



# FlashFlex MCU

## SST89V54RD2/RD / SST89V58RD2/RD

**Not Recommended for New Designs**

*The SST89V54RD2/RD / SST89V58RD2/RD are members of the FlashFlex family of 8-bit microcontroller products designed and manufactured with SST patented and proprietary SuperFlash CMOS semiconductor process technology. The split-gate cell design and thick-oxide tunneling injector offer significant cost and reliability benefits for SST customers. The device uses the 8051 instruction set and are pin-for-pin compatible with standard 8051 microcontroller devices.*

## Features

- **8-bit 8051-Compatible Microcontroller (MCU) with Embedded SuperFlash Memory**
  - Fully Software Compatible
  - Development Toolset Compatible
  - Pin-For-Pin Package Compatible
- **SST89V5xRD2 Operation**
  - 0 to 33 MHz at 3V
- **1 KByte Internal RAM**
- **Dual Block SuperFlash EEPROM**
  - 16/32 KByte primary block + 8 KByte secondary block (128-Byte sector size for both blocks)
  - Individual Block Security Lock with SoftLock
  - Concurrent Operation during In-Application Programming (IAP)
  - Memory Overlay for Interrupt Support during IAP
- **Support External Address Range up to 64 KByte of Program and Data Memory**
- **Three High-Current Drive Ports (16 mA each)**
- **Three 16-bit Timers/Counters**
- **Full-Duplex, Enhanced UART**
  - Framing Error Detection
  - Automatic Address Recognition
- **Ten Interrupt Sources at 4 Priority Levels**
  - Four External Interrupt Inputs
- **Programmable Watchdog Timer (WDT)**
- **Programmable Counter Array (PCA)**
- **Four 8-bit I/O Ports (32 I/O Pins) and One 4-bit Port**
- **Second DPTR register**
- **Low EMI Mode (Inhibit ALE)**
- **SPI Serial Interface**
- **Standard 12 Clocks per cycle, the device has an option to double the speed to 6 clocks per cycle.**
- **TTL- and CMOS-Compatible Logic Levels**
- **Brown-out Detection**
- **Low Power Modes**
  - Power-down Mode with External Interrupt Wake-up
  - Idle Mode
- **Temperature Ranges:**
  - Commercial (0°C to +70°C)
  - Industrial (-40°C to +85°C)
- **Packages Available**
  - 44-lead PLCC
  - 40-pin PDIP (Port 4 feature not available)
  - 44-lead TQFP
- **All non-Pb (lead-free) devices are RoHS compliant**



## Product Description

The SST89V54RD2/RD and SST89V58RD2/RD are members of the FlashFlex family of 8-bit microcontroller products designed and manufactured with SST's patented and proprietary SuperFlash CMOS semiconductor process technology. The split-gate cell design and thick-oxide tunneling injector offer significant cost and reliability benefits for SST's customers. The devices use the 8051 instruction set and are pin-for-pin compatible with standard 8051 microcontroller devices.

The devices come with 24/40 KByte of on-chip flash EEPROM program memory which is partitioned into 2 independent program memory blocks. The primary Block 0 occupies 16/32 KByte of internal program memory space and the secondary Block 1 occupies 8 KByte of internal program memory space.

The 8-KByte secondary block can be mapped to the lowest location of the 16/32 KByte address space; it can also be hidden from the program counter and used as an independent EEPROM-like data memory.

In addition to the 24/40 KByte of EEPROM program memory on-chip and 1024 x8 bits of on-chip RAM, the devices can address up to 64 KByte of external program memory and up to 64 KByte of external RAM.

The flash memory blocks can be programmed via a standard 87C5x OTP EPROM programmer fitted with a special adapter and the firmware for SST's devices. During power-on reset, the devices can be configured as either a slave to an external host for source code storage or a master to an external host for an in-application programming (IAP) operation. The devices are designed to be programmed in-system and in-application on the printed circuit board for maximum flexibility. The devices are pre-programmed with an example of the bootstrap loader in the memory, demonstrating the initial user program code loading or subsequent user code updating via the IAP operation. The sample bootstrap loader is available for the user's reference and convenience only; SST does not guarantee its functionality or usefulness. Chip-Erase or Block-Erase operations will erase the pre-programmed sample code.



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### Functional Blocks

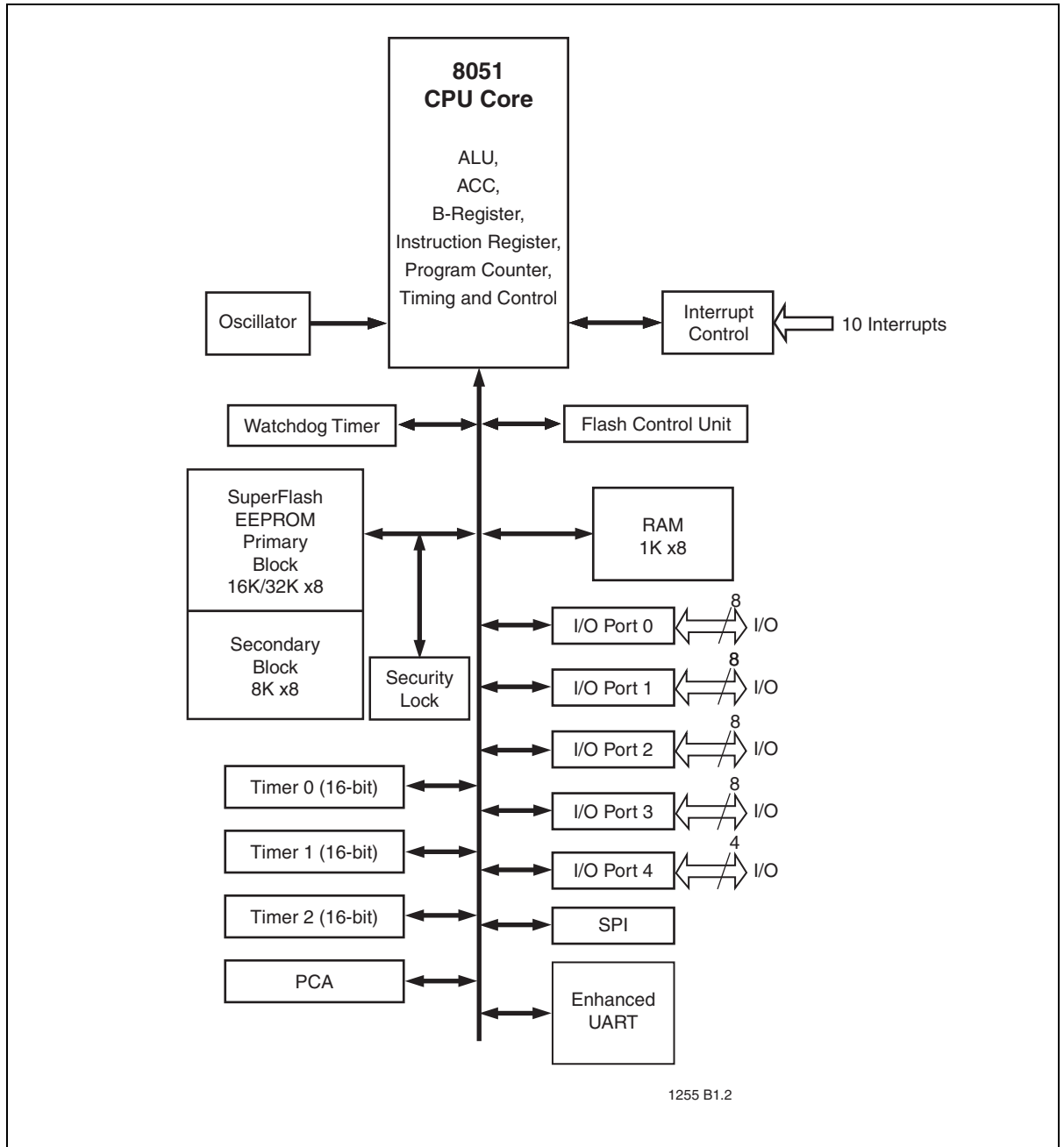
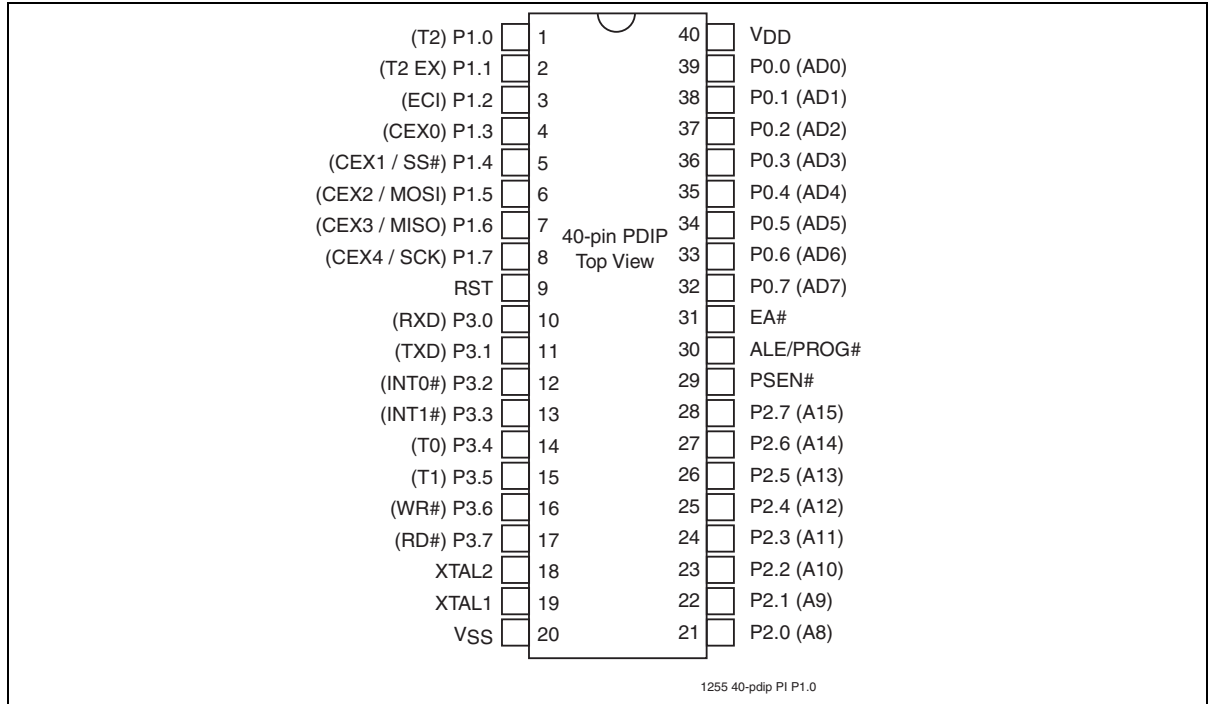


Figure 1: Functional Block Diagram

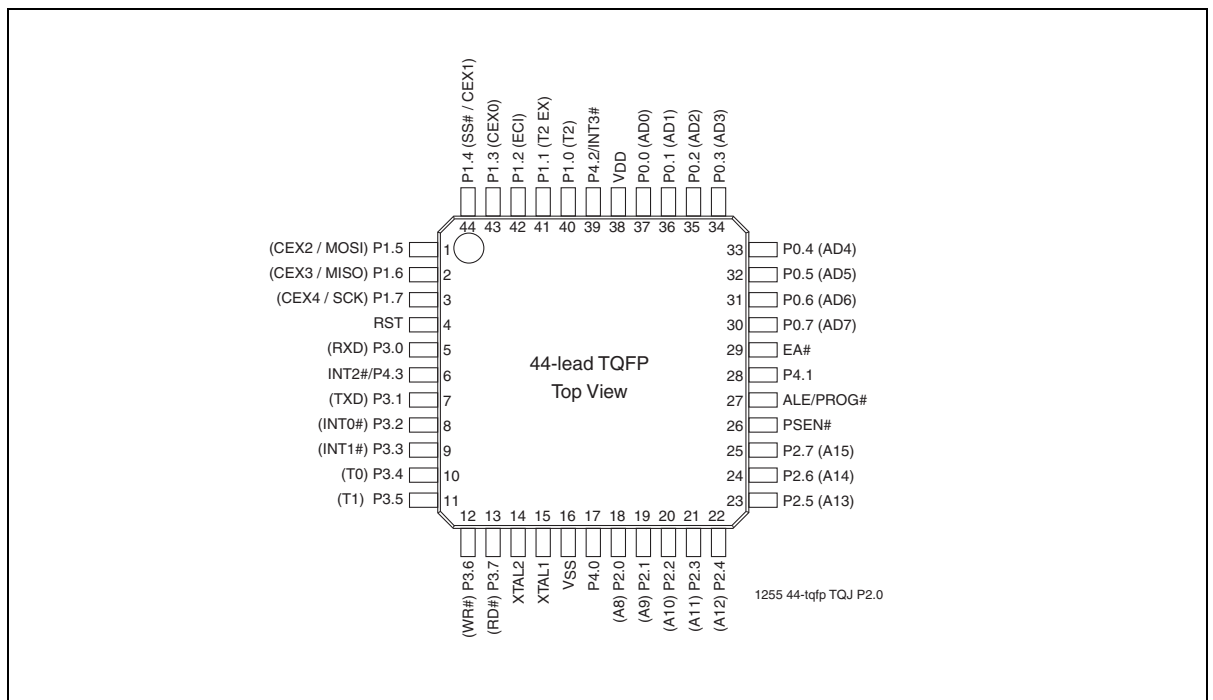


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### Pin Assignments



**Figure 2:** Pin Assignments for 40-pin PDIP



**Figure 3:** Pin Assignments for 44-lead TQFP



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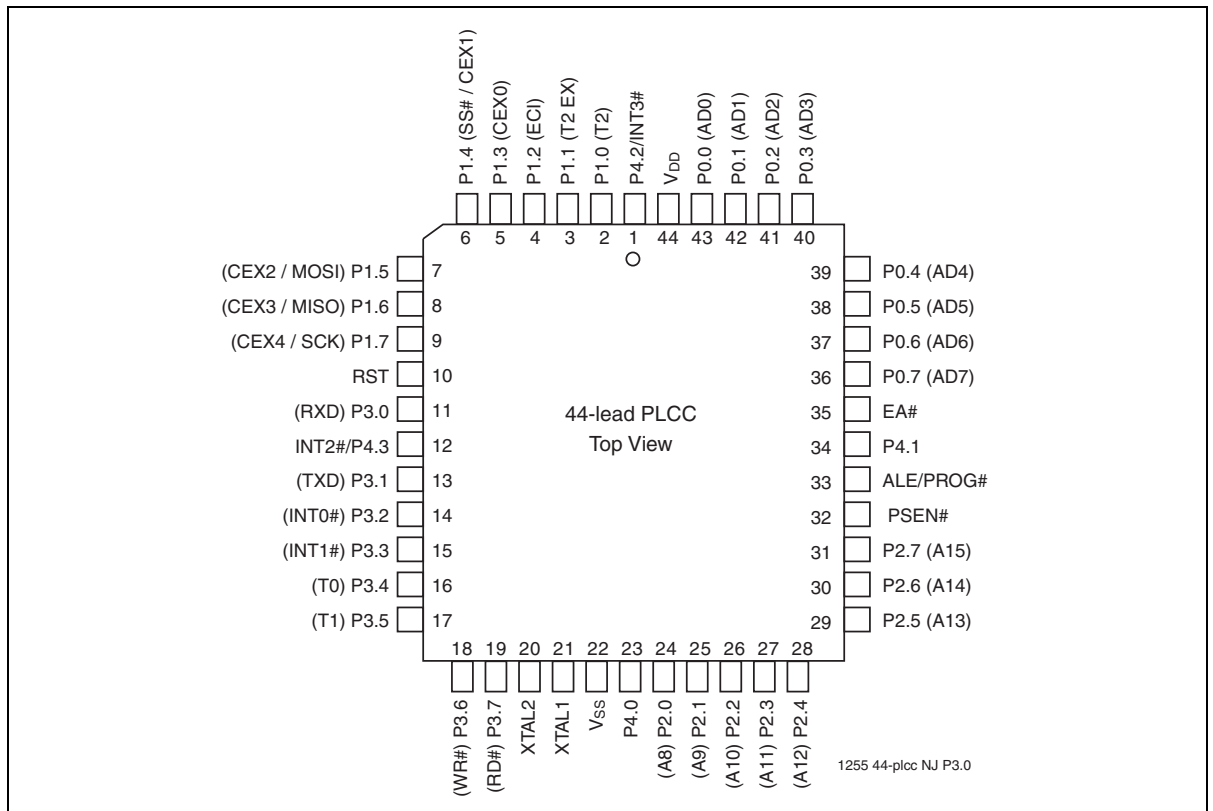


Figure 4: Pin Assignments for 44-lead PLCC



## Pin Descriptions

**Table 1:** Pin Descriptions (1 of 2)

| Symbol  | Type <sup>1</sup>          | Name and Functions   |
|---------|----------------------------|--|
| P0[7:0] | I/O                        | <b>Port 0:</b> Port 0 is an 8-bit open drain bi-directional I/O port. As an output port each pin can sink several LS TTL inputs. Port 0 pins float that have '1's written to them, and in this state can be used as high-impedance inputs. In this application, it uses strong internal pull-ups when transitioning to $V_{OH}$ . Port 0 also receives the code bytes during the external host mode programming, and outputs the code bytes during the external host mode verification. External pull-ups are required during program verification.  |
| P1[7:0] | I/O with internal pull-ups | <b>Port 1:</b> Port 1 is an 8-bit bi-directional I/O port with internal pull-ups. The Port 1 output buffers can drive LS TTL inputs. Port 1 pins are pulled high by the internal pull-ups when "1"s are written to them and can be used as inputs in this state. As inputs, Port 1 pins that are externally pulled low will source current because of the internal pull-ups. P1[5, 6, 7] have high current drive of 16 mA. Port 1 also receives the low-order address bytes during the external host mode programming and verification.  |
| P1[0]   | I/O                        | <b>T2:</b> External count input to Timer/Counter 2 or Clock-out from Timer/Counter 2   |
| P1[1]   | I                          | <b>T2EX:</b> Timer/Counter 2 capture/reload trigger and direction control  |
| P1[2]   | I                          | <b>ECI:</b> PCA Timer/Counter External Input:<br>This signal is the external clock input for the PCA timer/counter.  |
| P1[3]   | I/O                        | <b>CEX0:</b> Compare/Capture Module External I/O<br>Each compare/capture module connects to a Port 1 pin for external I/O. When not used by the PCA, this pin can handle standard I/O.   |
| P1[4]   | I/O                        | <b>SS#:</b> Master Input or Slave Output for SPI.<br><b>OR</b><br><b>CEX1:</b> Compare/Capture Module External I/O   |
| P1[5]   | I/O                        | <b>MOSI:</b> Master Output line, Slave Input line for SPI<br><b>OR</b><br><b>CEX2:</b> Compare/Capture Module External I/O   |
| P1[6]   | I/O                        | <b>MISO:</b> Master Input line, Slave Output line for SPI<br><b>OR</b><br><b>CEX3:</b> Compare/Capture Module External I/O   |
| P1[7]   | I/O                        | <b>SCK:</b> Master clock output, slave clock input line for SPI<br><b>OR</b><br><b>CEX4:</b> Compare/Capture Module External I/O   |
| P2[7:0] | I/O with internal pull-up  | <b>Port 2:</b> Port 2 is an 8-bit bi-directional I/O port with internal pull-ups. Port 2 pins are pulled high by the internal pull-ups when "1"s are written to them and can be used as inputs in this state. As inputs, Port 2 pins that are externally pulled low will source current because of the internal pull-ups. Port 2 sends the high-order address byte during fetches from external Program memory and during accesses to external Data Memory that use 16-bit address (MOVX@DPTR). In this application, it uses strong internal pull-ups when transitioning to $V_{OH}$ . Port 2 also receives some control signals and high-order address bits during the external host mode programming and verification. |
| P3[7:0] | I/O with internal pull-up  | <b>Port 3:</b> Port 3 is an 8-bit bidirectional I/O port with internal pull-ups. The Port 3 output buffers can drive LS TTL inputs. Port 3 pins are pulled high by the internal pull-ups when "1"s are written to them and can be used as inputs in this state. As inputs, Port 3 pins that are externally pulled low will source current because of the internal pull-ups. Port 3 also receives some control signals and high-order address bits during the external host mode programming and verification.  |
| P3[0]   | I                          | <b>RXD:</b> Universal Asynchronous Receiver/Transmitter (UART) - Receive input   |



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**Table 1:** Pin Descriptions (Continued) (2 of 2)

| Symbol               | Type <sup>1</sup>          | Name and Functions  |
|----------------------|----------------------------|---|
| P3[1]                | O                          | <b>TXD:</b> UART - Transmit output  |
| P3[2]                | I                          | <b>INT0#:</b> External Interrupt 0 Input  |
| P3[3]                | I                          | <b>INT1#:</b> External Interrupt 1 Input  |
| P3[4]                | I                          | <b>T0:</b> External count input to Timer/Counter 0  |
| P3[5]                | I                          | <b>T1:</b> External count input to Timer/Counter 1  |
| P3[6]                | O                          | <b>WR#:</b> External Data Memory Write strobe   |
| P3[7]                | O                          | <b>RD#:</b> External Data Memory Read strobe  |
| PSEN#                | I/O                        | <b>Program Store Enable:</b> PSEN# is the Read strobe to External Program Store. When the device is executing from Internal Program Memory, PSEN# is inactive ( $V_{OH}$ ). When the device is executing code from External Program Memory, PSEN# is activated twice each machine cycle, except when access to External Data Memory while one PSEN# activation is skipped in each machine cycle. A forced high-to-low input transition on the PSEN# pin while the RST input is continually held high for more than 20 machine cycles will cause the device to enter External Host mode for programming. |
| RST                  | I                          | <b>Reset:</b> While the oscillator is running, a high logic state on this pin for two machine cycles will reset the device. After a reset, if the PSEN# pin is driven by a high-to-low input transition while the RST input pin is held high, the device will enter the External Host mode, otherwise the device will enter the Normal operation mode.  |
| EA#                  | I                          | <b>External Access Enable:</b> EA# must be driven to $V_{IL}$ in order to enable the device to fetch code from the External Program Memory. EA# must be driven to $V_{IH}$ for internal program execution. However, Security lock level 4 will disable EA#, and program execution is only possible from internal program memory. The EA# pin can tolerate a high voltage <sup>2</sup> of 12V.   |
| ALE/<br>PROG#        | I/O                        | <b>Address Latch Enable:</b> ALE is the output signal for latching the low byte of the address during an access to external memory. This pin is also the programming pulse input (PROG#) for flash programming. Normally the ALE <sup>3</sup> is emitted at a constant rate of 1/6 the crystal frequency <sup>4</sup> and can be used for external timing and clocking. One ALE pulse is skipped during each access to external data memory. However, if AO is set to 1, ALE is disabled.   |
| P4[3:0] <sup>5</sup> | I/O with internal pull-ups | <b>Port 4:</b> Port 4 is an 4-bit bi-directional I/O port with internal pull-ups. The port 4 output buffers can drive LS TTL inputs. Port 4 pins are pulled high by the internal pull-ups when '1's are written to them and can be used as inputs in this state. As inputs, port 4 pins that are externally pulled low will source current because of the internal pull-ups.  |
| P4[0]                | I/O                        | Bit 0 of port 4   |
| P4[1]                | I/O                        | Bit 1 of port 4   |
| P4[2] /<br>INT3#     | I/O                        | Bit 2 of port 4 / INT3# External interrupt 3 input  |
| P4[3] /<br>INT2#     | I/O                        | Bit 3 of port 4 / INT2# External interrupt 2 input  |
| XTAL1                | I                          | <b>Crystal 1:</b> Input to the inverting oscillator amplifier and input to the internal clock generator circuits.   |
| XTAL2                | O                          | <b>Crystal 2:</b> Output from the inverting oscillator amplifier  |
| $V_{DD}$             | I                          | <b>Power Supply</b>   |
| $V_{SS}$             | I                          | <b>Ground</b>   |

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1. I = Input; O = Output

2. It is not necessary to receive a 12V programming supply voltage during flash programming.



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3. ALE loading issue: When ALE pin experiences higher loading ( $>30\text{pf}$ ) during the reset, the MCU may accidentally enter into modes other than normal working mode. The solution is to add a pull-up resistor of 3-50  $\text{K}\Omega$  to  $V_{DD}$ , e.g. for ALE pin.
4. For 6 clock mode, ALE is emitted at 1/3 of crystal frequency.
5. Port 4 is not present on the PDIP package.





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## Memory Organization

The device has separate address spaces for program and data memory.

### Program Flash Memory

There are two internal flash memory blocks in the device. The primary flash memory block (Block 0) has 16/32 KByte. The secondary flash memory block (Block 1) has 8 KByte. Since the total program address space is limited to 64 KByte, the SFCF[1:0] bit are used to control program bank selection. Please refer to Figures 5 and 6 for the program memory configuration. Program bank selection is described in the next section.

The 16K/32K x8 primary SuperFlash block is organized as 128/256 sectors, each sector consists of 128 Bytes.

The 8K x8 secondary SuperFlash block is organized as 64 sectors, each sector consists also of 128 Bytes.

For both blocks, the 7 least significant program address bits select the byte within the sector. The remainder of the program address bits select the sector within the block.

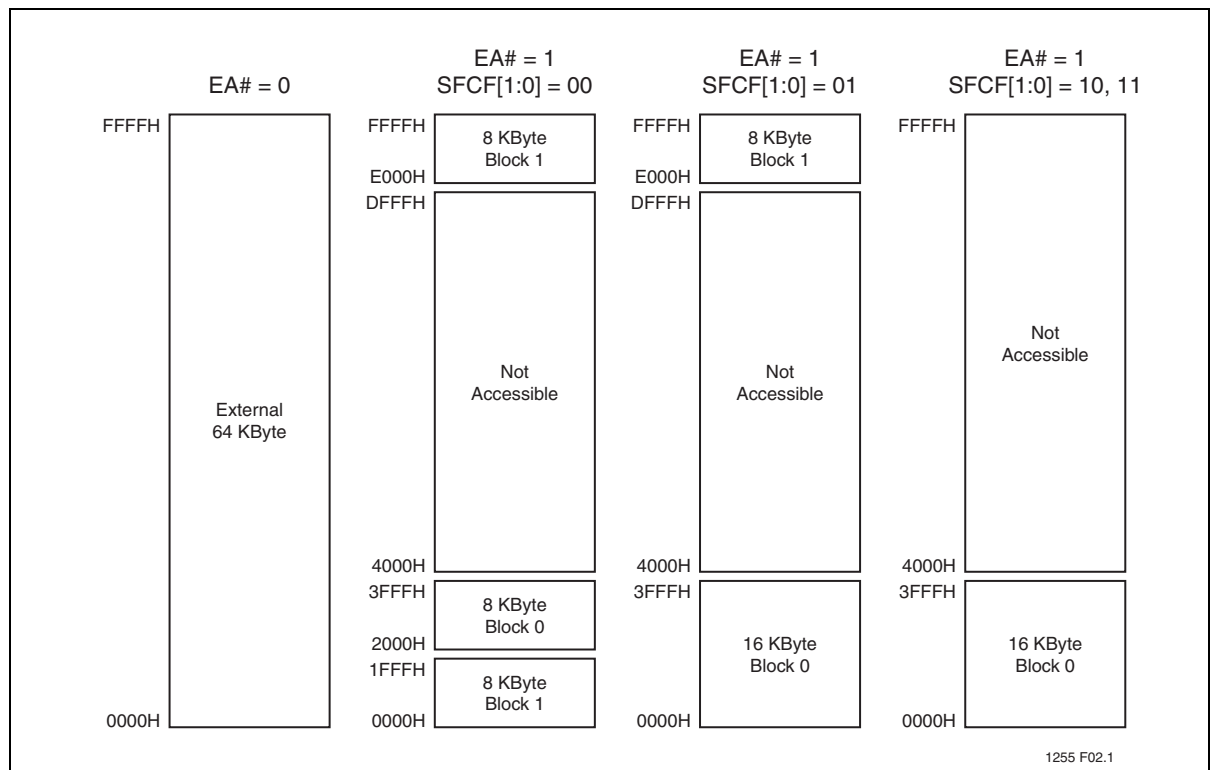
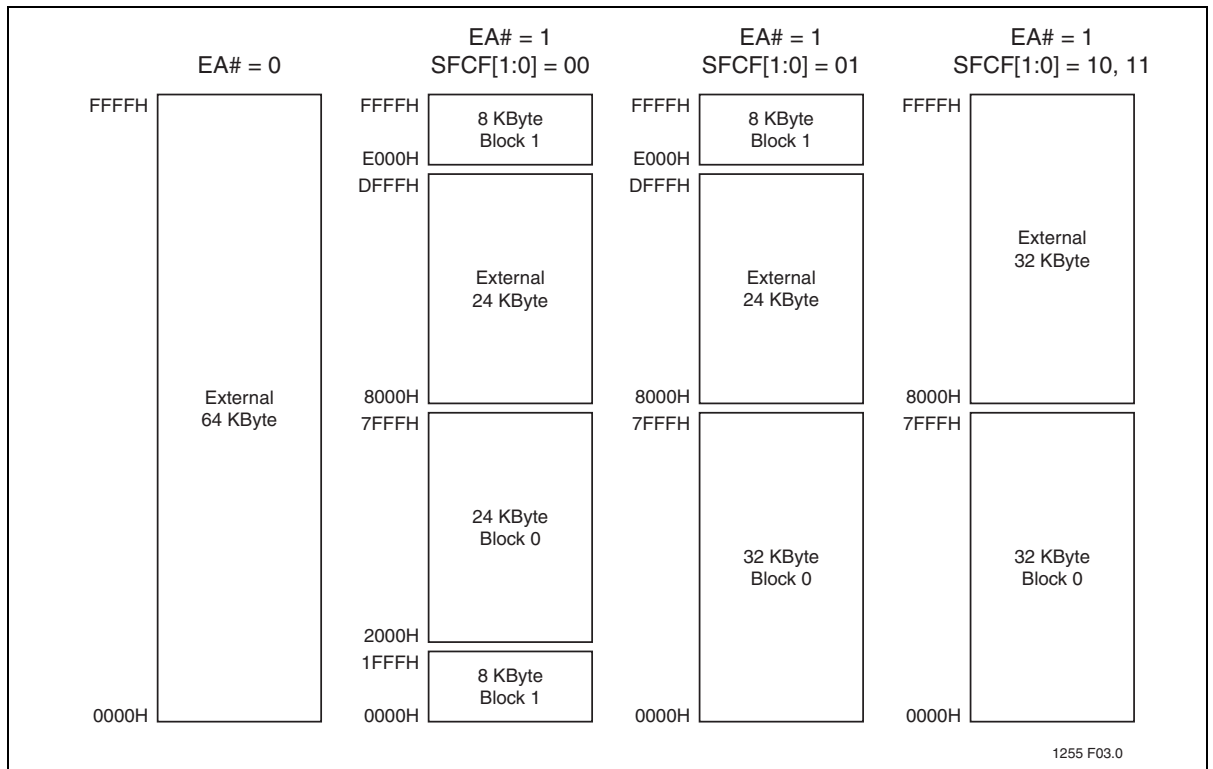


Figure 5: Program Memory Organization for 16 KByte SST89x54RDx



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**Figure 6:** Program Memory Organization for 32 KByte SST89x58RDx

### Program Memory Block Switching

The program memory block switching feature of the device allows either Block 1 or the lowest 8 KByte of Block 0 to be used for the lowest 8 KByte of the program address space. SFCF[1:0] controls program memory block switching.

**Table 2:** SFCF Values for Program Memory Block Switching

| SFCF[1:0] | Program Memory Block Switching  |
|-----------|---|
| 10, 11    | Block 1 is not visible to the PC;<br>Block 1 is reachable only via in-application programming from E000H - FFFFH.   |
| 01        | Both Block 0 and Block 1 are visible to the PC.<br>Block 0 is occupied from 0000H - 7FFFH. Block 1 is occupied from E000H - FFFFH.  |
| 00        | Block 1 is overlaid onto the low 8K of the program address space; occupying address locations 0000H - 1FFFH.<br>When the PC falls within 0000H - 1FFFH, the instruction will be fetched from Block 1 instead of Block 0.<br>Outside of 0000H - 1FFFH, Block 0 is used. Locations 0000H - 1FFFH of Block 0 are reachable through in-application programming. |

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## Reset Configuration of Program Memory Block Switching

Program memory block switching is initialized after reset according to the state of the Start-up Configuration bit SC0 and/or SC1. The SC0 and SC1 bits are programmed via an external host mode command or an IAP Mode command. See Table 13.

Once out of reset, the SFCF[0] bit can be changed dynamically by the program for desired effects. Changing SFCF[0] will not change the SC0 bit.

