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TECHNICAL DATA

MC68HC05T4PR/H

Product Preview (REV. 2.2)

8-Bit Microcomputers

MC68HC05T4
MC68HC705T4

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SECTION 1
INTRODUCTION

1.1 GENERAL

The MC68HC05T4 HCMOS microcomputer is a member of the MC68HC05 family, especially suitable for TV control. This 8 bit microcomputer unit (MCU) contains an on-chip oscillator, CPU, RAM, ROM, I/O, Timer system, 14 bit Pulse Width Modulated Output, 6 bit DAC, On Screen Display (OSD), Pulse Accumulator and ADC.

1.2 FEATURES

The following are some of the hardware and software highlights of the MC68HC05T4.

HARDWARE FEATURES

* HCMOS Technology
* 8-bit Architecture
* CPU core same as MC68HC05C4
* Power saving Wait Mode
* 96 bytes of on-chip RAM (including 32 bytes Stack)
* 5088 bytes of on-chip ROM (including 352 bytes Self-Check)
* 16 Bidirectional I/O lines, 1 input line (including A/D input), 1 remote control input
* 2.1 MHz Internal Operating Frequency at 5 Volts
* 16-bit Free Running Counter with 16-bit Input Capture and Output Compare Register
* 5 channels 6-Bit and 1channel 14-bit PWM DAC
* 1 channel 4-Bit ADC (uses D/A with Comparator Technique)
* All DAC and 5 I/O pins are 12V Open Drain
* On Screen Display System
    * Automatic Adjusted Multi-System display
    * Programmable character display of 10 rows by 18 columns
    * Double Height, Double Width character size independently selectable
    * 4 character colors per row selectable out of 8 colors
    * Character Black-Edge (4-sided) feature
    * Continuous horizontal/vertical lines for linear scale
    * Programmable window feature with 8 colors selectable
    * 64 character set
    * 8 x 13 character dot matrix for PAL system and 8 x 11 for NTSC system
    * Half-dot shift for hardware character rounding
* External interrupt enable independently
* 8-bit Pulse Accumulator Circuit
* Self-Check mode
* Single 5 Volts±10% supply
* On-chip crystal oscillator
* 42 pin plastic SDIP Package

SOFTWARE FEATURES

* Similar to MC6800
* 8 x 8 Unsigned Multiply Instruction
* Efficient Use of Program Space
* Versatile Interrupt Handling
* Software Programmable External Interrupt Options
* True Bit Manipulation
* Addressing Modes with Indexed Addressing for Tables
* Efficient Instruction Set
* Memory Mapped I/O
* Upward Software Compatible with the MC146805 CMOS Family

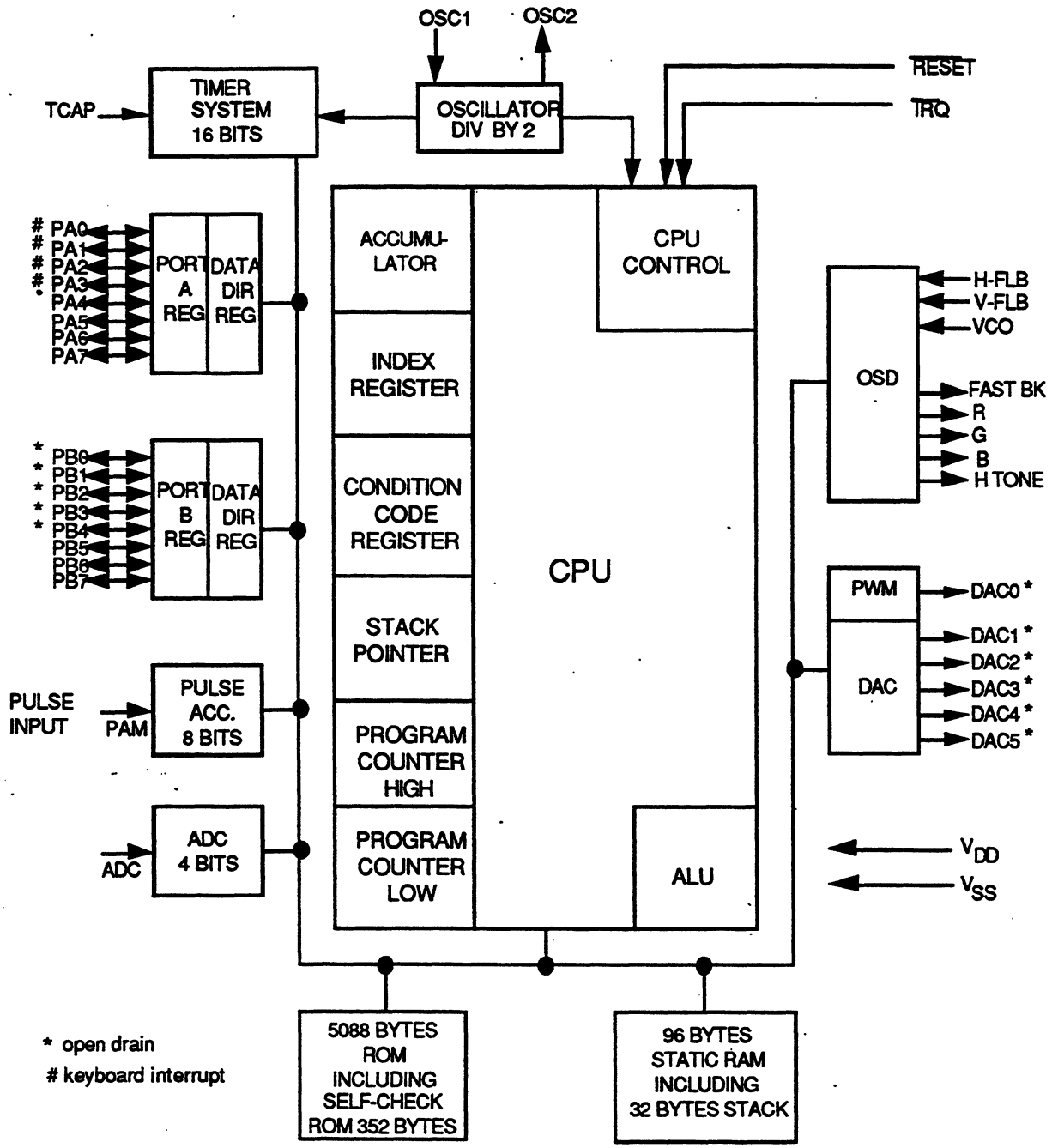


Figure 1-1 MC68HC05T4 Microcomputer Block Diagram

SECTION 2
FUNCTIONAL PIN DESCRIPTION, INPUT/OUTPUT PROGRAMMING, MEMORY, CPU REGISTER, AND SELF-CHECK

This section provides a description of the functional pins, input/output programming, memory, CPU registers, and self-check.

2.1 FUNCTIONAL PIN DESCRIPTION

2.1.1 V_{DD} and V_{SS}

Power is supplied to the MCU using these two pins. V_{DD} is power and V_{SS} is ground.

2.1.2 IRQ- (External Interrupt Request)

Two different choices of interrupt triggering sensitivity are software programmable by INTN Bit in MISC Register. 1) negative edge-sensitive triggering only, or 2) both negative edge-sensitive and level-sensitive triggering. It defaults to the latter case in which either type of input to the IRQ- pin will produce the interrupt. The MCU completes the current instruction before it responds to the interrupt request. When a valid edge has been sensed, it is latched internally to signify an interrupt has been requested. When the MCU completes its current instruction, the interrupt latch is tested. If the interrupt latch is set, the external interrupt enable bit (INTE) is set, and the interrupt mask bit (I-bit) in the condition code register is clear, then the MCU begins the interrupt sequence. And the I bit is then set, this masks further interrupt until present one is serviced.

2.1.3 RESET-

The external RESET- is active low which reset the MCU internal state and provide an orderly software startup procedure.

The MC68HC05T4 has two reset modes: an active low external reset pin (RESET-) and a power-on reset function.

2.1.4 OSC1, OSC2

OSC1 and OSC2 are the oscillator input pins of the MC68HC05T4. The internal clocks are derived by a divide-by-two of the external oscillator frequency (f_{OSC}).

2.1.5 PA0-PA7, PB0-PB7

These 16 I/O lines comprise port A and port B. The state of any pin is software programmable and all port A and B I/O lines are configured as input during power on or reset.

The PA0-PA3 lines are implemented with keyboard interrupt, it is enabled by bit 3 in MISC register. It defaults to disable. Refer to Section 3.2.7 for a detailed description of Keyboard Interrupt.

The PB0-PB4 lines are implemented for three Band Switch, A/V, Power ON/OFF control, these are 12V Open Drain.

It is guaranteed operation up to maximum 12V without any tolerance. If any voltage more than 12V may damage the device, this voltage might be noise, it is taken no responsibility for damage due to excess voltage.

2.1.6 ADC

This line is fixed input line. The state of pin is software readable. Refer to Section 8 A/D Converter.

2.1.7 DAC0

It is a 14-bit PWM DAC output pin. Refer to Section 7 for a detailed description. The output is 12V Open Drain. Refer to Section 2.1.5 12V Open Drain condition. During power up, it defaults to zero.

2.1.8 DAC1 - DAC5

These five output lines are 6-bit Digital to Analog outputs. Refer to Section 7 for a detailed description of DAC. These are 12V Open Drain. Refer to Section 2.1.5 for 12V Open Drain condition. During power up, these outputs default to zero.

2.1.9 TCAP

The TCAP input controls the input capture feature for the on-chip programmable 16-bit timer system. Refer to INPUT CAPTURE REGISTER in Section 4 for additional information.

2.1.10 V-FLB, H-FLB

OSD input of TV vertical, horizontal flyback pulses. See Section 5 for more information on OSD.

2.1.12 VCO

Control voltage input of PLL oscillator in OSD block. Please refer to Figure 2-5 for the connection of external components required.

2.1.13 R1

Connection to external timing elements of VCO in OSD block. Please refer to Figure 2-5 for the connection of external components required.

2.1.14 R.G.B.

R.B.G. color outputs of OSD. See Section 5 for more information on OSD.

2.1.15 FAST BK

An active high video blanking output signal for fast blanking of the original TV display. See Section 5 for more information on OSD.

2.1.16 HF TONE

An active high output signal signifying window only area of OSD. See Section 5 for more information on OSD.

2.1.17 PAM

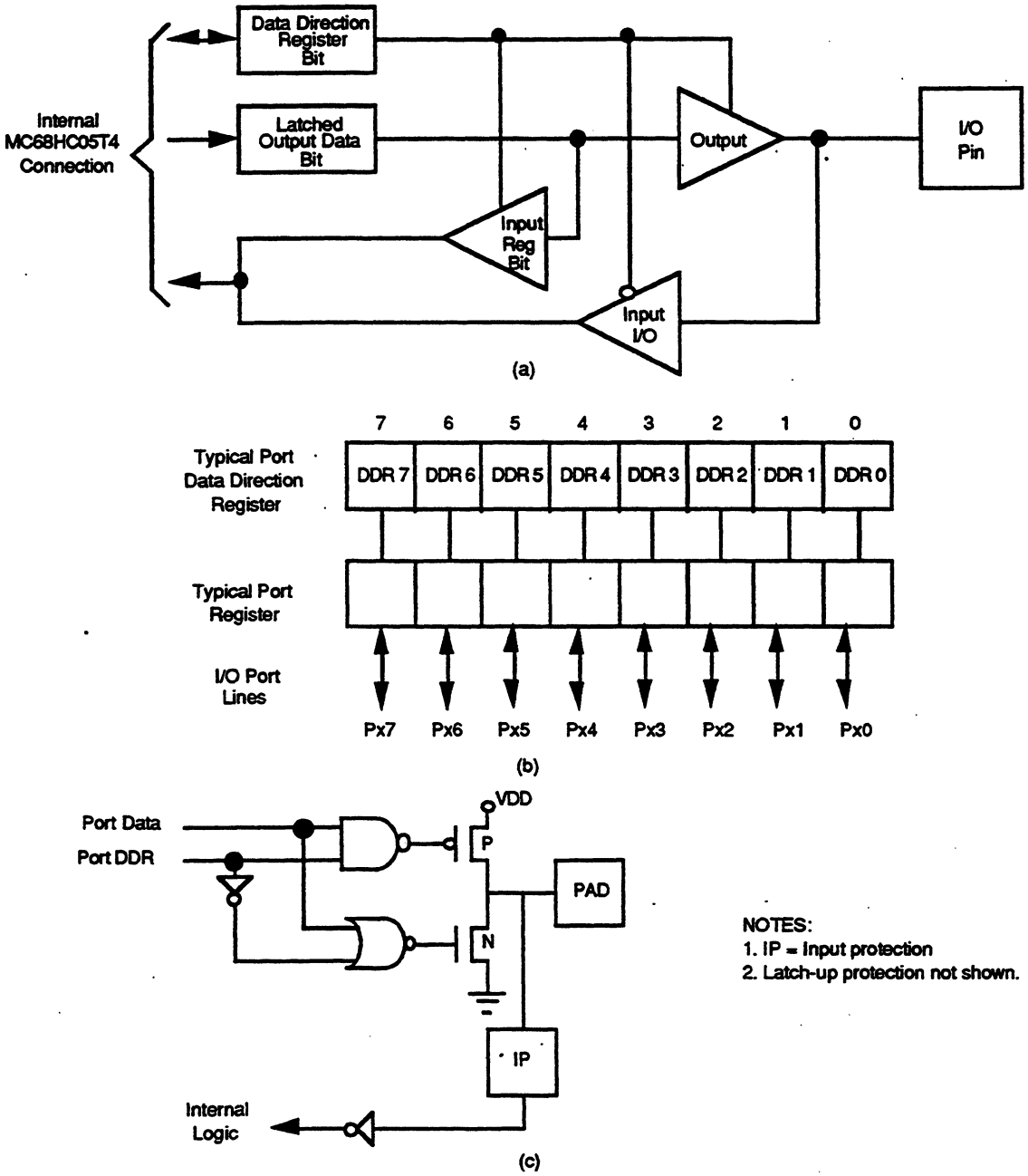
It is 8-bit Pulse Accumulator counter input for event counting. Its clock rate is internal processor clock / 64.

2.2 INPUT/OUTPUT PROGRAMMING

2.2.1 Parallel Ports

Ports A[#] and B may be programmed as input or output under software control. The direction of the pins is determined by the state of corresponding bit in the data direction register (DDR). Each 8-bit port has an associated 8-bit data direction register. Any port A, port B pin is configured as an output if its corresponding DDR bit is set to a logic one. A pin is configured as an input if its corresponding DDR bit is cleared to a logic zero. At power-on or reset, all DDRs are cleared, which configure all port A, B pins as inputs. The data direction registers are capable of being written to or read by the processor. Refer to Figure 2-1 and Table 2-1. During the programmed output state, a read of the data register actually reads the value of the output data latch and not the I/O pin.

When KEYE (bit 3 of $1C) is set and port A is configured as an input, there will be 250 Kohm pull up resistors associated with pins 0-4 of port A.



NOTES:
1. IP = Input protection
2. Latch-up protection not shown.

Figure 2-1 Parallel Port I/O Circuitry

Table 2-1 I/O Pin Functions

R/$\overline{W}$*	DDR	I/O Pin Functions
0	0	The I/O pin is in input mode. Data is written into the output data latch.
0	1	Data is written into the output data latch and output to the I/O pin.
1	0	The state of the I/O pin is read.
1	1	The I/O pin is in an output mode. The output data latch is read.

*R/$\overline{W}$ is an internal signal.

Table 2-1 I/O Pin Functions

R/$\overline{W}$*	DDR	I/O Pin Functions
0	0	The I/O pin is in input mode. Data is written into the output data latch.
0	1	Data is written into the output data latch and output to the I/O pin.
1	0	The state of the I/O pin is read.
1	1	The I/O pin is in an output mode. The output data latch is read.

*R/$\overline{W}$ is an internal signal.

2.2.2 ADC

4-bit A to D input. The ADC is always on.

It reads the analog input and compare with the internal resister ladder which set by software programmed. When analogue input equal or exceed the level set, a status bit will be set.

NOTE

It is recommended that all unused inputs and I/O ports be tied to an appropriate logic level (e.g., either VDD or VSS).

2.3 MEMORY

As shown in Figure 2-2, the page zero 128 bytes of memory (page zero) include : 64 bytes of I/O features such as data ports, the DDRs, timer, on screen display, Pulse Accumulator, and 64 bytes of RAM exclusive of 32 byte stack. The user ROM is 5088 bytes including 352 bytes of Self-Check ROM. The 16 highest bytes in the memory map contain the user defined reset and the interrupt vectors.

2.4 I/O AND CONTROL REGISTERS BIT ASSIGNMENT

The bit assignment for those first 64 bytes I/O and control registers are shown in Table 2-2.

0 : MCU reads as zero
R : Read only
W : Write only
RW : Read and Write

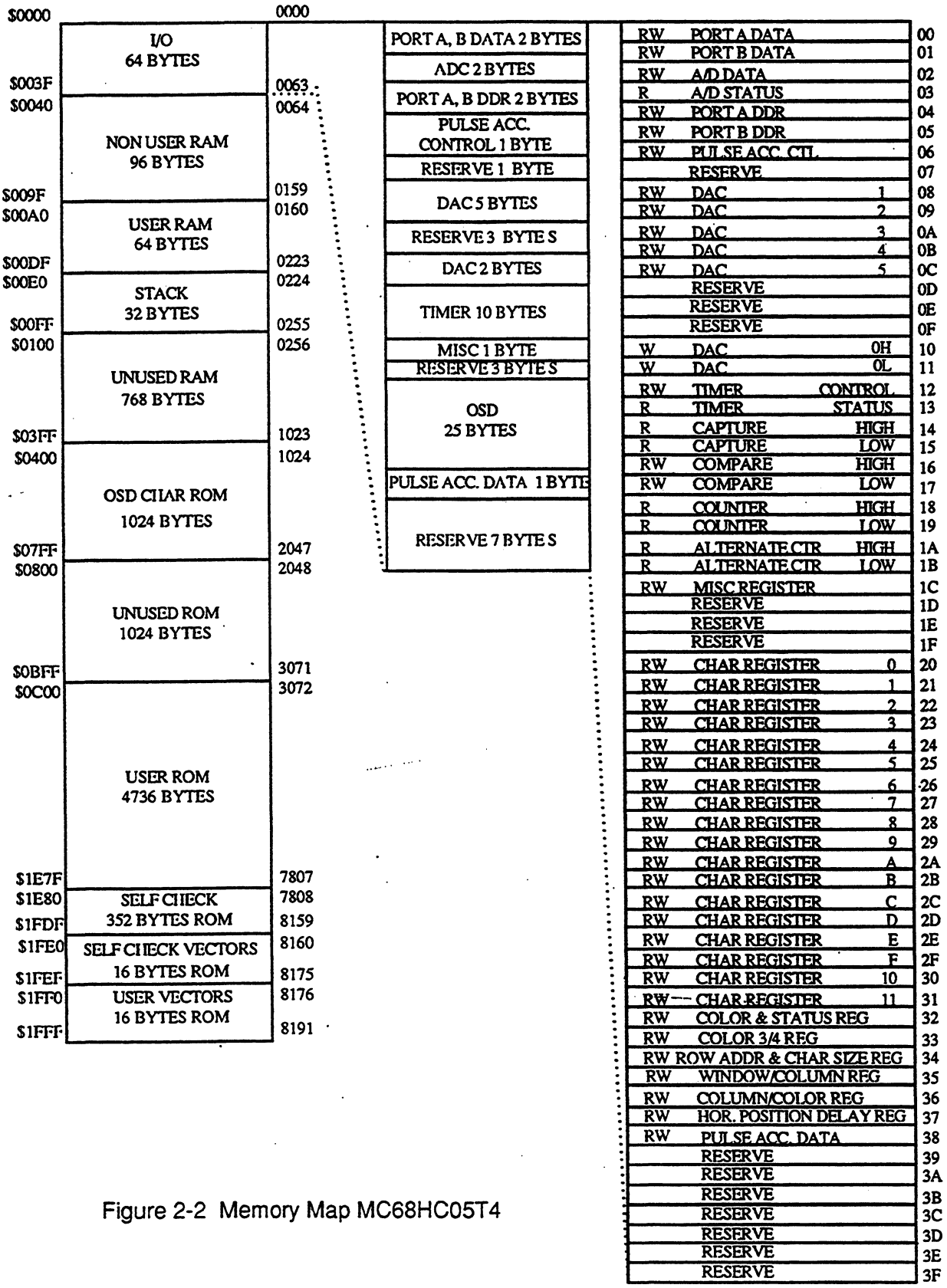


Figure 2-2 Memory Map MC68HC05T4

ADDRESS 0000 TO 0063			DATA							
			7	6	5	4	3	2	1	0
00	RW	PORT A DATA	PDA7	PDA6	PDA5	PDA4	PDA3	PDA2	PDA1	PDA0
01	RW	PORT B DATA	PDB7	PDB6	PDB5	PDB4	PDB3	PDB2	PDB1	PDB0
02	RW	A/D DATA	0	0	0	0	AD3	AD2	AD1	AD0
03	R	A/D STATUS	0	0	0	0	0	0	0	COCO
04	RW	PORT A DDR	PDRA7	PDRA6	PDRA5	PDRA4	PDRA3	PDRA2	PDRA1	PDRA0
05	RW	PORT B DDR	PDRB7	PDRB6	PDRB5	PDRB4	PDRB3	PDRB2	PDRB1	PDRB0
06	RW	PULSE ACC CTL	PAOF	PAEN	PAMOD	PAIE	0	0	0	0
07		RESERVE								
08	RW	DAC 1			1DA5	1DA4	1DA3	1DA2	1DA1	1DA0
09	RW	DAC 2			2DA5	2DA4	2DA3	2DA2	2DA1	2DA0
0A	RW	DAC 3			3DA5	3DA4	3DA3	3DA2	3DA1	3DA0
0B	RW	DAC 4			4DA5	4DA4	4DA3	4DA2	4DA1	4DA0
0C	RW	DAC 5			5DA5	5DA4	5DA3	5DA2	5DA1	5DA0
0D		RESERVE								
0E		RESERVE								
0F		RESERVE								
10	RW	DAC (BRM) 0H			0DA13	0DA12	0DA11	0DA10	0DA9	0DA8
11	RW	DAC (PWM) 0L	0DA7	0DA6	0DA5	0DA4	0DA3	0DA2	0DA1	0DA0
12	RW	TIMER CONTROL	ICIE	OCIE	TOIE	TCAPS			IEDG	OLVL
13	R	TIMER STATUS	ICF	OCF	TOF	0	0	0	0	0
14	R	CAPTURE HIGH	CTH7	CTH6	CTH5	CTH4	CTH3	CTH2	CTH1	CTH0
15	R	CAPTURE LOW	CTL7	CTL6	CTL5	CTL4	CTL3	CTL2	CTL1	CTL0
16	RW	COMPARE HIGH	CMH7	CMH6	CMH5	CMH4	CMH3	CMH2	CMH1	CMH0
17	RW	COMPARE LOW	CML7	CML6	CML5	CML4	CML3	CML2	CML1	CML0
18	R	COUNTER HIGH	CNH7	CNH6	CNH5	CNH4	CNH3	CNH2	CNH1	CNH0
19	R	COUNTER LOW	CNL7	CNL6	CNL5	CNL4	CNL3	CNL2	CNL1	CNL0
1A	R	ALTERNATE CTR HIGH	ACH7	ACH6	ACH5	ACH4	ACH3	ACH2	ACH1	ACH0
1B	R	ALTERNATE CTR LOW	ACL7	ACL6	ACL5	ACL4	ACL3	ACL2	ACL1	ACL0
1C	RW	MISC REGISTER				KEYS	KEYE	POR	INTN	INTE
1D		RESERVE								
1E		RESERVE								
1F		RESERVE								
20	RW	CHAR REGISTER 0	0CS2	0CS1	0CHD5	0CHD4	0CHD3	0CHD2	0CHD1	0CHD0
21	RW	CHAR REGISTER 1	1CS2	1CS1	1CHD5	1CHD4	1CHD3	1CHD2	1CHD1	1CHD0
22	RW	CHAR REGISTER 2	2CS2	2CS1	2CHD5	2CHD4	2CHD3	2CHD2	2CHD1	2CHD0
23	RW	CHAR REGISTER 3	3CS2	3CS1	3CHD5	3CHD4	3CHD3	3CHD2	3CHD1	3CHD0
24	RW	CHAR REGISTER 4	4CS2	4CS1	4CHD5	4CHD4	4CHD3	4CHD2	4CHD1	4CHD0
25	RW	CHAR REGISTER 5	5CS2	5CS1	5CHD5	5CHD4	5CHD3	5CHD2	5CHD1	5CHD0
26	RW	CHAR REGISTER 6	6CS2	6CS1	6CHD5	6CHD4	6CHD3	6CHD2	6CHD1	6CHD0
27	RW	CHAR REGISTER 7	7CS2	7CS1	7CHD5	7CHD4	7CHD3	7CHD2	7CHD1	7CHD0
28	RW	CHAR REGISTER 8	8CS2	8CS1	8CHD5	8CHD4	8CHD3	8CHD2	8CHD1	8CHD0
29	RW	CHAR REGISTER 9	9CS2	9CS1	9CHD5	9CHD4	9CHD3	9CHD2	99CHD1	9CHD0
2A	RW	CHAR REGISTER A	ACS2	ACS1	ACHD5	ACHD4	ACHD3	ACHD2	ACHD1	ACHD0
2B	RW	CHAR REGISTER B	BCS2	BCS1	BCHD5	BCHD4	BCHD3	BCHD2	BCHD1	BCHD0
2C	RW	CHAR REGISTER C	CCS2	CCS1	CCHD5	CCHD4	CCHD3	CCHD2	CCHD1	CCHD0
2D	RW	CHAR REGISTER D	DCS2	DCS1	DCHD5	DCHD4	DCHD3	DCHD2	DCHD1	DCHD0
2E	RW	CHAR REGISTER E	ECS2	ECS1	ECHD5	ECHD4	ECHD3	ECHD2	ECHD1	ECHD0
2F	RW	CHAR REGISTER F	FCS2	FCS1	FCHD5	FCHD4	FCHD3	FCHD2	FCHD1	FCHD0
30	RW	CHAR REGISTER 10	10CS2	10CS1	10CHD5	10CHD4	10CHD3	10CHD2	10CHD1	10CHD0
31	RW	CHAR REGISTER 11	11CS2	11CS1	11CHD5	11CHD4	11CHD3	11CHD2	11CHD1	11CHD0
32	RW	COLOR & STATUS REG	BEEN/1	/SFG3	R2/1FL	G2/VERT	B2/HOR	R1/MODE	G1/SFG2	B1/SFG1
33	RW	COLOR 3/4 REG	H31D4	H15D4	R4	G4	B4	R3	G3	B3
34	RW	ROW ADDR/CHAR SIZE REG	CHWS	CHHS	RGBINV	OIEN	RWA3	RWA2	RWA1	RWA0
35	RW	WINDOW/COLUMN REG	WINE	OSDE	PLLEN	BCS4	BCS3	BCS2	BCS1	BCS0
36	RW	COLUMN/COLOR REG	R	G	B	BCSP4	BCSP3	BCSP2	BCSP1	BCSP0
37	RW	HOR. POSITION DELAY REG	H31D3	H31D2	H31D1	H31D0	H15D3	H15D2	H15D1	H15D0
38	RW	PULSE ACC DATA	ACC7	ACC6	ACC5	ACC4	ACC3	ACC2	ACC1	ACC0
39		RESERVE								
3A		RESERVE								
3B		RESERVE								
3C		RESERVE								
3D		RESERVE								
3E		RESERVE								
3F		RESERVE								

2.5 CPU REGISTERS

The MC68HC05T4 CPU contains five registers, as shown in the programming model of Figure 2-3. The interrupt stacking order is shown in Figure 2-4.

