

NEC
NEC Electronics Inc.

**μ PD78312A Family
(μ PD78310A/312A/P312A)
16-/8-Bit, K-Series Microcontrollers
With Real-Time Output Ports**

September 1993

Description

The μ PD78310A, μ PD78312A, and μ PD78P312A are members of the K-Series® of microcontrollers and are designed for use in process control. They perform all the usual process control functions and are particularly well-suited for driving stepping motors and dc motors in servo loops. The processors include on-chip memory, timers, input/output registers, and a powerful interrupt handling facility. The μ PD78310A/312A is constructed of high-speed CMOS circuitry and operates from a single +5-volt power supply.

The input frequency (maximum 12 MHz) is derived from an external crystal or an external oscillator. The internal processor clock is two-phase, and thus machine states are executed at a rate of 6 MHz. The shortest instructions require three states, making the minimum time 500 ns. The CPU contains a three-byte instruction prefetch queue, which allows a subsequent instruction to be fetched during execution of an instruction that does not reference memory.

Program memory is 8K bytes of mask-programmable ROM (μ PD78312A only), and data memory is 256 bytes of static RAM. The μ PD78310A is the ROMless version. μ PD78P312A is a prototyping chip for μ PD78312A. It has an on-chip 8K EPROM instead of a mask ROM.

Features

- Complete single-chip microcontroller
 - 16-bit ALU
 - 8K ROM (μ PD78312A only)
 - 256 bytes RAM
 - 1-bit and 8-bit logic
- Instruction prefetch queue
- 16-bit unsigned multiply and divide
- String instructions
- Memory expansion
 - 8085A bus-compatible
 - Total 64K address space
- Large I/O capacity: up to 32 I/O port lines
- Extensive timer/counter system
 - Two 16-bit up/down counters
 - Quadrature counting
 - Two 16-bit timers
 - Free-running counter with two 16-bit capture registers
 - Pulse-width modulated outputs
 - Timebase counter
- Four-channel 8-bit A/D converter
- Two 4-bit real-time output ports
- Two nonmaskable interrupts
- Eight hardware priority interrupt levels
- Macro service facility for interrupts gives the effect of eight DMA channels
- Bidirectional serial port
 - Either UART or interface mode
 - Dedicated baud rate generator
- Watchdog timer
- Refresh output for pseudostatic RAM
- Programmable HALT and STOP modes
- One-byte call instruction
- On-chip clock generator
- CMOS silicon gate technology
- +5-volt power supply

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μPD78312A Family

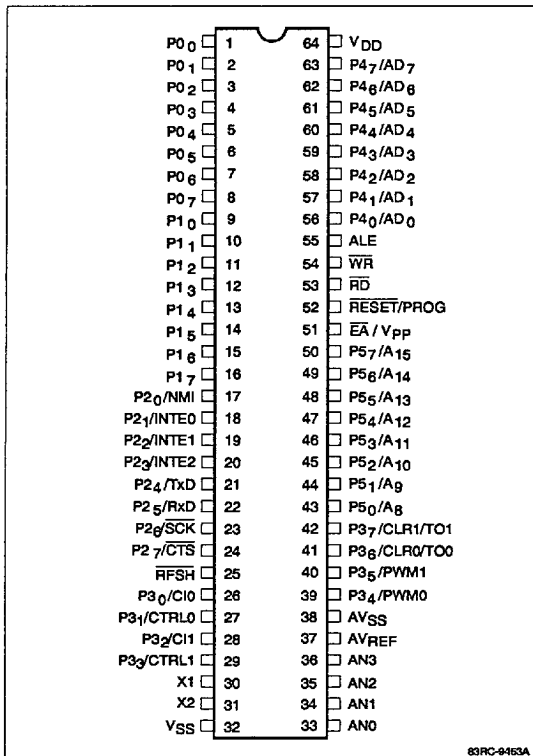
Ordering Information

Part Number	ROM	Package	Package Drawing
μPD78310ACW μPD78312ACW-xxx μPD78P312ACW	ROMless 8K mask ROM 8K OTP ROM	64-pin plastic shrink DIP	P64C-70-750 A,C
μPD78310AGF-3BE μPD78312AGF->xxx-3BE μPD78P312AGF-3BE	ROMless 8K mask ROM 8K mask ROM	64-pin plastic QFP	P64GF-100-3B8, 3BE-1
μPD78310AGQ-36 μPD78312AGQ-xxx-36 μPD78P312AGQ-36	ROMless 8K Mask ROM 8K OTP ROM	64-pin plastic QUIP	P64GQ-100-36
μPD78310AL μPD78312AL-xxx μPD78P312AL	ROMless 8K Mask ROM 8K OTP ROM	68-pin plastic PLCC	P68L-50A1-1
μPD78P312ADW	EPROM	64-pin ceramic shrink DIP with window (350 mil)	P64DW-70-750A
μPD78P312AR	EPROM	64-pin ceramic QUIP with window	P64RQ-100-A

xxx is the ROM code number.

Pin Configurations

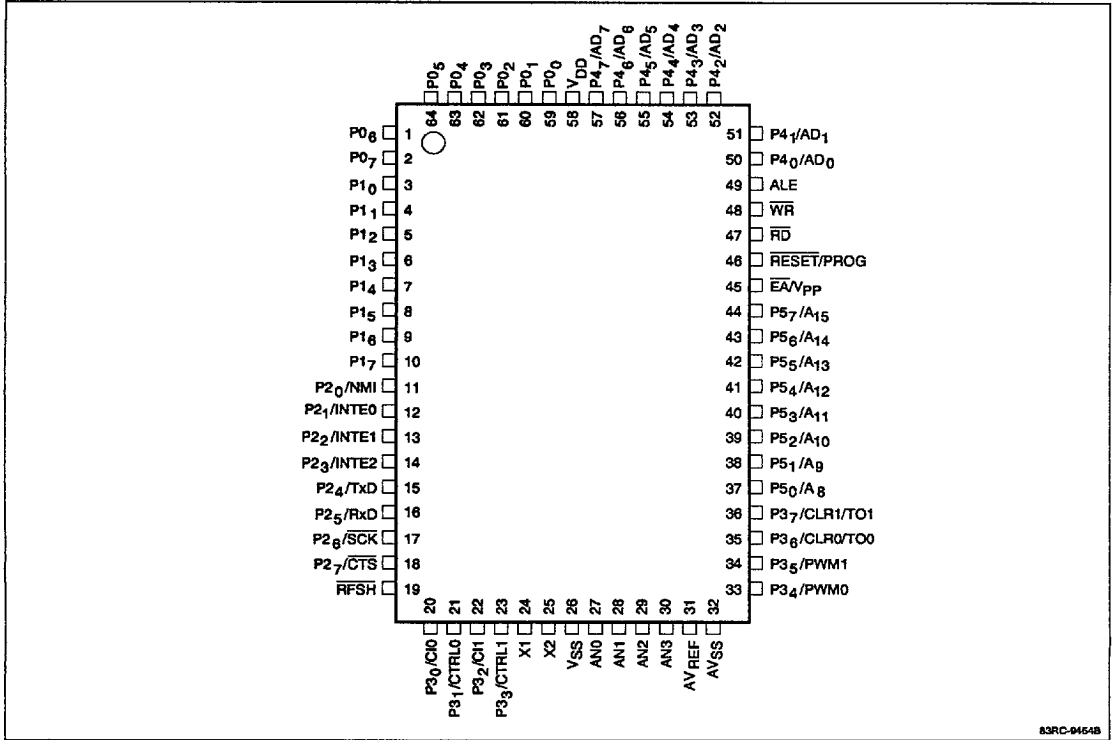
64-Pin Shrink DIP and QUIP, Plastic and Ceramic



83RC-0463A

Pin Configurations (cont)

64-Pin Plastic QFP



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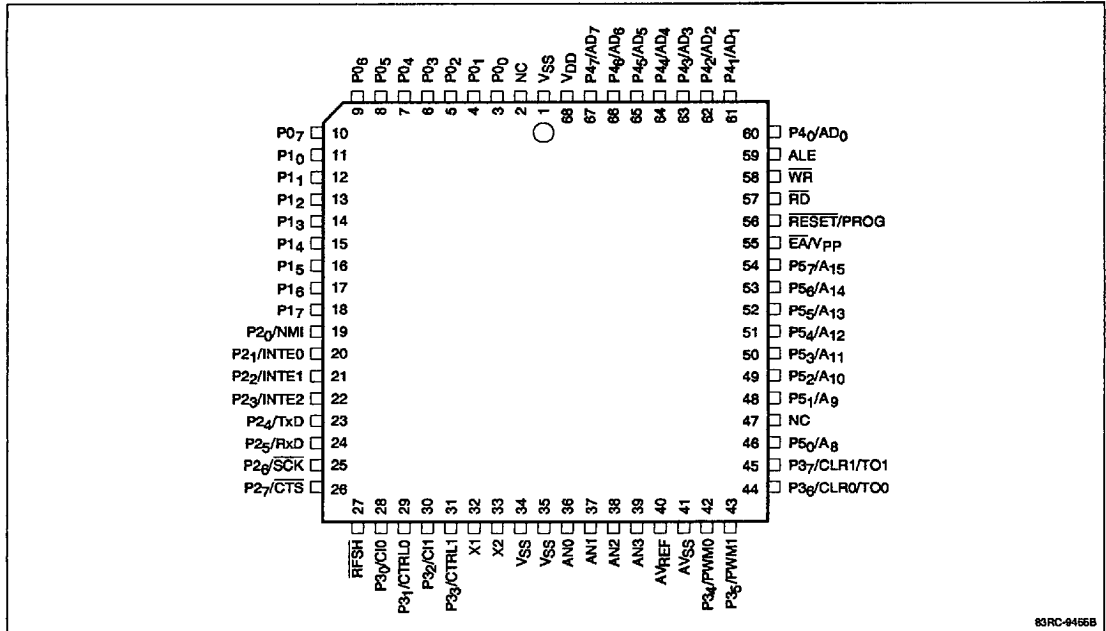
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μPD78312A Family



Pin Configurations (cont)

68-Pin PLCC (Plastic Leaded Chip Carrier)



83RC-0456B

Pin Identification

Symbol	Function
AN0 - AN3	A/D converter inputs
ALE	Address latch enable output
EA/V _{PP}	External access control input; programming voltage
P0 ₇ - P0 ₀	I/O port 0
P1 ₇ - P1 ₀	I/O port 1
P2 ₀ /NMI	Nonmaskable interrupt input
P2 ₁ - P2 ₃ / INTE0 - INTE2	Maskable interrupt inputs
P2 ₄ /TxD	I/O port 2; serial transmit output
P2 ₅ /RxD	I/O port 2; serial receive input
P2 ₆ /SCK	I/O port 2; serial clock output
P2 ₇ /CTS	I/O port 2; clear to send input
P3 ₀ /C10	Up/down counter 0 input
P3 ₁ /CTRL0	Up/down counter 0 control input
P3 ₂ /C11	Up/down counter 1 input
P3 ₃ /CTRL1	Up/down counter 1 control input
P3 ₄ /PWM0	I/O port 3; pulse width modulated output 0
P3 ₅ /PWM1	I/O port 3; pulse width modulated output 1
P3 ₆ /CLR0/TO0	I/O port 3; counter 0 clear input timer 0 output
P3 ₇ /CLR1/TO1	I/O port 3; counter 1 clear input; timer 1 output
P4 ₇ - P4 ₀ /AD ₇ - AD ₀	I/O port 4; external address/data bus
P5 ₇ - P5 ₀ /A ₁₅ - A ₈	I/O port 5, high address byte output
RD	Read strobe output
RESET/PROG	External reset input; PROM programming mode
RFSH	Refresh output
WR	Write strobe output
X1	External crystal or external clock input
X2	External crystal
AV _{REF}	A/D reference voltage
AV _{SS}	Analog ground
V _{DD}	Power supply
V _{SS}	Power return

Pin Functions

AN0 - AN3 (A/D Converter Inputs). AN0 - AN3 are the four program selectable input channels for the A/D converter.

ALE (Address Latch Enable). ALE is the address latch enable. It is to be used by external circuitry to latch the low-order 8 address bits during the first part of a read or write cycle.

EA/V_{PP}. On μPD78312A, a low on \overline{EA} enables use of external memory in place of on-chip ROM. The EA pin must be low on μPD78310A. On the μPD78P312A, this pin is used for programming voltage. In normal operation, it must be connected to V_{DD}.

P0₇ - P0₀ (Port 0). Port 0 consists of 8 bits, individually programmable for input/output or two 4-bit real-time (timer controlled) output ports.

P1₇ - P1₀ (Port 1). Port 1 consists of 8 bits, individually programmable for input/output.

P2₀/NMI (Port 2; Nonmaskable Interrupt). Port P2₀ is dedicated to NMI, the nonmaskable external interrupt request.

P2₁ - P2₃/INTE0-INTE2 (Port 2; Maskable Interrupts). Ports P2₁ - P2₃ are dedicated to INTE0, INTE1, and INTE2, the maskable external interrupt requests.

P2₄/TxD (Port 2; Serial Transmit). P2₄ is an I/O port bit or the transmitted serial data output.

P2₅/RxD (Port 2; Serial Receive). P2₅ is an I/O port bit or the received serial data input.

P2₆/SCK (Port 2; Serial Clock). P2₆ is an I/O port bit or the serial shift clock output.

P2₇/CTS (Port 2; Clear to Send). P2₇ is an I/O port bit or clear-to-send input (external serial transmission control) in the asynchronous communication mode. In the serial I/O interface mode, it becomes the serial receive clock I/O pin.

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P3₀/C10 (Port 3; Counter 0). Port P3₀ is dedicated to C10, the external count input for up/down counter 0.

P3₁/CTRL0 (Port 3; Counter 0 Control). Port P3₀ is dedicated to CTRL0, the external control input for up/down counter 0.

P3₂/C11 (Port 3; Counter 1). Port P3₂ is dedicated to C11, the external count input for up/down counter 1.

P3₃/CTRL1 (Port 3; Counter 1 Control). Port P3₃ is dedicated to CTRL1, the external control input for up/down counter 1.

P3₄/PWM0 (Port 3; Pulse Width 0). P3₄ is an I/O port bit or the pulse-width modulated output 0.

P3₅/PWM1 (Port 3; Pulse Width 1). P3₅ is an I/O port bit or the pulse-width modulated output 1.

P3₆/CLR0/TO0 (Port 3; Counter 0 Clear; Timer 0). P3₆ is an I/O port bit, or the clear input for up/down counter 0, or the timer 0 flip-flop output.

P3₇/CLR1/TO1 (Port 3; Counter 1 Clear; Timer 1). P3₇ is an I/O port bit, or the clear input for up/down counter 1, or the timer 1 flip-flop output.

P4₀ - P4₇/AD₀ - AD₇ (Port 4; External Address/Data Bus). Port 4 consists of 8 bits, programmable as a unit for input or output, or as the multiplexed address/data bus if external memory or external interface circuitry is used. The port is controlled by the memory mapping register. If the \overline{EA} pin is low, port 4 is always an address/data bus.

P5₀ - P5₇/A₈ - A₁₅ (Port 5; High-Address Byte). Port 5 consists of 8 bits, individually programmable for input or output, or the high-order address bits for external memory. Under control of the memory mask register, bits P5₃ - P5₀ are used for 4K memory expansion, bits P5₅ - P5₀ for 16K memory expansion, or bits P5₇ - P5₀ for 56K memory expansion. If the \overline{EA} pin is low, port 5 is always the high-order address bus.

\overline{RD} (Read Strobe). \overline{RD} is the read strobe output. It is to be used by external memory (or data registers) to place data on the I/O bus during a read operation.

$\overline{RESET}/PROG.$ This pin is used for the external reset input. A low level sets all registers to their specified reset values. During programming of the μPD78P312A, this pin is used to place the device into PROM programming mode.

