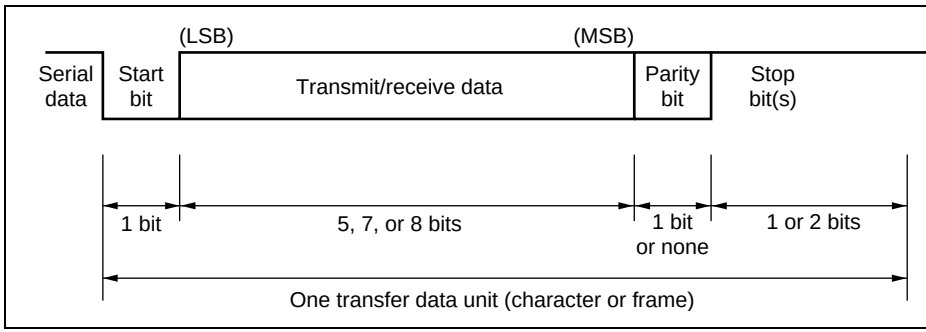


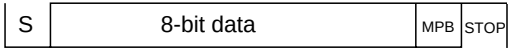
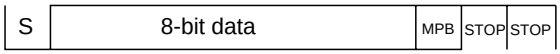
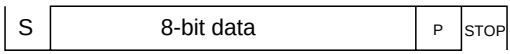
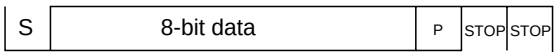
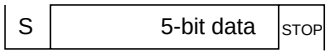
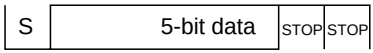
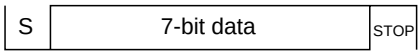
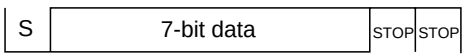
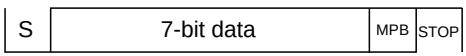
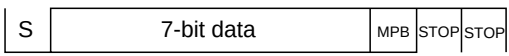
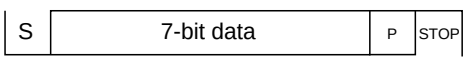
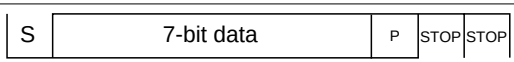
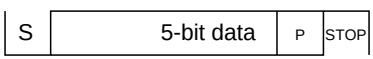
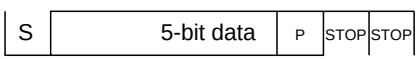
Figure 10.8 Data Format in Asynchronous Communication

In asynchronous communication, the communication line is normally in the mark stat level). SCI3 monitors the communication line and when it detects a space (low level), this as a start bit and begins serial data communication.

One transfer data character consists of a start bit (low level), followed by transmit/rec (LSB-first format, starting from the least significant bit), a parity bit (high or low leve finally one or two stop bits (high level).

In asynchronous mode, synchronization is performed by the falling edge of the start b reception. The data is sampled on the 8th pulse of a clock with a frequency 16 times t period, so that the transfer data is latched at the center of each bit.

Table 10.14 shows the 16 data transfer formats that can be set in asynchronous mode. is selected by the settings in the serial mode register (SMR).

0	0	1	0	
0	0	1	1	
0	1	0	0	
0	1	0	1	
0	1	1	0	
0	1	1	1	
1	0	0	0	
1	0	0	1	
1	0	1	0	
1	0	1	1	
1	1	0	0	
1	1	0	1	
1	1	1	0	
1	1	1	1	

Legend:
S: Start bit
STOP: Stop bit
P: Parity bit
MPB: Multiprocessor bit

When SCI3 operates on an internal clock, the clock can be output at the SCK_{3X} pin. I
the frequency of the output clock is the same as the bit rate, and the phase is such that
rises at the center of each bit of transmit/receive data, as shown in figure 10.9.

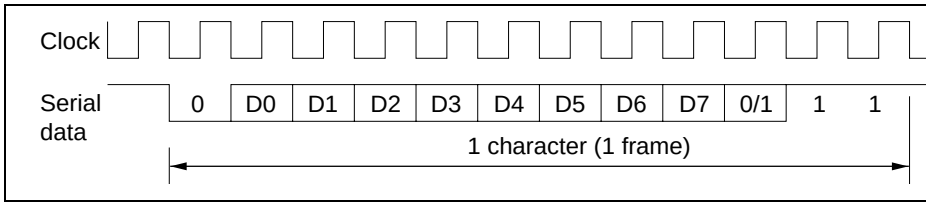


**Figure 10.9 Phase Relationship between Output Clock and Transfer D
(Asynchronous Mode) (8-bit data, parity, 2 stop bits)**

c. Data transfer operations

- SCI3 initialization

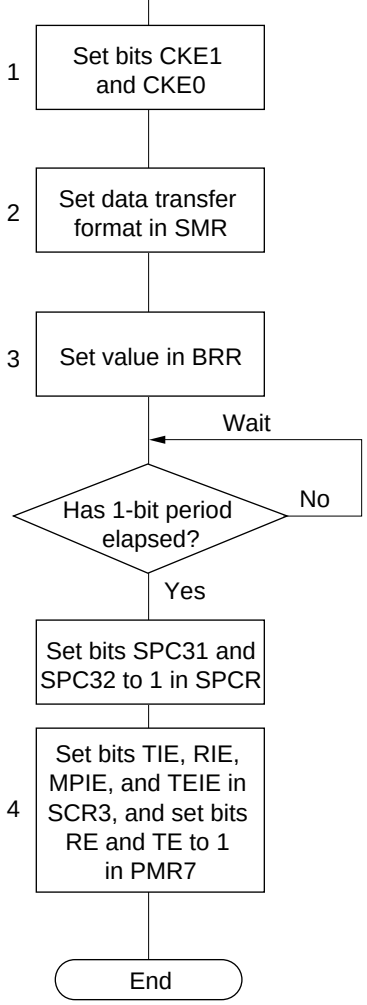
Before data is transferred on SCI3, bits TE and RE in SCR3 must first be cleared to 0,
SCI3 must be initialized as follows.

Note: If the operation mode or data transfer format is changed, bits TE and RE must
cleared to 0.

When bit TE is cleared to 0, bit TDRE is set to 1.

Note that the RDRF, PER, FER, and OER flags and the contents of RDR are n
when RE is cleared to 0.

When an external clock is used in asynchronous mode, the clock should not be
during operation, including initialization. When an external clock is used in s
mode, the clock should not be supplied during operation, including initializati



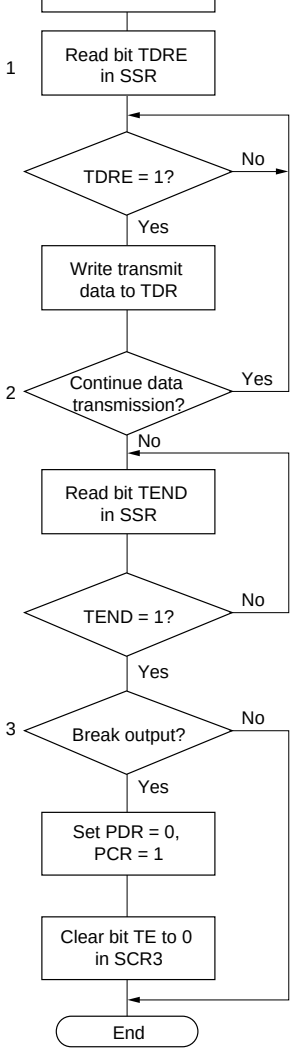
1. Set clock selection in SCR3. Be sure clear the other bits to 0. If clock outpu is selected in asynchronous mode, the clock is output immediately after settin bits CKE1 and CKE0. If clock output i selected for reception in synchronous mode, the clock is output immediately after bits CKE1, CKE0, and RE are set to 1.

2. Set the data transfer format in the seri mode register (SMR).

3. Write the value corresponding to the transfer rate in BRR. This operation is not necessary when an external clock is selected.

4. Wait for at least one bit period, then se bits TIE, RIE, MPIE, and TEIE in SCR and set bits RE and TE to 1 in PMR7. Setting bits TE and RE enables the TX and RXD3x pins to be used. In async mode the mark state is established wh transmitting, and the idle state waiting a start bit when receiving.

Figure 10.10 Example of SCI3 Initialization Flowchart



1. Read the serial status register (SSR) and check that bit TDRE is set to 1, then write transmit data to the transmit data register (TDR). When data is written to TDR, bit TDRE is cleared to 0 automatically.
   (After the TE bit is set to 1, one frame of 1s is output, then transmission is possible.)

2. When continuing data transmission, be sure to read TDRE = 1 to confirm that a write can be performed before writing data to TDR. When data is written to TDR, bit TDRE is cleared to 0 automatically.

3. If a break is to be output when data transmission ends, set the port PCR to 1 and clear the port PDR to 0, then clear bit TE in SCR3 to 0.

Figure 10.11 Example of Data Transmission Flowchart (Asynchronous M

next frame. If bit TDRE is set to 1, bit TEND in SSR bit is set to 1the mark state, in wh
transmitted, is established after the stop bit has been sent. If bit TEIE in SCR3 is set to
time, a TEI request is made.

Figure 10.12 shows an example of the operation when transmitting in asynchronous mo

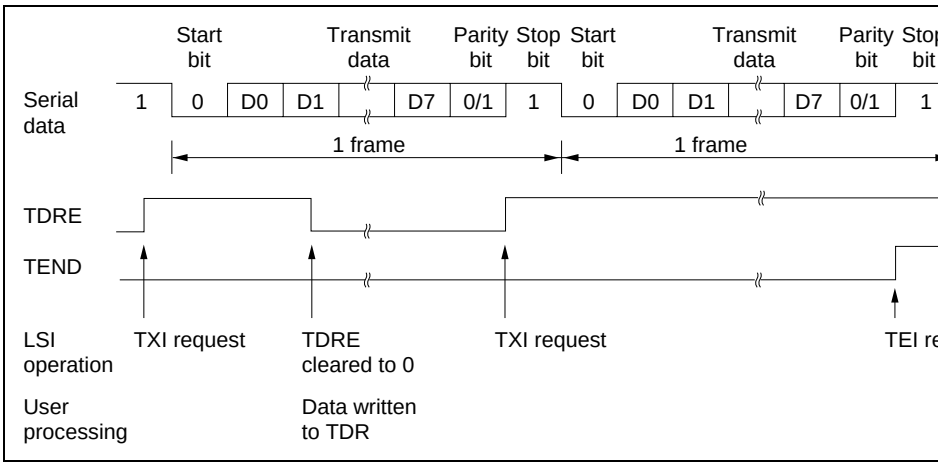
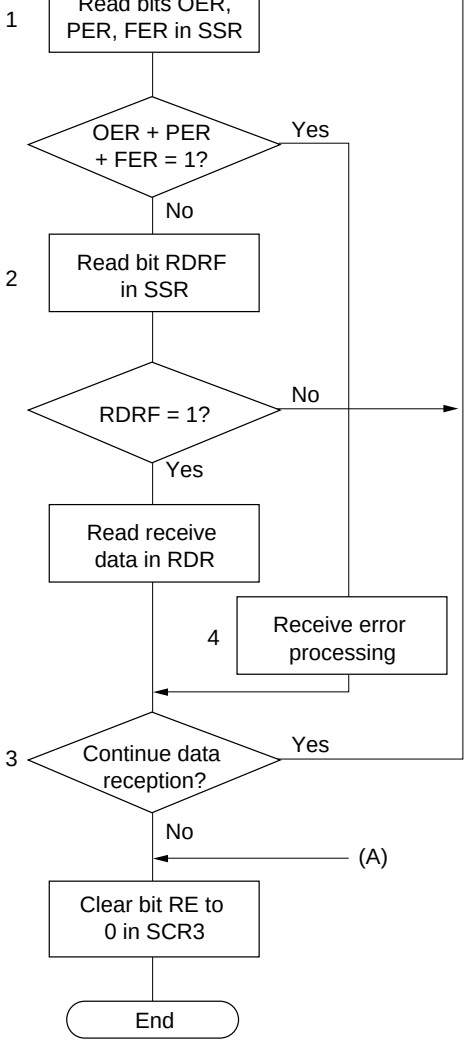


Figure 10.12 Example of Operation when Transmitting in Asynchronous M
(8-bit data, parity, 1 stop bit)



1. Read bits OER, PER, and FER in serial status register (SSR) to det if there is an error. If a receive er occurred, execute receive error processing.

2. Read SSR and check that bit RDR set to 1. If it is, read the receive d in RDR. When the RDR data is re bit RDRF is cleared to 0 automati

3. When continuing data reception, reading of bit RDRF and RDR bef receiving the stop bit of the curren frame. When the data in RDR is r bit RDRF is cleared to 0 automati

Figure 10.13 Example of Data Reception Flowchart (Asynchronous Mo

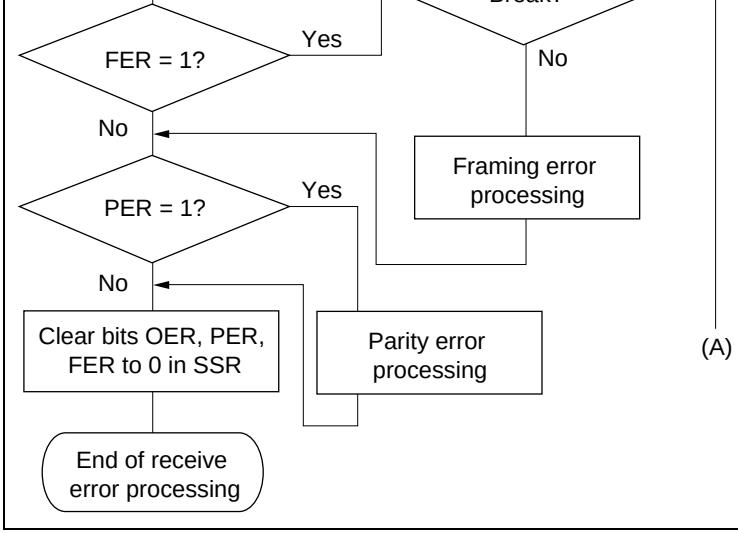


Figure 10.13 Example of Data Reception Flowchart (Asynchronous Mode)

set in bit PM in the serial mode register (SMR).

- Stop bit check

  SCI3 checks that the stop bit is 1. If two stop bits are used, only the first is checke

- Status check

  SCI3 checks that bit RDRF is set to 0, indicating that the receive data can be trans RSR to RDR.

If no receive error is found in the above checks, bit RDRF is set to 1, and the receive d in RDR. If bit RIE is set to 1 in SCR3, an RXI interrupt is requested. If the error chec receive error, bit OER, PER, or FER is set to 1 depending on the kind of error. Bit RI its state prior to receiving the data. If bit RIE is set to 1 in SCR3, an ERI interrupt is r

Table 10.15 shows the conditions for detecting a receive error, and receive data proces

Note: No further receive operations are possible while a receive error flag is set. Bit FER, PER, and RDRF must therefore be cleared to 0 before resuming receptio

Table 10.15 Receive Error Detection Conditions and Receive Data Processing

Receive Error	Abbr.	Detection Conditions	Receive Data Pro
Overrun error	OER	When the next date receive operation is completed while bit RDRF is still set to 1 in SSR	Receive data is no from RSR to RDR
Framing error	FER	When the stop bit is 0	Receive data is tra from RSR to RDR
Parity error	PER	When the parity (odd or even) set in SMR is different from that of the received data	Receive data is tra from RSR to RDR

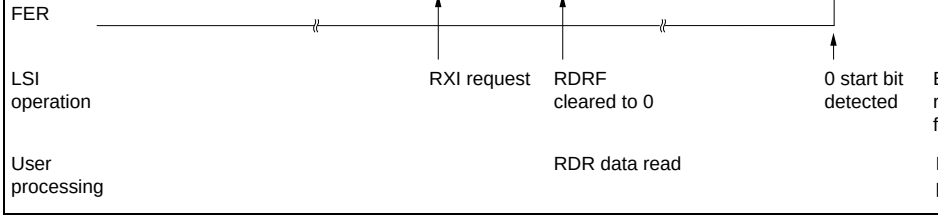


Figure 10.14 Example of Operation when Receiving in Asynchronous Mo (8-bit data, parity, 1 stop bit)

3. Operation in Synchronous Mode

In synchronous mode, SCI3 transmits and receives data in synchronization with clock p mode is suitable for high-speed serial communication.

SCI3 has separate transmission and reception units, allowing full-duplex communicatio shared clock.

As the transmission and reception units are both double-buffered, data can be written d transmission and read during reception, making possible continuous transmission and r

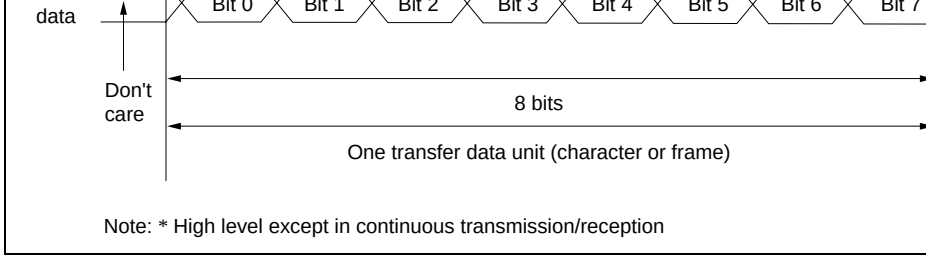


Figure 10.15 Data Format in Synchronous Communication

In synchronous communication, data on the communication line is output from one fa the serial clock until the next falling edge. Data confirmation is guaranteed at the risi the serial clock.

One transfer data character begins with the LSB and ends with the MSB. After outpu MSB, the communication line retains the MSB state.

When receiving in synchronous mode, SCI3 latches receive data at the rising edge of t clock.

The data transfer format uses a fixed 8-bit data length.

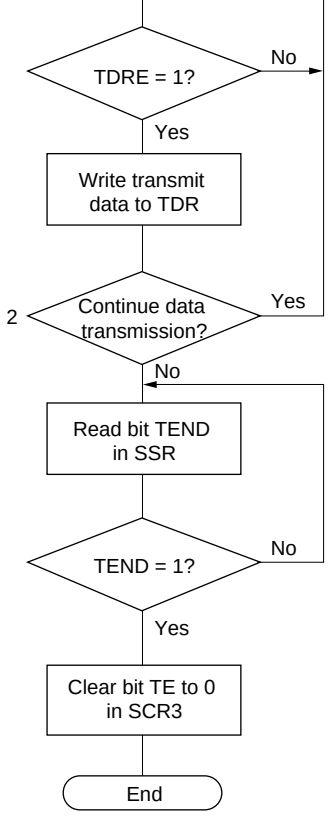
Parity and multiprocessor bits cannot be added.

b. Clock

Either an internal clock generated by the baud rate generator or an external clock inpu SCK_{3x} pin can be selected as the SCI3 serial clock. The selection is made by means o SMR and bits CKE1 and CKE0 in SCR3. See table 10.12 for details on clock source

When SCI3 operates on an internal clock, the serial clock is output at the SCK_{3x} pin. of the serial clock are output in transmission or reception of one character, and when S transmitting or receiving, the clock is fixed at the high level.

Figure 10.16 shows an example of a flowchart for data transmission. This procedure sh
followed for data transmission after initializing SCI3.



(TDR). When data is written to TDR, bit TDRE is cleared to 0 automatically, the clock is output, and data transmission is started. When clock output is selected, the clock is output and data transmission started when data is written to TDR.

2. When continuing data transmission, be sure to read TDRE = 1 to confirm that a write can be performed before writing data to TDR. When data is written to TDR, bit TDRE is cleared to 0 automatical

Figure 10.16 Example of Data Transmission Flowchart (Synchronous M

Serial data is transmitted from the TXD3x pin in order from the LSB (bit 0) to the MSB
When the MSB (bit 7) is sent, checks bit TDRE. If bit TDRE is cleared to 0, SCI3 tran
from TDR to TSR, and starts transmission of the next frame. If bit TDRE is set to 1, SC
TEND to 1 in SSR, and after sending the MSB (bit 7), retains the MSB state. If bit TEI
is set to 1 at this time, a TEI request is made.

After transmission ends, the SCK pin is fixed at the high level.

Note: Transmission is not possible if an error flag (OER, FER, or PER) that indicates
reception status is set to 1. Check that these error flags are all cleared to 0 befo
transmit operation.

Figure 10.17 shows an example of the operation when transmitting in synchronous mod

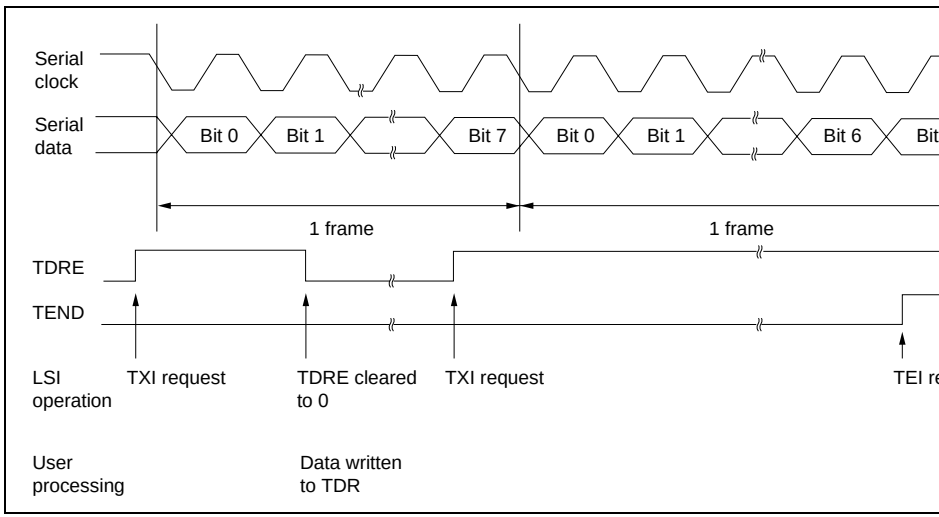
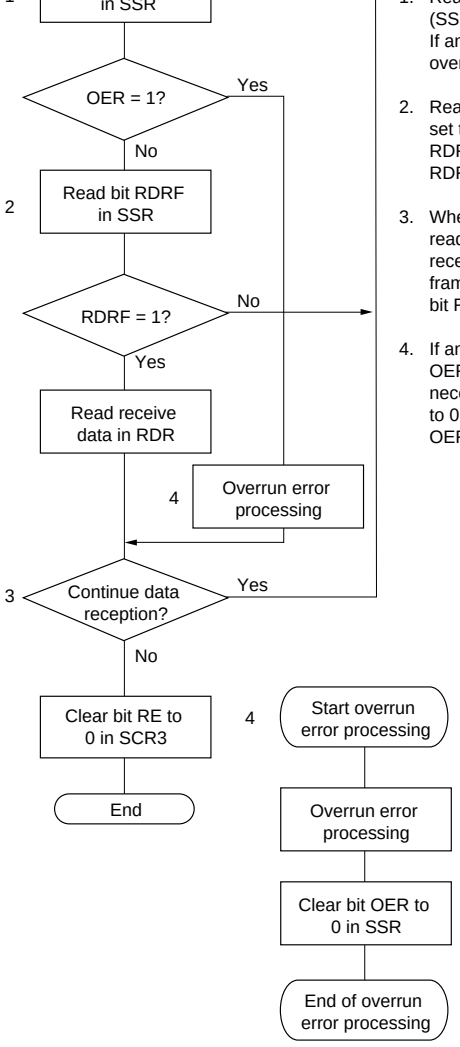


Figure 10.17 Example of Operation when Transmitting in Synchronous M



1. Read bit OER in the serial status register (SSR) to determine if there is an error. If an overrun error has occurred, execute overrun error processing.
2. Read SSR and check that bit RDRF is set to 1. If it is, read the receive data in RDR. When the RDR data is read, bit RDRF is cleared to 0 automatically.
3. When continuing data reception, finish reading of bit RDRF and RDR before receiving the MSB (bit 7) of the current frame. When the data in RDR is read, bit RDRF is cleared to 0 automatically.
4. If an overrun error has occurred, read bit OER in SSR, and after carrying out the necessary error processing, clear bit OER to 0. Reception cannot be resumed if bit OER is set to 1.

Figure 10.18 Example of Data Reception Flowchart (Synchronous Mo

If this check shows that there is no overrun error, bit RDRF is set to 1, and the receive d
stored in RDR. If bit RIE is set to 1 in SCR3, an RXI interrupt is requested. If the chec
identifies an overrun error, bit OER is set to 1.

Bit RDRF remains set to 1. If bit RIE is set to 1 in SCR3, an ERI interrupt is requested

See table 10.15 for the conditions for detecting a receive error, and receive data process

Note: No further receive operations are possible while a receive error flag is set. Bits
FER, PER, and RDRF must therefore be cleared to 0 before resuming reception

Figure 10.19 shows an example of the operation when receiving in synchronous mode.

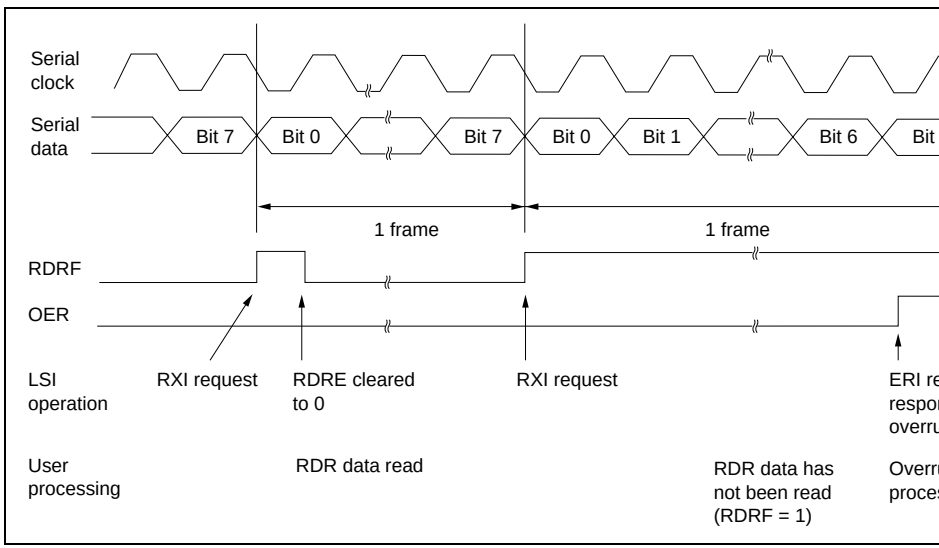
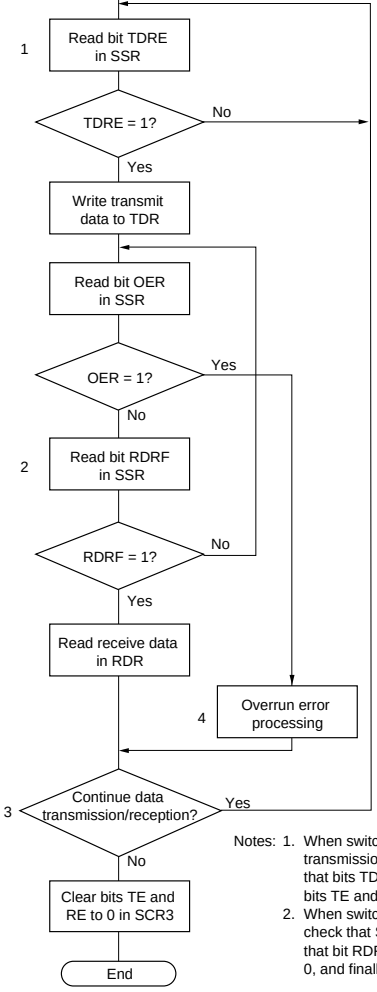


Figure 10.19 Example of Operation when Receiving in Synchronous Mo



1. Read the serial status register (SSR) and check that bit TDRE is set to 1, then write transmit data to the transmit data register (TDR). When data is written to TDR, bit TDRE is cleared to 0 automatically.
2. Read SSR and check that bit RDRF is set to 1. If it is, read the receive data in RDR. When the RDR data is read, bit RDRF is cleared to 0 automatically.
3. When continuing data transmission/reception, finish reading of bit RDRF and RDR before receiving the MSB (bit 7) of the current frame. Before receiving the MSB (bit 7) of the current frame, also read TDRE = 1 to confirm that a write can be performed, then write data to TDR. When data is written to TDR, bit TDRE is cleared to 0 automatically, and when the data in RDR is read, bit RDRF is cleared to 0 automatically.
4. If an overrun error has occurred, read bit OER in SSR, and after carrying out the necessary error processing, clear bit OER to 0. Transmission and reception cannot be resumed if bit OER is set to 1.
   See figure 10-18 for details on overrun error processing.

Notes: 1. When switching from transmission to simultaneous transmission/reception, check that SCI3 has finished transmitting and that bits TDRE and TEND are set to 1, clear bit TE to 0, and then set bits TE and RE to 1.
2. When switching from reception to simultaneous transmission/reception, check that SCI3 has finished receiving, clear bit RE to 0, then check that bit RDRF and the error flags (OER, FER, and PER) are cleared to 0, and finally set bits TE and RE to 1.

Figure 10.20 Example of Simultaneous Data Transmission/Reception Flow (Synchronous Mode)

specified, and a data transmission cycle in which the transfer data is sent to the specifie
These two cycles are differentiated by means of the multiprocessor bit, 1 indicating an
transmission cycle, and 0, a data transmission cycle.

The sender first sends transfer data with a 1 multiprocessor bit added to the ID code of
it wants to communicate with, and then sends transfer data with a 0 multiprocessor bit a
transmit data. When a receiver receives transfer data with the multiprocessor bit set to
compares the ID code with its own ID code, and if they are the same, receives the trans
sent next. If the ID codes do not match, it skips the transfer data until data with the mu
bit set to 1 is sent again.

In this way, a number of processors can exchange data among themselves.

Figure 10.21 shows an example of communication between processors using the multip
format.

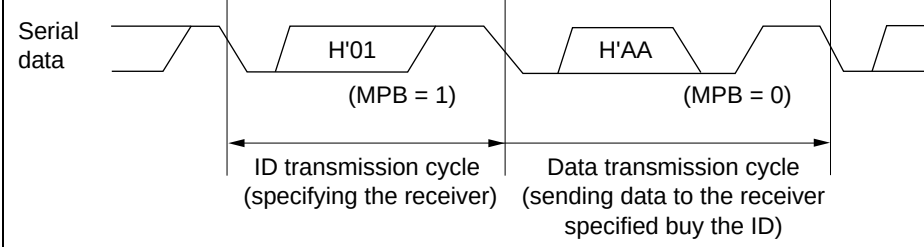


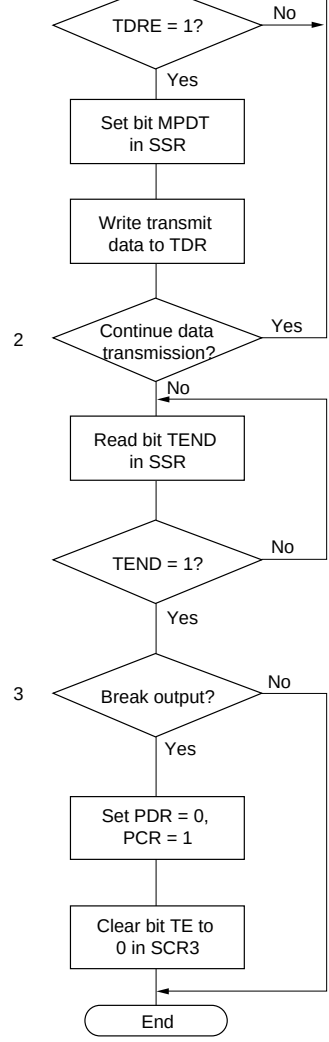
Figure 10.21 Example of Inter-Processor Communication Using Multiprocess (Sending data H'AA to receiver A)

There is a choice of four data transfer formats. If a multiprocessor format is specified bit specification is invalid. See table 10.14 for details.

For details on the clock used in multiprocessor communication, see section 10.3.3, 2. Asynchronous Mode.

- Multiprocessor transmitting

Figure 10.22 shows an example of a flowchart for multiprocessor data transmission. procedure should be followed for multiprocessor data transmission after initializing S



TDR, bit TDRE is cleared to 0 automatically.

2. When continuing data transmission, be sure to read TDRE = 1 to confirm that a write can be performed before writing data to TDR. When data is written to TDR, bit TDRE is cleared to 0 automatically.

3. If a break is to be output when data transmission ends, set the port PCR to 1 and clear the port PDR to 0, then clear bit TE in SCR3 to 0.

Figure 10.22 Example of Multiprocessor Data Transmission Flowchar

bit TDRE is set to 1 bit TEND in SSR bit is set to 1, the mark state, in which 1s are tra
established after the stop bit has been sent. If bit TEIE in SCR3 is set to 1 at this time
request is made.

Figure 10.23 shows an example of the operation when transmitting using the multipro
format.

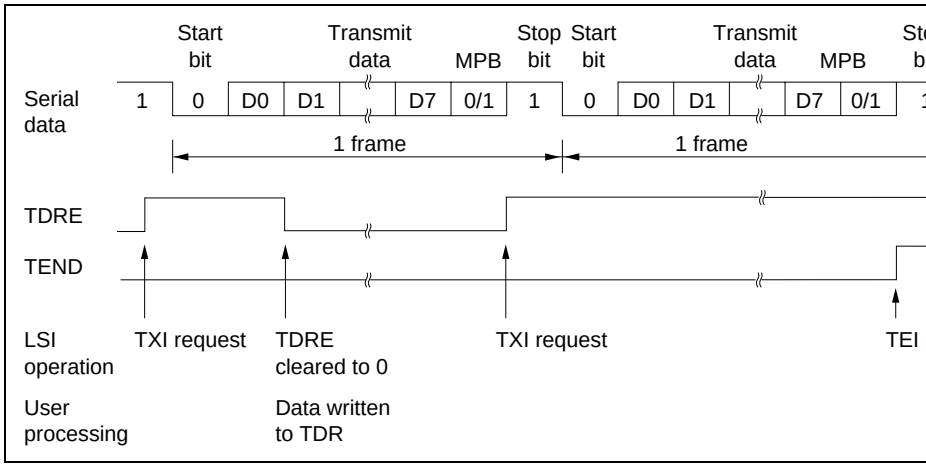
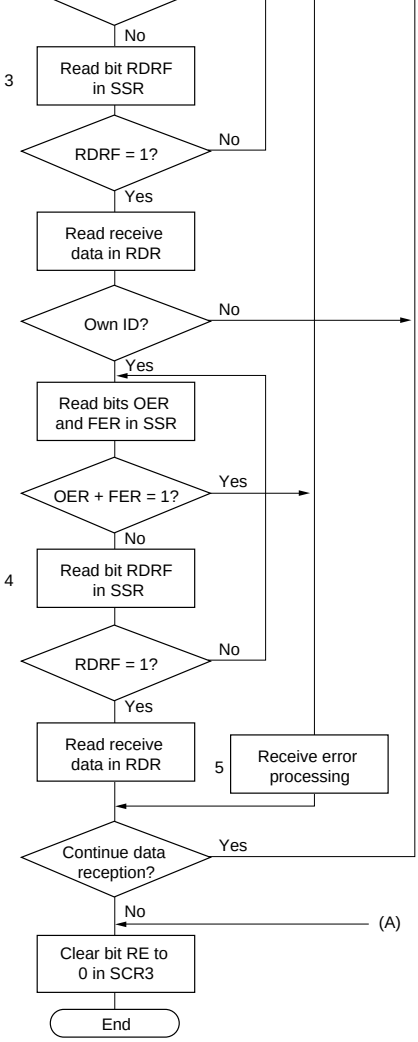


**Figure 10.23 Example of Operation when Transmitting Using Multiprocesso
(8-bit data, multiprocessor bit, 1 stop bit)**

- Multiprocessor receiving

Figure 10.24 shows an example of a flowchart for multiprocessor data reception. This
should be followed for multiprocessor data reception after initializing SCI3.



own ID. If the ID is not this receiver's, set bit MPIE to 1 again. When the RDR data is read, bit RDRF is cleared to 0 automatically.

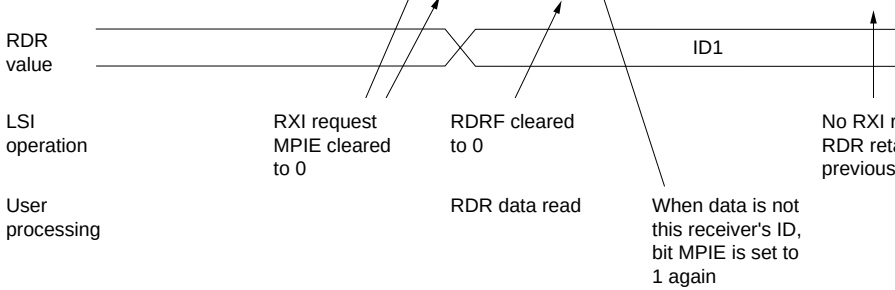
4. Read SSR and check that bit RDRF is set to 1, then read the data in RDR.

5. If a receive error has occurred, read bits OER and FER in SSR to identify the error, and after carrying out the necessary error processing, ensure that bits OER and FER are both cleared to 0. Reception cannot be resumed if either of these bits is set to 1. In the case of a framing error, a break can be detected by reading the value of the RXD_{3x} pin.

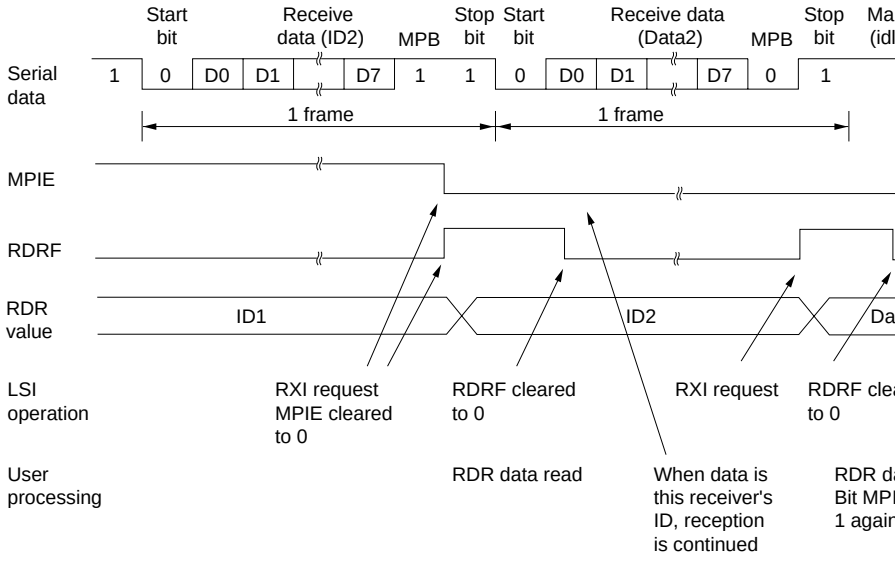
Figure 10.24 Example of Multiprocessor Data Reception Flowchart

Figure 10.24 Example of Multiprocessor Data Reception Flowchart (co

Figure 10.25 shows an example of the operation when receiving using the multiproces



(a) When data does not match this receiver's ID



(b) When data matches this receiver's ID

Figure 10.25 Example of Operation when Receiving Using Multiprocessor F (8-bit data, multiprocessor bit, 1 stop bit)

Interrupt Abbr.	Interrupt Request	Vec Add
RXI	Interrupt request initiated by receive data full flag (RDRF)	H'0
TXI	Interrupt request initiated by transmit data empty flag (TDRE)	
TEI	Interrupt request initiated by transmit end flag (TEND)	
ERI	Interrupt request initiated by receive error flag (OER, FER, PER)	

Each interrupt request can be enabled or disabled by means of bits TIE and RIE in SC

When bit TDRE is set to 1 in SSR, a TXI interrupt is requested. When bit TEND is se SSR, a TEI interrupt is requested. These two interrupts are generated during transmis

The initial value of bit TDRE in SSR is 1. Therefore, if the transmit data empty interr (TXI) is enabled by setting bit TIE to 1 in SCR3 before transmit data is transferred to interrupt will be requested even if the transmit data is not ready.

Also, the initial value of bit TEND in SSR is 1. Therefore, if the transmit end interrup (TEI) is enabled by setting bit TEIE to 1 in SCR3 before transmit data is transferred to interrupt will be requested even if the transmit data has not been sent.

Effective use of these interrupt requests can be made by having processing that transfe data to TDR carried out in the interrupt service routine.

To prevent the generation of these interrupt requests (TXI and TEI), on the other hand bits for these interrupt requests (bits TIE and TEIE) should be set to 1 after transmit da transferred to TDR.

When bit RDRF is set to 1 in SSR, an RXI interrupt is requested, and if any of bits OE FER is set to 1, an ERI interrupt is requested. These two interrupt requests are genera reception.

transmission has not been prepared in TDR. When data is written to TDR, bit TDRE is 0 automatically. When SCI3 transfers data from TDR to TSR, bit TDRE is set to 1.

Data can be written to TDR irrespective of the state of bit TDRE, but if new data is written to TDR while bit TDRE is cleared to 0, the data previously stored in TDR will be lost of it has yet been transferred to TSR. Accordingly, to ensure that serial transmission is performed dependably, you should first check that bit TDRE is set to 1, then write the transmit data once only (not two or more times).

2. Operation when a Number of Receive Errors Occur Simultaneously

If a number of receive errors are detected simultaneously, the status flags in SSR will be in the states shown in table 10.17. If an overrun error is detected, data transfer from RSR to RDR will not be performed, and the receive data will be lost.

Table 10.17 SSR Status Flag States and Receive Data Transfer

SSR Status Flags				Receive Data Transfer	
RDRF*	OER	FER	PER	RSR → RDR	Receive Error Status
1	1	0	0	×	Overrun error
0	0	1	0	○	Framing error
0	0	0	1	○	Parity error
1	1	1	0	×	Overrun error + framing error
1	1	0	1	×	Overrun error + parity error
0	0	1	1	○	Framing error + parity error
1	1	1	1	×	Overrun error + framing error +

○ : Receive data is transferred from RSR to RDR.

× : Receive data is not transferred from RSR to RDR.

Note: * Bit RDRF retains its state prior to data reception. However, note that if RDR after an overrun error has occurred in a frame because reading of the receiv the previous frame was delayed, RDRF will be cleared to 0.

4. Mark State and Break Detection

When bit TE is cleared to 0, the TXD_{3X} pin functions as an I/O port whose input/outpu and level are determined by PDR and PCR. This fact can be used to set the TXD_{3X} pi mark state, or to detect a break during transmission.

To keep the communication line in the mark state (1 state) until bit TE is set to 1, set I PDR = 1. Since bit TE is cleared to 0 at this time, the TXD_{3X} pin functions as an I/O p output.

To detect a break, clear bit TE to 0 after setting PCR = 1 and PDR = 0.

When bit TE is cleared to 0, the transmission unit is initialized regardless of the curren transmission state, the TXD_{3X} pin functions as an I/O port, and 0 is output from the TX

5. Receive Error Flags and Transmit Operation (Synchronous Mode Only)

When a receive error flag (OER, PER, or FER) is set to 1, transmission cannot be star bit TDRE is cleared to 0. The receive error flags must be cleared to 0 before starting t

Note also that receive error flags cannot be cleared to 0 even if bit RE is cleared to 0.

6. Receive Data Sampling Timing and Receive Margin in Asynchronous Mode

In asynchronous mode, SCI3 operates on a basic clock with a frequency 16 times the t When receiving, SCI3 performs internal synchronization by sampling the falling edge bit with the basic clock. Receive data is latched internally at the 8th rising edge of the This is illustrated in figure 10.26.

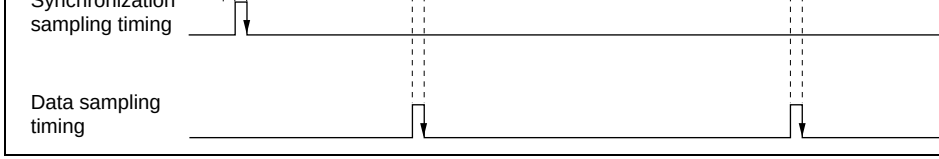


Figure 10.26 Receive Data Sampling Timing in Asynchronous Mode

Consequently, the receive margin in asynchronous mode can be expressed as shown in (1).

$$M = \{(0.5 - \frac{1}{2N}) - \frac{D - 0.5}{N} - (L - 0.5)\,F\} \times 100\ [\%] \quad \text{..... Equation (1)}$$

where

M: Receive margin (%)
N: Ratio of bit rate to clock (N = 16)
D: Clock duty (D = 0.5 to 1.0)
L: Frame length (L = 9 to 12)
F: Absolute value of clock frequency deviation

Substituting 0 for F (absolute value of clock frequency deviation) and 0.5 for D (clock equation (1), a receive margin of 46.875% is given by equation (2).

When D = 0.5 and F = 0,

$$M = \{0.5 - 1/(2 \times 16)\} \times 100\ [\%]$$
$$= 46.875\% \quad \text{..... Equation (2)}$$

However, this is only a computed value, and a margin of 20% to 30% should be allowe carrying out system design.

0, if the read operation coincides with completion of reception of a frame, the next fra
may be read. This is illustrated in figure 10.27.

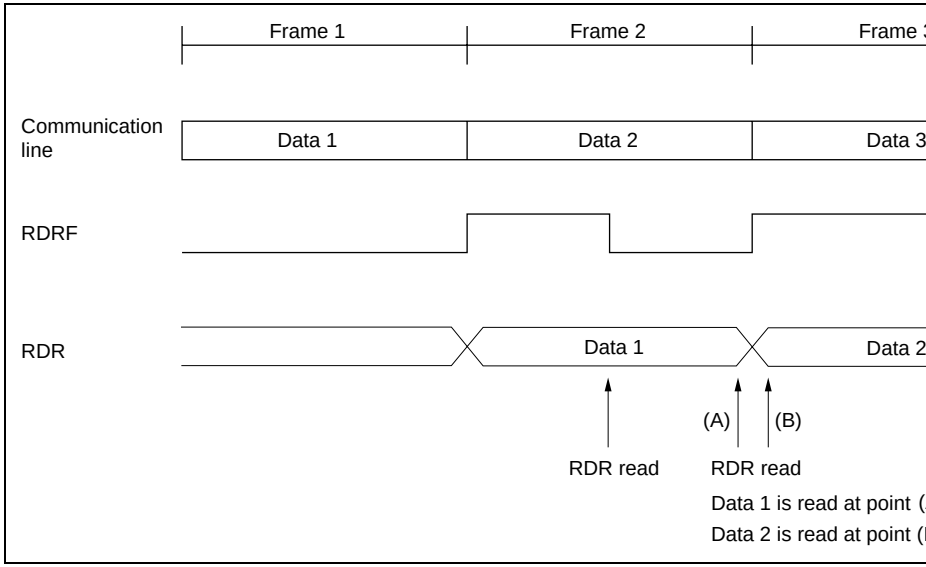


Figure 10.27 Relation between RDR Read Timing and Data

In this case, only a single RDR read operation (not two or more) should be performed checking that bit RDRF is set to 1. If two or more reads are performed, the data read t should be transferred to RAM, etc., and the RAM contents used. Also, ensure that the sufficient margin in an RDR read operation before reception of the next frame is comp be precise in terms of timing, the RDR read should be completed before bit 7 is transf synchronous mode, or before the STOP bit is transferred in asynchronous mode.

8. Transmission and Reception Operation at State Transition

Make sure state transition operation is performed after transmission and reception ope completed.

When stopping signal transmission, clear the bits TE and RE in SCR3, and set th bit to “1” and the CKE0 bit to “0” simultaneously with a single command.

In this case, use the COM bit in SMR set at “1”. This means it cannot be used a port. Also, to avoid intermediate potential from being applied to the SCK_{3X} pin, line connected to the SCK_{3X} pin to V_{CC} potential with a resistance, or supply an from other devices.

b. When switching the SCK_{3X} pin function from clock output to I/O port

When stopping signal transmission,

(1) Clear the bits TE and RE in SCR3, and set the CKE1 bit to “1” and the CKE simultaneously with a single command.

(2) Then, clear the COM bit in SMR to “0”.

(3) Finally, clear the bits CKE1 and CKE0 in SCR3 to “0”. Avoid intermediate from being applied to the SCK_{3X} pin.

10. Setting in Subactive and Subsleep Modes

In subactive or subsleep mode, SCI3 can be used only when the $\phi_W/2$ is selected as the Set the SA1 bit in SYSCR2 to “1”.

11.1.1 Features

Features of the 14-bit PWM are as follows.

