



Z86L81/86/98

***28-Pin Low-Voltage
Infrared Microcontrollers***

Product Specification



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Features

Table 1 shows the features of the Z86L81/86/98.

Table 1. Features

Device	ROM (KB)	RAM* (Bytes)	I/O Lines	Voltage Range
Z86L81	24	237	23	2.0 V–3.6 V
Z86L86	32	237	23	2.0 V–3.6 V
Z86L98	64	237	23	2.0 V–3.6 V

Note: *General purpose

- Low power consumption—40 mW (typical)
- Three standby modes
 - Stop—2 μ A (typical)
 - Halt—0.8 mA (typical)
 - Low voltage
- Special architecture to automate both generation and reception of complex pulses or signals:
 - One programmable 8-bit counter/timer with two capture registers and two load registers
 - One programmable 16-bit counter/timer with one 16-bit capture register pair and one 16-bit load register pair
 - Programmable input glitch filter for pulse reception
- Six priority interrupts
 - Three external
 - Two assigned to counter/timers
 - One low-voltage detection interrupt
- Low-voltage detection with flag
- Programmable watch-dog/power-on reset circuits
- Two independent comparators with programmable interrupt polarity
- Mask selectable transistor pull-ups on ports 0, 2, 3



- Programmable mask options
 - Oscillator selection: RC oscillator or crystal/other clock source
 - Oscillator operational mode: normal high-frequency operation enabled or 32-KHz operation enabled
 - Port 0: 0–3 pull-ups
 - Port 0: 4–7 pull-ups
 - Port 2: 0–7 pull-ups
 - Port 3: pull-ups
 - Port 0: 0–3 mouse mode: normal mode ($.5V_{DD}$ input threshold) versus mouse mode ($.4V_{DD}$ input threshold)

► **Note:** The mask option pull-up transistor has a *typical* equivalent resistance of $200\text{ K}\Omega \pm 50\%$ at $V_{CC}=3\text{ V}$ and $450\text{ K}\Omega \pm 50\%$ at $V_{CC}=2\text{ V}$.



General Description

Based on the Z8 MCU single-chip family of IR microcontrollers, the Z86L81/86/98 features 237 bytes of general-purpose RAM and 24/32/64 KB of ROM. The Maxim CMOS microcontrollers offer fast executing, efficient use of memory, sophisticated interrupts, input/output bit manipulation capabilities, automated pulse generation/reception, and internal key-scan pull-up transistors.

The Z86L81/86/98 architecture is based on the Maxim 8-bit microcontroller core with an Expanded Register File to allow access to register-mapped peripherals, input/output (I/O) circuits, and powerful counter/timer circuitry. The Z8 offers a flexible I/O scheme, an efficient register and address space structure, and a number of ancillary features that are useful in many consumer, automotive, computer peripheral, and battery-operated hand-held applications.

There are three basic address spaces available to support a wide range of configurations: Program Memory, Register File, and Expanded Register File. The register file is composed of 256 bytes of RAM. It includes 3 I/O port registers, 16 control and status registers, and 236 general-purpose registers. Register FEh (SPH) can be used as a general-purpose register. The Expanded Register File consists of two additional register groups (F and D).

To unburden the program from coping with such real-time problems as generating complex waveforms or receiving and demodulating complex waveform/pulses, the Z86L81/86/98 offers a new intelligent counter/timer architecture with 8-bit and 16-bit counter/timers (see Figure 1, Figure 2, Figure 3, and Table 3). Also included are a large number of user-selectable modes, and two on-board comparators to process analog signals with separate reference voltages (Figure 9 on page 20).

Power connections use the conventional descriptions listed in Table 2.

Table 2. Power Connections

Connection	Circuit	Device
Power	V_{CC}	V_{DD}
Ground	GND	V_{SS}

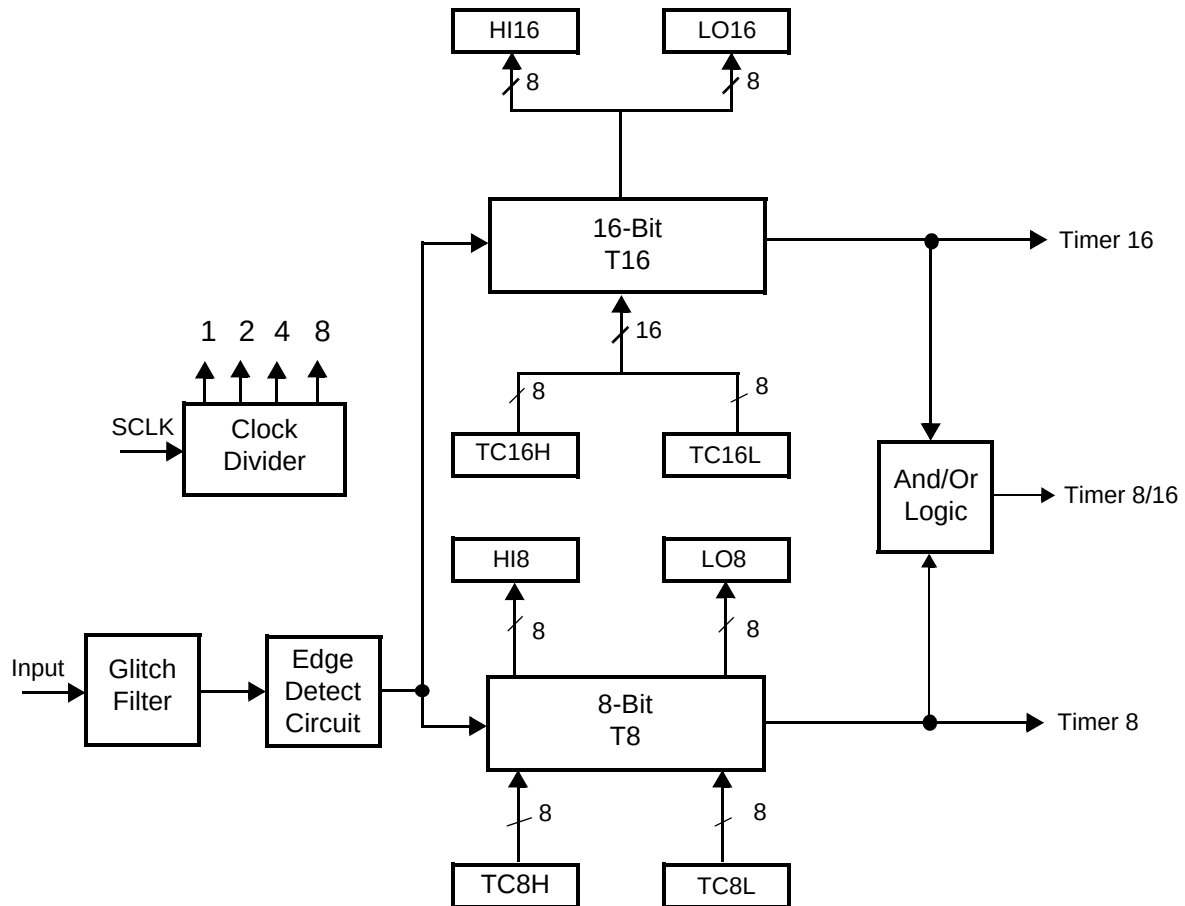


Figure 1. Counter/Timers Diagram

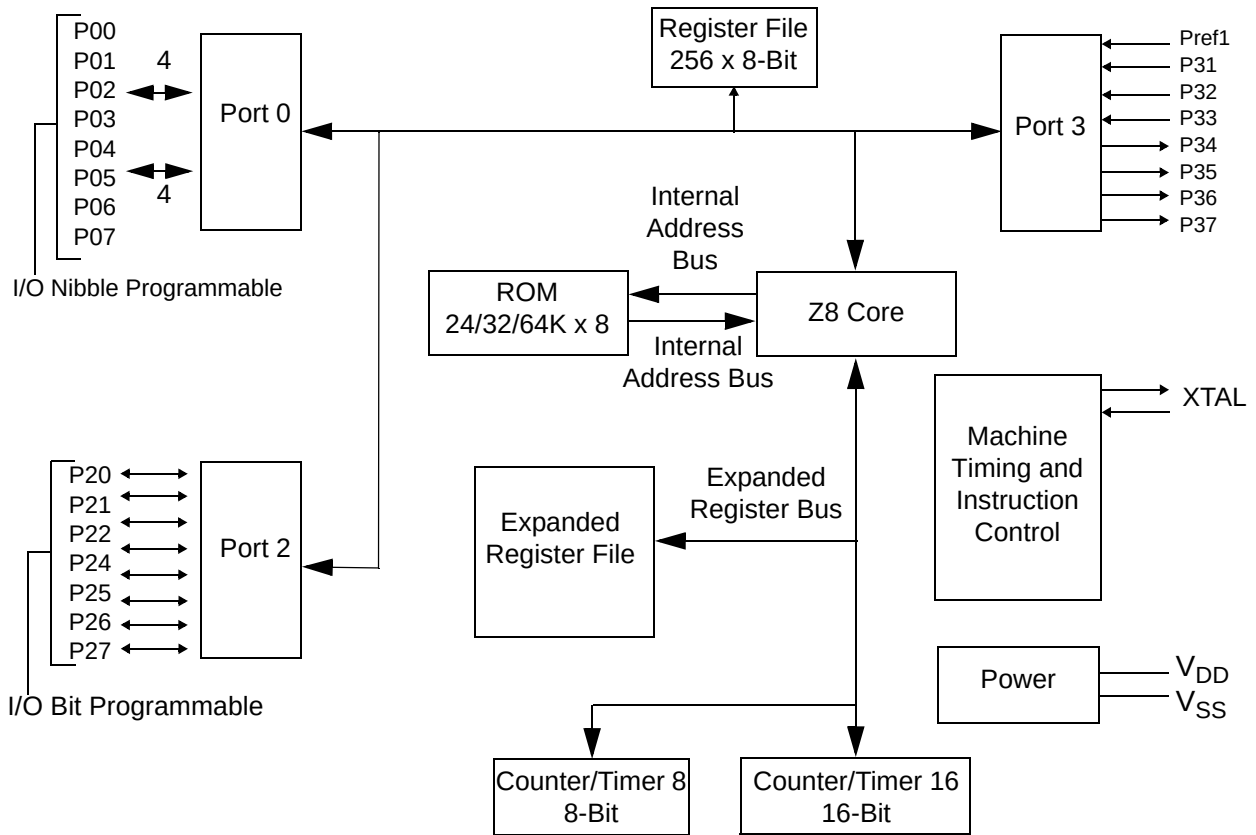


Figure 2. Functional Block Diagram



Pin Description

The pins are shown in Figure 3 and described in Table 3.

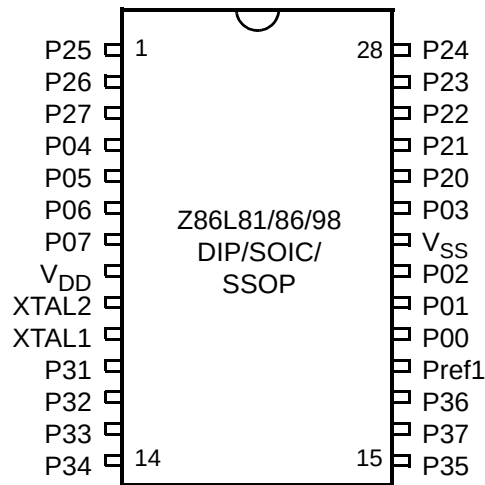


Figure 3. 28-Pin DIP/SOIC/SSOP Pin Assignment

Table 3. 28-Pin DIP, SOIC, and SSOP Pin Identification

28-Pin DIP, SOIC, and SSOP	Standard Mode	Direction	Description
19	P00	Input/Output	Port 0 is Nibble Programmable
20	P01	Input/Output	Port 0-3 can be configured as a
21	P02	Input/Output	mouse/trackball input
23	P03	Input/Output	
4	P04	Input/Output	
5	P05	Input/Output	
6	P06	Input/Output	
7	P07	Input/Output	
24	P20	Input/Output	Port 2 pins are individually
25	P21	Input/Output	configurable as input or output.
26	P22	Input/Output	
27	P23	Input/Output	
28	P24	Input/Output	



Table 3. 28-Pin DIP, SOIC, and SSOP Pin Identification (Continued)

28-Pin DIP, SOIC, and SSOP	Standard Mode	Direction	Description
1	P25	Input/Output	
2	P26	Input/Output	
3	P27	Input/Output	
18	Pref1	Input	Analog Ref Input
11	P31	Input	IRQ2/Modulator input
12	P32	Input	IRQ0
13	P33	Input	IRQ1
14	P34	Output	T8 output
15	P35	Output	T16 output
17	P36	Output	T8/T16 output
16	P37	Output	
10	XTAL1	Input	Crystal, Oscillator Clock
9	XTAL2	Output	Crystal, Oscillator Clock
8	V _{DD}		Power Supply
22	V _{SS}		Ground



Absolute Maximum Ratings

Stresses greater than those listed in Table 4 might cause permanent damage to the device. This rating is a stress rating only. Functional operation of the device at any condition above those indicated in the operational sections of these specifications is not implied. Exposure to absolute maximum rating conditions for an extended period might affect device reliability.

Table 4. Absolute Maximum Ratings

Symbol	Description	Min	Max	Units
V_{CC}	Supply Voltage (*)	-0.3	+7.0	V
T_{STG}	Storage Temperature	-65°	+150°	C
T_A	Oper. Ambient Temperature.		†	C

Notes:

*Voltage on all pins with respect to GND.

†See Ordering Information on page 82.



Standard Test Conditions

The characteristics listed in this product specification apply for standard test conditions as noted. All voltages are referenced to GND. Positive current flows into the referenced pin (see Figure 4).

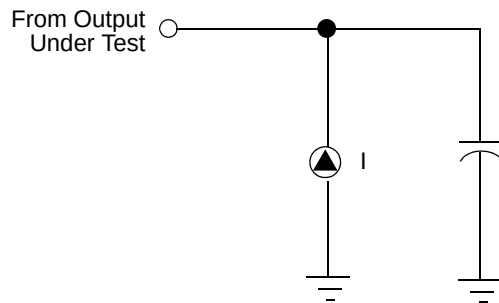


Figure 4. Test Load Diagram

Capacitance

The capacitances are listed in Table 5.

Table 5. Capacitance

Parameter	Max
Input capacitance	12 pF
Output capacitance	12 pF
I/O capacitance	12 pF
Note: $T_A = 25\text{ }^{\circ}\text{C}$, $V_{CC} = \text{GND} = 0\text{ V}$, $f = 1.0\text{ MHz}$, unmeasured pins returned to GND	



DC Characteristics

Table 6 lists the DC characteristics.

Table 6. DC Characteristics

$T_A = 0^{\circ}\text{C to } +70^{\circ}\text{C}$							
Sym	Parameter	V_{CC}	Min	Max	Units	Conditions	Notes
	Max Input Voltage	2.0 V		7	V	$I_{IN} < 250 \mu\text{A}$	
		3.6 V		7	V	$I_{IN} < 250 \mu\text{A}$	
V_{CH}	Clock Input High Voltage	2.0 V	$0.8 V_{CC}$	$V_{CC}+0.3$	V	Driven by External Clock Generator	
		3.6 V	$0.8 V_{CC}$	$V_{CC}+0.3$	V	Driven by External Clock Generator	
V_{CL}	Clock Input Low Voltage	2.0 V	$V_{SS}-0.3$	$0.2 V_{CC}$	V	Driven by External Clock Generator	
		3.6 V	$V_{SS}-0.3$	$0.2 V_{CC}$	V	Driven by External Clock Generator	
V_{IH}	Input High Voltage	2.0 V	$0.7 V_{CC}$	$V_{CC}+0.3$	V		
		3.6 V	$0.7 V_{CC}$	$V_{CC}+0.3$	V		
V_{IL}	Input Low Voltage	2.0 V	$V_{SS}-0.3$	$0.2 V_{CC}$	V		
		3.6 V	$V_{SS}-0.3$	$0.2 V_{CC}$	V		
V_{OH1}	Output High Voltage	2.0 V	$V_{CC}-0.4$		V	$I_{OH} = -0.5 \text{ mA}$	
		3.6 V	$V_{CC}-0.4$		V	$I_{OH} = -0.5 \text{ mA}$	
V_{OH2}	Output High Voltage (P36, P37, P00, P01)	2.0 V	$V_{CC}-0.8$		V	$I_{OH} = -7 \text{ mA}$	
		3.6 V	$V_{CC}-0.8$		V	$I_{OH} = -7 \text{ mA}$	
V_{OL1}	Output Low Voltage	2.0 V		0.4	V	$I_{OL} = 1.0 \text{ mA}$	
		3.6 V		0.4	V	$I_{OL} = 4.0 \text{ mA}$	
V_{OL2*}	Output Low Voltage	2.0 V		0.8	V	$I_{OL} = 5.0 \text{ mA}$	
		3.6 V		0.8	V	$I_{OL} = 7.0 \text{ mA}$	
V_{OL2}	Output Low Voltage (P00, P01, P36, P37)	2.0 V		0.8	V	$I_{OL} = 10 \text{ mA}$	
		3.6 V		0.8	V	$I_{OL} = 10 \text{ mA}$	
V_{OFFSET}	Comparator Input Offset Voltage	2.0 V		25	mV		
		3.6 V		25	mV		
I_{IL}	Input Leakage	2.0 V	-1	1	μA	$V_{IN} = 0 \text{ V}, V_{CC}$	
		3.6 V	-1	1	μA	$V_{IN} = 0 \text{ V}, V_{CC}$	



Table 6. DC Characteristics (Continued)

$T_A = 0^{\circ}\text{C to } +70^{\circ}\text{C}$							
Sym	Parameter	V_{CC}	Min	Max	Units	Conditions	Notes
I_{OL}	Output Leakage	2.0 V	-1	1	μA	$V_{IN} = 0\text{ V}, V_{CC}$	
		3.6 V	-1	1	μA	$V_{IN} = 0\text{ V}, V_{CC}$	
I_{CC}	Supply Current	2.0 V		10	mA	at 8.0 MHz	1, 2
		3.6 V		15	mA	at 8.0 MHz	1, 2
		2.0 V		250	μA	at 32 kHz	1, 2, 3
		3.6 V		850	μA	at 32 kHz	1, 2, 3
I_{CC1}	Standby Current (HALT Mode)	2.0 V		3	mA	$V_{IN} = 0\text{ V}, V_{CC}$ at 8.0 MHz	1, 2
		3.6 V		5	mA	Same as above	1, 2
		2.0 V		2	mA	Clock Divide-by-16 at 8.0 MHz	1, 2
		3.6 V		4	mA	Same as above	1, 2
I_{CC2}	Standby Current (STOP Mode)	2.0 V		8	μA	$V_{IN} = 0\text{ V}, V_{CC}$ WDT is not Running	4, 5, 8
		3.6 V		10	μA	Same as above	4, 5, 8
		2.0 V		500	μA	$V_{IN} = 0\text{ V}, V_{CC}$ WDT is Running	4, 5, 8
		3.6 V		800	μA	Same as above	4, 5, 8
T_{POR}	Power-On Reset	2.0 V	12	75	ms		
		3.6 V	5	20	ms		
V_{BO}	V_{CC} Low Voltage Protection (Reset)			2.0	V	8 MHz max Ext. CLK Freq.	7
V_{LVD}	V_{CC} Low Voltage Detection			2.55	V		

Notes:

1. All outputs unloaded, inputs at rail.
2. $CL1 = CL2 = 100\text{ pF}$.
3. 32-kHz clock driver input.
4. Same as note 1, except inputs at V_{CC} .
5. Oscillator stopped.
6. Not applicable
7. The V_{BO} is measured at room temperature and typically is 1.6 V. V_{BO} increases as the temperature decreases.
8. WDT, Comparators, Low Voltage Detection, and ADC (if applicable) are disabled. The IC might draw more current if any of the about peripherals is enabled.



Additional Timing

Figure 5 and Table 7 describe additional timing characteristics.