Caution must be taken when dynamically changing the SFCF[0] bit. Since this will cause different physical memory to be mapped to the logical program address space. The user must avoid executing block switching instructions within the address range 0000H to 1FFFH.

**Table 3:** SFCF Values Under Different Reset Conditions

| SC1 <sup>1</sup> | SC0 <sup>1</sup> | State of SFCF[1:0] after:           |                                       |                   |
|------------------|------------------|-------------------------------------|---------------------------------------|-------------------|
|                  |                  | Power-on<br>or<br>External<br>Reset | WDT Reset<br>or<br>Brown-out<br>Reset | Software<br>Reset |
| U (1)            | U (1)            | 00<br>(default)                     | x0                                    | 10                |
| U (1)            | P (0)            | 01                                  | x1                                    | 11                |
| P (0)            | U (1)            | 10                                  | 10                                    | 10                |
| P (0)            | P (0)            | 11                                  | 11                                    | 11                |

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1. P = Programmed (Bit logic state = 0),  
U = Unprogrammed (Bit logic state = 1)

## Data RAM Memory

The data RAM has 1024 bytes of internal memory. The RAM can be addressed up to 64KB for external data memory.

## Expanded Data RAM Addressing

The SST89V5xRDx both have the capability of 1K of RAM. See Figure 7.

The device has four sections of internal data memory:

1. The lower 128 Bytes of RAM (00H to 7FH) are directly and indirectly addressable.
2. The higher 128 Bytes of RAM (80H to FFH) are indirectly addressable.
3. The special function registers (80H to FFH) are directly addressable only.
4. The expanded RAM of 768 Bytes (00H to 2FFH) is indirectly addressable by the move external instruction (MOVX) and clearing the EXTRAM bit. (See "Auxiliary Register (AUXR)" in Section , "Special Function Registers")

Since the upper 128 bytes occupy the same addresses as the SFRs, the RAM must be accessed indirectly. The RAM and SFRs space are physically separate even though they have the same addresses.

When instructions access addresses in the upper 128 bytes (above 7FH), the MCU determines whether to access the SFRs or RAM by the type of instruction given. If it is indirect, then RAM is accessed. If it is direct, then an SFR is accessed. See the examples below.



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**Indirect Access:**

MOV@R0, #data; R0 contains 90H

Register R0 points to 90H which is located in the upper address range. Data in “#data” is written to RAM location 90H rather than port 1.

**Direct Access:**

MOV90H, #data; write data to P1

Data in “#data” is written to port 1. Instructions that write directly to the address write to the SFRs.

To access the expanded RAM, the EXTRAM bit must be cleared and MOVX instructions must be used. The extra 768 bytes of memory is physically located on the chip and logically occupies the first 768 bytes of external memory (addresses 000H to 2FFH).

When EXTRAM = 0, the expanded RAM is indirectly addressed using the MOVX instruction in combination with any of the registers R0, R1 of the selected bank or DPTR. Accessing the expanded RAM does not affect ports P0, P3.6 (WR#), P3.7 (RD#), or P2. With EXTRAM = 0, the expanded RAM can be accessed as in the following example.

**Expanded RAM Access (Indirect Addressing only):**

MOVX@DPTR, A; DPTR contains 0A0H

DPTR points to 0A0H and data in “A” is written to address 0A0H of the expanded RAM rather than external memory. Access to external memory higher than 2FFH using the MOVX instruction will access external memory (0300H to FFFFH) and will perform in the same way as the standard 8051, with P0 and P2 as data/address bus, and P3.6 and P3.7 as write and read timing signals.

When EXTRAM = 1, MOVX @Ri and MOVX @DPTR will be similar to the standard 8051. Using MOVX @Ri provides an 8-bit address with multiplexed data on Port 0. Other output port pins can be used to output higher order address bits. This provides external paging capabilities. Using MOVX @DPTR generates a 16-bit address. This allows external addressing up to 64K. Port 2 provides the high-order eight address bits (DPH), and Port 0 multiplexes the low order eight address bits (DPL) with data. Both MOVX @Ri and MOVX @DPTR generates the necessary read and write signals (P3.6 - WR# and P3.7 - RD#) for external memory use. Table 4 shows external data memory RD#, WR# operation with EXTRAM bit.

The stack pointer (SP) can be located anywhere within the 256 bytes of internal RAM (lower 128 bytes and upper 128 bytes). The stack pointer may not be located in any part of the expanded RAM.

**Table 4:** External Data Memory RD#, WR# with EXTRAM bit

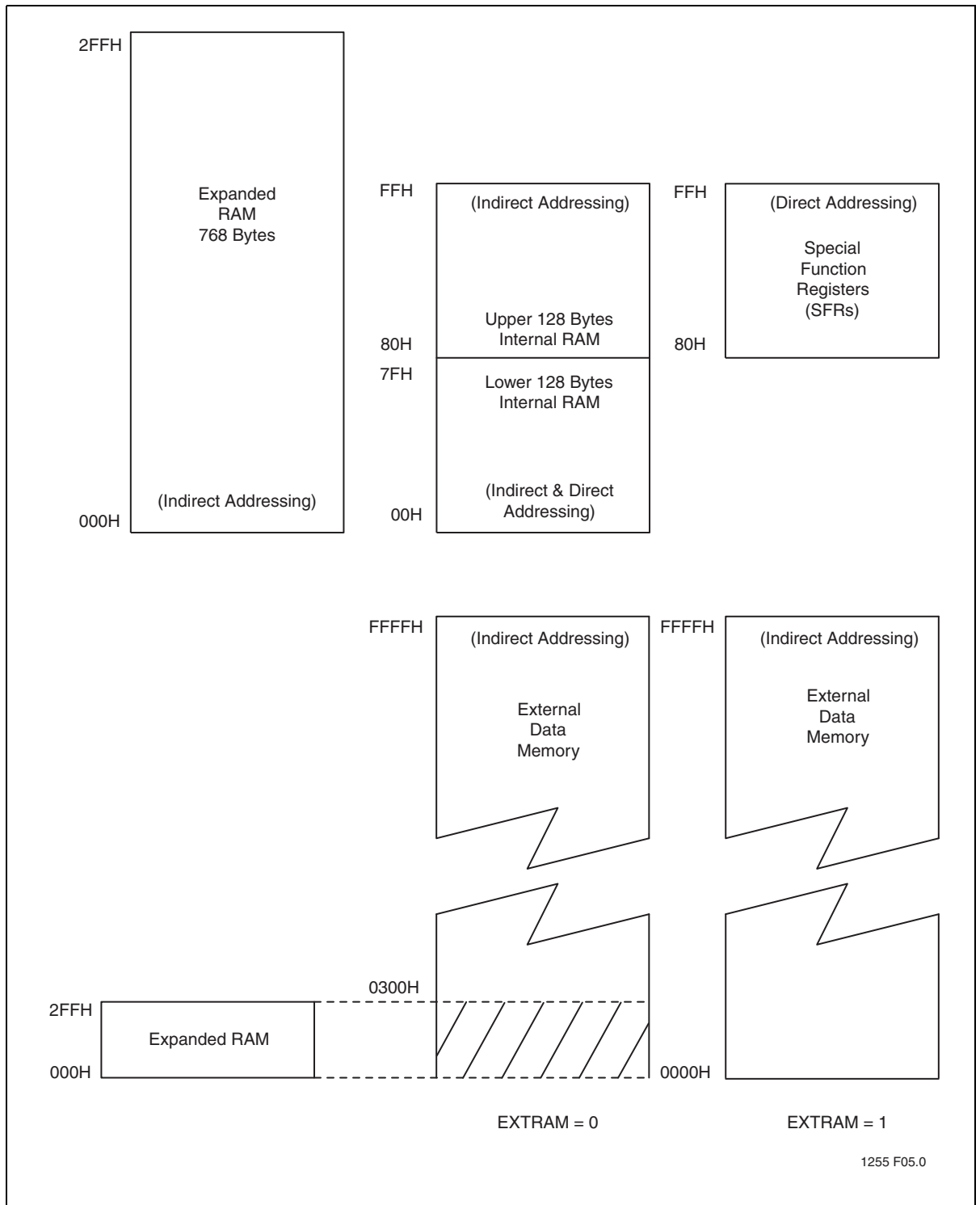
| AUXR       | MOVX @DPTR, A or MOVX A, @DPTR |                    | MOVX @Ri, A or MOVX A, @Ri          |
|------------|--------------------------------|--------------------|-------------------------------------|
|            | ADDR < 0300H                   | ADDR >= 0300H      | ADDR = Any                          |
| EXTRAM = 0 | RD# / WR# not asserted         | RD# / WR# asserted | RD# / WR# not asserted <sup>1</sup> |
| EXTRAM = 1 | RD# / WR# asserted             | RD# / WR# asserted | RD# / WR# asserted                  |

1. Access limited to ERAM address within 0 to 0FFH; cannot access 100H to 02FFH.

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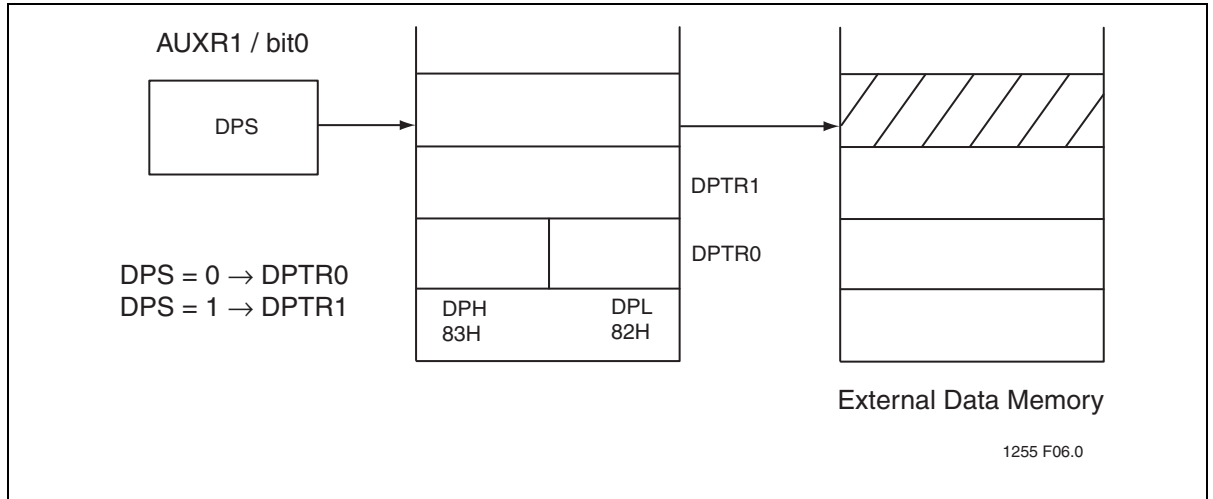
**Figure 7:** Internal and External Data Memory Structure



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### Dual Data Pointers

The device has two 16-bit data pointers. The DPTR Select (DPS) bit in AUXR1 determines which of the two data pointers is accessed. When DPS=0, DPTR0 is selected; when DPS=1, DPTR1 is selected. Quickly switching between the two data pointers can be accomplished by a single INC instruction on AUXR1. (See Figure 8)



**Figure 8:** Dual Data Pointer Organization



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### Special Function Registers

Most of the unique features of the FlashFlex microcontroller family are controlled by bits in special function registers (SFRs) located in the SFR memory map shown in Table 5. Individual descriptions of each SFR are provided and reset values indicated in Tables 6 to 10.

**Table 5:** FlashFlex SFR Memory Map

| 8 BYTES |                    |       |            |            |            |            |            |      |     |
|---------|--------------------|-------|------------|------------|------------|------------|------------|------|-----|
| F8H     | IP1 <sup>1</sup>   | CH    | CCAP0H     | CCAP1H     | CCAP2H     | CCAP3H     | CCAP4H     |      | FFH |
| F0H     | B <sup>1</sup>     |       |            |            |            |            |            | IP1H | F7H |
| E8H     | IEA <sup>1</sup>   | CL    | CCAP0L     | CCAP1L     | CCAP2L     | CCAP3L     | CCAP4L     |      | EFH |
| E0H     | ACC <sup>1</sup>   |       |            |            |            |            |            |      | E7H |
| D8H     | CCON <sup>1</sup>  | CMOD  | CCAPM<br>0 | CCAPM<br>1 | CCAPM<br>2 | CCAPM<br>3 | CCAPM<br>4 |      | DFH |
| D0H     | PSW <sup>1</sup>   |       |            |            |            | SPCR       |            |      | D7H |
| C8H     | T2CON <sup>1</sup> | T2MOD | RCAP2L     | RCAP2H     | TL2        | TH2        |            |      | CFH |
| C0H     | WDTC <sup>1</sup>  |       |            |            |            |            |            |      | C7H |
| B8H     | IP <sup>1</sup>    | SADEN |            |            |            |            |            |      | BFH |
| B0H     | P3 <sup>1</sup>    | SFCF  | SFCM       | SFAL       | SFAH       | SFDT       | SFST       | IPH  | B7H |
| A8H     | IE <sup>1</sup>    | SADDR | SPSR       |            |            |            | XICON      |      | AFH |
| A0H     | P2 <sup>1</sup>    |       | AUXR1      |            |            | P4         |            |      | A7H |
| 98H     | SCON <sup>1</sup>  | SBUF  |            |            |            |            |            |      | 9FH |
| 90H     | P1 <sup>1</sup>    |       |            |            |            |            |            |      | 97H |
| 88H     | TCON <sup>1</sup>  | TMOD  | TL0        | TL1        | TH0        | TH1        | AUXR       |      | 8FH |
| 80H     | P0 <sup>1</sup>    | SP    | DPL        | DPH        |            | WDTD       | SPDR       | PCON | 87H |

1. Bit addressable SFRs

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**Table 6:** CPU related SFRs

| Symbol             | Description                   | Direct Address | Bit Address, Symbol, or Alternative Port Function |       |      |     |      |      |        |      | Reset Value            |
|--------------------|-------------------------------|----------------|---|-------|------|-----|------|------|--------|------|------------------------|
|                    |                               |                | MSB   |       |      |     |      |      |        | LSB  |                        |
| ACC <sup>1</sup>   | Accumulator                   | E0H            | ACC[7:0]  |       |      |     |      |      |        |      | 00H                    |
| B <sup>1</sup>     | B Register                    | F0H            | B[7:0]  |       |      |     |      |      |        |      | 00H                    |
| PSW <sup>1</sup>   | Program Status Word           | D0H            | CY  | AC    | F0   | RS1 | RS0  | OV   | F1     | P    | 00H                    |
| SP                 | Stack Pointer                 | 81H            | SP[7:0]   |       |      |     |      |      |        |      | 07H                    |
| DPL                | Data Pointer Low              | 82H            | DPL[7:0]  |       |      |     |      |      |        |      | 00H                    |
| DPH                | Data Pointer High             | 83H            | DPH[7:0]  |       |      |     |      |      |        |      | 00H                    |
| IE <sup>1</sup>    | Interrupt Enable              | A8H            | EA  | EC    | ET2  | ES  | ET1  | EX1  | ET0    | EX0  | 00H                    |
| IEA <sup>1</sup>   | Interrupt Enable A            | E8H            | -   | -     | -    | -   | EBO  | -    | -      | -    | xxxx0xxx <sup>b</sup>  |
| IP <sup>1</sup>    | Interrupt Priority Reg        | B8H            | -   | PPC   | PT2  | PS  | PT1  | PX1  | PT0    | PX0  | x0000000 <sup>b</sup>  |
| IPH                | Interrupt Priority Reg High   | B7H            | -   | PPCH  | PT2H | PSH | PT1H | PX1H | PT0H   | PX0H | x0000000 <sup>b</sup>  |
| IP1 <sup>1</sup>   | Interrupt Priority Reg A      | F8H            | -   | -     | -    | -   | PBO  | PX3  | PX2    | -    | xxxx0xxx <sup>b</sup>  |
| IP1H               | Interrupt Priority Reg A High | F7H            | -   | -     | -    | -   | PBOH | PX3H | PX3    | -    | xxxx0xxx <sup>b</sup>  |
| PCON               | Power Control                 | 87H            | SMOD1   | SMOD0 | BOF  | POF | GF1  | GF0  | PD     | IDL  | 00010000 <sup>b</sup>  |
| AUXR               | Auxiliary Reg                 | 8EH            | -   | -     | -    | -   | -    | -    | EXTRAM | AO   | xxxxxxx00 <sup>b</sup> |
| AUXR1              | Auxiliary Reg 1               | A2H            | -   | -     | -    | -   | GF2  | 0    | -      | DPS  | xxxx00x0 <sup>b</sup>  |
| XICON <sup>2</sup> | External Interrupt Control    | AEH            | X   | EX3   | IE3  | IT3 | 0    | EX2  | IE2    | IT2  | 00H                    |

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1. Bit Addressable SFRs
2. X = Don't care





Not Recommended for New Designs

**Table 7:** Flash Memory Programming SFRs

| Symbol | Description              | Direct Address | Bit Address, Symbol, or Alternative Port Function                                      |                  |                  |   |                  |                |     |      | Reset Value |
|--------|--------------------------|----------------|--|------------------|------------------|---|------------------|----------------|-----|------|-------------|
|        |                          |                | MSB  |                  |                  |   | LSB              |                |     |      |             |
| SFCF   | SuperFlash Configuration | B1H            | -  | IAPEN            | -                | - | -                | -              | SWR | BSEL | x0xxxx00b   |
| SFCM   | SuperFlash Command       | B2H            | FIE  | FCM[6:0]         |                  |   |                  |                |     |      | 00H         |
| SFAL   | SuperFlash Address Low   | B3H            | SuperFlash Low Order Byte Address Register - A <sub>7</sub> to A <sub>0</sub> (SFAL)   |                  |                  |   |                  |                |     |      | 00H         |
| SFAH   | SuperFlash Address High  | B4H            | SuperFlash High Order Byte Address Register - A <sub>15</sub> to A <sub>8</sub> (SFAH) |                  |                  |   |                  |                |     |      | 00H         |
| SFDT   | SuperFlash Data          | B5H            | SuperFlash Data Register   |                  |                  |   |                  |                |     |      | 00H         |
| SFST   | SuperFlash Status        | B6H            | SB1 <sub>i</sub>   | SB2 <sub>i</sub> | SB3 <sub>i</sub> | - | EDC <sub>i</sub> | FLASH_BUS<br>Y | -   | -    | 000x00xxb   |

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**Table 8:** Watchdog Timer SFRs

| Symbol            | Description                | Direct Address | Bit Address, Symbol, or Alternative Port Function |   |   |       |      |      |     |      | Reset Value |
|-------------------|----------------------------|----------------|---|---|---|-------|------|------|-----|------|-------------|
|                   |                            |                | MSB   |   |   |       | LSB  |      |     |      |             |
| WDTC <sup>1</sup> | Watchdog Timer Control     | C0H            | -   | - | - | WDOUT | WDRE | WDTS | WDT | SWDT | xxx00x00b   |
| WDTD              | Watchdog Timer Data/Reload | 85H            | Watchdog Timer Data/Reload                        |   |   |       |      |      |     |      | 00H         |

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1. Bit Addressable SFRs



Not Recommended for New Designs

**Table 9:** Timer/Counters SFRs

| Symbol             | Description                | Direct Address | Bit Address, Symbol, or Alternative Port Function |      |      |      |         |      |       |         | Reset Value |
|--------------------|----------------------------|----------------|---|------|------|------|---------|------|-------|---------|-------------|
|                    |                            |                | MSB   |      |      |      | LSB     |      |       |         |             |
| TMOD               | Timer/Counter Mode Control | 89H            | Timer 1   |      |      |      | Timer 0 |      |       |         | 00H         |
|                    |                            |                | GATE  | C/T# | M1   | M0   | GATE    | C/T# | M1    | M0      |             |
| TCON <sup>1</sup>  | Timer/Counter Control      | 88H            | TF1   | TR1  | TF0  | TR0  | IE1     | IT1  | IE0   | IT0     | 00H         |
| TH0                | Timer 0 MSB                | 8CH            | TH0[7:0]  |      |      |      |         |      |       |         | 00H         |
| TL0                | Timer 0 LSB                | 8AH            | TL0[7:0]  |      |      |      |         |      |       |         | 00H         |
| TH1                | Timer 1 MSB                | 8DH            | TH1[7:0]  |      |      |      |         |      |       |         | 00H         |
| TL1                | Timer 1 LSB                | 8BH            | TL1[7:0]  |      |      |      |         |      |       |         | 00H         |
| T2CON <sup>1</sup> | Timer / Counter 2 Control  | C8H            | TF2   | EXF2 | RCLK | TCLK | EXEN2   | TR2  | C/T2# | CP/RL2# | 00H         |
| T2MOD <sup>2</sup> | Timer2 Mode Control        | C9H            | X   | -    | -    | -    | -       | -    | T2OE  | DCEN    | xxxxxx00b   |
| TH2                | Timer 2 MSB                | CDH            | TH2[7:0]  |      |      |      |         |      |       |         | 00H         |
| TL2                | Timer 2 LSB                | CCH            | TL2[7:0]  |      |      |      |         |      |       |         | 00H         |
| RCAP2H             | Timer 2 Capture MSB        | CBH            | RCAP2H[7:0]                                       |      |      |      |         |      |       |         | 00H         |
| RCAP2L             | Timer 2 Capture LSB        | CAH            | RCAP2L[7:0]                                       |      |      |      |         |      |       |         | 00H         |

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1. Bit Addressable SFRs
2. X = Don't care

**Table 10:** Interface SFRs

| Symbol            | Description          | Direct Address | Bit Address, Symbol, or Alternative Port Function |      |      |      |       |       |      |      | RESET Value   |
|-------------------|----------------------|----------------|---|------|------|------|-------|-------|------|------|---------------|
|                   |                      |                | MSB   |      |      |      | LSB   |       |      |      |               |
| SBUF              | Serial Data Buffer   | 99H            | SBUF[7:0]   |      |      |      |       |       |      |      | Indeterminate |
| SCON <sup>1</sup> | Serial Port Control  | 98H            | SM0/FE  | SM1  | SM2  | REN  | TB8   | RB8   | T1   | RI   | 00H           |
| SADDR             | Slave Address        | A9H            | SADDR[7:0]  |      |      |      |       |       |      |      | 00H           |
| SADEN             | Slave Address Mask   | B9H            | SADEN[7:0]  |      |      |      |       |       |      |      | 00H           |
| SPCR              | SPI Control Register | D5H            | SPIE  | SPE  | DORD | MSTR | CPOL  | CPHA  | SPR1 | SPR0 | 04H           |
| SPSR              | SPI Status Register  | AAH            | SPIF  | WCOL |      |      |       |       |      |      | 00H           |
| SPDR              | SPI Data Register    | 86H            | SPDR[7:0]   |      |      |      |       |       |      |      | 00H           |
| P0 <sup>1</sup>   | Port 0               | 80H            | P0[7:0]   |      |      |      |       |       |      |      | FFH           |
| P1 <sup>1</sup>   | Port 1               | 90H            | -   | -    | -    | -    | -     | -     | T2EX | T2   | FFH           |
| P2 <sup>1</sup>   | Port 2               | A0H            | P2[7:0]   |      |      |      |       |       |      |      | FFH           |
| P3 <sup>1</sup>   | Port 3               | B0H            | RD#   | WR#  | T1   | T0   | INT1# | INT0# | TXD  | RXD  | FFH           |
| P4 <sup>2</sup>   | Port 4               | A5H            | 1   | 1    | 1    | 1    | P4.3  | P4.2  | P4.1 | P4.0 | FFH           |

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1. Bit Addressable SFRs
2. P4 is similar to P1 and P3 ports



Not Recommended for New Designs

**Table 11:** PCA SFRs

| Symbol            | Description  | Direct Address | Bit Address, Symbol, or Alternative Port Function |       |       |       |      |      |      |       | RESET Value |
|-------------------|--|----------------|---|-------|-------|-------|------|------|------|-------|-------------|
|                   |  |                | MSB   |       |       |       | LSB  |      |      |       |             |
| CH<br>CL          | PCA Timer/<br>Counter                              | F9H<br>E9H     | CH[7:0]<br>CL[7:0]                                |       |       |       |      |      |      |       | 00H<br>00H  |
| CCON <sup>1</sup> | PCA Timer/<br>Counter<br>Control Register          | D8H            | CF  | CR    | -     | CCF4  | CCF3 | CCF2 | CCF1 | CCF0  | 00x00000b   |
| CMOD              | PCA Timer/<br>Counter<br>Mode Register             | D9H            | CIDL  | WDTE  | -     | -     | -    | CPS1 | CPS0 | ECF   | 00xxx000b   |
| CCAP0H            | PCA Module 0                                       | FAH            | CCAP0H[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP0L            | Compare/Capture<br>Registers                       | EAH            | CCAP0L[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP1H            | PCA Module 1                                       | FBH            | CCAP1H[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP1L            | Compare/Capture<br>Registers                       | EBH            | CCAP1L[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP2H            | PCA Module 2                                       | FCH            | CCAP2H[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP2L            | Compare/Capture<br>Registers                       | ECH            | CCAP2L[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP3H            | PCA Module 3                                       | FDH            | CCAP3H[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP3L            | Compare/Capture<br>Registers                       | EDH            | CCAP3L[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP4H            | PCA Module 4                                       | FEH            | CCAP4H[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAP4L            | Compare/Capture<br>Registers                       | EEH            | CCAP4L[7:0]                                       |       |       |       |      |      |      |       | 00H         |
| CCAPM0            | PCA<br>Compare/Capture<br>Module Mode<br>Registers | DAH            | -   | ECOM0 | CAPP0 | CAPN0 | MAT0 | TOG0 | PWM0 | ECCF0 | x0000000b   |
| CCAPM1            |  | DBH            | -   | ECOM1 | CAPP1 | CAPN1 | MAT1 | TOG1 | PWM1 | ECCF1 | x0000000b   |
| CCAPM2            |  | DCH            | -   | ECOM2 | CAPP2 | CAPN2 | MAT2 | TOG2 | PWM2 | ECCF2 | x0000000b   |
| CCAPM3            |  | DDH            | -   | ECOM3 | CAPP3 | CAPN3 | MAT3 | TOG3 | PWM3 | ECCF3 | x0000000b   |
| CCAPM4            |  | DEH            | -   | ECOM4 | CAPP4 | CAPN4 | MAT4 | TOG4 | PWM4 | ECCF4 | x0000000b   |

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1. Bit Addressable SFRs



Not Recommended for New Designs

### SuperFlash Configuration Register (SFCF)

| Location | 7 | 6     | 5 | 4 | 3 | 2 | 1   | 0    | Reset Value |
|----------|---|-------|---|---|---|---|-----|------|-------------|
| B1H      | - | IAPEN | - | - | - | - | SWR | BSEL | x0xxxx00b   |

| Symbol | Function  |
|--------|---|
| IAPEN  | Enable IAP operation<br>0: IAP commands are disabled<br>1: IAP commands are enabled |
| SWR    | Software Reset<br>See Section , “Software Reset”                                    |
| BSEL   | Program memory block switching bit<br>See Figures 5 and 6 and Table 3               |

### SuperFlash Command Register (SFCM)

| Location | 7   | 6    | 5    | 4    | 3    | 2    | 1    | 0    | Reset Value |
|----------|-----|------|------|------|------|------|------|------|-------------|
| B2H      | FIE | FCM6 | FCM5 | FCM4 | FCM3 | FCM2 | FCM1 | FCM0 | 00H         |

| Symbol    | Function   |
|-----------|--|
| FIE       | Flash Interrupt Enable.<br>0: INT1# is not reassigned.<br>1: INT1# is re-assigned to signal IAP operation completion.<br>External INT1# interrupts are ignored.  |
| FCM[6:0]  | Flash operation command  |
| 000_0001b | Chip-Erase<br>000_1011bSector-Erase<br>000_1101bBlock-Erase<br>000_1100bByte-Verify <sup>1</sup><br>000_1110bByte-Program<br>000_1111bProg-SB1<br>000_0011bProg-SB2<br>000_0101bProg-SB3<br>000_1001bProg-SC0<br>000_1001bProg-SC1<br>000_1000bEnable-Clock-Double<br>All other combinations are not implemented, and reserved for future use. |
|           | 1. Byte-Verify has a single machine cycle latency and will not generate any INT1# interrupt regardless of FIE.   |

### SuperFlash Address Registers (SFAL)

| Location | 7  | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Reset Value |
|----------|--|---|---|---|---|---|---|---|-------------|
| B3H      | SuperFlash Low Order Byte Address Register |   |   |   |   |   |   |   | 00H         |

| Symbol | Function  |
|--------|---|
| SFAL   | Mailbox register for interfacing with flash memory block. (Low order address register). |



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### SuperFlash Address Registers (SFAH)

|                 |   |          |          |          |          |          |          |          |                    |
|-----------------|---|----------|----------|----------|----------|----------|----------|----------|--------------------|
| <b>Location</b> | <b>7</b>                                    | <b>6</b> | <b>5</b> | <b>4</b> | <b>3</b> | <b>2</b> | <b>1</b> | <b>0</b> | <b>Reset Value</b> |
| B4H             | SuperFlash High Order Byte Address Register |          |          |          |          |          |          |          | 00H                |

**Symbol**      **Function**  
 SFAH      Mailbox register for interfacing with flash memory block. (High order address register).

### SuperFlash Data Register (SFDT)

|                 |                          |          |          |          |          |          |          |          |                    |
|-----------------|--------------------------|----------|----------|----------|----------|----------|----------|----------|--------------------|
| <b>Location</b> | <b>7</b>                 | <b>6</b> | <b>5</b> | <b>4</b> | <b>3</b> | <b>2</b> | <b>1</b> | <b>0</b> | <b>Reset Value</b> |
| B5H             | SuperFlash Data Register |          |          |          |          |          |          |          | 00H                |

**Symbol**      **Function**  
 SFDT      Mailbox register for interfacing with flash memory block. (Data register).

### SuperFlash Status Register (SFST) (Read Only Register)

|                 |          |          |          |          |          |            |          |          |                    |
|-----------------|----------|----------|----------|----------|----------|------------|----------|----------|--------------------|
| <b>Location</b> | <b>7</b> | <b>6</b> | <b>5</b> | <b>4</b> | <b>3</b> | <b>2</b>   | <b>1</b> | <b>0</b> | <b>Reset Value</b> |
| B6H             | SB1_i    | SB2_i    | SB3_i    | -        | EDC_i    | FLASH_BUSY | -        | -        | xxxx0xxb           |

**Symbol**      **Function**  
 SB1\_i      Security Bit 1 status (inverse of SB1 bit)  
 SB2\_i      Security Bit 2 status (inverse of SB2 bit)  
 SB3\_i      Security Bit 3 status (inverse of SB3 bit)  
             Please refer to Table 24 for security lock options.  
 EDC\_i      Double Clock Status  
             0: 12 clocks per machine cycle  
             1: 6 clocks per machine cycle  
 FLASH\_BUSY      Flash operation completion polling bit.  
             0: Device has fully completed the last IAP command.  
             1: Device is busy with flash operation.