- Choice of two conversion periods

Any of the following four conversion periods can be chosen:
131,072/ϕ, with a minimum modulation width of 8/ϕ (PWCR1 = 1, PWCR0 = 1)
65,536/ϕ, with a minimum modulation width of 4/ϕ (PWCR1 = 1, PWCR0 = 0)
32,768/ϕ, with a minimum modulation width of 2/ϕ (PWCR1 = 0, PWCR0 = 1)
16,384/ϕ, with a minimum modulation width of 1/ϕ (PWCR1 = 0, PWCR0 = 0)

- Pulse division method for less ripple

- Use of module standby mode enables this module to be placed in standby mode in
  when not used.

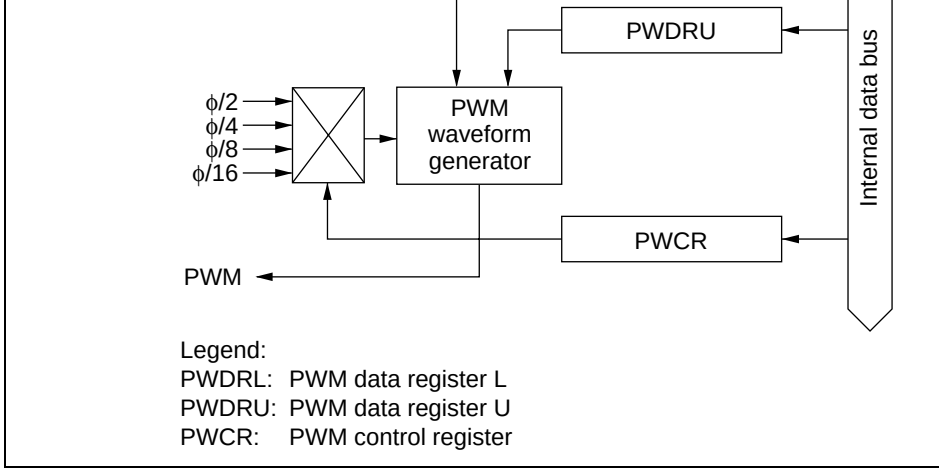


Figure 11.1 Block Diagram of the 14 bit PWM

11.1.3 Pin Configuration

Table 11.1 shows the output pin assigned to the 14-bit PWM.

Table 11.1 Pin Configuration

Name	Abbr.	I/O	Function
PWM output pin	PWM	Output	Pulse-division PWM wavef

PWM data register L	PWDRL	W	H'00	H'FF
Clock stop register 2	CKSTPR2	R/W	H'FF	H'FF

11.2 Register Descriptions

11.2.1 PWM Control Register (PWCR)

Bit	7	6	5	4	3	2	1
	—	—	—	—	—	—	PWCR1
Initial value	1	1	1	1	1	1	0
Read/Write	—	—	—	—	—	—	W

PWCR is an 8-bit write-only register for input clock selection.

Upon reset, PWCR is initialized to H'FC.

Bits 7 to 2: Reserved bits

Bits 7 to 2 are reserved; they are always read as 1, and cannot be modified.

		width of 1/ϕ
0	1	The input clock is ϕ/4 (tϕ* = 4/ϕ) The conversion period is 32,768/ϕ, with a minimum modulation width of 2/ϕ
1	0	The input clock is ϕ/8 (tϕ* = 8/ϕ) The conversion period is 65,536/ϕ, with a minimum modulation width of 4/ϕ
1	1	The input clock is ϕ/16 (tϕ* = 16/ϕ) The conversion period is 131,072/ϕ, with a minimum modulation width of 8/ϕ

Note: * Period of PWM input clock.

PWDRL

Bit	7	6	5	4	3	2	1
	PWDRL7	PWDRL6	PWDRL5	PWDRL4	PWDRL3	PWDRL2	PWDRL1
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

PWDRU and PWDRL form a 14-bit write-only register, with the upper 6 bits assigned and the lower 8 bits to PWDRL. The value written to PWDRU and PWDRL gives the level width of one PWM waveform cycle.

When 14-bit data is written to PWDRU and PWDRL, the register contents are latched waveform generator, updating the PWM waveform generation data. The 14-bit data s always be written in the following sequence:

1. Write the lower 8 bits to PWDRL.

2. Write the upper 6 bits to PWDRU.

PWDRU and PWDRL are write-only registers. If they are read, all bits are read as 1.

Upon reset, PWDRU and PWDRL are initialized to H'C000.

CRSTPR2 is an 8-bit read/write register that performs module standby mode control fo
modules. Only the bit relating to the PWM is described here. For details of the other b
sections on the relevant modules.

Bit 1: PWM module standby mode control (PWCKSTP)

Bit 1 controls setting and clearing of module standby mode for the PWM.

PWCKSTP	Description
0	PWM is set to module standby mode
1	PWM module standby mode is cleared (i

2. Set bits PWCR1 and PWCR0 in the PWM control register (PWCR) to select a con
period of 131,072/ϕ (PWCR1 = 1, PWCR0 = 1), 65,536/ϕ (PWCR1 = 1, PWCR0 =
32,768/ϕ (PWCR1 = 0, PWCR0 = 1), or 16,384/ϕ (PWCR1 = 0, PWCR0 = 0).
3. Set the output waveform data in PWM data registers U and L (PWDRU/L). Be su
the correct sequence, first PWDRL then PWDRU. When data is written to PWDR
in these registers will be latched in the PWM waveform generator, updating the PW
waveform generation in synchronization with internal signals.

One conversion period consists of 64 pulses, as shown in figure 11.2. The total of the
pulse widths during this period (T_H) corresponds to the data in PWDRU and PWDRL.
relation can be represented as follows.

$$T_H = (\text{data value in PWDRU and PWDRL} + 64) \times t_\phi/2$$

where tϕ is the PWM input clock period: 2/ϕ (PWCR = H'0), 4/ϕ (PWCR = H'1), 8/ϕ (
H'2), or 16/ϕ (PWCR = H'3).

Example: Settings in order to obtain a conversion period of 32,768 µs:
When PWCR1 = 0 and PWCR0 = 0, the conversion period is 16,384/ϕ, so c
MHz. In this case, tfn = 512 µs, with 1/ϕ (resolution) = 2.0 µs.
When PWCR1 = 0 and PWCR0 = 1, the conversion period is 32,768/ϕ, so c
MHz. In this case, tfn = 512 µs, with 2/ϕ (resolution) = 2.0 µs.
When PWCR1 = 1 and PWCR0 = 0, the conversion period is 65,536/ϕ , so
MHz. In this case, tfn = 512 µs, with 4/ϕ (resolution) = 2.0 µs.
Accordingly, for a conversion period of 32,768 µs, the system clock freque
be 0.5 MHz, 1 MHz, or 2 MHz.

$T_H = t_{H1} + t_{H2} + t_{H3} + \quad ..... \quad t_{H64}$

$t_{f1} = t_{f2} = t_{f3} \quad ..... \quad = t_{f64}$

Figure 11.2 PWM Output Waveform

11.3.2 PWM Operation Modes

PWM operation modes are shown in table 11.3.

Table 11.3 PWM Operation Modes

Operation Mode	Reset	Active	Sleep	Watch	Subactive	Subsleep	Standby
PWCR	Reset	Functions	Functions	Held	Held	Held	Held
PWDRU	Reset	Functions	Functions	Held	Held	Held	Held
PWDRL	Reset	Functions	Functions	Held	Held	Held	Held

12.1.1 Features

The A/D converter has the following features.

- 10-bit resolution
- 12 input channels
- Conversion time: approx. 12.4 μs per channel (at 5 MHz operation)
- Built-in sample-and-hold function
- Interrupt requested on completion of A/D conversion
- A/D conversion can be started by external trigger input
- Use of module standby mode enables this module to be placed in standby mode in
  when not used.

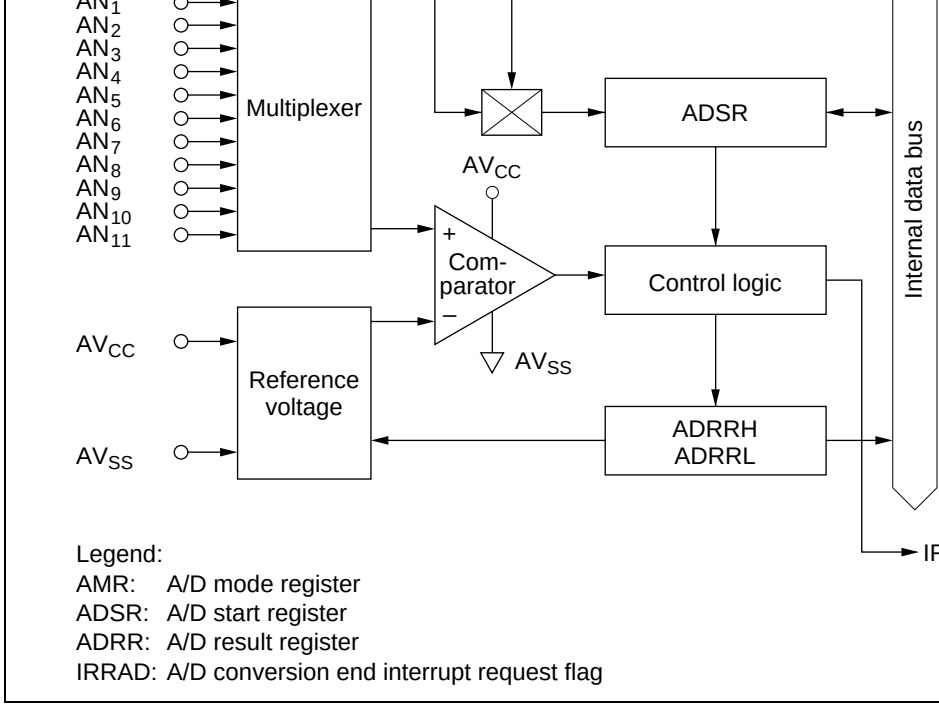


Figure 12.1 Block Diagram of the A/D Converter

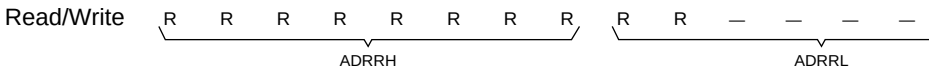
Analog ground	AV_{SS}	Input	Ground and reference voltage of analog
Analog input 0	AN_0	Input	Analog input channel 0
Analog input 1	AN_1	Input	Analog input channel 1
Analog input 2	AN_2	Input	Analog input channel 2
Analog input 3	AN_3	Input	Analog input channel 3
Analog input 4	AN_4	Input	Analog input channel 4
Analog input 5	AN_5	Input	Analog input channel 5
Analog input 6	AN_6	Input	Analog input channel 6
Analog input 7	AN_7	Input	Analog input channel 7
Analog input 8	AN_8	Input	Analog input channel 8
Analog input 9	AN_9	Input	Analog input channel 9
Analog input 10	AN_{10}	Input	Analog input channel 10
Analog input 11	AN_{11}	Input	Analog input channel 11
External trigger input	$\overline{ADTRG}$	Input	External trigger input for starting A/D co

12.1.4 Register Configuration

Table 12.2 shows the A/D converter register configuration.

Table 12.2 Register Configuration

Name	Abbr.	R/W	Initial Value	Addres
A/D mode register	AMR	R/W	H'30	H'FFC6
A/D start register	ADSR	R/W	H'7F	H'FFC7
A/D result register H	ADRRH	R	Not fixed	H'FFC4
A/D result register L	ADRRL	R	Not fixed	H'FFC5
Clock stop register 1	CKSTPRT1	R/W	H'FF	H'FFFA



ADRRH and ADRRL together comprise a 16-bit read-only register for holding the resu
analog-to-digital conversion. The upper 8 bits of the data are held in ADRRH, and the
bits in ADRRL.

ADRRH and ADRRL can be read by the CPU at any time, but the ADRRH and ADRR
during A/D conversion are not fixed. After A/D conversion is complete, the conversion
stored as 10-bit data, and this data is held until the next conversion operation starts.

ADRRH and ADRRL are not cleared on reset.

12.2.2 A/D Mode Register (AMR)

Bit	7	6	5	4	3	2	1
	CKS	TRGE	—	—	CH3	CH2	CH1
Initial value	0	0	1	1	0	0	0
Read/Write	R/W	R/W	—	—	R/W	R/W	R/W

AMR is an 8-bit read/write register for specifying the A/D conversion speed, external t
option, and the analog input pins.

Upon reset, AMR is initialized to H'30.

Note: * For information on conversion time settings for which operation is guarante
section 15, Electrical Characteristics.

Bit 6: External trigger select (TRGE)

Bit 6 enables or disables the start of A/D conversion by external trigger input.

Bit 6 TRGE	Description
0	Disables start of A/D conversion by external trigger (
1	Enables start of A/D conversion by rising or falling edge of external trigg $\overline{\text{ADTRG}}$*

Note: * The external trigger ($\overline{\text{ADTRG}}$) edge is selected by bit IEG4 of IEGR. See 1
select register (IEGR) in section 3.3.2 for details.

Bits 5 and 4: Reserved bits

Bits 5 and 4 are reserved; they are always read as 1, and cannot be modified.

0	1	0	0	AN_0
0	1	0	1	AN_1
0	1	1	0	AN_2
0	1	1	1	AN_3
1	0	0	0	AN_4
1	0	0	1	AN_5
1	0	1	0	AN_6
1	0	1	1	AN_7
1	1	0	0	AN_8
1	1	0	1	AN_9
1	1	1	0	AN_{10}
1	1	1	1	AN_{11}

*

12.2.3 A/D Start Register (ADSR)

Bit	7	6	5	4	3	2	1
	ADSF	—	—	—	—	—	—
Initial value	0	1	1	1	1	1	1
Read/Write	R/W	—	—	—	—	—	—

The A/D start register (ADSR) is an 8-bit read/write register for starting and stopping A conversion.

A/D conversion is started by writing 1 to the A/D start flag (ADSF) or by input of the d edge of the external trigger signal, which also sets ADSF to 1. When conversion is cor converted data is set in ADRRH and ADRRL, and at the same time ADSF is cleared to

	Read: Indicates A/D conversion in progress	
	Write: Starts A/D conversion	

Bits 6 to 0: Reserved bits

Bits 6 to 0 are reserved; they are always read as 1, and cannot be modified.

12.2.4 Clock Stop Register 1 (CKSTPR1)

Bit	7	6	5	4	3	2	1
	S1CKSTP	S31CKSTP	S32CKSTP	ADCKSTP	TGCKSTP	TFCKSTP	TCCKST
Initial value	1	1	1	1	1	1	1
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

CKSTPR1 is an 8-bit read/write register that performs module standby mode control f
modules. Only the bit relating to the A/D converter is described here. For details of t
see the sections on the relevant modules.

Bit 4: A/D converter module standby mode control (ADCKSTP)

Bit 4 controls setting and clearing of module standby mode for the A/D converter.

ADCKSTP	Description
0	A/D converter is set to module standby mode
1	A/D converter module standby mode is cleared

value of 1 during A/D conversion, and is cleared to 0 automatically when conversion is

The completion of conversion also sets bit IRRAD in interrupt request register 2 (IRR2 A/D conversion end interrupt is requested if bit IENAD in interrupt enable register 2 (I set to 1.

If the conversion time or input channel needs to be changed in the A/D mode register (A during A/D conversion, bit ADSF should first be cleared to 0, stopping the conversion in order to avoid malfunction.

12.3.2 Start of A/D Conversion by External Trigger Input

The A/D converter can be made to start A/D conversion by input of an external trigger External trigger input is enabled at pin $\overline{\text{ADTRG}}$ when bit IRQ4 in PMR1 is set to 1 and in AMR is set to 1. Then when the input signal edge designated in bit IEG4 of interrup select register (IEGR) is detected at pin $\overline{\text{ADTRG}}$, bit ADSF in ADSR will be set to 1, s conversion.

Figure 12.2 shows the timing.

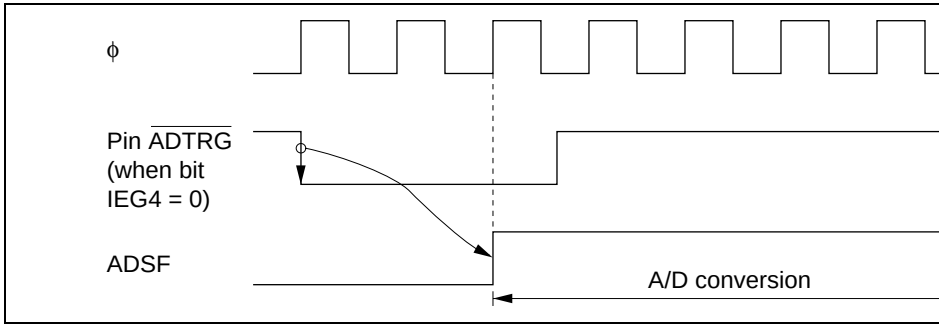


Figure 12.2 External Trigger Input Timing

AMR	Reset	Functions	Functions	Held	Held	Held	Held
ADSR	Reset	Functions	Functions	Held	Held	Held	Held
ADRRH	Held*	Functions	Functions	Held	Held	Held	Held
ADRRL	Held*	Functions	Functions	Held	Held	Held	Held

Note: * Undefined in a power-on reset.

12.4 Interrupts

When A/D conversion ends (ADSF changes from 1 to 0), bit IRRAD in interrupt requ
(IRR2) is set to 1.

A/D conversion end interrupts can be enabled or disabled by means of bit IENAD in i
enable register 2 (IENR2).

For further details see section 3.3, Interrupts.

12.5 Typical Use

An example of how the A/D converter can be used is given below, using channel 1 (pi
the analog input channel. Figure 12.3 shows the operation timing.

1. Bits CH3 to CH0 of the A/D mode register (AMR) are set to 0101, making pin AN
input channel. A/D interrupts are enabled by setting bit IENAD to 1, and A/D con
started by setting bit ADSF to 1.
2. When A/D conversion is complete, bit IRRAD is set to 1, and the A/D conversion
stored is stored in ADRRH and ADRRL. At the same time ADSF is cleared to 0,
converter goes to the idle state.
3. Bit IENAD = 1, so an A/D conversion end interrupt is requested.
4. The A/D interrupt handling routine starts.
5. The A/D conversion result is read and processed.

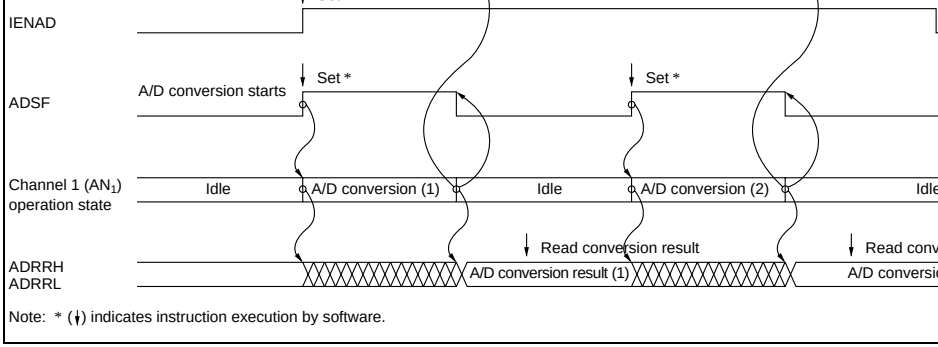


Figure 12.3 Typical A/D Converter Operation Timing

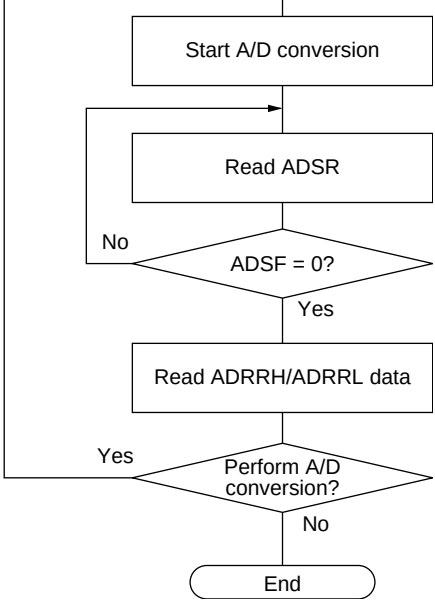


Figure 12.4 Flow Chart of Procedure for Using A/D Converter (Polling by S

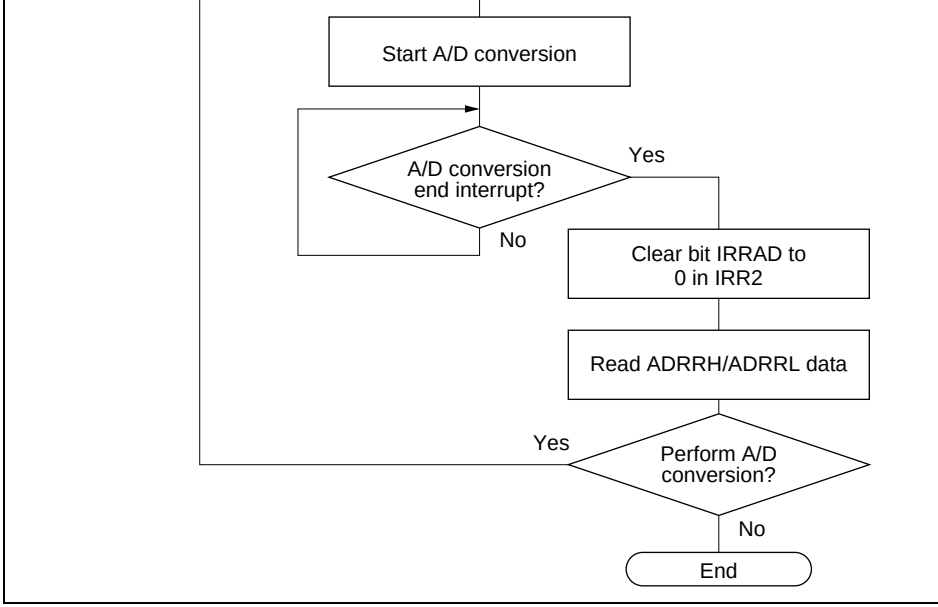


Figure 12.5 Flow Chart of Procedure for Using A/D Converter (Interrupts

12.6 Application Notes

12.6.1 Application Notes

- Data in ADRRH and ADRRL should be read only when the A/D start flag (ADSF) start register (ADSR) is cleared to 0.
- Changing the digital input signal at an adjacent pin during A/D conversion may adv affect conversion accuracy.
- When A/D conversion is started after clearing module standby mode, wait for 10 ϕ cycles before starting.

This LSI's analog input is designed such that conversion precision is guaranteed for an signal for which the signal source impedance is 10 kΩ or less. This specification is pro enable the A/D converter's sample-and-hold circuit input capacitance to be charged w sampling time; if the sensor output impedance exceeds 10 kΩ, charging may be insuff may not be possible to guarantee A/D conversion precision. However, a large capacita provided externally, the input load will essentially comprise only the internal input res 10 kΩ, and the signal source impedance is ignored. However, as a low-pass filter effec in this case, it may not be possible to follow an analog signal with a large differential c (e.g., 5 mV/μs or greater) (see figure 12.6). When converting a high-speed analog sign impedance buffer should be inserted.

12.6.3 Influences on Absolute Precision

Adding capacitance results in coupling with GND, and therefore noise in GND may ad affect absolute precision. Be sure to make the connection to an electrically stable GND

Care is also required to ensure that filter circuits do not interfere with digital signals o antennas on the mounting board.

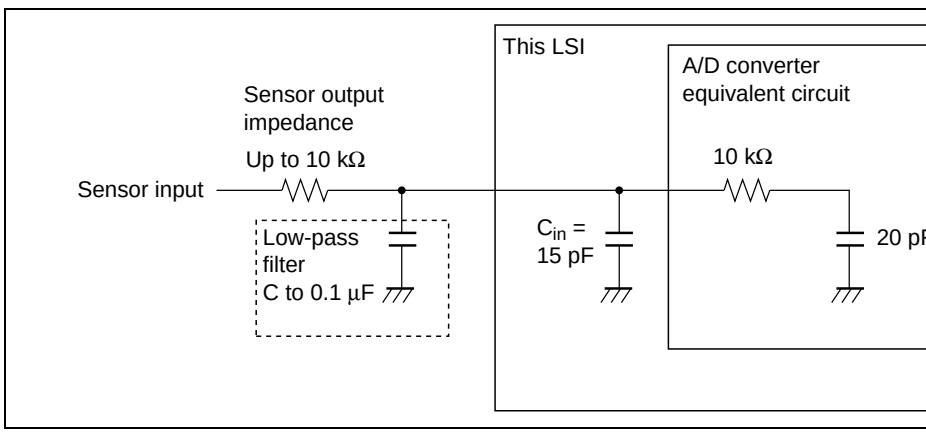


Figure 12.6 Analog Input Circuit Example

13.1.1 Features

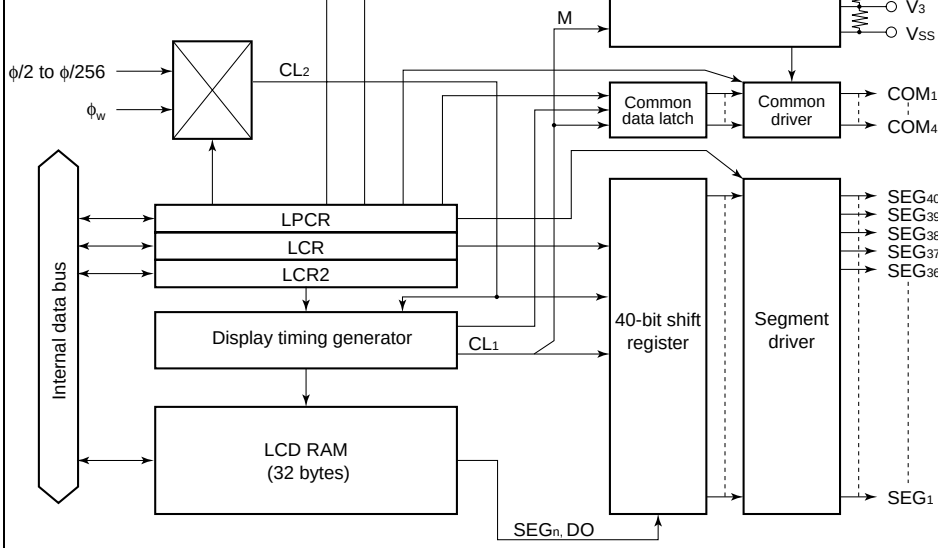
Features of the LCD controller/driver are given below.

- Display capacity

Duty Cycle	Internal Driver	Segment External Expansion D
Static	40 seg	256 seg
1/2	40 seg	128 seg
1/3	40 seg	64 seg
1/4	40 seg	64 seg

Note: * The external expansion function for LCD segments is not implemented in th Group and H8/38447 Group.

- LCD RAM capacity
  8 bits × 32 bytes (256 bits)
- Word access to LCD RAM
- All eight segment output pins can be used individually as port pins.
- Common output pins not used because of the duty cycle can be used for common o buffering (parallel connection).
- Display possible in operating modes other than standby mode
- Choice of 11 frame frequencies
- Built-in power supply split-resistance, supplying LCD drive power
- Use of module standby mode enables this module to be placed in standby mode in when not used.
- A or B waveform selectable by software



Legend:
LPCR: LCD port control register
LCR: LCD control register
LCR2: LCD control register 2

Note: * The external expansion function for LCD segments is not implemented in the H8/38347 Group and H8

Figure 13.1 Block Diagram of LCD Controller/Driver

			All pins are multiplexed as (setting programmable)
Common output pins	COM_4 to COM_1	Output	LCD common drive pins Pins can be used in paralle or 1/2 duty
Segment external expansion signal pin*	CL_1	Output	Multiplexed as the display c clock, SEG_{40}
	CL_2	Output	Multiplexed as the display c clock, SEG_{39}
	M	Output	Multiplexed as the LCD alte signal, SEG_{37}
	DO	Output	Multiplexed as the serial dis SEG_{38}
LCD power supply pins	V_0, V_1, V_2, V_3	—	Used when a bypass capac connected externally, and v external power supply circu

Note: * The external expansion function for LCD segments is not implemented in th Group and H8/38447 Group.

13.1.4 Register Configuration

Table 13.2 shows the register configuration of the LCD controller/driver.

Table 13.2 LCD Controller/Driver Registers

Name	Abbr.	R/W	Initial Value	Address
LCD port control register	LPCR	R/W	H'00	H'FFC0
LCD control register	LCR	R/W	H'80	H'FFC1
LCD control register 2	LCR2	R/W	H'60	H'FFC2
LCD RAM	—	R/W	Undefined	H'F740 to H
Clock stop register 2	CKSTPR2	R/W	H'FF	H'FFFB

Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

LPCR is an 8-bit read/write register which selects the duty cycle and LCD driver pin fu

LPCR is initialized to H'00 upon reset.

Bits 7 to 5: Duty cycle select 1 and 0 (DTS1, DTS0), common function select (CMX)

The combination of DTS1 and DTS0 selects static, 1/2, 1/3, or 1/4 duty. CMX specifie
or not the same waveform is to be output from multiple pins to increase the common dr
when not all common pins are used because of the duty setting.

Bit 7 DTS1	Bit 6 DTS0	Bit 5 CMX	Duty Cycle	Common Drivers	Notes
0	0	0	Static	COM_1 (initial value)	Do not use COM_4, CO COM_2.
0	0	1		COM_4 to COM_1	COM_4, COM_3, and CO the same waveform as
0	1	0	1/2 duty	COM_2 to COM_1	Do not use COM_4 and
0	1	1		COM_4 to COM_1	COM_4 outputs the sam as COM_3, and COM_2 o same waveform as CO
1	0	0	1/3 duty	COM_3 to COM_1	Do not use COM_4.
1	0	1		COM_4 to COM_1	Do not use COM_4.
1	1	0	1/4 duty	COM_4 to COM_1	—
1	1	1			

SGX	Description	
0	SEG_{40} to SEG_{37} pins*	(
1	CL_1, CL_2, DO, and M pins	

Note: * Functions as ports when SGS3 to SGS0 are set at “0000”.

Bits 3 to 0: Segment driver select 3 to 0 (SGS3 to SGS0)

Bits 3 to 0 select the segment drivers to be used. The SGX = 0 setting is selected on th
and H8/38447.

					Function of Pins SEG_{40} to SEG_1					
Bit 4 SGX	**Bit 3 SGS3**	**Bit 2 SGS2**	**Bit 1 SGS1**	**Bit 0 SGS0**	**SEG_{40} to SEG_{33}**	**SEG_{32} to SEG_{25}**	**SEG_{24} to SEG_{17}**	**SEG_{16} to SEG_9**	**SEG_8 to SEG_1**	**Notes**
0	0	0	0	0	Port	Port	Port	Port	Port	(initial
0	0	0	0	1	SEG	Port	Port	Port	Port	
0	0	0	1	*	SEG	SEG	Port	Port	Port	
0	0	1	0	*	SEG	SEG	SEG	Port	Port	
0	0	1	1	*	SEG	SEG	SEG	SEG	Port	
0	1	*	*	*	SEG	SEG	SEG	SEG	SEG	
1	0	0	0	0	Port(*1)	Port	Port	Port	Port	
1	0	0	0	1	Do not use					
1	0	0	1	*						
1	0	1	*	*						
1	1	*	*	*						

Note: 1. SEG_{40} to SEG_{37} are external expansion pins.

display data control, and selects the frame frequency.

LCR is initialized to H'80 upon reset.

Bit 7: Reserved bit

Bit 7 is reserved; it is always read as 1 and cannot be modified.

Bit 6: LCD drive power supply on/off control (PSW)

Bit 6 can be used to turn the LCD drive power supply off when LCD display is not requ
power-down mode, or when an external power supply is used. When the ACT bit is cle
or in standby mode, the LCD drive power supply is turned off regardless of the setting

Bit 6 PSW	Description	
0	LCD drive power supply off	(i
1	LCD drive power supply on	

Bit 5: Display function activate (ACT)

Bit 5 specifies whether or not the LCD controller/driver is used. Clearing this bit to 0 h
operation of the LCD controller/driver. The LCD drive power supply is also turned off
of the setting of the PSW bit. However, register contents are retained.

Bit 5 ACT	Description	
0	LCD controller/driver operation halted	(i
1	LCD controller/driver operates	

Bits 3 to 0: Frame frequency select 3 to 0 (CKS3 to CKS0)

Bits 3 to 0 select the operating clock and the frame frequency. In subactive mode, wa and subsleep mode, the system clock (ϕ) is halted, and therefore display operations are performed if one of the clocks from ϕ/2 to ϕ/256 is selected. If LCD display is require modes, ϕw, ϕw/2, or ϕw/4 must be selected as the operating clock.

Bit 3 CKS3	Bit 2 CKS2	Bit 1 CKS1	Bit 0 CKS0	Operating Clock	Frame Frequency*2 ϕ = 2 MHz	ϕ =
0	*	0	0	ϕw	128 Hz*3 (initial value	
0	*	0	1	ϕw/2	64 Hz*3	
0	*	1	*	ϕw/4	32 Hz*3	
1	0	0	0	ϕ/2	—	244
1	0	0	1	ϕ/4	977 Hz	122
1	0	1	0	ϕ/8	488 Hz	61 H
1	0	1	1	ϕ/16	244 Hz	30.5
1	1	0	0	ϕ/32	122 Hz	—
1	1	0	1	ϕ/64	61 Hz	—
1	1	1	0	ϕ/128	30.5 Hz	—
1	1	1	1	ϕ/256	—	—

Notes: 1. This is the frame frequency in active (medium-speed, ϕosc/16) mode when
2. When 1/3 duty is selected, the frame frequency is 4/3 times the value show
3. This is the frame frequency when ϕw = 32.768 kHz.

LCR2 is an 8-bit read/write register which controls switching between the A waveform waveform, and selects the duty cycle of the charge/discharge pulses which control disc of the power supply split-resistance from the power supply circuit.

LCR2 is initialized to H'60 upon reset.

Bit 7: A waveform/B waveform switching control (LCDAB)

Bit 7 specifies whether the A waveform or B waveform is used as the LCD drive wave

Bit 7 LCDAB	Description	
0	Drive using A waveform	(i
1	Drive using B waveform	

Bits 6 and 5: Reserved bits

Bits 6 and 5 are reserved; they are always read as 1 and cannot be modified.

Bit 4: Reserved bit

Bit 4 is reserved; it is always read as 0 and must not be written with 1.

0	1	0	0	4/8	
0	1	0	1	5/8	
0	1	1	0	6/8	
0	1	1	1	0	Fixed low
1	0	*	*	1/16	
1	1	*	*	1/32	

Bits 3 to 0 select the duty cycle while the power supply split-resistance is connected to
supply circuit.

When a 0 duty cycle is selected, the power supply split-resistance is permanently disc
from the power supply circuit, so power should be supplied to pins V_1, V_2, and V_3 by
circuit.

Figure 13.2 shows the waveform of the charge/discharge pulses. The duty cycle is Tc

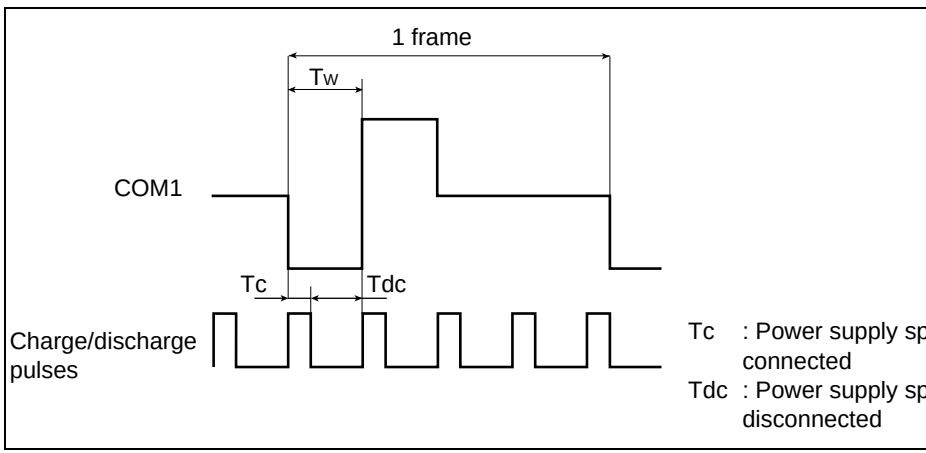


Figure 13.2 Example of A Waveform with 1/2 Duty and 1/2 Bias

modules. Only the bit relating to the LCD controller/driver is described here. For deta
other bits, see the sections on the relevant modules.

Bit 0: LCD controller/driver module standby mode control (LDCKSTP)

Bit 0 controls setting and clearing of module standby mode for the LCD controller/driv

Bit 0 LDCKSTP	Description	
0	LCD controller/driver is set to module standby mode	
1	LCD controller/driver module standby mode is cleared	(i

a. Using 1/2 duty

When 1/2 duty is used, interconnect pins V_2 and V_3 as shown in figure 13.3.

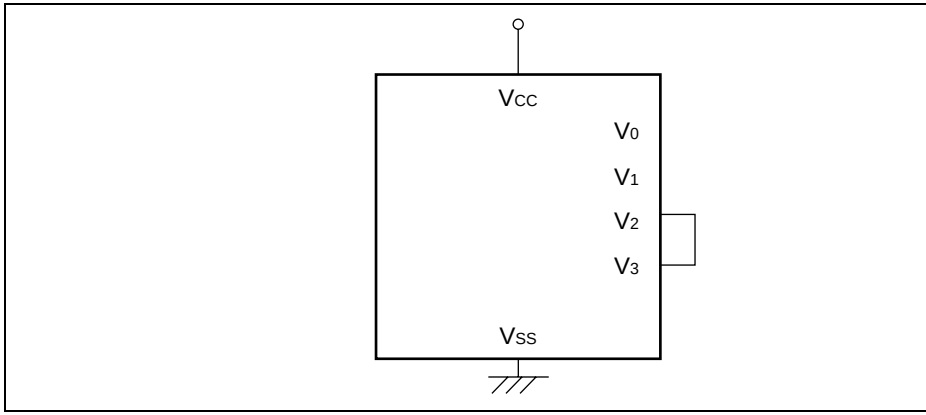


Figure 13.3 Handling of LCD Drive Power Supply when Using 1/2 Du

b. Large-panel display

As the impedance of the built-in power supply split-resistance is large, it may r
suitable for driving a large panel. If the display lacks sharpness when using a l
refer to section 13.3.6, Boosting the LCD Drive Power Supply. When static or
selected, the common output drive capability can be increased. Set CMX to 1
selecting the duty cycle. In this mode, with a static duty cycle pins COM_4 to C
the same waveform, and with 1/2 duty the COM_1 waveform is output from pin
COM_1, and the COM_2 waveform is output from pins COM_4 and COM_3.

c. Luminance adjustment function (V_0 pin)

Connecting a resistance between the V_0 and V_1 pins enables the luminance to b
For details, see section 13.3.3, Luminance Adjustment Function (V_0 Pin).

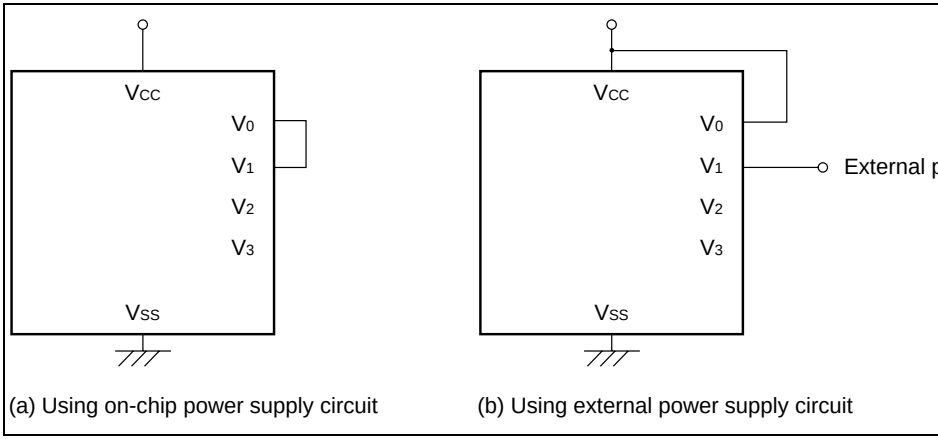


Figure 13.4 Examples of LCD Power Supply Pin Connections

e. Low-power-consumption LCD drive system

Use of a low-power-consumption LCD drive system enables the power consump required for LCD drive to be optimized. For details, see section 13.3.4, Low-Po Consumption LCD Drive System.

f. External expansion of segment

Segment can be expanded by externally connecting the HD66100. For details, s 13.3.7, Connection to HD66100.

The frame frequency can be selected by setting bits CKS_3 to CKS_0. The frame should be selected in accordance with the LCD panel specification. For the clo method in watch mode, subactive mode, and subsleep mode, see section 13.3.5 in Power-Down Modes.

d. A or B waveform selection

Either the A or B waveform can be selected as the LCD waveform to be used b LCDAB.

using the same kind of instruction as for ordinary RAM, and display is started automati
turned on. Word- or byte-access instructions can be used for RAM setting.

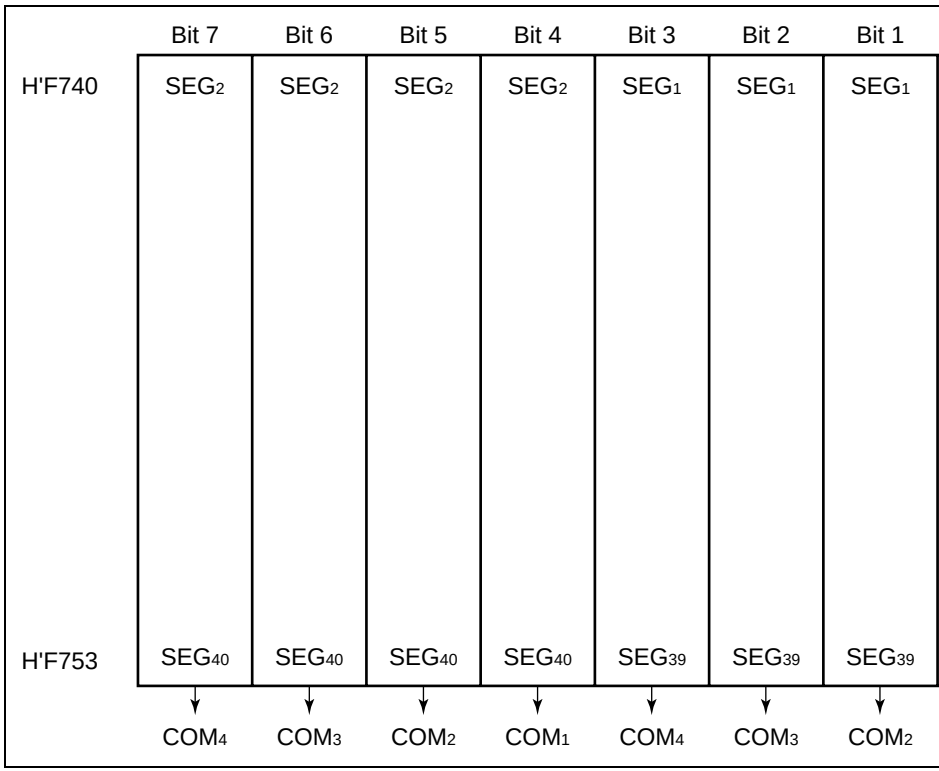


Figure 13.5 LCD RAM Map with Segments Not Externally Expanded (1/4 I

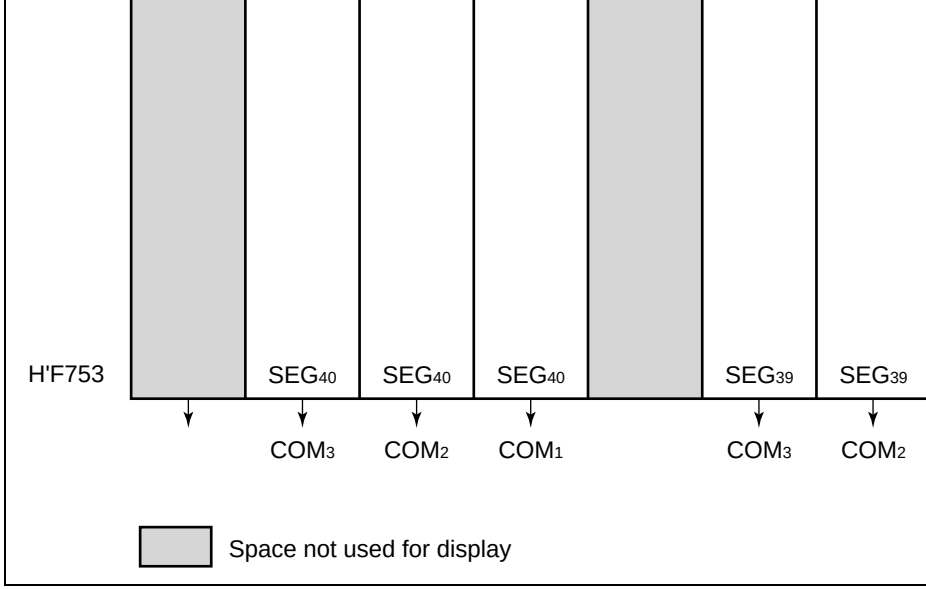


Figure 13.6 LCD RAM Map with Segments Not Externally Expanded (1/3

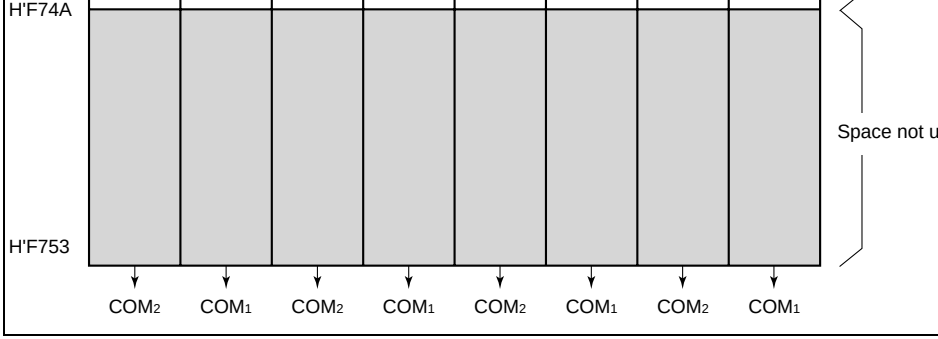


Figure 13.7 LCD RAM Map with Segments Not Externally Expanded (1/2 I

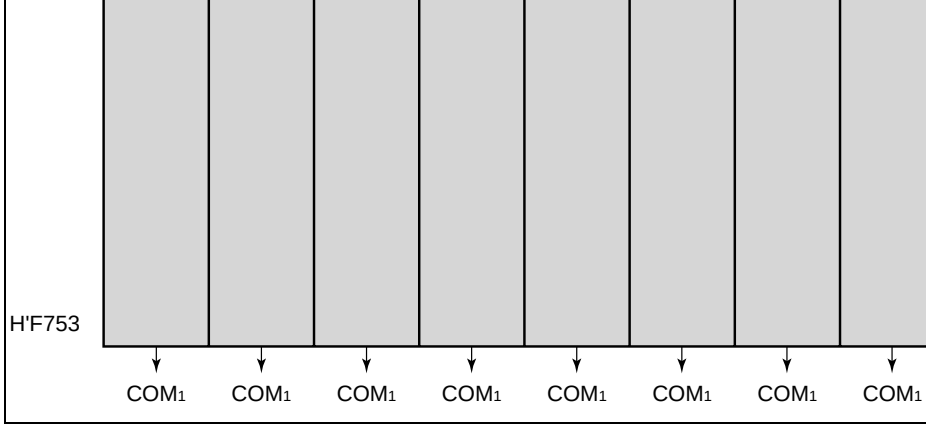


Figure 13.8 LCD RAM Map with Segments Not Externally Expanded (Stati

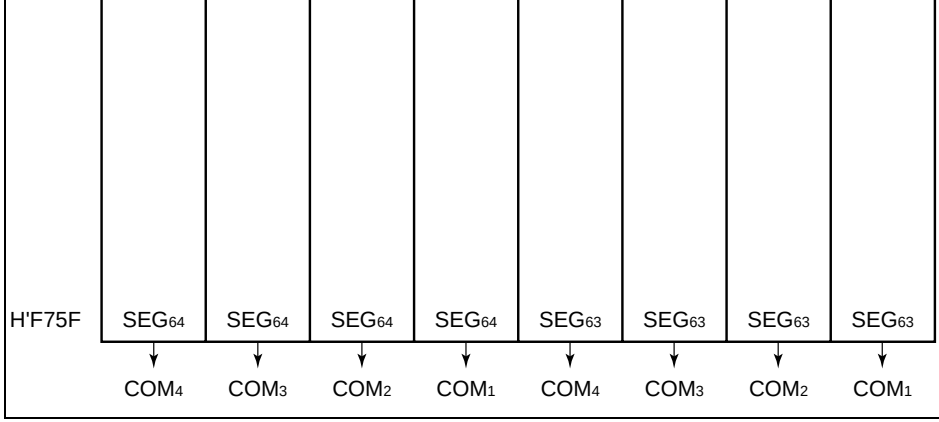


Figure 13.9 LCD RAM Map with Segment Externally Expanded (SGX = "1", SGS3 to SGS0 = "0000" 1/4 duty)

