

1. DESCRIPTION

The M37280MFH-XXXSP and M37280MKH-XXXSP are single-chip microcomputers designed with CMOS silicon gate technology. They have a OSD function and a data slicer function, so it is useful for a channel selection system for TV with a closed caption decoder. The features of the M37280EKSP is similar to those of the M37280MKH-XXXSP except that the chip has a built-in PROM which can be written electrically. The difference between M37280MKH-XXXSP and M37280MFH-XXXSP are the ROM size and RAM size. Accordingly, the following descriptions will be for the M37280MKH-XXXSP.

2. FEATURES

- Number of basic instructions 71
- Memory size
 - ROM 60K bytes (M37280MFH-XXXSP)
80K bytes (M37280MKH-XXXSP,
-M37280EKSP)
 - RAM 1088 bytes (M37280MFH-XXXSP)
1536 bytes (M37280MKH-XXXSP,
M37280EKSP)
 (*ROM correction memory included)
- Minimum instruction execution time
..... 0.5 μ s (at 8 MHz oscillation frequency)
- Power source voltage 5 V \pm 10 %
- Subroutine nesting 128 levels (Max.)
- Interrupts 19 types, 16 vectors
- 8-bit timers 6
- Programmable I/O ports (Ports P0, P1, P2, P30, P31) 26
- Input ports (Ports P40-P46, P63, P64, P70-P72) 12
- Output ports (Ports P32, P47, P5, P60-P62, P65-P67) 16
- LED drive ports 2
- Serial I/O 8-bit \times 1 channel
- Multi-master I²C-BUS interface 1 (2 systems)
- A-D converter (8-bit resolution) 8 channels
- PWM output circuit 8-bit \times 8
- Power dissipation
 - In high-speed mode 165 mW
(at V_{CC} = 5.5V, 8 MHz oscillation frequency, CRT on, and Data slicer on)
 - In low-speed mode 0.33 mW
(at V_{CC} = 5.5V, 32 kHz oscillation frequency)
- ROM correction function
- Closed caption data slicer 2 vectors

● OSD function

- Display characters 32 characters \times 16 lines + RAM font (1 character)
(CC/OSD mode)(CDOSD mode)(RAM font)
- Kinds of characters 510 kinds + 62 kinds + 1 kind
(Coloring unit) (a character) (a dot) (a dot)
- Triple layer function
2 layers selected from CC/CDOSD/OSD mode + RAM font layer
- Character display area CC/CDOSD mode: 16 \times 26 dots
OSD mode/RAM font: 16 \times 20 dots
- Kinds of character sizes CC mode/RAM font: 4 kinds
OSD/CDOSD mode: 14 kinds
- Kinds of character colors
64 colors (4 adjustment levels for each R, G, B)
- Coloring unit dot, character, character background, raster
- Blanking output OUT1, OUT2
- Display position
 - Horizontal: 256 levels Vertical :1024 levels
(RAM font can be set independently)
- Attribute
CC mode: smooth italic, underline, flash, automatic solid space
OSD mode: border, shadow
- Window/Blank function

3. APPLICATION

TV with a closed caption decoder

TABLE OF CONTENTS

1. DESCRIPTION	1	11. RECOMMENDED OPERATING CONDITIONS	123
2. FEATURES	1	12. ELECTRIC CHARACTERISTICS	124
3. APPLICATION	1	13. ANALOG R, G, B OUTPUT CHARACTERISTICS	126
4. PIN CONFIGURATION	3	14. A-D CONVERTER CHARACTERISTICS	126
5. FUNCTIONAL BLOCK DIAGRAM	4	15. MULTI-MASTER I2C-BUS BUS LINE CHARACTERISTICS	127
6. PERFORMANCE OVERVIEW	5	16. PROM PROGRAMMING METHOD	128
7. PIN DESCRIPTION	7	17. DATA REQUIRED FOR MASK ORDERS	129
8. FUNCTIONAL DESCRIPTION	12	18. APPENDIX	130
8.1. CENTRAL PROCESSING UNIT (CPU)	12	19. PACKAGE OUTLINE	169
8.2 MEMORY	13		
8.3 INTERRUPTS	21		
8.4 TIMERS	26		
8.5 SERIAL I/O	30		
8.6 MULTI-MASTER I2C-BUS INTERFACE	33		
8.7 PWM OUTPUT CIRCUIT	46		
8.8 A-D CONVERTER	50		
8.9 ROM CORRECTION FUNCTION	54		
8.10 DATA SLICER	55		
8.11 OSD FUNCTIONS	66		
8.11.1 Triple Layer OSD	71		
8.11.2 Display Position	74		
8.11.3 Dot Size	78		
8.11.4 Clock for OSD	79		
8.11.5 Field Determination Display	81		
8.11.6 Memory for OSD	83		
8.11.7 Character Color	91		
8.11.8 Character Background Color	91		
8.11.9 OUT1, OUT2 Signals	95		
8.11.10 Attribute	96		
8.11.11 Multiline Display	101		
8.11.12 Automatic Solid Space Function	102		
8.11.13 Scan Mode	103		
8.11.14 Window Function	104		
8.11.15 Blank Function	109		
8.11.16 SPRITE OSD Function	110		
8.11.17 OSD Output Pin Control	114		
8.11.18 Raster Coloring Function	115		
8.12 SOFTWARE RUNAWAY DETECT FUNCTION	117		
8.13 RESET CIRCUIT	118		
8.14 CLOCK GENERATING CIRCUIT	119		
8.15 DISPLAY OSCILLATION CIRCUIT	122		
8.16 AUTO-CLEAR CIRCUIT	122		
8.17 ADDRESSING MODE	122		
8.18 MACHINE INSTRUCTIONS	122		
9. PROGRAMMING NOTES	122		
10. ABSOLUTE MAXIMUM RATINGS	123		

4. PIN CONFIGURATION

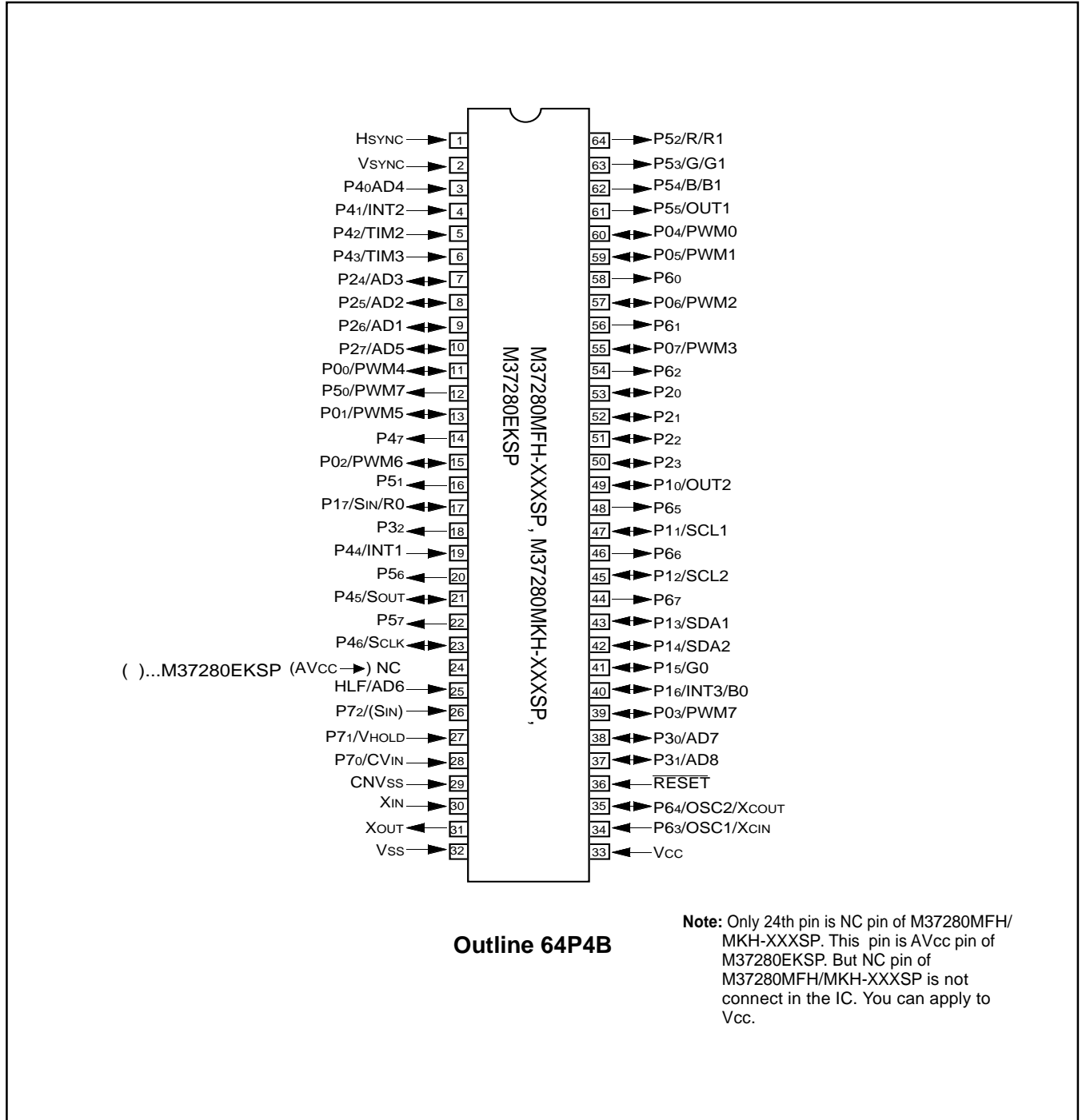


Fig. 4.1 Pin Configuration (Top View)

5. FUNCTIONAL BLOCK DIAGRAM

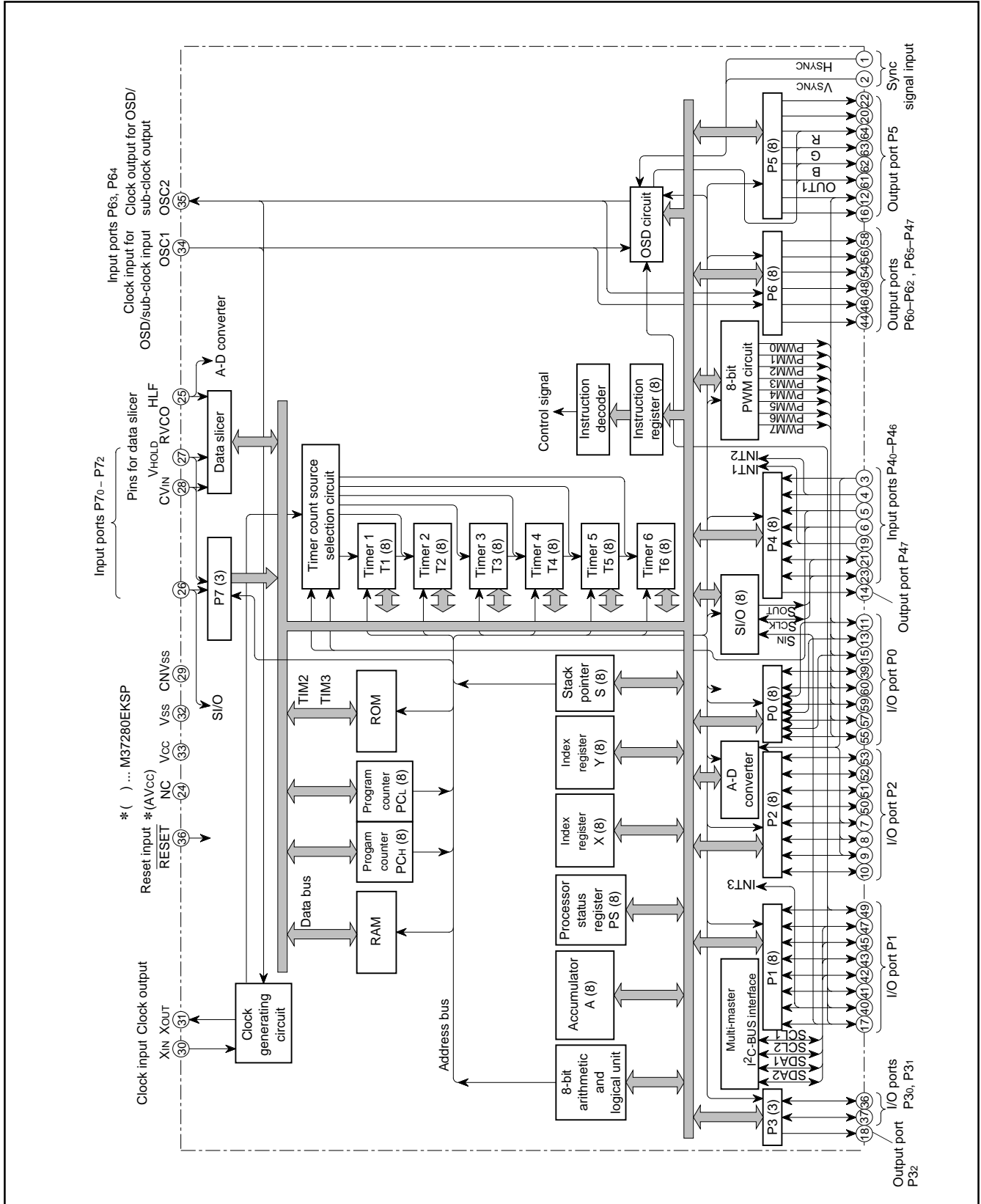


Fig. 5.1 Functional Block Diagram of M37280

6. PERFORMANCE OVERVIEW

Table 6.1 Performance Overview

Parameter			Functions
Number of basic instructions			71
Instruction execution time			0.5 μ s (the minimum instruction execution time, at 8 MHz oscillation frequency)
Clock frequency			8 MHz (maximum)
Memory size	ROM	M37280MFH-XXXSP	60K bytes
		M37280MKH-XXXSP, M37280EKSP	80K bytes
	RAM	M37280MFH-XXXSP	1088 bytes (ROM correction memory included)
		M37280MKH-XXXSP, M37280EKSP	1536bytes (ROM correction memory included)
	OSD ROM (character font)		20400 bytes
	OSD ROM (color dot font)		9672 bytes
	OSD RAM (SPRITE)		120 bytes
	OSD RAM (character)		1536 bytes
Input/Output ports	P00–P02, P04–P07	I/O	7-bit X 1 (N-channel open-drain output structure, can be used as 8-bit PWM output pins)
	P03	I/O	1-bit X 1 (CMOS input/output structure, can be used as 14-bit PWM output pin)
	P10, P15–P17	I/O	4-bit X 1 (CMOS input/output structure, can be used as OSD output pin, INT input pin, serial input pin)
	P11–P14	I/O	4-bit X 1 (N-channel open-drain output structure, can be used as multi-master I ² C-BUS interface)
	P2	I/O	8-bit X 1 (CMOS input/output structure, can be used as A-D input pins)
	P30, P31	I/O	2-bit X 1 (CMOS input/output structure, can be used as A-D input pins)
	P32	Output	1-bit X 1 (N-channel open-drain output structure)
	P40–P44	Input	5-bit X 1 (can be used as A-D input pins, INT input pins, external clock input pins)
	P45, P46	Input	2-bit X 1 (N-channel open-drain output structure when serial I/O is used, can be used as serial I/O pins)
	P47	Output	1-bit X 1 (N-channel open-drain output structure)
	P50, P51, P56, P57	Output	4-bit X 1 (N-channel open-drain output structure, can be used as PWM output pin)
	P52–P55	Output	4-bit X 1 (CMOS output structure, can be used as OSD output pins)
	P60–P62, P65–P67	Output	6-bit X 1 (N-channel open-drain output structure)
	P63	Input	1-bit X 1 (can be used as sub-clock input pin, OSD clock input pin)
	P64	Input	1-bit X 1 (CMOS output structure when LC is oscillating, can be used as sub-clock output pin, OSD clock output pin)
	P70–P72	Input	3-bit X 1 (can be used as data slicer input/output, serial input pin)
Serial I/O			8-bit X 1
Multi-master I ² C-BUS interface			1 (2 systems)
A-D converter			8 channels (8-bit resolution)
PWM output circuit			8-bit X 8
Timers			8-bit timer X 6
Subroutine nesting			128 levels (maximum)
Interrupt			<19 types> External interrupt X 3, Internal timer interrupt X 6, Serial I/O interrupt X 1, OSD interrupt X 1, Multi-master I ² C-BUS interface interrupt X 1, Data slicer interrupt X 1, f(XIN)/4096 interrupt X 1, SPRITE OSD interrupt X 1, VSYNC interrupt X 1, A-D conversion interrupt X 1, BRK instruction interrupt X 1
Clock generating circuit			2 built-in circuits (externally connected to a ceramic resonator or a quartz-crystal oscillator)
Data slicer			Built in

Table 6.2 Performance Overview

Parameter			Functions	
OSD function	Number of display characters		32 characters X 16 lines	
	Character display area		CC mode: 16 X 26 dots (dot structure: 16 X 20 dots) OSD mode: 16 X 20 dots EXOSD mode: 16 X 26 dots SPRITE display: 16 X 20 dots	
	Kinds of characters		CC/OSD mode: 510 kinds CDOSD mode: 62 kinds SPRITE display: 1 kind	
	Kinds of character sizes		CC mode: 2 kinds OSD/CDOSD mode: 14 kinds SPRITE display: 8 kinds	
	Kinds of character colors		CC/CDOSD mode: 8 kinds (R, G, B, OUT1, OUT2) OSD mode: 15 kinds (R, G, B, OUT1, OUT2) SPRITE display: 8 kinds (R, G, B, OUT1)	
	Display position (horizontal, vertical)		256 levels (horizontal) X 1024 levels (vertical) SPRITE display: 2048 X 1024	
Power source voltage			5V \pm 10%	
Power dissipation	In high-speed mode	OSD ON (Analog output)	Data slicer ON	275 mW typ. (at oscillation frequency f(XIN) = 8 MHz, fOSC = 27 MHz)
		OSD ON (Digital output)	Data slicer OFF	165 mW typ. (at oscillation frequency f(XIN) = 8 MHz, fOSC = 27 MHz)
		OSD OFF	Data slicer OFF	82.5 mW typ. (at oscillation frequency f(XIN) = 8 MHz)
	In low-speed mode	OSD OFF	Data slicer OFF	0.33 mW typ. (at oscillation frequency f(XCIN) = 32 kHz, f(XIN) = stop)
		In stop mode		0.055 mW (maximum)
Operating temperature range			-10 °C to 70 °C	
Device structure			CMOS silicon gate process	
Package			64-pin shrink plastic molded DIP	

7. PIN DESCRIPTION

Table 7.1 Pin Description

Pin	Name	Input/ Output	Functions
Vcc, (AVcc), Vss	Power source		Apply voltage of 5 V \pm 10 % (typical) to Vcc (AVcc) , and 0 V to Vss. () ...M37280EKSP
CNVss	CNVss	Input	Connected to Vss.
RESET	Reset input	Input	To enter the reset state, the reset input pin must be kept at a LOW for 2 μ s or more (under normal Vcc conditions). If more time is needed for the quartz-crystal oscillator to stabilize, this LOW condition should be maintained for the required time.
XIN	Clock input	Input	This chip has an internal clock generating circuit. To control generating frequency, an external ceramic resonator or a quartz-crystal oscillator is connected between pins XIN and XOUT. If an external clock is used, the clock source should be connected to the XIN pin and the XOUT pin should be left open.
XOUT	Clock output	Output	
P00/ PWM4– P02/PWM6, P03/PWM7, P04/ PWM0– P07/PWM3	I/O port P0	I/O	Port P0 is an 8-bit I/O port with direction register allowing each I/O bit to be individually programmed as input or output. At reset, this port is set to input mode. The output structure of P03 is CMOS output, that of P00–P02 and P04–P07 are N-channel open-drain output. See notes at end of Table for full details of port P0 functions. Pins P00–P03 and P04–P07 are also used as 8-bit PWM output pins PWM4–PWM7 and PWM0–PWM3 respectively. The output structure of PWM0–PWM6 is N-channel open-drain output. And the output structure of PWM7 is CMOS output.
	8-bit PWM output	Output	
P10/OUT2, P11/SCL1, P12/SCL2, P13/SDA1, P14/SDA2, P15/G0, P16/INT3/ B0, P17/SIN/R0	I/O port P1	I/O	Port P1 is an 8-bit I/O port and has basically the same functions as port P0. The output structure of P10 and P15–P17 is CMOS output, that of P11–P14 is N-channel open-drain output. Pin P10, P15–P17 are also used as OSD output pins OUT2, G0, B0, R0, respectively. The output structure is CMOS output. Pin P11–P14 are used as SCL1, SCL2, SDA1 and SDA2 respectively, when multi-master I ² C-BUS interface is used. The output structure is N-channel open-drain output. Pin P16 is also used as external interrupt input pin INT3. Pin P17 is also used as serial I/O data input pin SIN.
	OSD output	Output	
	Multi-master I ² C-BUS interface	Output	
	External interrupt input	Input	
	Serial I/O data input	Input	
P20–P23 P24/AD3– P26/AD1, P27/AD5	I/O port P2	I/O	Port P2 is an 8-bit I/O port and has basically the same functions as port P0. The output structure is CMOS output. Pins P24–P26, P27 are also used as analog input pins AD3–AD1, AD5 respectively.
	Analog input	Input	
P30/AD7, P31/AD8	I/O port P3	I/O	Ports P30 and P31 are 2-bit I/O ports and have basically the same functions as port P0. The output structure is CMOS output. Pins P30, P31 are also used as analog input pins AD7, AD8 respectively.
	Analog input	Input	
P32	Output port P3	Output	Ports P32 is a 1-bit output port. The output structure is N-channel open-drain output.
P40/AD4, P41/INT2, P42/TIM2, P43/TIM3, P44/INT1, P45/SOUT, P46/SCLK	Input port P4	Input	Ports P40–P46 are a 7-bit input port. Pin P40 is also used as analog input pin AD4. Pins P41, P44 are also used as external interrupt input pins INT2, INT1. Pins P42 and P43 are also used as external clock input pins TIM2, TIM3 respectively. Pin P45 is used as serial I/O data output pin SOUT. The output structure is N-channel open-drain output. Pin P46 is used as serial I/O synchronous clock input/output pin SCLK. The output structure is N-channel open-drain output.
	Analog input	Input	
	External interrupt input	Input	
	External clock input	Input	
	Serial I/O data output	Output	
	Serial I/O synchronous clock input/output	I/O	
P47	Output port P4	Output	Port P47 is a 1-bit output port. The output structure is N-channel open-drain output.

Table 7.2 Pin Description (continued)

Pin	Name	Input/ Output	Functions
P50/PWM7, P51, P52/R/R1, P53/G/G1, P54/B/B1, P55/OUT1, P56, P57	Output port P5	Output	Port P5 is a 4-bit output port. The output structure of P50, P51, P56 and P57 is N-channel open-drain output, that of P52–P55 is CMOS output.
	PWM output	Output	Pin P50 is also used as 8-bit PWM output pin PWM7. The output structure is N-channel open-drain output.
	OSD output	Output	Pins P52–P55 are also used as OSD output pins R/R1, G/G1, B/B1, OUT1 respectively. At R, G, B output, the output structure is analog output. At R1, G1, B1 and OUT1 output, the output structure is CMOS output.
P60–P62, P65–P67	Output port P6	Output	Ports P60–P62 and P65–P67 are 6-bit output ports. The output structure is N-channel open-drain output.
P63/OSC1/ XCIN, P64/OSC2/ XCOUT	Input port P6	Input	Ports P63 and P64 are 2-bit input port.
	Clock input for OSD	Input	Pin P63 is also used as OSD clock input pin OSC1.
	Clock output for OSD	Output	Pin P64 is also used as OSD clock output pin OSC2. The output structure is CMOS output.
	Sub-clock output	Output	Pin P64 is also used as sub-clock output pin XCOUT. The output structure is CMOS output.
P70/CVIN, P71/VHOLD, P72(SIN)	Sub-clock input	Input	Pin P63 is also used as sub-clock input pin XCIN.
	Input port P7	Input	Ports P70–P72 are 3-bit input port.
	Input for data slicer	Input	Pins P70, P71 are also used as data slicer input pins CVIN, VHOLD respectively. When using data slicer, input composite video signal through a capacitor. Connect a capacitor between VHOLD and VSS.
HLF/AD6	Serial I/O data input	Input	Pins P72 is also used as serial I/O data input pin SIN.
	Analog input	Input	When using data slicer, connect a filter using of a capacitor and a resistor between HLF and VSS. This is an analog input pin AD6 .
HSYNC	HSYNC input	Input	This is a horizontal synchronous signal input for OSD.
VSYNC	VSYNC input	Input	This is a vertical synchronous signal input for OSD.