\overline{RFSH} (Refresh). \overline{RFSH} is the refresh pulse output to be used for external pseudostatic RAM.

\overline{WR} (Write Strobe). \overline{WR} is the write strobe output. It is to be used by external memory (or data registers) to latch data from the I/O bus during a write operation.

X1, X2 (External Crystal or Clock Input). X1 and X2 are the external oscillator inputs or the connections for an external crystal. If an external clock is used, it is connected to X1 and its inverse is connected to X2. The system clock frequency is half the input frequency.

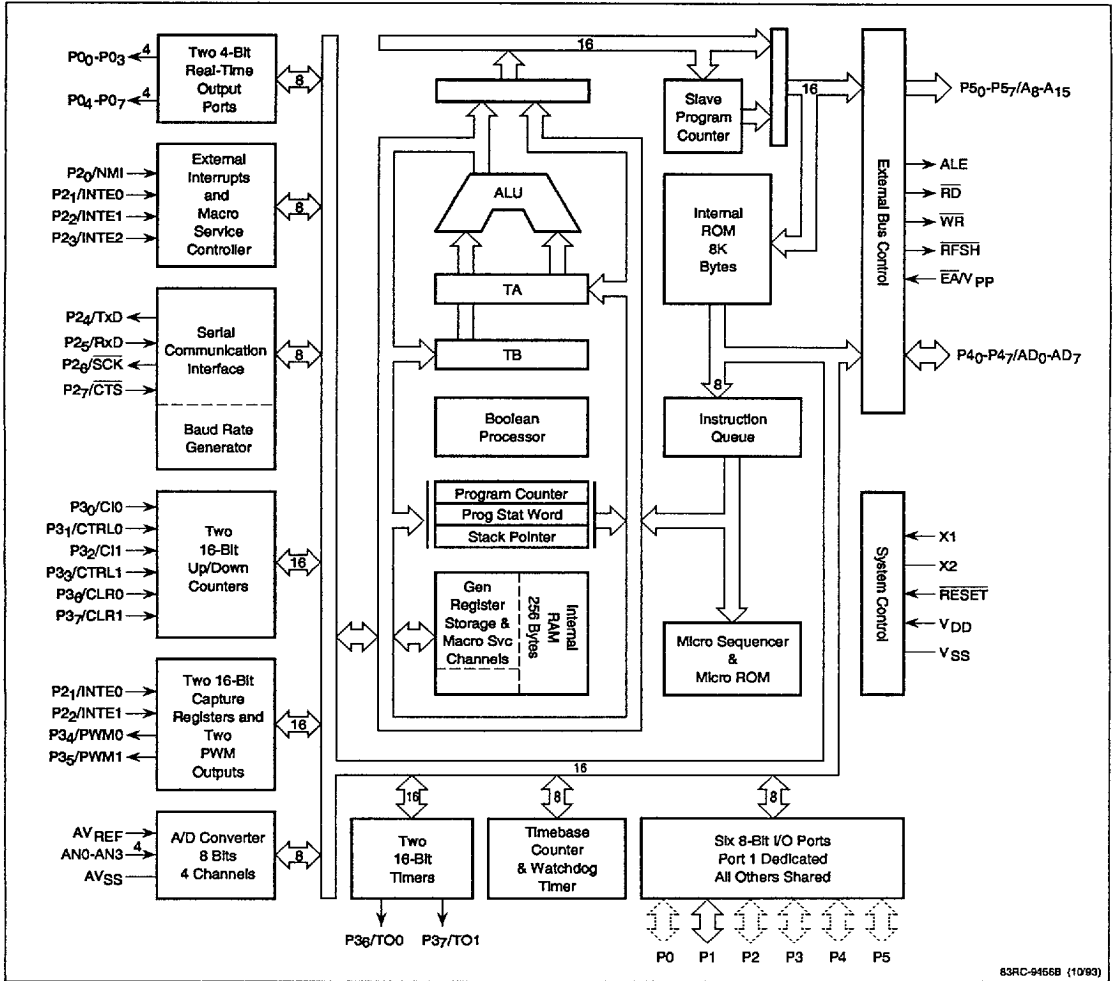
AV_{REF} (A/D Reference Voltage). AV_{REF} is the reference voltage input for the A/D converter.

AV_{SS} (Analog Ground). AV_{SS} is the analog ground pin.

V_{DD} (Power Supply). V_{DD} is the positive power supply input.

V_{SS} (Power Return). V_{SS} is the power supply return, normally ground.

Block Diagram



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μPD78312A Family

FUNCTIONAL DESCRIPTION

On-chip features designed to facilitate process control include two 16-bit timers, quadrature counting, two 16-bit up/down counters, two pulse-width modulated outputs, a free-running counter with two capture registers, two 4-bit real-time (timer-controlled) output ports, an 8-bit A/D converter with four input channels, a timebase counter to generate widely spaced interrupts, and a watchdog timer to guard against infinite program loops.

In addition, a serial I/O port can be used in either an interface mode or an asynchronous communication mode. HALT and STOP modes are provided to conserve power at times when CPU action is not required.

All I/O, timer, and control registers are defined as special function registers and assigned addresses in the top 256 bytes of memory. The special function registers may be operated on directly by many of the arithmetic, logic, and move instructions of the CPU. Table 1 describes the registers.

Addressing

The μPD78312A family features 1-byte addressing of the special function registers and 1-byte addressing of the internal RAM. There are nine modes of addressing main memory, including autoincrement, autodecrement, indexing, and double indexing. There are 8- and 16-bit immediate operands.

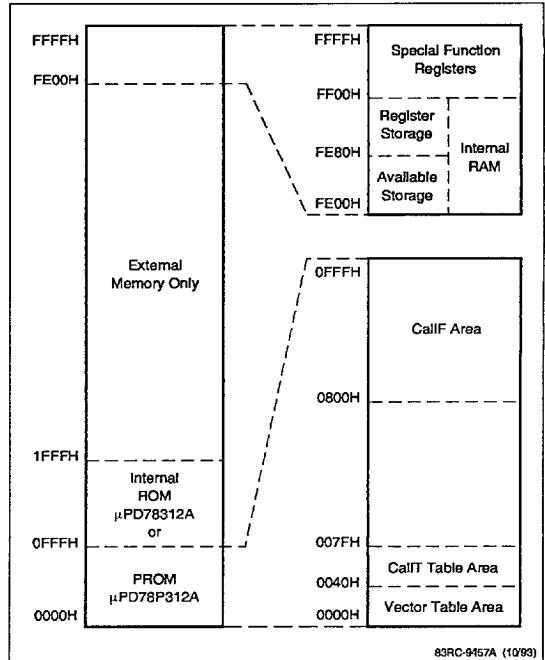
External Memory

External memory (figure 1) is supported by I/O port 4, an 8-bit multiplexed address/data bus. The memory mapping register controls the size of external memory as well as the number of additional wait states. High-order address bits are taken from I/O port 5 as required. No bits are required for 256 bytes of external memory; bits P₅₃ - P₅₀ are used for 4K bytes, P₅₅ - P₅₀ for 16K bytes, and P₅₇ - P₅₀ for 56K bytes. Any remaining port 5 bits are available for I/O.

Refresh

The μPD78312A has a refresh signal for use with the pseudostatic RAM. The refresh cycle can be set to one of four intervals ranging from 2.67 to 21.3 μs. The refresh is timed to follow a read or write operation so that there is no interference.

Figure 1. Memory Map

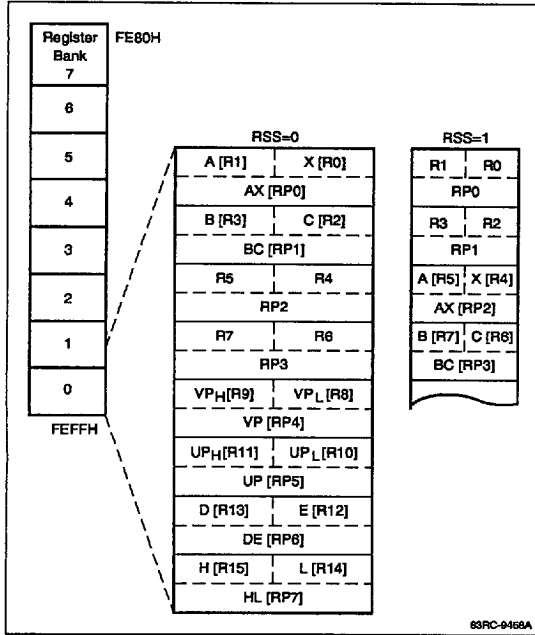


General Registers

The CPU has sixteen 8-bit registers (figure 2) that can also be used in pairs to function as 16-bit registers. A complete set of 16 general registers is mapped into each of 8 program-selectable register banks stored in RAM. Three bits in the PSW specify which of the register banks is active at any given time. Each register bank has two program-selectable accumulators.

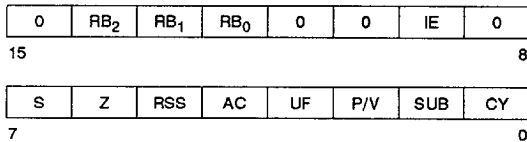
The general registers of the μPD78312A have both absolute and functional names. AX is the functional name for the accumulator. Setting the RSS bit in the PSW to 1 transfers the AX and BC registers from their normal RP0 and RP1 positions to RP2 and RP3 as shown in figure 2. This adds considerable programming flexibility.

Figure 2. Register Designation and Storage



Program Status Word

Following is the program status word format.



- RB₂ - RB₀ Active register bank number
- IE Interrupt enable
- S Sign (1 if last result was negative)
- Z Zero (1 if last result was zero)
- RSS Register set select
- AC Auxiliary carry (carry out of 3rd bit)
- UF User flag
- P/V Parity or arithmetic overflow
- SUB Subtract (1 if last operation was subtract)
- CY Carry

Input/Output

All ports may be used for either latched output or high-impedance input. All ports except port 4 are bit-programmable for input or output. Port 0 is used for real-time or normal I/O. Port 1 is used for normal I/O. The low nibble of ports 2 and 3 is always used for control and the high nibble for control or normal I/O. Port 4 is used for the external address/data bus or byte-programmable I/O. Port 5 is used for the high bits of the external address or for normal I/O.

Real-Time Output Port

The real-time output port shares pins with I/O port 0. The high and low nibbles are treated separately or together. Data is transferred from a buffer to the port latches on either a timer or software command.

Serial Port

The serial port can operate in UART or interface mode with the baud rate and byte format under program control. The serial port also includes a dedicated baud rate generator.

Pulse-Width Modulated Outputs

The two independent pulse-width modulated outputs are controlled by two 16-bit modulus registers and counters. There are four programmable repetition rates ranging from 91.6 Hz to 23.4 MHz. Figure 3 shows one of these outputs.

Timers

The μPD78312A has two 16-bit timers. The inputs to these timers may be the internal clock divided by 6; 12(TM0) or 128. Each timer has an associated modulus register to store the timer count. The timer counts down to zero, sets a flag, reloads from the modulus register, and then counts down again. The timer flags can be used under program control to generate interrupt requests and/or a square-wave output. TM0 also functions optionally as two one-shot timers.

Figure 4 is a diagram of the interval timers.

There is a free-running counter that counts the internal clock divided by 4 or by 16. The counter has two 16-bit capture registers. Capture is triggered by an external interrupt request or by the up/down counter clock.

The timebase counter generates a signal at one of four intervals ranging from 170 μs to 175 ms. The signal can be used to generate an interrupt request and/or an up/down counter capture.

Figure 3. Pulse-Width Modulated Output

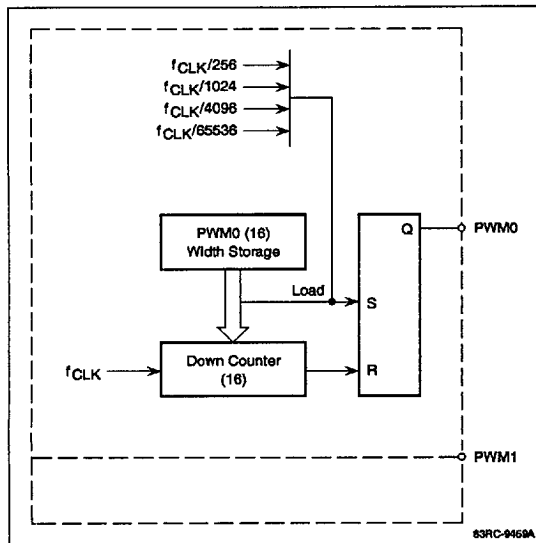
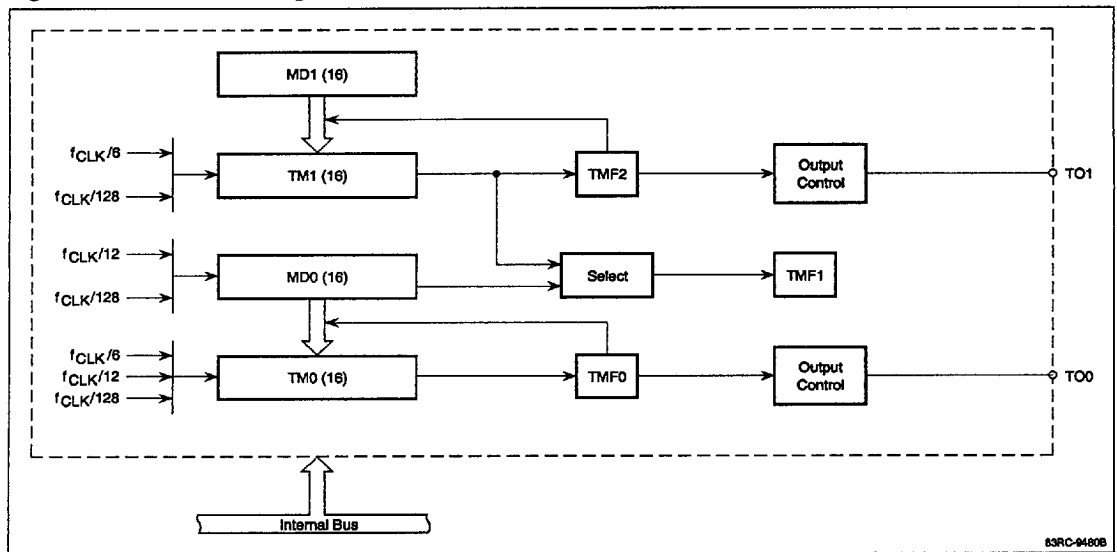


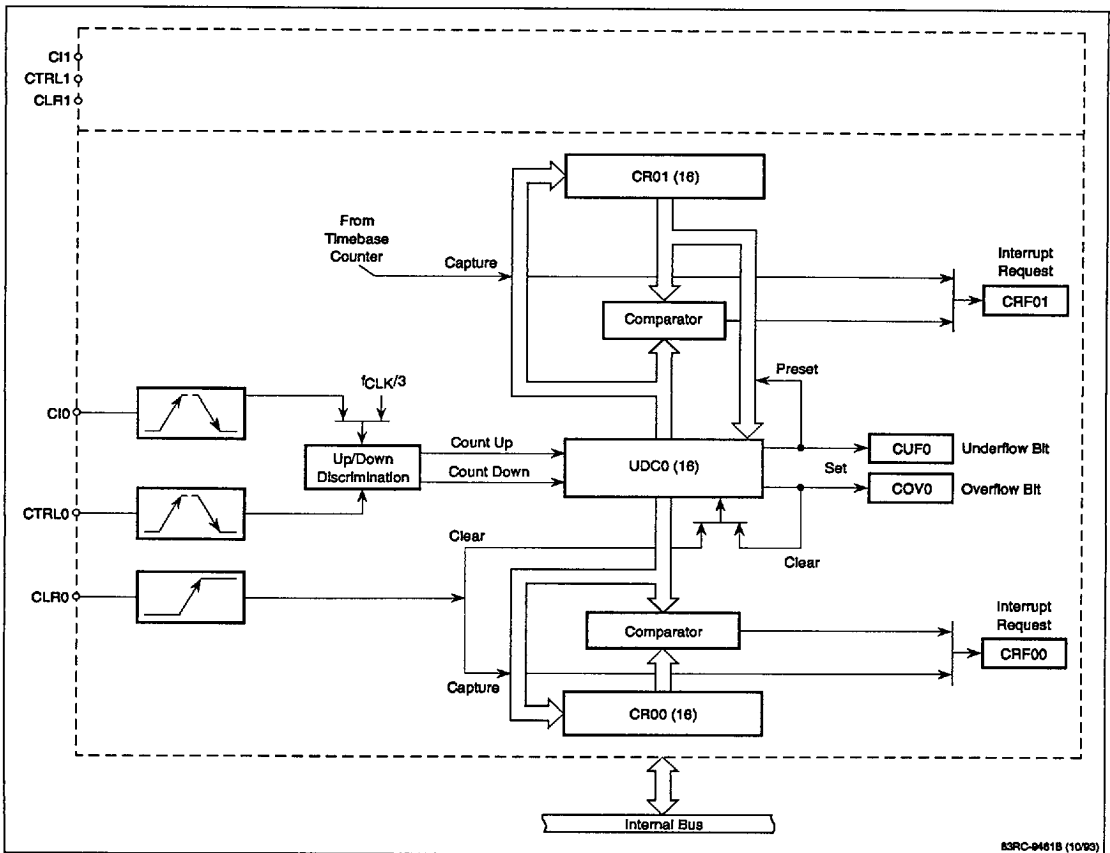
Figure 4. Timer Block Diagram



Up/Down Counters

The μPD78312A has two 16-bit up/down counters, each of which has two capture/compare registers. There are three modes of operation: compare and interrupt, capture on external command, and capture on timebase counter command. There are five sources of counts: the internal clock divided by 3, the external clock, external independent up and down inputs, external clock with direction control, and external clock with automatic up/down discrimination. Figure 5 shows an up/down counter.