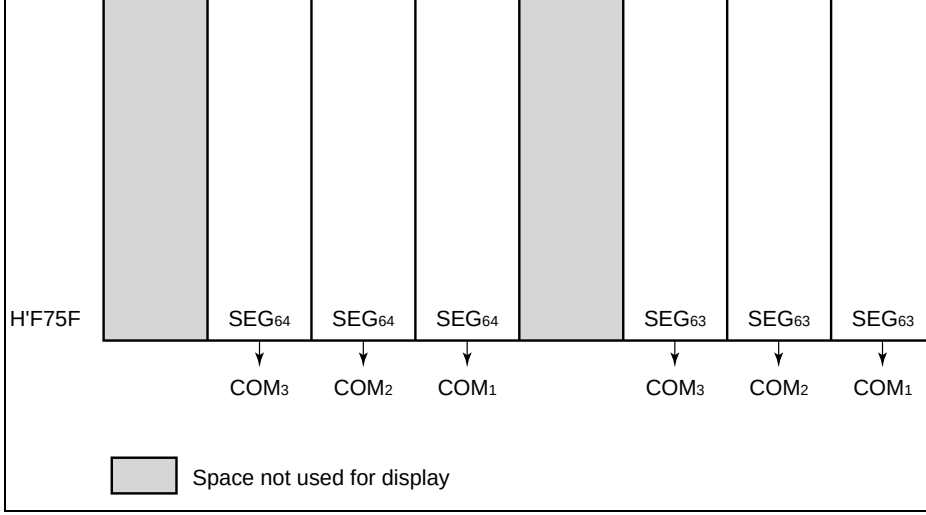


Figure 13.10 LCD RAM Map with Segment Externally Expanded (SGX = "1", SGS3 to SGS0 = "0000" 1/3 duty)

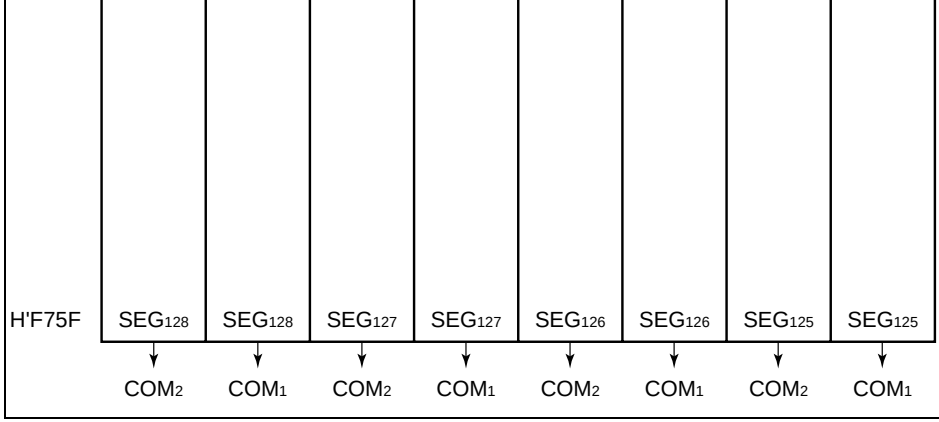


Figure 13.11 LCD RAM Map with Segment Externally Expanded (SGX = "1", SGS3 to SGS0 = "0000" 1/2 duty)

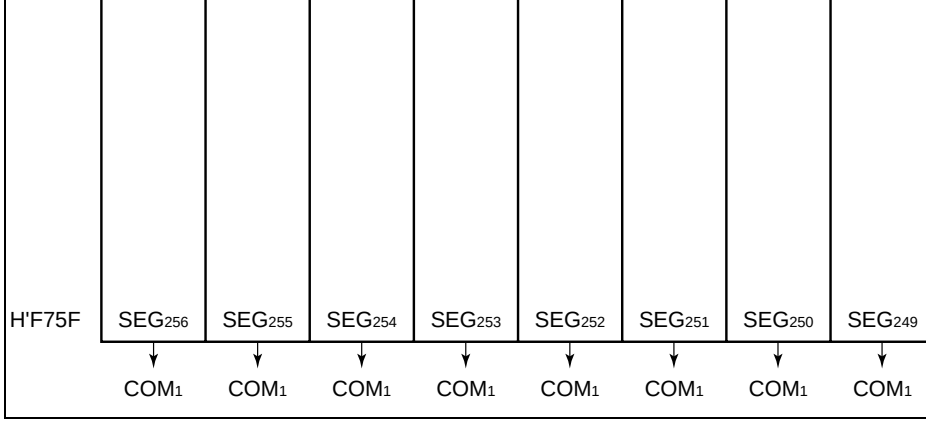


Figure 13.12 LCD RAM Map with Segment Externally Expanded (SGX = "1", SGS3 to SGS0 = "0000" static)

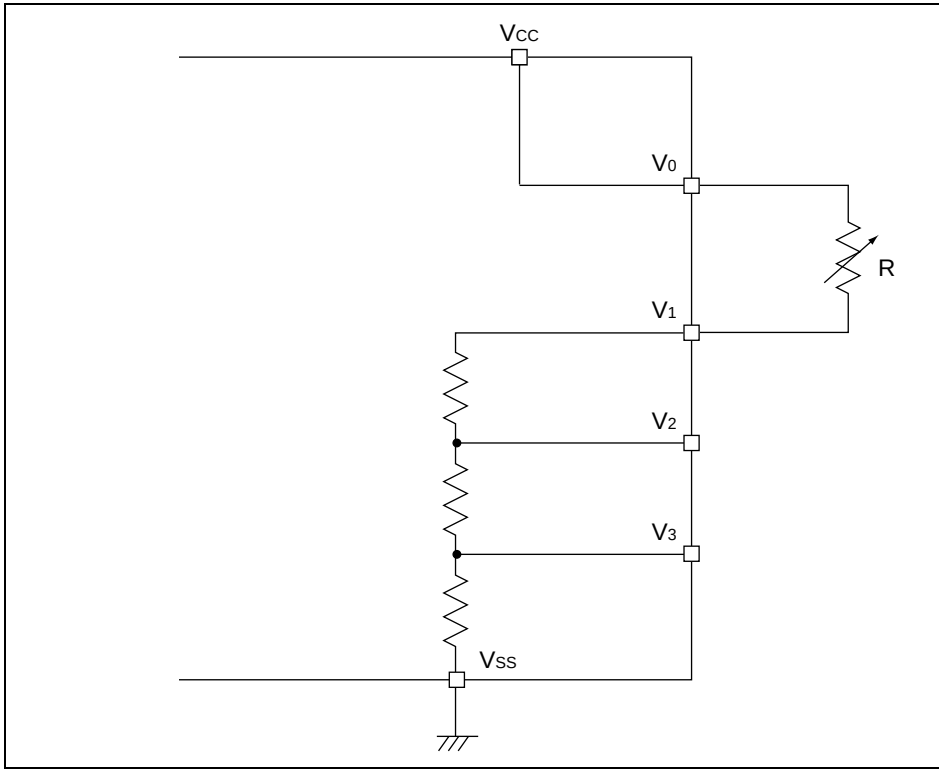


Figure 13.13 LCD Drive Power Supply Unit

power supply circuit for the LCD panel's current dissipation.

1. Principles

    1. Capacitors are connected as external circuits to LCD power supply pins V1, V2
    shown in figure 13.14.
    2. The capacitors connected to V1, V2, and V3 are repeatedly charged and discha
    cycle shown in figure 13.14, maintaining the potentials.
    3. At this time, the charged potential is a potential corresponding to the V1, V2, a
    respectively. (For example, with 1/3 bias drive, the charge for V2 is 2/3 that of
    for V3 is 1/3 that of V1.)
    4. Power is supplied to the LCD panel by means of the charges accumulated in th
    capacitors.
    5. The capacitances and charging/discharging periods of these capacitors are ther
    determined by the current dissipation of the LCD panel.
    6. The charging and discharging periods can be selected by software.

2. Example of operation (with 1/3 bias drive)

    1. During charging period Tc in the figure, the potential is divided among pins V1
    V3 by the built-in split-resistance (the potential of V2 being 2/3 that of V1, an
    being 1/3 that of V1), as shown in figure 13.14, and external capacitors C1, C2
    charged. The LCD panel is continues to be driven during this time.
    2. In the following discharging period, Tdc, charging is halted and the charge acc
    each capacitor is discharged, driving the LCD panel.
    3. At this time, a slight voltage drop occurs due to the discharging; optimum valu
    selected for the charging period and the capacitor capacitances to ensure that th
    affect the driving of the LCD panel.
    4. In this way, the capacitors connected to V1, V2, and V3 are repeatedly charge
    discharged in the cycle shown in figure 13.14, maintaining the potentials and c
    driving the LCD panel.

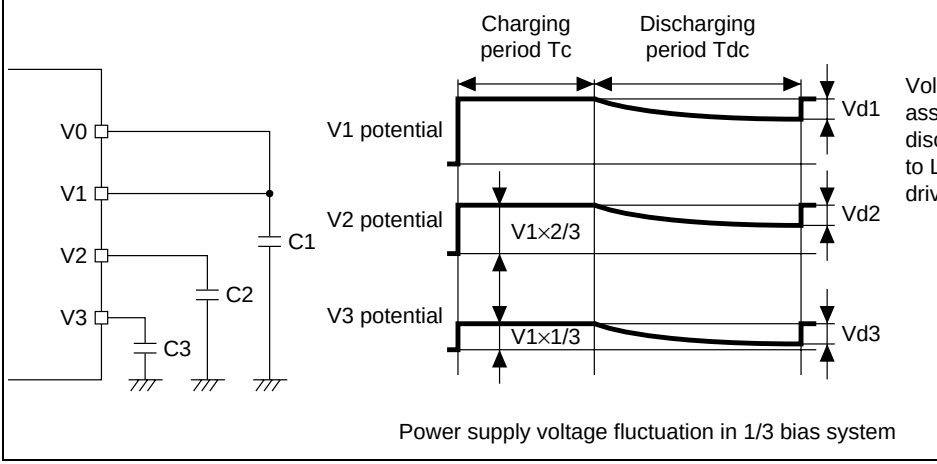


Figure 13.14 Example of Low-Power-Consumption LCD Drive Operatio

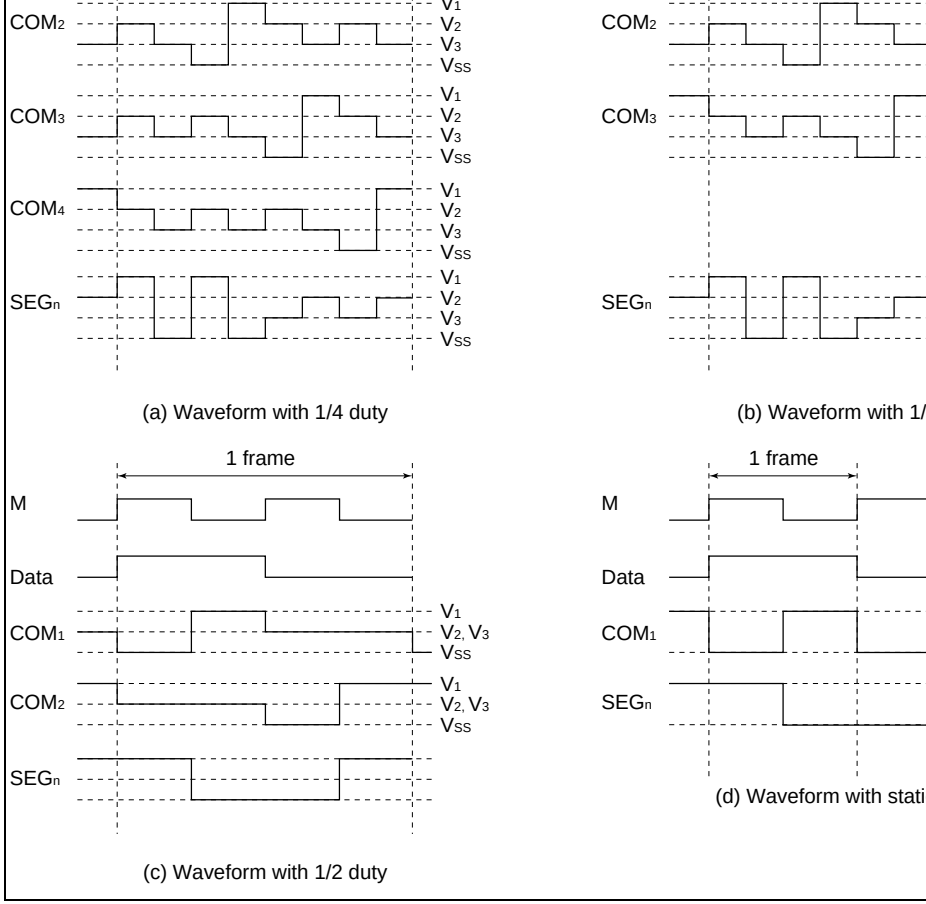


Figure 13.15 Output Waveforms for Each Duty Cycle (A Waveform

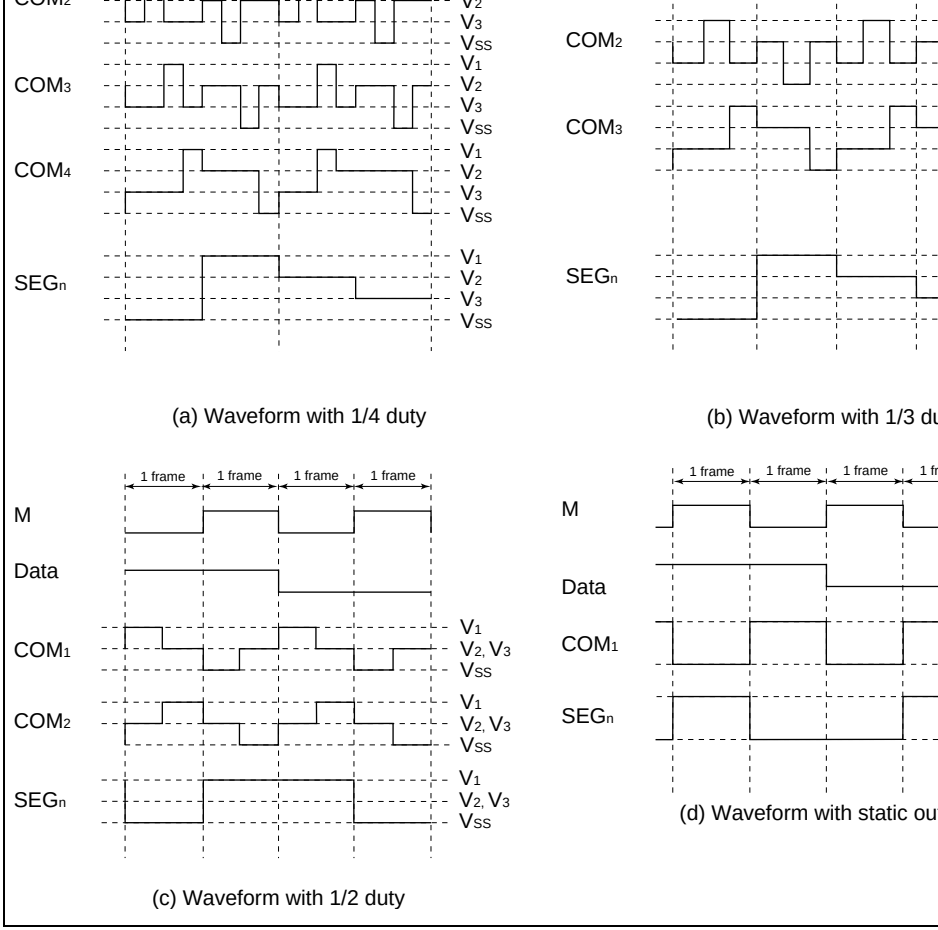


Figure 13.16 Output Waveforms for Each Duty Cycle (B Waveform)

1/3 duty	Common output	V_3	V_2	V_1	V
	Segment output	V_2	V_3	V_{SS}	V
1/4 duty	Common output	V_3	V_2	V_1	V
	Segment output	V_2	V_3	V_{SS}	V

13.3.5 Operation in Power-Down Modes

In this LSI, the LCD controller/driver can be operated even in the power-down modes operating state of the LCD controller/driver in the power-down modes is summarized 13.4.

In subactive mode, watch mode, and subsleep mode, the system clock oscillator stops, therefore, unless φw, φw/2, or φw/4 has been selected by bits CKS3 to CKS0, the cloc supplied and display will halt. Since there is a possibility that a direct current will be the LCD panel in this case, it is essential to ensure that φw, φw/2, or φw/4 is selected. (medium-speed) mode, the system clock is switched, and therefore CKS3 to CKS0 mu modified to ensure that the frame frequency does not change.

Table 13.4 Power-Down Modes and Display Operation

Mode		Reset	Active	Sleep	Watch	Subactive	Subsleep	Standl
Clock	φ	Runs	Runs	Runs	Stops	Stops	Stops	Stops
	φw	Runs	Runs	Runs	Runs	Runs	Runs	Stops*
Display operation	ACT = "0"	Stops	Stops	Stops	Stops	Stops	Stops	Stops*
	ACT = "1"	Stops	Functions	Functions	Functions *3	Functions *3	Functions *3	Stops*

Notes: 1. The subclock oscillator does not stop, but clock supply is halted.
2. The LCD drive power supply is turned off regardless of the setting of the PSW bit.
3. Display operation is performed only if φw, φw/2, or φw/4 is selected as the operating
4. The clock supplied to the LCD stops.

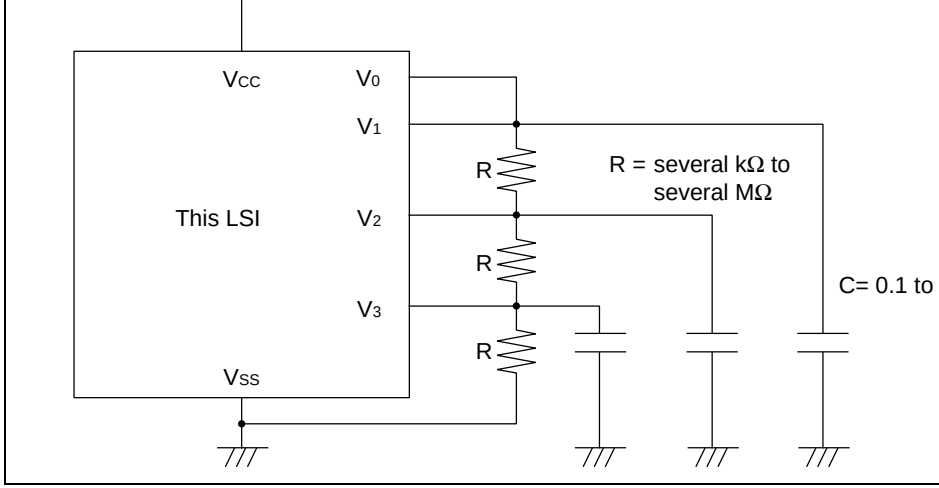


Figure 13.17 Connection of External Split-Resistance

Figure 13.18 shows examples of connection to an HD66100. The output level is deter
combination of the data and the M pin output, but these combinations differ from thos
HD66100. Table 13.3 shows the output levels of the LCD drive power supply, and fig
and 13.16 show the common and segment waveforms for each duty cycle.

When ACT is cleared to 0, operation stops with $CL_2 = 0$, $CL_1 = 0$, M = 0, and DO at th
(1 or 0) being output at that instant. In standby mode, the expansion pins go to the hig
impedance (floating) state.

When external expansion is implemented, the load in the LCD panel increases and the
power supply may not provide sufficient current capacity. In this case, measures shou
as described in section 13.3.6, Boosting the LCD Drive Power Supply.

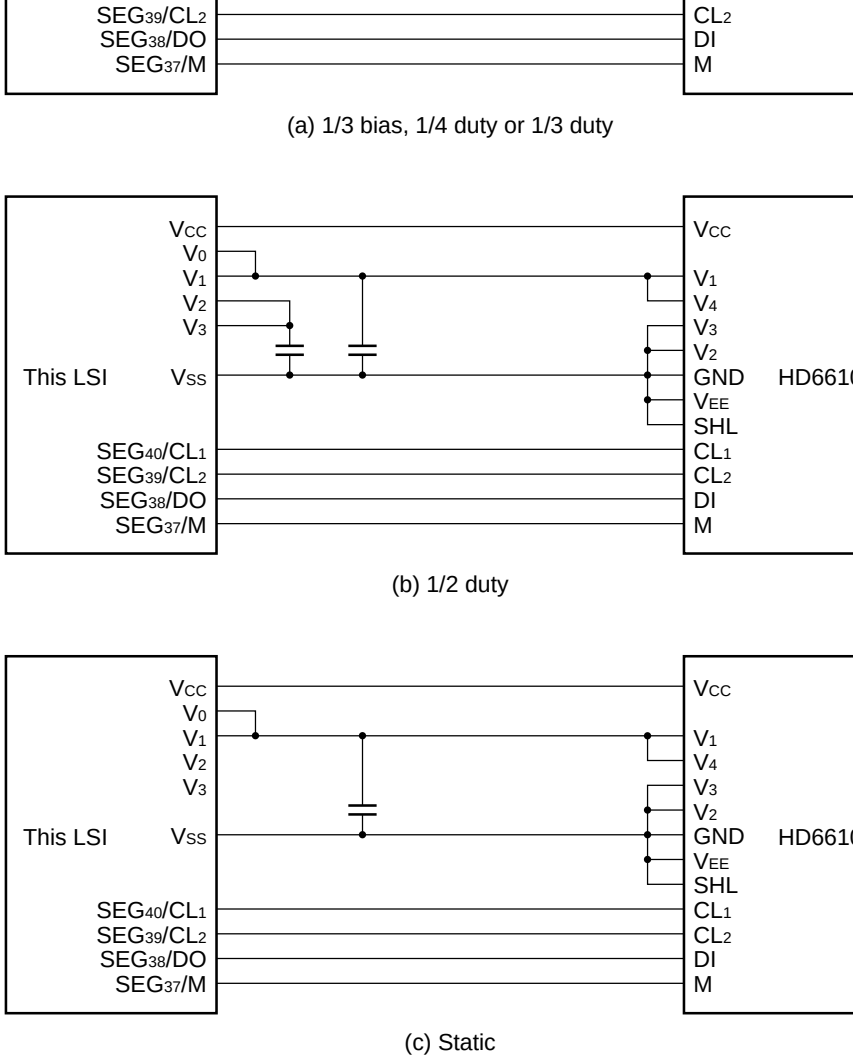


Figure 13.18 Connection to HD66100

to the external V_{CC} pin. As a result, the current consumed when an external power sup
at 3.0 V or above can be held down to virtually the same low level as when used at ap
3.0 V. If the external power supply is 3.0 V or below, the internal voltage will be prac
same as the external voltage. It is, of course, also possible to use the same level of ext
supply voltage and internal power supply voltage without using the internal power sup
down circuit.

14.2 When Using Internal Power Supply Step-Down Circuit

Connect the external power supply to the V_{CC} pin, and connect a capacitance of appro
µF, in the case of the H8/3847R, or approximately 0.33 µF, in the case of the H8/3834
H8/38447, between CV_{CC} and V_{SS}, as shown in figure 14.1. The internal step-down c
made effective simply by adding this external circuit. In the external circuit interface,
power supply voltage connected to V_{CC} and the GND potential connected to V_{SS} are th
levels. For example, for port input/output levels, the V_{CC} level is the reference for the
and the V_{SS} level is that for the low level. The LCD power supply and A/D converter
power supply are not affected by the internal step-down circuit.

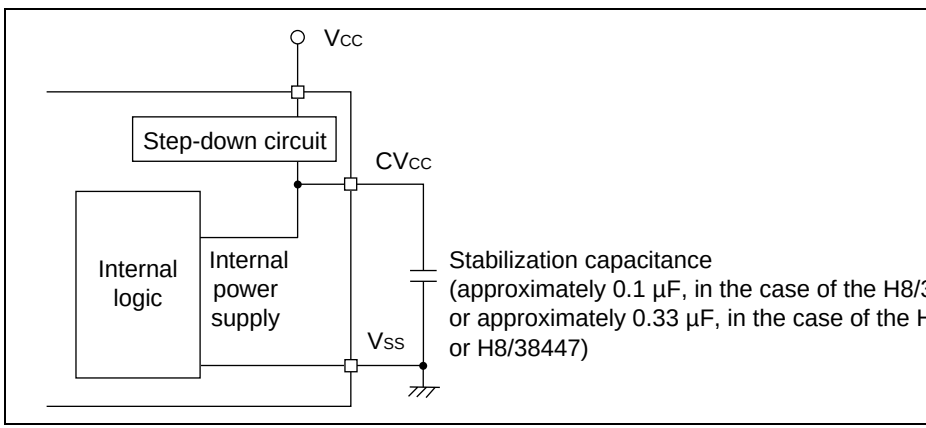


Figure 14.1 Power Supply Connection when Internal Step-Down Circuit i

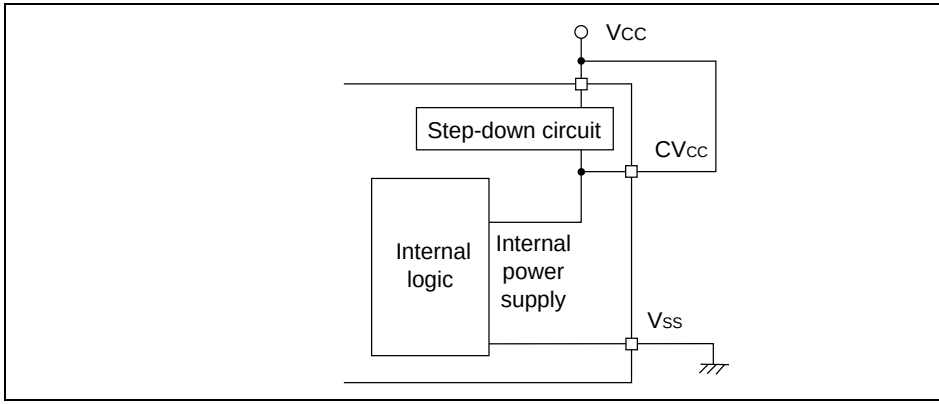


Figure 14.2 Power Supply Connection when Internal Step-Down Circuit is N

14.4 H8/3847S Group

The H8/3847S Group has two V_{CC} pins, which should be interconnected externally.

14.5 Notes on Switching from the H8/3847R to the H8/38347 or H

Examine the following with regard to the power supply circuit.

(1) If the internal power supply step-down circuit was used on the H8/3847R

The stabilization capacitance value differs between the products. It is necessary to c value from 0.1 µF (H8/3847R) to 0.33 µF (H8/38347 or H8/38447). Note that these rough guidelines and it is still necessary to confirm system operation.

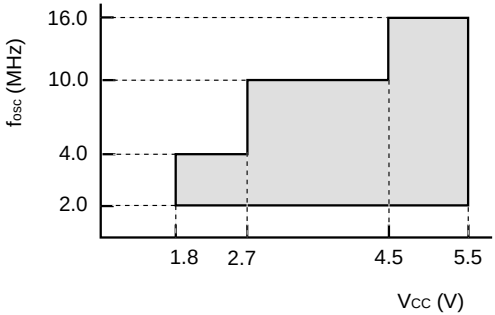
(2) If the internal power supply step-down circuit was not used on the H8/3847R

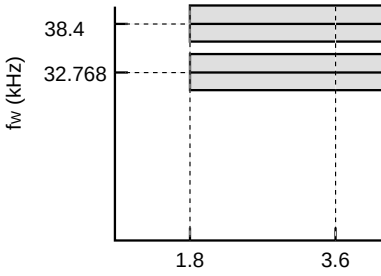
Use of the internal power supply step-down circuit of the H8/38347 or H8/38447 is recommended. Furthermore, operation at a V_{CC} of 3.6 V or greater is not guaranteed internal power supply step-down circuit is not used. It is therefore necessary to char CV_{CC} connection to use the internal power supply step-down circuit.

Table 13.1 Absolute Maximum Ratings

Item		Symbol	Value	Unit
Power supply voltage		V_{CC}	–0.3 to +7.0	V
Analog power supply voltage		AV_{CC}	–0.3 to +7.0	V
Programming voltage		V_{PP}	–0.3 to +13.0	V
Input voltage	Ports other than Ports B and C	Vin	–0.3 to V_{CC} +0.3	V
	Ports B and C	AVin	–0.3 to AV_{CC} +0.3	V
Operating temperature		Topr	–20 to +75*2	°C
Storage temperature		Tstg	–55 to +125	°C

Notes: 1. Permanent damage may occur to the chip if maximum ratings are exceede
operation should be under the conditions specified in Electrical Characteris
Exceeding these values can result in incorrect operation and reduced reliab
2. The operating temperature is the temperature range in which power (voltag
in "Electrical Characteristics") can be applied to the chip.

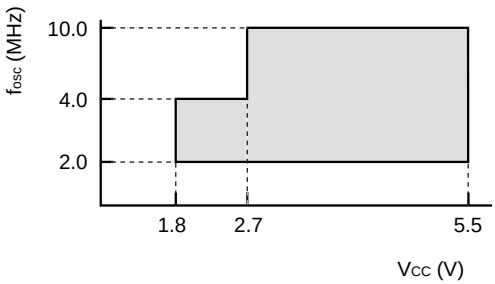




- Active (high-speed) mode
- Sleep (high-speed) mode
- Internal power supply step-down circuit not used

Note: fosc is the oscillator frequency. When external clocks are used, fosc=1MHz is the minimum.

- All operating modes

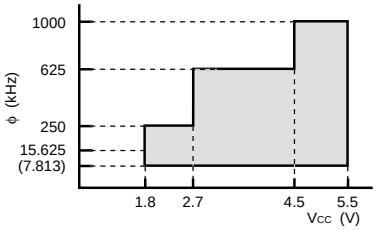


- Active (high-speed) mode
- Sleep (high-speed) mode
- Internal power supply step-down circuit used

Note: fosc is the oscillator frequency. When external clocks are used, fosc=1MHz is the minimum.

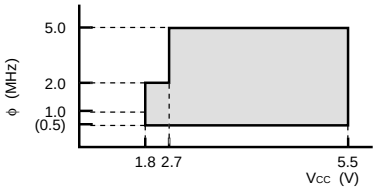
• Active (high-speed) mode
• Sleep (high-speed) mode (except CPU)
• Internal power supply step-down circuit not used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is ϕ=1MHz.



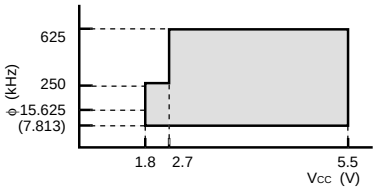
• Active (medium-speed) mode (except A/D converter)
• Sleep (medium-speed) mode (except A/D converter)
• Internal power supply step-down circuit not used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is ϕ=15.625kHz.



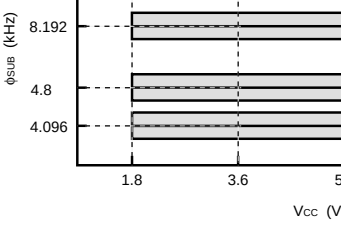
• Active (high-speed) mode
• Sleep (high-speed) mode (except CPU)
• Internal power supply step-down circuit used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is ϕ=1MHz.

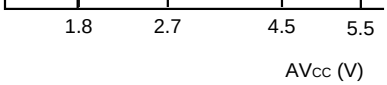


• Active (medium-speed) mode (except A/D converter)
• Sleep (medium-speed) mode (except A/D converter)
• Internal power supply step-down circuit used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is ϕ=15.625kHz.

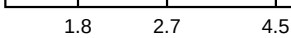


• Subactive mode
• Subsleep mode (except CPU)
• Watch mode (except CPU)

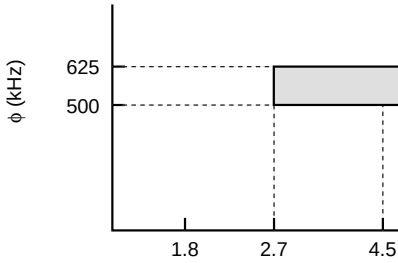


AVcc (V)

- Active (high-speed) mode
- Sleep (high-speed) mode
- Internal power supply step-down circuit not used and used



- Active (medium-speed) mode
- Sleep (medium-speed) mode
- Internal power supply step-down c



- Active (medium-speed) mode
- Sleep (medium-speed) mode
- Internal power supply step-down c

Item	Symbol	Applicable Pins	Values Min	Typ	Max	Unit	Test Condition
Input high voltage	V_{IH}	$\overline{RES}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{IRQ_0}$ to $\overline{IRQ_4}$, AEVL, AEVH, TMIC, TMIF,	0.8 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.
		TMIG, SCK_1, SCK_{31}, SCK_{32}, $\overline{ADTRG}$	0.9 V_{CC}	—	V_{CC} + 0.3		Except the abov
		SI_1, RXD_{31}, RXD_{32}, UD	0.7 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.
			0.8 V_{CC}	—	V_{CC} + 0.3		Except the abov
		OSC_1	0.8 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.
			0.9 V_{CC}	—	V_{CC} + 0.3		Except the abov
		X_1	0.9 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 1.8 V to 5.
		$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$,	0.7 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.
		$P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	0.8 V_{CC}	—	V_{CC} + 0.3		Except the abov
		PB_0 to PB_7,	0.7 V_{CC}	—	AV_{CC} + 0.3		V_{CC} = 4.0 V to 5.
		PC_0 to PC_3	0.8 V_{CC}	—	AV_{CC} + 0.3		Except the abov

	OSC_1	–0.3	—	0.2	V	Internal power sup step-down circuit
		–0.3	—	0.2 V_{CC}	V	V_{CC} = 4.0 V to 5.5
		–0.3	—	0.1 V_{CC}		Except the above
	X1	–0.3	—	0.1 V_{CC}	V	V_{CC} = 1.8 V to 5.5
	$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$,	–0.3	—	0.3 V_{CC}	V	V_{CC} = 4.0 V to 5.5
	$P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3, PB_0 to PB_7, PC_0 to PC_3	–0.3	—	0.2 V_{CC}		Except the above
Output high voltage	$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_2$,	V_{CC} – 1.0	—	—	V	V_{CC} = 4.0 V to 5.5 $-I_{OH}$ = 1.0 mA
	$P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$,	V_{CC} – 0.5	—	—		V_{CC} = 4.0 V to 5.5 $-I_{OH}$ = 0.5 mA
	$P9_0$ to $P9_7$, PA_0 to PA_3	V_{CC} – 0.3	—	—		$-I_{OH}$ = 0.1 mA
Output low voltage	$P1_0$ to $P1_7$, $P4_0$ to $P4_2$	—	—	0.6	V	V_{CC} = 4.0 V to 5.5 I_{OL} = 1.6 mA
		—	—	0.5		I_{OL} = 0.4 mA
	$P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	—	—	0.5		I_{OL} = 0.4 mA
	$P2_0$ to $P2_7$, $P3_0$ to $P3_7$	—	—	1.5		V_{CC} = 4.0 V to 5.5 I_{OL} = 10 mA
		—	—	0.6		V_{CC} = 4.0 V to 5.5 I_{OL} = 1.6 mA
		—	—	0.5		I_{OL} = 0.4 mA

		PA_0 to PA_3					
		PB_0 to PB_7, PC_0 to PC_3	—	—	1.0		V_{IN} = 0.5 V to AV_{CC} – 0.5 V
Pull-up MOS current	$-I_p$	$P1_0$ to $P1_7$, $P3_0$ to $P3_7$,	50.0	—	300.0	µA	V_{CC} = 5 V, V_{IN} =
		$P5_0$ to $P5_7$, $P6_0$ to $P6_7$	—	35.0	—		V_{CC} = 2.7 V, V_{IN} =
Input capacitance	C_{IN}	All input pins except power supply, $\overline{RES}$, $P4_3$, PB_0 to PB_7	—	—	15.0	pF	f = 1 MHz, V_{IN} = 0 Ta = 25°C
		$\overline{RES}$	—	—	80.0		
			—	—	15.0		
		$P4_3$	—	—	50.0		
			—	—	15.0		
		PB_0 to PB_7	—	—	15.0		
Active mode current dissipation	I_{OPE1}	V_{CC}	—	4.5	6.5	mA	Active (high-spee mode V_{CC} = 5 V, f_{OSC} = 10 MHz
	I_{OPE2}	V_{CC}	—	1.3	2.0	mA	Active (medium-speed) mode V_{CC} = 5 V, f_{OSC} = 10 MHz, ϕ_{OSC}/128
Sleep mode current dissipation	I_{SLEEP}	V_{CC}	—	2.5	4.0	mA	V_{CC} = 5 V, f_{OSC} = 10 MHz

Sub-sleep mode current dissi-pation	I_{SUBSP}	V_{CC}	—	7.5	16	µA	V_{CC} = 2.7 V, LCD 32 kHz crystal oscillator (ϕ_{SUB} = ϕ
Watch mode current dissi-pation	I_{WATCH}	V_{CC}	—	2.8	6.0	µA	V_{CC} = 2.7 V, 32 kH crystal oscillator LCD not used
Stand-by mode current dissi-pation	I_{STBY}	V_{CC}	—	1.0	5.0	µA	32 kHz crystal oscillator not used
RAM data retain-ing voltage	V_{RAM}	V_{CC}	1.5	—	—	V	
Allow-able output low current (per pin)	I_{OL}	Output pins except ports 2 and 3	—	—	2.0	mA	V_{CC} = 4.0 V to 5.5
		Ports 2 and 3	—	—	10.0		V_{CC} = 4.0 V to 5.5
		All output pins	—	—	0.5		
Allow-able output low current (total)	$\sum I_{OL}$	Output pins except ports 2 and 3	—	—	40.0	mA	V_{CC} = 4.0 V to 5.5
		Ports 2 and 3	—	—	80.0		V_{CC} = 4.0 V to 5.5
		All output pins	—	—	20.0		

Allowable output high current (total)	$\Sigma -I_{OH}$	All output pins	—	—	15.0	mA	V_{CC} = 4.0 V to 5.
			—	—	10.0		Except the above

Notes: Connect the TEST pin to V_{SS}.

1. Applies to the Mask ROM products.
2. Applies to the HD6473847R.
3. Pin states during current measurement.

Mode	$\overline{RES}$ Pin	Internal State	Other Pins	LCD Power Supply	Oscillator
Active (high-speed) mode	V_{CC}	Only CPU Operates	V_{CC}	Halted	System cl Crystal
Active (medium-speed) mode					Subclock Pin X_1 = G
Sleep mode	V_{CC}	Only timers operate	V_{CC}		
Subactive mode	V_{CC}	Only CPU Operates	V_{CC}	Halted	System cl
Subsleep mode	V_{CC}	Only timers operate, CPU stops	V_{CC}	Halted	crystal Subclock
Watch mode	V_{CC}	Only time base operates, CPU stops	V_{CC}	Halted	crystal
Standby mode	V_{CC}	CPU and timers both stop	V_{CC}	Halted	System cl crystal Subclock Pin X_1 = G

4. The guaranteed temperature as an electrical characteristic for Die products
5. Excludes current in pull-up MOS transistors and output buffers.
6. When internal step-down circuit is used.

Item	Symbol	Applicable Pins	Values Min	Typ	Max	Unit	Test Condition
System clock oscillation frequency	f_{OSC}	OSC_1, OSC_2	2	—	16	MHz	V_{CC} = 4.5 V to 5.5 V
			2	—	10		V_{CC} = 2.7 V to 5.5 V
			2	—	4		V_{CC} = 1.8 V to 5.5 V
OSC clock (ϕ_{OSC}) cycle time	t_{OSC}	OSC_1, OSC_2	62.5	—	500 (1000)	ns	V_{CC} = 4.5 V to 5.5 V
			100	—	500 (1000)		V_{CC} = 2.7 V to 5.5 V
			250	—	500 (1000)		V_{CC} = 1.8 V to 5.5 V
System clock (ϕ) cycle time	t_{cyc}		2	—	128	t_{OSC}	
			—	—	244.1	µs	
Subclock oscillation frequency	f_W	X_1, X_2	—	32.768 or 38.4	—	kHz	
Watch clock (ϕ_W) cycle time	t_W	X_1, X_2	—	30.5 or 26.0	—	µs	
Subclock (ϕ_{SUB}) cycle time	t_{subcyc}		2	—	8	t_W	
Instruction cycle time			2	—	—	t_{cyc} t_{subcyc}	
Oscillation stabilization time	t_{rc}	OSC_1, OSC_2	—	20	45	µs	Figure 15.10 V_{CC} = 2.2 V to 5.5 V
			—	0.1	8	ms	Figure 15.10 V_{CC} = 2.2 V to 5.5 V
			—	—	50	ms	Except the above
		X_1, X_2	—	—	2.0	s	

				13.02			
External clock low width	t_{CPL}	OSC_1	25	—	—	ns	V_{CC} = 4.5 V to 5.5 V
			40	—	—		V_{CC} = 2.7 V to 5.5 V
			100	—	—		V_{CC} = 1.8 V to 5.5 V
		X_1	—	15.26 or 13.02	—	µs	
External clock rise time	t_{CPr}	OSC_1	—	—	6	ns	V_{CC} = 4.5 V to 5.5 V
			—	—	10		V_{CC} = 2.7 V to 5.5 V
			—	—	25		V_{CC} = 1.8 V to 5.5 V
		X_1	—	—	55.0	ns	
External clock fall time	t_{CPf}	OSC_1	—	—	6	ns	V_{CC} = 4.5 V to 5.5 V
			—	—	10		V_{CC} = 2.7 V to 5.5 V
			—	—	25		V_{CC} = 1.8 V to 5.5 V
		X_1	—	—	55.0	ns	
Pin $\overline{RES}$ low width	t_{REL}	$\overline{RES}$	10	—	—	t_{cyc}	
Input pin high width	t_{IH}	$\overline{IRQ_0}$ to $\overline{IRQ_4}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{ADTRG}$, TMIC TMIF, TMIG, AEVL, AEVH	2	—	—	t_{cyc} t_{subcyc}	

UD pin minimum modulation width	t_{UDH} t_{UDL}	UD	4	—	—	t_{cyc} t_{subcyc}

Notes: 1. Selected with SA1 and SA0 of system clock control register 2 (SYSCR2).
2. When internal power supply step-down circuit is not used.
3. Figures in parentheses are the maximum t_{OSC} rate with external clock input.
4. The guaranteed temperature as an electrical characteristic for Die products i

width							
Input clock low width	t_{SCKL}	SCK_1	0.4	—	—	t_{Scyc}	
Input clock rise time	t_{SCKr}	SCK_1	—	—	60.0	ns	V_{CC} = 4.0 V to 5.5 V
			—	—	80.0	ns	Except the above
Input clock fall time	t_{SCKf}	SCK_1	—	—	60.0	ns	V_{CC} = 4.0 V to 5.5 V
			—	—	80.0	ns	Except the above
Serial output data delay time	t_{SOD}	SO_1	—	—	200.0	ns	V_{CC} = 4.0 V to 5.5 V
			—	—	350.0	ns	Except the above
Serial input data setup time	t_{SIS}	SI_1	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V
			400.0	—	—	ns	Except the above
Serial input data hold time	t_{SIH}	SI_1	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V
			400.0	—	—	ns	Except the above

Notes: 1. When internal power supply step-down circuit is not used.
2. The guaranteed temperature as an electrical characteristic for Die products

Input clock pulse width	t_{SCKW}	0.4	—	0.6	t_{Scyc}		F
Transmit data delay time	t_{TXD}	—	—	1	t_{cyc} or	V_{CC} = 4.0 V to 5.5 V	F
(synchronous)		—	—	1	t_{subcyc}	Except the above	
Receive data setup time	t_{RXS}	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V	F
(synchronous)		400.0	—	—		Except the above	F
Receive data hold time	t_{RXH}	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V	F
(synchronous)		400.0	—	—		Except the above	F

Notes: 1. When internal power supply step-down circuit is not used
2. The guaranteed temperature as an electrical characteristic for Die products i

Item	Symbol	Pins	Min	Typ	Max	Unit	Test Condition
Analog power supply voltage	AV_{CC}	AV_{CC}	1.8	—	5.5	V	
Analog input voltage	AV_{IN}	AN_0 to AN_{11}	– 0.3	—	AV_{CC} + 0.3	V	
Analog power supply current	AI_{OPE}	AV_{CC}	—	—	1.5	mA	AV_{CC} = 5.0 V
	AI_{STOP1}	AV_{CC}	—	600	—	µA	
	AI_{STOP2}	AV_{CC}	—	—	5	µA	
Analog input capacitance	C_{AIN}	AN_0 to AN_{11}	—	—	15.0	pF	
Allowable signal source impedance	R_{AIN}		—	—	10.0	kΩ	
Resolution (data length)			—	—	10	bit	
Nonlinearity error			—	—	±2.5	LSB	AV_{CC} = 2.7 V to 5.5 V V_{CC} = 2.7 V to 5.5 V
			—	—	±5.5		AV_{CC} = 2.0 V to 5.5 V V_{CC} = 2.0 V to 5.5 V
			—	—	±7.5		Except the above
Quantization error			—	—	±0.5	LSB	
Absolute accuracy			—	—	±3.0	LSB	AV_{CC} = 2.7 V to 5.5 V V_{CC} = 2.7 V to 5.5 V
			—	—	±6.0		AV_{CC} = 2.0 V to 5.5 V V_{CC} = 2.0 V to 5.5 V
			—	—	±8.0		Except the above
Conversion time			12.4	—	124	µs	AV_{CC} = 2.7 V to 5.5 V V_{CC} = 2.7 V to 5.5 V
			62	—	124		Except the above

Notes: 1. Set AV_{CC} = V_{CC} when the A/D converter is not used.
2. AI_{STOP1} is the current in active and sleep modes while the A/D converter is i
3. AI_{STOP2} is the current at reset and in standby, watch, subactive, and subsle while the A/D converter is idle.
4. When internal power supply step-down circuit is not used.
5. Conversion time: 62 µs
6. The guaranteed temperature as an electrical characteristic for Die products

Item	Symbol	Applicable Pins	Values Min	Typ	Max	Unit	Test Conditions
Segment driver drop voltage	V_{DS}	SEG_1 to SEG_{40}	—	—	0.6	V	I_D = 2 µA V_1 = 2.7 V to 5.5 V
Common driver drop voltage	V_{DC}	COM_1 to COM_4	—	—	0.3	V	I_D = 2 µA V_1 = 2.7 V to 5.5 V
LCD power supply split-resistance	R_{LCD}		0.5	3.0	9.0	MΩ	Between V_1 and V_{SS}
Liquid crystal display voltage	V_{LCD}	V_1	2.2	—	5.5	V	

Notes: 1. The voltage drop from power supply pins V_1, V_2, V_3, and V_{SS} to each segmen common pin.

2. When the liquid crystal display voltage is supplied from an external power so ensure that the following relationship is maintained: $V_1 \geq V_2 \geq V_3 \geq V_{SS}$.

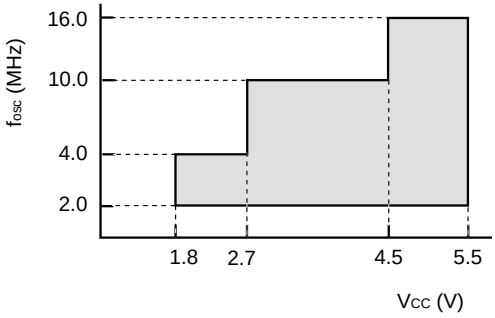
3. The guaranteed temperature as an electrical characteristic for Die products i

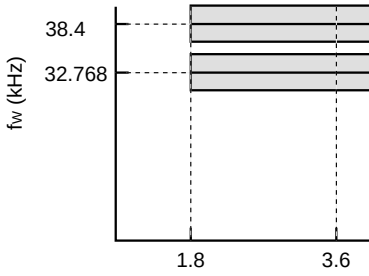
Clock low width	t_{CWL}	CL_2	800.0	—	—	ns	
Clock setup time	t_{CSU}	CL_1, CL_2	500.0	—	—	ns	*1
Data setup time	t_{SU}	DO	300.0	—	—	ns	*1
Data retaining time	t_{DH}	DO	300.0	—	—	ns	*1
M delay time	t_{DM}	M	–1000.0	—	1000.0	ns	*1
Clock rise/fall time	t_{CT}	CL_1, CL_2	—	—	170.0	ns	

Notes: 1. When the frame frequency is set at 488 Hz to 30.5 Hz.
2. The guaranteed temperature as an electrical characteristic for Die products

Power supply voltage		V_{CC}	–0.3 to +7.0
Analog power supply voltage		AV_{CC}	–0.3 to +7.0
Programming voltage		V_{PP}	–0.3 to +13.0
Input voltage	Ports other than Ports B and C	Vin	–0.3 to V_{CC} +0.3
	Ports B and C	AVin	–0.3 to AV_{CC} +0.3
Operating temperature		Topr	–40 to +85
Storage temperature		Tstg	–55 to +125

Note: Permanent damage may occur to the chip if maximum ratings are exceeded. No operation should be under the conditions specified in Electrical Characteristics. these values can result in incorrect operation and reduced reliability.