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### Interrupt Enable (IE)

| Location | 7  | 6  | 5   | 4  | 3   | 2   | 1   | 0   | Reset Value |
|----------|----|----|-----|----|-----|-----|-----|-----|-------------|
| A8H      | EA | EC | ET2 | ES | ET1 | EX1 | ET0 | EX0 | 00H         |

| Symbol | Function  |
|--------|---|
| EA     | Global Interrupt Enable.<br>0 = Disable<br>1 = Enable |
| EC     | PCA Interrupt Enable.                                 |
| ET2    | Timer 2 Interrupt Enable.                             |
| ES     | Serial Interrupt Enable.                              |
| ET1    | Timer 1 Interrupt Enable.                             |
| EX1    | External 1 Interrupt Enable.                          |
| ET0    | Timer 0 Interrupt Enable.                             |
| EX0    | External 0 Interrupt Enable.                          |

### Interrupt Enable A (IEA)

| Location | 7 | 6 | 5 | 4 | 3   | 2 | 1 | 0 | Reset Value           |
|----------|---|---|---|---|-----|---|---|---|-----------------------|
| E8H      | - | - | - | - | EBO | - | - | - | xxxx0xxx <sub>b</sub> |

| Symbol | Function   |
|--------|--|
| EBO    | Brown-out Interrupt Enable.<br>1 = Enable the interrupt<br>0 = Disable the interrupt |

### Interrupt Priority (IP)

| Location | 7 | 6   | 5   | 4  | 3   | 2   | 1   | 0   | Reset Value           |
|----------|---|-----|-----|----|-----|-----|-----|-----|-----------------------|
| B8H      | - | PPC | PT2 | PS | PT1 | PX1 | PT0 | PX0 | x0000000 <sub>b</sub> |

| Symbol | Function                           |
|--------|------------------------------------|
| PPC    | PCA interrupt priority bit         |
| PT2    | Timer 2 interrupt priority bit     |
| PS     | Serial Port interrupt priority bit |
| PT1    | Timer 1 interrupt priority bit     |
| PX1    | External interrupt 1 priority bit  |
| PT0    | Timer 0 interrupt priority bit     |
| PX0    | External interrupt 0 priority bit  |



Not Recommended for New Designs

**Interrupt Priority High (IPH)**

| Location | 7 | 6    | 5    | 4   | 3    | 2    | 1    | 0    | Reset Value |
|----------|---|------|------|-----|------|------|------|------|-------------|
| B7H      | - | PPCH | PT2H | PSH | PT1H | PX1H | PT0H | PX0H | x0000000b   |

| Symbol | Function                                |
|--------|---|
| PPCH   | PCA interrupt priority bit high         |
| PT2H   | Timer 2 interrupt priority bit high     |
| PSH    | Serial Port interrupt priority bit high |
| PT1H   | Timer 1 interrupt priority bit high     |
| PX1H   | External interrupt 1 priority bit high  |
| PT0H   | Timer 0 interrupt priority bit high     |
| PX0H   | External interrupt 0 priority bit high  |

**Interrupt Priority 1 (IP1)**

| Location | 7 | 6 | 5 | 4 | 3   | 2   | 1   | 0 | Reset Value |
|----------|---|---|---|---|-----|-----|-----|---|-------------|
| F8H      | 1 | - | - | 1 | PBO | PX3 | PX2 | 1 | 1xx10001b   |

| Symbol | Function                          |
|--------|-----------------------------------|
| PBO    | Brown-out interrupt priority bit  |
| PX2    | External Interrupt 2 priority bit |
| PX3    | External Interrupt 3 priority bit |

**Interrupt Priority 1 High (IP1H)**

| Location | 7 | 6 | 5 | 4 | 3    | 2    | 1    | 0 | Reset Value |
|----------|---|---|---|---|------|------|------|---|-------------|
| F7H      | 1 | - | - | 1 | PBOH | PX3H | PX2H | 1 | 1xx10001b   |

| Symbol | Function                               |
|--------|--|
| PBOH   | Brown-out Interrupt priority bit high  |
| PX2H   | External Interrupt 2 priority bit high |
| PX3H   | External Interrupt 3 priority bit high |



Not Recommended for New Designs

### Auxiliary Register (AUXR)

| Location | 7 | 6 | 5 | 4 | 3 | 2 | 1          | 0  | Reset Value |
|----------|---|---|---|---|---|---|------------|----|-------------|
| 8EH      | - | - | - | - | - | - | EXTRA<br>M | AO | xxxxxx00b   |

| Symbol | Function  |
|--------|---|
| EXTRAM | Internal/External RAM access<br>0: Internal Expanded RAM access within range of 00H to 2FFH using MOVX @Ri / @DPTR. Beyond 300H, the MCU always accesses external data memory. For details, refer to Section , “Expanded Data RAM Addressing” .   |
| AO     | 1: External data memory access.<br>Disable/Enable ALE<br>0: ALE is emitted at a constant rate of 1/3 the oscillator frequency in 6 clock mode, 1/6 f <sub>OSC</sub> in 12 clock mode.<br>1: ALE is active only during a MOVX or MOVC instruction. |

### Auxiliary Register 1 (AUXR1)

| Location | 7 | 6 | 5 | 4 | 3   | 2 | 1 | 0   | Reset Value |
|----------|---|---|---|---|-----|---|---|-----|-------------|
| A2H      | - | - | - | - | GF2 | 0 | - | DPS | xxxx00x0b   |

| Symbol | Function   |
|--------|--|
| GF2    | General purpose user-defined flag.   |
| DPS    | DPTR registers select bit.<br>0: DPTR0 is selected.<br>1: DPTR1 is selected. |





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**Watchdog Timer Control Register (WDTC)**

| Location | 7 | 6 | 5 | 4     | 3    | 2    | 1   | 0    | Reset Value |
|----------|---|---|---|-------|------|------|-----|------|-------------|
| COH      | - | - | - | WDOUT | WDRE | WDTS | WDT | SWDT | xxx00000b   |

| Symbol | Function   |
|--------|--|
| WDOUT  | Watchdog output enable.<br>0: Watchdog reset will not be exported on Reset pin.<br>1: Watchdog reset if enabled by WDRE, will assert Reset pin for 32 clocks.  |
| WDRE   | Watchdog timer reset enable.<br>0: Disable watchdog timer reset.<br>1: Enable watchdog timer reset.  |
| WDTS   | Watchdog timer reset flag.<br>0: External hardware reset or power-on reset clears the flag.<br>Flag can also be cleared by writing a 1.<br>Flag survives if chip reset happened because of watchdog timer overflow.<br>1: Hardware sets the flag on watchdog overflow. |
| WDT    | Watchdog timer refresh.<br>0: Hardware resets the bit when refresh is done.<br>1: Software sets the bit to force a watchdog timer refresh.   |
| SWDT   | Start watchdog timer.<br>0: Stop WDT.<br>1: Start WDT.   |

**Watchdog Timer Data/Reload Register (WDTD)**

| Location | 7                          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Reset Value |
|----------|----------------------------|---|---|---|---|---|---|---|-------------|
| 85H      | Watchdog Timer Data/Reload |   |   |   |   |   |   |   | 00H         |

| Symbol | Function   |
|--------|--|
| WDTD   | Initial/Reload value in Watchdog Timer. New value won't be effective until WDT is set. |



Not Recommended for New Designs

### PCA Timer/Counter Control Register<sup>1</sup> (CCON)

| Location | 7  | 6  | 5 | 4    | 3    | 2    | 1    | 0    | Reset Value |
|----------|----|----|---|------|------|------|------|------|-------------|
| D8H      | CF | CR | - | CCF4 | CCF3 | CCF2 | CCF1 | CCF0 | 00x00000b   |

1. Bit addressable

| Symbol | Function  |
|--------|---|
| CF     | PCA Counter Overflow Flag<br>Set by hardware when the counter rolls over. CF flags an interrupt if bit ECF in CMOD is set. CF may be set by either hardware or software, but can only be cleared by software. |
| CR     | PCA Counter Run control bit<br>Set by software to turn the PCA counter on. Must be cleared by software to turn the PCA counter off.   |
| -      | Not implemented, reserved for future use.<br><b>Note:</b> User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate.   |
| CCF4   | PCA Module 4 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.   |
| CCF3   | PCA Module 3 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.   |
| CCF2   | PCA Module 2 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.   |
| CCF1   | PCA Module 1 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.   |
| CCF0   | PCA Module 0 interrupt flag. Set by hardware when a match or capture occurs. Must be cleared by software.   |



Not Recommended for New Designs

### PCA Timer/Counter Mode Register<sup>1</sup> (CMOD)

| Location | 7    | 6    | 5 | 4 | 3 | 2    | 1    | 0   | Reset Value |
|----------|------|------|---|---|---|------|------|-----|-------------|
| D9H      | CIDL | WDTE | - | - | - | CPS1 | CPS0 | ECF | 00xx000b    |

1. Not bit addressable

| Symbol | Function  |
|--------|---|
| CIDL   | Counter Idle Control:<br>0: Programs the PCA Counter to continue functioning during idle mode<br>1: Programs the PCA Counter to be gated off during idle    |
| WDTE   | Watchdog Timer Enable:<br>0: Disables Watchdog Timer function on PCA module 4<br>1: Enables Watchdog Timer function on PCA module 4                         |
| -      | Not implemented, reserved for future use.<br><b>Note:</b> User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate. |
| CPS1   | PCA Count Pulse Select bit 1  |
| CPS0   | PCA Count Pulse Select bit 2  |

| CPS1 | CPS0 | Selected PCA Input <sup>1</sup> |  |
|------|------|---------------------------------|--|
| 0    | 0    | 0                               | Internal clock, $f_{OSC}/6$ in 6 clock mode ( $f_{OSC}/12$ in 12 clock mode) |
| 0    | 1    | 1                               | Internal clock, $f_{OSC}/2$ in 6 clock mode ( $f_{OSC}/4$ in 12 clock mode)  |
| 1    | 0    | 2                               | Timer 0 overflow   |
| 1    | 1    | 3                               | External clock at ECI/P1.2 pin   |
|      |      |                                 | (max. rate = $f_{OSC}/4$ in 6 clock mode, $f_{OSC}/8$ in 12 clock mode)      |

1.  $f_{OSC}$  = oscillator frequency

|     |  |
|-----|--|
| ECF | PCA Enable Counter Overflow interrupt:<br>0: Disables the CF bit in CCON<br>1: Enables CF bit in CCON to generate an interrupt |
|-----|--|



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### PCA Compare/Capture Module Mode Register<sup>1</sup> (CCAPMn)

| Location | 7 | 6     | 5     | 4     | 3    | 2    | 1    | 0     | Reset Value |
|----------|---|-------|-------|-------|------|------|------|-------|-------------|
| DAH      | - | ECOM0 | CAPP0 | CAPN0 | MAT0 | TOG0 | PWM0 | ECCF0 | 00xxx000b   |
| DBH      | - | ECOM1 | CAPP1 | CAPN1 | MAT1 | TOG1 | PWM1 | ECCF1 | 00xxx000b   |
| DCH      | - | ECOM2 | CAPP2 | CAPN2 | MAT2 | TOG2 | PWM2 | ECCF2 | 00xxx000b   |
| DDH      | - | ECOM3 | CAPP3 | CAPN3 | MAT3 | TOG3 | PWM3 | ECCF3 | 00xxx000b   |
| DEH      | - | ECOM4 | CAPP4 | CAPN4 | MAT4 | TOG4 | PWM4 | ECCF4 | 00xxx000b   |

1. Not bit addressable

| Symbol | Function   |
|--------|--|
| -      | Not implemented, reserved for future use.<br><b>Note:</b> User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate.  |
| ECOMn  | Enable Comparator<br>0: Disables the comparator function<br>1: Enables the comparator function   |
| CAPPn  | Capture Positive<br>0: Disables positive edge capture on CEX[4:0]<br>1: Enables positive edge capture on CEX[4:0]  |
| CAPNn  | Capture Negative<br>0: Disables negative edge capture on CEX[4:0]<br>1: Enables negative edge capture on CEX[4:0]  |
| MATn   | Match: Set ECOM[4:0] and MAT[4:0] to implement the software timer mode<br>0: Disables software timer mode<br>1: A match of the PCA counter with this module's compare/capture register causes the CCFn bit in CCON to be set, flagging an interrupt. |
| TOGn   | Toggle<br>0: Disables toggle function<br>1: A match of the PCA counter with this module's compare/capture register causes the the CEXn pin to toggle.  |
| PWMn   | Pulse Width Modulation mode<br>0: Disables PWM mode<br>1: Enables CEXn pin to be used as a pulse width modulated output  |
| ECCFn  | Enable CCF Interrupt<br>0: Disables compare/capture flag CCF[4:0] in the CCON register to generate an interrupt request.<br>1: Enables compare/capture flag CCF[4:0] in the CCON register to generate an interrupt request.                          |



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### SPI Control Register (SPCR)

| Location | 7    | 6   | 5    | 4    | 3    | 2    | 1    | 0    | Reset Value |
|----------|------|-----|------|------|------|------|------|------|-------------|
| D5H      | SPIE | SPE | DORD | MSTR | CPOL | CPHA | SPR1 | SPR0 | 00H         |

| Symbol     | Function  |
|------------|---|
| SPIE       | If both SPIE and ES are set to one, SPI interrupts are enabled.   |
| SPE        | SPI enable bit.<br>0: Disables SPI.<br>1: Enables SPI and connects SS#, MOSI, MISO, and SCK to pins P1.4, P1.5, P1.6, P1.7.   |
| DORD       | Data Transmission Order.<br>0: MSB first in data transmission.<br>1: LSB first in data transmission.  |
| MSTR       | Master/Slave select.<br>0: Selects Slave mode.<br>1: Selects Master mode.   |
| CPOL       | Clock Polarity<br>0: SCK is low when idle (Active High).<br>1: SCK is high when idle (Active Low).  |
| CPHA       | Clock Phase control bit. The CPHA bit with the CPOL bit control the clock and data relationship between master and slave. See Figures 21 and 22.<br>0: Shift triggered on the leading edge of the clock.<br>1: Shift triggered on the trailing edge of the clock. |
| SPR1, SPR0 | SPI Clock Rate Select bits. These two bits control the SCK rate of the device configured as master. SPR1 and SPR0 have no effect on the slave. The relationship between SCK and the oscillator frequency, $f_{osc}$ , is as follows:                              |

| SPR1 | SPR0 | SCK = $f_{osc}$ divided by |
|------|------|----------------------------|
| 0    | 0    | 4                          |
| 0    | 1    | 16                         |
| 1    | 0    | 64                         |
| 1    | 1    | 128                        |

### SPI Status Register (SPSR)

| Location | 7    | 6    | 5 | 4 | 3 | 2 | 1 | 0 | Reset Value |
|----------|------|------|---|---|---|---|---|---|-------------|
| AAH      | SPIF | WCOL | - | - | - | - | - | - | 00xxxxxb    |

| Symbol | Function  |
|--------|---|
| SPIF   | SPI Interrupt Flag.<br>Upon completion of data transfer, this bit is set to 1.<br>If SPIE = 1 and ES = 1, an interrupt is then generated.<br>This bit is cleared by software. |
| WCOL   | Write Collision Flag.<br>Set if the SPI data register is written to during data transfer.<br>This bit is cleared by software.   |



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### SPI Data Register (SPDR)

|                 |           |          |          |          |          |          |          |          |                    |
|-----------------|-----------|----------|----------|----------|----------|----------|----------|----------|--------------------|
| <b>Location</b> | <b>7</b>  | <b>6</b> | <b>5</b> | <b>4</b> | <b>3</b> | <b>2</b> | <b>1</b> | <b>0</b> | <b>Reset Value</b> |
| 86H             | SPDR[7:0] |          |          |          |          |          |          |          | 00H                |

### Power Control Register (PCON)

|                 |          |          |          |          |          |          |          |          |                    |
|-----------------|----------|----------|----------|----------|----------|----------|----------|----------|--------------------|
| <b>Location</b> | <b>7</b> | <b>6</b> | <b>5</b> | <b>4</b> | <b>3</b> | <b>2</b> | <b>1</b> | <b>0</b> | <b>Reset Value</b> |
| 87H             | SMOD1    | SMOD0    | BOF      | POF      | GF1      | GF0      | PD       | IDL      | 00010000b          |

| Symbol | Function  |
|--------|---|
| SMOD1  | Double Baud rate bit. If SMOD1 = 1, Timer 1 is used to generate the baud rate, and the serial port is used in modes 1, 2, and 3.  |
| SMOD0  | FE/SM0 Selection bit.<br>0: SCON[7] = SM0<br>1: SCON[7] = FE,   |
| BOF    | Brown-out detection status bit, this bit will not be affected by any other reset. BOF should be cleared by software. Power-on reset will also clear the BOF bit.<br>0: No brown-out.<br>1: Brown-out occurred |
| POF    | Power-on reset status bit, this bit will not be affected by any other reset. POF should be cleared by software.<br>0: No Power-on reset.<br>1: Power-on reset occurred  |
| GF1    | General-purpose flag bit.   |
| GF0    | General-purpose flag bit.   |
| PD     | Power-down bit, this bit is cleared by hardware after exiting from power-down mode.<br>0: Power-down mode is not activated.<br>1: Activates Power-down mode.  |
| IDL    | Idle mode bit, this bit is cleared by hardware after exiting from idle mode.<br>0: Idle mode is not activated.<br>1: Activates idle mode.   |



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### Serial Port Control Register (SCON)

| Location | 7      | 6   | 5   | 4   | 3   | 2   | 1  | 0  | Reset Value |
|----------|--------|-----|-----|-----|-----|-----|----|----|-------------|
| 98H      | SM0/FE | SM1 | SM2 | REN | TB8 | RB8 | TI | RI | 00000000b   |

| Symbol | Function  |
|--------|---|
| FE     | Set SMOD0 = 1 to access FE bit.<br>0: No framing error<br>1: Framing Error. Set by receiver when an invalid stop bit is detected. This bit needs to be cleared by software. |
| SM0    | SMOD0 = 0 to access SM0 bit.<br>Serial Port Mode Bit 0  |
| SM1    | Serial Port Mode Bit 1  |

| SM0 | SM1 | Mode | Description    | Baud Rate <sup>1</sup>  |
|-----|-----|------|----------------|---|
| 0   | 0   | 0    | Shift Register | $f_{osc}/6$ (6 clock mode) or $f_{osc}/12$ (12 clock mode)                                  |
| 0   | 1   | 1    | 8-bit UART     | Variable  |
| 1   | 0   | 2    | 9-bit UART     | $f_{osc}/32$ or $f_{osc}/16$ (6 clock mode) or $f_{osc}/64$ or $f_{osc}/32$ (12 clock mode) |
| 1   | 1   | 3    | 9-bit UART     | Variable  |

1.  $f_{osc}$  = oscillator frequency

|     |  |
|-----|--|
| SM2 | Enables the Automatic Address Recognition feature in Modes 2 or 3. If SM2 = 1 then RI will not be set unless the received 9th data bit (RB8) is 1, indicating an address, and the received byte is a given or broadcast address. In Mode 1, if SM2 = 1 then RI will not be activated unless a valid stop bit was received. In Mode 0, SM2 should be 0. |
| REN | Enables serial reception.<br>0: to disable reception.<br>1: to enable reception.   |
| TB8 | The 9th data bit that will be transmitted in Modes 2 and 3. Set or clear by software as desired.   |
| RB8 | In Modes 2 and 3, the 9th data bit that was received. In Mode 1, if SM2 = 0, RB8 is the stop bit that was received. In Mode 0, RB8 is not used.  |
| TI  | Transmit interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or at the beginning of the stop bit in the other modes, in any serial transmission, Must be cleared by software.  |
| RI  | Receive interrupt flag. Set by hardware at the end of the 8th bit time in Mode 0, or halfway through the stop bit time in the other modes, in any serial reception (except see SM2). Must be cleared by software.  |



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### Timer/Counter 2 Control Register (T2CON)

| Location | 7   | 6    | 5    | 4    | 3     | 2   | 1     | 0       | Reset Value |
|----------|-----|------|------|------|-------|-----|-------|---------|-------------|
| C8H      | TF2 | EXF2 | RCLK | TCLK | EXEN2 | TR2 | C/T2# | CP/RL2# | 00H         |

| Symbol  | Function   |
|---------|--|
| TF2     | Timer 2 overflow flag set by a Timer 2 overflow and must be cleared by software. TF2 will not be set when either RCLK or TCLK = 1.   |
| EXF2    | Timer 2 external flag set when either a capture or reload is caused by a negative transition on T2EX and EXEN2 = 1. When Timer 2 interrupt is enabled, EXF2 = 1 will cause the CPU to vector to the Timer 2 interrupt routine. EXF2 must be cleared by software. EXF2 does not cause an interrupt in up/down counter mode (DCEN = 1).  |
| RCLK    | Receive clock flag. When set, causes the serial port to use Timer 2 overflow pulses for its receive clock in modes 1 and 3. RCLK = 0 causes Timer 1 overflow to be used for the receive clock.   |
| TCLK    | Transmit clock flag. When set, causes the serial port to use Timer 2 overflow pulses for its transmit clock in modes 1 and 3. TCLK = 0 causes Timer 1 overflow to be used for the transmit clock.  |
| EXEN2   | Timer 2 external enable flag. When set, allows a capture or reload to occur as a result of a negative transition on T2EX if Timer 2 is not being used to clock the serial port. EXEN2 = 0 causes Timer 2 to ignore events at T2EX.   |
| TR2     | Start/stop control for Timer 2. A logic 1 starts the timer.  |
| C/T2#   | Timer or counter select (Timer 2)<br>0: Internal timer (OSC/6 in 6 clock mode, OSC/12 in 12 clock mode)<br>1: External event counter (falling edge triggered)  |
| CP/RL2# | Capture/Reload flag. When set, captures will occur on negative transitions at T2EX if EXEN2 = 1. When cleared, auto-reloads will occur either with Timer 2 overflows or negative transitions at T2EX when EXEN2 = 1. When either RCLK = 1 or TCLK = 1, this bit is ignored and the timer is forced to auto-reload on Timer 2 overflow. |

### Timer/Counter 2 Mode Control (T2MOD)

| Location | 7 | 6 | 5 | 4 | 3 | 2 | 1    | 0    | Reset Value |
|----------|---|---|---|---|---|---|------|------|-------------|
| C9H      | X | - | - | - | - | - | T2OE | DCEN | xxxxxx00b   |

| Symbol | Function  |
|--------|---|
| X      | Don't Care  |
| -      | Not implemented, reserved for future use.<br><b>Note:</b> User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate. |
| T2OE   | Timer 2 Output Enable bit.  |
| DCEN   | Down Count Enable bit. When set, this allows Timer 2 to be configured as an up/down counter.  |





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### External Interrupt Control (XICON)

| Location | 7 | 6   | 5   | 4   | 3 | 2   | 1   | 0   | Reset Value |
|----------|---|-----|-----|-----|---|-----|-----|-----|-------------|
| AEH      | X | EX3 | IE3 | IT3 | 0 | EX2 | IE2 | IT2 | 00H         |

| Symbol | Function  |
|--------|---|
| X      | Don't Care  |
| EX2    | External Interrupt 2<br>Enable bit if set   |
| IE2    | Interrupt Enable<br>If IT2=1, IE2 is set/cleared automatically by hardware when interrupt is detected/<br>serviced. |
| IT2    | External Interrupt 2 is falling-edge/low-level triggered when this bit is cleared by<br>software.                   |
| EX3    | External Interrupt 3<br>Enable bit if set   |
| IE3    | Interrupt Enable<br>If IT3=1, IE3 is set/cleared automatically by hardware when interrupt is detected/<br>serviced. |
| IT3    | External Interrupt3 is falling-edge/low-level triggered when this bit is cleared by<br>software.                    |



## Flash Memory Programming

The device internal flash memory can be programmed or erased using the In-Application Programming (IAP) mode.

### Product Identification

The Read-ID command accesses the Signature Bytes that identify the device and the manufacturer as SST. External programmers primarily use these Signature Bytes in the selection of programming algorithms.

**Table 12:** Product Identification

|                   | Address | Data |
|-------------------|---------|------|
| Manufacturer's ID | 30H     | BFH  |
| Device ID         |         |      |
| SST89V54RD2/RD    | 31H     | 9EH  |
| SST89V58RD2/RD    | 31H     | 9AH  |

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### In-Application Programming Mode

The device offers either 24/40 KByte of in-application programmable flash memory. During in-application programming, the CPU of the microcontroller enters IAP mode. The two blocks of flash memory allow the CPU to execute user code from one block, while the other is being erased or reprogrammed concurrently. The CPU may also fetch code from an external memory while all internal flash is being reprogrammed. The mailbox registers (SFST, SFCM, SFAL, SFAH, SFDT and SFCF) located in the special function register (SFR), control and monitor the device's erase and program process.

Table 13 outline the commands and their associated mailbox register settings.

### In-Application Programming Mode Clock Source

During IAP mode, both the CPU core and the flash controller unit are driven off the external clock. However, an internal oscillator will provide timing references for Program and Erase operations. The internal oscillator is only turned on when required, and is turned off as soon as the flash operation is completed.

### Memory Bank Selection for In-Application Programming Mode

With the addressing range limited to 16 bit, only 64 KByte of program address space is "visible" at any one time. The bank selection (the configuration of EA# and SFCF[1:0]), allows Block 1 memory to be overlaid on the lowest 8 KByte of Block 0 memory, making Block 1 reachable. The same concept is employed to allow both Block 0 and Block 1 flash to be accessible to IAP operations. Code from a block that is not visible may not be used as a source to program another address. However, a block that is not "visible" may be programmed by code from the other block through mailbox registers.

The device allows IAP code in one block of memory to program the other block of memory, but may not program any location in the same block. If an IAP operation originates physically from Block 0, the target of this operation is implicitly defined to be in Block 1. If the IAP operation originates physically from



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Block 1, then the target address is implicitly defined to be in Block 0. If the IAP operation originates from external program space, then, the target will depend on the address and the state of bank selection.

### IAP Enable Bit

The IAP enable bit, SFCF[6], enables in-application programming mode. Until this bit is set, all flash programming IAP commands will be ignored.

### In-Application Programming Mode Commands

All of the following commands can only be initiated in the IAP mode. In all situations, writing the control byte to the SFCM register will initiate all of the operations. All commands will not be enabled if the security locks are enabled on the selected memory block.

The Program command is for programming new data into the memory array. The portion of the memory array to be programmed should be in the erased state, FFH. If the memory is not erased, it should first be erased with an appropriate Erase command.

**Warning: Do not attempt to write (program or erase) to a block that the code is currently fetching from. This will cause unpredictable program behavior and may corrupt program data.**

### Chip-Erase

The Chip-Erase command erases all bytes in both memory blocks. This command is only allowed when EA#=0 (external memory execution). Additionally this command is not permitted when the device is in level 4 locking. In all other instances, this command ignores the Security Lock status and will erase the security lock bits and re-map bits.

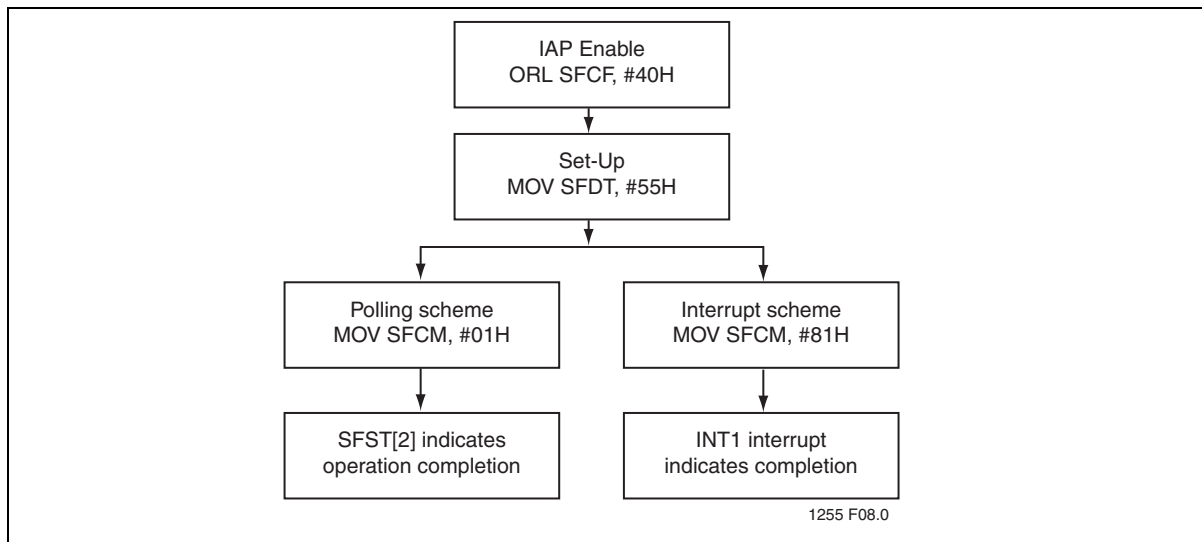


Figure 9: Chip-Erase



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### Block-Erase

The Block-Erase command erases all bytes in one of the two memory blocks (Block 0 or Block 1). The selection of the memory block to be erased is determined by the (SFAH[7]) of the SuperFlash Address Register. For SST89x5xRD2/RD, if SFAH[7] = 0b, the primary flash memory Block 0 is selected. If SFAH[7:4] = EH, the secondary flash memory Block 1 is selected. The Block-Erase command sequence for SST89x5xRD2/RD is as follows:

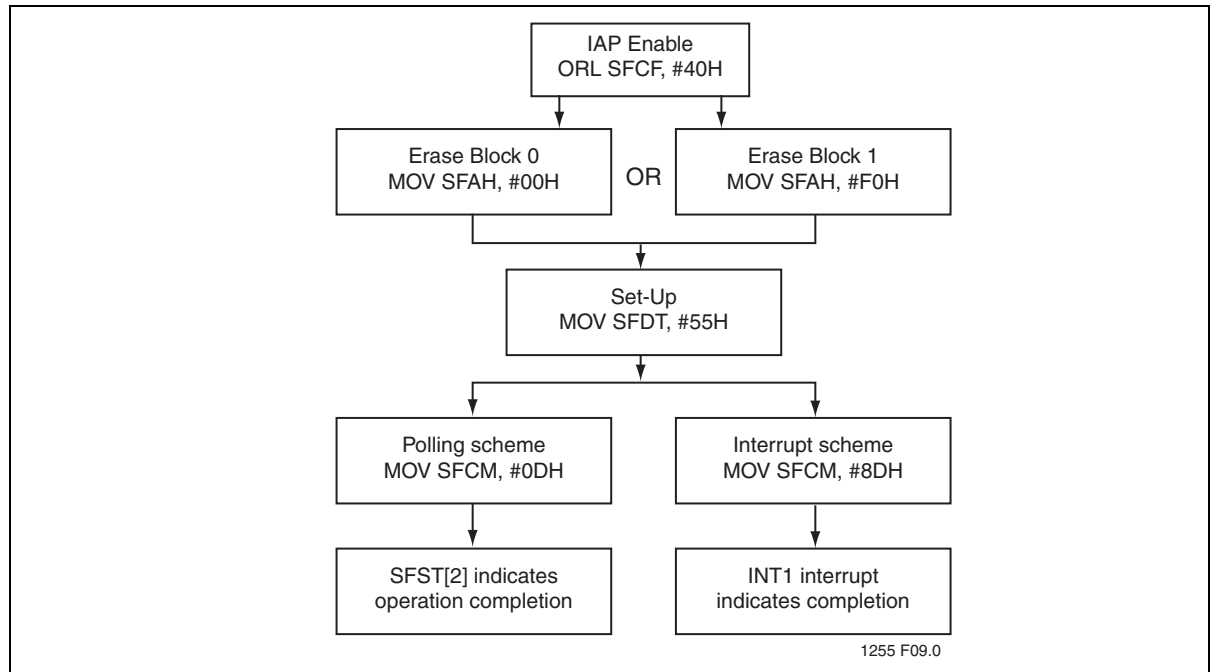


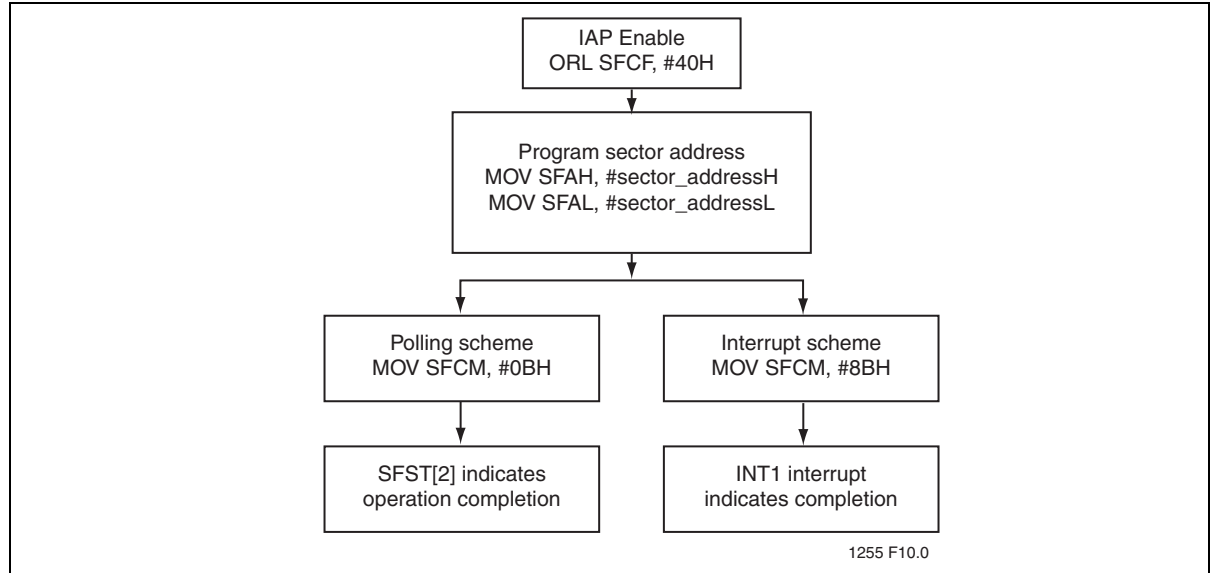
Figure 10:Block-Erase



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### Sector-Erase

The Sector-Erase command erases all of the bytes in a sector. The sector size for the flash memory blocks is 128 Bytes. The selection of the sector to be erased is determined by the contents of SFAH and SFAL.