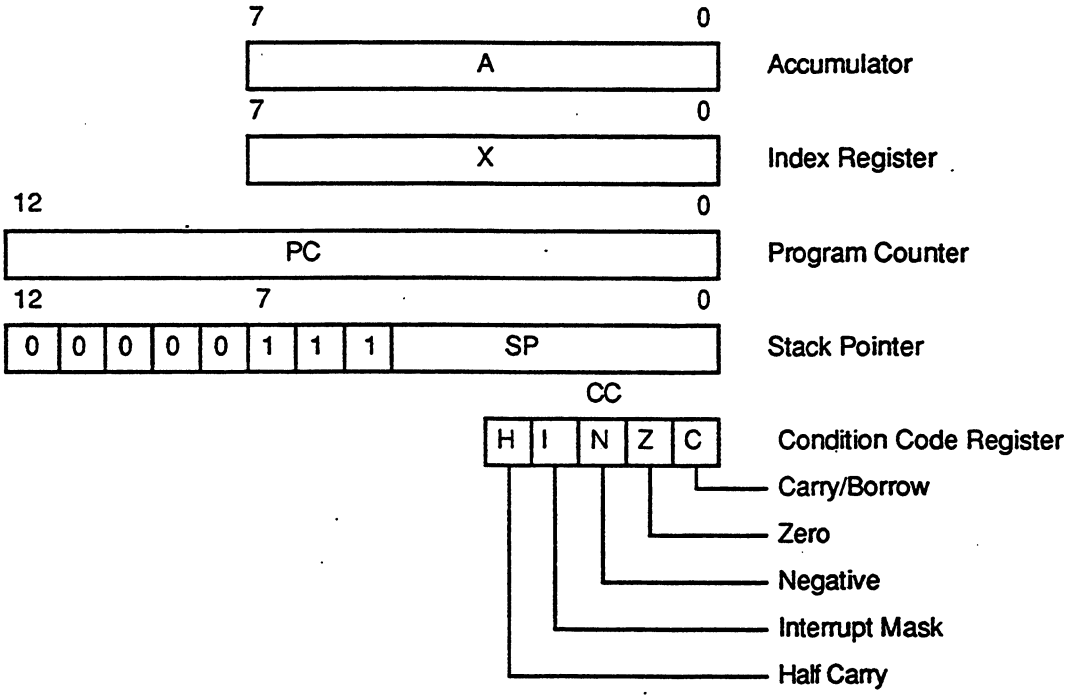
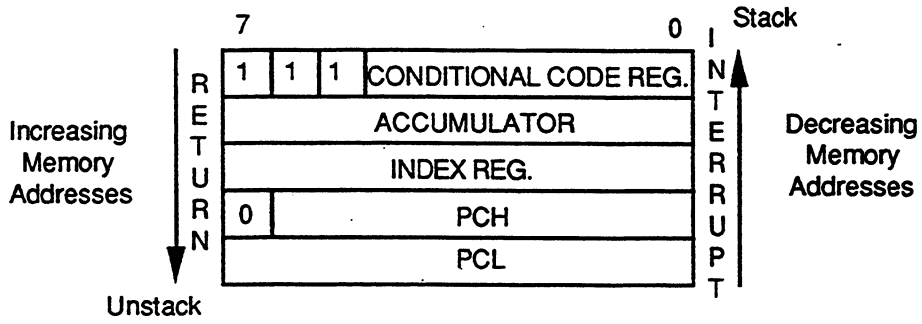


Figure 2-3 Programming Model



NOTE : Since the Stack Pointer decrements during pushes, the PCL is stacked first, followed by PCH, etc. Pulling from the stack is in reverse order.

Figure 2-4 Stacking Order

2.5.1 Accumulator (A)

The accumulator is an 8-bit general purpose register used to hold operands, results of the arithmetic calculations, and data manipulation.

2.5.2 Index Register (X)

The X register is an 8-bit register which is used during the index modes of addressing. It provides an 8-bit value which is used to create an effective address. The index register is also used for data manipulations with the read-modify-write type of instructions and as a temporary storage register when not performing addressing operations.

2.5.3 Program Counter (PC)

The Program counter is 13-bit register that contains the address of next instruction to be executed by the processor.

2.5.4 Stack Pointer (SP)

The stack pointer is a 13-bit register containing the address of the next free locations on the push-down/pop-up stack. When accessing memory, the eight most significant bits are permanently configured to 00000111. These seven bits are appended to the five least significant register bits to produce an address within the range of $00FF to $00E0. The stack area of RAM is used to store the return address on subroutine calls and the machine state during interrupts. During external or power-on reset, and during a reset stack pointer (RSP) instruction, the stack pointer is set to its upper limit ($00FF). Nested interrupt and/or subroutines may use up to 32 (decimal) locations. When the 32 locations are exceeded, the stack pointer wraps around and points to its upper limit ($00FF), thus, losing the previously stored information. A subroutine call occupies two RAM bytes on the stack, while an interrupt uses five RAM bytes.

2.5.5 Condition Code Register (CC)

The condition code register is a 5-bit register which indicates the results of the instruction just executed as well as the state of the processor. These bits can be individually tested by a program and specified action taken as a result of their state. The meaning of each bit is explained in the following paragraphs.

2.5.5.1 HALF CARRY BIT (H). The H bit is set to a one when a carry occurs between bits 3 and 4 of the ALU during an ADD or ADC instruction. The H bit is useful in binary coded decimal subroutines.

2.5.5.2 INTERRUPT MASK BIT (I). When the I bit is set, all interrupts are disabled. Clearing this bit enables the interrupts. If an external interrupt occurs while the I bit is set, the interrupt is latched and is processed after the I bit is next cleared; therefore, no interrupts are lost because of the I bit being set. An internal interrupt can be lost if it is cleared while the I bit is set (refer to SECTION 4 PROGRAMMABLE TIMER for more information).

2.5.5.3 NEGATIVE (N). When set, this bit indicates that the result of the last arithmetic, logical, or data manipulation is negative (bit 7 in the result is a logic one).

2.5.5.4 ZERO (Z). When set, this bit indicates that the result of the last arithmetic, logical, or data manipulation is zero.

2.5.5.5 CARRY/BORROW (C). Indicates that a carry or borrow out of the arithmetic logic unit (ALU) occurred during the last arithmetic operation. This bit is also affected during bit test and branch instructions, shifts, and rotates.

2.6 MISCELLANEOUS REGISTER

A description of the miscellaneous register is given below:

7	6	5	4	3	2	1	0	
0	0	0	KEYS	KEYE	POR	INTN	INTE	$1C

B4, KEYS — Keyboard interrupt status flag. This flag is set when there is a pending keyboard interrupt. It should be cleared by software after a certain delay on servicing this interrupt so as to eliminate the false triggering due to the debounce of the key.

B3, KEYE — Keyboard interrupt enable bit. If this bit is set, the keyboard interrupt is enabled, and PA0 - PA3 are configured as input lines which will have an internal pull up resistor of 250 Kohm connected. In this case, whenever either one of PA0-PA3 sense a falling edge, an interrupt is generated. If this bit is cleared, keyboard PA0 - PA3 interrupt is disabled. Power on default to 0.

B2, POR — This bit is the Power-On Reset bit which is set each time the device is powered on, and is not affected by external reset. It allows the user to make a software distinction between a power-on and an external reset. Software can clear this bit by writing it to zero.

B1, INTN — When this bit is set, IRQ- pin responses to negative edge-sensitivity triggering only. If this bit is cleared, IRQ- responses to both negative edge-sensitivity and level-sensitivity. It is writable only while I bit is set and is cleared by power-on or external reset.

B0, INTE — Interrupt enable bit
INTE = 1, IRQ- interrupt is enabled
INTE = 0, IRQ- interrupt is disabled. Power on default to 1.

2.7 SELF-CHECK

The self-check capability of the MC68HC05T4 MCU provides an internal check to determine if the device is functional. Self-check is performed using the circuit shown in the schematic diagram of Figure 2-5. As shown in the diagram, port A pins PA0-PA3 are monitored (light emitting diodes are shown but other devices could be used) for the self-check results.

To enter the self-check mode, apply 9V to the IRQ- pin (through a 4.7K resistor) and 5V to the TCAP pin (through a 10K resistor); then depress and release the reset switch. (See Table 2-3). The hold time on the IRQ- pin after the external Reset pin brought high is 2 clock cycles.

Table 2-3 Modes of Operation Selection

RESET- pin	IRQ- pin	TCAP pin	Mode
	VSS to VDD	VSS to VDD	Normal
	+9.0 Volts	VDD	Self Check
VSS	VSS to VDD	VSS to VDD	Reset Condition

After reset, the following tests are performed automatically:

I/O	- Test ports A, B, C and D
RAM	- Counter test for each RAM byte
ROM	- Exclusive OR with odd 1's parity result
TIMER	- Tracks counter register and checks OCF flag
OSD	- Displays one line of text on TV screen
D/A, A/D	- Check the 5 DACs by the A/D
INTERRUPT	- Test TIMER, OSD, Keyboard, M-BUS, RTC and external interrupts

When the part is placed in the SELF CHECK mode, the SELF CHECK vector will be fetched and the SELF CHECK firmware will start to execute. Note that SELF CHECK gets its own set of interrupt vectors apart from that of user mode.

Self-check results (using the LEDs as monitors) are shown in Table 2-4. The following subroutines are available to user programs and do not require any external hardware.

2.7.1 Timer Test Subroutine

This subroutine returns with the Z bit cleared if any error is detected; otherwise, the Z bit is set.

This subroutine is called at location $1EC9. the output compare register is first set to the current timer state. Because the timer is free running and has only a divide-by-four prescaler, each timer count cannot be tested. The test reads the timer once every 10 counts (40 cycles) and checks for correct counting. The test tracks the counter until the timer wraps around, triggering the output compare flag in the timer status register. RAM locations $00A0 and $00A1 are overwritten. Upon return to the user's program, X=40. If the test passed, A=0.

2.7.2 ROM Checksum Subroutine

This subroutine returns with the Z bit cleared if any error is detected; otherwise, the Z bit is set.

This subroutine is called at location $1EF2 with RAM location $00A3 equal to $01 and A=0. A short routine is set up and executed in RAM to compute a checksum of the entire ROM pattern. Upon return to the user's program, X=0. If the test passed, A=0. RAM locations $00A0 through $00A3 are overwritten.

2.7.3 OSD Demonstration Subroutine

This subroutine is called at location $1FBD to initialize those 24 control registers of OSD. If all external circuit required by OSD are set up, one line of text can be displayed on the TV.

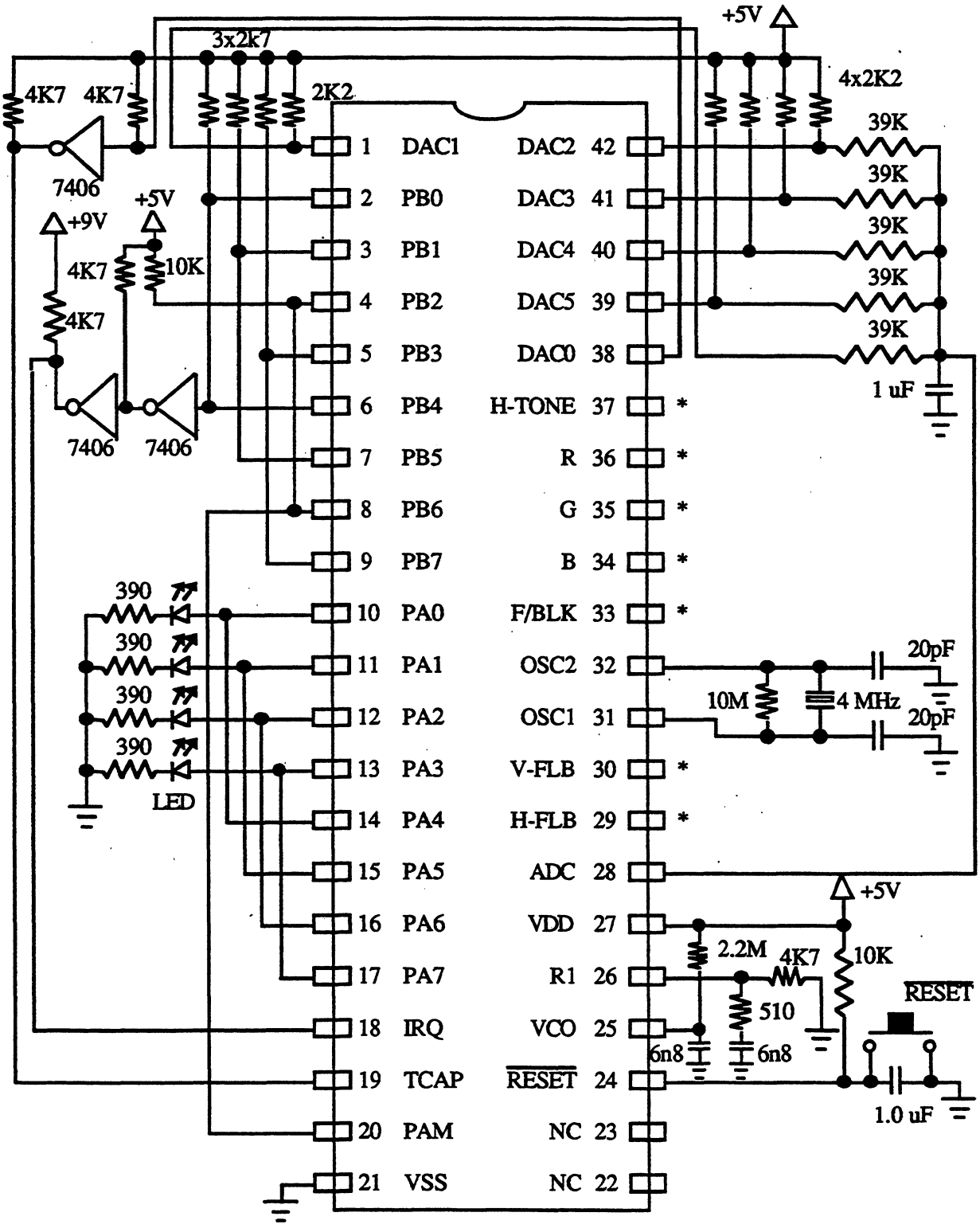
The loaded contents (in hexadecimal) of those registers are:

Registers $20-$31: 64, 2D, F6, BF, 88, 51, 1A, E3, AC, 75, 3E, 07, D0, 99, 62, 2B, F4, BD
Registers $32-$37: 86, 4F, 18, E1, AA, 73

Table 2-4 Self-Check Results

PA3	PA2	PA1	PA0	REMARKS
1	0	0	1	Bad I/O
1	0	1	0	Bad RAM
1	0	1	1	Bad Timer
1	1	0	0	Bad ROM
1	1	1	0	Bad Pulse Accumulator
1	1	1	1	Bad interrupts or IRQ Request
Flashing				Good Device
All Others				Bad Device, Bad Port A, etc.

0 indicates LED on; 1 indicates LED is off.



* : To be connected to a TV set for OSD testing

Figure 2-5 Self-Check Circuit Schematic Diagram

SECTION 3
RESETS, INTERRUPTS AND LOW POWER MODES

3.1 RESETS

The MC68HC05T4 has 2 reset modes: an active low external reset pin (RESET-) and a power-on reset function (POR). Either of these two resets will cause the program to go to its starting address, specified by the contents of memory locations $1FFE and $1FFF, and cause the interrupt mask of the condition code register also to be set.

3.1.1 External Reset- (RESET- Pin)

The active low RESET- input pin is used to reset the MCU to provide an orderly software startup procedure. When using the external reset mode, the RESET- pin must stay low for a minimum time t_{RL}. The RESET- pin contains an internal Schmitt trigger as part of its input to improve noise immunity. When the reset pin goes high, the MCU will resume operation on the following cycle.

NOTE

The RESET- pin is pulled low during power-on reset in order to reset other circuits connected to RESET- pin.

3.1.2 Power on Reset (POR)

The power-on reset occurs when a positive transition is detected on V_{DD}. It is used strictly for power turn-on conditions and should not be used to detect any drops in the power supply voltage. There is no provision for a power down reset.

NOTE

The user must ensure that the MCU remains in the reset state until the oscillator is stabilized. If there is doubt, a sufficiently large capacitor should be connected to the RESET- input .

Table 3-1 shows the actions of the two resets on internal circuits, but not necessarily in the order that they occur.

7	6	5	4	3	2	1	0	
0	0	0	KEYS	KEYE	POR	INTN	INTE	$1C

B2, POR — This bit is the Power-On Reset bit which is set each time the device is powered on, and is not affected by external reset. It allows the user to make a software distinction between a power-on and an external reset. Software can clear this bit by writing it to zero.

Table 3-1 Reset Action on Internal Circuit

Condition	RESET Pin	Power-On Reset	WAIT MODE
Timer Prescaler reset to zero state	X	X	-
Timer counter configures to $FFFC	X	X	-
All timer interrupt enable bits cleared to disable timer interrupts	X	X	-
All data direction registers cleared to zero (input)	X	X	-
I bit in condition code register -> 1	X	X	-
I bit in condition code register -> 0	-	-	X
Configure stack pointer to $00FF	X	X	-
Force internal address bus to restart vector ($1FFE-$1FFF)	X	X	-
Interrupt enable bit (INTE) -> 1	X	X	-
OSD interrupt enable bit (OIEN) -> 0	X	X	-
Keyboard interrupt enable bit (KEYE) -> 0	X	X	-
OSD function disabled	X	X	-
OSD output enable bit (OSDE) -> 0	X	X	-
Pulse Accu interrupt enable bit cleared to disable	X	X	-
A/D enable bit (ADON) -> 0	X	X	-
DAC0-5 data bits -> 0	X	X	-
Power-On Reset bit (POR, Miscellaneous Register) -> 1	-	X	-
Clear external interrupt latch	X	X	-
Clear WAIT latch	X	X	-
Disable oscillator	-	X	-
Reset PHI2 circuit	-	X	-
Internal PHI1 -> 0	-	X	X
Internal PHI2 -> 0	-	X	X
Timer Clock -> 0	-	X	-

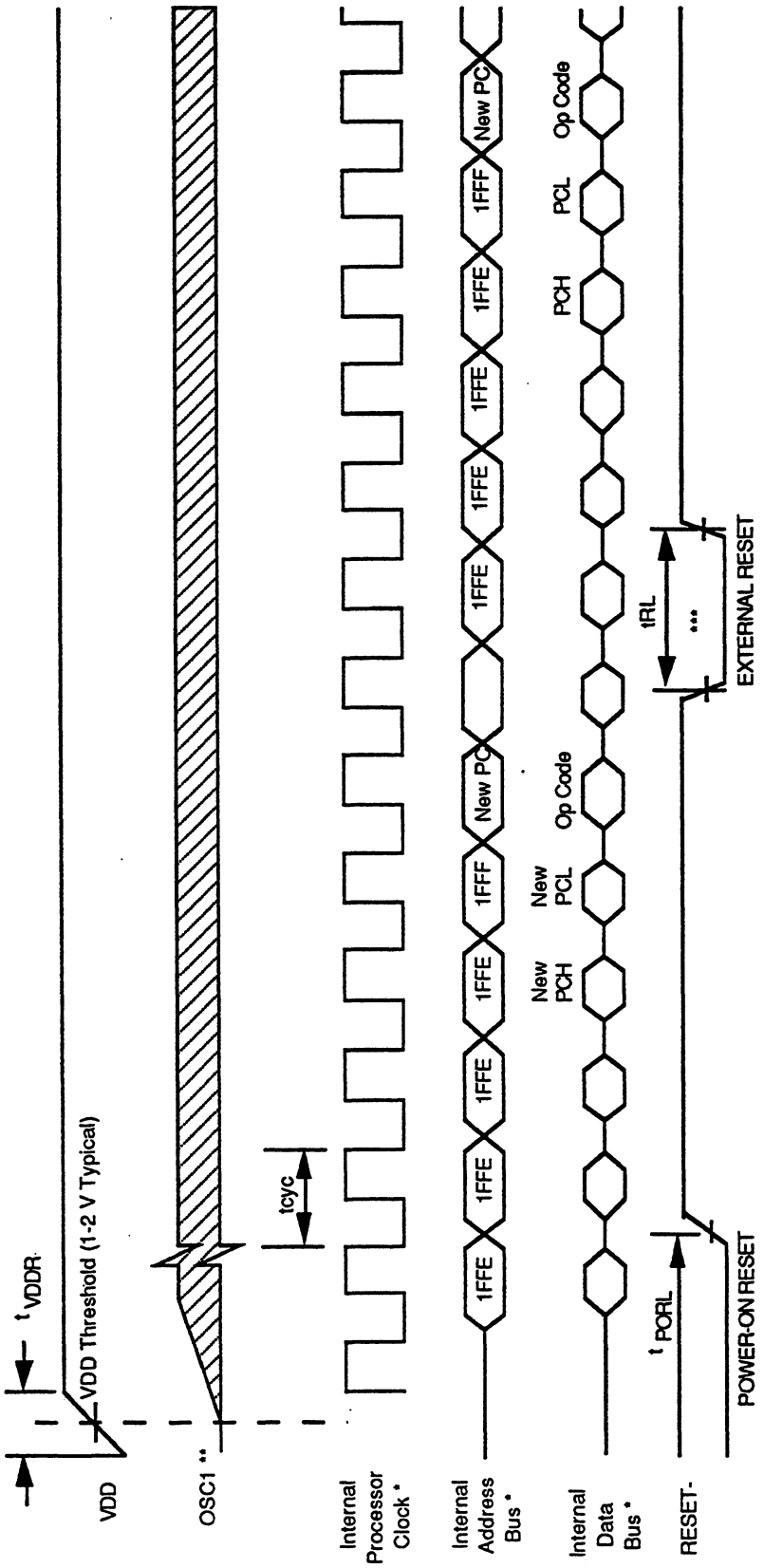
X : Yes, - : No

3.2 INTERRUPTS

Systems often require that normal processing be interrupted so that some external event may be serviced.

The MC68HC05T4 may be interrupted by one of five different methods: either one of five maskable hardware interrupts (IRQ, KEYBOARD, OSD, TIMER or PULSE ACCUMULATOR) and one non-maskable software interrupt (SWI). For OSD, TIMER and PULSE ACCUMULATOR, interrupt flags are located in their status registers respectively, whereas their corresponding enable bits are located in associated control register.

The interrupt flags and enable bits are never contained in the same register except for keyboard. If the enable bit is in a logic zero, it blocks the interrupt from occurring but does not inhibit the flag from being set. Power-on or external reset clears all enable bits (but sets INTE-bit), to preclude interrupts during the reset procedure.



* Internal bus information not available externally.

** OSC1 line is not meant to represent frequency. It is only used to represent time.

*** The next rising edge of the processor clock following the rising edge of RESET- initiates the reset sequence.

Figure 3-1 Power-On Reset and Master Reset

The general sequence for clearing an interrupt is a software sequence of first accessing the status register while the interrupt flag is set, followed by a read or write of an associated register. When any of these interrupts occur, and if the enable bit is a logic one, normal processing is suspended at the end of the current instruction execution.

Interrupt causes the processor registers to be saved on the stack and the interrupt mask (I-BIT) is set to prevent additional interrupts. The appropriate interrupt vector then points to the starting address of the interrupt service routine.

Upon completion of the interrupt service routine, the PULSE ACC. instruction (which is normally part of the service routine) causes the register contents to be restored from the stack followed by a return to normal processing.

3.2.1 Interrupt Priorities (Vectoring)

Due to the increased number of potential interrupt sources, it is desirable in real time applications to subdivide as finely as possible the vectoring associated with different sources to different addresses.

There are three different timer interrupt flags that will cause a timer interrupt whenever they are set and enabled. These three interrupt flags are found in the three most significant bits of the timer status register (location at $13) and all three vector to the same interrupt service routine ($1FF8 - $1FF9). **Table 3-2 Vector Address for Interrupts and Reset** gives the vectors associated with each interrupt as well as reset. Highest priority is RESET, followed by SWI, External Interrupt, TIMER, OSD, Keyboard, and Pulse Accumulator.

