I/O Ports

- Pin direction
  - Unidirectional (input or output only)
  - Bidirectional (input AND output)
- Data direction register
- Output mode register
- Data register
- Multiple function pins

2. ABSOLUTE MAXIMUM RATINGS

Table 2.1. Absolute Maximum Ratings*

PARAMETER	CONDITIONS	MIN	TYP	MAX	UNITS
Ambient temperature under bias		-55		125	°C
Storage Temperature		-65		150	°C
Voltage on any Pin (except VDD and Port I/O) with respect to DGND		-0.3		VDD + 0.3	V
Voltage on any Port I/O Pin or /RST with respect to DGND		-0.3		5.8	V
Voltage on VDD with respect to DGND		-0.3		4.2	V
Maximum Total current through VDD, AV+, DGND, and AGND				800	mA
Maximum output current sunk by any Port pin				100	mA
Maximum output current sunk by any other I/O pin				50	mA
Maximum output current sourced by any Port pin				100	mA
Maximum output current sourced by any other I/O pin				50	mA

* Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. This is a stress rating only and functional operation of the devices at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

Figure 17.10. P0: Port0 Data Register

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
P0.7	P0.6	P0.5	P0.4	P0.3	P0.2	P0.1	P0.0	11111111
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	SFR Address:
							(bit addressable)	0x80

Bits7-0: P0.[7:0]: Port0 Output Latch Bits.
(Write - Output appears on I/O pins per XBR0, XBR1, XBR2, and XBR3 Registers)
0: Logic Low Output.
1: Logic High Output (open if corresponding P0MDOUT.n bit = 0).
(Read - Regardless of XBR0, XBR1, XBR2, and XBR3 Register settings).
0: P0.n pin is logic low.
1: P0.n pin is logic high.

Note: P0.7 (/WR), P0.6 (/RD), and P0.5 (ALE) can be driven by the External Data Memory Interface. See **Section "16. EXTERNAL DATA MEMORY INTERFACE AND ON-CHIP XRAM" on page 145** for more information. See also Figure 17.9 for information about configuring the Crossbar for External Memory accesses.

Figure 17.11. P0MDOUT: Port0 Output Mode Register

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
								00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	SFR Address:
								0xA4

Bits7-0: P0MDOUT.[7:0]: Port0 Output Mode Bits.
0: Port Pin output mode is configured as Open-Drain.
1: Port Pin output mode is configured as Push-Pull.

Note: SDA, SCL, and RX0 (when UART0 is in Mode 0) and RX1 (when UART1 is in Mode 0) are always configured as Open-Drain when they appear on Port pins.

62	P0.0
61	P0.1
60	P0.2
59	P0.3
58	P0.4
57	ALE/P0.5
56	/RD/P0.6
55	/WR/P0.7
54	AD0/D0/P3.0
53	AD1/D1/P3.1
52	AD2/D2/P3.2
51	AD3/D3/P3.3

Timer Operation

- Timer mode
- Timer clock source
- Timer output
- Links to other devices

Timer modes

- Timer
- Counter
- Baud rate generator
- ADC clock generator
- Bus clock generator

Timer 0 and Timer 1:	**Timer 2:**	**Timer 3:**	**Timer 4**
13-bit counter/timer	16-bit counter/timer with auto-reload	16-bit timer with auto-reload	16-bit counter/timer with auto-reload
16-bit counter/timer	16-bit counter/timer with capture		16-bit counter/timer with capture
8-bit counter/timer with auto-reload	Baud rate generator for UART0		Baud rate generator for UART1
Two 8-bit counter/timers (Timer 0 only)			

Timer Clock Source

- System clock divided by a factor
  - 1
  - 12
- External clock on a pin
  - Counter operation
  - Max $f_{clk}/4$

Figure 22.1. CKCON: Clock Control Register

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
-	T4M	T2M	T1M	T0M	Reserved	Reserved	Reserved	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	SFR Address: 0x8E

Bit7: UNUSED. Read = 0b, Write = don't care.

Bit6: T4M: Timer 4 Clock Select.
This bit controls the division of the system clock supplied to Timer 4. This bit is ignored when the timer is in baud rate generator mode or counter mode (i.e. C/T4 = 1).
0: Timer 4 uses the system clock divided by 12.
1: Timer 4 uses the system clock.

