

**Preliminary**

## GENERAL DESCRIPTION

EM73P461A is an advanced single chip CMOS 4-bit one-time programming (OTP) micro-controller. It contains 4K/8K-byte ROM, 244-nibble RAM, 4-bit ALU, 13-level subroutine nesting, 22-stage time base, two 12-bit timer/counters for the kernel function. EM73P461A also contains 6 interrupt sources, 1 input port, 2 bidirection ports, LCD display (32x4), and one high speed timer/counter with melody output.

EM73P461A has plentiful operating modes (SLOW, IDLE, STOP) intended to reduce the power consumption.

## FEATURES

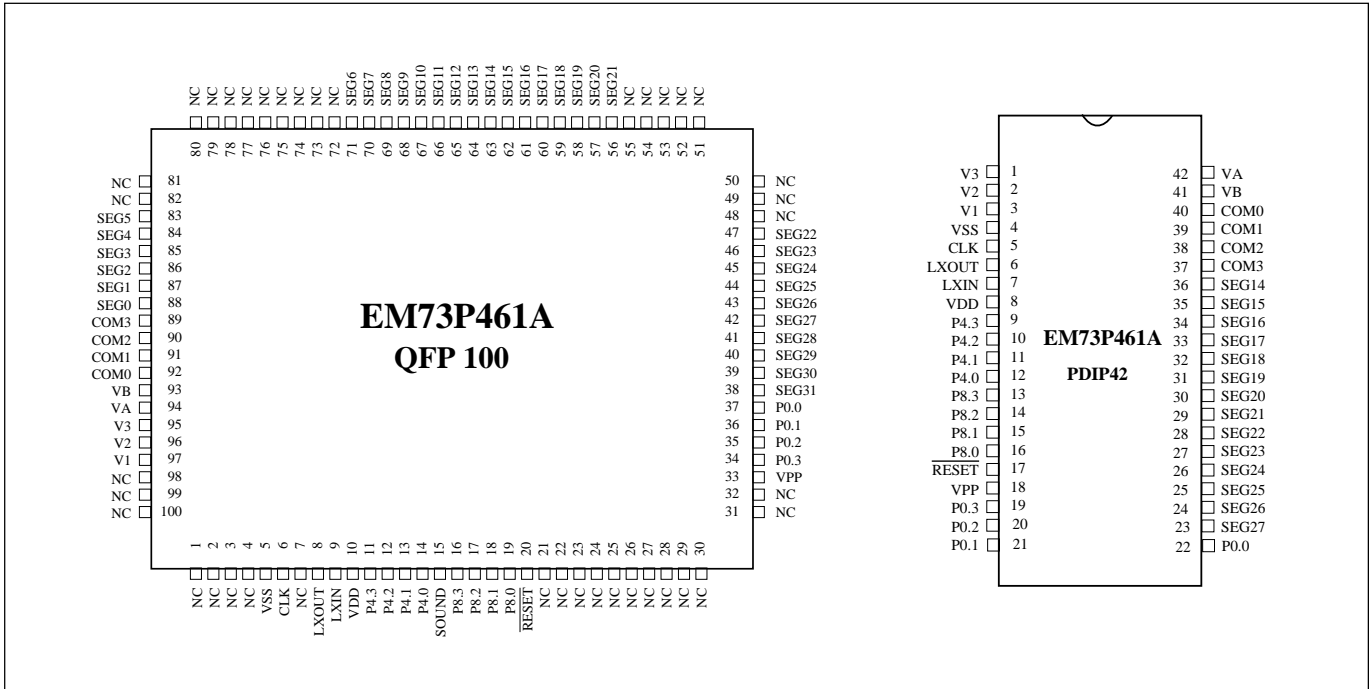
- Operation voltage : 2.4V to 3.6V.
- Clock source : Dual clock system. Low-frequency oscillator is Crystal or RC oscillator (32K Hz, connect an external resistor) by mask option and high-frequency oscillator is RC oscillator (connect an external resistor).
- Instruction set : 109 powerful instructions for 4K ROM / 107 powerful instructions for 8K ROM.
- Instruction cycle time : Up to 2 $\mu$ s for 4 MHz (high speed clock).  
122  $\mu$ s or 244 $\mu$ s by frequency double mask option for 32768 Hz (low speed clock).
- ROM capacity : 4096 X 8 bits / 8192 X 8 bits ROM are choosed by mask option.
- RAM capacity : 244 X 4 bits.
- Input port : 1 port (P0). P0(0..3) and IDLE releasing function are available by mask option.
- Bidirection port : 2 ports (P4, P8). P4.0 and SOUND is available by mask option. P4.1 is shared with HTC external input. P8(0..3) and IDLE releasing function are available by mask option.
- 12-bit timer/counter : Two 12-bit timer/counters are programmable for timer, event counter and pulse width measurement.
- High speed timer/counter : One 8-bit high speed timer/counters is programmable for auto load timer, melody output and pulse width measurement.
- Built-in time base counter : 22 stages.
- Subroutine nesting : Up to 13 levels.
- Interrupt : External . . . . . 2 input interrupt sources.  
Internal . . . . . 2 Timer overflow interrupts, 1 time base interrupt.  
1 high speed timer overflow interrupt.
- LCD driver : 32 X 4 dots, 1/4duty, 1/3duty, 1/2duty, static, 1/2 bias, 1/3 bias; 6 options selectable.
- Power saving function : SLOW, IDLE, STOP operation mode.
- Package type : Chip form 61 pins.  
QFP 100 pins.  
PDIP 42 pins.

## APPLICATIONS

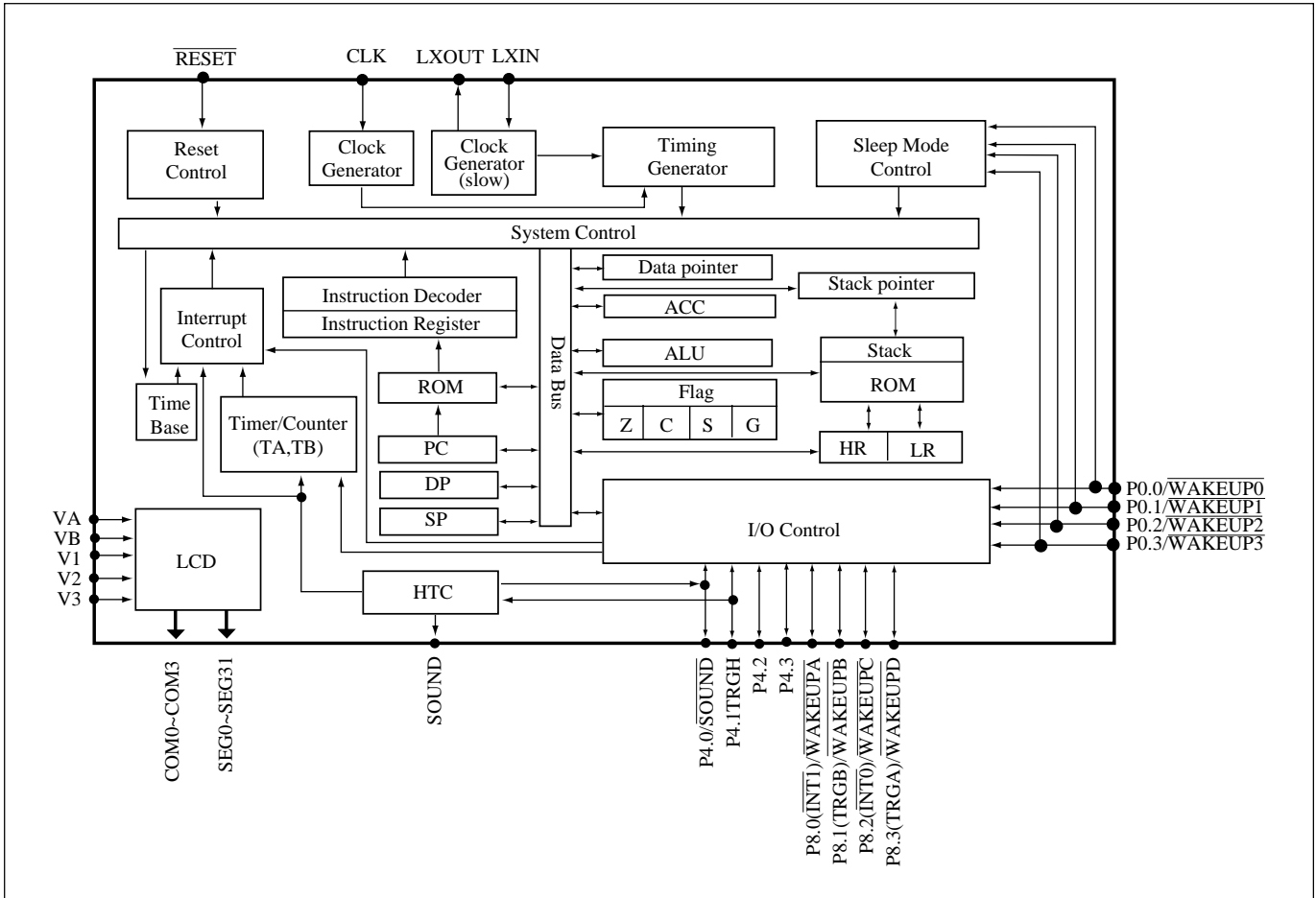
EM73P461A is suitable for application in family appliance, consumer products, hand held games and the toy controller.

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**PIN ASSIGNMENT**



**FUNCTION BLOCK DIAGRAM**



\* This specification are subject to be changed without notice.

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**PIN DESCRIPTIONS**

<b>Symbol</b>	<b>Pin-type</b>	<b>Function</b>
V <sub>DD</sub>		Power supply (+) Power supply (+) for programming OTP
V <sub>SS</sub>		Power supply (-) Power supply (-) for programming OTP
RESET	RESET-A	System reset input signal, low active Reset input signal for programming OTP Always internal pull-up
CLK	OSC-I	RC clock source connecting pin
LXIN	OSC-B/OSC-HI	Crystal/RC connecting pin for low speed clock source
LXOUT	OSC-B	Crystal connecting pin for low speed clock source
P0(0..3)/WAKEUP0..3	INPUT-K	4-bit input port with IDLE releasing function P0.0/ACLK : address counter clock for programming OTP P0.1/PGMB : program data to OTP cells for programming OTP P0.2/OEB : data output enable for programming OTP P0.3/DCLK : data in/out clock signal for programming OTP mask option : wakeup enable, negative edge release, pull-up wakeup enable, negative edge release, none wakeup enable, positive edge release, pull-down wakeup enable, positive edge release, none wakeup disable, pull-up wakeup disable, pull-down wakeup disable, none
P4.0/SOUND	I/O-R	1-bit bidirection I/O port or inverse sound effect output mask option : SOUND enable, high current push-pull SOUND disable, open-drain SOUND disable, low current push-pull SOUND disable, normal current push-pull SOUND disable, high current push-pull
P4.1/TRGH	I/O-Q	1-bit bidirection I/O port with HTC external input mask option : NMOS open-drain PMOS open-drain low current push-pull normal current push-pull high current push-pull
P4(2,3)	I/O-Q	2-bit bidirection I/O port with high current source mask option : NMOS open-drain PMOS open-drain low current push-pull normal current push-pull high current push-pull

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**PIN DESCRIPTIONS**

Symbol	Pin-type	Function
P8.0(INT1) /WAKEUPA/DIN, P8.2(INT0)/WAKEUPC	I/O-S	2-bit bidirection I/O port with external interrupt source input and IDLE releasing function P8.0/DIN : data input for programming OTP mask option :       wakeup enable, low current push-pull wakeup enable, normal current push-pull wakeup disable, open-drain wakeup disable, low current push-pull wakeup disable, normal current push-pull
P8.1(TRGB) /WAKEUPB/DOUT, P8.3(TRGA) /WAKEUPD	I/O-S	2-bit bidirection I/O port with time/counter A,B external input and IDLE releasing function P8.1/DOUT : data output for programming OTP mask option :       wakeup enable, low current push-pull wakeup enable, normal current push-pull wakeup disable, open-drain wakeup disable, low current push-pull wakeup disable, normal current push-pull
SOUND		Melody output
VA,VB, V1, V2, V3		Connect the capacitors for LCD bias voltage
COM0~COM3		LCD common output pins
SEG0~SEG31		LCD segment output pins
TEST/VPP		Test pin must be floating VPP : high voltage (12V) power source for programming OTP

**FUNCTION DESCRIPTIONS**

**PROGRAM ROM (4K X 8 bits)**

4 K x 8 bits program ROM contains user's program and some fixed data.

The basic structure of program ROM can be divided into 5 parts.

