8051 RISC Microcontroller

High-Speed, 8051-Compatible, With SRAM and Extended Functions

1. Description

The TSCR8051 8-bit microcontroller is software compatible with the millions of devices that have been produced since Intel® introduced the 8051 line in 1980. It executes all ASM51 instructions and uses the same instruction set as the 8031. Its Reduced Instruction Set Computer (RISC) core executes many of its instructions in a single clock cycle, providing a significant speed advantage over traditional 8051 devices that execute an instruction every twelve clock cycles. With clock speeds of up to 200 MHz, this device is an 8051 performance leader.

The TSCR8051 features 128KBKBytes of partitionable Data and Program memory and extended 32-bit capabilities including an IEEE 754-compliant floating-point coprocessor with comparator, a multiply/divide unit, a population counter, and a leading-zero counter.

2. Features

- Industry standard 8051 / 8031 software compatible
- RISC architecture with up to x12 speed advantage / MHz over traditional 8051 family devices
- Four speed grades: 100, 150, 180, and 200 MHz
- 128KB of additional high-speed SRAM memory
- IEEE 754-compliant floating point coprocessor for full arithmetic capabilities – up to 100 MFlops
- Extended 32-bit computing functions including population counter, leading zero counter, and floating-point comparator
- Dual data pointers for fast data block moves
- Full 8051-compatible architecture including:
  - Four 8-bit bi-directional ports
  - 256 Bytes of “Scratch Pad” memory
  - Three 16-bit timer/counters
  - Interrupt controller with 12 interrupt sources and 4 priority levels
  - 15-bit programmable watchdog timer
  - Core 8-bit arithmetic logic unit and 16-bit multiplication division unit
  - Two full-duplex serial ports
  - Four capture/compare units to generate pulse width modulated signals
  - Special Function Register (SFR) interface, serving up to 50 SFR devices

3. Part Numbering

	Options	Marking
Package:	44 PLCC	A
Operating Temperature:		
	Standard, 0º to 70º C	S
	Extended (planned)	E
Speed Grade:		
	66 MHz	-06
	100 MHz	-10
	150 MHz	-15
	180 MHz	-18
	200 MHz	-20

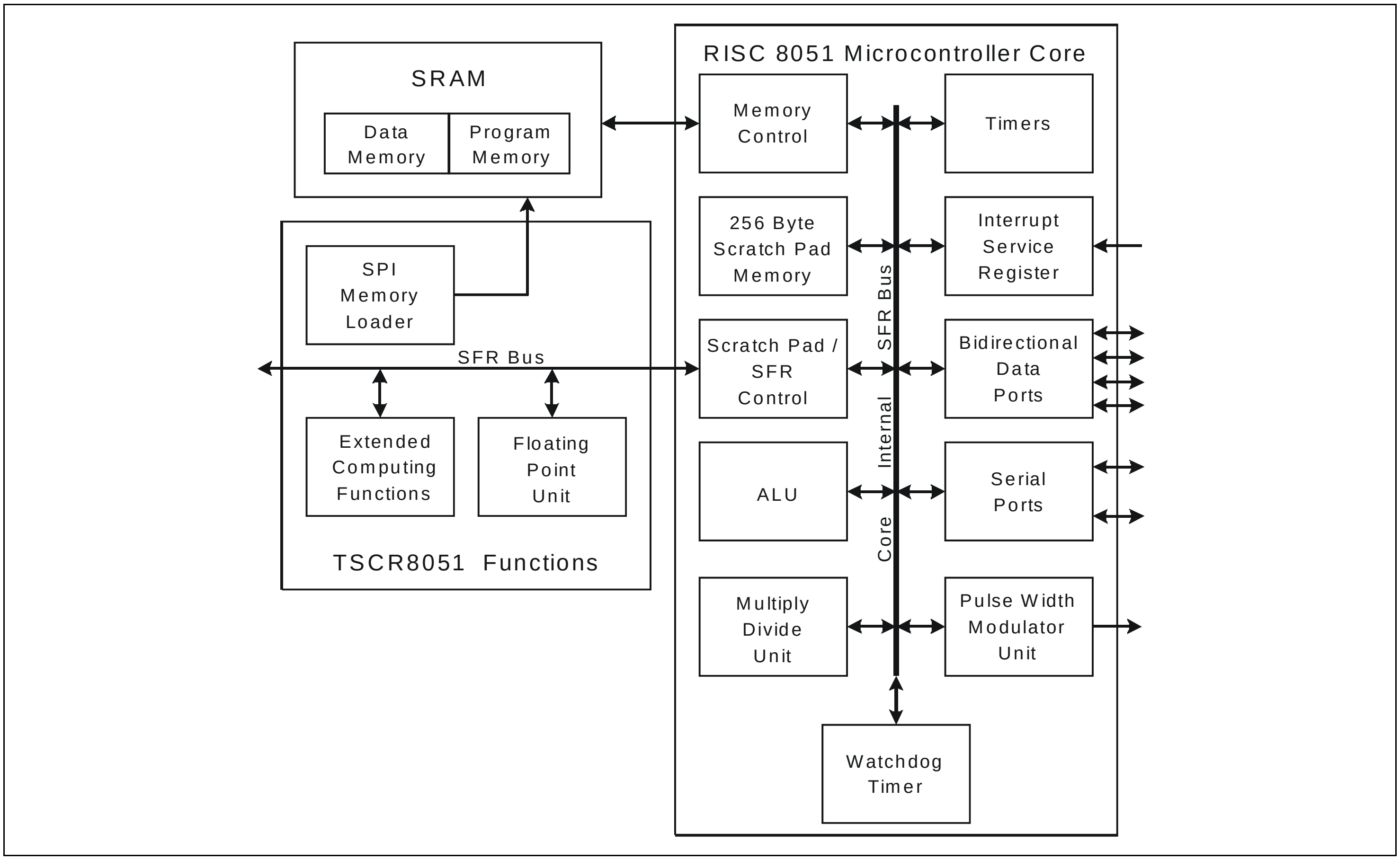
Part number example: **TSCR8051AS-06**

4. Operating Voltages

V_{DDQ}, V_{DDQF} = 3.3 ± .3 VDC

V_{DD} = 1.8 ± .2 VDC

Figure 1: Block Diagram



5. Table of Contents

6. Table of Figures

Special Function Register Descriptions (Continued)

7. Table of Tables

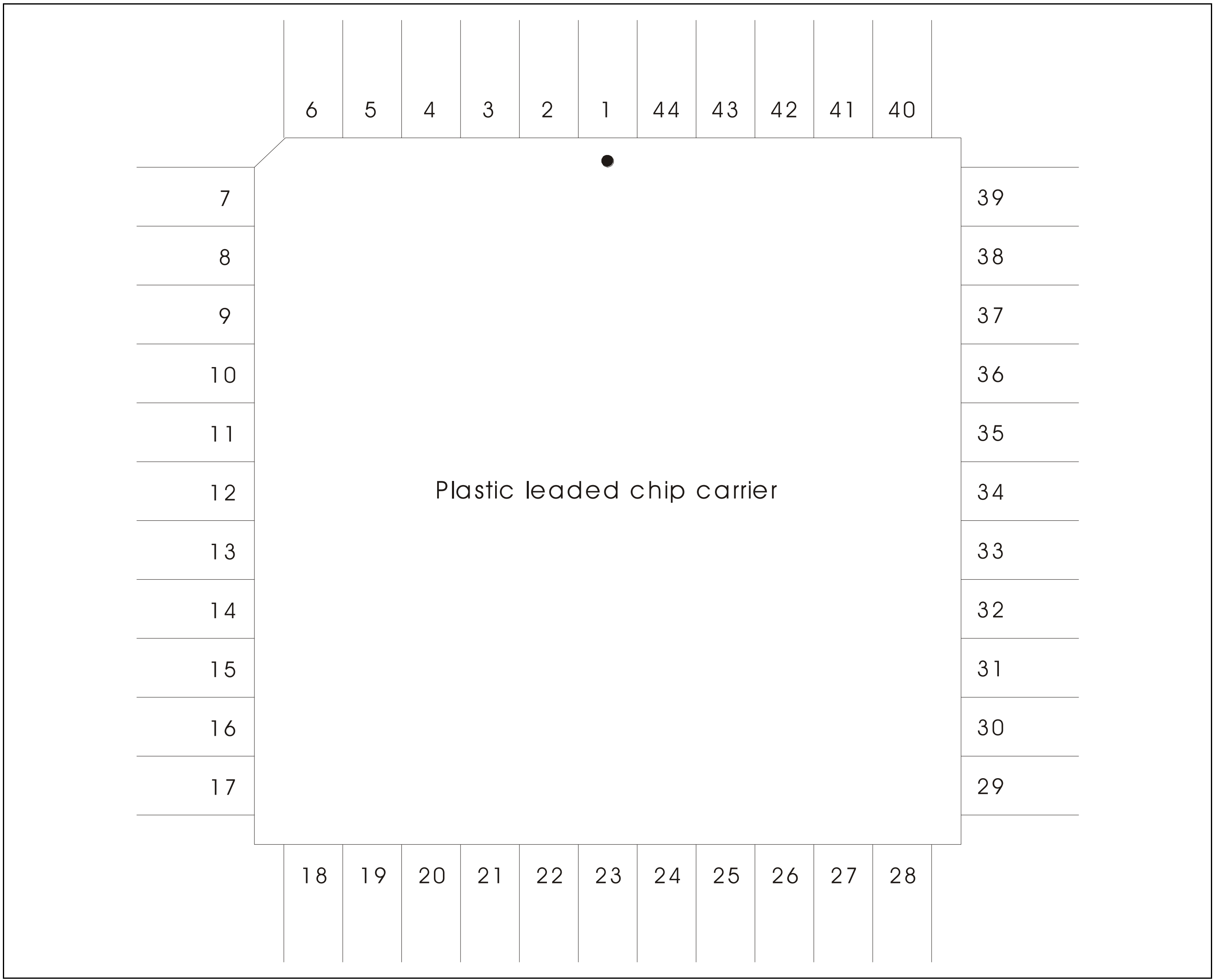
Special Function Register Descriptions (Continued)

8. Block Diagram

9. Pin-Out

9.1. 44 PLCC

Figure 2: 44 PPLC, Top View



Special Function Register Descriptions (Continued)

Table 1: 44 PLCC Pinout

No.	Name	No.	Name	No.	Name	No.	Name
1	Vdd Core	12	SD_IN	23	SD/CLK	34	Vss
2	P1.0	13	P3.1/TxD	24	P2.0/A8	35	#EA
3	P1.1	14	P3.2/#INT0	25	P2.1/A9	36	P0.7/AD7
4	P1.2	15	P3.3/#INT1	26	P2.2/A10	37	P0.6/AD6
5	P1.3	16	P3.4/T0	27	P2.3/A11	38	P0.5/AD5
6	P1.4	17	P3.5/T1	28	P2.4/A12	39	P0.4.AD4
7	P1.5	18	P3.6/#WR	29	P2.5/A13	40	P0.3/AD3
8	P1.6/SCL	19	P3.7/#RD	30	P2.6/A14	41	P0.2/AD2
9	P1.7/SDA	20	CLK1	31	P2.7/A15	42	P0.1/AD1
10	RST	21	CLK0	32	#PSEN	43	P0.0/AD0
11	P3.0/RxD	22	Vss	33	ALE	44	Vdd

Special Function Register Descriptions (Continued)

9.2. Pin Descriptions

PORT PINS

These are 8-bit bi-directional I/O ports. Each consists of a latch, output driver, and input buffer.

Symbol	Type	Description
PORT0 [7:0]	I/O	An open-drain port. Pins set to 1 will float and can be used as high impedance inputs. PORT0 pins must be polarized to V_{DDQ} or V_{SSQ} in order to prevent any parasitic current consumption.
PORT1 [7:0]	I/O	A port with internal pull-ups. Pins set to 1 are pulled high and can be used as inputs. Input pins that are externally pulled low will source current because of the internal pull-ups. In addition to general purpose I/O, PORT1 has alternate functions that may be accessed through the Special Function Registers. Data can be read or written through any pin that is not being used for alternate functions.

Pin	Name	Type	Description
PORT1[0]	INT3	Input	External Interrupt 3
	CC0	Input	Capture/Compare 0
	RXD1	Input	Serial Port 1 Receive Pin (see page 51)
PORT1[1]	INT4	Input	External Interrupt 4
	CC1	Input	Capture/Compare 1
	TXD1	Output	Serial Port 1 Transmit Pin (see page 51)
PORT1[2]	INT5	Input	External Interrupt 5
	CC2	Input	Capture/Compare 2
PORT1[3]	INT6	Input	External Interrupt 6
	CC3	Input	Capture/Compare 3
PORT1[4]	INT2	Input	External Interrupt 2
PORT1[5]	T2EX	Input	Timer 2 External Reload Trigger
PORT1[6]	No Alternate Function		
PORT1[7]	T2	Input	Timer 2 Counter Trigger or Timer Gate

Symbol	Type	Description
PORT2 [7:0]	I/O	A port with internal pull-ups. Pins set to 1 are pulled high and can be used as inputs. Input pins that are externally pulled low will source current because of the internal pull-ups.
PORT3 [7:0]	I/O	A port with internal pull-ups. Pins set to 1 are pulled high and can be used as inputs. Input pins that are externally pulled low will source current because of the internal pull-ups. In addition to general purpose I/O, PORT3 has alternate functions that may be accessed through the Special Function Registers. Data can be read or written through any pin that is not being used for alternate functions.

Pin	Name	Type	Description
PORT3[0]	RXD0	Input	Serial Port 0 Receive Pin (see page 51)
PORT3[1]	TXD0	Output	Serial Port 0 Transmit Pin (see page 51)
PORT3[2]	INT0	Input	External Interrupt 0
PORT3[3]	INT1	Input	External Interrupt 1
PORT3[4]	T0	Input	Timer 0 Counter Trigger
PORT3[5]	T1	Input	Timer 1 Counter Trigger
PORT3[6]	No Alternate Function		
PORT3[7]	No Alternate Function		

Special Function Register Descriptions (Continued)

Pin Descriptions (continued)

Clock and Reset Pins		
Symbol	**Type**	**Description**
CLK_0, CLK_1	Input	**Clock Differential Inputs**: These signals (combined) form the internal system clock. They are designed to work with a differential clock oscillator and will not work with a crystal. These signals are ignored if CLK_OVR is asserted.
LCLK	Input	**Program Memory Loading Clock**: Drives program memory loading circuitry. After program memory is loaded, this signal is ignored unless CLK_OVR is asserted. This pin is designed to work with a clock oscillator and will not work with a crystal.
CLK_OUT	Output	**System Clock Output**: Provides access to the internal clock for external SFR circuitry.
RESET	Input	**Global Reset**: A high level for 2 clock cycles (if oscillator is running) resets the hardware.
CLK_ OVR	Input	**Clock Override**: When asserted, LCLK is used in place of CLK as the system clock.

Serial Peripheral Interface (SPI) Pins		
Symbol	**Type**	**Description**
SD_IN	Input	**Serial Data Input for** SPI: program memory input. Immediately upon power-up or after reset, program memory is loaded from an SPI-compatible device.
SD_OUT	Output	**Serial Data Output for SPI**
SD_CLK	Output	**Serial Data Clock**: During program memory loading, SD_CLK is equivalent to either LCLK or the system clock, depending on the status of the LCLK_ EN input (see Clock Pins above).
SD_CS_	Output	**Serial Data Chip Select (active low) for SPI**
SD_BSY	Output	**Serial Data Busy**: Asserted during SPI program memory loading.

Power and Ground Pins		
Symbol	**Type**	**Description**
V_{DD}	Power	**1.8 V Power Supply**
V_{DDQ}	Power	**3.3 V Power Supply**
V_{DDQF}	Power	**3.3 V Filtered Power Supply** for differential clock buffer
V_{SS}, V_{SSQ}, V_{SSQF}	Ground	**Ground** for V_{DD}, V_{DDQ}, V_{DDQF}

Miscellaneous Pins		
Symbol	**Type**	**Description**
PMODE	Input	**Memory Page Mode** affects the meaning of registers PPG, DRPG, and DWPG, and the mapping of logical memory addresses. See section 11.2 on page 32 for details.
SWD	Input	**Start Watchdog Timer**: If held high during reset, the watchdog timer starts immediately after the reset.

Debug Pins		
Symbol	**Type**	**Description**
DC2, DC1, DC0	Input	**Debug Control**: These signals select which internal signals are available on the DBG bus. They control the debug multiplexer, which chooses among various signals that are accessed during factory testing. During normal operation DC[2:0] should be tied to ground.
DBG [7:0]	Output	**Debug Port**: This bus is driven by the debug multiplexer, which chooses among various signals based on the state of the debug control (DC[2:0]) signals. During normal operation these pins will be driven to ground and should not be connected to external circuitry.

Special Function Register Descriptions (Continued)

Pin Descriptions (continued)

SPECIAL FUNCTION REGISTER (SFR) PINS		
Symbol	**Type**	**Description**
SFR_I [7:0]	Input	**SFR Input Bus**: Allows external SFR circuitry to transmit data to the 8051 core. If external SFR circuitry is not used, these signals should be tied to ground.
SFR_O [7:0]	Output	**SFR Output Bus**: Allows the 8051 core to send data to external SFR circuitry.
SFR_A [6:0]	Output	**SFR Address Bus**: The 8051 core selects external SFR circuitry via these pins.
SFR_WE	Output	**SFR Write Enable**: Asserted when the 8051 core is writing to external SFR circuitry.
SFR_OE	Output	**SFR Read Enable**: Asserted while the core is reading from external SFR circuitry.
SFR_DE	Input	**SFR Data Enable**: Asserted by external circuitry when writing on the SFR_I bus. If no external SFR circuitry is used, SFR_DE should be tied to ground.
SFR_BE	Input	**SFR Bus Enable**: Asserted by external SFR circuitry to enable communication from the 8051 core. If no external SFR circuitry is used, SFR_BE should be tied to ground.

Special Function Register Descriptions (Continued)

10. Special Function Registers

The TSCR8051 has 128 special function registers. Of these, 78 are predefined as shown in the table below. The remaining 50 undefined locations may be implemented via the external SFR bus. Read accesses to undefined locations will return unidentified data (high Z state).

Table 2: Special Function Register Mapping

	0/8	1/9	2/A	3/B	4/C	5/D	6/E	7/F	
F8									**FF**
F0	B								**F7**
E8		MD0	MD1	MD2	MD3	MD4	MD5	ARCON	**EF**
E0	ACC	PPG	DRPG	DWPG					**E7**
D8	WDCON								**DF**
D0	PSW								**D7**
C8	T2CON		CRCL	CRCH	TL2	TH2			**CF**
C0	IRCON	CCEN	CCL1	CCH1	CCL2	CCH2	CCL3	CCH3	**C7**
B8	IEN1	IP1	S0RELH	S1RELH					**BF**
B0	P3			FPUS	FPUR3	FPUR2	FPUR1	FPUR0	**B7**
A8	IEN0	IP0	S0RELL	FPCS	OPB3	OPB2	OPB1	OPB0	**AF**
A0	P2			FPUCON	OPA3	OPA2	OPA1	OPA0	**A7**
98	S0CON	S0BUF	IEN2	S1CON	S1BUF	S1RELL	PCCON	POPC	**9F**
90	P1		DPS				LZCON	LZC	**97**
88	TCON	TMOD	TL0	TL1	TH0	TH1	CKCON		**8F**
80	P0	SP	DPL	DPH	DPL1	DPH1	WDTREL	PCON	**87**

Special Function Register Descriptions

The following tables describe the predefined special function registers in the order of their addresses.