Table 3-2 Vector Address for Interrupts and Reset

Register	Flag Name	Interrupts	CPU Interrupt	Vector Address
X	X	Reset	RESET	$1FFE-$1FFF
X	X	Software	SWI	$1FFC-$1FFD
X	X	External Interrupt	IRQ	$1FFA-$1FFB
Timer Status	ICF	Input Capture	TIMER	$1FF8-$1FF9
	OCF	Output Compare		
	TOF	Timer Overflow		
Color & Status	IFL	OSD registers re-new	OSD	$1FF6-$1FF7
Miscellaneous	KEYS	Keyboard	KEYBOARD	$1FF4-$1FF5
		Reserved		$1FF2-$1FF3
Pulse Acc. Control Reg.	PAOF	Pulse Accumulator	PULSE ACC.	$1FF0-$1FF1

3.2.2 Hardware Controlled Interrupt Sequence

The following functions (RESET and WAIT) are not in the strictest sense interrupts; however, they are acted upon in a similar manner. Flowcharts for hardware interrupts are shown in Figure 3-2, and for WAIT in Figure 3-3. A discussion is provided below.

(a) A low input on the RESET- input pin causes the program to vector to its starting address which is specified by the contents of memory locations $1FFE and $1FFF. The I-bit in the conditions code register is also set. Much of the MCU is configured to a known state during this type of reset as previously described in RESETS paragraph 3.1.

(b) WAIT - The WAIT instruction causes all processor clocks to stop, but leaves the TIMER, OSD running. This "rest" state of the processor can be cleared by reset, RTC, keyboard, external interrupt (IRQ-), TIMER interrupt, OSD interrupt.

3.2.3 Software Interrupt (SWI)

The software interrupt is an executable instruction. The action of the SWI instruction is similar to the hardware interrupt. The SWI is executed regardless of the state of the interrupt mask (I-bit) in the condition code register. The interrupt service routine address is specified by the content of memory location $1FFC and $1FFD.

NOTE

SWI sets the I-bit so as not to be interrupted when servicing the SWI interrupt routine. Upon the completion of the SWI service routine, the RTI instruction (which is normally part of the service routine) causes the register content to be recovered from the stack followed by a return to normal processing. The interrupt mask bit (I-BIT) will be cleared if and only if the corresponding bit stored in the stack is zero.

3.2.4 External Interrupt

If the interrupt mask (I-bit) of the condition code register has been cleared and the interrupt enable bit is set (INTE-BIT), and the signal of the external interrupt pin (IRQ-) satisfies the condition selected by the control bits (INTN), then the external interrupt is recognized. When the interrupt is recognized, the current state of the CPU is pushed onto the stack and the I-bit is set. This masks further interrupts until the present one is serviced.

The interrupt service routine address is specified by the content of memory locations $1FFA and $1FFB. Negative edge, or negative edge and low level-sensitive trigger are set by software on INTN of the miscellaneous register (bit 1 of address $1C).

In order to avoid any conflict and spurious interrupt, it is only possible to change the external interrupt options while the I-bit is set. Any attempt to change the external interrupt options while the I-bit is clear will be unsuccessful. If an external interrupt is pending, it will automatically be cleared when selecting a different interrupt option.

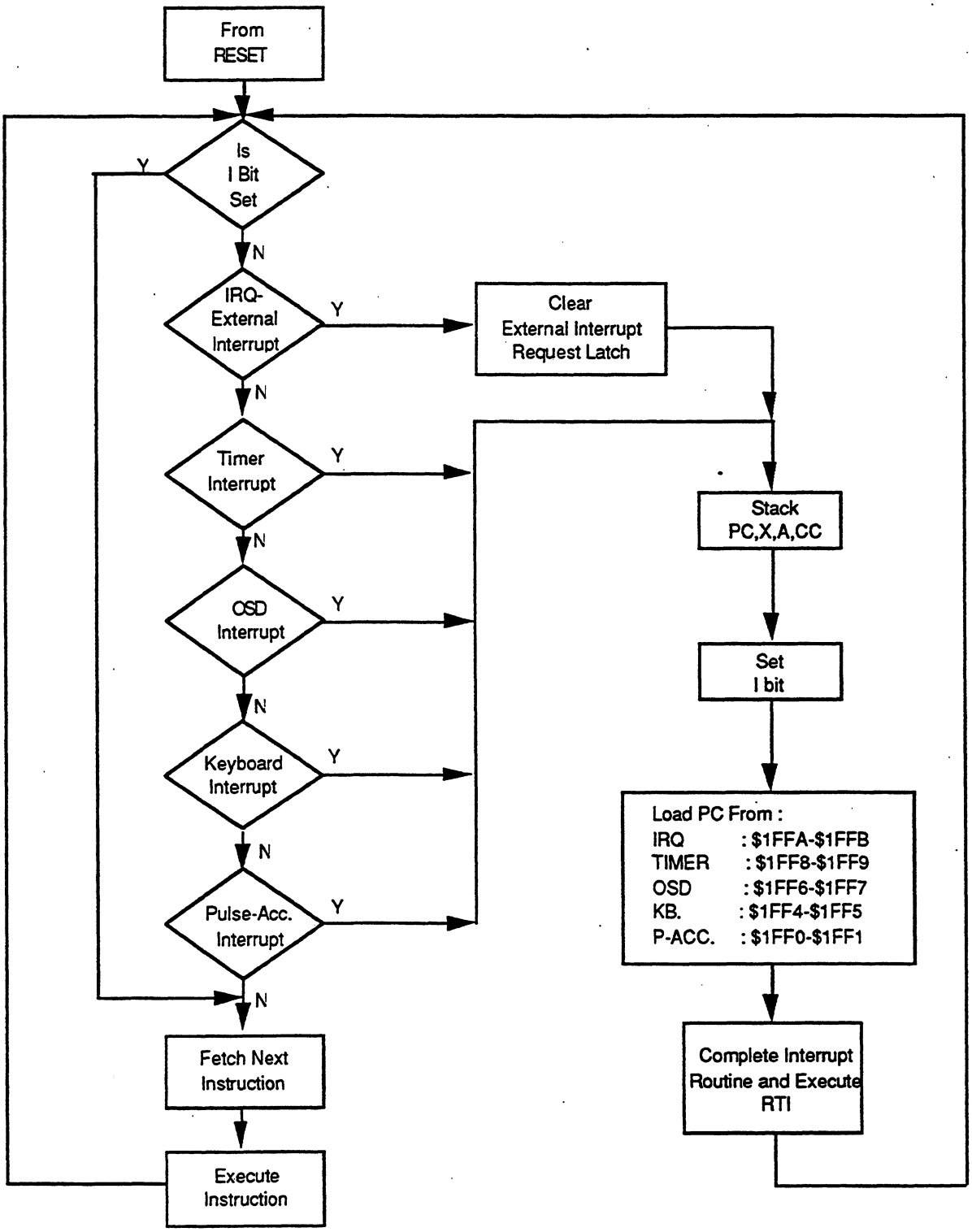


Figure 3-2 HARDWARE INTERRUPT FLOWCHART

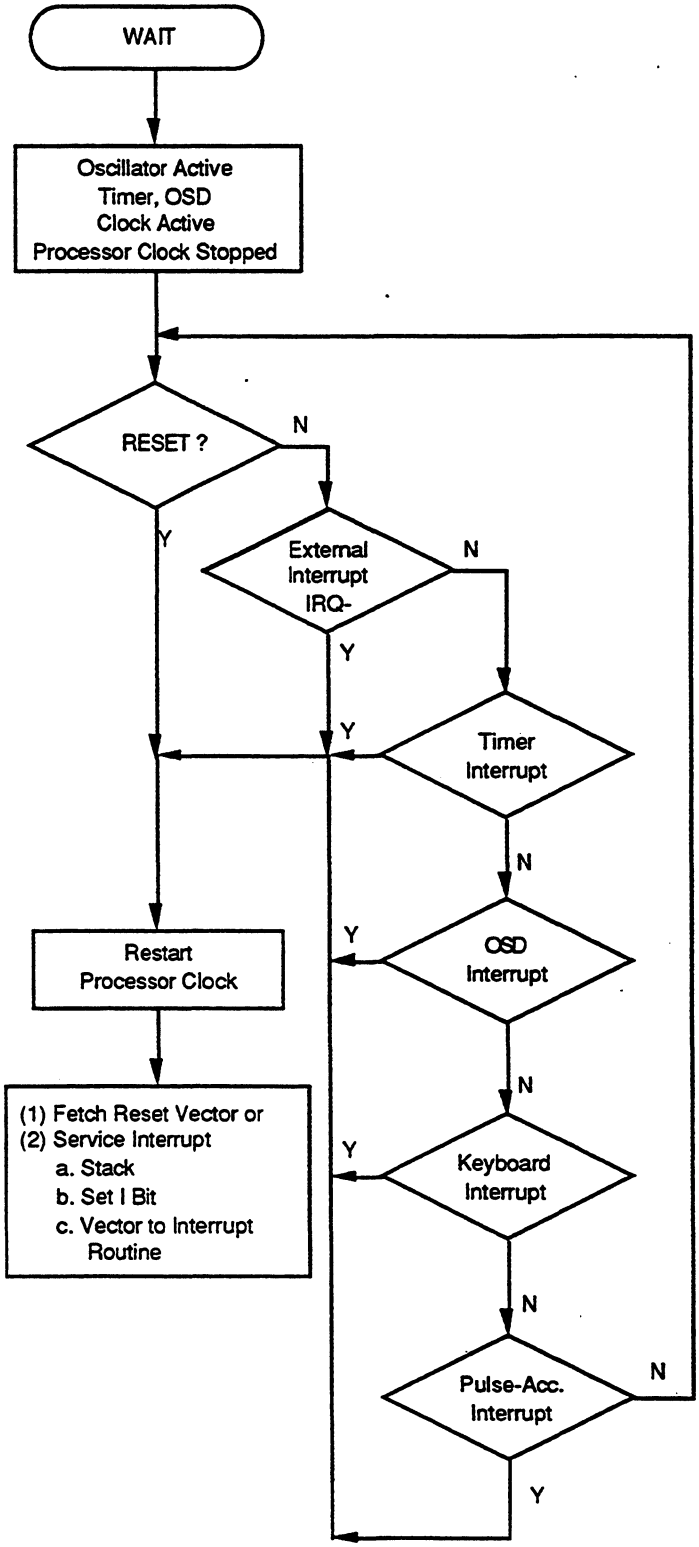
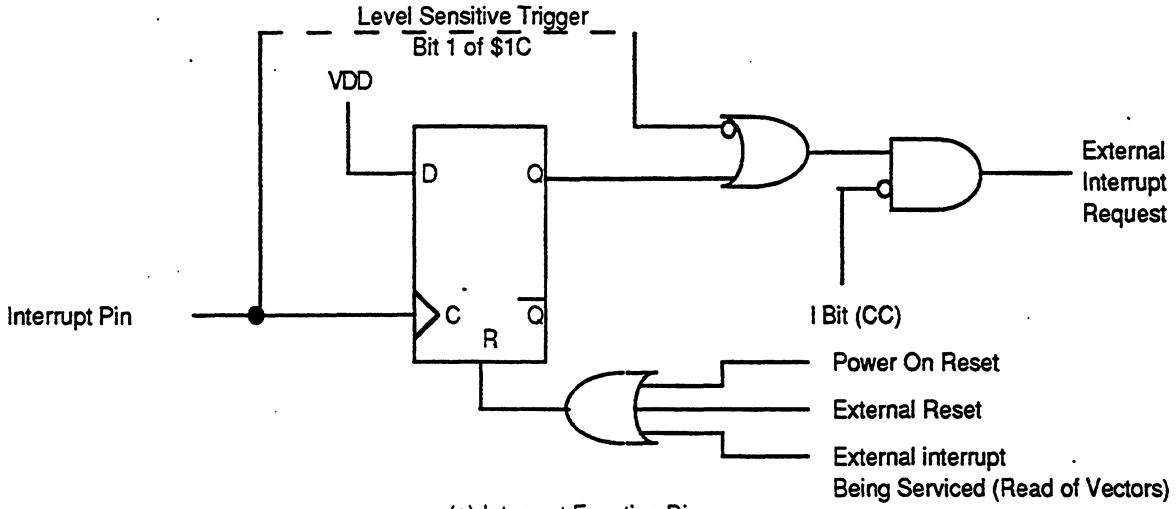
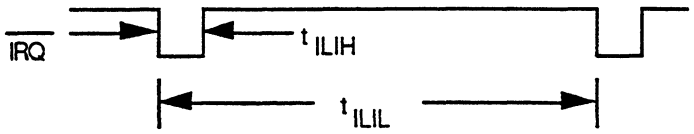


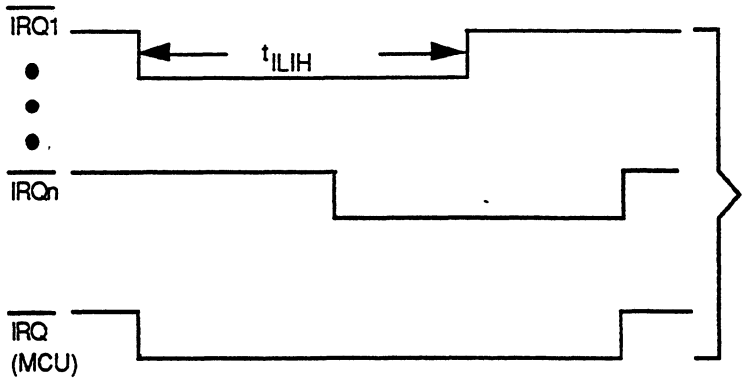
Figure 3-3 WAIT Flowchart



(a) Interrupt Function Diagram



Edge-Sensitive Trigger Condition
The minimum pulse width (tILIH) is 125 ns (VDD = 5 V).
The period tILIL should not be less than the number of tcyc cycles it takes to execute the interrupt service routine plus 21 tcyc cycles.



Level-Sensitive Trigger Condition
If after servicing an interrupt the IRQ remains low, then the next interrupt is recognized.

Normally used with Wire-ORed connection

(b) Interrupt Mode Diagram

Figure 3-4 External Interrupt

Figure 3-4 shows both a functional and mode timing diagram for the interrupt line. The timing diagram shows two different treatments of the interrupt line (IRQ-) to the processor. The first method shows single pulses is a function of the number of cycles required to execute the interrupt service routine plus 21 cycles. Once a pulse occurs, the next pulse should not occur until the MCU software has exited the routine (an Pulse Accumulator interrupt occurs). The second configuration shows several interrupt lines "wire-ORed" to form the interrupts at the processor. Thus, if after servicing one interrupt the interrupt line remains low, then the next interrupt is recognized.

NOTE

The internal interrupt latch is cleared in the first part of the service routine; therefore, one (and only one) external interrupt pulse could be latched during t_{ILIL} and serviced as soon as the I bit is cleared.

3.2.5 Timer Interrupt

There are three different timer interrupt flags that will cause a timer interrupt whenever they are set and enabled. These three Timer interrupt flags are found in the three most significant bits of the Timer Status Register (TSR, location $13). All three interrupts will vector to the same service routine location.

All interrupt flags have corresponding enable bits (ICIE and TOIE) found in the Timer Control Register (TCR, location $12). Reset clears all enable bits preventing an interrupt from occurring. The actual processor interrupt is generated only if the interrupt mask bit of the condition code register is also cleared. When the interrupt is recognized, the current state of the machine is pushed onto the stack and the interrupt mask bit in the condition code register is set. This masks further interrupts until the present one is serviced. The service routine address is specified by the contents of $1FF8 and $1FF9. Refer to **SECTION 4 PROGRAMMABLE TIMER** for additional information about the timer circuitry.

3.2.6 OSD Interrupt

As the single row registers architecture is employed in OSD, the CPU is interrupted every 1.4 ms (or 1.6 ms for PAL TV system) to update the contents of the single row registers in the worst case. The OSD interrupt flag (IFL, bit 5 of the Color & Status Register at $32) is read-only and is set once the present registers row is going to display. At that time, if the OSD interrupt enable flag (OIEN, bit 4 of the Row Addr/Char Size Register at $34) is set, an interrupt will be generated. The interrupt service routine address is specified by the contents of memory location $1FF6 and $1FF7.

On entering the OSD interrupt servicing routine, the OSD interrupt flag is cleared automatically. However, if the OSD interrupt enable flag is cleared, the software need to poll the state of OSD interrupt flag for normal interrupt servicing.

Reset disables the whole OSD block, thus preventing any undesirable display on the TV screen during and after the reset time period. Refer to **SECTION 5 ON SCREEN DISPLAY** for additional information about the OSD circuitry.

3.2.7 Keyboard Interrupt

Provided the interrupt mask bit of the condition code register is cleared, the keyboard interrupt is enabled by setting the keyboard interrupt enable flag, bit 3 of Miscellaneous Register (MISC, location $1C). This will force the five least significant I/O lines of port A (PA0-PA4) as input lines with an internal pull-up resistor of 250 Kohm respectively. Once a HIGH to LOW transition is

sensed on any input lines of PA0-PA4, a keyboard interrupt is generated and the keyboard status flag, bit 4 of Miscellaneous Register (MISC, location $1C) is set. The interrupt service routine address is specified by the contents of memory location $1FF4 and $1FF5.

The keyboard interrupt status flag, bit 4 of Miscellaneous Register (MISC, location $1C) should be cleared by software in the interrupt servicing routine. To account for the debouncing effect, this flag is to be cleared only after a certain time delay.

3.2.8 Pulse Accumulator Interrupt

Pulse Accumulator interrupt is enabled when the Pulse Accumulator Interrupt Enable Flag, bit 4 of Pulse Accumulator Control Register (PACTL, location $06) is set, provided the interrupt mask bit of the condition code register is cleared. The interrupt service routine address is specified by the contents of memory location $1FF0, $1FF1. Refer to **SECTION 4 PROGRAMMER TIMER** for additional information about the Pulse Accumulator.

3.3 WAIT MODE

The WAIT instruction places the MC68HC05T4 in a low power consumption mode. When the MCU enters the WAIT mode, the CPU clock is halted, CPU action is suspended; however the external interrupt, Timer, OSD, Keyboard interrupt, Pulse Accumulator interrupt and PLM remain active. Any IRQ, Timer interrupt (overflow or input capture), OSD interrupt, Keyboard interrupt in addition to a logic low on the RESET pin causes the processor to exit the WAIT mode. In WAIT mode, PLM, Timer, OSD and operate as they do in normal mode except Pulse Accumulator.

The WAIT mode power consumption depends on how many systems are active. The power consumption will be highest when all the systems are active. All other registers and memory remain unaltered and all parallel input/output lines remain unchanged.

If a non-reset exit from the WAIT mode is performed (e.g. Timer Overflow interrupt exit), the state of the remaining systems will be unchanged.

If a reset exit from the WAIT mode is performed, all the system reverts to the disabled reset state. See Table 3-1 for a list of the sections affected by the WAIT instruction.

The WAIT instruction has different effects on the programmable timer, the OSD, the PLM, external interrupt and the Pulse Accumulator. These different effects are discussed separately in the following sections.

3.3.1 Timer During Wait Mode

The TIMER system is not affected by the WAIT mode and continues regular operation. Any valid TIMER interrupt will wake the system up.

3.3.2 OSD During Wait Mode

Upon receiving interrupt request from the OSD, the MCU wakes up and updates the OSD display RAM with new data.

3.3.3 PWM and DAC During Wait Mode

The systems are not affected by the WAIT mode and continues regular operation.

3.3.4 A/D Converter During Wait Mode

The A/D converter does not function in WAIT mode.

3.3.5 External Interrupt During Wait Mode

During the WAIT mode the I-bit in the condition code register is cleared to enable all interrupts. The INTE-bit is not affected by the WAIT mode. When any interrupt or reset is sensed, the program counter vectors to corresponding locations containing the starting address of the interrupt or reset service routine.

SECTION 4
PROGRAMMABLE TIMER

4.1 INTRODUCTION

The timer consists of a 16-bit free-running counter driven by a fixed divide-by-four prescaler which is clocked by the internal processor clock. This timer can be used for many purposes, including input waveform measurements while simultaneously generating an output waveform. Pulse widths can vary from several microseconds to many seconds. Refer to Figure 4-1 for a timer block diagram.

Because the timer has a 16-bit architecture, each specific functional segment (capability) is represented by two registers. These registers contain the high and low byte of that functional segment. Generally, accessing the low byte of a specific timer function allows full control of that function; however, an access of the high byte inhibits that specific timer function until the low byte is also accessed.

NOTE

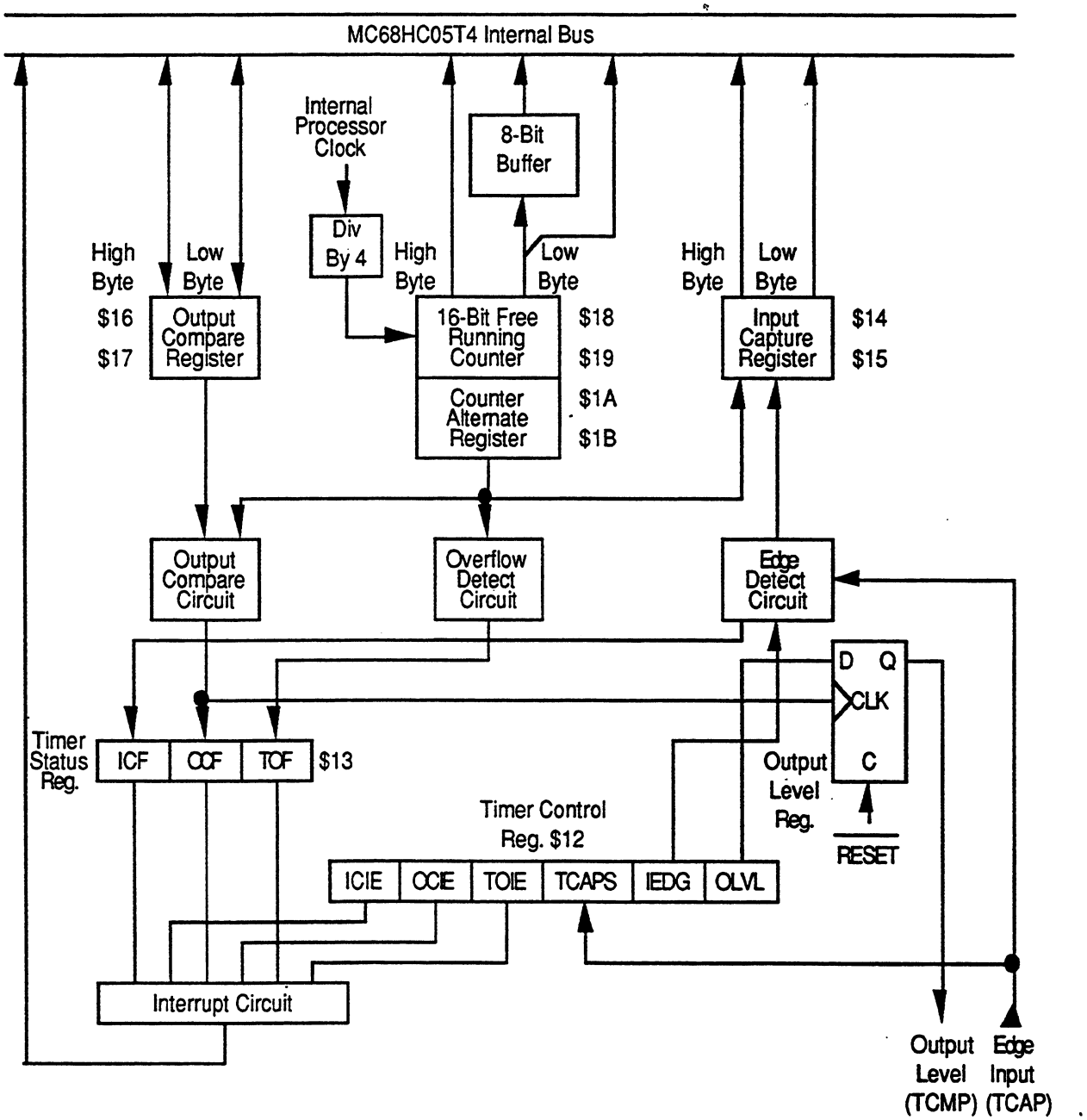
The I bit in the CCR should be set while manipulating both the high and low byte register of a specific timer function to ensure that an interrupt does not occur.

The programmable timer capabilities are provided by using the following ten addressable 8-bit registers (note the high and low represent the significance of the byte). A description of each register is provided below.

Timer Control Register (TCR) location $12,
Timer Status Register (TSR) location $13,
Input Capture High Register location $14,
Input Capture Low Register location $15,
Output Compare High Register location $16,
Output Compare Low Register location $17,
Counter High Register location $18,
Counter Low Register location $19,
Alternate Counter High Register location $1A, and
Alternate Counter Low Register location $1B.