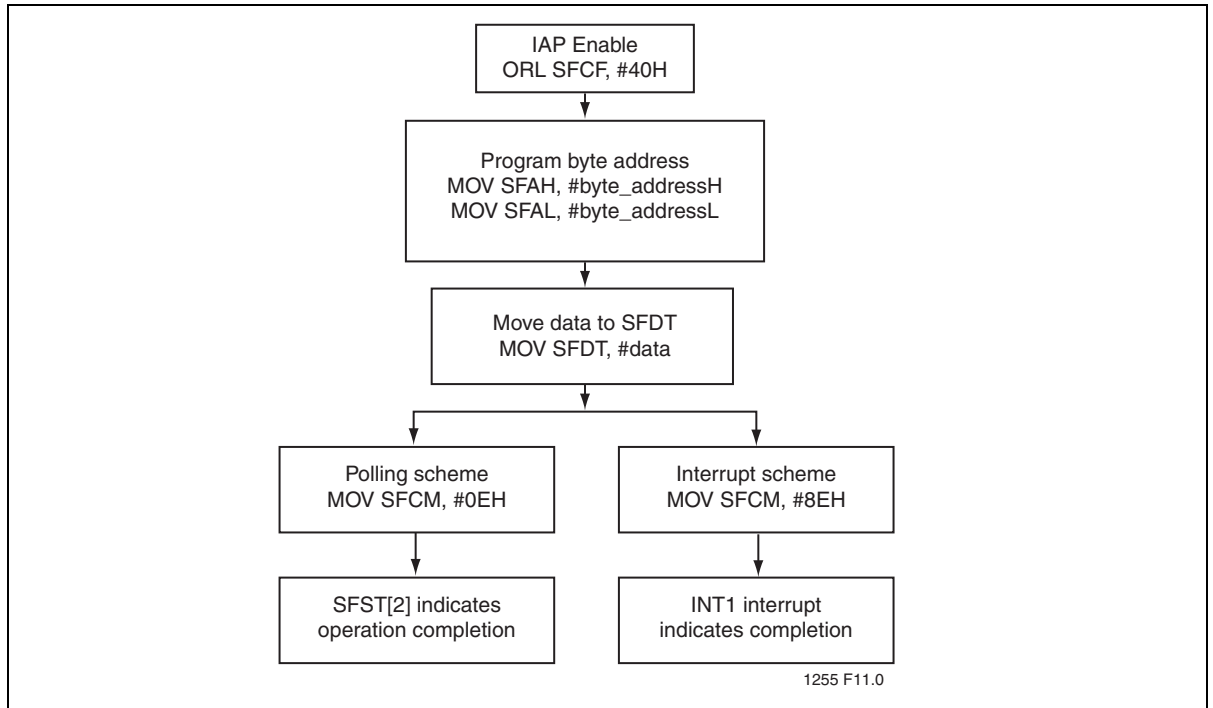
**Figure 11:**Sector-Erase



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### Byte-Program

The Byte-Program command programs data into a single byte. The address is determined by the contents of SFAH and SFAL. The data byte is in SFDT.



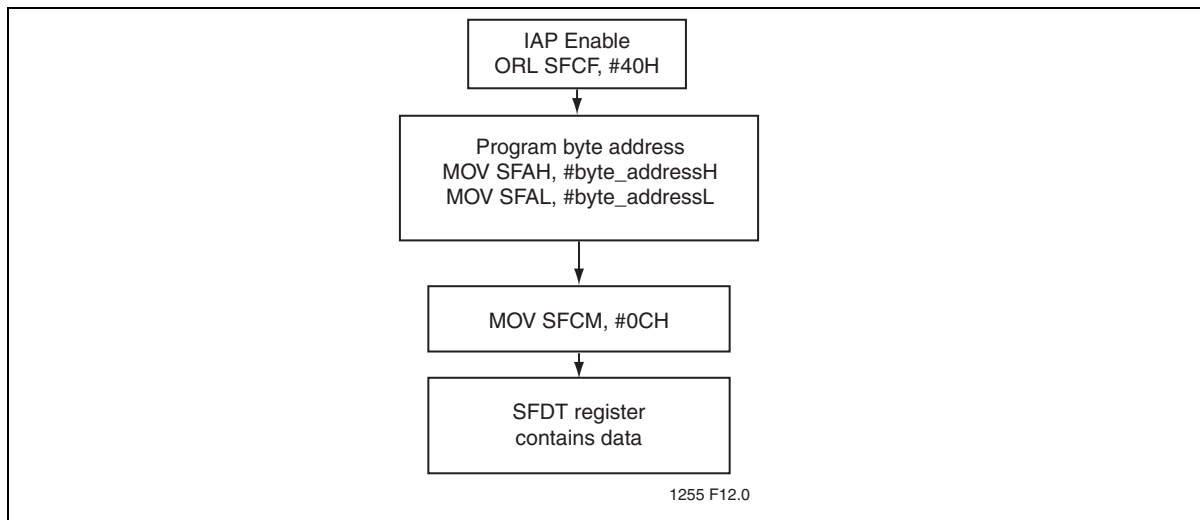
**Figure 12:**Byte-Program



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### Byte-Verify

The Byte-Verify command allows the user to verify that the device has correctly performed an Erase or Program command. Byte-Verify command returns the data byte in SFDT if the command is successful. The user is required to check that the previous flash operation has fully completed before issuing a Byte-Verify. Byte-Verify command execution time is short enough that there is no need to poll for command completion and no interrupt is generated.

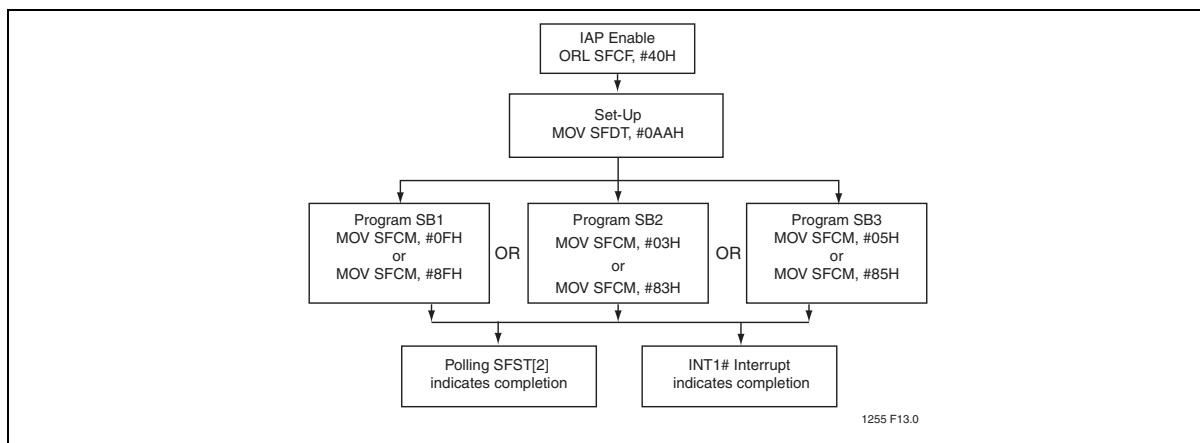


**Figure 13:**Byte-Verify

### Prog-SB3, Prog-SB2, Prog-SB1

Prog-SB3, Prog-SB2, Prog-SB1 commands are used to program the security bits (see Table 24). Completion of any of these commands, the security options will be updated immediately.

Security bits previously in un-programmed state can be programmed by these commands. Prog-SB3, Prog-SB2 and Prog-SB1 commands should only reside in Block 1 or external code memory.



**Figure 14:**Prog-SB3, Prog-SB2, Prog-SB1



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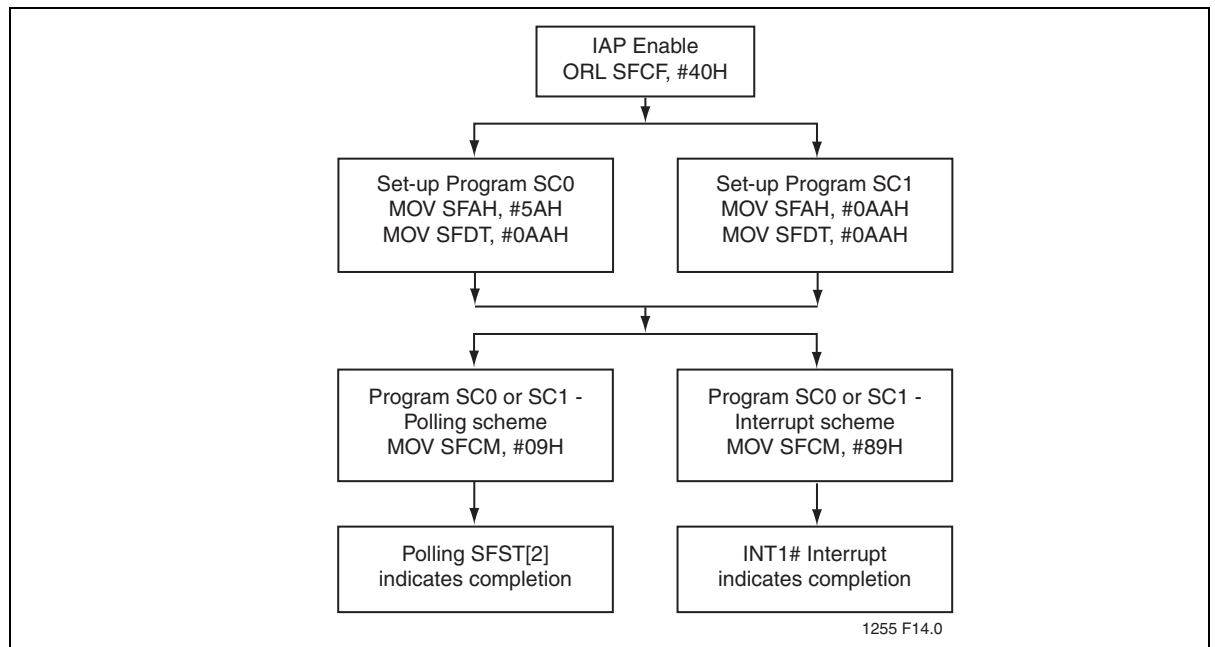
### Prog-SC0, Prog-SC1

Prog-SC0 command is used to program the SC0 bit. This command only changes the SC0 bit and has no effect on BSEL bit until after a reset cycle.

SC0 bit previously in un-programmed state can be programmed by this command. The Prog-SC0 command should reside only in Block 1 or external code memory.

Prog-SC1 command is used to program the SC1 bit. This command only changes the SC1 bit and has no effect on SFCF[1] bit until after a reset cycle.

SC1 bit previously in un-programmed state can be programmed by this command. The Prog-SC1 command should reside only in Block 1 or external code memory.



**Figure 15:**Prog-SC0 and Prog-SC1





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### Enable-Clock-Double

Enable-Clock-Double command is used to make the MCU run at 6 clocks per machine cycle. The standard (default) is 12 clocks per machine cycle (i.e. clock double command disabled).

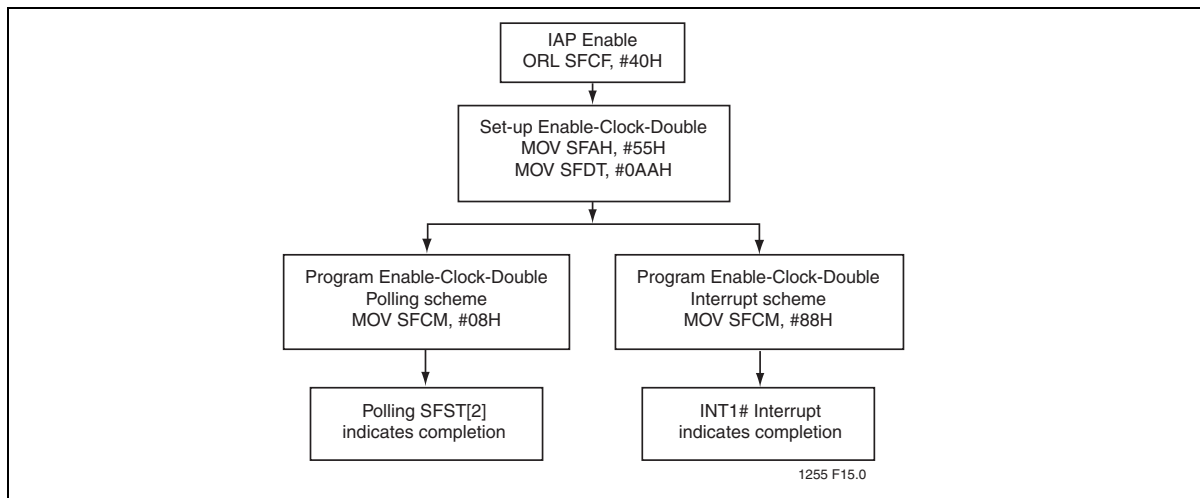


Figure 16: Enable-Clock-Double

### Polling

A command that uses the polling method to detect flash operation completion should poll on the FLASH\_BUSY bit (SFST[2]). When FLASH\_BUSY de-asserts (logic 0), the device is ready for the next operation.

MOVC instruction may also be used for verification of the Programming and Erase operation of the flash memory. MOVC instruction will fail if it is directed at a flash block that is still busy.



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## Interrupt Termination

If interrupt termination is selected, (SFCM[7] is set), then an interrupt (INT1) will be generated to indicate flash operation completion. Under this condition, the INT1 becomes an internal interrupt source. The INT1# pin can now be used as a general purpose port pin and it cannot be the source of External Interrupt 1 during in-application programming.

In order to use an interrupt to signal flash operation termination. EX1 and EA bits of IE register must be set. The IT1 bit of TCON register must also be set for edge trigger detection.

**Table 13:** IAP Commands<sup>1</sup>

| Operation                        | SFCM [6:0] <sup>2</sup> | SFDT [7:0]      | SFAH [7:0]      | SFAL [7:0]      |
|----------------------------------|-------------------------|-----------------|-----------------|-----------------|
| Chip-Erase <sup>3</sup>          | 01H                     | 55H             | X <sup>4</sup>  | X               |
| Block-Erase                      | 0DH                     | 55H             | AH <sup>5</sup> | X               |
| Sector-Erase                     | 0BH                     | X               | AH              | AL <sup>6</sup> |
| Byte-Program                     | 0EH                     | DI <sup>7</sup> | AH              | AL              |
| Byte-Verify (Read) <sup>8</sup>  | 0CH                     | DO <sup>7</sup> | AH              | AL              |
| Prog-SB1 <sup>9</sup>            | 0FH                     | AAH             | X               | X               |
| Prog-SB2 <sup>9</sup>            | 03H                     | AAH             | X               | X               |
| Prog-SB3 <sup>9</sup>            | 05H                     | AAH             | X               | X               |
| Prog-SC0 <sup>9</sup>            | 09H                     | AAH             | 5AH             | X               |
| Prog-SC1 <sup>9</sup>            | 09H                     | AAH             | AAH             | X               |
| Enable-Clock-Double <sup>9</sup> | 08H                     | AAH             | 55H             | X               |

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- SFCF[6]=1 enables IAP commands; SFCF[6]=0 disables IAP commands.
- Interrupt/Polling enable for flash operation completion  
SFCM[7] = 1: Interrupt enable for flash operation completion  
0: polling enable for flash operation completion
- Chip-Erase only functions in IAP mode when EA#=0 (external memory execution) and device is not in level 4 locking.
- X can be V<sub>IL</sub> or V<sub>IH</sub>, but no other value.
- AH = Address high order byte
- AL = Address low order byte
- DI = Data Input, DO = Data Output, all other values are in hex.
- SFAH[7:5] = 111b selects Block 1, SFAH[7] = 0b selects Block 0
- Instruction must be located in Block 1 or external code memory.

**Note:** DISIAPL pin in PLCC or TQFP will also disable IAP commands if it is externally pulled low when reset.



## Timers/Counters

### Timers

The device has three 16-bit registers that can be used as either timers or event counters. The three timers/counters are denoted Timer 0 (T0), Timer 1 (T1), and Timer 2 (T2). Each is designated a pair of 8-bit registers in the SFRs. The pair consists of a most significant (high) byte and least significant (low) byte. The respective registers are TL0, TH0, TL1, TH1, TL2, and TH2.

### Timer Set-up

Refer to Table 9 for TMOD, TCON, and T2CON registers regarding timers T0, T1, and T2. The following tables provide TMOD values to be used to set up Timers T0, T1, and T2.

Except for the baud rate generator mode, the values given for T2CON do not include the setting of the TR2 bit. Therefore, bit TR2 must be set separately to turn the timer on.

**Table 14:** Timer/Counter 0

|                        | Mode | Function          | TMOD                          |                               |
|------------------------|------|-------------------|-------------------------------|-------------------------------|
|                        |      |                   | Internal Control <sup>1</sup> | External Control <sup>2</sup> |
| <b>Used as Timer</b>   | 0    | 13-bit Timer      | 00H                           | 08H                           |
|                        | 1    | 16-bit Timer      | 01H                           | 09H                           |
|                        | 2    | 8-bit Auto-Reload | 02H                           | 0AH                           |
|                        | 3    | Two 8-bit Timers  | 03H                           | 0BH                           |
| <b>Used as Counter</b> | 0    | 13-bit Timer      | 04H                           | 0CH                           |
|                        | 1    | 16-bit Timer      | 05H                           | 0DH                           |
|                        | 2    | 8-bit Auto-Reload | 06H                           | 0EH                           |
|                        | 3    | Two 8-bit Timers  | 07H                           | 0FH                           |

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1. The Timer is turned ON/OFF by setting/clearing bit TR0 in the software.
2. The Timer is turned ON/OFF by the 1 to 0 transition on INT0# (P3.2) when TR0 = 1 (hardware control).



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**Table 15: Timer/Counter 1**

|                        | Mode | Function          | TMOD                          |                               |
|------------------------|------|-------------------|-------------------------------|-------------------------------|
|                        |      |                   | Internal Control <sup>1</sup> | External Control <sup>2</sup> |
| <b>Used as Timer</b>   | 0    | 13-bit Timer      | 00H                           | 80H                           |
|                        | 1    | 16-bit Timer      | 10H                           | 90H                           |
|                        | 2    | 8-bit Auto-Reload | 20H                           | A0H                           |
|                        | 3    | Does not run      | 30H                           | B0H                           |
| <b>Used as Counter</b> | 0    | 13-bit Timer      | 40H                           | C0H                           |
|                        | 1    | 16-bit Timer      | 50H                           | D0H                           |
|                        | 2    | 8-bit Auto-Reload | 60H                           | E0H                           |
|                        | 3    | Not available     | -                             | -                             |

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1. The Timer is turned ON/OFF by setting/clearing bit TR1 in the software.
2. The Timer is turned ON/OFF by the 1 to 0 transition on INT1# (P3.3) when TR1 = 1 (hardware control).

**Table 16: Timer/Counter 2**

|                        | Mode  | T2CON                         |                               |
|------------------------|---|-------------------------------|-------------------------------|
|                        |   | Internal Control <sup>1</sup> | External Control <sup>2</sup> |
| <b>Used as Timer</b>   | 16-bit Auto-Reload                                      | 00H                           | 08H                           |
|                        | 16-bit Capture  | 01H                           | 09H                           |
|                        | Baud rate generator receive and transmit same baud rate | 34H                           | 36H                           |
|                        | Receive only  | 24H                           | 26H                           |
|                        | Transmit only   | 14H                           | 16H                           |
| <b>Used as Counter</b> | 16-bit Auto-Reload                                      | 02H                           | 0AH                           |
|                        | 16-bit Capture  | 03H                           | 0BH                           |

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1. Capture/Reload occurs only on timer/counter overflow.
2. Capture/Reload occurs on timer/counter overflow and a 1 to 0 transition on T2EX (P1.1) pin except when Timer 2 is used in the baud rate generating mode.



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### Programmable Clock-Out

A 50% duty cycle clock can be programmed to come out on P1.0. This pin, besides being a regular I/O pin, has two alternate functions. It can be programmed:

1. to input the external clock for Timer/Counter 2, or
2. to output a 50% duty cycle clock ranging from 122 Hz to 8 MHz at a 16 MHz operating frequency (61 Hz to 4 MHz in 12 clock mode).

To configure Timer/Counter 2 as a clock generator, bit C/#T2 (in T2CON) must be cleared and bit T20E in T2MOD must be set. Bit TR2 (T2CON.2) also must be set to start the timer.

The Clock-Out frequency depends on the oscillator frequency and the reload value of Timer 2 capture registers (RCAP2H, RCAP2L) as shown in this equation:

$$\frac{\text{Oscillator Frequency}}{n \times (65536 - \text{RCAP2H}, \text{RCAP2L})}$$

$$n = \begin{matrix} 2 & (\text{in 6 clock mode}) \\ 4 & (\text{in 12 clock mode}) \end{matrix}$$

Where (RCAP2H, RCAP2L) = the contents of RCAP2H and RCAP2L taken as a 16-bit unsigned integer.

In the Clock-Out mode, Timer 2 roll-overs will not generate an interrupt. This is similar to when it is used as a baud-rate generator. It is possible to use Timer 2 as a baud-rate generator and a clock generator simultaneously. Note, however, that the baud-rate and the Clock-Out frequency will not be the same.



## Serial I/O

### Full-Duplex, Enhanced UART

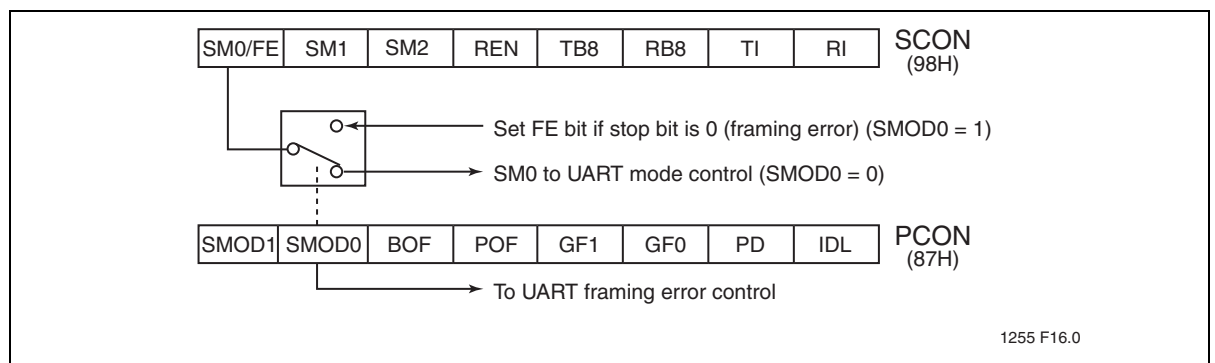
The device serial I/O port is a full-duplex port that allows data to be transmitted and received simultaneously in hardware by the transmit and receive registers, respectively, while the software is performing other tasks. The transmit and receive registers are both located in the Serial Data Buffer (SBUF) special function register. Writing to the SBUF register loads the transmit register, and reading from the SBUF register obtains the contents of the receive register.

The UART has four modes of operation which are selected by the Serial Port Mode Specifier (SM0 and SM1) bits of the Serial Port Control (SCON) special function register. In all four modes, transmission is initiated by any instruction that uses the SBUF register as a destination register. Reception is initiated in mode 0 when the Receive Interrupt (RI) flag bit of the Serial Port Control (SCON) SFR is cleared and the Reception Enable/ Disable (REN) bit of the SCON register is set. Reception is initiated in the other modes by the incoming start bit if the REN bit of the SCON register is set.

### Framing Error Detection

Framing Error Detection is a feature, which allows the receiving controller to check for valid stop bits in modes 1, 2, or 3. Missing stop bits can be caused by noise in serial lines or from simultaneous transmission by two CPUs.

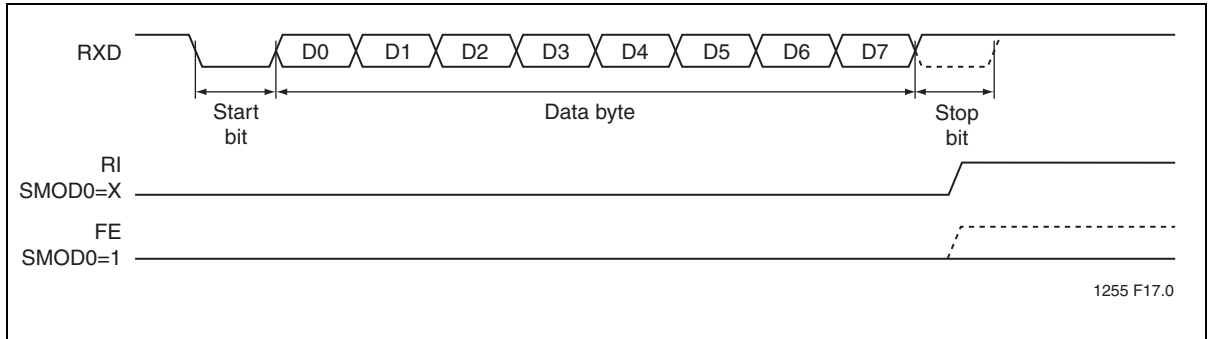
Framing Error Detection is selected by going to the PCON register and changing SMOD0 = 1 (see Figure 17). If a stop bit is missing, the Framing Error bit (FE) will be set. Software may examine the FE bit after each reception to check for data errors. After the FE bit has been set, it can only be cleared by software. Valid stop bits do not clear FE. When FE is enabled, RI rises on the stop bit, instead of the last data bit (see Figure 18 and Figure 19).



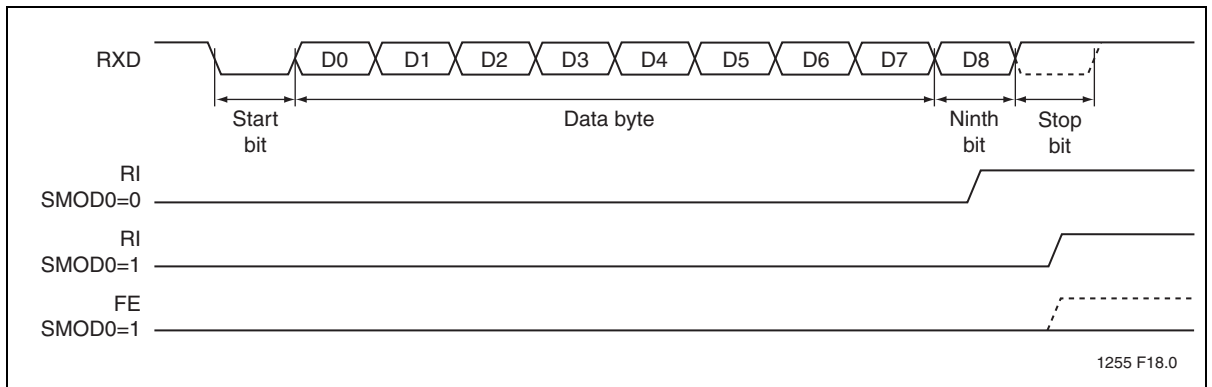
**Figure 17:** Framing Error Block Diagram



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**Figure 18:**UART Timings in Mode 1



**Figure 19:**UART Timings in Modes 2 and 3



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### Automatic Address Recognition

Automatic Address Recognition helps to reduce the MCU time and power required to talk to multiple serial devices. Each device is hooked together sharing the same serial link with its own address. In this configuration, a device is only interrupted when it receives its own address, thus eliminating the software overhead to compare addresses.

This same feature helps to save power because it can be used in conjunction with idle mode to reduce the system's overall power consumption. Since there may be multiple slaves hooked up serial to one master, only one slave would have to be interrupted from idle mode to respond to the master's transmission. Automatic Address Recognition (AAR) allows the other slaves to remain in idle mode while only one is interrupted. By limiting the number of interruptions, the total current draw on the system is reduced.

There are two ways to communicate with slaves: a group of them at once, or all of them at once. To communicate with a group of slaves, the master sends out an address called the given address. To communicate with all the slaves, the master sends out an address called the "broadcast" address.

AAR can be configured as mode 2 or 3 (9-bit modes) and setting the SM2 bit in SCON. Each slave has its own SM2 bit set waiting for an address byte (9th bit = 1). The Receive Interrupt (RI) flag will only be set when the received byte matches either the given address or the broadcast address. Next, the slave then clears its SM2 bit to enable reception of the data bytes (9th bit = 0) from the master. When the 9th bit = 1, the master is sending an address. When the 9th bit = 0, the master is sending actual data.

If mode 1 is used, the stop bit takes the place of the 9th bit. Bit RI is set only when the received command frame address matches the device's address and is terminated by a valid stop bit. Note that mode 0 cannot be used. Setting SM2 bit in the SCON register in mode 0 will have no effect.

Each slave's individual address is specified by SFR SADDR. SFR SADEN is a mask byte that defines "don't care" bits to form the given address when combined with SADDR. See the example below:

#### Slave 1

SADDR = 1111 0001  
SADEN = 1111 1010  
GIVEN = 1111 0X0X

#### Slave 2

SADDR = 1111 0011  
SADEN = 1111 1001  
GIVEN = 1111 0XX1





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### Using the Given Address to Select Slaves

Any bits masked off by a 0 from SADEN become a “don’t care” bit for the given address. Any bit masked off by a 1, becomes ANDED with SADDR. The “don’t cares” provide flexibility in the user-defined addresses to address more slaves when using the given address.

Shown in the example above, Slave 1 has been given an address of 1111 0001 (SADDR). The SADEN byte has been used to mask off bits to a given address to allow more combinations of selecting Slave 1 and Slave 2. In this case for the given addresses, the last bit (LSB) of Slave 1 is a “don’t care” and the last bit of Slave 2 is a 1. To communicate with Slave 1 and Slave 2, the master would need to send an address with the last bit equal to 1 (e.g. 1111 0001) since Slave 1’s last bit is a don’t care and Slave 2’s last bit has to be a 1. To communicate with Slave 1 alone, the master would send an address with the last bit equal to 0 (e.g. 1111 0000), since Slave 2’s last bit is a 1. See the table below for other possible combinations.

| Select Slave 1 Only |               |                        |
|---------------------|---------------|------------------------|
| Slave 1             | Given Address | Possible Addresses     |
|                     | 1111 0X0X     | 1111 0000<br>1111 0100 |

| Select Slave 2 Only |               |                        |
|---------------------|---------------|------------------------|
| Slave 2             | Given Address | Possible Addresses     |
|                     | 1111 0XX1     | 1111 0111<br>1111 0011 |

| Select Slaves 1 and 2 |                        |
|-----------------------|------------------------|
| Slaves 1 and 2        | Possible Addresses     |
|                       | 1111 0001<br>1111 0101 |

If the user added a third slave such as the example below:

#### Slave 3

SADDR = 1111 1001

SADEN = 1111 0101

GIVEN = 1111 X0X1

The user could use the possible addresses above to select slave 3 only. Another combination could be to select slave 2 and 3 only as shown below.

| Select Slaves 2 and 3 Only |                    |
|----------------------------|--------------------|
| Slaves 2 and 3             | Possible Addresses |
|                            | 1111 0011          |

More than one slave may have the same SADDR address as well, and a given address could be used to modify the address so that it is unique.



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### Using the Broadcast Address to Select Slaves

Using the broadcast address, the master can communicate with all the slaves at once. It is formed by performing a logical OR of SADDR and SADEN with '0's in the result treated as "don't cares".

#### Slave 1

$$\begin{array}{r} 1111\ 0001 = \text{SADDR} \\ +1111\ 1010 = \text{SADEN} \\ \hline 1111\ 1X11 = \text{Broadcast} \end{array}$$

"Don't cares" allow for a wider range in defining the broadcast address, but in most cases, the broadcast address will be FFH.

On reset, SADDR and SADEN are "0". This produces an given address of all "don't cares" as well as a broadcast address of all "don't cares." This effectively disables Automatic Addressing mode and allows the microcontroller to function as a standard 8051, which does not make use of this feature.