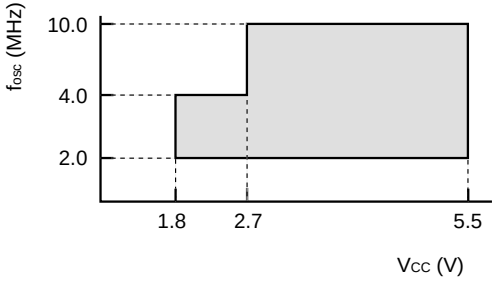




- Active (high-speed) mode
- Sleep (high-speed) mode
- Internal power supply step-down circuit not used

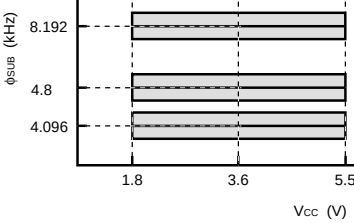
Note: fosc is the oscillator frequency. When external clocks are used, fosc=1MHz is the minimum.

- All operating modes

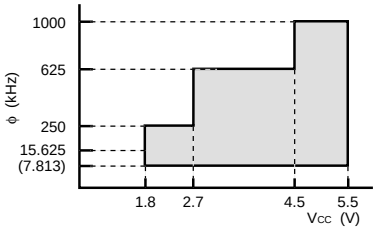


- Active (high-speed) mode
- Sleep (high-speed) mode
- Internal power supply step-down circuit used

Note: fosc is the oscillator frequency. When external clocks are used, fosc=1MHz is the minimum.

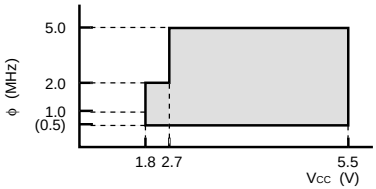


• Subactive mode
• Subsleep mode (except CPU)
• Watch mode (except CPU)



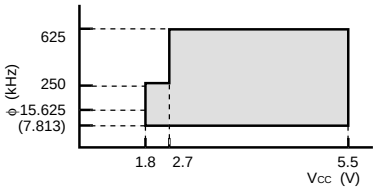
• Active (medium-speed) mode (except A/D converter)
• Sleep (medium-speed) mode (except A/D converter)
• Internal power supply step-down circuit not used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is φ=15.625kHz.



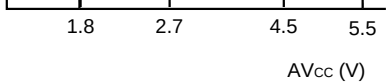
• Active (high-speed) mode
• Sleep (high-speed) mode (except CPU)
• Internal power supply step-down circuit used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is φ=1MHz.



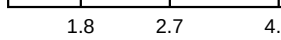
• Active (medium-speed) mode (except A/D converter)
• Sleep (medium-speed) mode (except A/D converter)
• Internal power supply step-down circuit used

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is φ=15.625kHz.

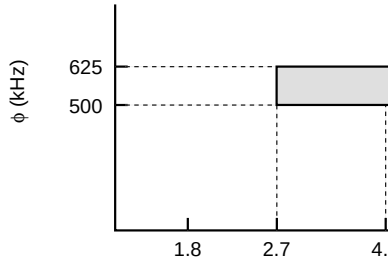


AVCC (V)

- Active (high-speed) mode
- Sleep (high-speed) mode
- Internal power supply step-down circuit not used and used



- Active (medium-speed) mode
- Sleep (medium-speed) mode
- Internal power supply step-down



- Active (medium-speed) mode
- Sleep (medium-speed) mode
- Internal power supply step-down

Item	Symbol	Applicable Pins	Values Min	Typ	Max	Unit	Test Condition
Input high voltage	V_{IH}	$\overline{RES}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{IRQ_0}$ to $\overline{IRQ_4}$, AEVL, AEVH, TMIC, TMIF,	0.8 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.5
		TMIG, SCK_1, SCK_{31}, SCK_{32}, $\overline{ADTRG}$	0.9 V_{CC}	—	V_{CC} + 0.3		Except the above
		SI_1, RXD_{31}, RXD_{32}, UD	0.7 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.5
			0.8 V_{CC}	—	V_{CC} + 0.3		Except the above
		OSC_1	0.8 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.5
			0.9 V_{CC}	—	V_{CC} + 0.3		Except the above
		X_1	0.9 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 1.8 V to 5.5
		$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$,	0.7 V_{CC}	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to 5.5
		$P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	0.8 V_{CC}	—	V_{CC} + 0.3		Except the above
		PB_0 to PB_7,	0.7 V_{CC}	—	AV_{CC} + 0.3		V_{CC} = 4.0 V to 5.5
		PC_0 to PC_3	0.8 V_{CC}	—	AV_{CC} + 0.3		Except the above

	OSC_1	–0.3	—	0.2	V	Internal power su step-down circui
		–0.3	—	0.2 V_{CC}	V	V_{CC} = 4.0 V to 5.
		–0.3	—	0.1 V_{CC}		Except the abov
	X1	–0.3	—	0.1 V_{CC}	V	V_{CC} = 1.8 V to 5.
	$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$,	–0.3	—	0.3 V_{CC}	V	V_{CC} = 4.0 V to 5.
	$P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3, PB_0 to PB_7, PC_0 to PC_3	–0.3	—	0.2 V_{CC}		Except the abov
Output high voltage	V_{OH} $P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_2$,	V_{CC} – 1.0	—	—	V	V_{CC} = 4.0 V to 5. $-I_{OH}$ = 1.0 mA
	$P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$,	V_{CC} – 0.5	—	—		V_{CC} = 4.0 V to 5. $-I_{OH}$ = 0.5 mA
	$P9_0$ to $P9_7$, PA_0 to PA_3	V_{CC} – 0.3	—	—		$-I_{OH}$ = 0.1 mA
Output low voltage	V_{OL} $P1_0$ to $P1_7$, $P4_0$ to $P4_2$	—	—	0.6	V	V_{CC} = 4.0 V to 5. I_{OL} = 1.6 mA
		—	—	0.5		I_{OL} = 0.4 mA
	$P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	—	—	0.5		I_{OL} = 0.4 mA
	$P2_0$ to $P2_7$, $P3_0$ to $P3_7$	—	—	1.5		V_{CC} = 4.0 V to 5. I_{OL} = 10 mA
		—	—	0.6		V_{CC} = 4.0 V to 5. I_{OL} = 1.6 mA
		—	—	0.5		I_{OL} = 0.4 mA

		PA_0 to PA_3					
		PB_0 to PB_7, PC_0 to PC_3	—	—	1.0		V_{IN} = 0.5 V to AV_{CC} – 0.5 V
Pull-up MOS current	–Ip	$P1_0$ to $P1_7$, $P3_0$ to $P3_7$,	50.0	—	300.0	µA	V_{CC} = 5 V, V_{IN} = 0
		$P5_0$ to $P5_7$, $P6_0$ to $P6_7$	—	35.0	—		V_{CC} = 2.7 V, V_{IN} =
Input capacitance	C_{IN}	All input pins except power supply, $\overline{RES}$, $P4_3$, PB_0 to PB_7	—	—	15.0	pF	f = 1 MHz, V_{IN} =0 Ta = 25°C
		$\overline{RES}$	—	—	80.0		
			—	—	15.0		
		$P4_3$	—	—	50.0		
			—	—	15.0		
		PB_0 to PB_7	—	—	15.0		
Active mode current dissipation	I_{OPE1}	V_{CC}	—	4.5	6.5	mA	Active (high-speed) mode V_{CC} = 5 V, f_{OSC} = 10 MHz
	I_{OPE2}	V_{CC}	—	1.3	2.0	mA	Active (medium-speed) mode V_{CC} = 5 V, f_{OSC} = 10 MHz, ϕ_{OSC}/128
Sleep mode current dissipation	I_{SLEEP}	V_{CC}	—	2.5	4.0	mA	V_{CC} = 5 V, f_{OSC} = 10 MHz

Sub-sleep mode current dissipation	I_{SUBSP}	V_{CC}	—	7.5	16	µA	V_{CC} = 2.7 V, LCD 32 kHz crystal oscillator (ϕ_{SUB} =
Watch mode current dissipation	I_{WATCH}	V_{CC}	—	2.8	6.0	µA	V_{CC} = 2.7 V, 32 k crystal oscillator LCD not used
Stand-by mode current dissipation	I_{STBY}	V_{CC}	—	1.0	5.0	µA	32 kHz crystal oscillator not use
RAM data retaining voltage	V_{RAM}	V_{CC}	1.5	—	—	V	
Allowable output low current (per pin)	I_{OL}	Output pins except ports 2 and 3	—	—	2.0	mA	V_{CC} = 4.0 V to 5.
		Ports 2 and 3	—	—	10.0		V_{CC} = 4.0 V to 5.
		All output pins	—	—	0.5		
Allowable output low current (total)	$\sum I_{OL}$	Output pins except ports 2 and 3	—	—	40.0	mA	V_{CC} = 4.0 V to 5.
		Ports 2 and 3	—	—	80.0		V_{CC} = 4.0 V to 5.
		All output pins	—	—	20.0		

Allowable output high current (total)	$\Sigma -I_{OH}$	All output pins	—	—	15.0	mA	V_{CC} = 4.0 V to 5.5
			—	—	10.0		Except the above

Notes: Connect the TEST pin to V_{SS}.

1. Applies to the Mask ROM products.
2. Applies to the HD6473847R.
3. Pin States during Current Dissipation Measurement

Mode	$\overline{RES}$ Pin	Internal State	Other Pins	LCD Power Supply	Oscillator
Active (high-speed) mode	V_{CC}	Only CPU Operates	V_{CC}	Halted	System clo Crystal
Active (medium-speed) mode					Subclock o Pin X_1 = G
Sleep mode	V_{CC}	Only timers operate	V_{CC}		
Subactive mode	V_{CC}	Only CPU Operates	V_{CC}	Halted	System clo
Subsleep mode	V_{CC}	Only timers operate, CPU stops	V_{CC}	Halted	crystal Subclock o
Watch mode	V_{CC}	Only time base operates, CPU stops	V_{CC}	Halted	crystal
Standby mode	V_{CC}	CPU and timers both stop	V_{CC}	Halted	System clo crystal Subclock o Pin X_1 = G

4. Excludes current in pull-up MOS transistors and output buffers.
5. When internal step-down circuit is used.

(including subactive mode) unless otherwise indicated.

Item	Symbol	Applicable Pins	Values Min	Typ	Max	Unit	Test Condition
System clock oscillation frequency	f_{OSC}	OSC_1, OSC_2	2	—	16	MHz	V_{CC} = 4.5 V to 5.5 V
			2	—	10		V_{CC} = 2.7 V to 5.5 V
			2	—	4		V_{CC} = 1.8 V to 5.5 V
OSC clock (ϕ_{OSC}) cycle time	t_{OSC}	OSC_1, OSC_2	62.5	—	500 (1000)	ns	V_{CC} = 4.5 V to 5.5 V
			100	—	500 (1000)		V_{CC} = 2.7 V to 5.5 V
			250	—	500 (1000)		V_{CC} = 1.8 V to 5.5 V
System clock (ϕ) cycle time	t_{cyc}		2	—	128	t_{OSC}	
			—	—	244.1	µs	
Subclock oscillation frequency	f_W	X_1, X_2	—	32.768 or 38.4	—	kHz	
Watch clock (ϕ_W) cycle time	t_W	X_1, X_2	—	30.5 or 26.0	—	µs	
Subclock (ϕ_{SUB}) cycle time	t_{subcyc}		2	—	8	t_W	
Instruction cycle time			2	—	—	t_{cyc} t_{subcyc}	
Oscillation stabilization time	t_{rc}	OSC_1, OSC_2	—	20	45	µs	Figure 15.10 V_{CC} = 2.2 V to 5.5 V
			—	0.1	8	ms	Figure 15.10 V_{CC} = 2.2 V to 5.5 V
			—	—	50	ms	Except the above
		X_1, X_2	—	—	2.0	s	

				13.02			
External clock low width	t_{CPL}	OSC_1	25	—	—	ns	V_{CC} = 4.5 V to 5.5 V
			40	—	—		V_{CC} = 2.7 V to 5.5 V
			100	—	—		V_{CC} = 1.8 V to 5.5 V
		X_1	—	15.26 or 13.02	—	µs	
External clock rise time	t_{CPr}	OSC_1	—	—	6	ns	V_{CC} = 4.5 V to 5.5 V
			—	—	10		V_{CC} = 2.7 V to 5.5 V
			—	—	25		V_{CC} = 1.8 V to 5.5 V
		X_1	—	—	55.0	ns	
External clock fall time	t_{CPf}	OSC_1	—	—	6	ns	V_{CC} = 4.5 V to 5.5 V
			—	—	10		V_{CC} = 2.7 V to 5.5 V
			—	—	25		V_{CC} = 1.8 V to 5.5 V
		X_1	—	—	55.0	ns	
Pin $\overline{RES}$ low width	t_{REL}	$\overline{RES}$	10	—	—	t_{cyc}	
Input pin high width	t_{IH}	$\overline{IRQ_0}$ to $\overline{IRQ_4}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{ADTRG}$, TMIC TMIF, TMIG, AEVL, AEVH	2	—	—	t_{cyc} t_{subcyc}	

UD pin minimum modulation width	t_{UDH} t_{UDL}	UD	4	—	—	t_{cyc} t_{subcyc}

Notes: 1. Selected with SA1 and SA0 of system clock control register 2 (SYSCR2).
2. When internal power supply step-down circuit is not used.
3. Figures in parentheses are the maximum t_{OSC} rate with external clock input.

width							
Input clock low width	t_{SCKL}	SCK_1	0.4	—	—	t_{Scyc}	
Input clock rise time	t_{SCKr}	SCK_1	—	—	60.0	ns	V_{CC} = 4.0 V to 5.5 V
			—	—	80.0	ns	Except the above
Input clock fall time	t_{SCKf}	SCK_1	—	—	60.0	ns	V_{CC} = 4.0 V to 5.5 V
			—	—	80.0	ns	Except the above
Serial output data delay time	t_{SOD}	SO_1	—	—	200.0	ns	V_{CC} = 4.0 V to 5.5 V
			—	—	350.0	ns	Except the above
Serial input data setup time	t_{SIS}	SI_1	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V
			400.0	—	—	ns	Except the above
Serial input data hold time	t_{SIH}	SI_1	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V
			400.0	—	—	ns	Except the above

Note: * When internal power supply step-down circuit is not used.

Input clock pulse width	t_{SCKW}	0.4	—	0.6	t_{Scyc}	
Transmit data delay time	t_{TXD}	—	—	1	t_{cyc} or	V_{CC} = 4.0 V to 5.5 V
(synchronous)		—	—	1	t_{subcyc}	Except the above
Receive data setup time	t_{RXS}	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V
(synchronous)		400.0	—	—		Except the above
Receive data hold time	t_{RXH}	200.0	—	—	ns	V_{CC} = 4.0 V to 5.5 V
(synchronous)		400.0	—	—		Except the above

Note: * When internal power supply step-down circuit is not used

Item	Symbol	Pins	Min	Typ	Max	Unit	Test Condition
Analog power supply voltage	AV_{CC}	AV_{CC}	1.8	—	5.5	V	
Analog input voltage	AV_{IN}	AN_0 to AN_{11}	– 0.3	—	AV_{CC} + 0.3	V	
Analog power supply current	AI_{OPE}	AV_{CC}	—	—	1.5	mA	AV_{CC} = 5.0 V
	AI_{STOP1}	AV_{CC}	—	600	—	µA	
	AI_{STOP2}	AV_{CC}	—	—	5	µA	
Analog input capacitance	C_{AIN}	AN_0 to AN_{11}	—	—	15.0	pF	
Allowable signal source impedance	R_{AIN}		—	—	10.0	kΩ	
Resolution (data length)			—	—	10	bit	
Nonlinearity error			—	—	±2.5	LSB	AV_{CC} = 2.7 V to 5.5 V V_{CC} = 2.7 V to 5.5 V
			—	—	±5.5		AV_{CC} = 2.0 V to 5.5 V V_{CC} = 2.0 V to 5.5 V
			—	—	±7.5		Except the above
Quantization error			—	—	±0.5	LSB	
Absolute accuracy			—	—	±3.0	LSB	AV_{CC} = 2.7 V to 5.5 V V_{CC} = 2.7 V to 5.5 V
			—	—	±6.0		AV_{CC} = 2.0 V to 5.5 V V_{CC} = 2.0 V to 5.5 V
			—	—	±8.0		Except the above
Conversion time			12.4	—	124	µs	AV_{CC} = 2.7 V to 5.5 V V_{CC} = 2.7 V to 5.5 V
			62	—	124		Except the above

Notes: 1. Set AV_{CC} = V_{CC} when the A/D converter is not used.
2. AI_{STOP1} is the current in active and sleep modes while the A/D converter is id
3. AI_{STOP2} is the current at reset and in standby, watch, subactive, and subslee while the A/D converter is idle.
4. When internal power supply step-down circuit is not used.
5. Conversion time: 62 µs

Item	Symbol	Applicable Pins	Values Min	Typ	Max	Unit	Test Conditions
Segment driver drop voltage	V_{DS}	SEG_1 to SEG_{40}	—	—	0.6	V	I_D = 2 µA V_1 = 2.7 V to 5.5 V
Common driver drop voltage	V_{DC}	COM_1 to COM_4	—	—	0.3	V	I_D = 2 µA V_1 = 2.7 V to 5.5 V
LCD power supply split-resistance	R_{LCD}		0.5	3.0	9.0	MΩ	Between V_1 and V_{SS}
Liquid crystal display voltage	V_{LCD}	V_1	2.2	—	5.5	V	

Notes: 1. The voltage drop from power supply pins V_1, V_2, V_3, and V_{SS} to each segme common pin.

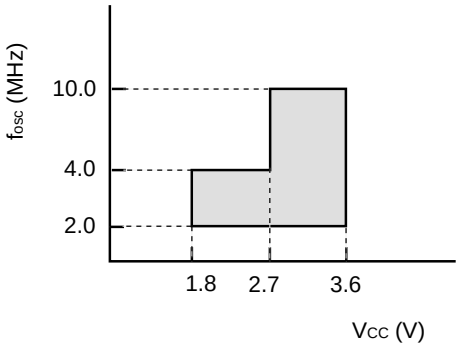
2. When the liquid crystal display voltage is supplied from an external power s ensure that the following relationship is maintained: $V_1 \geq V_2 \geq V_3 \geq V_{SS}$.

Clock low width	t_{CWL}	CL_2	500.0	—	—	ns	*
Clock setup time	t_{CSU}	CL_1, CL_2	500.0	—	—	ns	*
Data setup time	t_{SU}	DO	300.0	—	—	ns	*
Data retaining time	t_{DH}	DO	300.0	—	—	ns	*
M delay time	t_{DM}	M	–1000.0	—	1000.0	ns	*
Clock rise/fall time	t_{CT}	CL_1, CL_2	—	—	170.0	ns	

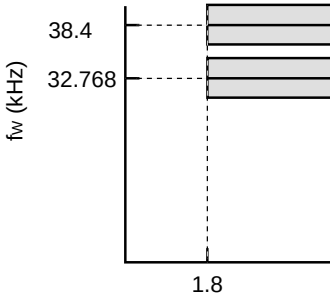
Note: * When the frame frequency is set at 488 Hz to 30.5 Hz.

Analog power supply voltage		AV_{CC}	–0.3 to +4.3	V
Input voltage	Ports other than Port B, C	Vin	–0.3 to V_{CC} +0.3	V
	Port B, C	AVin	–0.3 to AV_{CC} +0.3	V
Operating temperature		Topr	–20 to +75 (Regular specifications)	°C
			–40 to +85 (wide-range specifications)	
			+75 (products shipped as chips)*2	
Storage temperature		Tstg	–55 to +125	°C

Note: 1. Permanent damage may occur to the chip if maximum ratings are exceede
operation should be under the conditions specified in Electrical Characteris
Exceeding these values can result in incorrect operation and reduced reliab
2. Power may be applied when the temperature is between –20 and +75°C.

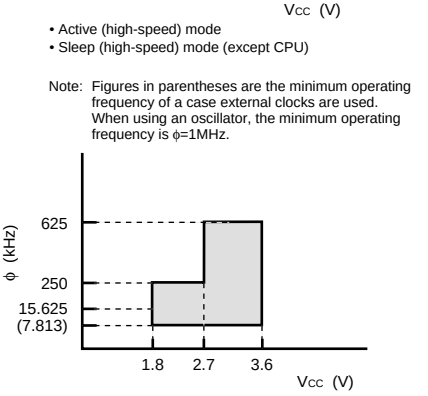


• Active (high-speed) mode
• Sleep (high-segment) mode



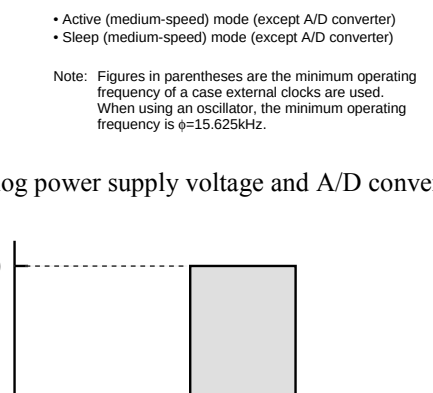
• All operating modes

Note: fosc is the oscillator frequency. When external clocks are used, fosc=1MHz is the minimum.



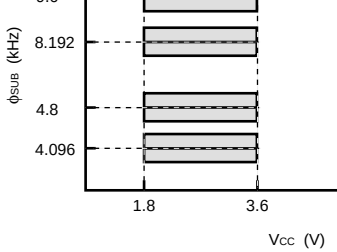
• Active (high-speed) mode
• Sleep (high-speed) mode (except CPU)

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is ϕ=1MHz.



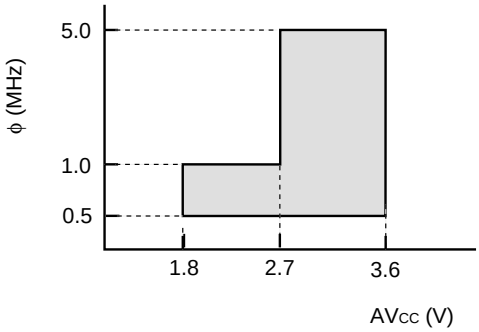
• Active (medium-speed) mode (except A/D converter)
• Sleep (medium-speed) mode (except A/D converter)

Note: Figures in parentheses are the minimum operating frequency of a case external clocks are used. When using an oscillator, the minimum operating frequency is ϕ=15.625kHz.

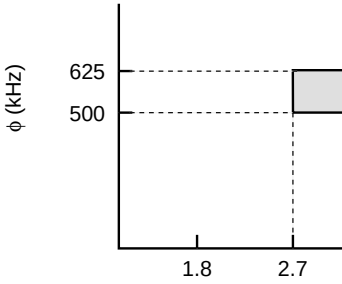


• Subactive mode
• Subsleep mode (except CPU)
• Watch mode (except CPU)

3. Analog power supply voltage and A/D converter operating range



• Active (high-speed) mode
• Sleep (high-speed) mode



• Active (medium-speed) m
• Sleep (medium-speed) m

Input high voltage	V_{IH}	$\overline{RES}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{IRQ_0}$ to $\overline{IRQ_4}$, AEVL, AEVH, TMIC, TMIF, TMIG, SCK_1, SCK_{31}, SCK_{32}, $\overline{ADTRG}$	0.9 V_{CC}	—	V_{CC} + 0.3	V	
		SI_1, RXD_{31}, RXD_{32}, UD	0.8 V_{CC}	—	V_{CC} + 0.3	V	
		OSC_1	0.9 V_{CC}	—	V_{CC} + 0.3	V	
		X_1	0.9 V_{CC}	—	V_{CC} + 0.3	V	
		$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	0.8 V_{CC}	—	V_{CC} + 0.3	V	
		PB_0 to PB_7, PC_0 to PC_3	0.8 V_{CC}	—	AV_{CC} + 0.3		
Input low voltage	V_{IL}	$\overline{RES}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{IRQ_0}$ to $\overline{IRQ_4}$, AEVL, AEVH, TMIC, TMIF, TMIG, SCK_1, SCK_{31}, SCK_{32}, $\overline{ADTRG}$	–0.3	—	0.1 V_{CC}	V	
		SI_1, RXD_{31}, RXD_{32}, UD	–0.3	—	0.2 V_{CC}	V	
		OSC_1	–0.3	—	0.1 V_{CC}	V	
		X1	–0.3	—	0.1 V_{CC}	V	
		$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3, PB_0 to PB_7, PC_0 to PC_3	–0.3	—	0.2 V_{CC}	V	
Output high voltage	V_{OH}	$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_2$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	V_{CC} – 0.3	—	—	V	$-I_{OH}$ = 0.1 mA

current		$P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3					
		PB_0 to PB_7, PC_0 to PC_3	—	—	1.0		V_{IN} = 0.5 V to AV_{CC} – 0.5 V
Pull-up MOS current	–Ip	$P1_0$ to $P1_7$, $P3_0$ to $P3_7$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$	10.0	—	300.0	µA	V_{CC} = 3 V, V_{IN} =
Input capacitance	C_{IN}	All input pins except power supply	—	—	15.0	pF	f = 1 MHz, V_{IN} = Ta = 25°C
Active mode current dissipation	I_{OPE1}	V_{CC}	—	0.4	*3	mA	Active (high-spe mode V_{CC} = 1.8 V, f_{OSC} = 2 MHz
			—	1.4	*3		Active (high-spe mode V_{CC} = 3 V, f_{OSC} = 4 MHz
			—	3.5	5.5		Active (high-spe mode V_{CC} = 3 V, f_{OSC} = 10 MHz

							V_{CC} = 3 V, f_{OSC} = 4 MHz ϕ_{OSC}/128
			—	0.7	1.6		Active (medium-speed) mode V_{CC} = 3 V, f_{OSC} = 10 MHz ϕ_{OSC}/128
Sleep mode current dissipation	I_{SLEEP}	V_{CC}	—	0.2	*3	mA	V_{CC} = 1.8 V, f_{OSC} = 2 MHz
			—	0.6	*3		V_{CC} = 3 V, f_{OSC} = 4 MHz
			—	1.4	2.9		V_{CC} = 3 V, f_{OSC} = 10 MHz
Sub-active mode current dissipation	I_{SUB}	V_{CC}	—	8	*3	µA	V_{CC} = 1.8 V, LCD on 32 kHz cr oscillator (ϕ_{SUB} = ϕ_W/2)
			—	4	*3		V_{CC} = 2.7 V, LCD on 32 kHz cr oscillator (ϕ_{SUB} = ϕ_W/8)
			—	14	*3		V_{CC} = 2.7 V, LCD on 32 kHz cr oscillator (ϕ_{SUB} = ϕ_W/2)
Sub-sleep mode current dissipation	I_{SUBSP}	V_{CC}	—	5.0	12	µA	V_{CC} = 2.7 V, LCD 32 kHz crystal oscillator (ϕ_{SUB} = ϕ

							32 kHz crystal oscillator LCD not used
			—	2.8	6		V_{CC} = 2.7 V, 32 kHz crystal oscillator LCD not used
Stand-by mode current dissipation	I_{STBY}	V_{CC}	—	0.3	*3	µA	32 kHz crystal oscillator not used V_{CC} = 1.8 V, Ta = 25°C
			—	0.5	*3		32 kHz crystal oscillator not used V_{CC} = 2.7 V, Ta = 25°C
			—	1	5		Except the above
RAM data retaining voltage	V_{RAM}	V_{CC}	1.5	—	—	V	
Allowable output low current (per pin)	I_{OL}	All output pins	—	—	0.5	mA	
Allowable output low current (total)	$\sum I_{OL}$	All output pins	—	—	20.0	mA	
Allowable output high current (per pin)	$-I_{OH}$	All output pins	—	—	0.2	mA	

Mode	$\overline{RES}$ Pin	Internal State	Other Pins	Constant-Voltage	Oscillator F
Active (high-speed) mode	V_{CC}	Only CPU Operates	V_{CC}	Halted	System cloc Crystal
Active (medium-speed) mode					Subclock os Pin X_1 = GN
Sleep mode	V_{CC}	Only timers operate	V_{CC}		
Subactive mode	V_{CC}	Only CPU Operates	V_{CC}	Halted	System cloc
Subsleep mode	V_{CC}	Only timers operate, CPU stops	V_{CC}	Halted	crystal Subclock os
Watch mode	V_{CC}	Only time base operates, CPU stops	V_{CC}	Halted	crystal
Standby mode	V_{CC}	CPU and timers both stop	V_{CC}	Halted	System cloc crystal Subclock os Pin X_1 = GN

2. Excludes current in pull-up MOS transistors and output buffers.
3. The maximum current consumption value (standard) is 1.1 × typ.

Item	Symbol	Pins	Min	Typ	Max	Unit	Test Condition
System clock oscillation frequency	f_{OSC}	OSC_1, OSC_2	2	—	10	MHz	V_{CC} = 2.7 V to 3.6 V
			2	—	4		V_{CC} = 1.8 V to 3.6 V
OSC clock (ϕ_{OSC}) cycle time	t_{OSC}	OSC_1, OSC_2	100	—	500 (1000)	ns	V_{CC} = 2.7 V to 3.6 V
			250	—	500 (1000)		V_{CC} = 1.8 V to 3.6 V
System clock (ϕ) cycle time	t_{cyc}		2	—	128	t_{OSC}	
			—	—	128	µs	
Subclock oscillation frequency	f_W	X_1, X_2	—	32.768 or 38.4	—	kHz	
Watch clock (ϕ_W) cycle time	t_W	X_1, X_2	—	30.5 or 26.0	—	µs	
Subclock (ϕ_{SUB}) cycle time	t_{subcyc}		2	—	8	t_W	
Instruction cycle time			2	—	—	t_{cyc} t_{subcyc}	
Oscillation stabilization time	t_{rc}	OSC_1, OSC_2	—	20	45	µs	Ceramic Oscillator Parameters V_{CC} = 2.2 V to 3.6 V
			—	80	—		Ceramic Oscillator Parameters Except the above
			—	0.8	2	ms	Crystal Oscillator Parameters V_{CC} = 2.7 V to 3.6 V
			—	1.2	3		Crystal Oscillator Parameters V_{CC} = 2.2 V to 3.6 V

External clock high width	t_{CPH}	OSC_1	40	—	—	ns	V_{CC} = 2.7 V to 3.6 V
			100	—	—		V_{CC} = 1.8 V to 3.6 V
		X_1	—	15.26 or 13.02	—	µs	
External clock low width	t_{CPL}	OSC_1	40	—	—	ns	V_{CC} = 2.7 V to 3.6 V
			100	—	—		V_{CC} = 1.8 V to 3.6 V
		X_1	—	15.26 or 13.02	—	µs	
External clock rise time	t_{CPr}	OSC_1	—	—	10	ns	V_{CC} = 2.7 V to 3.6 V
			—	—	25		V_{CC} = 1.8 V to 3.6 V
		X_1	—	—	55.0	ns	
External clock fall time	t_{CPf}	OSC_1	—	—	10	ns	V_{CC} = 2.7 V to 3.6 V
			—	—	25		V_{CC} = 1.8 V to 3.6 V
		X_1	—	—	55.0	ns	
Pin $\overline{RES}$ low width	t_{REL}	$\overline{RES}$	10	—	—	t_{cyc}	
Input pin high width	t_{IH}	$\overline{IRQ_0}$ to $\overline{IRQ_4}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{ADTRG}$, TMIC TMIF, TMIG, AEVL, AEVH	2	—	—	t_{cyc} t_{subcyc}	
Input pin low width	t_{IL}	$\overline{IRQ_0}$ to $\overline{IRQ_4}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{ADTRG}$, TMIC, TMIF, TMIG, AEVL, AEVH	2	—	—	t_{cyc} t_{subcyc}	

Input clock rise time	t_{SCKr}	SCK_1	—	—	80.0	ns
Input clock fall time	t_{SCKf}	SCK_1	—	—	80.0	ns
Serial output data delay time	t_{SOD}	SO_1	—	—	350.0	ns
Serial input data setup time	t_{SIS}	SI_1	400.0	—	—	ns
Serial input data hold time	t_{SIH}	SI_1	400.0	—	—	ns

Receive data setup time (synchronous)	t_{RXS}	400.0	—	—	ns
Receive data hold time (synchronous)	t_{RXH}	400.0	—	—	ns

supply voltage							
Analog input voltage	AV_{IN}	AN_0 to AN_{11}	– 0.3	—	AV_{CC} + 0.3	V	
Analog power supply current	AI_{OPE}	AV_{CC}	—	—	1.2	mA	AV_{CC} = 3.0 V
	AI_{STOP1}	AV_{CC}	—	600	—	µA	
	AI_{STOP2}	AV_{CC}	—	—	5	µA	
Analog input capacitance	C_{AIN}	AN_0 to AN_{11}	—	—	15.0	pF	
Allowable signal source impedance	R_{AIN}		—	—	10.0	kΩ	
Resolution (data length)			—	—	10	bit	
Nonlinearity error			—	—	±3.5	LSB	AV_{CC} = 2.7 V to 3.6 V V_{CC} = 2.7 V to 3.6 V
			—	—	±5.5		AV_{CC} = 2.0 V to 3.6 V V_{CC} = 2.0 V to 3.6 V
			—	—	±7.5		Except the above
Quantization error			—	—	±0.5	LSB	
Absolute accuracy			—	±2	±4	LSB	AV_{CC} = 2.7 V to 3.6 V V_{CC} = 2.7 V to 3.6 V
			—	±2.5	±6		AV_{CC} = 2.0 V to 3.6 V V_{CC} = 2.0 V to 3.6 V
			—	±3	±8		Except the above
Conversion time			12.4	—	124	µs	AV_{CC} = 2.7 V to 3.6 V V_{CC} = 2.7 V to 3.6 V
			62	—	124		Except the above

Notes: 1. Set AV_{CC} = V_{CC} when the A/D converter is not used.
2. AI_{STOP1} is the current in active and sleep modes while the A/D converter is id
3. AI_{STOP2} is the current at reset and in standby, watch, subactive, and subslee while the A/D converter is idle.
4. Conversion time: 62 µs

Segment driver drop voltage	V_{DS}	SEG_1 to SEG_{40}	—	—	0.6	V	I_D = 2 µA V_1 = 2.7 V to 3.6 V
Common driver drop voltage	V_{DC}	COM_1 to COM_4	—	—	0.3	V	I_D = 2 µA V_1 = 2.7 V to 3.6 V
LCD power supply split-resistance	R_{LCD}		1.5	3.5	7	MΩ	Between V_1 and V_{SS}
Liquid crystal display voltage	V_{LCD}	V_1	2.2	—	3.6	V	

Notes: 1. The voltage drop from power supply pins V_1, V_2, V_3, and V_{SS} to each segme common pin.

2. When the liquid crystal display voltage is supplied from an external power s ensure that the following relationship is maintained: $V_1 \geq V_2 \geq V_3 \geq V_{SS}$.

Data retaining time	t_{DH}	DO	300.0	—	—	ns	*
M delay time	t_{DM}	M	–1000.0	—	1000.0	ns	*
Clock rise/fall time	t_{CT}	CL_1, CL_2	—	—	170.0	ns	

Note: * When the frame frequency is set at 488 Hz to 30.5 Hz.

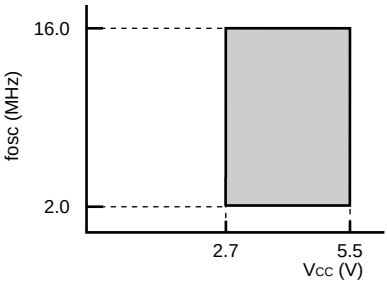
Power supply voltage		V_{CC}	–0.3 to +7.0	V
		CV_{CC}	–0.3 to +4.3	V
Analog power supply voltage		AV_{CC}	–0.3 to +7.0	V
Input voltage	Other than ports B, C	V_{in}	–0.3 to V_{CC} +0.3	V
	Ports B, C	AV_{in}	–0.3 to AV_{CC} +0.3	V
Operating temperature		T_{opr}	–20 to +75[*2] (regular specifications)	°C
			–40 to +85[*2] (wide-range temperature specifications)	
			+75[*3] (chip shipment specifications)	
Storage temperature		T_{stg}	–55 to +125	°C

Notes: 1. Permanent damage may result if maximum ratings are exceeded. Normal o
should be under the conditions specified in Electrical Characteristics. Excee
values can result in incorrect operation and reduced reliability.

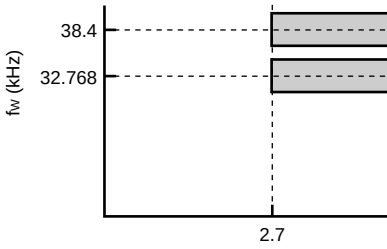
2. The operating temperature ranges from –20°C to +75°C when programmin
the flash memory.

3. The temperature range in which power may be applied to the device is –20

• H8/38347 Group

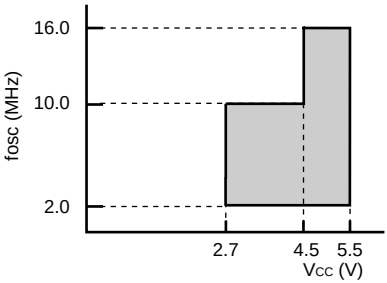


• Active (high-speed) mode
• Sleep (high-speed) mode

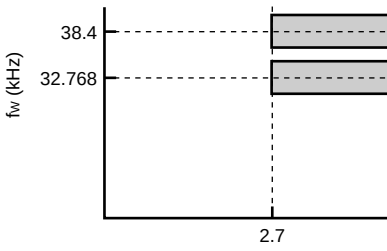


• All operating modes

• H8/38447 Group

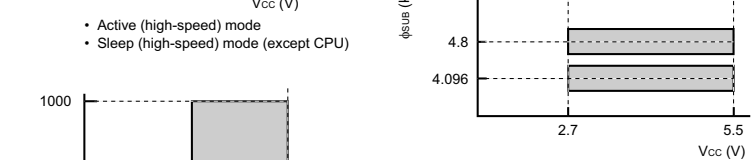


• Active (high-speed) mode
• Sleep (high-speed) mode

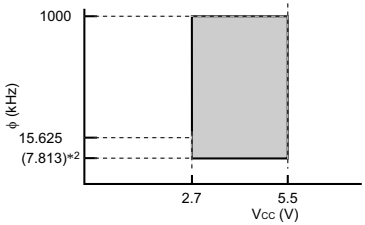


• All operating modes

Note: fosc is the oscillator frequency. When an external clock is used 1 MHz is the m
fosc value.

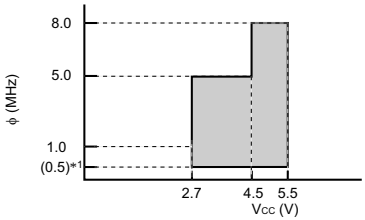


- Subactive mode
- Subsleep mode (except CPU)
- Watch mode (except CPU)

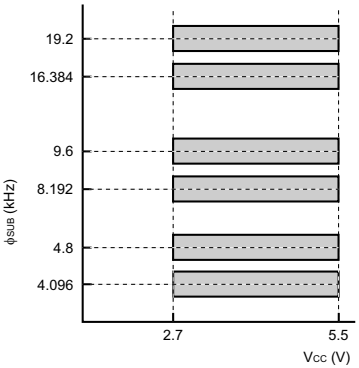


- Active (medium-speed) mode
- Sleep (medium-speed) mode (except A/D converter)

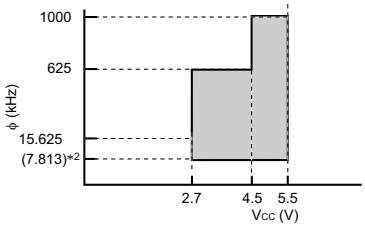
- H8/38447 Group



- Active (high-speed) mode
- Sleep (high-speed) mode (except CPU)

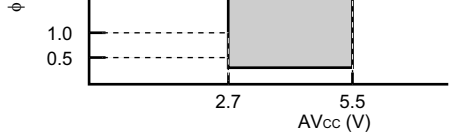


- Subactive mode
- Subsleep mode (except CPU)
- Watch mode (except CPU)

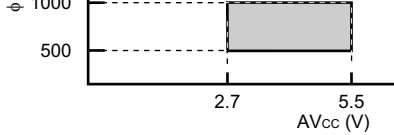


- Active (medium-speed) mode
- Sleep (medium-speed) mode (except A/D converter)

Notes 1. The figure in parentheses ( ) indicates the minimum operating frequency when an external clock is used. When the resonator is used the minimum operating frequency (ϕ) is 1 MHz.
2. The figure in parentheses ( ) indicates the minimum operating frequency when an external clock is used. When the resonator is used the minimum operating frequency (ϕ) is 15.625 kHz.

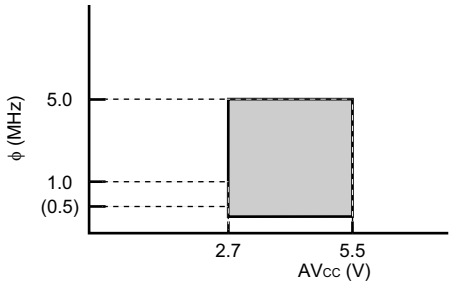


- Active (high-speed) mode
- Sleep (high-speed) mode

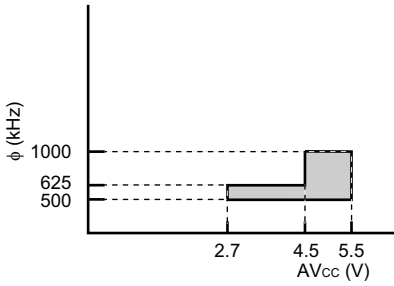


- Active (medium-speed) mode
- Sleep (medium-speed) mode

- H8/38447 Group



- Active (high-speed) mode
- Sleep (high-speed) mode



- Active (medium-speed) mode
- Sleep (medium-speed) mode

Item	Symbol	Applicable Pins	Min	Typ	Max	Unit	Test Conditio
Input high voltage	V_{IH}	$\overline{RES}$, $\overline{WKP_0}$ to $\overline{WKP_7}$, $\overline{IRQ_0}$, to $\overline{IRQ_4}$, AEVL, AEVH, TMIC, $\overline{TMIF}$, TMIG, $\overline{ADTRG}$, SCK_1, SCK_{32}, SCK_{31}	$V_{CC} \times 0.8$	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to
			$V_{CC} \times 0.9$	—	V_{CC} + 0.3		Other than ab
		RXD_{32}, UD, RXD_{31}, SI_1	$V_{CC} \times 0.7$	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to
			$V_{CC} \times 0.8$	—	V_{CC} + 0.3		Other than ab
		OSC_1	$V_{CC} \times 0.8$	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to
			$V_{CC} \times 0.9$	—	V_{CC} + 0.3		Other than ab
		$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	$V_{CC} \times 0.7$	—	V_{CC} + 0.3	V	V_{CC} = 4.0 V to
			$V_{CC} \times 0.8$	—	V_{CC} + 0.3		Other than ab
		PB_0 to PB_7, PC_0 to PC_3	$V_{CC} \times 0.7$	—	AV_{CC} + 0.3	V	V_{CC} = 4.0 V to
			$V_{CC} \times 0.8$	—	AV_{CC} + 0.3		Other than ab
		EXCL	$V_{CC} \times 0.9$	—	V_{CC} + 0.3	V	

Note: Connect the TEST pin to V_{SS}.

		RXD_{32}, UD, RXD_{31}, SI_1	– 0.3	—	$V_{CC} \times 0.3$	V	V_{CC} = 4.0 V to 5
			– 0.3	—	$V_{CC} \times 0.2$		Other than abo
		OSC_1	– 0.3	—	$V_{CC} \times 0.2$	V	V_{CC} = 4.0 V to 5
			– 0.3	—	$V_{CC} \times 0.1$		Other than abo
		EXCL	– 0.3	—	$V_{CC} \times 0.1$	V	
		$P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_3$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3, PB_0 to PB_7, PC_0 to PC_3	– 0.3	—	$V_{CC} \times 0.3$	V	V_{CC} = 4.0 V to 5
			– 0.3	—	$V_{CC} \times 0.2$		Other than abo
Output high voltage	V_{OH}	$P1_0$, to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_2$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	V_{CC} – 1.0	—	—	V	V_{CC} = 4.0 V to 5 $-I_{OH}$ = 1.0 mA
			V_{CC} – 0.5	—	—		V_{CC} = 4.0 V to 5 $-I_{OH}$ = 0.5 mA
			V_{CC} – 0.3	—	—		$-I_{OH}$ = 0.1 mA

		$P2_0$ to $P2_7$, $P3_0$ to $P3_7$	—	—	1.0		V_{CC} = 4.0 V to I_{OL} = 10 mA
			—	—	0.6		V_{CC} = 4.0 V to I_{OL} = 1.6 mA
			—	—	0.5		I_{OL} = 0.4 mA
Input/ output leakage current	$\lvert I_{IL} \rvert$	$\overline{RES}$, $P4_3$, OSC_1, X_1, $P1_0$ to $P1_7$, $P2_0$ to $P2_7$, $P3_0$ to $P3_7$, $P4_0$ to $P4_2$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$, $P7_0$ to $P7_7$, $P8_0$ to $P8_7$, $P9_0$ to $P9_7$, PA_0 to PA_3	—	—	1.0	µA	V_{IN} = 0.5 V to 0.5 V
		PB_0 to PB_7, PC_0 to PC_3	—	—	1.0		V_{IN} = 0.5 V to – 0.5 V
Pull-up MOS current	$-I_p$	$P1_0$ to $P1_7$, $P2_4$*6, $P3_0$ to $P3_7$, $P5_0$ to $P5_7$, $P6_0$ to $P6_7$	20	—	200	µA	V_{CC} = 5.0 V, V_{IN} = 0.0 V
			—	40	—		V_{CC} = 2.7 V, V_{IN} = 0.0 V
Input capaci-tance	C_{in}	All input pins except power supply pin	—	—	15.0	pF	f = 1 MHz, V_{IN} = 0.0 V, T_a = 25°C

—	1.0	—	Active (high-speed) mode V_{CC} = 5 V, f_{OSC} = 2 MHz
—	1.5	—	
—	2.0	—	Active (high-speed) mode V_{CC} = 5 V, f_{OSC} = 4 MHz
—	2.4	—	
—	4.0	7.0	Active (high-speed) mode V_{CC} = 5 V, f_{OSC} = 10 MHz
—	4.9	7.0	

—	0.5	—	Active (medium-speed) mode V_{CC} = 5 V, f_{OSC} = 2 MHz, ϕ_{OSC}/128
—	1.0	—	
—	0.8	—	Active (medium-speed) mode V_{CC} = 5 V, f_{OSC} = 4 MHz, ϕ_{OSC}/128
—	1.2	—	
—	1.2	3.0	Active (medium-speed) mode V_{CC} = 5 V, f_{OSC} = 10 MHz, ϕ_{OSC}/128
—	1.7	3.0	

			—	0.7	—		V_{CC} = 5 V, f_{OSC} = 2 MHz
			—	1.2	—		
			—	1.1	—		V_{CC} = 5 V, f_{OSC} = 4 MHz
			—	1.6	—		
			—	1.9	5.0		V_{CC} = 5 V, f_{OSC} = 10 MHz
			—	2.6	5.0		
Subactive mode current consumption	I_{SUB}	V_{CC}	—	12	—	µA	V_{CC} = 2.7 V, LCD on, 32-kHz crystal resonator used ($\phi_{SUB} = \phi_W/8$)
			—	15	—		
			—	18	50		V_{CC} = 2.7 V, LCD on, 32-kHz crystal resonator used ($\phi_{SUB} = \phi_W/2$)
			—	30	50		

current consumption							32-kHz crystal resonator used,
			—	1.8	—		LCD not used
			—	3.0	6.0		V_{CC} = 2.7 V, 32-kHz crystal resonator used, LCD not used
Standby mode current consumption	I_{STBY}	V_{CC}	—	0.3	—	µA	V_{CC} = 2.7 V, T_a = 25°C, 32-kHz crystal resonator not used
			—	0.3	—		V_{CC} = 2.7 V, T_a = 25°C, 32-kHz crystal resonator not used
			—	0.4	—		V_{CC} = 5.0 V, T_a = 25°C, 32-kHz crystal resonator not used
			—	0.5	—		
			—	1.0	5.0		32-kHz crystal resonator not used
RAM data retaining voltage	V_{RAM}	V_{CC}	2.0	—	—	V	

Allowable output low current (total)	ΣI_{OL}	Output pins except ports 2 and 3	—	—	40.0	mA	V_{CC} = 4.0 V to 5.5 V
		Ports 2 and 3	—	—	80.0		V_{CC} = 4.0 V to 5.5 V
		All pins	—	—	20.0		
Allowable output high current (per pin)	$-I_{OH}$	All output pins	—	—	2.0	mA	V_{CC} = 4.0 V to 5.5 V
			—	—	0.2		Other than above
Allowable output high current (total)	$\Sigma-I_{OH}$	All output pins	—	—	15.0	mA	V_{CC} = 4.0 V to 5.5 V
			—	—	10.0		Other than above

Notes: Connect the TEST pin to V_{SS}.