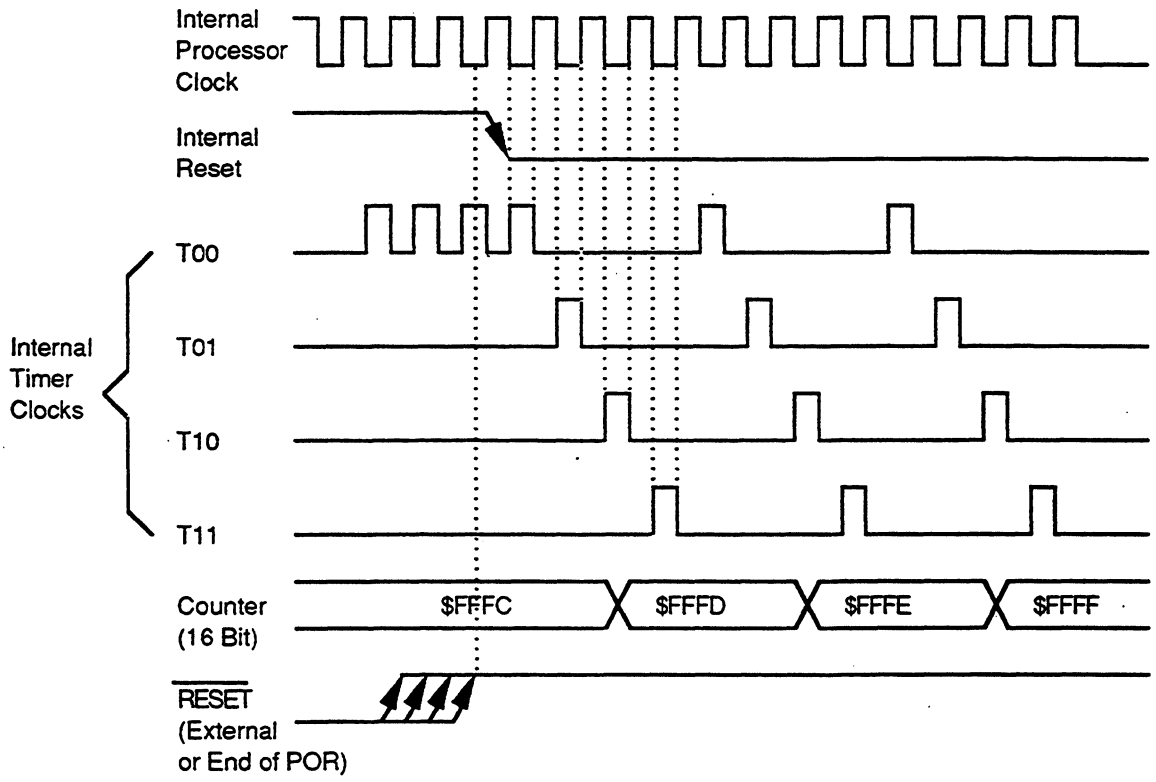
4.2 COUNTER

The key element in the programmable timer is a 16-bit free-running counter or counter register, preceded by a prescaler that divides the internal processor clock by four. The prescaler gives the timer a resolution of 2.0 microseconds if the internal bus clock is 2.0 MHz. The counter is incremented during the low portion of the internal processor clock. Software can read the counter at any time without affecting its value.



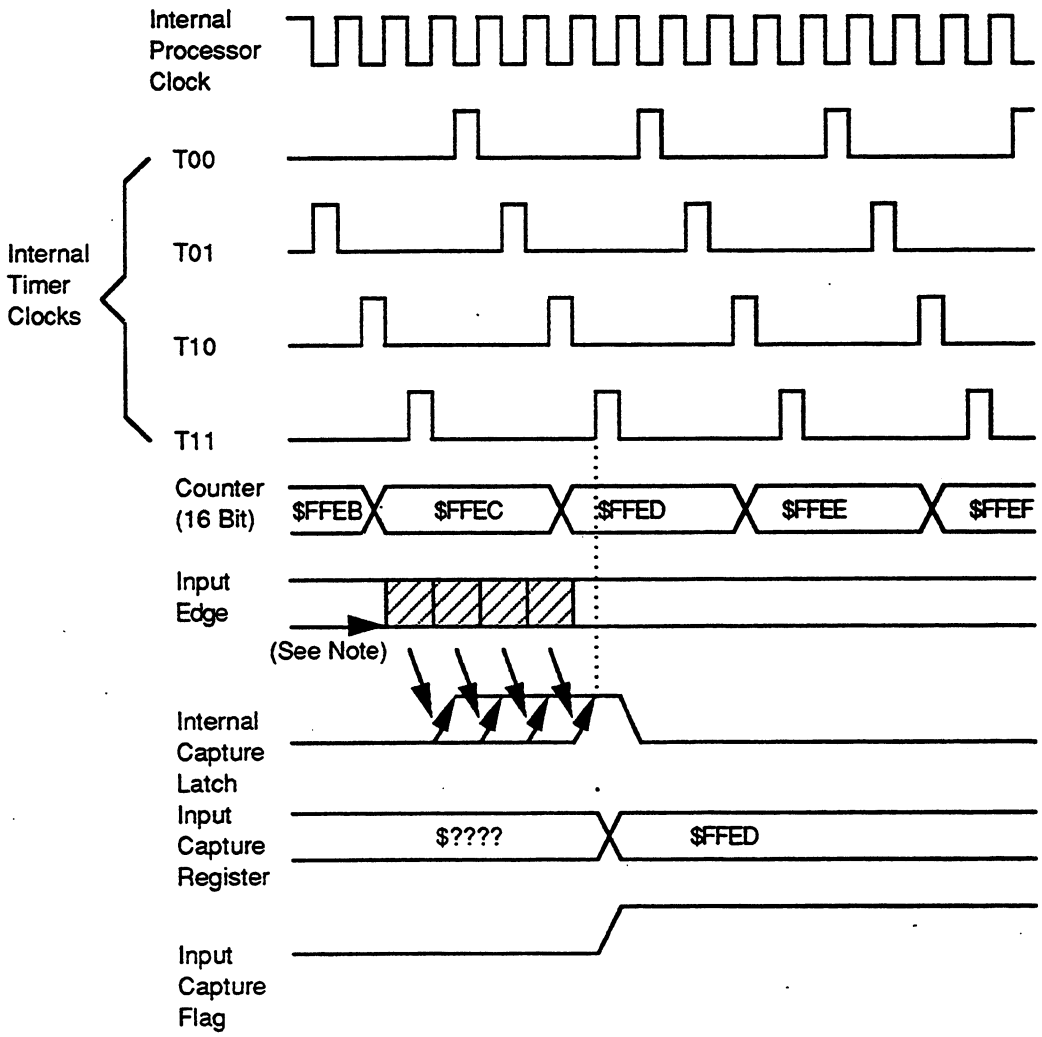
Note : Output Compare is not connected to the pin out.

Figure 4-1 Programmable Timer Block Diagram



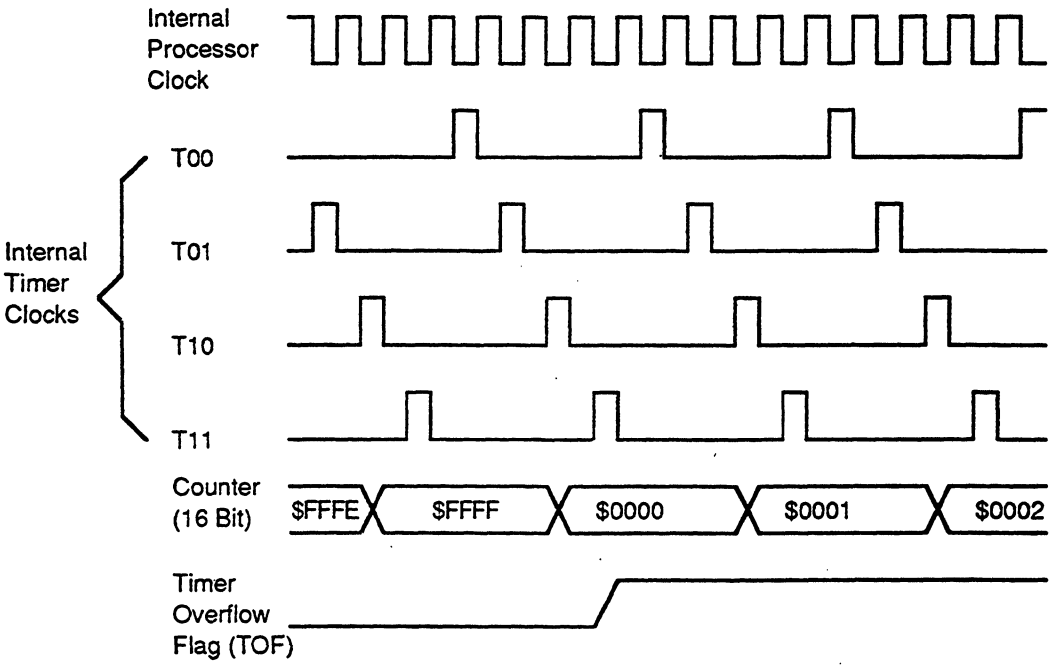
NOTE : The Counter Register and Timer Control Register are the only ones affected by $\overline{\text{RESET}}$

Figure 4-2 Timer State Timing Diagram for Reset



NOTE: If the input edge occurs in the shaded area from one timer state T10 to the other timer state T10 the input capture flag is set during the next state T11.

Figure 4-3 Timer State Timing Diagram For Input Capture



NOTE: The TOF bit is set at timer state T11 (transition of counter from $FFFF to $0000). It is cleared by a read of the timer status register during the internal processor clock high time followed by a read of the counter low register.

Figure 4-4 Timer State Diagram For Timer Overflow

The double-byte, free-running counter can be read from either of two locations, $18-$19 (counter register) or $1A-$1B (counter alternate register). A read from only the least significant byte (LSB) of the free-running counter ($19, $1B) receives the count value at the time of the read. If a read of the free-running counter or counter alternate register first addresses the most significant byte (MSB) ($18, $1A), the LSB ($19, $1B) is transferred to a buffer. This buffer value remains fixed after the first MSB read, even if the user reads the MSB several times. This buffer is accessed when reading the free-running counter or counter alternate register LSB ($19 or $1B) and, thus, completes a read sequence of the total counter value. In reading either the free-running counter or counter alternate register, if the MSB is read, the LSB must also be read to complete the sequence.

The counter alternate register differs from the counter register in one respect: a read of the counter register MSB can clear the timer overflow flag (TOF). Therefore, the counter alternate register can be read at any time without the possibility of missing timer overflow interrupts due to clearing of the TOF.

The free-running counter is configured to $FFFC during reset and is always a read-only register. During a power-on reset, the counter is also preset to $FFFC and begins running after the oscillator start-up delay. Because the free-running counter is 16 bits preceded by a fixed divide-by-four prescaler, the value in the free-running counter repeats every 262,144 internal bus clock cycles. When the counter rolls over from $FFFF to $0000, the TOF bit is set. An interrupt can also be enabled when counter rollover occurs by setting its interrupt enable bit (TOIE).

In some particular timing control applications it may be desirable to reset the 16-bit free running counter under software control. When the low byte of the counter ($19 or $1B) is written to, the counter is configured to its reset value ($FFFC).

The divide-by-4 prescaler is also reset and the counter resumes normal counting operation. All of the flags and enable bits remain unaltered by this operation. If access has previously been made to the high byte of the free running counter ($18 or $1A), then the reset counter operation terminates the access sequence.

4.3 INPUT CAPTURE REGISTER

Two 8-bit registers, which make up the 16-bit input capture register, are read-only and are used to latch the value of the free-running counter after the corresponding input capture edge detector senses a defined transition. The level transition which triggers the counter transfer is defined by the corresponding input edge bit (IEDG). Reset does not affect the contents of the input capture register.

The result obtained by an input capture will be one more than the value of the free-running counter on the rising edge of the internal bus clock preceding the external transition. This delay is required for internal synchronization. Resolution is one count of the free-running counter, which is four internal bus clock cycles.

The free-running counter contents are transferred to the input capture register on each proper signal transition regardless of whether the input capture flag (ICF) is set or clear. The input capture register always contains the free-running counter value that corresponds to the most recent input capture.

After a read of the input capture register ($14) MSB, the counter transfer is inhibited until the LSB ($15) is also read. This characteristic causes the time used in the input capture software routine and its interaction with the main program to determine the minimum pulse period.

A read of the least significant byte ($15) of the input capture register does not inhibit the free running counter transfer. Again, minimum pulse periods are ones which allow software to read the least significant byte ($15) and perform needed operations. There is no conflict between the read of the internal processor clock.

4.4 TIMER CONTROL REGISTER (TCR)

The TCR is a read/write register containing four control bits and one status bit. Three bits control interrupts associated with each of the three flag bits found in the timer status register (discussed below). The remaining bit controls which edge is significant to the input capture edge detector (ie., negative or positive) The status bit reflects the state of the TCAP input pin signal. The timer control register and the free running counter are the only sections of the timer affected by reset.

7	6	5	4	3	2	1	0	
ICIE	OCIE	TOIE	TCAPS	0	0	IEDG	0	$12

B7, ICIE — If the input capture interrupt enable (ICIE) bit is set, a timer interrupt is enable when the ICF status flag (in the timer status register) is set. If the ICIE bit is cleared, the interrupt is inhibited. The ICIE bit is cleared by reset.

B6, OCIE — If the output compare interrupt enable (OCIE) bit is set, a timer interrupt is enabled whenever the OCF status flag is set. If the OCIE bit is clear, the interrupt is inhibited. The OCIE bit is cleared by reset.

B5, TOIE — If the timer overflow interrupt enable (TOIE) bit is set, a timer interrupt is enabled whenever the TOF status flag (in the timer status register) is set. If the TOIE bit is cleared, the interrupt is inhibited. The TOIE bit is cleared by reset.

B4, TCAPS — This bit directly echoes the logical state of the input signal at the TCAP pin.

B1, IEDG — The value of the input edge (IEDG) bit determines which level transition on TCAP pin will trigger a free running counter transfer to the input capture register. Reset does not affect the IEDG bit.

0 = negative edge
1 = positive edge

4.5 TIMER STATUS REGISTER (TSR)

The TSR is a read-only register containing three status flag bits. These three bits indicate the following:

1. A proper transition has taken place at TCAP pin with an accompanying transfer of the free running counter contents to the input capture register,
2. A match has been found between the free running counter and the output compare register, and
3. A free running counter transition from $FFFF to $0000 has been sensed (timer overflow).

The timer status register is illustrated below followed by a definition of each bit. Refer to timing diagrams shown in Figures 4-2, 4-3, and 4-4 for timing relationship to the timer status register bits.

7	6	5	4	3	2	1	0	
ICF	OCF	TOF	0	0	0	0	0	$13

B7, ICF — The input capture flag (ICF) is set when a proper edge has been sensed by the input capture edge detector. It is cleared by a processor access of the timer status register(with ICF set) followed by accessing the low byte ($15) of the input capture register. Reset does not affect the input compare flag.

B6, OCF — The output compare flag (OCF) is set when the output compare register contents matches the contents of the free running counter. The OCF is cleared by accessing the timer status register (with OCF set) and then accessing the low byte ($17) of the output compare register. Reset does not affect the output compare flag.

B5, TOF — The timer overflow flag (TOF) bit is set by a transition of the free running counter from $FFFF to $0000. It is cleared by accessing the timer status register (with TOF set) followed by an access of the free running counter least significant byte ($19). Reset does not affect the TOF bit.

Accessing the timer status register satisfies the first condition required to clear status bits. The remaining step is to access the register corresponding to the status bit.

A problem can occur when using the timer overflow function and reading the free-running counter at random times to measure an elapsed time. Without incorporating the proper precautions into software, the timer overflow flag could unintentionally be cleared if: 1)The timer status register is read or written when TOF is set, and 2)The LSB of the free-running counter is read but not for the purpose of servicing the flag. The counter alternate register at address $1A and $1B contains the same value as the free-running counter (at address $18 and $19); therefore, this alternate register can be read at any time without affecting the timer overflow flag in the timer status register.

During WAIT instruction, the programmable timer functions as follows: during the wait mode, the timer continues to operate normally and may generate an interrupt to trigger the CPU out of the wait state.

4.6 OUTPUT COMPARE REGISTER

The output compare register is a 16-bit register, which is made up of two 8-bit registers at locations $16 (most significant byte) and $17 (lease significant byte). The output compare register can be used for several purposes such as, controlling an output waveform or indicating when a period of time has elapsed. The output compare register is unique in that all bits are readable and writable and are not altered by the timer hardware. Reset does not affect the contents of this register and if the compare function is not utilized, the two bytes of the output compare register can be used as storage locations.

The contents of the output compare register are compared with the contents of the free running counter once during every four internal processor clocks. If a match is found, the corresponding output compare flag (OCF) bit is set and the corresponding output level (OLVL) bit is clocked (by the output compare circuit pulse) to an output level register. The values in the output compare register and the output level bit should be changed after each successful comparison in order to control an output waveform or establish a new elapsed timeout. An interrupt can also accompany a successful output compare provided the corresponding interrupt enable bit, OCIE, is set.

After a processor write cycle to the output compare register containing the most significant byte ($16), the output compare function is inhibited until the least significant byte ($17) is also written. The user must write both bytes (locations) if the most significant byte is written first. A write made only to the least significant byte ($17) will not inhibit the compare function. The free running counter is updated every four internal processor clock cycles due to the internal prescaler. The minimum time required to update the output compare register is a function of the software program rather than the internal hardware.

A processor write may be made to either byte of the output compare register without affecting the other byte. The output level (OLVL) bit is clocked to the input of the output level register regardless of whether the output compare flag (OCF) is set or clear. A valid output compare must occur before the OLVL bit becomes available at the output compare pin (TCMP).

Because neither the output compare flag (OCF bit) or output compare register is affected by reset , care must be exercised when initializing the output compare function with software. The following procedure is recommended:

1. Write to the high byte of the output compare register to inhibit further compares until the low byte is written;
2. Read the timer status register to arm the OCF if it is already set;
3. Write to the low byte of the output compare register to enable the output compare function with the flag clear.

The advantage of this procedure is to prevent the OCF bit from being set between the time it is read and the write to the output compare register. A software example is shown below:

```
B7    16    STA    OCMPHI    INHIBIT OUTPUT COMPARE
B6    13    LDA    TSTAT     ARM OCF BIT IF SET
BF    17    STX    OCMPLD    REEADY FOR NEXT COMPARE
```

4.7 PULSE ACCUMULATOR

The Pulse Accumulator is an 8-bit counter that can operate in either of two modes, depending on the state of a control bit in the Pulse Accumulator Control Register. These are the event counting mode and the gated time accumulation mode.

In the event counting mode, the 8-bit counter is clocked to increasing values by falling edges occur at the PAM pin. The maximum clocking rate for the external counting mode is internal processor clock divided by two. In the gated time accumulation mode, a free-running internal processor clock/64 signal drives the 8-bit counter. The counter will increment when PAM is high and halt when PAM is low..

- PULSE ACCUMULATOR CONTROL REGISTER (PACTL) --- $06

Four bits in the register are used to control an 8-bit pulse accumulator system.

	7	6	5	4	3	2	1	0	
	PAOF	PAEN	PAMOD	PAIE	0	0	0	0	$06
RESET	0	0	0	0	0	0	0	0	

B7, PAOF Pulse Accumulator Overflow Interrupt Flag Bit.
It is set when the count in the pulse accumulator rolls over from $FF to $00.
Cleared by a write to the PACTL with bit 7 set.

B6, PAEN Pulse Accumulator System Enable Bit.
1 = Pulse Accumulator ON
0 = Pulse Accumulator OFF

B5, PAMOD Pulse Accumulator Mode Bit.
1 = Gated Time Accumulator
0 = External Event Counting

B4, PAIE Pulse Accumulator Interrupt Enable Bit.

- PULSE ACCUMULATOR COUNTER REGISTER --- $38

	7	6	5	4	3	2	1	0	
READ	Bit7	Bit6	Bit5	Bit4	Bit 3	Bit2	Bit1	Bit0	$38

The Pulse Accumulator Counter will be cleared by write at any mode.
When PAEN bit is set to zero, i.e., Pulse Accumulator disabled, the Counter will be cleared to zero too. This makes sure that Counter starts from zero every time it is disabled and enabled.

SECTION 5
ON SCREEN DISPLAY

5.1 INTRODUCTION

The programmable On Screen Display (OSD) system displays 10 rows of 18 characters or graphic symbols in 7x9 dot matrix (maximum 8x11 or 8x13) over the full TV screen. The display color, position, size, and windowing are software programmable. The block diagram of OSD is illustrated in Figure 5.1.

The display timing is derived from a 14MHz on-chip oscillator which is phase locked with the input horizontal flyback pulse. The horizontal and vertical time bases are derived from this 14 MHz oscillator. For different TV system applications, e.g., 15.734KHz/60Hz (horizontal line frequency of 15.734KHz and vertical field frequency of 60 Hz), 15.625KHz/50Hz, 31.5KHz/60Hz, 31.25KHz/50Hz, 33.7KHz/60Hz, and 31.25KHz/100Hz, there are 4 software flags set by auto-detection circuit which counts the line number (number of horizontal flyback pulses) between two consecutive vertical flyback pulses and time the horizontal period. Then the time base is automatically adjusted to achieve a stable character display in any one of these TV systems.

A single row memory map architecture is adopted in this device instead of full screen display RAM (conventional approach) to minimize the display RAM. The CPU loads a row of display data into the 24 bytes OSD buffered registers through the internal data & address buses. The time base starts to scan. If the row counter address is matched with the display row address stored in the ROW ADDR/CHAR SIZE Register (See **SECTION 5.9.4** for details of this register), the appropriate characters will then be fetched from character ROM according to the character address stored in CHAR Register $0-$11. The character dot matrix data pass through a half dot shift circuit and feed to a parallel in/serial out shift register to obtain the luminous signal. An interrupt request will be generated immediately to the CPU at the beginning of display for the next row data preparation. The luminous signal, after passing through a color encoder, is converted into R, G, B signals. Video attributes and window are then added to the R, G, B output signals. Each row is refreshed constantly by software within a maximum of 1397µs for NTSC system (1664µs for PAL system). However, CPU consumes well less than 400µs for loading the 24 bytes display data into the OSD registers so that the CPU can do other tasks during the rest of time.

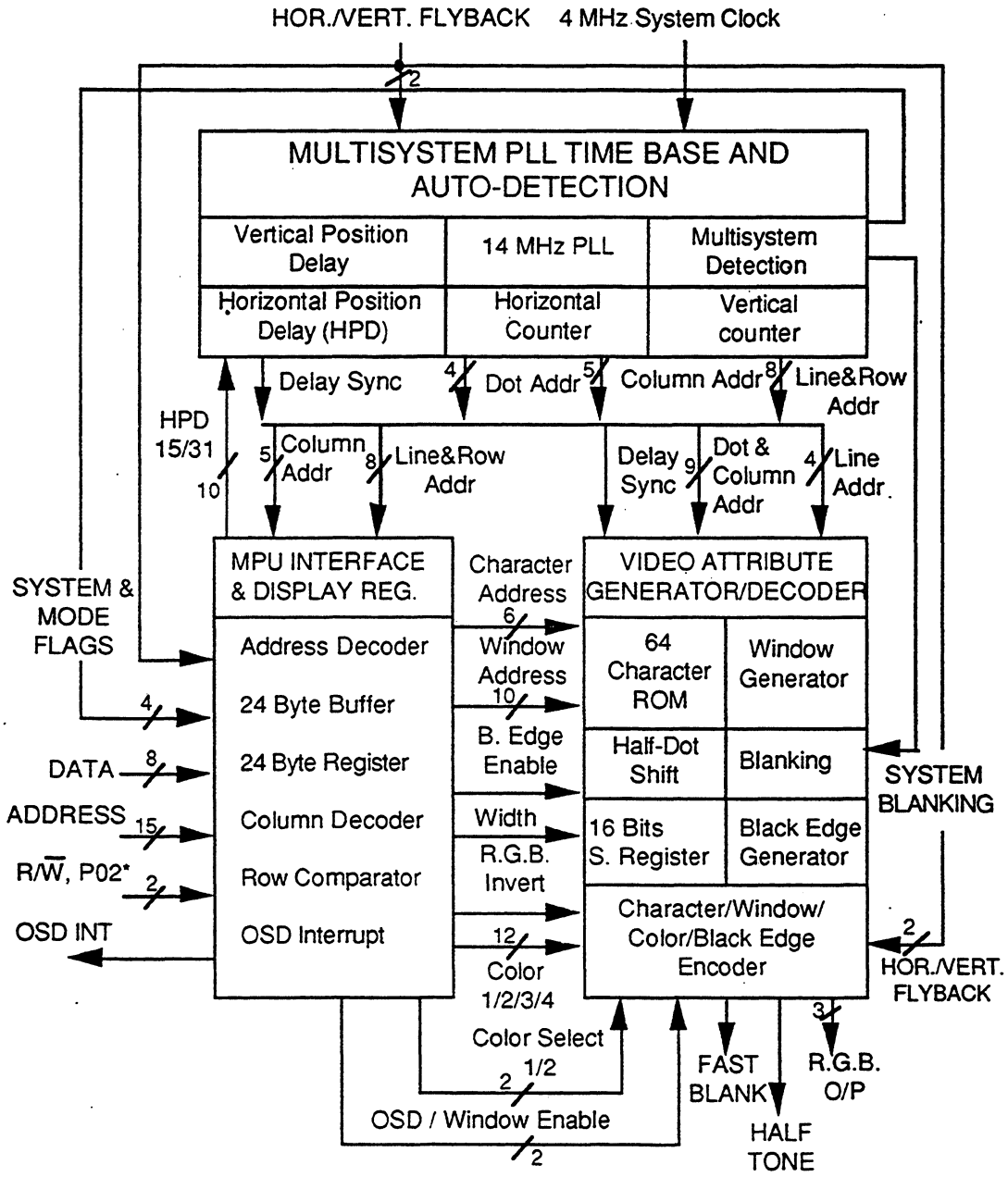
For character programming please use Font Editor program developed by Motorola for using in PC environment (ask a free copy from your regional sales).

5.2 FEATURES

The OSD provides the following features :

* Auto-detection of TV system of 525 Line/60Hz (interlace/progressive), 625 Line/50Hz (interlace/progressive), 625 Line/100Hz and mode of single line/double line (15KHz/31KHz)
* Programmable character display of 10 rows by 18 columns
* Programmable horizontal positioning for display centering of 15 KHz and 31 KHz modes
* Character set of 64 characters

* Character ROM of 8 (width) by 14 (height) dot matrix
* Half dot shifting for hardware character rounding
* Continuous horizontal/vertical lines attainable for linear scale
* 4 colors for each row selectable out of 8 colors (including black & white)
* Character by character color selectable out of the 4 chosen row colors of each row
* 4 sizes of character selectable; standard, double width, double height, double width & double height
* Black-edge feature (software selectable on a row by row basis)
* One programmable window with 8 colors (including black window) per row
* Total 5 output signal; fast luminous blanking output (for blanking of TV video), half-tone output (for control of window intensity), and R, G, B color outputs with software programmable polarity



* P02 is E Clock with 1/4 phase delay

Figure 5-1 The OSD Block Diagram

5.3 MULTI-SYSTEM OSD

The OSD is capable of displaying a stable screen on a variety of TV system automatically. This is achieved by auto-detection of TV system and auto-adjustment of the internal PLL and related circuits.

