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FlashFlex MCU

SST89E516RD2 / SST89E516RD
SST89V516RD2 / SST89V516RD

Data Sheet

The SST89E516RDx and SST89V516RDx 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.

Features

- **8-bit 8051-Compatible Microcontroller (MCU) with Embedded SuperFlash Memory**
  - Fully Software Compatible
  - Development Toolset Compatible
  - Pin-For-Pin Package Compatible
- **SST89E516RD2 Operation**
  - 0 to 40 MHz at 5V
- **SST89V516RD2 Operation**
  - 0 to 33 MHz at 3V
- **1 KByte Internal RAM**
- **Dual Block SuperFlash EEPROM**
  - 64 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**
  - 40-contact WQFN (Port 4 feature not 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 SST89E516RDx and SST89V516RDx 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 72 KByte of on-chip flash EEPROM program memory which is partitioned into 2 independent program memory blocks. The primary Block 0 occupies 64 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 64 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 72 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.

Functional Blocks

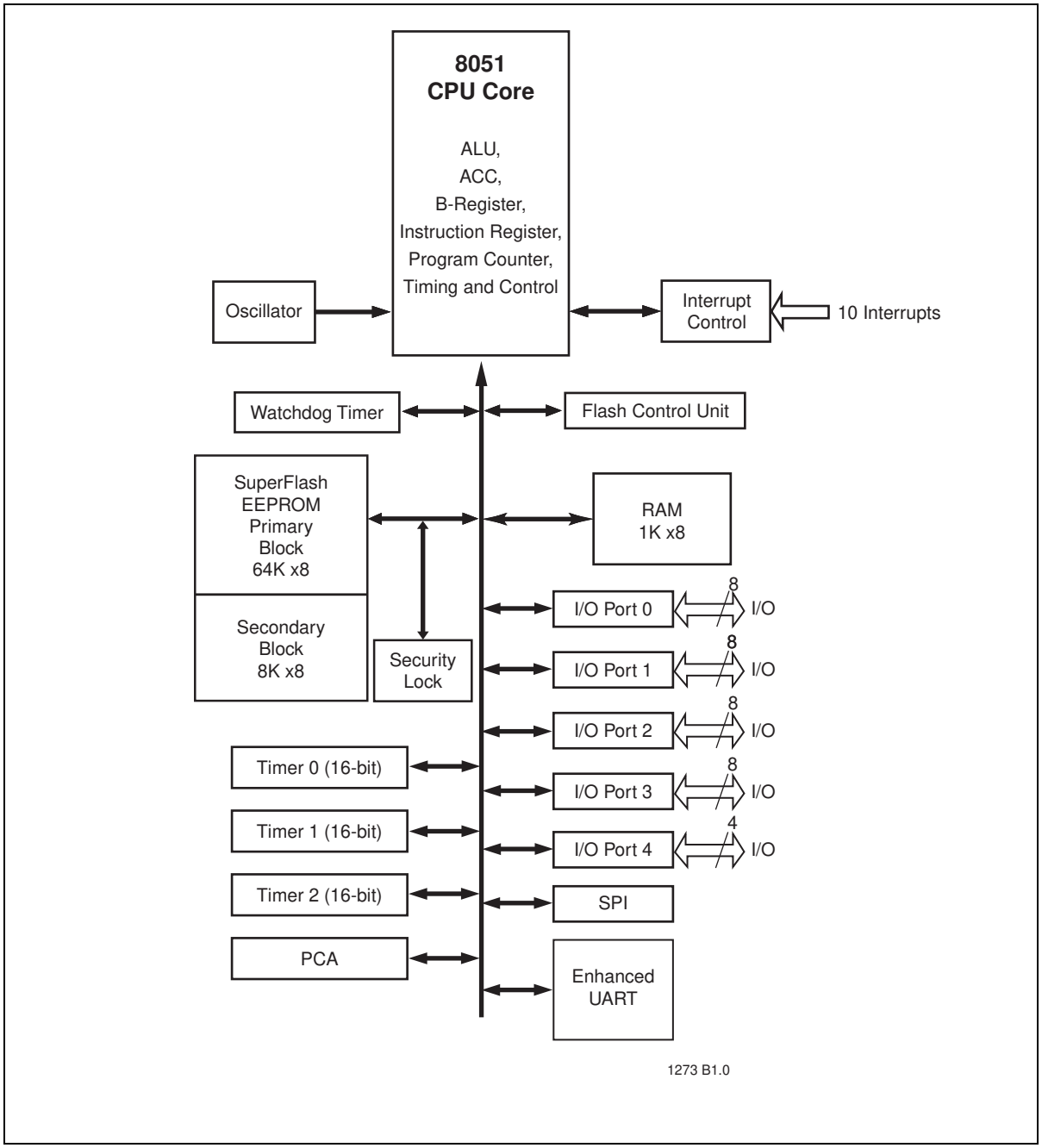

Figure 1: Functional Block Diagram

Pin Assignments

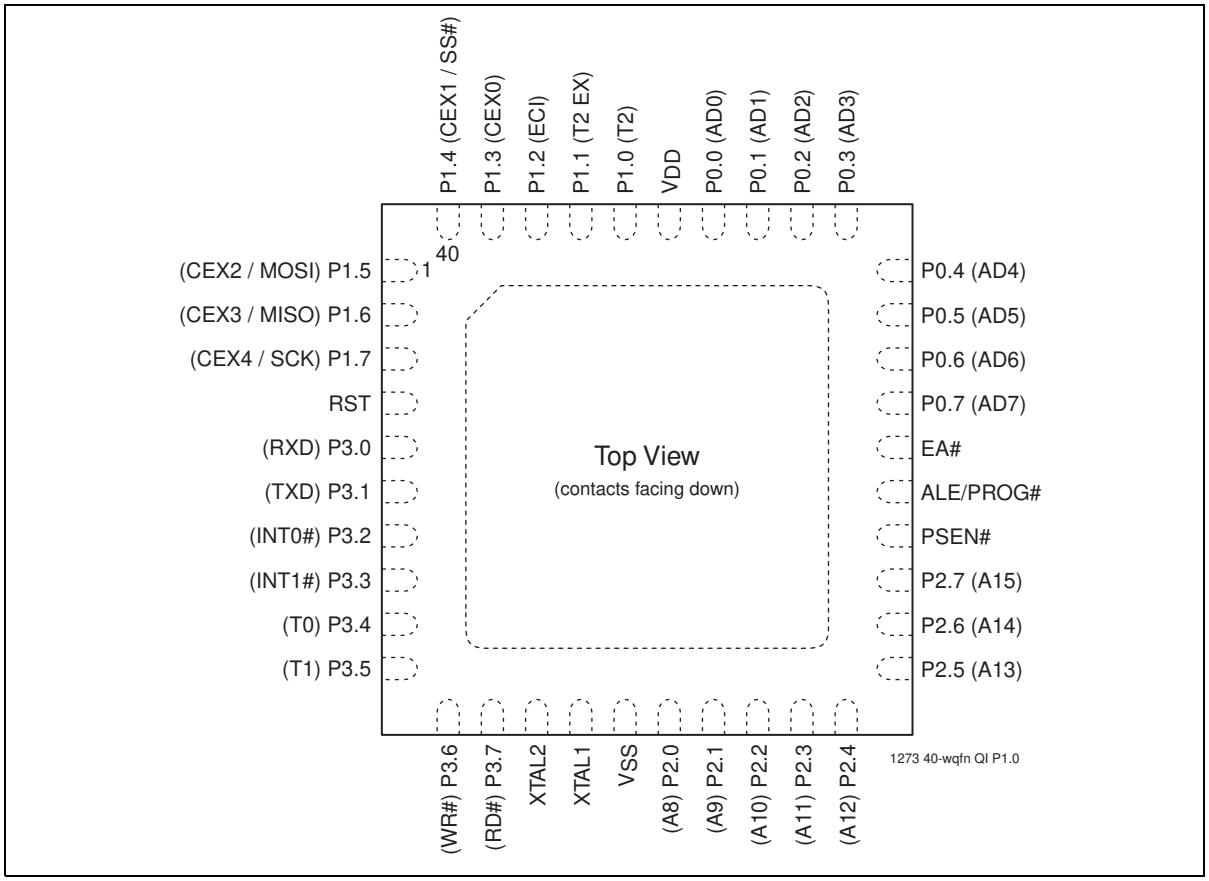

Figure 2: Pin Assignments for 40-Contact WQFN

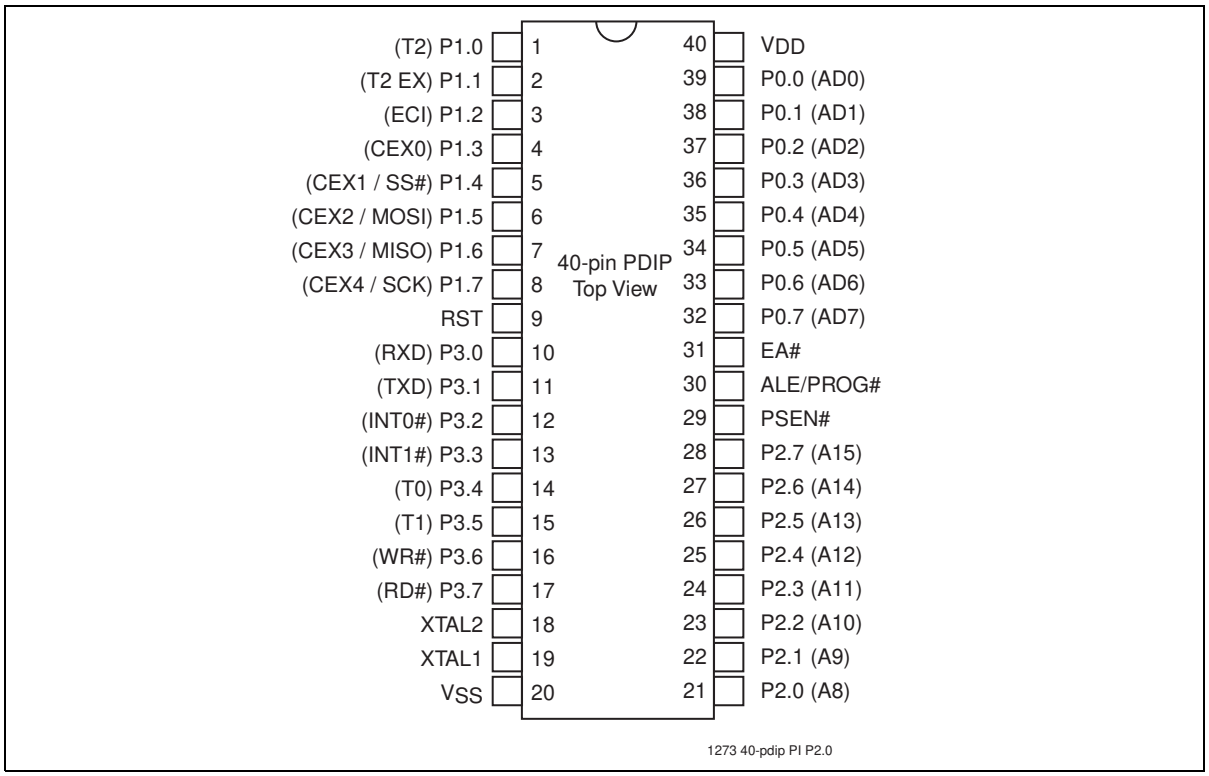

Figure 3: Pin Assignments for 40-pin PDIP

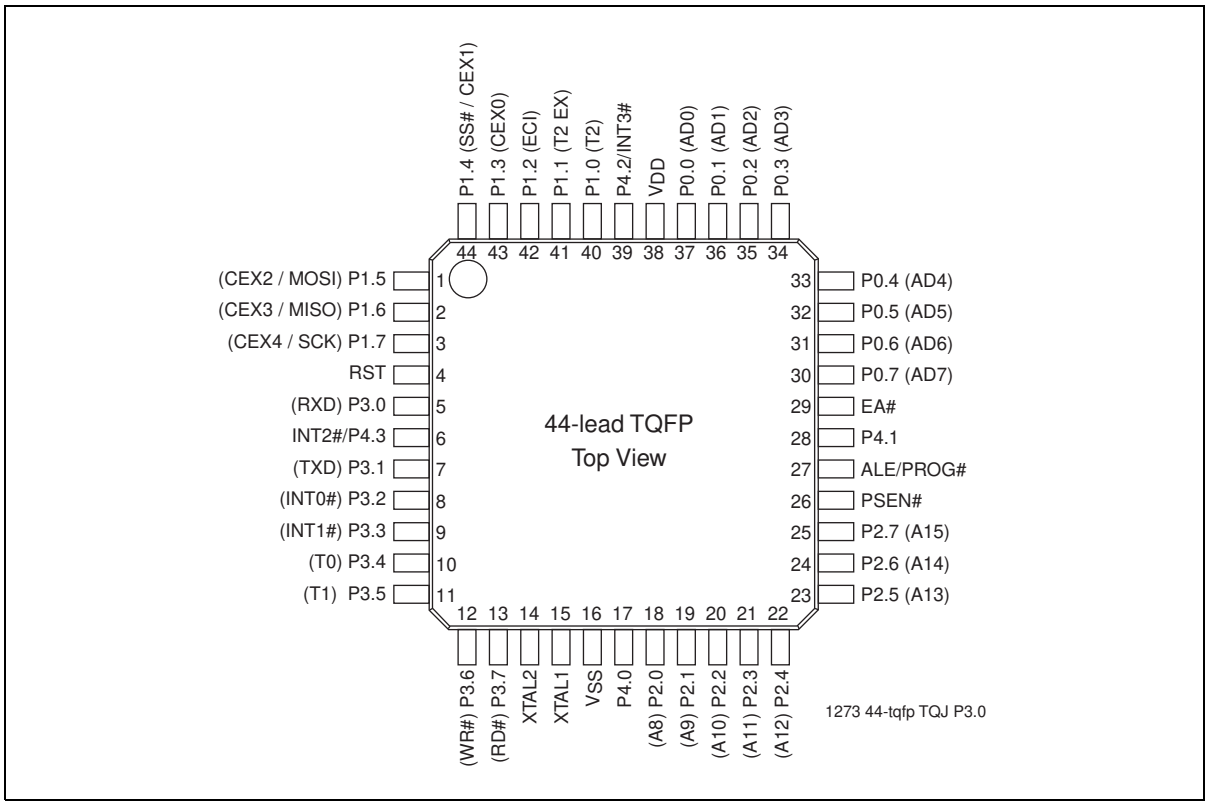