P0: PORT0							
Address	**Reset Value**	**Description**					
80h	FFh	Corresponds to the PORT0[7:0] pins. Writing a ‘1’ to any bit allows the corresponding pin to float; writing a ‘0’ holds the pin low (V_{SSQ}). See PORT0 description on page 4.					
Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
PORT0[7]	PORT0[6]	PORT0[5]	PORT0[4]	PORT0[3]	PORT0[2]	PORT0[1]	PORT0[0]

SP: Stack Pointer		
Address	**Reset Value**	**Description**
81h	07h	Contains the program stack location. It is incremented before PUSH and CALL instructions; the stack begins at location 08h.

Special Function Register Descriptions (Continued)

DPL: Data Pointer (Low)		
Address	**Reset Value**	**Description**
82h	00h	Lower byte of the first data pointer; can be accessed separately (MOV DPL,#data8) or in combination with DPH (MOV DPTR,#data16). Only used when DPS.0 = 0. Generally used to access external code (MOVC A,@A+DPTR) or data space (MOV A,@DPTR).

DPH: Data Pointer (High)		
Address	**Reset Value**	**Description**
83h	00h	Upper byte of the first data pointer; can be accessed separately (MOV DPH,#data8) or in combination with DPL (MOV DPTR,#data16). See DPL, above.

DPL1: Data Pointer (Low)		
Address	**Reset Value**	**Description**
84h	00h	Lower byte of the second data pointer; used in place of DPL when DPS.0 =1 (see DPL, above).

DPH1: Data Pointer (High)		
Address	**Reset Value**	**Description**
85h	00h	Upper byte of the second data pointer; used in place of DPH when DPS.0=1 (see DPH, above).

WDTREL: Watchdog Timer Reload		
Address	**Reset Value**	**Description**
86h	00h	Bits 6-0 are loaded into the watchdog timer when a refresh is triggered by a consecutive setting of bits WDT (IEN0.6) and SWDT (IEN1.6). Bit 7 is the Prescaler Select (PS) bit. When PS = 1 the watchdog is clocked through an additional divide-by-16 prescaler.

Bit Map

7	6	5	4	3	2	1	0
PS	Watchdog Timer Reload Value						

PCON: Power Control Register				
Address	**Reset Value**	**Description**		
87h	00h	PCON is used for general power control. Bits 6-4 are reserved.		
		Position	**Name**	**Bit Function**
		PCON.7	SMOD	When set, doubles the baud rate of serial port 0 in modes 1, 2, and 3. For details, see page 52.
		PCON.3 PCON.2	GF1 GF2	General Purpose Flags
		PCON.1	PD	Power-Down: setting to 1 invokes power down (see page 58).
		PCON.0	IDL	Idle: setting to 1 invokes idle mode (see page 58).

Bit Map

7	6	5	4	3	2	1	0
SMOD	–	–	–	GF1	GF0	PD	IDL

Special Function Register Descriptions (Continued)

TCON: TIMER/COUNTER CONTROL

Address	Reset Value	Description
88h	00h	TCON, along with TMOD, controls Timer 0 and Timer 1 properties. For more detail, see the discussion on page 45.

Position	Name	Bit Function
TCON.7	TF1	Timer 1 overflow flag, set by hardware when Timer 1 overflows. Can be cleared by software; automatically cleared when interrupt is processed.
TCON.6	TR1	Timer 1 run control bit. If cleared, Timer 1 stops.
TCON.5	TF0	Timer 0 overflow flag, set by hardware when Timer 0 overflows. Can be cleared by software; automatically cleared when interrupt is processed.
TCON.4	TR0	Timer 0 run control bit. If cleared, Timer 0 stops.
TCON.3	IE1	Interrupt 1 Edge: Set by hardware when pin INT1 triggers an interrupt. Cleared when interrupt is processed.
TCON.2	IT1	Interrupt 1 Type: Selects falling edge (1) or low level (0) on INT1 pin to trigger an interrupt.
TCON.1	IE0	Interrupt 0 Edge: Set by hardware when pin INT0 triggers an interrupt. Cleared when interrupt is processed.
TCON.0	IT0	Interrupt 0 Type: Selects falling edge (1) or low level (0) on INT0 pin to trigger an interrupt.

Bit Map

7	6	5	4	3	2	1	0
TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0

TMOD: TIMER/COUNTER MODE CONTROL

Address	Reset Value	Description
89h	00h	TMOD, along with TCON, controls Timer 0 and Timer 1 properties. For more detail, see discussion on page 45.

Position	Name	Bit Function
TMOD.7	GATE1	Setting GATE1 allows INT1 to act as an external gate for Timer 1.
TMOD.6	C/T1	Counter/Timer selector for Timer 1: 0 = timer; 1 = counter.
TMOD.5 TMOD.4	M1-1 M0-1	M1-1 and M0-1 select the timer/counter 1 mode (see table below).
TMOD.3	GATE0	Setting GATE0 allows INT0 to act as an external gate for Timer 0.
TMOD.2	C/T0	Counter/Timer selector for Timer 0: 0 = timer; 1 = counter.
TMOD.1 TMOD.0	M1-0 M0-0	M1-0 and M0-0 select the timer/counter 0 mode (see table below).

Bit Map

7	6	5	4	3	2	1	0
GATE1	C/T1	M1-1	M0-1	GATE0	C/T0	M1-0	M0-0

Special Function Register Descriptions (Continued)

M1-x	M0-x	TMOD: Timer 0 / Timer 1 Function Table
0	0	13-bit Counter/Timer; the 3 high order bits of TLx are unused (undetermined).
0	1	16-bit Counter/Timer.
1	0	8-bit auto-reload Counter/Timer. The reload value is in THx. When TLx overflows, THx is copied into TLx.
1	1	Timer 1: Halt. Timer 0: Two independent 8-bit Timers / Counters (see page 45).

TL0: Timer 0 (Low Byte)		
Address	**Reset Value**	**Description**
8Ah	00h	Less significant byte of 16-bit Timer 0; the other byte is TH0. Timer 0 can be configured (using the TMOD register) as either a timer or a counter, and in any of four operating modes. In timer mode, Timer 0 is incremented once every 12 clock cycles. In counter mode, Timer 0 is incremented when a falling edge is observed at pin T0 (PORT3[4]). Timer 0 can also be affected by the INT0 pin and the TCON register; see page 45 for details.

TL1: Timer 1 (Low Byte)		
Address	**Reset Value**	**Description**
8Bh	00h	Less significant byte of 16-bit Timer 1; the other byte is TH1. Timer 1 can be configured (using the TMOD register) as either a timer or a counter, and in any of four operating modes. In timer mode, Timer 1 is incremented once every 12 clock cycles. In counter mode, Timer 1 is incremented when a falling edge is observed at pin T1 (PORT3[5]). Timer 1 can also be affected by the INT1 pin and the TCON register; see page 45 for details.

TH0: Timer 0 (High Byte)		
Address	**Reset Value**	**Description**
8Ch	00h	The more significant byte of 16-bit Timer 0; the other byte is TL0. For function, see TL0.

TH1: Timer 1 (High Byte)		
Address	**Reset Value**	**Description**
8Dh	00h	The more significant byte of 16-bit Timer 1; the other byte is TL1. For function, see TL1. TH1 can also set the baud rate for serial port 0; see discussion on page 52.

Special Function Register Descriptions (Continued)

CKCON: Clock Control		
Address	**Reset Value**	**Description**
8Eh	00h	Bits 7-3 are not implemented; bits 2-0 control the length of the memory access timer, stretching the cycle for slow memory types. Because this device contains high speed RAM, CKCON[2:0] should be left at the default high-speed setting. Any changes will degrade device performance. CKCON[2:0] stretches the memory cycle access time as shown below:

ckcon register			Stretch value	Read signals width		Write signal width	
ckcon.2	ckcon.1	ckcon.0		memaddr	memrd	memaddr	memwr
0	0	0	0	1	1	2	1
0	**0**	**1**	**1**	**2**	**2**	**3**	**1**
0	1	0	2	3	3	4	2
0	1	1	3	4	4	5	3
1	0	0	4	5	5	6	4
1	0	1	5	6	6	7	5
1	1	0	6	7	7	8	6
1	1	1	7	8	8	9	7

Bit Map

7	6	5	4	3	2	1	0
–	–	–	–	–	CKCON.2	CKCON.1	CKCON.0

P1: PORT1		
Address	**Reset Value**	**Description**
90h	FFh	P1 corresponds to the PORT1[7:0] pins. Writing a ‘1’ to any P1 bit sets the corresponding pin high (V_{DDQ}); writing a ‘0’ holds the pin low (V_{SSQ}). See PORT1 description on page 4.

Bit Map

7	6	5	4	3	2	1	0
PORT1[7]	PORT1[6]	PORT1[5]	PORT1[4]	PORT1[3]	PORT1[2]	PORT1[1]	PORT1[0]

DPS: Data Pointer Select		
Address	**Reset Value**	**Description**
92h	00h	Data pointer select – When DPS.0 is 0 (cleared), all data pointer activity uses DPH and DPL. When DPS.0 is set to 1, data pointer activity uses DPH1 and DPL1.

Bit Map

7	6	5	4	3	2	1	0
–	–	–	–	–	–	–	DPS.0

Special Function Register Descriptions (Continued)

LZCON: LEAD ZERO COUNT CONTROL

Address	Reset Value	Description
96h	0Fh	Bits 7-5 are not used; bits 4-0 controls the circuitry that counts leading zeros written to the LZC register. For this application, 'leading zeros' are 0 bits written before a 1 is written; more significant bits are written before less significant bits. Once a '1' has been written, the leading zero count does not change until the internal 32-bit leading zero count register is cleared – either by setting the LZCLR bit or by reading the least significant byte of the register while the LZM bit is set.

Position	Name	Bit Function
LZCON.4	LZOF	Leading Zero Overflow – asserted by the hardware when the leading zero count overflows. The count uses an internal 32-bit register, so LZOF is asserted when the count reaches 2^{32}. LZOF is read only; it is cleared when the internal 32-bit count register is cleared.
LZCON.3	LZM	Leading Zero Mode – When LZM is set to 1, reading the least significant byte of the internal 32-bit leading zero count register will clear the count.
LZCON.2 LZCON.1	LZRS1 LZRS0	Leading Zero Read Select – Determines which byte of the 32-bit internal register is available in the 8-bit LZC register, as shown in the table below. The LZRS1/LZRS0 value decrements after each read of LZC so that four consecutive reads will provide all four bytes of the internal 32-bit register. The bytes are read from more significant toward less significant. After 00b (least significant byte), the value cycles to 11b (most significant byte). Writing LZRS1/0 selects which byte to read next; reading LZRS1/0 reports the next byte to be read.
LZCON.0	LZCLR	Leading Zero Clear – Setting LZCLR clears the internal 32-bit leading zero count register and the LZOF bit. Clearing LZCLR has no effect except changing the value of the bit itself. LZCLR is cleared each time the 8-bit LZC register is written.

LZRS1	LZRS0	Next Byte Read by LZC
0	0	0 (LSB)
0	1	1
1	0	2
1	1	3 (MSB)

Bit Map

7	6	5	4	3	2	1	0
–	–	–	LZ_OF	LZM	LZRS1	LZRS0	LZCLR

LZC: LEADING ZERO COUNT

Address	Reset Value	Description
97h	00h	An internal 32-bit leading zero count register records the number of leading zeros written to this register. For this application, 'leading zeros' are 0 bits written before a 1 is written. More significant bits are considered to written 'before' less significant bits. Once a 1 has been written, the leading zero count does not change until the internal 32-bit leading zero count register is cleared (see the LZCON register for clearing instructions). The internal 32-bit register is read a byte at a time by reading this 8-bit LZC register. The byte to be read from the internal 32-bit register is determined by bits LZRS1 and LZRS0 in LZCON.

Special Function Register Descriptions (Continued)

S0CON: Serial Port 0 Control

Address	Reset Value	Description		
98h	00h	S0CON controls serial port 0 (not PORT0). For details, see page 51.		
		Position	**Name**	**Bit Function**
		S0CON.7 S0CON.6	SM0 SM1	Serial Mode: determines the operating mode of serial port 0.
		S0CON.5	SM20	Enables multiprocessor communication feature for serial port 0.
		S0CON.4	REN0	Receive Enable: 1 enables serial reception, 0 disables reception.
		S0CON.3	TB80	Transmit Bit: If serial port 0 is in mode 2 or 3, this is transmitted as the ninth data bit. Can be set or cleared to support a given function (e.g. parity or multiprocessor communication).
		S0CON.2	RB80	Receive Bit: In mode 2 or 3, this receives the ninth data bit. In mode 1, it receives the stop bit (can be cleared by software). Mode 0: not used.
		S0CON.1	TI0	Transmit Interrupt for serial port 0. Set by hardware after completion of a serial port 0 transmission; must be cleared by software.
		S0CON.0	RI0	Receive Interrupt for serial port 0. Set by hardware after completion of a serial port 0 reception; must be cleared by software.

Bit Map

7	6	5	4	3	2	1	0
SM0	SM1	SM20	REN0	TB80	RB80	TI0	RI0

S0BUF: Serial Port 0 Transmit/Receive Buffer

Address	Reset Value	Description
99h	00h	This register accesses both a transmit buffer and a separate receive buffer. Writing to S0BUF fills the transmit buffer and starts transmission. Reading from S0BUF accesses the receive buffer. Serial port 0 can simultaneously transmit and receive. It buffers 1 byte at receive.

IEN2: Interrupt Enable 2

Address	Reset Value	Description		
9Ah	00h	IEN2 is one of three registers that control the interrupt circuitry. Only one bit is supported:		
		Position	**Name**	**Function**
		IEN2.0	ES1	If 0, disables the serial channel 1 interrupt.

Bit Map

7	6	5	4	3	2	1	0
-	-	-	-	-	-	-	ES1

Special Function Register Descriptions (Continued)

S1CON: Serial Port 1 Control

Address	Reset Value	Description		
9Bh	00h	S1CON controls serial port 1 (not PORT1). For details, see page 51.		
		Position	**Name**	**Bit Function**
		S1CON.7	SM	Serial Mode for serial port 1: 0 = Mode A, 1 = Mode B.
		S1CON.6	–	Reserved
		S1CON.5	SM21	Enables multiprocessor communication feature
		S1CON.4	REN1	Receive Enable: 1 enables serial port reception; 0 disables reception.
		S1CON.3	TB81	If serial port 1 is in mode A, this is transmitted as the ninth data bit. Can be set or cleared to support a given function (e.g. parity or multiprocessor communication).
		S1CON.2	RB81	If serial port 1 is in mode A, this receives the ninth data bit. In mode B, it receives the stop bit (can be cleared by software).
		S1CON.1	TI1	Transmit Interrupt for serial port 1. Set by hardware after completion of a serial port 1 transmission; must be cleared by software.
		S1CON.0	RI1	Receive Interrupt for serial port 1. Set by hardware after completion of a serial port 1 reception; must be cleared by software.

Bit Map

7	6	5	4	3	2	1	0
SM	–	SM21	REN1	TB81	RB81	TI1	RI1

S1BUF: Serial Port 1 Transmit/Receive Buffer

Address	Reset Value	Description
9Ch	00h	This register accesses both a transmit buffer and a separate receive buffer. Writing to S1BUF fills the transmit buffer and starts transmission. Reading from S1BUF accesses the receive buffer. Serial port 1 can simultaneously transmit and receive. It buffers 1 byte at receive.

S1RELL: Serial Port 1 Reload (low byte)

Address	Reset Value	Description
9Dh	00h	Lower byte of S1REL (serial port 1 reload register); the upper two bits are in S1RELH. Serial port 1 baud rate = System Clock Frequency / (32 x (1024 – S1REL))

Special Function Register Descriptions (Continued)

PCCON: Population Count Control

Address	Reset Value	Description
9Eh	0Fh	Bits 7-5 are not used; bits 4-0 control the population count circuitry, which counts the number of '1's that are written to the population count register (POPC).

Position	Name	Bit Function
PCCON.4	POPOF	Population Count Overflow – Read-only; asserted by the hardware when the population count overflows. The count is stored in a 32-bit register, so POPOF is asserted when the count reaches 2^{32}. POPF is cleared by setting POPCLR or by reading the least significant byte of the internal 32-bit count register when the POPM bit is set.
PCCON.3	POPM	Population Count Mode – When set to 1, the population count is reset by reading the 8-bit POPC register when POPRS1=0 and POPRS0=0; this reads the least significant byte of the internal 32-bit count register.
PCCON.2 PCCON.1	POPRS1 POPRS0	Population Read Select – Determines which byte of the 32-bit internal population count register is to be read via the 8-bit POPC register. Writing POPRS1/0 selects the byte to read; reading these bits shows which byte will be read. The POPRS1/POPRS0 value decrements after each read of POPC, so four consecutive reads will provide all four bytes of the internal 32-bit population count register. The bytes are read from more significant toward less significant. After 00b (least significant byte), the value cycles to 11b (most significant byte).
PCCON.0	POPCLR	Population Count Clear – Setting this bit clears the internal 32-bit population count register and the Population Count Overflow Flag (POPOF). Clearing POPCLR has no effect except changing the value of the bit itself. POPCLR is cleared each time POPC is written.

POPRS1	POPRS0	Next Byte to Read via POPC
0	0	0 (LSB)
0	1	1
1	0	2
1	1	3 (MSB)

Bit Map

7	6	5	4	3	2	1	0
-	-	-	POPOF	POPM	POPRS1	POPRS0	POPCLR

POPC: Population Count

Address	Reset Value	Description
9Fh	00h	An internal 32-bit population counter records the number of '1' bits written to POPC. The count increases with every '1' written to POPC until the internal counter overflows or is cleared (see PCCON for clearing instructions). The internal 32-bit population counter is read a byte at a time by reading POPC, controlled by bits POPRS1 and POPRS0 in the PCCON register.

Special Function Register Descriptions (Continued)

P2: PORT2 CONTROL		
Address	**Reset Value**	**Description**
A0h	00h	P2 corresponds to the PORT2[7:0] pins. Writing a ‘1’ to any bit of P2 sets the corresponding pin high (V_{DDQ}); writing a ‘0’ holds the pin low (V_{SSQ}). See PORT2 description in section 8.

Bit Map

7	6	5	4	3	2	1	0
PORT2[7]	PORT2[6]	PORT2[5]	PORT2[4]	PORT2[3]	PORT2[2]	PORT2[1]	PORT2[0]

FPUCON: FLOATING-POINT UNIT CONTROL		
Address	**Reset Value**	**Description**
A3h	00h	Bits 7-5 are not used; bits 4-0 control the function of the floating-point unit (FPU).