## Serial Peripheral Interface

### SPI Features

- Master or slave operation
- 10 MHz bit frequency (max)
- LSB first or MSB first data transfer
- Four programmable bit rates
- End of transmission (SPIF)
- Write collision flag protection (WCOL)
- Wake up from idle mode (slave mode only)

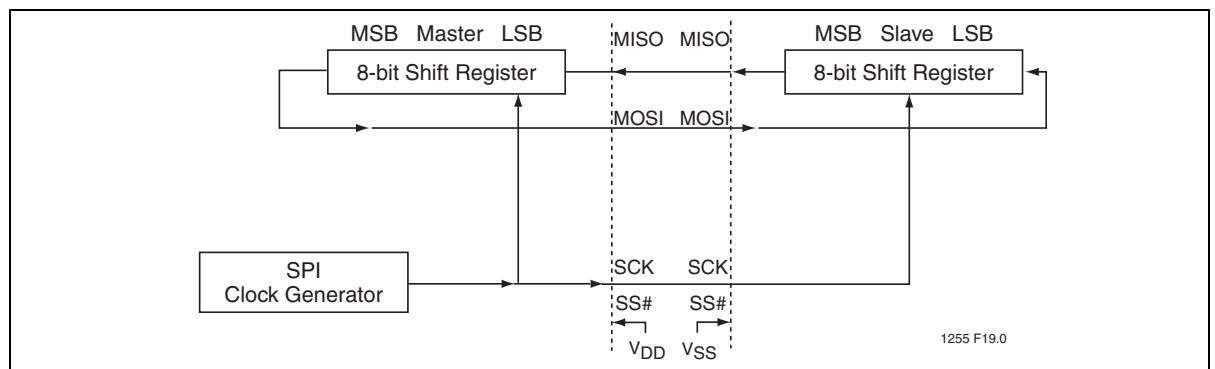
### SPI Description

The serial peripheral interface (SPI) allows high-speed synchronous data transfer between the SST89V5xRDx and peripheral devices or between several SST89V5xRDx devices.

Figure 20 shows the correspondence between master and slave SPI devices. The SCK pin is the clock output and input for the master and slave modes, respectively. The SPI clock generator will start following a write to the master devices SPI data register. The written data is then shifted out of the MOSI pin on the master device into the MOSI pin of the slave device. Following a complete transmission of one byte of data, the SPI clock generator is stopped and the SPIF flag is set. An SPI interrupt request will be generated if the SPI Interrupt Enable bit (SPIE) and the Serial Port Interrupt Enable bit (ES) are both set.

An external master drives the Slave Select input pin, SS#/P1[4], low to select the SPI module as a slave. If SS#/P1[4] has not been driven low, then the slave SPI unit is not active and the MOSI/P1[5] port can also be used as an input port pin.

CPHA and CPOL control the phase and polarity of the SPI clock. Figures 21 and 22 show the four possible combinations of these two bits.

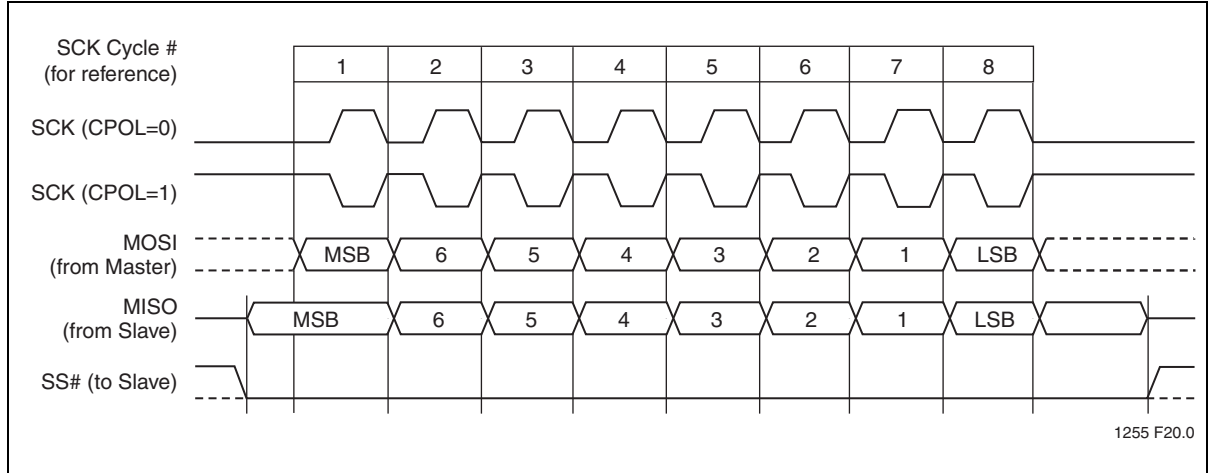


**Figure 20:** SPI Master-slave Interconnection

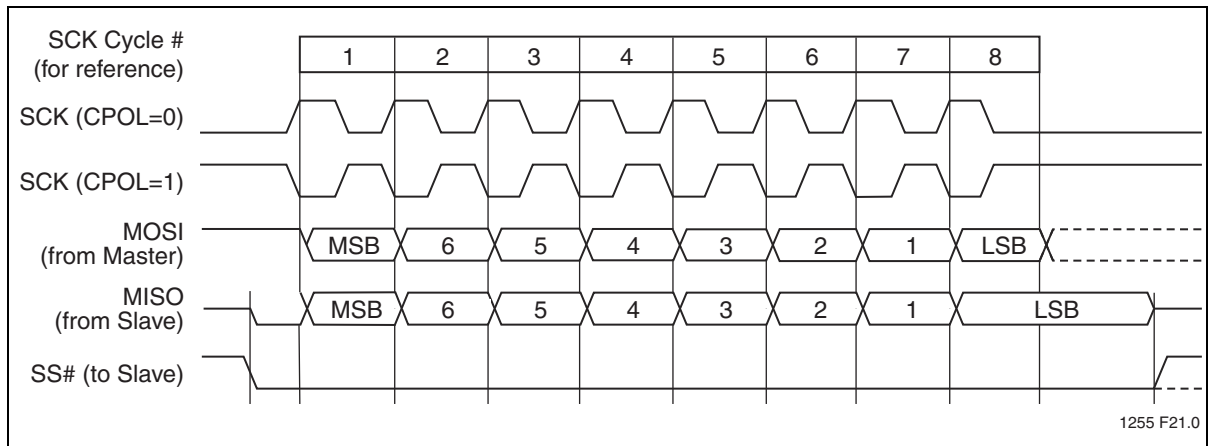


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### SPI Transfer Formats



**Figure 21:** SPI Transfer Format with CPHA = 0



**Figure 22:** SPI Transfer Format with CPHA = 1



### Watchdog Timer

The device offers a programmable Watchdog Timer (WDT) for fail safe protection against software deadlock and automatic recovery.

To protect the system against software deadlock, the user software must refresh the WDT within a user-defined time period. If the software fails to do this periodical refresh, an internal hardware reset will be initiated if enabled (WDRE= 1). The software can be designed such that the WDT times out if the program does not work properly.

The WDT in the device uses the system clock (XTAL1) as its time base. So strictly speaking, it is a watchdog counter rather than a watchdog timer. The WDT register will increment every 344,064 crystal clocks. The upper 8-bits of the time base register (WDTD) are used as the reload register of the WDT.

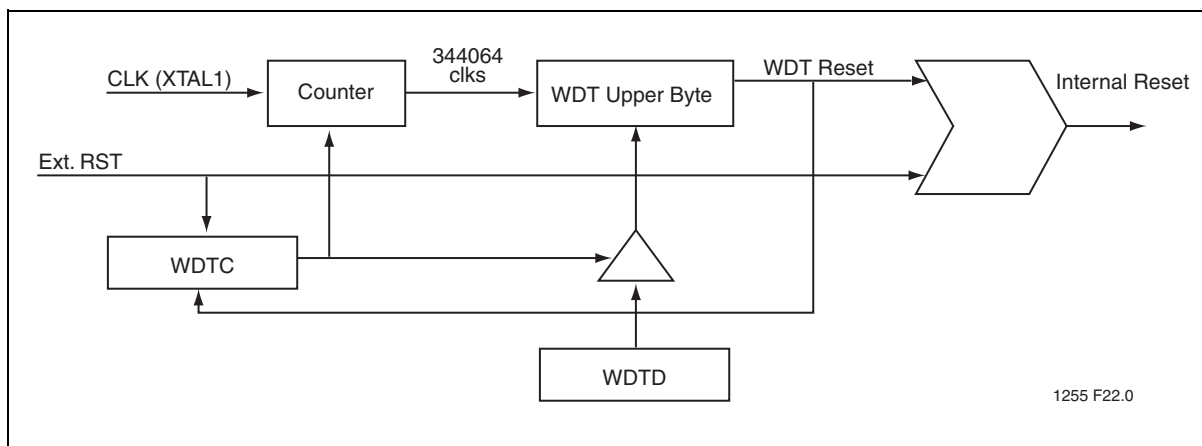
The WDTS flag bit is set by WDT overflow and is not changed by WDT reset. User software can clear WDTS by writing "1" to it.

Figure 23 provides a block diagram of the WDT. Two SFRs (WDTC and WDTD) control watchdog timer operation. During idle mode, WDT operation is temporarily suspended, and resumes upon an interrupt exit from idle.

The time-out period of the WDT is calculated as follows:

$$\text{Period} = (255 - \text{WDTD}) * 344064 * 1/f_{\text{CLK}}(\text{XTAL1})$$

where WDTD is the value loaded into the WDTD register and  $f_{\text{OSC}}$  is the oscillator frequency.



**Figure 23:**Block Diagram of Programmable Watchdog Timer



## Programmable Counter Array

The Programmable Counter Array (PCA) present on the SST89V5xRD2/RD is a special 16-bit timer that has five 16-bit capture/compare modules. Each of the modules can be programmed to operate in one of four modes: rising and/or falling edge capture, software timer, high-speed output, or pulse width modulator. The 5th module can be programmed as a Watchdog Timer in addition to the other four modes. Each module has a pin associated with it in port 1. Module 0 is connected to P1.3 (CEX0), module 1 to P1[4] (CEX1), module 2 to P1[5] (CEX2), module 3 to P1[6] (CEX3), and module 4 to P1[7] (CEX4). PCA configuration is shown in Figure 24.

### PCA Overview

PCA provides more timing capabilities with less CPU intervention than the standard timer/counter. Its advantages include reduced software overhead and improved accuracy.

The PCA consists of a dedicated timer/counter which serves as the time base for an array of five compare/capture modules. Figure 24 shows a block diagram of the PCA. External events associated with modules are shared with corresponding Port 1 pins. Modules not using the port pins can still be used for standard I/O.

Each of the five modules can be programmed in any of the following modes:

- Rising and/or falling edge capture
- Software timer
- High speed output
- Watchdog Timer (Module 4 only)
- Pulse Width Modulator (PWM)

### PCA Timer/Counter

The PCA timer is a free-running 16-bit timer consisting of registers CH and CL (the high and low bytes of the count values). The PCA timer is common time base for all five modules and can be programmed to run at: 1/6 the oscillator frequency, 1/2 the oscillator frequency, Timer 0 overflow, or the input on the ECI pin (P1.2). The timer/counter source is determined from the CPS1 and CPS0 bits in the CMOD SFR as follows (see “PCA Timer/Counter Mode Register (CMOD)” on page 27):

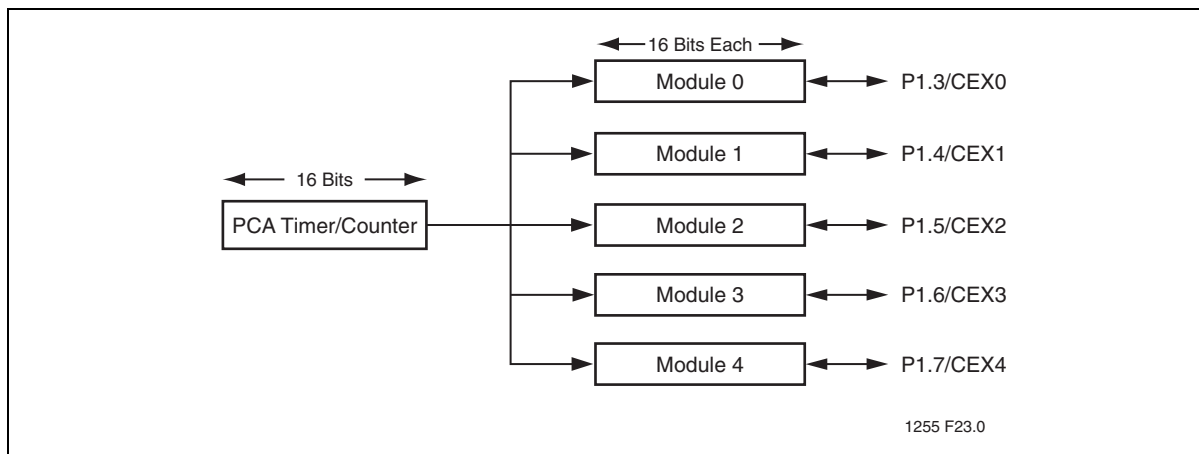
**Table 17: PCA Timer/Counter Source**

| CPS1 | CPS0 | 12 Clock Mode  | 6 Clock Mode   |
|------|------|--|--|
| 0    | 0    | $f_{osc} / 12$   | $f_{osc} / 6$  |
| 0    | 1    | $f_{osc} / 4$  | $f_{osc} / 2$  |
| 1    | 0    | Timer 0 overflow   | Timer 0 overflow   |
| 1    | 1    | External clock at ECI pin<br>(maximum rate = $f_{osc} / 8$ ) | External clock at ECI pin<br>(maximum rate = $f_{osc} / 4$ ) |

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**Figure 24:**PCA Timer/Counter and Compare/Capture Modules

The table below summarizes various clock inputs at two common frequencies.

**Table 18:**PCA Timer/Counter Inputs

| PCA Timer/Counter Mode                 | Clock Increments   |                       |
|--|--------------------|-----------------------|
|  | 12 MHz             | 16 MHz                |
| Mode 0: $f_{osc}/12$                   | 1 $\mu$ sec        | 0.75 $\mu$ sec        |
| Mode 1:                                | 330 nsec           | 250 nsec              |
| Mode 2: Timer 0 Overflows <sup>1</sup> |                    |                       |
| Timer 0 programmed in:                 |                    |                       |
| 8-bit mode                             | 256 $\mu$ sec      | 192 $\mu$ sec         |
| 16-bit mode                            | 65 msec            | 49 $\mu$ sec          |
| 8-bit auto-reload                      | 1 to 255 $\mu$ sec | 0.75 to 191 $\mu$ sec |
| Mode 3: External Input MAX             | 0.66 $\mu$ sec     | 0.50 $\mu$ sec        |

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1. In Mode 2, the overflow interrupt for Timer 0 does not need to be enabled.

The four possible CMOD timer modes with and without the overflow interrupt enabled are shown below. This list assumes that PCA will be left running during idle mode.

**Table 19:**CMOD Values

| PCA Count Pulse Selected     | CMOD Value                |                        |
|------------------------------|---------------------------|------------------------|
|                              | Without Interrupt Enabled | With Interrupt Enabled |
| Internal clock, $f_{osc}/12$ | 00H                       | 01H                    |
| Internal clock, $f_{osc}/4$  | 02H                       | 03H                    |
| Timer 0 overflow             | 04H                       | 05H                    |
| External clock at P1.2       | 06H                       | 07H                    |

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The CCON register is associated with all PCA timer functions. It contains run control bits and flags for the PCA timer (CF) and all modules. To run the PCA the CR bit (CCON.6) must be set by software. Clearing the bit, will turn off PCA. When the PCA counter overflows, the CF (CCON.7) will be set, and



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an interrupt will be generated if the ECF bit in the CMOD register is set. The CF bit can only be cleared by software. Each module has its own timer interrupt or capture interrupt flag (CCF0 for module 0, CCF4 for module 4, etc.). They are set when either a match or capture occurs. These flags can only be cleared by software. (See “PCA Timer/Counter Control Register (CCON)” on page 26.)

### Compare/Capture Modules

Each PCA module has an associated SFR with it. These registers are: CCAPM0 for module 0, CCAPM1 for module 1, etc. Refer to “PCA Compare/Capture Module Mode Register (CCAPMn)” on page 28 for details. The registers each contain 7 bits which are used to control the mode each module will operate in. The ECCF bit (CCAPMn.0 where n = 0, 1, 2, 3, or 4 depending on module) will enable the CCF flag in the CCON SFR to generate an interrupt when a match or compare occurs. PWM (CCAPMn.1) enables the pulse width modulation mode. The TOG bit (CCAPMn.2) when set, causes the CEX output associated with the module to toggle when there is a match between the PCA counter and the module’s capture/compare register. When there is a match between the PCA counter and the module’s capture/compare register, the MATn (CCAPMn.3) and the CCFn bit in the CCON register to be set.

Bits CAPN (CCAPMn.4) and CAPP (CCAPMn.5) determine whether the capture input will be active on a positive edge or negative edge. The CAPN bit enables the negative edge that a capture input will be active on, and the CAPP bit enables the positive edge. When both bits are set, both edges will be enabled and a capture will occur for either transition. The last bit in the register ECOM (CCAPMn.6) when set, enables the comparator function. Table 21 shows the CCAPMn settings for the various PCA functions.

There are two additional register associated with each of the PCA modules: CCAPnH and CCAPnL. They are registers that hold the 16-bit count value when a capture occurs or a compare occurs. When a module is used in PWM mode, these registers are used to control the duty cycle of the output. See Figure 24.

**Table 20:** PCA High and Low Register Compare/Capture Modules

| Symbol | Description               | Direct Address | Bit Address, Symbol, or Alternative Port Function<br>MSB | LSB | RESET Value |
|--------|---------------------------|----------------|--|-----|-------------|
| CCAP0H | PCA Module 0              | FAH            | CCAP0H[7:0]  |     | 00H         |
| CCAP0L | Compare/Capture Registers | EAH            | CCAP0L[7:0]  |     | 00H         |
| CCAP1H | PCA Module 1              | FBH            | CCAP1H[7:0]  |     | 00H         |
| CCAP1L | Compare/Capture Registers | EBH            | CCAP1L[7:0]  |     | 00H         |
| CCAP2H | PCA Module 2              | FCH            | CCAP2H[7:0]  |     | 00H         |
| CCAP2L | Compare/Capture Registers | ECH            | CCAP2L[7:0]  |     | 00H         |
| CCAP3H | PCA Module 3              | FDH            | CCAP3H[7:0]  |     | 00H         |
| CCAP3L | Compare/Capture Registers | EDH            | CCAP3L[7:0]  |     | 00H         |
| CCAP4H | PCA Module 4              | FEH            | CCAP4H[7:0]  |     | 00H         |
| CCAP4L | Compare/Capture Registers | EEH            | CCAP4L[7:0]  |     | 00H         |

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**Table 21: PCA Module Modes**

| Without Interrupt enabled |                    |                    |                    |                   |                     |                   |                    |  |
|---------------------------|--------------------|--------------------|--------------------|-------------------|---------------------|-------------------|--------------------|--|
| -1                        | ECOMy <sup>2</sup> | CAPPy <sup>2</sup> | CAPNy <sup>2</sup> | MATy <sup>2</sup> | TOGy <sup>2</sup>   | PWMy <sup>2</sup> | ECCFy <sup>2</sup> | Module Code  |
| -                         | 0                  | 0                  | 0                  | 0                 | 0                   | 0                 | 0                  | No Operation   |
| -                         | 0                  | 1                  | 0                  | 0                 | 0                   | 0                 | 0                  | 16-bit capture on positive-edge trigger at CEX[4:0]          |
| -                         | 0                  | 0                  | 1                  | 0                 | 0                   | 0                 | 0                  | 16-bit capture on negative-edge trigger at CEX[4:0]          |
| -                         | 0                  | 1                  | 1                  | 0                 | 0                   | 0                 | 0                  | 16-bit capture on positive/negative-edge trigger at CEX[4:0] |
| -                         | 1                  | 0                  | 0                  | 1                 | 0                   | 0                 | 0                  | Compare: software timer                                      |
| -                         | 1                  | 0                  | 0                  | 1                 | 1                   | 0                 | 0                  | Compare: high-speed output                                   |
| -                         | 1                  | 0                  | 0                  | 0                 | 0                   | 1                 | 0                  | Compare: 8-bit PWM   |
| -                         | 1                  | 0                  | 0                  | 1                 | 0 or 1 <sup>3</sup> | 0                 | 0                  | Compare: PCA WDT (CCAPM4 only) <sup>4</sup>                  |

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1. User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate.
2. y = 0, 1, 2, 3, 4
3. A 0 disables toggle function. A 1 enables toggle function on CEX[4:0] pin.
4. For PCA WDT mode, also set the WDTE bit in the CMOD register to enable the reset output signal.

**Table 22: PCA Module Modes**

| With Interrupt enabled |                    |                    |                    |                   |                     |                   |                    |  |
|------------------------|--------------------|--------------------|--------------------|-------------------|---------------------|-------------------|--------------------|--|
| -1                     | ECOMy <sup>2</sup> | CAPPy <sup>2</sup> | CAPNy <sup>2</sup> | MATy <sup>2</sup> | TOGy <sup>2</sup>   | PWMy <sup>2</sup> | ECCFy <sup>2</sup> | Module Code  |
| -                      | 0                  | 1                  | 0                  | 0                 | 0                   | 0                 | 1                  | 16-bit capture on positive-edge trigger at CEX[4:0]          |
| -                      | 0                  | 0                  | 1                  | 0                 | 0                   | 0                 | 1                  | 16-bit capture on negative-edge trigger at CEX[4:0]          |
| -                      | 0                  | 1                  | 1                  | 0                 | 0                   | 0                 | 1                  | 16-bit capture on positive/negative-edge trigger at CEX[4:0] |
| -                      | 1                  | 0                  | 0                  | 1                 | 0                   | 0                 | 1                  | Compare: software timer                                      |
| -                      | 1                  | 0                  | 0                  | 1                 | 1                   | 0                 | 1                  | Compare: high-speed output                                   |
| -                      | 1                  | 0                  | 0                  | 0                 | 0                   | 1                 | X <sup>3</sup>     | Compare: 8-bit PWM   |
| -                      | 1                  | 0                  | 0                  | 1                 | 0 or 1 <sup>4</sup> | 0                 | X <sup>5</sup>     | Compare: PCA WDT (CCAPM4 only) <sup>6</sup>                  |

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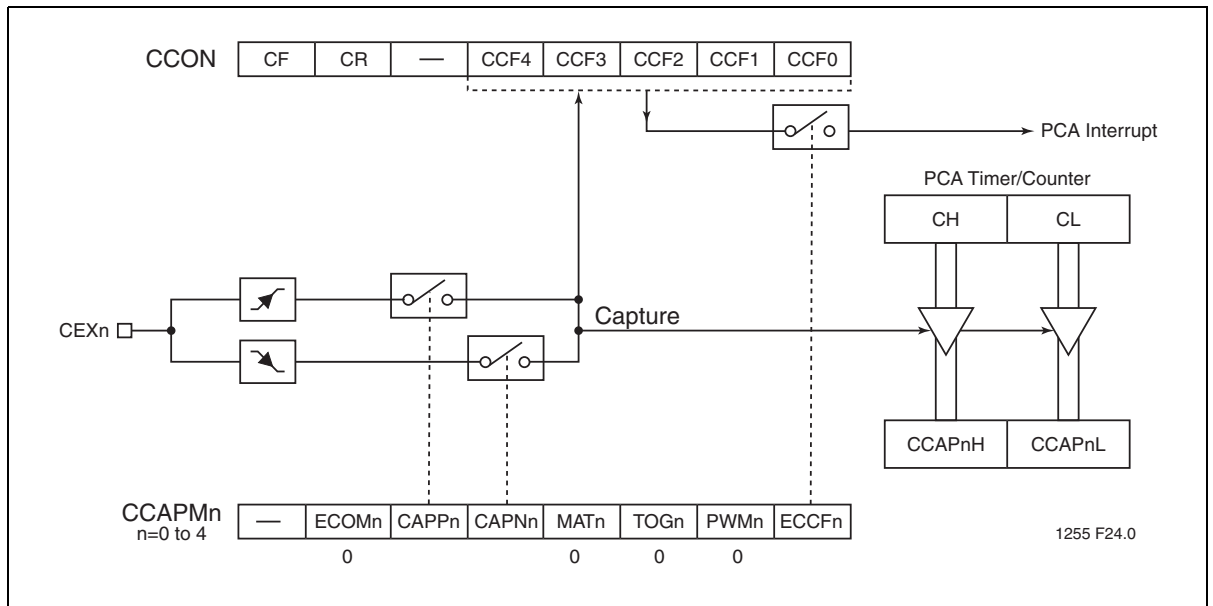
1. User should not write '1's to reserved bits. The value read from a reserved bit is indeterminate.
2. y = 0, 1, 2, 3, 4
3. No PCA interrupt is needed to generate the PWM.
4. A 0 disables toggle function. A 1 enables toggle function on CEX[4:0] pin.
5. Enabling an interrupt for the Watchdog Timer would defeat the purpose of the Watchdog Timer.
6. For PCA WDT mode, also set the WDTE bit in the CMOD register to enable the reset output signal.



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### Capture Mode

Capture mode is used to capture the PCA timer/counter value into a module's capture registers (CCAPnH and CCAPnL). The capture will occur on a positive edge, negative edge, or both on the corresponding module's pin. To use one of the PCA modules in the capture mode, either one or both the CCAPM bits CAPN and CAPP for that module must be set. When a valid transition occurs on the CEXn pin corresponding to the module used, the PCA hardware loads the 16-bit value of the PCA counter register (CH and CL) into the module's capture registers (CCAPnL and CCAPnH). If the CCFn bit for the module in the CCON SFR and the ECCFn bit in the CCAPMn SFR are set, then an interrupt will be generated. In the interrupt service routine, the 16-bit capture value must be saved in RAM before the next event capture occurs. If a subsequent capture occurred, the original capture values would be lost. After flag event flag has been set by hardware, the user must clear the flag in software. (See Figure 25)



**Figure 25:**PCA Capture Mode

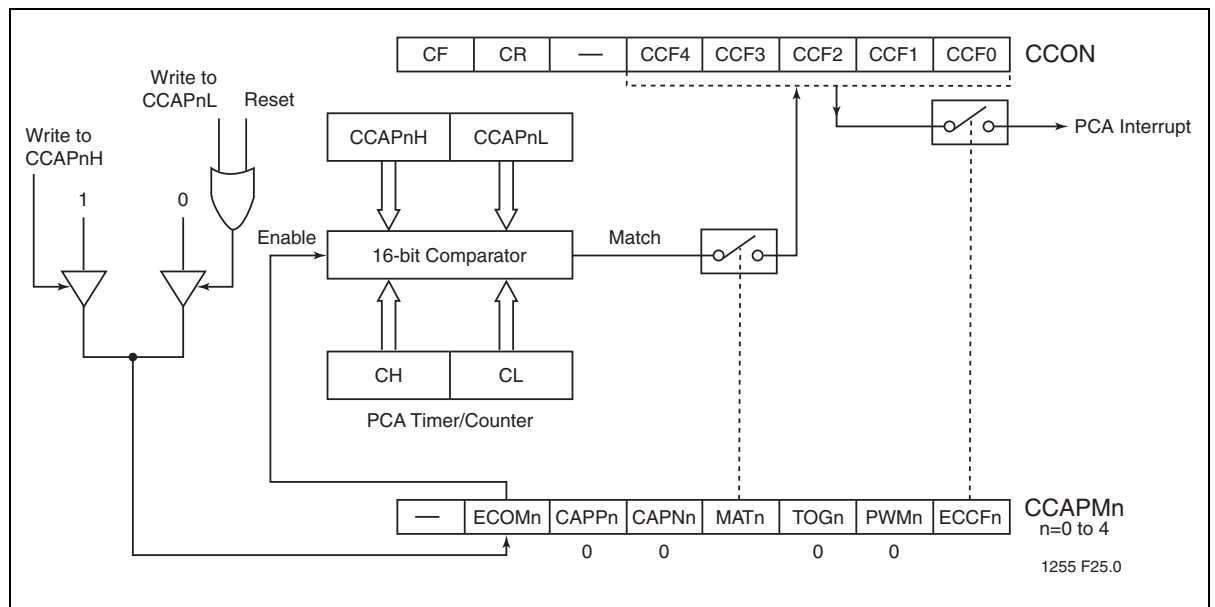


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### 16-Bit Software Timer Mode

The 16-bit software timer mode is used to trigger interrupt routines, which must occur at periodic intervals. It is setup by setting both the ECOM and MAT bits in the module's CCAPMn register. The PCA timer will be compared to the module's capture registers (CCAPnL and CCAPnH) and when a match occurs, an interrupt will occur, if the CCFn (CCON SFR) and the ECCFn (CCAPMn SFR) bits for the module are both set.

If necessary, a new 16-bit compare value can be loaded into CCAPnH and CCAPnL during the interrupt routine. The user should be aware that the hardware temporarily disables the comparator function while these registers are being updated so that an invalid match will not occur. Thus, it is recommended that the user write to the low byte first (CCAPnL) to disable the comparator, then write to the high byte (CCAPnH) to re-enable it. If any updates to the registers are done, the user may want to hold off any interrupts from occurring by clearing the EA bit. (See Figure 26)



**Figure 26:**PCA Compare Mode (Software Timer)



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### High Speed Output Mode

The high speed output mode is used to toggle a port pin when a match occurs between the PCA timer and the preloaded value in the compare registers. In this mode, the CEX output pin (on port 1) associated with the PCA module will toggle every time there is a match between the PCA counter (CH and CL) and the capture registers (CCAPnH and CCAPnL). To activate this mode, the user must set TOG, MAT, and ECOM bits in the module's CCAPMn SFR.

High speed output mode is much more accurate than toggling pins since the toggle occurs before branching to an interrupt. In this case, interrupt latency will not affect the accuracy of the output. When using high speed output, using an interrupt is optional. Only if the user wishes to change the time for the next toggle is it necessary to update the compare registers. Otherwise, the next toggle will occur when the PCA timer rolls over and matches the last compare value. (See Figure 27)

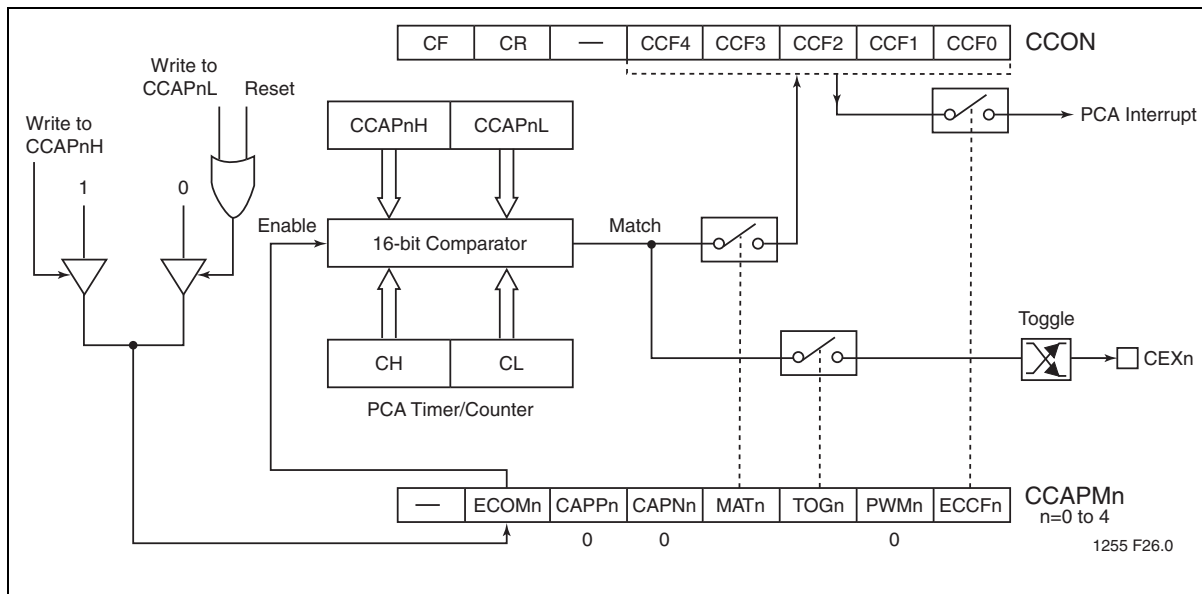


Figure 27:PCA High Speed Output Mode



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### Pulse Width Modulator

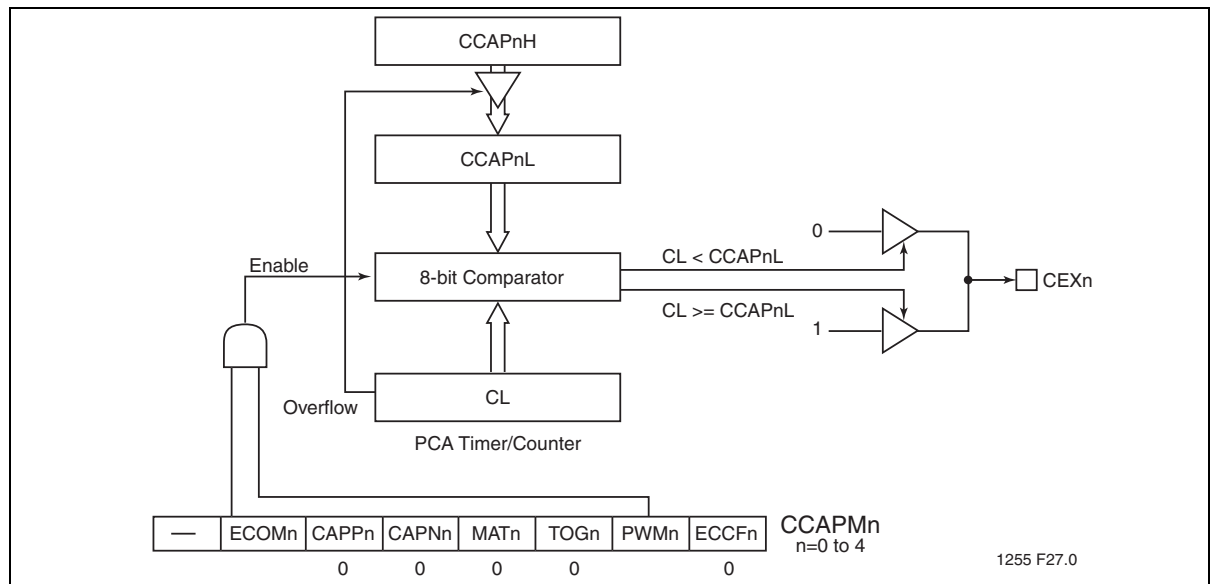
The Pulse Width Modulator (PWM) mode is used to generate 8-bit PWMs by comparing the low byte of the PCA timer (CL) with the low byte of the compare register (CCAPnL). When  $CL < CCAPnL$  the output is low. When  $CL \geq CCAPnL$  the output is high. To activate this mode, the user must set the PWM and ECOM bits in the module's CCAPMn SFR. (See Figure 28 and Table 23)

In PWM mode, the frequency of the output depends on the source for the PCA timer. Since there is only one set of CH and CL registers, all modules share the PCA timer and frequency. Duty cycle of the output is controlled by the value loaded into the high byte (CCAPnH). Since writes to the CCAPnH register are asynchronous, a new value written to the high byte will not be shifted into CCAPnL for comparison until the next period of the output (when CL rolls over from 255 to 00).