1. Address 000h: Reset start address.
2. Address 002h - 00Ch : 6 kinds of interrupt service routine entry addresses.
3. Address 00Eh-086h : SCALL subroutine entry address, only available at 00Eh,016h,01Eh,026h, 02Eh, 036h, 03Eh, 046h, 04Eh, 056h, 05Eh, 066h, 06Eh, 076h, 07Eh, 086h.
4. Address 000h - 7FFh : LCALL subroutine entry address.
5. Address 000h - FFFh : Except used as above function, the other region can be used as user's program region.

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address	4096 x 8 bits
000h	Reset start address
002h	INT0; External interrupt service routine entry address
004h	HTCI; High speed timer interrupt service entry address
006h	TRGA; Timer/counterA interrupt service routine entry address
008h	TRGB; Timer/counter B interrupt service routine entry address
00Ah	TBI; Time base interrupt service routine entry address
00Ch	INT1; External interrupt service routine entry address
00Eh	
086h	- SCALL, subroutine call entry address - - - - -
⋮	⋮
FFFh	

User's program and fixed data are stored in the program ROM. User's program is according the PC value to send next executed instruction code. Fixed data can be read out by two ways.

(1) Table-look-up instruction :

Table -look-up instruction is depended on the Data Pointer (DP) to indicate to ROM address, then to get the ROM code data.

**LDAX**                    **Acc ← ROM[DP]<sub>L</sub>**  
**LDAXI**                   **Acc ← ROM[DP]<sub>H</sub>,DP+1**

DP is a 12-bit data register which can store the program ROM address to be the pointer for the ROM code data. First, user load ROM address into DP by instruction "STADPL, STADPM, STADPH", then user can get the lower nibble of ROM code data by instruction "LDAX" and higher nibble by instruction "LDAXI".

PROGRAM EXAMPLE: Read out the ROM code of address 777h by table-look-up instruction.

```
LDIA #07h;
STADPL   ; DP3-0 ← 07h
STADPM   ; DP5-4 ← 07h
STADPH   ; DP8-6 ← 07h, Load DP=0777h
:
LDL #00h;
LDH #03h;
LDAX     ; ACC ← 6h
STAMI    ; RAM[30] ← 6h
LDAXI    ; ACC ← 5h
STAM     ; RAM[31] ← 5h
:
ORG0777h;
DATA 56h;
:
```

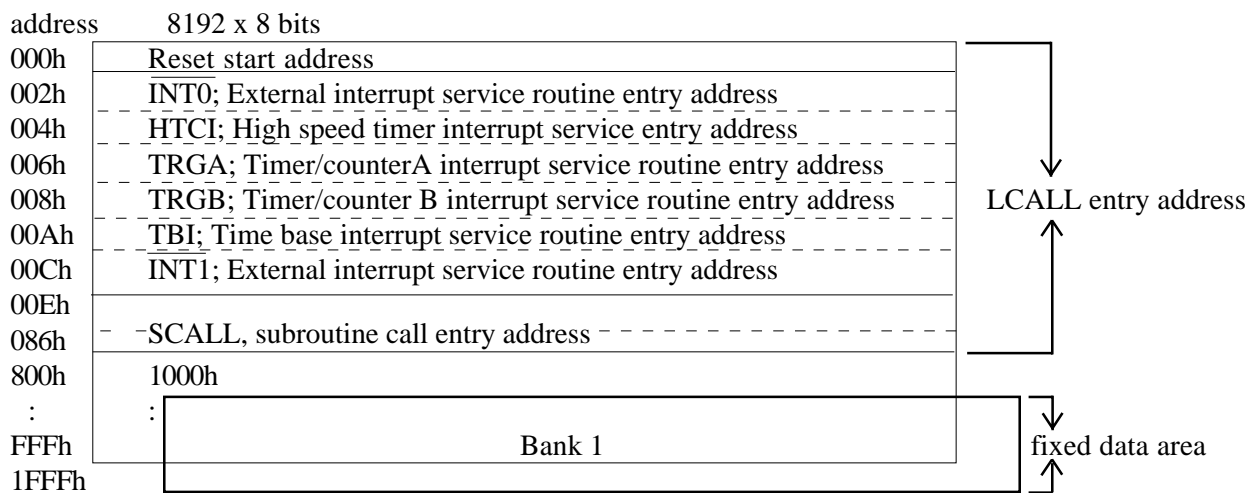
**Preliminary**

**PROGRAM ROM (8K X 8 bits)**

8 K x 8 bits program ROM contains user's program and some fixed data .

The basic structure of program ROM can be divided into 6 parts.

1. Address 0000h: Reset start address.
2. Address 0002h - 000Ch : 6 kinds of interrupt service routine entry addresses .
3. Address 000Eh - 0086h : SCALL subroutine entry address, only available at 000Eh, 0016h, 001Eh, 0026h, 002Eh, 0036h, 003Eh, 0046h, 004Eh, 0056h, 005Eh, 0066h, 006Eh, 0076h, 007Eh, 0086h.
4. Address 0000h - 07FFh : LCALL subroutine entry address.
5. Address 0000h - 1FFFh : Except used as above function, the other region can be used as user's program region.
6. Address 1000h - 1FFFh : Fixed data storage area.



User's program and fixed data are stored in the program ROM. User's program is according the PC value to send next executed instruction code. Fixed data can be read out by table-look-up instruction. Please note that fixed data only can be stored in 8K ROM Bank 1. The program counter is a 13-bit binary counter. The PC can defined 8K ROM.

Table-look-up instruction :

Table -look-up instruction is depended on the Data Pointer (DP) to indicate to ROM address, then to get the ROM code data.

**LDAX**            **Acc ← ROM[DP]<sub>L</sub>**  
**LDAXI**          **Acc ← ROM[DP]<sub>H</sub>,DP+1**

DP is a 13-bit data register which can store the program ROM address to be the pointer for the ROM code data. First, user load ROM address into DP by instruction "STADPL, STADPM, STADPH", then user can get the lower nibble of ROM code data by instruction "LDAX" and higher nibble by instruction "LDAXI".

**Preliminary**

PROGRAM EXAMPLE: Read out the ROM code of address 1777h by table-look-up instruction for 8K ROM.

```

LDIA #07h;
STADPL   ; DP3-0 ← 07h
STADPM   ; DP5-4 ← 07h
STADPH   ; DP8-6 ← 07h, Load DP=1777h
:
LDL #00h;
LDH #03h;
LDAX     ; ACC ← 6h
STAMI    ; RAM[30] ← 6h
LDAXI    ; ACC ← 5h
STAM     ; RAM[31] ← 5h
:
BANK 1
ORG 1777h
DATA 56h;
:
    
```

**DATA RAM ( 244-nibble )**

There is total 244 - nibble data RAM from address 00 to F3h  
Data RAM includes 3 parts: zero page region, stacks and data area.

Address	Increment →			
00h~0Fh	zero page			
10h~1Fh				
20h~2Fh	LCD display RAM			
30h~3Fh				
40h~4Fh				
:				
B0h ~ BFh				
C0h ~ CFh	level 0	level 1	level 2	level 3
D0h ~ DFh	level 4	level 5	level 6	level 17
E0h ~ EFh	level 8	level 9	level A	level B
F0h ~ F3h	level C			

**Preliminary****LCD display RAM:**

RAM address from 20h ~ 3Fh are the LCD display RAM area, the RAM data of this region can't be operated by instruction LDHL xx and EXHL.

**ZERO-PAGE:**

From 00h to 0Fh is the location of zero-page. It is used as the pointer in zero-page addressing mode for the instruction of "STD #k,y; ADD #k,y; CLR y,b; CMP k,y".

PROGRAM EXAMPLE: To write immediate data "07h" to address "03h" of RAM and to clear bit 2 of RAM.

```
STD #07h, 03h ; RAM[03] ← 07h  
CLR 0Eh,2 ; RAM[0Eh]2 ← 0
```

**STACK:**

There are 13-level (maximum) stack for user using for subroutine (including interrupt and CALL). User can assign any level be the starting stack by giving the level number to stack pointer (SP).

When user using any instruction of CALL or subroutine, before entry the subroutine, the previous PC address will be saved into stack until return from those subroutines, the PC value will be restored by the data saved in stack.

**DATA AREA:**

Except the special area used by user, the whole RAM can be used as data area for storing and loading general data.

**ADDRESSING MODE****(1) Indirect addressing mode:**

Indirect addressing mode indicates the RAM address by specified HL register.

```
For example: LDAM ; Acc ← RAM[HL]  
STAM ; RAM[HL] ← Acc
```

**(2) Direct addressing mode:**

Direct addressing mode indicates the RAM address by immediate data.

```
For example: LDA x ; Acc ← RAM[x]  
STA x ; RAM[x] ← Acc
```

**(3) Zero-page addressing mode**

For zero-page region, user can using direct addressing to write or do any arithmetic, comparison or bit manipulated operation directly.

```
For example: STD #k,y ; RAM[y] ← #k  
ADD #k,y ; RAM[y] ← RAM[y] + #k
```



**Preliminary**

**PROGRAM COUNTER (4K/8K ROM)**

Program counter ( PC ) is composed by a 12-bit counter for 4K ROM/13-bit counter for 8K ROM which indicates the next executed address for the instruction of program ROM.

For a 4K - byte size ROM, PC can indicate address form 000h - FFFh, for BRANCH and CALL instrcutions, PC is changed by instruction indicating.

For a 8K - byte size ROM, PC can indicate address form 0000h - 1FFFh, for BRANCH and CALL instrcutions, PC is changed by instruction indicating.

**(1) Branch instruction:**

**SBR a**

Object code: 00aa aaaa

Condition: SF=1; PC ← PC<sub>11-6.a</sub> ( branch condition satisfied )

PC 

Hold original PC value+1	a	a	a	a	a	a	a
--------------------------	---	---	---	---	---	---	---

 (for 4K/8K ROM)

SF=0; PC ← PC + 1( branch condition not satisfied )

PC 

Original PC value + 1											
-----------------------	--	--	--	--	--	--	--	--	--	--	--

**LBR a**

Object code: 1100 aaaa aaaa aaaa

Condition: SF=1; PC ← a ( branch condition satisfied )

PC 

a	a	a	a	a	a	a	a	a	a	a	a	a	a
---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 4K/8K ROM)

SF=0 ; PC ← PC + 2 ( branch condition not satisfied )

PC 

Original PC value + 2													
-----------------------	--	--	--	--	--	--	--	--	--	--	--	--	--

**SLBR a**

Object code: 0101 0101 1100 aaaa aaaa aaaa ( a : 1000 ~ 1FFFh)

0101 0111 1100 aaaa aaaa aaaa ( a : 0000 ~ 0FFFh)

Condition: SF=1; PC ← a ( branch condition satisfied )

PC 

a	a	a	a	a	a	a	a	a	a	a	a	a	a
---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (only for 8K ROM)

SF=0 ; PC ← PC + 2 ( branch condition not satisfied )

PC 

Original PC value + 2													
-----------------------	--	--	--	--	--	--	--	--	--	--	--	--	--

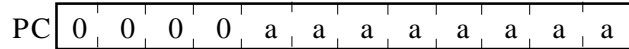
**Preliminary**

**(2) Subroutine instruction:**

**SCALL a**

Object code: 1110 nnnn

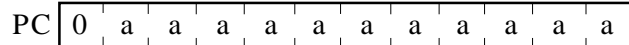
Condition :  $PC \leftarrow a$  ;  $a=8n+6$  ;  $n=1..15$  ;  $a=86h$ ,  $n=0$



**LCALL a**

Object code: 0100 0 aaa aaaa aaaa

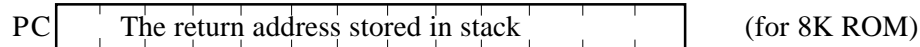
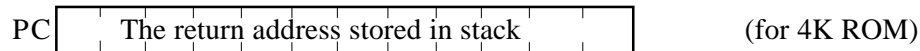
Condition:  $PC \leftarrow a$