Note : Port Pi (i = 0 to 3) has the port Pi direction which can be used to program each bit as an input ("0") or an output ("1"). The pins programmed as "1" in the direction register are output pins. When pins are programmed as "0," they are input pins. When pins are programmed as output pins, the output data are written into the port latch and then output. When data is read from the output pins, the output pin level is not read but the data of the port latch is read. This allows a previously-output value to be read correctly even if the output "L" voltage has risen, for example, because a light emitting diode was directly driven. The input pins float, so the values of the pins can be read. When data is written into the input pin, it is written only into the port latch, while the pin remains in the floating state.

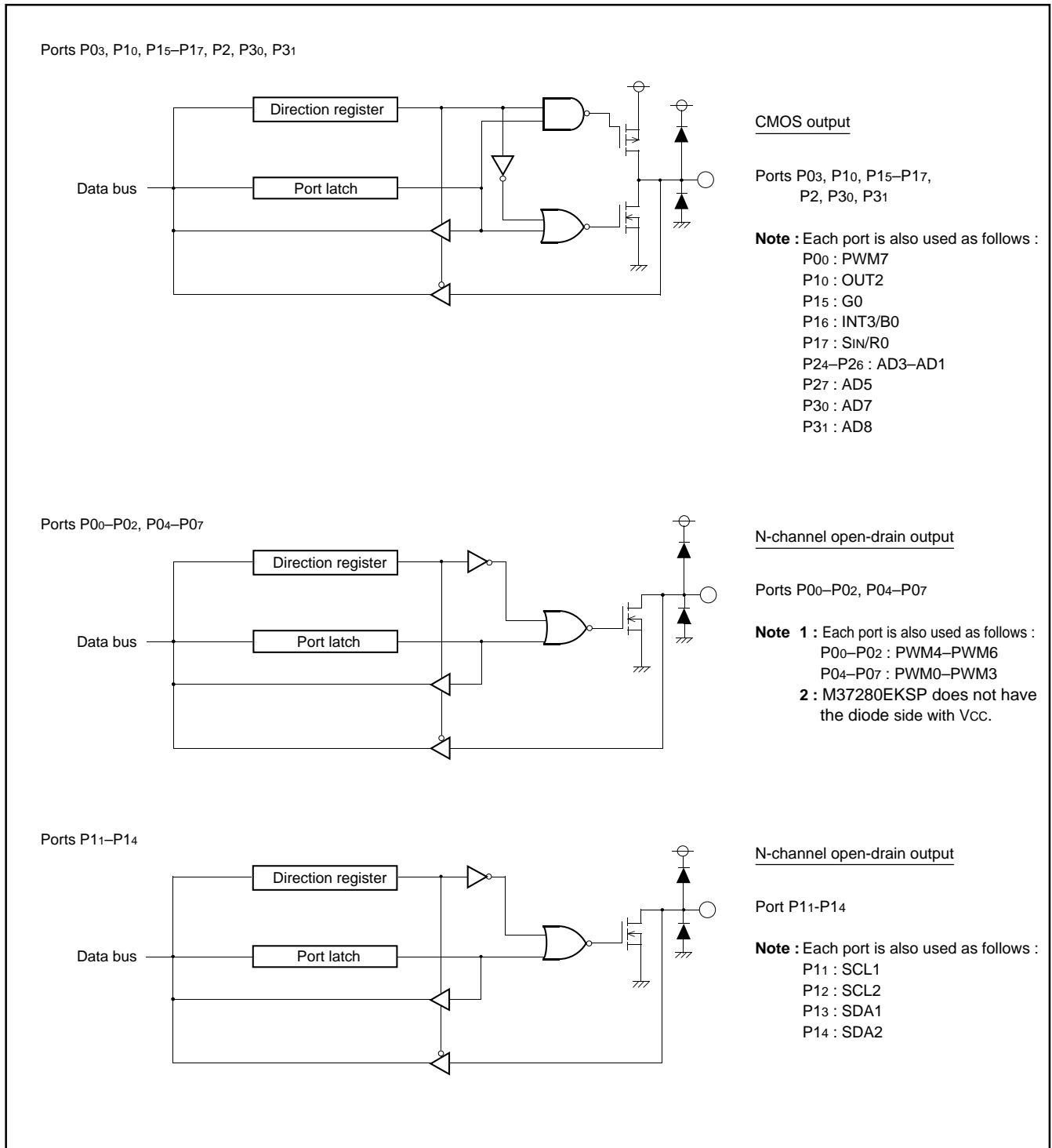


Fig. 7.1 I/O Pin Block Diagram (1)

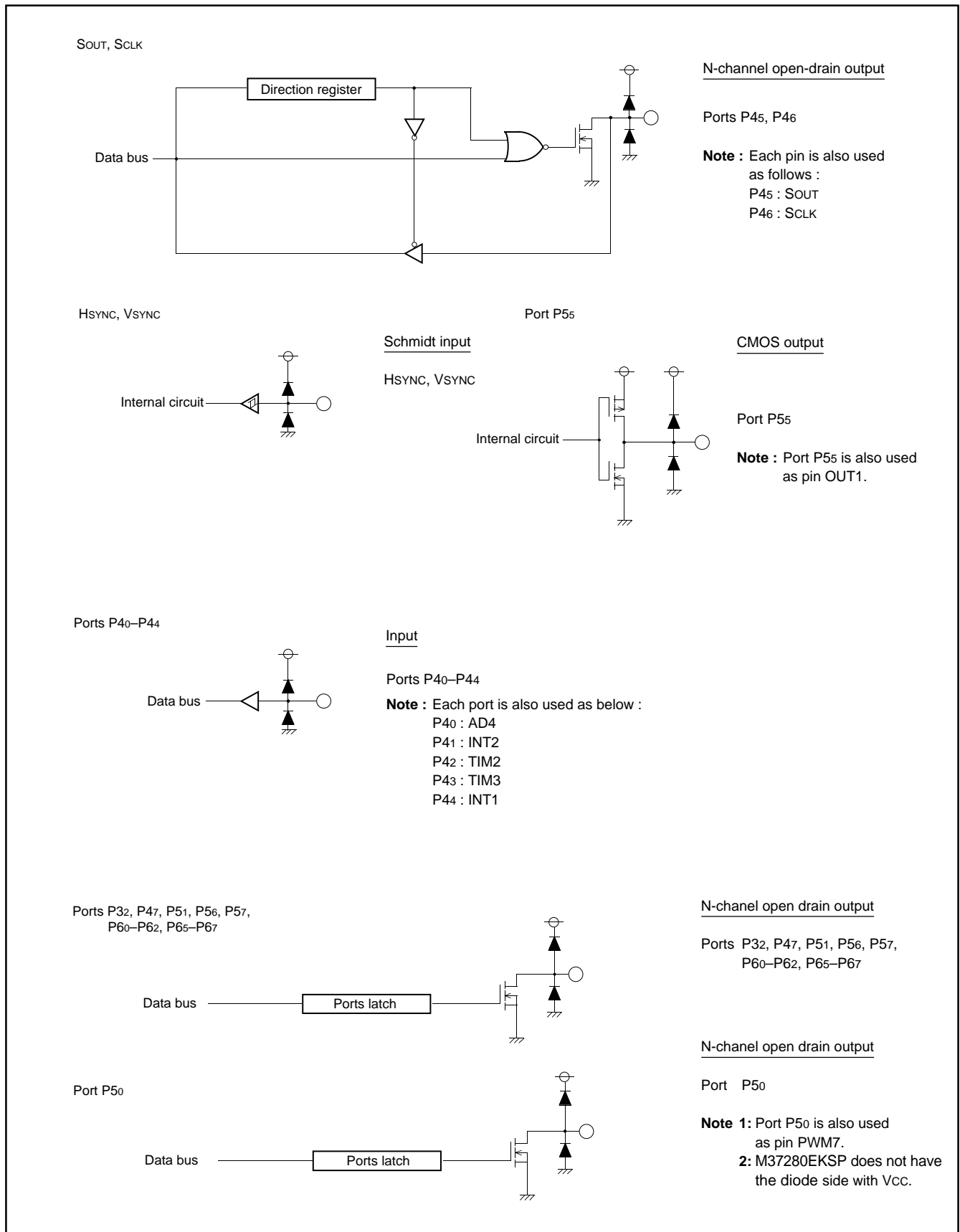


Fig. 7.2 I/O Pin Block Diagram (2)

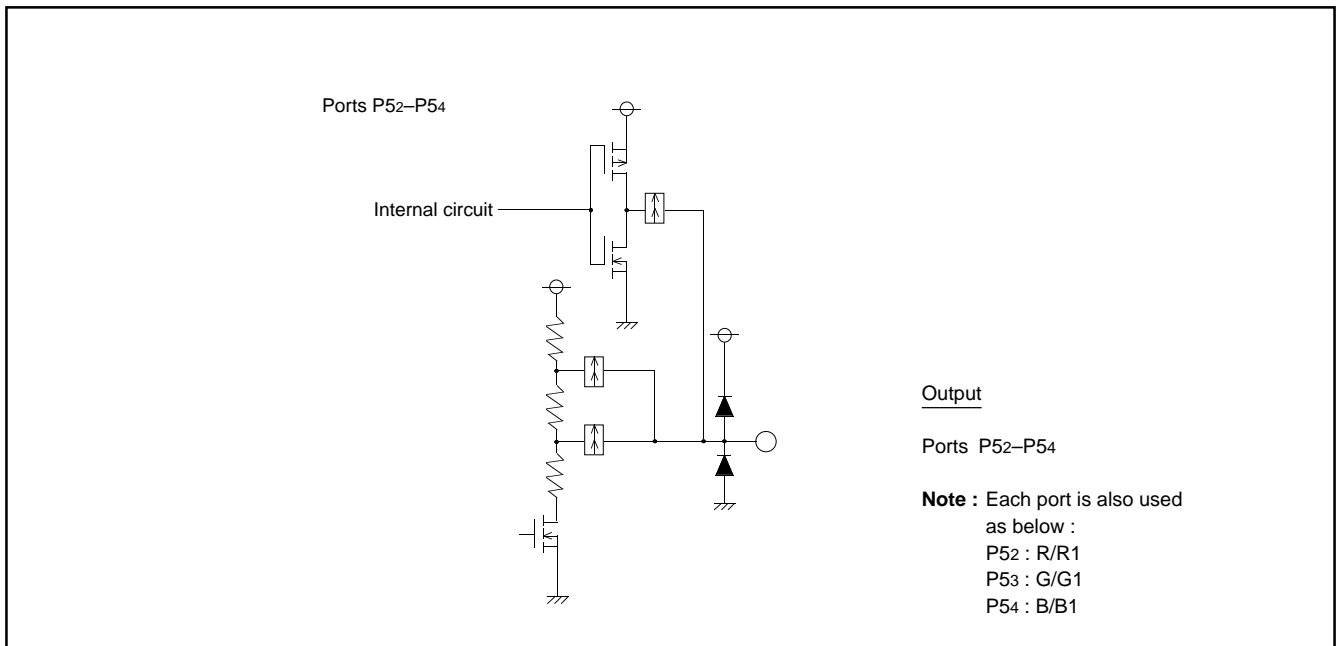


Fig. 7.3 I/O Pin Block Diagram (3)

8. FUNCTIONAL DESCRIPTION

8.1. CENTRAL PROCESSING UNIT (CPU)

This microcomputer uses the standard 740 Family instruction set. Refer to the table of 740 Family addressing modes and machine instructions or the SERIES 740 <Software> User's Manual for details on the instruction set.

Machine-resident 740 Family instructions are as follows:

The FST, SLW instruction cannot be used.

The MUL, DIV, WIT and STP instructions can be used.

8.1.1 CPU Mode Register

The CPU mode register contains the stack page selection bit and internal system clock selection bit. The CPU mode register is allocated at address 00FB16.

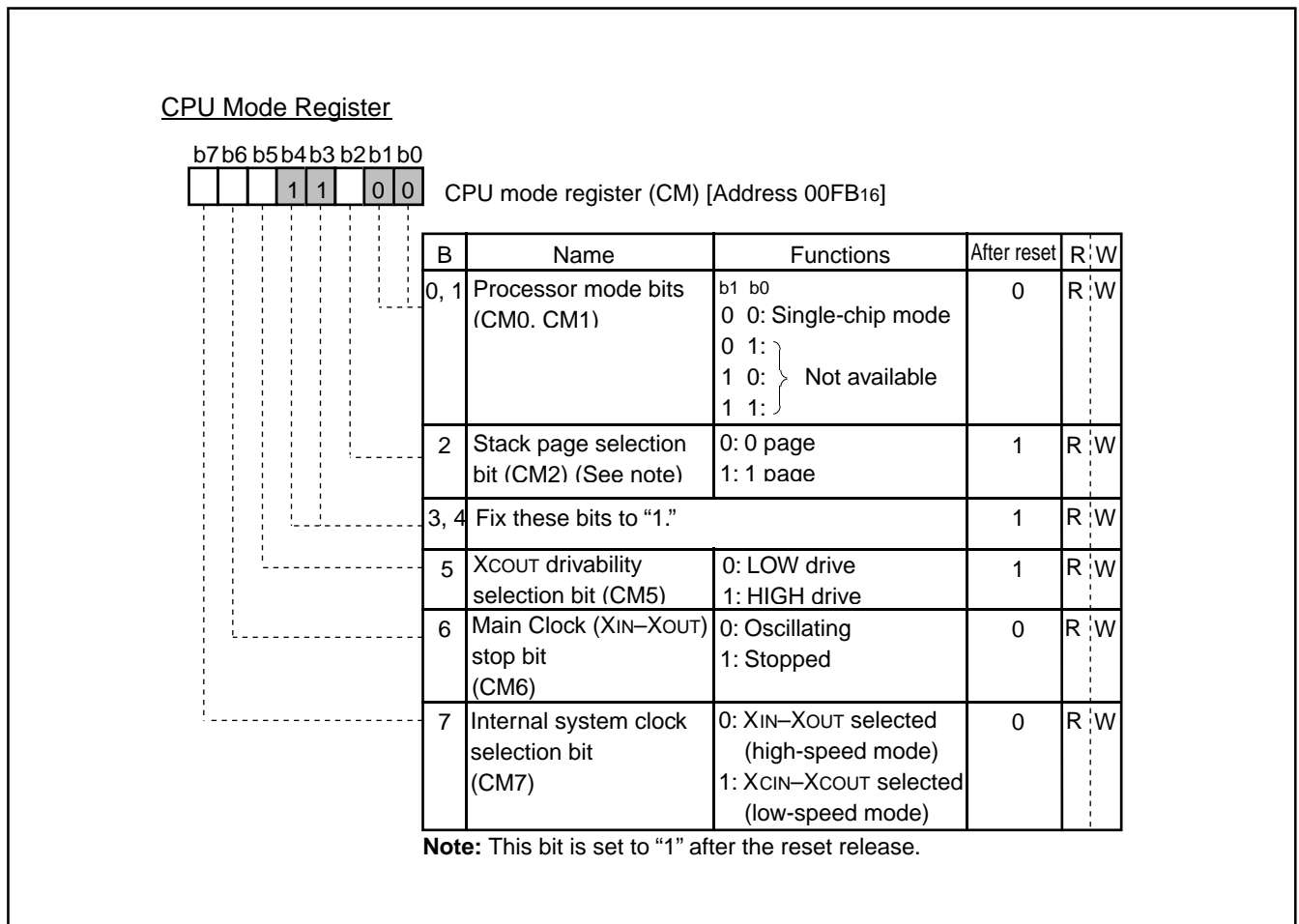


Fig. 8.1.1 CPU Mode Register

8.2 MEMORY

8.2.1 Special Function Register (SFR) Area

The special function register (SFR) area in the zero page contains control registers such as I/O ports and timers.

8.2.2 RAM

RAM is used for data storage and for stack area of subroutine calls and interrupts.

8.2.3 ROM

The M37280MFH-XXXSP has 60K-byte program area. The M37280MKH-XXXSP has 56K-byte program area and 24K-byte data-dedicated area. For the M37280EKSP, the two area (60K, 24K + 56K) can be swithed each other by setting the bank control register.

8.2.4 OSD RAM

RAM for display is used for specifying the character codes and colors to display.

8.2.5 OSD ROM

ROM for display is used for storing character data.

8.2.6 Interrupt Vector Area

The interrupt vector area contains reset and interrupt vectors.

8.2.7 Zero Page

The 256 bytes from addresses 0000₁₆ to 00FF₁₆ are called the zero page area. The internal RAM and the special function registers (SFR) are allocated to this area.

The zero page addressing mode can be used to specify memory and register addresses in the zero page area. Access to this area with only 2 bytes is possible in the zero page addressing mode.

8.2.8 Special Page

The 256 bytes from addresses FF00₁₆ to FFFF₁₆ are called the special page area. The special page addressing mode can be used to specify memory addresses in the special page area. Access to this area with only 2 bytes is possible in the special page addressing mode.

8.2.9 ROM Correction Vector

This is used as the program jump destination addresses for ROM correction.

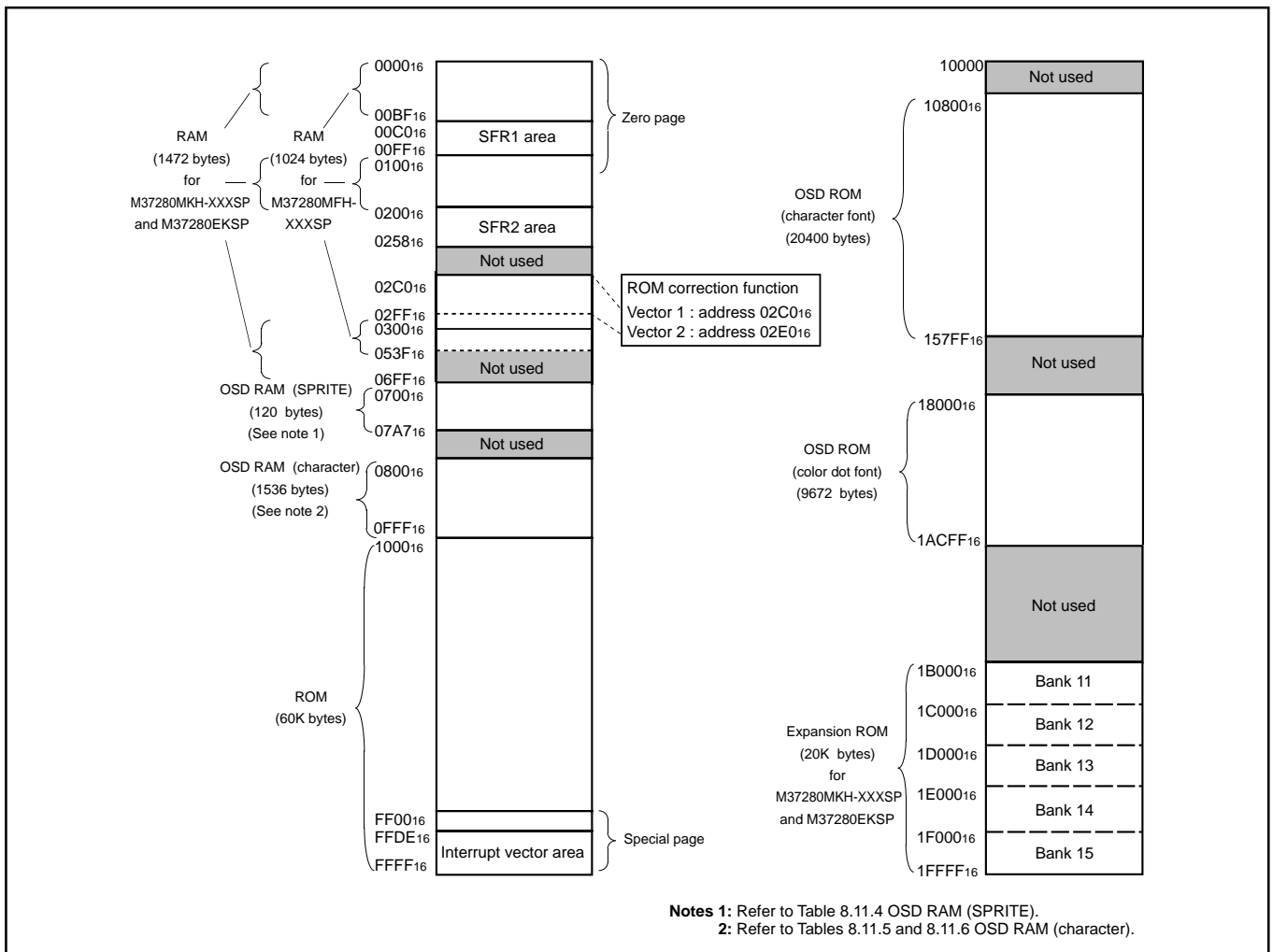


Fig. 8.2.1 Memory Map

8.2.10 Expansion ROM (only M37280MKH-XXXSP/M37280EKSP)

The M37280MKH-XXXSP/M37280EKSP can use 5-bank (total 20K bytes) expansion ROM (4K bytes each bank) by setting the bank register.

The expansion ROM is assigned to address 1B000₁₆ to 1FFFF₁₆. The contents of each bank in the expansion ROM are read by setting the bank register and accessing addresses 1000₁₆ to 1FFF₁₆. As the expansion ROM is not programmable, use it as data-dedicated area. When using the expansion ROM area, the internal ROM at addresses 1000₁₆ to 1FFF₁₆ (extra area) is not also programmable.

- Notes**
- 1: When using the expansion ROM (BK7 = "1"), the ROM correction function do not operate for addresses 1000₁₆ to 1FFF₁₆.
 - 2: When using the emulator MCU (M37280ERSS), as addresses 1000₁₆ to FFFF₁₆ can be emulated by setting bit 7 of the bank control register to "0," the expansion ROM cannot be used. Addresses 2000₁₆ to FFFF₁₆ can be emulated by setting it to "1." The data in specified area by the bank selection bits can be read by accessing addresses 1000₁₆ to 1FFF₁₆.
 - 3: When using the emulator MCU, the expansion ROM and the extra area cannot be emulated by setting bit 7 of the bank control register to "1." Therefore, write the data to this area before using.
 - 4: For the M37280MKH-XXXSP, fix bit 7 of the bank control register to "1." For M37280MFH-XXXSP, fix the address 00ED₁₆ to "0016."