1. Applies to the mask-ROM version.
2. Applies to the F-ZTAT version.

Subactive mode	V_{CC}	Only CPU operates	V_{CC}	Stops	Sy cry
Subsleep mode	V_{CC}	Only all on-chip timers operate CPU stops	V_{CC}	Stops	Su cry
Watch mode	V_{CC}	Only clock time base operates CPU stops	V_{CC}	Stops	
Standby mode	V_{CC}	CPU and timers both stop	V_{CC}	Stops	Sy cry Su Pir

4. Except current which flows to the pull-up MOS or output buffer
5. Voltage maintained in standby mode
6. Applies to the F-ZTAT version. The specified values for this pin in reference

Item	Symbol	Applicable Pins	Min	Typ	Max	Unit	Test Condition
System clock oscillation frequency	f_{OSC}	OSC_1, OSC_2	2.0	—	16.0	MHz	
			2.0	—	16.0		V_{CC} = 4.5 to 5.5 V
			2.0	—	10.0		V_{CC} = 2.7 to 5.5 V
OSC clock (ϕ_{OSC}) cycle time	t_{OSC}	OSC_1, OSC_2	62.5	—	500 (1000)	ns	
			62.5	—	500 (1000)		V_{CC} = 4.5 to 5.5 V
			100	—	500 (1000)		V_{CC} = 2.7 to 5.5 V
System clock (ϕ) cycle time	t_{cyc}		2	—	128	t_{OSC}	
			—	—	128	µs	
Subclock oscillation frequency	f_W	X_1, X_2, EXCL	—	32.768 or 38.4	—	kHz	
Watch clock (ϕ_W) cycle time	t_W	X_1, X_2, EXCL	—	30.5 or 26.0	—	µs	
Subclock (ϕ_{SUB}) cycle time	t_{subcyc}		2	—	4	t_W	
Instruction cycle time			2	—	—	t_{cyc} t_{subcyc}	
Oscillation stabilization time	t_{rc}	OSC_1, OSC_2	—	20	45	µs	Ceramic resonator (V_{CC} = 3.0 to 5.5 V)
			—	80	—		Ceramic resonator other than above
			—	0.8	2	ms	Crystal resonator
			—	—	50		Other than above
	t_{rc}	X_1, X_2	—	—	2.0	s	

External clock low width	t_{CPL}	OSC_1	25	—	—	ns	
			25	—	—		V_{CC} = 4.5 to 5.5 V
			40	—	—		V_{CC} = 2.7 to 5.5 V
		EXCL	—	15.26 or 13.02	—	µs	
External clock rise time	t_{CPr}	OSC_1	—	—	6	ns	
			—	—	6		V_{CC} = 4.5 to 5.5 V
			—	—	10		V_{CC} = 2.7 to 5.5 V
		EXCL	—	—	55.0		
External clock fall time	t_{CPf}	OSC_1	—	—	6	ns	
			—	—	6		V_{CC} = 4.5 to 5.5 V
			—	—	10		V_{CC} = 2.7 to 5.5 V
		EXCL	—	—	55.0		
$\overline{RES}$ pin low width	t_{REL}	$\overline{RES}$	10	—	—	t_{cyc}	
Input pin high width	t_{IH}	$\overline{IRQ0}_0$ to $\overline{IRQ0}_4$, $\overline{WKP}_0$ to $\overline{WKP}_7$, $\overline{ADTRG}$, TMIC, TMIF, TMIG, AEVL, AEVH	2	—	—	t_{cyc} t_{subcyc}	

UD pin minimum transition width	t_{UDH} t_{UDL}	UD	4	—	—	t_{cyc} t_{subcyc}

Notes: 1. Determined by the SA1 and SA0 bits in the system control register 2 (SYSCR
2. The figure in parentheses ( ) indicates the maximum fosc value when an ext is used.
3. Also applies to H8/38347 Group.
4. Also applies to H8/38447 Group.

Table 15.28 Serial Interface (SCI1) Timing

V_{CC} = 2.7 V to 5.5 V, AV_{CC} = 2.7 V to 5.5 V, V_{SS} = AV_{SS} = 0.0 V unless otherwise ind

		Applicable	Values				
Item	**Symbol**	**Pins**	**Min**	**Typ**	**Max**	**Unit**	**Test Condition**
Input clock cycle	t_{Scyc}	SCK_1	4	—	—	t_{cyc}	
Input clock high width	t_{SCKH}	SCK_1	0.4	—	—	t_{Scyc}	
Input clock low width	t_{SCKL}	SCK_1	0.4	—	—	t_{Scyc}	
Input clock rise time	t_{SCKr}	SCK_1	—	—	60.0	ns	
Input clock fall time	t_{SCKf}	SCK_1	—	—	60.0	ns	
Serial output data delay time	t_{SOD}	SO_1	—	—	200.0	ns	
Serial input data setup time	t_{SIS}	SI_1	200.0	—	—	ns	
Serial input data hold time	t_{SIH}	SI_1	200.0	—	—	ns	

Input clock pulse width	t_{SCKW}	0.4	—	0.6	t_{scyc}	Fig
Transmit data delay time (clocked synchronous)	t_{TXD}	—	—	1	t_{cyc} or t_{subcyc}	Fig
Receive data setup time (clocked synchronous)	t_{RXS}	200	—	—	ns	Fig
Receive data hold time (clocked synchronous)	t_{RXH}	200	—	—	ns	Fig

Item	Symbol	Applicable Pins	Min	Typ	Max	Unit	Test Condition	R
Analog power supply voltage	AV_{CC}	AV_{CC}	2.7	—	5.5	V		*
Analog input voltage	AV_{IN}	AN_0 to AN_{11}	– 0.3	—	AV_{CC} + 0.3	V		
Analog power supply current	AI_{OPE}	AV_{CC}	—	—	1.5	mA	AV_{CC} = 5.0 V	
	AI_{STOP1}	AV_{CC}	—	600	—	µA		* R v
	AI_{STOP2}	AV_{CC}	—	—	5.0	µA		*
Analog input capacitance	C_{AIN}	AN_0 to AN_{11}	—	—	15.0	pF		
Allowable signal source impedance	R_{AIN}		—	—	10.0	kΩ		
Resolution (data length)			—	—	10	bit		
Nonlinearity error			—	—	±3.5	LSB	AV_{CC} = 4.0 V to 5.5 V	
			—	—	±7.5		AV_{CC} = 2.7 V to 5.5 V	
Quantization error			—	—	±0.5	LSB		
Absolute accuracy			—	±2.0	±4.0	LSB	AV_{CC} = 4.0 V to 5.5 V	
			—	±2.0	±8.0		AV_{CC} = 2.7 V to 5.5 V	
Conversion time			7.8	—	124	µs		*
			12.4	—	124			*

Notes: 1. Set AV_{CC} = V_{CC} when the A/D converter is not used.
2. AI_{STOP1} is the current in active and sleep modes while the A/D converter is id
3. AI_{STOP2} is the current at reset and in standby, watch, subactive, and subslee while the A/D converter is idle.
4. Also applies to H8/38347 Group.
5. Also applies to H8/38447 Group.

Item	Symbol	Pins	Min	Typ	Max	Unit	Test Condition
Segment driver step-down voltage	V_{DS}	SEG_1 to SEG_{40}	—	—	0.6	V	I_D = 2 µA V1 = 2.7 V to 5.5 V
Common driver step-down voltage	V_{DC}	COM_1 to COM_4	—	—	0.3	V	I_D = 2 µA V1 = 2.7 V to 5.5 V
LCD power supply split-resistance	R_{LCD}		1.5	3.0	7.0	MΩ	Between V1 and V_{SS}
Liquid crystal display voltage	V_{LCD}	V_1	2.7	—	5.5	V	

Notes: 1. The voltage step-down from power supply pins V1, V2, V3, and V_{SS} to each pin or common pin.

2. When the liquid crystal display voltage is supplied from an external power s ensure that the following relationship is maintained: $V1 \geq V2 \geq V3 \geq V_{SS}$.

Item		Symbol	Values Min	Typ	Max	Unit	Test Co
Programming time*1*2*4		t_P	—	7	200	ms/128 bytes	
Erase time*1*3*5		t_E	—	100	1200	ms/block	
Reprogramming count		N_{WEC}	1000*8	10000*9	—	times	
Data retain period		t_{DRP}	10*10	—	—	year	
Programming	Wait time after SWE-bit setting*1	x	1	—	—	µs	
	Wait time after PSU-bit setting*1	y	50	—	—	µs	
	Wait time after P-bit setting*1*4	z1	28	30	32	µs	1 ≤
		z2	198	200	202	µs	7 ≤
		z3	8	10	12	µs	Ad pro
	Wait time after P-bit clear*1	α	5	—	—	µs	
	Wait time after PSU-bit clear*1	β	5	—	—	µs	
	Wait time after PV-bit setting*1	γ	4	—	—	µs	
	Wait time after dummy write*1	ε	2	—	—	µs	
	Wait time after PV-bit clear*1	η	2	—	—	µs	
	Wait time after SWE-bit clear*1	θ	100	—	—	µs	
	Maximum programming count*1*4*5	N	—	—	1000	times	

Wait time after E-bit clear[*1]	α	10	—	—	µs
Wait time after ESU-bit clear[*1]	β	10	—	—	µs
Wait time after EV-bit setting[*1]	γ	20	—	—	µs
Wait time after dummy write[*1]	ε	2	—	—	µs
Wait time after EV-bit clear[*1]	η	4	—	—	µs
Wait time after SWE-bit clear[*1]	θ	100	—	—	µs
Maximum erase count[*1*6*7]	N	—	—	120	times

Notes: 1. Set the times according to the program/erase algorithms.

2. Programming time per 128 bytes (Shows the total period for which the P bi is set. It does not include the programming verification time.)

3. Block erase time (Shows the total period for which the E bit in FLMCR1 is s not include the erase verification time.)

4. Maximum programming time (t_P (max))

   t_P (max) = Wait time after P-bit setting (z) × maximum number of writes (N)

5. The maximum number of writes (N) should be set according to the actual s z1, z2, and z3 to allow programming within the maximum programming tim

   The wait time after P-bit setting (z1 and z2) should be alternated according number of writes (n) as follows:

   $1 \leq n \leq 6$ z1 = 30 µs

   $7 \leq n \leq 1000$ z2 = 200 µs

6. Maximum erase time (t_E (max))

   t_E (max) = Wait time after E-bit setting (z) × maximum erase count (N)

7. The maximum number of erases (N) should be set according to the actual s to allow erasing within the maximum erase time (t_E (max)).

8. This minimum value guarantees all characteristics after reprogramming (the range is from 1 to the minimum value).

9. Reference value when the temperature is 25°C (normally reprogramming w performed by this count).

RENESAS

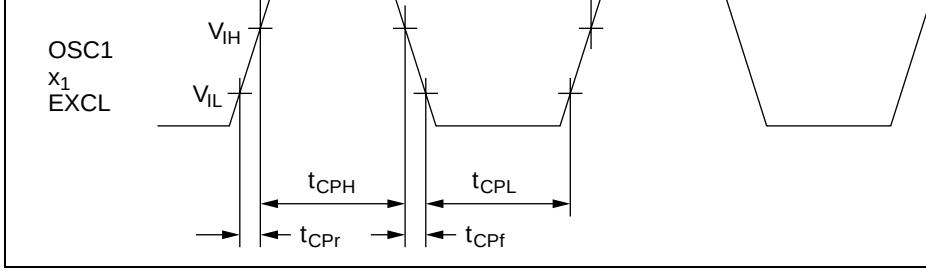


Figure 15.1 Clock Input Timing

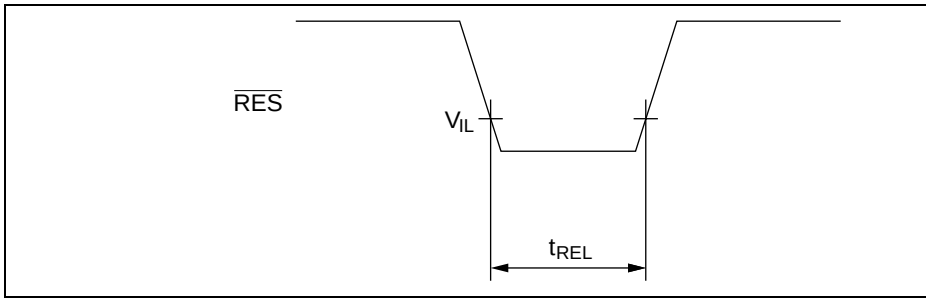


Figure 15.2 $\overline{\text{RES}}$ Low Width

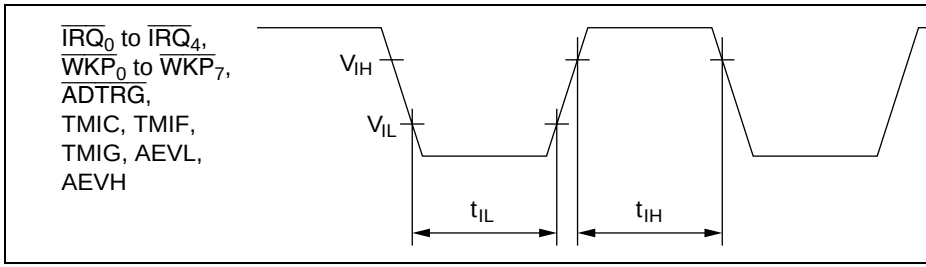
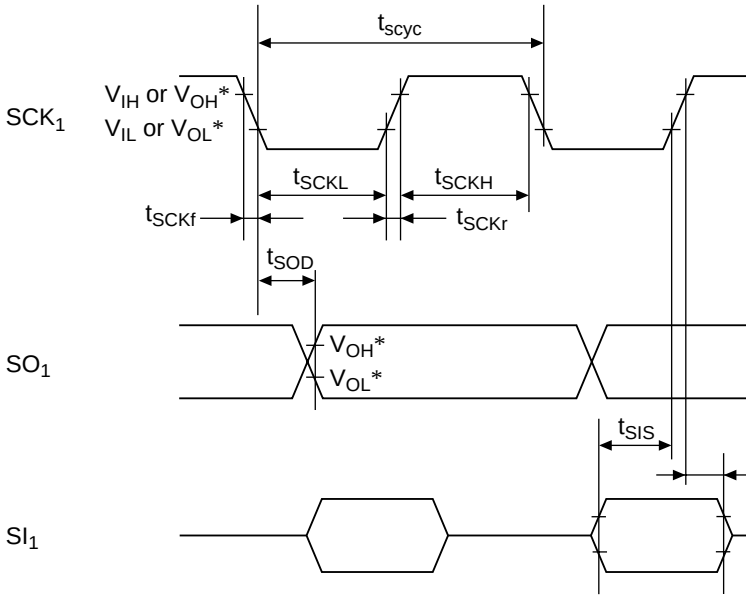


Figure 15.3 Input Timing

Figure 15.4 UD Pin Minimum Modulation Width Timing



Note: * Output timing reference levels

Output high level	V_{OH} = 1/2 V_{CC} + 0.2 V
Output low level	V_{OL} = 0.8 V

See figure 15.9 for the load conditions.

Figure 15.5 SCI1 Input/Output Timing

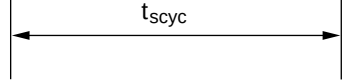
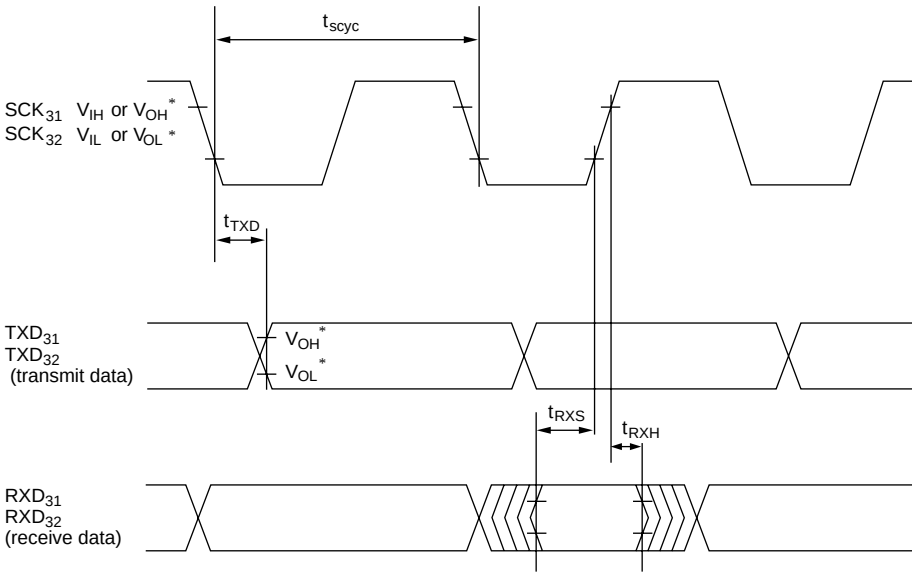


Figure 15.6 SCK3 Input Clock Timing



Note: * Output timing reference levels

Output high	V_{OH} = 1/2 V_{CC} + 0.2 V
Output low	V_{OL} = 0.8 V

Load conditions are shown in figure 15.9.

Figure 15.7 SCI3 Synchronous Mode Input/Output Timing

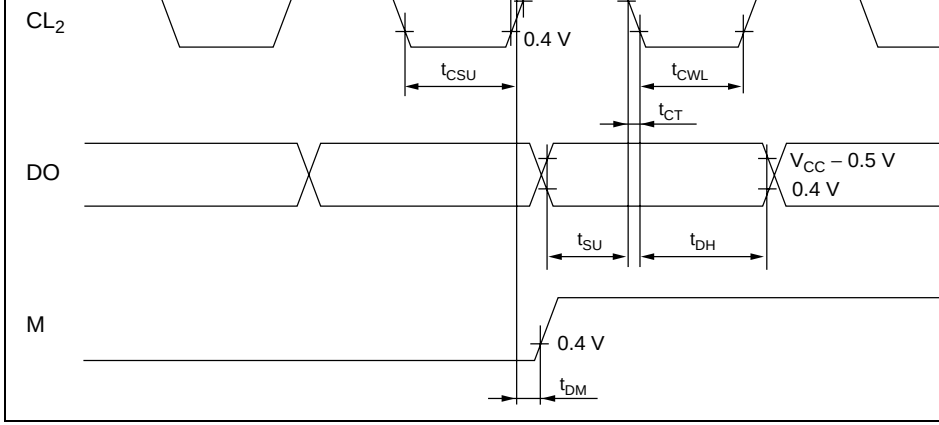


Figure 15.8 Segment Expansion Signal Timing

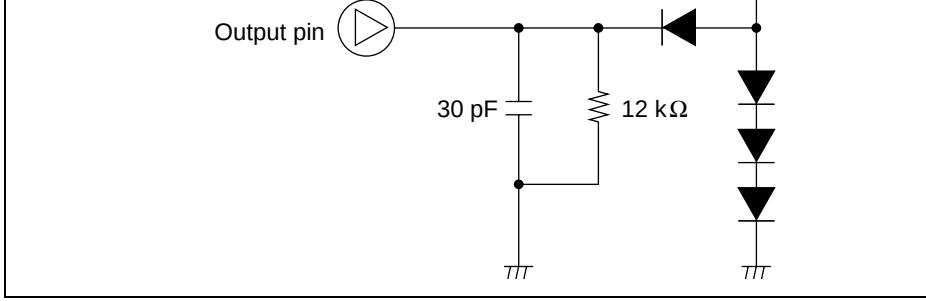
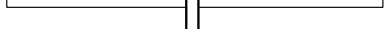


Figure 15.9 Output Load Condition



Ceramic Oscillator Parameters

Frequency	4 MHz	Manufacturer	Products Name
R_S	Manufacturer's Publicly Released Values Max. 8.8 ½	MURATA	CSTLS 4M00G 53/56
C_O	Max. 36 pF		

Crystal Oscillator Parameters

Frequency	4.193 MHz	Manufacturer	Products Name
R_S	Manufacturer's Publicly Released Values Max. 100 ½	Nihon Denpa Kogyo	NR-18
C_O	Max. 16 pF		

Figure 15.10 Resonator Equivalent Circuit

Crystal resonator

Resonating Frequency	Manufacturer	Model	C_1, C_2
4 MHz	Nihon Denpa Kogyo	NR-18	12pF ± 20%
10 MHz			

Ceramic resonator

Resonating Frequency	Manufacturer	Model	C_1, C_2
2 MHz	MURATA	CSTCC2M00G53-B0	15pF ± 20%
		CSTCC2M00G56-B0	47pF ± 20%
4 MHz		CSTLS4M00G53-B0	15pF ± 20%
		CSTLS4M00G56-B0	47pF ± 20%
10 MHz		CSTLS10M0G53-B0	15pF ± 20%
		CSTLS10M0G56-B0	47pF ± 20%

Figure 15.11 Recommended Resonators

mask ROM version, perform the same evaluation test with the mask ROM version.

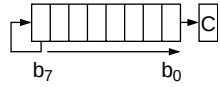
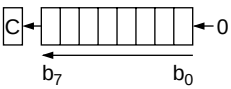
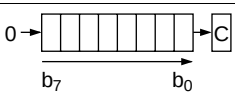
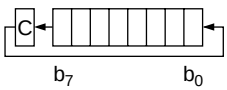
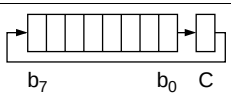
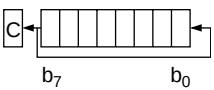
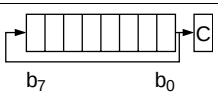
Rn8/16	General register (8 or 16 bits)
CCR	Condition code register
N	N (negative) flag in CCR
Z	Z (zero) flag in CCR
V	V (overflow) flag in CCR
C	C (carry) flag in CCR
PC	Program counter
SP	Stack pointer
#xx: 3/8/16	Immediate data (3, 8, or 16 bits)
d: 8/16	Displacement (8 or 16 bits)
@aa: 8/16	Absolute address (8 or 16 bits)
+	Addition
–	Subtraction
×	Multiplication
÷	Division
∧	Logical AND
∨	Logical OR
⊕	Exclusive logical OR
→	Move
—	Logical complement

Condition Code Notation

Symbol	
↕	Modified according to the instruction result
*	Not fixed (value not guaranteed)
0	Always cleared to 0
—	Not affected by the instruction execution result

MOV.B #xx:8, Rd	B	#xx:8 → Rd8	2									—	—	↕	
MOV.B Rs, Rd	B	Rs8 → Rd8		2								—	—	↕	
MOV.B @Rs, Rd	B	@Rs16 → Rd8			2							—	—	↕	
MOV.B @(d:16, Rs), Rd	B	@(d:16, Rs16)→ Rd8				4						—	—	↕	
MOV.B @Rs+, Rd	B	@Rs16 → Rd8 Rs16+1 → Rs16					2					—	—	↕	
MOV.B @aa:8, Rd	B	@aa:8 → Rd8						2				—	—	↕	
MOV.B @aa:16, Rd	B	@aa:16 → Rd8						4				—	—	↕	
MOV.B Rs, @Rd	B	Rs8 → @Rd16			2							—	—	↕	
MOV.B Rs, @(d:16, Rd)	B	Rs8 → @(d:16, Rd16)				4						—	—	↕	
MOV.B Rs, @–Rd	B	Rd16–1 → Rd16 Rs8 → @Rd16					2					—	—	↕	
MOV.B Rs, @aa:8	B	Rs8 → @aa:8						2				—	—	↕	
MOV.B Rs, @aa:16	B	Rs8 → @aa:16						4				—	—	↕	
MOV.W #xx:16, Rd	W	#xx:16 → Rd	4									—	—	↕	
MOV.W Rs, Rd	W	Rs16 → Rd16		2								—	—	↕	
MOV.W @Rs, Rd	W	@Rs16 → Rd16			2							—	—	↕	
MOV.W @(d:16, Rs), Rd	W	@(d:16, Rs16) → Rd16				4						—	—	↕	
MOV.W @Rs+, Rd	W	@Rs16 → Rd16 Rs16+2 → Rs16					2					—	—	↕	
MOV.W @aa:16, Rd	W	@aa:16 → Rd16						4				—	—	↕	
MOV.W Rs, @Rd	W	Rs16 → @Rd16			2							—	—	↕	
MOV.W Rs, @(d:16, Rd)	W	Rs16 → @(d:16, Rd16)				4						—	—	↕	
MOV.W Rs, @–Rd	W	Rd16–2 → Rd16 Rs16 → @Rd16					2					—	—	↕	
MOV.W Rs, @aa:16	W	Rs16 → @aa:16						4				—	—	↕	
POP Rd	W	@SP → Rd16 SP+2 → SP					2					—	—	↕	
PUSH Rs	W	SP–2 → SP Rs16 → @SP					2					—	—	↕	

ADDX.B #xx:8, Rd	B	Rd8+#xx:8 +C → Rd8	2								—	↕	↕	
ADDX.B Rs, Rd	B	Rd8+Rs8 +C → Rd8		2							—	↕	↕	
ADDS.W #1, Rd	W	Rd16+1 → Rd16		2							—	—	—	
ADDS.W #2, Rd	W	Rd16+2 → Rd16		2							—	—	—	
INC.B Rd	B	Rd8+1 → Rd8		2							—	—	↕	
DAA.B Rd	B	Rd8 decimal adjust → Rd8		2							—	*	↕	
SUB.B Rs, Rd	B	Rd8–Rs8 → Rd8		2							—	↕	↕	
SUB.W Rs, Rd	W	Rd16–Rs16 → Rd16		2							—	(1)	↕	
SUBX.B #xx:8, Rd	B	Rd8–#xx:8 –C → Rd8	2								—	↕	↕	
SUBX.B Rs, Rd	B	Rd8–Rs8 –C → Rd8		2							—	↕	↕	
SUBS.W #1, Rd	W	Rd16–1 → Rd16		2							—	—	—	
SUBS.W #2, Rd	W	Rd16–2 → Rd16		2							—	—	—	
DEC.B Rd	B	Rd8–1 → Rd8		2							—	—	↕	
DAS.B Rd	B	Rd8 decimal adjust → Rd8		2							—	*	↕	
NEG.B Rd	B	0–Rd → Rd		2							—	↕	↕	
CMP.B #xx:8, Rd	B	Rd8–#xx:8	2								—	↕	↕	
CMP.B Rs, Rd	B	Rd8–Rs8		2							—	↕	↕	
CMP.W Rs, Rd	W	Rd16–Rs16		2							—	(1)	↕	
MULXU.B Rs, Rd	B	Rd8 × Rs8 → Rd16		2							—	—	—	
DIVXU.B Rs, Rd	B	Rd16÷Rs8 → Rd16 (RdH: remainder, RdL: quotient)		2							—	—	(5)	
AND.B #xx:8, Rd	B	Rd8∧#xx:8 → Rd8	2								—	—	↕	
AND.B Rs, Rd	B	Rd8∧Rs8 → Rd8		2							—	—	↕	
OR.B #xx:8, Rd	B	Rd8∨#xx:8 → Rd8	2								—	—	↕	
OR.B Rs, Rd	B	Rd8∨Rs8 → Rd8		2							—	—	↕	
XOR.B #xx:8, Rd	B	Rd8⊕#xx:8 → Rd8	2								—	—	↕	
XOR.B Rs, Rd	B	Rd8⊕Rs8 → Rd8		2							—	—	↕	
NOT.B Rd	B	$\overline{\text{Rd}}$ → Rd		2							—	—	↕	

SHAR.B Rd	B			2							—	—	↕	
SHLL.B Rd	B			2							—	—	↕	
SHLR.B Rd	B			2							—	—	0	
ROTXL.B Rd	B			2							—	—	↕	
ROTXR.B Rd	B			2							—	—	↕	
ROTL.B Rd	B			2							—	—	↕	
ROTR.B Rd	B			2							—	—	↕	
BSET #xx:3, Rd	B	(#xx:3 of Rd8) ← 1		2							—	—	—	
BSET #xx:3, @Rd	B	(#xx:3 of @Rd16) ← 1			4						—	—	—	
BSET #xx:3, @aa:8	B	(#xx:3 of @aa:8) ← 1						4			—	—	—	
BSET Rn, Rd	B	(Rn8 of Rd8) ← 1		2							—	—	—	
BSET Rn, @Rd	B	(Rn8 of @Rd16) ← 1			4						—	—	—	
BSET Rn, @aa:8	B	(Rn8 of @aa:8) ← 1						4			—	—	—	
BCLR #xx:3, Rd	B	(#xx:3 of Rd8) ← 0		2							—	—	—	
BCLR #xx:3, @Rd	B	(#xx:3 of @Rd16) ← 0			4						—	—	—	
BCLR #xx:3, @aa:8	B	(#xx:3 of @aa:8) ← 0						4			—	—	—	
BCLR Rn, Rd	B	(Rn8 of Rd8) ← 0		2							—	—	—	

		(#xx:3 of Rd8)												
BNOT #xx:3, @Rd	B	(#xx:3 of @Rd16) ← (#xx:3 of @Rd16)			4							—	—	—
BNOT #xx:3, @aa:8	B	(#xx:3 of @aa:8) ← (#xx:3 of @aa:8)						4				—	—	—
BNOT Rn, Rd	B	(Rn8 of Rd8) ← (Rn8 of Rd8)		2								—	—	—
BNOT Rn, @Rd	B	(Rn8 of @Rd16) ← (Rn8 of @Rd16)			4							—	—	—
BNOT Rn, @aa:8	B	(Rn8 of @aa:8) ← (Rn8 of @aa:8)						4				—	—	—
BTST #xx:3, Rd	B	(#xx:3 of Rd8) → Z		2								—	—	—
BTST #xx:3, @Rd	B	(#xx:3 of @Rd16) → Z			4							—	—	—
BTST #xx:3, @aa:8	B	(#xx:3 of @aa:8) → Z						4				—	—	—
BTST Rn, Rd	B	(Rn8 of Rd8) → Z		2								—	—	—
BTST Rn, @Rd	B	(Rn8 of @Rd16) → Z			4							—	—	—
BTST Rn, @aa:8	B	(Rn8 of @aa:8) → Z						4				—	—	—
BLD #xx:3, Rd	B	(#xx:3 of Rd8) → C		2								—	—	—
BLD #xx:3, @Rd	B	(#xx:3 of @Rd16) → C			4							—	—	—
BLD #xx:3, @aa:8	B	(#xx:3 of @aa:8) → C						4				—	—	—
BILD #xx:3, Rd	B	(#xx:3 of Rd8) → C		2								—	—	—
BILD #xx:3, @Rd	B	(#xx:3 of @Rd16) → C			4							—	—	—
BILD #xx:3, @aa:8	B	(#xx:3 of @aa:8) → C						4				—	—	—
BST #xx:3, Rd	B	C → (#xx:3 of Rd8)		2								—	—	—
BST #xx:3, @Rd	B	C → (#xx:3 of @Rd16)			4							—	—	—
BST #xx:3, @aa:8	B	C → (#xx:3 of @aa:8)						4				—	—	—
BIST #xx:3, Rd	B	C → (#xx:3 of Rd8)		2								—	—	—
BIST #xx:3, @Rd	B	C → (#xx:3 of @Rd16)			4							—	—	—
BIST #xx:3, @aa:8	B	C → (#xx:3 of @aa:8)						4				—	—	—
BAND #xx:3, Rd	B	C∧(#xx:3 of Rd8) → C		2								—	—	—
BAND #xx:3, @Rd	B	C∧(#xx:3 of @Rd16) → C			4							—	—	—
BAND #xx:3, @aa:8	B	C∧(#xx:3 of @aa:8) → C						4				—	—	—

BOR #xx:3, Rd	B	C∨(#xx:3 of Rd8) → C			2								—	—	—
BOR #xx:3, @Rd	B	C∨(#xx:3 of @Rd16) → C				4							—	—	—
BOR #xx:3, @aa:8	B	C∨(#xx:3 of @aa:8) → C							4				—	—	—
BIOR #xx:3, Rd	B	C∨(#xx:3 of $\overline{\text{Rd8}}$) → C			2								—	—	—
BIOR #xx:3, @Rd	B	C∨(#xx:3 of $\overline{\text{@Rd16}}$) → C				4							—	—	—
BIOR #xx:3, @aa:8	B	C∨(#xx:3 of $\overline{\text{@aa:8}}$) → C							4				—	—	—
BXOR #xx:3, Rd	B	C⊕(#xx:3 of Rd8) → C			2								—	—	—
BXOR #xx:3, @Rd	B	C⊕(#xx:3 of @Rd16) → C				4							—	—	—
BXOR #xx:3, @aa:8	B	C⊕(#xx:3 of @aa:8) → C							4				—	—	—
BIXOR #xx:3, Rd	B	C⊕($\overline{\text{#xx:3}}$ of $\overline{\text{Rd8}}$) → C			2								—	—	—
BIXOR #xx:3, @Rd	B	C⊕($\overline{\text{#xx:3}}$ of $\overline{\text{@Rd16}}$) → C				4							—	—	—
BIXOR #xx:3, @aa:8	B	C⊕($\overline{\text{#xx:3}}$ of $\overline{\text{@aa:8}}$) → C							4				—	—	—
BRA d:8 (BT d:8)	—	PC ← PC+d:8								2			—	—	—
BRN d:8 (BF d:8)	—	PC ← PC+2								2			—	—	—
BHI d:8	—	If condition	C ∨ Z = 0							2			—	—	—
BLS d:8	—	is true then	C ∨ Z = 1							2			—	—	—
BCC d:8 (BHS d:8)	—	PC ← PC+d:8	C = 0							2			—	—	—
BCS d:8 (BLO d:8)	—	else next;	C = 1							2			—	—	—
BNE d:8	—		Z = 0							2			—	—	—
BEQ d:8	—		Z = 1							2			—	—	—
BVC d:8	—		V = 0							2			—	—	—
BVS d:8	—		V = 1							2			—	—	—
BPL d:8	—		N = 0							2			—	—	—
BMI d:8	—		N = 1							2			—	—	—
BGE d:8	—		N⊕V = 0							2			—	—	—
BLT d:8	—		N⊕V = 1							2			—	—	—
BGT d:8	—		Z ∨ (N⊕V) = 0							2			—	—	—
BLE d:8	—		Z ∨ (N⊕V) = 1							2			—	—	—

BSR d:8	—	SP–2 → SP PC → @SP PC ← PC+d:8						2			—	—	—
JSR @Rn	—	SP–2 → SP PC → @SP PC ← Rn16			2						—	—	—
JSR @aa:16	—	SP–2 → SP PC → @SP PC ← aa:16						4			—	—	—
JSR @@aa:8		SP–2 → SP PC → @SP PC ← @aa:8							2		—	—	—
RTS	—	PC ← @SP SP+2 → SP								2	—	—	—
RTE	—	CCR ← @SP SP+2 → SP PC ← @SP SP+2 → SP								2	↕	↕	↕
SLEEP	—	Transit to sleep mode.								2	—	—	—
LDC #xx:8, CCR	B	#xx:8 → CCR	2								↕	↕	↕
LDC Rs, CCR	B	Rs8 → CCR		2							↕	↕	↕
STC CCR, Rd	B	CCR → Rd8		2							—	—	—
ANDC #xx:8, CCR	B	CCR∧#xx:8 → CCR	2								↕	↕	↕
ORC #xx:8, CCR	B	CCR∨#xx:8 → CCR	2								↕	↕	↕
XORC #xx:8, CCR	B	CCR⊕#xx:8 → CCR	2								↕	↕	↕
NOP	—	PC ← PC+2								2	—	—	—
EEPMOV	—	if R4L≠0 Repeat @R5 → @R6 R5+1 → R5 R6+1 → R6 R4L–1 → R4L Until R4L=0 else next;								4	—	—	—

Notes: (1) Set to 1 when there is a carry or borrow from bit 11; otherwise cleared to 0.

(2) If the result is zero, the previous value of the flag is retained; otherwise the cleared to 0.

Table A.2 Operation Code Map

High \ Low	0	1	2	3	4	5	6	7	8	9	A	B
0	NOP	SLEEP	STC	LDC	ORC	XORC	ANDC	LDC	ADD		INC	ADDS
1	SHLL / SHAL	SHLR / SHAR	ROTXL / ROTL	ROTXR / ROTR	OR	XOR	AND	NOT / NEG	SUB		DEC	SUBS
2	MOV											
3												
4	BRA	BRN	BHI	BLS	BCC	BCS	BNE	BEQ	BVC	BVS	BPL	BMI
5	MULXU	DIVXU			RTS	BSR	RTE		JMP			
6	BSET	BNOT	BCLR	BTST				BST / BIST	MOV*			
7					BOR / BIOR	BXOR / BIXOR	BAND / BIAND	BLD / BILD		MOV		EEPMOV
8	ADD											
9	ADDX											
A	CMP											
B	SUBX											
C	OR											
D	XOR											
E	AND											
F	MOV											

Execution states = $I \times S_I + J \times S_J + K \times S_K + L \times S_L + M \times S_M + N \times S_N$

Examples: When instruction is fetched from on-chip ROM, and an on-chip RAM is a

BSET #0, @FF00
From table A.4:
I = L = 2, J = K = M = N= 0
From table A.3:
$S_I = 2$, $S_L = 2$
Number of states required for execution = $2 \times 2 + 2 \times 2 = 8$
When instruction is fetched from on-chip ROM, branch address is read from on-chip I
on-chip RAM is used for stack area.

JSR @@ 30
From table A.4:
I = 2, J = K = 1, L = M = N = 0
From table A.3:
$S_I = S_J = S_K = 2$
Number of states required for execution = $2 \times 2 + 1 \times 2 + 1 \times 2 = 8$

Word data access	S_M		—
Internal operation	S_N	1	

Note: * Depends on which on-chip module is accessed. See section 2.9.1, Notes on Access for details.

	ADDS.W #2, Rd	1		
ADDX	ADDX.B #xx:8, Rd	1		
	ADDX.B Rs, Rd	1		
AND	AND.B #xx:8, Rd	1		
	AND.B Rs, Rd	1		
ANDC	ANDC #xx:8, CCR	1		
BAND	BAND #xx:3, Rd	1		
	BAND #xx:3, @Rd	2	1	
	BAND #xx:3, @aa:8	2	1	
Bcc	BRA d:8 (BT d:8)	2		
	BRN d:8 (BF d:8)	2		
	BHI d:8	2		
	BLS d:8	2		
	BCC d:8 (BHS d:8)	2		
	BCS d:8 (BLO d:8)	2		
	BNE d:8	2		
	BEQ d:8	2		
	BVC d:8	2		
	BVS d:8	2		
	BPL d:8	2		
	BMI d:8	2		
	BGE d:8	2		
	BLT d:8	2		
	BGT d:8	2		
	BLE d:8	2		
BCLR	BCLR #xx:3, Rd	1		
	BCLR #xx:3, @Rd	2	2	
	BCLR #xx:3, @aa: 8	2	2	
	BCLR Rn, Rd	1		
	BCLR Rn, @Rd	2	2	
	BCLR Rn, @aa:8	2	2	

BIOR	BIOR #xx:3, Rd	1		
	BIOR #xx:3, @Rd	2		1
	BIOR #xx:3, @aa:8	2		1
BIST	BIST #xx:3, Rd	1		
	BIST #xx:3, @Rd	2		2
	BIST #xx:3, @aa:8	2		2
BIXOR	BIXOR #xx:3, Rd	1		
	BIXOR #xx:3, @Rd	2		1
	BIXOR #xx:3, @aa:8	2		1
BLD	BLD #xx:3, Rd	1		
	BLD #xx:3, @Rd	2		1
	BLD #xx:3, @aa:8	2		1
BNOT	BNOT #xx:3, Rd	1		
	BNOT #xx:3, @Rd	2		2
	BNOT #xx:3, @aa:8	2		2
	BNOT Rn, Rd	1		
	BNOT Rn, @Rd	2		2
	BNOT Rn, @aa:8	2		2
BOR	BOR #xx:3, Rd	1		
	BOR #xx:3, @Rd	2		1
	BOR #xx:3, @aa:8	2		1
BSET	BSET #xx:3, Rd	1		
	BSET #xx:3, @Rd	2		2
	BSET #xx:3, @aa:8	2		2
	BSET Rn, Rd	1		
	BSET Rn, @Rd	2		2
	BSET Rn, @aa:8	2		2
BSR	BSR d:8	2	1	
BST	BST #xx:3, Rd	1		
	BST #xx:3, @Rd	2		2
	BST #xx:3, @aa:8	2		2

BXOR	BXOR #xx:3, Rd	1				
	BXOR #xx:3, @Rd	2			1	
	BXOR #xx:3, @aa:8	2			1	
CMP	CMP. B #xx:8, Rd	1				
	CMP. B Rs, Rd	1				
	CMP.W Rs, Rd	1				
DAA	DAA.B Rd	1				
DAS	DAS.B Rd	1				
DEC	DEC.B Rd	1				
DIVXU	DIVXU.B Rs, Rd	1				
EEPMOV	EEPMOV	2				2n+2*1
INC	INC.B Rd	1				
JMP	JMP @Rn	2				
	JMP @aa:16	2				
	JMP @@aa:8	2	1			
JSR	JSR @Rn	2		1		
	JSR @aa:16	2		1		
	JSR @@aa:8	2	1	1		
LDC	LDC #xx:8, CCR	1				
	LDC Rs, CCR	1				
MOV	MOV.B #xx:8, Rd	1				
	MOV.B Rs, Rd	1				
	MOV.B @Rs, Rd	1			1	
	MOV.B @(d:16, Rs), Rd	2			1	
	MOV.B @Rs+, Rd	1			1	
	MOV.B @aa:8, Rd	1			1	
	MOV.B @aa:16, Rd	2			1	
	MOV.B Rs, @Rd	1			1	

	MOV.W Rs, Rd	1			
	MOV.W @Rs, Rd	1			1
	MOV.W @(d:16, Rs), Rd	2			1
	MOV.W @Rs+, Rd	1			1
	MOV.W @aa:16, Rd	2			1
	MOV.W Rs, @Rd	1			1
	MOV.W Rs, @(d:16, Rd)	2			1
	MOV.W Rs, @–Rd	1			1
	MOV.W Rs, @aa:16	2			1
MULXU	MULXU.B Rs, Rd	1			
NEG	NEG.B Rd	1			
NOP	NOP	1			
NOT	NOT.B Rd	1			
OR	OR.B #xx:8, Rd	1			
	OR.B Rs, Rd	1			
ORC	ORC #xx:8, CCR	1			
ROTL	ROTL.B Rd	1			
ROTR	ROTR.B Rd	1			
ROTXL	ROTXL.B Rd	1			
ROTXR	ROTXR.B Rd	1			
RTE	RTE	2		2	
RTS	RTS	2		1	
SHAL	SHAL.B Rd	1			
SHAR	SHAR.B Rd	1			
SHLL	SHLL.B Rd	1			
SHLR	SHLR.B Rd	1			
SLEEP	SLEEP	1			
STC	STC CCR, Rd	1			

SUBX	SUBX.B #xx:8, Rd	1
	SUBX.B Rs, Rd	1
XOR	XOR.B #xx:8, Rd	1
	XOR.B Rs, Rd	1
XORC	XORC #xx:8, CCR	1

Notes: 1. n: Initial value in R4L. The source and destination operands are accessed each.

2. 1 in the H8/3847R Group and 0 in the H8/3847S Group, H8/38347 Group, a H8/38447 Group.