Figure 4: Pin Assignments for 44-lead TQFP

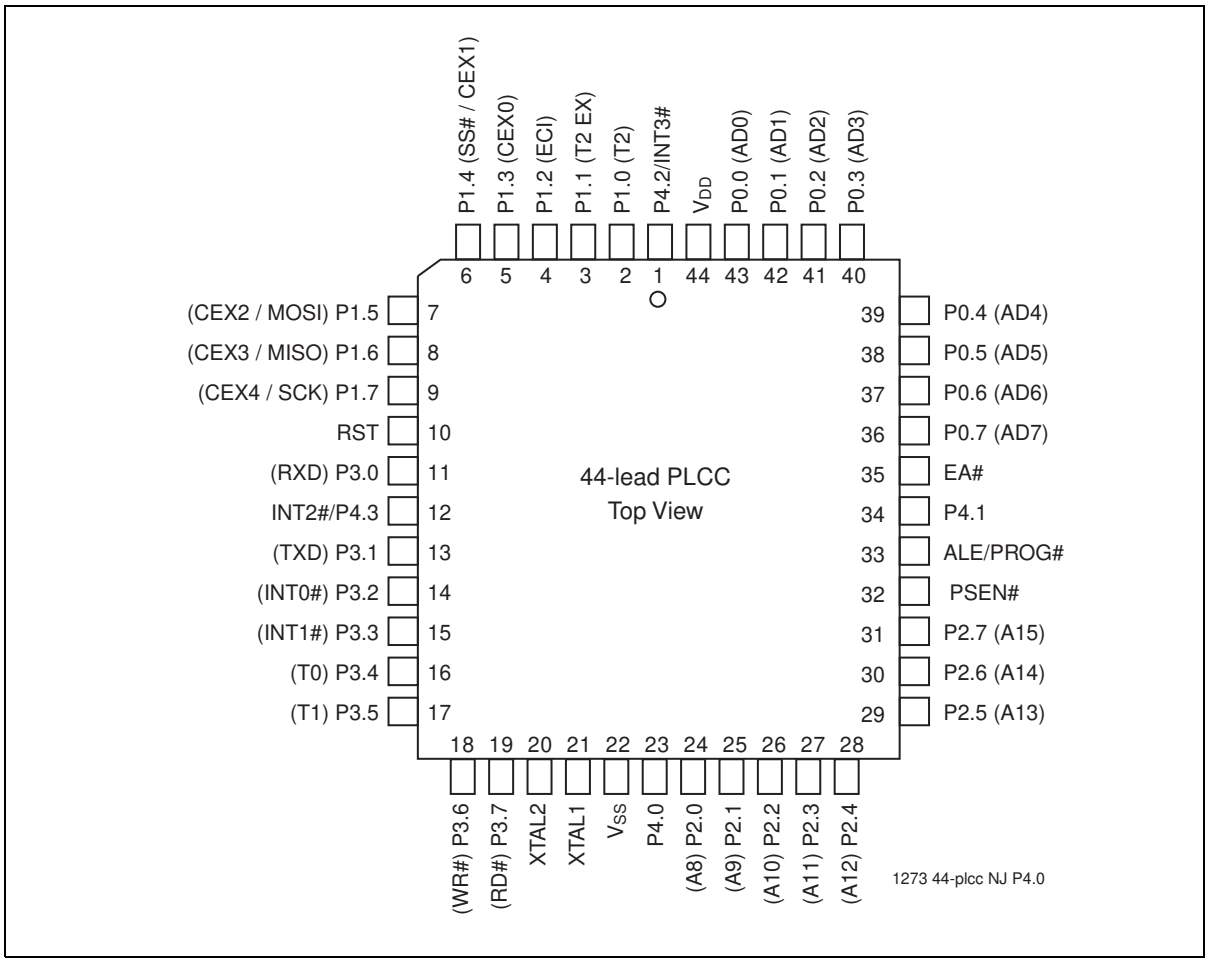

Figure 5: Pin Assignments for 44-lead PLCC

Pin Descriptions

Table 1: Pin Descriptions (1 of 3)

Symbol	Type[1]	Name and Functions
P0[7:0]	I/O	**Port 0:** 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. Port 0 is also the multiplexed low-order address and data bus during accesses to external memory. 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	**Port 1:** 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	**T2:** External count input to Timer/Counter 2 or Clock-out from Timer/Counter 2
P1[1]	I	**T2EX:** Timer/Counter 2 capture/reload trigger and direction control
P1[2]	I	**ECI:** PCA Timer/Counter External Input: This signal is the external clock input for the PCA timer/counter.
P1[3]	I/O	**CEX0:** Compare/Capture Module External I/O 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	**SS#:** Master Input or Slave Output for SPI. **OR** **CEX1:** Compare/Capture Module External I/O
P1[5]	I/O	**MOSI:** Master Output line, Slave Input line for SPI **OR** **CEX2:** Compare/Capture Module External I/O
P1[6]	I/O	**MISO:** Master Input line, Slave Output line for SPI **OR** **CEX3:** Compare/Capture Module External I/O
P1[7]	I/O	**SCK:** Master clock output, slave clock input line for SPI **OR** **CEX4:** Compare/Capture Module External I/O
P2[7:0]	I/O with internal pull-up	**Port 2:** 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.