Figure 5. Up/Down Counter Block Diagram



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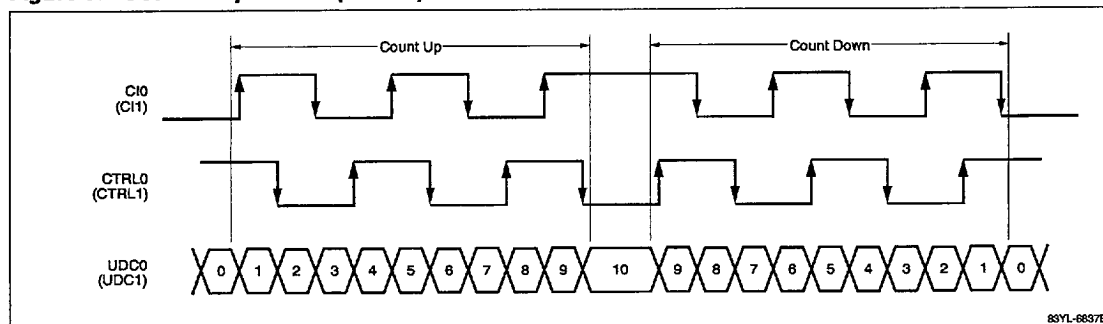
μPD78312A Family



Quadrature Counting

The two up/down counters, UDC0 and UDC1, have an optional quadrature counting mode, which is activated by specifying mode 4 in the counter unit input mode register, CUIM. It is designed to count the output of a two-phase pulsed optical shaft angle encoder. The input for phase A is the CIO (or CI1) pin, and the input for phase B is the CTRL0 (or CTRL1) pin. The counter UDC0 (or UDC1) is incremented or decremented at both positive and negative transitions of both input signals. Whether it is incremented or decremented is dependent upon the relative phase of the two signals as illustrated in figure 6.

Figure 6. Counter Operation (Mode 4)



Standby Modes

HALT and STOP modes conserve power when CPU action is not required. In HALT mode, the CPU stops and the clock continues to run. Maskable interrupts can restart the CPU.

In STOP mode, the CPU and clock are both stopped. A RESET pulse or the nonmaskable external interrupt is required to restart them. There is also the option of slowing the system clock by a factor of four. The standby control register controls the standby modes and is a protected location written to only by a special instruction.

Watchdog Timer

The watchdog timer protects against inadvertent program loops. A nonmaskable interrupt occurs if the timer is not reset before a timeout occurs. There are four program-selectable intervals ranging from 5.5 to 349.3 ms. The watchdog timer can be disabled by software. The watchdog timer mode register controls the watchdog timer and is a protected location written to only by a special instruction.

A/D Converter

The A/D converter has four input channels and can operate in either scan or select mode. The A/D converter performs 8-bit successive approximation conversions, has a 30-μs conversion time, and is triggered either internally or externally. The A/D converter includes an on-chip sample and hold amplifier.

Interrupts

There are two nonmaskable interrupt sources: the external nonmaskable interrupt and the watchdog timer. Their relative priorities are software selectable.

There are eight hardware priority interrupt levels, level 0 having the highest priority and level 7 the lowest. The 15 maskable interrupt sources (table 2) are divided into five groups, and each group can, under program control, be assigned to any one of the priority levels.

Interrupts may be serviced by routines entered either by vectoring or by context switching. Context switching automatically saves all the general registers, the

program status word, and the program counter. Figure 7 illustrates the mechanism of context switching.

Finally, an optional macro service function transfers data between any one special function register and memory without program intervention.

Figure 7. Hardware Context Switching

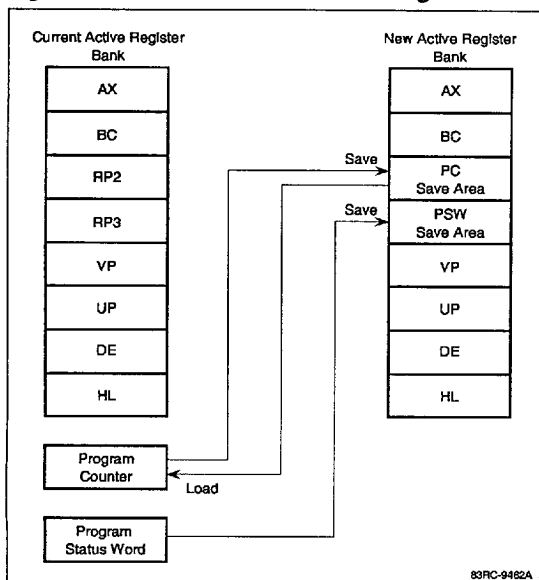
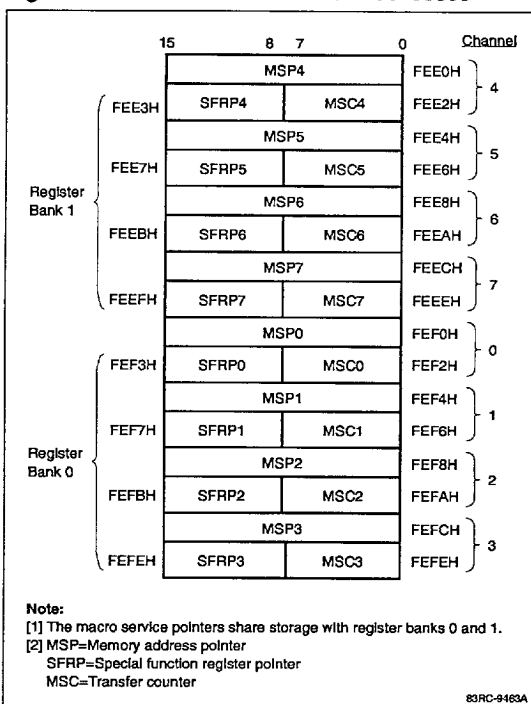


Figure 8. Macro Service Pointer Addresses



Macro Service

The macro service controller can be programmed to perform word or byte transfers. It can transfer data from a special function register to memory or from memory to a special function register. Transfer events are triggered by interrupt requests and take place without software intervention.

There are eight macro service channels; channel control information is stored in RAM. This information (figure 8) consists of a 16-bit memory address (optionally incremented at each transfer), and 8-bit special function register designator, and an 8-bit transfer counter (decremented at each transfer). When the count equals 0, a context switch or vectored interrupt occurs.

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Table 1. Special Function Registers

Address	Register (SFR)	Symbol		R/W	16-Bit Transfer	State After Reset
FF00H	I/O port 0	P0		R/W	No	Undefined
FF01H	I/O port 1	P1		R/W	No	Undefined
FF02H	I/O port 2	P2		R/W (Note 1)	No	Undefined
FF03H	I/O port 3	P3		R/W (Note 1)	No	Undefined
FF04H	I/O port 4	P4		R/W	No	Undefined
FF05H	I/O port 5	P5		R/W	No	Undefined
FF08H FF09H	Capture/compare register 00	CR00L CR00H	CR00	R/W	Yes	Undefined
FF0AH FF0BH	Capture/compare register 01	CR01L CR01H	CR01	R/W	Yes	Undefined
FF0CH FF0DH	Capture/compare register 10	CR10L CR10H	CR10	R/W	Yes	Undefined
FF0EH FF0FH	Capture/compare register 11	CR11L CR11H	CR11	R/W	Yes	Undefined
FF10H F11H	Capture register 0 (from FRC)	CPT0L CPT0H	CPT0	R/W	Yes	Undefined
FF12H FF13H	Capture register 1 (from FRC)	CPT1L CPT1H	CPT1	R/W	Yes	Undefined
FF14H FF15H	PWM register 0 (duration)	PWM0L PWM0H	PWM0	R/W	Yes	Undefined
FF16H FF17H	PWM register 1 (duration)	PWM1L PWM1H	PWM1	R/W	Yes	Undefined
FF1CH FF1DH	Presetable up/down counter 0	UDC0L UDC0H	UDC0	R/W	Yes	Undefined
FF1EH FF1FH	Presetable up/down counter 1	UDC1L UDC1H	UDC1	R/W	Yes	Undefined
FF20H	Port 0 mode register	PM0		R/W	No	FFH
FF21H	Port 1 mode register	PM1		R/W	No	FFH
FF22H	Port 2 mode register	PM2		R/W (Note 1)	No	FFH
FF23H	Port 3 mode register	PM3		R/W (Note 1)	No	FFH
FF25H	Port 5 mode register	PM5		R/W	No	FFH
FF32H	Port 2 mode control register	PMC2		R/W	No	0FH
FF33H	Port 3 mode control register	PMC3		R/W	No	0FH
FF38H	Real-time output port control register	RTPC		R/W	No	08H
FF3AH FF3BH	Port 0 buffer register (Note 2)	P0L P0H		R/W	No	Undefined
FF40H	Memory expansion mode register	MM		R/W	No	30H
FF41H	Refresh mode register	RFM		R/W	No	10H
FF42H	Watchdog timer mode register	WDM		R/W	No	00H
FF44H	Standby control register	STBC		R/W	No	2nH (Note 3)
FF46H	Timebase mode register	TBM		R/W	No	00H
FF48H	External interrupt mode register	INTM		R/W	No	00H
FF4AH	In-service priority register	ISPR		R	No	00H
FF4EH	CPU control word	CCW		R/W	No	00H

Table 1. Special Function Registers (cont)

Address	Register (SFR)	Symbol	R/W	16-Bit Transfer	State After Reset	
FF50H	Serial communication mode register	SCM	R/W	No	00H	
FF52H	Serial communication control register	SCC	R/W	No	00H	
FF53H	Baud rate generator	BRG	R/W	No	00H	
FF56H	Serial communication receive buffer	RXB	R	No	Undefined	
FF57H	Serial communication transmit buffer	TXB	W	No	Undefined	
FF60H	Free-running counter control register	FRCC	R/W	No	00H	
FF64H	Capture mode register	CPTM	R/W	No	00H	
FF66H	PWM mode register	PWMM	R/W	No	00H	
FF68H	A/D converter mode register	ADM	R/W	No	00H	
FF6AH	A/D converter result register	ADCR	R	No	Undefined	
FF70H	Count unit input mode register	CUIM	R/W	No	00H	
FF72H	Up/down counter control register 0	UDCC0	R/W	No	00H	
FF74H	Capture/compare control register	CRC	R/W	No	00H	
FF7AH	Up/down counter control register 1	UDCC1	R/W	No	00H	
FF80H	Timer 0 control register	TMC0	R/W	No	00H	
FF82H	Timer 1 control register	TMC1	R/W	No	00H	
FF88H FF89H	Timer 0	TM0L TM0H	TM0	R/W	Yes	Undefined
FF8AH FF8BH	Modulus/timer register 0	MD0L MD0H	MD0	R/W	Yes	Undefined
FF8CH FF8DH	Timer 1	TM1L TM1H	TM1	R/W	Yes	Undefined
FF8EH FF8FH	Modulus register 1	MD1L MD1H	MD1	R/W	Yes	Undefined
FFB0H to FFBFH	External area (Note 4)					
FFC0H	CRF00 interrupt control Up/down counter 0	CRIC00		R/W	No	47H
FFC1H	CRF00 macro service control Up/down counter 0	CRMS00		R/W	No	Undefined
FFC2H	CRF01 interrupt control Up/down counter 0	CRIC01		R/W	No	47H
FFC4H	CRF10 Interrupt control Up/down counter 1	CRIC10		R/W	No	47H
FFC5H	CRF10 macro service control Up/down counter 1	CRMS10		R/W	No	Undefined
FFC6H	CRF11 interrupt control Up/down counter 1	CRIC11		R/W	No	47H
FFC8H	EXIF0 interrupt control External interrupt INTE0	EXIC0		R/W	No	47H
FFC9H	EXIF0 macro service control External interrupt INTE0	EXMS0		R/W	No	Undefined
FFCAH	EXIF1 interrupt control External interrupt INTE1	EXIC1		R/W	No	47H

μPD78312A Family**Table 1. Special Function Registers (cont)**

Address	Register (SFR)	Symbol	R/W	16-Bit Transfer	State After Reset
FFCBH	EXIF1 macro service control External interrupt INTE1	EXMS1	R/W	No	Undefined
FFCCH	EXIF2 interrupt control External interrupt INTE2	EXIC2	R/W	No	47H
FFCDH	EXIF2 macro service control External interrupt INTE2	EXMS2	R/W	No	Undefined
FFCEH	TMF0 interrupt control Timer flag	TMIC0	R/W	No	47H
FFCFH	TMF0 macro service control Timer flag	TMMS0	R/W	No	Undefined
FFDOH	TMF1 interrupt control Timer flag	TMIC1	R/W	No	47H
FFD1H	TMF1 macro service control Timer flag	TMMS1	R/W	No	Undefined
FFD2H	TMF2 interrupt control Timer flag	TMIC2	R/W	No	47H
FFD3H	TMF2 macro service control Timer flag	TMMS2	R/W	No	Undefined
FFDAH	Receive error interrupt control Serial port	SEIC	R/W	No	47H
FFDCH	Receive interrupt control Serial port	SRIC	R/W	No	47H
FFDDH	Receive macro service control Serial port	SRMS	R/W	No	Undefined
FFDEH	Transmit interrupt control Serial port	STIC	R/W	No	47H
FFDFH	Transmit macro service control Serial port	STMS	R/W	No	Undefined
FFE0H	A/D converter interrupt control	ADIC	R/W	No	47H
FFE1H	A/D converter macro service control	ADMS	R/W	No	Undefined
FFE2H	Timebase counter interrupt control	TBIC	R/W	No	47H

Notes:

- (1) Bits 0-3 of port 2 and of port 3 are read-only.
- (2) P0H and P0L are 4-bit buffer registers used to store data to be loaded into the high and low nibbles of the real-time output (P0). The high order 4 bits of P0H and the low order 4 bits of P0L are used.
- (3) Bit 3 of the STBC is not affected by $\overline{\text{RESET}}$ (n = 0 or 8).
- (4) External registers interfaced with these addresses can be accessed by special function register addressing.