The auto-detection of TV system is done by two measurements. The first one determines the frequency range of horizontal flyback pulse. A reference signal of frequency f_{ref} is obtained by counting down from the system clock of MCU. For a conventional 4 MHz crystal clock,

$$f_{ref} = 4\ MHz \div 192 = 20.83\ KHz$$

By comparing the input horizontal flyback signal with this reference signal, a software flag is set or cleared to exhibit the frequency range of it. (See **SECTION 5.9.2** for more details of this flag)

Table 5-1 Horizontal Flyback Frequency Classification

Frequency of Horizontal Flyback	Mode Bit
0 - f_{ref}	0
f_{ref} - 2f_{ref}	1

The second measurement is to count the line number between two consecutive vertical flyback pulses. When the counting process completed, the rising edge of the vertical flyback pulse clocks the deduced system flags into flip-flops. The falling edge of the vertical pulse is used to reset the counter and restart the counting cycle.

Table 5-2 Predefined Line Number Windows

SFG1	SFG3	Line Number	TV System
0	0	0-192	Abnormal line number, all outputs blanked
0	0	192-288	15734/60 Hz
1	0	288-416	15625/50 Hz or 31250/100 Hz
0	1	416-576	31500/60 Hz or 33750/60 Hz
1	1	576-704	31250/50 Hz

Combining these two measurements, most of the standard TV system can be determined as shown in Table 5-3.

NOTE

System flag 2 is simply the AND-product of mode flag and the complement of system flag 3. It is used to denote whether it is a European double system or not.

Table 5-3 TV System Classification

TV System	SF1	SF2	SF3	Mode Flag	$\overline{SF3}$
15K / 60Hz	0	0	0	0	1
15K / 50Hz	1	0	0	0	1
31.5K / 60Hz	0	0	1	1	0
31.25K / 50Hz	1	0	1	1	0
33.7K / 60Hz	0	0	1	1	0
31.25K / 100Hz	1	1	0	1	1

5.4 SINGLE ROW ARCHITECTURE

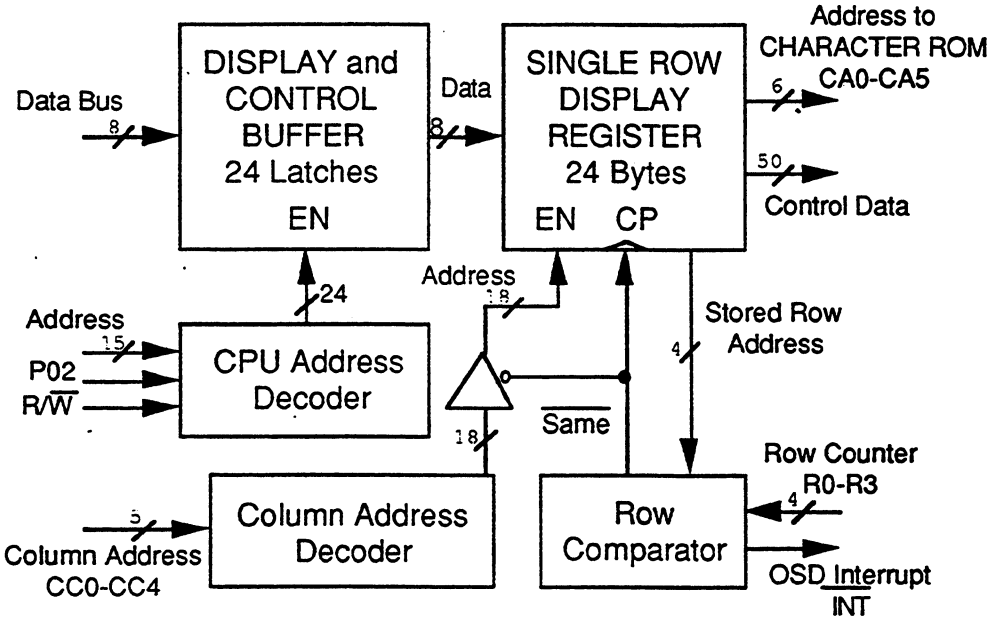


Figure 5-2 Single Row Architecture Block Diagram

The basic concept of single row architecture is to use one row of buffered registers. These registers always store the display data of the next row. See **SECTION 5.9** for the details of these display data. When this row is about to be displayed, a row comparator (See Figure 5-2) will generate a Same- signal. This Same- signal opens the gate feeding column address to enable those registers output sequentially. At the same time, an OSD interrupt occurs and the CPU start to serially transfer the next row of display data into the register buffers. At the end of display of this row, the Same- signal goes high and this clock the buffered data into their corresponding registers and the cycle repeats again.

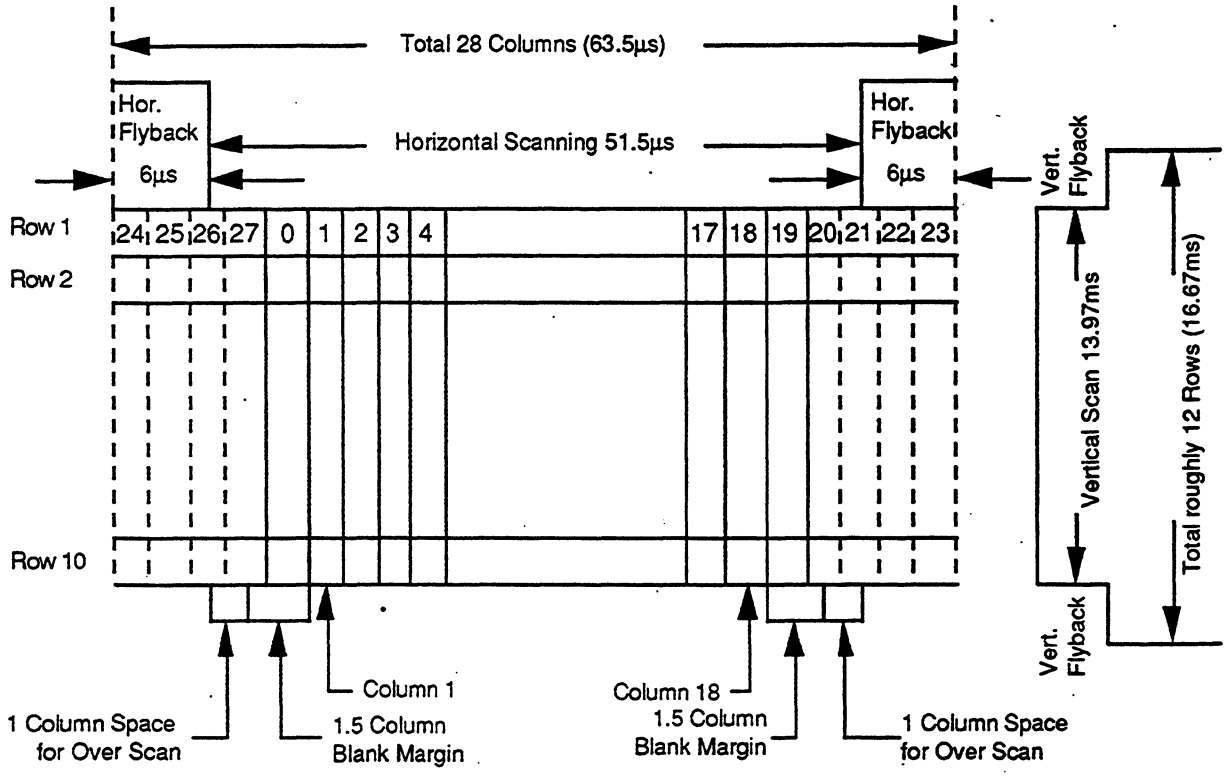
For the display of one row only, the CPU can leave the registers unchanged all the way.

For two adjacent rows of characters/graphic symbols to be displayed, the CPU must update the buffer within a period of one row display. This period is 1397µs (63.5 x 22 = 1397) for NTSC system and 1664µs (64 x 26 = 1664) for PAL system. This software constraint must also be

satisfied for a full screen display (10 rows).

Basically, the task of transferring data to 24 OSD registers consumes roughly 400µs.

5.5 FULL SCREEN DISPLAY TIMING



Remark:
1. 1 Row = 22 Scan Lines
2. Row 1 starts at 24 horizontal lines (1524µs) after the rising edge of the vertical flyback pulse

Figure 5-3 Full Screen (NTSC) Timing Diagram

The timing of the full screen OSD on NTSC system is illustrated in Figure 5-3. The vertical position of the 18 by 10 display area is hardwired so that Row 1 always starts at 24 horizontal lines (24x63.5 = 1524µs) after the rising edge of the vertical flyback pulse. The horizontal position of the display area is software programmable by a half column steps ranging from 0 to 31 steps. For more details about the programmable horizontal delay, see **SECTION 5.9.3 & 5.9.7.**

5.6 PROGRAMMABLE COLOR WINDOW (BACKGROUND)

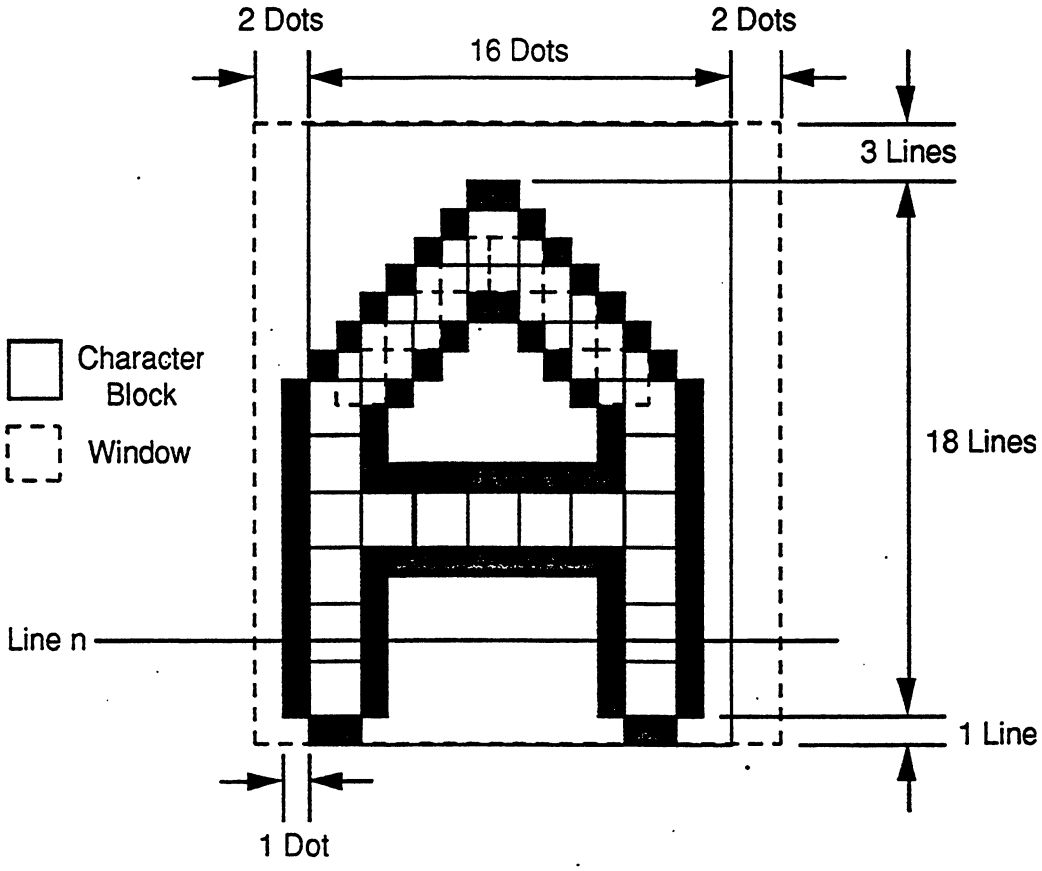


Figure 5-4A Black Edge Surrounded Character with Window Diagram (for NTSC System)

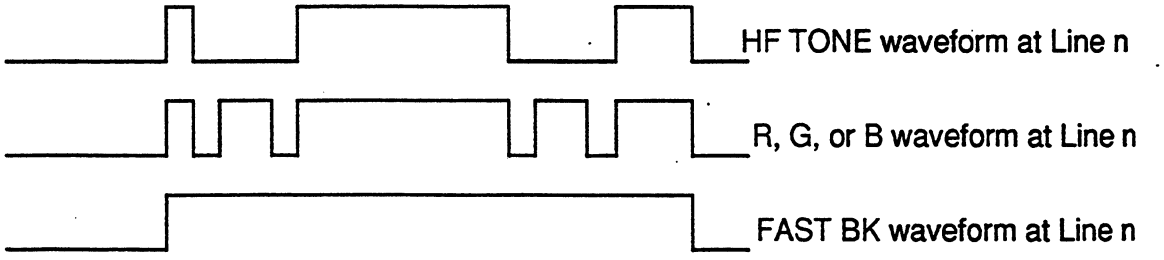


Figure 5-4B OSD Output Signal Waveforms

The timing diagram of window (background) for NTSC is illustrated in Figure 5-4A. This programmable window feature gives an easy way to highlight display characters/graphical symbols.

1. Multi-window. Each row of display can have one independent window. Combining them, a big window resulted.
2. Variable size. The start and stop columns are programmable by software. See **SECTION 5.9.5 & 5.9.6** for more details.
3. Color selectable. The color of window is selectable out of 8 colors (including black and white) by software. See **SECTION 5.9.6** for more details.

5.7 CHARACTER PRESENTATION

The crude dot matrix data stored in Character ROM undergoes several operations before come to the final display outlook. The following paragraphs describes these operations on a 525 system separately.

5.7.1 Character ROM

There is an internal Character ROM of totally 64 characters/graphical symbols. Each of them is composed of an 8 dots (width) by 14 dots (height) dot matrix. For the ease of addressing, each character is consisted of 16 bytes data instead of 14 bytes. Hence, there are totally 16x64=1024 bytes situated at address locations $0400 to $07FF of the memory (see Figure 2-2 for the memory map).

An example for 525 system is shown in Figure 5-5. Basically, for a 525 system, only Line0 to Line10 (11 lines) are displayable and Line11 is used as a look ahead line (see **SECTION 5.7.3** for definition of look ahead line). For a 625 system, Line 0 to Line12 (13 lines) are displayable and Line13 is look ahead line.

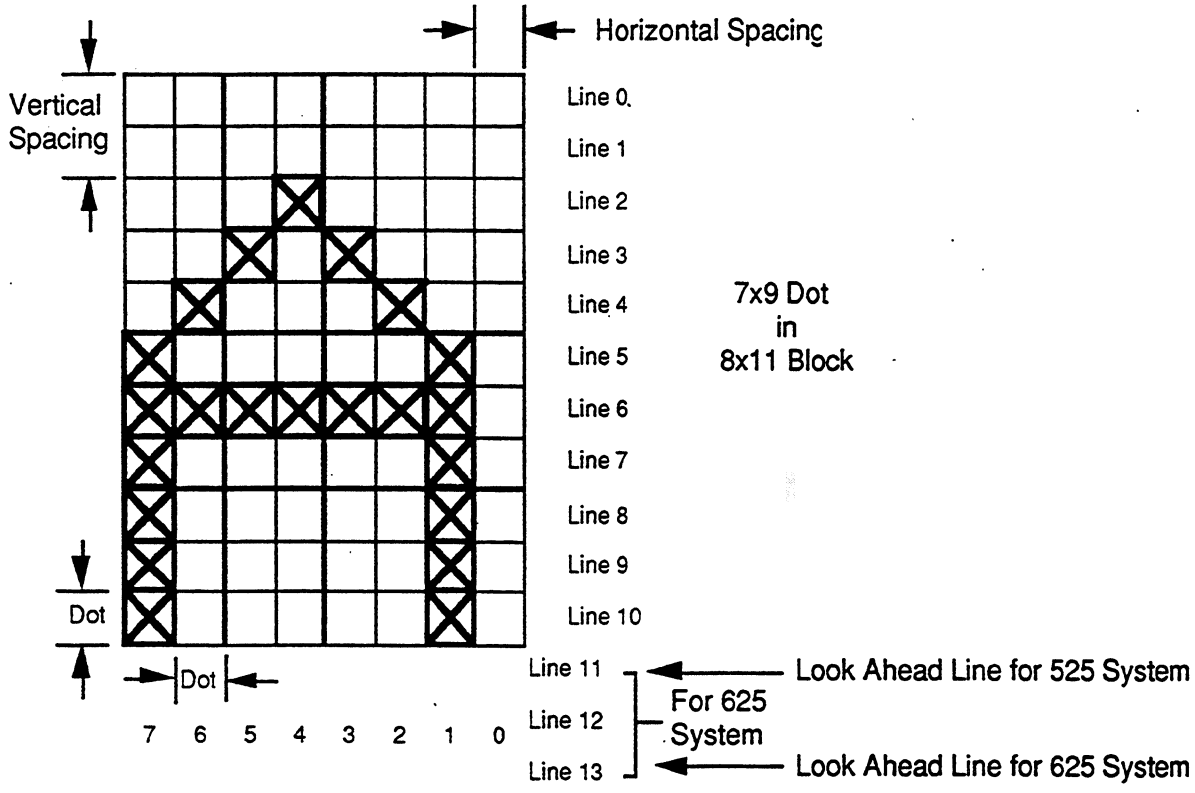


Figure 5-5 Character Dot Matrix and Row Spacing (NTSC System)

For vertically/horizontally continuous characters, the full character block and the look ahead line should be used. However, for a normal characters, the vertical/horizontal spacing is determined by the way the Character ROM is programmed. As shown in Figure 5-5, vertical space of 2/11 and horizontal space of 1/8 resulted.

5.7.2 Half Dot Shifting

Half dot shifting is a hardware mechanism to round a dot matrix to roughly double resolution. This gives a much better outlook. As shown in Figure 5-6, half dot shifting converts a 7x9 dot matrix to a 14x18 dot matrix by adding those dotted line squares.

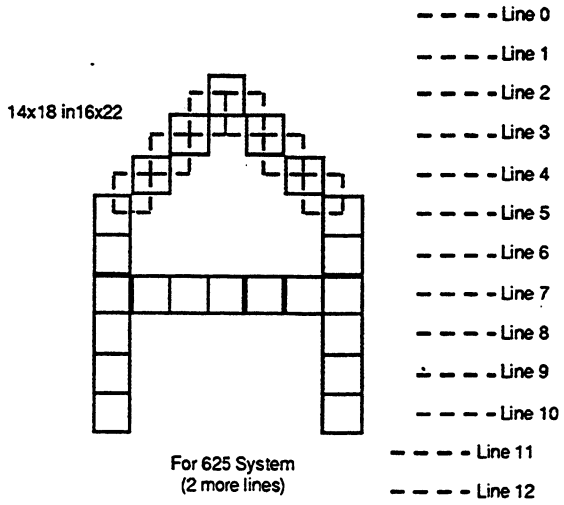


Figure 5-6 Half Dot Shifting

5.7.3 Look Ahead Line

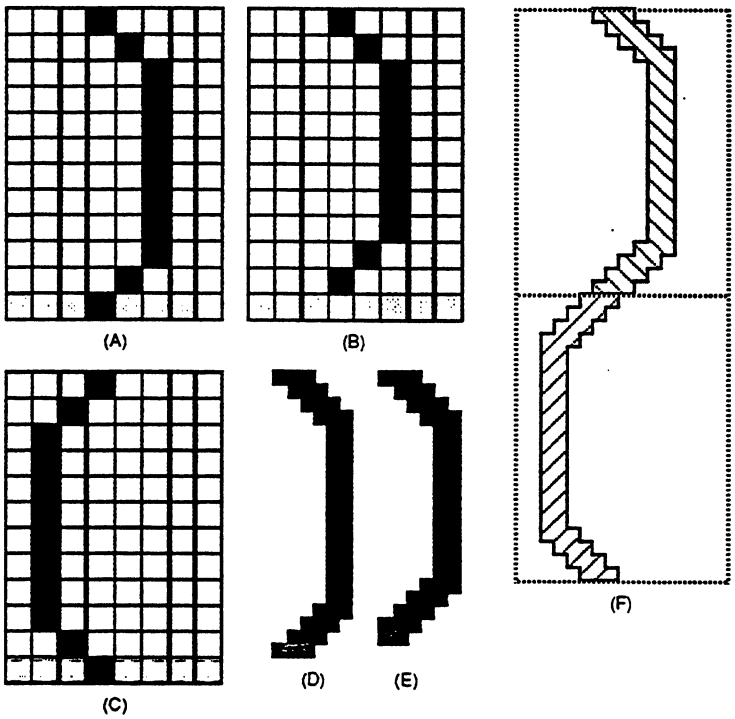


Figure 5-7 Use of Look Ahead Line

The basic purpose of using look ahead line is to ensure the vertical continuity of graphical symbols.

Due to the algorithm of the half-dot shifting, all graphical symbols displayed on TV will be shifted upward by one line (out of 22 lines). Then, the base of the graphical symbols cannot have oblique lines and continuity in vertical direction. These can be remedied by look ahead line.

Figure 5-7A & Figure 5-7B show a graphical symbol with and without look ahead lines respectively. As Figure 5-7A is supposed to be displayed on top of Figure 5-7C, the look ahead line of it is actually the replica of the uppermost line of Figure 5-7C. After half dot shifting, Figure 5-7A becomes Figure 5-7D which exhibit vertical continuity with Figure 5-7C as shown in Figure 5-7F. On the other hand, Figure 5-7B is half dot shifted to become Figure 5-7E which has 1 line spacing at the bottom.

5.7.4 Black Edge Surround

The 4-sided black edge (or black edge surround) character is illustrated in Figure 5-4A. The black edge is 1 dot thick (out of 16 dots) horizontally and 1 line thick (out of 22 lines) vertically. For a double width character, the horizontal thickness of black edge is also doubled. Similarly, the vertical thickness of black edge of a double height character is also doubled.

The black edge feature is a software programmable. It can be switched on/off by a software bit, BEEN of Color & Status Register. See SECTION 5.9.2 for more details.

5.7.5 Timing of Variable Size Characters

There are totally four possible sizes of characters/graphical symbols; standard height/standard width, standard height/double width, double height/standard width, and double height/double width. These sizes are software selectable on a row by row basis (see SECTION 5.9.4 for more details). The timing for them are illustrated in Figure 5-8 and Table 5-4.

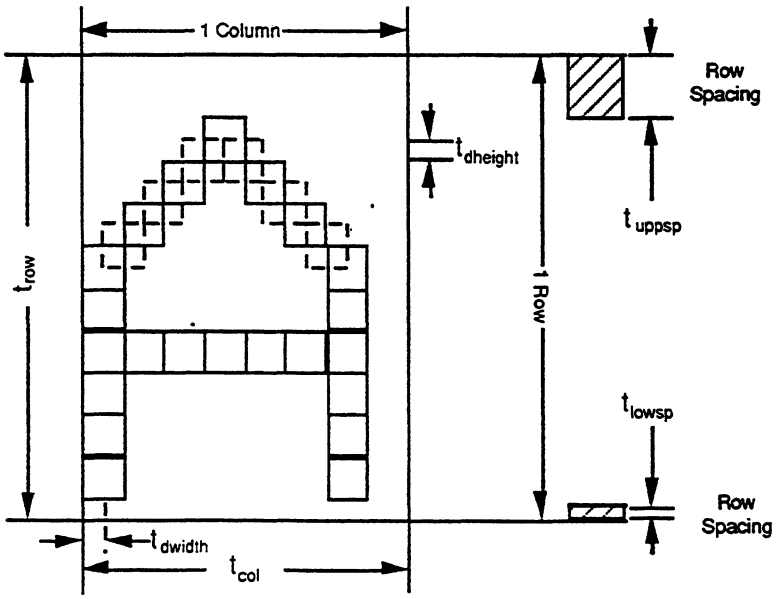


Figure 5-8 Character Timing

Table 5-4 Character Timing of Variable Sizes

	Standared W Standard H	Standard W Double H	Double W Standard H	Double W Double H
t_{dwidth}	t_{dot}	t_{dot}	$2xt_{dot}$	$2xt_{dot}$
t_{col}	$16xt_{dot}$	$16xt_{dot}$	$32xt_{dot}$	$32xt_{dot}$
$t_{dheight}$	t_{hor}	$2xt_{hor}$	t_{hor}	$2xt_{hor}$
t_{uppsp}	$3xt_{hor}$	$6xt_{hor}$	$3xt_{hor}$	$6xt_{hor}$
t_{lowsp}	t_{hor}	$2xt_{hor}$	t_{hor}	$2xt_{hor}$
t_{row}	$22xt_{hor}$	$44xt_{hor}$	$22xt_{hor}$	$44xt_{hor}$

t_{hor} : Period of Horizontal Scan Line (63.5 µs for NTSC)

t_{dot} : Period of Dot Clock (0.14 µs for NTSC)

5.8 OSD OUTPUTS

There are totally five output signals from OSD, i.e., R, G, B, HF TONE and FAST BK. The R, G, B are digital signal with programmable polarity for driving the R, G, B inputs of the video amplifier. By defaults, they are active high signal.

The FAST BK signal is an active high signal which is used to drive the fast blanking input of the video amplifier to mute the original display video in order to obtain the result of character overlay on the analog video signal. See Figure 5-4B.