To calculate values for CCAPnH for any duty cycle, use the following equation:

$$CCAPnH = 256(1 - \text{Duty Cycle})$$

where CCAPnH is an 8-bit integer and Duty Cycle is a fraction.



**Figure 28:**PCA Pulse Width Modulator Mode

**Table 23:**Pulse Width Modulator Frequencies

| PCA Timer Mode            | PWM Frequency      |                    |
|---------------------------|--------------------|--------------------|
|                           | 12 MHz             | 16 MHz             |
| 1/12 Oscillator Frequency | 3.9 KHz            | 5.2 KHz            |
| 1/4 Oscillator Frequency  | 11.8 KHz           | 15.6 KHz           |
| Timer 0 Overflow:         |                    |                    |
| 8-bit                     | 15.5 Hz            | 20.3 Hz            |
| 16-bit                    | 0.06 Hz            | 0.08 Hz            |
| 8-bit Auto-Reload         | 3.9 KHz to 15.3 Hz | 5.2 KHz to 20.3 Hz |
| External Input (Max)      | 5.9 KHz            | 7.8 KHz            |

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## Watchdog Timer

The Watchdog Timer mode is used to improve reliability in the system without increasing chip count (See Figure 29). Watchdog Timers are useful for systems that are susceptible to noise, power glitches, or electrostatic discharge. It can also be used to prevent a software deadlock. If during the execution of the user's code, there is a deadlock, the Watchdog Timer will time out and an internal reset will occur. Only module 4 can be programmed as a Watchdog Timer (but still can be programmed to other modes if the Watchdog Timer is not used).

To use the Watchdog Timer, the user pre-loads a 16-bit value in the compare register. Just like the other compare modes, this 16-bit value is compared to the PCA timer value. If a match is allowed to occur, an internal reset will be generated. This will not cause the RST pin to be driven high.

In order to hold off the reset, the user has three options:

1. Periodically change the compare value so it will never match the PCA timer
2. Periodically change the PCA timer value so it will never match the compare values
3. Disable the watchdog timer by clearing the WDTE bit before a match occurs and then re-enable it

The first two options are more reliable because the Watchdog Timer is never disabled as in option #3. If the program counter ever goes astray, a match will eventually occur and cause an internal reset. The second option is also not recommended if other PCA modules are being used. Remember, the PCA timer is the time base for all modules; changing the time base for other modules would not be a good idea. Thus, in most application the first solution is the best option.

Use the code below to initialize the Watchdog Timer. Module 4 can be configured in either compare mode, and the WDTE bit in CMOD must also be set. The user's software then must periodically change (CCAP4H, CCAP4L) to keep a match from occurring with the PCA timer (CH, CL). This code is given in the Watchdog routine below.

```

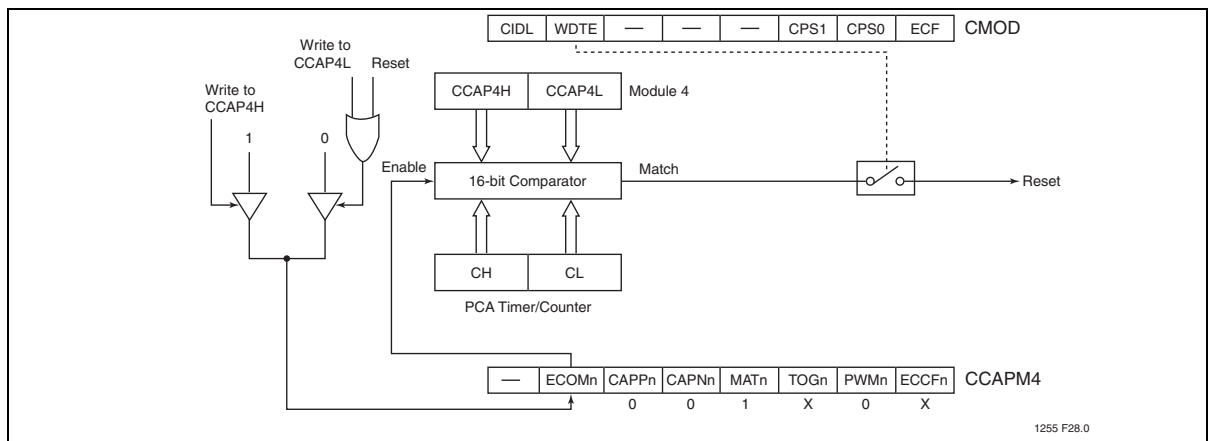
=====
Init_Watchdog:
    MOV    CCAPM4, #4CH; Module 4 in compare mode
    MOV    CCAP4L, #0FFH; Write to low byte first
    MOV    CCAP4H, #0FFH; Before PCA timer counts up
           ; to FFFF Hex, these compare
           ; values must be changed.
    ORL    CMOD, #40H; Set the WDTE bit to enable the
           ; watchdog timer without
           ; changing the other bits in
           ; CMOD
=====
;Main program goes here, but call WATCHDOG periodically.
=====
WATCHDOG:
    CLR    EA; Hold off interrupts
    MOV    CCAP4L, #00; Next compare value is within
    MOV    CCAP4H, CH; 65,535 counts of the
           ; current PCA
    SETB   EA; timer value
    RET
=====

```



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This routine should not be part of an interrupt service routine. If the program counter goes astray and gets stuck in an infinite loop, interrupts will still be serviced and the watchdog will keep getting reset. Thus, the purpose of the watchdog would be defeated. Instead, call this subroutine from the main program of the PCA timer.



**Figure 29:PCA Watchdog Timer (Module 4 only)**



## Security Lock

The security lock protects against software piracy and prevents the contents of the flash from being read by unauthorized parties. It also protects against code corruption resulting from accidental erasing and programming to the internal flash memory. There are two different types of security locks in the device security lock system: hard lock and SoftLock.

### Hard Lock

When hard lock is activated, MOV<sub>C</sub> or IAP instructions executed from an unlocked or soft locked program address space, are disabled from reading code bytes in hard locked memory blocks (See Table 25). Hard lock can either lock both flash memory blocks or just lock the 8 KByte flash memory block (Block 1). All external host and IAP commands except for Chip-Erase are ignored for memory blocks that are hard locked.

### SoftLock

SoftLock allows flash contents to be altered under a secure environment. This lock option allows the user to update program code in the soft locked memory block through in-application programming mode under a predetermined secure environment. For example, if Block 1 (8K) memory block is locked (hard locked or soft locked), and Block 0 memory block is soft locked, code residing in Block 1 can program Block 0. The following IAP mode commands issued through the command mailbox register, SFCM, executed from a Locked (hard locked or soft locked) block, can be operated on a soft locked block: Block-Erase, Sector-Erase, Byte-Program and Byte-Verify.

In external host mode, SoftLock behaves the same as a hard lock.

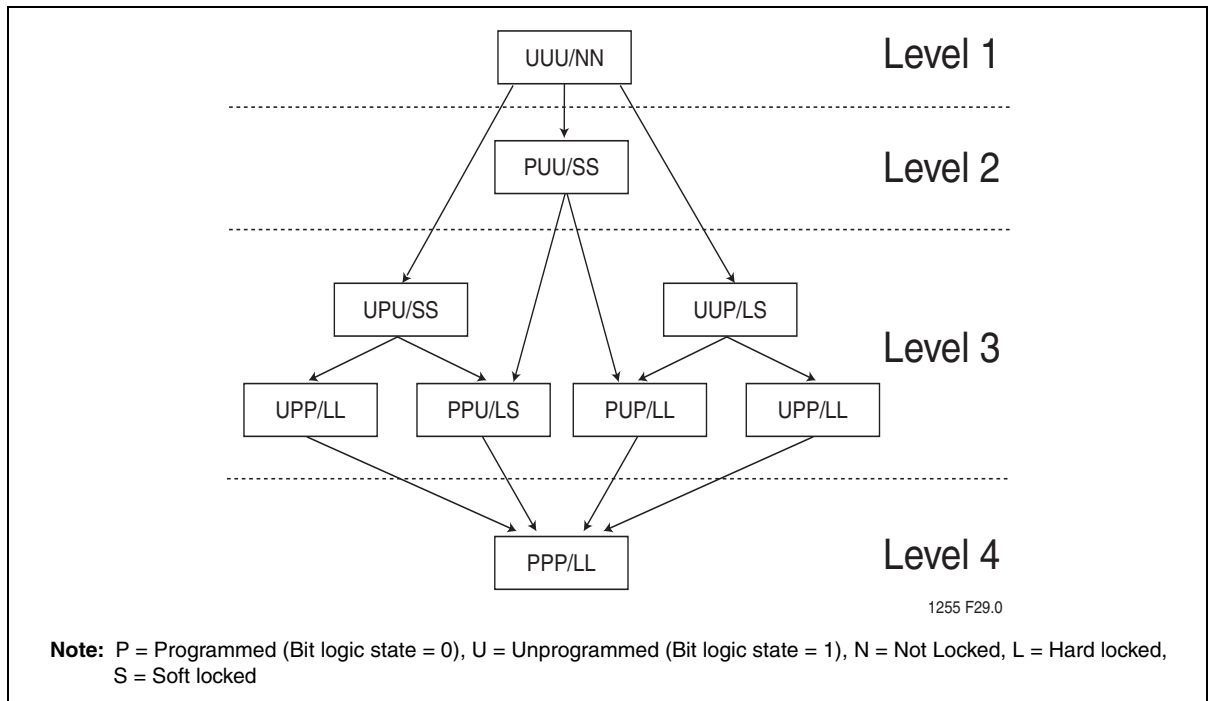
## Security Lock Status

The three bits that indicate the device security lock status are located in SFST[7:5]. As shown in Figure 30 and Table 24, the three security lock bits control the lock status of the primary and secondary blocks of memory. There are four distinct levels of security lock status. In the first level, none of the security lock bits are programmed and both blocks are unlocked. In the second level, although both blocks are now locked and cannot be programmed, they are available for read operation via Byte-Verify. In the third level, three different options are available: Block 1 hard lock / Block 0 SoftLock, SoftLock on both blocks, and hard lock on both blocks. Locking both blocks is the same as Level 2, Block 1 except read operation isn't available. The fourth level of security is the most secure level. It doesn't allow read/program of internal memory or boot from external memory. For details on how to program the security lock bits refer to the external host mode and in-application programming sections.





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**Figure 30:** Security Lock Levels

**Table 24:** Security Lock Options

| Level | Security Lock Bits <sup>1,2</sup> |     |                  |                  | Security Status of: |           | Security Type  |
|-------|-----------------------------------|-----|------------------|------------------|---------------------|-----------|--|
|       | SFST[7:5]                         | SB1 | SB2 <sup>1</sup> | SB3 <sup>1</sup> | Block 1             | Block 0   |  |
| 1     | 000                               | U   | U                | U                | Unlock              | Unlock    | No Security Features are Enabled.  |
| 2     | 100                               | P   | U                | U                | SoftLock            | SoftLock  | MOVC instructions executed from external program memory are disabled from fetching code bytes from internal memory, EA# is sampled and latched on Reset, and further programming of the flash is disabled. |
| 3     | 011                               | U   | P                | P                | Hard Lock           | Hard Lock | Level 2 plus Verify disabled, both blocks locked.  |
|       | 101                               | P   | U                | P                | Hard Lock           | Hard Lock |  |
|       | 010                               | U   | P                | U                | SoftLock            | SoftLock  | Level 2 plus Verify disabled. Code in Block 1 may program Block 0 and vice versa.  |
|       | 110                               | P   | P                | U                | Hard Lock           | SoftLock  | Level 2 plus Verify disabled. Code in Block 1 may program Block 0.   |
| 4     | 001                               | U   | U                | P                | Hard Lock           | Hard Lock | Same as Level 3 hard lock/hard lock, but MCU will start code execution from the internal memory regardless of EA#.   |
|       | 111                               | P   | P                | P                | Hard Lock           | Hard Lock |  |

1. P = Programmed (Bit logic state = 0), U = Unprogrammed (Bit logic state = 1).  
 2. SFST[7:5] = Security Lock Status Bits (SB1\_i, SB2\_i, SB3\_i)

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### Read Operation Under Lock Condition

The status of security bits SB1, SB2, and SB3 can be read when the read command is disabled by security lock. There are three ways to read the status.

1. External host mode: Read-back = 00H (locked)
2. IAP command: Read-back = previous SFDT data
3. MOVC: Read-back = FFH (blank)

**Table 25:** Security Lock Access Table

| Level    | SFST[7:5]   | Source Address <sup>1</sup>       | Target Address <sup>2</sup> | Byte-Verify Allowed        |     | MOVC Allowed |   |
|----------|---|-----------------------------------|-----------------------------|----------------------------|-----|--------------|---|
|          |   |                                   |                             | External Host <sup>3</sup> | IAP | 5xRDx        |   |
| 4        | 111b<br>(hard lock on both blocks)                        | Block 0/1                         | Block 0/1                   | N                          | N   | Y            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          |   | External                          | Block 0/1                   | N                          | N   | N            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
| 3        | 011b/101b<br>(hard lock on both blocks)                   | Block 0/1                         | Block 0/1                   | N                          | N   | Y            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          |   | External                          | Block 0/1                   | N                          | N   | N            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          | 001b/110b<br>(Block 0 = SoftLock,<br>Block 1 = hard lock) | Block 0                           | Block 0                     | N                          | N   | Y            |   |
|          |   |                                   | Block 1                     | N                          | N   | N            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          |   | Block 1                           | Block 0                     | N                          | Y   | Y            |   |
|          |   |                                   | Block 1                     | N                          | N   | Y            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          |   | External                          | Block 0/1                   | N                          | N   | N            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          |   |                                   | Block 0                     | N                          | N   | Y            |   |
|          |   |                                   | Block 1                     | N                          | Y   | Y            |   |
|          |   | 010b<br>(SoftLock on both blocks) | Block 0                     | Block 0                    | N   | N            | Y |
|          |   |                                   |                             | Block 1                    | N   | Y            | Y |
|          | External  |                                   |                             | N/A                        | N/A | Y            |   |
|          | Block 1   |                                   | Block 0                     | N                          | Y   | Y            |   |
|          |   |                                   | Block 1                     | N                          | N   | Y            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
| External | Block 0/1   |                                   | N                           | N                          | N   |              |   |
|          | External  |                                   | N/A                         | N/A                        | Y   |              |   |
|          | Block 0   |                                   | Y                           | N                          | Y   |              |   |
|          | Block 1   |                                   | Y                           | N                          | Y   |              |   |
| 2        | 100b<br>(SoftLock on both blocks)                         |                                   | Block 0                     | Block 0                    | Y   | N            | Y |
|          |   |                                   |                             | Block 1                    | Y   | Y            | Y |
|          |   | External                          |                             | N/A                        | N/A | Y            |   |
|          |   | Block 1                           | Block 0                     | Y                          | Y   | Y            |   |
|          |   |                                   | Block 1                     | Y                          | N   | Y            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |
|          |   | External                          | Block 0/1                   | Y                          | N   | N            |   |
|          |   |                                   | External                    | N/A                        | N/A | Y            |   |



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**Table 25:** Security Lock Access Table

| Level | SFST[7:5]        | Source Address <sup>1</sup> | Target Address <sup>2</sup> | Byte-Verify Allowed        |     | MOVC Allowed |
|-------|------------------|-----------------------------|-----------------------------|----------------------------|-----|--------------|
|       |                  |                             |                             | External Host <sup>3</sup> | IAP | 5xRDx        |
| 1     | 000b<br>(unlock) | Block 0                     | Block 0                     | Y                          | N   | Y            |
|       |                  |                             | Block 1                     | Y                          | Y   | Y            |
|       |                  |                             | External                    | N/A                        | N/A | Y            |
|       |                  | Block 1                     | Block 0                     | Y                          | Y   | Y            |
|       |                  |                             | Block 1                     | Y                          | N   | Y            |
|       |                  |                             | External                    | N/A                        | N/A | Y            |
|       |                  | External                    | Block 0/1                   | Y                          | Y   | Y            |
|       |                  |                             | External                    | N/A                        | N/A | Y            |

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1. Location of MOVC or IAP instruction
2. Target address is the location of the byte being read
3. External host Byte-Verify access does not depend on a source address.



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## Reset

A system reset initializes the MCU and begins program execution at program memory location 0000H. The reset input for the device is the RST pin. In order to reset the device, a logic level high must be applied to the RST pin for at least two machine cycles (24 clocks), after the oscillator becomes stable. ALE, PSEN# are weakly pulled high during reset. During reset, ALE and PSEN# output a high level in order to perform a proper reset. This level must not be affected by external element. A system reset will not affect the 1 KByte of on-chip RAM while the device is running, however, the contents of the on-chip RAM during power up are indeterminate. Following reset, all Special Function Registers (SFR) return to their reset values outlined in Tables 6 to 10.

## Power-on Reset

At initial power up, the port pins will be in a random state until the oscillator has started and the internal reset algorithm has weakly pulled all pins high. **Powering up the device without a valid reset could cause the MCU to start executing instructions from an indeterminate location. Such undefined states may inadvertently corrupt the code in the flash.**

When power is applied to the device, the RST pin must be held high long enough for the oscillator to start up (usually several milliseconds for a low frequency crystal), in addition to two machine cycles for a valid power-on reset. An example of a method to extend the RST signal is to implement a RC circuit by connecting the RST pin to  $V_{DD}$  through a  $10\ \mu\text{F}$  capacitor and to  $V_{SS}$  through an  $8.2\text{K}\Omega$  resistor as shown in Figure 31. Note that if an RC circuit is being used, provisions should be made to ensure the  $V_{DD}$  rise time does not exceed 1 millisecond and the oscillator start-up time does not exceed 10 milliseconds.

For a low frequency oscillator with slow start-up time the reset signal must be extended in order to account for the slow start-up time. This method maintains the necessary relationship between  $V_{DD}$  and RST to avoid programming at an indeterminate location, which may cause corruption in the code of the flash. The power-on detection is designed to work as power up initially, before the voltage reaches the brown-out detection level. The POF flag in the PCON register is set to indicate an initial power up condition. The POF flag will remain active until cleared by software. Please see Section , “Power Control Register (PCON)” on page 30 for detailed information.

For more information on system level design techniques, please review the *FlashFlex MCU: Oscillator Circuit Design Considerations* application note.

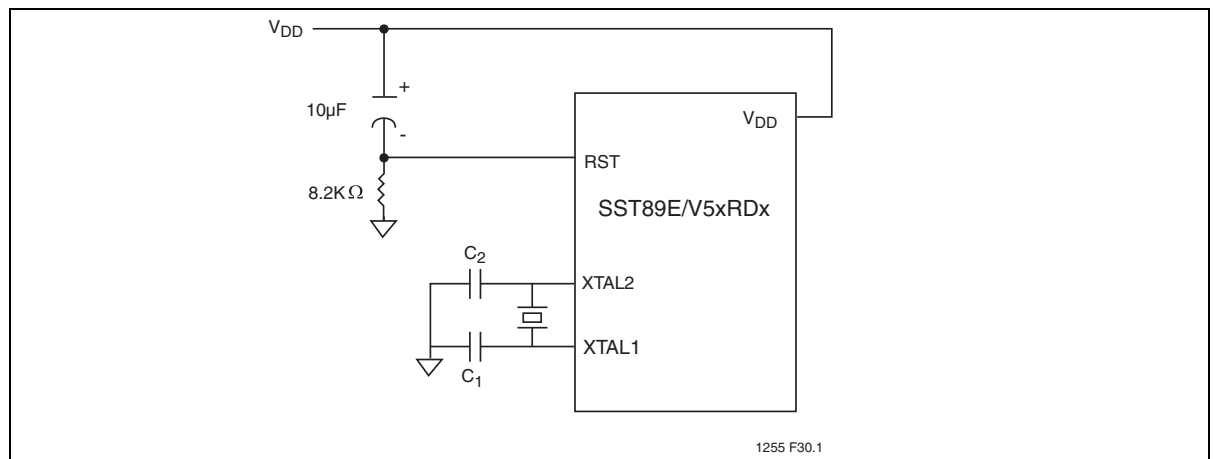


Figure 31: Power-on Reset Circuit



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### Software Reset

The software reset is executed by changing SFCF[1] (SWR) from “0” to “1”. A software reset will reset the program counter to address 0000H. All SFR registers will be set to their reset values, except SFCF[1] (SWR), WDTC[2] (WDTS), and RAM data will not be altered.

### Brown-out Detection Reset

The device includes a brown-out detection circuit to protect the system from severed supplied voltage  $V_{DD}$  fluctuations. The SST89V5xRD2/RD brown-out detection threshold is 2.35V. For brown-out voltage parameters, please refer to Tables 35.

When  $V_{DD}$  drops below this voltage threshold, the brown-out detector triggers the circuit to generate a brown-out interrupt but the CPU still runs until the supplied voltage returns to the brown-out detection voltage  $V_{BOD}$ . The default operation for a brown-out detection is to cause a processor reset.

$V_{DD}$  must stay below  $V_{BOD}$  at least four oscillator clock periods before the brown-out detection circuit will respond.

Brown-out interrupt can be enabled by setting the EBO bit in IEA register (address E8H, bit 3). If EBO bit is set and a brown-out condition occurs, a brown-out interrupt will be generated to execute the program at location 004BH. It is required that the EBO bit be cleared by software after the brown-out interrupt is serviced. Clearing EBO bit when the brown-out condition is active will properly reset the device. If brown-out interrupt is not enabled, a brown-out condition will reset the program to resume execution at location 0000H.



## Interrupts

### Interrupt Priority and Polling Sequence

The device supports eight interrupt sources under a four level priority scheme. Table 26 summarizes the polling sequence of the supported interrupts. Note that the SPI serial interface and the UART share the same interrupt vector. (See Figure 32)

**Table 26:** Interrupt Polling Sequence

| Description | Interrupt Flag | Vector Address | Interrupt Enable | Interrupt Priority | Service Priority | Wake-Up Power-down |
|-------------|----------------|----------------|------------------|--------------------|------------------|--------------------|
| Ext. Int0   | IE0            | 0003H          | EX0              | PX0/H              | 1(highest)       | yes                |
| Brown-out   | -              | 004BH          | EBO              | PBO/H              | 2                | no                 |
| T0          | TF0            | 000BH          | ET0              | PT0/H              | 3                | no                 |
| Ext. Int1   | IE1            | 0013H          | EX1              | PX1/H              | 4                | yes                |
| T1          | TF1            | 001BH          | ET1              | PT1/H              | 5                | no                 |
| PCA         | CF/CCFn        | 0033H          | EC               | PPCH               | 6                | no                 |
| Ext. Int. 2 | IE2            | 003BH          | EX2              | PX2/H              | 7                | no                 |
| Ext. Int. 3 | IE3            | 0043H          | EX3              | PX3/H              | 8                | no                 |
| UART/SPI    | TI/RI/SPIF     | 0023H          | ES               | PS/H               | 9                | no                 |
| T2          | TF2, EXF2      | 002BH          | ET2              | PT2/H              | 10               | no                 |

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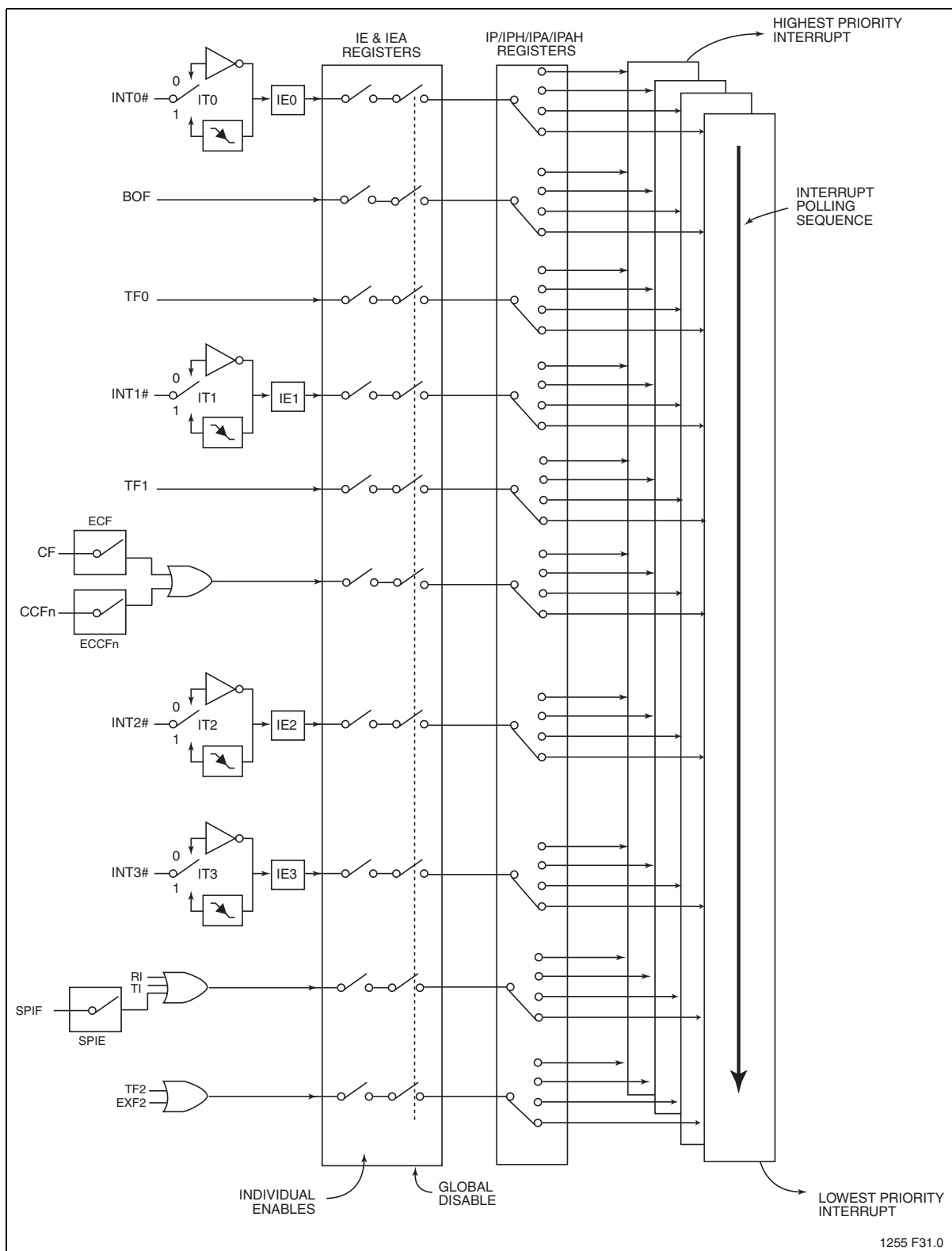


Figure 32: Interrupt Structure

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## Power-Saving Modes

The device provides two power saving modes of operation for applications where power consumption is critical. The two modes are idle and power-down, see Table 27.

### Idle Mode

Idle mode is entered setting the IDL bit in the PCON register. In idle mode, the program counter (PC) is stopped. The system clock continues to run and all interrupts and peripherals remain active. The on-chip RAM and the special function registers hold their data during this mode.

The device exits idle mode through either a system interrupt or a hardware reset. Exiting idle mode via system interrupt, the start of the interrupt clears the IDL bit and exits idle mode. After exit the Interrupt Service Routine, the interrupted program resumes execution beginning at the instruction immediately following the instruction which invoked the idle mode. A hardware reset starts the device similar to a power-on reset.

### Power-down Mode

The power-down mode is entered by setting the PD bit in the PCON register. In the power-down mode, the clock is stopped and external interrupts are active for level sensitive interrupts only. SRAM contents are retained during power-down, the minimum  $V_{DD}$  level is 2.0V.

The device exits power-down mode through either an enabled external level sensitive interrupt or a hardware reset. The start of the interrupt clears the PD bit and exits power-down. Holding the external interrupt pin low restarts the oscillator, the signal must hold low at least 1024 clock cycles before bringing back high to complete the exit. Upon interrupt signal being restored to logic  $V_{IH}$ , the first instruction of the interrupt service routine will execute. A hardware reset starts the device similar to power-on reset.

To exit properly out of power-down, the reset or external interrupt should not be executed before the  $V_{DD}$  line is restored to its normal operating voltage. Be sure to hold  $V_{DD}$  voltage long enough at its normal operating level for the oscillator to restart and stabilize (normally less than 10 ms).

**Table 27:** Power Saving Modes

| Mode            | Initiated by                                      | State of MCU  | Exited by   |
|-----------------|---|---|---|
| Idle Mode       | Software<br>(Set IDL bit in PCON) MOV PCON, #01H; | CLK is running. Interrupts, serial port and timers/counters are active. Program Counter is stopped. ALE and PSEN# signals at a HIGH level during Idle. All registers remain unchanged.            | Enabled interrupt or hardware reset. Start of interrupt clears IDL bit and exits idle mode, after the ISR RETI instruction, program resumes execution beginning at the instruction following the one that invoked idle mode. A user could consider placing two or three NOP instructions after the instruction that invokes idle mode to eliminate any problems. A hardware reset restarts the device similar to a power-on reset.  |
| Power-down Mode | Software<br>(Set PD bit in PCON) MOV PCON, #02H;  | CLK is stopped. On-chip SRAM and SFR data is maintained. ALE and PSEN# signals at a LOW level during power -down. External Interrupts are only active for level sensitive interrupts, if enabled. | Enabled external level sensitive interrupt or hardware reset. Start of interrupt clears PD bit and exits power-down mode, after the ISR RETI instruction program resumes execution beginning at the instruction following the one that invoked power-down mode. A user could consider placing two or three NOP instructions after the instruction that invokes power-down mode to eliminate any problems. A hardware reset restarts the device similar to a power-on reset. |

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## System Clock and Clock Options

### Clock Input Options and Recommended Capacitor Values for Oscillator

Shown in Figure 33 are the input and output of an internal inverting amplifier (XTAL1, XTAL2), which can be configured for use as an on-chip oscillator.

When driving the device from an external clock source, XTAL2 should be left disconnected and XTAL1 should be driven.

At start-up, the external oscillator may encounter a higher capacitive load at XTAL1 due to interaction between the amplifier and its feedback capacitance. However, the capacitance will not exceed 15 pF once the external signal meets the  $V_{IL}$  and  $V_{IH}$  specifications.

Crystal manufacturer, supply voltage, and other factors may cause circuit performance to differ from one application to another. C1 and C2 should be adjusted appropriately for each design. Table 28, shows the typical values for C1 and C2 vs. crystal type for various frequencies

**Table 28:** Recommended Values for C1 and C2 by Crystal Type

| Crystal | C1 = C2 |
|---------|---------|
| Quartz  | 20-30pF |
| Ceramic | 40-50pF |

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More specific information about on-chip oscillator design can be found in the *FlashFlex Oscillator Circuit Design Considerations* application note.