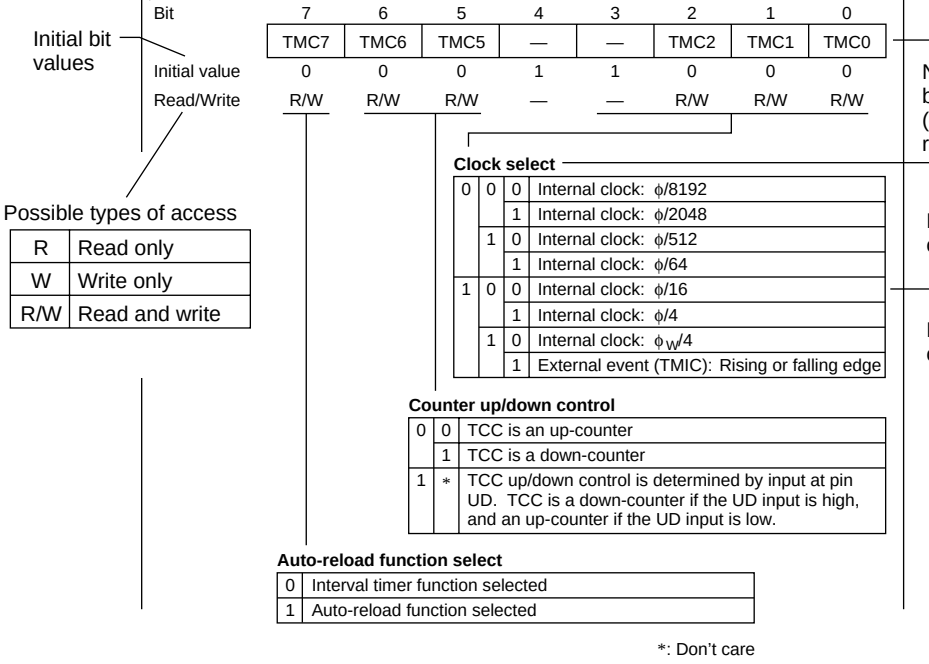
H'20	FLMCR1	—	SWE	ESU	PSU	EV	PV	E	P
H'21	FLMCR2	FLER	—	—	—	—	—	—	—
H'22	FLPWCR	PDWND	—	—	—	—	—	—	—
H'23	EBR	EB7	EB6	EB5	EB4	EB3	EB2	EB1	EB0
H'24									
H'25									
H'26									
H'27									
H'28									
H'29									
H'2A									
H'2B	FENR	FLSHE	—	—	—	—	—	—	—
H'2C									
H'2D									
H'2E									
H'2F									

H'95	ECCSR	OVH	OVL	—	CH2	CUEH	CUEL	CRCH	CRCL
H'96	ECH	ECH7	ECH6	ECH5	ECH4	ECH3	ECH2	ECH1	ECH0
H'97	ECL	ECL7	ECL6	ECL5	ECL4	ECL3	ECL2	ECL1	ECL0
H'98	SMR31	COM31	CHR31	PE31	PM31	STOP31	MP31	CKS311	CKS31(
H'99	BRR31	BRR317	BRR316	BRR315	BRR314	BRR313	BRR312	BRR311	BRR31(
H'9A	SCR31	TIE31	RIE31	TE31	RE31	MPIE31	TEIE31	CKE31	CKE31(
H'9B	TDR31	TDR317	TDR316	TDR315	TDR314	TDR313	TDR312	TDR311	TDR31(
H'9C	SSR31	TDRE31	RDRF31	OER31	FER31	PER31	TEND31	MPBR31	MPBT3
H'9D	RDR31	RDR317	RDR316	RDR315	RDR314	RDR313	RDR312	RDR311	RDR31
H'9E									
H'9F									
H'A0	SCR1	SNC1	SNC0	MRKON	LTCH	CKS3	CKS2	CKS1	CKS0
H'A1	SCSR1	—	SOL	ORER	—	—	—	MTRF	STF
H'A2	SDRU	SDRU7	SDRU6	SDRU5	SDRU4	SDRU3	SDRU2	SDRU1	SDRU0
H'A3	SDRL	SDRL7	SDRL6	SDRL5	SDRL4	SDRL3	SDRL2	SDRL1	SDRL0
H'A4									
H'A5									
H'A6									
H'A7									
H'A8	SMR32	COM32	CHR32	PE32	PM32	STOP32	MP32	CKS321	CKS32(
H'A9	BRR32	BRR327	BRR326	BRR325	BRR324	BR323	BRR322	BRR321	BRR32
H'AA	SCR32	TIE32	RIE32	TE32	RE32	MPIE32	TEIE32	CKE321	CKE32(
H'AB	TDR32	TDR327	TDR326	TDR325	TDR324	TDR323	TDR322	TDR321	TDR32(
H'AC	SSR32	TDRE32	RDRF32	OER32	FER32	PER32	TEND32	MPBR32	MPBT3
H'AD	RDR32	RDR327	RDR326	RDR325	RDR324	RDR323	RDR322	RDR321	RDR32
H'AE									
H'AF									
H'B0	TMA	TMA7	TMA6	TMA5	—	TMA3	TMA2	TMA1	TMA0
H'B1	TCA	TCA7	TCA6	TCA5	TCA4	TCA3	TCA2	TCA1	TCA0

H'B8	TCFH	TCFH7	TCFH6	TCFH5	TCFH4	TCFH3	TCFH2	TCFH1	TCFH0
H'B9	TCFL	TCFL7	TCFL6	TCFL5	TCFL4	TCFL3	TCFL2	TCFL1	TCFL0
H'BA	OCRFH	OCRFH7	OCRFH6	OCRFH5	OCRFH4	OCRFH3	OCRFH2	OCRFH1	OCRFH0
H'BB	OCRFL	OCRFL7	OCRFL6	OCRFL5	OCRFL4	OCRFL3	OCRFL2	OCRFL1	OCRFL0
H'BC	TMG	OVFH	OVFL	OVIE	IIEGS	CCLR1	CCLR0	CKS1	CKS0
H'BD	ICRGF	ICRGF7	ICRGF6	ICRGF5	ICRGF4	ICRGF3	ICRGF2	ICRGF1	ICRGFO
H'BE	ICRGR	ICRGR7	ICRGR6	ICRGR5	ICRGR4	ICRGR3	ICRGR2	ICRGR1	ICRGRO
H'BF									
H'C0	LPCR	DTS1	DTS0	CMX	SGX	SGS3	SGS2	SGS1	SGS0
H'C1	LCR	—	PSW	ACT	DISP	CKS3	CKS2	CKS1	CKS0
H'C2	LCR2	LCDAB	—	—	—	CDS3	CDS2	CDS1	CDS0
H'C3									
H'C4	ADRRH	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2
H'C5	ADRRL	ADR1	ADR0	—	—	—	—	—	—
H'C6	AMR	CKS	TRGE	—	—	CH3	CH2	CH1	CH0
H'C7	ADSR	ADSF	—	—	—	—	—	—	—
H'C8	PMR1	IRQ3	IRQ2	IRQ1	IRQ4	TMIG	TMOFH	TMOFL	TMOW
H'C9	PMR2	EXCL	—	POF1	—	—	SO1	SI1	SCK1
H'CA	PMR3	AEVL	AEVH	WDCKS	NCS	IRQ0	RESO	UD	PWM
H'CB	PMR4	NMOD7	NMOD6	NMOD5	NMOD4	NMOD3	NMOD2	NMOD1	NMOD0
H'CC	PMR5	WKP7	WKP6	WKP5	WKP4	WKP3	WKP2	WKP1	WKP0
H'CD									
H'CE									
H'CF									
H'D0	PWCR	—	—	—	—	—	—	PWCR1	PWCR0
H'D1	PWDRU	—	—	PWDRU5	PWDRU4	PWDRU3	PWDRU2	PWDRU1	PWDRU0
H'D2	PWDRL	PWDRL7	PWDRL6	PWDRL5	PWDRL4	PWDRL3	PWDRL2	PWDRL1	PWDRL0
H'D3									
H'D4	PDR1	$P1_7$	$P1_6$	$P1_5$	$P1_4$	$P1_3$	$P1_2$	$P1_1$	$P1_0$
H'D5	PDR2	$P2_7$	$P2_6$	$P2_5$	$P2_4$	$P2_3$	$P2_2$	$P2_1$	$P2_0$
H'D6	PDR3	$P3_7$	$P3_6$	$P3_5$	$P3_4$	$P3_3$	$P3_2$	$P3_1$	$P3_0$
H'D7	PDR4	—	—	—	—	$P4_3$	$P4_2$	$P4_1$	$P4_0$
H'D8	PDR5	$P5_7$	$P5_6$	$P5_5$	$P5_4$	$P5_3$	$P5_2$	$P5_1$	$P5_0$

H'E0	PUCR1	$PUCR1_7$	$PUCR1_6$	$PUCR1_5$	$PUCR1_4$	$PUCR1_3$	$PUCR1_2$	$PUCR1_1$	PUCR1
H'E1	PUCR3	$PUCR3_7$	$PUCR3_6$	$PUCR3_5$	$PUCR3_4$	$PUCR3_3$	$PUCR3_2$	$PUCR3_1$	PUCR3
H'E2	PUCR5	$PUCR5_7$	$PUCR5_6$	$PUCR5_5$	$PUCR5_4$	$PUCR5_3$	$PUCR5_2$	$PUCR5_1$	PUCR5
H'E3	PUCR6	$PUCR6_7$	$PUCR6_6$	$PUCR6_5$	$PUCR6_4$	$PUCR6_3$	$PUCR6_2$	$PUCR6_1$	PUCR6
H'E4	PCR1	$PCR1_7$	$PCR1_6$	$PCR1_5$	$PCR1_4$	$PCR1_3$	$PCR1_2$	$PCR1_1$	$PCR1_0$
H'E5	PCR2	$PCR2_7$	$PCR2_6$	$PCR2_5$	$PCR2_4$	$PCR2_3$	$PCR2_2$	$PCR2_1$	$PCR2_0$
H'E6	PCR3	$PCR3_7$	$PCR3_6$	$PCR3_5$	$PCR3_4$	$PCR3_3$	$PCR3_2$	$PCR3_1$	$PCR3_0$
H'E7	PCR4	—	—	—	—	—	$PCR4_2$	$PCR4_1$	$PCR4_0$
H'E8	PCR5	$PCR5_7$	$PCR5_6$	$PCR5_5$	$PCR5_4$	$PCR5_3$	$PCR5_2$	$PCR5_1$	$PCR5_0$
H'E9	PCR6	$PCR6_7$	$PCR6_6$	$PCR6_5$	$PCR6_4$	$PCR6_3$	$PCR6_2$	$PCR6_1$	$PCR6_0$
H'EA	PCR7	$PCR7_7$	$PCR7_6$	$PCR7_5$	$PCR7_4$	$PCR7_3$	$PCR7_2$	$PCR7_1$	$PCR7_0$
H'EB	PCR8	$PCR8_7$	$PCR8_6$	$PCR8_5$	$PCR8_4$	$PCR8_3$	$PCR8_2$	$PCR8_1$	$PCR8_0$
H'EC	PCR9	$PCR9_7$	$PCR9_6$	$PCR9_5$	$PCR9_4$	$PCR9_3$	$PCR9_2$	$PCR9_1$	$PCR9_0$
H'ED	PCRA	—	—	—	—	$PCRA_3$	$PCRA_2$	$PCRA_1$	$PCRA_0$
H'EE									
H'EF									
H'F0	SYSCR1	SSBY	STS2	STS1	STS0	LSON	—	MA1	MA0
H'F1	SYSCR2	—	—	—	NESEL	DTON	MSON	SA1	SA0
H'F2	IEGR	—	—	—	IEG4	IEG3	IEG2	IEG1	IEG0
H'F3	IENR1	IENTA	IENS1	IENWP	IEN4	IEN3	IEN2	IEN1	IEN0
H'F4	IENR2	IENDT	IENAD	—	IENTG	IENTFH	IENTFL	IENTC	IENEC
H'F5									
H'F6	IRR1	IRRTA	IRRS1	—	IRRI4	IRRI3	IRRI2	IRRI1	IRRI0
H'F7	IRRI2	IRRDT	IRRAD	—	IRRTG	IRRTFH	IRRTFL	IRRTC	IRREC
H'F8									
H'F9	IWPR	IWPF7	IWPF6	IWPF5	IWPF4	IWPF3	IWPF2	IWPF1	IWPF0
H'FA	CKSTPR1	S1CKSTP	S31CKSTP	S32CKSTP	ADCKSTP	TGCKSTP	TFCKSTP	TCCKSTP	TACKS
H'FB	CKSTPR2	—	—	—	—	AECKSTP	WDCKSTP	PWCKSTP	LDCKS
H'FC									
H'FD									
H'FE									
H'FF									

Legend
SCI: Serial Communication Interface


Bit
7 6 5 4 3 2 1 0
TMC7 TMC6 TMC5 — — TMC2 TMC1 TMC0
Initial bit values
Initial value
0 0 0 1 1 0 0 0
Read/Write
R/W R/W R/W — — R/W R/W R/W
Possible types of access
R Read only
W Write only
R/W Read and write
Clock select
0 0 0 Internal clock: ϕ/8192
0 1 Internal clock: ϕ/2048
1 0 Internal clock: ϕ/512
1 Internal clock: ϕ/64
1 0 0 Internal clock: ϕ/16
1 Internal clock: ϕ/4
1 0 Internal clock: ϕW/4
1 External event (TMIC): Rising or falling edge
Counter up/down control
0 0 TCC is an up-counter
1 TCC is a down-counter
1 * TCC up/down control is determined by input at pin UD. TCC is a down-counter if the UD input is high, and an up-counter if the UD input is low.
Auto-reload function select
0 Interval timer function selected
1 Auto-reload function selected
*: Don't care

Program

0	Program mode cleared (init
1	Transition to program mode [Setting condition] When SWE = 1 and PSU =

Erase

0	Erase mode cleared (initial value
1	Transition to erase mode [Setting condition] When SWE = 1 and ESU = 1

Program-Verify

0	Program-verify mode cleared (initial val
1	Transition to program-verify mode [Setting condition] When SWE = 1

Erase-Verify

0	Erase-verify mode cleared (initial value)
1	Transition to erase-verify mode [Setting condition] When SWE = 1

Program-Setup

0	Program-setup cleared (initial value)
1	Program setup [Setting condition] When SWE = 1

Erase-Setup

0	Erase-setup cleared (initial value)
1	Erase setup [Setting condition] When SWE = 1

Software write enable bit

0	Writing/erasing disabled (initial value)
1	Writing/erasing enabled

Flash memory error

Note: A write to FLMCR2 is prohibited.

FLPWCR—Flash Memory Power Control Register **H'F022** **Flash**

Bit	7	6	5	4	3	2	1
	PDWND	—	—	—	—	—	—
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	—	—	—	—	—	—

Power-down Disable

0	When the system transits to sub-active mode, the flash memory changes to low-power mode
1	When the system transits to sub-active mode, the flash memory changes to normal mode

Blocks 7 to 0

0	When a block of EB7 to EB0 is not selected (in
1	When a block of EB7 to EB0 is selected

Note: Set the bit of EBR to H'00 when erasing.

FENR—Flash Memory Enable Register H'F02B Flas

Bit	7	6	5	4	3	2	1
	FLSHE	—	—	—	—	—	—
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	—	—	—	—	—	—

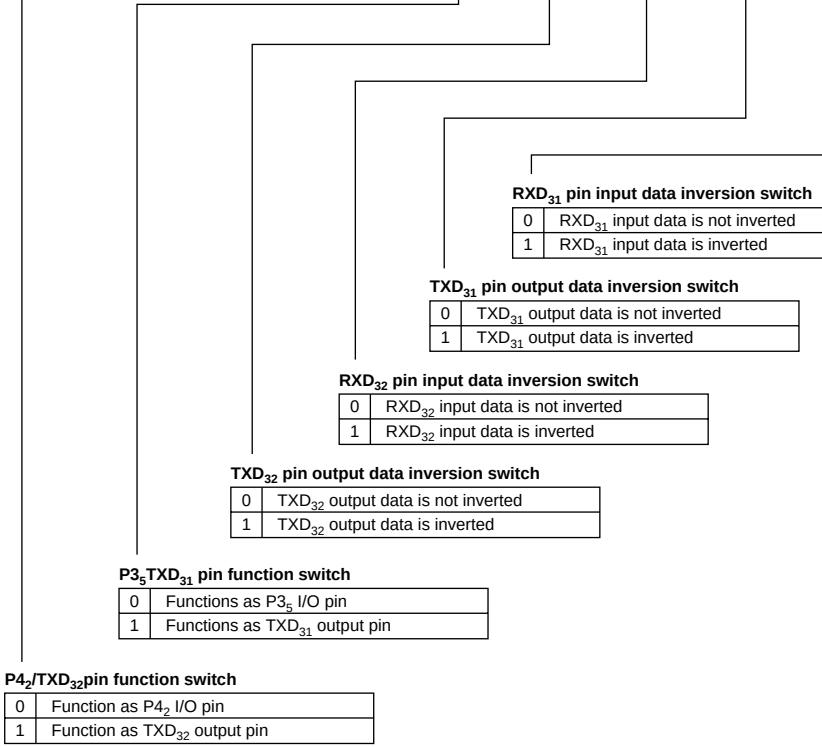
Flash Memory Control Register Enable

0	The flash memory control register cannot be accessed
1	The flash memory control register can be accessed

$\overline{\text{WKP}}$n edge selected

0	$\overline{\text{WKP}}$n pin falling edge detected
1	$\overline{\text{WKP}}$n pin rising edge detected

(n = 0 to 7)


RXD31 pin input data inversion switch
0 RXD31 input data is not inverted
1 RXD31 input data is inverted
TXD31 pin output data inversion switch
0 TXD31 output data is not inverted
1 TXD31 output data is inverted
RXD32 pin input data inversion switch
0 RXD32 input data is not inverted
1 RXD32 input data is inverted
TXD32 pin output data inversion switch
0 TXD32 output data is not inverted
1 TXD32 output data is inverted
P35TXD31 pin function switch
0 Functions as P35 I/O pin
1 Functions as TXD31 output pin
P42/TXD32pin function switch
0 Function as P42 I/O pin
1 Function as TXD32 output pin

TMOW pin clock select

0	Clock output from TMA is outpu
1	ϕ_W is output

0	ECL is reset
1	ECL reset is clea and count-up fun is enabled

Counter reset control H

0	ECH is reset
1	ECH reset is cleared and count-up function is enab

Count-up enable L

0	ECL event clock input is disa ECL value is held
1	ECL event clock input is ena

Count-up enable H

0	ECH event clock input is disable ECH value is held
1	ECH event clock input is enable

Channel select

0	ECH and ECL are used together as a sin channel 16-bit event counter
1	ECH and ECL are used as two independ 8-bit event counter channels

Counter overflow L

0	ECL has not overflowed Clearing condition: After readng OVL = 1, cleared by writing 0 to OVL
1	ECL has overflowed Setting condition: Set when ECL overflows from H'FF to H'00 while CH2 is se

Counter overflow H

0	ECH has not overflowed Clearing condition: After readng OVH = 1, cleared by writing 0 to OVH
1	ECH has overflowed Setting condition: Set when ECH overflows from H'FF to H'00

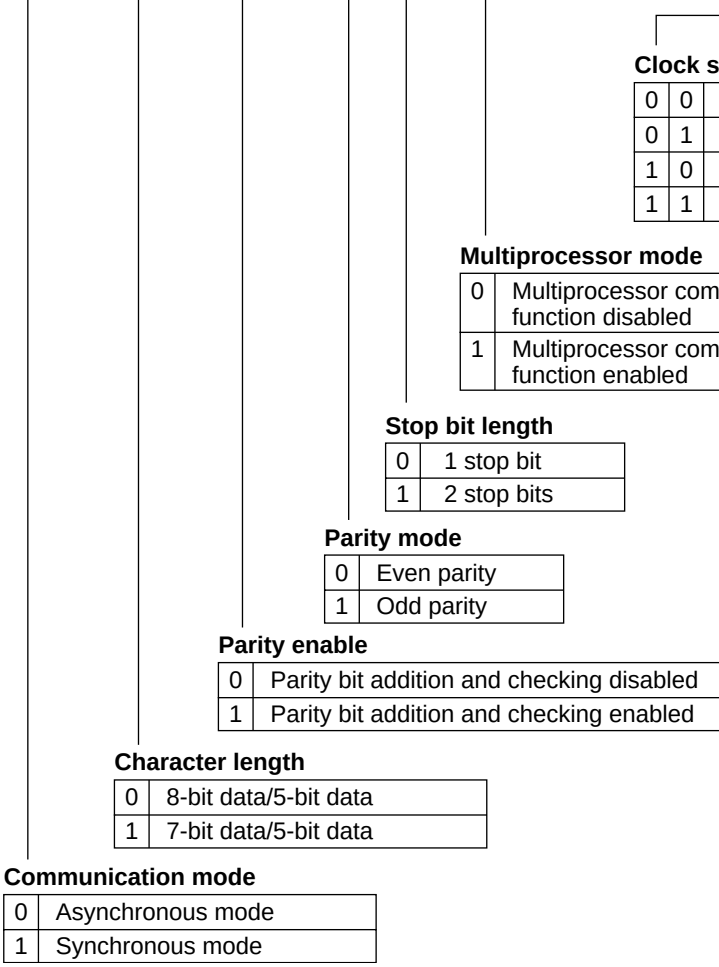
Note: * Only a write of 0 for clearing is possible.

Note: * ECH and ECL can also be used as the upper and lower halves, respectively, o
event counter (EC).

ECL—Event Counter L **H'97**

Bit	7	6	5	4	3	2	1
	ECL7	ECL6	ECL5	ECL4	ECL3	ECL2	ECL1
Initial value	0	0	0	0	0	0	0
Read/Write	R	R	R	R	R	R	R
	Count value						

Note: * ECH and ECL can also be used as the upper and lower halves, respectively, o
event counter (EC).


Clock s
0 0
0 1
1 0
1 1
Multiprocessor mode
0 Multiprocessor com function disabled
1 Multiprocessor com function enabled
Stop bit length
0 1 stop bit
1 2 stop bits
Parity mode
0 Even parity
1 Odd parity
Parity enable
0 Parity bit addition and checking disabled
1 Parity bit addition and checking enabled
Character length
0 8-bit data/5-bit data
1 7-bit data/5-bit data
Communication mode
0 Asynchronous mode
1 Synchronous mode

Clock enable

Bit 1	Bit 0	Description		
CKE311	CKE310	Communication Mode	Clock Source	SCK_3 Pin Function
0	0	Asynchronous	Internal clock	I/O port
		Synchronous	Internal clock	Serial clock output
0	1	Asynchronous	Internal clock	Clock output
		Synchronous	Reserved (Do not specify this combinati	
1	0	Asynchronous	External clock	Clock input
		Synchronous	External clock	Serial clock input
1	1	Asynchronous	Reserved (Do not specify this combinati	
		Synchronous	Reserved (Do not specify this combinati	

Transmit end interrupt enable

0	Transmit end interrupt request (TEI) disabled
1	Transmit end interrupt request (TEI) enabled

Multiprocessor interrupt enable

0	Multiprocessor interrupt request disabled (normal receive operation) [Clearing condition] When data is received in which the multiprocessor bit is set to 1
1	Multiprocessor interrupt request enabled The receive interrupt request (RXI), receive error interrupt request (ERI), and setting of RDRF, FER, and OER flags in the serial status register (SSR), are disabled until data w the multiprocessor bit set to 1 is received.

Receive enable

0	Receive operation disabled (RXD pin is I/O port)
1	Receive operation enabled (RXD pin is receive data pin)

Transmit enable

0	Transmit operation disabled (TXD pin is transmit data pin)
1	Transmit operation enabled (TXD pin is transmit data pin)

Receive interrupt enable

0	Receive data full interrupt request (RXI) and receive error interrupt request (ERI) disabled
1	Receive data full interrupt request (RXI) and receive error interrupt request (ERI) enabled

Transmit interrupt enable

0	Transmit data empty interrupt request (TXI) disabled
1	Transmit data empty interrupt request (TXI) enabled

Multiprocessor bit transfer

0	A 0 multiprocessor bit is transmitted
1	A 1 multiprocessor bit is transmitted

Multiprocessor bit receive

0	Data in which the multiprocessor bit is 0 has been received
1	Data in which the multiprocessor bit is 1 has been received

Transmit end

0	Transmission in progress [Clearing conditions] • After reading TDRE31 = 1, cleared by writing 0 to TDRE • When data is written to TDR31 by an instruction
1	Transmission ended [Setting conditions] • When bit TE in serial control register 31 (SCR31) is cleared to 0 • When bit TDRE31 is set to 1 when the last bit of a transmit character is se

Parity error

0	Reception in progress or completed normally [Clearing condition] After reading PER31 = 1, cleared by writing 0 to PER31
1	A parity error has occurred during reception [Setting condition] When the number of 1 bits in the receive data plus parity bit does not match the pa designated by the parity mode bit (PM31) in the serial mode register (SMR31)

Framing error

0	Reception in progress or completed normally [Clearing condition] After reading FER31 = 1, cleared by writing 0 to FER31
1	A framing error has occurred during reception [Setting condition] When the stop bit at the end of the receive data is checked for a value of 1 at complet reception, and the stop bit is 0

Overrun error

0	Reception in progress or completed [Clearing condition] After reading OER31 = 1, cleared by writing 0 to OER31
1	An overrun error has occurred during reception [Setting condition] When the next serial reception is completed with RDRF31 set to 1

Receive data register full

0	There is no receive data in RDR31 [Clearing conditions] • After reading RDRF31 = 1, cleared by writing 0 to RDRF31 • When RDR31 data is read by an instruction
1	There is receive data in RDR31 [Setting condition] When reception ends normally and receive data is transferred from RSR31 to RDR31

Transmit data register empty

0	Transmit data written in TDR31 has not been transferred to TSR31 [Clearing conditions] • After reading TDRE31 = 1, cleared by writing 0 to TDRE31 • When data is written to TDR31 by an instruction
1	Transmit data has not been written to TDR31, or transmit data written in TDR31 has been transferred to TSR31 [Setting conditions] • When bit TE in serial control register 31 (SCR31) is cleared to 0 • When data is transferred from TDR31 to TSR31

Note: * Only a write of 0 for flag clearing is possible.

Clock select 2 to 0

Bit 2	Bit 1	Bit 0	Prescaler Division Ratio	Serial C Cloc
CKS2	CKS1	CKS0		ϕ =
0	0	0	ϕ/1024	409.6
0	0	1	ϕ/256	102.4
0	1	0	ϕ/64	25.6 µ
0	1	1	ϕ/32	12.8 µ
1	0	0	ϕ/16	6.4 µs
1	0	1	ϕ/8	3.2 µs
1	1	0	ϕ/4	1.6 µs
1	1	1	ϕ_W/4	122 µs

Clock source select

0	Clock source is prescaler S, SCK_1 is outpu
1	Clock source is external clock, SCK_1 is inp

LATCH TAIL select

0	HOLD TAIL is output
1	LATCH TAIL is output

Tail mark control

0	Tail mark is not output (synchronous mode)
1	Tail mark is output (SSB mode)

Operating mode select

0	0	8-bit synchronous mode
	1	16-bit synchronous mode
1	0	Continuous clock output mode
	1	Reserved

Start flag

0	Read	Transfer operation stopped
	Write	Invalid
1	Read	Transfer operation in progre
	Write	Starts transfer operation

Tail mark transmission flag

0	Idle state, or 8-bit/16-bit data transfer in
1	Tail mark transmission in progress

Overrun error flag

0	[Clearing condition] After reading ORER = 1, cleared by writing 0
1	[Setting condition] When an external clock is used and the clock after transfer is completed

Extension data bit

0	Read	SO_1 pin output level is low
	Write	Changes SO_1 pin output to low level
1	Read	SO_1 pin output level is high
	Write	Changes SO_1 pin output to high level

Note: * Only a write of 0 for flag clearing is possible.

Used for transmit data setting and receive da

8-bit transfer mode: Not used

16-bit transfer mode: Upper 8 bits of data regis

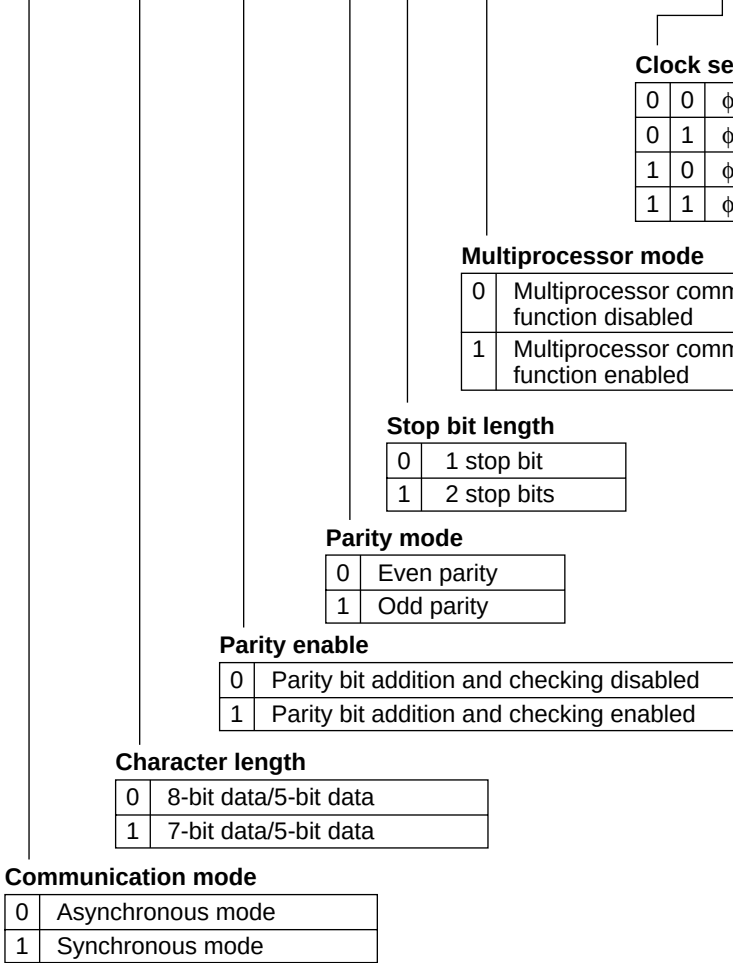
SDRL—Serial Data Register L **H'A3**

Bit	7	6	5	4	3	2	1
	SDRL7	SDRL6	SDRL5	SDRL4	SDRL3	SDRL2	SDRL1
Initial value	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined	Undefined
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Used for transmit data setting and receive da

8-bit transfer mode: Data register

16-bit transfer mode: Lower 8 bits of data regist


Clock se
0 0 ϕ
0 1 ϕ
1 0 ϕ
1 1 ϕ
Multiprocessor mode
0 Multiprocessor comm function disabled
1 Multiprocessor comm function enabled
Stop bit length
0 1 stop bit
1 2 stop bits
Parity mode
0 Even parity
1 Odd parity
Parity enable
0 Parity bit addition and checking disabled
1 Parity bit addition and checking enabled
Character length
0 8-bit data/5-bit data
1 7-bit data/5-bit data
Communication mode
0 Asynchronous mode
1 Synchronous mode

Clock enable

Bit 1	Bit 0	Description		
CKE321	CKE320	Communication Mode	Clock Source	SCK_3 Pin Function
0	0	Asynchronous	Internal clock	I/O port
		Synchronous	Internal clock	Serial clock output
0	1	Asynchronous	Internal clock	Clock output
		Synchronous	Reserved (Do not specify this combinatio	
1	0	Asynchronous	External clock	Clock input
		Synchronous	External clock	Serial clock input
1	1	Asynchronous	Reserved (Do not specify this combinatio	
		Synchronous	Reserved (Do not specify this combinatio	

Transmit end interrupt enable

0	Transmit end interrupt request (TEI) disabled
1	Transmit end interrupt request (TEI) enabled

Multiprocessor interrupt enable

0	Multiprocessor interrupt request disabled (normal receive operation) [Clearing condition] When data is received in which the multiprocessor bit is set to 1
1	Multiprocessor interrupt request enabled The receive interrupt request (RXI), receive error interrupt request (ERI), and setting of th RDRF, FER, and OER flags in the serial status register (SSR), are disabled until data wit the multiprocessor bit set to 1 is received.

Receive enable

0	Receive operation disabled (RXD pin is I/O port)
1	Receive operation enabled (RXD pin is receive data pin)

Transmit enable

0	Transmit operation disabled (TXD pin is transmit data pin)
1	Transmit operation enabled (TXD pin is transmit data pin)

Receive interrupt enable

0	Receive data full interrupt request (RXI) and receive error interrupt request (ERI) disabled
1	Receive data full interrupt request (RXI) and receive error interrupt request (ERI) enabled

Transmit interrupt enable

0	Transmit data empty interrupt request (TXI) disabled
1	Transmit data empty interrupt request (TXI) enabled

Multiprocessor bit transfer

0	A 0 multiprocessor bit is transmitted
1	A 1 multiprocessor bit is transmitted

Multiprocessor bit receive

0	Data in which the multiprocessor bit is 0 has been received
1	Data in which the multiprocessor bit is 1 has been received

Transmit end

0	Transmission in progress [Clearing conditions] • After reading TDRE32 = 1, cleared by writing 0 to TDRE32 • When data is written to TDR32 by an instruction
1	Transmission ended [Setting conditions] • When bit TE in serial control register 32 (SCR32) is cleared to 0 • When bit TDRE32 is set to 1 when the last bit of a transmit character is sent

Parity error

0	Reception in progress or completed normally [Clearing condition] After reading PER32 = 1, cleared by writing 0 to PER32
1	A parity error has occurred during reception [Setting condition] When the number of 1 bits in the receive data plus parity bit does not match the par designated by the parity mode bit (PM32) in the serial mode register (SMR32)

Framing error

0	Reception in progress or completed normally [Clearing condition] After reading FER32 = 1, cleared by writing 0 to FER32
1	A framing error has occurred during reception [Setting condition] When the stop bit at the end of the receive data is checked for a value of 1 at completio reception, and the stop bit is 0

Overrun error

0	Reception in progress or completed [Clearing condition] After reading OER32 = 1, cleared by writing 0 to OER32
1	An overrun error has occurred during reception [Setting condition] When the next serial reception is completed with RDRF32 set to 1

Receive data register full

0	There is no receive data in RDR32 [Clearing conditions] • After reading RDRF32 = 1, cleared by writing 0 to RDRF32 • When RDR32 data is read by an instruction
1	There is receive data in RDR32 [Setting condition] When reception ends normally and receive data is transferred from RSR32 to RDR32

Transmit data register empty

0	Transmit data written in TDR32 has not been transferred to TSR32 [Clearing conditions] • After reading TDRE32 = 1, cleared by writing 0 to TDRE32 • When data is written to TDR32 by an instruction
1	Transmit data has not been written to TDR32, or transmit data written in TDR32 has been transferred to TSR32 [Setting conditions] • When bit TE32 in serial control register 32 (SCR32) is cleared to 0 • When data is transferred from TDR32 to TSR32

Note: * Only a write of 0 for flag clearing is possible.

Clock output select*

0	0	0	ϕ/32
0	0	1	ϕ/16
0	1	0	ϕ/8
0	1	1	ϕ/4
1	0	0	ϕ_W/32
1	0	1	ϕ_W/16
1	1	0	ϕ_W/8
1	1	1	ϕ_W/4

Internal clock select

TMA3	TMA2	TMA1	TMA0	Prescaler and Divider Ratio or Overflow Period		F
0	0	0	0	PSS	ϕ/8192	I t
0	0	0	1	PSS	ϕ/4096	
0	0	1	0	PSS	ϕ/2048	
0	0	1	1	PSS	ϕ/512	
0	1	0	0	PSS	ϕ/256	
0	1	0	1	PSS	ϕ/128	
0	1	1	0	PSS	ϕ/32	
0	1	1	1	PSS	ϕ/8	
1	0	0	0	PSW	1 s	Ti ba (v us 32
1	0	0	1	PSW	0.5 s	
1	0	1	0	PSW	0.25 s	
1	0	1	1	PSW	0.03125 s	
1	1	0	0	PSW and TCA are reset		
1	1	0	1			
1	1	1	0			
1	1	1	1			

Note * Values when the CWOS bit in CWOSR is cleared to 0. When the CWOS bit is s
ϕw is output regardless of the value of bits TMA7 to TMA5.

Count value

Watchdog timer reset

0	[Clearing conditions] • Reset by RES pin • When TCSRWE = 1, and 0 is written in both B0WI and WR
1	[Setting condition] When TCW overflows and a reset signal is generated

Bit 0 write inhibit

0	Bit 0 is write-enabled
1	Bit 0 is write-protected

Watchdog timer on

0	Watchdog timer operation is disabled
1	Watchdog timer operation is enabled

Bit 2 write inhibit

0	Bit 2 is write-enabled
1	Bit 2 is write-protected

Timer control/status register W write enable

0	Data cannot be written to bits 2 and 0
1	Data can be written to bits 2 and 0

Bit 4 write inhibit

0	Bit 4 is write-enabled
1	Bit 4 is write-protected

Timer counter W write enable

0	Data cannot be written to TCW
1	Data can be written to TCW

Bit 6 write inhibit

0	Bit 6 is write-enabled
1	Bit 6 is write-protected

Note: * Write is permitted only under certain conditions.

Count value

TMC—Timer Mode Register C H'B4

Bit	7	6	5	4	3	2	1
	TMC7	TMC6	TMC5	—	—	TMC2	TMC1
Initial value	0	0	0	1	1	0	0
Read/Write	R/W	R/W	R/W	—	—	R/W	R/W

Clock select

0	0	0	Internal clock: ϕ/8192
0	0	1	Internal clock: ϕ/2048
0	1	0	Internal clock: ϕ/512
0	1	1	Internal clock: ϕ/64
1	0	0	Internal clock: ϕ/16
1	0	1	Internal clock: ϕ/4
1	1	0	Internal clock: ϕw/4
1	1	1	External event (TMIC): on rising or falling edge

Counter up/down control

0	0	TCC is an up-counter
0	1	TCC is a down-counter
1	*	Hardware control of TCC up/down operation by UD pi UD pin input high: Down-counter UD pin input low: Up-counter

Auto-reload function select

0	Interval timer function selected
1	Auto-reload function selected

Count value

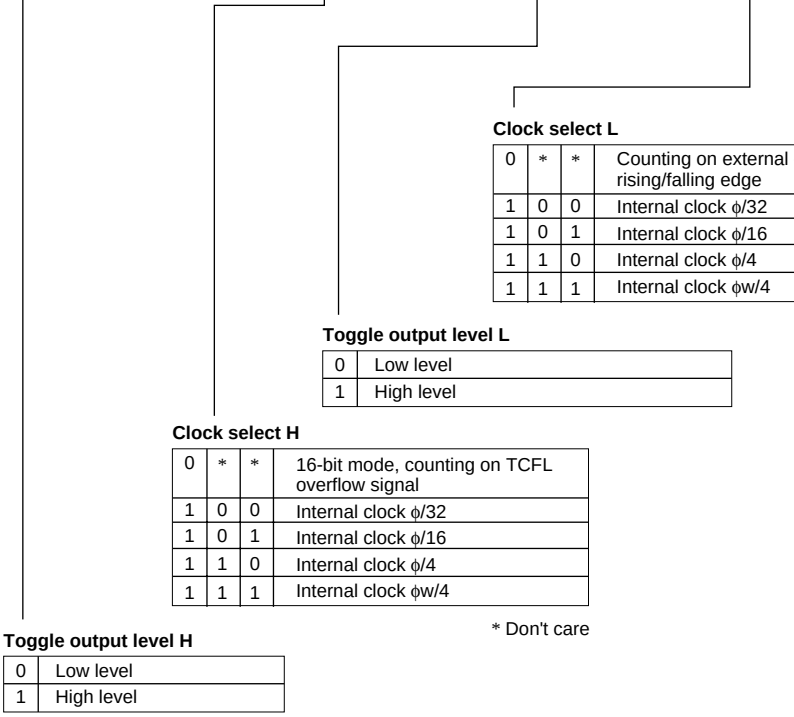
Note: TCC is assigned to the same address as TLC. In a read, the TCC value is read

TLC—Timer Load Register C **H'B5**

Bit	7	6	5	4	3	2	1
	TLC7	TLC6	TLC5	TLC4	TLC3	TLC2	TLC1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Reload value

Note: TLC is assigned to the same address as TCC. In a write, the TLC value is writte


Clock select L
0 * * Counting on external rising/falling edge
1 0 0 Internal clock ϕ/32
1 0 1 Internal clock ϕ/16
1 1 0 Internal clock ϕ/4
1 1 1 Internal clock ϕw/4
Toggle output level L
0 Low level
1 High level
Clock select H
0 * * 16-bit mode, counting on TCFL overflow signal
1 0 0 Internal clock ϕ/32
1 0 1 Internal clock ϕ/16
1 1 0 Internal clock ϕ/4
1 1 1 Internal clock ϕw/4
* Don't care
Toggle output level H
0 Low level
1 High level

Counter clear L

0	TCFL clearing by compare match is disabled
1	TCFL clearing by compare match is enabled

Timer overflow interrupt enable L

0	TCFL overflow interrupt request is disabled
1	TCFL overflow interrupt request is enabled

Compare match flag L

0	[Clearing condition] After reading CMFL = 1, cleared by writing 0 to CMFL
1	[Setting condition] Set when the TCFL value matches the OCRFL value

Timer overflow flag L

0	[Clearing condition] After reading OVFL = 1, cleared by writing 0 to OVFL
1	[Setting condition] Set when TCFL overflows from H'FF to H'00

Counter clear H

0	16-bit mode: TCF clearing by compare match is disabled 8-bit mode: TCFH clearing by compare match is disabled
1	16-bit mode: TCF clearing by compare match is enabled 8-bit mode: TCFH clearing by compare match is enabled

Timer overflow interrupt enable H

0	TCFH overflow interrupt request is disabled
1	TCFH overflow interrupt request is enabled

Compare match flag H

0	[Clearing condition] After reading CMFH = 1, cleared by writing 0 to CMFH
1	[Setting condition] Set when the TCFH value matches the OCRFH value

Timer overflow flag H

0	[Clearing condition] After reading OVFH = 1, cleared by writing 0 to OVFH
1	[Setting condition] Set when TCFH overflows from H'FF to H'00

Note: * Bits 7, 6, 3, and 2 can only be written with 0, for flag clearing.

Note: TCFH and TCFL can also be used as the upper and lower halves, respectively, timer counter (TCF).

TCFL—8-Bit Timer Counter FL H'B9

Bit	7	6	5	4	3	2	1
	TCFL7	TCFL6	TCFL5	TCFL4	TCFL3	TCFL2	TCFL1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Count value

Note: TCFH and TCFL can also be used as the upper and lower halves, respectively, timer counter (TCF).

OCRFH—Output Compare Register FH H'BA

Bit	7	6	5	4	3	2	1
	OCRFH7	OCRFH6	OCRFH5	OCRFH4	OCRFH3	OCRFH2	OCRFH1
Initial value	1	1	1	1	1	1	1
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: OCRFH and OCRFL can also be used as the upper and lower halves, respecti 16-bit output compare register (OCRF).

16-bit output compare register (OCRF).

0	0	Internal clock: counti
0	1	Internal clock: counti
1	0	Internal clock: counti
1	1	Internal clock: counti

Counter clear

0	0	TCG clearing is disabled
0	1	TCG cleared by falling edge of input capture input si
1	0	TCG cleared by rising edge of input capture input sig
1	1	TCG cleared by both edges of input capture input sig

Input capture interrupt edge select

0	Interrupt generated on rising edge of input capture input signal
1	Interrupt generated on falling edge of input capture input signal

Timer overflow interrupt enable

0	TCG overflow interrupt request is disabled
1	TCG overflow interrupt request is enabled

Timer overflow flag L

0	[Clearing condition] After reading OVFL = 1, cleared by writing 0 to OVFL
1	[Setting condition] Set when TCG overflows from H'FF to H'00

Timer overflow flag H

0	[Clearing condition] After reading OVFH = 1, cleared by writing 0 to OVFH
1	[Setting condition] Set when TCG overflows from H'FF to H'00

Note: * Bits 7 and 6 can only be written with 0, for flag clearing.

ICRGR—Input Capture Register GR **H'BE**

Bit	7	6	5	4	3	2	1
	ICRGR7	ICRGR6	ICRGR5	ICRGR4	ICRGR3	ICRGR2	ICRGR1
Initial value	0	0	0	0	0	0	0
Read/Write	R	R	R	R	R	R	R

Stores TCG value at rising edge of input capture signal

Segment driver select

Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Function of Pins SEG_{32} to SEG_1					
SGX	SGS3	SGS2	SGS1	SGS0	SEG_{40} to SEG_{33}	SEG_{32} to SEG_{25}	SEG_{24} to SEG_{17}	SEG_{16} to SEG_9	SEG_8 to SEG_1	
0	0	0	0	0	Port	Port	Port	Port	Port	(I
0	0	0	0	1	SEG	Port	Port	Port	Port	
0	0	0	1	*	SEG	SEG	Port	Port	Port	
0	0	1	0	*	SEG	SEG	SEG	Port	Port	
0	0	1	1	*	SEG	SEG	SEG	SEG	Port	
0	1	*	*	*	SEG	SEG	SEG	SEG	SEG	
1	0	0	0	0	Port*1	Port	Port	Port	Port	
1	0	0	0	1	Do not use					
1	0	0	1	*						
1	0	1	*	*						
1	1	*	*	*						

Note: 1. SEG_{40} to SEG_{37} are external expansion pins.

Expansion signal select

0	SEG_{40} to SEG_{37} pin* (Initial value)
1	CL_1, CL_2, DO and M pin

Note: * Functions as ports when SGS3 to SGS0 are set at "0000".
In the case of the H8/38347 Group and H8/38447 Group the initial values of these bits must

Duty select, common function select

Bit 7	Bit 6	Bit 5	Duty Cycle	Common Drivers	Notes
DTS1	DTS0	CMX			
0	0	0	Static	COM_1	Do not use COM_4, COM_3, and COM_2
0	0	1		COM_4 to COM_1	COM_4 to COM_2 output the same waveform as COM_1
0	1	0	1/2 duty	COM_2 to COM_1	Do not use COM_4 and COM_3
0	1	1		COM_4 to COM_1	COM_4 outputs the same waveform as COM_3 and COM_2 outputs the same wave
1	0	0	1/3 duty	COM_3 to COM_1	Do not use COM_4
1	0	1		COM_4 to COM_1	Do not use COM_4
1	1	0	1/4 duty	COM_4 to COM_1	—
1	1	1			

Frame frequency select

Bit 3	Bit 2	Bit 1	Bit 1	Opera
CKS3	CKS2	CKS1	CKS0	
0	*	0	0	
0	*	0	1	
0	*	1	*	
1	0	0	0	
1	0	0	1	
1	0	1	0	
1	0	1	1	
1	1	0	0	
1	1	0	1	
1	1	1	0	
1	1	1	1	

*

Display data control

0	Blank data is displayed
1	LCD RAM data is displayed

Display function activate

0	LCD controller/driver operation halted
1	LCD controller/driver operates

LCD drive power supply on/off control

0	LCD drive power supply off
1	LCD drive power supply on

Charge/discharge pulse duty cyc

Bit 3	Bit 2	Bit 1	Bit 0	Duty
CDS3	CDS2	CDS1	CDS0	
0	0	0	0	
0	0	0	1	
0	0	1	0	
0	0	1	1	
0	1	0	0	
0	1	0	1	
0	1	1	0	
0	1	1	1	
1	0	*	*	
1	1	*	*	

A waveform/B waveform switching control

0	Drive using A waveform
1	Drive using B waveform

Read/Write	R	R	R	R	R	R	R

A/D conversion result

ADRRL

Bit	7	6	5	4	3	2	1
	ADR1	ADR0	—	—	—	—	—
Initial value	Undefined	Undefined	—	—	—	—	—
Read/Write	R	R	—	—	—	—	—

A/D conversion result

Channel select

Bit 3	Bit 2	Bit 1	Bit 0	
CH3	CH2	CH1	CH0	Analog Input
0	0	*	*	No channel s
0	1	0	0	AN_0
0	1	0	1	AN_1
0	1	1	0	AN_2
0	1	1	1	AN_3
1	0	0	0	AN_4
1	0	0	1	AN_5
1	0	1	0	AN_6
1	0	1	1	AN_7
1	1	0	0	AN_8
1	1	0	1	AN_9
1	1	1	0	AN_{10}
1	1	1	1	AN_{11}

*

External trigger select

0	Disables start of A/D conversion by external trigger
1	Enables start of A/D conversion by rising or falling ed of external trigger at pin $\overline{\text{ADTRG}}$

Clock select

Bit 7		Conversion Time	
CKS	Conversion Period	ϕ = 1 MHz	ϕ = 5 MHz
0	62/ϕ	62 µs	12.4 µs
1	31/ϕ	31 µs	—

0	Read	Indicates completion of A/D conversion
	Write	Stops A/D conversion
1	Read	Indicates A/D conversion in progress
	Write	Starts A/D conversion

P1$_7$/$\overline{IRQ_3}$/TMIF pin function switch

0	Functions as P1$_7$ I/O pin
1	Functions as $\overline{IRQ_3}$/TMIF input pin

P1$_6$/$\overline{IRQ_2}$ pin function switch

0	Functions as P1$_6$ I/O pin
1	Functions as $\overline{IRQ_2}$ input pin

P1$_5$/$\overline{IRQ_1}$/TMIC pin function switch

0	Functions as P1$_5$ I/O pin
1	Functions as $\overline{IRQ_1}$/TMIC input pin

P1$_4$/$\overline{IRQ_4}$/$\overline{ADTRG}$ pin function switch

0	Functions as P1$_4$ I/O pin
1	Functions as $\overline{IRQ_4}$/$\overline{ADTRG}$ input pin

P1$_3$/TMIG pin function switch

0	Functions as P1$_3$ I/O pin
1	Functions as TMIG input pin

P1$_2$/TMOFH pin function switch

0	Functions as P1$_2$ I/O pin
1	Functions as TMOFH output pin

P1$_1$/TMOFL pin function switch

0	Functions as P1$_1$ I/O pin
1	Functions as TMOFL output

1	Functions as TMOW

$P2_0/SCK_1$ pin function

0	Functions as $P2_0$ I/
1	Functions as SCK_1

$P2_1/SI_1$ pin function switch

0	Functions as $P2_1$ I/O pin
1	Functions as SI_1 input pi

$P2_2/SO_1$ pin function switch

0	Functions as $P2_2$ I/O pin
1	Functions as SO_1 output pin

$P2_2/SO_1$ pin PMOS control

0	CMOS output
1	NMOS open-drain output

$P2_0/SCK_1$ pin functio

0	Functions as $P2_0$
1	Functions as SCK

$P2_1/SI_1$ pin function switch

0	Functions as $P2_1$ I/O pi
1	Functions as SI_1 input p

$P2_2/SO_1$ pin function switch

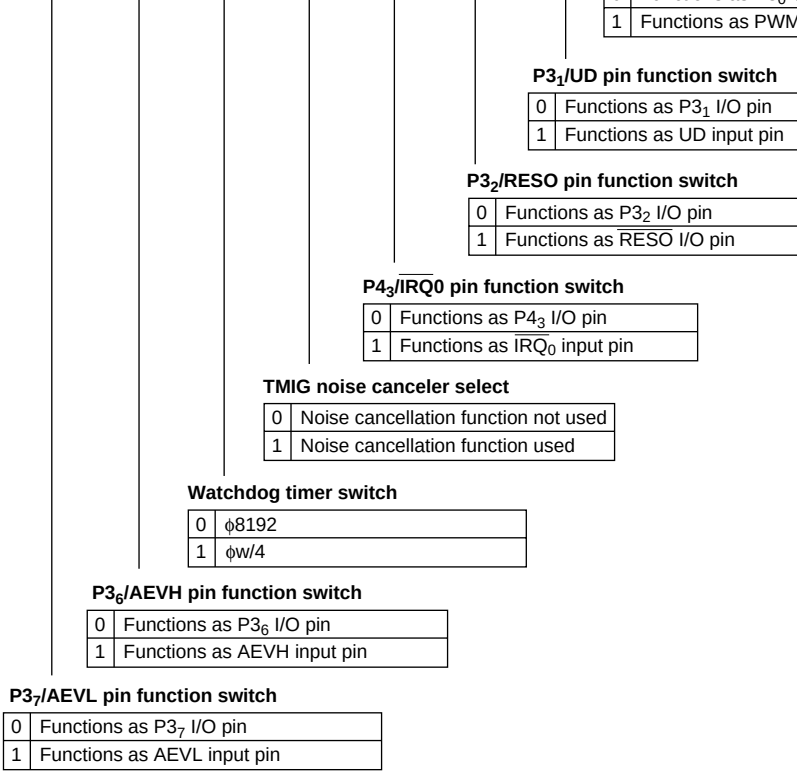
0	Functions as $P2_2$ I/O pin
1	Functions as SO_1 output pin

$P2_2/SO_1$ pin PMOS control

0	CMOS output
1	NMOS open-drain output

$P3_1$/UD/EXCL pin function switch

0	Functions as $P3_1$/UD I/O pin
1	Functions as EXCL input pin



Note: * In the H8/38347 Group and H8/38447 Group this bit is reserved and cannot be written to.