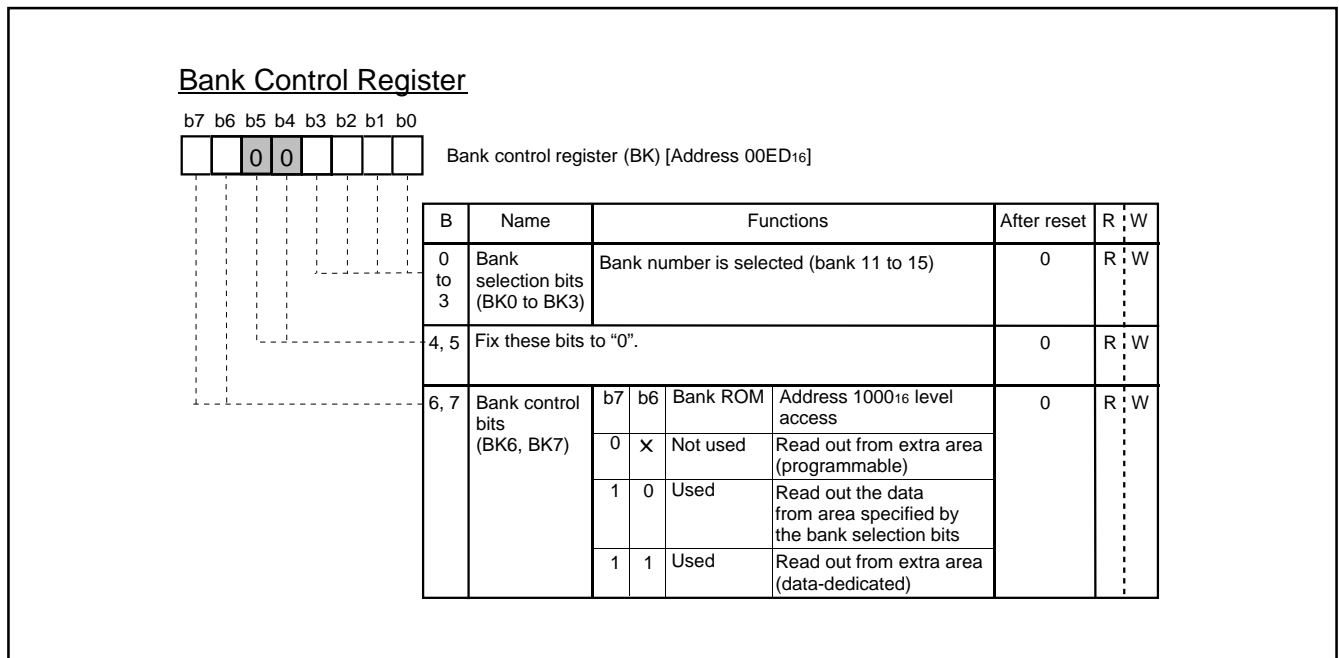
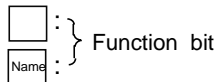


Fig. 8.2.2 Bank Control Register

■ SFR1 area (addresses C0₁₆ to DF₁₆)

<Bit allocation>



□ : No function bit

0 : Fix to this bit to "0"
(do not write to "1")

1 : Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

1 : "1" immediately after reset

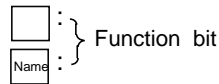
? : Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset								
		b7							b0	b7							b0	
C0 ₁₆	Port P0 (P0)																	?
C1 ₁₆	Port P0 direction register (D0)																	00 ₁₆
C2 ₁₆	Port P1 (P1)																	?
C3 ₁₆	Port P1 direction register (D1)																	00 ₁₆
C4 ₁₆	Port P2 (P2)																	?
C5 ₁₆	Port P2 direction register (D2)																	00 ₁₆
C6 ₁₆	Port P3 (P3)																	?
C7 ₁₆	Port P3 direction register (D3)	P6IM	T3CS															00 ₁₆
C8 ₁₆	Port P4 (P4)																	?
C9 ₁₆	Port P4 direction register (D4)								0									00 ₁₆
CA ₁₆	Port P5 (P5)																	?
CB ₁₆	OSD port control register (PF)	0	OUT2	OUT1	B	G	R	RGB 2BIT	0									00 ₁₆
CC ₁₆	Port P6 (P6)																	?
CD ₁₆	Port P7 (P7)									0	0	0	0	0	?	?	?	
CE ₁₆	OSD control register 1 (OC 1)	OC17	OC16	OC15	OC14	OC13	OC12	OC11	OC10									00 ₁₆
CF ₁₆	Horizontal position register (HP)	HP17	HP16	HP15	HP14	HP13	HP12	HP11	HP10									00 ₁₆
D0 ₁₆	Block control register 1 (BC ₁)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D1 ₁₆	Block control register 2 (BC ₂)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D2 ₁₆	Block control register 3 (BC ₃)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D3 ₁₆	Block control register 4 (BC ₄)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D4 ₁₆	Block control register 5 (BC ₅)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D5 ₁₆	Block control register 6 (BC ₆)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D6 ₁₆	Block control register 7 (BC ₇)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D7 ₁₆	Block control register 8 (BC ₈)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D8 ₁₆	Block control register 9 (BC ₉)		BC ₆	BC ₅	BC ₄	BC ₃	BC ₂	BC ₁	BC ₀									?
D9 ₁₆	Block control register 10 (BC ₁₀)		BC ₁₀ 6	BC ₁₀ 5	BC ₁₀ 4	BC ₁₀ 3	BC ₁₀ 2	BC ₁₀ 1	BC ₁₀ 0									?
DA ₁₆	Block control register 11 (BC ₁₁)		BC ₁₁ 6	BC ₁₁ 5	BC ₁₁ 4	BC ₁₁ 3	BC ₁₁ 2	BC ₁₁ 1	BC ₁₁ 0									?
DB ₁₆	Block control register 12 (BC ₁₂)		BC ₁₂ 6	BC ₁₂ 5	BC ₁₂ 4	BC ₁₂ 3	BC ₁₂ 2	BC ₁₂ 1	BC ₁₂ 0									?
DC ₁₆	Block control register 13 (BC ₁₃)		BC ₁₃ 6	BC ₁₃ 5	BC ₁₃ 4	BC ₁₃ 3	BC ₁₃ 2	BC ₁₃ 1	BC ₁₃ 0									?
DD ₁₆	Block control register 14 (BC ₁₄)		BC ₁₄ 6	BC ₁₄ 5	BC ₁₄ 4	BC ₁₄ 3	BC ₁₄ 2	BC ₁₄ 1	BC ₁₄ 0									?
DE ₁₆	Block control register 15 (BC ₁₅)		BC ₁₅ 6	BC ₁₅ 5	BC ₁₅ 4	BC ₁₅ 3	BC ₁₅ 2	BC ₁₅ 1	BC ₁₅ 0									?
DF ₁₆	Block control register 16 (BC ₁₆)		BC ₁₆ 6	BC ₁₆ 5	BC ₁₆ 4	BC ₁₆ 3	BC ₁₆ 2	BC ₁₆ 1	BC ₁₆ 0									?

Fig. 8.2.3 Memory Map of Special Function Register 1 (SFR1) (1)

■ SFR1 area (addresses E0₁₆ to FF₁₆)

<Bit allocation>



: No function bit

: Fix to this bit to "0"
(do not write to "1")

: Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

: "0" immediately after reset

: "1" immediately after reset

: Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset							
		b7							b0	b7							b0
E0 ₁₆	Data slicer control register 1 (DSC1)	0	0	0	0	0	DSC12	DSC11	DSC10	0	0	0	0	0	0	0	0
E1 ₁₆	Data slicer control register 2 (DSC2)	0	DSC25	DSC24	DSC23	0	DSC20		? 0 ? 0 ? ? 0 ?								
E2 ₁₆	Caption data register 1 (CD1)	CDL17	CDL16	CDL15	CDL14	CDL13	CDL12	CDL11	CDL10	0	0	0	0	0	0	0	0
E3 ₁₆	Caption data register 2 (CD2)	CDH17	CDH16	CDH15	CDH14	CDH13	CDH12	CDH11	CDH10	0	0	0	0	0	0	0	0
E4 ₁₆	Caption data register 3 (CD3)	CDL27	CDL26	CDL25	CDL24	CDL23	CDL22	CDL21	CDL20	0	0	0	0	0	0	0	0
E5 ₁₆	Caption data register 4 (CD4)	CDH27	CDH26	CDH25	CDH24	CDH23	CDH22	CDH21	CDH20	0	0	0	0	0	0	0	0
E6 ₁₆	Caption Position register (CPS)	CPS7	CPS6	CPS5	CPS4	CPS3	CPS2	CPS1	CPS0	0	0	?	0	0	0	0	0
E7 ₁₆	Data slicer test register 2	00 ₁₆								0	0	?	0	0	0	0	0
E8 ₁₆	Data slicer test register 1	00 ₁₆								0	0	?	?	?	?	?	?
E9 ₁₆	Sync signal counter register (HC)			HC5	HC4	HC3	HC2	HC1	HC0	0	0	?	?	?	?	?	?
EA ₁₆	Clock run-in detect register (CRD)	CRD7	CRD6	CRD5	CRD4	CRD3				0	0	?	?	?	?	?	?
EB ₁₆	Data clock position register (DPS)	DPS7	DPS6	DPS5	DPS4	DPS3	0	0	1	0	0	?	0	0	1	0	0
EC ₁₆										?							
ED ₁₆	Bank control register (BK)	BK7	BK6	0	0	BK3	BK2	BK1	BK0	0	0	?	0	0	1	0	0
EE ₁₆	A-D conversion register (AD)									?							
EF ₁₆	A-D control register (ADCON)	0		0	ADVREF	ADSTR	ADIN2	ADIN1	ADIN0	0	?	0	0	1	0	0	0
F0 ₁₆	Timer 1 (T1)									FF ₁₆							
F1 ₁₆	Timer 2 (T2)									07 ₁₆							
F2 ₁₆	Timer 3 (T3)									FF ₁₆							
F3 ₁₆	Timer 4 (T4)									07 ₁₆							
F4 ₁₆	Timer mode register 1 (TM1)	TM17	TM16	TM15	TM14	TM13	TM12	TM11	TM10	0	0	?	0	0	0	0	?
F5 ₁₆	Timer mode register 2 (TM2)	TM27	TM26	TM25	TM24	TM23	TM22	TM21	TM20	0	0	?	0	0	0	0	?
F6 ₁₆	I ² C data shift register (S0)	D7	D6	D5	D4	D3	D2	D1	D0	?							
F7 ₁₆	I ² C address register (S0D)	SAD6	SAD5	SAD4	SAD3	SAD2	SAD1	SAD0	RBW	0	0	?	0	0	0	0	?
F8 ₁₆	I ² C status register (S1)	MST	TRX	BB	PIN	AL	AAS	AD0	LRB	0	0	0	1	0	0	0	?
F9 ₁₆	I ² C control register (S1D)	BSEL	BSEL	¹⁰ BIT SAD	ALS	ESO	BC2	BC1	BC0	0	0	?	0	0	0	0	?
FA ₁₆	I ² C clock control register (S2)	ACK	ACK BIT	FAST MODE	CCR4	CCR3	CCR2	CCR1	CCR0	0	0	?	0	0	0	0	?
FB ₁₆	CPU mode register (CM)	CM7	CM6	CM5	1	1	CM2	0	0	3	C	1	6				
FC ₁₆	Interrupt request register 1 (IREQ1)		ADR	VSCR	OSDR	TM4R	TM3R	TM2R	TM1R	0	0	?	0	0	0	0	?
FD ₁₆	Interrupt request register 2 (IREQ2)	0	TM56R	IICR	IN2R	CKR	SIOR	DSR	IN1R	0	0	?	0	0	0	0	?
FE ₁₆	Interrupt control register 1 (ICON1)		ADE	VSCCE	OSDE	TM4E	TM3E	TM2E	TM1E	0	0	?	0	0	0	0	?
FF ₁₆	Interrupt control register 2 (ICON2)	TM56S	TM56E	IICE	IN2E	CKE	SIOE	DSE	IN1E	0	0	?	0	0	0	0	?

Fig. 8.2.4 Memory Map of Special Function Register 1 (SFR2) (2)

■ SFR2 area (addresses 200₁₆ to 21F₁₆)

<Bit allocation>

: } Function bit
 Name : }

: No function bit

0 : Fix to this bit to "0"
 (do not write to "1")

1 : Fix to this bit to "1"
 (do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

1 : "1" immediately after reset

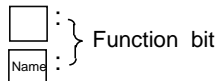
? : Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset																
		b7								b0																
200 ₁₆	PWM0 register (PWM0)									?																
201 ₁₆	PWM1 register (PWM1)									?																
202 ₁₆	PWM2 register (PWM2)									?																
203 ₁₆	PWM3 register (PWM3)									?																
204 ₁₆	PWM4 register (PWM4)									?																
205 ₁₆	PWM5 register (PWM5)									?																
206 ₁₆	PWM6 register (PWM6)									?																
207 ₁₆	PWM7 register (PWM7)									?																
208 ₁₆										?																
209 ₁₆										?																
20A ₁₆	PWM mode register 1 (PN)							PN4	PN3									PN0	00 ₁₆							
20B ₁₆	PWM mode register 2 (PW)	PW7	PW6	PW5	PW4	PW3	PW2	PW1	PW0									00 ₁₆								
20C ₁₆	ROM correction address 1 (high-order)									00 ₁₆																
20D ₁₆	ROM correction address 1 (low-order)									00 ₁₆																
20E ₁₆	ROM correction address 2 (high-order)									00 ₁₆																
20F ₁₆	ROM correction address 2 (low-order)									00 ₁₆																
210 ₁₆	ROM correction enable register (RCR)									0	0			RCR1	RCR0	00 ₁₆										
211 ₁₆	Test register	00 ₁₆								00 ₁₆																
212 ₁₆	Interrupt input polarity register (IP)	AD/INT3 SEL	POL3		POL2	POL1													00 ₁₆							
213 ₁₆	Serial I/O mode register (SM)		SM6	SM5	SM4	SM3	SM2	SM1	SM0									00 ₁₆								
214 ₁₆	Serial I/O register (SIO)									?																
215 ₁₆	OSD control register 2(OC2)	OC27	OC26	OC25	OC24	OC23	OC12	OC21	OC20									00 ₁₆								
216 ₁₆	Clock control register (CS)		0	0	0	0	CS2	CS1	CS0									00 ₁₆								
217 ₁₆	I/O polarity control register (PC)	PC7	PC6	PC5	PC4		PC2	PC1	PC0									80 ₁₆								
218 ₁₆	Raster color register (RC)				RC4	RC3	RC2	RC1	RC0									00 ₁₆								
219 ₁₆	OSD control register 3(OC3)	OC37	OC36	OC35	OC34	OC33	OC32	OC31	OC30									00 ₁₆								
21A ₁₆	Timer 5 (TM5)									07 ₁₆																
21B ₁₆	Timer 6 (TM6)									FF ₁₆																
21C ₁₆	Top border control register 1 (TB1)	TB17	TB16	TB15	TB14	TB13	TB12	TB11	TB10									?								
21D ₁₆	Bottom border control register 1 (BB1)	BB17	BB16	BB15	BB14	BB13	BB12	BB11	BB10									?								
21E ₁₆	Top border control register 1 (TB2)													TB21	TB20	?										
21F ₁₆	Bottom border control register 1 (BB2)													BB21	BB20	?										

Fig. 8.2.5 Memory Map of Special Function Register 2 (SFR2) (1)

■ SFR2 area (addresses 220₁₆ to 23F₁₆)

<Bit allocation>



■ : No function bit

0 : Fix to this bit to "0"
(do not write to "1")

1 : Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

1 : "1" immediately after reset

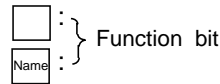
? : Indeterminate immediately after reset

Address	Register		Bit allocation								State immediately after reset	
			b7							b0	b7	b0
220 ₁₆	Vertical position register 1	1 (VP1 1)	VP1 ₁ 7	VP1 ₁ 6	VP1 ₁ 5	VP1 ₁ 4	VP1 ₁ 3	VP1 ₁ 2	VP1 ₁ 1	VP1 ₁ 0		?
221 ₁₆	Vertical position register 1	2 (VP1 2)	VP1 ₂ 7	VP1 ₂ 6	VP1 ₂ 5	VP1 ₂ 4	VP1 ₂ 3	VP1 ₂ 2	VP1 ₂ 1	VP1 ₂ 0		?
222 ₁₆	Vertical position register 1	3 (VP1 3)	VP1 ₃ 7	VP1 ₃ 6	VP1 ₃ 5	VP1 ₃ 4	VP1 ₃ 3	VP1 ₃ 2	VP1 ₃ 1	VP1 ₃ 0		?
223 ₁₆	Vertical position register 1	4 (VP1 4)	VP1 ₄ 7	VP1 ₄ 6	VP1 ₄ 5	VP1 ₄ 4	VP1 ₄ 3	VP1 ₄ 2	VP1 ₄ 1	VP1 ₄ 0		?
224 ₁₆	Vertical position register 1	5 (VP1 5)	VP1 ₅ 7	VP1 ₅ 6	VP1 ₅ 5	VP1 ₅ 4	VP1 ₅ 3	VP1 ₅ 2	VP1 ₅ 1	VP1 ₅ 0		?
225 ₁₆	Vertical position register 1	6 (VP1 6)	VP1 ₆ 7	VP1 ₆ 6	VP1 ₆ 5	VP1 ₆ 4	VP1 ₆ 3	VP1 ₆ 2	VP1 ₆ 1	VP1 ₆ 0		?
226 ₁₆	Vertical position register 1	7 (VP1 7)	VP1 ₇ 7	VP1 ₇ 6	VP1 ₇ 5	VP1 ₇ 4	VP1 ₇ 3	VP1 ₇ 2	VP1 ₇ 1	VP1 ₇ 0		?
227 ₁₆	Vertical position register 1	8 (VP1 8)	VP1 ₈ 7	VP1 ₈ 6	VP1 ₈ 5	VP1 ₈ 4	VP1 ₈ 3	VP1 ₈ 2	VP1 ₈ 1	VP1 ₈ 0		?
228 ₁₆	Vertical position register 1	9 (VP1 9)	VP1 ₉ 7	VP1 ₉ 6	VP1 ₉ 5	VP1 ₉ 4	VP1 ₉ 3	VP1 ₉ 2	VP1 ₉ 1	VP1 ₉ 0		?
229 ₁₆	Vertical position register 1	10 (VP1 10)	VP1 ₁₀ 7	VP1 ₁₀ 6	VP1 ₁₀ 5	VP1 ₁₀ 4	VP1 ₁₀ 3	VP1 ₁₀ 2	VP1 ₁₀ 1	VP1 ₁₀ 0		?
22A ₁₆	Vertical position register 1	11 (VP1 11)	VP1 ₁₁ 7	VP1 ₁₁ 6	VP1 ₁₁ 5	VP1 ₁₁ 4	VP1 ₁₁ 3	VP1 ₁₁ 2	VP1 ₁₁ 1	VP1 ₁₁ 0		?
22B ₁₆	Vertical position register 1	12 (VP1 12)	VP1 ₁₂ 7	VP1 ₁₂ 6	VP1 ₁₂ 5	VP1 ₁₂ 4	VP1 ₁₂ 3	VP1 ₁₂ 2	VP1 ₁₂ 1	VP1 ₁₂ 0		?
22C ₁₆	Vertical position register 1	13 (VP1 13)	VP1 ₁₃ 7	VP1 ₁₃ 6	VP1 ₁₃ 5	VP1 ₁₃ 4	VP1 ₁₃ 3	VP1 ₁₃ 2	VP1 ₁₃ 1	VP1 ₁₃ 0		?
22D ₁₆	Vertical position register 1	14 (VP1 14)	VP1 ₁₄ 7	VP1 ₁₄ 6	VP1 ₁₄ 5	VP1 ₁₄ 4	VP1 ₁₄ 3	VP1 ₁₄ 2	VP1 ₁₄ 1	VP1 ₁₄ 0		?
22E ₁₆	Vertical position register 1	15 (VP1 15)	VP1 ₁₅ 7	VP1 ₁₅ 6	VP1 ₁₅ 5	VP1 ₁₅ 4	VP1 ₁₅ 3	VP1 ₁₅ 2	VP1 ₁₅ 1	VP1 ₁₅ 0		?
22F ₁₆	Vertical position register 1	16 (VP1 16)	VP1 ₁₆ 7	VP1 ₁₆ 6	VP1 ₁₆ 5	VP1 ₁₆ 4	VP1 ₁₆ 3	VP1 ₁₆ 2	VP1 ₁₆ 1	VP1 ₁₆ 0		?
230 ₁₆	Vertical position register 2	1 (VP2 1)							VP2 ₁ 1	VP2 ₁ 0		?
231 ₁₆	Vertical position register 2	2 (VP2 2)							VP2 ₂ 1	VP2 ₂ 0		?
232 ₁₆	Vertical position register 2	3 (VP2 3)							VP2 ₃ 1	VP2 ₃ 0		?
233 ₁₆	Vertical position register 2	4 (VP2 4)							VP2 ₄ 1	VP2 ₄ 0		?
234 ₁₆	Vertical position register 2	5 (VP2 5)							VP2 ₅ 1	VP2 ₅ 0		?
235 ₁₆	Vertical position register 2	6 (VP2 6)							VP2 ₆ 1	VP2 ₆ 0		?
236 ₁₆	Vertical position register 2	7 (VP2 7)							VP2 ₇ 1	VP2 ₇ 0		?
237 ₁₆	Vertical position register 2	8 (VP2 8)							VP2 ₈ 1	VP2 ₈ 0		?
238 ₁₆	Vertical position register 2	9 (VP2 9)							VP2 ₉ 1	VP2 ₉ 0		?
239 ₁₆	Vertical position register 2	10 (VP2 10)							VP2 ₁₀ 1	VP2 ₁₀ 0		?
23A ₁₆	Vertical position register 2	11 (VP2 11)							VP2 ₁₁ 1	VP2 ₁₁ 0		?
23B ₁₆	Vertical position register 2	12 (VP2 12)							VP2 ₁₂ 1	VP2 ₁₂ 0		?
23C ₁₆	Vertical position register 2	13 (VP2 13)							VP2 ₁₃ 1	VP2 ₁₃ 0		?
23D ₁₆	Vertical position register 2	14 (VP2 14)							VP2 ₁₄ 1	VP2 ₁₄ 0		?
23E ₁₆	Vertical position register 2	15 (VP2 15)							VP2 ₁₅ 1	VP2 ₁₅ 0		?
23F ₁₆	Vertical position register 2	16 (VP2 16)							VP2 ₁₆ 1	VP2 ₁₆ 0		?