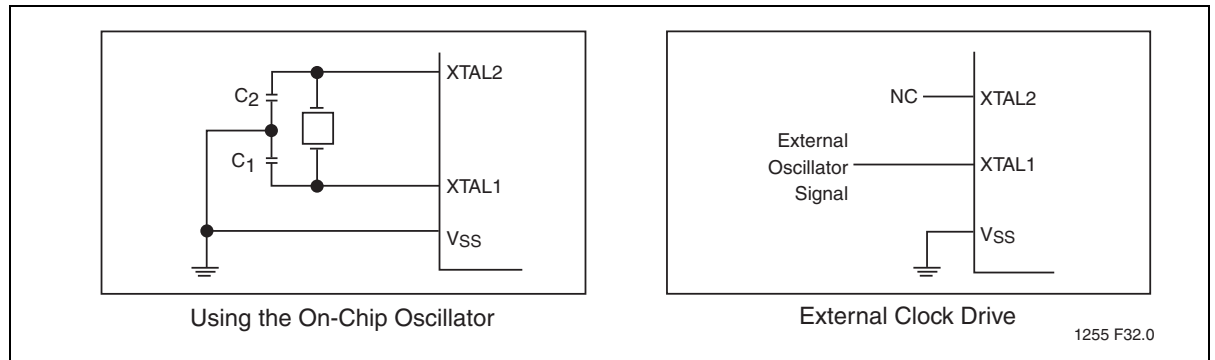
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### Clock Doubling Option

By default, the device runs at 12 clocks per machine cycle (x1 mode). The device has a clock doubling option to speed up to 6 clocks per machine cycle. Please refer to Table 29 for detail.

Clock double mode can be enabled either via the external host mode or the IAP mode. Please refer to Table 13 for the IAP mode enabling commands (When set, the EDC# bit in SFST register will indicate 6 clock mode.).

**The clock double mode is only for doubling the internal system clock and the internal flash memory, i.e. EA#=1.** To access the external memory and the peripheral devices, careful consideration must be taken. Also note that the crystal output (XTAL2) will not be doubled.



**Figure 33:** Oscillator Characteristics

**Table 29:** Clock Doubling Features

| Device         | Standard Mode (x1)       |                                     | Clock Double Mode (x2)   |                                     |
|----------------|--------------------------|-------------------------------------|--------------------------|-------------------------------------|
|                | Clocks per Machine Cycle | Max. External Clock Frequency (MHz) | Clocks per Machine Cycle | Max. External Clock Frequency (MHz) |
| SST89V5xRD2/RD | 12                       | 33                                  | 6                        | 16                                  |

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## Electrical Specification

**Absolute Maximum Stress Ratings** (Applied conditions greater than those listed under “Absolute Maximum Stress Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at these conditions or conditions greater than those defined in the operational sections of this data sheet is not implied. Exposure to absolute maximum stress rating conditions may affect device reliability.)

|   |                                |
|---|--------------------------------|
| Ambient Temperature Under Bias                                | -55°C to +125°C                |
| Storage Temperature   | -65°C to +150°C                |
| Voltage on EA# Pin to V <sub>SS</sub>                         | -0.5V to +14.0V                |
| D.C. Voltage on Any Pin to Ground Potential                   | -0.5V to V <sub>DD</sub> +0.5V |
| Transient Voltage (<20ns) on Any Other Pin to V <sub>SS</sub> | -1.0V to V <sub>DD</sub> +1.0V |
| Maximum I <sub>OL</sub> per I/O Pins P1.5, P1.6, P1.7         | 20mA                           |
| Maximum I <sub>OL</sub> per I/O for All Other Pins            | 15mA                           |
| Package Power Dissipation Capability (T <sub>A</sub> = 25°C)  | 1.5W                           |
| Through Hole Lead Soldering Temperature (10 Seconds)          | 300°C                          |
| Surface Mount Solder Reflow Temperature <sup>1</sup>          | 260°C for 10 seconds           |
| Output Short Circuit Current <sup>2</sup>                     | 50 mA                          |

1. Excluding certain with-Pb 32-PLCC units, all packages are 260°C capable in both non-Pb and with-Pb solder versions. Certain with-Pb 32-PLCC package types are capable of 240°C for 10 seconds; please consult the factory for the latest information.
2. Outputs shorted for no more than one second. No more than one output shorted at a time. (Based on package heat transfer limitations, not device power consumption.)

**Note:** This specification contains preliminary information on new products in production. Specifications are subject to change without notice.

**Table 30: Operating Range**

| Symbol           | Description                                    | Min. | Max | Unit |
|------------------|--|------|-----|------|
| T <sub>A</sub>   | Ambient Temperature Under Bias<br>Standard     | 0    | +70 | °C   |
|                  | Industrial                                     | -40  | +85 | °C   |
| V <sub>DD</sub>  | Supply Voltage<br>SST89V5xRD2/RD               | 2.7  | 3.6 | V    |
| f <sub>osc</sub> | Oscillator Frequency<br>SST89V5xRD2/RD         | 0    | 33  | MHz  |
|                  | Oscillator Frequency for IAP<br>SST89V5xRD2/RD | .25  | 33  | MHz  |

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**Table 31: Reliability Characteristics**

| Symbol                        | Parameter      | Minimum Specification | Units  | Test Method         |
|-------------------------------|----------------|-----------------------|--------|---------------------|
| N <sub>END</sub> <sup>1</sup> | Endurance      | 10,000                | Cycles | JEDEC Standard A117 |
| T <sub>DR</sub> <sup>1</sup>  | Data Retention | 100                   | Years  | JEDEC Standard A103 |
| I <sub>LTH</sub> <sup>1</sup> | Latch Up       | 100 + I <sub>DD</sub> | mA     | JEDEC Standard 78   |

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1. This parameter is measured only for initial qualification and after a design or process change that could affect this parameter.

**Table 32: AC Conditions of Test<sup>1</sup>**

| Input Rise/Fall Time | Output Load             |
|----------------------|-------------------------|
| 10 ns                | C <sub>L</sub> = 100 pF |

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1. See Figures 40 and 42

**Table 33: Recommended System Power-up Timings**

| Symbol                             | Parameter                   | Minimum | Units |
|------------------------------------|-----------------------------|---------|-------|
| T <sub>PU-READ</sub> <sup>1</sup>  | Power-up to Read Operation  | 100     | μs    |
| T <sub>PU-WRITE</sub> <sup>1</sup> | Power-up to Write Operation | 100     | μs    |

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1. This parameter is measured only for initial qualification and after a design or process change that could affect this parameter

**Table 34: Pin Impedance (V<sub>DD</sub>=3.3V, T<sub>A</sub>=25 °C, f=1 Mhz, other pins open)**

| Parameter                     | Description         | Test Condition        | Maximum |
|-------------------------------|---------------------|-----------------------|---------|
| C <sub>I/O</sub> <sup>1</sup> | I/O Pin Capacitance | V <sub>I/O</sub> = 0V | 15 pF   |
| C <sub>IN</sub> <sup>1</sup>  | Input Capacitance   | V <sub>IN</sub> = 0V  | 12 pF   |
| L <sub>PIN</sub> <sup>2</sup> | Pin Inductance      |                       | 20 nH   |

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1. This parameter is measured only for initial qualification and after a design or process change that could affect this parameter.
2. Refer to PCI spec.



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### DC Electrical Characteristics

**Table 35:** DC Electrical Characteristics for SST89V5xRD2/RD  
 $T_A = -40^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$ ;  $V_{DD} = 2.7\text{-}3.6\text{V}$ ;  $V_{SS} = 0\text{V}$

| Symbol    | Parameter  | Test Conditions                                       | Min               | Max            | Units            |
|-----------|--|---|-------------------|----------------|------------------|
| $V_{IL}$  | Input Low Voltage  | $2.7 < V_{DD} < 3.6$                                  | -0.5              | 0.7            | V                |
| $V_{IH}$  | Input High Voltage   | $2.7 < V_{DD} < 3.6$                                  | $0.2V_{DD} + 0.9$ | $V_{DD} + 0.5$ | V                |
| $V_{IH1}$ | Input High Voltage (XTAL1, RST)                                | $2.7 < V_{DD} < 3.6$                                  | $0.7V_{DD}$       | $V_{DD} + 0.5$ | V                |
| $V_{OL}$  | Output Low Voltage (Ports 1.5, 1.6, 1.7)                       | $V_{DD} = 2.7\text{V}$<br>$I_{OL} = 16\text{mA}$      |                   | 1.0            | V                |
| $V_{OL}$  | Output Low Voltage (Ports 1, 2, 3) <sup>1</sup>                | $V_{DD} = 2.7\text{V}$<br>$I_{OL} = 100\mu\text{A}^2$ |                   | 0.3            | V                |
|           |  | $I_{OL} = 1.6\text{mA}^2$                             |                   | 0.45           | V                |
|           |  | $I_{OL} = 3.5\text{mA}^2$                             |                   | 1.0            | V                |
| $V_{OL1}$ | Output Low Voltage (Port 0, ALE, PSEN#) <sup>1,3</sup>         | $V_{DD} = 2.7\text{V}$<br>$I_{OL} = 200\mu\text{A}^2$ |                   | 0.3            | V                |
|           |  | $I_{OL} = 3.2\text{mA}^2$                             |                   | 0.45           | V                |
| $V_{OH}$  | Output High Voltage (Ports 1, 2, 3, ALE, PSEN#) <sup>4</sup>   | $V_{DD} = 2.7\text{V}$<br>$I_{OH} = -10\mu\text{A}$   | $V_{DD} - 0.3$    |                | V                |
|           |  | $I_{OH} = -30\mu\text{A}$                             | $V_{DD} - 0.7$    |                | V                |
|           |  | $I_{OH} = -60\mu\text{A}$                             | $V_{DD} - 1.5$    |                | V                |
| $V_{OH1}$ | Output High Voltage (Port 0 in External Bus Mode) <sup>4</sup> | $V_{DD} = 2.7\text{V}$<br>$I_{OH} = -200\mu\text{A}$  | $V_{DD} - 0.3$    |                | V                |
|           |  | $I_{OH} = -3.2\text{mA}$                              | $V_{DD} - 0.7$    |                | V                |
| $V_{BOD}$ | Brown-out Detection Voltage                                    |   | 2.35              | 2.55           | V                |
| $I_{IL}$  | Logical 0 Input Current (Ports 1, 2, 3)                        | $V_{IN} = 0.4\text{V}$                                |                   | -75            | $\mu\text{A}$    |
| $I_{TL}$  | Logical 1-to-0 Transition Current (Ports 1, 2, 3) <sup>5</sup> | $V_{IN} = 2\text{V}$                                  |                   | -650           | $\mu\text{A}$    |
| $I_{LI}$  | Input Leakage Current (Port 0)                                 | $0.45 < V_{IN} < V_{DD} - 0.3$                        |                   | $\pm 10$       | $\mu\text{A}$    |
| $R_{RST}$ | RST Pull-down Resistor   |   |                   | 225            | $\text{K}\Omega$ |
| $C_{IO}$  | Pin Capacitance <sup>6</sup>                                   | @ 1 MHz, $25^{\circ}\text{C}$                         |                   | 15             | pF               |
| $I_{DD}$  | Power Supply Current   |   |                   |                |                  |
|           | IAP Mode @ 33 MHz  |   |                   | 47             | mA               |
|           | Active Mode @ 33 MHz   |   |                   | 30             | mA               |
|           | Idle Mode @ 33 MHz   |   |                   | 21             | mA               |
|           | Power-down Mode  | $T_A = 0^{\circ}\text{C}$ to $+70^{\circ}\text{C}$    |                   | 45             | $\mu\text{A}$    |
|           |  | $T_A = -40^{\circ}\text{C}$ to $+85^{\circ}\text{C}$  |                   | 55             | $\mu\text{A}$    |

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1. Under steady state (non-transient) conditions,  $I_{OL}$  must be externally limited as follows:

Maximum  $I_{OL}$  per port pin: 15mA  
 Maximum  $I_{OL}$  per 8-bit port: 26mA  
 Maximum  $I_{OL}$  total for all outputs: 71mA

If  $I_{OL}$  exceeds the test condition,  $V_{OL}$  may exceed the related specification. Pins are not guaranteed to sink current greater than the listed test conditions.



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2. Capacitive loading on Ports 0 and 2 may cause spurious noise to be superimposed on the  $V_{OLs}$  of ALE and Ports 1 and 3. The noise due to external bus capacitance discharging into the Port 0 and 2 pins when the pins make 1-to-0 transitions during bus operations. In the worst cases (capacitive loading  $> 100\text{pF}$ ), the noise pulse on the ALE pin may exceed  $0.8\text{V}$ . In such cases, it may be desirable to qualify ALE with a Schmitt Trigger, or use an address latch with a Schmitt Trigger STROBE input.
3. Load capacitance for Port 0, ALE and PSEN# =  $100\text{pF}$ , load capacitance for all other outputs =  $80\text{pF}$ .
4. Capacitive loading on Ports 0 and 2 may cause the  $V_{OH}$  on ALE and PSEN# to momentarily fall below the  $V_{DD} - 0.7$  specification when the address bits are stabilizing.
5. Pins of Ports 1, 2, and 3 source a transition current when they are being externally driven from 1 to 0. The transition current reaches its maximum value when  $V_{IN}$  is approximately  $2\text{V}$ .
6. Pin capacitance is characterized but not tested. EA# is  $25\text{pF}$  (max).

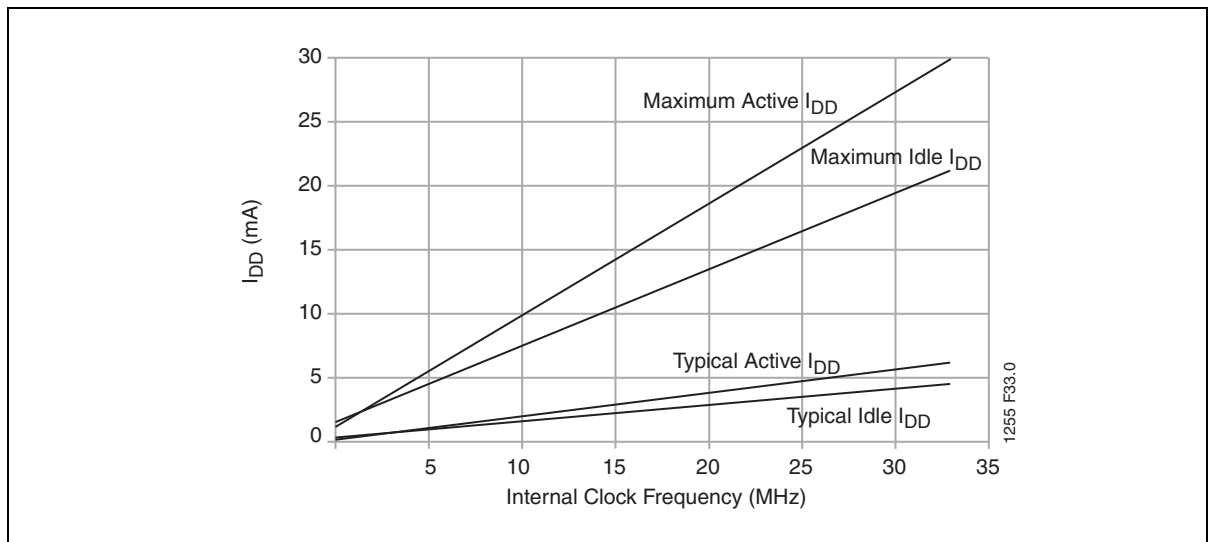


Figure 34:  $I_{DD}$  vs. Frequency for 3V SST89V5xRD2/RD



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### AC Electrical Characteristics

#### AC Characteristics:

(Over Operating Conditions: Load Capacitance for Port 0, ALE#, and PSEN# = 100pF;  
Load Capacitance for All Other Outputs = 80pF)

**Table 36:** AC Electrical Characteristics (1 of 2)

$T_A = -40^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$ ,  $V_{DD} = 2.7\text{-}3.6\text{V}@33\text{MHz}$ ,  $4.5\text{-}5.5\text{V}@40\text{MHz}$ ,  $V_{SS} = 0\text{V}$

| Symbol        | Parameter                     | Oscillator  |     |   |     |  |     | Units    |
|---------------|-------------------------------|---|-----|---|-----|--|-----|----------|
|               |                               | 33 MHz (x1 Mode)<br>16 MHz (x2 Mode) <sup>1</sup> |     | 40 MHz (x1 Mode)<br>20 MHz (x2 Mode) <sup>1</sup> |     | Variable                                       |     |          |
|               |                               | Min   | Max | Min   | Max | Min  | Max |          |
| $1/T_{CLCL}$  | x1 Mode Oscillator Frequency  | 0   | 33  | 0   | 40  | 0  | 40  | MHz      |
| $1/2T_{CLCL}$ | x2 Mode Oscillator Frequency  | 0   | 16  | 0   | 20  | 0  | 20  | MHz      |
| $T_{LHLL}$    | ALE Pulse Width               | 46  |     | 35  |     | $2T_{CLCL} - 15$                               |     | ns       |
| $T_{AVLL}$    | Address Valid to ALE Low      | 5   |     | 10  |     | $T_{CLCL} - 25$ (3V)<br>$T_{CLCL} - 15$ (5V)   |     | ns<br>ns |
| $T_{LLAX}$    | Address Hold After ALE Low    | 5   |     | 10  |     | $T_{CLCL} - 25$ (3V)<br>$T_{CLCL} - 15$ (5V)   |     | ns<br>ns |
| $T_{LLIV}$    | ALE Low to Valid Instr In     |   | 56  |   | 55  | $4T_{CLCL} - 65$ (3V)<br>$4T_{CLCL} - 45$ (5V) |     | ns<br>ns |
| $T_{LLPL}$    | ALE Low to PSEN# Low          | 5   |     | 10  |     | $T_{CLCL} - 25$ (3V)<br>$T_{CLCL} - 15$ (5V)   |     | ns<br>ns |
| $T_{PLPH}$    | PSEN# Pulse Width             | 66  |     | 60  |     | $3T_{CLCL} - 25$ (3V)<br>$3T_{CLCL} - 15$ (5V) |     | ns       |
| $T_{PLIV}$    | PSEN# Low to Valid Instr In   |   | 35  |   | 25  | $3T_{CLCL} - 55$ (3V)<br>$3T_{CLCL} - 50$ (5V) |     | ns<br>ns |
| $T_{PXIX}$    | Input Instr Hold After PSEN#  |   |     |   |     | 0  |     | ns       |
| $T_{PXIZ}$    | Input Instr Float After PSEN# |   | 25  |   | 10  | $T_{CLCL} - 5$ (3V)<br>$T_{CLCL} - 15$ (5V)    |     | ns<br>ns |
| $T_{PXAV}$    | PSEN# to Address valid        | 22  |     | 17  |     | $T_{CLCL} - 8$                                 |     | ns       |
| $T_{AVIV}$    | Address to Valid Instr In     |   | 72  |   | 65  | $5T_{CLCL} - 80$ (3V)<br>$5T_{CLCL} - 60$ (5V) |     | ns<br>ns |
| $T_{PLAZ}$    | PSEN# Low to Address Float    |   | 10  |   | 10  | 10   |     | ns       |
| $T_{RLRH}$    | RD# Pulse Width               | 142   |     | 120   |     | $6T_{CLCL} - 40$ (3V)<br>$6T_{CLCL} - 30$ (5V) |     | ns       |
| $T_{WLWH}$    | Write Pulse Width (WE#)       | 142   |     | 120   |     | $6T_{CLCL} - 40$ (3V)<br>$6T_{CLCL} - 30$ (5V) |     | ns       |
| $T_{RLDV}$    | RD# Low to Valid Data In      |   | 62  |   | 75  | $5T_{CLCL} - 90$ (3V)<br>$5T_{CLCL} - 50$ (5V) |     | ns<br>ns |
| $T_{RHDX}$    | Data Hold After RD#           | 0   |     | 0   |     | 0  |     | ns       |
| $T_{RHDZ}$    | Data Float After RD#          |   | 36  |   | 38  | $2T_{CLCL} - 25$ (3V)<br>$2T_{CLCL} - 12$ (5V) |     | ns<br>ns |
| $T_{LLDV}$    | ALE Low to Valid Data In      |   | 152 |   |     | $8T_{CLCL} - 90$ (3V)                          |     | ns       |



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**Table 36:** AC Electrical Characteristics (Continued) (2 of 2)

$T_A = -40^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$ ,  $V_{DD} = 2.7\text{-}3.6\text{V}$  @ 33MHz, 4.5-5.5V @ 40MHz,  $V_{SS} = 0\text{V}$

| Symbol     | Parameter                                | Oscillator  |     |   |     |  |     | Units  |          |
|------------|--|---|-----|---|-----|--|-----|--|----------|
|            |  | 33 MHz (x1 Mode)<br>16 MHz (x2 Mode) <sup>1</sup> |     | 40 MHz (x1 Mode)<br>20 MHz (x2 Mode) <sup>1</sup> |     | Variable   |     |  |          |
|            |  | Min   | Max | Min   | Max | Min  | Max |  |          |
| $T_{AVDV}$ | Address to Valid Data In                 |   | 183 |   | 150 |  |     | 8 $T_{CLCL} - 50$ (5V)                           | ns       |
| $T_{LLWL}$ | ALE Low to RD# or WR# Low                | 66  | 116 | 60  | 90  | 3 $T_{CLCL} - 25$ (3V)<br>3 $T_{CLCL} - 15$ (5V) |     | 3 $T_{CLCL} + 25$ (3V)<br>3 $T_{CLCL} + 15$ (5V) | ns       |
| $T_{AVWL}$ | Address to RD# or WR# Low                | 46  |     | 70  |     | 4 $T_{CLCL} - 75$ (3V)<br>4 $T_{CLCL} - 30$ (5V) |     |  | ns<br>ns |
| $T_{WHQX}$ | Data Hold After WR#                      | 3   |     | 5   |     | $T_{CLCL} - 27$ (3V)<br>$T_{CLCL} - 20$ (5V)     |     |  | ns<br>ns |
| $T_{QVWH}$ | Data Valid to WR# High                   | 142   |     | 125   |     | 7 $T_{CLCL} - 70$ (3V)<br>7 $T_{CLCL} - 50$ (5V) |     |  | ns<br>ns |
| $T_{QVWX}$ | Data Valid to WR# High to Low Transition | 10  |     | 5   |     | $T_{CLCL} - 20$                                  |     |  | ns       |
| $T_{RLAZ}$ | RD# Low to Address Float                 |   | 0   |   | 0   |  |     | 0  | ns       |
| $T_{WHLH}$ | RD# to WR# High to ALE High              | 5   | 55  | 10  | 40  | $T_{CLCL} - 25$ (3V)<br>$T_{CLCL} - 15$ (5V)     |     | $T_{CLCL} + 25$ (3V)<br>$T_{CLCL} + 15$ (5V)     | ns<br>ns |

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1. Calculated values are for x1 Mode only

### Explanation of Symbols

Each timing symbol has 5 characters. The first character is always a 'T' (stands for time). The other characters, depending on their positions, stand for the name of a signal or the logical status of that signal. The following is a list of all the characters and what they stand for.

- |  |                                  |
|--|----------------------------------|
| A: Address                               | Q: Output data                   |
| C: Clock                                 | R: RD# signal                    |
| D: Input data                            | T: Time                          |
| H: Logic level HIGH                      | V: Valid                         |
| I: Instruction (program memory contents) | W: WR# signal                    |
| L: Logic level LOW or ALE                | X: No longer a valid logic level |
| P: PSEN#                                 | Z: High Impedance (Float)        |

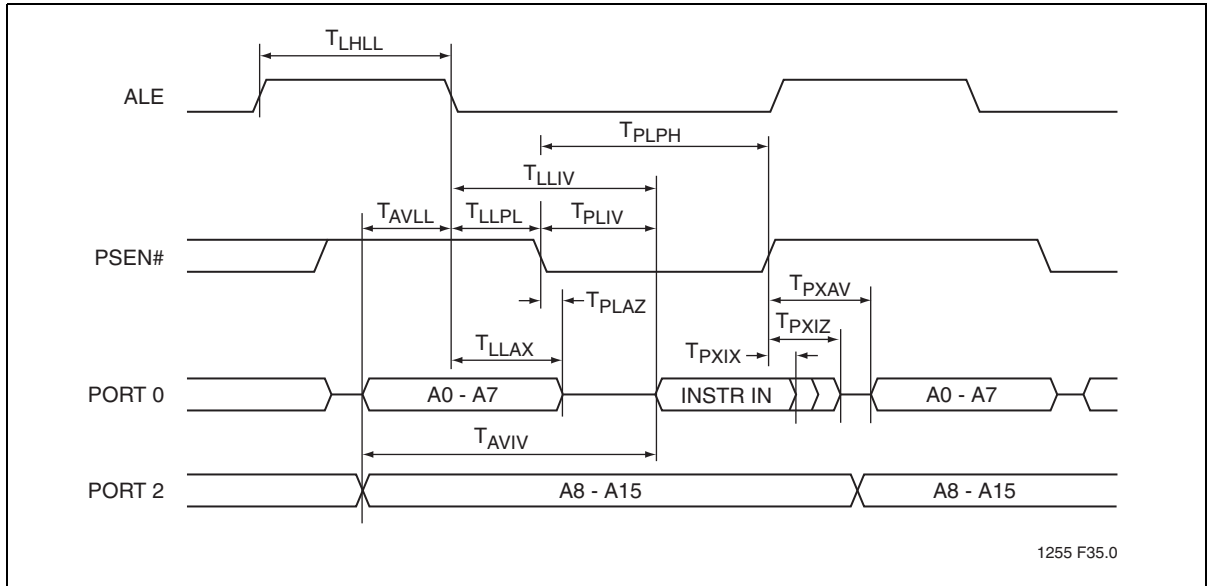
For example:

- $T_{AVLL}$  = Time from Address Valid to ALE Low
- $T_{LLPL}$  = Time from ALE Low to PSEN# Low

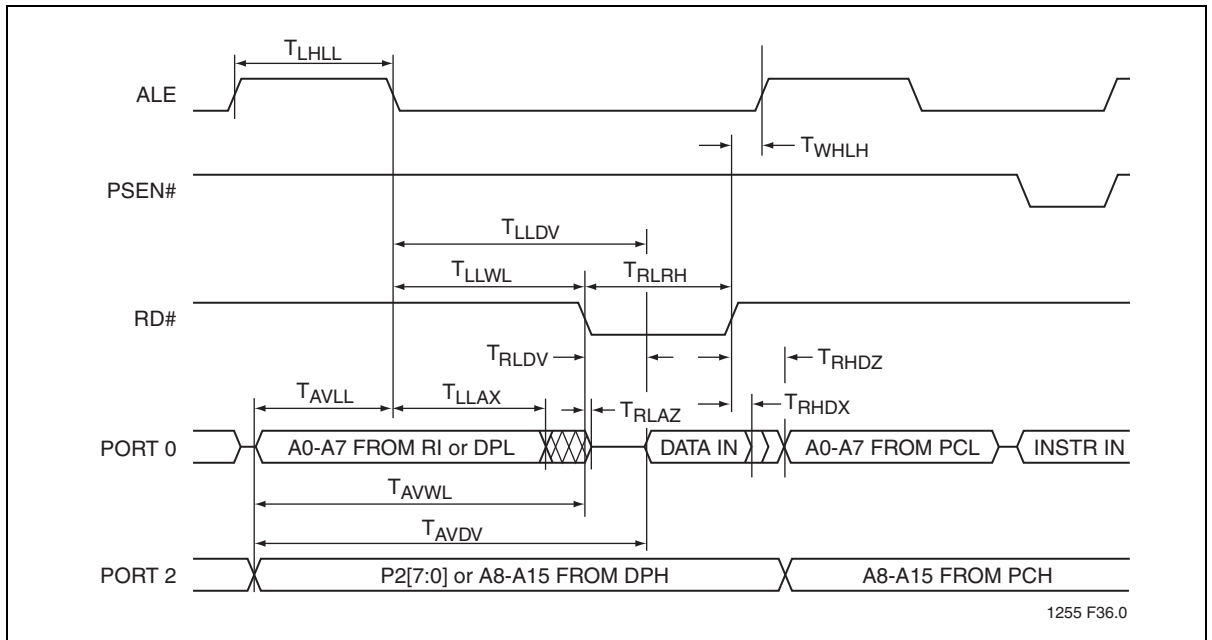




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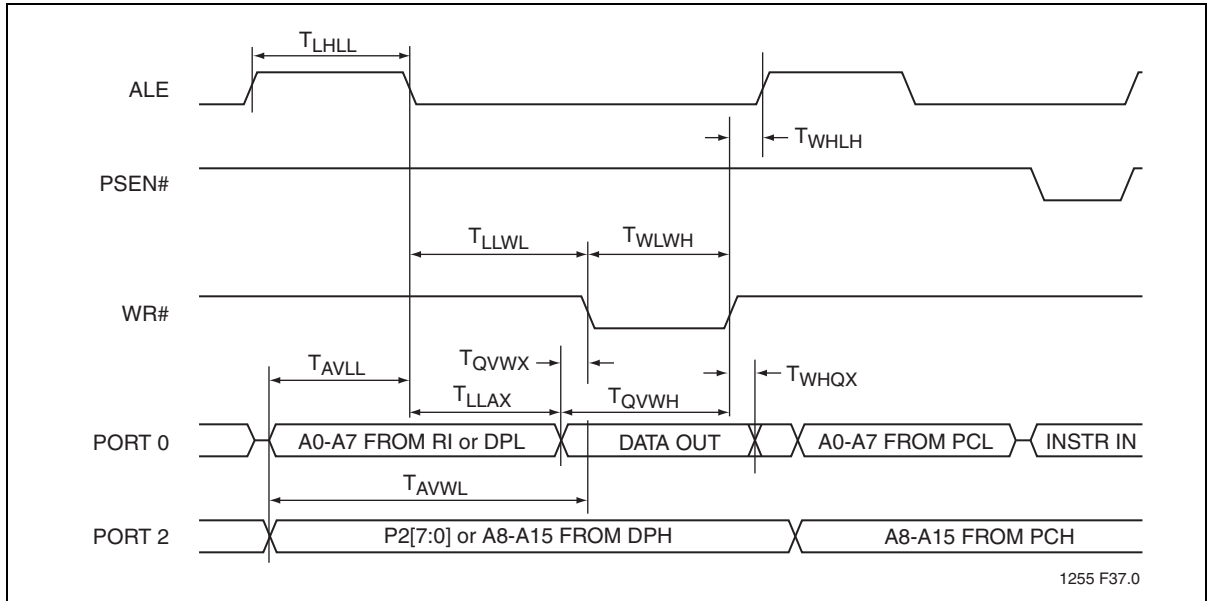
**Figure 35:** External Program Memory Read Cycle



**Figure 36:** External Data Memory Read Cycle



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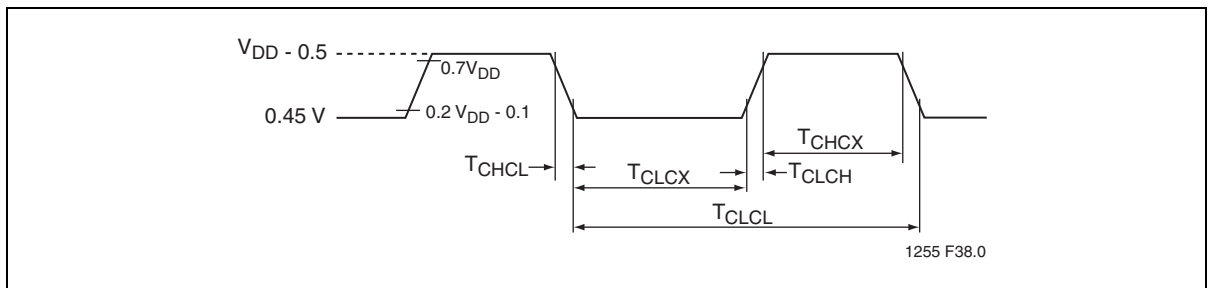


**Figure 37:** External Data Memory Write Cycle

**Table 37:** External Clock Drive

| Symbol       | Parameter            | Oscillator |     |                |                | Units |
|--------------|----------------------|------------|-----|----------------|----------------|-------|
|              |                      | 40MHz      |     | Variable       |                |       |
|              |                      | Min        | Max | Min            | Max            |       |
| $1/T_{CLCL}$ | Oscillator Frequency |            |     | 0              | 40             | MHz   |
| $T_{CLCL}$   |                      | 25         |     |                |                | ns    |
| $T_{CHCX}$   | High Time            | 8.75       |     | $0.35T_{CLCL}$ | $0.65T_{CLCL}$ | ns    |
| $T_{CLCX}$   | Low Time             | 8.75       |     | $0.35T_{CLCL}$ | $0.65T_{CLCL}$ | ns    |
| $T_{CLCH}$   | Rise Time            |            | 10  |                |                | ns    |
| $T_{CHCL}$   | Fall Time            |            | 10  |                |                | ns    |