**RET**

Object code: 0100 1111

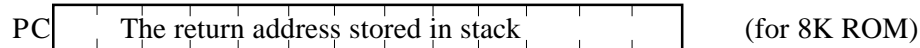
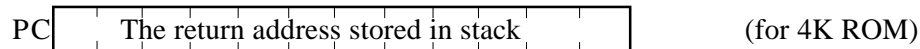
Condition:  $PC \leftarrow STACK[SP]$ ;  $SP + 1$



**RTI**

Object code: 0100 1101

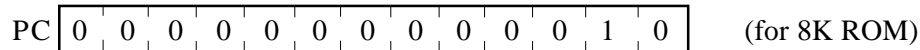
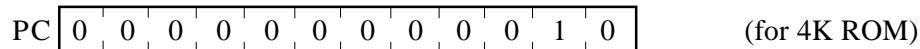
Condition : FLAG.  $PC \leftarrow STACK[SP]$ ;  $EI \leftarrow 1$ ;  $SP + 1$



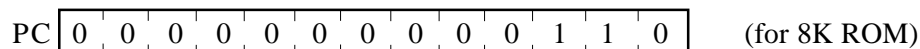
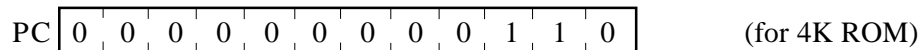
**(3) Interrupt acceptance operation:**

When an interrupt is accepted, the original PC is pushed into stack and interrupt vector will be loaded into PC, The interrupt vectors are as following:

**INT0** (External interrupt from P8.2)



**TRGA** (Timer A overflow interrupt)



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**TRGB** (Time B overflow interrupt)

PC 

0	0	0	0	0	0	0	0	0	0	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 4K ROM)

PC 

0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 8K ROM)

**TBI** (Time base interrupt)

PC 

0	0	0	0	0	0	0	0	0	1	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 4K ROM)

PC 

0	0	0	0	0	0	0	0	0	0	1	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 8K ROM)

**INT1** (External interrupt from P8.0)

PC 

0	0	0	0	0	0	0	0	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 4K ROM)

PC 

0	0	0	0	0	0	0	0	0	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 8K ROM)

**(4) Reset operation:**

PC 

0	0	0	0	0	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 4K ROM)

PC 

0	0	0	0	0	0	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---

 (for 8K ROM)

**(5) Other operations:**

For 1-byte instruction execution: PC + 1

For 2-byte instruction execution: PC + 2

**ACCUMULATOR**

Accumulator is a 4-bit data register for temporary data. For the arithmetic, logic and comparative operation ..., ACC plays a role which holds the source data and result.

**FLAGS**

There are four kinds of flag, CF ( Carry flag ), ZF ( Zero flag ), SF ( Status flag ) and GF ( General flag ), these 4 1-bit flags are affected by the arithmetic, logic and comparative .... operation.

All flags will be put into stack when an interrupt subroutine is served, and the flags will be restored after RTI instruction executed.

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(1) Carry Flag ( CF )

The carry flag is affected by following operation:

- a. Addition : CF as a carry out indicator, when the addition operation has a carry-out, CF will be "1", in another word, if the operation has no carry-out, CF will be "0".
- b. Subtraction : CF as a borrow-in indicator, when the subtraction operation must has a borrow, in the CF will be "0", in another word, if no borrow-in, CF will be "1".
- c. Comparision: CF is as a borrow-in indicator for Comparision operation as the same as subtraction operation.
- d. Rotation: CF shifts into the empty bit of accumulator for the rotation and holds the shift out data after rotation.
- e. CF test instruction : For TFCFC instruction, the content of CF sends into SF then clear itself "0".  
For TTSTFC instruction, the content of CF sends into SF then set itself "1".

(2) Zero Flag ( ZF )

ZF is affected by the result of ALU, if the ALU operation generate a "0" result, the ZF will be "1", otherwise, the ZF will be "0".

(3) Status Flag ( SF )

The SF is affected by instruction operation and system status.

- a. SF is initiated to "1" for reset condition.
- b. Branch instruction is decided by SF, when SF=1, branch condition will be satisfied, otherwise, branch condition will not be satisfied by SF = 0.

@ (4) General Flag ( GF )

GF is a one bit general purpose register which can be set, clear, test by instruction SGF, CGF and TGS.

PROGRAM EXAMPLE:

Check following arithmetic operation for CF, ZF, SF

@ : just for 4K ROM.

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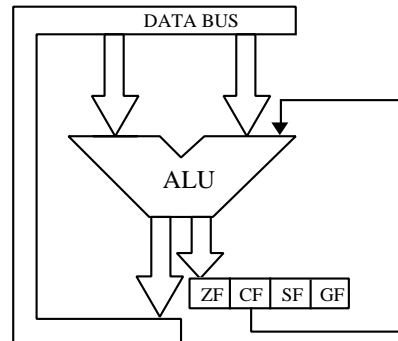
	CF	ZF	SF
LDIA #00h;	-	1	1
LDIA #03h;	-	0	1
ADDA #05h;	-	0	1
ADDA #0Dh;	-	0	0
ADDA #0Eh;	-	0	0

## ALU

The arithmetic operation of 4 - bit data is performed in ALU unit. There are 2 flags can be affected by the result of ALU operation, ZF and SF. The operation of ALU can be affected by CF only.

## ALU STRUCTURE

ALU supported user arithmetic operation function, including : addition, subtraction and rotaion.



## ALU FUNCTION

(1) Addition:

For instruction ADDAM, ADCAM, ADDM #k, ADD #k,y .... ALU supports addition function. The addition operation can affect CF and ZF. For addition operation, if the result is "0", ZF will be "1", otherwise, not equal "0", ZF will be "0". When the addition operation has a carry-out, CF will be "1", otherwise, CF will be "0".

EXAMPLE:

Operation	Carry	Zero
3+4=7	0	0
7+F=6	1	0
0+0=0	0	1
8+8=0	1	1

(2) Subtraction:

For instruction SUBM #k, SUBA #k, SBCAM, DECM... ALU supports user subtraction function. The subtraction operation can affect CF and ZF, For subtraction operation, if the result is negative, CF will be "0", it means a borrow out, otherwise, if the result is positive, CF will be "1". For ZF, if the result of subtraction operation is "0", the ZF will be "1", otherwise, ZF will be "1".

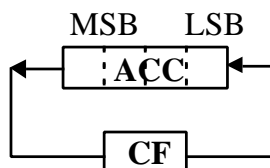
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EXAMPLE:

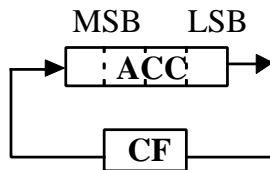
Operation	Carry	Zero
8-4=4	1	0
7-F= -8(1000)	0	0
9-9=0	1	1

(3) Rotation:

There are two kinds of rotation operation, one is rotation left, the other is rotation right.  
RLCA instruction rotates Acc value to left, shift the CF value into the LSB bit of Acc and the shift out data will be hold in CF.



RRCA instruction operation rotates Acc value to right, shift the CF value into the MSB bit of Acc and the shift out data will be hold in CF.



PROGRAM EXAMPLE: To rotate Acc right and shift a "1" into the MSB bit of Acc.

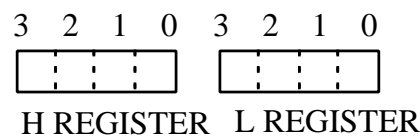
TTCFS; CF ← 1

RRCA; rotate Acc right and shift CF=1 into MSB.

## HL REGISTER

HL register are two 4-bit registers, they are used as a pair of pointer for the address of RAM memory and also 2 independent temporary 4-bit data registers. For some instruction, L register can be a pointer to indicate the pin number ( Port4 ).

## HL REGISTER STRUCTURE



## HL REGISTER FUNCTION

**Preliminary**

- (1) For instruction : LDL #k, LDH #k, THA, THL, INCL, DECL, EXAL, EXAH, HL register used as a temporary register.

PROGRAM EXAMPLE: Load immediate data "5h" into L register, "Dh" into H register.

```
LDL#05h;  
LDH#0Dh;
```

- (2) For instruction LDAM, STAM, STAMI ..., HL register used as a pointer for the address of RAM memory.

PROGRAM EXAMPLE: Store immediate data #Ah into RAM of address 35h.

```
LDL#5h;  
LDH#3h;  
STDMI #0Ah; RAM[35] ← Ah
```

- (3) For instruction : SELP, CLPL, TFPL, L register be a pointer to indicate the bit of I/O port.

When LR = 0 indicate P4.0

PROGRAM EXAMPLE: To set bit 0 of Port4 to "1"

```
LDL#00h;  
SEPL ; P4.0 ← 1
```

### **STACK POINTER (SP)**

Stack pointer is a 4-bit register which stores the present stack level number.

Before using stack, user must set the SP value first, CPU will not initiate the SP value after reset condition. When a new subroutine is accepted, the SP will be decreased one automatically, in another word, if returning from a subroutine, the SP will be increased one.

The data transfer between ACC and SP is by instruction of "LDASP" and "STASP".

### **DATA POINTER (DP)**

Data pointer is a 12-bit register which stores the address of ROM can indicate the ROM code data specified by user (refer to data ROM).

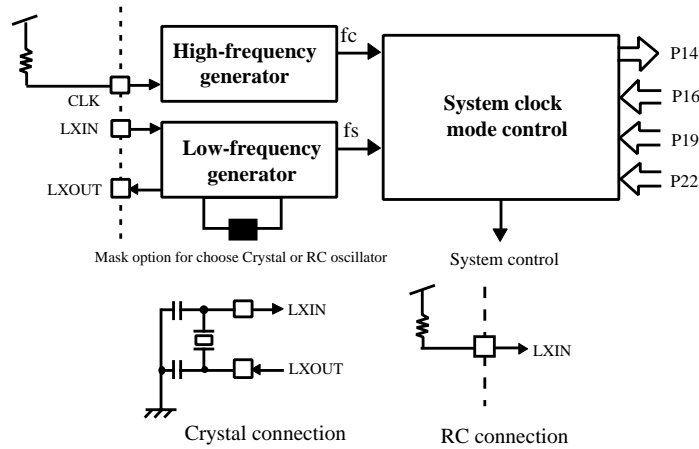
### **CLOCK AND TIMING GENERATOR**

The clock generator is supported by a single clock system, the clock source comes from crystal (resonator) or RC oscillation is decided by mask option, the working frequency range is 480 K Hz to 4 MHz depending on the working voltage.

### **CLOCK GENERATOR STRUCTURE**

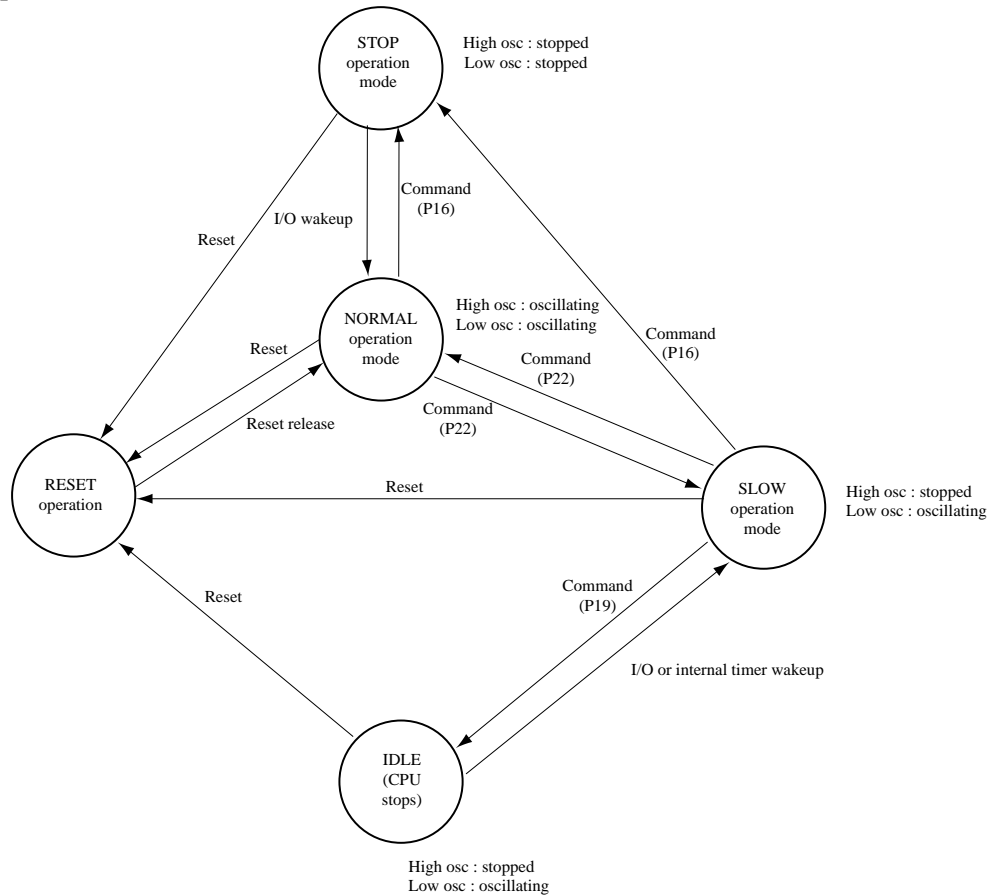
There are two clock generator for system clock control. P14 is the status register for the CPU status. P16, P19 and P22 are the system clock mode control ports.