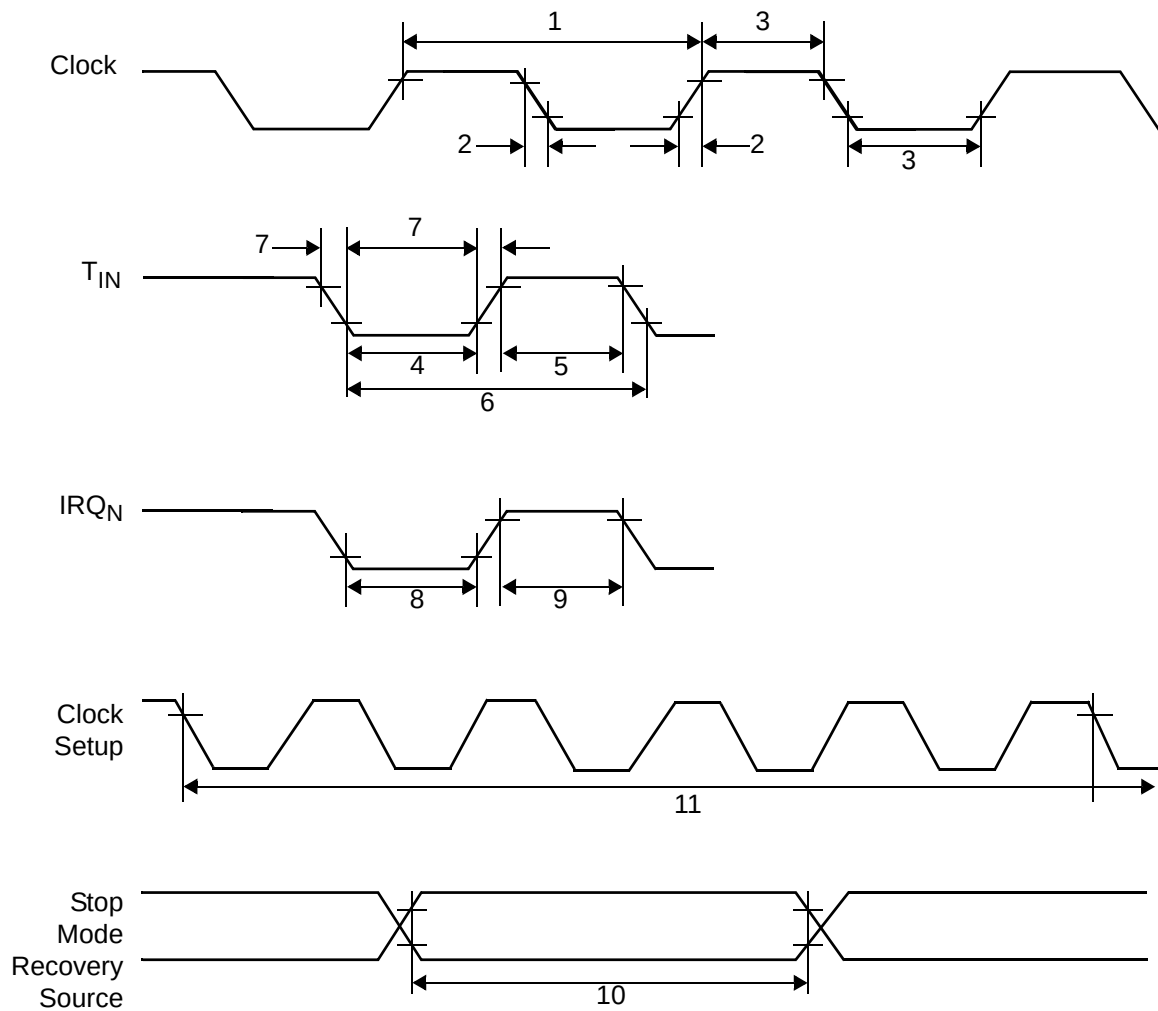


Figure 5. Additional Timing



Table 7. Additional Timing

No	Sym	Parameter	V _{CC}	T _A = 0°C to +70°C 8.0 MHz		Units	Notes	Stop-Mode Recovery (D1, D0)
				Min	Max			
1	TpC	Input Clock Period	2.0 V	121	DC	ns	1	
			3.6 V	121	DC	ns	1	
2	TrC,TfC	Clock Input Rise and Fall Times	2.0 V		25	ns	1	
			3.6 V		25	ns	1	
3	TwC	Input Clock Width	2.0 V	37		ns	1	
			3.6 V	37		ns	1	
4	TwTinL	Timer Input Low Width	2.0 V	100		ns	1	
			3.6 V	70		ns	1	
5	TwTinH	Timer Input High Width	2.0 V	3TpC			1	
			3.6 V	3TpC			1	
6	TpTin	Timer Input Period	2.0 V	8TpC			1	
			3.6 V	8TpC			1	
7	TrTin,TfTin	Timer Input Rise and Fall Timers	2.0 V		100	ns	1	
			3.6 V		100	ns	1	
8A	TwIL	Interrupt Request Low Time	2.0 V	100		ns	1,2	
			3.6 V	70		ns	1,2	
8B	TwIL	Interrupt Request Low Time	2.0 V	5TpC			1,3	
			3.6 V	5TpC			1,3	
9	TwIH	Interrupt Request Input High Time	2.0 V	5TpC			1,2	
			3.6 V	5TpC			1,2	
10	Twsm	Stop-Mode Recovery Width Spec	2.0 V	12		ns		
			3.6 V	12		ns		
11	Tost	Oscillator Start-Up Time	2.0 V		5TpC		4	
			3.6 V		5TpC		4	



Table 7. Additional Timing (Continued)

No	Sym	Parameter	V _{CC}	T _A = 0°C to +70°C 8.0 MHz		Units	Notes	Stop-Mode Recovery (D1, D0)
				Min	Max			
12	Tw _{dt}	Watch-Dog Timer Delay Time						
			2.0 V	12		ms	5	0, 0
			3.6 V	5		ms	5	
			2.0 V	25		ms	5	0, 1
			3.6 V	10		ms	5	
			2.0 V	50		ms	5	1, 0
			3.6 V	20		ms	5	
			2.0 V	200		ms	5	1, 1
			3.6 V	80		ms	5	

Notes:

1. Timing Reference uses 0.9 V_{CC} for a logic 1 and 0.1 V_{CC} for a logic 0.
2. Interrupt request through Port 3 (P33–P31).
3. Interrupt request through Port 3 (P30).
4. SMR – D5 = 0.
5. For internal RC oscillator.



Pin Functions

Standard Mode

XTAL1 Crystal 1 (Time-Based Input)

This pin connects a parallel-resonant crystal, ceramic resonator, LC, or RC network to the on-chip oscillator input. An external single-phase clock to the on-chip oscillator input is also an option.

XTAL2 Crystal 2 (Time-Based Output)

This pin connects a parallel-resonant crystal, ceramic resonant, LC, or RC network to the on-chip oscillator output.

Port 0 (P07–P00)

Port 0 is an 8-bit, bidirectional, CMOS-compatible port (see Figure 6). These eight I/O lines are configured under software control as a nibble I/O port. The output drivers are push-pull or open drain controlled by bit D2 in the PCON register. If one or both nibbles are required for I/O operation, they must be configured by writing to the Port 0 mode register. After a hardware reset, Port 0 is configured as an input port.

A mask option is available to program 0.4 V_{DD} CMOS trip inputs on P00–P03. This option allows direct interface to mouse/trackball IR sensors.

An optional pull-up transistor is available as a mask option on all Port 0 bits with nibble select.

- **Note:** Internal pull-ups are disabled on any given pin or group of port pins when programmed into output mode.

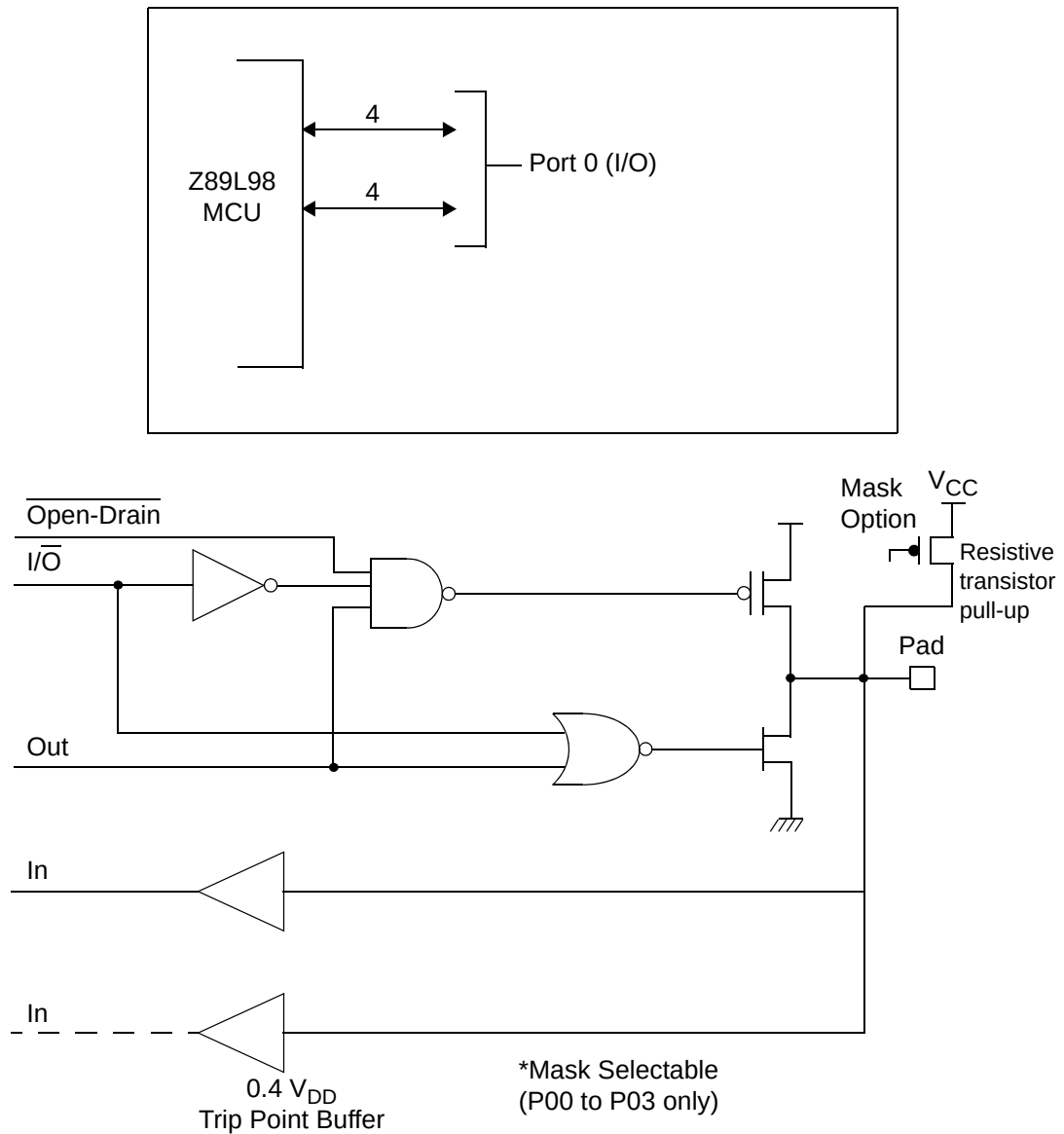


Figure 6. Port 0 Configuration

Port 2 (P27–P20)

Port 2 is an 8-bit, bidirectional, CMOS-compatible I/O port (see Figure 7). These eight I/O lines can be independently configured under software control as inputs or outputs. Port 2 is always available for I/O operation. A mask option is available to connect eight pull-up transistors on this port. Bits programmed as outputs are



globally programmed as either push-pull or open-drain. The POR resets with the eight bits of Port 2 configured as inputs.

Port 2 also has an 8-bit input OR and AND gate, which can be used to wake up the part. P20 can be programmed to access the edge-detection circuitry in demodulation mode.

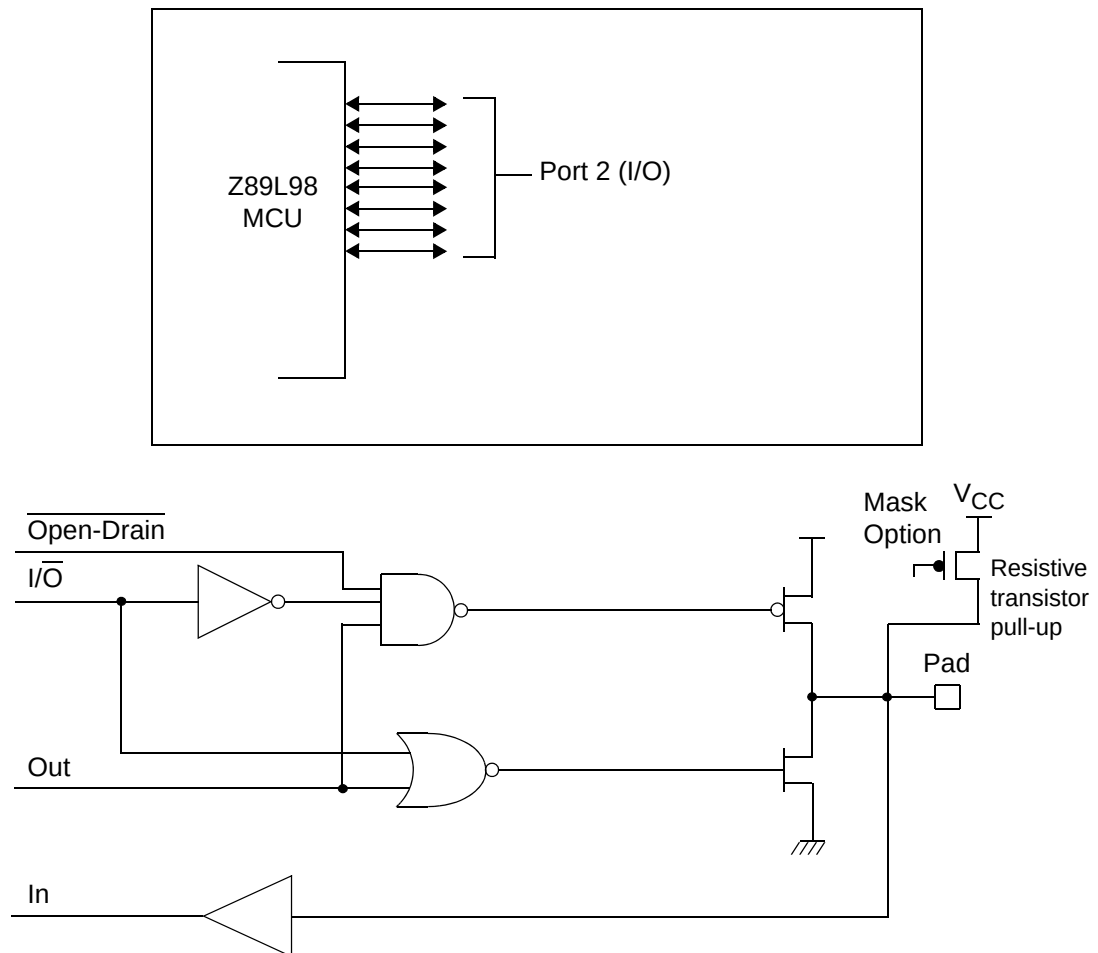


Figure 7. Port 2 Configuration

Port 3 (P37–P31)

Port 3 is a 7-bit, CMOS-compatible fixed I/O port (see Figure 8). Port 3 consists of three fixed input (P33–P31) and four fixed output (P37–P34), and each can be configured under software control for interrupt and output from the counter/timers. P31, P32, and P33 are standard CMOS inputs; P34, P35, P36 and P37 are push-pull outputs.

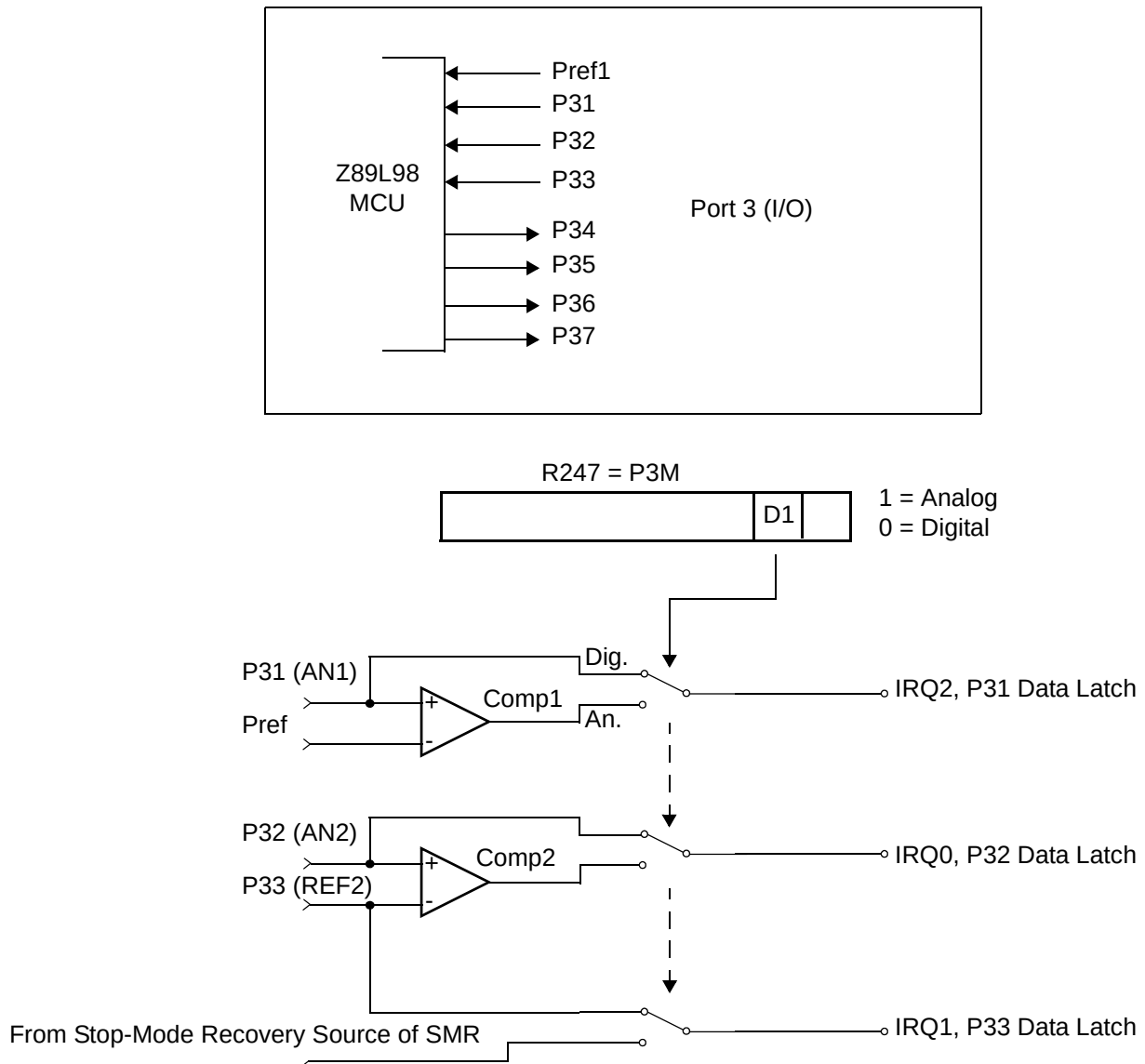


Figure 8. Port 3 Configuration

Two on-board comparators process analog signals on P31 and P32, with reference to the voltage on Pref1 and P33. The analog function is enabled by programming the Port 3 Mode Register (bit 1). P31 and P32 are programmable as rising, falling, or both edge triggered interrupts (IRQ register bits 6 and 7). Pref1 and P33 are the comparator reference voltage inputs. Access to the Counter Timer edge-detection circuit is through P31 or P20 (see "CTR1 Register Description" on page 32). Other edge detect and IRQ modes are described in Table 8.



Table 8. Pin Assignments

Pin	I/O	C/T	Comp.	Int.
Pref1			RF1	
P31	IN	IN	AN1	IRQ2
P32	IN		AN2	IRQ0
P33	IN		RF2	IRQ1
P34	OUT	T8	AO1	
P35	OUT	T16		
P36	OUT	T8/16		
P37	OUT		AO2	
P20	I/O	IN		

Port 3 also provides output for each of the counter/timers and the AND/OR Logic (see Figure 9). Control is performed by programming bits D5-D4 of CTR1, bit 0 of CTR0 and bit 0 of CTR2.

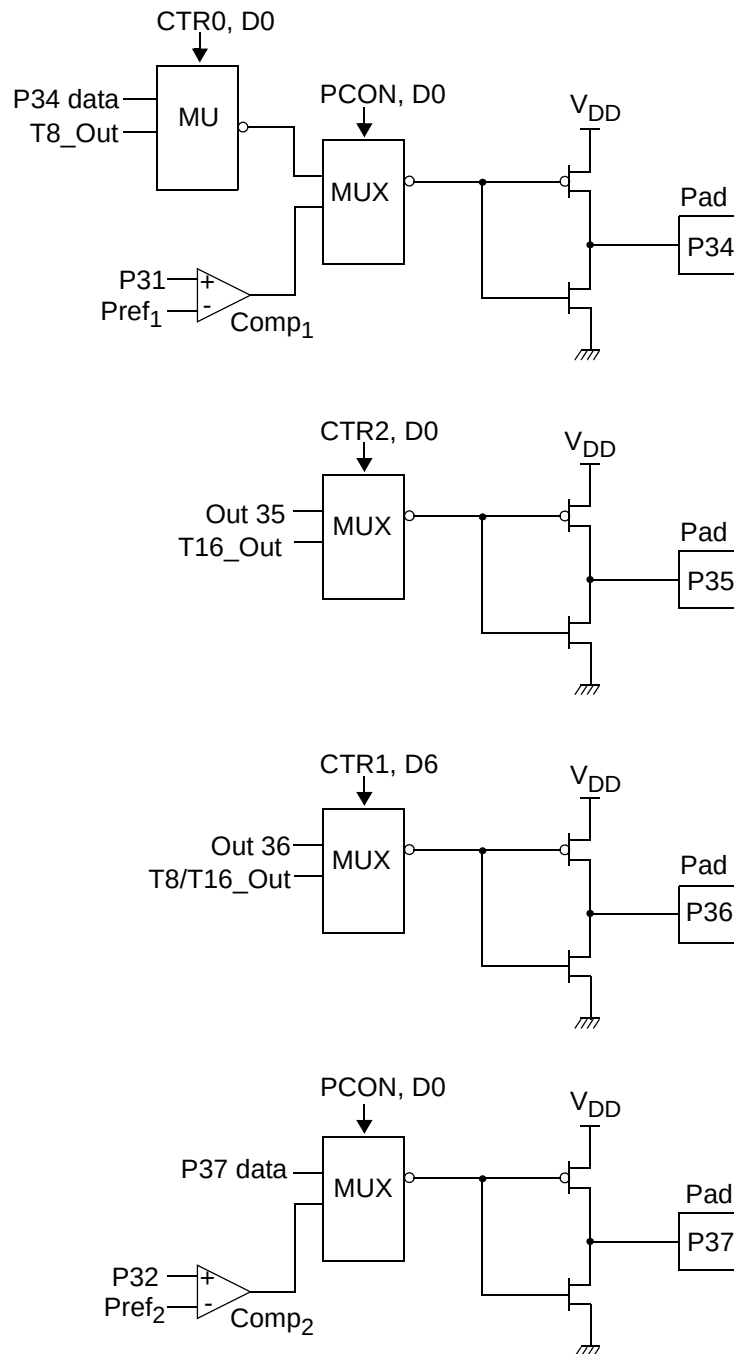


Figure 9. Port 3 Counter/Timer Output Configuration



Comparator Inputs

In analog mode, P31 and P32 have a comparator front end. The comparator reference is supplied to P33 and Pref1. In this mode, the P33 internal data latch and its corresponding IRQ1 is diverted to the SMR sources (excluding P31, P32, and P33) as indicated in Figure 8 on page 18. In digital mode, P33 is used as D3 of the Port 3 input register, which then generates IRQ1.

- **Note:** Comparators are powered down by entering Stop Mode. For P31–P33 to be used in a Stop-Mode Recovery source, these inputs must be placed into digital mode.

Comparator Outputs

These outputs can be programmed to be output on P34 and P37 through the PCON register.

Functional Description

The Z86L81/86/98 incorporates special functions to enhance the Z8's functionality in consumer and battery-operated applications.

Program Memory

The Z86L81/86/98 family addresses 24/32/64 KB of internal program memory. The first twelve bytes are reserved for interrupt vectors. These locations contain the five 16-bit vectors, which correspond to the five available interrupts.