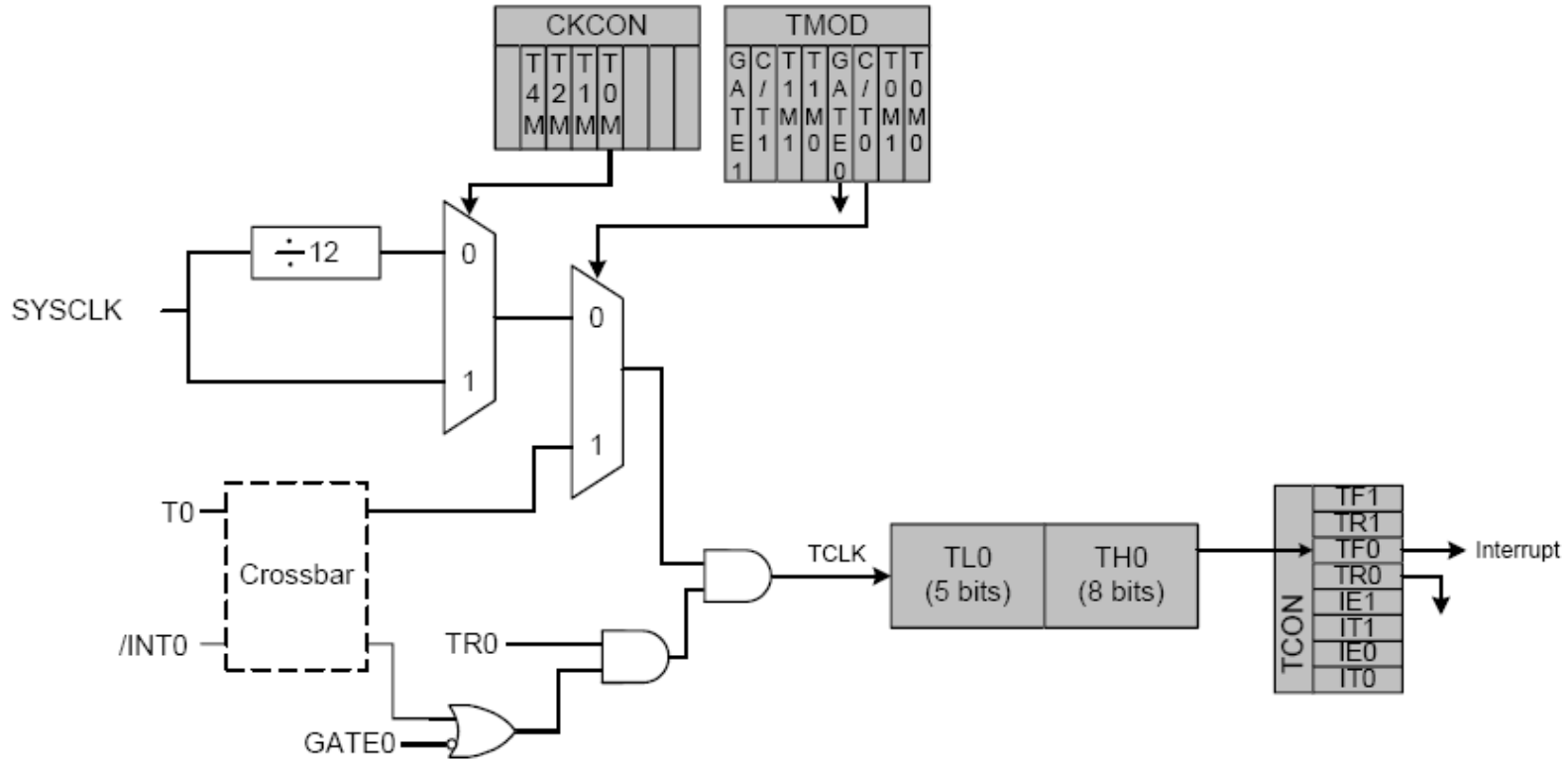
Bit5: T2M: Timer 2 Clock Select.
This bit controls the division of the system clock supplied to Timer 2. This bit is ignored when the timer is in baud rate generator mode or counter mode (i.e. C/T2 = 1).
0: Timer 2 uses the system clock divided by 12.
1: Timer 2 uses the system clock.

Bit4: T1M: Timer 1 Clock Select.
This bit controls the division of the system clock supplied to Timer 1.
0: Timer 1 uses the system clock divided by 12.
1: Timer 1 uses the system clock.

Bit3: T0M: Timer 0 Clock Select.
This bit controls the division of the system clock supplied to Counter/Timer 0.
0: Counter/Timer uses the system clock divided by 12.
1: Counter/Timer uses the system clock.

Bits2-0: Reserved. Read = 000b, Must Write = 000.