Table 2. Interrupt Sources and Vector Addresses

	Default Priority	Mnemonic	Interrupt Source	Macroservice	Vector
Software	—	BRK	Break instruction	No	003EH
Nonmaskable interrupts		NMI	External nonmaskable interrupt	No	0002H
	—	WDT	Watchdog timer	No	000AH
Maskable interrupts	0	CRF00	Up/down counter 0	Yes	001AH
	1	CRF01	Up/down counter 0	No	001CH
	2	CRF10	Up/down counter 1	Yes	001EH
	3	CRF11	Up/down counter 1	No	0020H
	4	EXIF0	External interrupt 0	Yes	0004H
	5	EXIF1	External interrupt 1	Yes	0006H
	6	EXIF2	External interrupt 2	Yes	0008H
	7	TMF0	Timer flag 0	Yes	000EH
	8	TMF1	Timer flag 1	Yes	0010H
	9	TMF2	Timer flag 2	Yes	0012H
	10	SEF	Serial port error	No	0022H
	11	SRF	Serial port receive buffer	Yes	0024H
	12	STF	Serial port transmit buffer	Yes	0026H
	13	ADF	A/D converter done flag	Yes	0028H
14	TBF	Timebase counter flag	No	000CH	
Reset	—	RESET	External reset line	—	0000H

μPD78312A Family**NEC****ELECTRICAL SPECIFICATIONS****Absolute Maximum Ratings**

$T_A = +25^\circ\text{C}$	
Power supply voltage V_{DD}	-0.5 to +7.0 V
Reference voltage, AV_{REF}	-0.5 V to $V_{DD} + 0.3$ V
Power supply return, AV_{SS}	-0.5 to +0.5 V
Input voltage, V_{I1} (except $\overline{\text{RESET}}$ of $\mu\text{PD78P312A}$)	-0.5 to $V_{DD} + 0.5$
Input voltage, V_{I2} ($\overline{\text{RESET}}$ of $\mu\text{PD78P312A}$ only)	-0.5 to +13.5 V
Output voltage, V_O	-0.5 to $V_{DD} + 0.5$ V
Output current, low; I_{OL} (single pin)	4 mA
Output current, low; I_{OL} ; total, all output pins ($\mu\text{PD78312/310A}$)	100 mA
Output current, low; I_{OL} ; total, all output pins ($\mu\text{PD78P312A}$)	60 mA
Output current, high; I_{OH} (single pin)	-1 mA
Output current, high; I_{OH} ; total, all output pins ($\mu\text{PD78312/310A}$)	-25 mA

DC Characteristics $T_A = -10$ to $+70^\circ\text{C}$; $V_{DD} = +5.0$ V $\pm 5\%$; $V_{SS} = 0$ V

Parameter	Symbol	Min	Typ	Max	Unit	Conditions
Input low voltage	V_{IL1}	0		0.8	V	Except $\overline{\text{EA}}$ on $\mu\text{PD78310A/312A}$
	V_{IL2}	0		0.5	V	$\overline{\text{EA}}$ on ($\mu\text{PD78310A/312A}$ only)
Input high voltage	V_{IH1}	2.2		V_{DD}	V	Except $P2Q/NMI, X1, X2, \overline{\text{RESET}}$
	V_{IH2}	3.8		V_{DD}	V	$P2Q/NMI, X1, X2, \overline{\text{RESET}}$
Output low voltage	V_{OL}			0.45	V	$I_{OL} = 2.0$ mA
Output high voltage	V_{OH}	$V_{DD} - 1$			V	$I_{OH} = -1$ mA
Input current	I_I			± 10	μA	$P2Q/NMI, \overline{\text{RESET}}$ $V_I = 0.45$ V to V_{DD}
Input leakage current	I_{LI}			± 10	μA	
Input/output leakage current	I_{LO}			± 10	μA	
AV_{REF} current	AI_{REF}		1.5	5	mA	$f_{CLK} = 6$ MHz
V_{DD} supply current	I_{DD1}		30	60	mA	Operating mode; $f_{CLK} = 6$ MHz
	I_{DD2}		5	15	mA	Halt mode; $f_{CLK} = 6$ MHz
Data retention voltage	V_{DDDR}	2.5			V	Stop mode
Stop mode supply current	I_{DDDR}		3	15	μA	Stop mode; $V_{DDDR} = 2.5$ V
			10	50	μA	Stop mode; $V_{DDDR} = 5.0$ V $\pm 10\%$

Absolute Maximum Ratings (cont)

Output current, high; I_{OH} ; total, all output pins ($\mu\text{PD78P312A}$)	-15 mA
Operating temperature, T_{OPT}	-10 to $+70^\circ\text{C}$
Storage temperature, T_{STG}	-65 to $+150^\circ\text{C}$

Exposure to Absolute Maximum Ratings for extended periods may affect device reliability; exceeding the ratings could cause permanent damage. The device should be operated within the limits specified under DC and AC characteristics.

Operating Frequency

Oscillator Frequency f_{XX}	T_A	V_{DD}
$4 \text{ MHz} \leq f_{XX} \leq 12 \text{ MHz}$	-10 to $+70^\circ\text{C}$	+5.0 V 10%

Capacitance $T_A = +25^\circ\text{C}$; $V_{DD} = V_{SS} = 0$ V

Parameter	Symbol	Max	Unit	Conditions
Input capacitance	C_I	10	pF	$f = 1$ MHz; unmeasured pins returned to 0 V.
Output capacitance	C_O	20	pF	
I/O capacitance	C_{IO}	20	pF	

AC Characteristics

T_A = -10 to +70°C; V_{DD} = +5.0 V ±10%; V_{SS} = 0 V

Parameter	Symbol	Min	Typ	Max	Unit	Conditions
Read/Write Operation						
System clock cycle time	t _{CYK}	166		1000	ns	(Note 1)
Address setup time to ALE ↓	t _{SAL}	150			ns	
Address hold time after ALE ↓	t _{HLA}	30			ns	(Note 4)
Address to \overline{RD} ↓ delay time	t _{DAR}	230			ns	
\overline{RD} ↓ to address floating	t _{FRA}			0	ns	
Address to data input	t _{DAID}			410	ns	
ALE ↓ to data input	t _{DLID}			230	ns	
\overline{RD} ↓ to data input	t _{DRID}			180	ns	
ALE ↓ to \overline{RD} ↓ delay time	t _{DLR}	60			ns	
Data hold time after \overline{RD} ↑	t _{HRID}	0			ns	
\overline{RD} ↑ to address active	t _{DRA}	50			ns	
\overline{RD} ↑ to ALE ↑ delay time	t _{DRL}	100			ns	
\overline{RD} width low	t _{WRL}	200			ns	
ALE width high	t _{WLH}	120			ns	
Address to \overline{WR} ↓ delay time	t _{DAW}	300			ns	
ALE ↓ to data output	t _{DLOD}			190	ns	
\overline{WR} ↓ to data output	t _{DWOD}			100	ns	
ALE ↓ to \overline{WR} ↓ delay time (Note 2)	t _{DW}	30			ns	
		110			ns	During refresh mode
Data setup time to \overline{WR} ↑	t _{SODWR}	150			ns	
Data setup time to \overline{WR} ↓ (Note 3)	t _{SODWF}	30			ns	During refresh mode
Data hold time to \overline{WR} ↑	t _{HWOD}	20			ns	(Note 4)
\overline{WR} ↑ to ALE ↑ delay time	t _{DWL}	110			ns	
\overline{WR} width low	t _{WWL}	200			ns	
Serial Port						
Serial clock cycle time	t _{CYSK}	1.33			μs	\overline{SCK} output (Note 5)
		1.33			μs	\overline{CTS} output (Note 6)
		1			μs	\overline{CTS} input (Note 7)
Serial clock low-level width	t _{WSKL}	580			ns	\overline{SCK} output (Note 5)
		580			ns	\overline{CTS} output (Note 6)
		420			ns	\overline{CTS} input (Note 7)
Serial clock high-level width	t _{WSKH}	580			ns	\overline{SCK} output (Note 5)
		580			ns	\overline{CTS} output (Note 6)
		420			ns	\overline{CTS} input (Note 7)
CTS high, low level	t _{WCSh} , t _{WCsL}	3			t _{CYK}	Asynchronous mode
RxD setup time to \overline{CTS} ↑	t _{SRXSK}	80			ns	
RxD hold time after \overline{CTS} ↑	t _{HsKRX}	80			ns	
\overline{SCK} ↓ to TxD delay time	t _{DSKTX}			210	ns	

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μPD78312A Family**AC Characteristics (cont)**

Parameter	Symbol	Min	Typ	Max	Unit	Conditions
A/D Converter						
$T_A = -10^\circ\text{C to } +70^\circ\text{C}; V_{DD} = +5\text{ V} \pm 10\%; AV_{REF} = 4.0\text{ V to } V_{DD}; AV_{SS} = V_{SS} = 0\text{ V}$						
Resolution		8			Bit	
Full scale error				0.4	%	$t_{CYK} = 166\text{ to }500\text{ ns}$
Quantization error				$\pm 1/2$	LSB	
Conversion time	t_{CONV}	180			t_{CYK}	$t_{CYK} = 166\text{ to }250\text{ ns}$
		120			t_{CYK}	$t_{CYK} = 250\text{ to }500\text{ ns}$
Sampling time	t_{SAMP}	36			t_{CYK}	$t_{CYK} = 166\text{ to }250\text{ ns}$
		24			t_{CYK}	$t_{CYK} = 250\text{ to }500\text{ ns}$
Analog input voltage	V_{IAN}	0		AV_{REF}	V	
Input impedance	R_{AN}		1000		MΩ	
Analog reference voltage	AV_{REF}	4.0		V_{DD}	V	
AV_{REF} current	AI_{REF}		1.5	5.0	mA	$f_{CLK} = 6\text{ MHz}$
Counter Operation						
CI0, CI1 high, low levels	t_{WCIH}, t_{WCIL}	3			t_{CYK}	
CTRL0, CTRL1 high, low levels	t_{WCTH}, t_{WCTL}	3			t_{CYK}	
CTRL0, CTRL1 setup time to CI ↑	t_{SCTCI}	2			t_{CYK}	Operating mode of count unit is set to mode 3. CI input is set to rising edge active.
CTRL0, CTRL1 hold time after CI ↑	t_{HCICT}	5			t_{CYK}	
CLRO, CLR1 high, low-level width	t_{WCRH}, t_{WCRL}	3			t_{CYK}	
CI0, CI1 setup time to CTRL	t_{S4CTCI}	6			t_{CYK}	Counter mode 4
CTRL0, CTRL1 setup time to CI	t_{H4CTCI}	6			t_{CYK}	Counter mode 4
CI0/CI1, CTRL0/CTRL1 cycle time	t_{CYC4}			250	kHz	Counter mode 4
External Interrupts and Reset						
NMI high, low-level width	t_{WNIH}, t_{WNIL}	10			μs	
INTE0 high, low-level width	t_{WI0H}, t_{WI0L}	3			t_{CYK}	
INTE1 high, low-level width	t_{WI1H}, t_{WI1L}	3			t_{CYK}	
INTE2 high, low-level width	t_{WI2H}, t_{WI2L}	3			t_{CYK}	
RESET high, low-level width	t_{WRSH}, t_{WRSL}	10			μs	
V_{DD} rise, fall time	t_{RVD}, t_{FVD}	200			μs	

Notes:

- The internal clock (f_{CLK}) equals the oscillation clock (f_{XX}) divided by 2 or 8 as determined by bit 5 of the STBC. In this table, $f_{XX} = 12\text{ MHz}$ and $f_{CLK} = f_{XX}/2$.
- During refresh operation, the \overline{WR} signal falls to low level 1/2 clock cycle later than if there is no refresh.
- When accessing data from pseudostatic RAMs (e.g. μPD4168) with the falling edge of the \overline{WR} signal, the data setup time is t_{SODWF} instead of t_{SODWR} .
- Hold time is measured with $C_L = 100\text{ pF}$ and $R_L = 2\text{ k}\Omega$ load, and includes the period necessary to guarantee V_{OH} and V_{OL} .
- I/O interface mode transmit data at a data rate of 750 kb/s.
- I/O interface mode receive data, internal clock, at a data rate of 750 kb/s.
- In the I/O interface mode this is the optional external clock for received data at a maximum rate of 1 MB/s.

Oscillator Characteristics

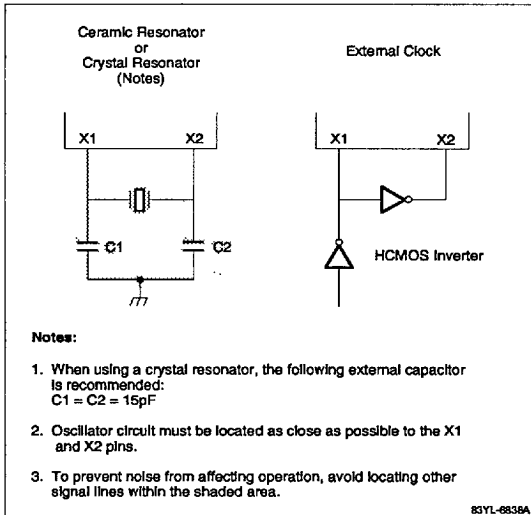
$T_A = -10$ to 70°C , $V_{DD} = +5.0\text{ V} \pm 10\%$; $V_{SS} = AV_{SS} = 0\text{ V}$;
 $4\text{ V} \leq AV_{REF} \leq V_{DD}$

Oscillator	Parameter	Symbol	Min	Max	Unit
Ceramic resonator or crystal resonator	Oscillation frequency	f_{XX}	4	12	MHz
	X1 input frequency	f_X	4	12	MHz
	X1 input rise, fall time	t_{XR} , t_{XF}	0	30	ns
External clock	X1 input high-low-level width	t_{WXH} , t_{WXL}	30	130	ns

Recommended Ceramic Resonators (μPD78310/312A)

Manufacturer	Part No.	Frequency (MHz)	External Capacitance (pF)	
			C1	C2
Murata Mfg Co., Ltd.	CSA12.OMT	12.0	30	30
	CST12.OMT	12.0	Included	Included

Recommended Circuits



Timing Dependent on t_{CYK}

Symbol	Formula	Min/Max	Unit
t_{SAL}	$1.5T - 100$	Min	ns
t_{DAR}	$2T - 100$		
t_{DAID}	$(3.5 + n)T - 170$	Max	ns
t_{DLID}	$(2 + n)T - 100$		
t_{DRID}	$(1.5 + n)T - 70$		
t_{DLR}	$0.5T - 20$	Min	ns
t_{DRL}	$T - 50$		
t_{DRA}	$0.5T - 30$		
t_{WRL}	$(1.5 + n)T - 50$		
t_{WLH}	$T - 40$		
t_{DAW}	$2T - 100$		
t_{DLOD}	$0.5T + 110$	Max	ns
t_{DLW}	$0.5T - 20$ (normal operation) $T - 50$ (during refresh mode)	Min	ns
t_{SODWR}	$(1.5 + n)T - 100$		
t_{SODWF}	$0.5T - 50$		
t_{DWL}	$T - 50$		
t_{WWL}	$(1.5 + n) - 50$		

Notes:

- n is the number of additional wait cycles specified by the MM register.
- $T = t_{CYK} = 1/f_{CLK} = 2/f_{XX}$. f_{CLK} is the internal system clock frequency.
- Any parameter not included in this table is not dependent on f_{CLK} .