Table 1: Pin Descriptions (Continued) (2 of 3)

Symbol	Type[1]	Name and Functions
P3[7:0]	I/O with internal pull-up	**Port 3:** 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 a partial of high-order address bits during the external host mode programming and verification.
P3[0]	I	**RXD:** Universal Asynchronous Receiver/Transmitter (UART) - Receive input
P3[1]	O	**TXD:** UART - Transmit output
P3[2]	I	**INT0#:** External Interrupt 0 Input
P3[3]	I	**INT1#:** External Interrupt 1 Input
P3[4]	I	**T0:** External count input to Timer/Counter 0
P3[5]	I	**T1:** External count input to Timer/Counter 1
P3[6]	O	**WR#:** External Data Memory Write strobe
P3[7]	O	**RD#:** External Data Memory Read strobe
PSEN#	I/O	**Program Store Enable:** 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 ten machine cycles will cause the device to enter External Host mode for programming.
RST	I	**Reset:** 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	**External Access Enable:** 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[2] of 12V.
ALE/ PROG#	I/O	**Address Latch Enable:** 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[3] is emitted at a constant rate of 1/6 the crystal frequency[4] 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][5]	I/O with internal pull-ups	**Port 4:** 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] / INT3#	I/O	Bit 2 of port 4 / INT3# External interrupt 3 input

Table 1: Pin Descriptions (Continued) (3 of 3)

Symbol	Type[1]	Name and Functions
P4[3] / INT2#	I/O	Bit 3 of port 4 / INT2# External interrupt 2 input
XTAL1	I	**Crystal 1:** Input to the inverting oscillator amplifier and input to the internal clock generator circuits.
XTAL2	O	**Crystal 2:** Output from the inverting oscillator amplifier
V_{DD}	I	**Power Supply**
V_{SS}	I	**Ground**

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1. I = Input; O = Output
2. It is not necessary to receive a 12V programming supply voltage during flash programming.
3. ALE loading issue: When ALE pin experiences higher loading (>30pf) 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 KΩ 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 and WQFN packages.

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 64 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 Figure 6 for the program memory configuration. Program bank selection is described in the next section.

The 64K x8 primary SuperFlash block is organized as 512 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.

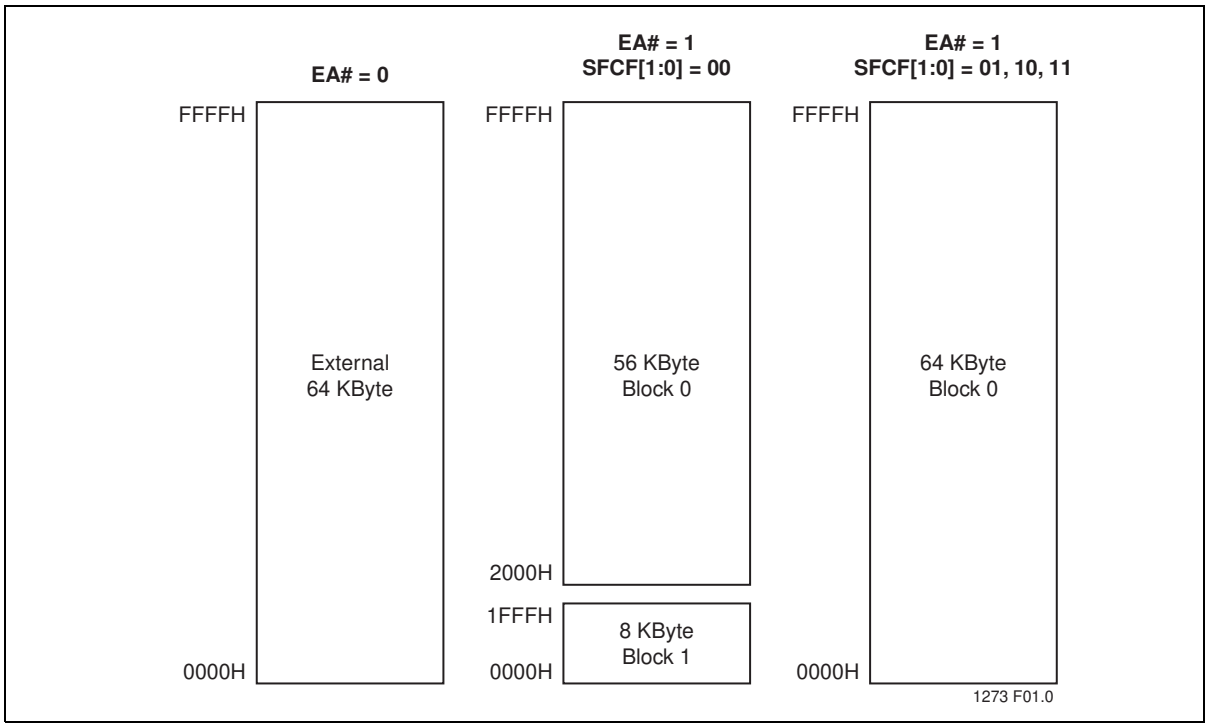

Figure 6: Program Memory Organization

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
01, 10, 11	Block 1 is not visible to the program counter (PC). Block 1 is reachable only via in-application programming from 0000H - 1FFFH.
00	Block 1 is overlaid onto the low 8K of the program address space; occupying address locations 0000H - 1FFFH. When the PC falls within 0000H - 1FFFH, the instruction will be fetched from Block 1 instead of Block 0. 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. The SC0 bit is programmed via an external host mode command or an IAP Mode command. See Table 14.