The HF TONE signal is an active high signal which is used to half the gain of an external op-amp for R, G, B so that the window color (background) gives half intensity. See Figure 5-4B. (Note that the HF TONE pin is not available in the EPROM version MC68HC705T4.)

5.9 REGISTERS

There are totally 24 OSD control status registers. All of them are buffered for the sake of single row architecture so that when the current row of characters/graphic symbols is being displayed, the data of the next row can be updated at the same time.

5.9.1 Character Registers

There are totally 18 one-byte character registers ($20-$31)

7	6	5	4	3	2	1	0	
nCS2	nCS1	nCHD5	nCHD4	nCHD3	nCHD2	nCHD1	nCHD0	$2n

B7-B6 Character color select bits

B7	B6	
0	0	Color 1
0	1	Color 2
1	0	Color 3
1	1	Color 4

B5-B0 Character address bits
They are used to select one of the 64 characters in character ROM

5.9.2 Color & Status Register

WRITE mode

7	6	5	4	3	2	1	0	
BEEN	-	R2	G2	B2	R1	G1	B1	$32

B7, BEEN Black edge enable bit
This bit is used to enable the black edge feature when set and disable it when clear.
B5-B3 Color 2 select bits
These bits are used to select the color 2 out of 8 possible colors
B2-B0 Color 1 select bits
These bits are used to select the color 1 out of 8 possible colors

READ mode

7	6	5	4	3	2	1	0	
1	SFG3	IFL	VERT	HOR	MODE	SFG2	SFG1	$32

B6, SFG3 System Flag 3
B5, IFL Interrupt Status bit
When the character row address in ROW ADDR/CHAR SIZE Register (location $34) is matched with character row running counter, this flag is set. If the interrupt enable bit of OSD, OIEN, in ROW ADDR/CHAR SIZE Register (location $34), is set, an OSD interrupt will be generated, and this flag will be cleared automatically by hardware once the OSD interrupt is serviced.
B4, VERT Vertical flyback status bit
This bit reflects the status of the vertical flyback input signal
B3, HOR Horizontal flyback status bit
This bit reflects the status of the horizontal flyback input signal
B2, MODE TV mode bit
This bit specifies the frequency of the horizontal flyback pulse input signal (f_H).
When it is clear, f_H is lower than f_{ref}.
When it is set, f_H lies between fref and $2xf_{ref}$.
The reference frequency, f_{ref}, is calculated by dividing the external crystal frequency by 192. E.g., for a 4 MHz crystal operation, f_{ref} = 20.83 KHz.
B1, SFG2 System Flag 2
This bit is actually the AND-product of MODE and the complement of SFG3. Together with SFG1, it can specify the type of TV system,

B1	B0	Vert. field freq./Hz	Hor. freq./KHz
0	0	60	15.75
0	1	50	15.625
1	0	120	31.5
1	1	100	31.25

B0, SFG1 System Flag 1
System flag 1 & 3 specify the number of horizontal scan lines per field.

B6	B0	No. of horizontal scan lines per field
0	0	192-288
0	1	288-416
1	0	416-576
1	1	576-704

5.9.3 Color 3/4 Register

7	6	5	4	3	2	1	0	
H31D4	H15D4	R4	G4	B4	R3	G3	B3	$33

B7, H31D4 Horizontal delay bit 4 for 31 KHz mode (See **SECTION 5.9.7** for more details)
B6, H15D4 Horizontal delay bit 4 for 15 KHz mode (See **SECTION 5.9.7** for more details)
B5-B3 Color 4 select bits
B2-B0 Color 3 select bits

5.9.4 Row Address/Character Size Register

7	6	5	4	3	2	1	0	
CHWS	CHHS	RGBINV	OIEN	RWA3	RWA2	RWA1	RWA0	$34

B7, CHWS Character width select bit
When it is set, the whole row of characters/graphic symbols are of double width.
When it is clear, the whole row of characters/graphic symbols are of standard width.
B6, CHHS Character height select bit
When it is set, the whole row of characters/graphic symbols are of double height.
When it is clear, the whole row of characters/graphic symbols are of standard height.
B5, RGBINV RGB inversion bit
This bit is used to invert the polarity of the output R, G, B signals when set.
B4, OIEN OSD interrupt enable bit
When it is set, the OSD interrupt is enabled. Then if the OSD internal row counter address is matched with the row address bits(described later in this section), an OSD interrupt will be generated.
B3-B0 Row address bits
They specify any one row of characters/graphic symbols (row number 1 to 10 continuously) up to a total of 10 rows/field displayed on the TV screen from top to bottom.
In case one row of them is of double height, only 9 rows can be displayed and they are still addressed consecutively from 1 to 9.

5.9.5 Window/Column Register

7	6	5	4	3	2	1	0	
WINE	OSDE	PLLEN	BCS4	BCS3	BCS2	BCS1	BCS0	$35

B7, WINE Window enable bit
When it is set, the window (background) feature is enabled.

B6, OSDE OSD enable bit
When it is set, the OSD output signal are enabled. When it is cleared, the OSD output signal become high impedance.

B5, PLLEN Phase Lock Loop enable bit
When it is clear, the PLL is switched off to save power.

B4-B0 Window start column bits
They specify the column number of the start (leftmost) column of the window (background) ranging from column 1 to column 18.

5.9.6 Column/Color Register

7	6	5	4	3	2	1	0	
R	G	B	BCSP4	BCSP3	BCSP2	BCSP1	BCSP0	$36

B7-B5 Window color select bits
They select the color of the window (background) out of the 8 possible colors.

B4-B0 Window stop column bits
They specify the column number of the stop (rightmost) column of the window (background) ranging from column 1 to column 18.
In case the window stop column number is smaller than window start column number, an erroneous display resulted.

5.9.7 Horizontal Position Delay Register

7	6	5	4	3	2	1	0	
H31D3	H31D2	H31D1	H31D0	H15D3	H15D2	H15D1	H15D0	$37

B7-B4 Horizontal delay bits for 31 KHz operation
B3-B0 Horizontal delay bits for 15 KHz operation

15KHz Operation

The 4 low order bits of Horizontal Position Delay Register (location $37) together with bit 6 of Color 3/4 Register (location $33), H15D0-H15D4, specify the horizontal positioning of total 32 steps of half column width.

31KHz Operation

The 4 high order bits of Horizontal Position Delay Register (location $37) together with bit 7 of Color 3/4 Register (location $33), H31D0-H31D4, specify the horizontal positioning of total 32 steps of half column width.

SECTION 6
A/D CONVERTER

6.1 A/D INTRODUCTION

The Analog to Digital converter system consists of a single 4-bit D/A Converter and Comparator. There is one 4-bit data register (address $02) and one 2-bit status/control register (address $03)

6.2 A/D OPERATION

It comprises a 4-bit D/A Converter and a Comparator for ADC. The result of a conversion is loaded into the read-write Result Data Register ($02), and a conversion complete flag and start a new conversion. The A/D is always on. If not in used, the analog input should be connected to V_{SS} and AD0-AD3 set to 0.

The structure of A/D Converter is shown in Figure 6-1.

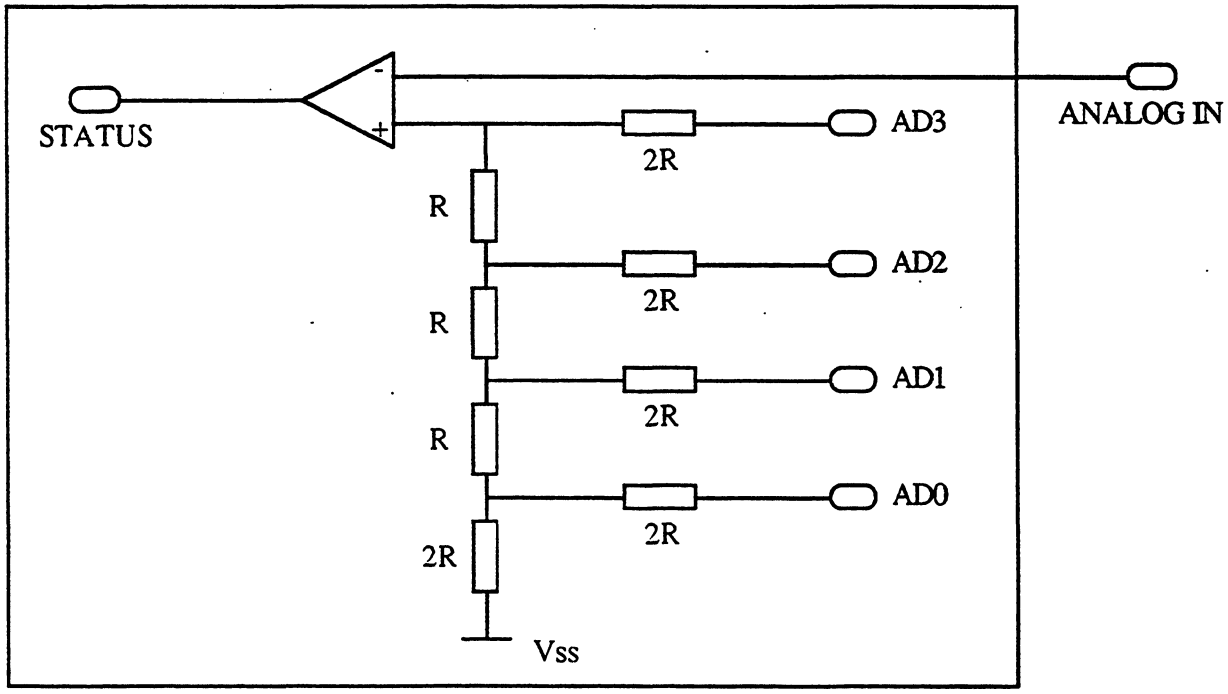


Figure 6-1. Structure Of A/D Converter

A program example is as shown.

```
        CLR     ADC
DTA     BRSET   0, A/D STATUS, ATD
        INC     ADC
        LDA     ADC
        CMP     #$F
        BLS     DTA

; out of range

ATD     .....   ; analog value in ADC.
                ; ANALOG IN = (ADC+1)* 0.3125V AS VDD = 5V.
```

6.3 A/D STATUS REGISTER

7	6	5	4	3	2	1	0	
0	0	0	0	0	0	0	COCO	$03

B0, COCO Comparator status bit.

If it is 1,	D/A output	greater than	Analog input
it is 0,	D/A output	less than	Analog input

SECTION 7
DAC CONVERTERS

7.1 6-BIT DAC

The pulse length DAC converter (PLM) system works in conjunction with the 16-bit free running Timer to implement five channels of 6-bit DAC PLM conversion. It has five data registers associated with it: DAC1-DAC5 located at $08-$0C respectively. Each one has the same bits structure as shown,

7	6	5	4	3	2	1	0	
0	0	1DA5	1DA4	1DA3	1DA2	1DA1	1DA0	$08

B0-5, 1DA0-1DA5
6 data bits of DAC channel 1

A system block diagram of the PLM system is shown in Figure 7-1.

This is a 6-bit resolution DAC converter. The output is pulse length modulated signal whose duty cycle may be modified. These signals can be used directly as PLMs, or filtered average value for general purpose analog outputs. Some examples of PLM output waveforms are shown in Figure 7-2.

The repetition rate speed is 64 x 16 = 1024 times the Programmable Timer clock period (the repetition rate frequency for a 4.00 MHz crystal is 1953 Hz). A value of $00 loaded into these registers results in a continuously low output on the corresponding DAC output pin. A value of $20 results in a 50% duty cycle output, and so on, to the maximum value, $3F which corresponds to an output which is at state "1" for 63/64 of the cycle. When the MCU makes a write to register DAC n, the new value will only be picked up by the DAC converter n at the end of a complete cycle of conversion. This results in a monotonous change of the DC component of the output without overshoots or vicious starts (a vicious start is an output which gives totally erroneous PLM during the initial period following an update of the PLM DAC register). This feature is achieved by double buffering of the PLM DAC registers.

Note: Since the PLM system uses the timer counter, PLM results will be affected while resetting the timer counter.

WAIT mode does not affect the output waveform of the DAC converters.

The five DAC registers are reset to $00 during power-on or external reset.

There is a 15-20 ns gate delay between each DAC to avoid simultaneously starting on 5 DACs.

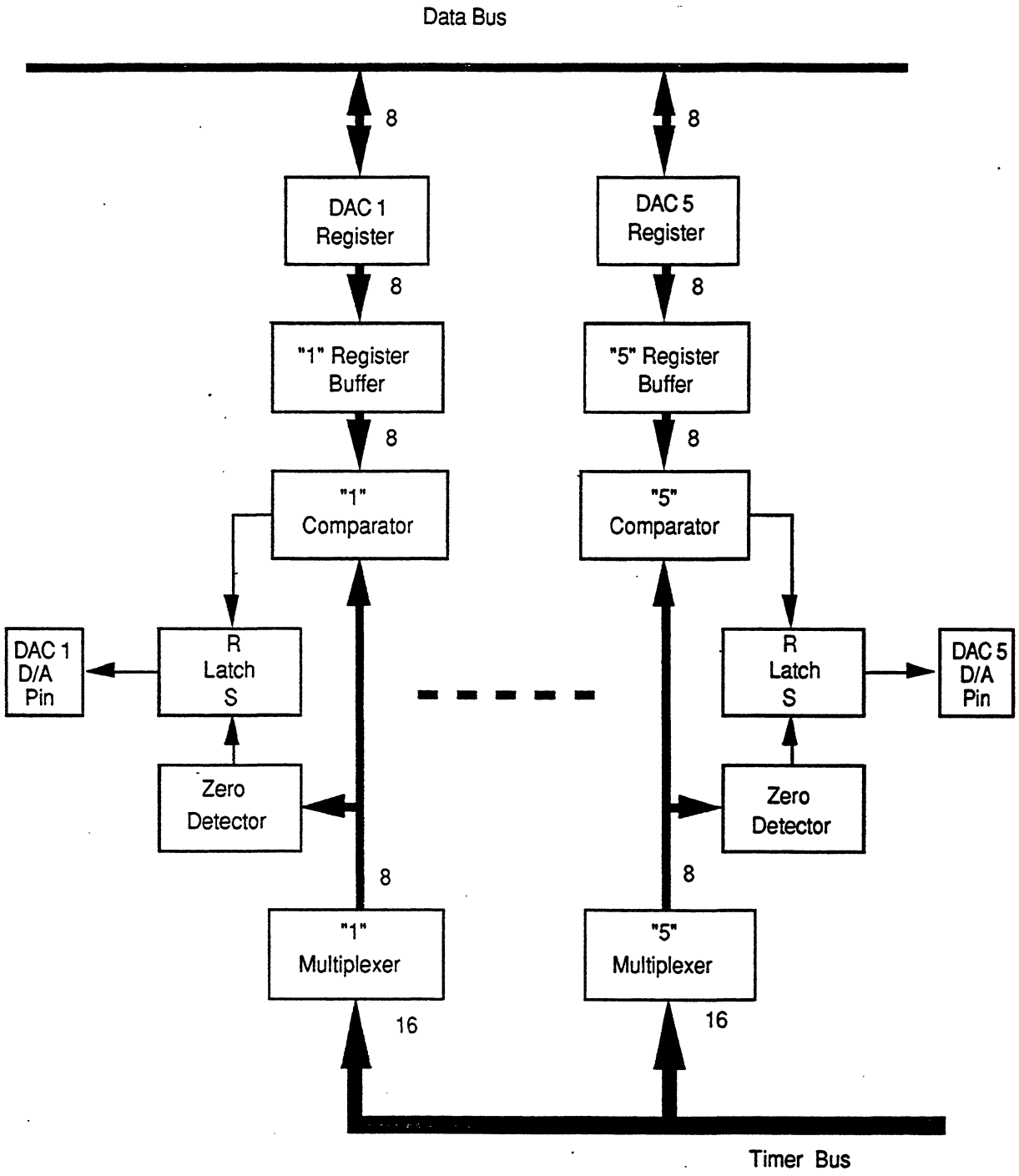
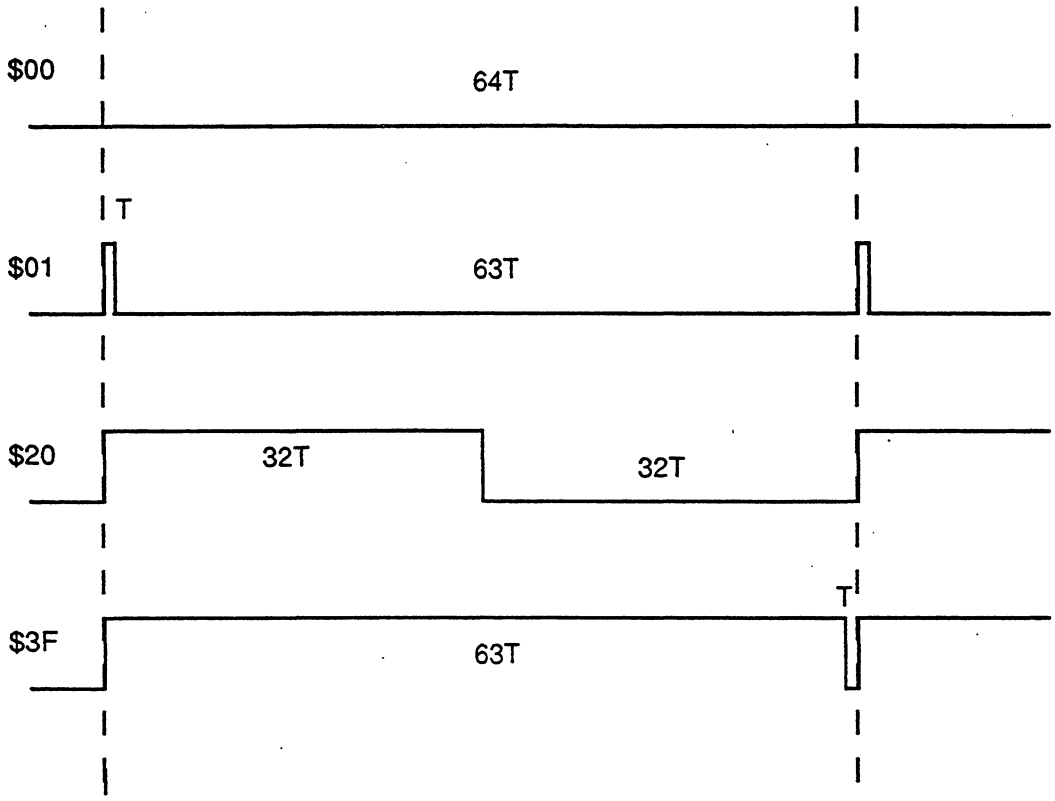


Figure 7-1 DAC System Block Diagram



T = 16 CPU Clock = 8.0 us

$$\frac{1}{64T} = 1953Hz$$

Figure 7-2 6-Bit DAC Output Waveform Examples

7.2 14-BIT DAC

The 14-bit DAC in HC05T4 is composed of one 8-bit PWM in high order byte and a 6-bit binary rate multiplier (BRM) in low order byte. The value programmed in the 8-bit high order register will determine the pulse width of the output. The input to the 8-bit PWM is a 2 MHz clock and the repetition rate of the output is about 7.8 KHz. The 6-bit BRM of narrow pulses which are equally distributed among 6 64-PWM-CYCLE frame. The total expective duty cycle at the output will be (M+N/64)/256, where M is the value programmed in 8-bit high order register and N is the value in 6 bit low order register.

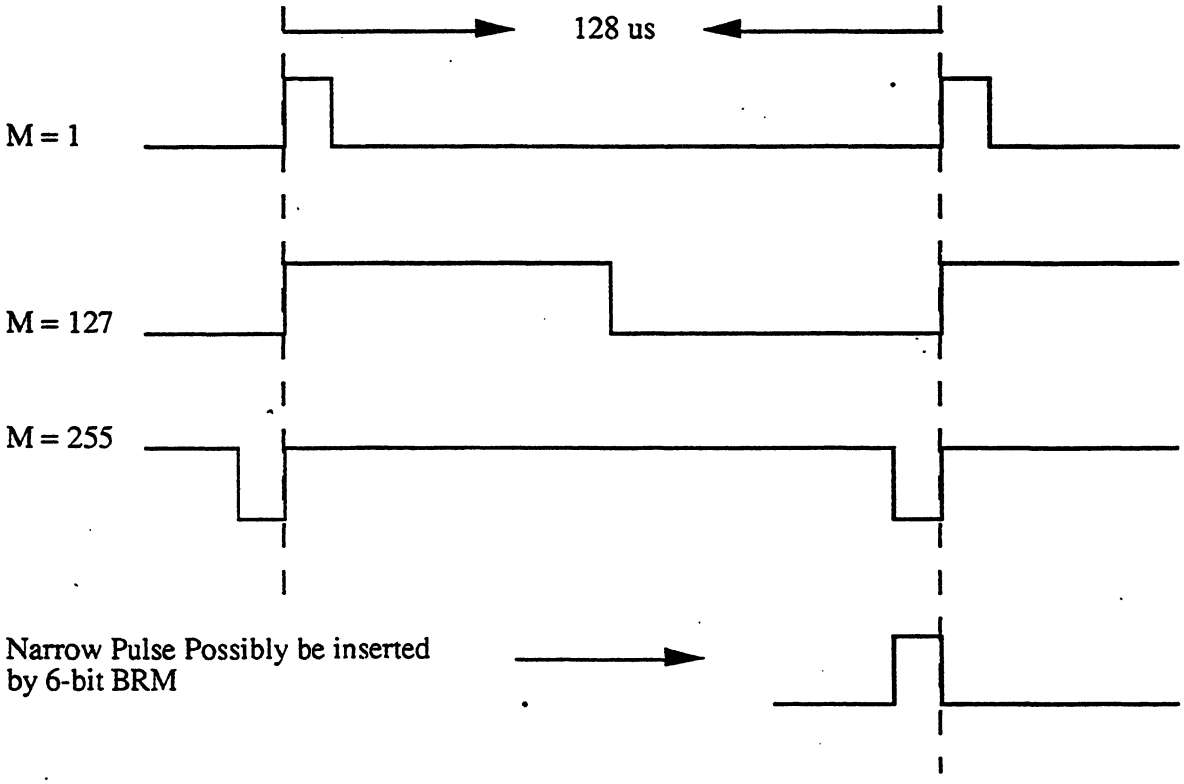
	7	6	5	4	3	2	1	0	
$10	0	0	0DA5	0DA4	0DA3	0DA2	0DA1	0DA0	(6-BIT BRM)

	7	6	5	4	3	2	1	0	
$11	0DA13	0DA12	0DA11	0DA10	0DA9	0DA8	0DA7	0DA6	(8-BIT PWM)

In order to prevent transient noise at the 14-bit DAC output during MPU write to the 8-bit PWM and 6-bit BRM registers, double buffering is used. Programming of the 2 registers must follow the sequence as shown below:

```
LDA     BRM_VALUE
STA     $10 (data put in 6-bit BRM buffer)
LDA     PWM_VALUE
STA     $11 (load 6-bit BRM and 8-bit PWM register)
```

The instruction STA $10 simply puts the 6-bit BRM data in buffer. Output is not affected at this time. The instruction STA $11, then, puts the total 14-bit data to BRM and PWM registers at the same time. Output wave form will change accordingly starting from the beginning of the coming PWM cycle.



N	PWM CYCLES TO WHICH NARROW PULSE ARE INSERTED IN A 64-CYCLE FRAME
00XXXXX1	32
00XXXX1X	16 , 48
00XXX1XX	8 , 24 , 40 , 56
00XX1XXX	4 , 12 , 20 , 28 , 36 , 44 , 52 , 60
00X1XXXX	2 , 6 , 10 , 14 , 18 , 22 , 26 , 30 34 , 38 , 42 , 46 , 50 , 54 , 58 , 62
001XXXXX	1 , 3 , 5 , 7 , ... 61 , 63

SECTION 8
INSTRUCTION SET AND ADDRESSING MODES

8.1 INSTRUCTION SET

The MCU has a set of 62 basic instructions. They can be divided into five different types: register/memory, read-modify-write, branch, bit manipulation, and control. The following paragraphs briefly explain each type.

This MCU uses all the instructions available in the M146805 CMOS Family plus one more: the unsigned multiply (MUL) instruction. This instruction allows unsigned multiplication of the contents of the accumulator (A) and the index register (X). The high-order product is then stored in the index register, and the low-order product is stored in the accumulator. A detailed definition of the MUL instruction is shown below:

Operation X:A <---- X*A
Description Multiplies the eight bits in the index register by the eight bits in the accumulator to obtain a 16-bit unsigned number in the concatenated accumulator and index register.

Condition Codes
H : Cleared
I : Not affected
N : Not affected
Z : Not affected
C : Cleared

Source Form(s) MUL

Addressing Mode	Cycles	Bytes	Opcode
Inherent	11	1	$42

No stop instruction should be used.

8.1.1 Register/Memory Instructions

Most of these instructions use two operands. One operand is either the accumulator or the index register. The other operand is obtained from memory using one of the addressing modes. The jump unconditional (JMP) and jump to subroutine (JSR) instructions have no register operand. Refer to the following instruction list.

Function	Mnemonic
Load A from Memory	LDA
Load X from Memory	LDX
Store A in Memory	STA
Store X in Memory	STX
Add Memory to A	ADD
Add Memory and Carry to A	ADC
Subtract Memory	SUB
Subtract Memory from A with Borrow	SBC
AND Memory to A	AND
OR Memory with A	ORA
Exclusive OR Memory with A	EOR
Arithmetic Compare A with Memory	CMP
Arithmetic Compare X with Memory	CPX
Bit Test Memory with A (Logical Compare)	BIT
Jump Unconditional	JMP
Jump to Subroutine	JSR

8.1.2 Read-Modify-Write Instructions

These instructions read a memory location or a register, modify or test its contents, and write the modified value back to memory or to the register. The test for negative or zero (TST) instruction is an exception to the read-modify-write sequence since it does not modify the value. Refer to the following list of instructions.