**Preliminary**



**SYSTEM CLOCK MODE CONTROL**

The system clock mode controller can start or stop the high-frequency and low-frequency clock oscillator and switch between the basic clocks. EM73P461A has four operation modes (NORMAL, SLOW, IDLE and STOP operation modes).



Operation Mode	Oscillator	System Clock	Available function	One instruction cycle
NORMAL	High, Low frequency	High frequency clock	LCD, High speed timer	8/fc
SLOW	Low frequency	Low frequency clock	LCD, High speed timer	4/fs or 8/fs by mask option
IDLE	Low frequency	CPU stops	LCD	-
STOP	None	CPU stops	All disable	-



Preliminary

### NORMAL OPERATION MODE

The 4-bit  $\mu$ c is in the NORMAL operation mode when the CPU is reseted. This mode is a dual clock system (high-frequency( $f_c$ ) and low-frequency( $f_s$ ) clocks oscillating). It can be changed to SLOW or STOP operation mode by the command register (P22 or P16).

The instruction cycle is  $8/f_c$  in NORMAL operation mode.

LCD display and high speed timer/counter with melody output are available for the NORMAL operation mode.

### SLOW OPERATION MODE

The SLOW operation mode is a single clock system (low-frequency( $f_s$ ) clock oscillating). It can be changed to the DUAL operation mode with the commoand register (P22), STOP operation mode with P16 and IDLE operation mode with P19.

The instruction cycle is  $4/f_s$  or  $8/f_s$  by frequency double mask option in SLOW operation mode.

LCD display and high speed timer/counter with melody output are available for the SLOW operation mode.

P22    3    2    1    0    Initial value : 0000

*	SOM	*	*
---	-----	---	---

SOM	Select operation mode
0	NORMAL operation mode
1	SLOW operation mode

P14    3    2    1    0    Initial value : \*000

*	WKS	LFS	CPUS
---	-----	-----	------

LFS	Low-frequency status	CPUS	CPU status
0	LXIN source is not stable	0	NORMAL operation mode
1	LXIN source is stable	1	SLOW operation mode

WKS	Wakeup status
0	Wakeup not by internal timer
1	Wakeup by internal timer

Port14 is the status register for CPU. P14.0 (CPU status) and P14.1 (Low-frequency status) are read-only bits. p14.2 (wakeup status) will be set to "1" when CPU is wake-up by internal timer. P14.2 will be cleared to "0" when user out data to P14.

### IDLE OPERATION MODE

The IDLE operation mode suspends all SLOW operations except for the low-frequency clock and LCD driver. It retains the internal status with low power consumption without stopping the clock function and LCD display.

LCD display is available for the IDLE operation mode. Sound generator is disabled in this mode. The IDLE operation mode will be wakeup and return to the SLOW operation mode by the internal timing generator or I/O pins (P0(0..3)/WAKEUP 0..3 or P8(0..3)/WAKEUPA..D).

**Preliminary**

P19      3      2      1      0      Initial value : 0000

IDME	SIDR
------	------

IDME	Enable IDLE mode
0 1	Enable IDLE mode
* *	Reserved

SIDR	Select IDLE releasing condition
0 0	P0(0..3), P8(0..3) pin input
0 1	P0(0..3), P8(0..3) pin input and 1 sec signal
1 0	P0(0..3), P8(0..3) pin input and 0.5 sec signal
1 1	P0(0..3), P8(0..3) pin input and 15.625 ms signal

### STOP OPERATION MODE

The STOP operation mode suspends system operation and holds the internal status immediately before the suspension with low power consumption. This mode will be released by reset or I/O pins (P0(0..3)/WAKEUP 0..3 or P8(0..3)/WAKEUP A..D).

LCD display and high speed timer/counter with melody output are disabled in the mode.

P16      3      2      1      0      Initial value : 0000

SPME	SWWT
------	------

SPME	Enable STOP mode
0 1	Enable STOP mode
* *	Reserved

SWWT	Set wake-up warm-up time
0 0	wait normal frequency ready ( $2^6/f_c$ )
0 1	wait slow frequency ready ( $2^{14}/f_s$ )
1 0	Reserved
1 1	Reserved

### TIME BASE INTERRUPT ( TBI )

The time base can be used to generate a fixed frequency interrupt. There are 8 kinds of frequencies can be selected by setting P25.

P25      3      2      1      0      initial value : 0000

P25	NORMAL operation mode	SLOW operation mode
0 0 x x	Interrupt disable	Interrupt disable
0 1 0 0	Interrupt frequency LXIN / $2^3$ Hz	Reserved
0 1 0 1	Interrupt frequency LXIN / $2^4$ Hz	Reserved
0 1 1 0	Interrupt frequency LXIN / $2^5$ Hz	Reserved
0 1 1 1	Interrupt frequency LXIN / $2^{14}$ Hz	Interrupt frequency LXIN / $2^{14}$ Hz
1 1 0 0	Interrupt frequency LXIN / $2^1$ Hz	Reserved
1 1 0 1	Interrupt frequency LXIN / $2^6$ Hz	Interrupt frequency LXIN / $2^6$ Hz
1 1 1 0	Interrupt frequency LXIN / $2^8$ Hz	Interrupt frequency LXIN / $2^8$ Hz
1 1 1 1	Interrupt frequency LXIN / $2^{10}$ Hz	Interrupt frequency LXIN / $2^{10}$ Hz
1 0 x x	Reserved	Reserved

### TIMER / COUNTER ( TIMERA, TIMERB )

Timer/counters can support user three special functions:

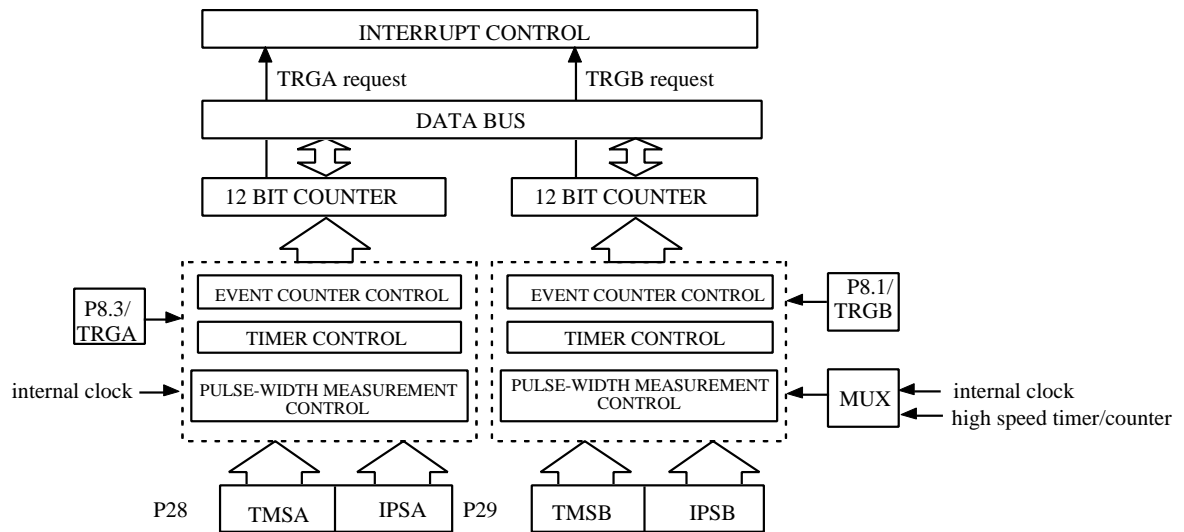
1. Even counter
2. Timer.
3. Pulse-width measurement.

**Preliminary**

These three functions can be executed by 2 timer/counter independently.

For timerA, the counter data is saved in timer register TAH, TAM, TAL, which user can set counter initial value and read the counter value by instruction "LDATAH(M,L), STATAH(M,L)" and timer register is TBH, TBM, TBL and W/R instruction "LDATBH (M,L), STATBH (M,L)".

The basic structure of timer/counter is composed by two same structure counter, these two counters can be set initial value and send counter value to timer register, P28 and P29 are the command ports for timerA and timer B, user can choose different operation mode and different internal clock rate by setting these two ports. When timer/counter overflow, it will generate a TRGA(B) interrupt request to interrupt control unit.



**TIMER/COUNTER CONTROL**

P8.1/TRGB, P8.3/TRGA are the external timer inputs for timerB and timerA, they are used in event counter and pulse-width measurement mode.

Timer/counter command port: P28 is the command port for timer/counterA and P29 is for the timer/counterB.

Port 28

3	2	1	0
TMSA	IPSAs		

Initial state: 0000

Port 29

3	2	1	0
TMSB	IPSBs		

Initial state: 0000

TIMER/COUNTER MODE SELECTION	
TMSA (B)	Function description
0 0	Stop
0 1	Event counter mode
1 0	Timer mode
1 1	Pulse width measurement mode

INTERNAL PULSE-RATE SELECTION		
IPSA	NORMAL mode	SLOW mode
0 0	LXIN/2 <sup>3</sup> Hz	Reserved
0 1	LXIN/2 <sup>7</sup> Hz	LXIN/2 <sup>7</sup> Hz
1 0	LXIN/2 <sup>11</sup> Hz	LXIN/2 <sup>11</sup> Hz
1 1	LXIN/2 <sup>15</sup> Hz	LXIN/2 <sup>15</sup> Hz

INTERNAL PULSE-RATE SELECTION		
IPSB	NORMAL mode	SLOW mode
0 0	Depend on high speed timer/counter	
0 1	LXIN/2 <sup>5</sup> Hz	LXIN/2 <sup>5</sup> Hz
1 0	LXIN/2 <sup>9</sup> Hz	LXIN/2 <sup>9</sup> Hz
1 1	LXIN/2 <sup>13</sup> Hz	LXIN/2 <sup>13</sup> Hz

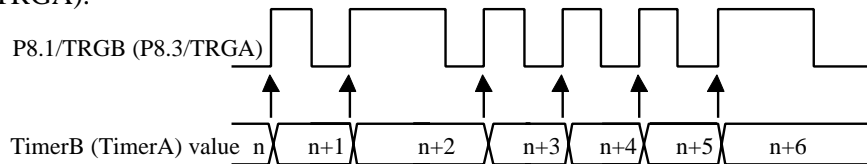
**Preliminary**

## TIMER/COUNTER FUNCTION

Timer/counterA can be programmable for timer, event counter and pulse width measurement. Each timer/counter can execute any one of these functions independently.

### EVENT COUNTER MODE

For event counter mode, timer/counter increases one at any rising edge of P8.1/TRGB for timerB (P8.3/TRGA for timer A). When timerB (timerA) counts overflow, it will give interrupt control an interrupt request TRGB (TRGA).



PROGRAM EXAMPLE: Enable timerA with P28

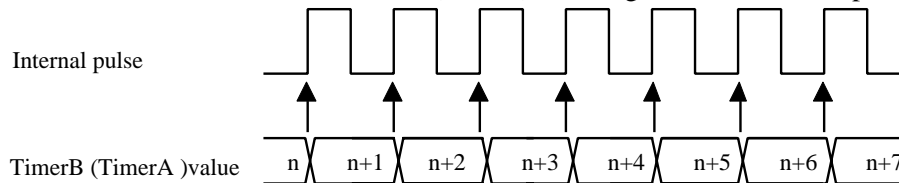
```
LDIA #0100B;
```

```
OUTA P28; Enable timerA with event counter mode
```

### TIMER MODE

For timer mode, timer/counter increase one at any rising edge of internal pulse. User can choose 4 kinds of internal pulse rate by setting IPSB for timerB (IPSA for timerA).