Figure 22.2. T0 Mode 0 Block Diagram



TR0	GATE0	/INT0	Counter/Timer
0	X	X	Disabled
1	0	X	Enabled
1	1	0	Disabled
1	1	1	Enabled

X = Don't Care

Figure 22.3. T0 Mode 2 (8-bit Auto-Reload) Block Diagram

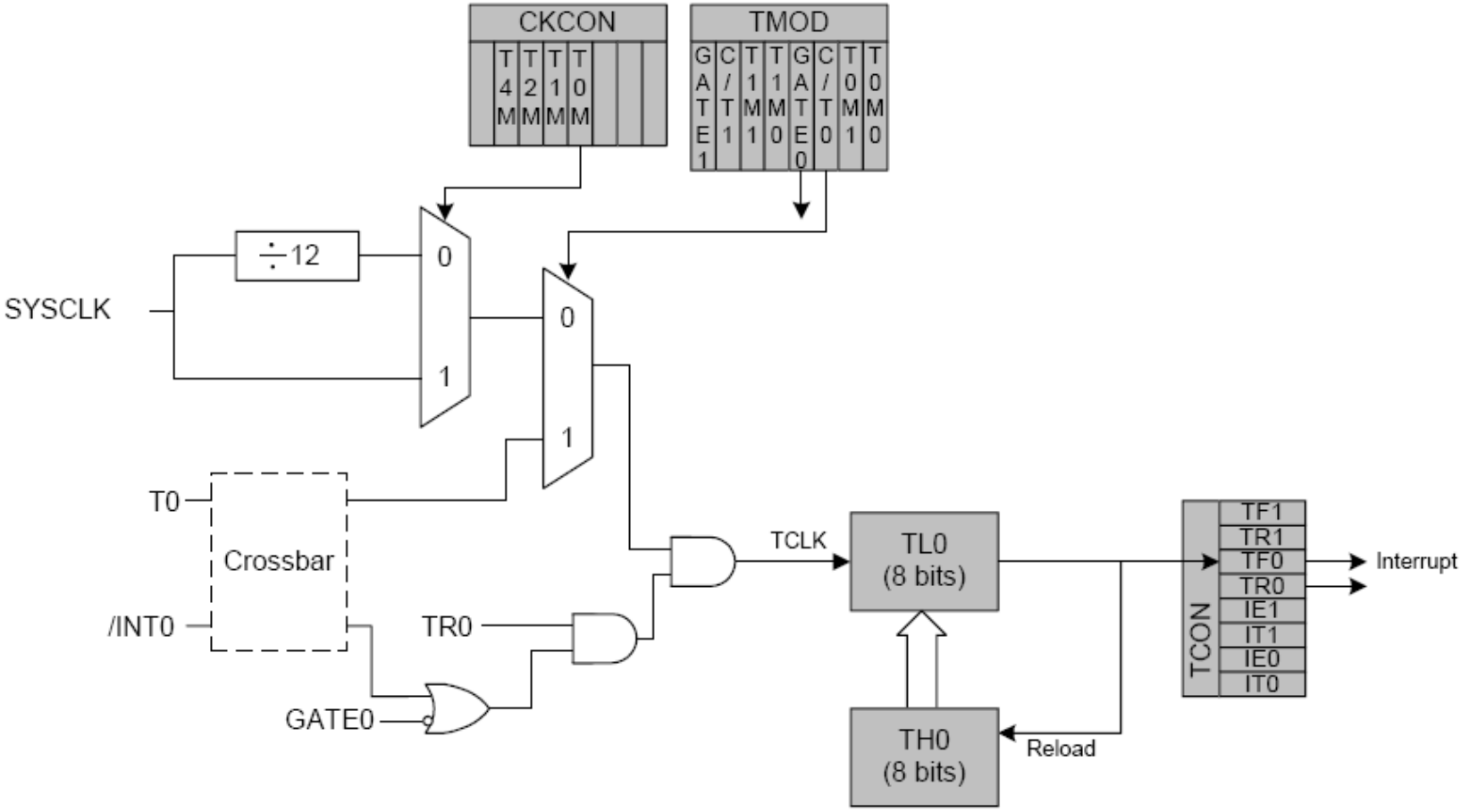


Figure 22.4. T0 Mode 3 (Two 8-bit Timers) Block Diagram

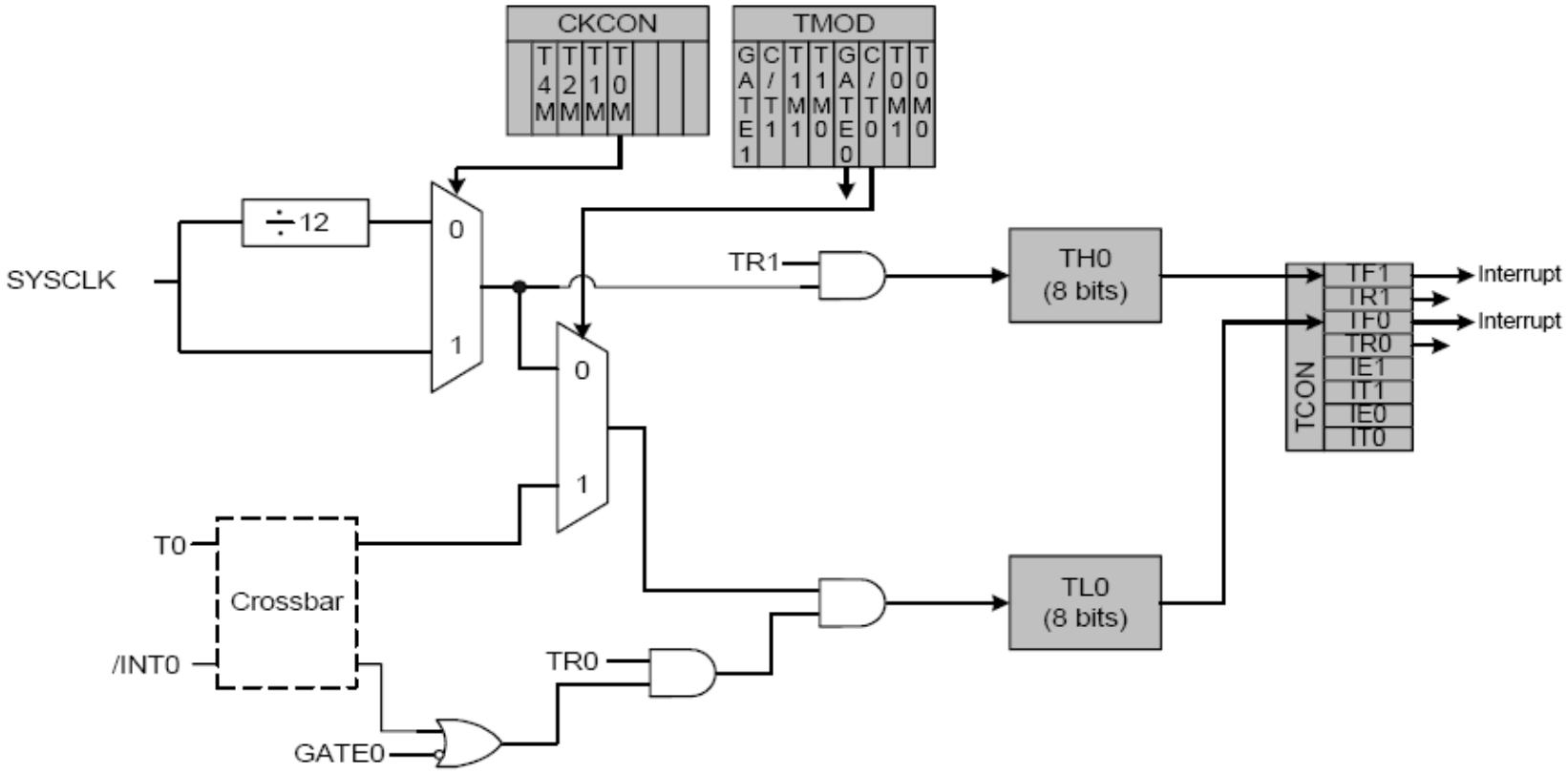


Figure 22.11. T2 Mode 0 Block Diagram

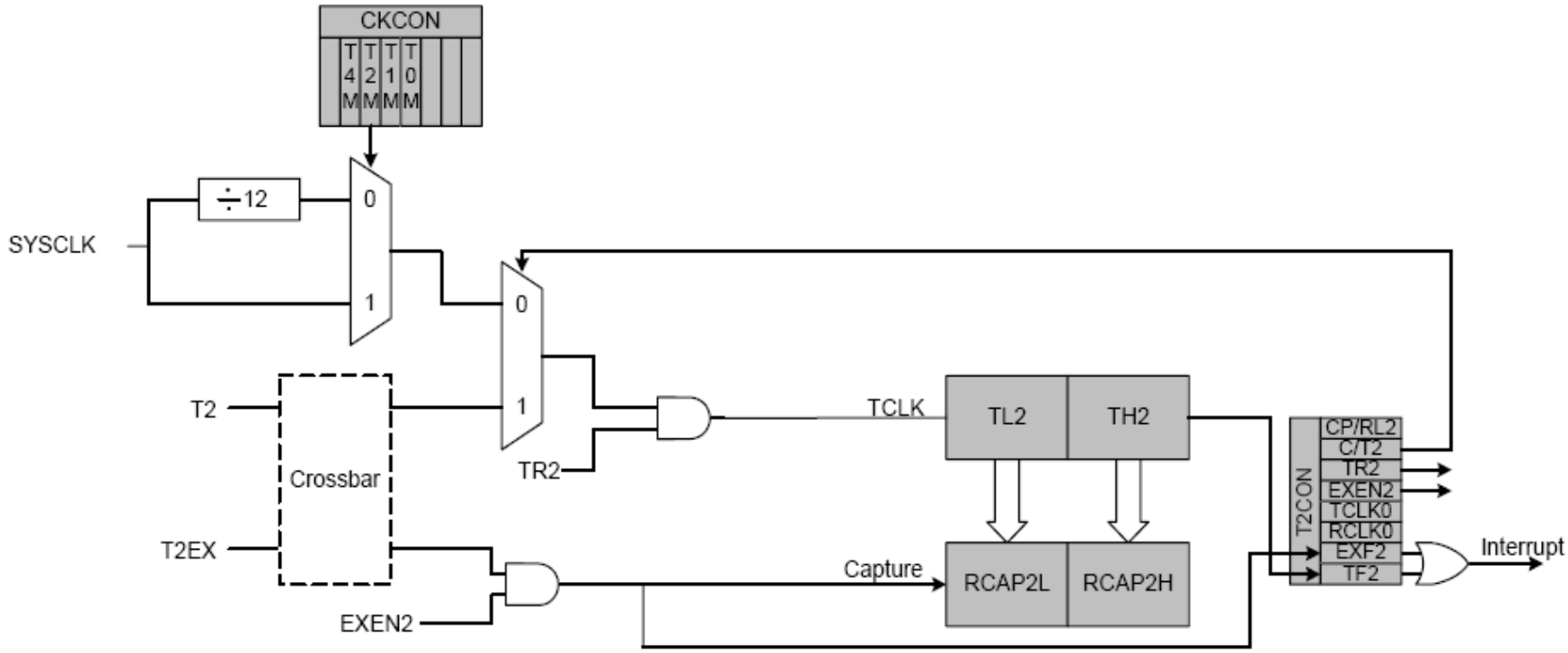


Figure 22.12. T2 Mode 1 Block Diagram

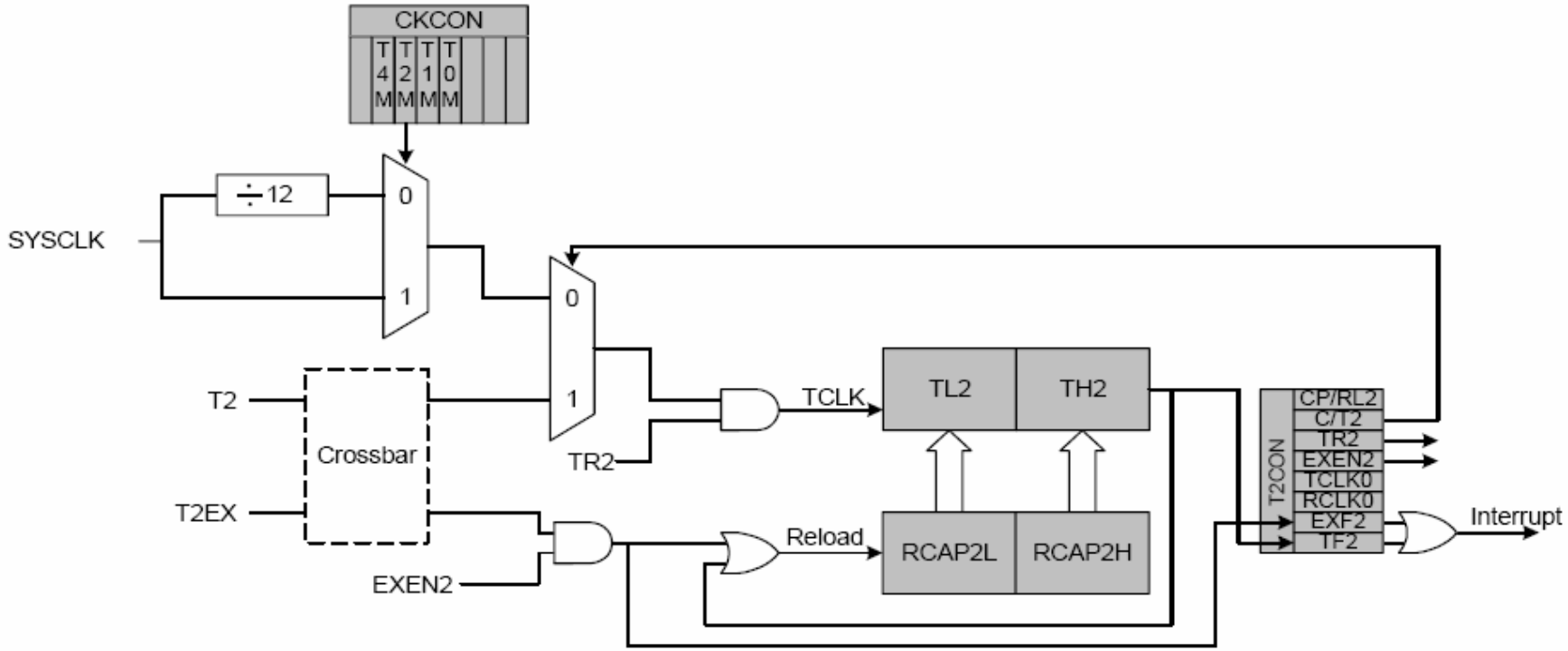


Figure 22.13. T2 Mode 2 Block Diagram

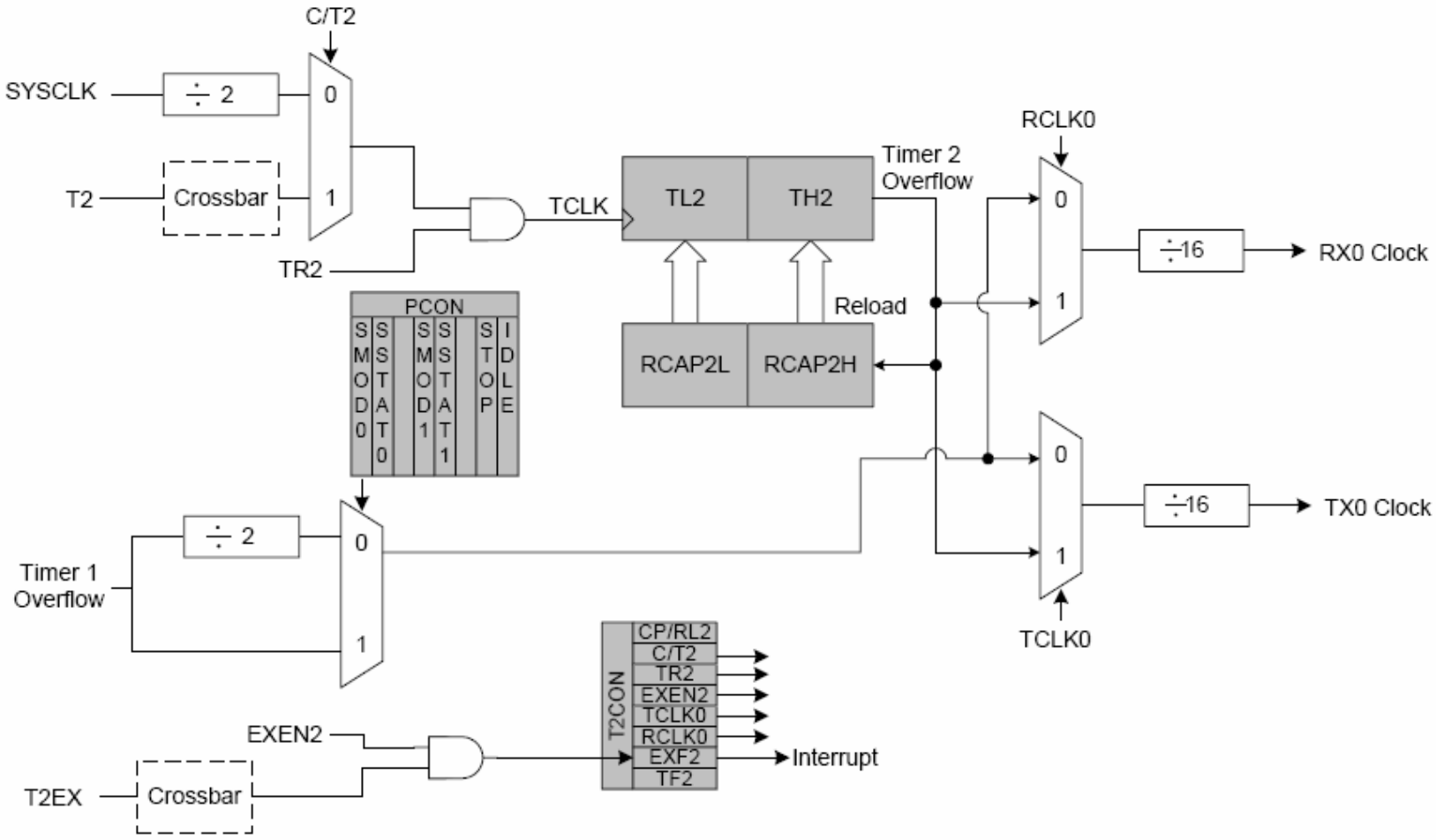


Table 21.2. Oscillator Frequencies for Standard Baud Rates

Oscillator frequency (MHz)	Divide Factor	Timer 1 Load Value*	Resulting Baud Rate (Hz)**
25.0	434	0xE5	57600 (57870)
25.0	868	0xCA	28800
24.576	320	0xEC	76800
24.576	848	0xCB	28800 (28921)