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

	State of SFCF[1:0] after:		
SC0[1]	Power-on or External Reset	WDT Reset or Brown-out Reset	Software Reset
U (1)	00 (default)	x0	10
P (0)	01	x1	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 SST89E/V516RDx have the capability of 1 KByte 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.

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 the 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

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

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

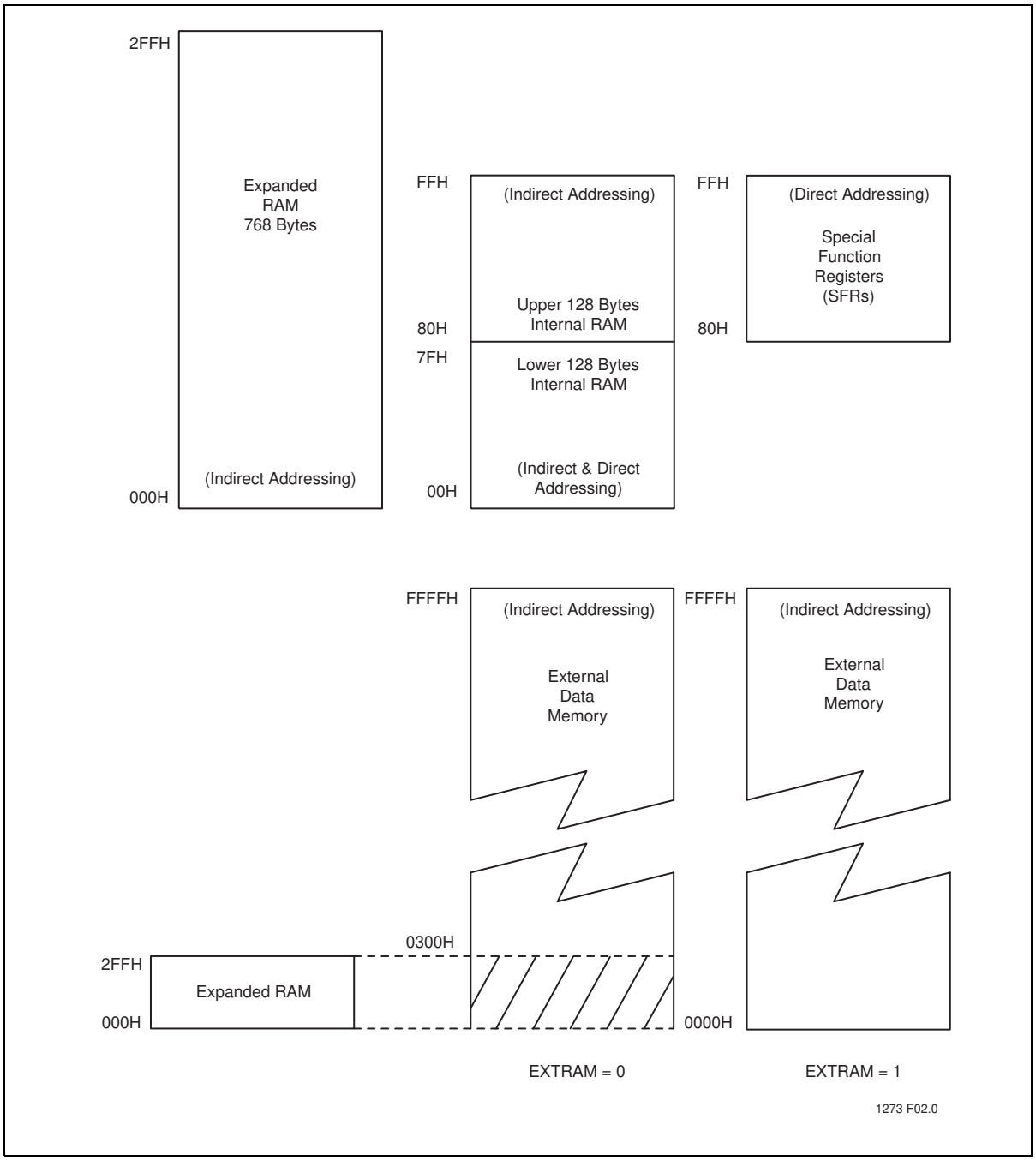

Figure 7: Internal and External Data Memory Structure

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)