When timer/counter counts overflow, TRGB (TRGA) will be generated to interrupt control unit.



PROGRAM EXAMPLE: To generate TRGA interrupt request after 60 ms with system clock LXIN=32KHz

```
LDIA #0100B;
```

```
EXAE; enable mask 2
```

```
EICIL 110111B; interrupt latch ←0, enable EI
```

```
LDIA #0AH;
```

```
STATAL;
```

```
LDIA #00H;
```

```
STATAM;
```

```
LDIA #0FH;
```

```
STATAH;
```

```
LDIA #1000B;
```

```
OUTA P28; enable timerA with internal pulse rate: LXIN/23 Hz
```

NOTE: The preset value of timer/counter register is calculated as following procedure.

Internal pulse rate:  $LXIN/2^3$  ;  $LXIN = 32KHz$

The time of timer counter count one =  $2^3 / LXIN = 8/32768=0.244ms$

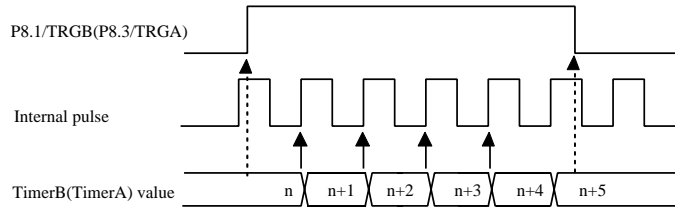
The number of internal pulse to get timer overflow =  $60 ms / 0.244ms = 245.901 = 0F6H$

The preset value of timer/counter register =  $1000H - 0F6H = 0F0AH$

### PULSE WIDTH MEASUREMENT MODE

**Preliminary**

For the pulse width measurement mode, the counter only increased by the rising edge of internal pulse rate as external timer/counter input (P8.1/TRGB, P8.3/TRGA ), interrupt request will be generated as soon as timer/counter count overflow.



**PROGRAM EXAMPLE:** Enable timerA by pulse width measurement mode.

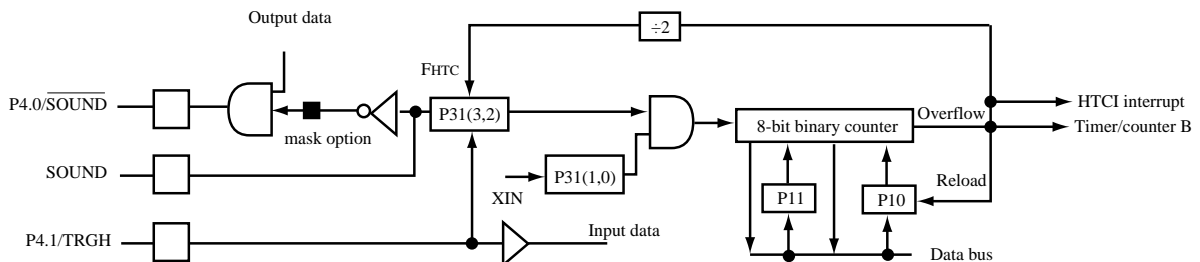
```
LDIA #1100b;
```

```
OUTA P28; Enable timerA with pulse width measurement mode.
```

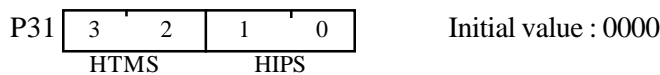
**HIGH SPEED TIMER/COUNTER**

EM73P461A has one 8-bit high speed timer/counter (HTC). It supports three special functions : auto load timer, melody output and pulse width measurement modes. The HTC is available for the NORMAL and SLOW operation mode.

The HTC can be set initial value and send counter value to counter registers (P11 and P10), P31 is the command port for HTC, user can choose different operation mode and different internal clockrate by setting the port. The timer/counter increase one at the rising edge of internal pulse. The HTC can generate an overflow interrupt (HTCI) when it overflows. The HTCI cannot be generated when the HTC is in the melody mode or disabled.



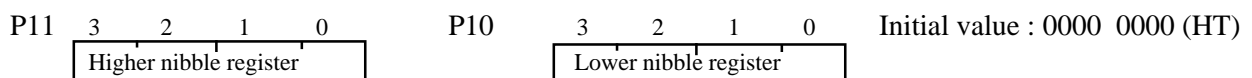
P31 is the command register of the 8-bit high speed timer/counter.



HTMS	Mode selection
0 0	Stop
0 1	Auto load timer mode
1 0	Melody mode
1 1	Pulse width measurement mode

HIPS	Clock rate selection	
	NORMAL mode	SLOW mode
0 0	LXIN/2 <sup>0</sup> Hz	LXIN/2 <sup>0</sup> Hz
0 1	LXIN/2 <sup>2</sup> Hz	LXIN/2 <sup>2</sup> Hz
1 0	CLK/2 <sup>4</sup> Hz	Reserved
1 1	CLK/2 <sup>6</sup> Hz	Reserved

P11 and P10 are the counter registers of the 8-bit high speed timer/counter. P10 is the lower nibble register and P11 is the higher nibble register. (HT is the value of counter registers.)



**Preliminary**

\*\*  $F_{HTC} = [(XIN/2^X)/(100H-HT)]/2$ , HT=0~255  
 \*\* Example : LXIN=32K Hz, HIPS=01, HT=11110000B=0F0H.  
 $\Rightarrow F_{HTC} = [(32K Hz/2^2)/(100H-0f0H)]/2 = 256 Hz$ .

```
LDIA #1111B
OUTA P11
LDIA #0000B
OUTA P10
LDIA #1001B
OUTA P31
```

The value of 8-bit binary up counter can be presetted by P10 and P11. The value of registers can loaded into the HTC when the counter starts counting or occurs overflow. If user write value to the registers before the next overflow occurs, the preset value can be changed.

The preset value will be changed when users output the different data to P10 and P11.

The count value of HTC can be read from P10 and P11. The value is unstable when user read the value during counting. Thus, user must disable the counter before reading the value.

The P4.0/SOUND and SOUND pins will output the square wave in the melody mode. When the CPU is not in the melody mode, the P4.0/SOUND is high and SOUND is low.

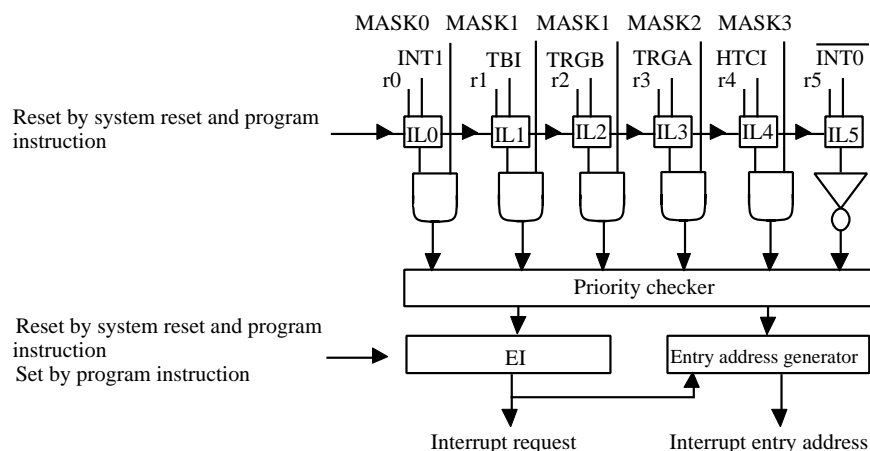
The P4.1/RGH pin will be the input pin in the pulse width measurement mode. User must output high to P4.1/TRGH and then it can be the HTC external input pin. When the HTC is disabled, the P4.1 pin is a normal I/O pin.

**INTERRUPT FUNCTION**

There are 6 interrupt sources, 2 external interrupt sources, 4 internal interrupt sources. Multiple interrupts are admitted according the priority.

Type	Interrupt source	Priority	Interrupt Latch	Interrupt Enable condition	Program ROM entry address
External	External interrupt( $\overline{INT0}$ )	1	IL5	EI=1	002H
Internal	High speed timer overflow interrupt (HTCI)	2	IL4	EI=1, MASK3=1	004H
Internal	TimerA overflow interrupt (TRGA)	3	IL3	EI=1, MASK2=1	006H
Internal	TimerB overflow interrupt (TRGB)	4	IL2	EI=1, MASK1=1	008H
Internal	Time base interrupt(TBI)	5	IL1		00AH
External	External interrupt(INT1)	6	IL0	EI=1, MASK0=1	00CH

**INTERRUPT STRUCTURE**



**Preliminary**

Interrupt controller:

- IL0-IL5 : Interrupt latch. Hold all interrupt requests from all interrupt sources. ILr can not be set by program, but can be reset by program or system reset, so IL only can decide which interrupt source can be accepted.
- MASK0-MASK3 : Except  $\overline{INT0}$ , MASK register can permit or inhibit all interrupt sources.
- EI : Enable interrupt Flip-Flop can permit or inhibit all interrupt sources, when interrupt happened, EI is cleared to "0" automatically, after RTI instruction happened, EI will be set to "1" again.
- Priority checker : Check interrupt priority when multiple interrupts happened.

### INTERRUPT FUNCTION

The procedure of interrupt operation:

1. Push PC and all flags to stack.
2. Set interrupt entry address into PC.
3. Set SF= 1.
4. Clear EI to inhibit other interrupts happened.
5. Clear the IL for which interrupt source has already be accepted.
6. To excute interrupt subroutine from the interrupt entry address.
7. CPU accept RTI, restore PC and flags from stack. Set EI to accept other interrupt requests.

PROGRAM EXAMPLE: To enable interrupt of "INT0, TRGA"

```
LDIA #1100B;
EXAE; set mask register "1100B"
EICIL 111111B ; enable interrupt F.F.
```

### LCD DRIVER

EM73P461A can directly drive the liquid crystal display (LCD) and has 32 segment, 4 common output pins (1/2 bias, 1/3 bias). There are total 32x4 dots can be display. The V1, V2, V3, VA, VB, VDD and VSS pins are the LCD bias generator.

### CONTROL OF LCD DRIVER

The LCD driver control command register is P27. When LDC is 0, the LCD is disabled, the COM and SEG pins are VSS. When LDC is 1, the LCD driver enables.

When the CPU is reseted or during the STOP operation mode, the LCD driver is disabled.

Port27                      2      1      0                      Initial value : 0000

	2	1	0
LDC		DUTY	

LDC	LCD display control
0	LCD display disable
1	LCD display enable

DUTY	Driving method select
0 0 0	1/4 duty (1/3 bias)
0 0 1	1/4 duty (1/2 bias)
0 1 0	1/3 duty (1/3 bias)
0 1 1	1/3 duty (1/2 bias)
1 0 0	1/2 duty (1/2 bias)
1 0 1	Static
1 1 *	Reserved

The LCD display data is stored in the display data area of the data memory (RAM).

The display data area begins with address 20H during reset. The LCD display data area ia as below :

**Preliminary**

	RAM address	COM3	COM2	COM1	COM0
		bit3	bit2	bit1	bit0
SEG0	20H				
SEG1	21H				
SEG2	22H				
:	:				
:	:				
SEG30	3EH				
SEG31	3FH				

The relation between LCD display data and driving method

Driving method	bit3	bit2	bit1	bit0
1/4 duty	COM3	COM2	COM1	COM0
1/3 duty	-	COM2	COM1	COM0
1/2 duty	-	-	COM1	COM0
Static	-	-	-	COM0

LCD frame frequency : According to the drive method to set the frame frequency.