Position	Name	Bit Function
FPUCON.4 FPUCON.3	FPU_M1 FPU_M0	FPU Rounding Mode:
FPUCON.2 FPUCON.1 FPUCON.0	FPU_OP2 FPU_OP1 FPU_OP0	FPU Operation:

FPU Rounding Mode:

FPU_M1	FPU_M0	Rounding Mode
0	0	Round to nearest even number
0	1	Round to zero
1	0	Round up (to +INF, positive infinity)
1	1	Round down (to –INF, negative infinity)

FPU Operation:

FPU_OP2	FPU_OP1	FPU_OP0	Operation
0	0	0	Add A and B
0	0	1	Subtract B from A
0	1	0	Multiply A by B
0	1	1	Divide A by B
1	0	0	Convert Integer A to Float
1	0	1	Convert Float A to Integer
1	1	x	Undefined (Reserved)

Bit Map

7	6	5	4	3	2	1	0
-	-	-	FPU_M1	FPU_M0	FPU_OP2	FPU_OP1	FPU_OP0

OPA3: FPU FLOATING POINT OPERAND A3 (MSB)		
Address	**Reset Value**	**Description**
A4h	00h	Contains the most significant byte of the 32-bit Floating Point Operand A (OPA).

OPA2: FPU FLOATING POINT OPERAND A2		
Address	**Reset Value**	**Description**
A5h	00h	Contains the second most significant byte of the 32-bit Floating Point Operand A (OPA).

Special Function Register Descriptions (Continued)

OPA1: FPU Floating Point Operand A1		
Address	**Reset Value**	**Description**
A6h	00h	Contains the second least significant byte of the 32-bit Floating Point Operand A (OPA).

OPA0: FPU Floating Point Operand A0 (LSB)		
Address	**Reset Value**	**Description**
A7h	00h	Contains the least significant byte of the 32-bit Floating Point Operand A (OPA).

<table>
<tr><th colspan="5">IEN0: Interrupt Enable 0</th></tr>
<tr><th>Address</th><th>Reset Value</th><th colspan="3">Description</th></tr>
<tr><td rowspan="10">A8h</td><td rowspan="10">00h</td><td colspan="3">IEN0 controls the interrupt circuitry (with IEN1 and IEN2). In addition, bit 6 (WDT) is part of the watchdog timer circuitry.</td></tr>
<tr><th>Position</th><th>Name</th><th>Bit Function</th></tr>
<tr><td>IEN0.7</td><td>EAL</td><td>If 0, disables all interrupts.</td></tr>
<tr><td>IEN0.6</td><td>WDT</td><td>Watchdog timer refresh flag, set to initiate a refresh of the watchdog timer. WDT must be set directly before SWDT (IEN1.6) to refresh the watchdog timer. WDT is reset by hardware 12 clock cycles after it has been set.</td></tr>
<tr><td>IEN0.5</td><td>ET2</td><td>If 0, disables timer 2 overflow and external reload interrupts.</td></tr>
<tr><td>IEN0.4</td><td>ES0</td><td>If 0, disables the serial channel 0 interrupt.</td></tr>
<tr><td>IEN0.3</td><td>ET1</td><td>If 0, disables the Timer 1 overflow interrupt.</td></tr>
<tr><td>IEN0.2</td><td>EX1</td><td>If 0, disables external interrupt 1.</td></tr>
<tr><td>IEN0.1</td><td>ET0</td><td>If 0, disables the Timer 0 overflow interrupt.</td></tr>
<tr><td>IEN0.0</td><td>EX0</td><td>If 0, disables external interrupt 0.</td></tr>
</table>

Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
EAL	WDT	ET2	ES0	ET1	EX1	ET0	EX0

Special Function Register Descriptions (Continued)

IP0: INTERRUPT PRIORITY 0

Address	Reset Value	Description
A9h	00h	IP0, combined with IP1, sets the priority level for each of the six interrupt groups. In addition, bits 6 & 7 are part of the watchdog circuitry. There are four interrupt priority levels:

IP1.x	IP0.x	Priority Level
0	0	0 (lowest)
0	1	1
1	0	2
1	1	3 (highest)

Position	Name	Bit Function
IP0.7	OWDS	Oscillator Watchdog Status (not supported)
IP0.6	WDTS	Watchdog Timer Status: Set by the hardware when the watchdog timer value reaches 7CFFh; reset begins two clock cycles later.
IP0.5	IP0.5	Lower bit, interrupt group 5 priority (Timer 2, External Interrupt 6)
IP0.4	IP0.4	Lower bit, interrupt group 4 priority (Serial channel 0, External Interrupt 5)
IP0.3	IP0.3	Lower bit, interrupt group 3 priority (Timer 1, External Interrupt 4)
IP0.2	IP0.2	Lower bit, interrupt group 2 priority (External Interrupts 1 and 3)
IP0.1	IP0.1	Lower bit, interrupt group 1 priority (Timer 0, External Interrupt 2)
IP0.0	IP0.0	Lower bit, interrupt group 0 priority (Serial Channel 1, External Interrupt 0)

Bit Map

7	6	5	4	3	2	1	0
OWDS	WDTS	IP0.5	IP0.4	IP0.3	IP0.2	IP0.1	IP0.0

S0RELL: SERIAL PORT 0 RELOAD (LOW BYTE)

Address	Reset Value	Description
AAh	D9h	Lower byte of the serial port 0 reload register (S0REL); the upper two bits are in S0RELH. When serial port 0 is in mode 1 or 3 and BD = 1, then: serial port 0 baud rate = 2^{SMOD} x System Clock Frequency / (64 x (1024 – S0REL)) (Mode is determined by S0CON; SMOD is PCON.7; BD is WDCON.7)

Special Function Register Descriptions (Continued)

FPCS: Floating Point Comparator Status				
Address	**Reset Value**	**Description**		
ABh	00h	Compares the FPU operand registers (OPA and OPB) to each other and against special values: infinity, zero, and Not a Number [NaN]. Bits 7 and 6 are not used.		
		Position	**Name**	**Bit Function**
		FPCS.5	UNORD	Unordered: Set when either OPA or OPB is "Not a Number" (NaN). For more details, see FPU description on page 57.
		FPCS.4	ALTB	A < B: Set when OPA is less than OPB.
		FPCS.3	BLTA	B < A: Set when OPB is less than OPA.
		FPCS.2	AEQB	A = B: Set when OPA and OPB are equal.
		FPCS.1	OP_INF	Operand Infinite: Set when either OPA or OPB is infinite.
		FPCS.0	OP_ZERO	Operand Zero: Set when OPA is zero.

Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
-	-	UNORD	ALTB	BLTA	AEQB	OP_INF	OP_ZERO

OPB3: FPU Floating Point Operand B3 (MSB)		
Address	**Reset Value**	**Description**
ACh	00h	Contains the most significant byte of 32-bit Floating Point Operand B (OPB).

OPB2: FPU Floating Point Operand B2		
Address	**Reset Value**	**Description**
ADh	00h	Contains the second most significant byte of 32-bit Floating Point Operand B (OPB).

OPB1: FPU Floating Point Operand B1		
Address	**Reset Value**	**Description**
AEh	00h	Contains the second least significant byte of 32-bit Floating Point Operand B (OPB).

OPB0: FPU Floating Point Operand B0 (LSB)		
Address	**Reset Value**	**Description**
AFh	00h	Contains the least significant byte of 32-bit Floating Point Operand B (OPB).

P3: PORT3 Control		
Address	**Reset Value**	**Description**
B0h	FFh	P3 corresponds to the PORT3[7:0] pins. Writing a '1' to P3 sets the corresponding pin high (V_{DDQ}); writing a '0' holds the pin low (V_{SSQ}). See description of PORT3 in section 8.

Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
PORT3[7]	PORT3[6]	PORT3[5]	PORT3[4]	PORT3[3]	PORT3[2]	PORT3[1]	PORT3[0]

Special Function Register Descriptions (Continued)

FPUS: Floating Point Unit Status				
Address	**Reset Value**	**Description**		
B3h	00h	FPUS reports special values in the FPU results (FPUR) or in an operand (OPA or OPB).		
		Position	**Name**	**Bit Function**
		FPUS.7	SNAN	Signaling Not A Number (SNaN): Set when either of the FPU operands is an SNaN. For more details, see discussion on page 57.
		FPUS.6	QNAN	Quiet Not A Number (QNaN): Set when the FPU result is a QNaN. For more details, see discussion on page 57.
		FPUS.5	INF	Infinity: Set when the FPU result is infinite.
		FPUS.4	INE	Inexact: Set when the FPU result is inexact.
		FPUS.3	OVRFLW	Overflow: Set when an FPU operation uses a floating-point number with an absolute value greater than $(2-2^{-23}) \times 2^{127}$.
		FPUS.2	UFLW	Underflow: Set when an FPU operation uses a floating-point number that has a non-zero absolute value less than 2^{-149}.
		FPUS.1	DBZ	Divide by Zero: Set when FPU operation is set to divide (see FPUCON) and operand B (OPB) is set to zero.
		FPUS.0	ZERO	Zero: Set when the FPU operation result is zero.

Bit Map

7	6	5	4	3	2	1	0
SNAN	QNAN	INF	INE	OVRFLW	UFLW	DBZ	ZERO

FPUR3: FPU Floating Point Result 3 (MSB)		
Address	**Reset Value**	**Description**
B4h	00h	The most significant byte of the 32-bit floating-point unit result (FPUR) of an FPU operation.

FPUR2: FPU Floating Point Result 2		
Address	**Reset Value**	**Description**
B5h	00h	Second most significant byte of the 32-bit floating-point unit result (FPUR).

FPUR1 – FPU Floating Point Result 1		
Address	**Reset Value**	**Description**
B6h	00h	Second least significant byte of the 32-bit floating-point unit result (FPUR) of an FPU operation.

FPUR0 – FPU Floating Point Result 0 (LSB)		
Address	**Reset Value**	**Description**
B7h	00h	Least significant byte of the 32-bit floating-point unit result (FPUR) of an FPU operation.

Special Function Register Descriptions (Continued)

IEN1: INTERRUPT ENABLE 1

Address	Reset Value	Description
B8h	00h	IEN1 controls the interrupt circuitry (with IEN0 and IEN2). In addition, bit 6 (SWDT) is part of the watchdog timer circuitry.

Position	Name	Bit Function
IEN1.7	EXEN2	If 0, disables the Timer 2 external reload interrupt.
IEN1.6	SWDT	Start Watchdog Timer: If the timer is not running, setting SWDT activates it. If the timer is running, setting SWDT directly after setting WDT (IEN0.6) performs a watchdog timer refresh. SWDT is cleared by the hardware 12 clock cycles after it has been set.
IEN1.5	EX6	If 0, disables external interrupt 6 [INT6]
IEN1.4	EX5	If 0, disables external interrupt 5 [INT5]
IEN1.3	EX4	If 0, disables external interrupt 4 [INT4]
IEN1.2	EX3	If 0, disables external interrupt 3 [INT3]
IEN1.1	EX2	If 0, disables external interrupt 2 [INT2]
IEN1.0	EADC	Enable A/D Converter (not supported).

Bit Map

7	6	5	4	3	2	1	0
EXEN2	SWDT	EX6	EX5	EX4	EX3	EX2	EADC

IP1: INTERRUPT PRIORITY 1

Address	Reset Value	Description
B9h	00h	IP1, combined with IP0, sets the priority level for each of the six interrupt groups. There are four priority levels:

IP1.x	IP0.x	Priority Level
0	0	0 (lowest)
0	1	1
1	0	2
1	1	3 (highest)

Position/Name	Function
IP1.5	Upper bit, interrupt group 5 priority (Timer 2, External Interrupt 6)
IP1.4	Upper bit, interrupt group 4 priority (Serial channel 0, External Interrupt 5)
IP1.3	Upper bit, interrupt group 3 priority (Timer 1, External Interrupt 4)
IP1.2	Upper bit, interrupt group 2 priority (External Interrupts 1 and 3)
IP1.1	Upper bit, interrupt group 1 priority (Timer 0, External Interrupt 2)
IP1.0	Upper bit, interrupt group 0 priority (Serial Channel 1, External Interrupt 0)

Bit Map

7	6	5	4	3	2	1	0
-	-	IP1.5	IP1.4	IP1.3	IP1.2	IP1.1	IP1.0

Special Function Register Descriptions (Continued)

S0RELH: Serial Port 0 Reload (upper 2 bits)							
Address	**Reset Value**	**Description**					
BAh	03h	Contains the upper two bits of S0REL (serial port 0 reload register); the lower byte is in S0RELL. See S0RELL for functional description.					
Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
-	-	-	-	-	-	S0RELH.1	S0RELH.0

S1RELH: Serial Port 1 Reload (upper 2 bits)							
Address	**Reset Value**	**Description**					
BBh	03h	Contains the upper two bits of S1REL (serial port 1 reload register; the lower byte is in S1RELL. See S1RELL for functional description.					
Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
-	-	-	-	-	-	S1RELH.1	S1RELH.0

IRCON: Interrupt Request							
Address	**Reset Value**	**Description**					
C0h	00h	Bits are set by Timer 2 and external interrupts and must be cleared by software.					
		Position	**Name**	**Bit Function**			
		IRCON.7	EXF2	Timer 2 external reload flag			
		IRCON.6	TF2	Timer 2 overflow flag			
		IRCON.5	IEX6	External Interrupt 6 [INT6] Edge flag			
		IRCON.4	IEX5	External Interrupt 5 [INT5] Edge flag			
		IRCON.3	IEX4	External Interrupt 4 [INT4] Edge flag			
		IRCON.2	IEX3	External Interrupt 3 [INT3] Edge flag			
		IRCON.1	IEX2	External Interrupt 2 [INT2] Edge flag			
		IRCON.0	IADC	A to D Converter Interrupt (not supported)			
Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
EXF2	TF2	IEX6	IEX5	IEX4	IEX3	IEX2	IADC

Special Function Register Descriptions (Continued)

CCEN: COMPARE / CAPTURE ENABLE

Address	Reset Value	Description
C1h	00h	Sets the mode of the Capture/Reload/Compare and Capture/Compare registers (CRC, CC1, CC2, and CC3). Each register is controlled by two bits, COCAHx and COCALx:

COCAHx	COCALx	Compare / Capture Mode
0	0	Compare / capture disabled
0	1	Capture on the rising edge of pin CCx (See bit I3FR [T2CON.6] for CC0 falling edge detection)
1	0	Compare enabled
1	1	Capture on write operation into register

Position	Name	Bit Function
CCEN.7	COCAH3	Compare/Capture Mode Select for CC3 (high)
CCEN.6	COCAL3	Compare/Capture Mode Select for CC3 (low)
CCEN.5	COCAH2	Compare/Capture Mode Select for CC2 (high)
CCEN.4	COCAL2	Compare/Capture Mode Select for CC2 (low)
CCEN.3	COCAH1	Compare/Capture Mode Select for CC1 (high)
CCEN.2	COCAL1	Compare/Capture Mode Select for CC1 (low)
CCEN.1	COCAH0	Compare/Capture Mode Select for CRC (high)
CCEN.0	COCAL0	Compare/Capture Mode Select for CRC (low)

Bit Map

7	6	5	4	3	2	1	0
COCAH3	COCAL3	COCAH2	COCAL2	COCAH1	COCAL1	COCAH0	COCAL0

CCL1: COMPARE / CAPTURE 1 (LOW BYTE)

Address	Reset Value	Description
C2h	00h	Less significant byte of CC1 (16-bit Compare/Capture register 1); the other byte is CCH1. Depending on the mode set in CCEN, CC1 either captures the value of Timer 2 or compares against the value of Timer 2.

CCH1: COMPARE / CAPTURE 1 (HIGH BYTE)

Address	Reset Value	Description
C3h	00h	More significant byte of CC1; the other byte is CCL1. See description in CCL1.

CCL2: COMPARE / CAPTURE 2 (LOW BYTE)

Address	Reset Value	Description
C4h	00h	Less significant byte of CC2 (16-bit Compare/Capture Register 2); the other byte is CCH2. Depending on the mode set in CCEN, CC2 either captures the value of Timer 2 or compares against the value of Timer 2.

CCH2: COMPARE / CAPTURE 2 (HIGH BYTE)

Address	Reset Value	Description
C5h	00h	More significant byte CC2; the other byte is CCL2. See description in CCL2.

Special Function Register Descriptions (Continued)

CCL3: Compare / Capture 3 (low byte)		
Address	**Reset Value**	**Description**
C6h	00h	Less significant byte of CC3 (16-bit Compare/Capture Register 3); the other byte is CCH3. Depending on the mode set in CCEN, CC3 either captures the value of Timer 2 or compares against the value of Timer 2.

CCH3: Compare / Capture 3 (high byte)		
Address	**Reset Value**	**Description**
C7h	00h	More significant byte of CC3; the other byte is CCL3. See description in CCL3.

<table>
<tr><th colspan="3">T2CON: Timer 2 Control</th></tr>
<tr><th>Address</th><th>Reset Value</th><th>Description</th></tr>
<tr><td>C8h</td><td>00h</td><td>Controls Timer 2 properties. In addition, bits 5 and 6 select active edges for INT2 and INT3.
<table>
<tr><th>Position</th><th>Name</th><th>Bit Function</th></tr>
<tr><td>T2CON.7</td><td>T2PS</td><td>Timer 2 Prescaler Select: 0 = 1/12 system clock, 1 = 1/24 system clock</td></tr>
<tr><td>T2CON.6</td><td>I3FR</td><td>Selects active edge for INT3: 0 = Falling edge, 1 = Rising edge</td></tr>
<tr><td>T2CON.5</td><td>I2FR</td><td>Selects active edge for INT2: 0 = Falling edge, 1 = Rising edge</td></tr>
<tr><td>T2CON.4
T2CON.3</td><td>T2R1
T2R0</td><td>Timer 2 Reload Mode
<table>
<tr><th>T2R1</th><th>T2R0</th><th>Reload Mode</th></tr>
<tr><td>0</td><td>x</td><td>Reload disabled</td></tr>
<tr><td>1</td><td>0</td><td>Mode 0: Reload is triggered by Timer 2 overflow</td></tr>
<tr><td>1</td><td>1</td><td>Mode 1: Reload is triggered by negative transition of pin T2EX (PORT1[5])</td></tr>
</table></td></tr>
<tr><td>T2CON.2</td><td>T2CM</td><td>Timer 2 Compare Mode
0: If Timer 2 matches a compare register, the corresponding pin CCx is set high until the next Timer 2 overflow.
1: If Timer 2 matches a compare register, the pre-written value in P1.x is sent to pin CCx. Overflow does not cause any change.</td></tr>
<tr><td>T2CON.1
T2CON.0</td><td>T2I1
T2I0</td><td>Timer 2 Input Mode
<table>
<tr><th>T2I1</th><th>T2I0</th><th>Timer 2 Input Mode</th></tr>
<tr><td>0</td><td>0</td><td>Timer 2 stops.</td></tr>
<tr><td>0</td><td>1</td><td>Timer 2 is a timer, incremented according to T2PS.</td></tr>
<tr><td>1</td><td>0</td><td>Timer 2 is a counter, incremented by an external signal at pin T2 (PORT1[7]).</td></tr>
<tr><td>1</td><td>1</td><td>Timer 2 is a gated timer, incremented according to T2PS and started/stopped by external signals on pin T2.</td></tr>
</table></td></tr>
</table></td></tr>
</table>

Bit Map							
7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
T2PS	I3FR	I2FR	T2R1	T2R0	T2CM	T2I1	T2I0

Special Function Register Descriptions (Continued)

CRCL: Compare / Reload / Capture (low byte)		
Address	**Reset Value**	**Description**
CAh	00h	Less significant byte of CRC (16-bit Compare/Reload/Capture register); the other byte is CRCH. Depending on the mode set by CCEN, CRC either captures the value or compares against the value of Timer 2.