Fig. 8.2.6 Memory Map of Special Function Register 2 (SFR2) (2)

■ SFR2 area (addresses 240₁₆ to 258₁₆)

<Bit allocation>



: No function bit

: Fix to this bit to "0"
(do not write to "1")

: Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

: "0" immediately after reset

: "1" immediately after reset

: Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset							
		b7							b0	b7							b0
240 ₁₆																	?
241 ₁₆	Color pallet register 1 (CR1)		CR _{1,6}	CR _{1,5}	CR _{1,4}	CR _{1,3}	CR _{1,2}	CR _{1,1}	CR _{1,0}								?
242 ₁₆	Color pallet register 2 (CR2)		CR _{2,6}	CR _{2,5}	CR _{2,4}	CR _{2,3}	CR _{2,2}	CR _{2,1}	CR _{2,0}								?
243 ₁₆	Color pallet register 3 (CR3)		CR _{3,6}	CR _{3,5}	CR _{3,4}	CR _{3,3}	CR _{3,2}	CR _{3,1}	CR _{3,0}								?
244 ₁₆	Color pallet register 4 (CR4)		CR _{4,6}	CR _{4,5}	CR _{4,4}	CR _{4,3}	CR _{4,2}	CR _{4,1}	CR _{4,0}								?
245 ₁₆	Color pallet register 5 (CR5)		CR _{5,6}	CR _{5,5}	CR _{5,4}	CR _{5,3}	CR _{5,2}	CR _{5,1}	CR _{5,0}								?
246 ₁₆	Color pallet register 6 (CR6)		CR _{6,6}	CR _{6,5}	CR _{6,4}	CR _{6,3}	CR _{6,2}	CR _{6,1}	CR _{6,0}								?
247 ₁₆	Color pallet register 7 (CR7)		CR _{7,6}	CR _{7,5}	CR _{7,4}	CR _{7,3}	CR _{7,2}	CR _{7,1}	CR _{7,0}								?
248 ₁₆																	?
249 ₁₆	Color pallet register 9 (CR9)		CR _{9,6}	CR _{9,5}	CR _{9,4}	CR _{9,3}	CR _{9,2}	CR _{9,1}	CR _{9,0}								?
24A ₁₆	Color pallet register10 (CR10)		CR _{10,6}	CR _{10,5}	CR _{10,4}	CR _{10,3}	CR _{10,2}	CR _{10,1}	CR _{10,0}								?
24B ₁₆	Color pallet register 11 (CR11)		CR _{11,6}	CR _{11,5}	CR _{11,4}	CR _{11,3}	CR _{11,2}	CR _{11,1}	CR _{11,0}								?
24C ₁₆	Color pallet register 12 (CR12)		CR _{12,6}	CR _{12,5}	CR _{12,4}	CR _{12,3}	CR _{12,2}	CR _{12,1}	CR _{12,0}								?
24D ₁₆	Color pallet register 13 (CR13)		CR _{13,6}	CR _{13,5}	CR _{13,4}	CR _{13,3}	CR _{13,2}	CR _{13,1}	CR _{13,0}								?
24E ₁₆	Color pallet register 14 (CR14)		CR _{14,6}	CR _{14,5}	CR _{14,4}	CR _{14,3}	CR _{14,2}	CR _{14,1}	CR _{14,0}								?
24F ₁₆	Color pallet register 15 (CR15)		CR _{15,6}	CR _{15,5}	CR _{15,4}	CR _{15,3}	CR _{15,2}	CR _{15,1}	CR _{15,0}								?
250 ₁₆	Left border control register 1 (LB1)	LB17	LB16	LB15	LB14	LB13	LB12	LB11	LB10								0116
251 ₁₆	Left border control register 2 (LB2)						LB22	LB21	LB20								0016
252 ₁₆	Right border control register 1 (RB1)	RB17	RB16	RB15	RB14	RB13	RB12	RB11	RB10								FF16
253 ₁₆	Right border control register 2 (RB2)						RB22	RB21	RB20								0716
254 ₁₆	SPRITE vertical position register 1 (VS1)	VS17	VS16	VS15	VS14	VS13	VS12	VS11	VS10								?
255 ₁₆	SPRITE vertical position register 2 (VS2)							VS21	VS20								0016
256 ₁₆	SPRITE horizontal position register 1 (HS1)	HS17	HS16	HS15	HS14	HS13	HS12	HS11	HS10								?
257 ₁₆	SPRITE horizontal position register 2 (HS2)						HS22	HS21	HS20	0	0	0	0	0	?	?	?
258 ₁₆	SPRITE OSD control register (SC)			SC5	SC4	SC3	SC2	SC1	SC0								0016

Fig. 8.2.7 Memory Map of Special Function Register 2 (SFR2) (3)

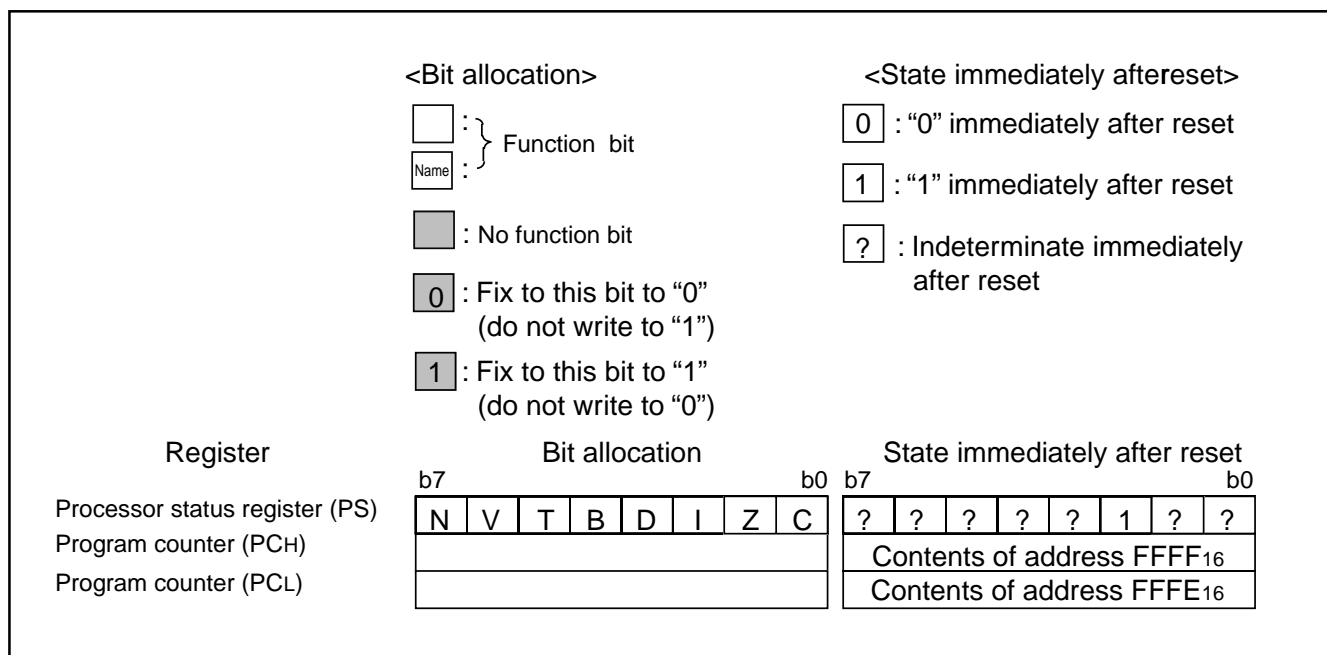


Fig. 8.2.8 Internal State of Processor Status Register and Program Counter at Reset

8.3 INTERRUPTS

Interrupts can be caused by 19 different sources consisting of 3 external, 14 internal, 1 software, and reset. Interrupts are vectored interrupts with priorities as shown in Table 8.3.1. Reset is also included in the table because its operation is similar to an interrupt.

When an interrupt is accepted,

- ① The contents of the program counter and processor status register are automatically stored into the stack.
- ② The interrupt disable flag I is set to "1" and the corresponding interrupt request bit is set to "0."
- ③ The jump destination address stored in the vector address enters the program counter.

Other interrupts are disabled when the interrupt disable flag is set to "1."

All interrupts except the BRK instruction interrupt have an interrupt request bit and an interrupt enable bit. The interrupt request bits are in interrupt request registers 1 and 2 and the interrupt enable bits are in interrupt control registers 1 and 2. Figures 8.3.2 to 8.3.6 show the interrupt-related registers.

Interrupts other than the BRK instruction interrupt and reset are accepted when the interrupt enable bit is "1," interrupt request bit is "1," and the interrupt disable flag is "0." The interrupt request bit can be set to "0" by a program, but not set to "1." The interrupt enable bit can be set to "0" and "1" by a program.

Reset is treated as a non-maskable interrupt with the highest priority.

Figure 8.3.1 shows interrupt control.

8.3.1 Interrupt Causes

(1) Vsync and OSD Interrupts

The VSYNC interrupt is an interrupt request synchronized with the vertical sync signal.

The OSD interrupt occurs after character block display to the CRT is completed.

(2) INT1, INT2 Interrupts

The INT1 and INT2 interrupts are external interrupt inputs, the system detects that the level of a pin changes from LOW to HIGH or from HIGH to LOW, and generates an interrupt request. The input active edge can be selected by bits 3 and 4 of the interrupt input polarity register (address 021216) : when this bit is "0," a change from LOW to HIGH is detected; when it is "1," a change from HIGH to LOW is detected. Note that both bits are cleared to "0" at reset.

(3) Timer 1 to 4 Interrupts

An interrupt is generated by an overflow of timer 1, 2, 3 or 4.

Table 8.3.1 Interrupt Vector Addresses and Priority

Priority	Interrupt Source	Vector Addresses	Remarks
1	Reset	FFFF ₁₆ , FFFE ₁₆	Non-maskable
2	OSD interrupt	FFFD ₁₆ , FFFC ₁₆	
3	INT1 interrupt	FFFB ₁₆ , FFFA ₁₆	Active edge selectable
4	Data slicer interrupt	FFF9 ₁₆ , FFF8 ₁₆	
5	Serial I/O interrupt	FFF7 ₁₆ , FFF6 ₁₆	
6	Timer 4 • SPRITE OSD interrupt	FFF5 ₁₆ , FFF4 ₁₆	
7	f(XIN)/4096 interrupt	FFF3 ₁₆ , FFF2 ₁₆	Software switch by software (See note)
8	VSYNC interrupt	FFF1 ₁₆ , FFF0 ₁₆	Active edge selectable
9	Timer 3 interrupt	FFEF ₁₆ , FFEE ₁₆	
10	Timer 2 interrupt	FFED ₁₆ , FFEC ₁₆	
11	Timer 1 interrupt	FFEB ₁₆ , FFEA ₁₆	
12	A-D conversion • INT3 interrupt	FFE9 ₁₆ , FFE8 ₁₆	Software switch by software (See note)/ When selecting INT3 interrupt, active edge selectable.
13	INT2 interrupt	FFE7 ₁₆ , FFE6 ₁₆	Active edge selectable
14	Multi-master I ² C-BUS interface interrupt	FFE5 ₁₆ , FFE4 ₁₆	
15	Timer 5 • 6 interrupt	FFE3 ₁₆ , FFE2 ₁₆	Software switch by software (See note)
16	BRK instruction interrupt	FFDF ₁₆ , FFDE ₁₆	Non-maskable (software interrupt)

Note : Switching a source during a program causes an unnecessary interrupt occurs. Accordingly, set a source at initializing of program.

(4) Serial I/O Interrupt

This is an interrupt request from the clock synchronous serial I/O function.

(5) $f(X_{IN})/4096$ • SPRITE OSD Interrupt

The $f(X_{IN})/4096$ interrupt occurs regularly with a $f(X_{IN})/4096$ period. Set bit 0 of the PWM mode register 1 to "0."

The SPRITE OSD interrupt occurs at the completion of SPRITE display.

Since $f(X_{IN})/4096$ interrupt and SPRITE OSD interrupt share the same vector, an interrupt source is selected by bit 5 of the SPRITE OSD control register (address 02581₆).

(6) Data Slicer Interrupt

An interrupt occurs when slicing data is completed.

(7) Multi-master I²C-BUS Interface Interrupt

This is an interrupt request related to the multi-master I²C-BUS interface.

(8) A-D Conversion • INT3 Interrupt

The A-D conversion interrupt occurs at the completion of A-D conversion.

The INT3 is an external input, the system detects that the level of a pin changes from LOW to HIGH or from HIGH to LOW, and generates an interrupt request. The input active edge can be selected by bit 6 of the interrupt input polarity register (address 02121₆): when this bit is "0," a change from LOW to HIGH is detected; when it is "1," a change from HIGH to LOW is detected. Note that this bit is cleared to "0" at reset.

Since A-D conversion interrupt and the INT3 interrupt share the same vector, an interrupt source is selected by bit 7 of the interrupt interval determination control register (address 02121₆).

(9) Timer 5 • 6 Interrupt

An interrupt is generated by an overflow of timer 5 or 6. Their priorities are same, and can be switched by software.

(10) BRK Instruction Interrupt

This software interrupt has the least significant priority. It does not have a corresponding interrupt enable bit, and it is not affected by the interrupt disable flag I (non-maskable).

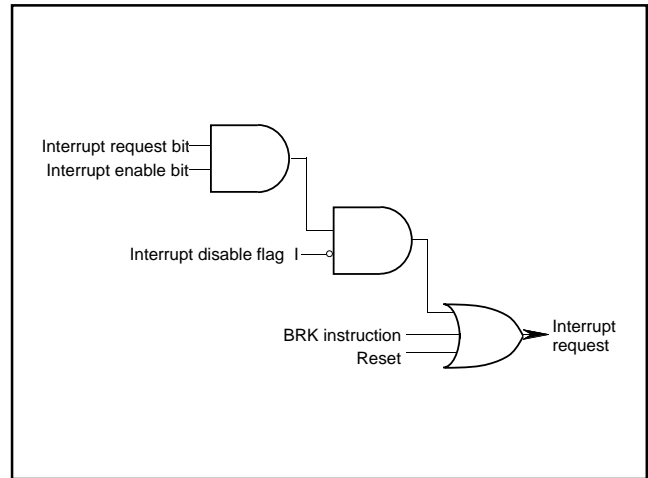


Fig. 8.3.1 Interrupt Control

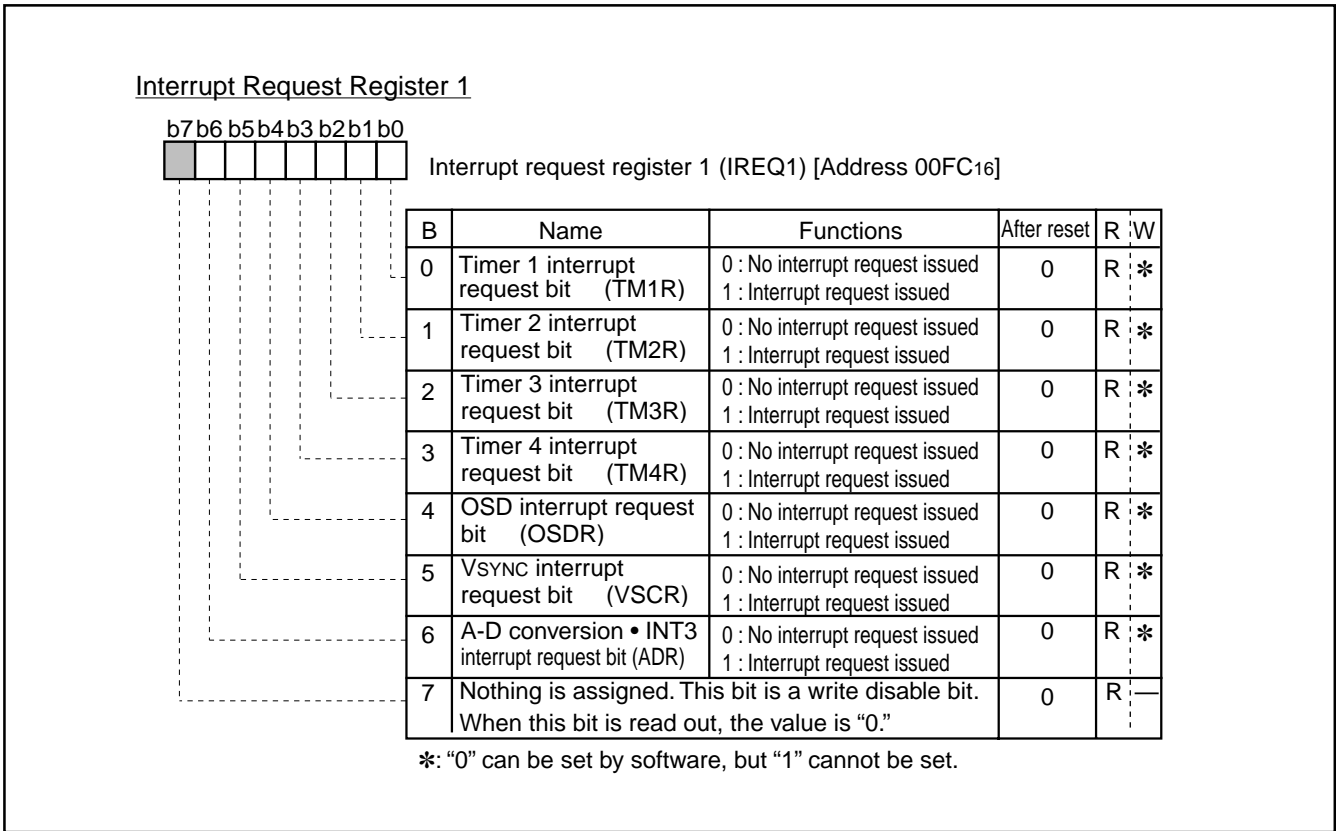


Fig. 8.3.2 Interrupt Request Register 1

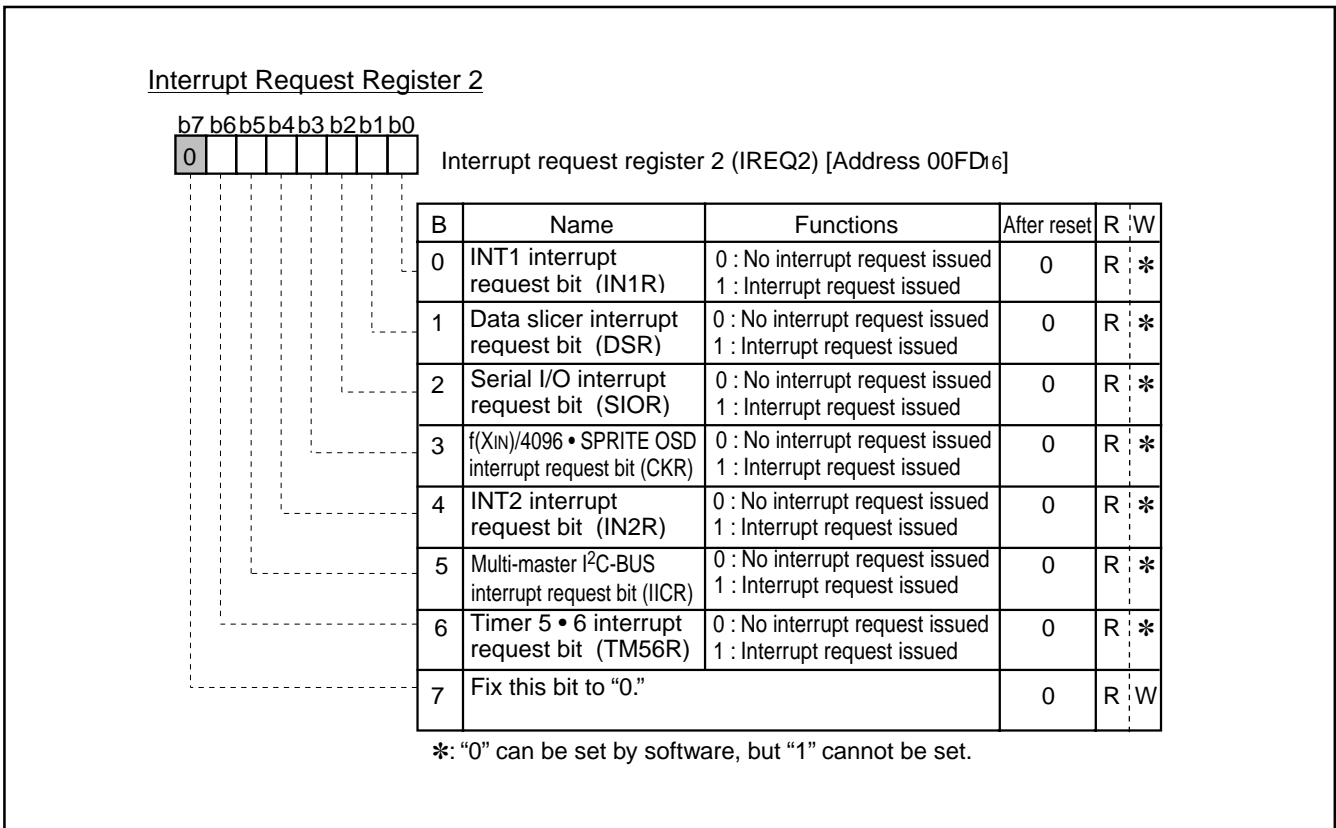
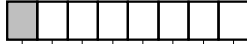


Fig. 8.3.3 Interrupt Request Register 2

Interrupt Control Register 1

b7 b6 b5 b4 b3 b2 b1 b0



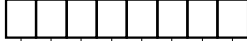
Interrupt control register 1 (ICON1) [Address 00FE16]

B	Name	Functions	After reset	R	W
0	Timer 1 interrupt enable bit (TM1E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
1	Timer 2 interrupt enable bit (TM2E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
2	Timer 3 interrupt enable bit (TM3E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
3	Timer 4 interrupt enable bit (TM4E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
4	OSD interrupt enable bit (OSDE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
5	Vsync interrupt enable bit (VSCE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
6	A-D conversion • INT3 interrupt enable bit (ADE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is "0."		0	R	—

Fig. 8.3.4 Interrupt Control Register 1

Interrupt Control Register 2

b7 b6 b5 b4 b3 b2 b1 b0



Interrupt control register 2 (ICON2) [Address 00FF16]

B	Name	Functions	After reset	R	W
0	INT1 interrupt enable bit (IN1E)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
1	Data slicer interrupt enable bit (DSE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
2	Serial I/O interrupt enable bit (SIOE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
3	f(XIN/4096 • SPRITE OSD interrupt enable bit (CKE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
4	INT2 interrupt enable bit (IN2E)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
5	Multi-master I ² C-BUS interface interrupt enable bit (IICE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
6	Timer 5 • 6 interrupt enable bit (TM56E)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
7	Timer 5 • 6 interrupt switch bit (TM56S)	0: Timer 5 1: Timer 6	0	R	W

Fig. 8.3.5 Interrupt Control Register 2

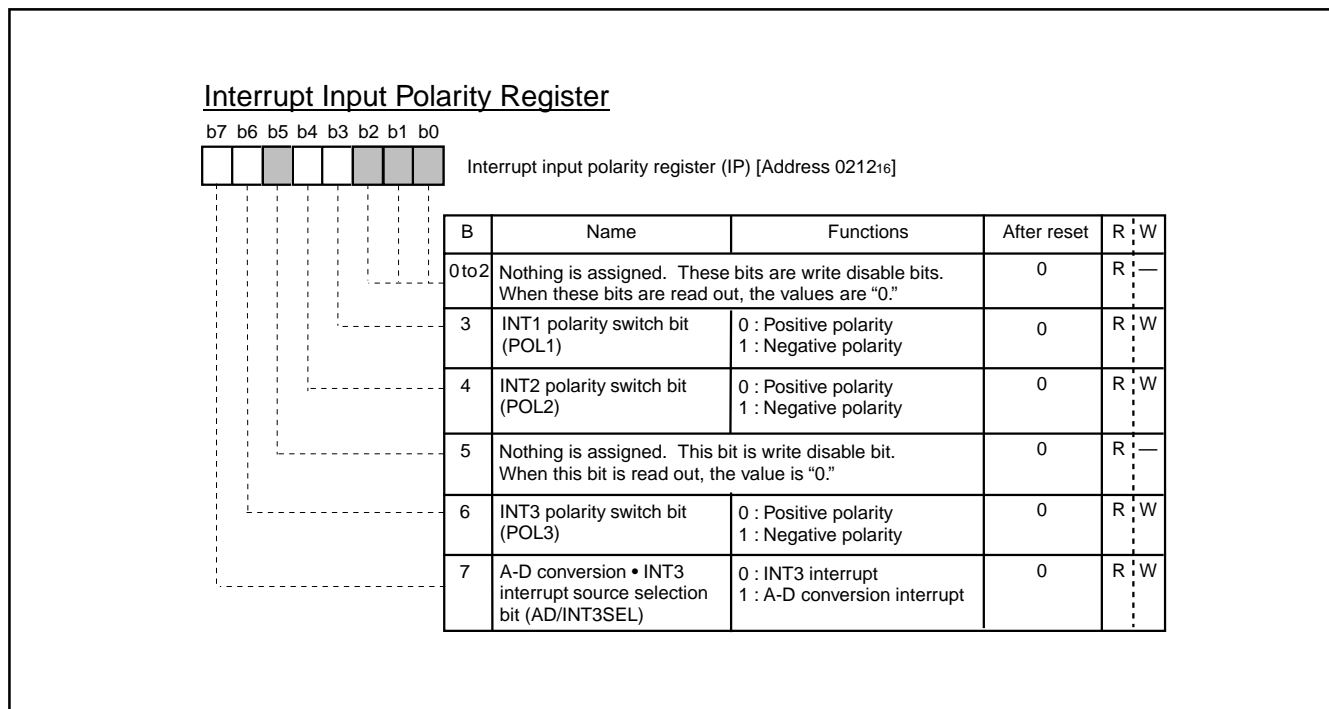


Fig. 8.3.6 Interrupt Input Polarity Register

8.4 TIMERS

This microcomputer has 6 timers: timer 1, timer 2, timer 3, timer 4, timer 5, and timer 6. All timers are 8-bit timers with the 8-bit timer latch. The timer block diagram is shown in Figure 8.4.3.

All of the timers count down and their divide ratio is $1/(n+1)$, where n is the value of timer latch. By writing a count value to the corresponding timer latch (addresses 00F0₁₆ to 00F3₁₆: timers 1 to 4, addresses 021A₁₆ and 021B₁₆: timers 5 and 6), the value is also set to a timer, simultaneously.