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**Figure 38:** External Clock Drive Waveform

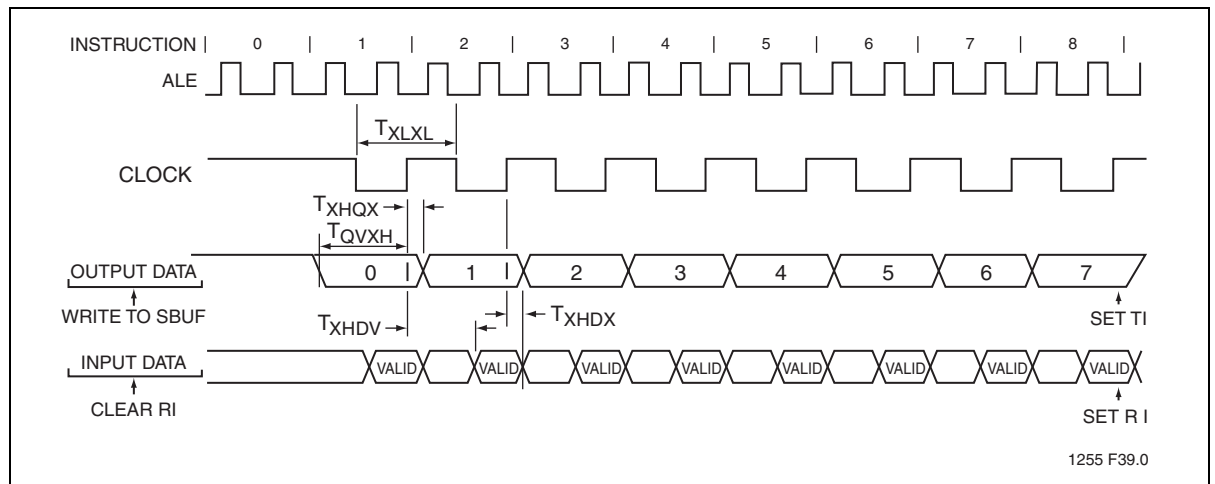


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**Table 38:** Serial Port Timing

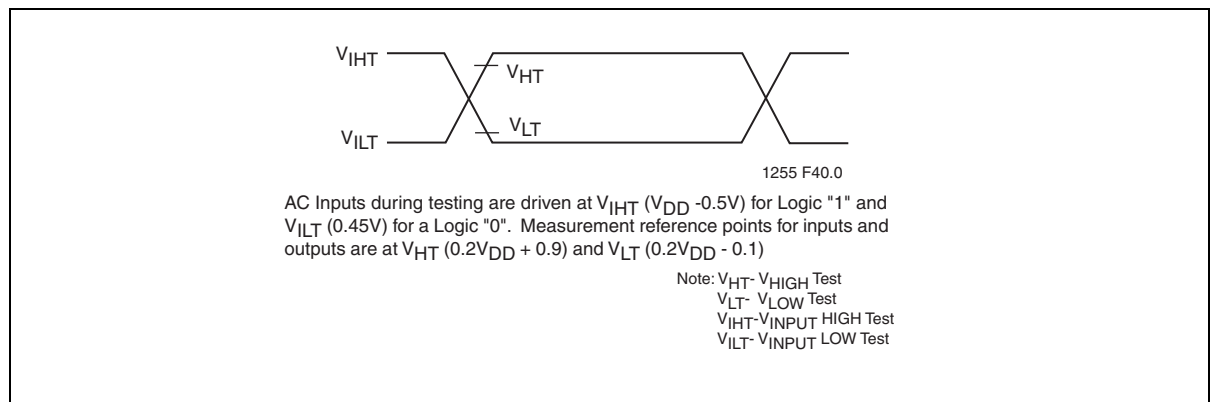
| Symbol            | Parameter                                | Oscillator |     |       |     |                           |                           | Units |
|-------------------|--|------------|-----|-------|-----|---------------------------|---------------------------|-------|
|                   |  | 12MHz      |     | 40MHz |     | Variable                  |                           |       |
|                   |  | Min        | Max | Min   | Max | Min                       | Max                       |       |
| T <sub>XLXL</sub> | Serial Port Clock Cycle Time             | 1.0        |     | 0.3   |     | 12T <sub>CLCL</sub>       |                           | μs    |
| T <sub>QVXH</sub> | Output Data Setup to Clock Rising Edge   | 700        |     | 117   |     | 10T <sub>CLCL</sub> - 133 |                           | ns    |
| T <sub>XHQX</sub> | Output Data Hold After Clock Rising Edge | 50         |     |       |     | 2T <sub>CLCL</sub> - 117  |                           | ns    |
|                   |  |            |     | 0     |     | 2T <sub>CLCL</sub> - 50   |                           | ns    |
| T <sub>XHDX</sub> | Input Data Hold After Clock Rising Edge  | 0          |     | 0     |     | 0                         |                           | ns    |
| T <sub>XHDV</sub> | Clock Rising Edge to Input Data Valid    |            | 700 |       | 117 |                           | 10T <sub>CLCL</sub> - 133 | ns    |

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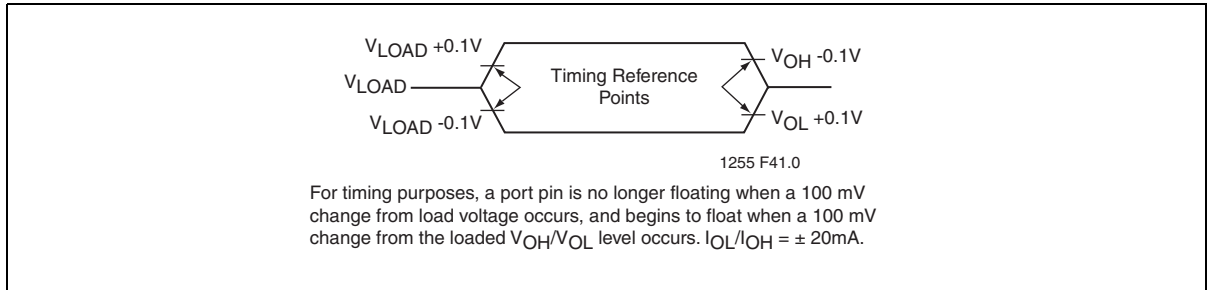
**Figure 39:** Shift Register Mode Timing Waveforms



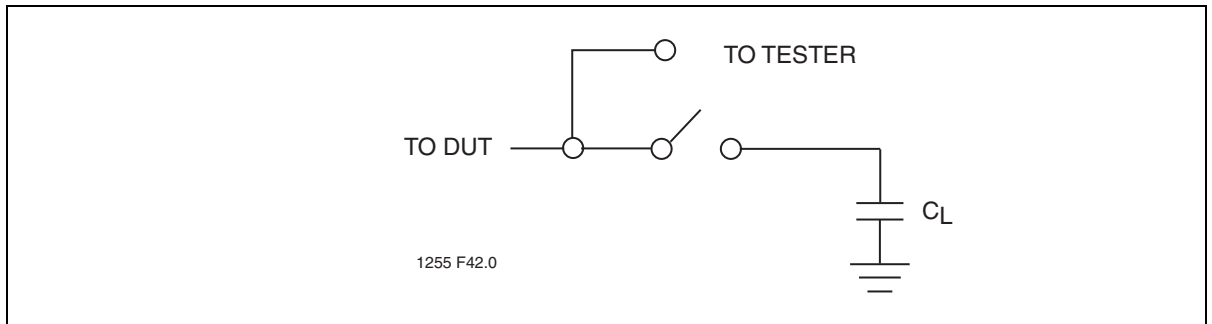
**Figure 40:** AC Testing Input/Output Test Waveform



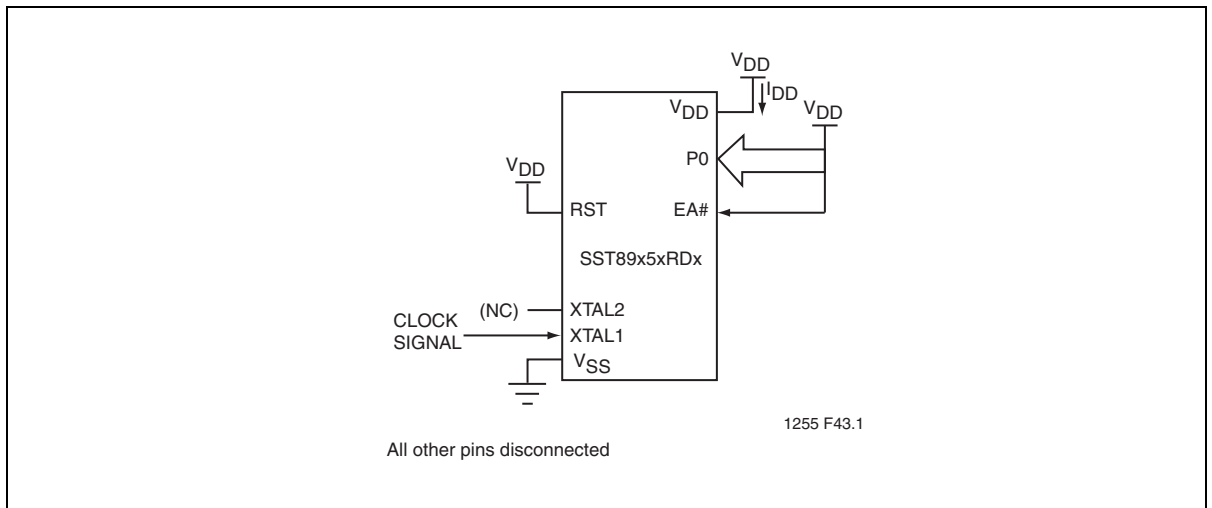
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**Figure 41:** Float Waveform



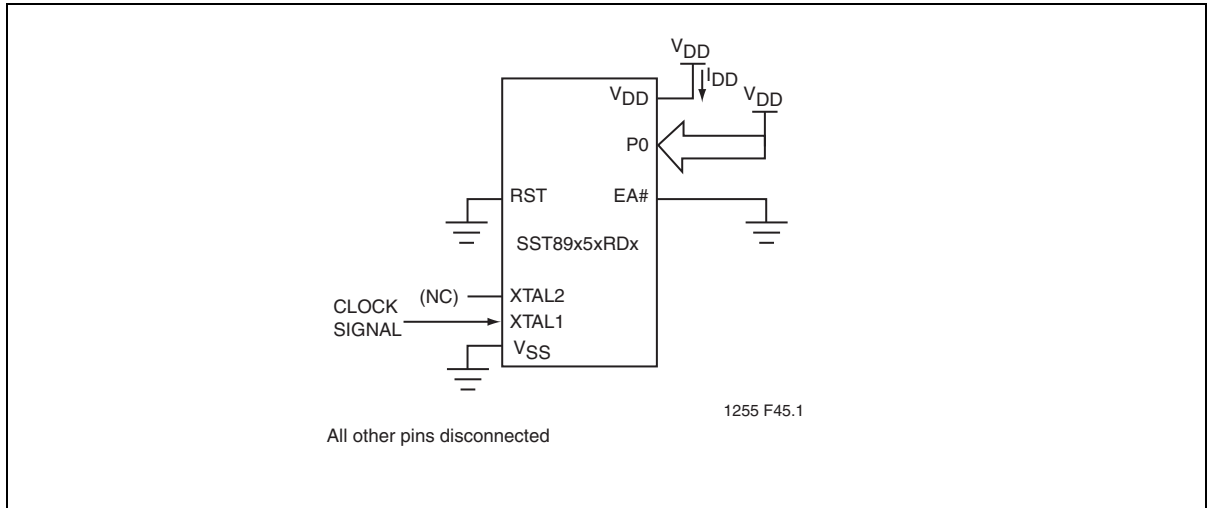
**Figure 42:** A Test Load Example



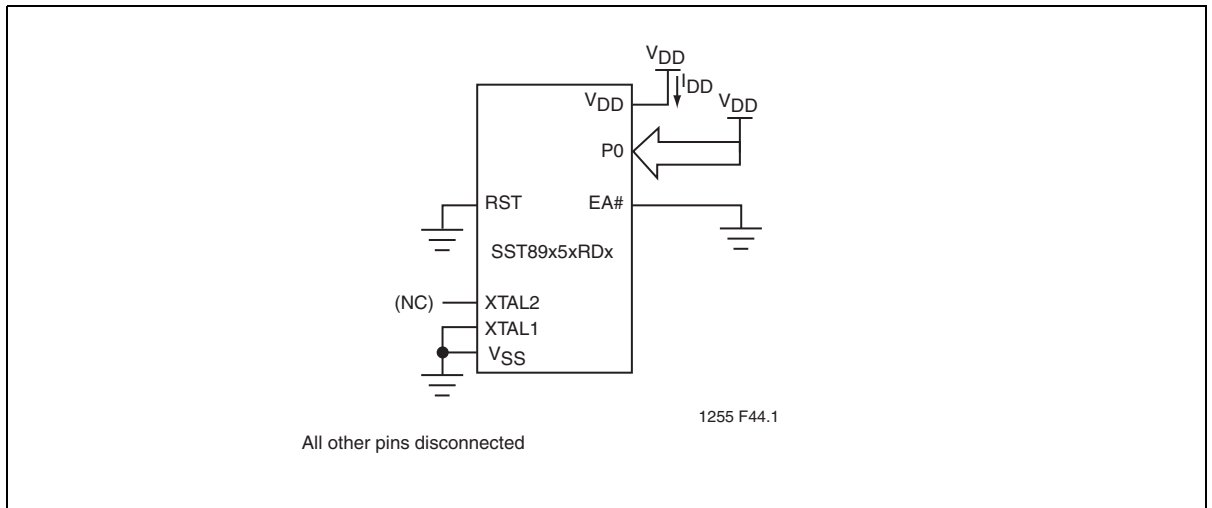
**Figure 43:**  $I_{DD}$  Test Condition, Active Mode



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**Figure 44:**  $I_{DD}$  Test Condition, Idle Mode



**Figure 45:**  $I_{DD}$  Test Condition, Power-down Mode

**Table 39:** Flash Memory Programming/Verification Parameters<sup>1</sup>

| Parameter <sup>2</sup>              | Max | Units   |
|-------------------------------------|-----|---------|
| Chip-Erase Time                     | 150 | ms      |
| Block-Erase Time                    | 100 | ms      |
| Sector-Erase Time                   | 30  | ms      |
| Byte-Program Time <sup>3</sup>      | 50  | $\mu$ s |
| Re-map or Security bit Program Time | 80  | $\mu$ s |

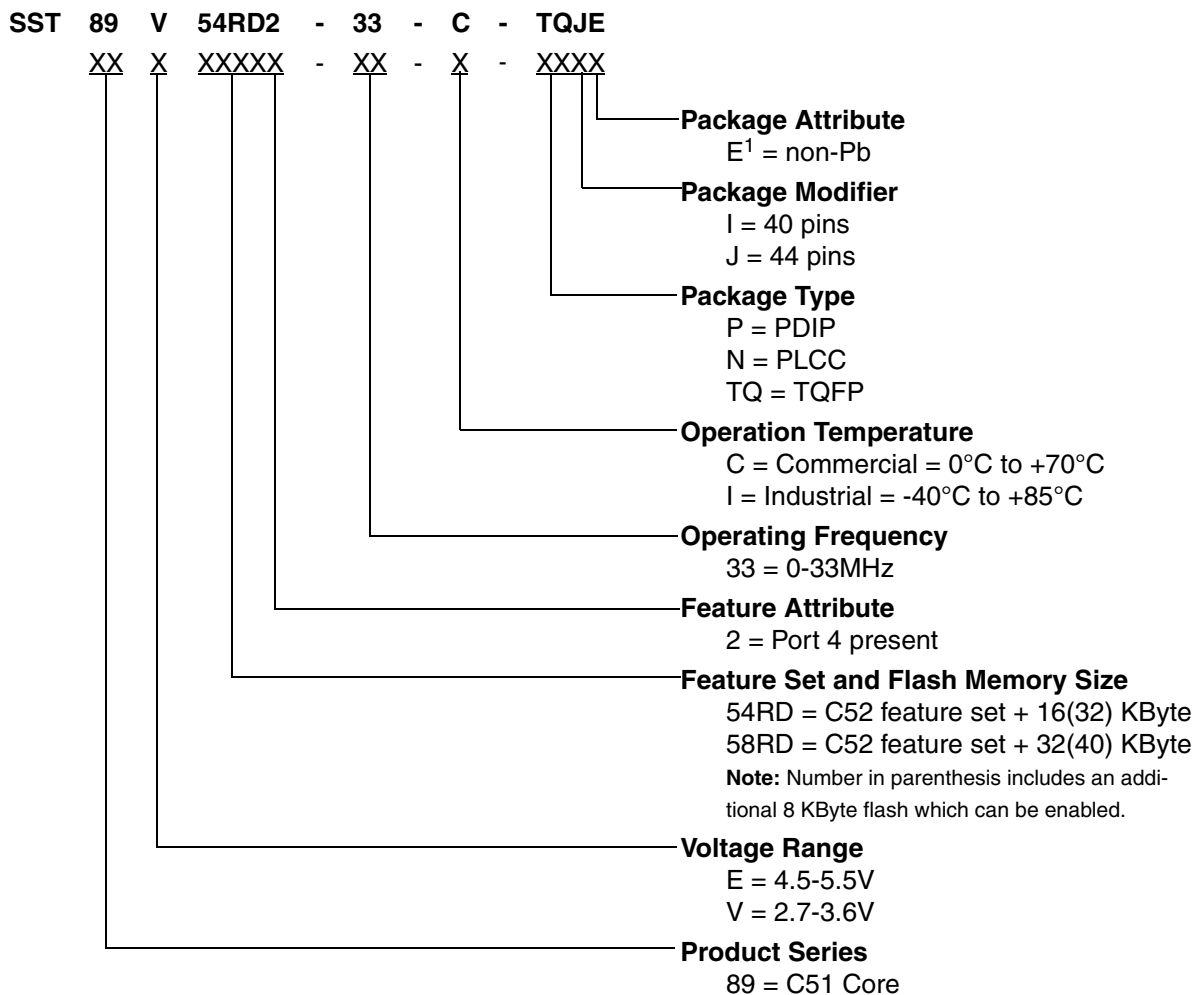
T0-0.0 25087

1. For IAP operations, the program execution overhead must be added to the above timing parameters.
2. Program and Erase times will scale inversely proportional to programming clock frequency.
3. Each byte must be erased before programming.



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### Product Ordering Information



1. Environmental suffix "E" denotes non-Pb solder. SST non-Pb solder devices are "RoHS Compliant".



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### Valid Combinations

#### Valid combinations for SST89V54RD2

|                      |                       |
|----------------------|-----------------------|
| SST89V54RD2-33-C-NJE | SST89V54RD2-33-C-TQJE |
| SST89V54RD2-33-I-NJE | SST89V54RD2-33-I-TQJE |

#### Valid combinations for SST89V58RD2

|                      |                       |
|----------------------|-----------------------|
| SST89V58RD2-33-C-NJE | SST89V58RD2-33-C-TQJE |
| SST89V58RD2-33-I-NJE | SST89V58RD2-33-I-TQJE |

#### Valid combinations for SST89V54RD

SST89V54RD-33-C-PIE

#### Valid combinations for SST89V58RD

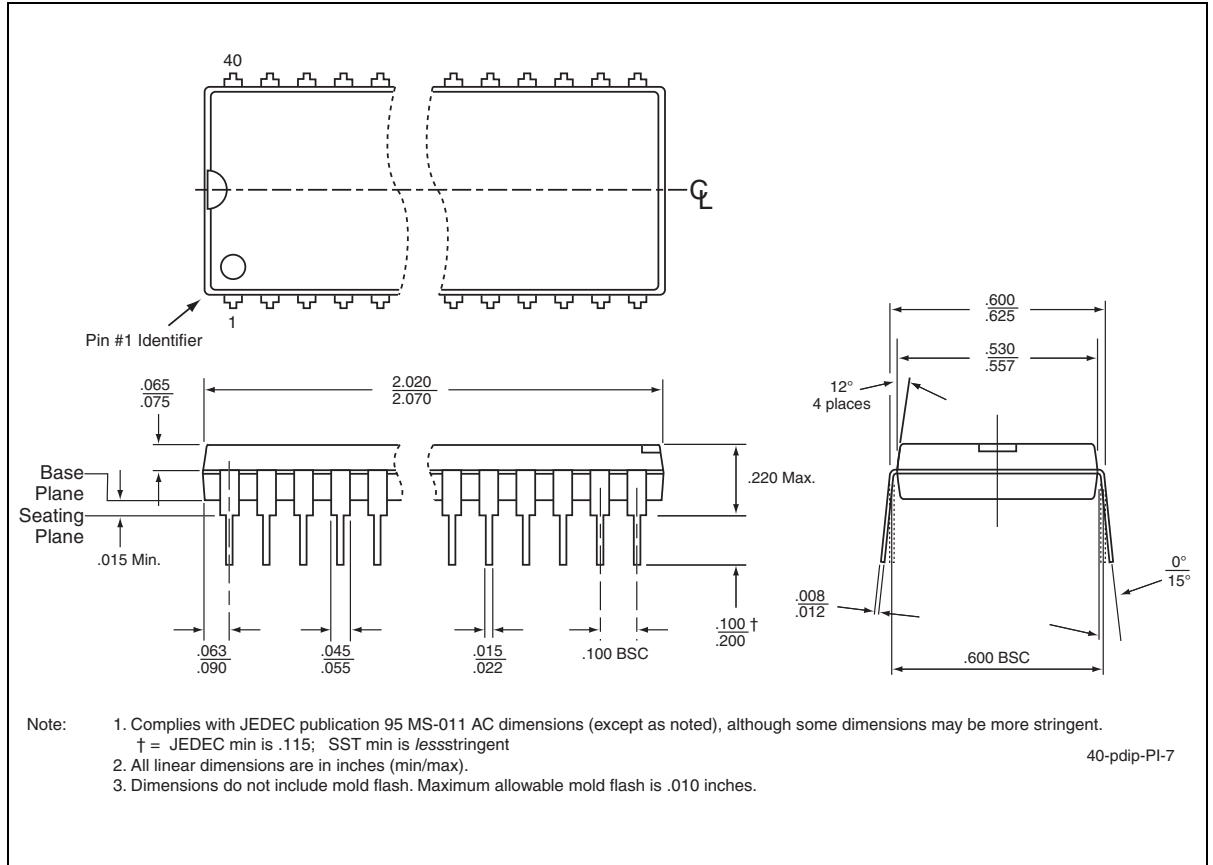
SST89V58RD-33-C-PIE

**Note:** Valid combinations are those products in mass production or will be in mass production. Consult your SST sales representative to confirm availability of valid combinations and to determine availability of new combinations.



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### Packaging Diagrams

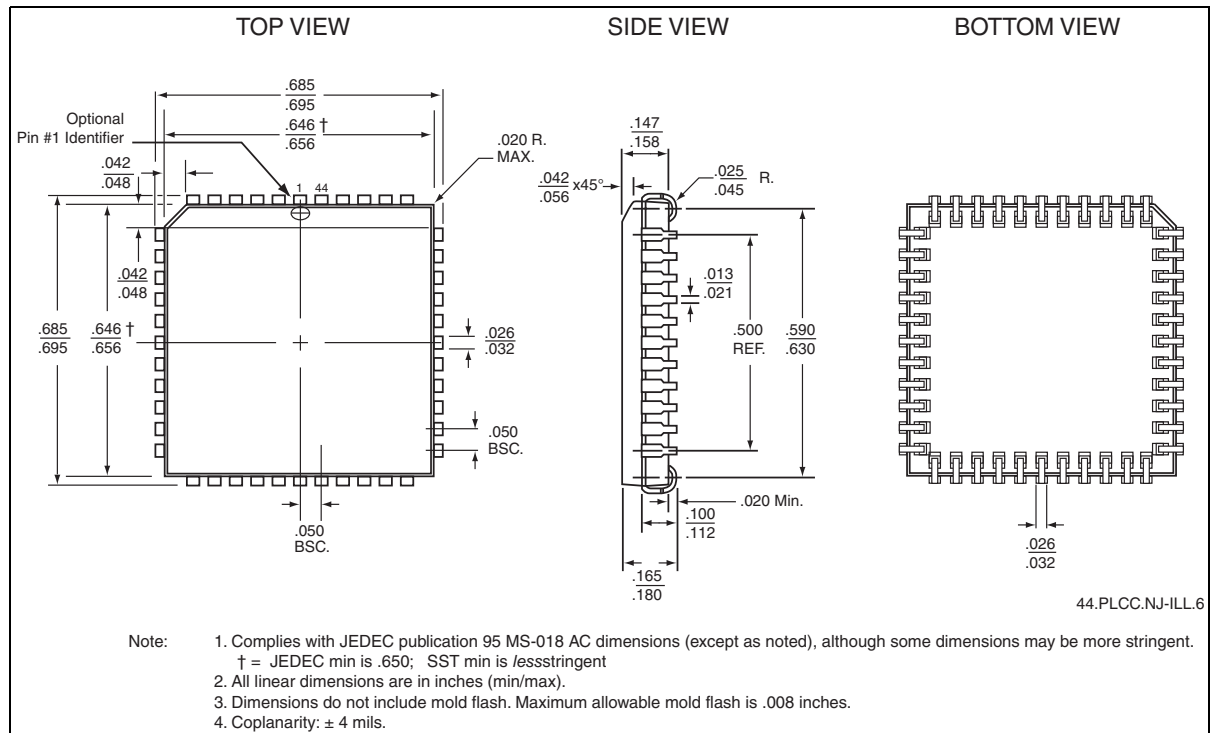


**Figure 46:** 40-pin Plastic Dual In-line Pins (PDIP)  
SST Package Code: PI





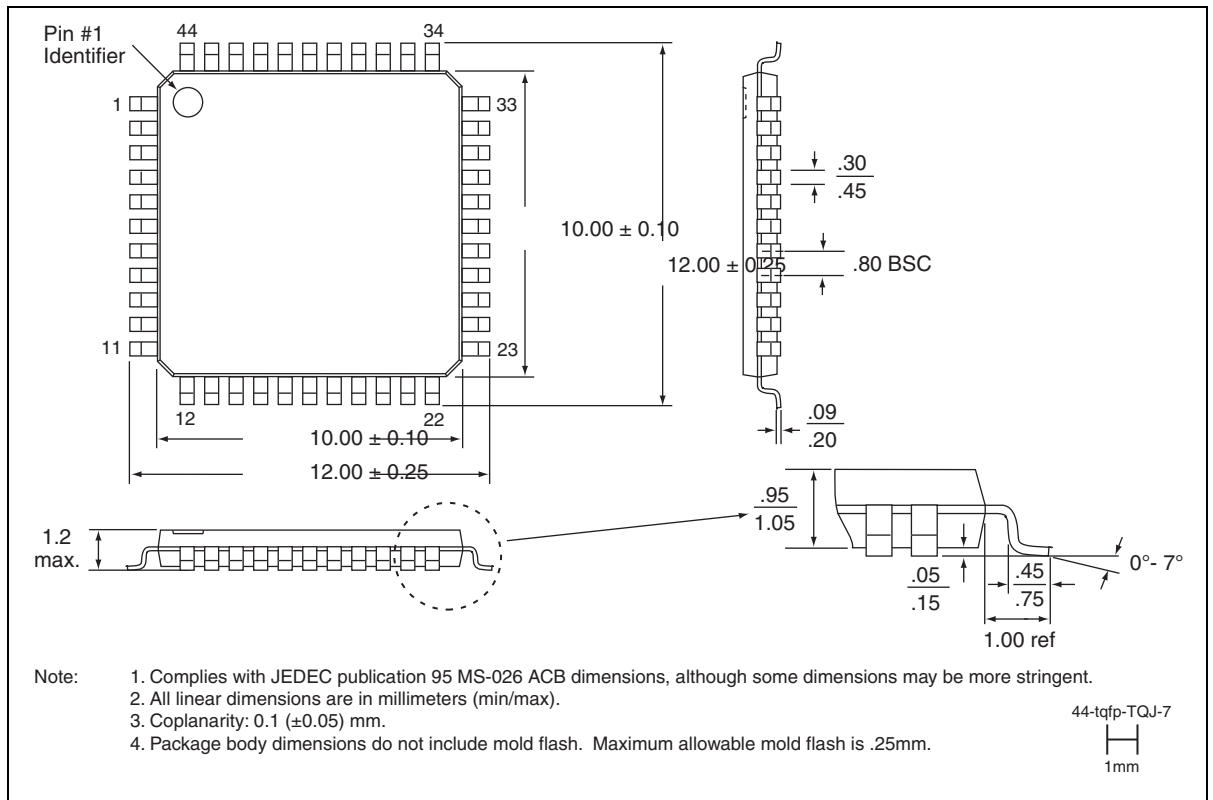
Not Recommended for New Designs



**Figure 47: 44-lead Plastic Lead Chip Carrier (PLCC)**  
SST Package Code: NJ



Not Recommended for New Designs



**Figure 48:**44-lead Thin Quad Flat Pack (TQFP)  
SST Package Code: TQJ



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**Table 40:** Revision History

| Revision | Description  | Date     |
|----------|--|----------|
| 00       | <ul style="list-style-type: none"> <li>Initial Release</li> </ul>  | Mar 2004 |
| 01       | <ul style="list-style-type: none"> <li>Changed MPNs of SST89E/V5xRD2 PDIP devices to SST89E/V5xRD</li> <li>Removed SST89E/V516RD2 devices and associated MPNs</li> <li>Removed all industrial temperature PDIP devices and associated MPNs</li> <li>Clarified Surface Mount Temperatures in “Absolute Maximum Stress Ratings” on page 75</li> <li>Changes in Tables 14-6 and 14-7:               <ul style="list-style-type: none"> <li>Removed the minimum <math>V_{DD}=2V</math> for <math>I_{DD}</math> Power-down (also Figure 45)</li> <li>Removed the 12 MHz values for <math>I_{DD}</math></li> </ul> </li> </ul> | Sep 2004 |
| 02       | <ul style="list-style-type: none"> <li>Corrected MPN breakdown definition for “2” to read “Port 4 present”</li> <li>Corrected the SPI control Register definition for CPHA on page 29</li> <li>Added SST89E/V5xRD industrial temperature PDIP devices and associated MPNs</li> <li>Added RoHS compliance information on page 1 and in the “Product Ordering Information” on page 86</li> <li>Corrected the solder temperature profile under “Absolute Maximum Stress Ratings” on page 75</li> <li>Removed references to External Host Mode programming</li> </ul>  | Mar 2005 |
| 03       | <ul style="list-style-type: none"> <li>Made changes to add WQFN package</li> </ul>   | Mar 2006 |
| 04       | <ul style="list-style-type: none"> <li>Revised Figure 3-1 on page 11. Changed 7HHH to 1HHH.</li> </ul>   | Apr 2006 |
| 05       | <ul style="list-style-type: none"> <li>Revised Figure 3-1 on page 11. Changed 8000H to 2000H.</li> <li>Changed document status from Preliminary Specification to Data Sheet.</li> </ul>  | May 2006 |
| 06       | <ul style="list-style-type: none"> <li>Removed NJ, TQJ, and PI packages from Valid Combinations on page 77.</li> <li>Removed valid combinations SST89E52RD-40-I-PIE, SST89E54RD-40-I-PIE, SST89E58RD-40-I-PIE, SST89V52RD-33-I-PIE, SST89V54RD-33-I-PIE, and SST89V58RD-33-I-PIE on page 77.</li> </ul>  | Oct 2006 |
| 07       | <ul style="list-style-type: none"> <li>Removed SST89E52RD2/RD and SST89V52RD2/RD. Created EOL data sheet for these products, see S71255(03)</li> <li>Removed 12MHz columns from Table 37.</li> </ul>   | Nov 2006 |
| 08       | <ul style="list-style-type: none"> <li>Changed FlashFlex51 to FlashFlex globally</li> </ul>  | Jan 2007 |
| 09       | <ul style="list-style-type: none"> <li>Removed the 40-contact WQFN (package code QI)</li> </ul>  | Dec 2007 |
| 10       | <ul style="list-style-type: none"> <li>Removed SST89E54RD2/RD and SST89E58RD2/RD. Created EOL data sheet for these products, see S71255(04)</li> </ul>   | Dec 2007 |
| A        | <ul style="list-style-type: none"> <li>Applied new document format</li> <li>Released document under letter revision system</li> <li>Updated Spec number from S71255 to DS25087</li> </ul>  | Oct 2011 |



A Microchip Technology Company

# FlashFlex MCU

## SST89V54RD2/RD / SST89V58RD2/RD

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