CRCH: Compare / Reload / Capture (high byte)		
Address	**Reset Value**	**Description**
CBh	00h	More significant byte of the 16-bit CRC; the other byte is CRCL. See description in CRCL.

TL2: Timer 2 (Low Byte)		
Address	**Reset Value**	**Description**
CCh	00h	Less significant byte of 16-bit Timer 2; the other byte is TH2. Timer 2 is configured by T2CON.

TH2: Timer 2 (High Byte)		
Address	**Reset Value**	**Description**
CDh	00h	More significant byte of 16-bit Timer 2; the other byte is TL2. Timer 2 is configured by T2CON.

PSW: Program Status Word				
Address	**Reset Value**	**Description**		
D0h	00h	PSW contains program status information.		
		Position	**Name**	**Bit Function**
		PSW.7	CY	Carry Flag
		PSW.6	AC	Auxiliary Carry flag for Binary Coded Decimal (BCD) operations
		PSW.5	F0	General Purpose Flag 0, available to user software
		PSW.4 PSW.3	RS1 RS0	RS1 and RS0 select the register bank:
		PSW.2	OV	Overflow Flag
		PSW.1	–	User Defined Flag
		PSW.0	P	Parity Flag – An even number of ‘1’ bits in the accumulator sets this bit (even parity), an odd number of ones clears it (odd parity).

RS1	**RS0**	**Bank**	**Location**
0	0	0	0h – 7h
0	1	1	8h – Fh
1	0	2	10h – 17h
1	1	3	18h – 1Fh

Bit Map

7	**6**	**5**	**4**	**3**	**2**	**1**	**0**
CY	AC	F0	RS1	RS0	OV	-	P

Special Function Register Descriptions (Continued)

<table>
<tr><th colspan="8">WDCON: POWER FAIL CONTROL</th></tr>
<tr><th>Address</th><th>Reset Value</th><th colspan="6">Description</th></tr>
<tr><td rowspan="3">D8h</td><td rowspan="3">00h</td><td colspan="6">Only bit 7 (BD) is supported. BD controls the baud rate of serial port 0 in modes 1 and 3. Other registers that affect the serial port 0 baud rate include S0RELL, S0RELH, TH1, PCON.7 (SMOD bit), and S0CON.</td></tr>
<tr><th>Position</th><th>Name</th><th colspan="4">Bit Function</th></tr>
<tr><td>WDCON.7</td><td>BD</td><td colspan="4">0: Serial port 0 baud rate = $\frac{2^{SMOD} \times \text{System Clock Frequency}}{384 \times (256 - TH1)}$
1: Serial port 0 baud rate = $\frac{2^{SMOD} \times \text{System Clock Frequency}}{64 \times (1024 - S0REL)}$</td></tr>
<tr><th colspan="8">Bit Map</th></tr>
<tr><th>7</th><th>6</th><th>5</th><th>4</th><th>3</th><th>2</th><th>1</th><th>0</th></tr>
<tr><td>BD</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr>
</table>

ACC: ACCUMULATOR		
Address	**Reset Value**	**Description**
E0h	00h	Accumulator. Most instructions use the accumulator to hold the operand. The mnemonics for accumulator-specific instructions refer to accumulator as A, not ACC.

<table>
<tr><th colspan="8">PPG: PROGRAM MEMORY PAGING</th></tr>
<tr><th>Address</th><th>Reset Value</th><th colspan="6">Description</th></tr>
<tr><td rowspan="5">E1h</td><td rowspan="5">00h</td><td colspan="6">Bits 7-3 are not used; bits 2-0 select the memory page to use as program memory. The location of each page in physical memory depends upon the state of the PMODE pin.
When PMODE is low there are two 64 KByte pages of SRAM memory.
When PMODE is high there are eight 16 KByte pages of memory.
For full description, see section 11.2 on page 32.</td></tr>
<tr><th>Position</th><th>Name</th><th colspan="4">Bit Function</th></tr>
<tr><td>PPG.2</td><td>PPM2</td><td colspan="4">Program Page Memory Select 2 (msb)</td></tr>
<tr><td>PPG.1</td><td>PPM1</td><td colspan="4">Program Page Memory Select 1</td></tr>
<tr><td>PPG.0</td><td>PPM0</td><td colspan="4">Program Page Memory Select 0 (lsb)</td></tr>
<tr><th colspan="8">Bit Map</th></tr>
<tr><th>7</th><th>6</th><th>5</th><th>4</th><th>3</th><th>2</th><th>1</th><th>0</th></tr>
<tr><td>–</td><td>–</td><td>–</td><td>–</td><td>–</td><td>PPM2</td><td>PPM1</td><td>PPM0</td></tr>
</table>

Special Function Register Descriptions (Continued)

DRPG: Date Read Memory Paging

Address	Reset Value	Description
E2h	01h	Bits 7-3 are not used; bits 2-0 select which memory page to read as data memory. The location of each page in physical memory depends on the state of the PMODE pin. See PPG register (page 28) for details.

Position	Name	Bit Function
DRPG.2	DRPM2	Data Read Page Memory Select 2 (msb)
DRPG.1	DRPM1	Data Read Page Memory Select 1
DRPG.0	DRPM0	Data Read Page Memory Select 0 (lsb)

Bit Map

7	6	5	4	3	2	1	0
-	-	-	-	-	DRPM2	DRPM1	DRPM0

DWPG: Date Write Memory Paging

Address	Reset Value	Description
E3h	01h	Bits 7-3 are not used; bits 2-0 select which memory page to write as data memory. The location of each page in physical memory depends upon the state of the PMODE pin. See PPG register (page 28) for details. **Note:** Writing to page 0 is not allowed.

Position	Name	Bit Function
DWPG.2	DWPM2	Data Write Page Memory Select 2 (msb)
DWPG.1	DWPM1	Data Write Page Memory Select 1
DWPG.0	DWPM0	Data Write Page Memory Select 0 (lsb)

Bit Map

7	6	5	4	3	2	1	0
–	–	–	–	–	DWPM2	DWPM1	DWPM0

MD0: Multiplication / Division 0

Address	Reset Value	Description
E9h	00h	One of six registers that hold MDU operands (write) and results (read). Its function varies depending on the operation being performed:

Arithmetic Operation	MD0 Function (Write)	MD0 Function (Read)
32-bit / 16-bit 16-bit / 16-bit	Dividend LSB	Quotient LSB
16-bit x 16-bit	Multiplicand LSB	Product LSB
32-bit Shift Register 32-bit Normalize	LSB	

Special Function Register Descriptions (Continued)

MD1: Multiplication / Division 1

Address	Reset Value	Description
EAh	00h	One of six registers that hold MDU operands (write) and results (read). Its function varies depending on the operation being performed:

Arithmetic Operation	MD1 Function (Write)	MD1 Function (Read)
32-bit / 16-bit	Dividend Second LSB	Quotient Second LSB
16-bit / 16-bit	Dividend MSB	Quotient MSB
16-bit x 16-bit	Multiplicand MSB	Product Second LSB
32-bit Shift Register 32-bit Normalize	Second LSB	

MD2: Multiplication / Division 2

Address	Reset Value	Description
EBh	00h	One of six registers that hold MDU operands (write) and results (read). Its function varies depending on the operation being performed:

Arithmetic Operation	MD2 Function (Write)	MD2 Function (Read)
32-bit / 16-bit	Dividend Second MSB	Quotient Second MSB
16-bit / 16-bit	Dividend MSB	Not used
16-bit x 16-bit	Not used	Product Second MSB
32-bit Shift Register 32-bit Normalize	Second MSB	

MD3: Multiplication / Division 3

Address	Reset Value	Description
ECh	00h	One of six registers that hold MDU operands (write) and results (read). Its function varies depending on the operation being performed:

Arithmetic Operation	MD3 Function (Write)	MD3 Function (Write)
32-bit / 16-bit	Dividend MSB	Quotient MSB
16-bit / 16-bit	Not used	
16-bit x 16-bit	Not used	Product MSB
32-bit Shift Register 32-bit Normalize	MSB	

MD4: Multiplication / Division 4

Address	Reset Value	Description
EDh	00h	One of six registers that hold MDU operands (write) and results (read). Its function varies depending on the operation being performed:

Arithmetic Operation	MD4 Function (Write)	MD4 Function (Read)
32-bit / 16-bit 16-bit / 16-bit	Divisor LSB	Remainder LSB
16-bit x 16-bit	Multiplier LSB	Not used
32-bit Shift Register 32-bit Normalize	Not used	

Special Function Register Descriptions (Continued)

MD5: Multiplication / Division 5

Address	Reset Value	Description
EEh	00h	One of six registers hold MDU operands (write) and results (read). Its function varies depending on the operation being performed:

Arithmetic Operation	MD5 Function(Write)	MD5 Function(Read)
32-bit / 16-bit 16-bit / 16-bit	Divisor MSB	Remainder MSB
16-bit x 16-bit	Multiplier MSB	Not used
32-bit Shift Register 32-bit Normalize	Not used	

ARCON: Arithmetic Control

Address	Reset Value	Description
EFh	00h	ARCON controls the functions of the MDU (Multiplication/Division Unit).

Position	Name	Bit Function
ARCON.7	MDEF	Multiply Divide Error Flag, set by the hardware when an operation is performed improperly (restarted or interrupted).
ARCON.6	MDOV	Multiply Divide Overflow Flag
ARCON.5	SLR	Shift Direction: SLR = 1 = shift left SLR = 0 = shift right
ARCON.4 ARCON.3 ARCON.2 ARCON.1 ARCON.0	SC.4 SC.3 SC.2 SC.1 SC.0	Five-bit shift counter (SC). Setting SC to zero selects “normalize”. After the normalize function is completed, SC contains the number of normalization shifts that were performed. Setting SC to a non-zero value selects “Shift” and specifies the number of shifts to be performed.

Bit Map

7	6	5	4	3	2	1	0
MDEF	MDOV	SLR	SC.4 (MSB)	SC.3	SC.2	SC.1	SC.0 (LSB)

B: B Register

Address	Reset Value	Description
F0h	00h	B is used during multiply and divide instructions. It can also be used as a scratch-pad register to hold temporary data.

11. Memory

The TSCR8051 contains 256 bytes of “scratch pad” memory and 128KB of SRAM.

11.1. Scratch Pad Memory

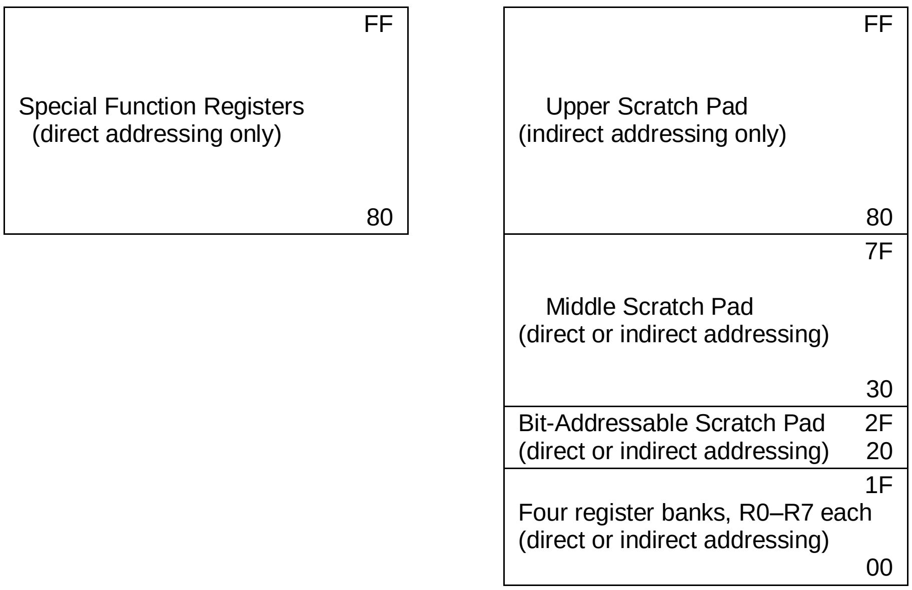
Internal “scratch pad” memory is 256 bytes (00 to FF). Addressing for this data area is always one byte wide.

The upper 128 bytes of scratch pad memory (80 to FF) overlaps the Special Function Registers (SFRs). Direct addressing accesses the SFRs; indirect addressing accesses the upper scratch pad.

The lower 128 bytes of scratch pad memory may be addressed either directly or indirectly. It is further divided into three sections:

The bottommost 32 bytes contain four register banks, with registers R0 to R7 in each bank. Bits RS0 and RS1 in the PSW register determine which register bank is in use.

Figure 3 – Scratch Pad Memory



11.2. SRAM Memory

The TSC8051 contains 128 KBytes of high-speed SRAM that support both program and data memory, using either of two paging modes as determined by the PMODE pin. Memory organization for both modes is shown in Figure 4 below.

When PMODE is low (mode 0), SRAM memory is divided into two logical pages of 64 KBytes each.

When PMODE is high (mode 1), there are eight logical pages of SRAM memory with 16 KBytes in each page.

Figure 4 – SRAM Memory Layout

Physical SRAM

Block 7	1FFFF	1C000
Block 6	1BFFF	18000
Block 5	17FFF	14000
Block 4	13FFF	10000
Block 3	0FFFF	0C000
Block 2	0BFFF	08000
Block 1	07FFF	04000
Block 0	03FFF	00000

Logical SRAM, Page Mode 0

Page 1	FFFF	0000
Page 0	FFFF	0000

Logical SRAM, Page Mode 1

Page 7	3FFF	0000
Page 6	3FFF	0000
Page 5	3FFF	0000
Page 4	3FFF	0000
Page 3	3FFF	0000
Page 2	3FFF	0000
Page 1	3FFF	0000
Page 0	3FFF	0000

11.2.1. Address Mapping

In either paging mode, the program specifies a memory location with a three-bit Page number and a sixteen-bit Address. Memory addressing is mapped as follows:

Physical Address:	Block (5 bits)		Address [13:0]
Mode 0 Logical Address:	Page (3 bits)		Address [15:0]
Mode 1 Logical Address:	Addr. [15:14]	Page (3 bits)	Address [13:0]

In the physical address, the two most significant bits of the Block are always 00.

In mode 0, the two most significant bits of the Page are always 00.

In mode 1, the two most significant bits of the Address (Addr.[15:14]) are always 00.

11.2.2. Specifying the Page Number

Page numbers are specified in three different registers – PPG, DRPG, and DWPG. The PPG register specifies the current page for program memory – it defaults to 0. DRPG specifies the current page for data reads and DWPG for data writes; both of these default to 1. Page register usage is determined by the type of instruction being performed:

MOVC and program fetch instructions use the page number in PPG.

MOVX @Ri,A and MOVX @DPTR,A use DWPG.

MOVX A,@R1 and MOVX A,@DPTR use DRPG.

11.2.3. Program and Data Addressing

Address pointers for program and data use 16 bits; paging adds another three bits to each address, giving a logical address range of 00000 to 7FFFF. There is no physical distinction between program memory and data memory – the entire SRAM data area is available for both program and data.

11.3. Dual Data Pointers

DPRT is the standard 16-bit data pointer, made up of registers DPL and DPH. A secondary data pointer, DPTR1, is stored in registers DPL1 and DPH1. The active pointer for any DPTR-related instruction is determined by the value of register DPS. When moving large blocks of data, the user can accelerate the process by storing the source address in one pointer an the destination in the other, and switching between pointers by toggling the DSP.0 bit.

12. Instruction Set

All TSCR8051 instructions are binary code compatible with the industry standard 8051. The following tables give a summary of the instruction set.

Table 3 and Table 4 contain notes for mnemonics used in Instruction Set tables.

Table 5 through Table 9 show instruction hexadecimal codes with the number of bytes and number of cycles used by each instruction.

Table 10 lists all instructions in hexadecimal code order.