The count value is decremented by 1. The timer interrupt request bit is set to "1" by a timer overflow at the next count pulse, after the count value reaches "00₁₆".

8.4.1 Timer 1

Timer 1 can select one of the following count sources:

- $f(X_{IN})/16$ or $f(X_{CIN})/16$
- $f(X_{IN})/4096$ or $f(X_{CIN})/4096$
- External clock from the P42/TIM2 pin

The count source of timer 1 is selected by setting bits 5 and 0 of timer mode register 1 (address 00F4₁₆). Either $f(X_{IN})$ or $f(X_{CIN})$ is selected by bit 7 of the CPU mode register.

Timer 1 interrupt request occurs at timer 1 overflow.

8.4.2 Timer 2

Timer 2 can select one of the following count sources:

- $f(X_{IN})/16$ or $f(X_{CIN})/16$
- Timer 1 overflow signal
- External clock from the TIM2 pin

The count source of timer 2 is selected by setting bits 4 and 1 of timer mode register 1 (address 00F4₁₆). Either $f(X_{IN})$ or $f(X_{CIN})$ is selected by bit 7 of the CPU mode register. When timer 1 overflow signal is a count source for the timer 2, the timer 1 functions as an 8-bit prescaler.

Timer 2 interrupt request occurs at timer 2 overflow.

8.4.3 Timer 3

Timer 3 can select one of the following count sources:

- $f(X_{IN})/16$ or $f(X_{CIN})/16$
- $f(X_{CIN})$
- External clock from the TIM3 pin

The count source of timer 3 is selected by setting bit 0 of timer mode register 2 (address 00F5₁₆) and bit 6 at address 00C7₁₆. Either $f(X_{IN})$ or $f(X_{CIN})$ is selected by bit 7 of the CPU mode register.

Timer 3 interrupt request occurs at timer 3 overflow.

8.4.4 Timer 4

Timer 4 can select one of the following count sources:

- $f(X_{IN})/16$ or $f(X_{CIN})/16$
- $f(X_{IN})/2$ or $f(X_{CIN})/2$
- $f(X_{CIN})$

The count source of timer 3 is selected by setting bits 1 and 4 of timer mode register 2 (address 00F5₁₆). Either $f(X_{IN})$ or $f(X_{CIN})$ is selected by bit 7 of the CPU mode register. When timer 3 overflow signal is a count source for the timer 4, the timer 3 functions as an 8-bit prescaler.

Timer 4 interrupt request occurs at timer 4 overflow.

8.4.5 Timer 5

Timer 5 can select one of the following count sources:

- $f(X_{IN})/16$ or $f(X_{CIN})/16$
- Timer 2 overflow signal
- Timer 4 overflow signal

The count source of timer 3 is selected by setting bit 6 of timer mode register 1 (address 00F4₁₆) and bit 7 of timer mode register 2 (address 00F5₁₆). When overflow of timer 2 or 4 is a count source for timer 5, either timer 2 or 4 functions as an 8-bit prescaler. Either $f(X_{IN})$ or $f(X_{CIN})$ is selected by bit 7 of the CPU mode register.

Timer 5 interrupt request occurs at timer 5 overflow.

8.4.6 Timer 6

Timer 6 can select one of the following count sources:

- $f(X_{IN})/16$ or $f(X_{CIN})/16$
- Timer 5 overflow signal

The count source of timer 6 is selected by setting bit 7 of timer mode register 1 (address 00F4₁₆). Either $f(X_{IN})$ or $f(X_{CIN})$ is selected by bit 7 of the CPU mode register. When timer 5 overflow signal is a count source for timer 6, timer 5 functions as an 8-bit prescaler.

Timer 6 interrupt request occurs at timer 6 overflow.

At reset, timers 3 and 4 are connected by hardware and "FF₁₆" is automatically set in timer 3; "07₁₆" in timer 4. The $f(X_{IN})^*/16$ is selected as the timer 3 count source. The internal reset is released by timer 4 overflow in this state and the internal clock is connected.

At execution of the STP instruction, timers 3 and 4 are connected by hardware and "FF₁₆" is automatically set in timer 3; "07₁₆" in timer 4. However, the $f(X_{IN})^*/16$ is not selected as the timer 3 count source. So set both bit 0 of timer mode register 2 (address 00F5₁₆) and bit 6 at address 00C7₁₆ to "0" before execution of the STP instruction ($f(X_{IN})^*/16$ is selected as the timer 3 count source). The internal STP state is released by timer 4 overflow in this state and the internal clock is connected.

As a result of the above procedure, the program can start under a stable clock.

*: When bit 7 of the CPU mode register (CM7) is "1," $f(X_{IN})$ becomes $f(X_{CIN})$.

The structure of timer-related registers is shown in Figures 8.4.1 and 8.4.2.

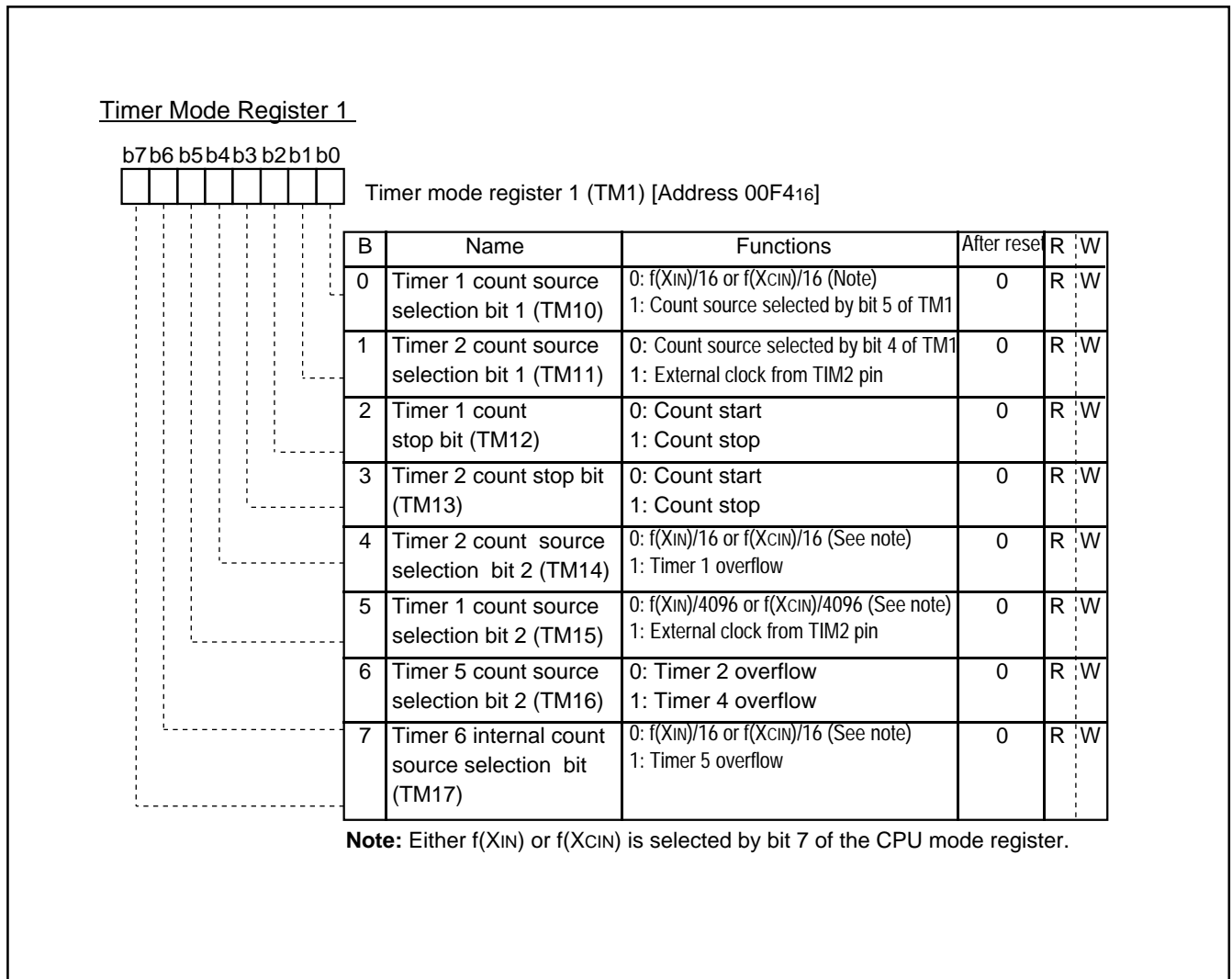


Fig. 8.4.1 Timer Mode Register 1

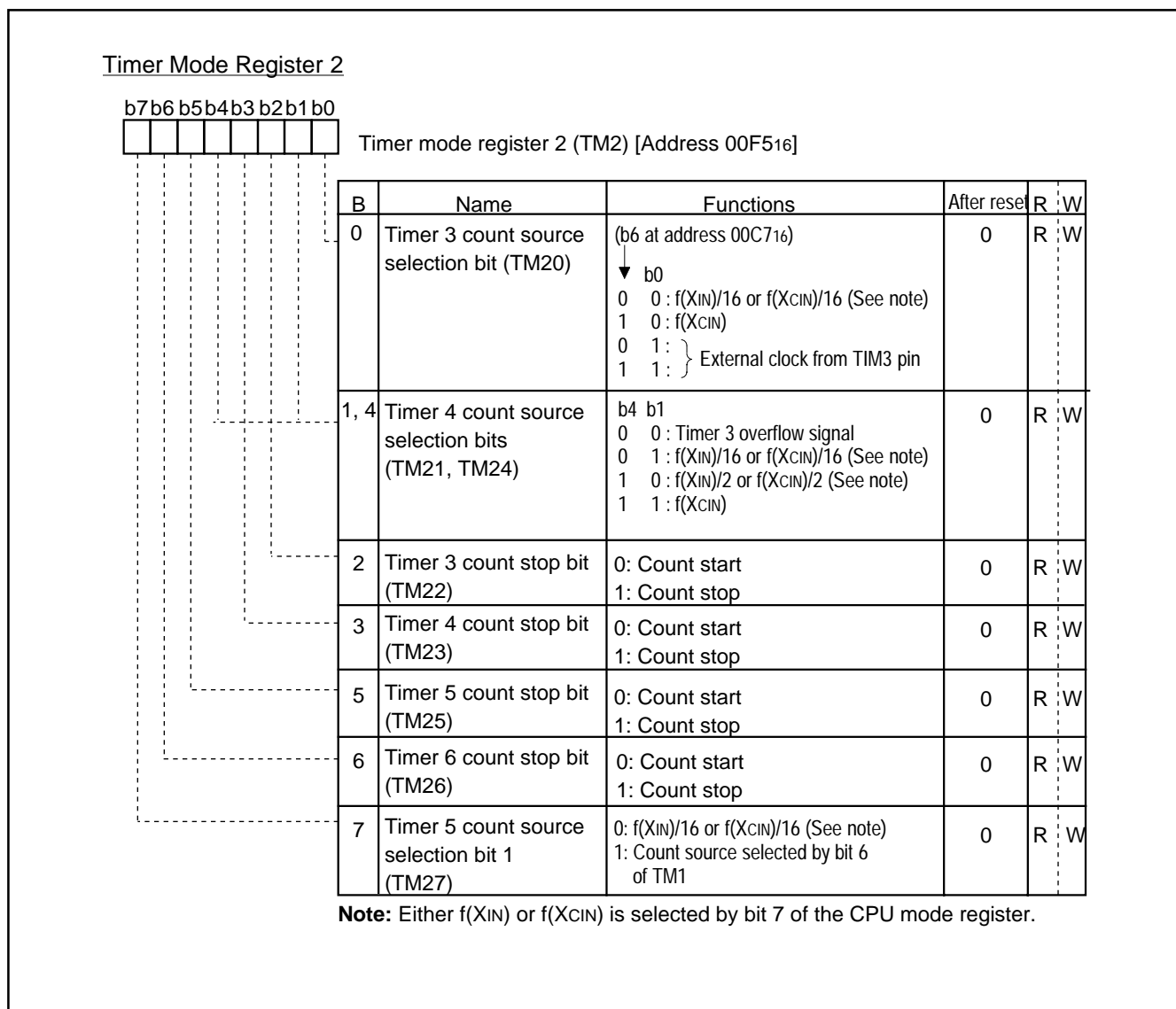


Fig. 8.4.2 Timer Mode Register 2

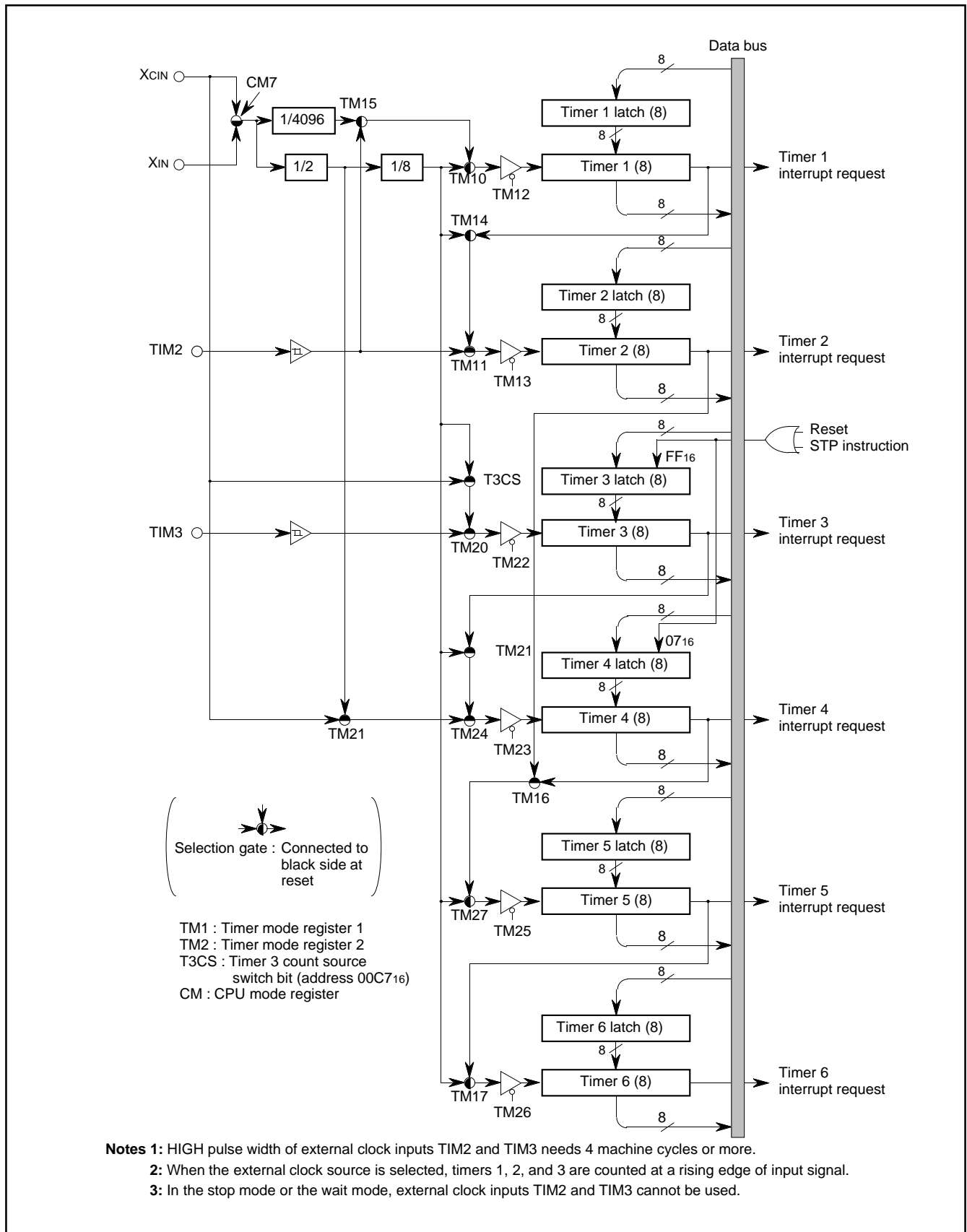


Fig. 8.4.3 Timer Block Diagram

8.5 SERIAL I/O

This microcomputer has a built-in serial I/O which can either transmit or receive 8-bit data serially in the clock synchronous mode.

The serial I/O block diagram is shown in Figure 8.5.1. The synchronous clock I/O pin (SCLK), and data output pin (SOUT) also function as port P4, data input pin (SIN) also functions as ports P1 and P7.

Bit 2 of the serial I/O mode register (address 021316) selects whether the synchronous clock is supplied internally or externally (from the SCLK pin). When an internal clock is selected, bits 1 and 0 select whether f(XIN) or f(XCIN) is divided by 8, 16, 32, or 64. To use SOUT and SCLK pins for serial I/O, set the corresponding bits of the port P4 direction register (address 00C916) to "0." To use SIN pin for serial I/O, set the corresponding bit of the port P1 direction register (address 00C316) to "0."

The operation of the serial I/O is described below. The operation of the serial I/O differs depending on the clock source; external clock or internal clock.

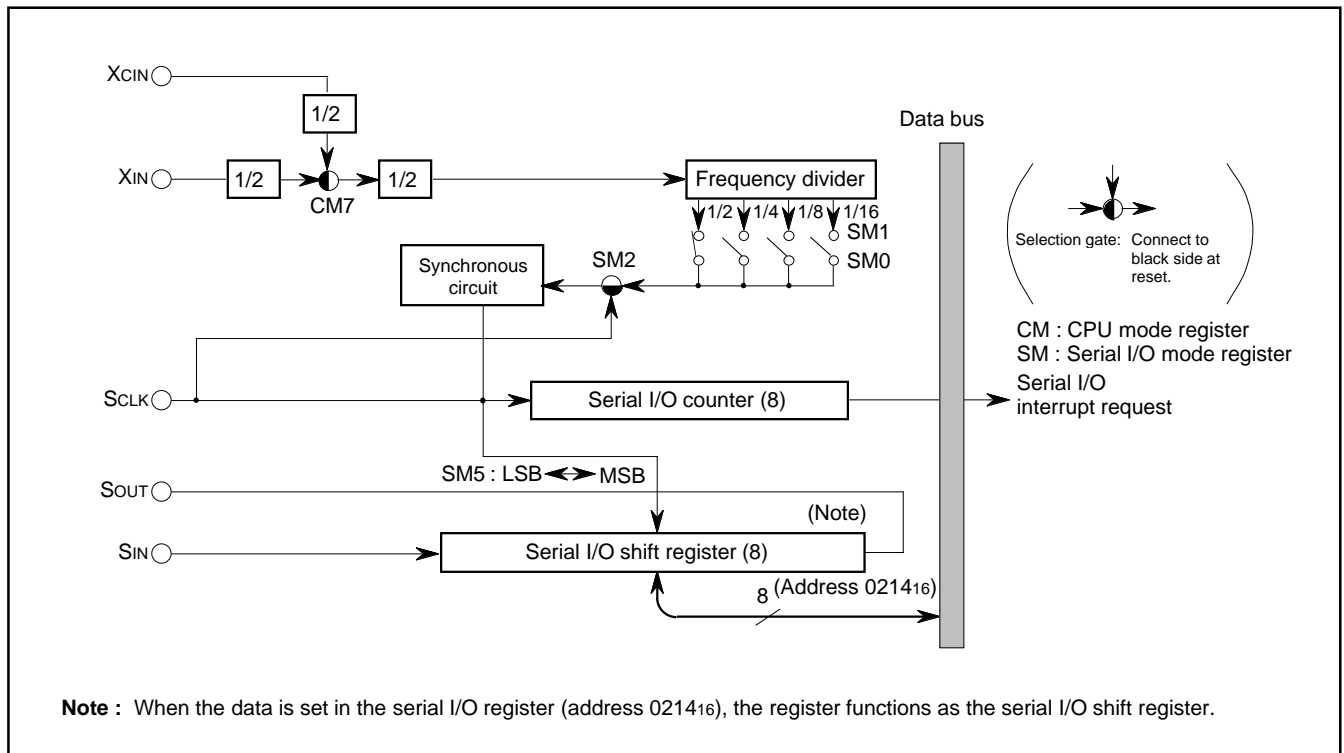


Fig. 8.5.1 Serial I/O Block Diagram

Internal clock : The serial I/O counter is set to “7” during the write cycle into the serial I/O register (address 021416), and the transfer clock goes “H” forcibly. At each falling edge of the transfer clock after the write cycle, serial data is output from the SOUT pin. Transfer direction can be selected by bit 5 of the serial I/O mode register. At each rising edge of the transfer clock, data is input from the SIN pin and data in the serial I/O register is shifted 1 bit. After the transfer clock has counted 8 times, the serial I/O counter becomes “0” and the transfer clock stops at HIGH. At this time the interrupt request bit is set to “1.”

External clock : The an external clock is selected as the clock source, the interrupt request is set to “1” after the transfer clock has been counted 8 counts. However, transfer operation does not stop, so the clock should be controlled externally. Use the external clock of 500kHz or less with a duty cycle of 50%. The serial I/O timing is shown in Figure 8.5.2. When using an external clock for transfer, the external clock must be held at HIGH for initializing the serial I/O counter. When switching between an internal clock and an external clock, do not switch during transfer. Also, be sure to initialize the serial I/O counter after switching.

- Notes 1:** On programming, note that the serial I/O counter is set by writing to the serial I/O register with the bit managing instructions, such as SEB and CLB.
- 2:** When an external clock is used as the synchronous clock, write transmit data to the serial I/O register when the transfer clock input level is HIGH.