RAM

The Z86L81/86/98 device has 237 bytes of RAM, which make up the register file. See Figure 10.

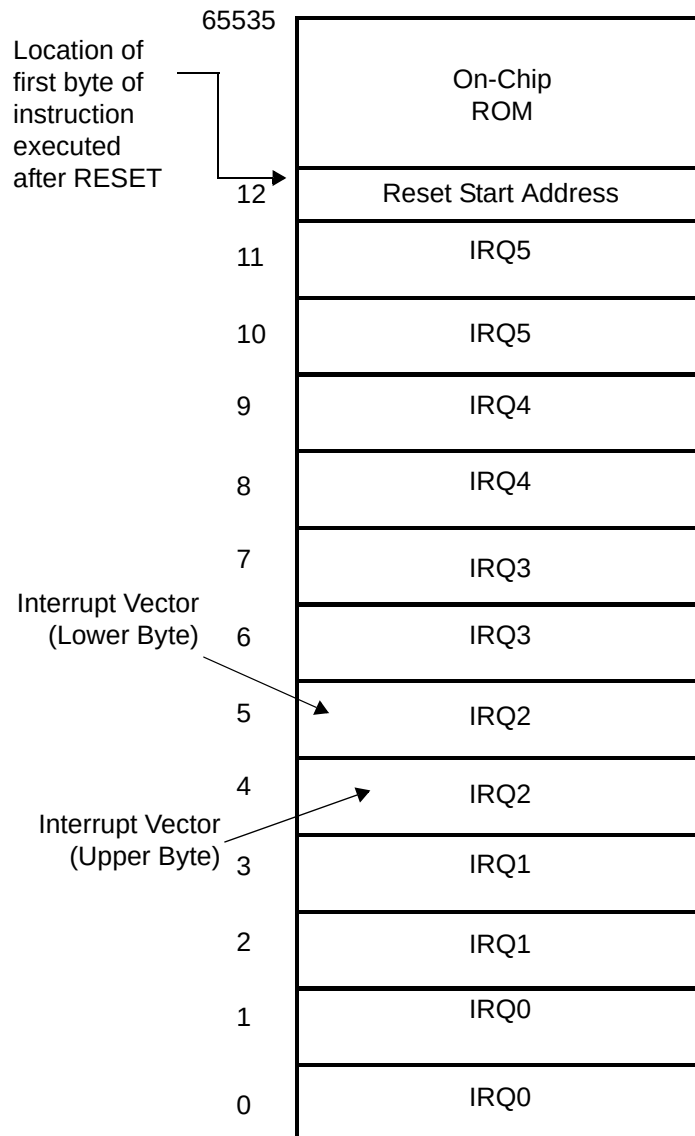


Figure 10. Program Memory Map (64 KB ROM)



Expanded Register File

The register file has been expanded to allow for additional system control registers, and for mapping of additional peripheral devices into the register address area. The Z8 register address space R0 through R15 has been implemented as 16 banks, with 16 registers per bank. These register groups are known as the ERF (Expanded Register File). Bits 7–4 of register RP select the working register group. Bits 3–0 of register RP select the expanded register file bank.

- **Note:** An expanded register bank is also referred to as an expanded register group (see Figure 11).

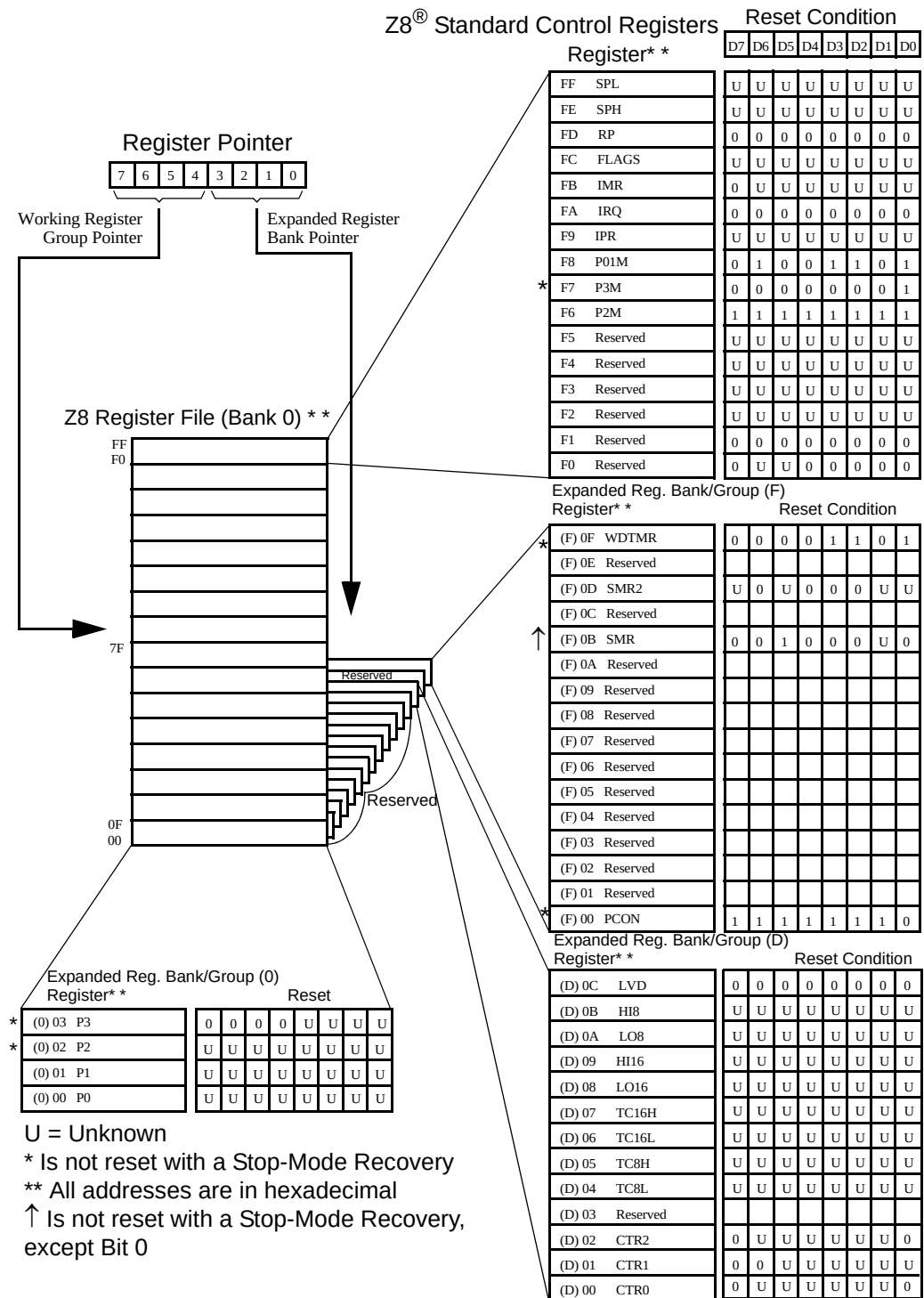


Figure 11. Expanded Register File Architecture



The upper nibble of the register pointer (see Figure 12) selects which working register group, of 16 bytes in the register file, is accessed out of the possible 256. The lower nibble selects the expanded register file bank and, in the case of the Z86L81/86/98 family, banks 0, F, and D are implemented. A 0h in the lower nibble allows the normal register file (bank 0) to be addressed, but any other value from 1h to Fh exchanges the lower 16 registers to an expanded register bank.

R253 RP

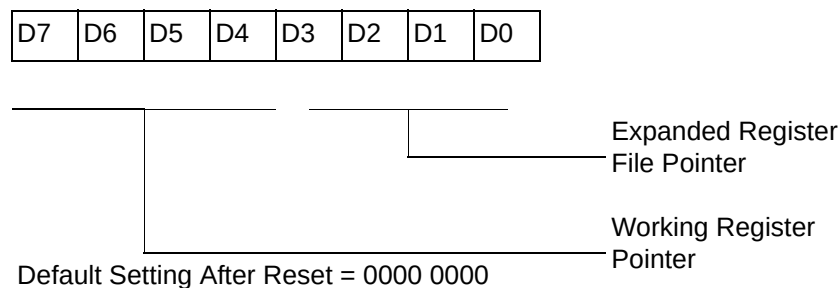


Figure 12. Register Pointer

Example: Z86L81/86/98: (See Figure 11 on page 24)

R253 RP = 00h
R0 = Port 0
R1 = Port 1
R2 = Port 2
R3 = Port 3

But if:

R253 RP = 0Dh
R0 = CTRL0
R1 = CTRL1
R2 = CTRL2
R3 = Reserved

The counter/timers are mapped into ERF group D. Access is easily performed using the following:

```
LD    RP, #0Dh      ; Select ERF D for access to bank D
      (working register group 0)
LD    R0, #xx        ; load CTRL0
LD    1, #xx         ; load CTRL1
LD    R1, 2          ; CTRL2→CTRL1
```



```
LD    RP, #0Dh    ; Select ERF D for access to bank D
      (working register group 0)
LD    RP, #7Dh    ; Select expanded register bank D and working
      register group 7 of bank 0 for access.
LD    71h, 2      ; CTRL2→register 71h
LD    R1, 2       ; CTRL2→register 71h
```

Register File

The register file (bank 0) consists of 4 I/O port registers, 237 general-purpose registers, and 16 control and status registers (R0–R3, R4–R239, and R240–R255, respectively). Additionally, there are two expanded registers groups in Banks D (see Table 9) and F. Instructions can access registers directly or indirectly through an 8-bit address field, thereby allowing a short, 4-bit register address to use the Register Pointer (Figure 13). In the 4-bit mode, the register file is divided into 16 working register groups, each occupying 16 continuous locations. The Register Pointer addresses the starting location of the active working register group.

Counter/Timer Register Description

Table 9. Expanded Register Group D

(D)0Ch	LVD
(D)0Bh	HI8
(D)0Ah	LO8
(D)09h	HI16
(D)08h	LO16
(D)07h	TC16H
(D)06h	TC16L
(D)05h	TC8H
(D)04h	TC8L
(D)03h	Reserved
(D)02h	CTR2
(D)01h	CTR1
(D)00h	CTR0

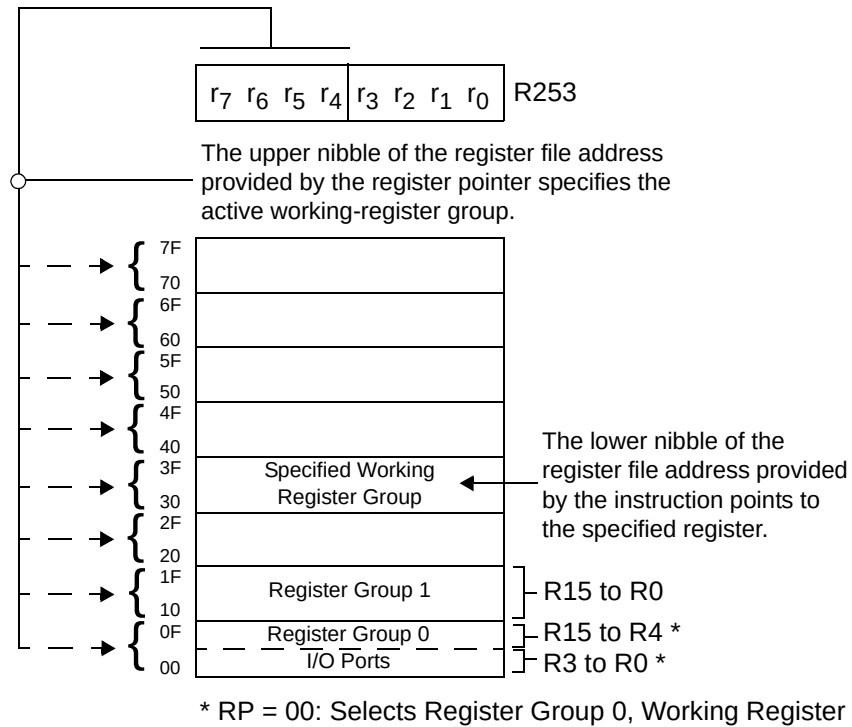


Figure 13. Register Pointer—Detail

- **Note:** Working register group E0–EF can only be accessed through working registers and indirect addressing modes.

Stack

The Z86L81/86/98 internal register file is used for the stack. An 8-bit Stack Pointer (R255) is used for the internal stack that resides in the general-purpose registers (R4–R239). SPH is used as a general-purpose register only when using internal stacks.

- **Note:** When SPH is used as a general-purpose register, and Port 0 is in address mode, the contents of SPH are loaded into Port 0 whenever the internal stack is accessed.



Register Description

LVD (D) 0Ch. Low-Voltage Detection Register

Bit 0 enables/disables the Low-Voltage Detection Circuit. Bit 1 flags if low voltage is detected. Interrupt 5 is triggered when the flag bit is set, given that IRQ5 is not masked.

► **Note:** The LVD flag will be valid after enabling the detection for 20 μ S (design estimation, not tested in production). LVD does not work at STOP mode. It must be disabled during STOP mode in order to reduce current.

Field	Bit Position			Description
LVD	765432--			Reserved No Effect
	-----1-	R	1 0*	LV flag set LV flag reset
	-----0	R/W	1 0*	Enable LVD Disable LVD

Note:

*Default after POR

HI8(D)0Bh

This register holds the captured data from the output of the 8-bit Counter/Timer0. Typically, this register is used to hold the number of counts when the input signal is 1.

Field	Bit Position		Description
T8_Capture_HI	76543210	R W	Captured Data No Effect

L08(D)0Ah

This register holds the captured data from the output of the 8-bit Counter/Timer0. Typically, this register is used to hold the number of counts when the input signal is 0.

Field	Bit Position		Description
T8_Capture_L0	76543210	R W	Captured Data No Effect



HI16(D)09h

This register holds the captured data from the output of the 16-bit Counter/Timer16, while also holding the MS-Byte of the data.

Field	Bit Position	Description
T16_Capture_HI	76543210	R Captured Data W No Effect

L016(D)08h

This register holds the captured data from the output of the 16-bit Counter/Timer16, while also holding the LS-Byte of the data.

Field	Bit Position	Description
T16_Capture_LO	76543210	R Captured Data W No Effect

TC16H(D)07h

Counter/Timer2 MS-Byte Hold Register.

Field	Bit Position	Description
T16_Data_HI	76543210	R/W Data

TC16L(D)06h

Counter/Timer2 LS-Byte Hold Register.

Field	Bit Position	Description
T16_Data_LO	76543210	R/W Data

TC8H(D)05h

Counter/Timer8 High Hold Register.

Field	Bit Position	Description
T8_Level_HI	76543210	R/W Data



TC8L(D)04h

Counter/Timer8 Low Hold Register.

Field	Bit Position	Description
T8_Level_LO	76543210	R/W Data

CTR0 Counter/Timer8 Control Register

Table 10 lists and briefly describes the fields for this register.

Table 10. CTR0 (D)00 Counter/Timer8 Control Register

Field	Bit Position	Value	Description
T8_Enable	7-----	R	0*
			1
		W	0
			1
Single/Modulo-N	-6-----	R/W	0
			1
Time_Out	--5-----	R	0
			1
		W	0
			1
T8_Clock	---43---	R/W	00
			01
			10
			11
Capture_INT_MASK	-----2--	R/W	0
			1
Counter_INT_Mask	-----1-	R/W	0
			1
P34_Out	-----0	R/W	0*
			1

Note:

*Indicates the value upon Power-On Reset.

T8 Enable

This field enables T8 when set (written) to 1.



Single/Modulo-N

When set to 0 (modulo-N), the counter reloads the initial value when the terminal count is reached. When set to 1 (single pass), the counter stops when the terminal count is reached.

Timeout

This bit is set when T8 times out (terminal count reached). To reset this bit, a 1 should be written to its location.



Caution: Writing a 1 is the only way to reset the Terminal Count status condition. Therefore, reset this bit before using/enabling the counter/timers.

The first clock of T8 might not feature complete clock width and can occur any time when enabled.



Note: Care must be taken when using the OR or AND commands to manipulate CTR0, bit 5 and CTR1, bits 0 and 1 (Demodulation Mode). These instructions use a Read-Modify-Write sequence in which the current status from the CTR0 and CTR1 registers is ORed or ANDed with the designated value and then written back into the registers.

Example

When the status of bit 5 is 1, a timer reset condition occurs.

T8 Clock

This bit defines the frequency of the input signal to T8.

Capture_INT_Mask

Set this bit to allow an interrupt when data is captured into either LO8 or HI8 upon a positive or negative edge detection in demodulation mode.

Counter_INT_Mask

Set this bit to allow an interrupt when T8 has a timeout.

P34_Out

This bit defines whether P34 is used as a normal output pin or the T8 output.



CTR1(D)01h

This register controls the functions in common with the T8 and T16.

CTR1 Register Description

Table 11 lists and briefly describes the fields for this register.

Table 11. CTR(D)01h Register Descriptions

Field	Bit Position		Value	Description
Mode	7-----	R/W	0*	Transmit Mode Demodulation Mode
P36_Out/ Demodulator_Input	-6-----	R/W	0* 1 0 1	Transmit Mode Port Output T8/T16 Output Demodulation Mode P31 P20
T8/T16_Logic/ Edge_Detect	--54----	R/W	00 01 10 11 00 01 10 11	Transmit Mode AND OR NOR NAND Demodulation Mode Falling Edge Rising Edge Both Edges Reserved
Transmit_Submode/ Glitch_Filter	----32--	R/W	00 01 10 11 00 01 10 11	Transmit Mode Normal Operation Ping-Pong Mode T16_Out = 0 T16_Out = 1 Demodulation Mode No Filter 4 SCLK Cycle 8 SCLK Cycle Reserved
Initial_T8_Out/ Rising Edge	-----1-	R/W R W	0 1 0 1 0 1	Transmit Mode T8_OUT is 0 Initially T8_OUT is 1 Initially Demodulation Mode No Rising Edge Rising Edge Detected No Effect Reset Flag to 0



Table 11. CTR(D)01h Register Descriptions (Continued)

Field	Bit Position		Value	Description
Initial_T16_Out/ Falling_Edge	-----0	R/W	0	Transmit Mode
			1	T16_OUT is 0 Initially
		R	0	T16_OUT is 1 Initially
			1	Demodulation Mode
		W	0	No Falling Edge
			1	Falling Edge Detected
			0	No Effect
			1	Reset Flag to 0

Note:

*Default upon Power-On Reset

Mode

If it is 0, the counter/timers are in the transmit mode; otherwise, they are in the demodulation mode.

P36_Out/Demodulator_Input

In Transmit Mode, this bit defines whether P36 is used as a normal output pin or the combined output of T8 and T16.

In Demodulation Mode, this bit defines whether the input signal to the Counter/ Timers is from P20 or P31.

T8/T16_Logic/Edge _Detect

In Transmit Mode, this field defines how the outputs of T8 and T16 are combined (AND, OR, NOR, NAND).

In Demodulation Mode, this field defines which edge should be detected by the edge detector.

Transmit_Submode/Glitch Filter

In Transmit Mode, this field defines whether T8 and T16 are in the Ping-Pong mode or in independent normal operation mode. Setting this field to “Normal Operation Mode” terminates the “Ping-Pong Mode” operation. When set to 10, T16 is immediately forced to a 0; a setting of 11 forces T16 to output a 1.

In Demodulation Mode, this field defines the width of the glitch that must be filtered out.

Initial_T8_Out/Rising_Edge

In Transmit Mode, if 0, the output of T8 is set to 0 when it starts to count. If 1, the output of T8 is set to 1 when it starts to count. When the counter is not enabled and this bit is set to 1 or 0, T8_OUT is set to the opposite state of this bit. This



measure ensures that when the clock is enabled, a transition occurs to the initial state set by CTR1, D1.

In Demodulation Mode, this bit is set to 1 when a rising edge is detected in the input signal. In order to reset it, a 1 should be written to this location.

Initial_T16 Out/Falling _Edge

In Transmit Mode, if it is 0, the output of T16 is set to 0 when it starts to count. If it is 1, the output of T16 is set to 1 when it starts to count. This bit is effective only in Normal or Ping-Pong Mode (CTR1, D3, D2). When the counter is not enabled and this bit is set, T16_OUT is set to the opposite state of this bit. This measure ensures that when the clock is enabled, a transition occurs to the initial state set by CTR1, D0.

In Demodulation Mode, this bit is set to 1 when a falling edge is detected in the input signal. In order to reset it, a 1 should be written to this location.

► **Note:** Modifying CTR1, (D1 or D0) while the counters are enabled causes unpredictable output from T8/16_OUT.

CTR2 Counter/Timer 16 Control Register

Table 12 lists and briefly describes the fields for this register.

Table 12. CTR2 (D)02h: Counter/Timer16 Control Register

Field	Bit Position		Value	Description
T16_Enable	7-----	R	0*	Counter Disabled
			1	Counter Enabled
		W	0	Stop Counter
			1	Enable Counter
Single/Modulo-N	-6-----	R/W	0	Transmit Mode
			1	Modulo-N
			0	Single Pass
			1	Demodulation Mode
Time_Out	--5-----	R	0	T16 Recognizes Edge
			1	T16 Does Not Recognize Edge
		W	0	No Counter Timeout
			1	Counter Timeout Occurred
			0	No Effect
			1	Reset Flag to 0



Table 12. CTR2 (D)02h: Counter/Timer16 Control Register (Continued)

Field	Bit Position		Value	Description
T16_Clock	---43---	R/W	00	SCLK
			01	SCLK/2
			10	SCLK/4
			11	SCLK/8
Capture_INT_Mask	-----2--	R/W	0	Disable Data Capture Int.
			1	Enable Data Capture Int.
Counter_INT_Mask	-----1-	R/W	0	Disable Timeout Int. Enable Timeout Int.
P35_Out	-----0	R/W	0*	P35 as Port Output
			1	T16 Output on P35

Note:

*Indicates the value upon Power-On Reset.

T16_Enable

This field enables T16 when set to 1.

Single/Modulo-N

In Transmit Mode, when set to 0, the counter reloads the initial value when terminal count is reached. When set to 1, the counter stops when the terminal count is reached.

In Demodulation Mode, when set to 0, T16 captures and reloads on detection of all the edges. When set to 1, T16 captures and detects on the first edge, but ignores the subsequent edges. For details, see the description of T16 Demodulation Mode on page 45.

Time_Out

This bit is set when T16 times out (terminal count reached). To reset the bit, write a 1 to this location.