Table 3: Data Addressing Mnemonics

Rn	Working register R0-R7
direct	256 internal RAM locations, any Special Function Registers
@Ri	Indirect internal or external RAM location addressed by register R0 or R1
#data	8-bit constant included in instruction
#data 16	16-bit constant included as bytes 2 and 3 of instruction
bit	256 software flags, any bit-addressable I/O pin, control or status bit
A	Accumulator

Table 4: Program Addressing Mnemonics

addr16	Destination address for LCALL and LJMP may be anywhere within the 64-Kbyte of program memory address space.
addr11	Destination address for ACALL and AJMP will be within the same 2-Kbytepage of program memory as the first byte of the following instruction.
rel	SJMP and all conditional jumps include an 8-bit offset byte. Range is +127/-128 bytes relative to the first byte of the following instruction

Table 5: Arithmetic Instructions

Mnemonic	Description	Code	Bytes	Cycles
ADD A,Rn	Add register to accumulator	28-2F	1	1
ADD A,direct	Add direct byte to accumulator	25	2	2
ADD A,@Ri	Add indirect RAM to accumulator	26-27	1	2
ADD A,#data	Add immediate data to accumulator	24	2	2
ADDC A,Rn	Add register to accumulator with carry flag	38-3F	1	1
ADDC A,direct	Add direct byte to A with carry flag	35	2	2
ADDC A,@Ri	Add indirect RAM to A with carry flag	36-37	1	2
ADDC A,#data	Add immediate data to A with carry flag	34	2	2
SUBB A,Rn	Subtract register from A with borrow	98-9F	1	1
SUBB A,direct	Subtract direct byte from A with borrow	95	2	2
SUBB A,@Ri	Subtract indirect RAM from A with borrow	96-97	1	2
SUBB A,#data	Subtract immediate data from A with borrow	94	2	2
INC A	Increment accumulator	04	1	1
INC Rn	Increment register	08-0F	1	2
INC direct	Increment direct byte	05	2	3
INC @Ri	Increment indirect RAM	06-07	1	3
INC DPTR	Increment data pointer	A3	1	1
DEC A	Decrement accumulator	14	1	1
DEC Rn	Decrement register	18-1F	1	2
DEC direct	Decrement direct byte	15	2	3
DEC @Ri	Decrement indirect RAM	16-17	1	3
MUL AB	Multiply A and B	A4	1	5
DIV	Divide A by B	84	1	5
DA A	Decimal adjust accumulator	D4	1	1

Table 6: Logic Instructions

Mnemonic	Description	Code	Bytes	Cycles
ANL A,Rn	AND register to accumulator	58-5F	1	1
ANL A,direct	AND direct byte to accumulator	55	2	2
ANL A,@Ri	AND indirect RAM to accumulator	56-57	1	2
ANL A,#data	AND immediate data to accumulator	54	2	2
ANL direct,A	AND accumulator to direct byte	52	2	3
ANL direct,#data	AND immediate data to direct byte	53	3	4
ORL A,Rn	OR register to accumulator	48-4F	1	1
ORL A,direct	OR direct byte to accumulator	45	2	2
ORL A,@Ri	OR indirect RAM to accumulator	46-47	1	2
ORL A,#data	OR immediate data to accumulator	44	2	2
ORL direct,A	OR accumulator to direct byte	42	2	3
ORL direct,#data	OR immediate data to direct byte	43	3	4
XRL A,Rn	Exclusive OR register to accumulator	68-6F	1	1
XRL A,direct	Exclusive OR direct byte to accumulator	65	2	2
XRL A,@Ri	Exclusive OR indirect RAM to accumulator	66-67	1	2
XRL A,#data	Exclusive OR immediate data to accumulator	64	2	2
XRL direct,A	Exclusive OR accumulator to direct byte	62	2	3
XRL direct,#data	Exclusive OR immediate data to direct byte	63	3	4
CLR A	Clear accumulator	E4	1	1
CPL A	Complement accumulator	F4	1	1
RL A	Rotate accumulator left	23	1	1
RLC A	Rotate accumulator left through carry	33	1	1
RR A	Rotate accumulator right	03	1	1
RRC A	Rotate accumulator right through carry	13	1	1
SWAP A	Swap nibbles within the accumulator	C4	1	1

Table 7: Data Transfer Instructions

Mnemonic	Description	Code	Bytes	Cycles
MOV A,Rn	Move register to accumulator	E8-EF	1	1
MOV A,direct	Move direct byte to accumulator	E5	2	2
MOV A,@Ri	Move indirect RAM to accumulator	E6-E7	1	2
MOV A,#data	Move immediate data to accumulator	74	2	2
MOV Rn,A	Move accumulator to register	F8-FF	1	2
MOV Rn,direct	Move direct byte to register	A8-AF	2	4
MOV Rn,#data	Move immediate data to register	78-7F	2	2
MOV direct,A	Move accumulator to direct byte	F5	2	3
MOV direct,Rn	Move register to direct byte	88-8F	2	3
MOV direct1,direct2	Move direct byte to direct byte	85	3	4
MOV direct,@Ri	Move indirect RAM to direct byte	86-87	2	4
MOV direct,#data	Move immediate data to direct byte	75	3	3
MOV @Ri,A	Move accumulator to indirect RAM	F6-F7	1	3
MOV @Ri,direct	Move direct byte to indirect RAM	A6-A7	2	5
MOV @Ri,#data	Move immediate data to indirect RAM	76-77	2	3
MOV DPTR,#data16	Load data pointer with a 16-bit constant	90	3	3
MOVC A,@A+DPTR	Move code byte relative to DPTR to accumulator	93	1	3
MOVC A,@A+PC	Move code byte relative to PC to accumulator	83	1	3
MOVX A,@Ri	Move external RAM (8-bit address) to A	E2-E3	1	3-10
MOVX A,@DPTR	Move external RAM (16-bit address) to A	E0	1	3-10
MOVX @Ri,A	Move A to external RAM (8-bit address)	F2-F3	1	4-11
MOVX @DPTR,A	Move A to external RAM (16-bit address)	F0	1	4-11
PUSH direct	Push direct byte onto stack	C0	2	4
POP direct	Pop direct byte from stack	D0	2	3
XCH A,Rn	Exchange register with accumulator	C8-CF	1	2
XCH A,direct	Exchange direct byte with accumulator	C5	2	3
XCH A,@Ri	Exchange indirect RAM with accumulator	C6-C7	1	3
XCHD A,@Ri	Exchange low-order nibble indirect RAM with A	D6-D7	1	3

Table 8: Program Branch Instructions

Mnemonic	Description	Code	Bytes	Cycles
ACALL addr11	Absolute subroutine call	xxx11	2	6
LCALL addr16	Long subroutine call	12	3	6
RET	from subroutine	22	1	4
RETI	from interrupt	32	1	4
AJMP addr11	Absolute jump	xxx01	2	3
LJMP addr16	Long jump	02	3	4
SJMP rel	Short jump (relative address)	80	2	3
JMP @A+DPTR	Jump indirect relative to the DPTR	73	1	2
JZ rel	Jump if accumulator is zero	60	2	3
JNZ rel	Jump if accumulator is not zero	70	2	3
JC rel	Jump if carry flag is set	40	2	3
JNC	Jump if carry flag is not set	50	2	3
JB bit,rel	Jump if direct bit is set	20	3	4
JNB bit,rel	Jump if direct bit is not set	30	3	4
JBC bit,direct rel	Jump if direct bit is set and clear bit	10	3	4
CJNE A,direct rel	Compare direct byte to A and jump if not equal	B5	3	4
CJNE A,#data rel	Compare immediate to A and jump if not equal	B4	3	4
CJNE Rn,#data rel	Compare immed. to reg. and jump if not equal	B8-BF	3	4
CJNE @Ri,#data rel	Compare immed. to ind. and jump if not equal	B6-B7	3	4
DJNZ Rn,rel	Decrement register and jump if not zero	D8-DF	2	3
DJNZ direct,rel	Decrement direct byte and jump if not zero	D5	3	4
NOP	No operation	00	1	1

Table 9: Boolean Manipulation Instructions

Mnemonic	Description	Code	Bytes	Cycles
CLR C	Clear carry flag	C3	1	1
CLR bit	Clear direct bit	C2	2	3
SETB C	Set carry flag	D3	1	1
SETB bit	Set direct bit	D2	2	3
CPL C	Complement carry flag	B3	1	1
CPL bit	Complement direct bit	B2	2	3
ANL C,bit	AND direct bit to carry flag	82	2	2
ANL C,/bit	AND complement of direct bit to carry	B0	2	2
ORL C,bit	OR direct bit to carry flag	72	2	2
ORL C,/bit	OR complement of direct bit to carry	A0	2	2
MOV C,bit	Move direct bit to carry flag	A2	2	2
MOV bit,C	Move carry flag to direct bit	92	2	3

Table 10: Instruction Set in Hexadecimal Order

Opcode	Mnemonic	Opcode	Mnemonic	Opcode	Mnemonic	Opcode	Mnemonic
00 H	NOP	10 H	JBC bit,rel	20 H	JB bit,rel	30 H	JNB bit,rel
01 H	AJMP addr11	11 H	ACALL addr11	21 H	AJMP addr11	31 H	ACALL addr11
02 H	LJMP addr16	12 H	LCALL addr16	22 H	RET	32 H	RETI
03 H	RR A	13 H	RRC A	23 H	RL A	33 H	RLC A
04 H	INC A	14 H	DEC A	24 H	ADD A,#data	34 H	ADDC A,#data
05 H	INC direct	15 H	DEC direct	25 H	ADD A,direct	35 H	ADDC A,direct
06 H	INC @R0	16 H	DEC @R0	26 H	ADD A,@R0	36 H	ADDC A,@R0
07 H	INC @R1	17 H	DEC @R1	27 H	ADD A,@R1	37 H	ADDC A,@R1
08 H	INC R0	18 H	DEC R0	28 H	ADD A,R0	38 H	ADDC A,R0
09 H	INC R1	19 H	DEC R1	29 H	ADD A,R1	39 H	ADDC A,R1
0A H	INC R2	1A H	DEC R2	2A H	ADD A,R2	3A H	ADDC A,R2
0B H	INC R3	1B H	DEC R3	2B H	ADD A,R3	3B H	ADDC A,R3
0C H	INC R4	1C H	DEC R4	2C H	ADD A,R4	3C H	ADDC A,R4
0D H	INC R5	1D H	DEC R5	2D H	ADD A,R5	3D H	ADDC A,R5
0E H	INC R6	1E H	DEC R6	2E H	ADD A,R6	3E H	ADDC A,R6
0F H	INC R7	1F H	DEC R7	2F H	ADD A,R7	3F H	ADDC A,R7

Opcode	Mnemonic	Opcode	Mnemonic	Opcode	Mnemonic
40 H	JC rel	50 H	JNC rel	60 H	JZ rel
41 H	AJMP addr11	51 H	ACALL addr11	61 H	AJMP addr11
42 H	ORL direct,A	52 H	ANL direct,A	62 H	XRL direct,A
43 H	ORL direct,#data	53 H	ANL direct,#data	63 H	XRL direct,#data
44 H	ORL A,#data	54 H	ANL A,#data	64 H	XRL A,#data
45 H	ORL A,direct	55 H	ANL A,direct	65 H	XRL A,direct
46 H	ORL A,@R0	56 H	ANL A,@R0	66 H	XRL A,@R0
47 H	ORL A,@R1	57 H	ANL A,@R1	67 H	XRL A,@R1
48 H	ORL A,R0	58 H	ANL A,R0	68 H	XRL A,R0
49 H	ORL A,R1	59 H	ANL A,R1	69 H	XRL A,R1
4A H	ORL A,R2	5A H	ANL A,R2	6A H	XRL A,R2
4B H	ORL A,R3	5B H	ANL A,R3	6B H	XRL A,R3
4C H	ORL A,R4	5C H	ANL A,R4	6C H	XRL A,R4
4D H	ORL A,R5	5D H	ANL A,R5	6D H	XRL A,R5
4E H	ORL A,R6	5E H	ANL A,R6	6E H	XRL A,R6
4F H	ORL A,R7	5F H	ANL A,R7	6F H	XRL A,R7

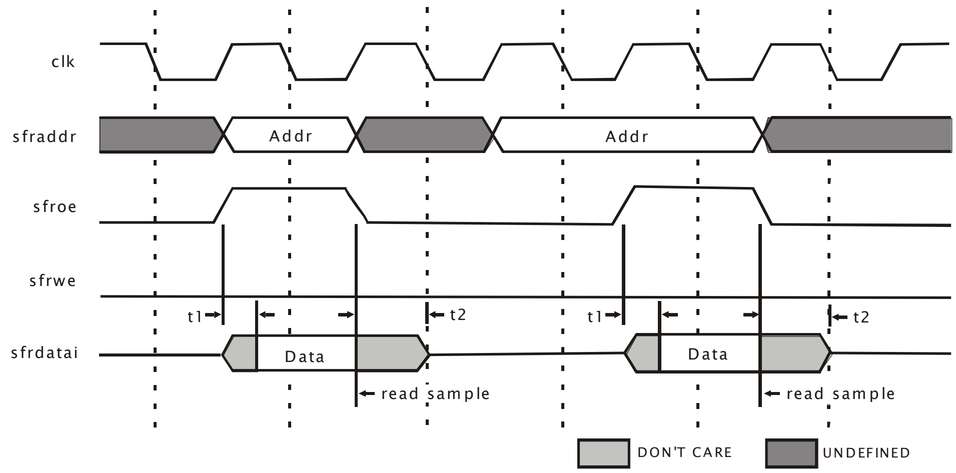
Opcode	Mnemonic	Opcode	Mnemonic	Opcode	Mnemonic
70 H	JNZ rel	80 H	SJMP rel	90 H	MOV DPTR,#data16
71 H	ACALL addr11	81 H	AJMP addr11	91 H	ACALL addr11
72 H	ORL C,direct	82 H	ANL C,bit	92 H	MOV bit,C
73 H	JMP @A+DPTR	83 H	MOVC A,@A+PC	93 H	MOVC A,@A+DPTR
74 H	MOV A,#data	84 H	DIV AB	94 H	SUBB A,#data
75 H	MOV direct,#data	85 H	MOV direct,direct	95 H	SUBB A,direct
76 H	MOV @R0,#data	86 H	MOV direct,@R0	96 H	SUBB A,@R0
77 H	MOV @R1,#data	87 H	MOV direct,@R1	97 H	SUBB A,@R1
78 H	MOV R0.#data	88 H	MOV direct,R0	98 H	SUBB A,R0
79 H	MOV R1.#data	89 H	MOV direct,R1	99 H	SUBB A,R1
7A H	MOV R2.#data	8A H	MOV direct,R2	9A H	SUBB A,R2
7B H	MOV R3.#data	8B H	MOV direct,R3	9B H	SUBB A,R3
7C H	MOV R4.#data	8C H	MOV direct,R4	9C H	SUBB A,R4
7D H	MOV R5.#data	8D H	MOV direct,R5	9D H	SUBB A,R5
7E H	MOV R6.#data	8E H	MOV direct,R6	9E H	SUBB A,R6
7F H	MOV R7.#data	8F H	MOV direct,R7	9F H	SUBB A,R7

Opcode	Mnemonic	Opcode	Mnemonic	Opcode	Mnemonic
A0 H	ORL C,bit	B0 H	ANL C,bit	C0 H	PUSH direct
A1 H	AJMP addr11	B1 H	ACALL addr11	C1 H	AJMP addr11
A2 H	MOV C,bit	B2 H	CPL bit	C2 H	CLR bit
A3 H	INC DPTR	B3 H	CPL C	C3 H	CLR C
A4 H	MUL AB	B4 H	CJNE A,#data,rel	C4 H	SWAP A
A5 H	-	B5 H	CJNE A,direct,rel	C5 H	XCH A,direct
A6 H	MOV @R0,direct	B6 H	CJNE @R0,#data,rel	C6 H	XCH A,@R0
A7 H	MOV @R1,direct	B7 H	CJNE @R1,#data,rel	C7 H	XCH A,@R1
A8 H	MOV R0,direct	B8 H	CJNE R0,#data,rel	C8 H	XCH A,R0
A9 H	MOV R1,direct	B9 H	CJNE R1,#data,rel	C9 H	XCH A,R1
AA H	MOV R2,direct	BA H	CJNE R2,#data,rel	CA H	XCH A,R2
AB H	MOV R3,direct	BB H	CJNE R3,#data,rel	CB H	XCH A,R3
AC H	MOV R4,direct	BC H	CJNE R4,#data,rel	CC H	XCH A,R4
AD H	MOV R5,direct	BD H	CJNE R5,#data,rel	CD H	XCH A,R5
AE H	MOV R6,direct	BE H	CJNE R6,#data,rel	CE H	XCH A,R6
AF H	MOV R7,direct	BF H	CJNE R7,#data,rel	CF H	XCH A,R7

Opcode	Mnemonic	Opcode	Mnemonic	Opcode	Mnemonic
D0 H	POP direct	E0 H	MOVX A,@DPTR	F0 H	MOVX @DPTR,A
D1 H	ACALL addr11	E1 H	AJMP addr11	F1 H	ACALL addr11
D2 H	SETB bit	E2 H	MOVX A,@R0	F2 H	MOVX @R0,A
D3 H	SETB C	E3 H	MOVX A,@R1	F3 H	MOVX @R1,A
D4 H	DA A	E4 H	CLR A	F4 H	CPL A
D5 H	DJNZ direct,rel	E5 H	MOV A,direct	F5 H	MOV direct,A
D6 H	XCHD A,@R0	E6 H	MOV A,@R0	F6 H	MOV @R0,A
D7 H	XCHD A,@R1	E7 H	MOV A,@R1	F7 H	MOV @R1,A
D8 H	DJNZ R0,rel	E8 H	MOV A,R0	F8 H	MOV R0,A
D9 H	DJNZ R1,rel	E9 H	MOV A,R1	F9 H	MOV R1,A
DA H	DJNZ R2,rel	EA H	MOV A,R2	FA H	MOV R2,A
DB H	DJNZ R3,rel	EB H	MOV A,R3	FB H	MOV R3,A
DC H	DJNZ R4,rel	EC H	MOV A,R4	FC H	MOV R4,A
DD H	DJNZ R5,rel	ED H	MOV A,R5	FD H	MOV R5,A
DE H	DJNZ R6,rel	EE H	MOV A,R6	FE H	MOV R6,A
DF H	DJNZ R7,rel	EF H	MOV A,R7	FF H	MOV R7,A

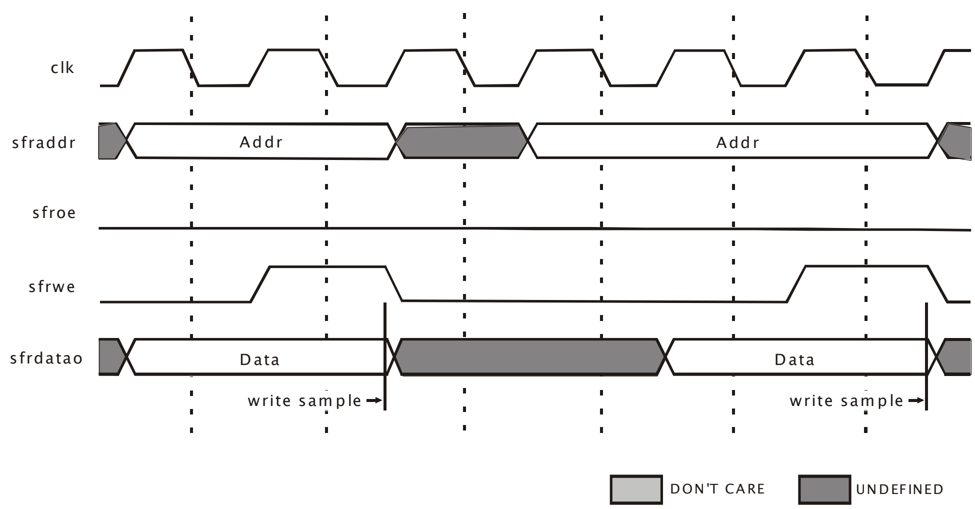
13. External SFR Timing

Figure 5 – External Use of Special Function Register Bus (read)



Notes: For both t1 and t2, maximum = time period of clock signal.
Addr = address of special function register
Data = data returned from register
Read Sample = point at which data is read from the bus

Figure 6 – External Use of Special Function Register Bus (write)



Notes: Addr = address of special function register
Data = data written into register
Write Sample = point at which data is written from bus to register

14. Hardware Overview

The structure of the TSCR8051 consists of the following units:

- Core Engine:
  Arithmetic/Logic (ALU)
  SRAM Memory Control
  Scratch Pad and Special Function Register (SFR) Control
- Multiplication-Division
- Clock Control
- Timers: 0, 1, 2, Capture-Compare, and Watchdog
- Serial Ports 0 & 1
- Interrupt Service
- Floating-Point
- Extended Computing
- SPI Memory Loader
- Reset
- Power Management

15. Core Engine

The core engine of the TSCR8051 contains:

- Arithmetic and Logic (ALU)
- SRAM Memory Control
- Scratch Pad and SFR (Special Function Register) Control
- I/O Ports

The engine fetches instructions from program memory and executes them, fetching and storing data to/from data memory and the ports as needed. The core engine components use the following registers (described in section 10, starting on page 29):

NAME	MNEMONIC	LOCATION (HEX)	NOTES
Program Counter	PC	n/a	2 bytes; initialized to 00H.
Program Status Word	PSW	D0	1 byte
Stack Pointer	SP	81	1 byte
Data Pointer	DPL & DPH or DPL1 & DPH1	82, 83 or 84, 85	2 bytes
Accumulator	ACC or A	E0	1 byte
B Register	B	F0	1 byte
Ports	P0, P1, P2, P3	80, 90, A0, B0	1 byte each

16. Multiplication / Division Unit (MDU)

This on-chip arithmetic unit provides 32-bit division and 16-bit multiplication, shift, and normalize features. All operations are unsigned integer operations.