24.0	208	0XF3	115200 (115384)
24.0	833	0xCC	28800 (28846)
23.592	205	0xF3	115200 (113423)
23.592	819	0xCD	28800 (28911)
22.1184	192	0xF4	115200
22.1184	768	0xD0	28800
18.432	160	0xF6	115200
18.432	640	0xD8	28800
16.5888	144	0xF7	115200
16.5888	576	0xDC	28800
14.7456	128	0xF8	115200
14.7456	512	0xE0	28800
12.9024	112	0xF9	115200
12.9024	448	0xE4	28800
11.0592	96	0xFA	115200
11.0592	348	0xE8	28800
9.216	80	0xFB	115200
9.216	320	0xEC	28800
7.3728	64	0xFC	115200
7.3728	256	0xF0	28800
5.5296	48	0xFD	115200
5.5296	192	0xF4	28800
3.6864	32	0xFE	115200
3.6864	128	0xF8	28800
1.8432	16	0xFF	115200
1.8432	64	0xFC	28800

* Assumes SMOD1=1 and T1M=1.

** Numbers in parenthesis show the actual baud rate.

Interrupts

- A total of 22 interrupt sources with two priority levels.
- When a peripheral or external source meets a valid interrupt condition, the associated interrupt-pending flag is set to logic 1.