T16_Clock

This bit defines the frequency of the input signal to Counter/Timer16.

Capture_INT_Mask

This bit is set to allow an interrupt when data is captured into LO16 and HI16.



Counter_INT_Mask

This bit is set to allow an interrupt when T16 times out.

P35_Out

This bit defines whether P35 is used as a normal output pin or T16 output.

SMR2 Stop-Mode Recovery Register 2

Table 13 lists and briefly describes the fields for this register.

Table 13. SMR2(F)0Dh: Stop-Mode Recovery Register 2

Field	Bit Position		Value	Description
Reserved	7-----		0	Reserved (Must be 0)
Recovery Level	-6-----	W	0* 1	Low High
Reserved	--5-----		0	Reserved (Must be 0)
Source	---432--	W	000* 001 010 011 100 101 110 111	A. POR Only B. NAND of P23–P20 C. NAND of P27–P20 D. NOR of P33–P31 E. NAND of P33–P31 F. NOR of P33–P31, P00, P07 G. NAND of P33–P31, P00, P07 H. NAND of P33–P31, P22–P20
Reserved	-----10		00	Reserved (Must be 0)

Notes:

* Indicates the value upon Power-On Reset

Counter/Timer Functional Blocks

Input Circuit

The edge detector monitors the input signal on P31 or P20. Based on CTR1 D5–D4, a pulse is generated at the Pos Edge or Neg Edge line when an edge is detected. Glitches in the input signal that have a width less than specified (CTR1 D3, D2) are filtered out (see Figure 14).

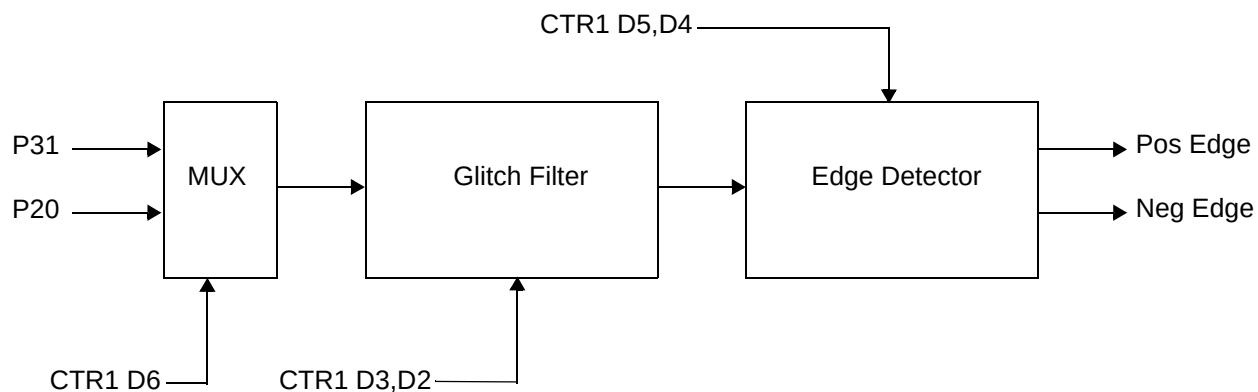


Figure 14. Glitch Filter Circuitry

T8 Transmit Mode

Before T8 is enabled, the output of T8 depends on CTR1, D1. If it is 0, T8_OUT is 1; if it is 1, T8_OUT is 0. See Figure 15.

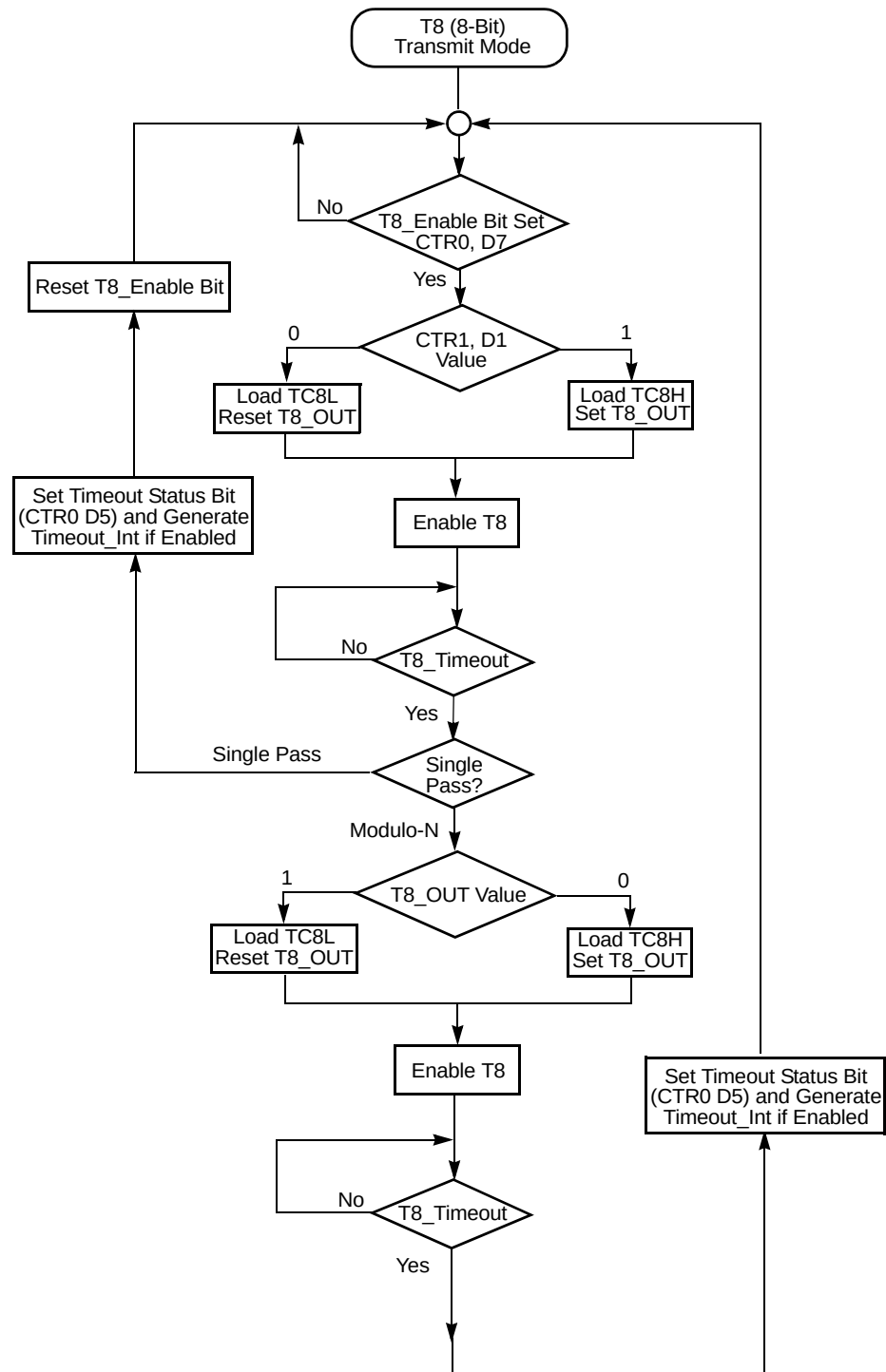


Figure 15. Transmit Mode Flowchart



When T8 is enabled, the output T8_OUT switches to the initial value (CTR1, D1). If the initial value (CTR1, D1) is 0, TC8L is loaded; otherwise, TC8H is loaded into the counter. In Single-Pass Mode (CTR0, D6), T8 counts down to 0 and stops, T8_OUT toggles, the timeout status bit (CTR0, D5) is set, and a timeout interrupt can be generated if it is enabled (CTR0, D1). In Modulo-N Mode, upon reaching terminal count, T8_OUT is toggled, but no interrupt is generated. From that point, T8 loads a new count (if the T8_OUT level now is 0), TC8L is loaded; if it is 1, TC8H is loaded. T8 counts down to 0, toggles T8_OUT, sets the timeout status bit (CTR0, D5) and generates an interrupt if enabled (CTR0, D1). One cycle is thus completed. T8 then loads from TC8H or TC8L according to the T8_OUT level, and repeats the cycle. See Figure 16.

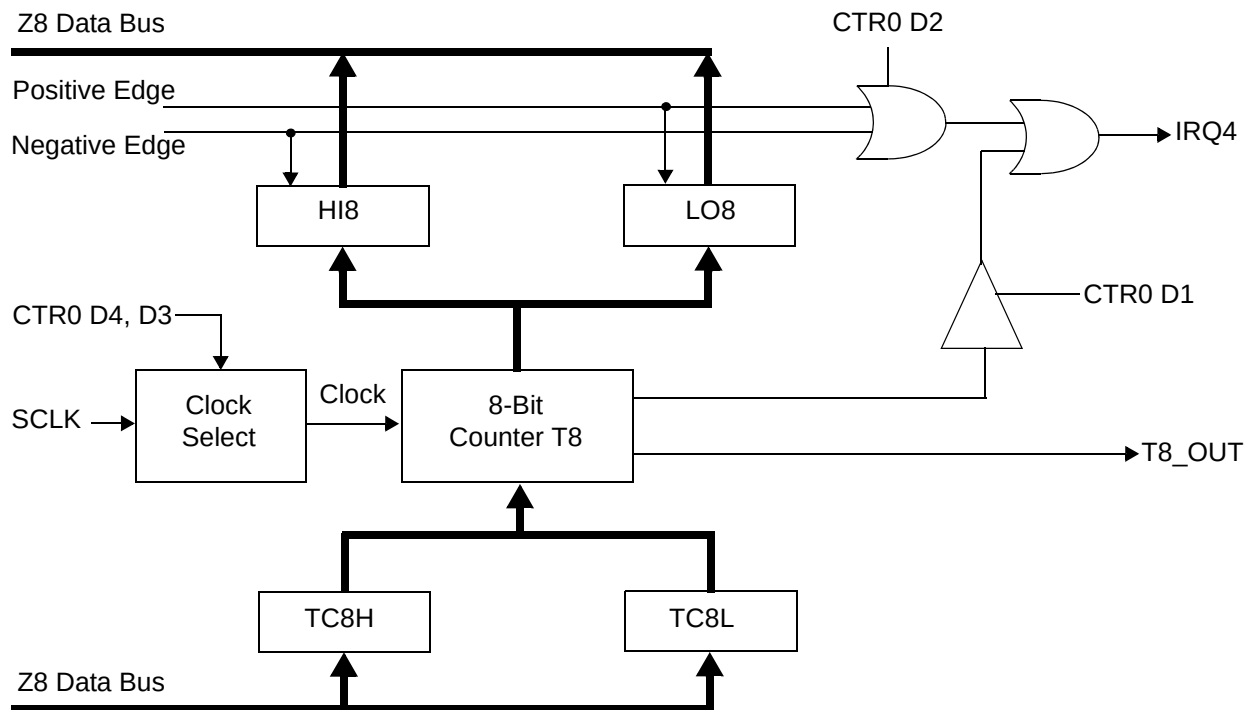


Figure 16. 8-Bit Counter/Timer Circuits

You can modify the values in TC8H or TC8L at any time. The new values take effect when they are loaded.



Caution: Do not write these registers at the time the values are to be loaded into the counter/timer to ensure known operation. An



initial count of "1" is not allowed (a non-function occurs). An initial count of "0" causes TC8 to count from 0 to FFh to FEh.

► **Note:** The letter h is used for hexadecimal values.

Transition from 0 to FFh is not a timeout condition.



Caution: Using the same instructions for stopping the counter/timers and setting the status bits is not recommended.

Two successive commands are necessary. First, the counter/timers must be stopped. Second, the status bits must be reset. These commands are required because it takes one counter/timer clock interval for the initiated event to actually occur. See Figure 17 and Figure 18.

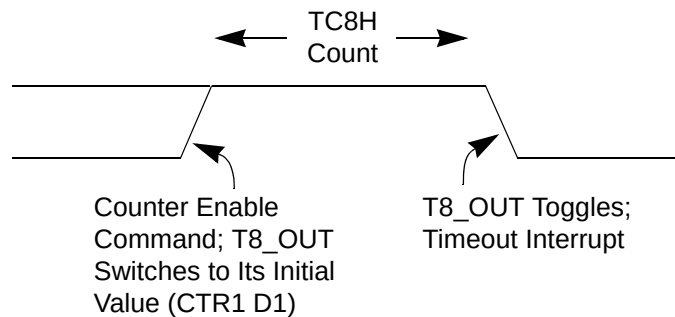


Figure 17. T8_OUT in Single-Pass Mode

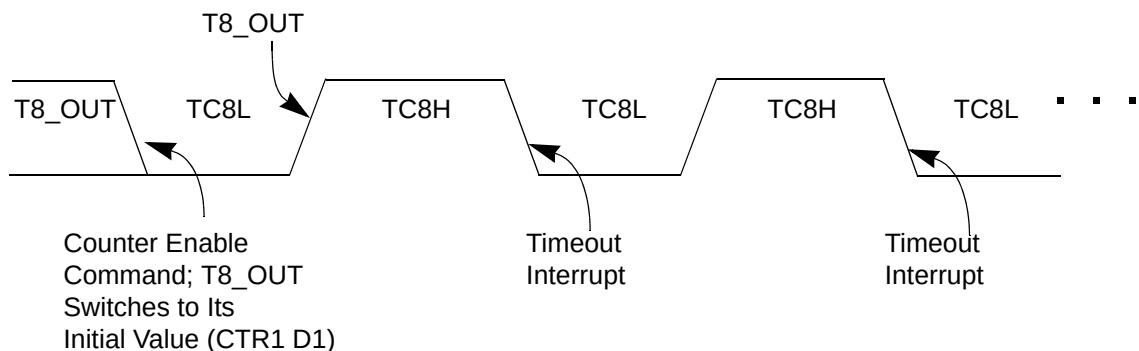


Figure 18. T8_OUT in Modulo-N Mode



T8 Demodulation Mode

Program TC8L and TC8H to `FFh`. After T8 is enabled, when the first edge (rising, falling, or both depending on CTR1, D5; D4) is detected, it starts to count down. When a subsequent edge (rising, falling, or both depending on CTR1, D5; D4) is detected during counting, the current value of T8 is complemented and put into one of the capture registers. If it is a positive edge, data is put into LO8, if negative edge, HI8. One of the edge detect status bits (CTR1, D1; D0) is set, and an interrupt can be generated if enabled (CTR0, D2). Meanwhile, T8 is loaded with `FFh` and starts counting again. If T8 reaches 0, the timeout status bit (CTR0, D5) is set, an interrupt can be generated if enabled (CTR0, D1), and T8 continues counting from `FFh` (see Figure 19 and Figure 20).

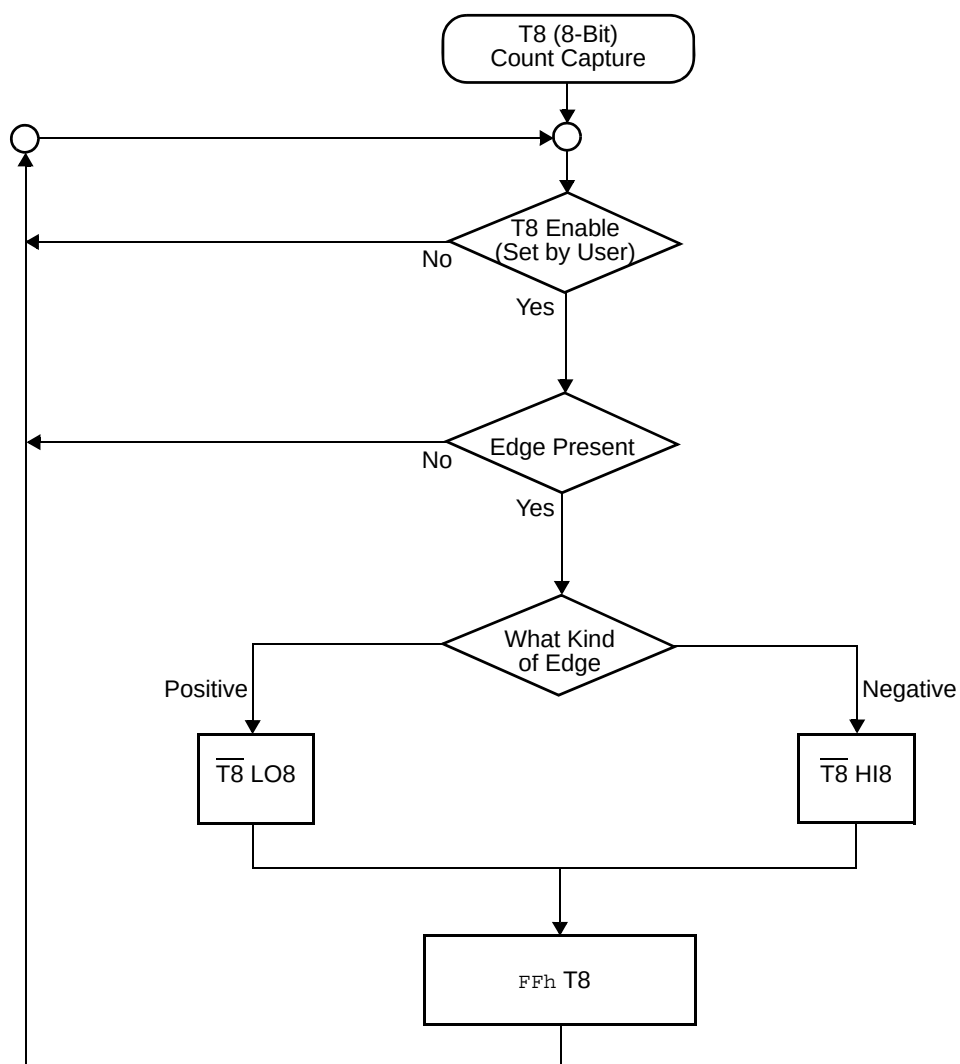


Figure 19. Demodulation Mode Count Capture Flowchart

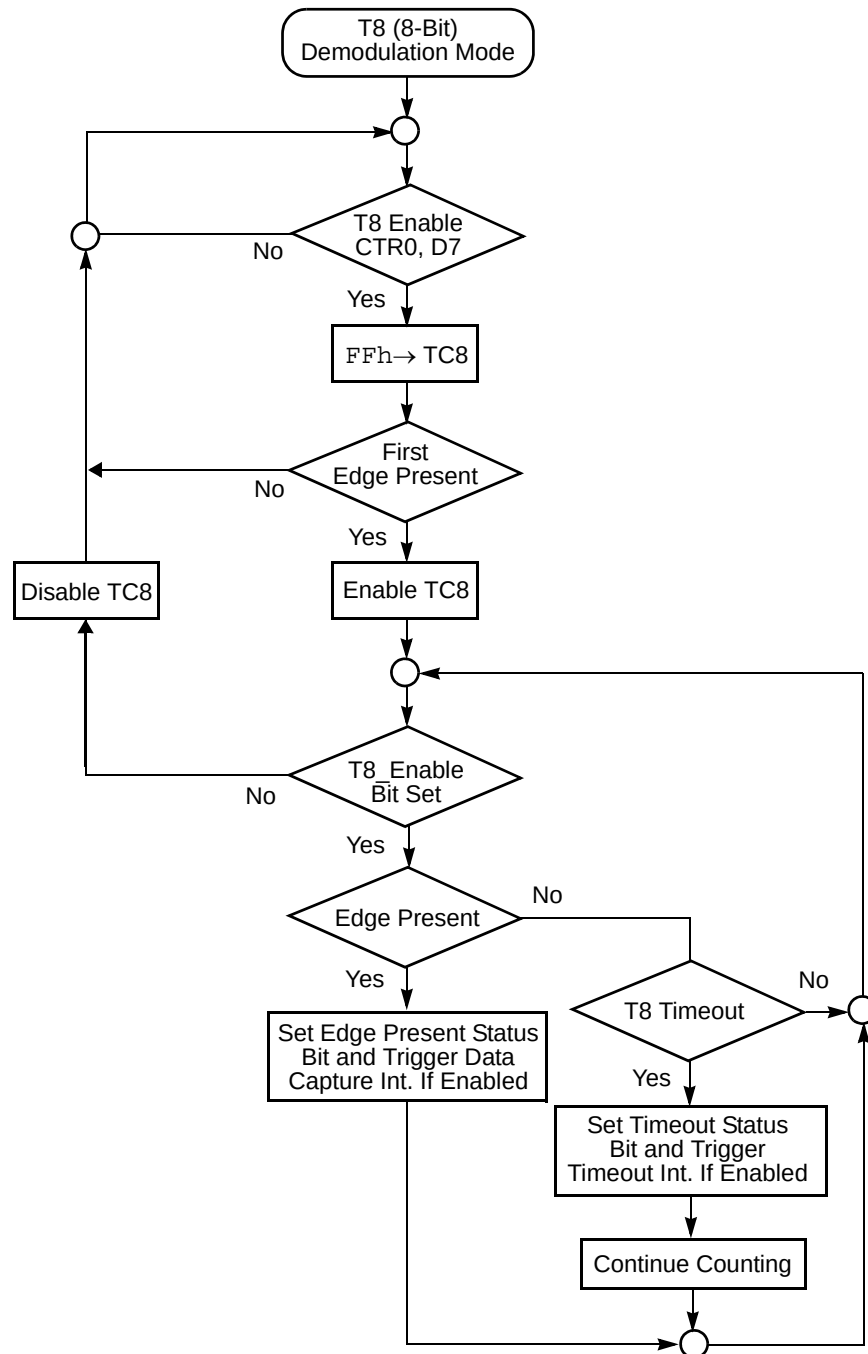


Figure 20. Demodulation Mode Flowchart



T16 Transmit Mode

In Normal or Ping-Pong Mode, the output of T16 when not enabled, is dependent on CTR1, D0. If the result is a 0, T16_OUT is a 1; if it is a 1, T16_OUT is 0. You can force the output of T16 to either a 0 or 1 whether it is enabled or not by programming CTR1 D3, D2 to a 10 or 11.

When T16 is enabled, TC16H * 256 + TC16L is loaded, and T16_OUT is switched to its initial value (CTR1, D0). When T16 counts down to 0, T16_OUT is toggled (in Normal or Ping-Pong Mode), an interrupt (CTR2, D1) is generated (if enabled), and a status bit (CTR2, D5) is set. See Figure 21.