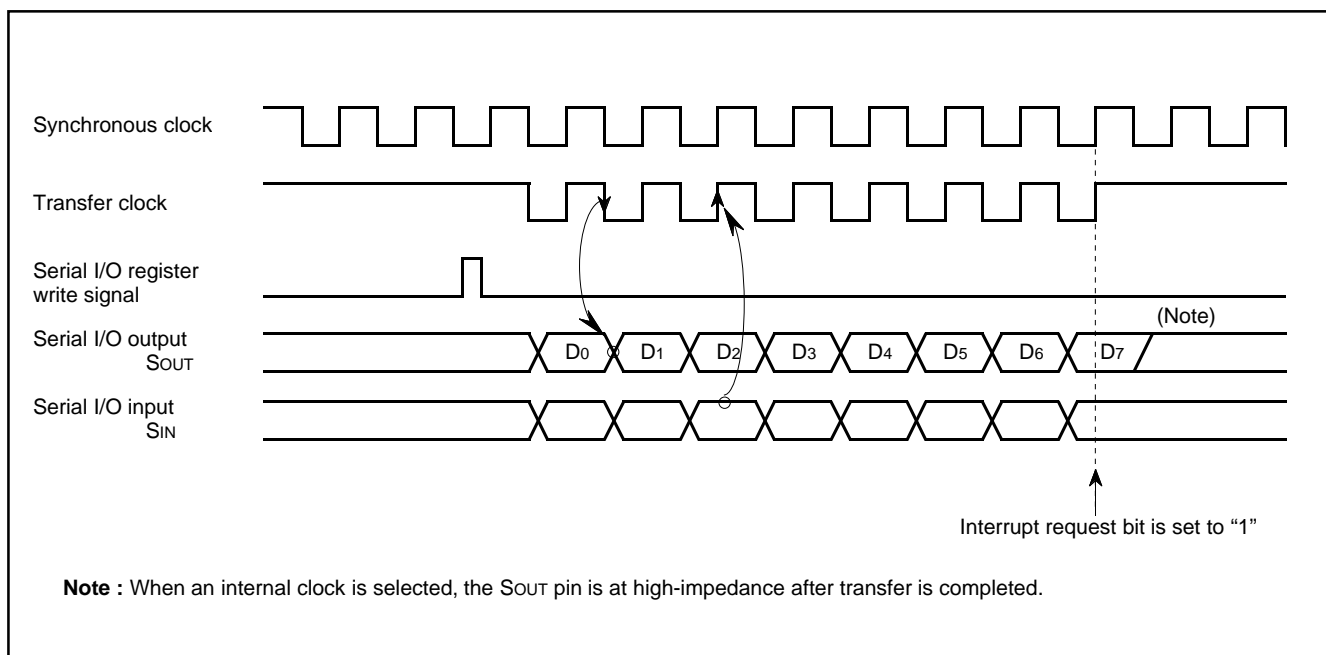


Fig. 8.5.2 Serial I/O Timing (for LSB first)

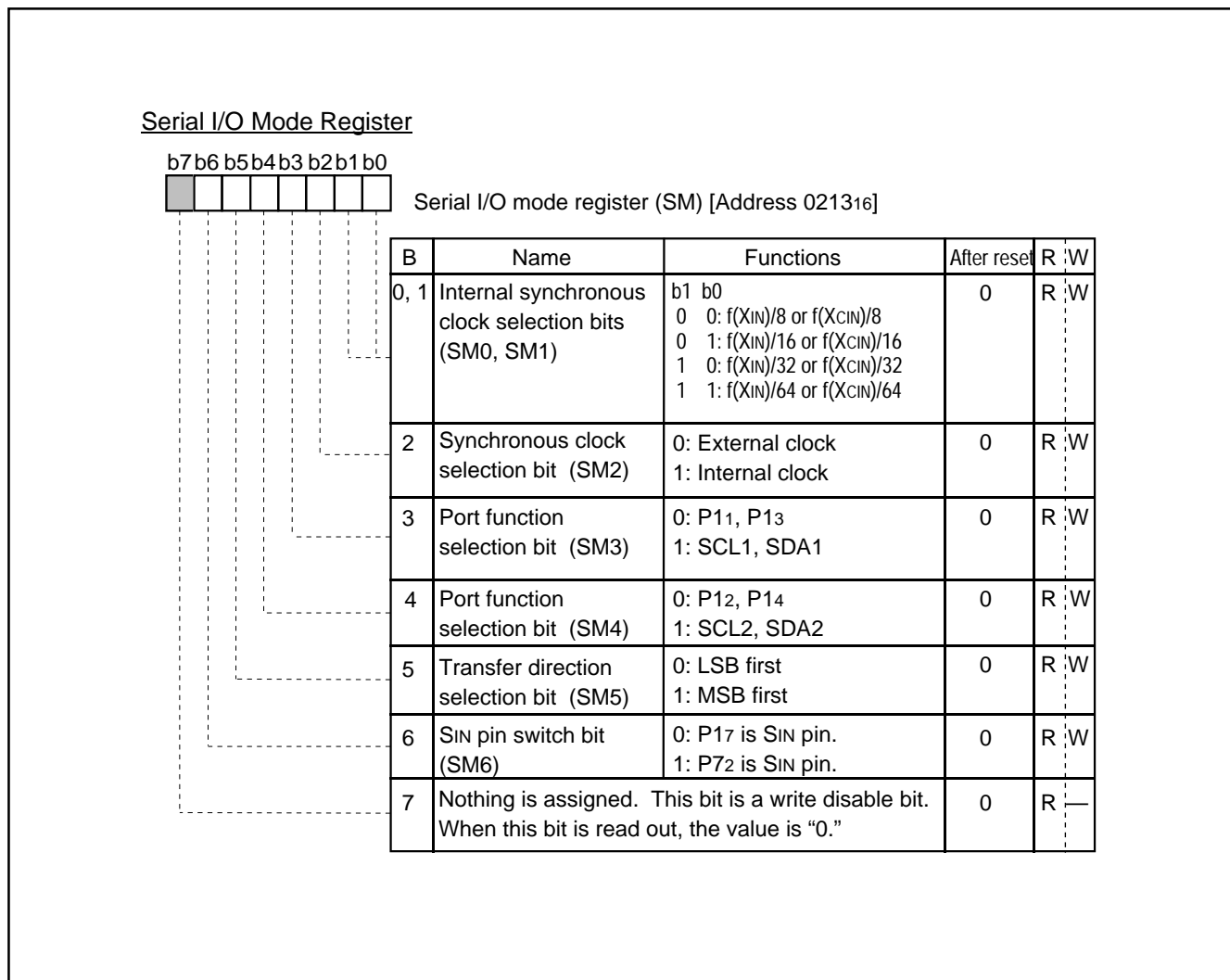


Fig. 8.5.3 Serial I/O Mode Register

8.6 MULTI-MASTER I²C-BUS INTERFACE

The multi-master I²C-BUS interface is a serial communications circuit, conforming to the Philips I²C-BUS data transfer format. This interface, offering both arbitration lost detection and a synchronous functions, is useful for the multi-master serial communications. Figure 8.6.1 shows a block diagram of the multi-master I²C-BUS interface and Table 8.6.1 shows multi-master I²C-BUS interface functions.

This multi-master I²C-BUS interface consists of the I²C address register, the I²C data shift register, the I²C clock control register, the I²C control register, the I²C status register and other control circuits.

Table 8.6.1 Multi-master I²C-BUS Interface Functions

Item	Function
Format	In conformity with Philips I ² C-BUS standard: 10-bit addressing format 7-bit addressing format High-speed clock mode Standard clock mode
Communication mode	In conformity with Philips I ² C-BUS standard: Master transmission Master reception Slave transmission Slave reception
SCL clock frequency	16.1 kHz to 400 kHz (at $\phi = 4$ MHz)

ϕ : System clock = $f(XIN)/2$

Note : We are not responsible for any third party's infringement of patent rights or other rights attributable to the use of the control function (bits 6 and 7 of the I²C control register at address 00F916) for connections between the I²C-BUS interface and ports (SCL1, SCL2, SDA1, SDA2).

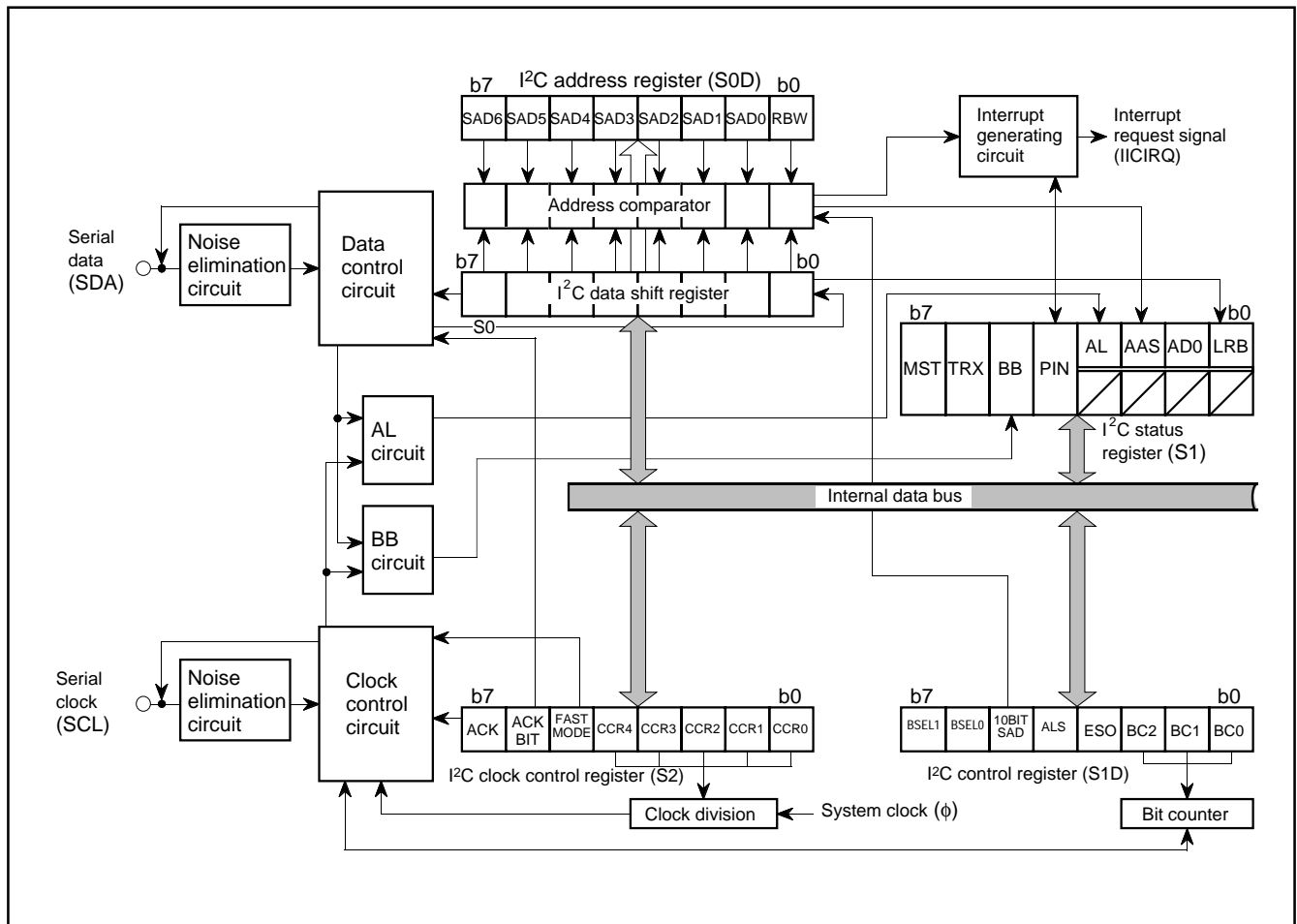


Fig. 8.6.1 Block Diagram of Multi-master I²C-BUS Interface

8.6.1 I²C Data Shift Register

The I²C data shift register (S0 : address 00F616) is an 8-bit shift register to store receive data and write transmit data.

When transmit data is written into this register, it is transferred to the outside from bit 7 in synchronization with the SCL clock, and each time one-bit data is output, the data of this register are shifted one bit to the left. When data is received, it is input to this register from bit 0 in synchronization with the SCL clock, and each time one-bit data is input, the data of this register are shifted one bit to the left.

The I²C data shift register is in a write enable status only when the ESO bit of the I²C control register (address 00F916) is "1." The bit counter is reset by a write instruction to the I²C data shift register. When both the ESO bit and the MST bit of the I²C status register (address 00F816) are "1," the SCL is output by a write instruction to the I²C data shift register. Reading data from the I²C data shift register is always enabled regardless of the ESO bit value.

Note: To write data into the I²C data shift register after setting the MST bit to "0" (slave mode), keep an interval of 8 machine cycles or more.

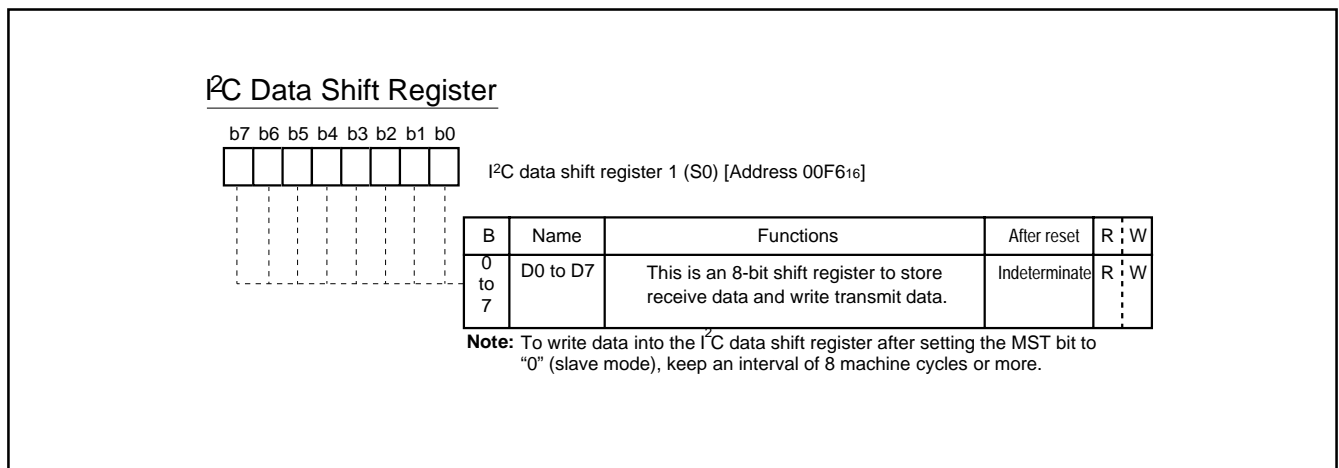


Fig. 8.6.2 Data Shift Register

8.6.2 I²C Address Register

The I²C address register (address 00F7₁₆) consists of a 7-bit slave address and a read/write bit. In the addressing mode, the slave address written in this register is compared with the address data to be received immediately after the START condition are detected.

(1) Bit 0: Read/Write Bit (RBW)

Not used when comparing addresses, in the 7-bit addressing mode. In the 10-bit addressing mode, the first address data to be received is compared with the contents (SAD₆ to SAD₀ + RBW) of the I²C address register.

The RBW bit is cleared to "0" automatically when the stop condition is detected.

(2) Bits 1 to 7: Slave Address (SAD₀–SAD₆)

These bits store slave addresses. Regardless of the 7-bit addressing mode and the 10-bit addressing mode, the address data transmitted from the master is compared with the contents of these bits.

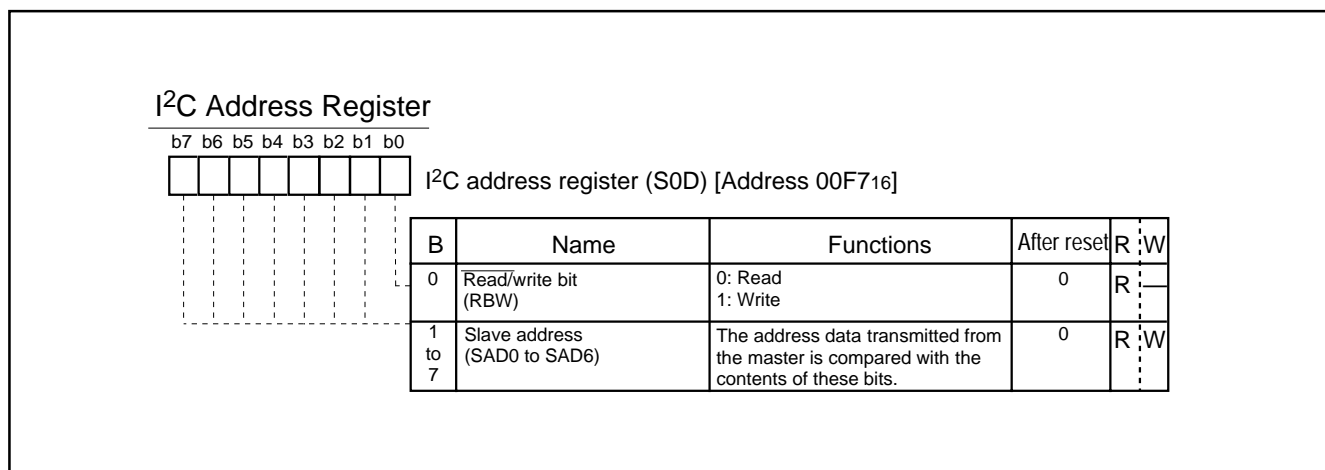


Fig. 8.6.3 I²C Address Register

8.6.3 I²C Clock Control Register

The I²C clock control register (address 00FA16) is used to set ACK control, SCL mode and SCL frequency.

(1) Bits 0 to 4: SCL Frequency Control Bits (CCR0–CCR4)

These bits control the SCL frequency.

(2) Bit 5: SCL Mode Specification Bit (FAST MODE)

This bit specifies the SCL mode. When this bit is set to “0,” the standard clock mode is set. When the bit is set to “1,” the high-speed clock mode is set.

(3) Bit 6: ACK Bit (ACK BIT)

This bit sets the SDA status when an ACK clock* is generated. When this bit is set to “0,” the ACK return mode is set and SDA goes to LOW at the occurrence of an ACK clock. When the bit is set to “1,” the ACK non-return mode is set. The SDA is held in the HIGH status at the occurrence of an ACK clock.

However, when the slave address matches the address data in the reception of address data at ACK BIT = “0,” the SDA is automatically made LOW (ACK is returned). If there is a mismatch between the slave address and the address data, the SDA is automatically made HIGH (ACK is not returned).

(4) Bit 7: ACK Clock Bit (ACK)

This bit specifies a mode of acknowledgment which is an acknowledgment response of data transmission. When this bit is set to “0,” the no ACK clock mode is set. In this case, no ACK clock occurs after data transmission. When the bit is set to “1,” the ACK clock mode is set and the master generates an ACK clock upon completion of each 1-byte data transmission. The device for transmitting address data and control data releases the SDA at the occurrence of an ACK clock (make SDA HIGH) and receives the ACK bit generated by the data receiving device.

Note: Do not write data into the I²C clock control register during transmission. If data is written during transmission, the I²C clock generator is reset, so that data cannot be transmitted normally.

*ACK clock: Clock for acknowledgement

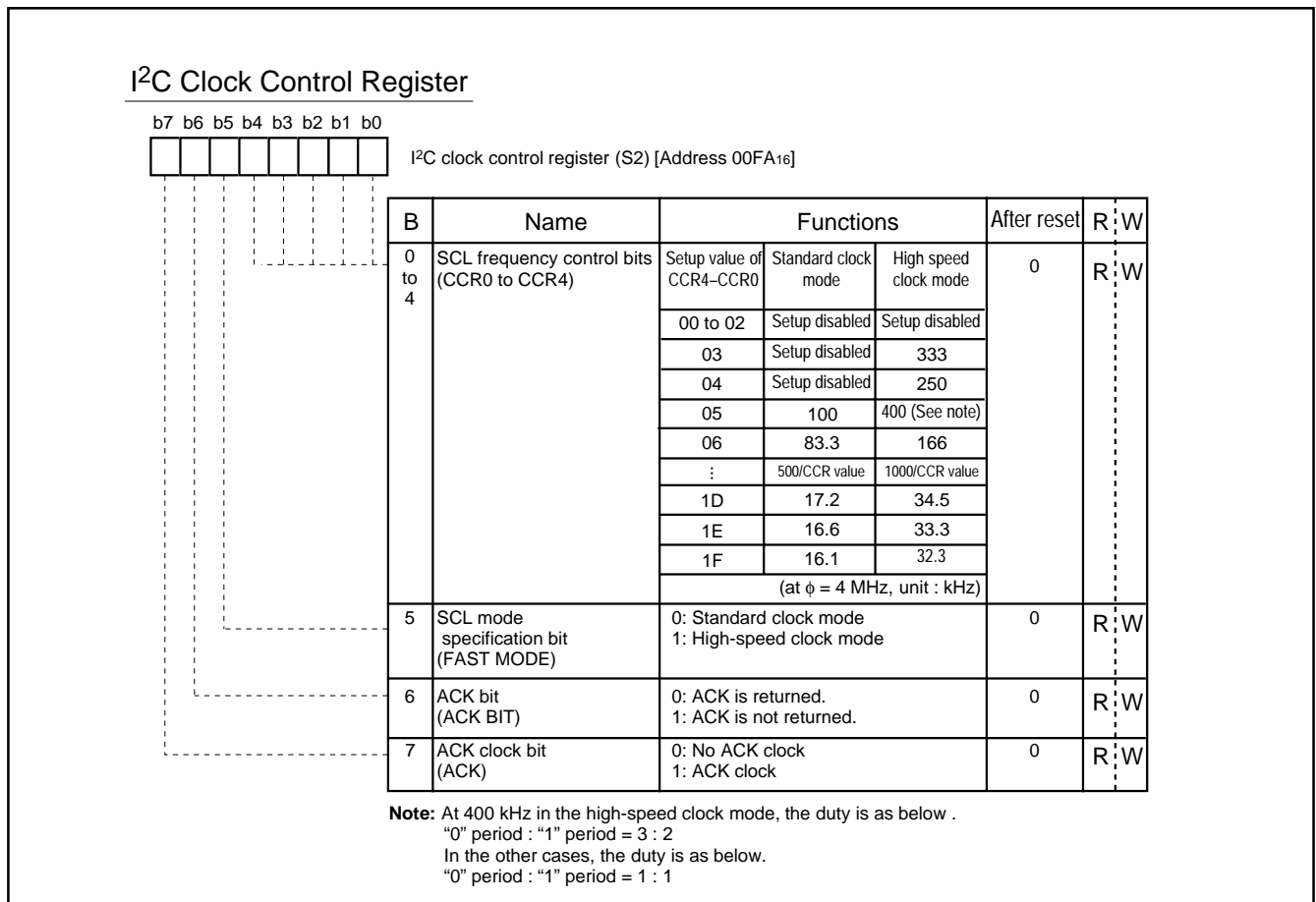


Fig. 8.6.4 I²C Address Register

8.6.4 I²C Control Register

The I²C control register (address 00F9₁₆) controls the data communication format.

(1) Bits 0 to 2: Bit Counter (BC0–BC2)

These bits decide the number of bits for the next 1-byte data to be transmitted. An interrupt request signal occurs immediately after the number of bits specified with these bits are transmitted.

When a START condition is received, these bits become “000₂” and the address data is always transmitted and received in 8 bits.

(2) Bit 3: I²C Interface Use Enable Bit (ESO)

This bit enables usage of the multimaster I²C BUS interface. When this bit is set to “0,” the use disable status is provided, so the SDA and the SCL become high-impedance. When the bit is set to “1,” use of the interface is enabled.

When ESO = “0,” the following is performed.

- PIN = “1,” BB = “0” and AL = “0” are set (they are bits of the I²C status register at address 00F8₁₆).
- Writing data to the I²C data shift register (address 00F6₁₆) is disabled.

(3) Bit 4: Data Format Selection Bit (ALS)

This bit decides whether or not to recognize slave addresses. When this bit is set to “0,” the addressing format is selected, so that address data is recognized. When a match is found between a slave address and address data as a result of comparison or when a general call (refer to “8.6.5 I²C Status Register,” bit 1) is received, transmission processing can be performed. When this bit is set to “1,” the free data format is selected, so that slave addresses are not recognized.

(4) Bit 5: Addressing Format Selection Bit (10BIT SAD)

This bit selects a slave address specification format. When this bit is set to “0,” the 7-bit addressing format is selected. In this case, only the high-order 7 bits (slave address) of the I²C address register (address 00F7₁₆) are compared with address data. When this bit is set to “1,” the 10-bit addressing format is selected, all the bits of the I²C address register are compared with address data.

(5) Bits 6 and 7: Connection Control Bits between I²C-BUS Interface and Ports (BSEL0, BSEL1)

These bits control the connection between SCL and ports or SDA and ports (refer to Figure 8.6.5).