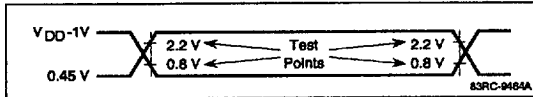
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μPD78312A Family

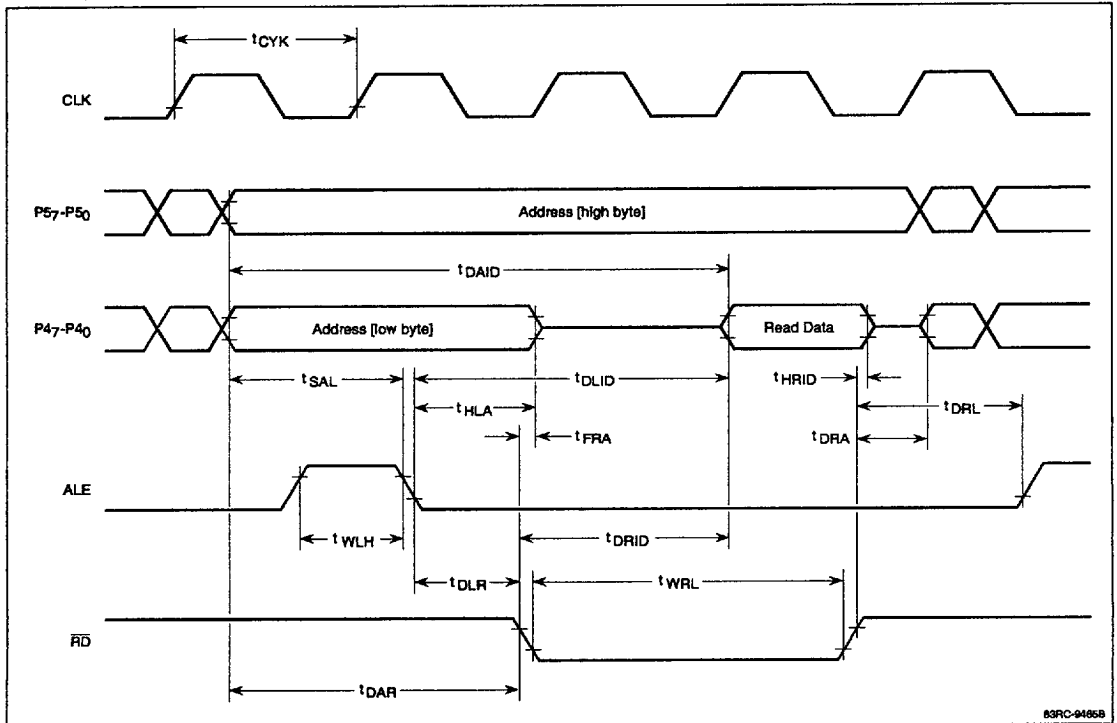


Timing Waveforms

AC Timing Test Points

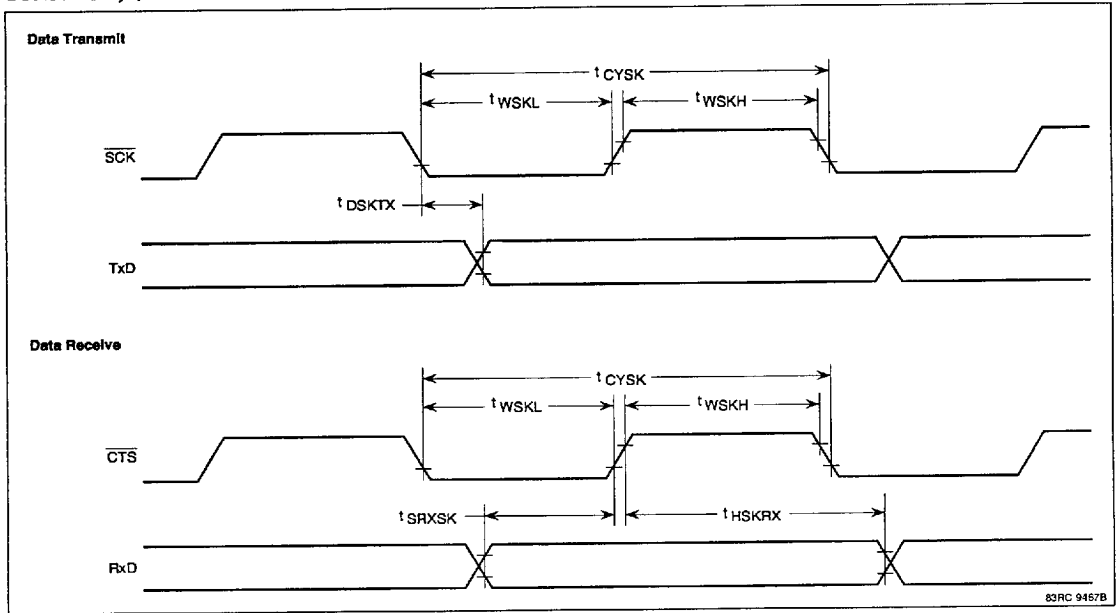


Read Operation



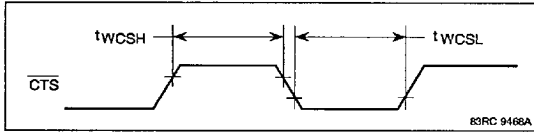
Timing Waveforms (cont)

Serial Port, I/O Interface Mode

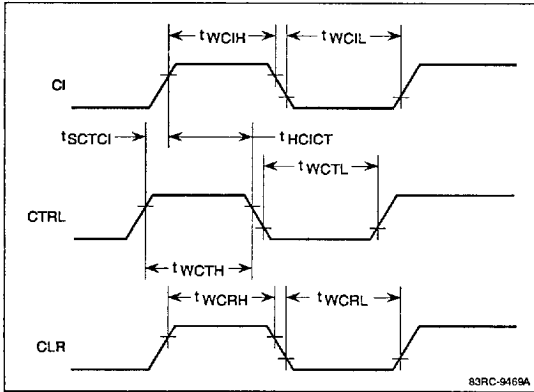


Timing Waveforms (cont)

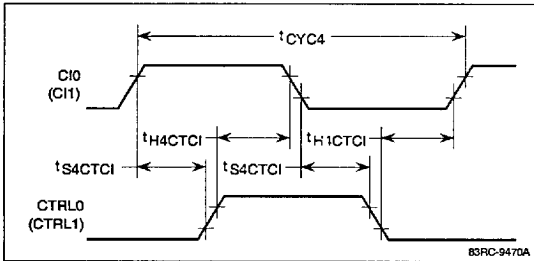
Serial Port, Asynchronous Mode Send Enable Input Timing



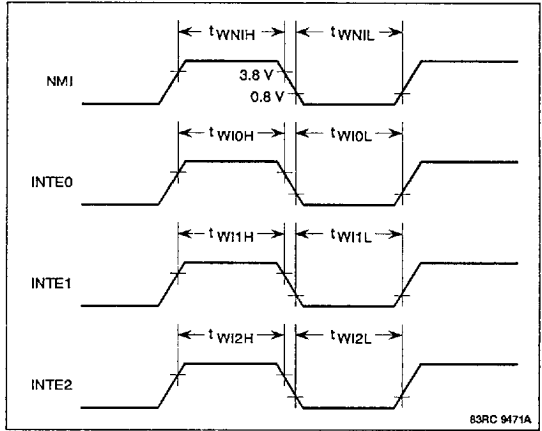
Counter Operation (Mode 3)



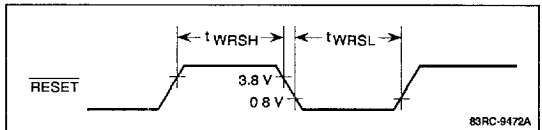
Count Timing Specification (Mode 4)



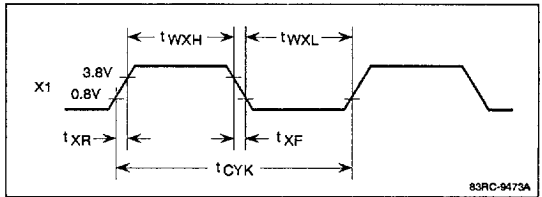
External Interrupts



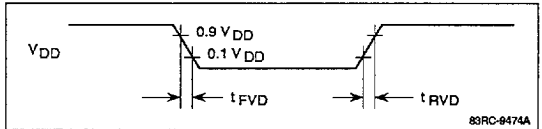
External Reset



External Clock



Data Retention Timing



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μPD78312A Family

PROM PROGRAMMING

The PROM in the μPD78P312A is an OTP or UVE EPROM with an 8,192 x 8-bit configuration. The pins listed in the table below are used to program the PROM.

When used in the normal operation mode, 5 V ± 10% is applied to the V_{DD} and V_{PP} pins. A voltage higher than V_{DD} should not be applied to other pins.

The programming characteristics of the μPD78P312A are identical to those of the μPD27C256A.

Pin	Function
V _{PP}	High voltage input (write/verify mode), high-level input (read mode)
PROG	High voltage input (write/verify mode, read mode)
A ₀ - A ₇	Address input (lower 8 bits)
A ₈ - A ₁₂	Address input (upper 8 bits)
D ₀ - D ₇	Data input (write mode), data output (verify mode)
CE	Program pulse input
OE	Output enable input
V _{DD}	Power supply pin

Notes:

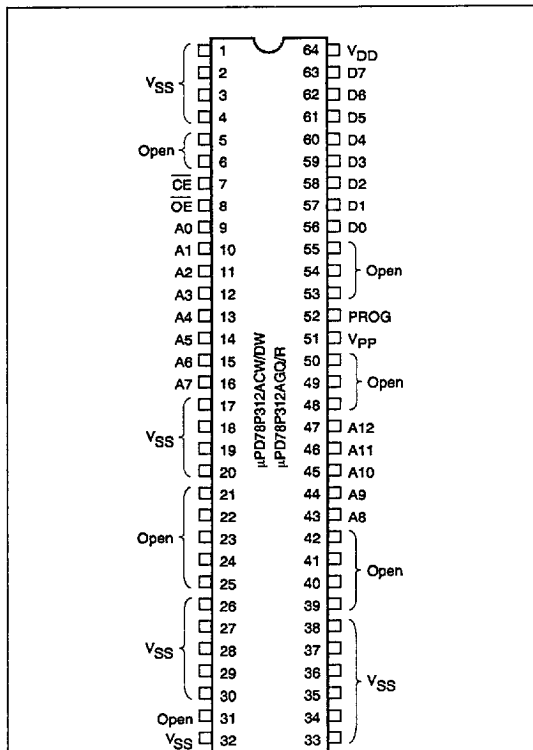
- (1) Mask the window of the UVE EPROM version to protect the PROM from being erased accidentally.
- (2) The OTP EPROM version cannot be erased by ultraviolet rays because it does not have a window.

Programming Setup

Programming socket adaptors PA-78P312CW/GF/GQ/L are used to configure the μPD78P312A to fit a standard PROM socket. Set the PROM programmer to program the 27C256A. If the PROM programmer is an older model, check that the programming voltage does not exceed 12.5 volts.

Pin Functions, PROM Programming Mode

64-Pin Shrink DIP and QUIP, Plastic and Ceramic



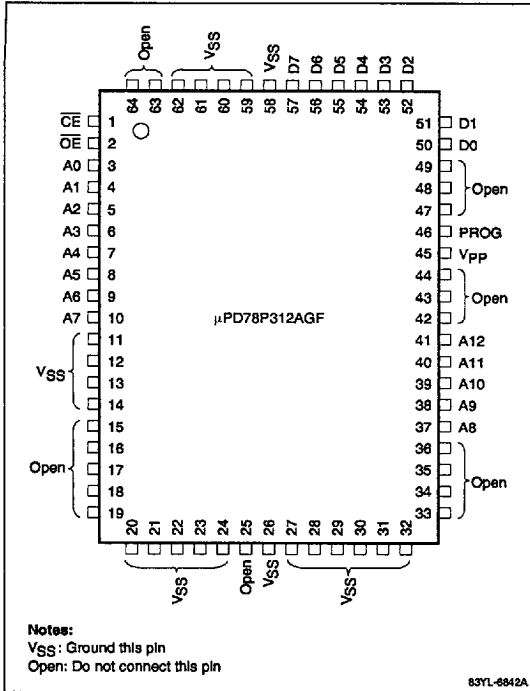
Notes:

- [1] V_{SS}: Ground this pin.
- [2] Open: Do not connect this pin.

83YL-6841A

Pin Functions, PROM Programming Mode (cont)

64-Pin Plastic QFP (bent leads)



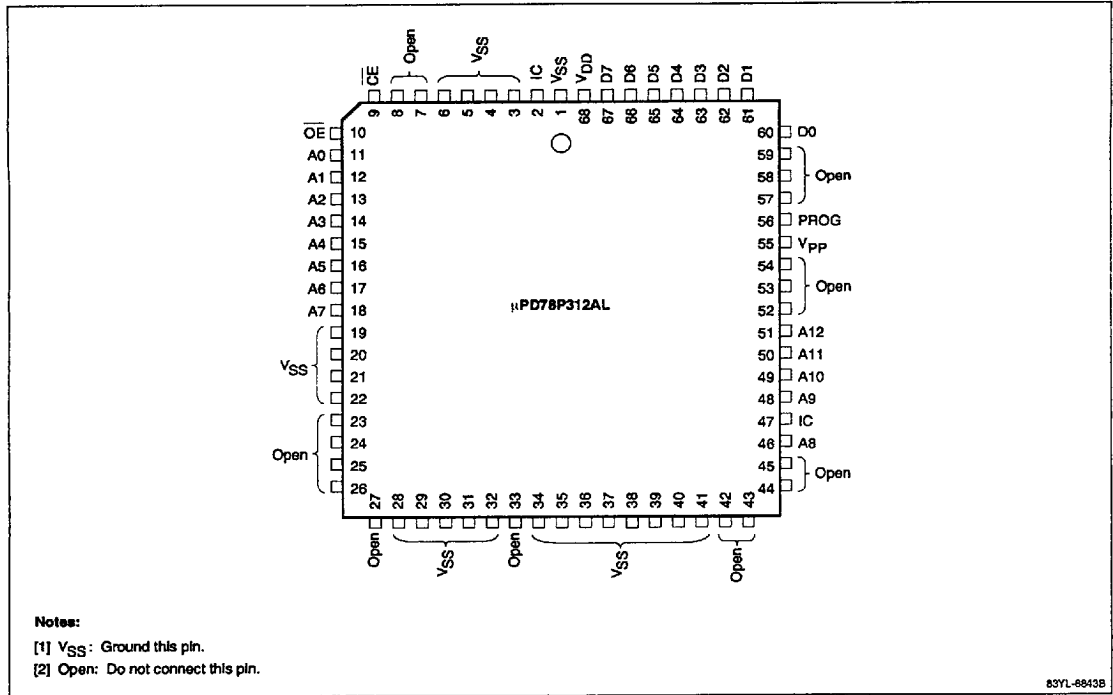
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μPD78312A Family



Pin Functions, PROM Programming Mode (cont)

68-Pin PLCC



83YL-6843B

PROM Programming Mode

When +6 V is applied to the V_{DD} pin and +12.5 V is applied to the PROG pin and V_{PP} pin, the μPD78P312A enters the program write/verify mode. Operation in this mode is determined by the setting of CE and OE pins as indicated in the table below.