Function	Mnemonic
Increment	INC
Decrement	DEC
Clear	CLR
Complement	COM
Negate (2's Complement)	NEG
Rotate Left Thru Carry	ROL
Rotate Right Thru Carry	ROR
Logical Shift Left	LSL
Logical Shift Right	LSR
Arithmetic Shift Right	ASR
Test for Negative or Zero	TST
Multiply	MUL

8.1.3 Branch Instructions

This set of instructions branches if a particular condition is met; otherwise, no operation is performed. Branch instructions are two-byte instructions. Refer to the following list for branch instructions.

Function	Mnemonic
Branch Always	BRA
Branch Never	BRN
Branch if Higher	BHI
Branch if Lower or Same	BLS
Branch if Carry Clear	BCC
Branch if Higher or Same	BHS
Branch if Carry Set	BCS
Branch if Lower	BLO
Branch if Not Equal	BNE
Branch if Equal	BEQ
Branch if Half Carry Clear	BHCC
Branch if Half Carry Set	BHCS
Branch if Plus	BPL
Branch if Minus	BMI
Branch if Interrupt Mask Bit is Clear	BMC
Branch if Interrupt Mask Bit is Set	BMS
Branch if Interrupt Line is Low	BIL
Branch if Interrupt Line is High	BIH
Branch to Subroutine	BSR

8.1.4 Bit Manipulation Instructions

Function	Mnemonic
Branch if Bit n is Set	BRSET n (n = 0...7)
Branch if Bit n is Clear	BRCLR n (n = 0...7)
Set Bit n	BSET n (n.= 0...7)
Clear Bit n	BCLR n (n.= 0...7)

8.1.5 Control Instructions

These instructions are register reference instructions and are used to control processor operation during program execution. Refer to the following list for control instructions.

Function	Mnemonic
Transfer A to X	TAX
Transfer X to A	TXA
Set Carry Bit	SEC
Clear Carry Bit	CLC
Set Interrupt Mask Bit	SEI
Clear Interrupt Mask Bit	CLI
Software Interrupt	SWI
Return from Subroutine	RTS
Return from Interrupt	RTI
Reset Stack Pointer	RSP
Wait	WAIT

8.2 ADDRESSING MODES

The MC68HC05T4 uses ten different addressing modes to provide the programmer with an opportunity to optimize the code to all situations. The various indexed addressing modes make it possible to locate data tables, code conversion tables, and scaling tables anywhere in the memory space. Short indexed accesses are single byte instructions, while the longest instructions (three bytes) permit accessing tables throughout memory. Short absolute (direct) and long absolute (extended) addressing are also included. One and two byte direct addressing permits jump instructions to reach all memory.

The term "effective address" (EA) is used in describing the various addressing modes, and is defined as the byte address to or from which the argument for an instruction is fetched or stored. The ten addressing modes of the processor are described in the following paragraphs. Parentheses are used to indicate "contents of" the location or register referred to; e.g., (PC) indicates the contents of the location pointed to by the PC. An arrow indicates "is replaced by", and a colon indicates concatenation of two bytes. For additional details and graphical illustrations, refer to the M6805 HMOS/M146805 CMOS Family Microcomputer/Microprocessor User's Manual.

8.2.1 Inherent

In inherent instructions, all the information necessary to execute the instruction is contained in the opcode. Operations specifying only the index register or accumulator, and no other arguments, are included in this mode.

8.2.2 Immediate

In immediate addressing, the operand is contained in the byte immediately following the opcode. Immediate addressing is used to access constants which do not change during program execution (e.g. a constant used to initialize a loop counter).

EA = PC + 1; PC <-- PC + 2

8.2.3 Direct

In the direct addressing mode, the effective address of the argument is contained in a single byte following the opcode byte. Direct addressing allows the user to directly address the lowest 256 bytes in memory with a single two-byte instruction. This includes all on-chip RAM and I/O registers, and 128 bytes of on chip ROM. Direct addressing is efficient in both memory and time.

EA = (PC + 1); PC <-- PC + 2
Address Bus High <-- 0; Address Bus Low <-- (PC + 1)

8.2.4 Extended

In the extended addressing mode, the effective address of the argument is contained in the two bytes following the opcode. Instructions with extended addressing modes are capable of referencing arguments anywhere in memory with a single three-byte instruction. When using the Motorola assembler, the user need not specify whether an instruction uses direct or extended addressing. The assembler automatically selects the most efficient addressing mode.

EA = (PC + 1):(PC + 2); PC <-- PC + 3
Address Bus High <-- (PC + 1); Address Bus Low <-- (PC + 2)

8.2.5 Indexed, No Offset

In the indexed, no offset addressing mode, the effective address of the argument is contained in the 8-bit index register. Thus, this addressing mode can access the first 256 memory locations. These instructions are only one byte long. This mode is used to move a pointer through a table or to address a frequently referenced RAM or I/O location.

EA = X; PC <-- PC + 1
Address Bus High <-- 0; Address Bus Low <-- X

8.2.6 Indexed, 8-Bit Offset

Here the EA is obtained by adding the contents of the byte following the opcode to that of the index register; therefore, the operand is located anywhere within the lowest 511 memory locations. For example, this mode of addressing is useful for selecting the mth element in a n element table. All instructions are only two bytes. The content of the index register (X) is not changed. The content of (PC + 1) is an unsigned 8-bit integer. One byte offset indexing permits look-up tables to be easily accessed in either RAM or ROM.

EA = X + (PC + 1); PC <-- PC + 2
Address Bus High <-- K; Address Bus Low <-- X + (PC + 1)

where:
K = The carry from the addition of X + (PC + 2)

8.2.7 Indexed, 16-Bit Offset

In the indexed, 16-bit offset addressing mode, the effective address is the sum of the contents of the unsigned 8-bit index register and the two unsigned bytes following the opcode. This addressing mode can be used in a manner similar to indexed 8-bit offset, except that this three-byte instruction allows tables to be anywhere in memory (e.g., jump tables in ROM). As with direct and extended, the M6805 assembler determines the most efficient form of indexed offset; 8- or 16-bit. The content of the index register is not changed.

EA = X + [(PC + 1):(PC + 2); PC <-- PC + 3
Address Bus High <-- (PC + 1) + K; Address Bus Low <-- X + (PC + 2)

where:
K = The carry from the addition of X + (PC + 2)

8.2.8 Relative

Relative addressing is only used in branch instructions. In relative addressing, the content of the 8-bit signed byte following the opcode (the offset) is added to the PC if and only if the branch condition is true. Otherwise, control proceeds to the next instruction. The span of relative addressing is limited to the range of -126 to +128 bytes from the branch instruction opcode location. The Motorola assembler calculates the proper offset and checks to see if it is within the span of the branch.

EA = PC + 2 + (PC + 1); PC <-- EA if branch taken;
otherwise, EA = PC <-- PC + 2

8.2.9 Bit Set/Clear

Direct addressing and bit addressing are combined in instructions which set and clear individual memory and I/O bits. In the bit set and clear instructions, the byte is specified as a direct address in the location following the opcode. The first 256 addressable locating are thus accessed. The bit to be modified within that byte is specified in the first three bits of the opcode. The bit set and clear instructions occupy two bytes, one for the opcode (including the bit number) and the other to address the byte which contains the bit of interest.

EA = (PC + 1); PC <-- PC + 2
Address Bus High <-- 0; Address Bus Low <-- (PC + 1)

8.2.10 Bit Test and Branch

Bit test and branch is a combination of direct addressing, bit set/clear addressing, and relative addressing. The actual bit to be tested, within the byte, is specified within the low order nibble of the opcode. The address of the data byte to be tested is located via a direct address in the location following the opcode byte (EA1). The signed relative 8-bit offset is in the third byte (EA2) and is added to the PC if the specified bit is set or cleared in the specified memory location. This single three-byte instruction allows the program to branch based on the condition of any bit in the first 256 locations of memory.

EA1 = (PC +1)
Address Bus High <-- 0; Address Bus Low <-- (PC + 1)
EA2 = PC + 3 + (PC + 2); PC <-- EA2 if branch taken;
otherwise, PC <-- PC + 3

SECTION 9
ELECTRICAL CHARACTERISTICS

9.1 INTRODUCTION

This section contains the electrical specifications and associated timing information for the MC68HC05T4.

9.2 MAXIMUM RATINGS
(Voltages Referenced to VSS)

Ratings	Symbol	Value	Unit
Supply Voltage	V_{DD}	-0.5 to +7.0	V
Input Voltage	V_{in}	V_{SS}-0.5 to V_{DD} +0.5	V
Self-Check Mode ($\overline{IRQ}$ Pin Only)	V_{in}	V_{SS}-0.5 to $2xV_{DD}$ + 0.5	V
Current Drain Per Pin Excluding V_{DD} and V_{SS}	I	25	mA
Operating Temperature Range	T_A	0 to 70	°C
Storage Temperature Range	T_{stg}	-65 to + 150	°C

This device contains circuitry to protect the inputs against damage due to high static voltages or electric fields; however, it is advised that normal precautions to be taken to avoid application of any voltage higher than maximum rated voltages to this high impedance circuit.

For proper operation it is recommended that V_{in} and V_{out} be constrained to the range $V_{SS} \leq (V_{in}$ or $V_{out}) \leq V_{DD}$. Reliability of operation is enhanced if unused input are connected to an appropriate logic voltage level (e.g., either V_{SS} or V_{DD}).

9.3 DC ELECTRICAL CHARACTERISTICS

(V_{DD} = 5.0 V_{dc} ± 10 %, V_{SS} = 0 V_{dc}, $T_A = T_L$ to T_H)

Characteristics	Symbol	Min	Typ	Max	Unit
Output Voltage, Iload ≤ 10.0 uA	V_{OL} V_{OH}	- V_{DD} - 0.1	- -	0.1 -	V
Output High Voltage (Iload =0.8 mA) PA0-PA7, PB5-PB7, R, G, B, FAST BK, HF TONE	V_{OH}	V_{DD} - 0.8	-	-	V
Output Low Voltage (Iload = 1.6 mA) PA0-PA7, PB5-PB7, R, G, B, FAST BK, HF TONE	V_{OL}	-	-	0.4	V
Input High Voltage — PA0-PA7, PB5-PB7, $\overline{IRQ}$, $\overline{RESET}$, OSC1, VFLB, HFLB	V_{IH}	0.7xV_{DD}	-	V_{DD}	V
Input High Voltage — PB0-PB4, DAC0-DAC5	V_{IH}	0.7xV_{DD}	-	11.9	V
Input Low Voltage PA0-PA7, PB0-PB7, TCAP, $\overline{IRQ}$, $\overline{RESET}$, OSC1, VFLB, HFLB	V_{IL}	V_{SS} V_{SS} V_{SS}	- - -	0.2x V_{DD} 0.2x V_{DD} 0.3x V_{DD}	V
Supply Current Run Wait	I_{DD}	- -	5.0 1.6	TBD TBD	mA
I/O Ports Hi-Z Leakage Current PA0-PA7, PB0-PB7, $\overline{RESET}$	I_{IL}	-	-	±10	uA
Input Current TCAP, $\overline{IRQ}$, $\overline{RESET}$, PD0, OSC1	I_{in}	-	-	±1	uA
Capacitance Ports (Input or Output), $\overline{RESET}$, $\overline{IRQ}$, TCAP, OSC1	C_{out} C_{in}	- -	- -	12 12	pF

NOTES : 1. OSC1 is a square wave with V_{IL} = 0.2V, $V_{IH} = V_{DD}$ - 0.2V, f_{OSC} = 2 MHz, 45-55% duty cycle, C_L = 20 pF on OSC2.

2. I_{DD} : all ports configured as inputs V_{IL} = 0.2V, $V_{IH} = V_{DD}$ - 0.2V.

3. Wait I_{DD} is affected linearly with OSC2 capacitance.

9.4 OPEN DRAIN ELECTRICAL SPECIFICATIONS *
($V_{DD} = 5.0\ V_{dc} \pm 10\ \%$, $V_{SS} = 0\ V_{dc}$, $T_A = T_L$ to T_H)

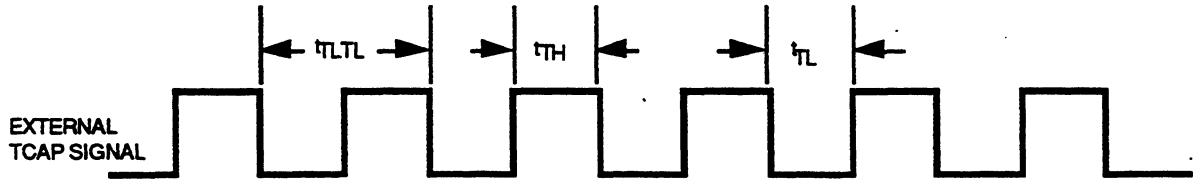
Characteristics	Symbol	Minimum	Maximum	Unit
Leakage Current (Output ties to 8V)	I_{OL}	—	10	uA
DC Output low voltage (V_{DD} pull-up with1 kohm resistor)	V_{OLDC}	—	0.4	V
Output low voltage (V_{DD} pull-up with 1 kohm resistor)	V_{OL}	—	$0.2 \times V_{DD}$	V
Output high voltage (V_{DD} pull-up with 1 kohm resistor)	V_{OH}	V_{DD} -0.8	—	V

* Applies to DAC0 - DAC5, PB0 - PB4

9.5 CONTROL TIMING

(V_{DD} = 5.0 V_{dc} ± 10 %, V_{SS} = 0 V_{dc}, T_A = T_L to T_H)

Characteristic	Symbol	Min	Max	Unit
Frequency of Operation Crystal Option External Clock Option	 fosc fosc	 3.0 3.0	 4.2 4.2	 MHz MHz
Internal Operationg Frequency Crystal (fosc / 2) External Clock (fosc / 2)	 fop fop	 1.5 1.5	 2.1 2.1	 MHz MHz
Cycle Time	tcyc	480	-	ns
Crystal Oscillator Startup Time	t_{OXOV}	-	100	ms
External RESET Input Pulse Width	t_{RL}	1.5	-	tcyc
Timer Resolution ** Input Capture Pulse Width Input Capture Pulse Period	 t_{RESL} t_{TH} t_{TL} t_{TLTL}	 4.0 125 ***	 - - -	 tcyc ns tcyc
Interrupt Pulse Width	t_{ILIH}	125	-	ns
Interrupt Pulse Period	t_{ILIL}	*	-	tcyc
OSC1 Pulse Width	t_{OH} t_{OL}	90	-	ns



* The minimum period t_{ILIL} should not be less than the number of cycle times it takes to execute the interrupt service routine plus 21 t_{cyc}.

** Since a 2-bit prescaler in the timer must count for internal cycles (t_{cyc}) this is the limiting minimum factor in determining the timer resolution.

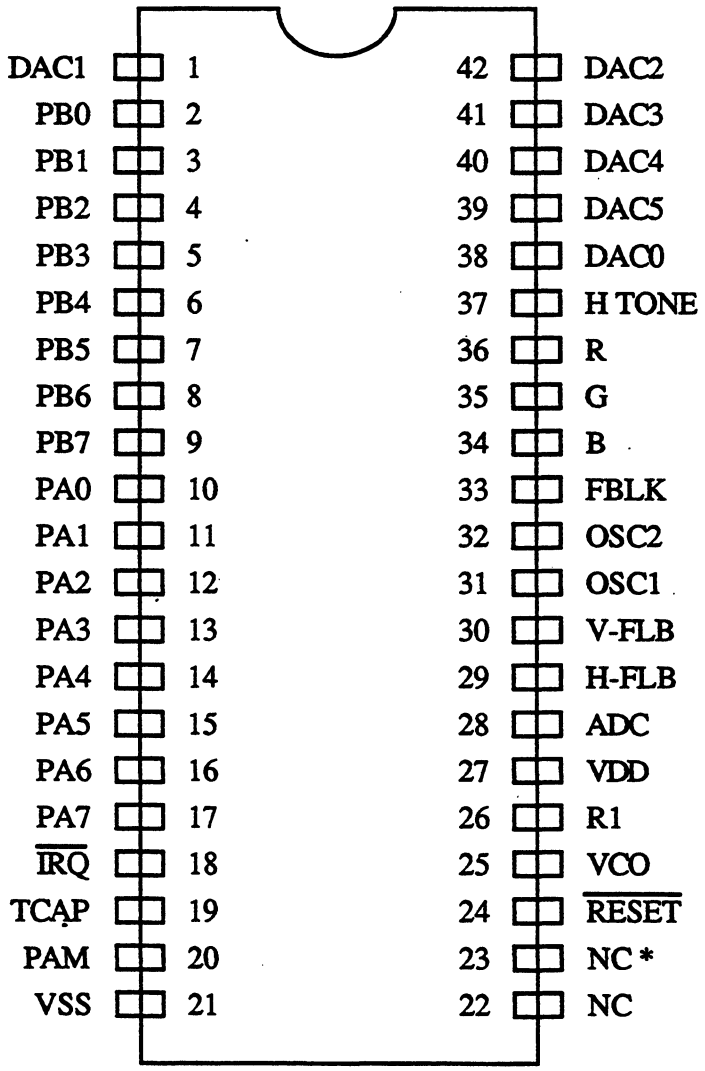
*** The minimum period t_{TLTL} should not be less than the number of cycle times it takes to execute the capture interrupt service routine plus 24 t_{cyc}.

SECTION 10
MECHANICAL DATA

This section contains the pin assignment for the MC68HC05T4 microcomputer.

10.1 PIN ASSIGNMENT

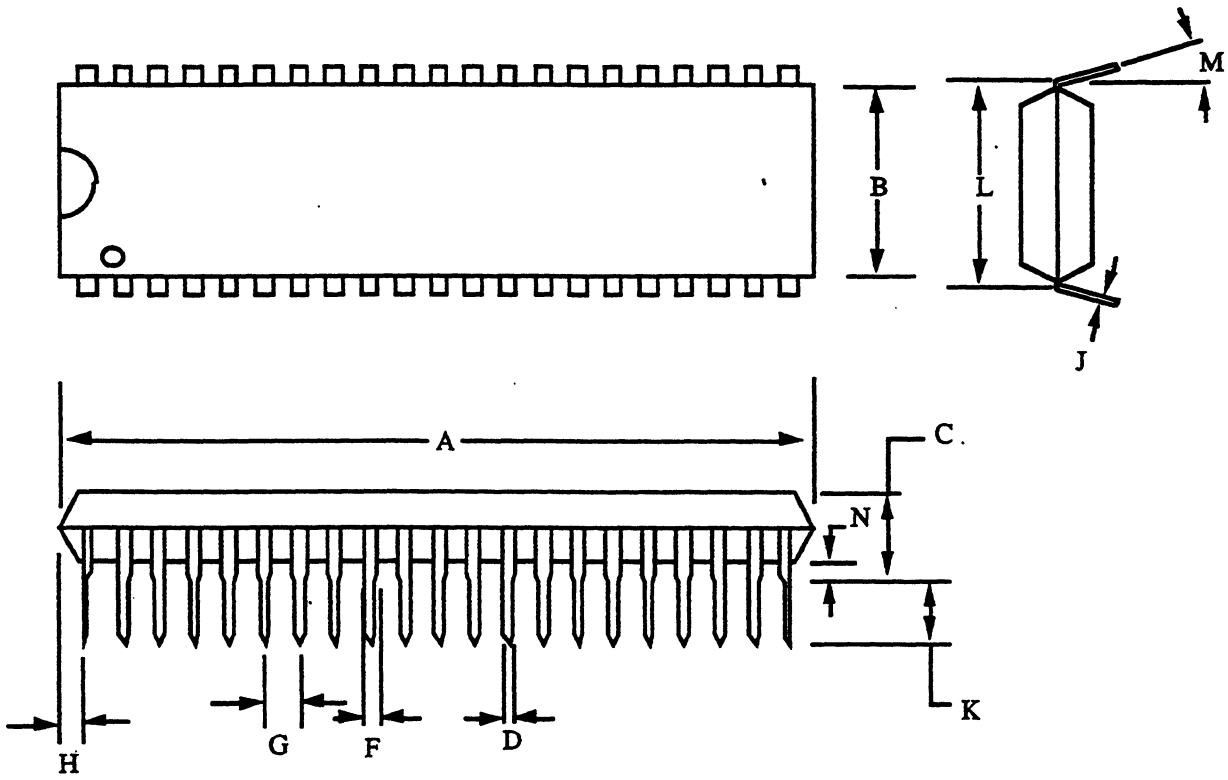
42-Pin Shrink Dual-in-Line Package



* Pin 23 should be tied to VDD for compatibility with MC68HC705T4

Figure 10-1 MC68HC05T4 Pin Assignment

10.2 MECHANICAL DIMENSIONS



	MILLIMETERS		INCHES	
DIM	MIN	MAX	MIN	MAX
A	36.45	37.21	1.435	1.465
B	13.72	14.22	0.540	0.560
C	3.94	5.08	0.155	0.200
D	0.36	0.56	0.014	0.022
F	0.81	1.17	0.032	0.046
G	1.778 BSC		0.070BSC	
H	0.38	0.89	0.015	0.035
J	0.20	0.38	0.008	0.015
K	2.92	3.43	0.115	0.135
L	15.24 BSC		0.600 BSC	
M	0 deg	15 deg	0 deg	15 deg
N	0.51	1.02	0.020	0.040

Figure 10-2 42-pin SDIP Mechanical Dimension

APPENDIX A
MC68HC705T4

A.1 GENERAL

The MC68HC705T4 microcomputer unit (MCU) is the same as the MC68HC05T4 MCU device with the exception of the EPROM feature and EPROM size. The feature of the MC68HC705T4 MCU enables users to emulate the MC68HC05T4 MCU device. The entire product preview of the MC68HC05T4 MCU applies to the MC68HC705T4 MCU with the exceptions provided in this appendix.

A.2 FEATURES

* Emulation of MC68HC05T4
* 5888 bytes EPROM
* 1k bytes OSD EPROM
* On-chip 224 bytes Bootstrap firmware for programming use