Duty	Frame frequency (Hz)
1/4 duty	$64 \times (4/4) = 64$
1/3 duty	$64 \times (4/3) = 85$
1/2 duty	$64 \times (4/2) = 128$
Static	64

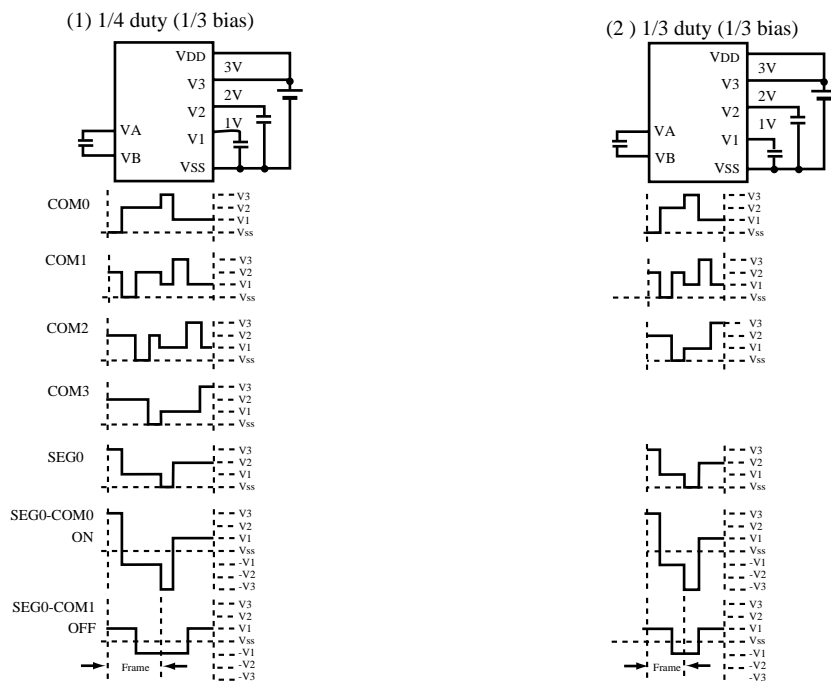
PROGRAM EXAMPLE :

```
LDIA #0001B ; 1/4 duty, 1/2 bias
OUTA P27
LDIA #1001B ; enable LCD
OUTA P27
```

**LCD DRIVING METHODS**

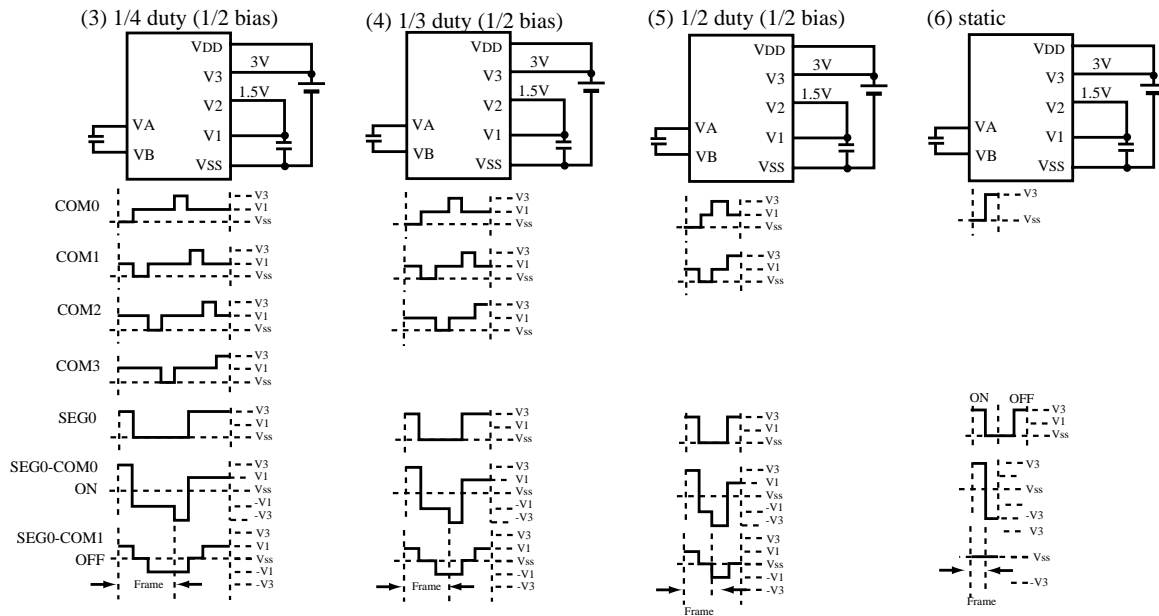
There are six kinds of driving methods can be selected by DUTY (P27.0~P27.2). The drivinf waveforms of LCD driver are as below :

- **VDD=3V**





**Preliminary**



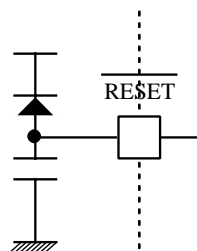
**RESETTING FUNCTION**

When CPU in normal working condition and  $\overline{\text{RESET}}$  pin holds in low level for three instruction cycles at least, then CPU begins to initialize the whole internal states, and when  $\overline{\text{RESET}}$  pin changes to high level, CPU begins to work in normal condition.

The CPU internal state during reset condition is as following table :

Hardware condition in RESET state	Initial value
Program counter	0000h
Status flag	01h
Interrupt enable flip-flop ( EI )	00h
MASK0 ,1, 2, 3	00h
Interrupt latch ( IL )	00h
P10, 11,14, 16, 19, 25, 27, 28, 29, 31	00h
P4, 8, 23, 24	0Fh
Both oscillator	Start oscillation

The  $\overline{\text{RESET}}$  pin is a hysteresis input pin and it has a pull-up resistor available by mask option. The simplest RESET circuit is connect  $\overline{\text{RESET}}$  pin with a capacitor to  $V_{SS}$  and a diode to  $V_{DD}$ .



**Preliminary**

**EM73P461A I/O PORT DESCRIPTION :**

Port	Input function	Output function	Note
0	E Input port , wakeup function		
1	--	--	
2	--	--	
3	--	--	
4	E Input port	E Output port, P4.0/SOUND	
5	--	--	
6	--	--	
7	--	--	
8	E Input port, wakeup function,	E Output port	
9	--	--	
10	--	I High speed timer/counter	low nibble
11	--	I High speed timer/counter	high nibble
12	--	--	
13	--	--	
14	I CPU status	I Clear P14.0 to 0	
15	--	--	
16		I STOP mode control register	
17		--	
18		--	
19		I IDLE mode control register	
20		--	
21		--	
22		I Slow mode control register	
23		--	
24		--	
25		I Timebase control register	
26		--	
27		I LCD control register	
28		I Timer/counter A control register	
29		I Timer/counter B control register	
30		--	
31		I HTC control register	

Preliminary

**ABSOLUTE MAXIMUM RATINGS**

Items	Sym.	Ratings	Conditions
Supply Voltage	$V_{DD}$	-0.5V to 6V	
Input Voltage	$V_{IN}$	-0.5V to $V_{DD}+0.5V$	
Output Voltage	$V_O$	-0.5V to $V_{DD}+0.5V$	
Power Dissipation	$P_D$	300mW	$T_{OPR}=50^{\circ}C$
Operating Temperature	$T_{OPR}$	0°C to 50°C	
Storage Temperature	$T_{STG}$	-55°C to 125°C	

**RECOMMENDED OPERATING CONDITIONS**

Items	Sym.	Ratings	Condition
Supply Voltage	$V_{DD}$	2.4V to 3.6V	500KHz<Fc<4MHz by RC osc Fs=32KHz by crystal osc
Input Voltage	$V_{IH}$	$0.90 \times V_{DD}$ to $V_{DD}$	
	$V_{IL}$	0V to $0.10 \times V_{DD}$	
Operating Frequency	$F_C$	4MHz	CLK, VDD (RC osc), R=100KΩ
	Fs	32KHz	LXIN, LXOUT (crystal osc)

**DC ELECTRICAL CHARACTERISTICS** ( $V_{DD}=3\pm 0.3V$ ,  $V_{SS}=0V$ ,  $T_{OPR}=25^{\circ}C$ )

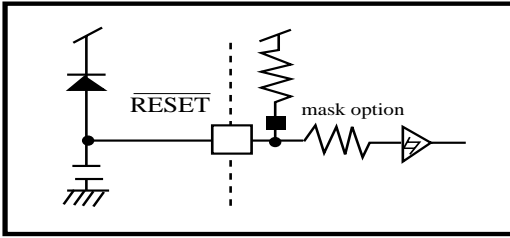
Parameters	Sym.	Min.	Typ.	Max.	Unit	Conditions
Supply current	$I_{DD}$	200	320	600	$\mu A$	$V_{DD}=3.3V$ , no load, NORMAL mode, Fc=4MHz, Fs=32KHz
		4	7	15	$\mu A$	$V_{DD}=3.3V$ , no load, SLOW mode, Fs=32KHz
		2	5	10	$\mu A$	$V_{DD}=3.3V$ , IDLE mode
		0	0.1	1	$\mu A$	$V_{DD}=3.3V$ , STOP mode
Hysteresis voltage	$V_{HYS+}$	$0.50V_{DD}$	$0.65V_{DD}$	$0.75V_{DD}$	V	RESET, P0, P8
	$V_{HYS-}$	$0.20V_{DD}$	$0.30V_{DD}$	$0.40V_{DD}$	V	
Input current	$I_{IH}$	30	40	60	$\mu A$	P0, Pull-down, $V_{IH}=V_{DD}$
		-60	-40	-30	$\mu A$	P0, Pull-up, $V_{IH}=V_{SS}$
		0	0.1	1	$\mu A$	P0, None
		0	$\pm 0.1$	$\pm 1$	$\mu A$	RESET, $V_{DD}=3.3V$ , $V_{IH}=3.3/0V$
	$I_{IL}$	-100	-200	-500	$\mu A$	Normal current Push-pull, $V_{DD}=3.3V$ , $V_{IL}=0.4V$
Output voltage	$V_{OH}$	2.4	2.6	2.7	V	High current push-pull, SOUND $V_{DD}=2.7V$ , $I_{OH}=-2mA$
		2.0	2.4	2.5	V	Normal current push-pull, $V_{DD}=2.7V$ , $I_{OH}=-60\mu A$
	$V_{OL}$	0	0.1	0.3	V	$V_{DD}=2.7V$ , $I_{OL}=1mA$
	Leakage current	$I_{LO}$	0	0.1	1	$\mu A$
Input resistor	$R_{IN}$	35	50	70	KΩ	RESET
LCD bias voltage (1/2 bias)	V1	$\frac{1}{2}V_{DD}-0.1$	$\frac{1}{2}V_{DD}$	$\frac{1}{2}V_{DD}+0.1$	V	I1=5μA
	V2	$\frac{1}{2}V_{DD}-0.1$	$\frac{1}{2}V_{DD}$	$\frac{1}{2}V_{DD}+0.1$	V	I2=5μA
	V3	$V_{DD}-0.1$	$V_{DD}$	$V_{DD}+0.1$	V	I3=5μA
LCD bias voltage (1/3 bias)	V1	$\frac{1}{3}V_{DD}-0.1$	$\frac{1}{3}V_{DD}$	$\frac{1}{3}V_{DD}+0.1$	V	I1=5μA
	V2	$\frac{2}{3}V_{DD}-0.1$	$\frac{2}{3}V_{DD}$	$\frac{2}{3}V_{DD}+0.1$	V	I2=5μA
	V3	$V_{DD}+0.1$	$V_{DD}$	$V_{DD}+0.1$	V	I3=5μA
Frequency stability		2	5	20	%	Fc=4MHz, RC osc, $[F(3V)-F(2.4V)]/F(3V)$
Frequency variation		2	5	20	%	Fc=4MHz, $V_{DD}=3V$ , RC osc, $[F(\text{typical})-F(\text{worse case})]/F(\text{typical})$

\* This specification are subject to be changed without notice.