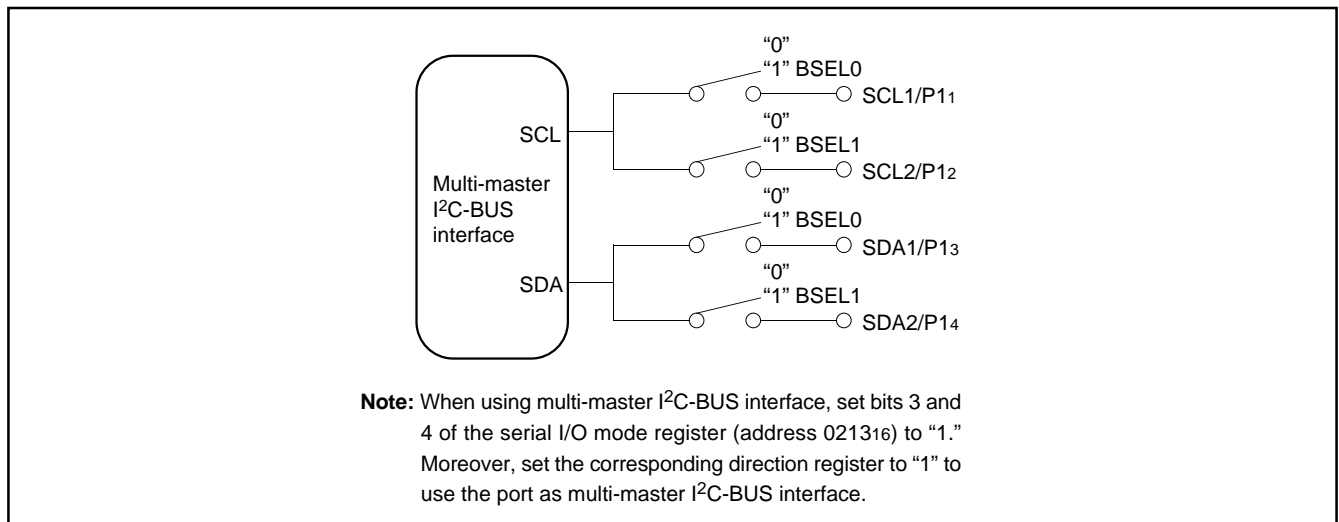


Fig. 8.6.5 Connection Port Control by BSEL0 and BSEL1

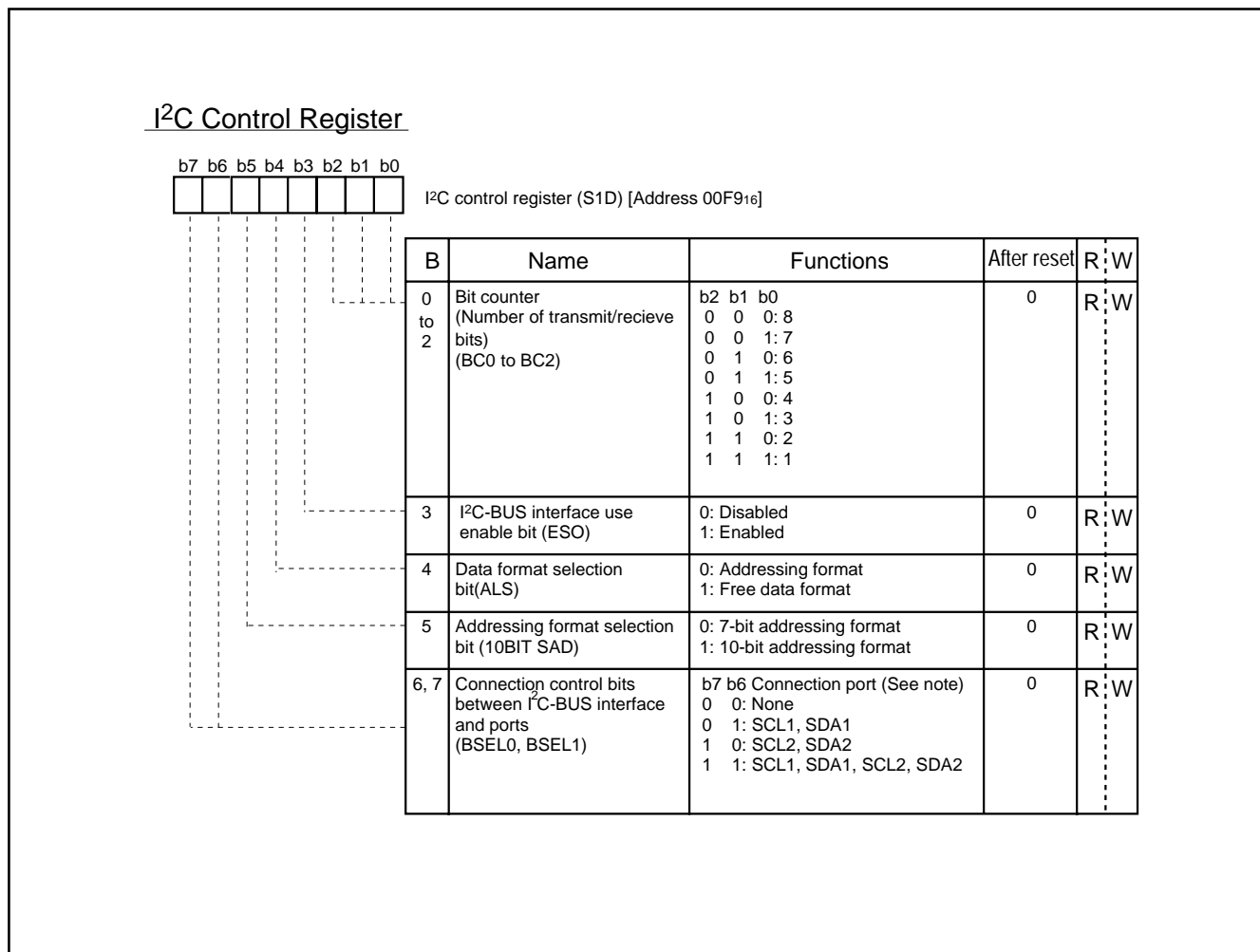


Fig. 8.6.6 I²C Control Register

8.6.5 I²C Status Register

The I²C status register (address 00F816) controls the I²C-BUS interface status. The low-order 4 bits are read-only bits and the high-order 4 bits can be read out and written to.

(1) Bit 0: Last Receive Bit (LRB)

This bit stores the last bit value of received data and can also be used for ACK receive confirmation. If ACK is returned when an ACK clock occurs, the LRB bit is set to "0." If ACK is not returned, this bit is set to "1." Except in the ACK mode, the last bit value of received data is input. The state of this bit is changed from "1" to "0" by executing a write instruction to the I²C data shift register (address 00F616).

(2) Bit 1: General Call Detecting Flag (AD0)

This bit is set to "1" when a general call* whose address data is all "0" is received in the slave mode. By a general call of the master device, every slave device receives control data after the general call. The AD0 bit is set to "0" by detecting the STOP condition or START condition.

*General call: The master transmits the general call address "0016" to all slaves.

(3) Bit 2: Slave Address Comparison Flag (AAS)

This flag indicates a comparison result of address data.

■ In the slave receive mode, when the 7-bit addressing format is selected, this bit is set to "1" in one of the following conditions.

- The address data immediately after occurrence of a START condition matches the slave address stored in the high-order 7 bits of the I²C address register (address 00F716).
- A general call is received.

■ In the slave reception mode, when the 10-bit addressing format is selected, this bit is set to "1" with the following condition.

- When the address data is compared with the I²C address register (8 bits consists of slave address and RBW), the first bytes match.

■ The state of this bit is changed from "1" to "0" by executing a write instruction to the I²C data shift register (address 00F616).

(4) Bit 3: Arbitration Lost* detecting flag (AL)

In the master transmission mode, when a device other than the microcomputer sets the SDA to "L," arbitration is judged to have been lost, so that this bit is set to "1." At the same time, the TRX bit is set to "0," so that immediately after transmission of the byte whose arbitration was lost is completed, the MST bit is set to "0." When arbitration is lost during slave address transmission, the TRX bit is set to "0" and the reception mode is set. Consequently, it becomes possible to receive and recognize its own slave address transmitted by another master device.

*Arbitration lost: The status in which communication as a master is disabled.

(5) Bit 4: I²C-BUS Interface Interrupt Request Bit (PIN)

This bit generates an interrupt request signal. Each time 1-byte data is transmitted, the state of the PIN bit changes from "1" to "0." At the same time, an interrupt request signal is sent to the CPU. The PIN bit is set to "0" in synchronization with a falling edge of the last clock (including the ACK clock) of an internal clock and an interrupt request signal occurs in synchronization with a falling edge of the PIN bit. When the PIN bit is "0," the SCL is kept in the "0" state and clock generation is disabled. Figure 8.6.8 shows an interrupt request signal generating timing chart.

The PIN bit is set to "1" in any one of the following conditions.

- Executing a write instruction to the I²C data shift register (address 00F616).
- When the ESO bit is "0"
- At reset

The conditions in which the PIN bit is set to "0" are shown below:

- Immediately after completion of 1-byte data transmission (including when arbitration lost is detected)
- Immediately after completion of 1-byte data reception
- In the slave reception mode, with ALS = "0" and immediately after completion of slave address or general call address reception
- In the slave reception mode, with ALS = "1" and immediately after completion of address data reception

(6) Bit 5: Bus Busy Flag (BB)

This bit indicates the status of use of the bus system. When this bit is set to "0," this bus system is not busy and a START condition can be generated. When this bit is set to "1," this bus system is busy and the occurrence of a START condition is disabled by the START condition duplication prevention function (Note).

This flag can be written by software only in the master transmission mode. In the other modes, this bit is set to "1" by detecting a START condition and set to "0" by detecting a STOP condition. When the ESO bit of the I²C control register (address 00F916) is "0" and at reset, the BB flag is kept in the "0" state.

(7) Bit 6: Communication Mode Specification Bit (transfer direction specification bit: TRX)

This bit decides the direction of transfer for data communication. When this bit is "0," the reception mode is selected and the data of a transmitting device is received. When the bit is "1," the transmission mode is selected and address data and control data are output into the SDA in synchronization with the clock generated on the SCL.

When the ALS bit of the I²C control register (address 00F916) is "0" in the slave reception mode is selected, the TRX bit is set to "1" (transmit) if the least significant bit (R/W bit) of the address data transmitted by the master is "1." When the ALS bit is "0" and the R/W bit is "0," the TRX bit is cleared to "0" (receive).

The TRX bit is cleared to "0" in one of the following conditions.

- When arbitration lost is detected.
- When a STOP condition is detected.
- When occurrence of a START condition is disabled by the START condition duplication prevention function (Note).
- With MST = "0" and when a START condition is detected.
- With MST = "0" and when ACK non-return is detected.
- At reset

(8) Bit 7: Communication Mode Specification Bit (master/slave specification bit: MST)

This bit is used for master/slave specification for data communication. When this bit is “0,” the slave is specified, so that a START condition and a STOP condition generated by the master are received, and data communication is performed in synchronization with the clock generated by the master. When this bit is “1,” the master is specified and a START condition and a STOP condition are generated, and also the clocks required for data communication are generated on the SCL.

The MST bit is cleared to “0” in one of the following conditions.

- Immediately after completion of 1-byte data transmission when arbitration lost is detected
- When a STOP condition is detected.
- When occurrence of a START condition is disabled by the START condition duplication preventing function (Note).
- At reset

Note: The START condition duplication prevention function disables the START condition generation, reset of bit counter reset, and SCL output, when the following condition is satisfied:
a START condition is set by another master device.

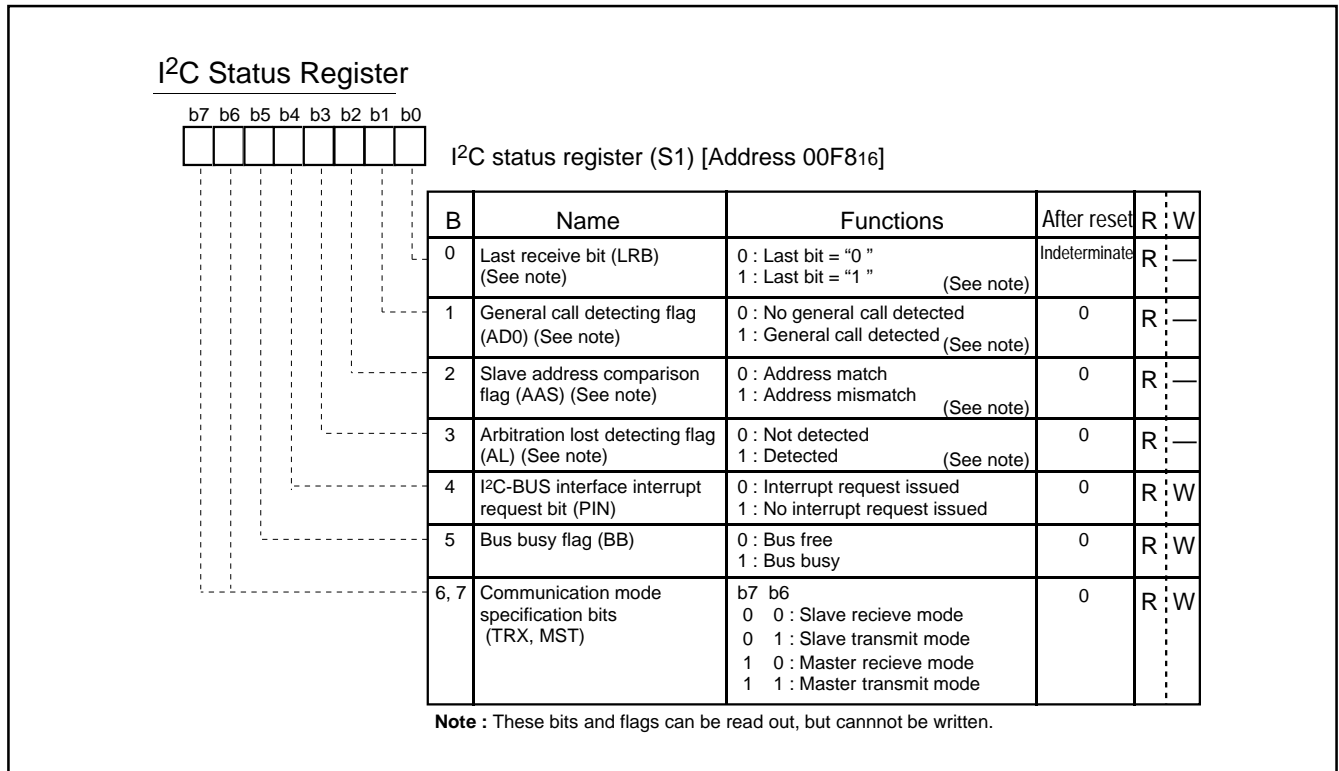


Fig. 8.6.7 I²C Status Register

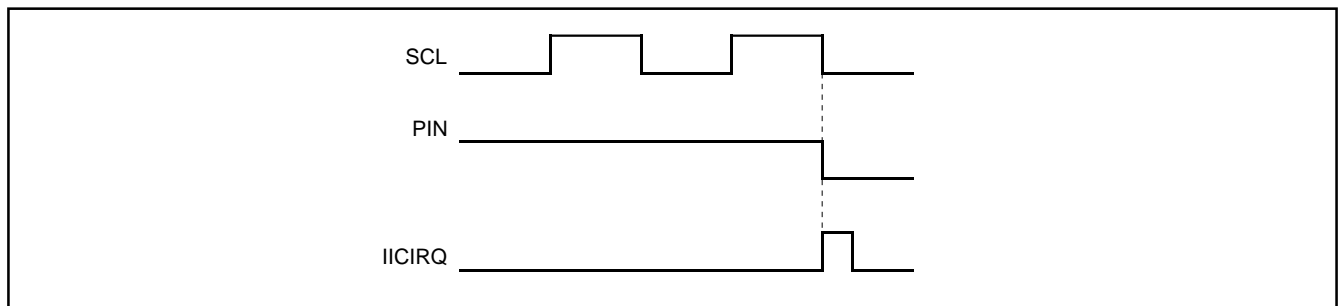


Fig. 8.6.8 Interrupt Request Signal Generation Timing

8.6.6 START Condition Generation Method

When the ESO bit of the I²C control register (address 00F916) is “1,” execute a write instruction to the I²C status register (address 00F816) to set the MST, TRX and BB bits to “1.” A START condition will then be generated. After that, the bit counter becomes “0002” and an SCL for 1 byte is output. The START condition generation timing and BB bit set timing are different in the standard clock mode and the high-speed clock mode. Refer to Figure 8.6.9 for the START condition generation timing diagram, and Table 8.6.2 for the START condition/STOP condition generation timing table.

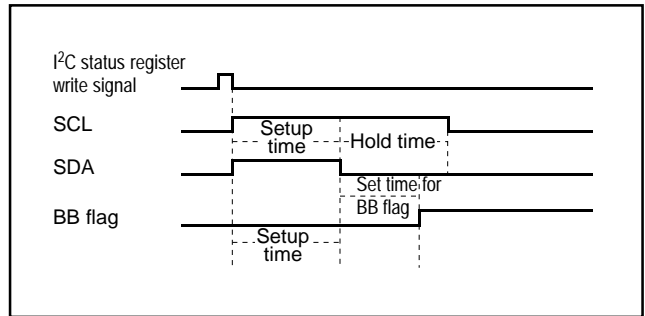


Fig. 8.6.9 START Condition Generation Timing Diagram

8.6.7 STOP Condition Generation Method

When the ESO bit of the I²C control register (address 00F916) is “1,” execute a write instruction to the I²C status register (address 00F816) for setting the MST bit and the TRX bit to “1” and the BB bit to “0.” A STOP condition will then be generated. The STOP condition generation timing and the BB flag reset timing are different in the standard clock mode and the high-speed clock mode. Refer to Figure 8.6.10 for the STOP condition generation timing diagram, and Table 8.6.2 for the START condition/STOP condition generation timing table.

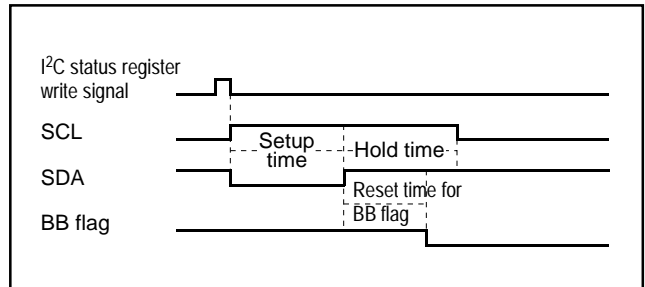


Fig. 8.6.10 STOP Condition Generation Timing Diagram

Table 8.6.2 START Condition/STOP Condition Generation Timing Table

Item	Standard Clock Mode	High-speed Clock Mode
Setup time	4.25 μs (17 cycles)	1.75 μs (7 cycles)
Hold time	5.0 μs (20 cycles)	2.5 μs (10 cycles)
Set/reset time for BB flag	3.0 μs (12 cycles)	1.5 μs (6 cycles)

Note: Absolute time at $\phi = 4$ MHz. The value in parentheses denotes the number of ϕ cycles.

8.6.8 START/STOP Condition Detect Conditions

The START/STOP condition detect conditions are shown in Figure 8.6.11 and Table 8.6.3. Only when the 3 conditions of Table 8.6.3 are satisfied, a START/STOP condition can be detected.

Note: When a STOP condition is detected in the slave mode (MST = 0), an interrupt request signal "IICIRQ" is generated to the CPU.

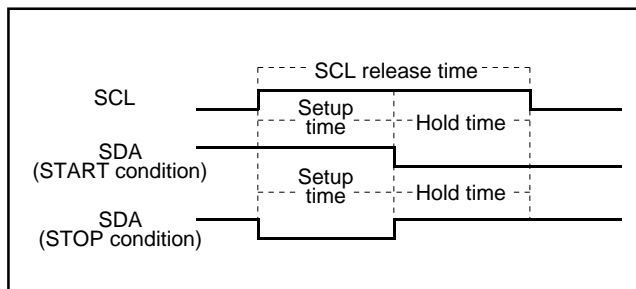


Fig. 8.6.11 START Condition/STOP Condition Detect Timing Diagram

Table 8.6.3 START Condition/STOP Condition Detect Conditions

Standard Clock Mode	High-speed Clock Mode
6.5 μ s (26 cycles) < SCL release time	1.0 μ s (4 cycles) < SCL release time
3.25 μ s (13 cycles) < Setup time	0.5 μ s (2 cycles) < Setup time
3.25 μ s (13 cycles) < Hold time	0.5 μ s (2 cycles) < Hold time

Note: Absolute time at $\phi = 4$ MHz. The value in parentheses denotes the number of ϕ cycles.

8.6.9 Address Data Communication

There are two address data communication formats, namely, 7-bit addressing format and 10-bit addressing format. The respective address communication formats is described below.

(1) 7-bit Addressing Format

To meet the 7-bit addressing format, set the 10BIT SAD bit of the I²C control register (address 00F9₁₆) to "0." The first 7-bit address data transmitted from the master is compared with the high-order 7-bit slave address stored in the I²C address register (address 00F7₁₆). At the time of this comparison, address comparison of the RBW bit of the I²C address register (address 00F7₁₆) is not made. For the data transmission format when the 7-bit addressing format is selected, refer to Figure 8.6.12, (1) and (2).

(2) 10-bit Addressing Format

To meet the 10-bit addressing format, set the 10BIT SAD bit of the I²C control register (address 00F9₁₆) to "1." An address comparison is made between the first-byte address data transmitted from the master and the 7-bit slave address stored in the I²C address register (address 00F7₁₆). At the time of this comparison, an address comparison between the RBW bit of the I²C address register (address 00F7₁₆) and the R/W bit which is the last bit of the address data transmitted from the master is made. In the 10-bit addressing mode, the R/W bit which is the last bit of the address data not only specifies the direction of communication for control data but also is processed as an address data bit.

When the first-byte address data matches the slave address, the AAS bit of the I²C status register (address 00F8₁₆) is set to "1." After the second-byte address data is stored into the I²C data shift register (address 00F6₁₆), make an address comparison between the second-byte data and the slave address by software. When the address data of the 2nd bytes matches the slave address, set the RBW bit of the I²C address register (address 00F7₁₆) to "1" by software. This processing can match the 7-bit slave address and R/W data, which are received after a RESTART condition is detected, with the value of the I²C address register (address 00F7₁₆). For the data transmission format when the 10-bit addressing format is selected, refer to Figure 8.6.12, (3) and (4).

8.6.10 Example of Master Transmission

An example of master transmission in the standard clock mode, at the SCL frequency of 100 kHz and in the ACK return mode is shown below.

- ① Set a slave address in the high-order 7 bits of the I²C address register (address 00F7₁₆) and "0" in the RBW bit.
- ② Set the ACK return mode and SCL = 100 kHz by setting "85₁₆" in the I²C clock control register (address 00FA₁₆).
- ③ Set "10₁₆" in the I²C status register (address 00F8₁₆) and hold the SCL at the HIGH.
- ④ Set a communication enable status by setting "48₁₆" in the I²C control register (address 00F9₁₆).
- ⑤ Set the address data of the destination of transmission in the high-order 7 bits of the I²C data shift register (address 00F6₁₆) and set "0" in the least significant bit.
- ⑥ Set "F0₁₆" in the I²C status register (address 00F8₁₆) to generate a START condition. At this time, an SCL for 1 byte and an ACK clock automatically occurs.
- ⑦ Set transmit data in the I²C data shift register (address 00F6₁₆). At this time, an SCL and an ACK clock automatically occurs.
- ⑧ When transmitting control data of more than 1 byte, repeat step ⑦.
- ⑨ Set "D0₁₆" in the I²C status register (address 00F8₁₆). After this, if ACK is not returned or transmission ends, a STOP condition will be generated.

8.6.11 Example of Slave Reception

An example of slave reception in the high-speed clock mode, at the SCL frequency of 400 kHz, in the ACK non-return mode, using the addressing format, is shown below.

- ① Set a slave address in the high-order 7 bits of the I²C address register (address 00F7₁₆) and "0" in the RBW bit.
- ② Set the no ACK clock mode and SCL = 400 kHz by setting "25₁₆" in the I²C clock control register (address 00FA₁₆).
- ③ Set "10₁₆" in the I²C status register (address 00F8₁₆) and hold the SCL at the HIGH.
- ④ Set a communication enable status by setting "48₁₆" in the I²C control register (address 00F9₁₆).
- ⑤ When a START condition is received, an address comparison is made.
- ⑥ •When all transmitted address are "0" (general call):
AD0 of the I²C status register (address 00F8₁₆) is set to "1" and an interrupt request signal occurs.
•When the transmitted addresses match the address set in ①:
ASS of the I²C status register (address 00F8₁₆) is set to "1" and an interrupt request signal occurs.
•In the cases other than the above:
AD0 and AAS of the I²C status register (address 00F8₁₆) are set to "0" and no interrupt request signal occurs.
- ⑦ Set dummy data in the I²C data shift register (address 00F6₁₆).
- ⑧ When receiving control data of more than 1 byte, repeat step ⑦.
- ⑨ When a STOP condition is detected, the communication ends.