The MDU uses seven registers which are memory mapped as special function registers. This unit operates concurrently with, and independent of, the CPU. Any MDU calculation overwrites its operands.

The MDU registers are:

NAME	MNEMONIC	LOCATION (HEX)	NOTES
Multiplication Division 0-5 (Operands and Results)	MD0, MD1, MD2, MD3, MD4, MD5	E9 through EE	See descriptions in section 10, starting on page 29.
Arithmetic Control	ARCON	EF	

16.1. MDU Operation and Timing

Operation of the MDU occurs in three phases:

Phase 1: Load the MDx registers

The type of calculation to be performed is determined by the order in which the MDx registers are written. For the operands to write to each register, see the tables in the Special Function Register Descriptions (page 29 and following).

Table 11: MDU Register Write Sequence

OPERATION	32BIT/16BIT	16BIT/16BIT	16BIT X 16BIT	SHIFT/NORMALIZE
first write	MD0	MD0	MD0	MD0
	MD1	MD1	MD4	MD1
	MD2	MD4	MD1	MD2
	MD3	--	--	MD3
	MD4	--	--	--
last write	MD5	MD5	MD5	ARCON

In all cases, a write to MD0 is the first transfer. The remaining writes must be performed in the order shown. The last write triggers the selected operation.

Phase 2: Execute the calculation

During execution, the MDU works on its own, in parallel with the CPU.

Table 12: MDU Execution Times

OPERATION	MAX. TIME (IN TCLK)	MIN. TIME (IN TCLK)
Division 32bit/16bit	50 (division by 1)	19 (divider > 7FFFh)
Division 16bit/16bit	34 (division by 1)	3 (divider > 7FFFh)
Multiplication	17 (result) +1 (set MDOV flag)	17 (result) +1 (set MDOV flag)
Shift	33 (sc = 1Fh)	3 (sc = 01h)
Normalize	34 (sc < –1Fh)	4 (sc < –01h)

Phase 3: Read results from the MDx registers

For the values to read from each register, see the descriptions in section 10, starting on page 29.

Table 13: MDU Register Read Sequence

OPERATION	32BIT/16BIT	16BIT/16BIT	16BIT X 16BIT	SHIFT/NORMALIZE
first read	MD0	MD0	MD0	MD0
	MD1	MD1	MD1	MD1
	MD2	MD4	MD2	MD2
	MD3	--	--	--
	MD4	--	--	--
last read	MD5	MD5	MD3	MD3

Shifting

The SLR bit (ARCON.5) specifies the shift direction; ARCON.4 to ARCON.0 specify the shift count (which must not be 0). During shift, zeroes come into the left end of register MD0 or the right end of register MD3.

Normalizing

This performs repeated shift left operations to remove all leading zeroes of the integer variable stored in registers MD0 to MD3. Normalization is complete when the MSB (most significant bit) of the MD3 register contains a '1'. After normalizing, bits ARCON.4 (MSB) to ARCON.0 (LSB) contain the number of shift left operations that were done.

MDEF Flag

The MDEF error flag (read-only) indicates an improperly performed operation – that is, an arithmetic operation that has been restarted or interrupted by a new operation.

The error flag mechanism is automatically enabled with the first write to MD0 and disabled with the final read instruction from MD3 (multiplication, shift, or normalize) or MD5 (division) in phase three.

The error flag is set when:

a) Phase two is in process and a write access occurs to any MDx register (calculation restarted/interrupted)

b) Phase one or two is in progress and a read access occurs to any MDx register (does not interrupt calculation)

The read-only error flag is reset when Phase Two completes successfully and a read access occurs to the MDx registers.

MDOV Flag

MDOV is a read-only overflow flag. It is set when any of these occurs:

a) Division by zero

b) Multiplication with a result greater than 0000 FFFFh

c) MD3.7 (most significant bit) is '1' when normalization begins

The read-only overflow flag is reset when Phase One starts (initial write to MD0).

17. Timers

There are three 16-bit timers: Timer 0, Timer 1 and Timer 2. All can be configured for counter or timer operations. Timer 1 can also be used to generate the baud rate for serial port 0; Timer 2 has a Capture/Compare Unit (CCU) and several additional features.

17.1. Timers 0 and 1

Registers

The 16-bit value for Timer 0 is held in registers TL0 and TH0; Timer 1 is in TL1 and TH1. The behavior of these timers is controlled by various bits in registers TCON and TMOD (pages 11 and 11).

Timer vs. Counter

Each timer can be used either as a counter or as a timer by configuring bit C/Tx in TMOD.

- For a **timer,** the value is incremented once every 12 clock cycles.

- For a **counter**, the value increments when a falling edge is observed at input pin T0 (Timer 0) or T1 (Timer 1) of PORT3. (PORT3 must be properly configured.) It takes 2 clock cycles to recognize a 1-to-0 event. There are no restrictions on the duty cycle; however, to ensure proper recognition of the state, each input signal should be stable for at least 1 clock cycle.

General Operations

Timer x is started or halted by setting bit TRx in TCON to 1 or 0, respectively.

External control can be implemented by setting bit GATEx in TMOD. If GATEx is set to 1, Timer x runs only when TRx is 1 and the INTx pin of PORT3 is asserted (low). (INTx must be properly configured.)

When Timer x overflows, bit TFx in TCON is set. Bit ETx in register IEN0 (page 19) can configure TFx to cause an interrupt; in this case, TFx is cleared when the interrupt is processed. TFx can also be cleared by software.

Timer 1 can be used to generate the baud rate for serial port 0; see page 52.

Operating Modes

Each counter/timer can operate in the following modes, as configured by bits M0-x and M1-x in the TMOD register:

Mode 0: 13-bit counter/timer. The upper three bits of the TLx register are undetermined and should not be used.

Mode 1: 16-bit counter/timer.

Mode 2: 8-bit counter/timer with auto-reload. The reload value is held in THx while TLx acts as the counter/timer. When THx overflows, the value from THx is copied into TLx.

Mode 3: This mode is different for Timer 0 and Timer 1.
Timer 0: Acts as two independent 8-bit counters/timers. TL0 behaves according to the Timer 0 control bits, but TH0 is locked into "timer" mode and takes over the use of bits TR1 and TF1. Timer 1 retains the use of all its other pins and bits (T1, INT1, GATE1, C/T1, M0-1, and M1-1). Timer 1 thus retains the ability to generate the serial port 0 baud rate and perform other functions, but it can no longer generate an interrupt. When Timer 0 is in this mode, Timer 1 can be halted and started by switching in and out of this same mode.
Timer 1: Halts; holds the current value; does not increment.

Figure 7 – Timer/Counter 1 in Mode 0

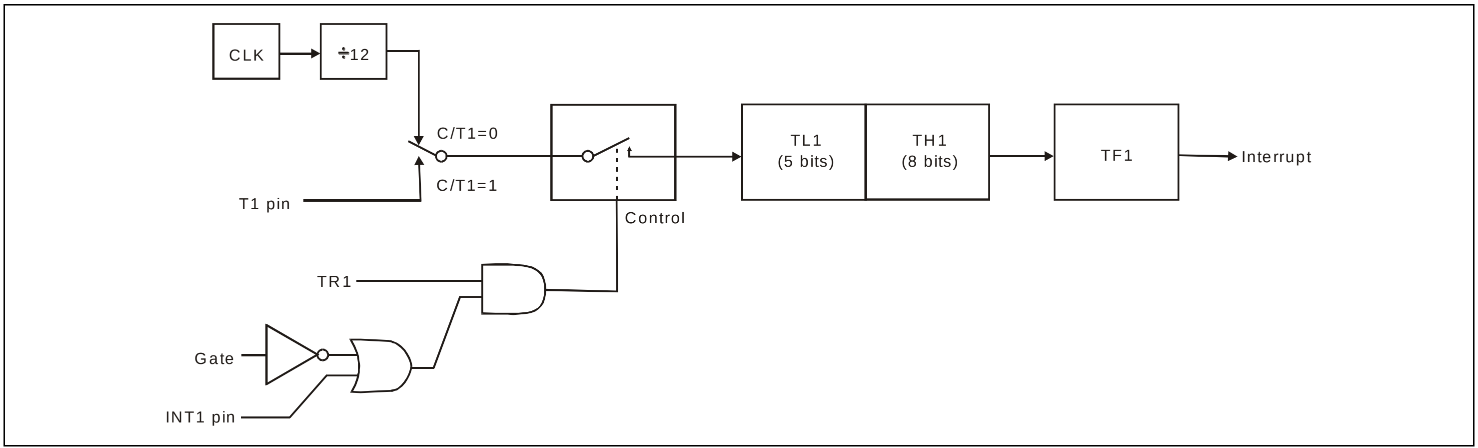


Figure 8 – Timer/Counter 1 in Mode 2

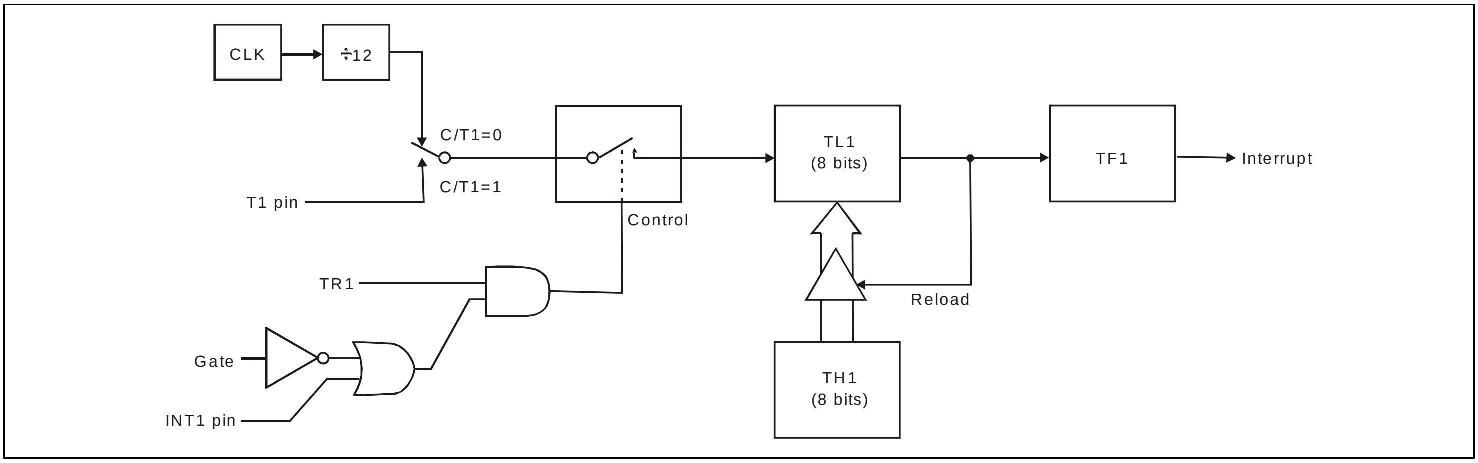
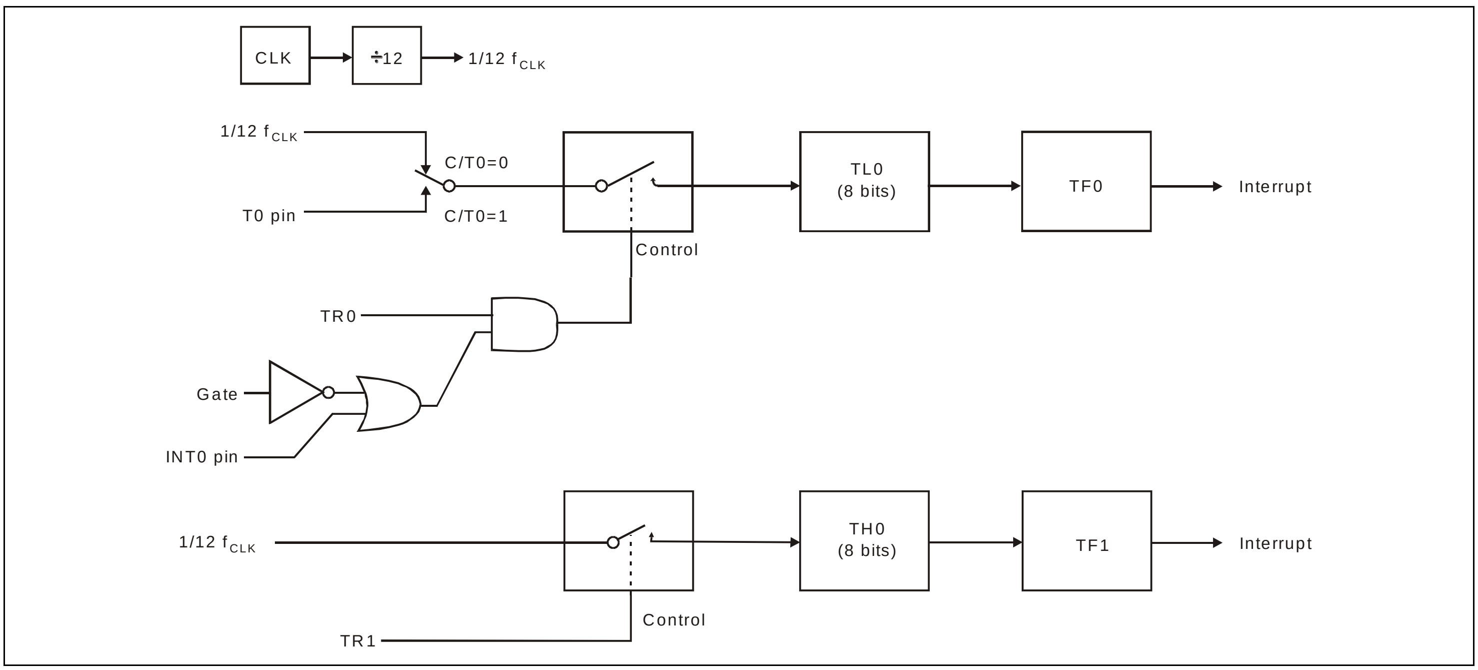


Figure 9 – Timer/Counter 0 in Mode 3



17.2. Timer 2 and Capture/Compare Unit

Registers

The 16-bit value for Timer 2 is stored in registers TL2 and TH2. It is controlled by register T2CON. Timer 2 includes a Capture/Compare Unit (CCU) which is enabled and configured by register CCEN. The CCU uses three 16-bit Capture/Compare values (6 registers) and one 16-bit Capture/Reload/Compare value (2 registers), as listed in the table below. For descriptions of the CCU registers, see pages 24 through 27.

Address	Name	Usage
90h	P1 (PORT1)	Bits 0 through 3 can be configured for use by the CCU.
C1h	CCEN	Configures and enables all Compare/Capture modes.
C2h & C3h	CC1 (CCL1 and CCH1)	Holds 16-bit Capture 1 value or Compare 1 value.
C4h & C5h	CC2 (CCL2 and CCH2)	Holds 16-bit Capture 2 value or Compare 2 value.
C6h & C7h	CC3 (CCL3 and CCH3)	Holds 16-bit Capture 3 value or Compare 3 value.
C8h	T2CON	Configures & enables Timer 2
CAh & CBh	CRC (CRCL and CRCH)	Holds 16-bit reload value or Capture 0 value or Compare 0 value.
CCh & CDh	T2 (TL2 and TH2)	Contains 16-bit Timer 2 value

Signals

The use of Timer 2 and the Capture/Compare Unit can involve several signals, as listed in the table below:

Signal	Location	Usage
T2EX	PORT1[5]	External trigger for reload.
T2	PORT1[7]	External trigger for counter or gate for timer.
CC0 – CC3	PORT1[0 – 3]	External trigger for capture or signal generated by compare.
EXF2	IRCON register	Request interrupt on external reload.
TF2	IRCON register	Request interrupt on overflow.
IEX3 – IEX6	IRCON register	Request interrupt on capture or compare.

Start/Stop and Timer/Counter

Timer 2 can be halted or operated as either a timer or a counter by configuring bits T2I0 and T2I1 in T2CON.

- For a **timer**, the value is incremented according to the Prescaler Select bit, T2PS. T2PS = 0 increments every 12 clock cycles; T2PS = 1 increments every 24 clock cycles. Input pin T2 of PORT1 may be configured as a gate to start and stop the timer.
- For a **counter**, the value is incremented one cycle after a falling edge is observed at input pin T2 of PORT1. (PORT1 must be properly configured.) It takes 2 clock cycles to recognize a 1-to-0 event. There are no restrictions on the duty cycle; however, to ensure proper recognition of the state, each input signal should be stable for at least 1 clock cycle.

Overflow

Whenever Timer 2 overflows, bit TF2 in the IRCON register is set. This can be configured to request an interrupt. Bit TF2 should be cleared by the interrupt routine.

Reload

Timer 2 can operate with no reload or in either of two reload modes, as configured by bits T2R0 and T2R1 in T2CON. In either mode, a reload copies the values from registers CRCL and CRCH into registers TL2 and TH2.

Mode 0: Reload is triggered by a Timer 2 overflow.

Mode 1: Reload is triggered by a negative transition on pin T2EX of PORT1. This can be configured to request an interrupt via flag EXF2 in register IRCON.

Capture

The 16-bit value from Timer 2 can be saved in any of the four pairs of capture/compare registers, as configured in the CCEN register. There are two capture modes available for each pair of registers. In either mode, a capture writes the values from TL2 and TH2 into CRCL and CRCH or into CCxL and CCxH.

Mode 0: Capture is triggered by a transition at pin CCx of PORT1. For CC0, the trigger transition is configured by bit I3FR of T2CON; the other three pins always trigger on a rising edge. If configured to do so, the CCx transition will request an interrupt by setting flag IEXx in IRCON.

Mode 1: Capture is triggered by any write into the lower register of a capture pair. The value written is irrelevant. No interrupt is requested.

Compare

As the Timer 2 value changes, it can be automatically compared to the value in any of the four pairs of capture/compare registers, as configured by CCEN. If the values are equal, an appropriate signal is sent to pin CCx of PORT1. (If configured to do so, CCx transitions may request an interrupt by setting flag IEXx in IRCON.) The signal is determined by the compare mode, as specified by bit T2CM in T2CON:

Mode 0: On an equal compare, pin CCx changes from low to high. In this mode, writing to PORT1 will have no effect, because the input line from the internal bus and the write-to-latch line are disconnected.

Mode 1: Before the compare, software writes a value to bit x of register P1, but the value is not transmitted to PORT1. On an equal compare, the bit x value is transmitted to pin CCx. Timer 2 overflow has no effect in this mode; software controls both transitions of pin CCx.

Interrupts

Timer 2 and the CCU can be configured to request interrupts in any of several conditions:

Any overflow – TF2

Reload Mode 1 – EXF2

Capture Mode 0 – IEXx

Any Compare – IEXx

For more about interrupts, see section 19 on page 54.