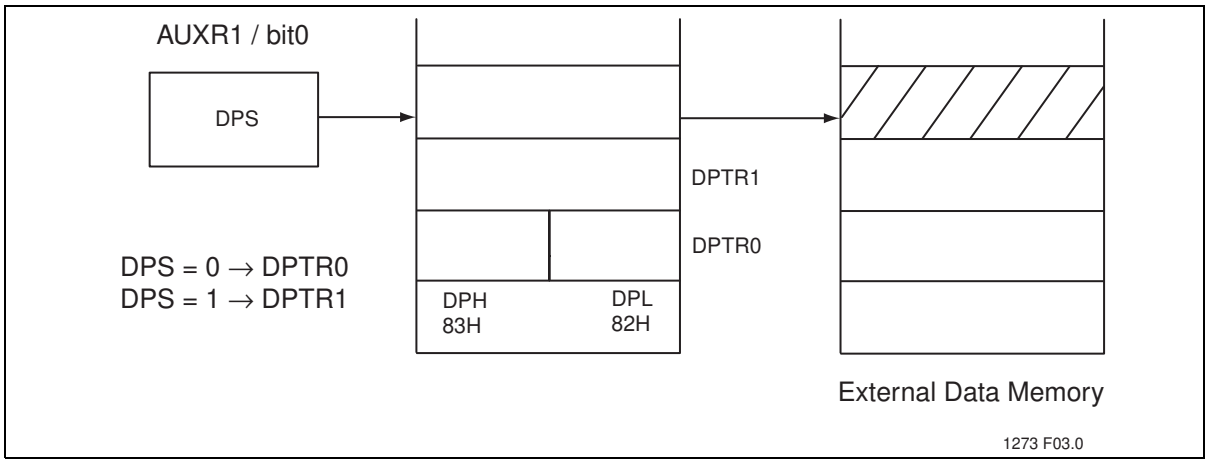

Figure 8: Dual Data Pointer Organization

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[1]	CH	CCAP0H	CCAP1H	CCAP2H	CCAP3H	CCAP4H		FFH
F0H	B[1]							IP1H	F7H
E8H	IEA[1]	CL	CCAP0L	CCAP1L	CCAP2L	CCAP3L	CCAP4L		EFH
E0H	ACC[1]								E7H
D8H	CCON[1]	CMOD	CCAPM0	CCAPM1	CCAPM2	CCAPM3	CCAPM4		DFH
D0H	PSW[1]					SPCR			D7H
C8H	T2CON[1]	T2MOD	RCAP2L	RCAP2H	TL2	TH2			CFH
C0H	WDTC[1]								C7H
B8H	IP[1]	SADEN							BFH
B0H	P3[1]	SFCF	SFCM	SFAL	SFAH	SFDT	SFST	IPH	B7H
A8H	IE[1]	SADDR	SPSR				XICON		AFH
A0H	P2[1]		AUXR1			P4			A7H
98H	SCON[1]	SBUF							9FH
90H	P1[1]								97H
88H	TCON[1]	TMOD	TL0	TL1	TH0	TH1	AUXR		8FH
80H	P0[1]	SP	DPL	DPH		WDTD	SPDR	PCON	87H

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1. Bit addressable SFRs

Table 6: CPU related SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB							LSB	Reset Value
ACC[1]	Accumulator	E0H	ACC[7:0]								00H
B[1]	B Register	F0H	B[7:0]								00H
PSW[1]	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[1]	Interrupt Enable	A8H	EA	EC	ET2	ES	ET1	EX1	ET0	EX0	00H
IEA[1]	Interrupt Enable A	E8H	-	-	-	-	EBO	-	-	-	xxxx0xxx b
IP[1]	Interrupt Priority Reg	B8H	-	PPC	PT2	PS	PT1	PX1	PT0	PX0	x0000000 b
IPH	Interrupt Priority Reg High	B7H	-	PPCH	PT2H	PSH	PT1H	PX1H	PT0H	PX0H	x0000000 b
IP1[1]	Interrupt Priority Reg A	F8H	-	-	-	-	PBO	PX3	PX2	-	xxxx0xxx b
IP1H	Interrupt Priority Reg A High	F7H	-	-	-	-	PBOH	PX3H	PX2H	-	xxxx0xxx b
PCON	Power Control	87H	SMOD1	SMOD0	BOF	POF	GF1	GF0	PD	IDL	00010000 b
AUXR	Auxiliary Reg	8EH	-	-	-	-	-	-	EXTRAM	AO	xxxxxxx0 0b
AUXR1	Auxiliary Reg 1	A2H	-	-	-	-	GF2	0	-	DPS	xxxx00x0 b
XICON	External Interrupt Control	AEH	-	EX3	IE3	IT3	0	EX2	IE2	IT2	00H

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1. Bit Addressable SFRs

Table 7: Flash Memory Programming SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB							LSB	Reset Value
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_7 to A_0 (SFAL)								00H
SFAH	SuperFlash Address High	B4H	SuperFlash High Order Byte Address Register - A_{15} to A_8 (SFAH)								00H
SFDT	SuperFlash Data	B5H	SuperFlash Data Register								00H
SFST	SuperFlash Status	B6H	SB1_i	SB2_i	SB3_i	-	EDC_i	FLASH_BUSY	-	-	000x00xxb