0	$P2_n$ is CMOS output
1	$P2_n$ is NMOS open-drain output

(n = 7 to 0)

PMR5—Port Mode Register 5 **H'CC**

Bit	7	6	5	4	3	2	1
	WKP_7	WKP_6	WKP_5	WKP_4	WKP_3	WKP_2	WKP_1
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

$P5_n/\overline{WKP}_n/SEG_{n+1}$ pin function switch

0	Functions as $P5_n$ I/O pin
1	Functions as $\overline{WKP}_n$ input pin

(n = 7 to 0)

0	The input clock is $\phi/2$ ($t\phi^* = 2/\phi$) The conversion period is 16,384/ϕ, with a minimum modulation width of
	The input clock is $\phi/4$ ($t\phi^* = 4/\phi$) The conversion period is 32,768/ϕ, with a minimum modulation width of
1	The input clock is $\phi/8$ ($t\phi^* = 8/\phi$) The conversion period is 65,536/ϕ, with a minimum modulation width of
	The input clock is $\phi/16$ ($t\phi^* = 16/\phi$) The conversion period is 131,072/ϕ, with a minimum modulation width o

Note: * $t\phi$: Period of PWM input clock

PWDRU—PWM Data Register U **H'D1** **14-**

Bit	7	6	5	4	3	2	1
	—	—	PWDRU5	PWDRU4	PWDRU3	PWDRU2	PWDUR1
Initial value	1	1	0	0	0	0	0
Read/Write	—	—	W	W	W	W	W

Upper 6 bits of data for generating PWM wave

PWDRL—PWM Data Register L **H'D2** **14-**

Bit	7	6	5	4	3	2	1
	PWDRL7	PWDRL6	PWDRL5	PWDRL4	PWDRL3	PWDRL2	PWDRL1
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Lower 8 bits of data for generating PWM waveform

PDR2—Port Data Register 2 **H'D5**

Bit	7	6	5	4	3	2	1
	$P2_7$	$P2_6$	$P2_5$	$P2_4$	$P2_3$	$P2_2$	$P2_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Data for port 2 pins

PDR3—Port Data Register 3 **H'D6**

Bit	7	6	5	4	3	2	1
	$P3_7$	$P3_6$	$P3_5$	$P3_4$	$P3_3$	$P3_2$	$P3_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Data for port 3 pins

PDR4—Port Data Register 4 **H'D7**

Bit	7	6	5	4	3	2	1
	—	—	—	—	$P4_3$	$P4_2$	$P4_1$
Initial value	1	1	1	1	1	0	0
Read/Write	—	—	—	—	R	R/W	R/W

Pin $P4_3$ state is read

Data for port pins

PDR6—Port Data Register 6 **H'D9**

Bit	7	6	5	4	3	2	1
	$P6_7$	$P6_6$	$P6_5$	$P6_4$	$P6_3$	$P6_2$	$P6_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Data for port 6 pins

PDR7—Port Data Register 7 **H'DA**

Bit	7	6	5	4	3	2	1
	$P7_7$	$P7_6$	$P7_5$	$P7_4$	$P7_3$	$P7_2$	$P7_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Data for port 7 pins

PDR8—Port Data Register 8 **H'DB**

Bit	7	6	5	4	3	2	1
	$P8_7$	$P8_6$	$P8_5$	$P8_4$	$P8_3$	$P8_2$	$P8_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Data for port 8 pins

PDRA—Port Data Register A **H'DD**

Bit	7	6	5	4	3	2	1
	—	—	—	—	PA_3	PA_2	PA_1
Initial value	1	1	1	1	0	0	0
Read/Write	—	—	—	—	R/W	R/W	R/W

Data for port A pins

PDRB—Port Data Register B **H'DE**

Bit	7	6	5	4	3	2	1
	PB_7	PB_6	PB_5	PB_4	PB_3	PB_2	PB_1
Read/Write	R	R	R	R	R	R	R

Data for port B pins

PDRC—Port Data Register C **H'DF**

Bit	7	6	5	4	3	2	1
	—	—	—	—	PC_3	PC_2	PC_1
Read/Write	—	—	—	—	R	R	R

Data for port C pins

Port 1 input pull-up MOS contr

0	Input pull-up MOS is off
1	Input pull-up MOS is on

Note: When the PCR1 specificat
(Input port specification)

PUCR3—Port Pull-Up Control Register 3 H'E1

Bit	7	6	5	4	3	2	1
	$PUCR3_7$	$PUCR3_6$	$PUCR3_5$	$PUCR3_4$	$PUCR3_3$	$PUCR3_2$	$PUCR3_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Port 3 input pull-up MOS contr

0	Input pull-up MOS is off
1	Input pull-up MOS is on

Note: When the PCR3 specificat
(Input port specification)

Port 5 input pull-up MOS cont

0	Input pull-up MOS is off
1	Input pull-up MOS is on

Note: When the PCR5 specifica
(Input port specification)

PUCR6—Port Pull-Up Control Register 6 **H'E3**

Bit	7	6	5	4	3	2	1
	$PUCR6_7$	$PUCR6_6$	$PUCR6_5$	$PUCR6_4$	$PUCR6_3$	$PUCR6_2$	$PUCR6_1$
Initial value	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Port 6 input pull-up MOS cont

0	Input pull-up MOS is off
1	Input pull-up MOS is on

Note: When the PCR6 specifica
(Input port specification)

0	Input pin
1	Output pin

PCR2—Port Control Register 2 H'E5

Bit	7	6	5	4	3	2	1
	$PCR2_7$	$PCR2_6$	$PCR2_5$	$PCR2_4$	$PCR2_3$	$PCR2_2$	$PCR2_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Port 2 input/output select

0	Input pin
1	Output pin

PCR3—Port Control Register 3 H'E6

Bit	7	6	5	4	3	2	1
	$PCR3_7$	$PCR3_6$	$PCR3_5$	$PCR3_4$	$PCR3_3$	$PCR3_2$	$PCR3_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Port 3 input/output select

0	Input pin
1	Output pin

0	Input pin
1	Output pin

PCR5—Port Control Register 5 H'E8

Bit	7	6	5	4	3	2	1
	$PCR5_7$	$PCR5_6$	$PCR5_5$	$PCR5_4$	$PCR5_3$	$PCR5_2$	$PCR5_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Port 5 input/output select

0	Input pin
1	Output pin

PCR6—Port Control Register 6 H'E9

Bit	7	6	5	4	3	2	1
	$PCR6_7$	$PCR6_6$	$PCR6_5$	$PCR6_4$	$PCR6_3$	$PCR6_2$	$PCR6_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Port 6 input/output select

0	Input pin
1	Output pin

0	Input pin
1	Output pin

PCR8—Port Control Register 8 H'EB

Bit	7	6	5	4	3	2	1
	$PCR8_7$	$PCR8_6$	$PCR8_5$	$PCR8_4$	$PCR8_3$	$PCR8_2$	$PCR8_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Port 8 input/output select

0	Input pin
1	Output pin

PCR9—Port Control Register 9 H'EC

Bit	7	6	5	4	3	2	1
	$PCR9_7$	$PCR9_6$	$PCR9_5$	$PCR9_4$	$PCR9_3$	$PCR9_2$	$PCR9_1$
Initial value	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W

Port 9 input/output select

0	Input pin
1	Output pin

0	Input pin
1	Output pin

Active (medium
mode clock sele

0	0	ϕ_{OSC}/16
	1	ϕ_{OSC}/32
1	0	ϕ_{OSC}/64
	1	ϕ_{OSC}/128

Low speed on flag

0	The CPU operates on the system
1	The CPU operates on the subcloc

Standby timer select 2 to 0

0	0	0	Wait time = 8,192 states
		1	Wait time = 16,384 states
	1	0	Wait time = 32,768 states
		1	Wait time = 65,536 states
1	0	0	Wait time = 131,072 states
		1	Wait time = 2 states
	1	0	Wait time = 8 states
		1	Wait time = 16 states

Software standby

0	• When a SLEEP instruction is executed in active mode, a trans made to sleep mode • When a SLEEP instruction is executed in subactive mode, a tr is made to subsleep mode
1	• When a SLEEP instruction is executed in active mode, a trans made to standby mode or watch mode • When a SLEEP instruction is executed in subactive mode, a tr is made to watch mode

Subactive mode clock select

0	0	$\phi_W/8$
	1	$\phi_W/4$
1	*	$\phi_W/2$

*: Don't

Medium speed on flag

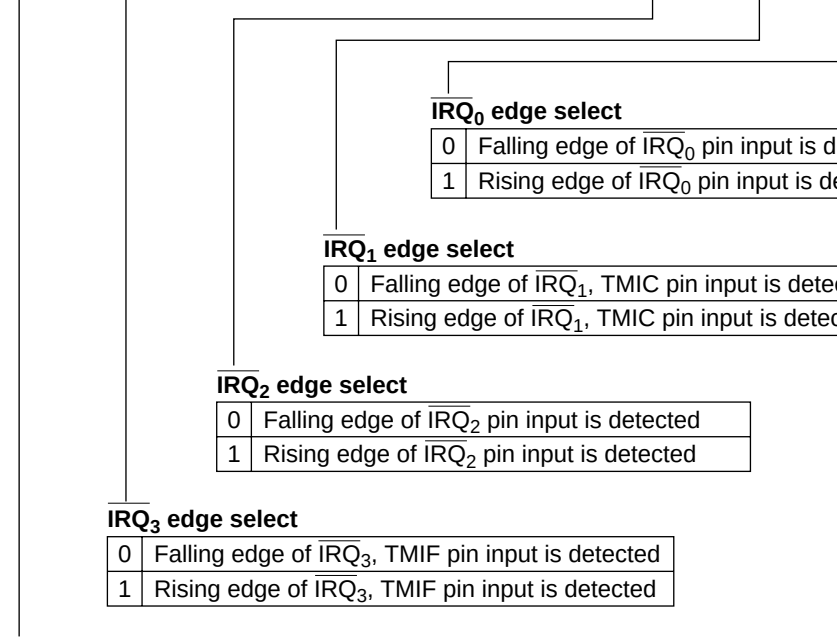
0	Operates in active (high-speed) mode
1	Operates in active (medium-speed) mode

Direct transfer on flag

0	• When a SLEEP instruction is executed in active mode, a transition is made to standby mode, watch mode, or sleep mode • When a SLEEP instruction is executed in subactive mode, a transition is made to watch mode or subsleep mode
1	• When a SLEEP instruction is executed in active (high-speed) mode, a dir transition is made to active (medium-speed) mode if SSBY = 0, MSON = LSON = 0, or to subactive mode if SSBY = 1, TMA3 = 1, and LSON = 1 • When a SLEEP instruction is executed in active (medium-speed) mode, a transition is made to active (high-speed) mode if SSBY = 0, MSON = 0, a LSON = 0, or to subactive mode if SSBY = 1, TMA3 = 1, and LSON = 1 • When a SLEEP instruction is executed in subactive mode, a direct transition is made to active (high-speed) mode if SSBY = 1, TMA3 = 1, L and MSON = 0, or to active (medium-speed) mode if SSBY = 1, TMA3 = LSON = 0, and MSON = 1

Noise elimination sampling frequency select

0	Sampling rate is $\phi_{OSC}/16$
1	Sampling rate is $\phi_{OSC}/4$



$\overline{IRQ}_0$ edge select

0	Falling edge of $\overline{IRQ}_0$ pin input is d
1	Rising edge of $\overline{IRQ}_0$ pin input is de

$\overline{IRQ}_1$ edge select

0	Falling edge of $\overline{IRQ}_1$, TMIC pin input is detec
1	Rising edge of $\overline{IRQ}_1$, TMIC pin input is detec

$\overline{IRQ}_2$ edge select

0	Falling edge of $\overline{IRQ}_2$ pin input is detected
1	Rising edge of $\overline{IRQ}_2$ pin input is detected

$\overline{IRQ}_3$ edge select

0	Falling edge of $\overline{IRQ}_3$, TMIF pin input is detected
1	Rising edge of $\overline{IRQ}_3$, TMIF pin input is detected

$\overline{IRQ}_4$ edge select

0	Falling edge of $\overline{IRQ}_4$ pin and $\overline{ADTRG}$ pin is detected
1	Rising edge of $\overline{IRQ}_4$ pin and $\overline{ADTRG}$ pin is detected

$\overline{IRQ_4}$ to $\overline{IRQ_0}$ interrupt enable

0	Disables $\overline{IRQ_4}$ to $\overline{IRQ_0}$ interrupt req
1	Enables $\overline{IRQ_4}$ to $\overline{IRQ_0}$ interrupt requ

Wakeup interrupt enable

0	Disables $\overline{WKP_7}$ to $\overline{WKP_0}$ interrupt request
1	Enables $\overline{WKP_7}$ to $\overline{WKP_0}$ interrupt requests

SCI1 interrupt enable

0	Disables SCI1 interrupt requests
1	Enables SCI1 interrupt requests

Timer A interrupt enable

0	Disables timer A interrupt requests
1	Enables timer A interrupt requests

1	Enables asynchronous event c interrupt requests

Timer C interrupt enable

0	Disables timer C interrupt requests
1	Enables timer C interrupt requests

Timer FL interrupt enable

0	Disables timer FL interrupt requests
1	Enables timer FL interrupt requests

Timer FH interrupt enable

0	Disables timer FH interrupt requests
1	Enables timer FH interrupt requests

Timer G interrupt enable

0	Disables timer G interrupt requests
1	Enables timer G interrupt requests

A/D converter interrupt enable

0	Disables A/D converter interrupt requests
1	Enables A/D converter interrupt requests

Direct transition interrupt enable

0	Disables direct transition interrupt requests
1	Enables direct transition interrupt requests

IRQ4 to IRQ0 interrupt request flags

0	[Clearing condition] When IRRIn = 1, it is cleared by writin
1	[Setting condition] When pin IRQn is designated for inter input and the designated signal edge

SCI1 interrupt request flag

0	[Clearing condition] When IRRS1 = 1, it is cleared by writing 0
1	[Setting condition] When SCI1 completes transfer

Timer A interrupt request flag

0	[Clearing condition] When IRRTA = 1, it is cleared by writing 0
1	[Setting condition] When the timer A counter value overflows (from H'FF to H'00)

Note: * Bits 7, 6, and 4 to 0 can only be written with 0, for flag clearing.

Asynchronous event counter interrupt request flag

0	[Clearing condition] When IRREC = 1, it is cleared by writing 0
1	[Setting condition] When the asynchronous event counter value overflow

Timer C interrupt request flag

0	[Clearing condition] When IRRTC = 1, it is cleared by writing 0
1	[Setting condition] When the timer C counter value overflows (from H'FF to H'00) or underflows (from H'00 to H'FF)

Timer FL interrupt request flag

0	[Clearing condition] When IRRTFL = 1, it is cleared by writing 0
1	[Setting condition] When counter FL and output compare register FL match in 8-bit timer mode

Timer FH interrupt request flag

0	[Clearing condition] When IRRTFH = 1, it is cleared by writing 0
1	[Setting condition] When counter FH and output compare register FH match in 8-bit timer mode, or when 16-bit counters FL and FH and output compare registers FL and FH match in 16-bit timer mode

Timer G interrupt request flag

0	[Clearing condition] When IRRTG = 1, it is cleared by writing 0
1	[Setting condition] When the TMIG pin is designated for TMIG input and the designated signal edge is input

A/D converter interrupt request flag

0	[Clearing condition] When IRRAD = 1, it is cleared by writing 0
1	[Setting condition] When the A/D converter completes conversion and ADSF is reset

Direct transition interrupt request flag

0	[Clearing condition] When IRRDT = 1, it is cleared by writing 0
1	[Setting condition] When a SLEEP instruction is executed while DTON is set to 1, and a direct transition is made

Note: * Bits 7, 6 and 4 to 0 can only be written with 0, for flag clearing.

Wakeup interrupt request register

0	[Clearing condition] When IWPFn = 1, it is cleared by writing 0
1	[Setting condition] When pin $\overline{\text{WKP}}$n is designated for wakeup input a falling edge is input at that pin

(

Note: * All bits can only be written with 0, for flag clearing.

Timer A module standby mode co

0	Timer A is set to module standb
1	Timer A module standby mode

Timer C module standby mode contr

0	Timer C is set to module standby m
1	Timer C module standby mode is c

Timer F module standby mode control

0	Timer F is set to module standby mode
1	Timer F module standby mode is clear

Timer G interrupt enable

0	Timer G is set to module standby mode
1	Timer G module standby mode is cleared

A/D converter module standby mode control

0	A/D converter is set to module standby mode
1	A/D converter module standby mode is cleare

SCI3-2 module standby mode control

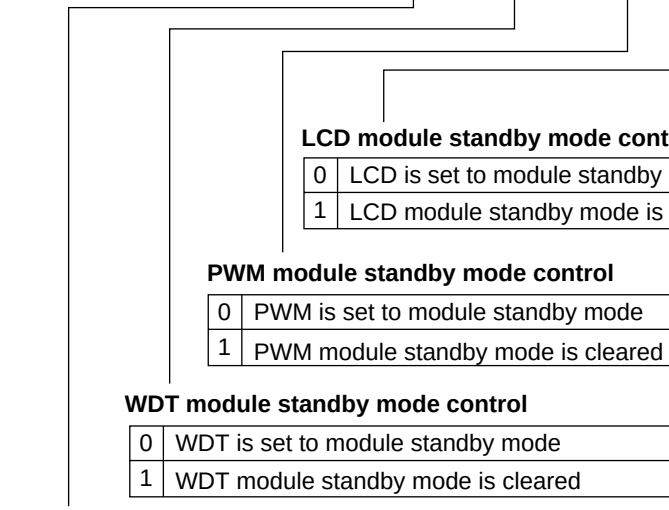
0	SCI3-2 is set to module standby mode
1	SCI3-2 module standby mode is cleared

SCI3-1 module standby mode control

0	SCI3-1 is set to module standby mode
1	SCI3-1 module standby mode is cleared

SCI1 module standby mode control

0	SCI1 is set to module standby mode
1	SCI1 module standby mode is cleared



LCD module standby mode cont

0	LCD is set to module standby
1	LCD module standby mode is

PWM module standby mode control

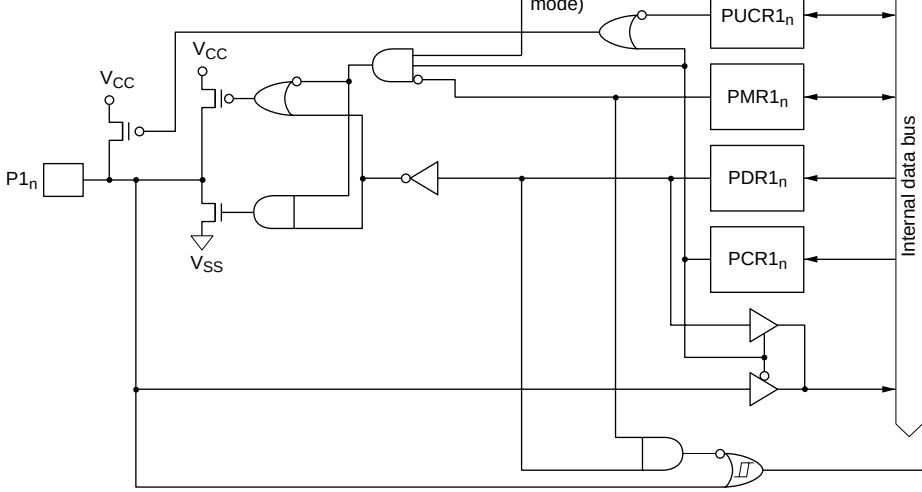
0	PWM is set to module standby mode
1	PWM module standby mode is cleared

WDT module standby mode control

0	WDT is set to module standby mode
1	WDT module standby mode is cleared

Asynchronous event counter module standby mode contr

0	Asynchronous event counter is set to module standby mo
1	Asynchronous event counter module standby mode is clea



PDR1: Port data register 1
PCR1: Port control register 1
PMR1: Port mode register 1
PUCR1: Port pull-up control register 1

* n = 7 to 5 → n – 4, n = 4 → n

Figure C.1 (a) Port 1 Block Diagram (Pins $P1_7$ to $P1_4$)

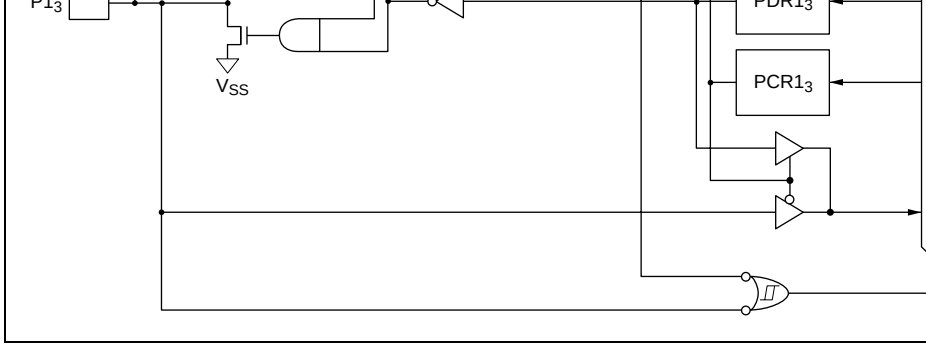
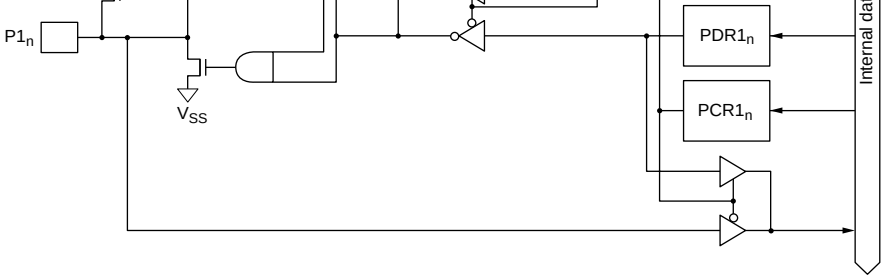


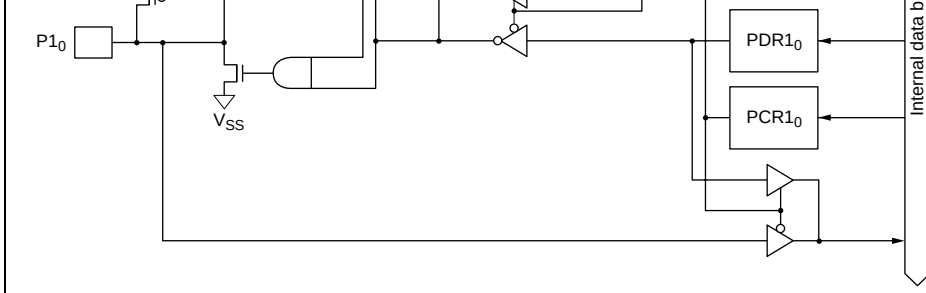
Figure C.1 (b) Port 1 Block Diagram (Pin P1$_3$)



PDR1: Port data register 1
PCR1: Port control register 1
PMR1: Port mode register 1
PUCR1: Port pull-up control register 1

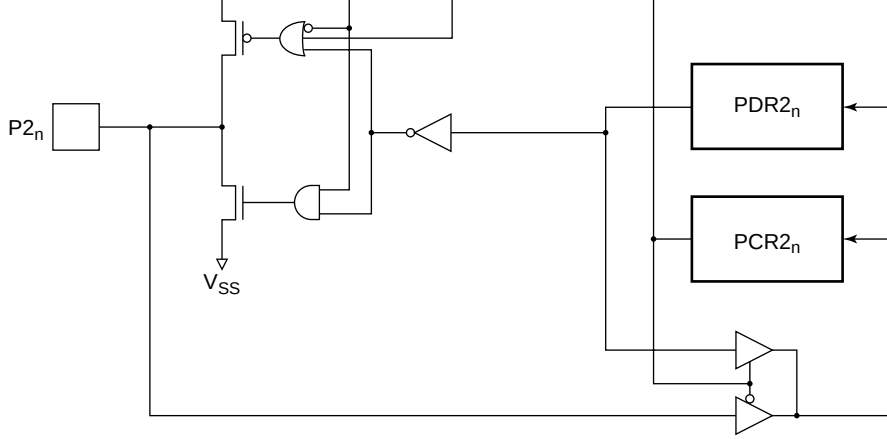
n= 2, 1

Figure C.1 (c) Port 1 Block Diagram (Pin $P1_2$, $P1_1$)



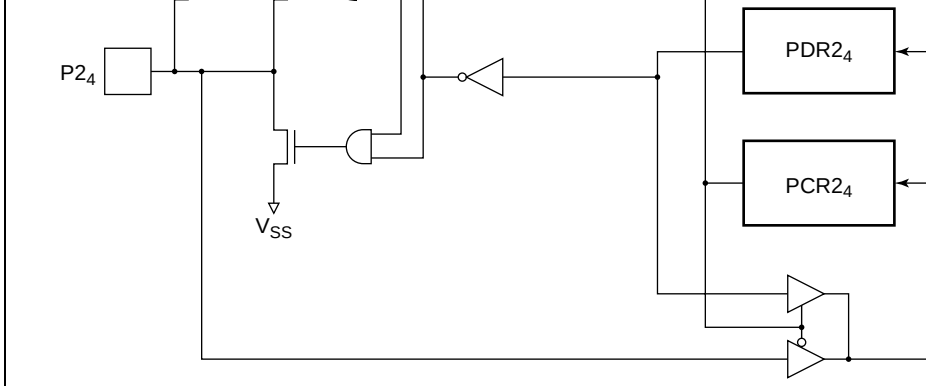
PDR1: Port data register 1
PCR1: Port control register 1
PMR1: Port mode register 1
PUCR1: Port pull-up control register 1

Figure C.1 (d) Port 1 Block Diagram (Pin P1$_0$)



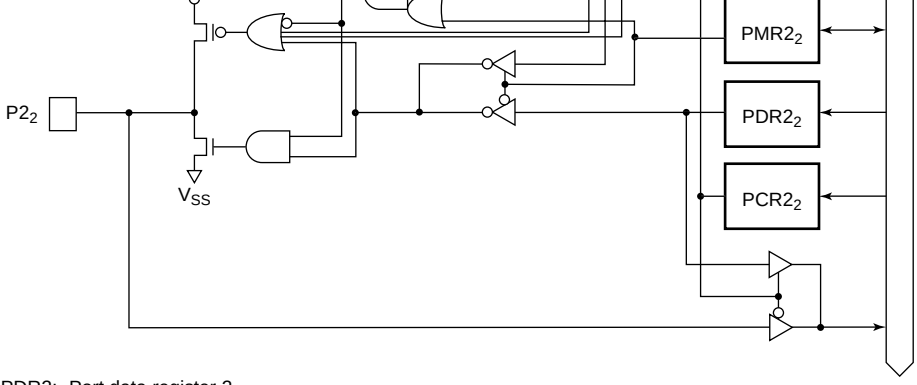
PDR2: Port data register 2
PCR2: Port control register 2
PMR4: Port mode register 4
n = 7 to 3

Figure C.2 (a-1) Port 2 Block Diagram (Pins $P2_7$ to $P2_3$, Not Including $P2_4$ in the Version of the H8/38347 Group and H8/38447 Group)



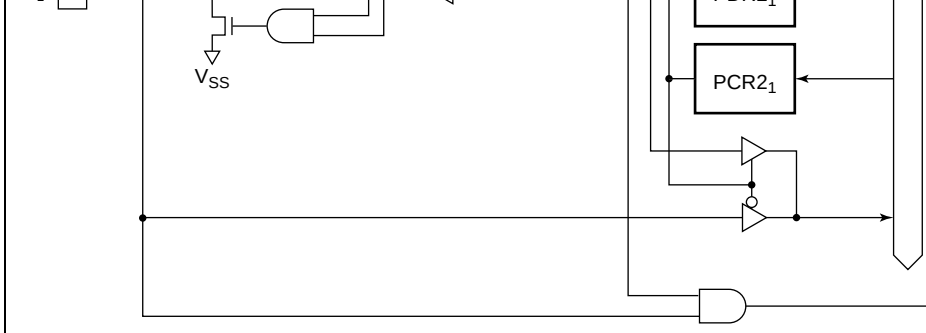
PDR2: Port data register 2
PCR2: Port control register 2
PMR4: Port mode register 4

Figure C.2 (a-2) Port 2 Block Diagram (Pin $P2_4$ in the F-ZTAT Version of the Group and H8/38447 Group)



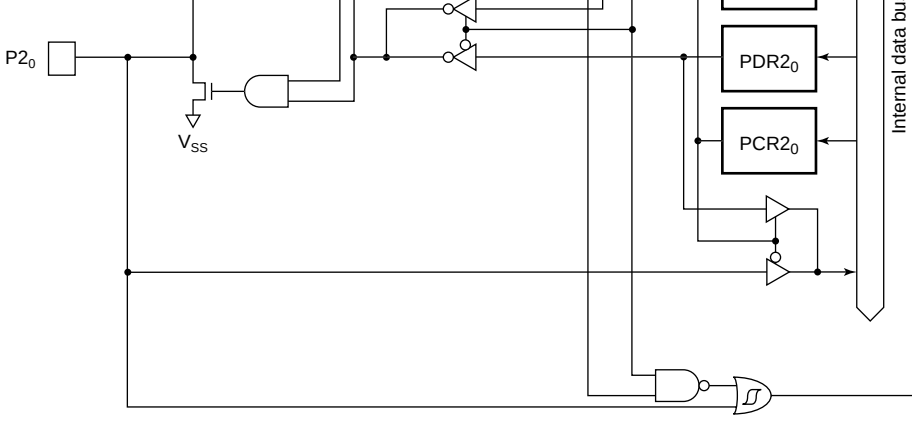
PDR2: Port data register 2
PCR2: Port control register 2
PMR2: Port mode register 2
PMR4: Port mode register 4

Figure C.2 (b) Port 2 Block Diagram (Pin $P2_2$)



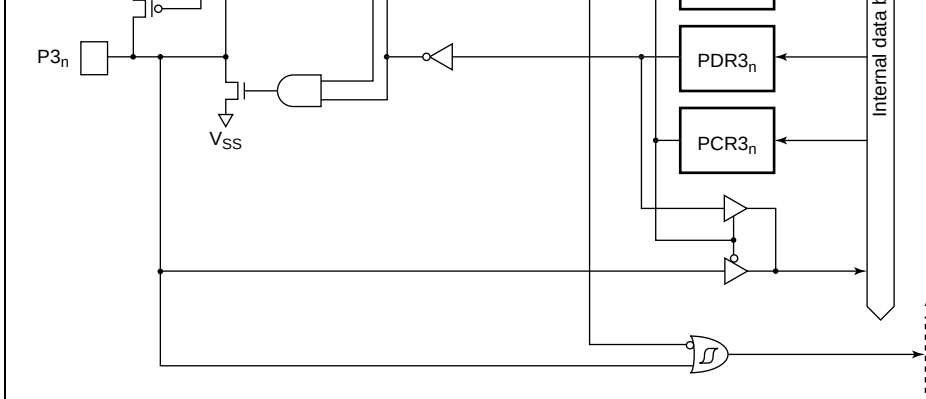
PDR2: Port data register 2
PCR2: Port control register 2
PMR2: Port mode register 2
PMR4: Port mode register 4

Figure C.2 (c) Port 2 Block Diagram (Pin $P2_1$)



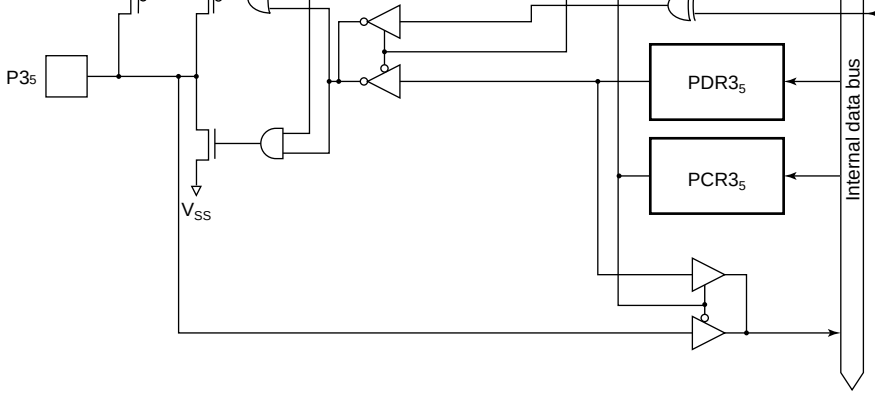
PDR2: Port data register 2
PCR2: Port control register 2
PMR2: Port mode register 2
PMR4: Port mode register 4

Figure C.2 (d) Port 2 Block Diagram (Pin P2$_0$)



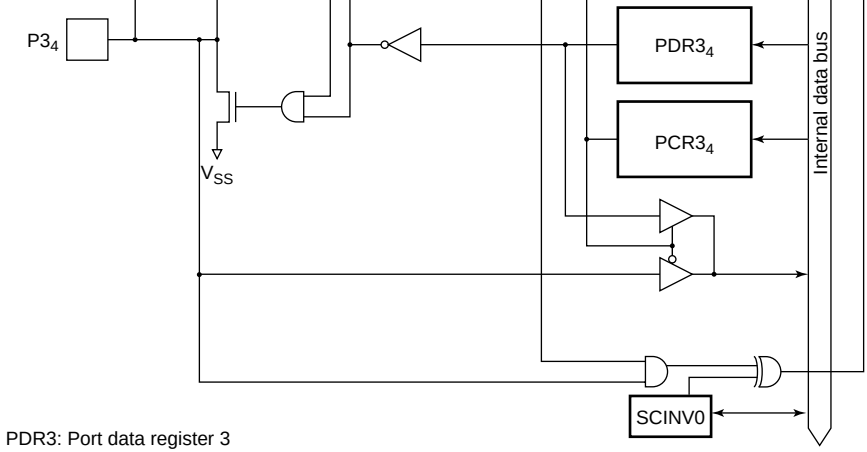
PDR3: Port data register 3
PCR3: Port control register 3
PMR3: Port mode register 3
PUCR3: Port pull-up control register 3
n=7 to 6

Figure C.3 (a) Port 3 Block Diagram (Pin $P3_7$ to $P3_6$)



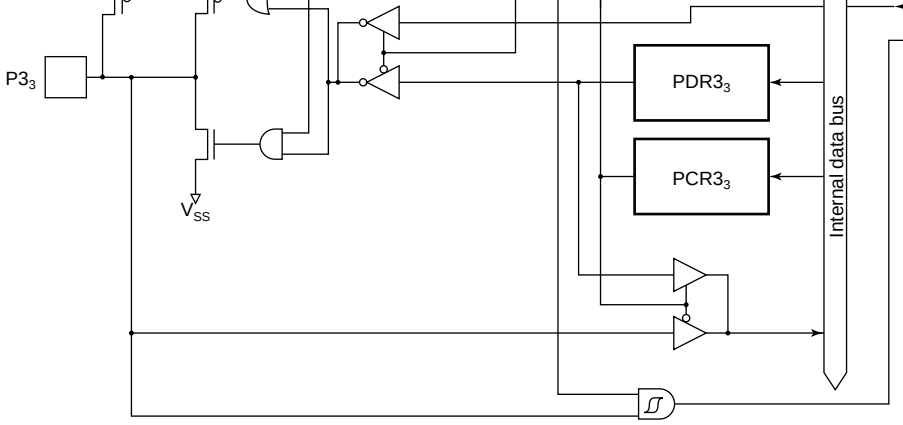
PDR3: Port data register 3
PCR3: Port control register 3
PUCR3: Port pull-up control register 3
SCINV1: Bit 1 of serial port control register (SPCR)

Figure C.3 (b) Port 3 Block Diagram (Pin $P3_5$)



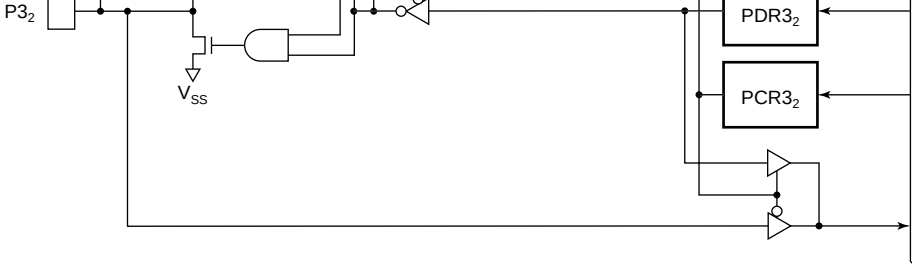
PDR3: Port data register 3
PCR3: Port control register 3
PUCR3: Port pull-up control register 3
SCINV0: Bit 0 of serial port control register (SPCR)

Figure C.3 (c) Port 3 Block Diagram (Pin P3$_4$)



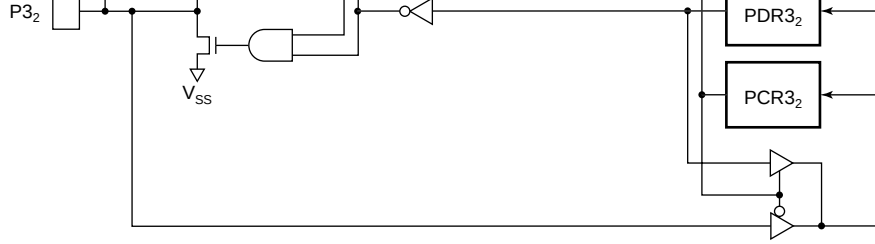
PDR3: Port data register 3
PCR3: Port control register 3
PUCR3: Port pull-up control register 3

Figure C.3 (d) Port 3 Block Diagram (Pin P3$_3$)



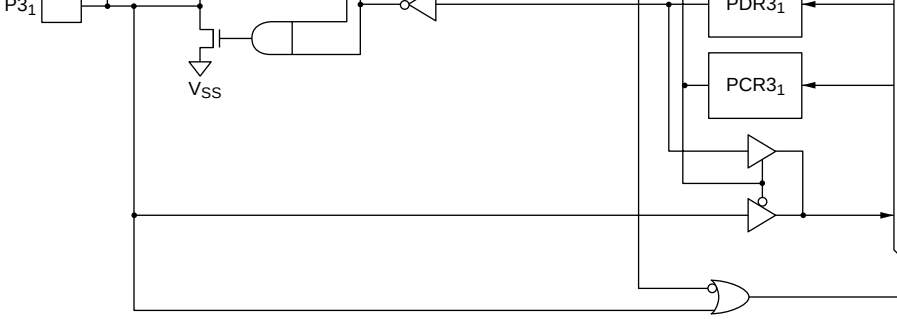
PDR3: Port data register 3
PCR3: Port control register 3
PMR3: Port mode register 3
PUCR3: Port pull-up control register 3

Figure C.3 (e-1) Port 3 Block Diagram (Pin P3$_2$, H8/3847R Group and H8/384



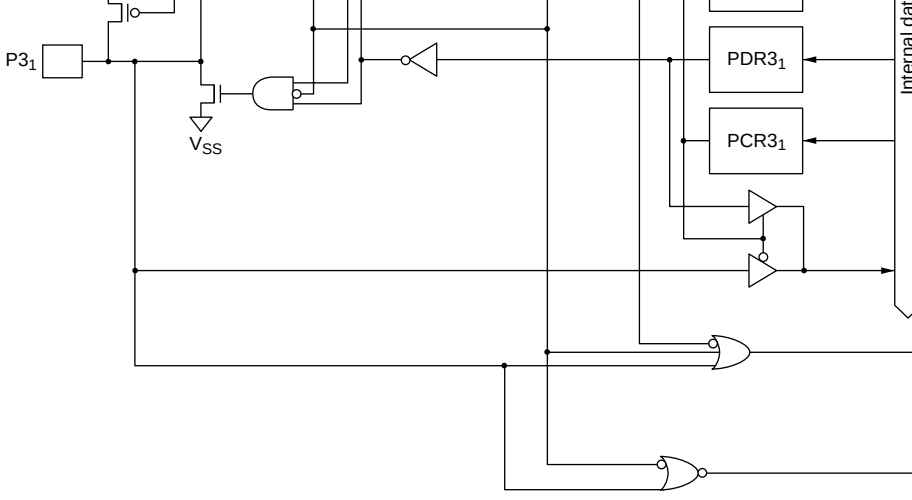
PDR3: Port data register 3
PCR3: Port control register 3
PMR3: Port mode register 3
PUCR3: Port pull-up control register 3

Figure C.3 (e-2) Port 3 Block Diagram (Pin P3$_2$, H8/38347 Group and H8/3844



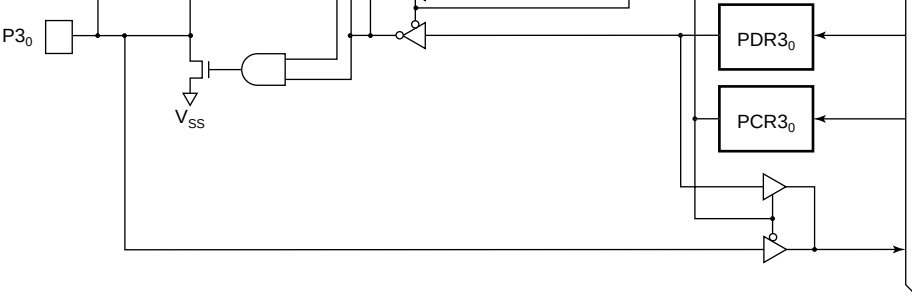
PDR3: Port data register 3
PCR3: Port control register 3
PMR3: Port mode register 3
PUCR3: Port pull-up control register 3

Figure C.3 (f-1) Port 3 Block Diagram (Pin P3$_1$, H8/3847R Group and H8/384



PDR3: Port data register 3
PCR3: Port control register 3
PMR2: Port mode register 2
PMR3: Port mode register 3
PUCR3: Port pull-up control register 3

Figure C.3 (f-2) Port 3 Block Diagram (Pin P3$_1$, H8/38347 Group and H8/3844



PDR3: Port data register 3
PCR3: Port control register 3
PMR3: Port mode register 3
PUCR3: Port pull-up control register 3

Figure C.3 (g) Port 3 Block Diagram (Pin P3$_0$)

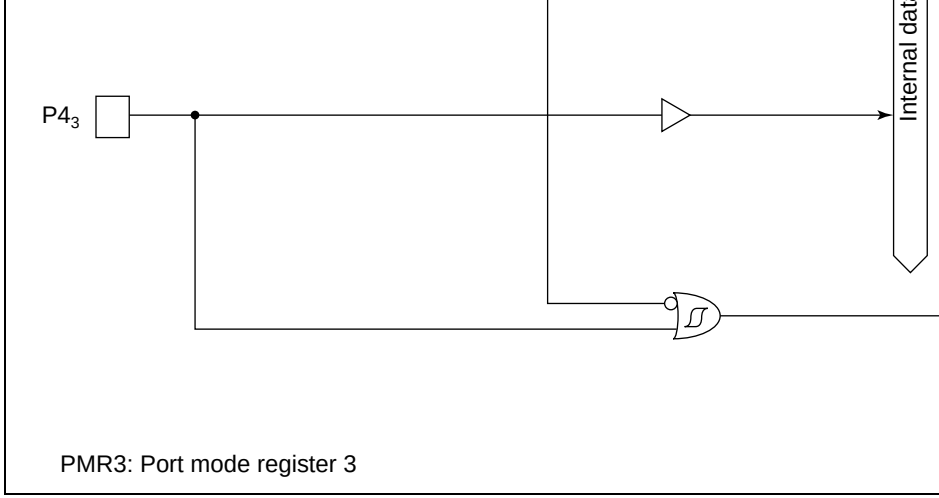
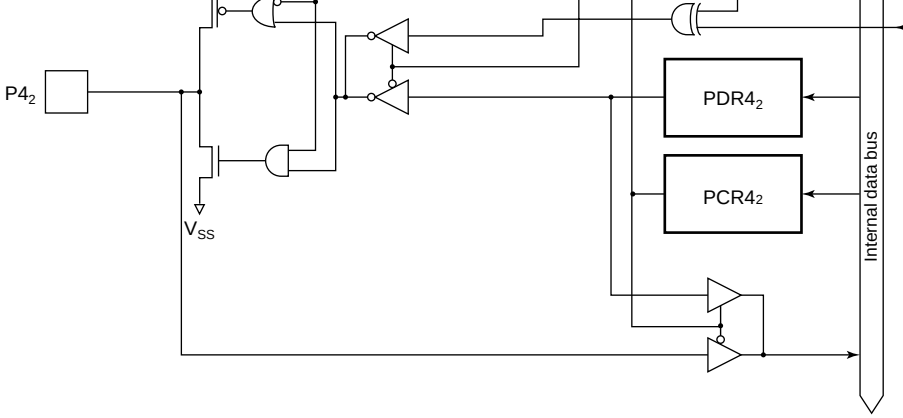
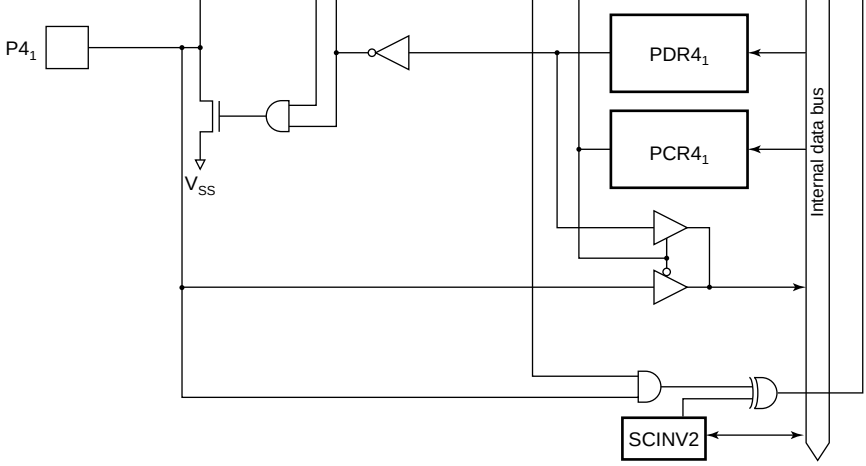


Figure C.4 (a) Port 4 Block Diagram (Pin P4$_3$)



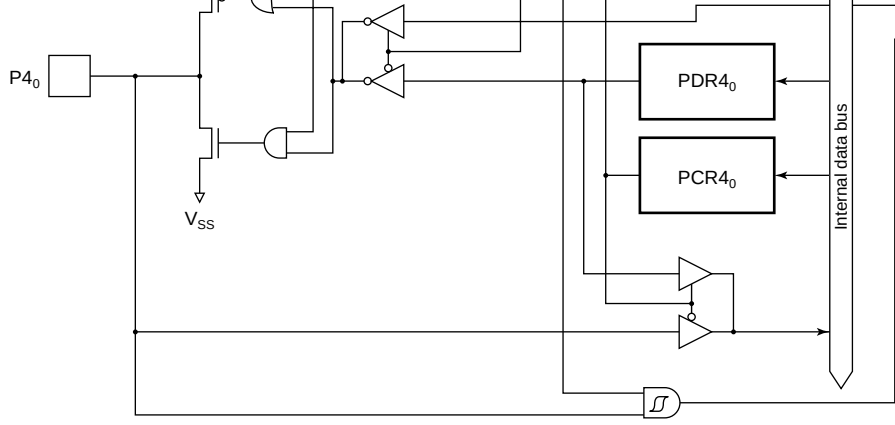
PDR4: Port data register 4
PCR4: Port control register 4
SCINV3: Bit 3 of serial port control register (SPCR)

Figure C.4 (b) Port 4 Block Diagram (Pin P4$_2$)



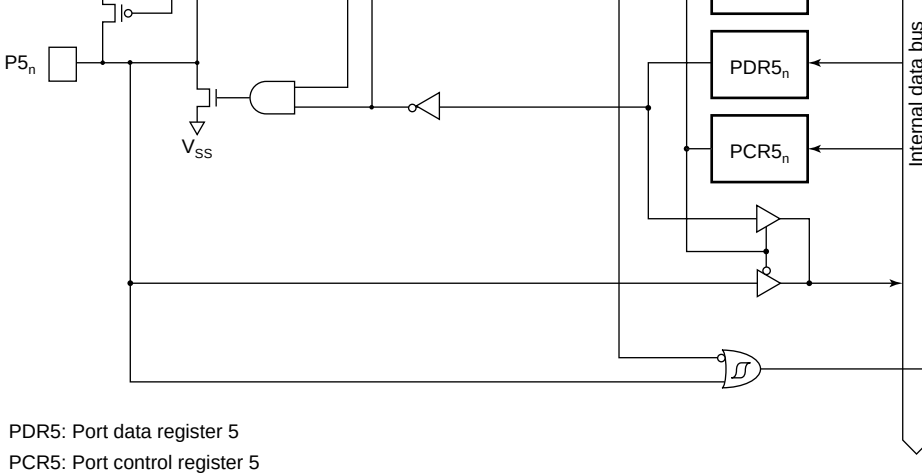
PDR4: Port data register 4
PCR4: Port control register 4
SCINV2: Bit 2 of serial port control register (SPCR)

Figure C.4 (c) Port 4 Block Diagram (Pin P4$_1$)