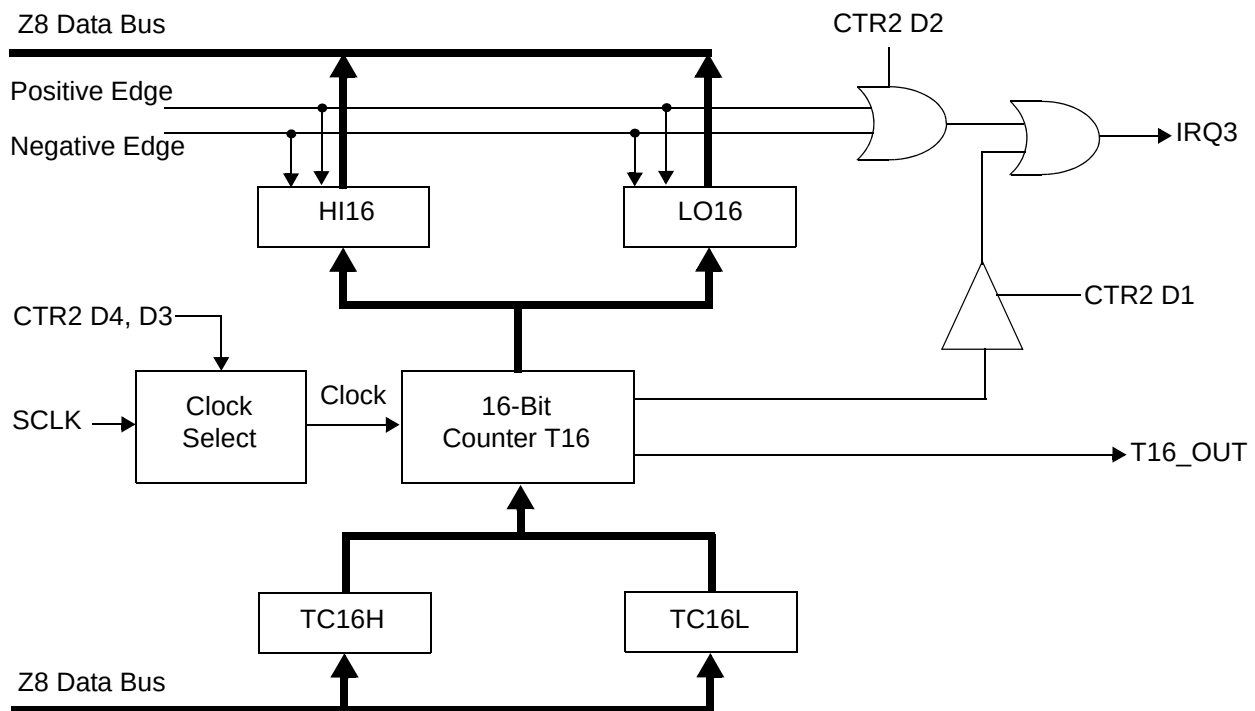


Figure 21. 16-Bit Counter/Timer Circuits

► **Note:** Global interrupts override this function as described in “Interrupts” on page 48.

If T16 is in Single-Pass Mode, it is stopped at this point (see Figure 22). If it is in Modulo-N Mode, it is loaded with TC16H * 256 + TC16L, and the counting continues (see Figure 23).

You can modify the values in TC16H and TC16L at any time. The new values take effect when they are loaded.



Caution: Do not load these registers at the time the values are to be loaded into the counter/timer to ensure known operation. An initial count of 1 is not allowed. An initial count of 0 causes T16 to count from 0 to `FFFFh` to `FFFEh`. Transition from 0 to `FFFFh` is not a timeout condition.

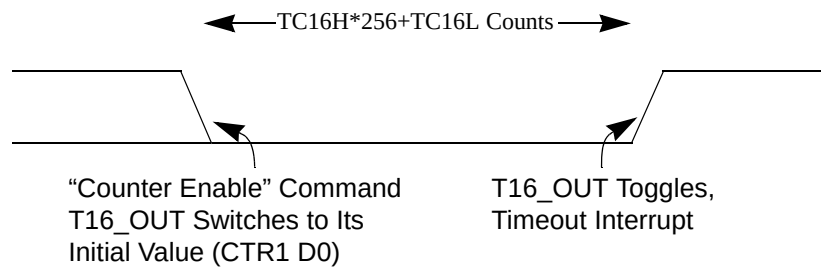


Figure 22. T16_OUT in Single-Pass Mode

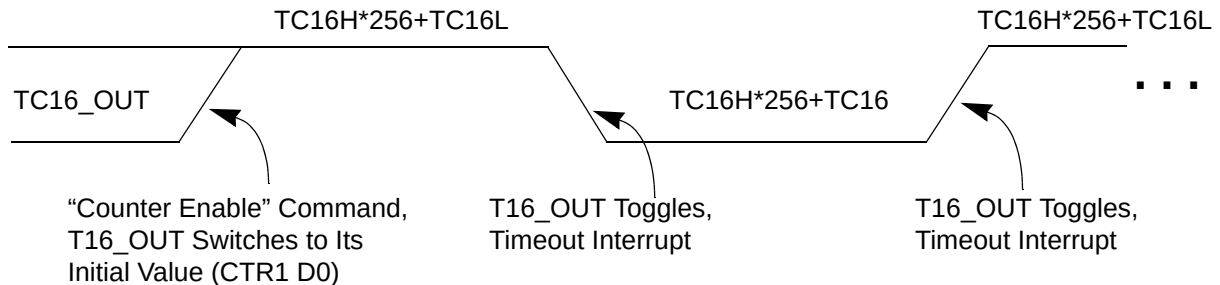


Figure 23. T16_OUT in Modulo-N Mode

T16 Demodulation Mode

Program TC16L and TC16H to `FFh`. After T16 is enabled, and the first edge (rising, falling, or both depending on CTR1 D5, D4) is detected, T16 captures HI16 and LO16, reloads, and begins counting.

If D6 of CTR2 Is 0

When a subsequent edge (rising, falling, or both depending on CTR1, D5; D4) is detected during counting, the current count in T16 is complemented and put into HI16 and LO16. When data is captured, one of the edge detect status bits (CTR1, D1; D0) is set and an interrupt is generated if enabled (CTR2, D2). From that point, T16 is loaded with `FFFFh` and starts again.



This T16 mode is generally used to measure mark time, defined as the length of time between carrier signal bursts (marks).

If D6 of CTR2 Is 1

T16 ignores the subsequent edges in the input signal and continues counting down. A timeout of T8 causes T16 to capture its current value and generate an interrupt if enabled (CTR2, D2). In this case, T16 does not reload and continues counting. If the D6 bit of CTR2 is toggled (by writing a 0 then a 1 to it), T16 captures and reloads on the next edge (rising, falling, or both depending on CTR1, D5; D4), thereby continuing to ignore subsequent edges.

This T16 mode is generally used to measure mark time, defined as the length of time between carrier signal bursts (marks).

If T16 reach 0, T16 continues counting from `FFFFh`. Meanwhile, a status bit (CTR2 D5) is set, and an interrupt timeout can be generated if enabled (CTR2 D1).

Ping-Pong Mode

This operation mode is only valid in Transmit Mode. T8 and T16 must be programmed in Single-Pass Mode (CTR0, D6, CTR2, D6) and Ping-Pong Mode must be programmed in CTR1, D3; D2. The user can begin the operation by enabling either T8 or T16 (CTR0, D7 or CTR2, D7). For example, if T8 is enabled, T8_OUT is set to this initial value (CTR1, D1). According to T8_OUT's level, TC8H or TC8L is loaded into T8. After the terminal count is reached, T8 is disabled and T16 is enabled. T16_OUT switches to its initial value (CTR1, D0), data from TC16H and TC16L is loaded, and T16 starts to count. After T16 reaches the terminal count, it stops, T8 is enabled again, and the whole cycle repeats. Interrupts can be allowed when T8 or T16 reaches terminal control (CTR0, D1; CTR2, D1). To stop the Ping-Pong operation, write 00 to bits D3 and D2 of CTR1. See Figure 24.

- **Note:** Enabling Ping-Pong operation while the counter/timers are running might cause intermittent counter/timer function. Disable the counter/timers and then reset the status flags before instituting this operation.

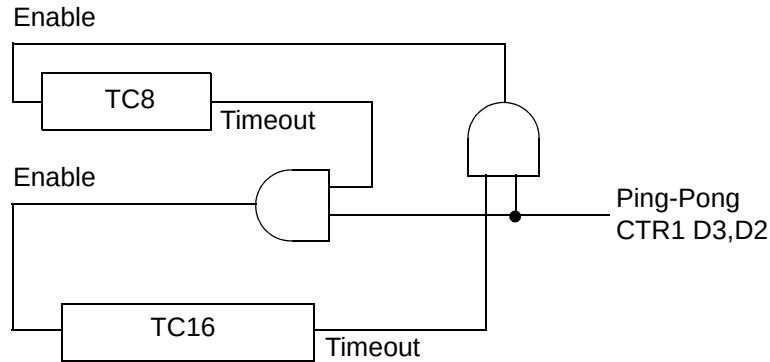


Figure 24. Ping-Pong Mode

Initiating Ping-Pong Mode

First, make sure both counter/timers are not running. Then, set T8 into Single-Pass Mode (CTR0 D6), set T16 into Single-Pass Mode (CTR2 D6), and set the Ping-Pong Mode (CTR1 D2, D3). These instructions do not have to be in any particular order. Finally, start Ping-Pong Mode by enabling either T8 (CTR0 D7) or T16 (CTR2 D7). See Figure 25.

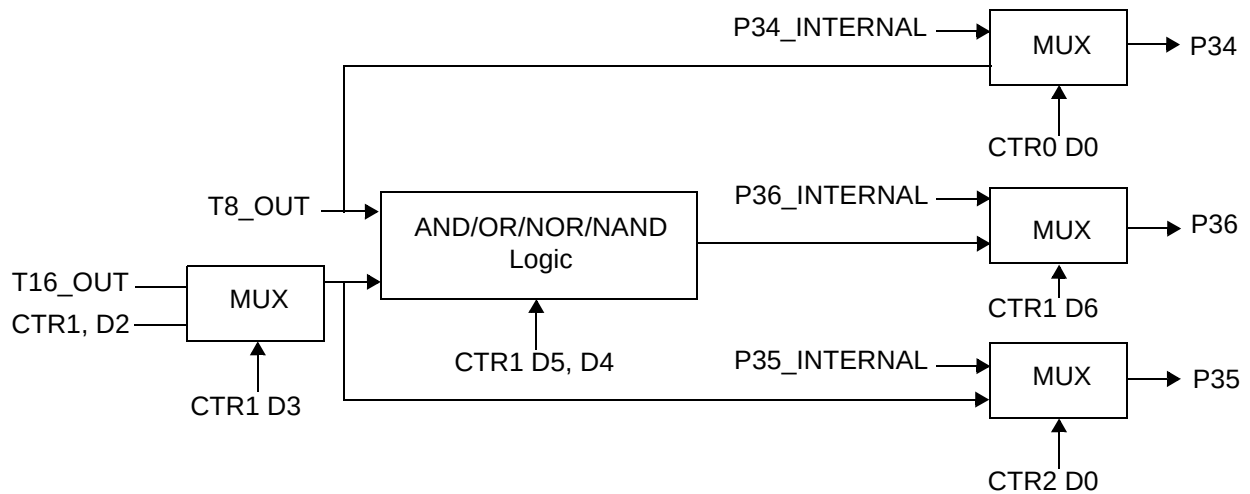


Figure 25. Output Circuit

The initial value of T8 or T16 must not be 1. If you stop the timer and start the timer again, reload the initial value to avoid an unknown previous value.



During Ping-Pong Mode

The enable bits of T8 and T16 (CTR0 D7, CTR2 D7) are set and cleared alternately by hardware. The timeout bits (CTR0 D5, CTR2 D5) are set every time the counter/timers reach the terminal count.

Interrupts

The Z86L81/86/98 features six different interrupts (Table 14). The interrupts are maskable and prioritized (Figure 26). The six sources are divided as follows: three sources are claimed by Port 3 lines P33–P31, two by the counter/timers, and one by LVD (Table 14). The Interrupt Mask Register globally or individually enables or disables the six interrupt requests.

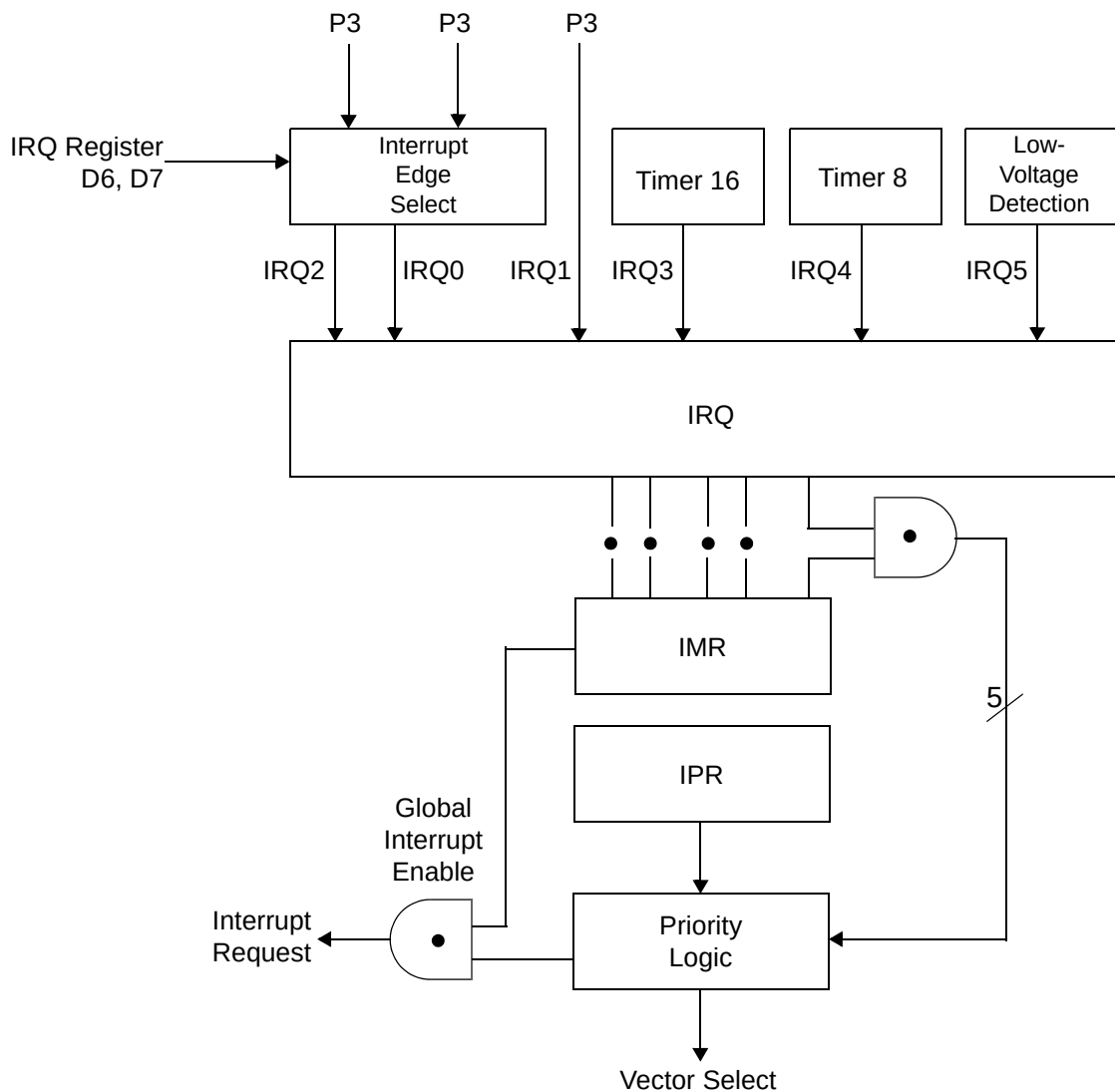


Figure 26. Interrupt Block Diagram



Table 14. Interrupt Types, Sources, and Vectors

Name	Source	Vector Location	Comments
IRQ0	P32	0,1	External (P32), Rising Falling Edge Triggered
IRQ1	P33	2,3	External (P33), Falling Edge Triggered
IRQ2	P31, T _{IN}	4,5	External (P31), Rising Falling Edge Triggered
IRQ3	T16	6,7	Internal
IRQ4	T8	8,9	Internal
IRQ5	LVD	10,11	Internal

When more than one interrupt is pending, priorities are resolved by a programmable priority encoder controlled by the Interrupt Priority Register. An interrupt machine cycle is activated when an interrupt request is granted. As a result, all subsequent interrupts are disabled, and the Program Counter and Status Flags are saved. The cycle then branches to the program memory vector location reserved for that interrupt. All Z86L81/86/98 interrupts are vectored through locations in the program memory. This memory location, and the next byte, contain the 16-bit address of the interrupt service routine for that particular interrupt request. To accommodate polled interrupt systems, interrupt inputs are masked, and the Interrupt Request register is polled to determine which of the interrupt requests require service.

An interrupt resulting from AN1 is mapped into IRQ2, and an interrupt from AN2 is mapped into IRQ0. Interrupts IRQ2 and IRQ0 may be rising, falling, or both edge triggered; all are programmable by the user. The software can poll to identify the state of the pin.

Programming bits for the Interrupt Edge Select are located in the IRQ Register (R250), bits D7 and D6. The configuration is indicated in Table 15.

Table 15. IRQ Register*

IRQ		Interrupt Edge	
D7	D6	IRQ2(P31)	IRQ0 (P32)
0	0	F	F
0	1	F	R
1	0	R	F



Table 15. IRQ Register* (Continued)

IRQ		Interrupt Edge	
1	1	R/F	R/F

Notes:

F = Falling Edge

R = Rising Edge

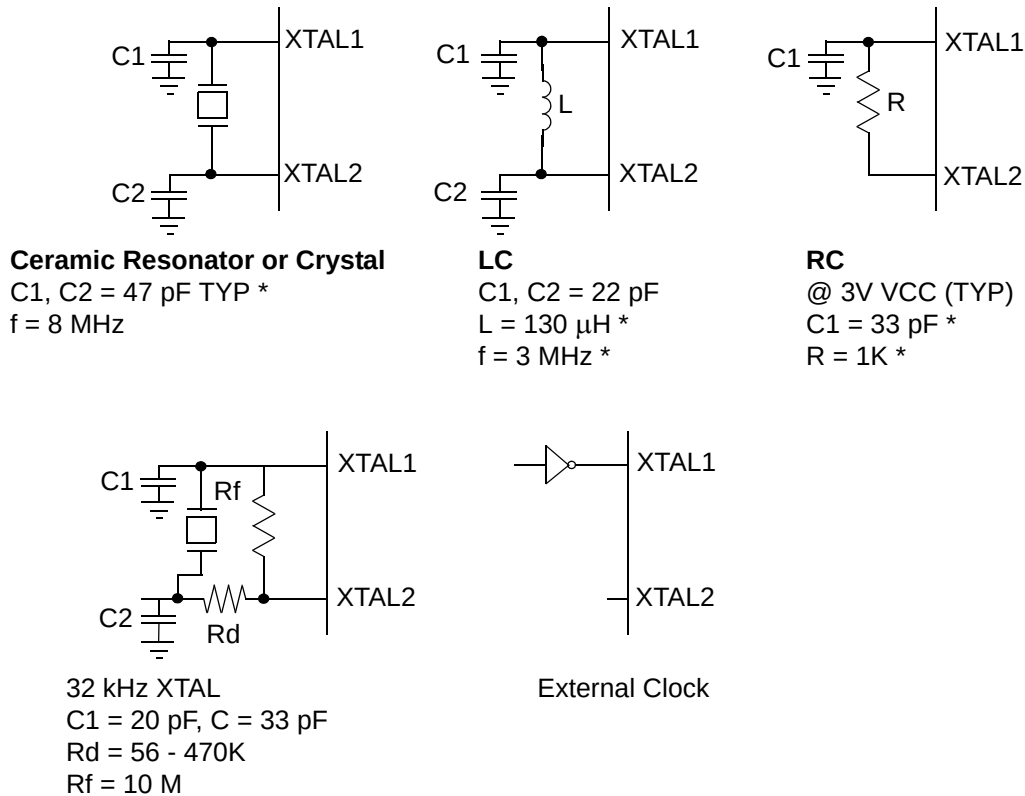
*In stop mode, the comparators are turned off.

Clock

The Z86L81/86/98 on-chip oscillator has a high-gain, parallel-resonant amplifier, for connection to a crystal, LC, ceramic resonator, or any suitable external clock source (XTAL1 = Input, XTAL2 = Output). The crystal must be AT cut, 1 MHz to 8 MHz maximum, with a series resistance (RS) less than or equal to 100 Ohms. The Z86LXX on-chip oscillator can be driven with a low-cost RC network or other suitable external clock source.

For 32-kHz crystal operation, both an external feedback (Rf) and serial resistor (Rd) are required. See Figure 27.

The crystal must be connected across XTAL1 and XTAL2 using the recommended capacitors (capacitance greater than or equal to 22 pF) from each pin to ground. The RC oscillator configuration is an external resistor connected from XTAL1 to XTAL2, with a frequency-setting capacitor from XTAL1 to ground (Figure 27).



* Preliminary value including pin parasitics

Figure 27. Oscillator Configuration

Power-On Reset (POR)

A timer circuit clocked by a dedicated on-board RC oscillator is used for the Power-On Reset (POR) timer function. The POR time allows V_{CC} and the oscillator circuit to stabilize before instruction execution begins.

The POR timer circuit is a one-shot timer triggered by one of three conditions:

- Power Fail to Power OK status, including Waking up from V_{BO} Standby
- Stop-Mode Recovery (if D5 of SMR = 1)
- WDT Timeout

The POR timer is a nominal 5 ms. Bit 5 of the Stop-Mode Register determines whether the POR timer is bypassed after Stop-Mode Recovery (typical for external clock, RC, LC oscillators).



HALT

HALT turns off the internal CPU clock, but not the XTAL oscillation. The counter/timers and external interrupts IRQ0, IRQ1, IRQ2, IRQ3, and IRQ4 remain active. The devices are recovered by interrupts, either externally or internally generated. An interrupt request must be executed (enabled) to exit HALT Mode. After the interrupt service routine, the program continues from the instruction after the HALT.