Mode	\overline{CE}	\overline{OE}	V _{PP}	V _{DD}	PROG
Write	L	H	+12.5 V	+6V	+12.5 V
Verify	H	L			
Program inhibit	H	H			
Read (Note 2)	L/H	L	+5 V	+5 V	+12.5 V
Read (Note 3)	L/H	H			

Notes:

- (1) When +12.5 V is applied to V_{PP} and +6 V is applied to V_{DD}, both \overline{CE} and \overline{OE} must not be set to the low level (L) simultaneously.
- (2) Data is output from the D₀ - D₇ pins.
- (3) D₀ - D₇ are high impedance

Recommended Conditions for Unused Pins

Table 3 describes how to set unused pins when programming the PROM.

Table 3. Recommended Conditions for Unused Pins

Pin	Recommended Connection
P0 ₀ - P0 ₃	Connect to V _{SS}
P0 ₄ , P0 ₅	Open
P2 ₀ - P2 ₃	Connect to V _{SS}
P2 ₅ - P2 ₇ , RFSH	Open
P3 ₀ - P3 ₃ , X1	Connect to V _{SS}
X2	Open
AN0-AN3, AV _{REF} , AV _{SS}	Connect to V _{SS}
P3 ₄ - P3 ₇ , P5 ₅ - P5 ₇ , RD, WR, ALE	Open

PROM Write Procedure

Data can be written to the PROM by using the following procedure.

- (1) Set the pins not used for programming as indicated in table 3, and supply +6 V to the V_{DD} pin, and +12.5 V to the V_{PP} and PROG pins.
- (2) Provide the initial address.
- (3) Provide write data.
- (4) Provide a 1 ms program pulse (active low) to the \overline{CE} pin.

- (5) Use the verify mode to test the data. If the data has been written, proceed to (7), if not, repeat steps (3) to (5). If the data cannot be correctly written in 25 attempts, go to step (6).
- (6) Classify the PROM as defective and cease write operation.
- (7) Provide write data and supply program pulse (for additional writing) for 3 ms times the number of repeats performed between steps (3) to (5).
- (8) Increment the address.
- (9) Repeat steps (3) to (8) until the last address is reached.

PROM Read Procedure

The contents of the PROM can be read out to the external data bus D₀ - D₇ by using the following procedure.

- (1) Set the unused pins as indicated in table 3.
- (2) Supply +5 V to the V_{DD} pin and V_{PP} pin, and +12.5 V to the PROG pin.
- (3) Input the address of the data to be read to the A₀ to A₁₂ pins.
- (4) Put an active low pulse of at least 1 μs on the \overline{OE} pin.
- (5) Data is output to the D₀ to D₇ pins.

Erasure

The UVE EPROM can be erased by exposing the window to light having a wavelength shorter than 400 nm, including ultraviolet rays, direct sunlight, and fluorescent light. To prevent unintentional erasure, mask the window.

Typically, data is erased by 254-nm ultraviolet rays. A minimum lighting level of 15 W s/cm² (ultraviolet ray intensity x exposure time) is required to completely erase written data. Erasure by an ultraviolet lamp rated at 12,000 μW/cm² takes approximately 15 to 20 minutes. Remove any filter on the lamp and place the device within 2.5 cm of the lamp tubes.

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μPD78312A Family**NEC****DC Programming Characteristics** $T_A = 25 \pm 5^\circ\text{C}; V_{IP} = 12.0 \pm 0.5 \text{ V}; V_{SS} = 0 \text{ V}$

Parameter	Symbol	Symbol (Note)	Min	Typ	Max	Unit	Condition
High-level input voltage	V_{IH}	V_{IH}	2.2		$V_{DDP} + 0.3$	V	
Low-level input voltage	V_{IL}	V_{IL}	-0.3		0.8	V	
Input leakage current	I_{LIP}	I_{LI}			10	μA	$0 \leq V_I \leq V_{DDP}$
High-level output voltage	V_{OH}	V_{OH}	$V_{DD}-1$			V	$I_{OH} = -1.0 \text{ mA}$
Low-level output voltage	V_{OL}	V_{OL}			0.45	V	$I_{OL} = 2.0 \text{ mA}$
Output leakage current	I_{LO}	—			10	μA	$0 \leq V_o \leq V_{DDP}, \overline{OE} = V_{IH}$
PROG pin high voltage input current	I_{IP}	—			±10	μA	
V_{DDP} power supply voltage	V_{DDP}	V_{DD}	5.75	6.0	6.25	V	Program memory write mode
			4.5	5.0	5.5	V	Program memory read mode
V_{PP} power supply voltage	V_{PP}	V_{PP}	12.2	12.5	12.8	V	Program memory write mode
						V	Program memory read mode
V_{DDP} power supply current	I_{DD}	I_{DD}		10	30	mA	Program memory write mode
				10	30	mA	Program memory read mode $\overline{CE} = V_{IL}, V_I = V_{IH}$
V_{PP} power supply current	I_{PP}	I_{PP}		10	30	mA	Program memory write mode $\overline{CE} = V_{IL}, \overline{OE} = V_{IH}$
				1	100	μA	Program memory read mode

Notes:

(1) Corresponding symbols for the μPD27C256A

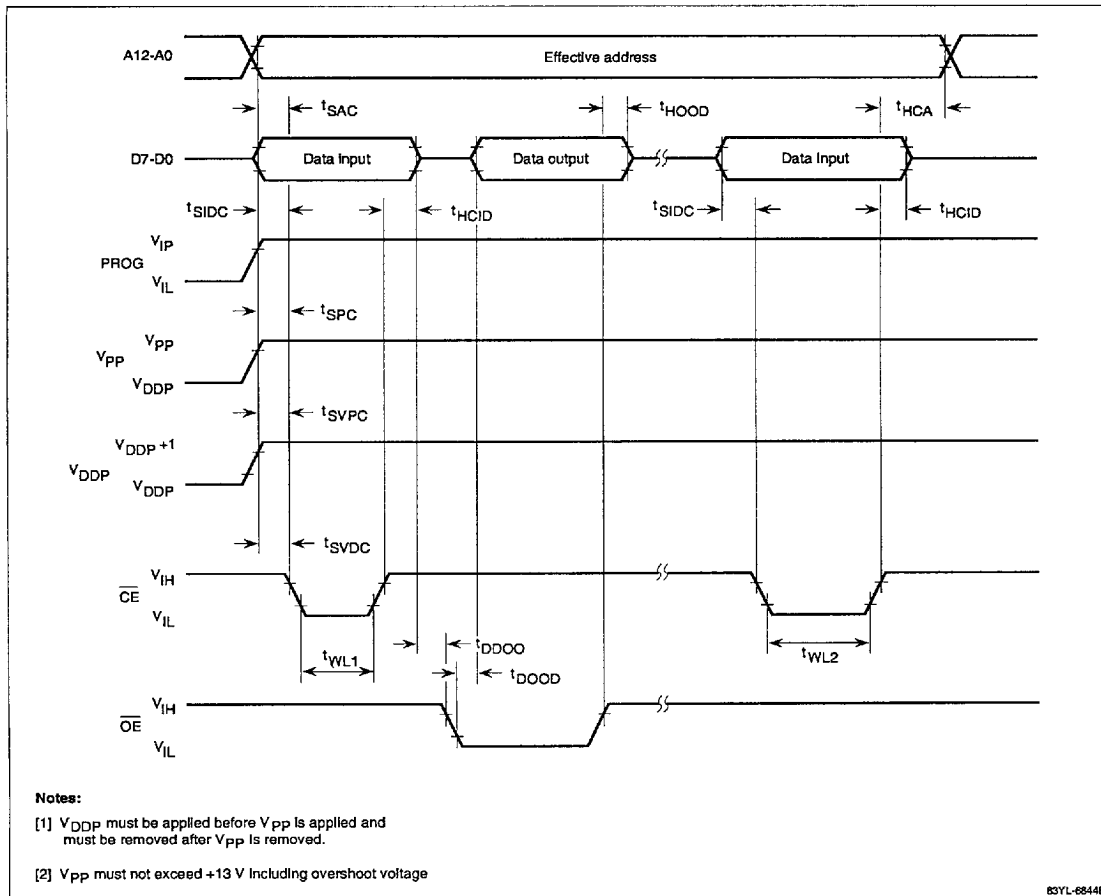
AC Programming Characteristics $T_A = 25 \pm 5^\circ\text{C}; V_{IP} = 12.0 \pm 0.5 \text{ V}; V_{SS} = 0 \text{ V}$

Parameter	Symbol	Symbol (Note)	Min	Typ	Max	Unit	Condition
Address setup time to $\overline{CE} \downarrow$	t_{SAC}	t_{AS}	2			μs	
Data to $\overline{OE} \downarrow$ delay time	t_{D00}	t_{OES}	2			μs	
Input data setup time to $\overline{CE} \downarrow$	t_{SIDC}	t_{DS}	2			μs	
Address hold time after $\overline{CE} \uparrow$	t_{HCA}	t_{AH}	2			μs	
Input data hold time after $\overline{CE} \uparrow$	t_{HCID}	t_{DH}	2			μs	
Output data hold time after $\overline{OE} \uparrow$	t_{HOOD}	t_{DF}	0		130	ns	
V_{PP} setup time before $\overline{CE} \downarrow$	t_{SVPC}	t_{VPS}	2			μs	
V_{DDP} setup time before $\overline{CE} \downarrow$	t_{SVDC}	t_{VDS}	2			μs	
Initial program pulse width	t_{WL1}	t_{PW}	0.95	1.0	1.05	ms	
Additional program pulse width	t_{WL2}	t_{OPW}	2.85		78.75	ms	
PROG high-voltage input setup time before $\overline{CE} \downarrow$	t_{SPC}		2			μs	
Address to data output time	t_{DAOD}	t_{ACC}			2	μs	$\overline{OE} = V_{IL}$
$\overline{OE} \downarrow$ to data output time	t_{D00D}	t_{OE}			1	μs	
Data hold time after $\overline{OE} \uparrow$	t_{HCOD}	t_{DF}	0		130	ns	
Data hold time after address not valid	t_{HAOD}	t_{OH}	0			ns	$\overline{OE} = V_{IL}$

Notes:

(1) Corresponding symbols for the μPD27C256A

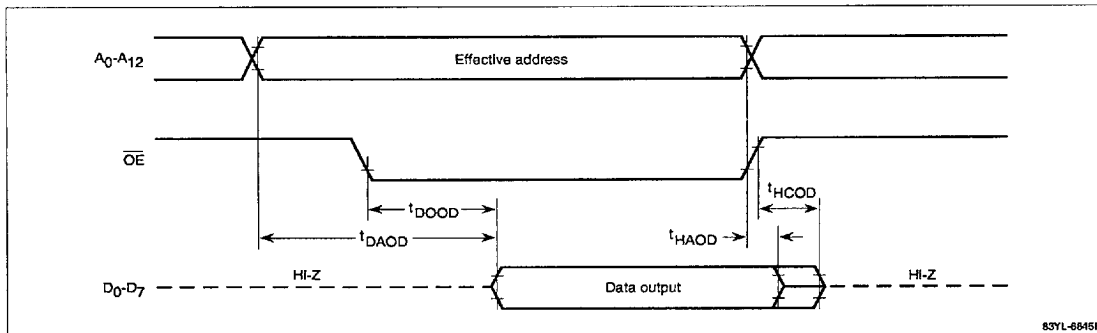
PROM Write Mode Timing



83YL-6644B

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PROM Read Mode Timing



83YL-6645B

μPD78312A Family



INSTRUCTION SET

The μPD78312A family instruction set features 8- and 16-bit data transfer, arithmetic, and logic instructions and single-bit manipulation instructions. String manipulation instructions are also included. Branch instructions exist to test individual bits in the program status word, the 16-bit accumulator, the special function registers, and the saddr portion of on-chip RAM. Instructions range in length from 1 to 6 bytes depending on the instruction and addressing mode.

Flag Column Indicators

Symbol	Action
(blank)	No change
0	Set to 0
1	Set to 1
X	Set or cleared according to result
P	P/V indicates parity of result
V	P/V indicates arithmetic overflow
R	Restored from saved PSW

Instruction Set Symbols

Symbol	Definition
r	R0, R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R11, R12, R13, R14, R15
r1	R0, R1, R2, R3, R4, R5, R6, R7
r2	C, B
rp	RP0, RP1, RP2, RP3, RP4, RP5, RP6, RP7*
rp1	RP0, RP1, RP2, RP3, RP4, RP5, RP6, RP7*
rp2	DE, HL, VP, UP
sfr	Special function register, 8 bits
sfrp	Special function register, 16 bits
post	RP0, RP1, RP2, RP3, RP4, RP5/PSW, RP6, RP7 Bits set to 1 indicate register pairs to be pushed/popped to/from stack; RP5 pushed/popped by PUSH/POP, SP is stack pointer, PSW pushed/popped by PUSHU/POPU, RP5 is stack pointer.
mem	Register indirect: [DE], [HL], [DE+], [HL+], [DE-], [HL-], [VP], [UP] Base Index Mode: [DE+ A], [HL+ A], [DE+ B], [HL+ B], [VP+ DE], [VP+ HL] Base Mode: [DE+ byte], [HL+ byte], [VP+ byte], [UP+ byte], [SP+ byte] Index Mode word [A], word [B], word [DE], word [HL]
saddr	FE20-FF1FH: Immediate byte addresses one byte in RAM, or label
saddrp	FE20-FF1FH: Immediate byte (bit 0 = 0) addresses one word in RAM, or label

Instruction Set Symbols (cont)

Symbol	Definition
word	16 bits of immediate data or label
byte	8 bits of immediate data or label
jdisp8	8-bit two's complement displacement (immediate data displacement value -128 to +127)
bit	3 bits of immediate data (bit position in byte), or label
n	3 bits of immediate data
!addr16	16-bit absolute address specified by an immediate address or label
\$addr16	Relative branch address or label
addr16	16-bit address
!addr11	11-bit immediate address or label
addr11	0800H-0FFFH: 0800H + (11-bit immediate address), or label
addr5	0040H-007EH: 0040H + 2 X (5-bit immediate address), or label
A	A register (8-bit accumulator)
X	X register
B	B register
C	C register
D	D register
E	E register
H	H register
L	L register
R0-R15	Register 0 to register 15
AX	Register pair AX (16-bit accumulator)
BC	Register pair BC
DE	Register pair DE
HL	Register pair HL
RP0-RP7	Register pair 0 to register pair 7
PC	Program counter
SP	Stack pointer
UP	User stack pointer (RP5)
PSW	Program status word
PSWH	High-order 8 bits of PSW
PSWL	Low-order 8 bits of PSW
CY	Carry flag
AC	Auxiliary carry flag
Z	Zero flag
P/V	Parity/overflow flag
S	Sign flag
TPF	Table position flag

Instruction Set Symbols (cont)

Symbol	Definition
RBS	Register bank select flag
RSS	Register set select flag
IE	Interrupt enable flag
STBC	Standby control register
WDM	Watchdog timer mode register
()	Contents of the location whose address is within parentheses, (+) and (-) indicate that the address is incremented after or decremented after it is used
(())	Contents of the memory location defined by the quantity within the sets of parentheses
xxH	Hexadecimal quantity
X _H , X _L	High-order 8 bits and low-order 8 bits of X

* rp and rp1 describe the same registers but generate different machine code.