- If interrupts are enabled for the source, an interrupt request is generated when the interrupt-pending flag is set. As soon as execution of the current instruction is complete, the CPU begins execution of an interrupt service routine (ISR).
- If interrupts are not enabled, the interrupt-pending flag is ignored by the hardware and program execution continues as normal.

Interrupts

- Interrupt vs. Polling strategies
- Interrupt condition
- Interrupt vector
- Interrupt enable
- Interrupt service routine
- Program flow remains the same after interrupt

Table 12.4. Interrupt Summary

Interrupt Source	Interrupt Vector	Priority Order	Pending Flag	Bit addressable?	Cleared by HW?	Enable Flag	Priority Control
Reset	0x0000	Top	None	N/A	N/A	Always Enabled	Always Highest
External Interrupt 0 (/INT0)	0x0003	0	IE0 (TCON.1)	Y	Y	EX0 (IE.0)	PX0 (IP.0)
Timer 0 Overflow	0x000B	1	TF0 (TCON.5)	Y	Y	ET0 (IE.1)	PT0 (IP.1)
External Interrupt 1 (/INT1)	0x0013	2	IE1 (TCON.3)	Y	Y	EX1 (IE.2)	PX1 (IP.2)
Timer 1 Overflow	0x001B	3	TF1 (TCON.7)	Y	Y	ET1 (IE.3)	PT1 (IP.3)
UART0	0x0023	4	RI0 (SCON0.0) TI0 (SCON0.1)	Y		ES0 (IE.4)	PS0 (IP.4)
Timer 2 Overflow (or EXF2)	0x002B	5	TF2 (T2CON.7)	Y		ET2 (IE.5)	PT2 (IP.5)
Serial Peripheral Interface	0x0033	6	SPIF (SPI0CN.7)	Y		ESPI0 (EIE1.0)	PSPI0 (EIP1.0)
SMBus Interface	0x003B	7	SI (SMB0CN.3)	Y		ESMB0 (EIE1.1)	PSMB0 (EIP1.1)
ADC0 Window Comparator	0x0043	8	AD0WINT (ADC0CN.2)	Y		EWADC0 (EIE1.2)	PWADC0 (EIP1.2)
Programmable Counter Array	0x004B	9	CF (PCA0CN.7) CCFn (PCA0CN.n)	Y		EPCA0 (EIE1.3)	PPCA0 (EIP1.3)
Comparator 0 Falling Edge	0x0053	10	CP0FIF (CPT0CN.4)			ECP0F (EIE1.4)	PCP0F (EIP1.4)