**Preliminary**

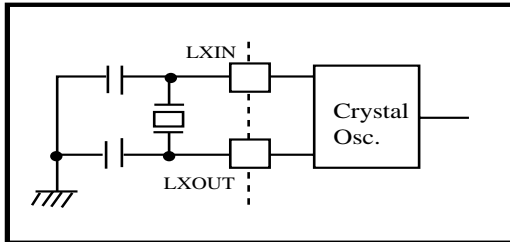
**RESET PIN TYPE**

TYPE RESET-A

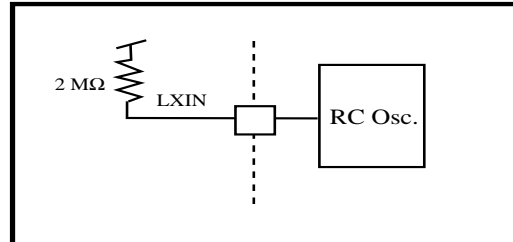


**OSCILLATION PIN TYPE**

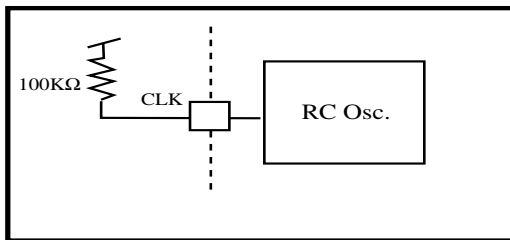
TYPE OSC-B



TYPE OSC-H1

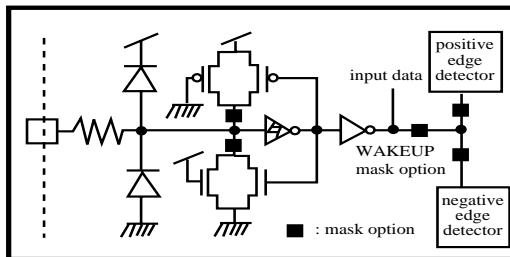


TYPE OSC-I



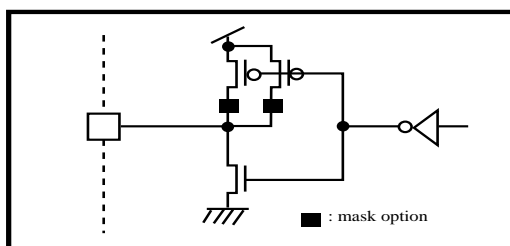
**INPUT PIN TYPE**

TYPE INPUT-K

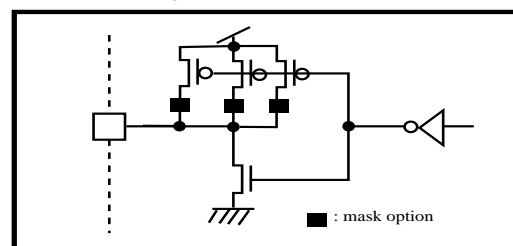


**I/O PIN TYPE**

TYPE I/O-N

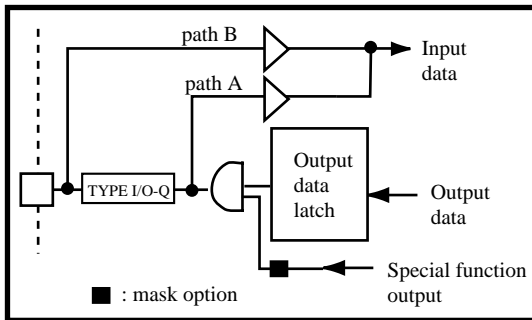


TYPE I/O-Q

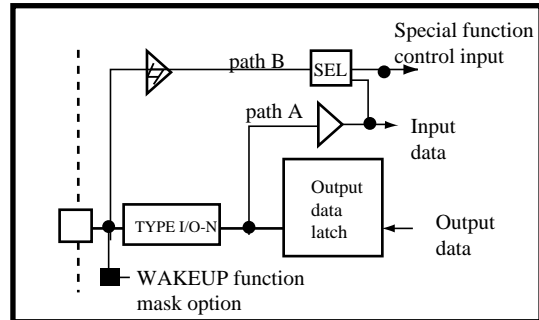


**Preliminary**

**TYPE I/O-R**



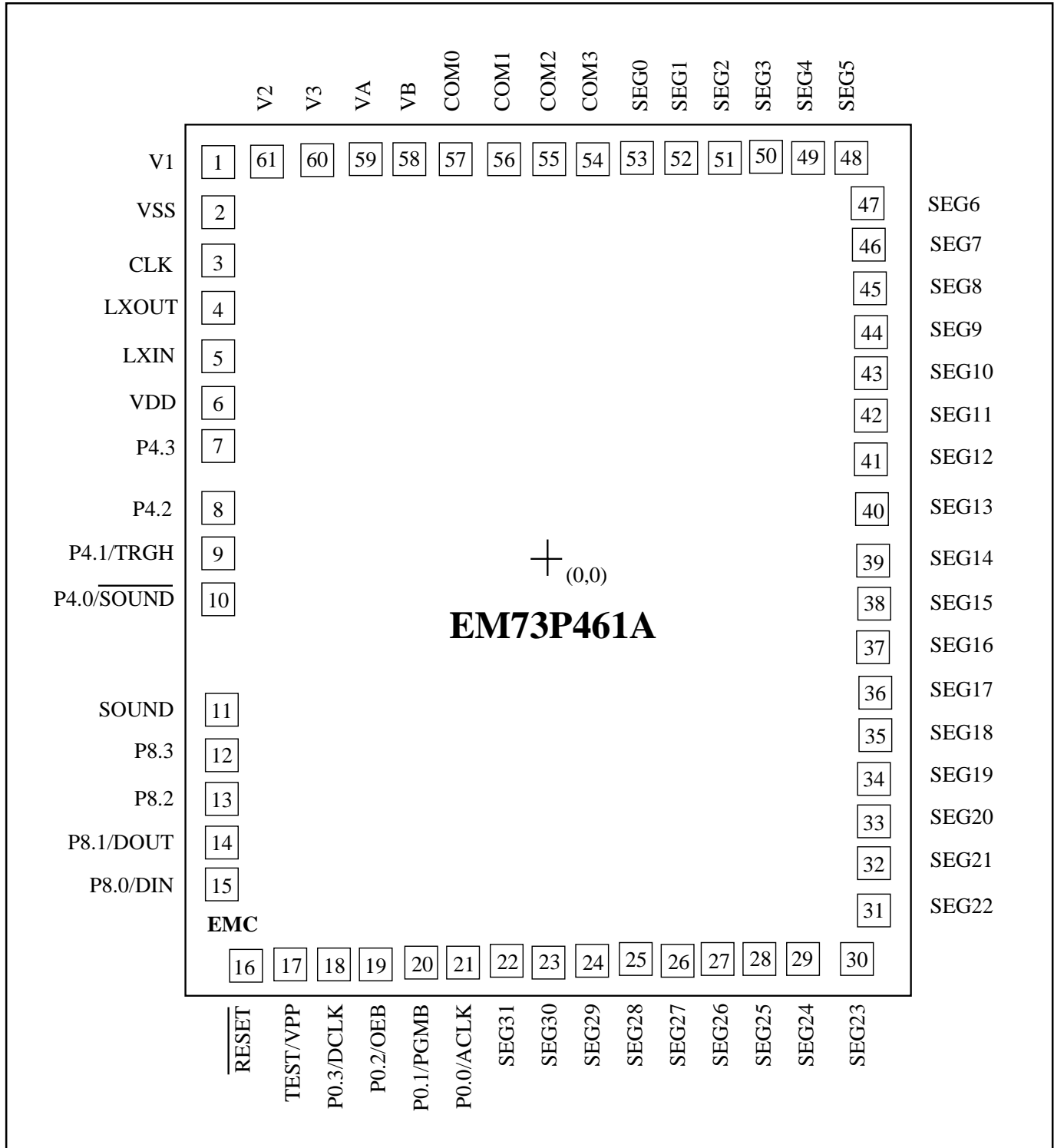
**TYPE I/O-S**



- Path A : For set and clear bit of port instructions, data goes through path A from output data latch to CPU.
- Path B : For input and test instructions, data from output pin go through path B to CPU and the output data latch will be set to high.

**Preliminary**

**PAD DIAGRAM**



Unit :  $\mu\text{m}$

Chip Size : 2070 x 2500  $\mu\text{m}$

Note : For PCB layout, IC substrate must be floated or connected to  $V_{SS}$ .



**Preliminary**

Pad No.	Symbol	X	Y
1	V1	-905.0	1115.5
2	VSS	-905.0	990.5
3	CLK	-905.0	870.5
4	LXOUT	-905.0	750.5
5	LXIN	-905.0	630.5
6	VDD	-905.0	510.5
7	P4.3	-905.0	380.5
8	P4.2	-904.0	214.8
9	P4.1/TRGH	-904.0	94.8
10	P4.0/SOUND	-904.0	-25.2
11	SOUND	-904.0	-415.7
12	P8.3	-904.0	-535.7
13	P8.2	-904.0	-655.7
14	P8.1/DOUT	-904.0	-775.7
15	P8.0/DIN	-904.0	-895.7
16	RESET	-848.2	-1119.4
17	TEST/VPP	-728.2	-1120.0
18	P0.3/DCLK	-608.2	-1119.9
19	P0.2/OEB	-488.2	-1119.9
20	P0.1/PGMB	-368.2	-1119.9
21	P0.0/ACLK	-248.2	-1119.9
22	SEG31	-128.2	-1119.9
23	SEG30	-8.2	-1119.9
24	SEG29	111.8	-1119.9
25	SEG28	231.8	-1119.9
26	SEG27	351.8	-1119.9
27	SEG26	471.8	-1119.9
28	SEG25	591.9	-1119.9
29	SEG24	711.8	-1119.9
30	SEG23	841.8	-1119.9
31	SEG22	899.4	-999.9
32	SEG21	899.4	-874.9
33	SEG20	899.4	-750.0
34	SEG19	899.4	-625.0
35	SEG18	899.4	-500.0
36	SEG17	899.4	-375.0
37	SEG16	899.4	-250.0
38	SEG15	899.4	-125.0
39	SEG14	899.4	0.0
40	SEG13	899.4	145.5



**Preliminary**

Pad No.	Symbol	X	Y
41	SEG12	899.4	275.5
42	SEG11	899.4	395.5
43	SEG10	899.4	515.5
44	SEG9	899.4	635.5
45	SEG8	899.4	755.5
46	SEG7	899.4	875.5
47	SEG6	899.4	995.5
48	SEG5	862.8	1115.5
49	SEG4	727.8	1115.5
50	SEG3	597.8	1115.5
51	SEG2	467.8	1115.5
52	SEG1	337.8	1115.5
53	SEG0	207.8	1115.5
54	COM3	77.8	1115.5
55	COM2	-52.2	1115.5
56	COM1	-182.2	1115.5
57	COM0	-302.2	1115.5
58	VB	-422.2	1115.5
59	VA	-544.7	1115.5
60	V3	-664.7	1115.5
61	V2	-784.7	1115.5



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## INSTRUCTION TABLE

### (1) Data Transfer

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
LDA x	0110 1010 xxxx xxxx	Acc←RAM[x]	2	2	-	Z	1
LDAM	0101 1010	Acc ←RAM[HL]	1	1	-	Z	1
LDAX	0110 0101	Acc←ROM[DP] <sub>L</sub>	1	2	-	Z	1
LDAXI	0110 0111	Acc←ROM[DP] <sub>H</sub> ,DP+1	1	2	-	Z	1
LDH #k	1001 kkkk	HR←k	1	1	-	-	1
LDHL x	0100 1110 xxxx xx00	LR←RAM[x],HR←RAM[x+1]	2	2	-	-	1
LDIA #k	1101 kkkk	Acc←k	1	1	-	Z	1
LDL #k	1000 kkkk	LR←k	1	1	-	-	1
STA x	0110 1001 xxxx xxxx	RAM[x]←Acc	2	2	-	-	1
STAM	0101 1001	RAM[HL]←Acc	1	1	-	-	1
STAMD	0111 1101	RAM[HL]←Acc, LR-1	1	1	-	Z	C
STAMI	0111 1111	RAM[HL]←Acc, LR+1	1	1	-	Z	C'
STD #k,y	0100 1000 kkkk yyyy	RAM[y]←k	2	2	-	-	1
STDMI #k	1010 kkkk	RAM[HL]←k, LR+1	1	1	-	Z	C'
THA	0111 0110	Acc←HR	1	1	-	Z	1
TLA	0111 0100	Acc←LR	1	1	-	Z	1

### (2) Rotate

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
RLCA	0101 0000	←CF←Acc←1	1	1	C	Z	C'
RRCA	0101 0001	1→CF→Acc→	1	1	C	Z	C'