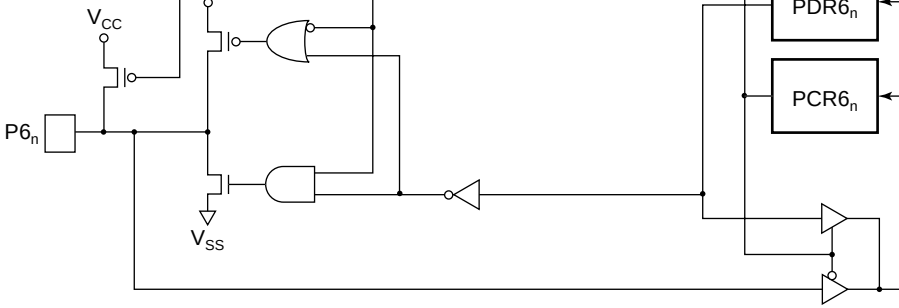
PDR4: Port data register 4
PCR4: Port control register 4

Figure C.4 (d) Port 4 Block Diagram (Pin P4$_0$)



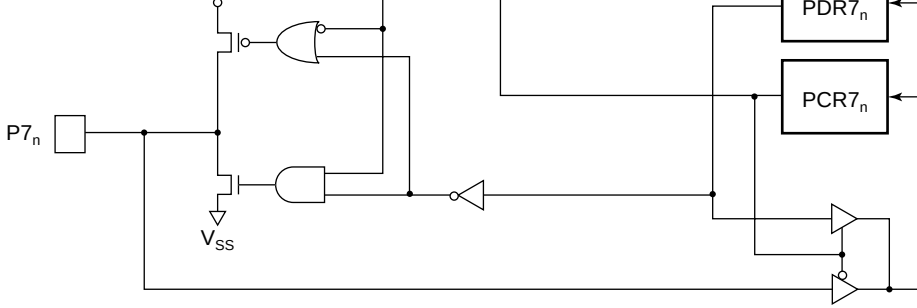
PDR5: Port data register 5
PCR5: Port control register 5
PMR5: Port mode register 5
PUCR5: Port pull-up control register 5
n = 7 to 0

Figure C.5 Port 5 Block Diagram



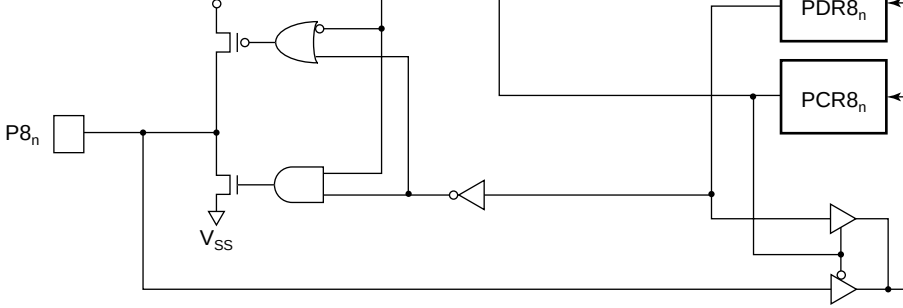
PDR6: Port data register 6
PCR6: Port control register 6
PUCR6: Port pull-up control register 6
n = 7 to 0

Figure C.6 Port 6 Block Diagram



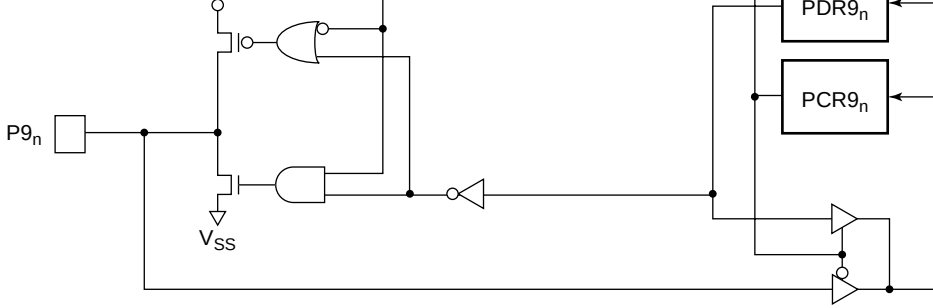
PDR7: Port data register 7
PCR7: Port control register 7
n = 7 to 0

Figure C.7 Port 7 Block Diagram



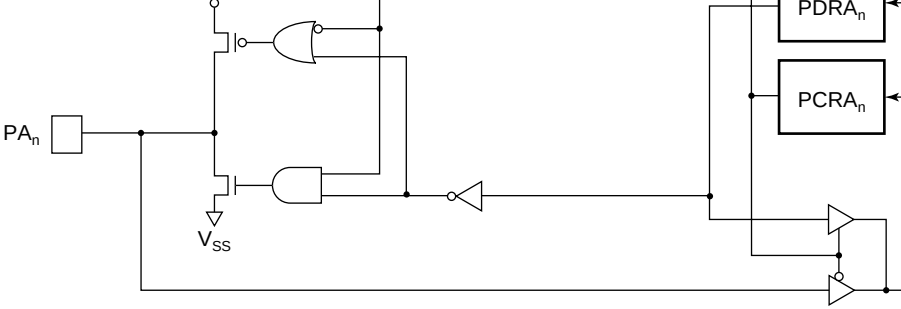
PDR8: Port data register 8
PCR8: Port control register 8
n= 7 to 0

Figure C.8 Port 8 Block Diagram



PDR9: Port data register 9
PCR9: Port control register 9
n = 7 to 0

Figure C.9 Port 9 Block Diagram



PDRA: Port data register A
PCRA: Port control register A
n = 3 to 0

Figure C.10 Port A Block Diagram

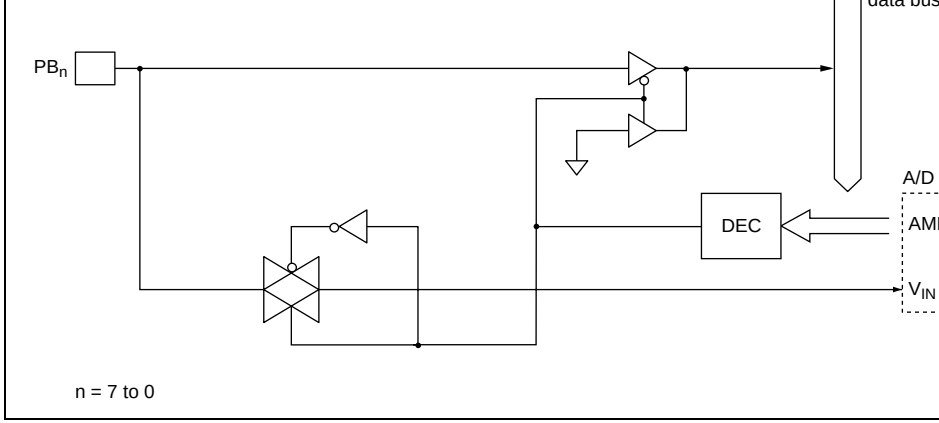


Figure C.11 Port B Block Diagram

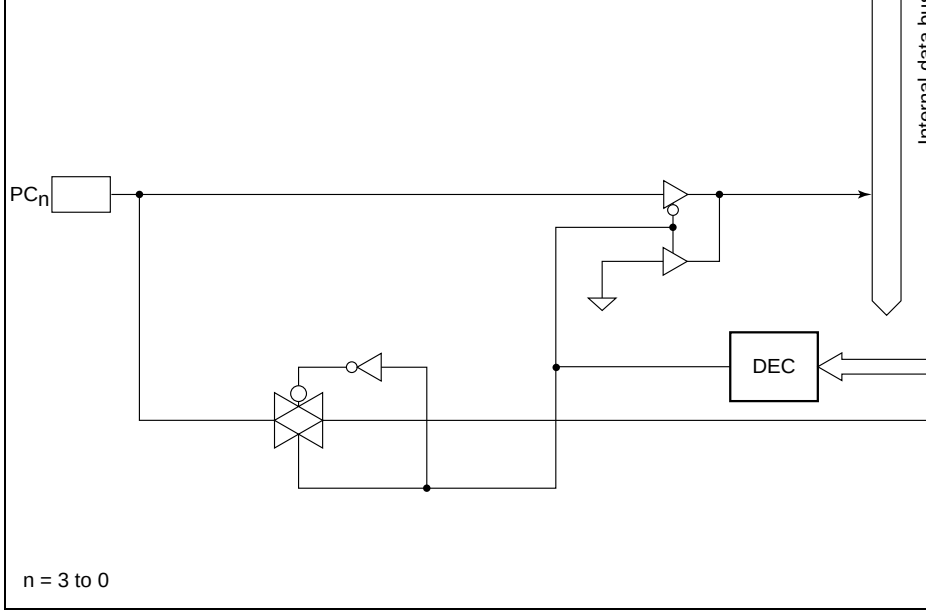


Figure C.12 Port C Block Diagram

$P3_7$ to $P3_0$	High-impedance*2	Retained	Retained	High-impedance*1	Retained	Functions
$P4_3$ to $P4_0$	High-impedance	Retained	Retained	High-impedance	Retained	Functions
$P5_7$ to $P5_0$	High-impedance	Retained	Retained	High-impedance*1	Retained	Functions
$P6_7$ to $P6_0$	High-impedance	Retained	Retained	High-impedance	Retained	Functions
$P7_7$ to $P7_0$	High-impedance	Retained	Retained	High-impedance	Retained	Functions
$P8_7$ to $P8_0$	High-impedance	Retained	Retained	High-impedance	Retained	Functions
$P9_7$ to $P9_0$	High-impedance	Retained	Retained	High-impedance	Retained	Functions
PA_3 to PA_0	High-impedance	Retained	Retained	High-impedance	Retained	Functions
PB_7 to PB_0	High-impedance	High-impedance	High-impedance	High-impedance	High-impedance	High-impedance
PC_3 to PC_0	High-impedance	High-impedance	High-impedance	High-impedance	High-impedance	High-impedance

Notes: 1. High level output when MOS pull-up is in on state.
2. Reset output from $P3_2$ pin only (H8/3847R Group and H8/3847S Group).
3. On-chip pull-up MOS turns on for pin $P2_4$ only (F-ZTAT Version of the H8/38 and H8/38447 Group).

			HD6433842RW	HD6433842R(***)W	100-pin TQ 100G)
			HCD6433842R	—	Die
		Wide-range specification products	HD6433842RD	HD6433842R(***)H	100-pin QF
			HD6433842RE	HD6433842R(***)F	100-pin QF
			HD6433842RL	HD6433842R(***)X	100-pin TQ
			HD6433842RWI	HD6433842R(***)W	100-pin TQ 100G)
H8/3843R	Mask ROM versions	Regular products	HD6433843RH	HD6433843R(***)H	100-pin QF
			HD6433843RF	HD6433843R(***)F	100-pin QF
			HD6433843RX	HD6433843R(***)X	100-pin TQ
			HD6433843RW	HD6433843R(***)W	100-pin TQ 100G)
			HCD6433843R	—	Die
		Wide-range specification products	HD6433843RD	HD6433843R(***)H	100-pin QF
			HD6433843RE	HD6433843R(***)F	100-pin QF
			HD6433843RL	HD6433843R(***)X	100-pin TQ
			HD6433843RWI	HD6433843R(***)W	100-pin TQ 100G)
H8/3844R	Mask ROM versions	Regular products	HD6433844RH	HD6433844R(***)H	100-pin QF
			HD6433844RF	HD6433844R(***)F	100-pin QF
			HD6433844RX	HD6433844R(***)X	100-pin TQ
			HD6433844RW	HD6433844R(***)W	100-pin TQ 100G)
			HCD6433844R	—	Die
		Wide-range specification products	HD6433844RD	HD6433844R(***)H	100-pin QF
			HD6433844RE	HD6433844R(***)F	100-pin QF
			HD6433844RL	HD6433844R(***)X	100-pin TQ
			HD6433844RWI	HD6433844R(***)W	100-pin TQ 100G)

	versions	range specifi-cation products	HD6433845RE	HD6433845R(***)F	100-pin QFP
			HD6433845RL	HD6433845R(***)X	100-pin TQF
			HD6433845RWI	HD6433845R(***)W	100-pin TQF 100G)
H8/3846R	Mask ROM versions	Regular products	HD6433846RH	HD6433846R(***)H	100-pin QFP
			HD6433846RF	HD6433846R(***)F	100-pin QFP
			HD6433846RX	HD6433846R(***)X	100-pin TQF
			HD6433846RW	HD6433846R(***)W	100-pin TQF 100G)
			HCD6433846R	—	Die
		Wide-range specifi-cation products	HD6433846RD	HD6433846R(***)H	100-pin QFP
			HD6433846RE	HD6433846R(***)F	100-pin QFP
			HD6433846RL	HD6433846R(***)X	100-pin TQF
			HD6433846RWI	HD6433846R(***)W	100-pin TQF 100G)
H8/3847R	Mask ROM versions	Regular products	HD6433847RH	HD6433847R(***)H	100-pin QFP
			HD6433847RF	HD6433847R(***)F	100-pin QFP
			HD6433847RX	HD6433847R(***)X	100-pin TQF
			HD6433847RW	HD6433847R(***)W	100-pin TQF 100G)
			HCD6433847R	—	Die
		Wide-range specifi-cation products	HD6433847RD	HD6433847R(***)H	100-pin QFP
			HD6433847RE	HD6433847R(***)F	100-pin QFP
			HD6433847RL	HD6433847R(***)X	100-pin TQF
			HD6433847RWI	HD6433847R(***)W	100-pin TQF
	ZTAT versions	Regular products	HD6473847RH	HD6473847RH	100-pin QFP
			HD6473847RF	HD6473847RF	100-pin QFP
			HD6473847RX	HD6473847RX	100-pin TQF
			HD6473847RW	HD6473847RW	100-pin TQF
		Wide-range specifi-cation products	HD6473847RD	HD6473847RH	100-pin QFP
			HD6473847RE	HD6473847RF	100-pin QFP
			HD6473847RL	HD6473847RX	100-pin TQF
			HD6473847RWI	HD6473847RW	100-pin TQF 100G)

		cation products			100G)
H8/3845S	Mask ROM versions	Regular products	HD6433845SH	HD6433845S(***)H	100-pin QF
			HD6433845SX	HD6433845S(***)X	100-pin TQ
			HD6433845SW	HD6433845S(***)W	100-pin TQ 100G)
			HCD6433845S	—	Die
		Wide-range specification products	HD6433845SD	HD6433845S(***)H	100-pin QF
			HD6433845SL	HD6433845S(***)X	100-pin TQ
			HD6433845SWI	HD6433845S(***)W	100-pin TQ 100G)
H8/3846S	Mask ROM versions	Regular products	HD6433846SH	HD6433846S(***)H	100-pin QF
			HD6433846RX	HD6433846S(***)X	100-pin TQ
			HD6433846SW	HD6433846S(***)W	100-pin TQ 100G)
			HCD6333846S	—	Die
		Wide-range specification products	HD6433846SD	HD6433846S(***)H	100-pin QF
			HD6433846SL	HD6433846S(***)X	100-pin TQ
			HD6433846SWI	HD6433846S(***)W	100-pin TQ 100G)
H8/3847S	Mask ROM versions	Regular products	HD6433847SH	HD6433847S(***)H	100-pin QF
			HD6433847SX	HD6433847S(***)X	100-pin TQ
			HD6433847SW	HD6433847S(***)W	100-pin TQ 100G)
			HCD6433847S	—	Die
		Wide-range specification products	HD6433847SD	HD6433847S(***)H	100-pin QF
			HD6433847SL	HD6433847S(***)X	100-pin TQ
			HD6433847SWI	HD6433847S(***)W	100-pin TQ 100G)

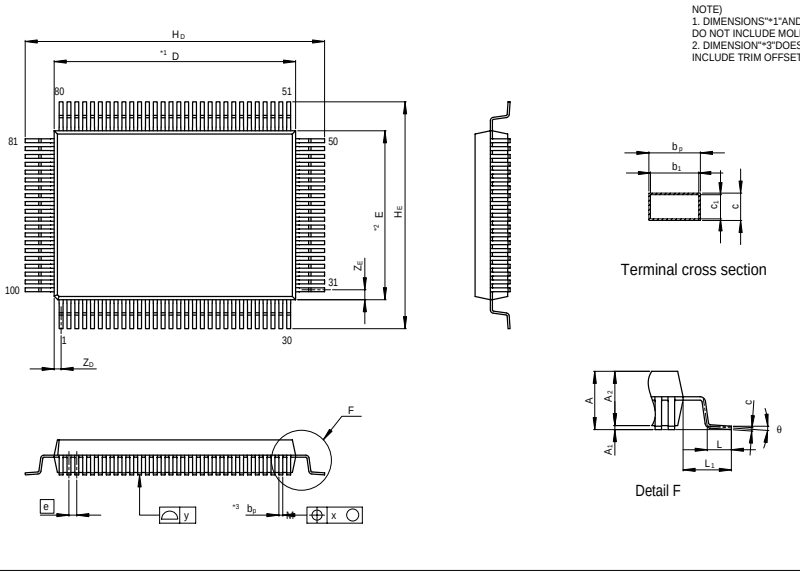
		cation products	HD64338342XW	38342X	100G)
					100-pin TQF
H8/38343	Mask ROM versions	Regular products	HD64338343H	38343H	100-pin QFP
			HD64338343W	38343W	100-pin TQF 100G)
			HD64338343X	38343X	100-pin TQF
			HCD64338343	—	Die
		Wide-range specifi-cation products	HD64338343HW	38343H	100-pin QFP
			HD64338343WW	38343W	100-pin TQF 100G)
			HD64338343XW	38343X	100-pin TQF
H8/38344	Mask ROM versions	Regular products	HD64338344H	38344H	100-pin QFP
			HD64338344W	38344W	100-pin TQF 100G)
			HD64338344X	38344X	100-pin TQF
			HCD64338344	—	Die
		Wide-range specifi-cation products	HD64338344HW	38344H	100-pin QFP
			HD64338344WW	38344W	100-pin TQF 100G)
			HD64338344XW	38344X	100-pin TQF
	F-ZTAT versions	Regular products	HD64F38344H	F38344H	100-pin QFP
			HD64F38344W	F38344W	100-pin TQF 100G)
			HD64F38344X	F38344X	100-pin TQF
		Wide-range specifi-cation products	HD64F38344HW	F38344H	100-pin QFP
			HD64F38344W W	F38344W	100-pin TQF 100G)
			HD64F38344XW	F38344X	100-pin TQF

		cation products	HD64338345XW	38345X	100-pin TQ 100G)
H8/38346	Mask ROM versions	Regular products	HD64338346H	38346H	100-pin QF
			HD64338346W	38346W	100-pin TQ 100G)
			HD64338346X	38346X	100-pin TQ
			HCD64338346	—	Die
		Wide-range specification products	HD64338346HW	38346H	100-pin QF
			HD64338346WW	38346W	100-pin TQ 100G)
			HD64338346XW	38346X	100-pin TQ
H8/38347	Mask ROM versions	Regular products	HD64338347H	38347H	100-pin QF
			HD64338347W	38347W	100-pin TQ 100G)
			HD64338347X	38347X	100-pin TQ
			HCD64338347	—	Die
		Wide-range specification products	HD64338347HW	38347H	100-pin QF
			HD64338347WW	38347W	100-pin TQ 100G)
			HD64338347XW	38347X	100-pin TQ
	F-ZTAT versions	Regular products	HD64F38347H	F38347H	100-pin QF
			HD64F38347W	F38347W	100-pin TQ 100G)
			HD64F38347X	F38347X	100-pin TQ
			HCD64F38347	—	Die
		Wide-range specification products	HD64F38347HW	F38347H	100-pin QF
			HD64F38347WW	F38347W	100-pin TQ 100G)
			HD64F38347XW	F38347X	100-pin TQ

		cation products	HD64338442XW	38442X	100G)
					100-pin TQF
H8/38443	Mask ROM versions	Regular products	HD64338443H	38443H	100-pin QFP
			HD64338443W	38443W	100-pin TQF 100G)
			HD64338443X	38443X	100-pin TQF
			HCD64338443	—	Die
		Wide-range specifi-cation products	HD64338443HW	38443H	100-pin QFP
			HD64338443WW	38443W	100-pin TQF 100G)
			HD64338443XW	38443X	100-pin TQF
H8/38444	Mask ROM versions	Regular products	HD64338444H	38444H	100-pin QFP
			HD64338444W	38444W	100-pin TQF 100G)
			HD64338444X	38444X	100-pin TQF
			HCD64338444	—	Die
		Wide-range specifi-cation products	HD64338444HW	38444H	100-pin QFP
			HD64338444WW	38444W	100-pin TQF 100G)
			HD64338444XW	38444X	100-pin TQF
	F-ZTAT versions	Regular products	HD64F38444H	F38444H	100-pin QFP
			HD64F38444W	F38444W	100-pin TQF 100G)
			HD64F38444X	F38444X	100-pin TQF
		Wide-range specifi-cation products	HD64F38444HW	F38444H	100-pin QFP
			HD64F38444W W	F38444W	100-pin TQF 100G)
			HD64F38444XW	F38444X	100-pin TQF

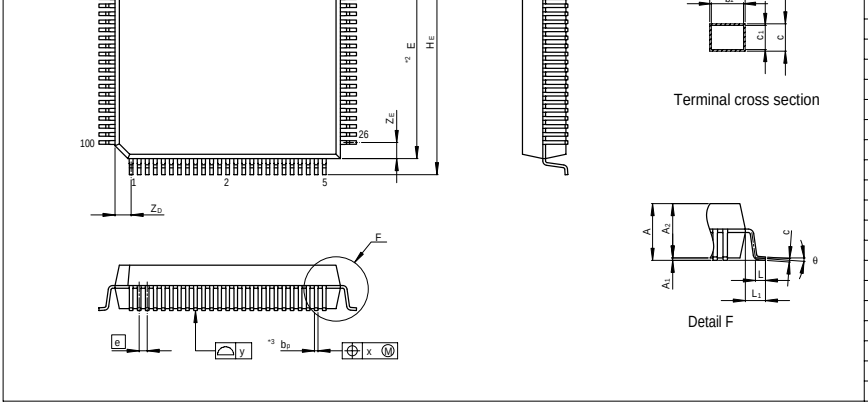
		cation products	HD64338445XW	38445X	100-pin TQ
H8/38446	Mask ROM versions	Regular products	HD64338446H	38446H	100-pin QF
			HD64338446W	38446W	100-pin TQ 100G)
			HD64338446X	38446X	100-pin TQ
			HCD64338446	—	Die
		Wide-range specifi-cation products	HD64338446HW	38446H	100-pin QF
			HD64338446WW	38446W	100-pin TQ 100G)
			HD64338446XW	38446X	100-pin TQ
H8/38447	Mask ROM versions	Regular products	HD64338447H	38447H	100-pin QF
			HD64338447W	38447W	100-pin TQ 100G)
			HD64338447X	38447X	100-pin TQ
			HCD64338447	—	Die
		Wide-range specifi-cation products	HD64338447HW	38447H	100-pin QF
			HD64338447WW	38447W	100-pin TQ 100G)
			HD64338447XW	38447X	100-pin TQ
	F-ZTAT versions	Regular products	HD64F38447H	F38447H	100-pin QF
			HD64F38447W	F38447W	100-pin TQ 100G)
			HD64F38447X	F38447X	100-pin TQ
			HCD64F38447	—	Die
		Wide-range specifi-cation products	HD64F38447HW	F38447H	100-pin QF
			HD64F38447WW	F38447W	100-pin TQ 100G)
			HD64F38447XW	F38447X	100-pin TQ

Note: For mask ROM versions, (***) is the ROM code.



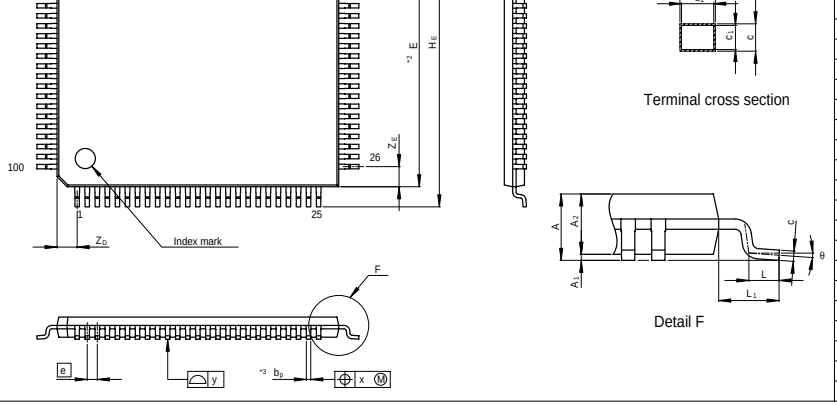
Reference Symbol	M
D	–
E	–
A_2	–
H_D	2
H_E	1
A	–
A_1	0
b_p	0
b_1	–
c	0
c_1	–
θ	
e	–
x	–
y	–
Z_D	–
Z_E	–
L	1
L_1	–

Figure F.1 FP-100A Package Dimensions



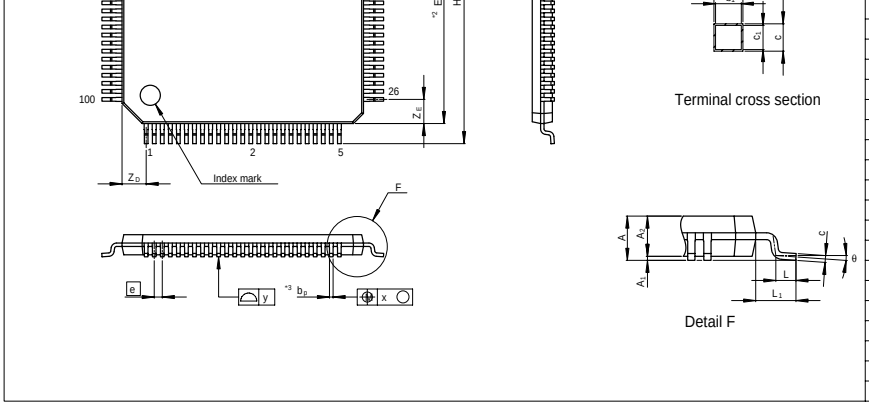
Symbol	Dimension in Millimeters		
	Min	Nom	Max
D		14.0	
E		14.0	
A_2		1.4	
H_D		16.8	
H_E		16.8	
A			1.7
A_1	0.1		
b_p	0.22	0.3	0.38
b_1	0.22	0.3	0.33
c		0.15	
c_1		0.125	
θ	0°		8°
e		0.65	
x			0.13
y			0.1
Z_D		0.9	
Z_E		0.9	
L	0.35	0.5	0.7
L_1		1.0	

Figure F.2 FP-100B Package Dimensions



Symbol	M
D	–
E	–
A2	–
HD	1
HE	1
A	–
A1	0
bp	0
b1	–
c	0
c1	–
θ	
e	–
x	–
y	–
ZD	–
ZE	–
L	0
L1	–

Figure F.3 TFP-100B Package Dimensions



Symbol
D
E
A_2
H_D
H_E
A
A_1
b_p
b_1
c
c_1
θ
e
x
y
Z_D
Z_E
L
L_1

Figure F.4 TFP-100G Package Dimension

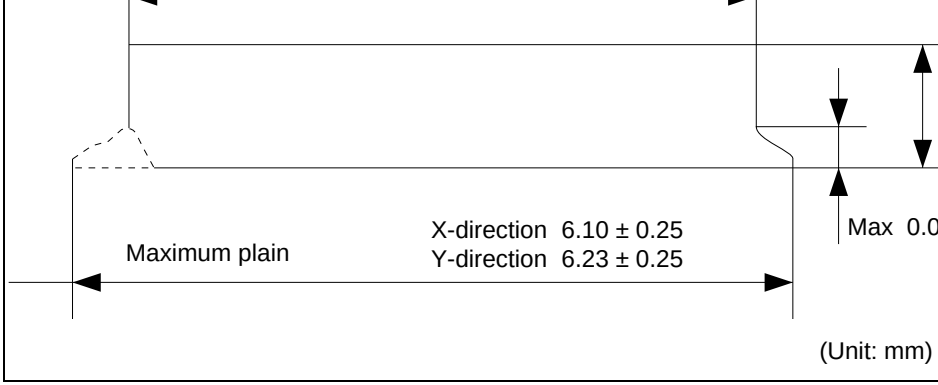


Figure G.1 Chip Sectional Figure

The specifications of the chip form of the HCD6433847S, HCD6433846S, HCD64338
HCD6433844S are shown in figure G.2.

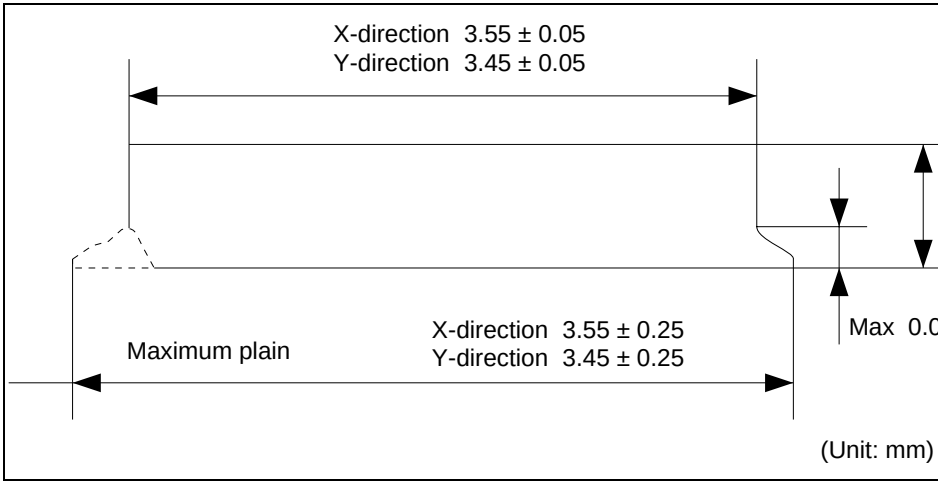


Figure G.2 Chip Sectional Figure

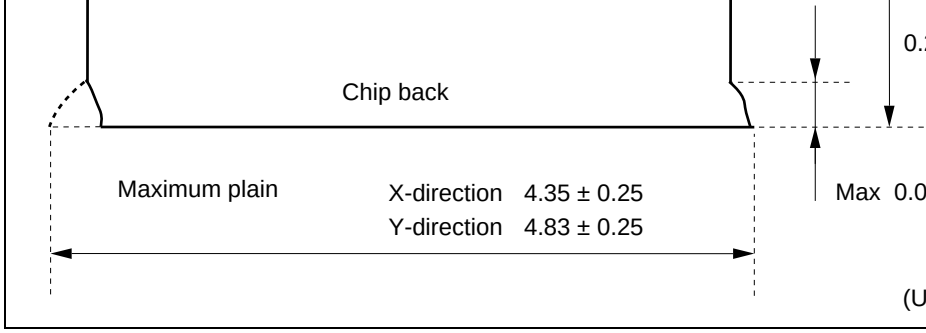


Figure G.3 Chip Sectional Figure

The specifications of the chip form of the H8/38347 Group (Mask ROM version) and Group (Mask ROM Version) are shown in figure G.4.

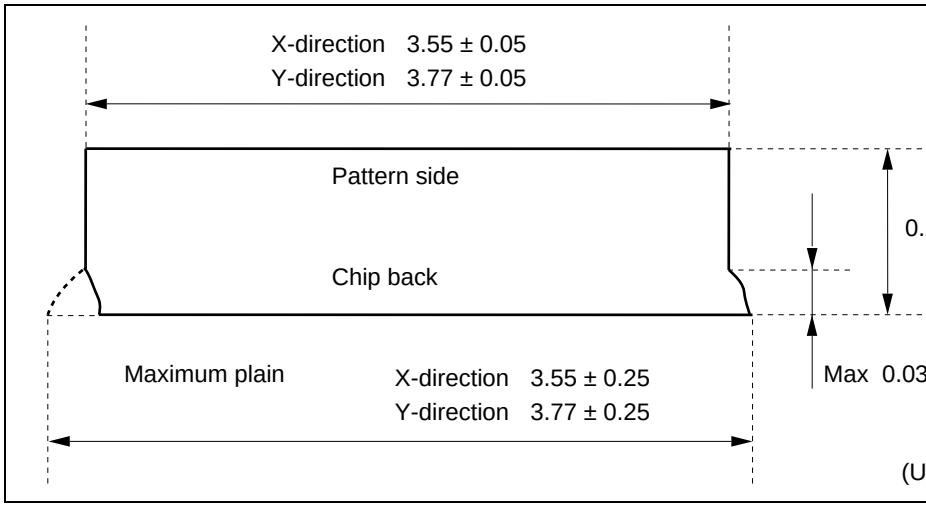


Figure G.4 Chip Sectional Figure

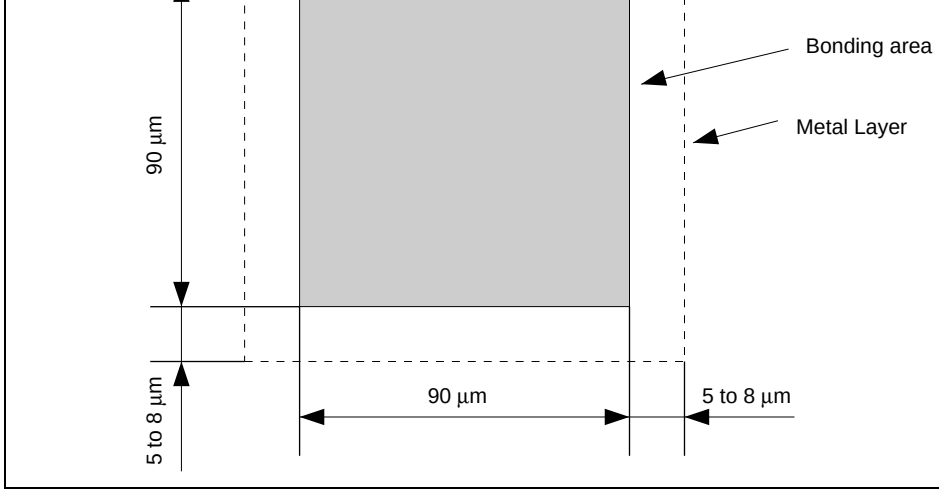


Figure H.1 Bonding Pad Form

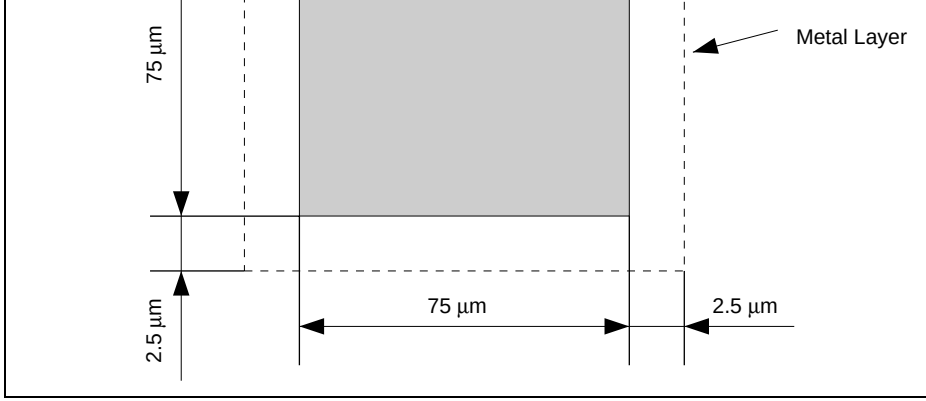


Figure H.2 Bonding Pad Form

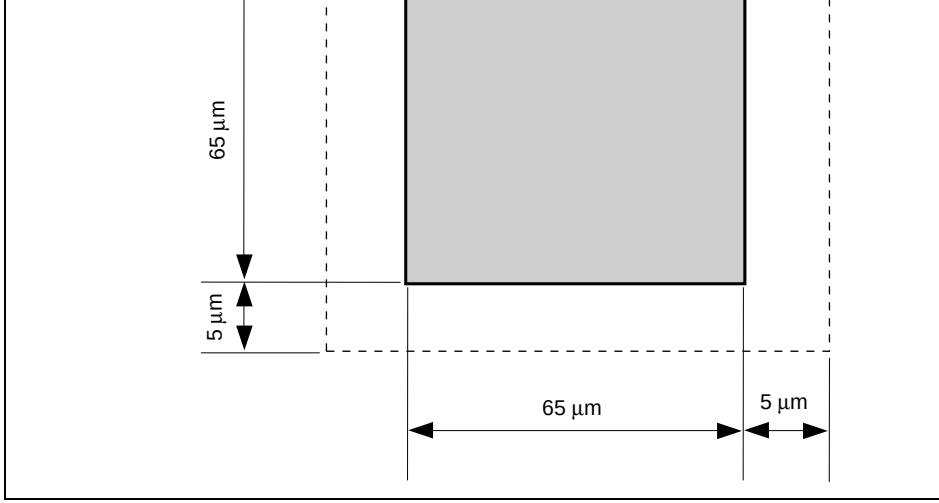


Figure H.3 Bonding Pad Form

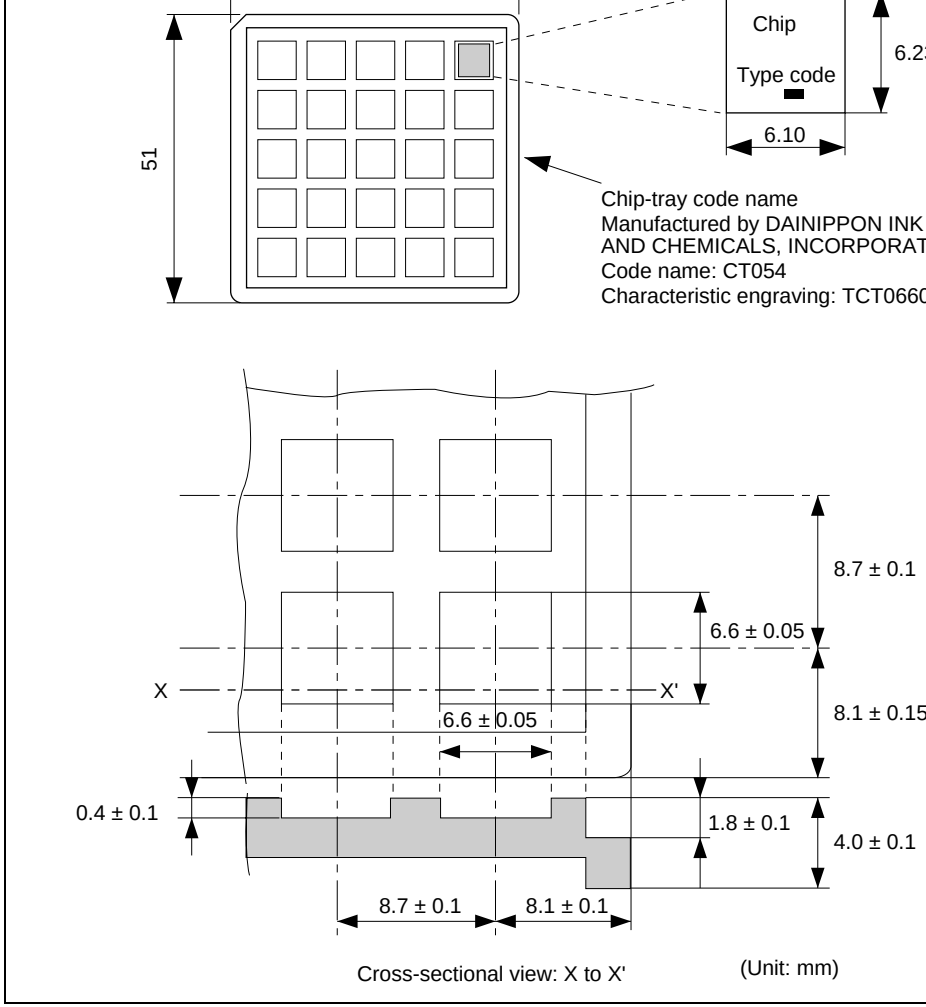


Figure I.1 Specifications of Chip Tray

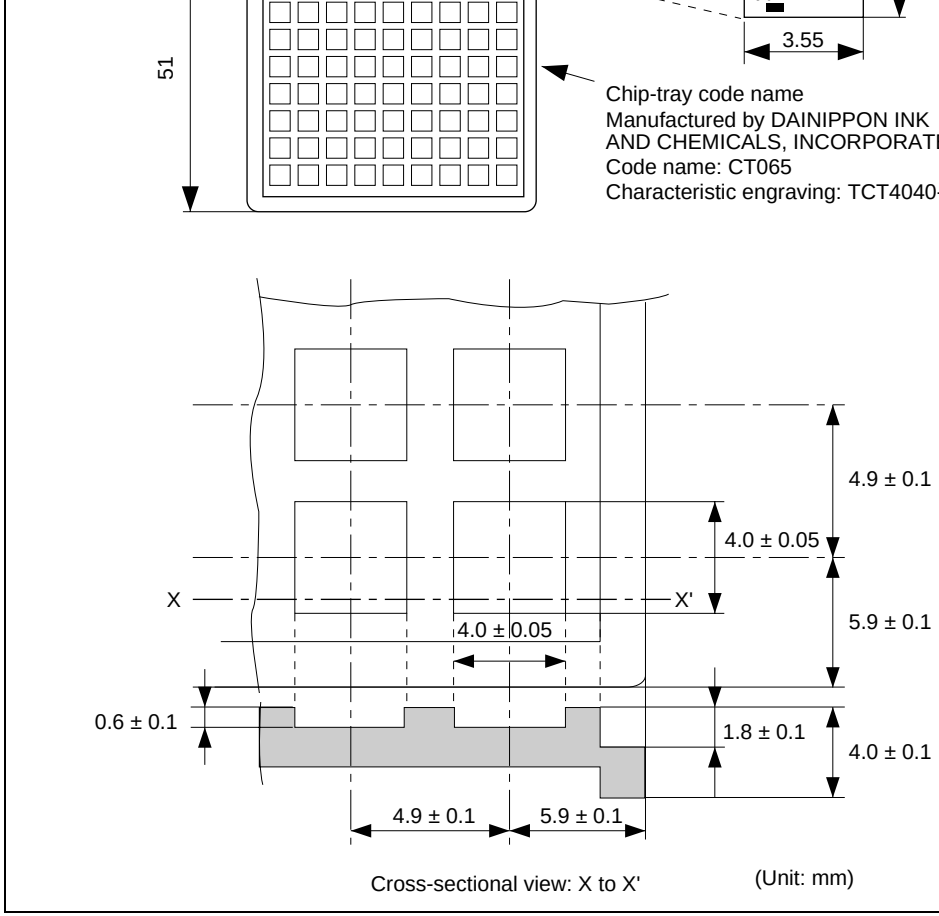
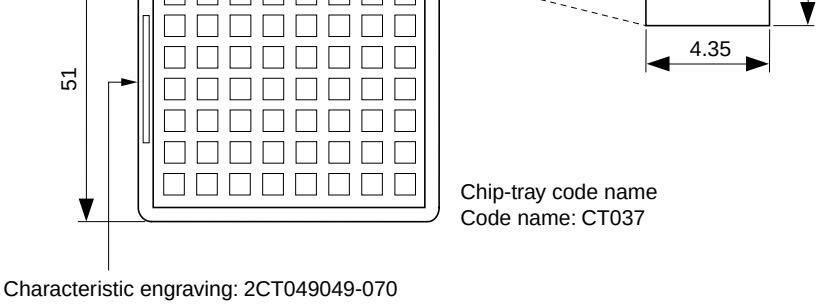
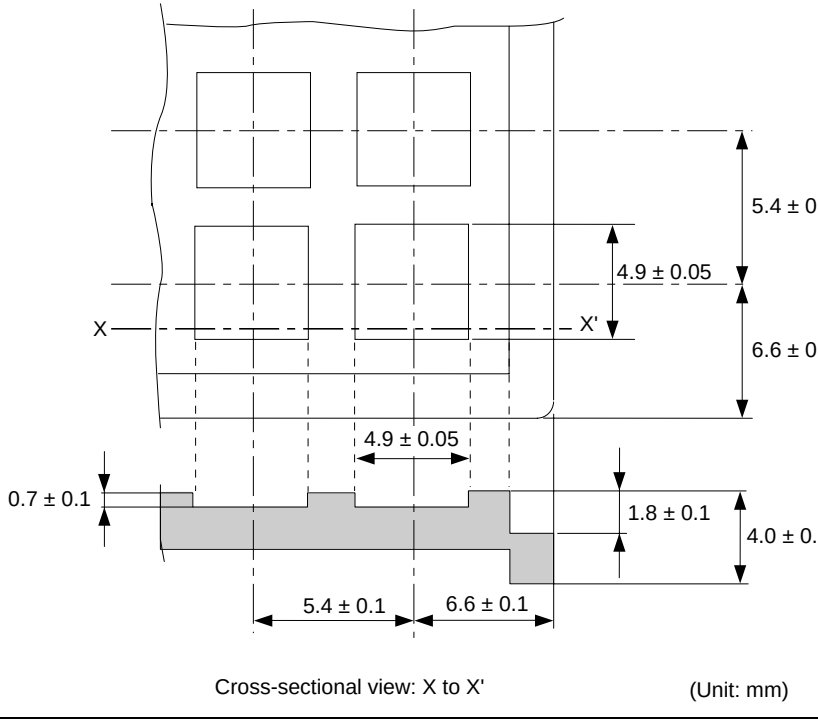


Figure I.2 Specifications of Chip Tray





Cross-sectional view: X to X'

(Unit: mm)

Figure I.3 Specifications of Chip Tray

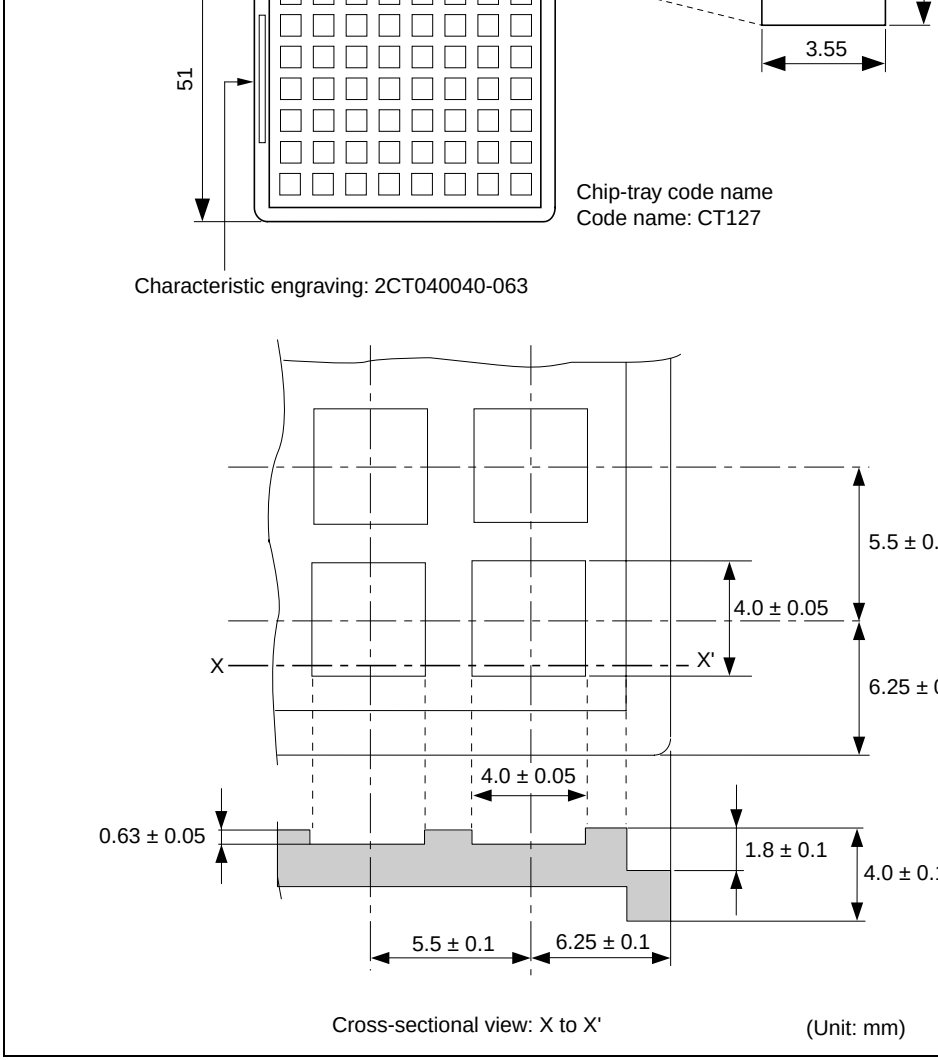


Figure I.4 Specifications of Chip Tray

Renesas 8-Bit Single-Chip Microcomputer
Hardware Manual
H8/3847R Group, H8/3847S Group, H8/38347 Group, H8/38447 Group

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