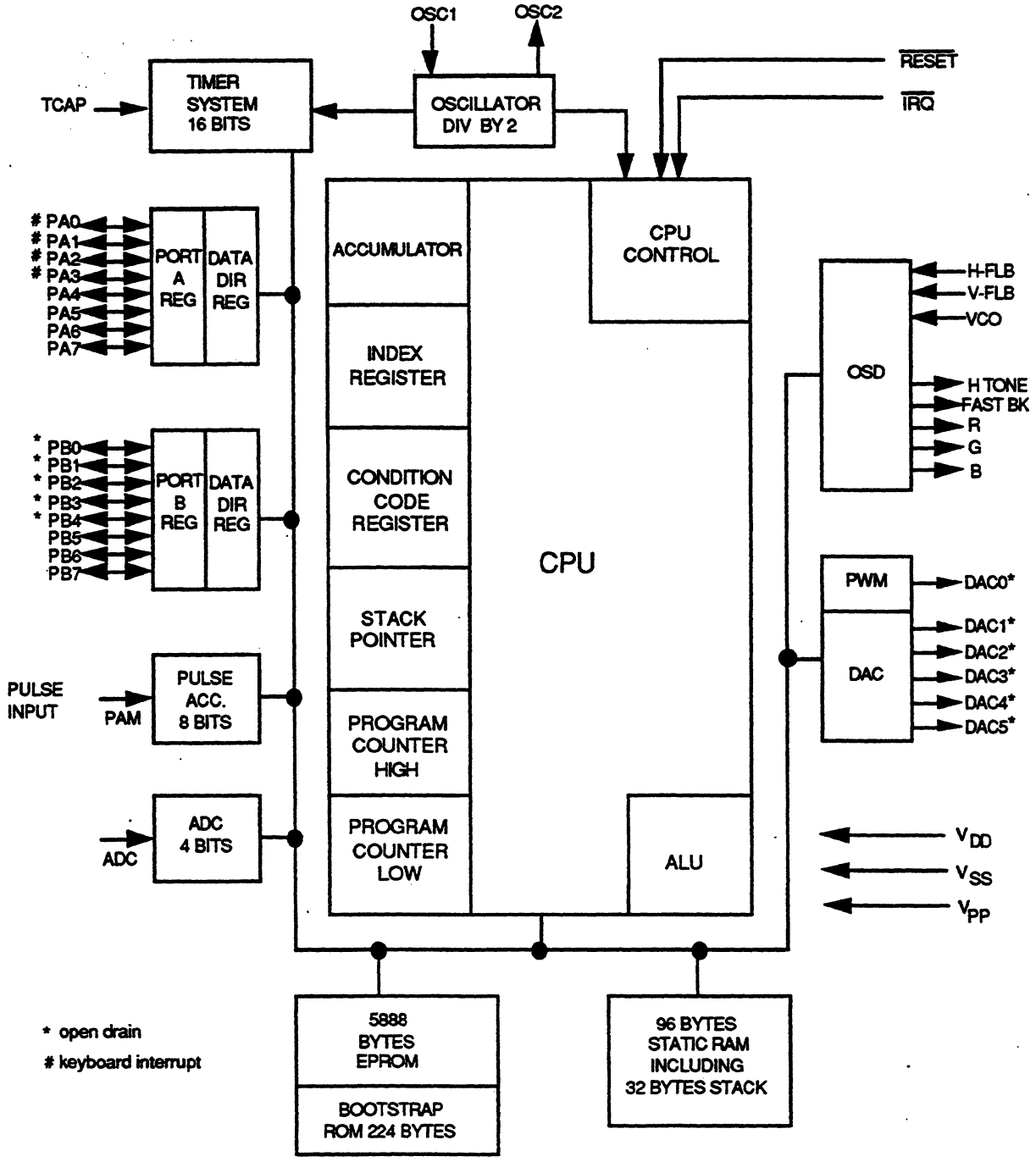


Figure A-1 MC68HC705T4 Microcomputer Block Diagram

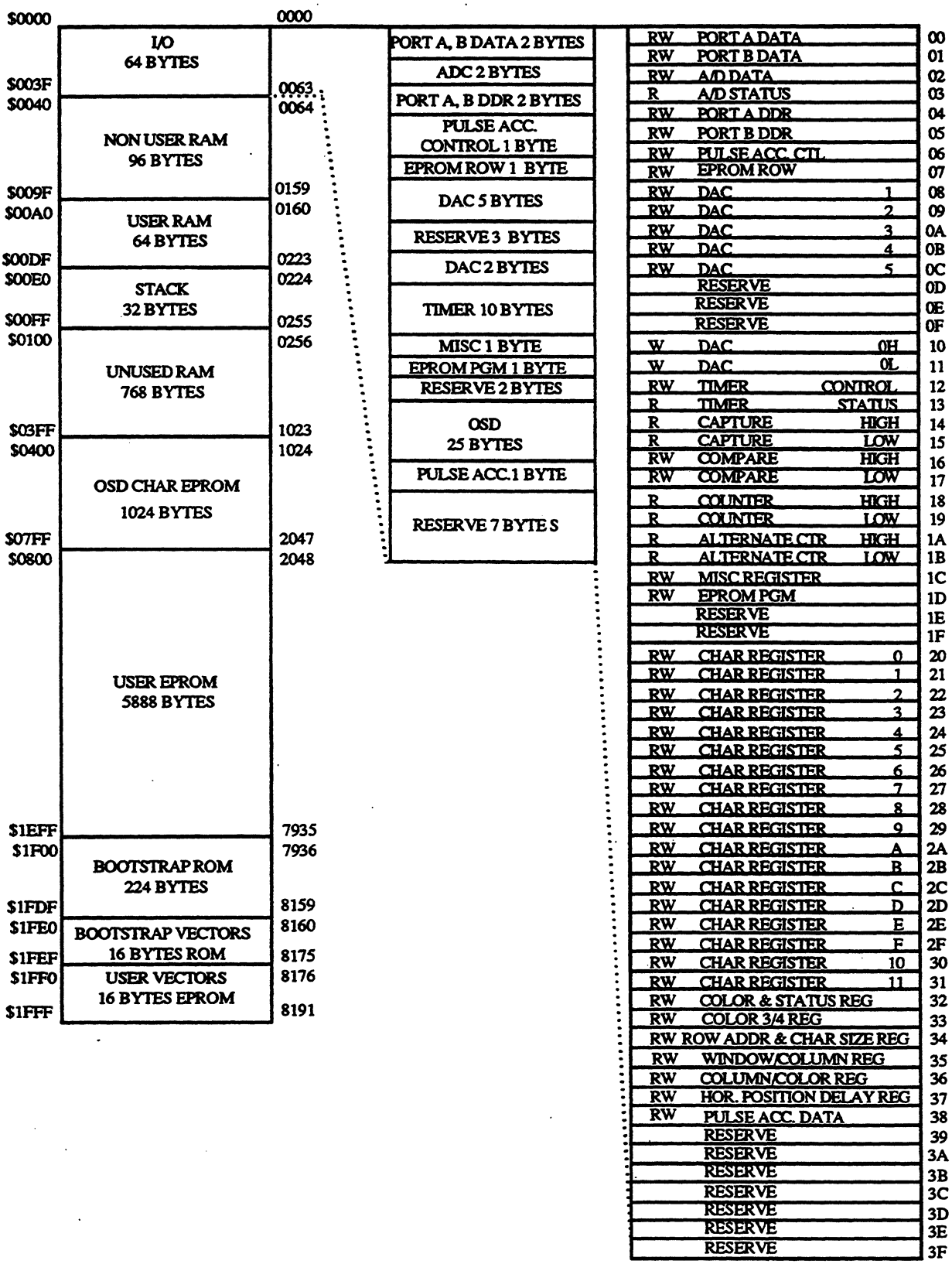


Figure A-2 Memory Map of MC68HC705T4

Table A-1 I/O and Control Registers Bit Assignment Table

ADDRESS 0000 TO 0063				DATA							
				7	6	5	4	3	2	1	0
00	RW	PORT A DATA		PDA7	PDA6	PDA5	PDA4	PDA3	PDA2	PDA1	PDA0
01	RW	PORT B DATA		PDB7	PDB6	PDB5	PDB4	PDB3	PDB2	PDB1	PDB0
02	RW	A/D DATA		0	0	0	0	AD3	AD2	AD1	AD0
03	R	A/D STATUS		0	0	0	0	0	0	0	COCO
04	RW	PORT A DDR		PDRA7	PDRA6	PDRA5	PDRA4	PDRA3	PDRA2	PDRA1	PDRA0
05	RW	PORT B DDR		PDRB7	PDRB6	PDRB5	PDRB4	PDRB3	PDRB2	PDRB1	PDRB0
06	RW	PULSE ACC CTL		PAOF	PAEN	PAMOD	PAIE	0	0	0	0
07	RW	EPROM ROW		ROW7	ROW6	ROW5	ROW4	ROW3	ROW2	ROW1	ROW0
08	RW	DAC	1			1DA5	1DA4	1DA3	1DA2	1DA1	1DA0
09	RW	DAC	2			2DA5	2DA4	2DA3	2DA2	2DA1	2DA0
0A	RW	DAC	3			3DA5	3DA4	3DA3	3DA2	3DA1	3DA0
0B	RW	DAC	4			4DA5	4DA4	4DA3	4DA2	4DA1	4DA0
0C	RW	DAC	5			5DA5	5DA4	5DA3	5DA2	5DA1	5DA0
0D		RESERVE									
0E		RESERVE									
0F		RESERVE									
10	RW	DAC (BRM)	0H			0DA13	0DA12	0DA11	0DA10	0DA9	0DA8
11	RW	DAC (PWM)	0L	0DA7	0DA6	0DA5	0DA4	0DA3	0DA2	0DA1	0DA0
12	RW	TIMER	CONTROL	ICIE	OCIE	TOIE	TCAPS			IEDG	OLVL
13	R	TIMER	STATUS	ICF	OCF	TOF	0	0	0	0	0
14	R	CAPTURE	HIGH	CTH7	CTH6	CTH5	CTH4	CTH3	CTH2	CTH1	CTH0
15	R	CAPTURE	LOW	CTL7	CTL6	CTL5	CTL4	CTL3	CTL2	CTL1	CTL0
16	RW	COMPARE	HIGH	CMH7	CMH6	CMH5	CMH4	CMH3	CMH2	CMH1	CMH0
17	RW	COMPARE	LOW	CML7	CML6	CML5	CML4	CML3	CML2	CML1	CML0
18	R	COUNTER	HIGH	CNH7	CNH6	CNH5	CNH4	CNH3	CNH2	CNH1	CNH0
19	R	COUNTER	LOW	CNL7	CNL6	CNL5	CNL4	CNL3	CNL2	CNL1	CNL0
1A	R	ALTERNATE CTR	HIGH	ACH7	ACH6	ACH5	ACH4	ACH3	ACH2	ACH1	ACH0
1B	R	ALTERNATE CTR	LOW	ACL7	ACL6	ACL5	ACL4	ACL3	ACL2	ACL1	ACL0
1C	RW	MISC REGISTER					KEYS	KEYE	POR	INTN	INTE
1D	RW	EPROM PGM						PRG	LAT		EPGM
1E		RESERVE									
1F		RESERVE									
20	RW	CHAR REGISTER	0	0CS2	0CS1	0CHD5	0CHD4	0CHD3	0CHD2	0CHD1	0CHD0
21	RW	CHAR REGISTER	1	1CS2	1CS1	1CHD5	1CHD4	1CHD3	1CHD2	1CHD1	1CHD0
22	RW	CHAR REGISTER	2	2CS2	2CS1	2CHD5	2CHD4	2CHD3	2CHD2	2CHD1	2CHD0
23	RW	CHAR REGISTER	3	3CS2	3CS1	3CHD5	3CHD4	3CHD3	3CHD2	3CHD1	3CHD0
24	RW	CHAR REGISTER	4	4CS2	4CS1	4CHD5	4CHD4	4CHD3	4CHD2	4CHD1	4CHD0
25	RW	CHAR REGISTER	5	5CS2	5CS1	5CHD5	5CHD4	5CHD3	5CHD2	5CHD1	5CHD0
26	RW	CHAR REGISTER	6	6CS2	6CS1	6CHD5	6CHD4	6CHD3	6CHD2	6CHD1	6CHD0
27	RW	CHAR REGISTER	7	7CS2	7CS1	7CHD5	7CHD4	7CHD3	7CHD2	7CHD1	7CHD0
28	RW	CHAR REGISTER	8	8CS2	8CS1	8CHD5	8CHD4	8CHD3	8CHD2	8CHD1	8CHD0
29	RW	CHAR REGISTER	9	9CS2	9CS1	9CHD5	9CHD4	9CHD3	9CHD2	99CHD1	9CHD0
2A	RW	CHAR REGISTER	A	ACS2	ACS1	ACHD5	ACHD4	ACHD3	ACHD2	ACHD1	ACHD0
2B	RW	CHAR REGISTER	B	BCS2	BCS1	BCHD5	BCHD4	BCHD3	BCHD2	BCHD1	BCHD0
2C	RW	CHAR REGISTER	C	CCS2	CCS1	CCHD5	CCHD4	CCHD3	CCHD2	CCHD1	CCHD0
2D	RW	CHAR REGISTER	D	DCS2	DCS1	DCHD5	DCHD4	DCHD3	DCHD2	DCHD1	DCHD0
2E	RW	CHAR REGISTER	E	ECS2	ECS1	ECHD5	ECHD4	ECHD3	ECHD2	ECHD1	ECHD0
2F	RW	CHAR REGISTER	F	FCS2	FCS1	FCHD5	FCHD4	FCHD3	FCHD2	FCHD1	FCHD0
30	RW	CHAR REGISTER	10	10CS2	10CS1	10CHD5	10CHD4	10CHD3	10CHD2	10CHD1	10CHD0
31	RW	CHAR REGISTER	11	11CS2	11CS1	11CHD5	11CHD4	11CHD3	11CHD2	11CHD1	11CHD0
32	RW	COLOR & STATUS REG		BEEN/1	/SFG3	R2/1FL	G2/VERT	B2/HOR	R1/MODE	G1/SFG2	B1/SFG1
33	RW	COLOR 3/4 REG		H31D4	H15D4	R4	G4	B4	R3	G3	B3
34	RW	ROW ADDR/CHAR SIZE REG		CHWS	CHHS	RGBINV	OLEN	RWA3	RWA2	RWA1	RWA0
35	RW	WINDOW/COLUMN REG		WINE	OSDE	PLLEN	BCS4	BCS3	BCS2	BCS1	BCS0
36	RW	COLUMN/COLOR REG		R	G	B	BCSP4	BCSP3	BCSP2	BCSP1	BCSP0
37	RW	HOR. POSITION DELAY REG		H31D3	H31D2	H31D1	H31D0	H15D3	H15D2	H15D1	H15D0
38	RW	PULSE ACC DATA		ACC7	ACC6	ACC5	ACC4	ACC3	ACC2	ACC1	ACC0
39		RESERVE									
3A		RESERVE									
3B		RESERVE									
3C		RESERVE									
3D		RESERVE									
3E		RESERVE									
3F		RESERVE									

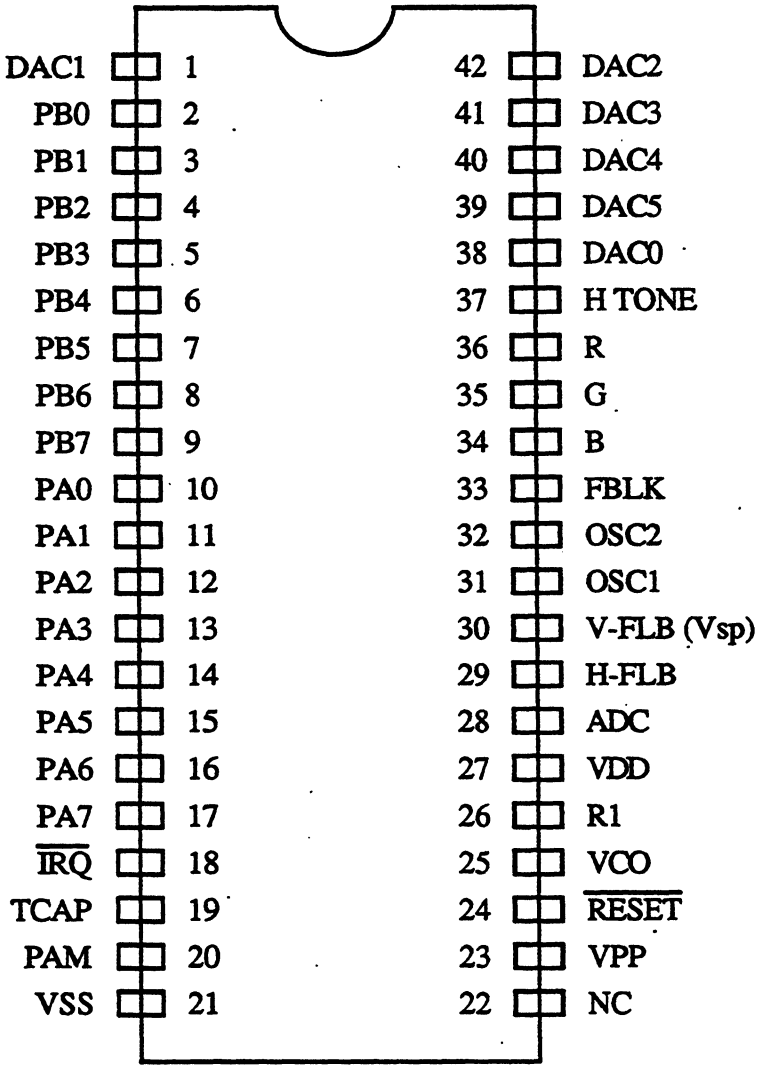


Figure A-3 Pin Assignment of MC68HC705T4

A.3 FUNCTIONAL PIN DESCRIPTION, INPUT/OUTPUT PROGRAMMING, MEMORY AND CPU REGISTERS.

Information contained in **SECTION 2 FUNCTIONAL PIN DESCRIPTION, INPUT/OUTPUT PROGRAMMING, MEMORY, CPU REGISTERS, AND SELFCHECK** of this document applies to the MC68HC705T4 MCU device except for the areas described in the following paragraphs.

A.3.1 V_{PP}

The Vpp pin is used when programming the EPROM. By applying the programming voltage to this pin, one of the requirements is met for programming the EPROM. In normal operation, this pin must be connected to V_{DD}.

CAUTION : The voltage at V_{PP} must always be higher than or the same as V_{DD}. Otherwise, permanent damage to the MCU will result.

A.3.2 Vsp

The VFLB pin is used as Vsp input for marginal programming of the EPROM.

A.3.3 Self-Check

The self-check ROM is replaced with the bootstrap ROM, therefore the self-check capability is not applicable for the MC68HC705T4 decvice.

A.4 PROGRAM REGISTERS

A.4.1 EPROM PGM Register

The program register is used to perform EPROM programming.

7	6	5	4	3	2	1	0	
-	-	-	-	PROG	LAT	-	EPGM	$1D

B3,PROG This bit is used for testing.

B2,LAT Prior to a EPROM write operation, the latch bit (LAT) must be set. This enables the EPROM data and address buses to be latched for programming on the next byte write cycle. Reset clears the LAT bit. When the LAT bit is cleared, EPROM data and address buses are unlatched for normal CPU operations. This bit is both readable and writable. This bit must be cleared, to allow EPROM read operations.

B0,EPGM When the EPROM program (EPGM) bit is set, V_{PP} power is applied to the EPROM for programming mode of operation. Reset clears the EPGM bit. This bit is readable, but only writable when the LAT bit is set. If LAT bit is cleared, EPGM bit cannot be set.

A.4.2 EPROM ROW Register

7	6	5	4	3	2	1	0	
ROW7	ROW6	ROW5	ROW4	ROW3	ROW2	ROW1	ROW0	$07

ROW0-7 It is to conatin the ROW address of EPROM array when an EPROM byte is accessed. And it is used for testing only.

A.5 EPROM PROGRAMMING

Figure A-4 illustrates the write cycle sequences of the MC68HC705T4 EPROM programming operation.

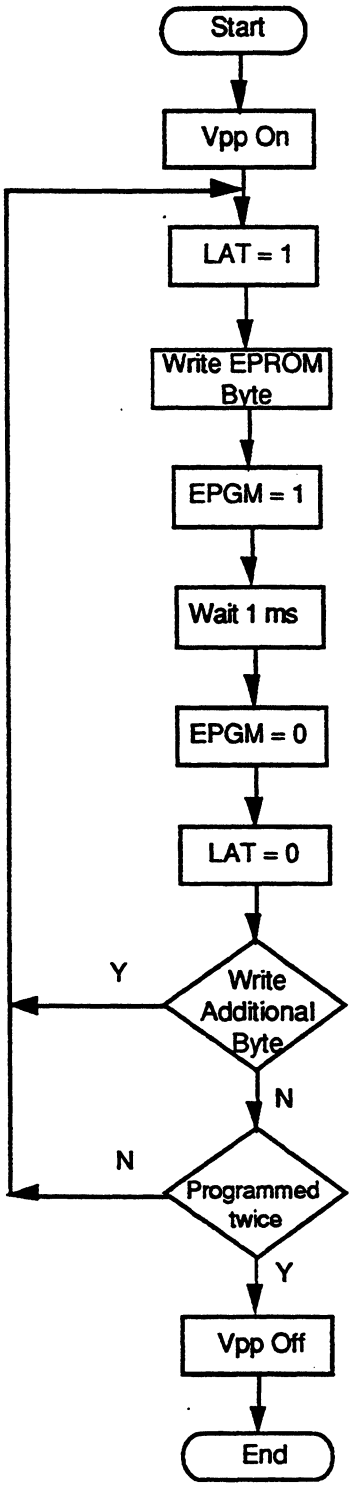


Figure A-4 EPROM Programming Sequence

A.6 PROGRAMMING PROCEDURE

The EPROM programming procedure is used to load a user program into the EPROM of the MC68HC705T4 MCU. Programming is accomplished via a bootstrap mode of operation. The user program contained in external memory device is copied into the internal EPROM of the MC68HC705T4 device. A Bootstrap programming circuit is provided in Figure A-4 for users to program the MCU.

Programming sequence is as follows:

1. Place switch S3 to RESET position.
2. Select operation via switches S1 and S2.
3. Apply +5V and Vpp power to programming circuitry.
4. Place switch S3 to RUN position.
5. Bootstrap program executed to completion.
6. Place switch S3 to RESET position.
7. Remove Vpp and +5 V power, or select and run new routine.

NOTE: Vpp must be applied to the MCU before Vcc. Typical voltage at Vpp pin during programming is 13V.

Once the bootstrap mode is entered, mode switch settings are scanned to established the routine to be executed. The routines are as follows:

Program and Verify EPROM
Verify Eprom Contents
Dump Eprom Contents

A.6.1 Programming and Verify EPROM

In the programming and verify EPROM routine, the contents of an external memory device are copied into the EPROM areas of the MC68HC705T4 device. There is a direct correspondence of addresses between the two devices. Non-EPROM addresses are ignored so data contained in those areas are not accessed. Unprogrammed EPROM address locations should contain $00 to speed up the programming operation. During the programming routine, the PROGRAMMING LED DS1 is illuminated, and the EPROM will be programmed twice for better data retention. At the end of the programming routine, the verification routine is entered. If the contents of the EPROM and external EPROM match exactly, then the VERIFIED LED DS2 is illuminated and the DS1 is turned off. Ther verification routine stops if a discrepancy has been detected. Since the programming and verify procedure should not take longer than 3 minutes, so if the verified LED does not illuminate after 3 minutes, then the programming has failed.

A.6.2 Verify EPROM Contents

The verify EPROM contents routine is normally entered automatically after the EPROM is programmed. Direct entry of this mode will cause the EPROM contents to be compared with the external memory contents residing at the same address locations. Both DS1 and DS2 LEDs are turned off at this time until verification is completed. Upon completion of the verification routine (every location verified) the VERIFIED LED DS2 is illuminated. If DS2 does not illuminate, a discrepancy has been detected and the error address location will be placed on the external memory address bus. Since the verify procedure should not take longer than 1 minute, so if the verified LED does not illuminate after 1 minute, then the verification has failed.

A.6.3 Dump EPROM Contents

The contents of the on-chip EPROM is copied into the external memory.

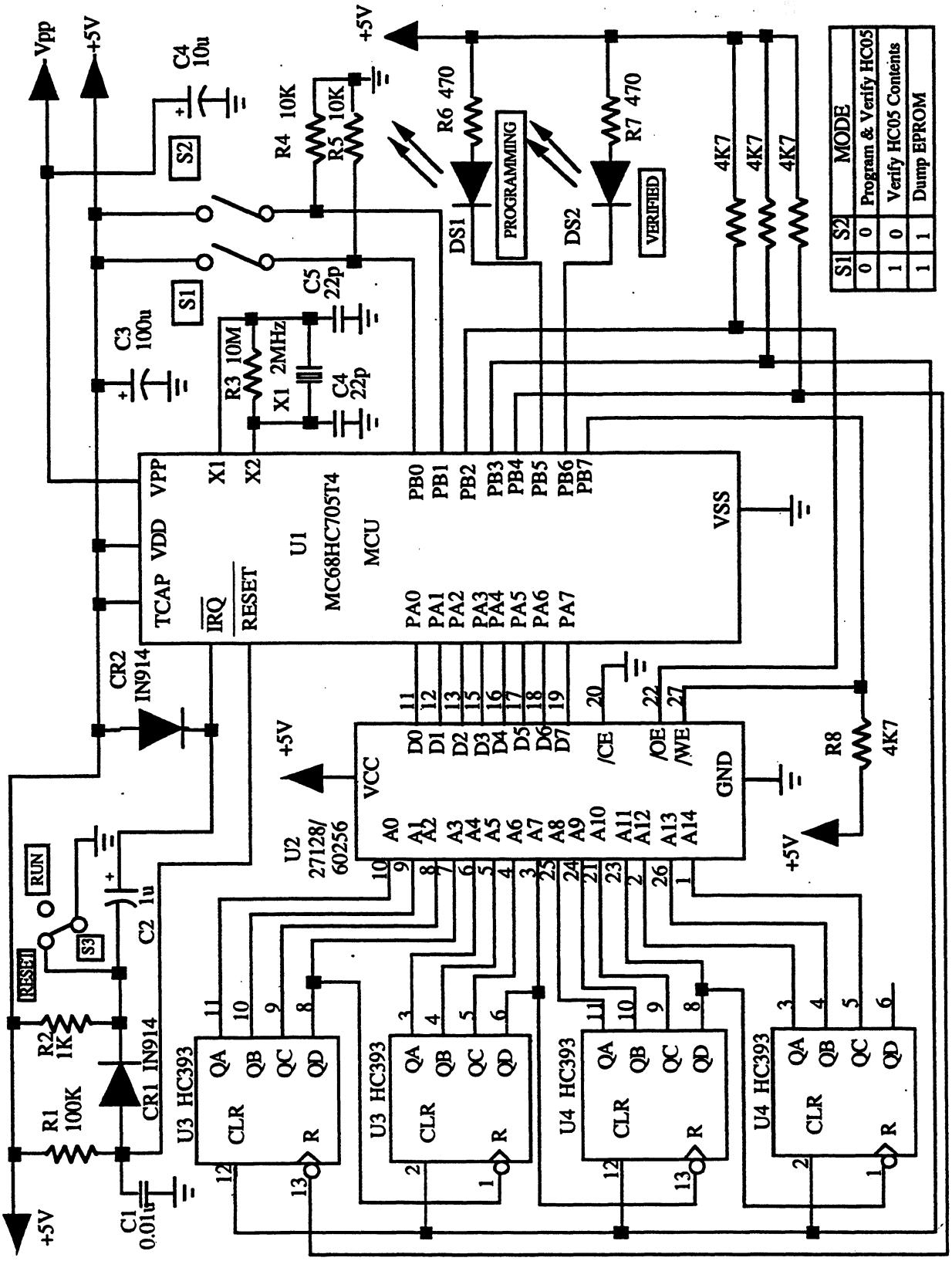


Figure A-5 MC68HC705T4 MCU EPROM Programming Circuit

A.7 ELECTRICAL CHARACTERISTICS

The Electrical Characteristics for the MC68HC705T4 are the same as the MC68HC05T4, apart from the following.

MAXIMUM RATINGS
(Voltages Referenced to VSS)

Ratings	Symbol	Value	Unit
Bootstrap Mode ($\overline{IRQ}$ Pin Only)	V_{in}	V_{SS}-0.3 to $2xV_{DD}$ + 0.5	V
Programming Voltage	V_{pp}	V_{DD} - 0.3 to 16.0	V
Operating Temperature Range MC68HC705T4 (std)	T_A	0 to 70	°C

DC ELECTRICAL CHARACTERISTICS
(V_{DD} = 5.0 V_{dc} ± 10 %, V_{SS} = 0 V_{dc}, $T_A = T_L$ to T_H)

Characteristics	Symbol	Min	Typ	Max	Unit
Supply Current					
Run	I_{DD}	-	5.0	TBD	mA
Wait	I_{DD}	-	1.6	TBD	

Freescale Semiconductor, Inc.

MC68HC05T4 MCU ORDERING FORM

Date_____ Customer PO Number_____

Customer Company_____

Address_____

City_____ State_____ Zip_____

Country_____

Phone_____ Extention_____

Customer Contact Person _____

Customer Part Number _____
(12 Charaters Maximum - If Applicable)

Device Application _____

Package type
☐ 42-PIN SDIP

Temperature Range
☐ 0 to +70 deg.C
☐ -40 to +85 deg.C

Special Electrical Provisions : _____
(Customer specifications required.)

Device to be tested to Motorola data sheet specifications. Customer part number, if used as part of marking, is for reference purposes only.

_____

(SIGNATURE)

Device to be tested to customer specifications.(Customer specifications required.)

_____

(SIGNATURE)

ONLY ONE SIGNATURE IS REQUIRED TO PROCESS THIS ORDERING FORM.

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