STOP

This instruction turns off the internal clock and external crystal oscillation, thereby reducing the standby current to 10 μ A or less. STOP Mode is terminated only by a reset (such as WDT timeout), POR, SMR, or external reset. This termination causes the processor to restart the application program at address 000Ch. In order to enter STOP (or HALT) mode, first flush the instruction pipeline to avoid suspending execution in mid-instruction. Execute a NOP (Op Code = FFh) immediately before the appropriate sleep instruction, as follows:

FF	NOP	; clear the pipeline
6F	STOP	; enter STOP Mode

or

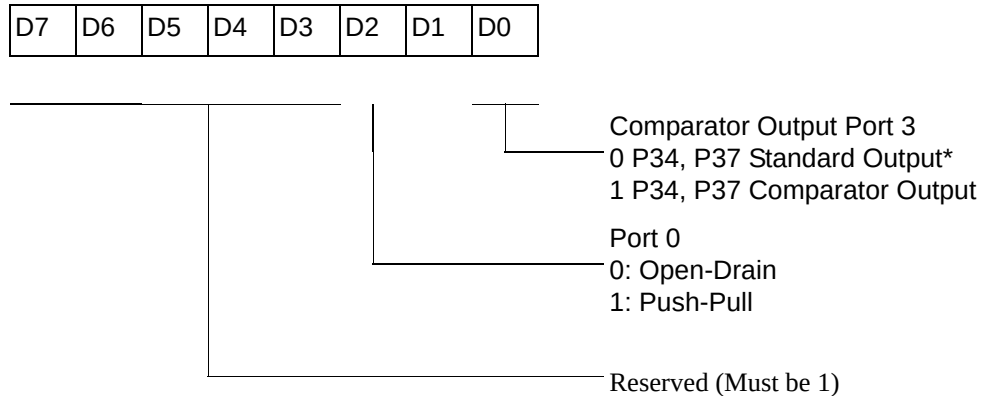
FF	NOP	; clear the pipeline
7F	HALT	; enter HALT Mode

Port Configuration Register (PCON)

The PCON register (Figure 28) configures the comparator output on Port 3. It is located in the expanded register 2 at Bank F, location 00.



PCON (FH) 00H



* Default setting after reset

Figure 28. Port Configuration Register (PCON) (Write Only)

Comparator Output Port 3 (D0)

Bit 0 controls the comparator used in Port 3. A 1 in this location brings the comparator outputs to P34 and P37, and a 0 releases the Port to its standard I/O configuration.

Port0 Output Mode (D2)

Bit 2 controls the output mode of port 0. A 1 in this location sets the output to push-pull, and a 0 sets the output to open-drain.

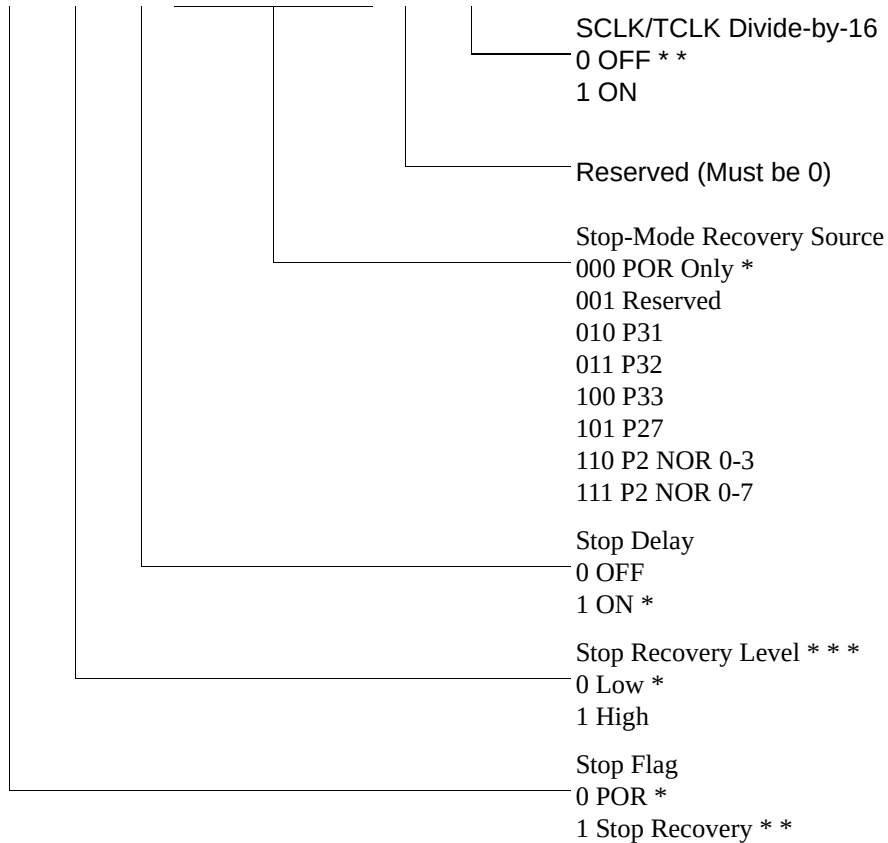
Stop-Mode Recovery Register (SMR)

This register selects the clock divide value and determines the mode of Stop-Mode Recovery (Figure 29). All bits are write only except bit 7, which is read only. Bit 7 is a flag bit that is hardware set on the condition of STOP recovery and reset by a power-on cycle. Bit 6 controls whether a low level or a high level at the XOR-gate input is required from the recovery source. Bit 5 controls the reset delay after recovery. Bits D2, D3, and D4, or the SMR register, specify the source of the Stop-Mode Recovery signal. Bits D0 determines if SCLK/TCLK are divided by 16 or not. The SMR is located in Bank F of the Expanded Register Group at address 0Bh.



SMR (0F) 0B

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----



* Default setting after reset

** Default setting after reset and stop-mode recovery

*** At the XOR gate input

Figure 29. Stop-Mode Recovery Register

SCLK/TCLK Divide-by-16 Select (D0)

D0 of the SMR controls a divide-by-16 prescaler of SCLK/TCLK (Figure 30). The purpose of this control is to selectively reduce device power consumption during normal processor execution (SCLK control) and/or HALT Mode (where TCLK sources interrupt logic). After Stop-Mode Recovery, this bit is set to a 0.

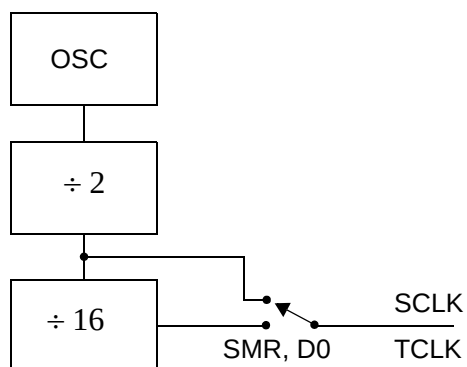


Figure 30. SCLK Circuit

Stop-Mode Recovery Source (D2, D3, and D4)

These three bits of the SMR specify the wake-up source of the STOP recovery (Figure 31 and Table 16).

The logic diagram for the SMR D6 input of the PIC16C505 is shown. The diagram is divided into two main sections: the left section for the SMR D6 input and the right section for the SMR2 D6 input.

Left Section (SMR D6 Input):

- SMR D4 D3 D2:** 0 0 0
- SMR D4 D3 D2:** 0 1 0 (P31)
- SMR D4 D3 D2:** 0 1 1 (P32)
- SMR D4 D3 D2:** 1 0 0 (P33)
- SMR D4 D3 D2:** 1 0 1 (P27)
- SMR D4 D3 D2:** 1 1 0 (P20, P23)
- SMR D4 D3 D2:** 1 1 1 (P20, P27)
- SMR D6:** Input to the final OR gate.

Right Section (SMR2 D6 Input):

- SMR2 D4 D3 D2:** 0 0 1 (P20, P23)
- SMR2 D4 D3 D2:** 0 1 0 (P20, P27)
- SMR2 D4 D3 D2:** 0 1 1 (P31, P32, P33)
- SMR2 D4 D3 D2:** 1 0 0 (P31, P32, P33)
- SMR2 D4 D3 D2:** 1 0 1 (P31, P32, P33, P00, P07)
- SMR2 D4 D3 D2:** 1 1 0 (P31, P32, P33, P00, P07)
- SMR2 D4 D3 D2:** 1 1 1 (P31, P32, P33, P20, P21, P22)
- SMR2 D6:** Input to the final OR gate.

The final output of the logic is connected to the SMR D6 input and the SMR2 D6 input. The output is labeled "To RESET and WDT Circuitry (Active Low)".



Table 16. Stop-Mode Recovery Source

SMR:432			Operation
D4	D3	D2	Description of Action
0	0	0	POR and/or external reset recovery
0	0	1	Reserved
0	1	0	P31 transition
0	1	1	P32 transition
1	0	0	P33 transition
1	0	1	P27 transition
1	1	0	Logical NOR of P20 through P23
1	1	1	Logical NOR of P20 through P27

► **Note:** Any Port 2 bit defined as an output drives the corresponding input to the default state to allow the remaining inputs to control the AND/OR function. Refer to SMR2 register on page 58 for other recover sources.

Stop-Mode Recovery Delay Select (D5)

This bit, if low, disables the 5 ms $\overline{\text{RESET}}$ delay after Stop-Mode Recovery. The default configuration of this bit is 1. If the “fast” wake up is selected, the Stop-Mode Recovery source must be kept active for at least 5 TpC.

Stop-Mode Recovery Edge Select (D6)

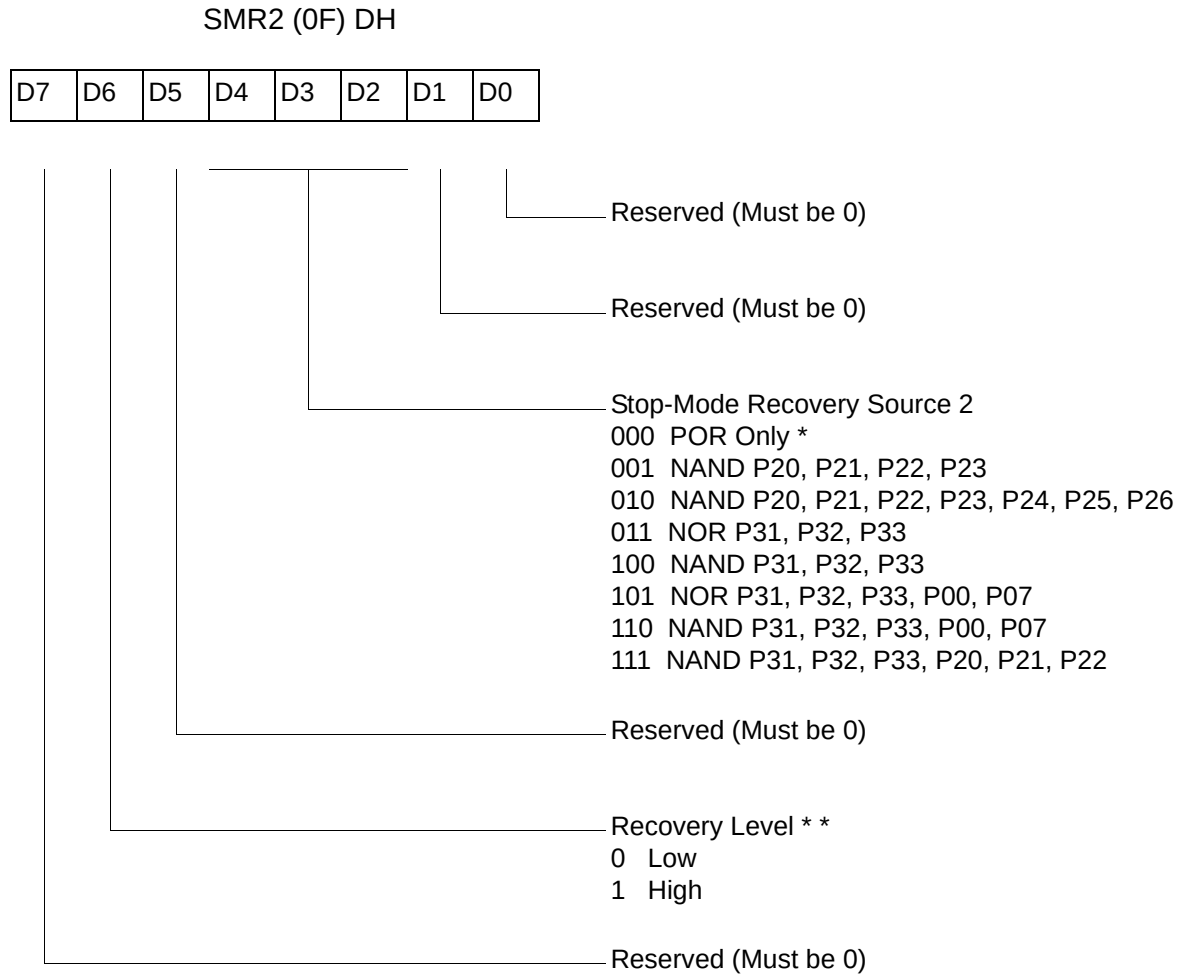
A 1 in this bit position indicates that a High level on any one of the recovery sources wakes the Z86L81/86/98 from STOP Mode. A 0 indicates Low level recovery. The default is 0 on POR.

Cold or Warm Start (D7)

This bit is read only, and it is set to 1 when the device is recovered from stop mode. The bit is set to 0 when the device reset is other than Stop Mode Recovery (SMR).

Stop-Mode Recovery Register 2 (SMR2)

This register determines the mode of Stop-Mode Recovery for SMR2 (Figure 32).



Note: If used in conjunction with SMR, either of the two specified events causes a Stop-Mode Recovery.

* Default setting after reset

** At the XOR gate input

Figure 32. Stop-Mode Recovery Register 2 ((0F) DH:D2–D4, D6 Write Only)

If SMR2 is used in conjunction with SMR, either of the specified events causes a Stop-Mode Recovery.

- **Note:** Port pins configured as outputs are ignored as an SMR or SMR2 recovery source. For example, if the NAND or P23–P20 is selected as the recovery source and P20 is configured as an output, the remaining SMR pins (P23–P21) form the NAND equation.

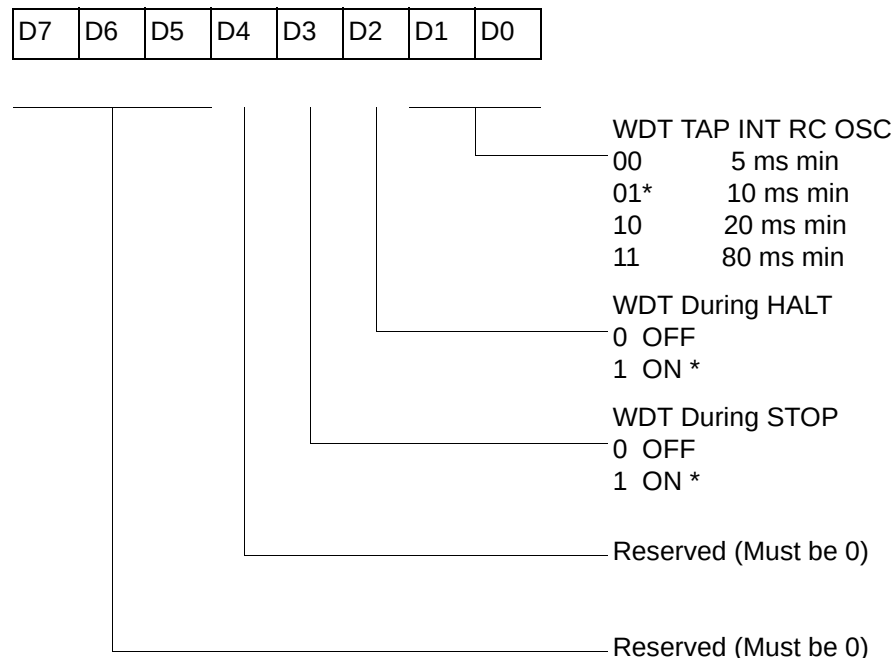


Watch-Dog Timer Mode Register (WDTMR)

The WDT is a retriggerable one-shot timer that resets the Z8 if it reaches its terminal count. The WDT must initially be enabled by executing the WDT instruction. On subsequent executions of the WDT instruction, the WDT is refreshed. The WDT circuit is driven by an on-board RC oscillator or external oscillator from the XTAL1 pin. The WDT instruction affects the Zero (Z), Sign (S), and Overflow (V) flags.

The POR clock source is selected with bit 4 of the WDT register. Bit 0 and 1 control a tap circuit that determines the minimum time-out period. Bit 2 determines whether the WDT is active during HALT, and Bit 3 determines WDT activity during STOP. Bits 5 through 7 are reserved (Figure 8). This register is accessible only during the first 61 processor cycles (122 XTAL clocks) from the execution of the first instruction after Power-On-Reset, Watch-Dog Reset, or a Stop-Mode Recovery (Figure 33). After this point, the register cannot be modified by any means (intentional or otherwise). The WDTMR cannot be read. The register is located in Bank F of the Expanded Register Group at address location 0Fh. It is organized as shown in Figure 33.

WDTMR (0F) 0F



* Default setting after reset

Figure 33. Watch-Dog Timer Mode Register (Write Only)



WDT Time Select (D0, D1)

Selects the WDT time period. It is configured as indicated in Table 17.

Table 17. WDT Time Select*

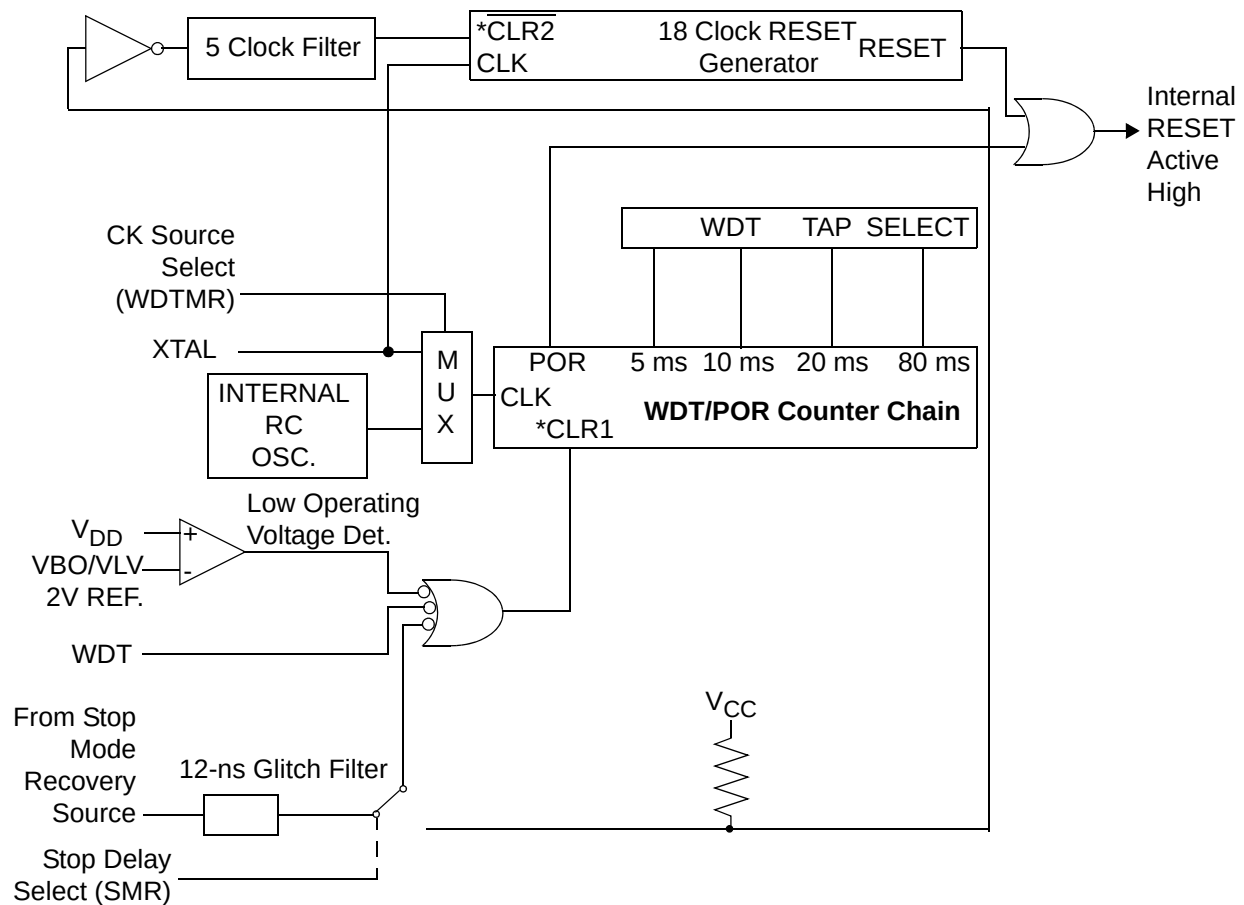
D1	D0	Timeout of Internal RC OSC
0	0	5 ms min
0	1	10 ms min
1	0	20 ms min
1	1	80 ms min

Note:

*TpC = XTAL clock cycle. The default on reset is 10 ms.

WDTMR During HALT (D2)

This bit determines whether or not the WDT is active during HALT Mode. A 1 indicates active during HALT. The default is 1. See Figure 34.



* CLR1 and CLR2 enable the WDT/POR and 18 Clock Reset timers upon a Low-to-High input translation.

Figure 34. Resets and WDT

WDTMR During STOP (D3)

This bit determines whether or not the WDT is active during STOP Mode. Because the XTAL clock is stopped during STOP Mode, the on-board RC has to be selected as the clock source to the WDT/POR counter. A 1 indicates active during STOP. The default is 1.

Clock Source for WDT (D4)

This bit determines which oscillator source is used to clock the internal POR and WDT counter chain. If the bit is a 1, the internal RC oscillator is bypassed and the POR and WDT clock source is driven from the external pin, XTAL1. The default configuration of this bit is 0, which selects the RC oscillator.



Mask Selectable Options

There are seven Mask Selectable Options to choose from based on ROM code requirements. These are listed in Table 18.