### (3) Arithmetic operation

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
ADCAM	0111 0000	Acc←Acc + RAM[HL] + CF	1	1	C	Z	C'
ADD #k,y	0100 1001 kkkk yyyy	RAM[y]←RAM[y] +k	2	2	-	Z	C'
ADDA #k	0110 1110 0101 kkkk	Acc←Acc+k	2	2	-	Z	C'
ADDAM	0111 0001	Acc←Acc + RAM[HL]	1	1	-	Z	C'
ADDH #k	0110 1110 1001 kkkk	HR←HR+k	2	2	-	Z	C'
ADDL #k	0110 1110 0001 kkkk	LR←LR+k	2	2	-	Z	C'
ADDM #k	0110 1110 1101 kkkk	RAM[HL]←RAM[HL] +k	2	2	-	Z	C'
DECA	0101 1100	Acc←Acc-1	1	1	-	Z	C
DECL	0111 1100	LR←LR-1	1	1	-	Z	C
DECM	0101 1101	RAM[HL]←RAM[HL] -1	1	1	-	Z	C
INCA	0101 1110	Acc←Acc + 1	1	1	-	Z	C'

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INCL	0111 1110	LR←LR + 1	1	1	-	Z	C'
INCM	0101 1111	RAM[HL]←RAM[HL]+1	1	1	-	Z	C'
SUBA #k	0110 1110 0111 kkkk	Acc←k-Acc	2	2	-	Z	C
SBCAM	0111 0010	Acc←RAM[HL] - Acc - CF'	1	1	C	Z	C
SUBM #k	0110 1110 1111 kkkk	RAM[HL]←k - RAM[HL]	2	2	-	Z	C

**(4) Logical operation**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
ANDA #k	0110 1110 0110 kkkk	Acc←Acc&k	2	2	-	Z	Z'
ANDAM	0111 1011	Acc←Acc & RAM[HL]	1	1	-	Z	Z'
ANDM #k	0110 1110 1110 kkkk	RAM[HL]←RAM[HL]&k	2	2	-	Z	Z'
ORA #k	0110 1110 0100 kkkk	Acc←Acc   k	2	2	-	Z	Z'
ORAM	0111 1000	Acc ← Acc   RAM[HL]	1	1	-	Z	Z'
ORM #k	0110 1110 1100 kkkk	RAM[HL]←RAM[HL]   k	2	2	-	Z	Z'
XORAM	0111 1001	Acc←Acc^RAM[HL]	1	1	-	Z	Z'

**(5) Exchange**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
EXA x	0110 1000 xxxx xxxx	Acc↔RAM[x]	2	2	-	Z	1
EXAH	0110 0110	Acc↔HR	1	2	-	Z	1
EXAL	0110 0100	Acc↔LR	1	2	-	Z	1
EXAM	0101 1000	Acc↔RAM[HL]	1	1	-	Z	1
EXHL x	0100 1100 xxxx xx00	LR↔RAM[x], HR↔RAM[x+1]	2	2	-	-	1

**(6) Branch**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
SBR a	00aa aaaa	If SF=1 then PC←PC <sub>11-6</sub> .a <sub>5-0</sub> else null	1	1	-	-	1
LBR a	1100 aaaa aaaa aaaa	If SF= 1 then PC←a else null	2	2	-	-	1
@@ SLBR a	0101 0101 1100 aaaa aaaa aaaa (a : 1000-1FFFh)	If SF=1 then PC←a else null	3	3	-	-	1
	0101 0111 1100 aaaa aaaa aaaa (a : 0000-0FFFh)						

@@ : just for 8K ROM

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**(7) Compare**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
CMP #k,y	0100 1011 kkkk yyyy	k-RAM[y]	2	2	C	Z	Z'
CMPA x	0110 1011 xxxx xxxx	RAM[x]-Acc	2	2	C	Z	Z'
CMPAM	0111 0011	RAM[HL] - Acc	1	1	C	Z	Z'
CMPH #k	0110 1110 1011 kkkk	k - HR	2	2	-	Z	C
CMPIA #k	1011 kkkk	k - Acc	1	1	C	Z	Z'
CMPL #k	0110 1110 0011 kkkk	k-LR	2	2	-	Z	C

**(8) Bit manipulation**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
CLM b	1111 00bb	RAM[HL] <sub>b</sub> ←0	1	1	-	-	1
CLP p,b	0110 1101 11bb pppp	PORT[p] <sub>b</sub> ←0	2	2	-	-	1
CLPL	0110 0000	PORT[LR <sub>3-2</sub> +4]LR <sub>1-0</sub> ←0	1	2	-	-	1
CLR y,b	0110 1100 11bb yyyy	RAM[y] <sub>b</sub> ←0	2	2	-	-	1
SEM b	1111 01bb	RAM[HL] <sub>b</sub> ←1	1	1	-	-	1
SEP p,b	0110 1101 01bb pppp	PORT[p] <sub>b</sub> ←1	2	2	-	-	1
SEPL	0110 0010	PORT[LR <sub>3-2</sub> +4]LR <sub>1-0</sub> ←1	1	2	-	-	1
SET y,b	0110 1100 01bb yyyy	RAM[y] <sub>b</sub> ←1	2	2	-	-	1
TF y,b	0110 1100 00bb yyyy	SF←RAM[y] <sub>b</sub> '	2	2	-	-	*
TFA b	1111 10bb	SF←Acc <sub>b</sub> '	1	1	-	-	*
TFM b	1111 11bb	SF←RAM[HL] <sub>b</sub> '	1	1	-	-	*
TFP p,b	0110 1101 00bb pppp	SF←PORT[p] <sub>b</sub> '	2	2	-	-	*
TFPL	0110 0001	SF←PORT[LR <sub>3-2</sub> +4]LR <sub>1-0</sub> '	1	2	-	-	*
TT y,b	0110 1100 10bb yyyy	SF←RAM[y] <sub>b</sub>	2	2	-	-	*
TTP p,b	0110 1101 10bb pppp	SF←PORT[p] <sub>b</sub>	2	2	-	-	*

**(9) Subroutine**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
LCALL a	0100 0aaa aaaa aaaa	STACK[SP]←PC, SP←SP - 1, PC←a	2	2	-	-	-
SCALL a	1110 nnnn	STACK[SP]←PC, SP←SP - 1, PC←a, a = 8n + 6 (n=1~15), 0086h (n=0)	1	2	-	-	-
RET	0100 1111	SP←SP + 1, PC←STACK[SP]	1	2	-	-	-

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**(10) Input/output**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
INA p	0110 1111 0100 pppp	Acc←PORT[p]	2	2	-	Z	Z'
INM p	0110 1111 1100 pppp	RAM[HL]←PORT[p]	2	2	-	-	Z'
OUT #k,p	0100 1010 kkkk pppp	PORT[p]←k	2	2	-	-	1
OUTA p	0110 1111 000p pppp	PORT[p]←Acc	2	2	-	-	1
OUTM p	0110 1111 100p pppp	PORT[p]←RAM[HL]	2	2	-	-	1

**(11) Flag manipulation**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
@ CGF	0101 0111	GF←0	1	1	-	-	1
@ SGF	0101 0101	GF←1	1	1	-	-	1
TFCFC	0101 0011	SF←CF', CF←0	1	1	0	-	*
@ TGS	0101 0100	SF←GF	1	1	-	-	*
TTCFS	0101 0010	SF←CF, CF←1	1	1	1	-	*
TZS	0101 1011	SF←ZF	1	1	-	-	*

**(12) Interrupt control**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
CIL r	0110 0011 11rr rrrr	IL←IL & r	2	2	-	-	1
DICIL r	0110 0011 10rr rrrr	EIF←0,IL←IL&r	2	2	-	-	1
EICIL r	0110 0011 01rr rrrr	EIF←1,IL←IL&r	2	2	-	-	1
EXAE	0111 0101	MASK↔Acc	1	1	-	-	1
RTI	0100 1101	SP←SP+1,FLAG.PC ←STACK[SP],EIF ←1	1	2	*	*	*

**(13) CPU control**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
NOP	0101 0110	no operation	1	1	-	-	-

@ : just for 4K ROM

**Preliminary**

**(14) Timer/Counter & Data pointer & Stack pointer control**

Mnemonic	Object code (binary)	Operation description	Byte	Cycle	Flag		
					C	Z	S
LDADPL	0110 1010 1111 1100	Acc←[DP] <sub>L</sub>	2	2	-	Z	1
LDADPM	0101 0110 1111 1101	Acc←[DP] <sub>M</sub>	2	2	-	Z	1
LDADPH	0101 0110 1111 1110	Acc←[DP] <sub>H</sub>	2	2	-	Z	1
LDASP	0101 0110 1111 1111	Acc←SP	2	2	-	Z	1
LDATAL	0110 1010 1111 0100	Acc←[TA] <sub>L</sub>	2	2	-	Z	1
LDATAM	0101 0110 1111 0101	Acc←[TA] <sub>M</sub>	2	2	-	Z	1
LDATAH	0101 0110 1111 0110	Acc←[TA] <sub>H</sub>	2	2	-	Z	1
LDATBL	0110 1010 1111 1000	Acc←[TB] <sub>L</sub>	2	2	-	Z	1
LDATBM	0101 0110 1111 1001	Acc←[TB] <sub>M</sub>	2	2	-	Z	1
LDATBH	0101 0110 1111 1010	Acc←[TB] <sub>H</sub>	2	2	-	Z	1
STADPL	0110 1001 1111 1100	[DP] <sub>L</sub> ←Acc	2	2	-	-	1
STADPM	0110 1001 1111 1101	[DP] <sub>M</sub> ←Acc	2	2	-	-	1
STADPH	0110 1001 1111 1110	[DP] <sub>H</sub> ←Acc	2	2	-	-	1
STASP	0110 1001 1111 1111	SP←Acc	2	2	-	-	1
STATAL	0110 1001 1111 0100	[TA] <sub>L</sub> ←Acc	2	2	-	-	1
STATAM	0110 1001 1111 0101	[TA] <sub>M</sub> ←Acc	2	2	-	-	1
STATAH	0110 1001 1111 0110	[TA] <sub>H</sub> ←Acc	2	2	-	-	1
STATBL	0110 1001 1111 1000	[TB] <sub>L</sub> ←Acc	2	2	-	-	1
STATBM	0110 1001 1111 1001	[TB] <sub>M</sub> ←Acc	2	2	-	-	1
STATBH	0110 1001 1111 1010	[TB] <sub>H</sub> ←Acc	2	2	-	-	1

**Preliminary**

**\*\*\*\* SYMBOL DESCRIPTION**

Symbol	Description	Symbol	Description
HR	H register	LR	L register
PC	Program counter	DP	Data pointer
SP	Stack pointer	STACK[SP]	Stack specified by SP
A <sub>CC</sub>	Accumulator	FLAG	All flags
CF	Carry flag	ZF	Zero flag
SF	Status flag	GF	General flag
EI	Enable interrupt register	IL	Interrupt latch
MASK	Interrupt mask	PORT[p]	Port ( address : p )
TA	Timer/counter A	TB	Timer/counter B
RAM[HL]	Data memory (address : HL )	RAM[x]	Data memory (address : x )
ROM[DP] <sub>L</sub>	Low 4-bit of program memory	ROM[DP] <sub>H</sub>	High 4-bit of program memory
[DP] <sub>L</sub>	Low 4-bit of data pointer register	[DP] <sub>M</sub>	Middle 4-bit of data pointer register
[DP] <sub>H</sub>	High 4-bit of data pointer register	[TA] <sub>L</sub> ([TB] <sub>L</sub> )	Low 4-bit of timer/counter A (timer/counter B) register
[TA] <sub>M</sub> ([TB] <sub>M</sub> )	Middle 4-bit of timer/counter A (timer/counter B) register	[TA] <sub>H</sub> ([TB] <sub>H</sub> )	High 4-bit of timer/counter A (timer/counter B) register
←	Transfer	↔	Exchange
+	Addition	-	Substraction
&	Logic AND		Logic OR
^	Logic XOR	'	Inverse operation
.	Concatenation	#k	4-bit immediate data
x	8-bit RAM address	y	4-bit zero-page address
p	4-bit or 5-bit port address	b	Bit address
r	6-bit interrupt latch	PC <sub>11-6</sub>	Bit 11 to 6 of program counter
LR <sub>1-0</sub>	Contents of bit assigned by bit 1 to 0 of LR	a <sub>5-0</sub>	Bit 5 to 0 of destination address for branch instruction
LR <sub>3-2</sub>	Bit 3 to 2 of LR		