Figure 10 – Timer 2 as Gated Timer: Prescaler Select = 1, Reload Mode = 1

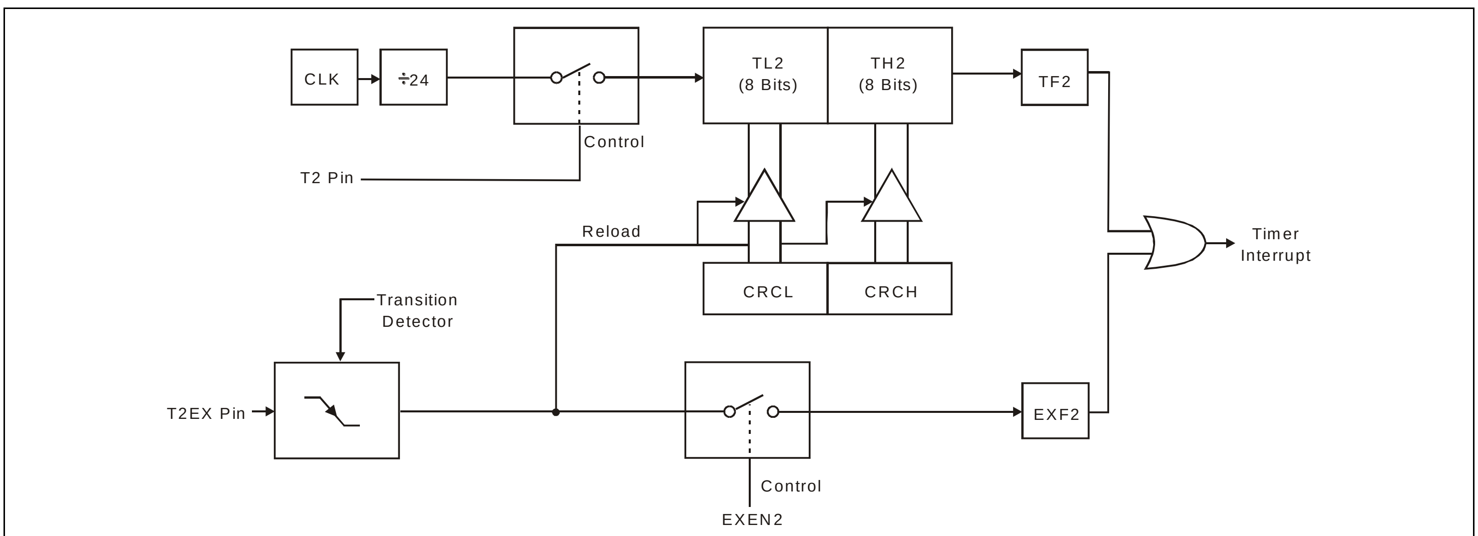


Figure 11 – Timer 2 as Counter: Capture Mode = 0 (using CC3)

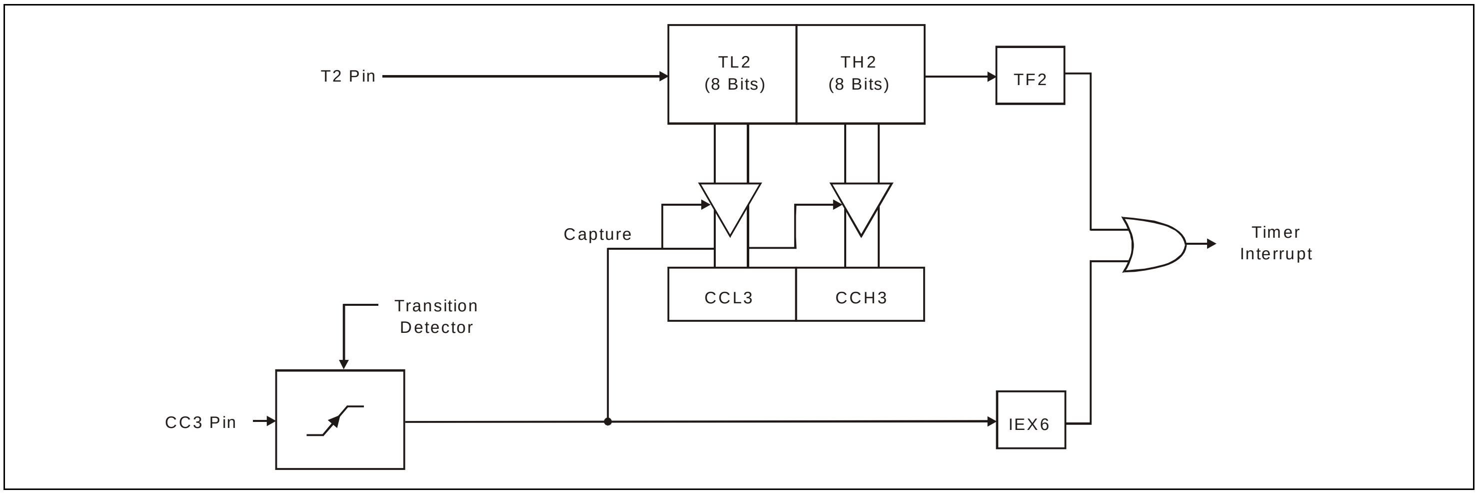
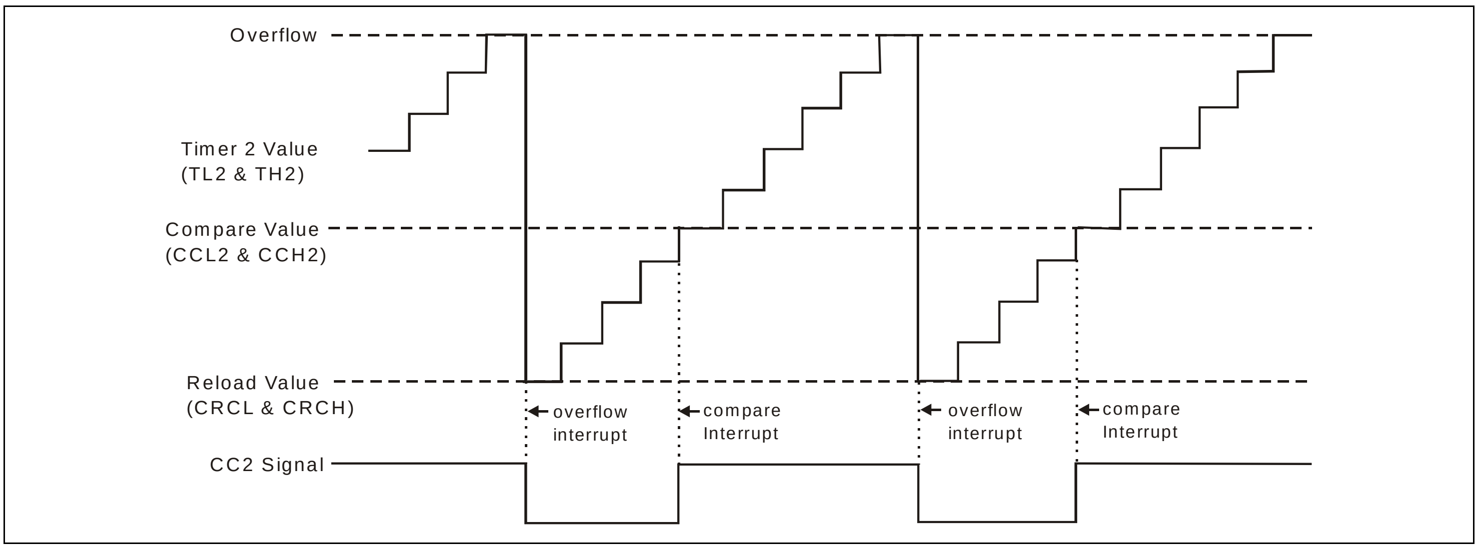


Figure 12 – Timer 2: Reload Mode = 0, Compare Mode = 0 (using CC2)



17.3. Watchdog Timer

The watchdog timer provides a means to trigger a system reset in case of software upset. When this timer is running, it must receive regular "refresh" signals from the software. If these signals cease, the timer sends a signal that causes a reset.

Registers

The 15-bit watchdog timer value is stored internally and is not accessible to software. A seven-bit reload value is stored in register WDTREL. Other important bits are in registers IEN0, IEN1, and IP0.

Signals

Input pin SWD starts the watchdog timer. Bit SWDT (in IEN1) can also start the timer. Bits WDT (in IEN0) and SWDT are used to refresh the timer. Bit WDTS (in IP0) is used to trigger a system reset.

Operation

Starting: Each external reset disables the watchdog timer, clears its value, and sets WDTREL to 00h. The watchdog timer starts to run if the SWD signal is asserted during reset. Otherwise, the watchdog timer can be started at any time by setting bit SWDT. Once activated, the watchdog timer cannot be stopped except by a reset.

Running: The watchdog timer value is incremented according to the value of the PS bit in WDTREL (can be written or read at any time). If PS = 0, the timer increments every 24 clock cycles; if PS = 1, a divide-by-16 prescaler is added, and the timer increments once every 384 clock cycles. When the watchdog timer value reaches 7CFFh, it sets bit WDTS (in register IP0). After two clock cycles, the system initiates a reset.

Refreshing: To prevent a system reset, the software must periodically refresh the value of the watchdog timer. This is a two-step process: first, a ‘1’ is written to bit WDT; then, within the next 12 clock cycles, a ‘1’ must be written to bit SWDT. The watchdog timer is then reloaded with the value stored in the lower seven bits of WDTREL (can be written or read at any time). Bits WDT and SWDT are each cleared twelve clock cycles after they are written, or when the timer is reloaded, whichever occurs first.

18. Serial Ports

There are two serial ports, serial port 0 and serial port 1. These ports are entirely separate from the Serial Peripheral Interface (SPI). Each serial port can simultaneously transmit and receive; one byte of received data is buffered to prevent data loss. The two serial ports offer various operating modes and baud rates and allow multiprocessor communication.

Registers

Each serial port uses one special function register (S0BUF or S1BUF) to access two separate internal buffers, one for transmit and one for receive. PORT1 and PORT3 contain the RXD and TXD pins. S0CON and S1CON control and configure the serial ports. IEN0 and IEN2 enable/disable the serial channel interrupts. Additional baud rate data may be contained in S0RELL, S0RELH, S1RELL, S1RELH, PCON, WDCON, and TH1.

Operation

Serial data is transmitted one bit at a time. Each serial port has one transmit pin and one receive pin. The ports are full-duplex – that is, each port can simultaneously send and receive data. Assuming that the ports have been correctly configured, operation proceeds as follows:

Receive: Bit RENx must be set in order to enable reception. As data bits arrive on the RXDx pin, they are stored in the serial port’s receive buffer. When a full byte has been received, the hardware sets the RIx flag in the SxCON register to request an interrupt; the received byte is now available in the RxBUF register and new data bits can be received in the receive buffer (except Mode 0; see below).

Transmit: Writing a byte of data into the SxBUF register fills the corresponding output buffer and begins transmission. When the byte has been sent, hardware sets the TIx flag in the SxCON register to request an interrupt; the next data byte can now be written to SxBUF.

18.1. Serial Port 0 Modes

Serial port 0 can operate in four different modes, as configured by bits SM0 and SM1 in the S0CON register.

Mode 0 (Shift Register): Serial data is transmitted and received through pin RXD0 (PORT3[0]) while pin TXD0 (PORT3[1]) outputs the shift clock. Bit RI0 must be cleared to enable reception. Each byte transmitted/received contains 8 bits; the least significant bit (LSB) is always first.

Mode 1 (8-bit UART): Serial data bits are transmitted through pin TXD0 and received through pin RXD0. No external shift clock is used. Each byte uses 10 bits: a start bit (always 0), 8 data bits (LSB first), and a stop bit (always 1). On receive, the start bit synchronizes the communication, the 8 data bits are available in S0BUF, and the stop bit sets flag RB80 in register S0CON; RB80 may be cleared by software.

Mode 2 (9-bit UART): Much like Mode 1, but each byte uses 11 bits: start bit (0), 8 data bits (LSB first), a programmable ninth data bit, and a stop bit (1). The 9^{th} bit can be used for parity or to support multiprocessor communication (see below). On transmit, the 9^{th} data bit is taken from TB80 in S0CON. On receive, the 9^{th} data bit goes into RB80 and the stop bit is discarded.

Mode 3 (9-bit UART): Exactly like Mode 2 except that the baud rate is calculated differently.

18.2. Serial Port 1 Modes

Serial port 1 can operate in two different modes, as configured by bit SM in register S1CON. Transmit uses pin TXD1; receive uses pin RXD1.

Mode A (9-bit UART): This is exactly like Modes 2 and 3 of serial port 0 except for bit locations and baud rates. Data bits are in S1BUF; TB81 in S1CON determines the 9th data bit on transmission; on receive, the 9th data bit is stored in RB81.

Mode B (8-bit UART): This is exactly like Mode 1 of serial port 0 except for bit locations and baud rates. Data bits are in S1BUF; on receive, the stop bit sets flag RB81 in S1CON (may be cleared by software).

18.3. Multiprocessor Communication

Any of the 9-bit UART modes can be used for multi-processor communication. In this case, the slave processor(s) must have a ‘1’ value in bit SM2x of SxCON. When the master processor transmits the slave’s address, it sends a ‘1’ value as the 9th bit, causing a serial port receive interrupt in all slave processors. Each slave processor then compares the received byte to its network address. If there is a match, the addressed slave clears bit SM2x and receives the rest of the message; the other slaves leave the bit set to ‘1’ and ignore the message. The master processor sends the rest of the message with each 9th bit set to ‘0’ so that no interrupts are generated in the unselected slaves.

18.4. Serial Port Baud Rates

Mode 0: Baud rate is fixed at 1/12 clock rate.

Mode 1: Baud rate depends on bit BD in register WDCON and SMOD bit in register PCON.

If BD = 0, the baud rate is determined by the value of register TH1 (part of Timer 1), using this formula:

baud rate = $(2^{SMOD}$ x ClockRate) / (384 x (256 – TH1))

If BD = 1, the baud rate is determined by the value of S0REL (registers S0RELL and S0RELH) using this formula:

baud rate = $(2^{SMOD}$ x ClockRate) / (64 x (1024 – S0REL))

Mode 2: Baud rate is determined by bit SMOD in PCON using this formula:
baud rate = $(2^{SMOD}$ x ClockRate) / 64
Therefore, if SMOD = 0, baud rate is 1/64 clock rate; if BD = 1, baud rate is 1/32 clock rate.

Mode 3: Same as Mode 1.

Modes A and B: Baud rate is determined by S1REL (registers S1RELL and S1RELH) using this formula:

baud rate = ClockRate / (32 x (1024 – S1REL))