Table 18. Mask Selectable Options

RC/Other	RC/XTAL
32 kHz XTAL	On/Off
Port 04-07 Pull-Ups	On/Off
Port 00-03 Pull-Ups	On/Off
Port 20-27 Pull-Ups	On/Off
Port 3 Pull-Ups	On/Off
Port0: 0-3 Mouse Mode 0.4 V _{DD} Trip	On/Off

Brown-Out Voltage/Standby

An on-chip Voltage Comparator checks that the V_{CC} is at the required level for correct operation of the device. Reset is globally driven when V_{CC} falls below V_{BO}. A small further drop in V_{CC} causes the XTAL1 and XTAL2 circuitry to stop the crystal or resonator clock. Typical Low-Voltage power consumption in this Low Voltage Standby mode (I_{LV}) is about 20 μA. If the V_{CC} is allowed to stay above V_{ram}, the RAM content is preserved. When the power level is returned to above V_{BO}, the device performs a POR and functions normally.

Low-Voltage Detection and Flag

A Low-Voltage Detection circuit can be used optionally when the voltage decreases to V_{LVD}. Expanded Register Bank 0Dh register 0Ch bit 0 and 1 are used for this option.

Bit D0 is used to enable/disable this function.

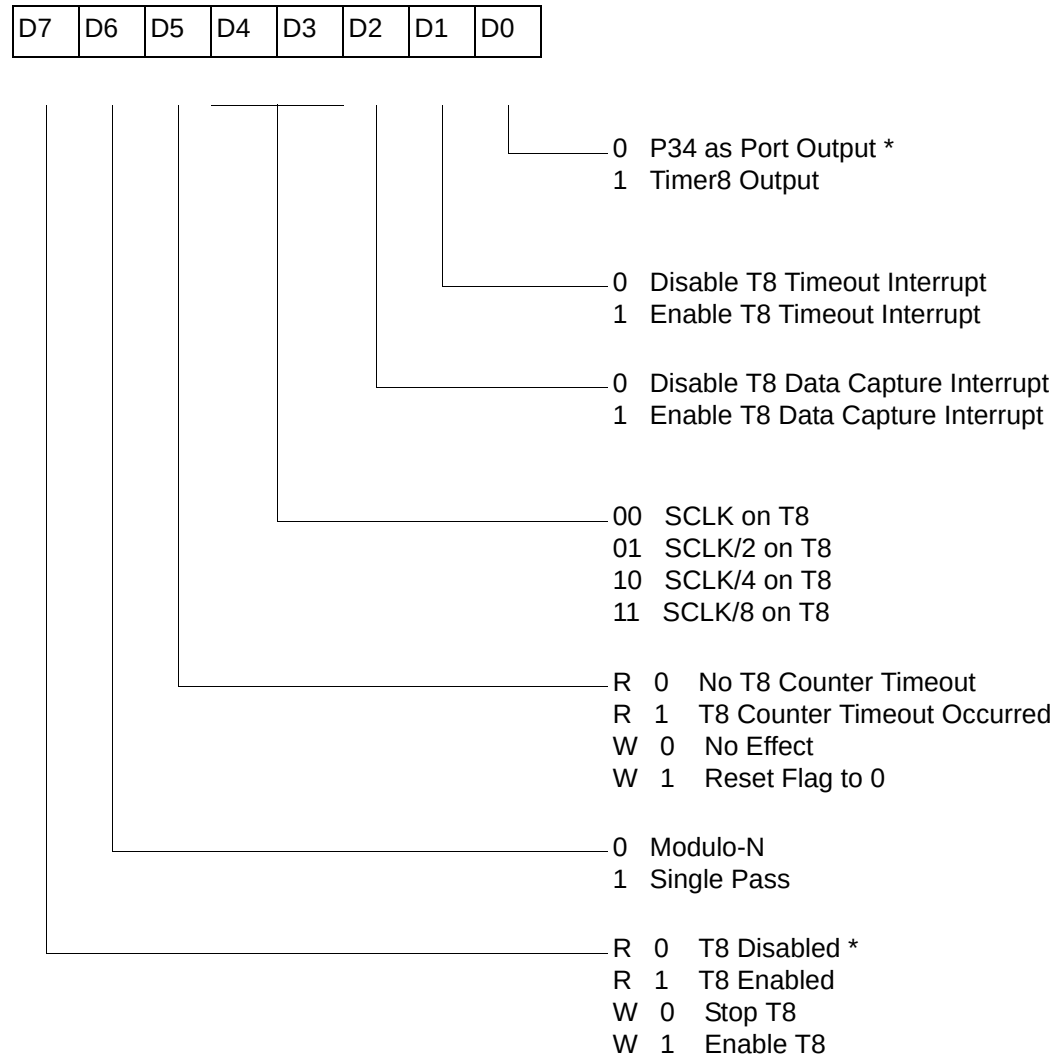
Bit D1 is the status flag bit of the LVD.



Expanded Register File Control Registers (0D)

The expanded register file control registers (0D) are shown in Figure 35 through Figure 38.

CTR0 (0D) 0H



* Default setting after reset

Figure 35. T8 Control Register ((0D) 0H: Read/Write Except Where Noted)



CTR1 (0D) 1H

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

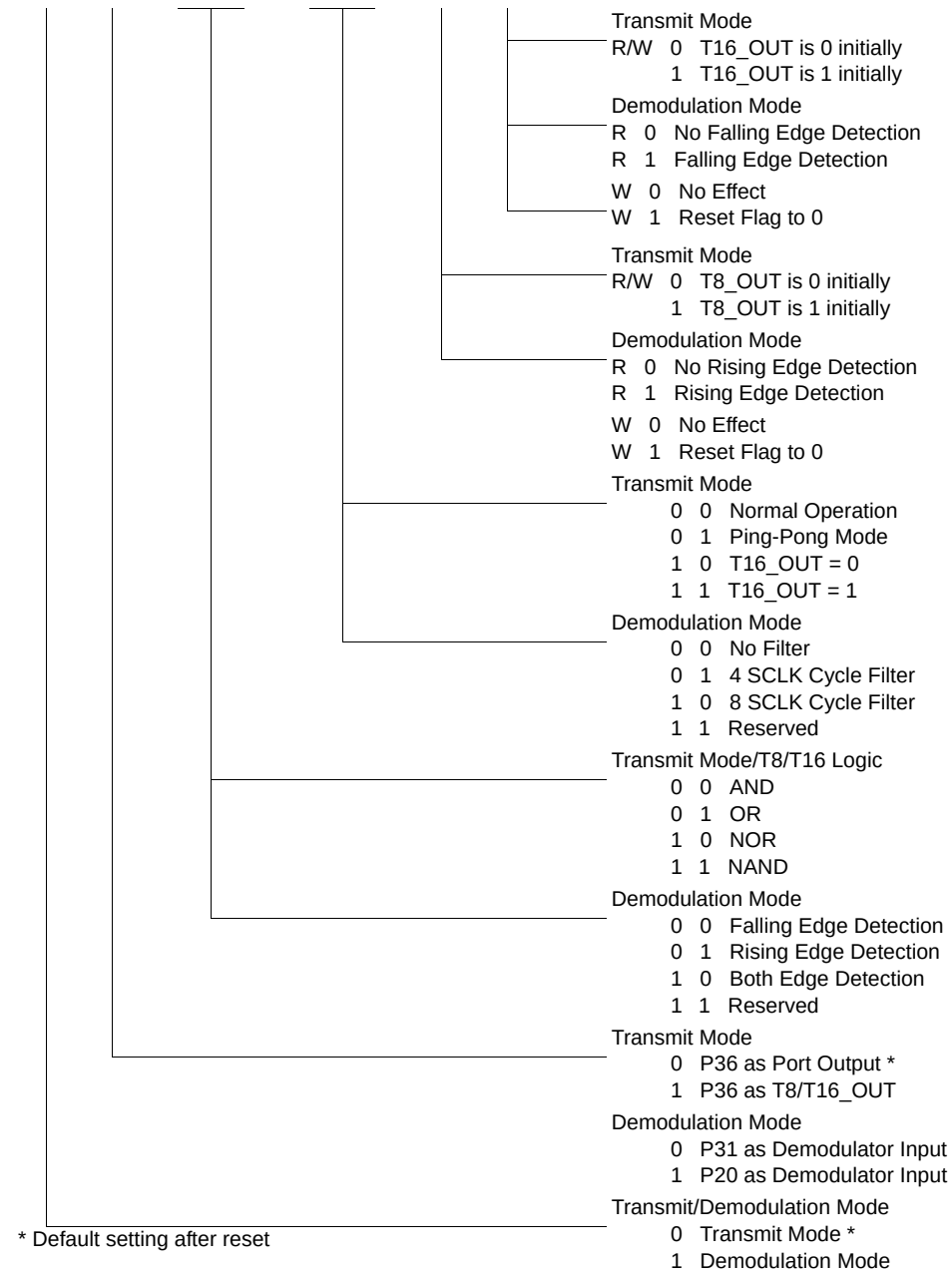


Figure 36. T8 and T16 Common Control Functions ((0D) 1h: Read/Write)



- **Notes:** Care must be taken in differentiating Transmit Mode from Demodulation Mode. Depending on which of these two modes is operating, the CTR1 bit has different functions.

Changing from one mode to another cannot be done without disabling the counter/timers.



CTR2 (0D) 02H

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

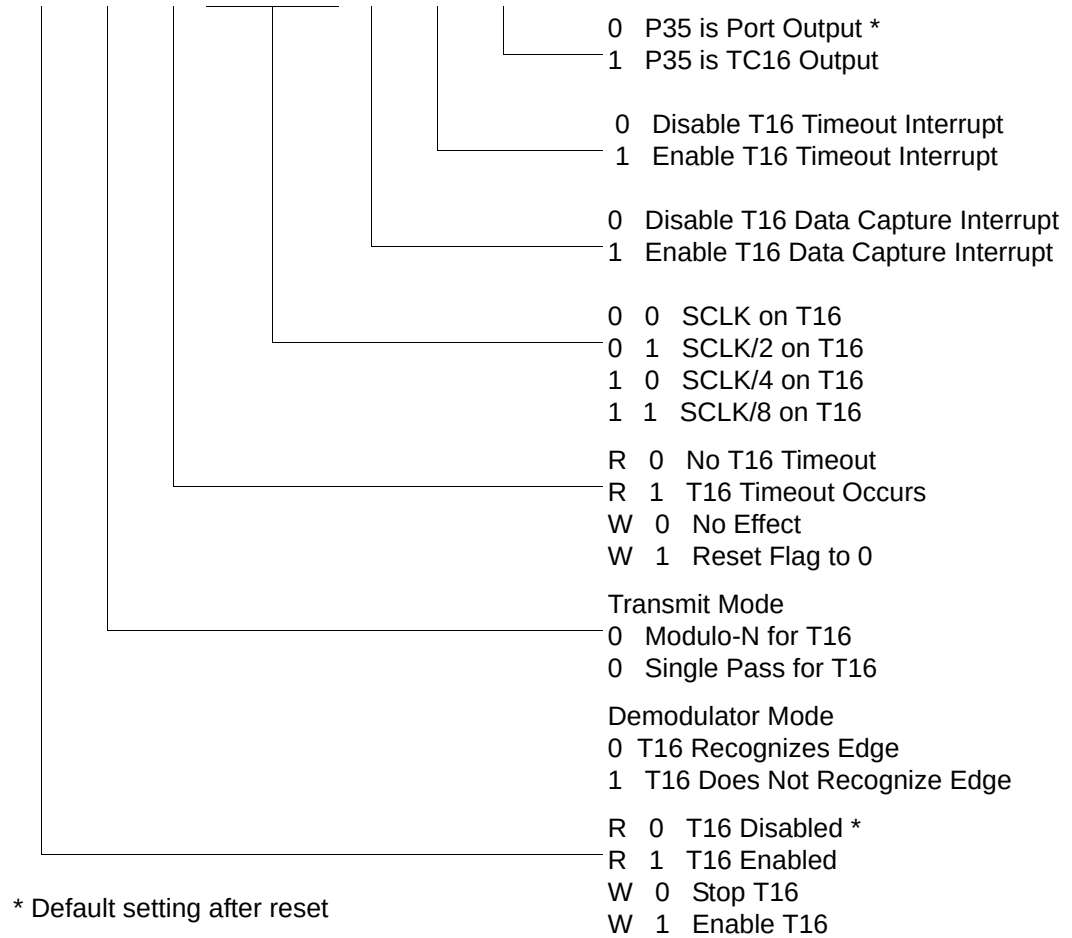
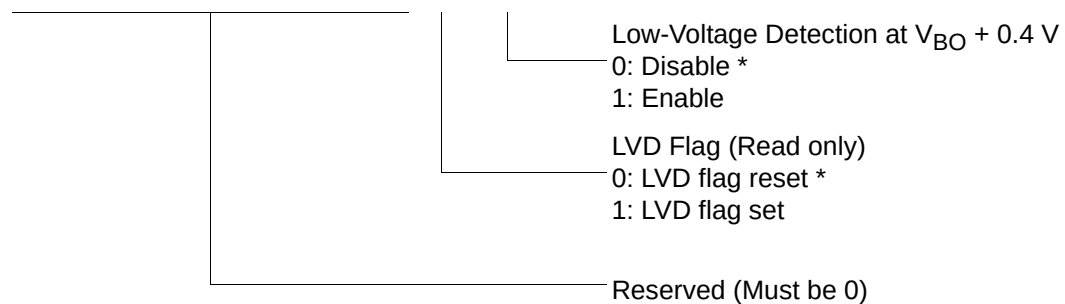


Figure 37. T16 Control Register ((0D) 2h: Read/Write Except Where Noted)

LVD (0D) 0CH

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----



* Default

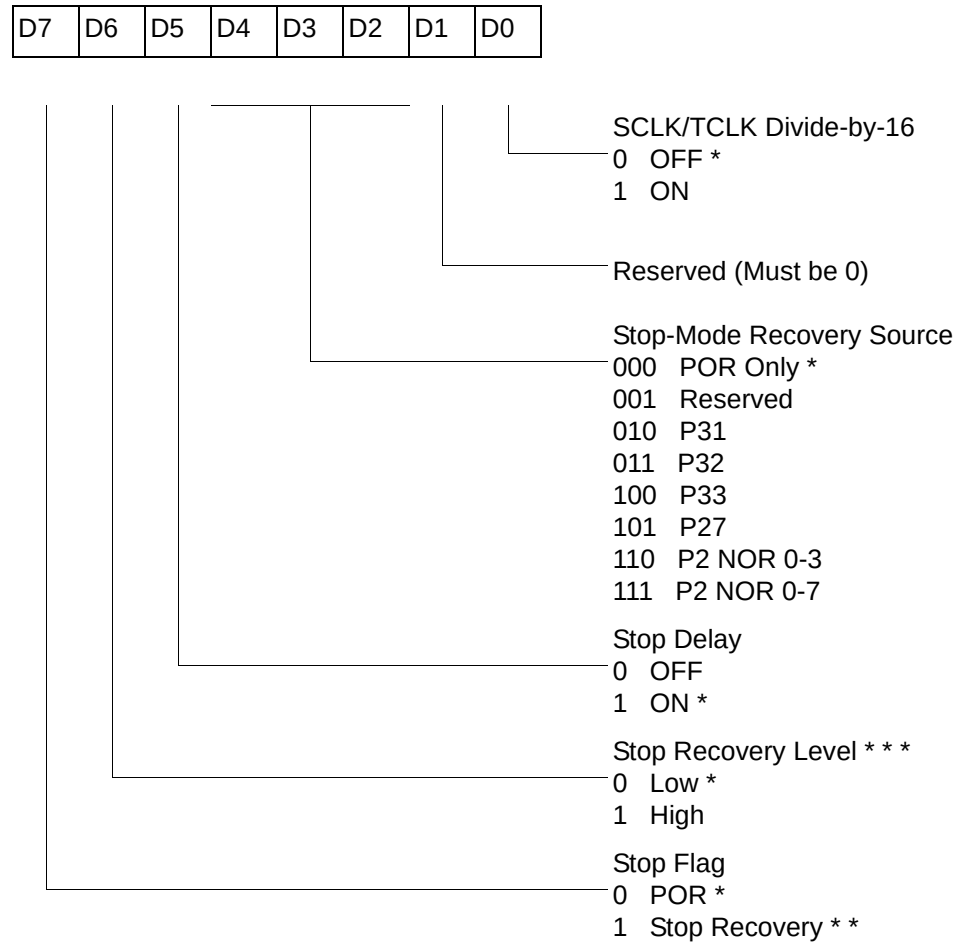
Figure 38. Low-Voltage Detection



Expanded Register File Control Registers (0F)

The expanded register file control registers (0F) are shown in Figure 39 through Figure 52.

SMR (0F) 0B



* Default setting after reset

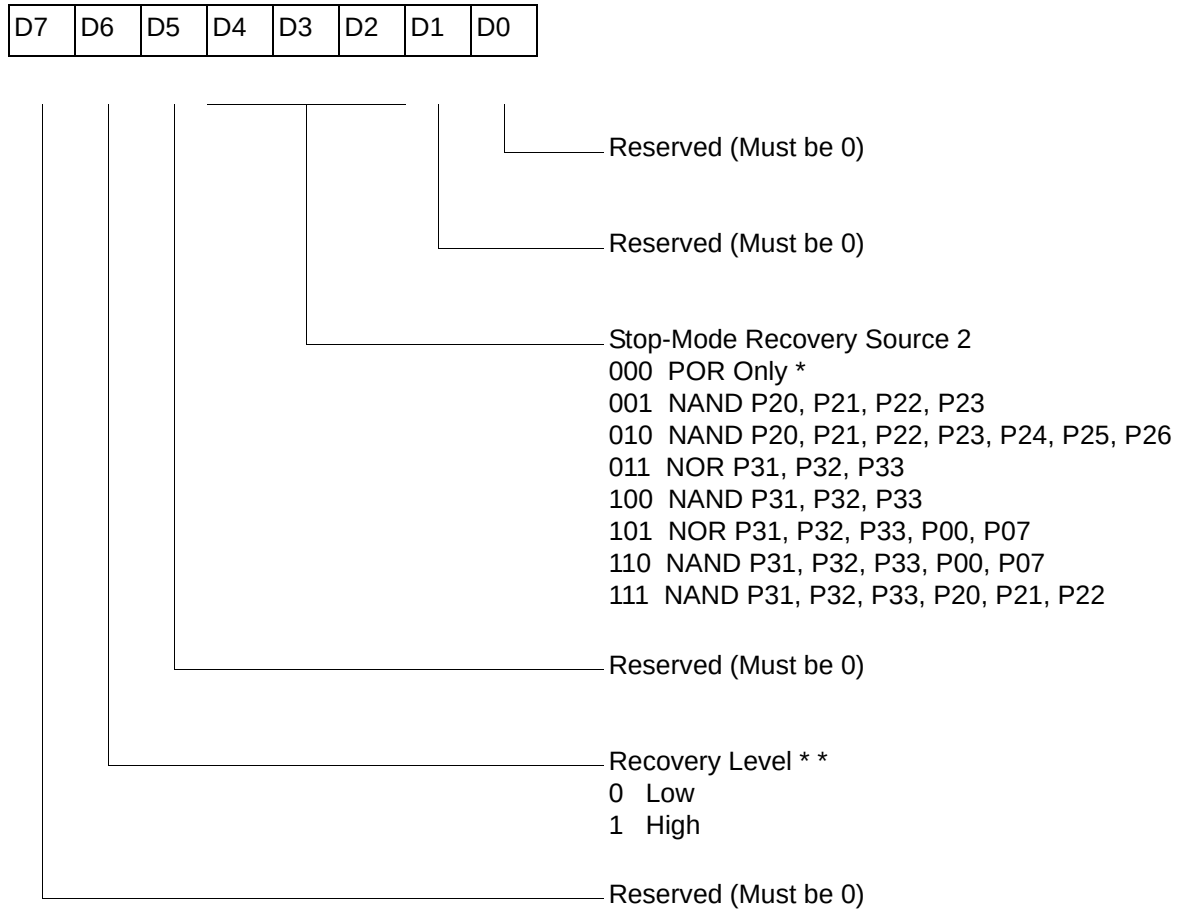
** Default setting after reset and stop-mode recovery

* * * At the XOR gate input

Figure 39. Stop-Mode Recovery Register ((0F) 0Bh: D6–D0=Write Only, D7=Read Only)



SMR2 (0F) DH



Note: If used in conjunction with SMR, either of the two specified events causes a Stop-Mode Recovery.