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Table 8: Watchdog Timer SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB							LSB	Reset Value
WDTC [1]	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

Table 9: Timer/Counters SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB LSB								Reset Value
TMOD	Timer/Counter Mode Control	89H	Timer 1				Timer 0				00H
			GATE	C/T#	M1	M0	GATE	C/T#	M1	M0	
TCON[1]	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[1]	Timer / Counter 2 Control	C8H	TF2	EXF2	RCLK	TCLK	EXEN2	TR2	C/T2#	CP/RL2#	00H
T2MOD	Timer2 Mode Control	C9H	-	-	-	-	-	-	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

Table 10: Interface SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB							LSB	RESET Value
SBUF	Serial Data Buffer	99H	SBUF[7:0]								Indeterminate
SCON[1]	Serial Port Control	98H	SM0/FE	SM1	SM2	REN	TB8	RB8	TI	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[1]	Port 0	80H	P0[7:0]								FFH
P1[1]	Port 1	90H	-	-	-	-	-	-	T2EX	T2	FFH
P2[1]	Port 2	A0H	P2[7:0]								FFH
P3[1]	Port 3	B0H	RD#	WR#	T1	T0	INT1#	INT0#	TXD	RXD	FFH
P4[2]	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

Table 11: PCA SFRs

Symbol	Description	Direct Address	Bit Address, Symbol, or Alternative Port Function MSB							LSB	RESET Value
CH CL	PCA Timer/Counter	F9H E9H	CH[7:0] CL[7:0]								00H 00H
CCON[1]	PCA Timer/Counter Control Register	D8H	CF	CR	-	CCF4	CCF3	CCF2	CCF1	CCF0	00x0000 0b
CMOD	PCA Timer/Counter Mode Register	D9H	CIDL	WDTE	-	-	-	CPS1	CPS0	ECF	00xxx000 b
CCAP0H	PCA Module 0 Compare/Capture Registers	FAH	CCAP0H[7:0]								00H
CCAP0L		EAH	CCAP0L[7:0]								00H
CCAP1H	PCA Module 1 Compare/Capture Registers	FBH	CCAP1H[7:0]								00H
CCAP1L		EBH	CCAP1L[7:0]								00H
CCAP2H	PCA Module 2 Compare/Capture Registers	FCH	CCAP2H[7:0]								00H
CCAP2L		ECH	CCAP2L[7:0]								00H
CCAP3H	PCA Module 3 Compare/Capture Registers	FDH	CCAP3H[7:0]								00H
CCAP3L		EDH	CCAP3L[7:0]								00H
CCAP4H	PCA Module 4 Compare/Capture Registers	FEH	CCAP4H[7:0]								00H
CCAP4L		EEH	CCAP4L[7:0]								00H
CCAPM0	PCA Compare/Capture Module Mode Registers	DAH	-	ECOM0	CAPP0	CAPN0	MAT0	TOG0	PWM0	ECCF0	x000000 0b
CCAPM1		DBH	-	ECOM1	CAPP1	CAPN1	MAT1	TOG1	PWM1	ECCF1	x000000 0b
CCAPM2		DCH	-	ECOM2	CAPP2	CAPN2	MAT2	TOG2	PWM2	ECCF2	x000000 0b
CCAPM3		DDH	-	ECOM3	CAPP3	CAPN3	MAT3	TOG3	PWM3	ECCF3	x000000 0b
CCAPM4		DEH	-	ECOM4	CAPP4	CAPN4	MAT4	TOG4	PWM4	ECCF4	x000000 0b

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1. Bit Addressable SFRs

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 0: IAP commands are disabled 1: IAP commands are enabled
SWR	Software Reset See Section , “Software Reset”
BSEL	Program memory block switching bit See Figure 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. 0: INT1# is not reassigned. 1: INT1# is re-assigned to signal IAP operation completion. External INT1# interrupts are ignored.
FCM[6:0]	Flash operation command 000_0001b Chip-Erase 000_1011b Sector-Erase 000_1101b Block-Erase 000_1100b Byte-Verify[1] 000_1110b Byte-Program 000_1111b Prog-SB1 000_0011b Prog-SB2 000_0101b Prog-SB3 000_1001b Prog-SC0 000_1000bEnable-Clock-Double 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).

SuperFlash Address Registers (SFAH)

Location	7	6	5	4	3	2	1	0	Reset Value
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)

Location	7	6	5	4	3	2	1	0	Reset Value
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)

Location	7	6	5	4	3	2	1	0	Reset Value
B6H	SB1_i	SB2_i	SB3_i	-	EDC_i	FLASH_BUSY	-	-	xxxxx0xxb

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 25 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.

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. 0 = Disable 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	-	-	-	xxxx0xxxb

Symbol	Function
EBO	Brown-out Interrupt Enable. 1 = Enable the interrupt 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	x0000000b

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

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