Comparator 0 Rising Edge	0x005B	11	CP0RIF (CPT0CN.5)			ECP0R (EIE1.5)	PCP0R (EIP1.5)
Comparator 1 Falling Edge	0x0063	12	CP1FIF (CPT1CN.4)			ECP1F (EIE1.6)	PCP1F (EIP1.6)
Comparator 1 Rising Edge	0x006B	13	CP1RIF (CPT1CN.5)			ECP1R (EIE1.7)	PCP1F (EIP1.7)
Timer 3 Overflow	0x0073	14	TF3 (TMR3CN.7)			ET3 (EIE2.0)	PT3 (EIP2.0)
ADC0 End of Conversion	0x007B	15	AD0INT (ADC0CN.5)	Y		EADC0 (EIE2.1)	PADC0 (EIP2.1)
Timer 4 Overflow	0x0083	16	TF4 (T4CON.7)			ET4 (EIE2.2)	PT4 (EIP2.2)
ADC1 End of Conversion	0x008B	17	AD1INT (ADC1CN.5)			EADC1 (EIE2.3)	PADC1 (EIP2.3)
External Interrupt 6	0x0093	18	IE6 (P3IF.5)			EX6 (EIE2.4)	PX6 (EIP2.4)
External Interrupt 7	0x009B	19	IE7 (P3IF.6)			EX7 (EIE2.5)	PX7 (EIP2.5)
UART1	0x00A3	20	RI1 (SCON1.0) TI1 (SCON1.1)			ES1	PS1
External Crystal OSC Ready	0x00AB	21	XTLVLD (OSCXCN.7)			EXVLD (EIE2.7)	PXVLD (EIP2.7)