18.5. Serial Port Timing

Figure 13 – Receive Timing, Mode 0

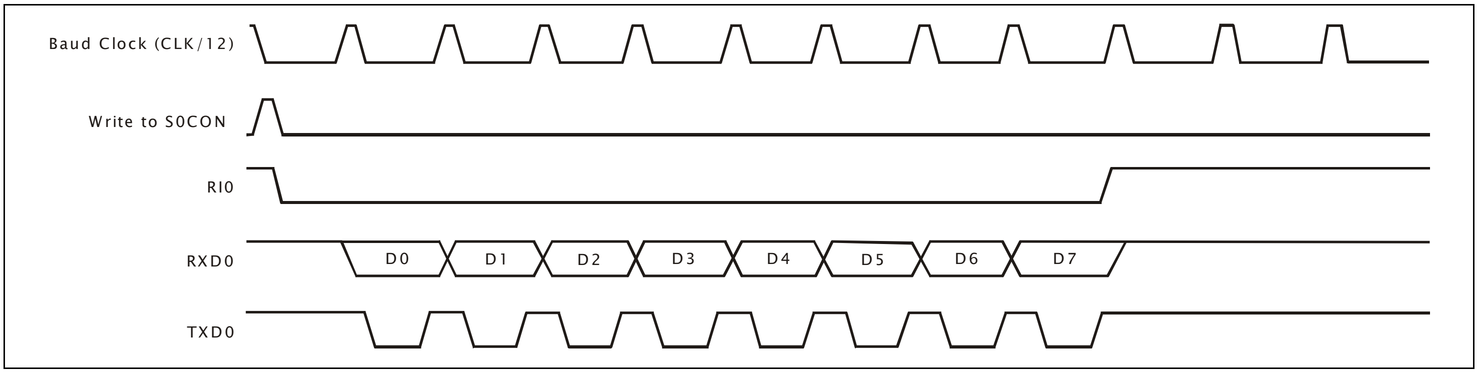


Figure 14 – Receive Timing, Modes 1 and B

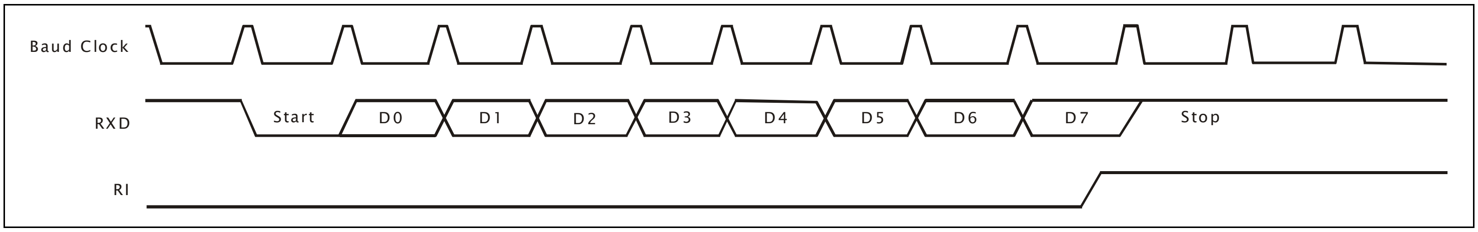


Figure 15 – Receive Timing, Modes 2, 3, and A

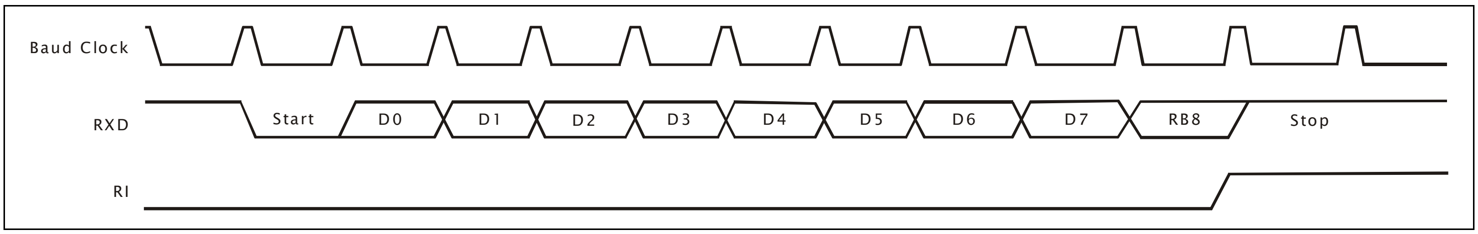


Figure 16 – Transmit Timing, Mode 0

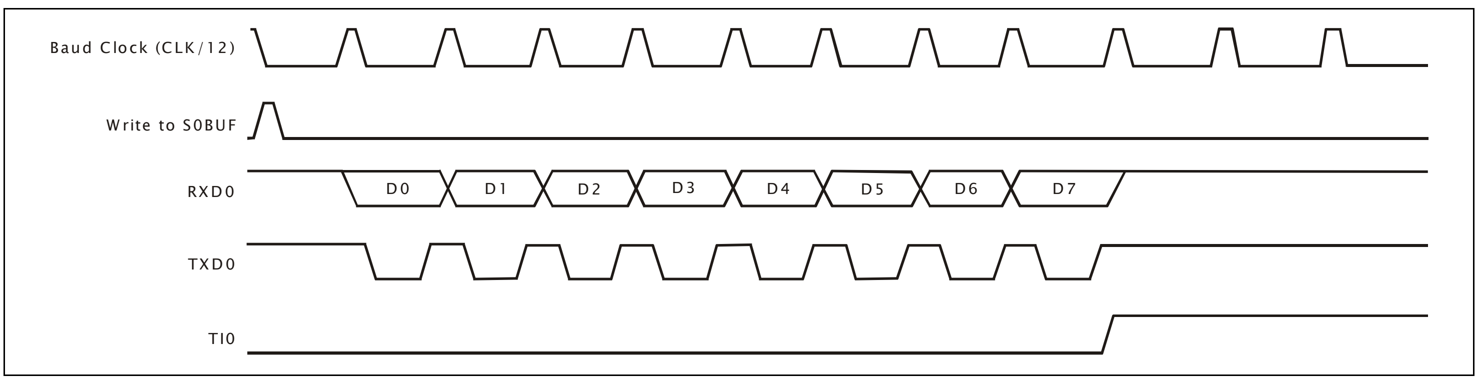


Figure 17 – Transmit Timing, Modes 1 and B

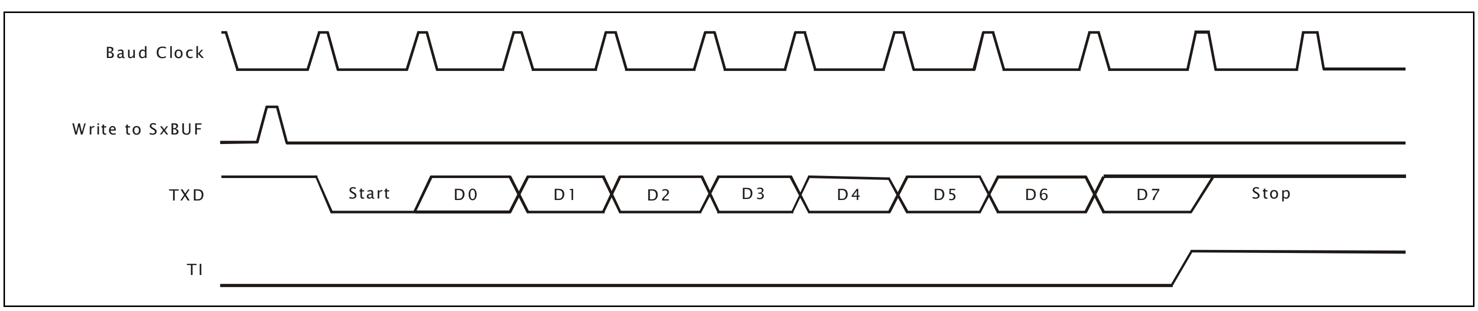
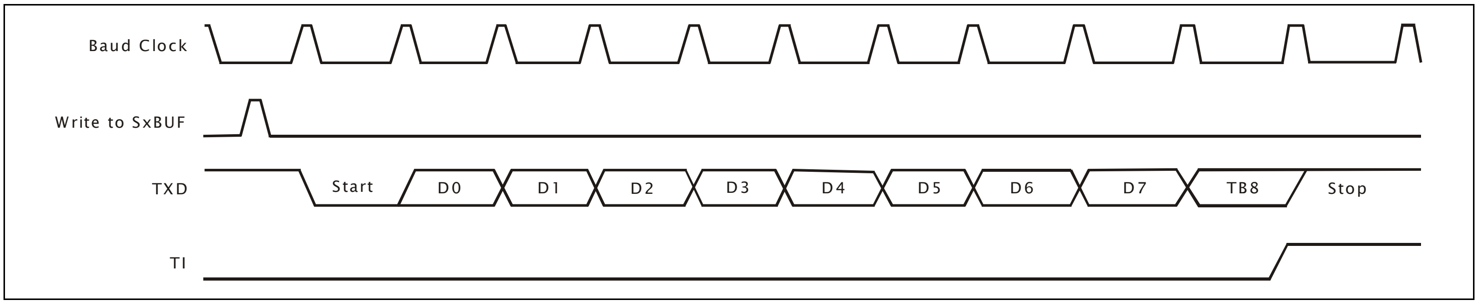


Figure 18 – Transmit Timing, Modes 2, 3, and A



19. Interrupts

The TSCR8051 supports twelve interrupt sources; some are triggered by external signals, others by internal events. Each source sets a request flag in a special function register. Each source can be enabled, disabled, prioritized, and otherwise configured by special function register settings. After a reset, all interrupts are disabled.

There are four levels of priority for interrupts. Priorities are assigned to each of six interrupt "groups", where a "group" contains two interrupt sources. Priorities are controlled by registers IP0 and IP1.

Table 14: Interrupt Summary

Name	Signal (Port)	Trigger	Priority Group	Flag (Register)	Configuration Registers
External Interrupt 0	INT0 (3)	Signal Low (or Fall)	0	IE0 (TCON)	IEN0, TCON
External Interrupt 1	INT1 (3)	Signal Low (or Fall)	2	IE1 (TCON)	IEN0, TCON
External Interrupt 2	INT2 (0)	Signal Fall (or Rise)	1	IEX2 (IRCON)	IEN0, IEN1, T2CON
External Interrupt 3	INT3 (0)	Signal Fall (or Rise) *	2	IEX3 (IRCON)	IEN0, IEN1, T2CON
External Interrupt 4	INT4 (0)	Signal Rise *	3	IEX4 (IRCON)	IEN0, IEN1
External Interrupt 5	INT5 (0)	Signal Rise *	4	IEX5 (IRCON)	IEN0, IEN1
External Interrupt 6	INT6 (0)	Signal Rise *	5	IEX6 (IRCON)	IEN0, IEN1
Serial Channel 0	(none)	Rx/Tx Complete	4	RI0, TI0 (S0CON)	IEN0
Serial Channel 1	(none)	Rx/Tx Complete	0	RI1, TI1 (S1CON)	IEN0, IEN2
Timer 0	(none)	Overflow	1	TF0 (TCON)	IEN0
Timer 1	(none)	Overflow	3	TF1 (TCON)	IEN0
Timer 2	T2EX (1)	Signal Fall, Overflow *	5	EXF2, TF2 (IRCON)	IEN0, IEN1

* Timer 2 Compare/Capture events can trigger interrupts on pins CC0-CC3 (INT3-INT6); see page 47.

When an interrupt condition occurs, the corresponding flag is set, regardless of whether that interrupt is enabled. The flags are continually polled by the hardware.

If a flag indicates a pending interrupt and that interrupt is enabled, the next instruction cycle will force an LCALL to the appropriate vector address.

Once interrupt service has begun, it can be interrupted only by a higher priority interrupt. The interrupt service is terminated by an RETI instruction. The fastest possible response to an interrupt is 7 cycles – one to detect the interrupt and six to perform the LCALL.

Most flags must be cleared by software, normally within the interrupt service routine. The only exceptions are TF0 and TF1, which are automatically cleared when the service routine is called.

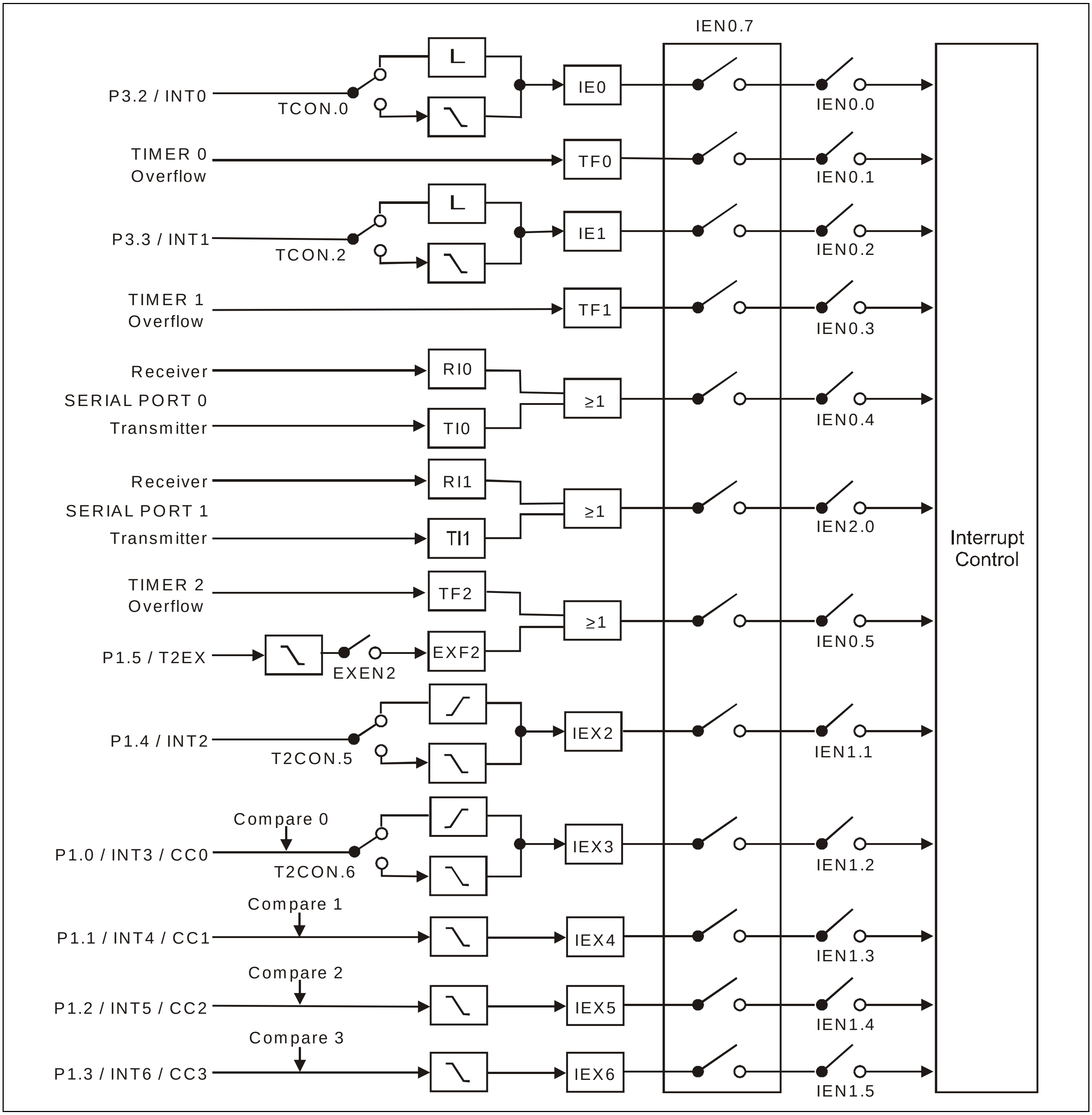
Table 15: Interrupt Polling Sequence

External interrupt 0
Serial channel 1
Timer 0
External interrupt 2
External interrupt 1
External interrupt 3
Timer 1
External interrupt 4
Serial channel 0
External interrupt 5
Timer 2
External interrupt 6

Table 16: Interrupt Vectors

Flag – Interrupt Source	Vector Address
IE0 – External interrupt 0	0003h
TF0 – Timer 0	000Bh
IE1 – External interrupt 1	0013h
TF1 – Timer 1	001Bh
RI0/TI0 – Serial channel 0	0023h
TF2/EXF2 – Timer 2	002Bh
RI1/TI1 – Serial channel 1	0083h
IEX2 – External interrupt 2	004Bh
IEX3 – External interrupt 3	0053h
IEX4 – External interrupt 4	005Bh
IEX5 – External interrupt 5	0063h
IEX6 – External interrupt 6	006Bh

Figure 19 – Interrupt Processing



20. Floating Point Unit (FPU)

The FPU is a single-precision (32-bit) floating point unit, fully IEEE 754 compliant, with a 32-bit comparator.

Table 17: Floating-Point Unit (FPU) Registers

LOCATION	NAME	FUNCTION
A3h	FPUCON	Specifies FPU operation and rounding
A4h – A7h	OPA3/2/1/0	Floating Point Operand A
ABh	FPCS	Comparator Flags – Zero, Equal, Infinite, etc.
ACh – AFh	OPB3/2/1/0	Floating Point Operand B
B3h	FPUS	Status Flags – QNaN, Inexact, etc.
B4h – B7h	FPUR3/2/1/0	Floating Point Result

General Operation

Each FPU operation requires four clock cycles. The FPU processes its operands continuously, in pipelined fashion, updating the results every clock cycle. The order in which the registers are written does not matter. When the correct values are in FPUCON and the operand registers, the results and flags will appear four cycles later.

NaN Values

Per the IEEE 754 standard, valid FPU operations can generate "Not-a-Number" (NaN) results; for example, subtracting infinity from infinity produces NaN. There are two categories of NaN: QNaN (Quiet Nan) indicates an indeterminate operation and SNaN (Signaling NaN) indicates an invalid operation. Although either operand may be SNaN, the FPU will never generate SNaN output; any NaN result will be QNaN.

Conversions

When a floating point number is converted to an integer, the integer output may be NaN or infinity, both of which are legal integer values. In those cases, the INF or QNAN flag is not set. However, if the input is NaN, the SNaN flag is set.

21. Extended Computing Functions

These functions allow the TSCR8051 to perform some of the standard vector processing used in super-computing applications.

21.1. 32-bit Leading-Zero Counter

An internal 32-bit register counts leading zeroes written to an 8-bit register. For this application, 'leading zeros' are 0 bits written before a 1 is written; more significant bits are written before less significant bits. Once a '1' has been written, the leading zero count does not change until the internal register is cleared.

Table 18: Leading Zero Count Registers

LOCATION	NAME	FUNCTION
96h	LZCON	Controls and reports leading-zero conditions.
97h	LZC	Write: Updates the internal counter. Read: returns one byte of the internal counter

Various bits in LZCON are used to clear the counter, report an overflow, and control the "read" function of LZC. Two bits in LZCON determine which byte of the internal counter is available via LZC. If these bits are 11b, reading LZC returns the most significant byte of the counter. Whenever LZC is read, the two-bit value is decremented so that the next reading of LZC returns the next lower byte. When the two-bit value is 00b, reading LZC returns the least significant byte of the counter and the two-bit value cycles back to 11b. If the LZM bit (LZCON.3) is set, reading the least significant byte will also clear the counter.

21.2. 32-bit Population Counter

An internal 32-bit register counts the number of ones written to an 8-bit register. This function behaves much like the leading-zero function except that the count does not halt when a zero is written.

Table 19: Leading Zero Count Registers

LOCATION	NAME	FUNCTION
9Eh	PCCON	Controls and reports population count conditions.
9Fh	POPC	Write: Updates the internal counter. Read: Returns one byte of the internal counter

Various bits in PCCON are used to clear the counter, report an overflow, and control the “read” function of POPC. Two bits in PCCON determine which byte of the internal counter is available via POPC. If these bits are 11b, reading POPC returns the most significant byte of the counter. Whenever POPC is read, the two-bit value is decremented so that the next reading of POPC returns the next lower byte. When the two-bit value is 00b, reading POPC returns the least significant byte of the counter and the two-bit value cycles back to 11b. If the POPM bit (PCCON.3) is set, reading the least significant byte will also clear the counter.

22. SPI Memory Loader

The SPI (Serial Peripheral Interface) is a special-purpose interface, completely separate from the I/O ports and the serial ports. Immediately upon power-up or system reset, the microprocessor’s program memory is loaded through the SPI from an SPI-compatible device (e.g., Atmel AT25xxxx). The memory loader uses the SPI pins and some of the Clock pins as described on page 7.

23. Reset Control

This unit can be reset by an external signal (RESET) or by the watchdog timer’s internal signal (WDTS). When either of these signals is held high for two cycles while the oscillator is running, all registers and flip-flops are reset. Immediately after the reset, program memory is loaded via the SPI circuitry (see above).

24. Power Management

Two power-saving modes, IDLE and POWER-DOWN, can be invoked by setting bits in the PCON register.

IDLE

This mode is invoked by setting the IDL bit. The core becomes non-active, reducing power consumption. The CPU, ALU, and memory unit are stopped, but the internal clocks and peripherals continue to run. Serial ports, timers, etc. are active, and memory retains its state. A reset or any interrupt will cause the unit to exit the IDLE mode.

POWER-DOWN

This state is invoked by setting the PD bit. All internal clocking is turned off. Memory retains its state. A reset or any external non-clocked interrupt causes the unit to exit this state. (Internal interrupts require clocking, and will not occur in the POWER-DOWN state.)

25. Device Specifications

25.1. Absolute Maximum Ratings

SYMBOL	PARAMETER	MIN	MAX	UNIT
V_{DDQ}	3.3 V DC Supply Voltage	-0.5	4.6	V
V_{DDQF}	3.3 V DC Filtered Supply Voltage	-0.5	4.6	V
V_{DD}	1.8 V DC Supply Voltage	-0.5	3.5	V
V_{IN}	Input Voltage	-0.5	6.0	V
V_{OUT}	Output Voltage (outputs active)	0	V_{DD} + 0.5	V
	Output Voltage (outputs disabled)	0	6.0	V
T_{STG}	Storage Temperature	-65	150	°C

Absolute maximum ratings are those values beyond which damage to the device may occur. Exposure to conditions beyond those indicated may adversely affect device reliability. Functional operation under absolute maximum ratings is not implied.

25.2. Recommended Operating Conditions

SYMBOL	PARAMETER	MIN	MAX	UNIT
V_{DDQ}	3.3 V DC Supply Voltage	3.0	3.6	V
V_{DDQF}	3.3 V DC Filtered Supply Voltage	3.0	3.6	V
V_{DD}	1.8 V DC Supply Voltage	1.62	1.98	V
V_{IN}	Normal 3.3 Input Voltage	0	3.6	V
	5V Tolerant Input Voltage	0	5.5	V
V_{OUT}	Output Voltage (outputs active)	0	V_{DD}	V
	Output Voltage (outputs disabled)	0	5.5	V
T_J	Junction Temperature	0	125	°C

25.3. DC Characteristics

SYMBOL	PARAMETER	MIN	MAX	UNIT
V_{IH}	Input High Voltage	2.0	–	V
V_{IL}	Input Low Voltage	–	0.8	V
V_{OH}	Output High Voltage	2.4	–	V
V_{OL}	Output Low Voltage	–	0.4	V
I_{OZ}	3-State Output Leakage Current	-10	10	μA

26. Document History

REVISION	DATE	NOTES
Draft 0.1	June 8, 2010	incomplete
1.0	13 October 2011	Advance Data