* Default setting after reset

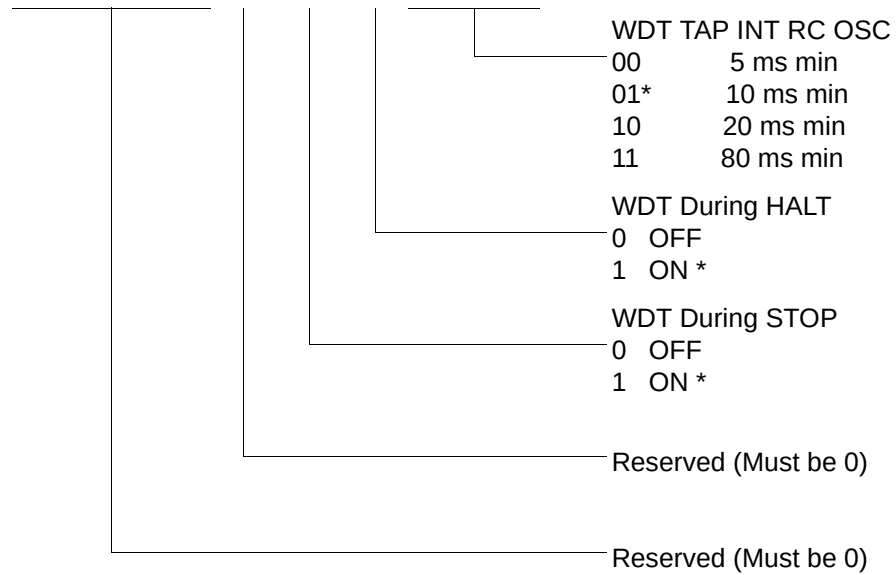
** At the XOR gate input

Figure 40. Stop-Mode Recovery Register 2 ((0F) 0Dh:D2–D4, D6 Write Only)



WDTMR (0F) 0F

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

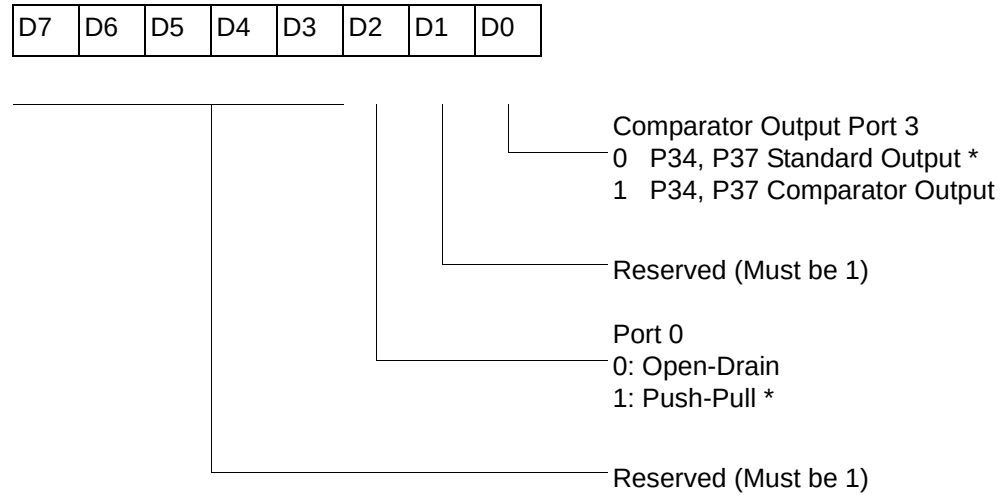


* Default setting after reset

Figure 41. Watch-Dog Timer Register ((0F) 0Fh: Write Only)



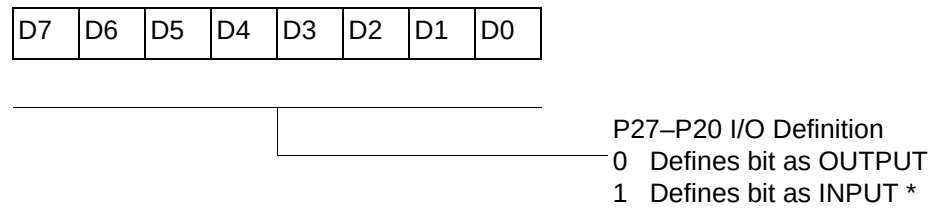
PCON (FH) 00H



* Default setting after reset

Figure 42. Port Configuration Register (PCON) ((0F) 0h: Write Only)

R246 P2M



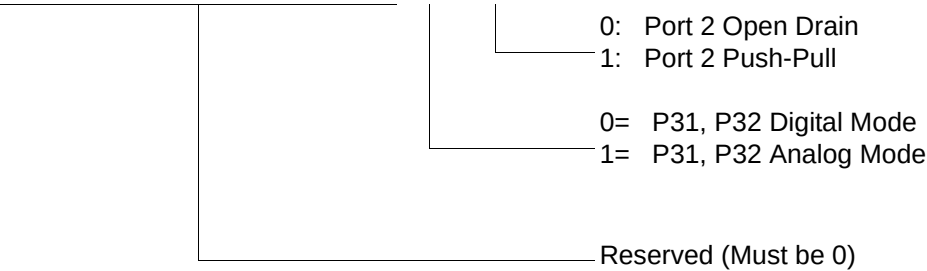
* Default setting after reset

Figure 43. Port 2 Mode Register (F6h: Write Only)



R247 P3M

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

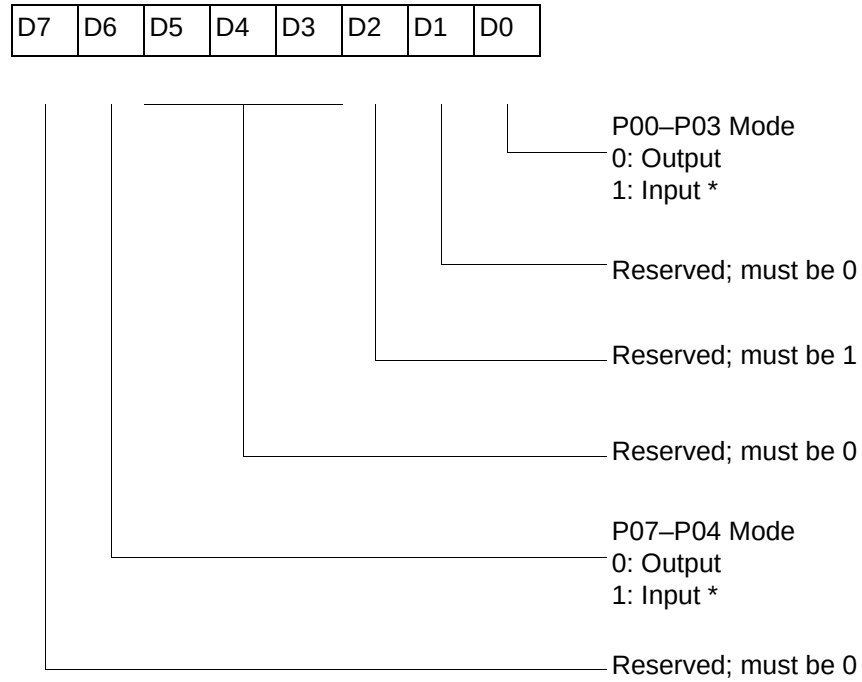


* Default setting after reset

Figure 44. Port 3 Mode Register (F7h: Write Only)



R248 P01M



* Default setting after reset

Figure 45. Port 0 and 1 Mode Register (F8h: Write Only)



R249 IPR

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

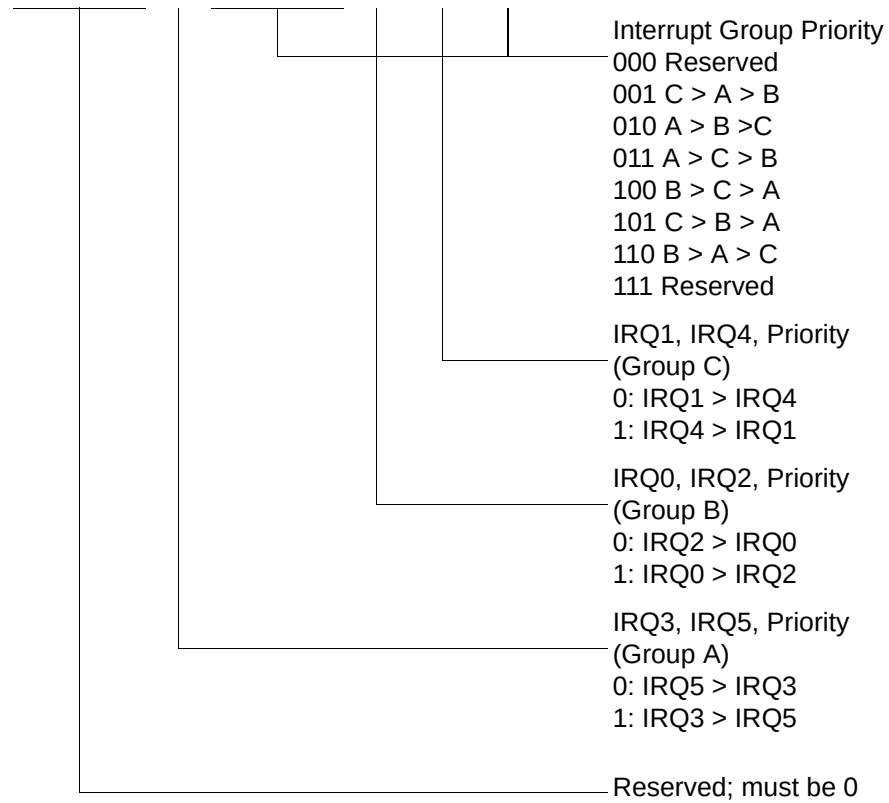


Figure 46. Interrupt Priority Register (F9h: Write Only)



R250 IRQ

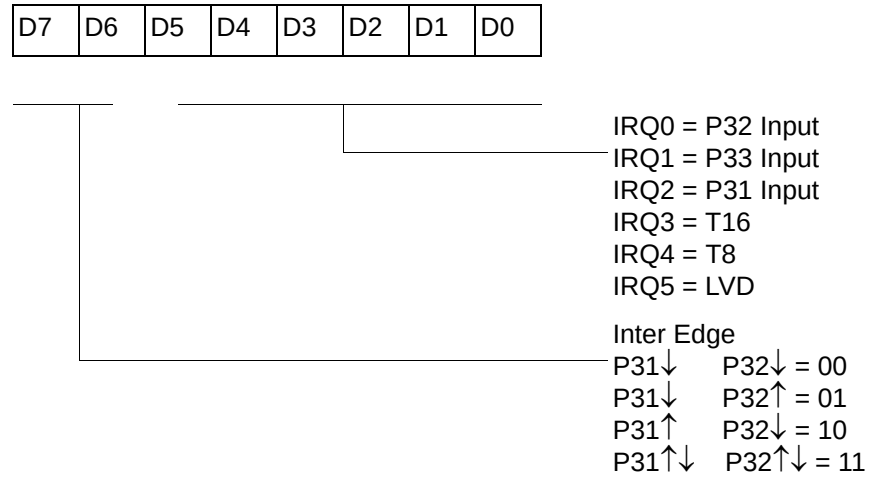
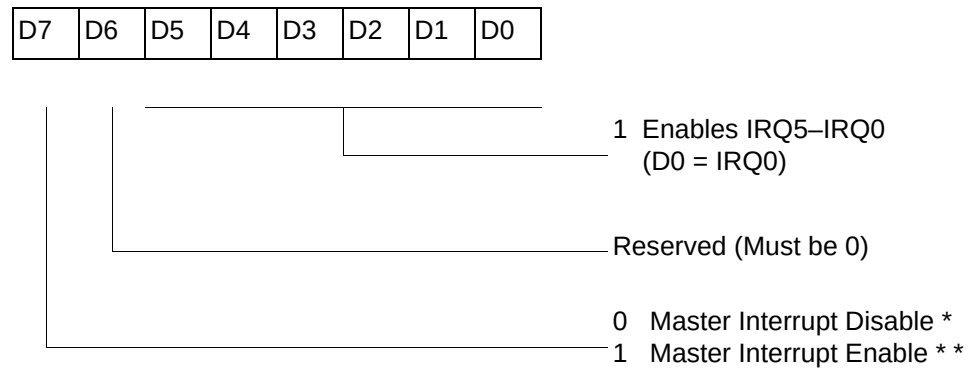


Figure 47. Interrupt Request Register (FAh: Read/Write)

R251 IMR



* Default setting after reset

** Only by using E1, D1 instruction; D1 is required before changing the IMR register

Figure 48. Interrupt Mask Register (FBh: Read/Write)



R252 Flags

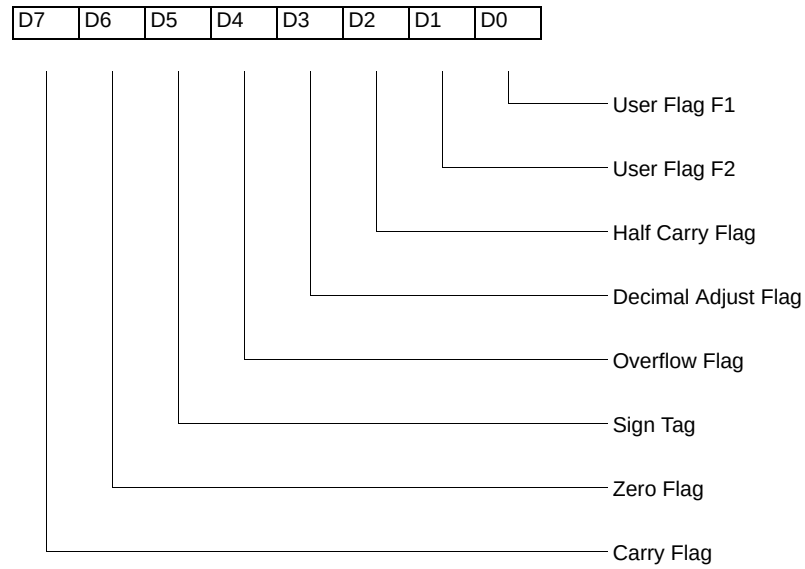
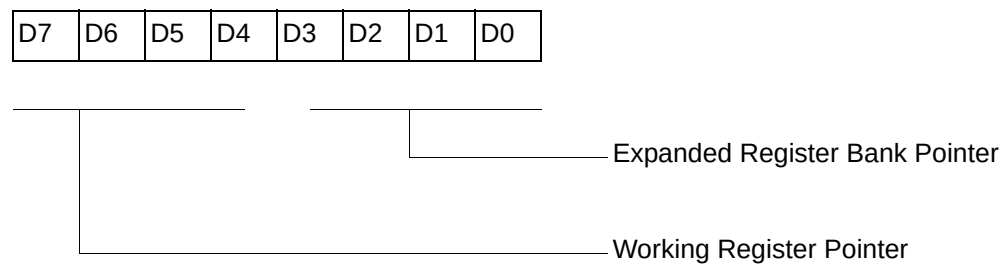


Figure 49. Flag Register (FCh: Read/Write)

R253 RP



Default setting after reset = 0000 0000

Figure 50. Register Pointer (FDh: Read/Write)



R254 SPH

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

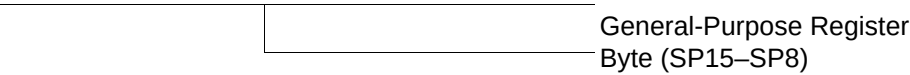


Figure 51. Stack Pointer High (FEh: Read/Write)

R255 SPL

D7	D6	D5	D4	D3	D2	D1	D0
----	----	----	----	----	----	----	----

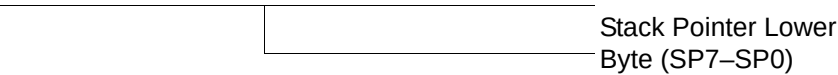
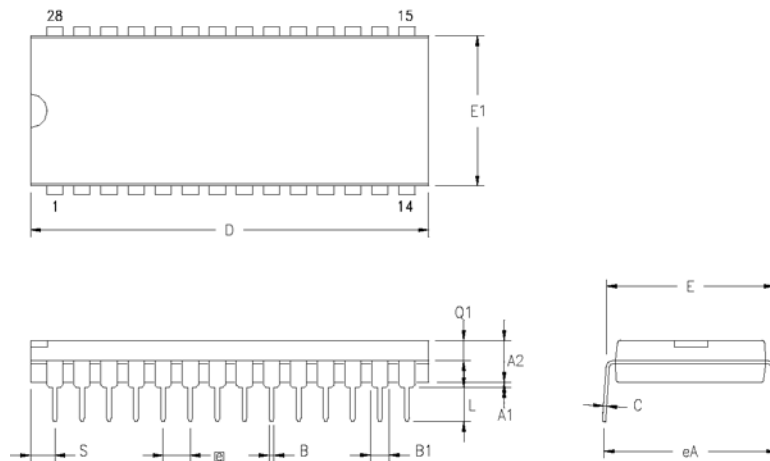


Figure 52. Stack Pointer Low (FFh: Read/Write)



Package Information

Package information is shown in Figure 53, Figure 54, and Figure 55.



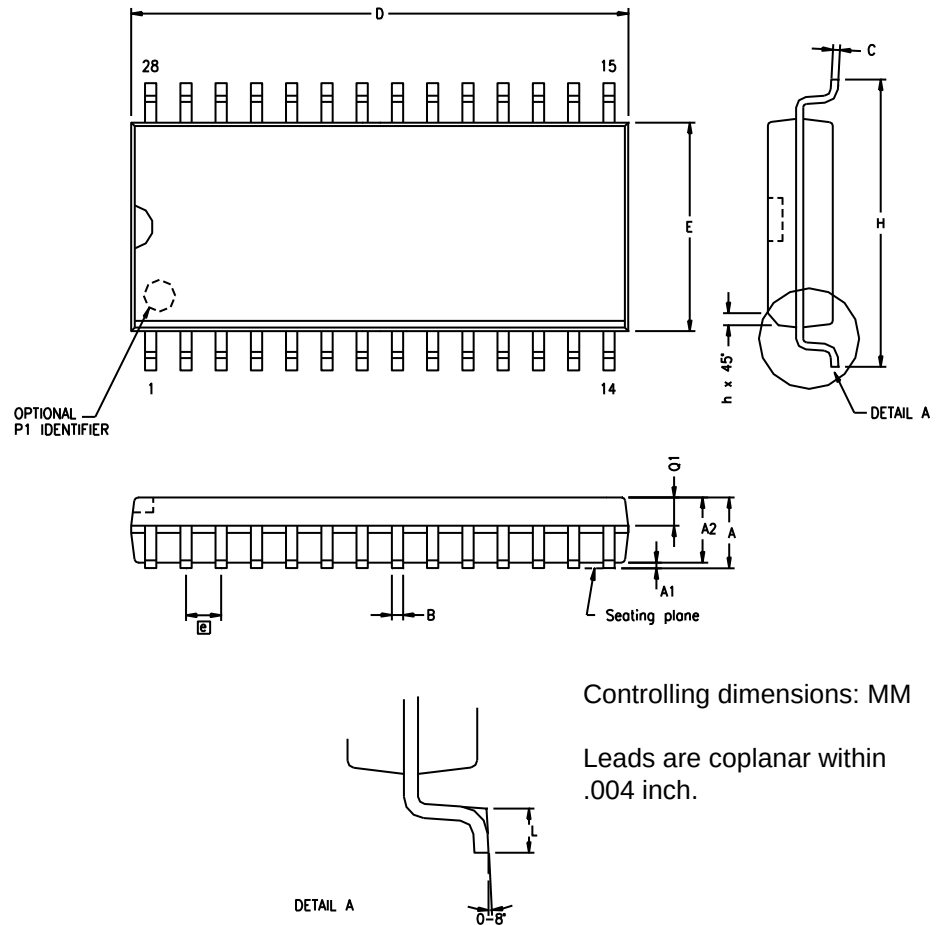
SYMBOL	OPT #	MILLIMETER		INCH	
		MIN	MAX	MIN	MAX
A1		0.38	1.02	.015	.040
A2		3.18	4.19	.125	.165
B		0.38	0.53	.015	.021
B1	01	1.40	1.65	.055	.065
	02	1.14	1.40	.045	.055
C		0.23	0.38	.009	.015
D	01	36.58	37.34	1.440	1.470
	02	35.31	35.94	1.390	1.415
E		15.24	15.75	.600	.620
E1	01	13.59	14.10	.535	.555
	02	12.83	13.08	.505	.515
e		2.54	TYP	.100	TYP
eA		15.49	16.76	.610	.660
L		3.05	3.81	.120	.150
Q1	01	1.40	1.91	.055	.075
	02	1.40	1.78	.055	.070
S	01	1.52	2.29	.060	.090
	02	1.02	1.52	.040	.060

CONTROLLING DIMENSIONS : INCH

OPTION TABLE	
OPTION #	PACKAGE
01	STANDARD
02	IDF

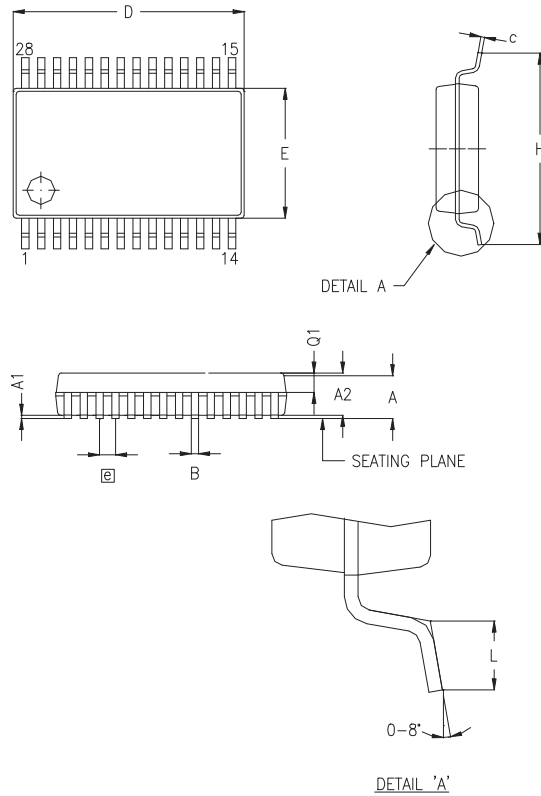
Figure 53. 28-Pin DIP Package Diagram

- **Note:** Please check with Maxim on the actual bonding diagram and coordinate for chip-on-board assembly.



Symbol	Millimeter		Inch	
	Min	Max	Min	Max
A	2.40	2.64	.094	.104
A1	0.10	0.30	.004	.012
A2	2.24	2.44	.088	.096
B	0.36	0.46	.014	.018
C	0.23	0.30	.009	.012
D	17.78	18.00	.700	.710
E	7.40	7.60	.291	.299
e	1.27 typ		.050 typ	
H	10.00	10.65	0.394	.419
h	0.30	0.71	.012	.028
L	0.61	1.00	.024	.039
Q1	0.97	1.07	.038	.042

Figure 54. 28-Pin SOIC Package Diagram



SYMBOL	MILLIMETER			INCH		
	MIN	NOM	MAX	MIN	NOM	MAX
A	1.73	1.86	1.99	0.068	0.073	0.078
A1	0.05	0.13	0.21	0.002	0.005	0.008
A2	1.68	1.73	1.78	0.066	0.068	0.070
B	0.25		0.38	0.010		0.015
C	0.09	—	0.20	0.004	0.006	0.008
D	10.07	10.20	10.33	0.397	0.402	0.407
E	5.20	5.30	5.38	0.205	0.209	0.212
Ⓜ	0.65 TYP			0.0256 TYP		
H	7.65	7.80	7.90	0.301	0.307	0.311
L	0.63	0.75	0.95	0.025	0.030	0.037

CONTROLLING DIMENSIONS : MM
LEADS ARE COPLANAR WITHIN .004 INCH.

Figure 55. 28-Pin SSOP Package Diagram



Ordering Information

Z86L81/86/98—8.0 MHz			
28-Pin DIP	Z86L8108PSC	Z86L8608PSC	Z86L9808PSC
28-Pin SOIC	Z86L8108SSC	Z86L8608SSC	Z86L9808SSC
28-Pin SSOP	Z86L8108HSC	Z86L8608HSC	Z86L9808HSC
Die Form	Please contact Maxim.		

For fast results, contact your local Maxim sales office for assistance in ordering the part required.

Codes	
Package	P = Plastic DIP
	S = SOIC (Small Outline Integrated Circuit)
	H = SSOP (Shrink Small Outline Package)
Temperature	S = 0 °C to +70 °C
Speed	8 = 8.0 MHz
Environmental	C = Plastic Standard
	G = Lead Free

Example