μPD78312A Family**Instruction Set**

Mnemonic	Operand	Operation	Bytes	Flags						
				S	Z	AC	P/V	CY	SUB	
8-Bit Data Transfer										
MOV	r1, #byte	r1 ← byte	2							
	saddr, #byte	(saddr) ← byte	3							
	sfr, #byte	sfr ← byte	3							
	r, r1	r ← r1	2							
	A, r1	A ← r1	1							
	A, saddr	A ← (saddr)	2							
	saddr, A	(saddr) ← A	2							
	saddr, saddr	(saddr) ← (saddr)	3							
	A, sfr	A ← sfr	2							
	sfr, A	sfr ← A	2							
	A, mem (Note 1)	A ← (mem)	1							
	A, mem	A ← (mem)	2-4							
	mem, A (Note 1)	(mem) ← A	1							
	mem, A	(mem) ← A	2-4							
	A, [saddrp]	A ← ((saddrp))	2							
	[saddrp], A	((saddrp)) ← A	2							
	A, laddr16	A ← (addr16)	4							
	laddr16, A	(addr16) ← A	4							
	PSWL, #byte	PSWL ← byte	3	X	X	X	X	X	X	X
	PSWH, #byte	PSWH ← byte	3							
	PSWL, A	PSWL ← A	2	X	X	X	X	X	X	X
PSWH, A	PSWH ← A	2								
A, PSWL	A ← PSWL	2								
A, PSWH	A ← PSWH	2								
XCH	A, r1	A ↔ r1	1							
	r, r1	r ↔ r1	2							
	A, mem	A ↔ (mem)	2-4							
	A, saddr	A ↔ (saddr)	2							
	A, sfr	A ↔ sfr	3							
	A, [saddrp]	A ↔ ((saddrp))	2							
	saddr, saddr	(saddr) ↔ (saddr)	3							
16-Bit Data Transfer										
MOVW	rp1, #word	rp1 ← word	3							
	saddrp, #word	(saddrp) ← word	4							
	sfrp, #word	sfrp ← word	4							
	rp, rp1	rp ← rp1	2							
	AX, saddrp	AX ← (saddrp)	2							
	saddrp, AX	(saddrp) ← AX	2							
	saddrp, saddrp	(saddrp) ← (saddrp)	3							

Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
16-Bit Data Transfer (cont)									
MOVW (cont)	AX, sfrp	AX ← sfrp	2						
	sfrp, AX	sfrp ← AX	2						
	rp1, laddr16	rp1 ← (addr16)	4						
	laddr16, rp1	(addr16) ← rp1	4						
XCHW	AX, saddrp	AX ↔ (saddrp)	2						
	AX, sfrp	AX ↔ sfrp	3						
	saddrp, saddrp	(saddrp) ↔ (saddrp)	3						
	rp, rp1	rp ↔ rp1	2						
8-Bit Arithmetic									
ADD	A, #byte	A, CY ← A + byte	2	X	X	X	V	X	0
	saddr, #byte	(saddr), CY ← (saddr) + byte	3	X	X	X	V	X	0
	sfr, #byte	sfr, CY ← sfr + byte	4	X	X	X	V	X	0
	r, r1	r, CY ← r + r1	2	X	X	X	V	X	0
	A, saddr	A, CY ← A + (saddr)	2	X	X	X	V	X	0
	A, sfr	A, CY ← A + sfr	3	X	X	X	V	X	0
	saddr, saddr	(saddr), CY ← (saddr) + (saddr)	3	X	X	X	V	X	0
	A, mem	A, CY ← A + (mem)	2-4	X	X	X	V	X	0
	mem, A	(mem), CY ← (mem) + A	2-4	X	X	X	V	X	0
	ADDC	A, #byte	A, CY ← A + byte + CY	2	X	X	X	V	X
saddr, #byte		(saddr), CY ← (saddr) + byte + CY	3	X	X	X	V	X	0
sfr, #byte		sfr, CY ← sfr + byte + CY	4	X	X	X	V	X	0
r, r1		r, CY ← r + r1 + CY	2	X	X	X	V	X	0
A, saddr		A, CY ← A + (saddr) + CY	2	X	X	X	V	X	0
A, sfr		A, CY ← A + sfr + CY	3	X	X	X	V	X	0
saddr, saddr		(saddr), CY ← (saddr) + (saddr) + CY	3	X	X	X	V	X	0
A, mem		A, CY ← A + (mem) + CY	2-4	X	X	X	V	X	0
mem, A		(mem), CY ← (mem) + A + CY	2-4	X	X	X	V	X	0
SUB		A, #byte	A, CY ← A - byte	2	X	X	X	V	X
	saddr, #byte	(saddr), CY ← (saddr) - byte	3	X	X	X	V	X	1
	sfr, #byte	sfr, CY ← sfr - byte	4	X	X	X	V	X	1
	r, r1	r, CY ← r - r1	2	X	X	X	V	X	1
	A, saddr	A, CY ← A - (saddr)	2	X	X	X	V	X	1
	A, sfr	A, CY ← A - sfr	3	X	X	X	V	X	1
	saddr, saddr	(saddr), CY ← (saddr) - (saddr)	3	X	X	X	V	X	1
	A, mem	A, CY ← A - (mem)	2-4	X	X	X	V	X	1
	mem, A	(mem), CY ← (mem) - A	2-4	X	X	X	V	X	1

μPD78312A Family



Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
8-Bit Arithmetic (cont)									
SUBC	A, #byte	$A, CY \leftarrow A - \text{byte} - CY$	2	X	X	X	V	X	1
	saddr, #byte	$(saddr), CY \leftarrow (saddr) - \text{byte} - CY$	3	X	X	X	V	X	1
	sfr, #byte	$sfr, CY \leftarrow sfr - \text{byte} - CY$	4	X	X	X	V	X	1
	r, r1	$r, CY \leftarrow r - r1 - CY$	2	X	X	X	V	X	1
	A, saddr	$A, CY \leftarrow A - (saddr) - CY$	2	X	X	X	V	X	1
	A, sfr	$A, CY \leftarrow A - sfr - CY$	3	X	X	X	V	X	1
	saddr, saddr	$(saddr), CY \leftarrow (saddr) - (saddr) - CY$	3	X	X	X	V	X	1
	A, mem	$A, CY \leftarrow A - (\text{mem}) - CY$	2-4	X	X	X	V	X	1
	mem, A	$(\text{mem}), CY \leftarrow (\text{mem}) - A - CY$	2-4	X	X	X	V	X	1
8-Bit Logic									
AND	A, #byte	$A \leftarrow A \wedge \text{byte}$	2	X	X		P		0
	saddr, #byte	$(saddr) \leftarrow (saddr) \wedge \text{byte}$	3	X	X		P		0
	sfr, #byte	$sfr \leftarrow sfr \wedge \text{byte}$	4	X	X		P		0
	r, r1	$r \leftarrow r \wedge r1$	2	X	X		P		0
	A, saddr	$A \leftarrow A \wedge (saddr)$	2	X	X		P		0
	A, sfr	$A \leftarrow A \wedge sfr$	3	X	X		P		0
	saddr, saddr	$(saddr) \leftarrow (saddr) \wedge (saddr)$	3	X	X		P		0
	A, mem	$A \leftarrow A \wedge (\text{mem})$	2-4	X	X		P		0
	mem, A	$(\text{mem}) \leftarrow (\text{mem}) \wedge A$	2-4	X	X		P		0
OR	A, #byte	$A \leftarrow A \vee \text{byte}$	2	X	X		P		0
	saddr, #byte	$(saddr) \leftarrow (saddr) \vee \text{byte}$	3	X	X		P		0
	sfr, #byte	$sfr \leftarrow sfr \vee \text{byte}$	4	X	X		P		0
	r, r1	$r \leftarrow r \vee r1$	2	X	X		P		0
	A, saddr	$A \leftarrow A \vee (saddr)$	2	X	X		P		0
	A, sfr	$A \leftarrow A \vee sfr$	3	X	X		P		0
	saddr, saddr	$(saddr) \leftarrow (saddr) \vee (saddr)$	3	X	X		P		0
	A, mem	$A \leftarrow A \vee (\text{mem})$	2-4	X	X		P		0
	mem, A	$(\text{mem}) \leftarrow (\text{mem}) \vee A$	2-4	X	X		P		0
XOR	A, #byte	$A \leftarrow A \nabla \text{byte}$	2	X	X		P		0
	saddr, #byte	$(saddr) \leftarrow (saddr) \nabla \text{byte}$	3	X	X		P		0
	sfr, #byte	$sfr \leftarrow sfr \nabla \text{byte}$	4	X	X		P		0
	r, r1	$r \leftarrow r \nabla r1$	2	X	X		P		0
	A, saddr	$A \leftarrow A \nabla (saddr)$	2	X	X		P		0
	A, sfr	$A \leftarrow A \nabla sfr$	3	X	X		P		0
	saddr, saddr	$(saddr) \leftarrow (saddr) \nabla (saddr)$	3	X	X		P		0
	A, mem	$A \leftarrow A \nabla (\text{mem})$	2-4	X	X		P		0
	mem, A	$(\text{mem}) \leftarrow (\text{mem}) \nabla A$	2-4	X	X		P		0

Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
8-Bit Logic (cont)									
CMP	A, #byte	A - byte	2	X	X	X	V	X	1
	saddr, #byte	(saddr) - byte	3	X	X	X	V	X	1
	sfr, #byte	sfr - byte	4	X	X	X	V	X	1
	r, r1	r - r1	2	X	X	X	V	X	1
	A, saddr	A - (saddr)	2	X	X	X	V	X	1
	A, sfr	A - sfr	3	X	X	X	V	X	1
	saddr, saddr	(saddr) - (saddr)	3	X	X	X	V	X	1
	A, mem	A - (mem)	2-4	X	X	X	V	X	1
mem, A	(mem) - A	2-4	X	X	X	V	X	1	
16-Bit Arithmetic									
ADDW	AX, #word	AX, CY ← AX + word	3	X	X	X	V	X	0
	saddrp, #word	(saddrp), CY ← (saddrp) + word	4	X	X	X	V	X	0
	sfrp, #word	sfrp, CY ← sfrp + word	5	X	X	X	V	X	0
	rp, rp1	rp, CY ← rp + rp1	2	X	X	X	V	X	0
	AX, saddrp	AX, CY ← AX + (saddrp)	2	X	X	X	V	X	0
	AX, sfrp	AX, CY ← AX + sfrp	3	X	X	X	V	X	0
saddrp, saddrp	(saddrp), CY ← (saddrp) + (saddrp)	3	X	X	X	V	X	0	
SUBW	AX, #word	AX, CY ← AX - word	3	X	X	X	V	X	1
	saddrp, #word	(saddrp), CY ← (saddrp) - word	4	X	X	X	V	X	1
	sfrp, #word	sfrp, CY ← sfrp - word	5	X	X	X	V	X	1
	rp, rp1	rp, CY ← rp - rp1	2	X	X	X	V	X	1
	AX, saddrp	AX, CY ← AX - (saddrp)	2	X	X	X	V	X	1
	AX, sfrp	AX, CY ← AX - sfrp	3	X	X	X	V	X	1
saddrp, saddrp	(saddrp), CY ← (saddrp) - (saddrp)	3	X	X	X	V	X	1	
CMPW	AX, #word	AX - word	3	X	X	X	V	X	1
	saddrp, #word	(saddrp) - word	4	X	X	X	V	X	1
	sfrp, #word	sfrp - word	5	X	X	X	V	X	1
	rp, rp1	rp - rp1	2	X	X	X	V	X	1
	AX, saddrp	AX - (saddrp)	2	X	X	X	V	X	1
	AX, sfrp	AX - sfrp	3	X	X	X	V	X	1
saddrp, saddrp	(saddrp) - (saddrp)	3	X	X	X	V	X	1	
Multiplication/Division									
MULU	r1	AX ← A x r1	2						
DIVUW	r1	AX (quotient), r1 (remainder) ← AX ÷ r1	2						
MULUW	rp1	AX (high-order 16 bits), rp1 (low-order 16 bits) ← AX x rp1	2						
DIVUX	rp1	AXDE (quotient), rp1 (remainder) ← AXDE ÷ rp1	2						

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μPD78312A Family



Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
Increment/Decrement									
INC	r1	$r1 \leftarrow r1 + 1$	1	X	X	X	V		0
	saddr	$(saddr) \leftarrow (saddr) + 1$	2	X	X	X	V		0
DEC	r1	$r1 \leftarrow r1 - 1$	1	X	X	X	V		1
	saddr	$(saddr) \leftarrow (saddr) - 1$	2	X	X	X	V		1
INCW	rp2	$rp2 \leftarrow rp2 + 1$	1						
	saddrp	$(saddrp) \leftarrow (saddrp) + 1$	3						
DECW	rp2	$rp2 \leftarrow rp2 - 1$	1						
	saddrp	$(saddrp) \leftarrow (saddrp) - 1$	3						
Shift/Rotate									
ROR	r1, n	$(CY, r1_7 \leftarrow r1_0, r1_{m-1} \leftarrow r1_m) \times n \text{ times}$	2				P	X	0
ROL	r1, n	$(CY, r1_0 \leftarrow r1_7, r1_{m+1} \leftarrow r1_m) \times n \text{ times}$	2				P	X	0
RORC	r1, n	$(CY \leftarrow r1_0, r1_7 \leftarrow CY, r1_{m-1} \leftarrow r1_m) \times n \text{ times}$	2				P	X	0
ROLC	r1, n	$(CY \leftarrow r1_7, r1_0 \leftarrow CY, r1_{m+1} \leftarrow r1_m) \times n \text{ times}$	2				P	X	0
SHR	r1, n	$(CY \leftarrow r1_0, r1_7 \leftarrow 0, r1_{m-1} \leftarrow r1_m) \times n \text{ times}$	2	X	X	0	P	X	0
SHL	r1, n	$(CY \leftarrow r1_7, r1_0 \leftarrow 0, r1_{m+1} \leftarrow r1_m) \times n \text{ times}$	2	X	X	0	P	X	0
SHRW	rp1, n	$(CY \leftarrow rp1_0, rp1_{15} \leftarrow 0, rp1_{m-1} \leftarrow rp1_m) \times n \text{ times}$	2	X	X	0	P	X	0
SHLW	rp1, n	$(CY \leftarrow rp1_{15}, rp1_0 \leftarrow 0, rp1_{m+1} \leftarrow rp1_m) \times n \text{ times}$	2	X	X	0	P	X	0
ROR4	[rp1]	$A_{3-0} \leftarrow (rp1)_{3-0}, (rp1)_{7-4} \leftarrow A_{3-0},$ $(rp1)_{3-0} \leftarrow (rp1)_{7-4}$	2						
ROL4	[rp1]	$A_{3-0} \leftarrow (rp1)_{7-4}, (rp1)_{3-0} \leftarrow A_{3-0},$ $(rp1)_{7-4} \leftarrow (rp1)_{3-0}$	2						
BCD Adjustment									
ADJ4		Decimal adjust accumulator	1	X	X	X	P	X	
Bit Manipulation									
MOV1	CY, saddrbit	$CY \leftarrow (saddr)bit$	3					X	
	CY, sfr.bit	$CY \leftarrow sfr.bit$	3					X	
	CY, A.bit	$CY \leftarrow A.bit$	2					X	
	CY, X.bit	$CY \leftarrow X.bit$	2					X	
	CY, PSWH.bit	$CY \leftarrow PSWH.bit$	2					X	
	CY, PSWL.bit	$CY \leftarrow PSWL.bit$	2					X	
	saddr.bit, CY	$(saddr)bit \leftarrow CY$	3						
	sfr.bit, CY	$sfr.bit \leftarrow CY$	3						
	A.bit, CY	$A.bit \leftarrow CY$	2						
	X.bit, CY	$X.bit \leftarrow CY$	2						
	PSWH.bit, CY	$PSWH.bit \leftarrow CY$	2						
	PSWL.bit, CY	$PSWL.bit \leftarrow CY$	2	X	X	X	X		X



Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
Bit Manipulation (cont)									
AND1	CY, saddr.bit	$CY \leftarrow CY \wedge (saddr.bit)$	3					X	
	CY, /saddr.bit	$CY \leftarrow CY \wedge \overline{(saddr.bit)}$	3					X	
	CY, sfr.bit	$CY \leftarrow CY \wedge sfr.bit$	3					X	
	CY, /sfr.bit	$CY \leftarrow CY \wedge \overline{sfr.bit}$	3					X	
	CY, A.bit	$CY \leftarrow CY \wedge A.bit$	2					X	
	CY, /A.bit	$CY \leftarrow CY \wedge \overline{A.bit}$	2					X	
	CY, X.bit	$CY \leftarrow CY \wedge X.bit$	2					X	
	CY, /X.bit	$CY \leftarrow CY \wedge \overline{X.bit}$	2					X	
	CY, PSWH.bit	$CY \leftarrow CY \wedge PSWH.bit$	2					X	
	CY, /PSWH.bit	$CY \leftarrow CY \wedge \overline{PSWH.bit}$	2					X	
	CY, PSWL.bit	$CY \leftarrow CY \wedge PSWL.bit$	2					X	
	CY, /PSWL.bit	$CY \leftarrow CY \wedge \overline{PSWL.bit}$	2					X	
OR1	CY, saddr.bit	$CY \leftarrow CY \vee (saddr.bit)$	3					X	
	CY, /saddr.bit	$CY \leftarrow CY \vee \overline{(saddr.bit)}$	3					X	
	CY, sfr.bit	$CY \leftarrow CY \vee sfr.bit$	3					X	
	CY, /sfr.bit	$CY \leftarrow CY \vee \overline{sfr.bit}$	3					X	
	CY, A.bit	$CY \leftarrow CY \vee A.bit$	2					X	
	CY, /A.bit	$CY \leftarrow CY \vee \overline{A.bit}$	2					X	
	CY, X.bit	$CY \leftarrow CY \vee X.bit$	2					X	
	CY, /X.bit	$CY \leftarrow CY \vee \overline{X.bit}$	2					X	
	CY, PSWH.bit	$CY \leftarrow CY \vee PSWH.bit$	2					X	
	CY, /PSWH.bit	$CY \leftarrow CY \vee \overline{PSWH.bit}$	2					X	
	CY, PSWL.bit	$CY \leftarrow CY \vee PSWL.bit$	2					X	
	CY, /PSWL.bit	$CY \leftarrow CY \vee \overline{PSWL.bit}$	2					X	
XOR1	CY, saddr.bit	$CY \leftarrow CY \oplus (saddr.bit)$	3					X	
	CY, sfr.bit	$CY \leftarrow CY \oplus sfr.bit$	3					X	
	CY, A.bit	$CY \leftarrow CY \oplus A.bit$	2					X	
	CY, X.bit	$CY \leftarrow CY \oplus X.bit$	2					X	
	CY, PSWH.bit	$CY \leftarrow CY \oplus PSWH.bit$	2					X	
	CY, PSWL.bit	$CY \leftarrow CY \oplus PSWL.bit$	2					X	
SET1	saddr.bit	$(saddr.bit) \leftarrow 1$	2						
	sfr.bit	$sfr.bit \leftarrow 1$	3						
	A.bit	$A.bit \leftarrow 1$	2						
	X.bit	$X.bit \leftarrow 1$	2						
	PSWH.bit	$PSWH.bit \leftarrow 1$	2						
	PSWL.bit	$PSWL.bit \leftarrow 1$	2	X	X	X	X	X	X

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Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags						
				S	Z	AC	P/V	CY	SUB	
Bit Manipulation (cont)										
CLR1	saddr.bit	(saddr.bit) ← 0	2							
	sfr.bit	sfr.bit ← 0	3							
	A.bit	A.bit ← 0	2							
	X.bit	X.bit ← 0	2							
	PSWH.bit	PSWH.bit ← 0	2							
	PSWL.bit	PSWL.bit ← 0	2	X	X	X	X	X	X	X
NOT1	saddr.bit	(saddr.bit) ← (saddr.bit)	3							
	sfr.bit	sfr.bit ← sfr.bit	3							
	A.bit	A.bit ← A.bit	2							
	X.bit	X.bit ← X.bit	2							
	PSWH.bit	PSWH.bit ← PSWH.bit	2							
	PSWL.bit	PSWL.bit ← PSWL.bit	2	X	X	X	X	X	X	X
SET1	CY	CY ← 1	1						1	
CLR1	CY	CY ← 0	1						0	
NOT1	CY	CY ← CY	1							X
Call/Return										
CALL	!addr16	(SP-1) ← (PC + 3) _H , (SP-2) ← (PC + 3) _L , PC ← addr16, SP ← SP - 2	3							
	rp1	(SP-1) ← (PC + 2) _H , (SP-2) ← (PC + 2) _L , PC _H ← rp1 _H , PC _L ← rp1 _L , SP ← SP - 2	2							
	[rp1]	(SP-1) ← (PC + 2) _H , (SP-2) ← (PC + 2) _L , PC _H ← (rp1 + 1), PC _L ← (rp1), SP ← SP - 2	2							
CALLF	!addr11	(SP-1) ← (PC + 2) _H , (SP-2) ← (PC + 2) _L , PC ₁₅₋₁₁ ← 00001, PC ₁₀₋₀ ← !addr11, SP ← SP - 2	2							
CALLT	[addr5]	(SP-1) ← (PC + 1) _H , (SP-2) ← (PC + 1) _L , PC _H ← (TPFx8000H + addr5 + 1), PC _L ← (TPFx8000H + addr5), SP ← SP - 2	1							
BRK		(SP-1) ← PSWH, (SP-2) ← PSWL, (SP-3) ← (PC + 1) _H , (SP-4) ← (PC + 1) _L , PC _L ← (003EH), PC _H ← (003FH), SP ← SP - 4, IE ← 0	1							
RET		PC _L ← (SP), PC _H ← (SP + 1), SP ← SP + 2	1							
RETI		PC _L ← (SP), PC _H ← (SP + 1), PSWL ← (SP + 2), PSWH ← (SP + 3), SP ← SP + 4, E0S ← 0	1	R	R	R	R	R	R	R
Stack Manipulation										
PUSH	post	{(SP - 1) ← rpp _H , (SP - 2) ← rp _L , SP ← SP - 2} x n (Note 2)	2							
	PSW	(SP - 1) ← PSWH, (SP - 2) ← PSWL, SP ← SP - 2	1							

Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
Stack Manipulation (cont)									
PUSHU	post	{(UP - 1) ← rpp _H , (UP - 2) ← rpp _L , UP ← UP - 2} x n (Note 2)	2						
POP	post	{rpp _L ← (SP), rpp _H ← (SP + 1), SP ← SP + 2} x n (Note 2)	2						
	PSW	PSWL ← (SP), PSWH ← (SP + 1), SP ← SP + 2	1	R	R	R	R	R	R
POPU	post	{rpp _L ← (UP), rpp _H ← (UP + 1), UP ← UP + 2} x n (Note 2)	2						
MOVW	SP, #word	SP ← word	4						
	SP, AX	SP ← AX	2						
	AX, SP	AX ← SP	2						
INCW	SP	SP ← SP + 1	2						
DECW	SP	SP ← SP - 1	2						
Unconditional Branch									
BR	!addr16	PC ← !addr16	3						
	rp1	PC _H ← rp1 _H , PC _L ← rp1 _L	2						
	[rp1]	PC _H ← (rp1) _H , PC _L ← (rp1) _L	2						
	\$addr16	PC ← addr 16	2						
Conditional Branch									
BC or BL (Note 3)	\$addr16	PC ← \$addr 16 if CY = 1	2						
BNC or BNL (Note 3)	\$addr16	PC ← \$addr 16 if CY = 0	2						
BZ or BE (Note 3)	\$addr16	PC ← \$addr 16 if Z = 1	2						
BNZ or BNE (Note 3)	\$addr16	PC ← \$addr 16 if Z = 1	2						
BV or BPE (Note 3)	\$addr16	PC ← \$addr 16 if P/V = 1	2						
BNV or BPO (Note 3)	\$addr16	PC ← \$addr 16 if P/V = 0	2						
BN	\$addr16	PC ← \$addr 16 if S = 1	2						
BP	\$addr16	PC ← \$addr 16 if S = 0	2						
BGT	\$addr16	PC ← \$addr 16 if (P/V ≠ S) ∨ Z = 0	3						
BGE	\$addr16	PC ← \$addr 16 if P/V ≠ S = 0	3						
BLT	\$addr16	PC ← \$addr 16 if P/V ≠ S = 1	3						
BLE	\$addr16	PC ← \$addr 16 if (P/V ≠ S) ∨ Z = 1	3						
BH	\$addr16	PC ← \$addr 16 if Z ∨ CY = 0	3						
BNH	\$addr16	PC ← \$addr 16 if Z ∨ CY = 1	3						

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Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags						
				S	Z	AC	P/V	CY	SUB	
Conditional Branch (cont)										
BT	saddr.bit, \$addr16	PC ← \$addr 16 if (saddr.bit) = 1	3							
	sfr.bit, \$addr16	PC ← \$addr 16 if sfr.bit = 1	4							
	A.bit, \$addr16	PC ← \$addr 16 if A.bit = 1	3							
	X.bit, \$addr16	PC ← \$addr 16 if X.bit = 1	3							
	PSWH.bit, \$addr16	PC ← \$addr 16 if PSWH bit = 1	3							
	PSWL bit, \$addr16	PC ← \$addr 16 if PSWL.bit = 1	3							
BF	saddr.bit, \$addr16	PC ← \$addr 16 if (saddr.bit) = 0	4							
	sfr.bit, \$addr16	PC ← \$addr 16 if sfr.bit = 0	4							
	A.bit, \$addr16	PC ← \$addr 16 if A.bit = 0	3							
	X.bit, \$addr16	PC ← \$addr 16 if X.bit = 0	3							
	PSWH.bit, \$addr16	PC ← \$addr 16 if PSWH.bit = 0	3							
	PSWL.bit, \$addr16	PC ← \$addr 16 if PSWL bit = 0	3							
BTCLR	saddr.bit, \$addr16	PC ← \$addr 16 if (saddr.bit) = 1 then reset (saddr bit)	4							
	sfr.bit, \$addr16	PC ← \$addr 16 if sfr.bit = 1 then reset sfr.bit	4							
	A.bit, \$addr16	PC ← \$addr 16 if A bit = 1 then reset A.bit	3							
	X.bit, \$addr16	PC ← \$addr 16 if X bit = 1 then reset X.bit	3							
	PSWH.bit, \$addr16	PC ← \$addr 16 if PSWH bit = 1 then reset PSWH.bit	3							
	PSWL.bit, \$addr16	PC ← \$addr 16 if PSWL bit = 1 then reset PSWL bit	3	X	X	X	X	X	X	X
BFSET	saddrbit, \$addr16	PC ← \$addr 16 if (saddr.bit) = 0 then set (saddr.bit)	4							
	sfr.bit, \$addr16	PC ← \$addr 16 if sfr.bit = 0 then set sfr.bit	4							
	A.bit, \$addr16	PC ← \$addr 16 if A bit = 0 then set A bit	3							
	X.bit, \$addr16	PC ← \$addr 16 if X.bit = 0 then set X.bit	3							
	PSWH.bit, \$addr16	PC ← \$addr 16 if PSWH.bit = 0 then set PSWH bit	3							
	PSWL.bit, \$addr16	PC ← \$addr 16 if PSWL.bit = 0 then set PSWL.bit	3	X	X	X	X	X	X	X
DBNZ	r2, \$addr16	r2 ← r2 - 1, then PC ← \$addr 16 if (r2) ≠ 0	2							
	saddr, \$addr16	(saddr) ← (saddr) - 1, then PC ← \$addr 16 if (saddr) ≠ 0	3							
Context Switching										
BRKCS	RBn	RBS ₂₋₀ ← n, PC _H ↔ R5, PC _L ↔ R4, R7 ← PSWH, R6 ← PSWL, RSS ← 0, IE ← 0	2							
RETCS	!addr16	PC _H ← R5, PC _L ← R4, R5 ← !addr16 _H , R4 ← !addr16 _L , PSWH ← R7, PSWL ← R6, EOS ← 0	3	R	R	R	R	R	R	R

Instruction Set (cont)

Mnemonic	Operand	Operation	Bytes	Flags					
				S	Z	AC	P/V	CY	SUB
String Manipulation									
MOVW	[DE+], A	(DE+) ← A, C ← C-1 End if C = 0	2						
	[DE-], A	(DE-) ← A, C ← C-1 End if C = 0	2						
MOVW	[DE+], [HL+]	(DE+) ← (HL+), C ← C-1 End if C = 0	2						
	[DE-], [HL-]	(DE-) ← (HL-), C ← C-1 End if C = 0	2						
XCHW	[DE+], A	(DE+) ↔ A, C ← C-1 End if C = 0	2						
	[DE-], A	(DE-) ↔ A, C ← C-1 End if C = 0	2						
XCHW	[DE+], [HL+]	(DE+) ↔ (HL+), C ← C-1 End if C = 0	2						
	[DE-], [HL-]	(DE-) ↔ (HL-), C ← C-1 End if C = 0	2						
CMPME	[DE+], A	(DE+) - A, C ← C-1 End if C = 0 or Z = 0	2	X	X	X	V	X	1
	[DE-], A	(DE-) - A, C ← C-1 End if C = 0 or Z = 0	2	X	X	X	V	X	1
CMPBKE	[DE+], [HL+1]	(DE+) - (HL+), C ← C-1 End if C = 0 or Z = 0	2	X	X	X	V	X	1
	[DE-], [HL-]	(DE-) - (HL-), C ← C-1 End if C = 0 or Z = 0	2	X	X	X	V	X	1
CMPMNE	[DE+], A	(DE+) - A, C ← C-1 End if C = 0 or Z = 1	2	X	X	X	V	X	1
	[DE-], A	(DE-) - A, C ← C-1 End if C = 0 or Z = 1	2	X	X	X	V	X	1
CMPBKNE	[DE+], [HL+]	(DE+) - (HL+), C ← C-1 End if C = 0 or Z = 1	2	X	X	X	V	X	1
	[DE-], [HL-]	(DE-) - (HL-), C ← C-1 End if C = 0 or Z = 1	2	X	X	X	V	X	1
CMPMC	[DE+], A	(DE+) - A, C ← C-1 End if C = 0 or CY = 0	2	X	X	X	V	X	1
	[DE-], A	(DE-) - A, C ← C-1 End if C = 0 or CY = 0	2	X	X	X	V	X	1
CMPBKC	[DE+], [HL+1]	(DE+) - (HL+), C ← C-1 End if C = 0 or CY = 0	2	X	X	X	V	X	1
	[DE-], [HL-]	(DE-) - (HL-), C ← C-1 End if C = 0 or CY = 0	2	X	X	X	V	X	1
CMPMNC	[DE+], A	(DE+) - A, C ← C-1 End if C = 0 or CY = 1	2	X	X	X	V	X	1
	[DE-], A	(DE-) - A, C ← C-1 End if C = 0 or CY = 1	2	X	X	X	V	X	1
CMPBKNC	[DE+], [HL+]	(DE+) - (HL+), C ← C-1 End if C = 0 or CY = 1	2	X	X	X	V	X	1
	[DE-], [HL-]	(DE-) - (HL-), C ← C-1 End if C = 0 or CY = 1	2	X	X	X	V	X	1
CPU Control									
MOV	STBC, #byte	STBC ← byte	4						
	WDM, #byte	WDM ← byte	4						
SWRS		RSS ← \bar{RSS}	1						
SEL	RBn	RBS ₂₋₀ ← n, RSS ← 0	2						
	RBn, ALT	RBS ₂₋₀ ← n, RSS ← 1	2						
NOP		No operation	1						
EI		IE ← 1 (Enable interrupt)	1						
DI		IE ← 0 (Disable interrupt)	1						

Notes:

- (1) One byte move instruction when [DE], [HL], [DE+], [DE-], [HL+], or [HL-] is specified for mem.
- (2) rpp refers to register pairs specified in post byte. "n" is the number of register pairs specified in post byte.
- (3) Either of the two mnemonics may be used

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