Figure 12.9. IE: Interrupt Enable

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
EA	IEGF0	ET2	ES0	ET1	EX1	ET0	EX0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	SFR Address:
							(bit addressable)	0xA8

Bit7: EA: Enable All Interrupts.
This bit globally enables/disables all interrupts. When set to '0', individual interrupt mask settings are overridden.
0: Disable all interrupt sources.
1: Enable each interrupt according to its individual mask setting.

Bit6: IEGF0: General Purpose Flag 0.
This is a general purpose flag for use under software control.

Bit5: ET2: Enabler Timer 2 Interrupt.
This bit sets the masking of the Timer 2 interrupt.
0: Disable Timer 2 interrupt.
1: Enable interrupt requests generated by the TF2 flag (T2CON.7).

Bit4: ES0: Enable UART0 Interrupt.
This bit sets the masking of the UART0 interrupt.
0: Disable UART0 interrupt.
1: Enable UART0 interrupt.

Bit3: ET1: Enable Timer 1 Interrupt.
This bit sets the masking of the Timer 1 interrupt.
0: Disable all Timer 1 interrupt.
1: Enable interrupt requests generated by the TF1 flag (TCON.7).

Bit2: EX1: Enable External Interrupt 1.
This bit sets the masking of external interrupt 1.
0: Disable external interrupt 1.
1: Enable interrupt requests generated by the /INT1 pin.

Bit1: ET0: Enable Timer 0 Interrupt.
This bit sets the masking of the Timer 0 interrupt.
0: Disable all Timer 0 interrupt.
1: Enable interrupt requests generated by the TF0 flag (TCON.5).

Bit0: EX0: Enable External Interrupt 0.
This bit sets the masking of external interrupt 0.
0: Disable external interrupt 0.
1: Enable interrupt requests generated by the /INT0 pin.

Figure 12.10. IP: Interrupt Priority

R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	Reset Value
-	-	PT2	PS0	PT1	PX1	PT0	PX0	00000000
Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0 (bit addressable)	SFR Address: 0xB8

Bits7-6: UNUSED. Read = 11b, Write = don't care.

Bit5: PT2: Timer 2 Interrupt Priority Control.
This bit sets the priority of the Timer 2 interrupt.
0: Timer 2 interrupt priority determined by default priority order.
1: Timer 2 interrupts set to high priority level.

Bit4: PS0: UART0 Interrupt Priority Control.
This bit sets the priority of the UART0 interrupt.
0: UART0 interrupt priority determined by default priority order.
1: UART0 interrupts set to high priority level.

Bit3: PT1: Timer 1 Interrupt Priority Control.
This bit sets the priority of the Timer 1 interrupt.
0: Timer 1 interrupt priority determined by default priority order.
1: Timer 1 interrupts set to high priority level.

Bit2: PX1: External Interrupt 1 Priority Control.
This bit sets the priority of the External Interrupt 1 interrupt.
0: External Interrupt 1 priority determined by default priority order.
1: External Interrupt 1 set to high priority level.

Bit1: PT0: Timer 0 Interrupt Priority Control.
This bit sets the priority of the Timer 0 interrupt.
0: Timer 0 interrupt priority determined by default priority order.
1: Timer 0 interrupt set to high priority level.

Bit0: PX0: External Interrupt 0 Priority Control.
This bit sets the priority of the External Interrupt 0 interrupt.
0: External Interrupt 0 priority determined by default priority order.
1: External Interrupt 0 set to high priority level.

Keil Development Tool

- Platform for microcontroller development
- You can program in C or even C++
  - You call SFRs by their name
- Interfaces directly to JTAG cables
- Can generate HEX code for programmers

Programming Hints

- Use #define to make your code readable
- Use #IF to make different versions with same code
- Macros vs. subroutines
- Assembly vs. C
- Real-Time Operating System (RTOS)