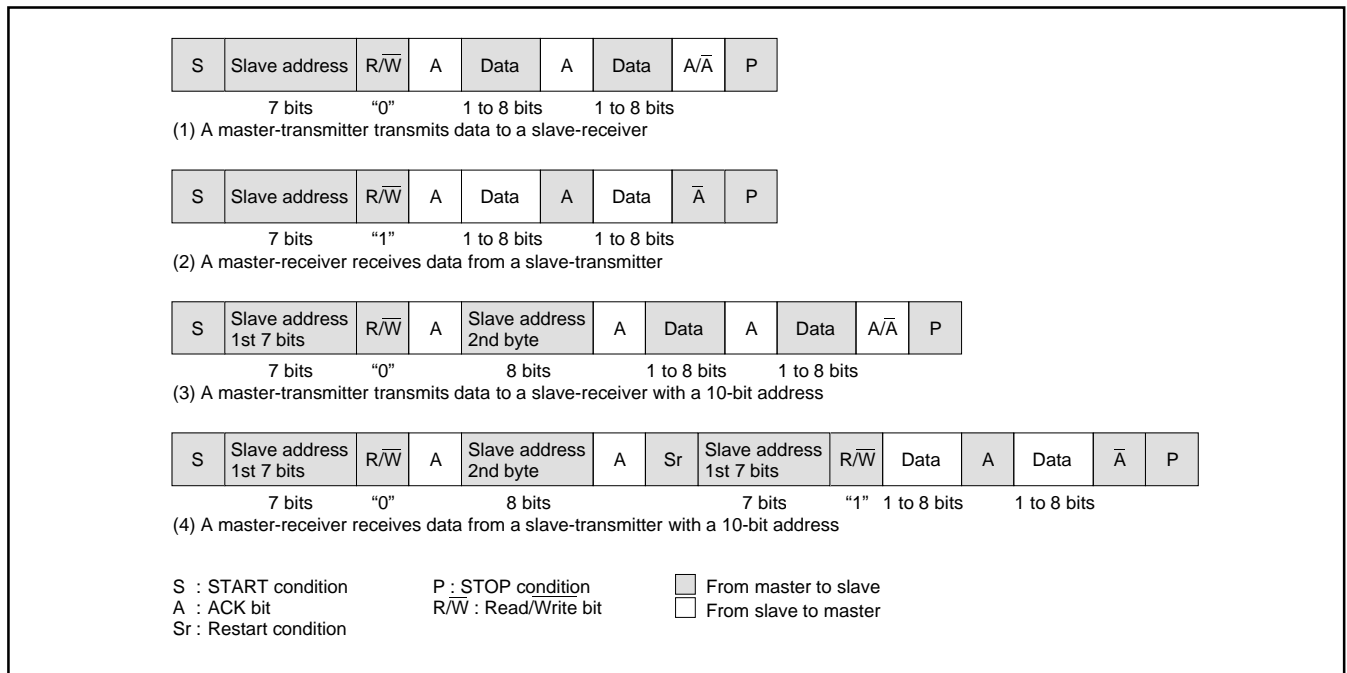


Fig. 8.6.12 Address Data Communication Format

8.6.12 Precautions when using multi-master I²C BUS interface

(1) Read-modify-write instruction

The precautions when the read-modify-write instruction such as SEB, CLB etc. is executed for each register of the multi-master I²C-BUS interface are described below.

- I²C data shift register (S0)
 When executing the read-modify-write instruction for this register during transfer, data may become a value not intended.
- I²C address register (S0D)
 When the read-modify-write instruction is executed for this register at detecting the STOP condition, data may become a value not intended. It is because hardware changes the read/write bit (RBW) at the above timing.
- I²C status register (S1)
 Do not execute the read-modify-write instruction for this register because all bits of this register are changed by hardware.
- I²C control register (S1D)
 When the read-modify-write instruction is executed for this register at detecting the START condition or at completing the byte transfer, data may become a value not intended. Because hardware changes the bit counter (BC0-BC2) at the above timing.
- I²C clock control register (S2)
 The read-modify-write instruction can be executed for this register.

(2) START condition generating procedure using multi-master

①Procedure example (The necessary conditions of the generating procedure are described as the following ② to ⑤).

```

•
•
LDA      —          (Taking out of slave address value)
SEI                      (Interrupt disabled)
BBS  5,S1,BUSBUSY  (BB flag confirming and branch process)
BUSFREE:
STA  S0              (Writing of slave address value)
LDM  #$F0, S1      (Trigger of START condition generating)
CLI                      (Interrupt enabled)
•
•
BUSBUSY:
CLI                      (Interrupt enabled)
•
•
    
```

- ②Use "STA," "STX" or "STY" of the zero page addressing instruction for writing the slave address value to the I²C data shift register.
- ③Use "LDM" instruction for setting trigger of START condition generating.
- ④Write the slave address value of above ② and set trigger of START condition generating of above ③ continuously shown the above procedure example.
- ⑤Disable interrupts during the following three process steps:
 - BB flag confirming
 - Writing of slave address value
 - Trigger of START condition generating
 When the condition of the BB flag is bus busy, enable interrupts immediately.

(3) RESTART condition generating procedure

① Procedure example (The necessary conditions of the generating procedure are described as the following ② to ⑥.)

Execute the following procedure when the PIN bit is "0."

```

      •
      •
LDM  #$00, S1    (Select slave receive mode)
LDA  —           (Taking out of slave address value)
SEI  —           (Interrupt disabled)
STA  S0          (Writing of slave address value)
LDM  #$F0, S1    (Trigger of RESTART condition generating)
CLI  —           (Interrupt enabled)
      •
      •

```

② Select the slave receive mode when the PIN bit is "0." Do not write "1" to the PIN bit. Neither "0" nor "1" is specified for the writing to the BB bit.

The TRX bit becomes "0" and the SDA pin is released.

③ The SCL pin is released by writing the slave address value to the I²C data shift register. Use "STA," "STX" or "STY" of the zero page addressing instruction for writing.

④ Use "LDM" instruction for setting trigger of RESTART condition generating.

⑤ Write the slave address value of above ③ and set trigger of RESTART condition generating of above ④ continuously shown the above procedure example.

⑥ Disable interrupts during the following two process steps:

- Writing of slave address value
- Trigger of RESTART condition generating

(4) STOP condition generating procedure

① Procedure example (The necessary conditions of the generating procedure are described as the following ② to ④.)

```

      •
      •
SEI  —           (Interrupt disabled)
LDM  #$C0, S1    (Select master transmit mode)
NOP  —           (Set NOP)
LDM  #$D0, S1    (Trigger of STOP condition generating)
CLI  —           (Interrupt enabled)
      •
      •

```

② Write "0" to the PIN bit when master transmit mode is select.

③ Execute "NOP" instruction after setting of master transmit mode. Also, set trigger of STOP condition generating within 10 cycles after selecting of master transmit mode.

④ Disable interrupts during the following two process steps:

- Select of master transmit mode
- Trigger of STOP condition generating

(5) Writing to I²C status register

Do not execute an instruction to set the PIN bit to "1" from "0" and an instruction to set the MST and TRX bits to "0" from "1" simultaneously. It is because it may enter the state that the SCL pin is released and the SDA pin is released after about one machine cycle. Do not execute an instruction to set the MST and TRX bits to "0" from "1" simultaneously when the PIN bit is "1." It is because it may become the same as above.

(6) Process of after STOP condition generating

Do not write data in the I²C data shift register S0 and the I²C status register S1 until the bus busy flag BB becomes "0" after generating the STOP condition in the master mode. It is because the STOP condition waveform might not be normally generated. Reading to the above registers do not have the problem.

8.7 PWM OUTPUT CIRCUIT

This microcomputer is equipped with eight 8-bit PWMs (PWM0–PWM7). PWM0–PWM7 have the same circuit structure and an 8-bit resolution with minimum resolution bit width of 4 μ s and repeat period of 1024 μ s (for $f(X_{IN}) = 8$ MHz).

Figure 8.7.1 shows the PWM block diagram. The PWM timing generating circuit applies individual control signals to PWM0–PWM7 using $f(X_{IN})$ divided by 2 as a reference signal.

8.7.1 Data Setting

When outputting PWM0–PWM7, set 8-bit output data to the PWM i register (i means 0 to 7; addresses 0200 $_{16}$ to 0207 $_{16}$).

8.7.2 Transmitting Data from Register to PWM circuit

Data transfer from the PWM register to the PWM circuit is executed at writing data to the register.

The signal output from the PWM output pin corresponds to the contents of this register.

8.7.3 PWM Operation

The following explains PWM operation.

First, set the bit 0 of PWM mode register 1 (address 020A $_{16}$) to “0” (at reset, bit 0 is already set to “0” automatically), so that the PWM count source is supplied.

PWM0–PWM3 are also used as pins P04–P07, PWM4–PWM6 are also used as pins P00–P02, and PWM7 is also used as pin P50 and P03 respectively. Set the corresponding bits of the port P0 direction register to “1” (output mode). And select each output polarity by bit 3 of PWM mode register 1 (address 020A $_{16}$). Then, set bits 7 to 0 of PWM mode register 2 to “1” (PWM output).

The PWM waveform is output from the PWM output pins by setting these registers.

Figure 8.7.2 shows the PWM timing. One cycle (T) is composed of 256 (2^8) segments. The 8 kinds of pulses, relative to the weight of each bit (bits 0 to 7), are output inside the circuit during 1 cycle. Refer to Figure 8.7.2 (a). The PWM outputs waveform which is the logical sum (OR) of pulses corresponding to the contents of bits 0 to 7 of the PWM register. Several examples are shown in Figure 8.7.2 (b). 256 kinds of output (HIGH area: 0/256 to 255/256) are selected by changing the contents of the PWM register. A length of entirely HIGH cannot be output, i.e. 256/256.

8.7.4 Output after Reset

At reset, the output of port P0 is in the high-impedance state, port P50 outputs Low, and the contents of the PWM register and the PWM circuit are undefined. Note that after reset, the PWM output is undefined until setting the PWM register.

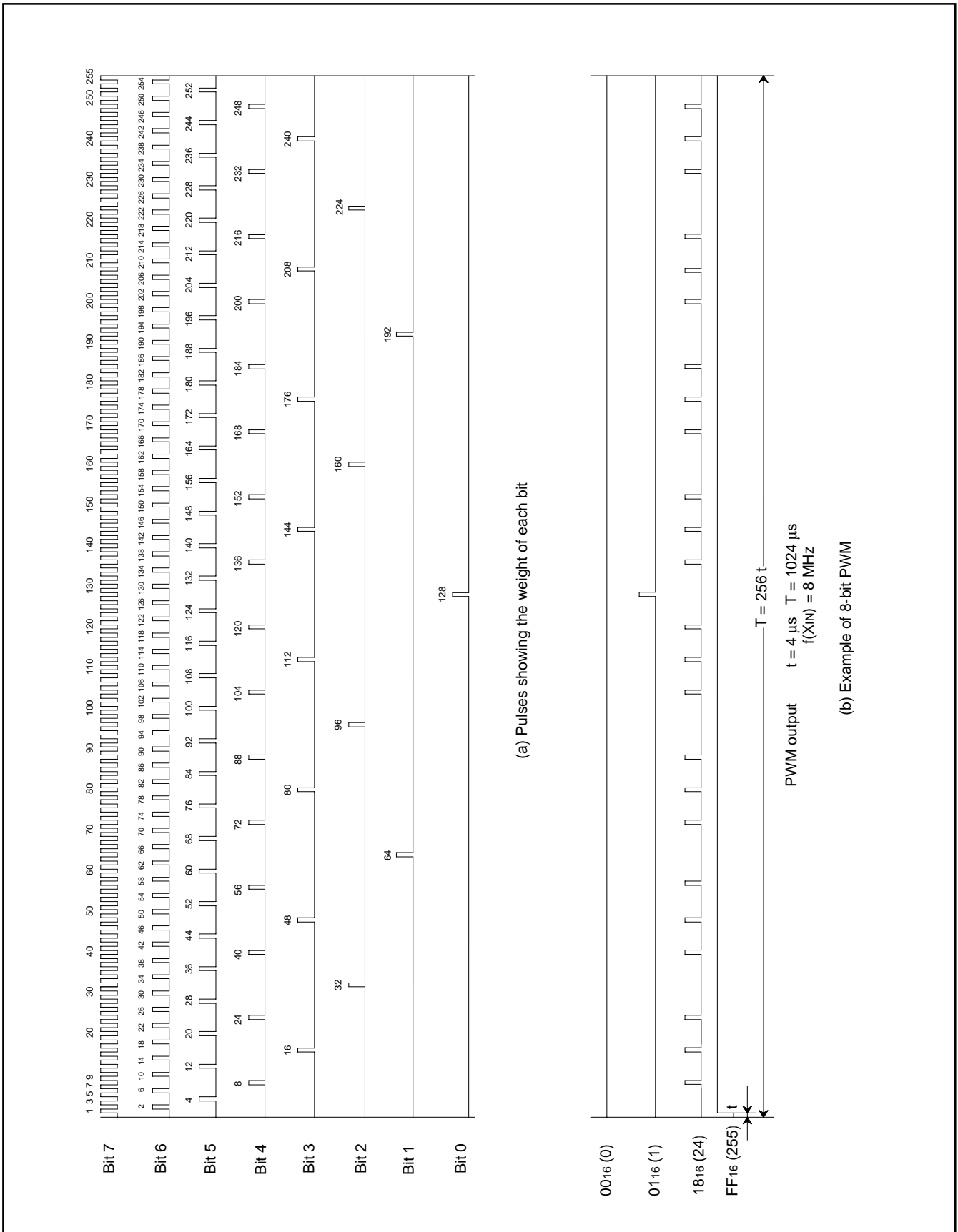


Fig. 8.7.2 PWM Timing

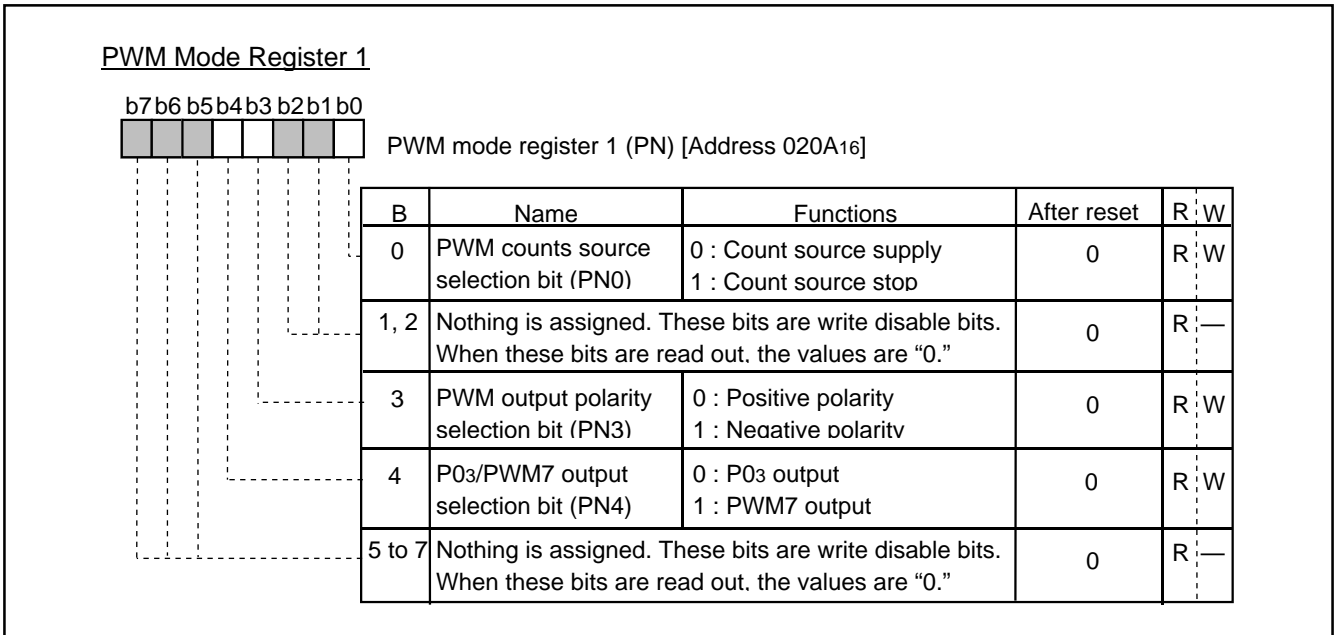


Fig. 8.7.3 PWM Mode Register 1

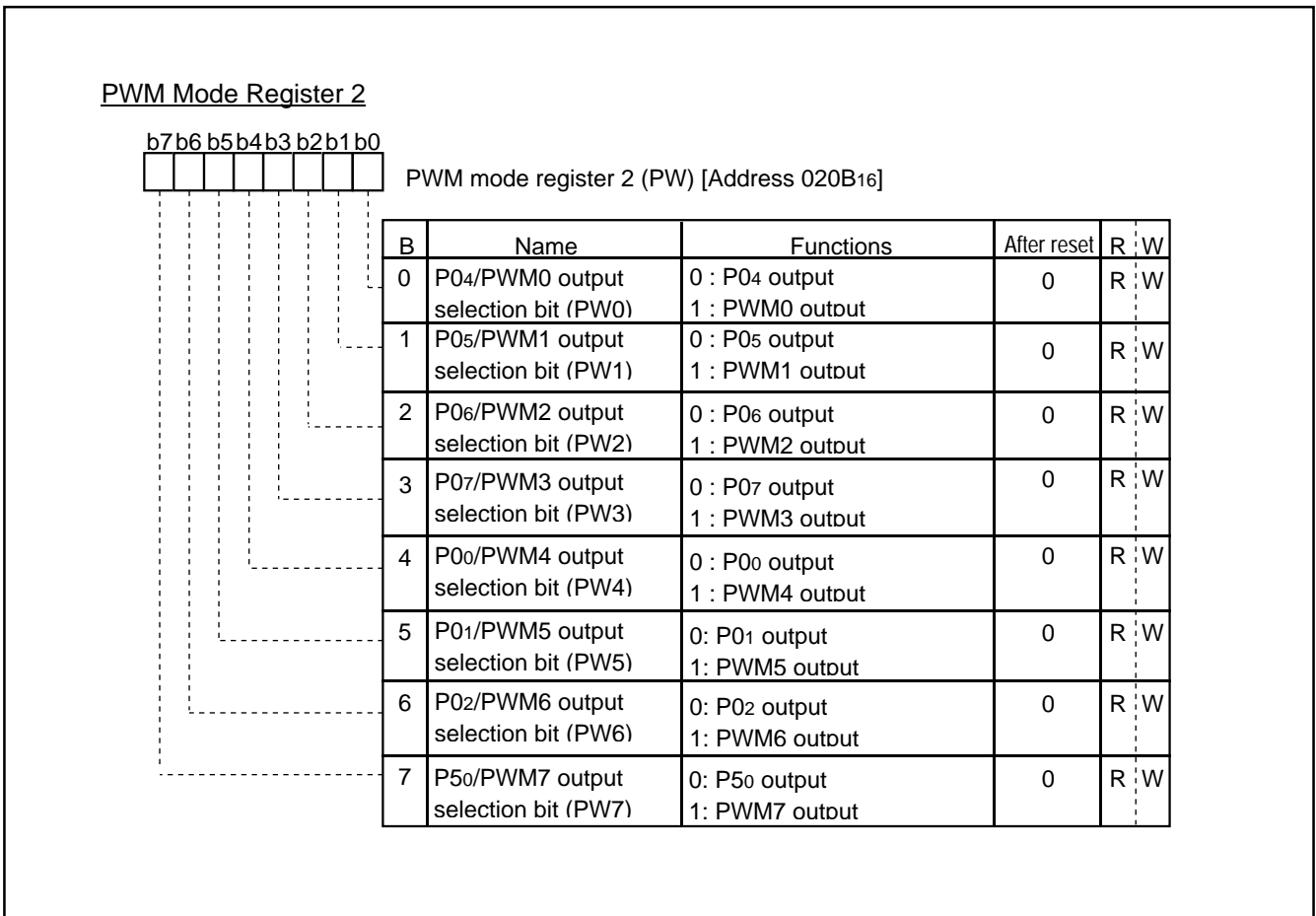


Fig. 8.7.4 PWM Mode Register 2

8.8 A-D CONVERTER

8.8.1 A-D Conversion Register (AD)

A-D conversion register is a read-only register that stores the result of an A-D conversion. This register should not be read during A-D conversion.

8.8.2 A-D Control Register (ADCON)

The A-D control register controls A-D conversion. Bits 2 to 0 of this register select analog input pins. When these pins are not used as analog input pins, they are used as ordinary I/O pins. Bit 3 is the A-D conversion completion bit, A-D conversion is started by writing "0" to this bit. The value of this bit remains at "0" during an A-D conversion, then changes to "1" when the A-D conversion is completed.

Bit 4 controls connection between the resistor ladder and Vcc. When not using the A-D converter, the resistor ladder can be cut off from the internal Vcc by setting this bit to "0," accordingly providing low-power dissipation.

8.8.3 Comparison Voltage Generator (Resistor Ladder)

The voltage generator divides the voltage between Vss and Vcc by 256, and outputs the divided voltages to the comparator as the reference voltage V_{ref} .

8.8.4 Channel Selector

The channel selector connects an analog input pin, selected by bits 2 to 0 of the A-D control register, to the comparator.

8.8.5 Comparator and Control Circuit

The conversion result of the analog input voltage and the reference voltage " V_{ref} " is stored in the A-D conversion register. The A-D conversion completion bit and A-D conversion interrupt request bit are set to "1" at the completion of A-D conversion.

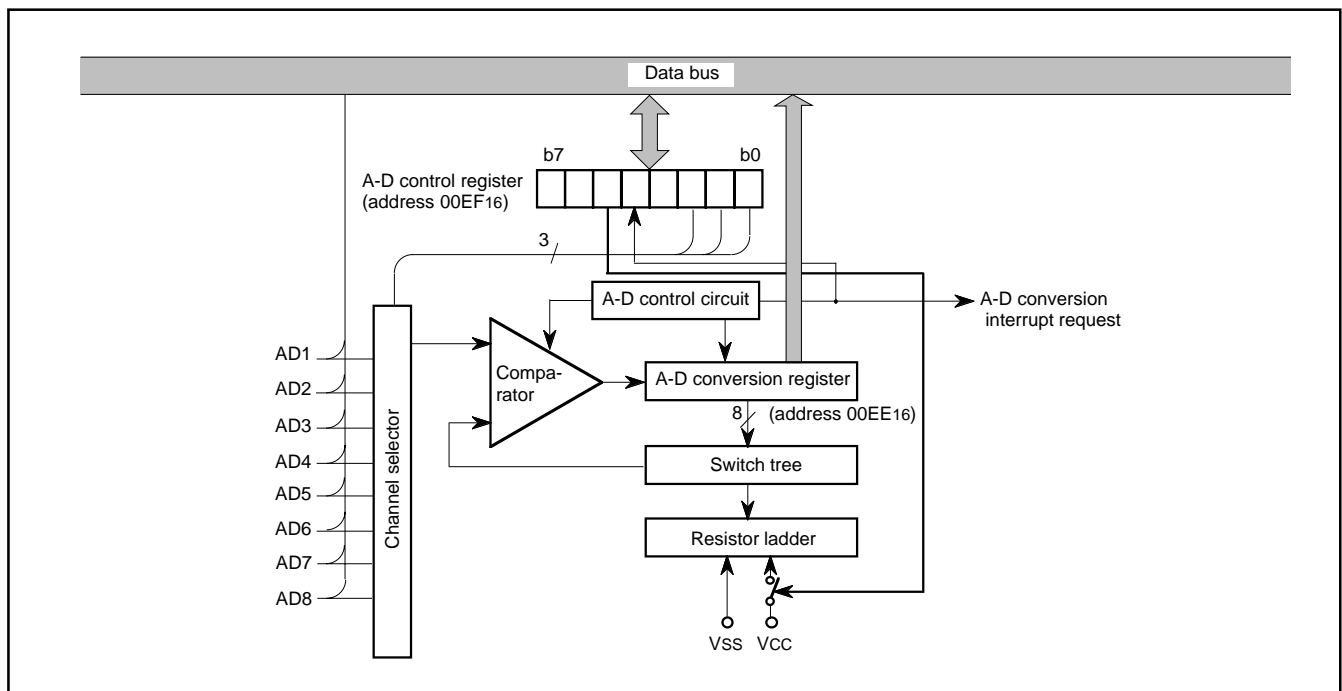


Fig. 8.8.1 A-D Comparator Block Diagram

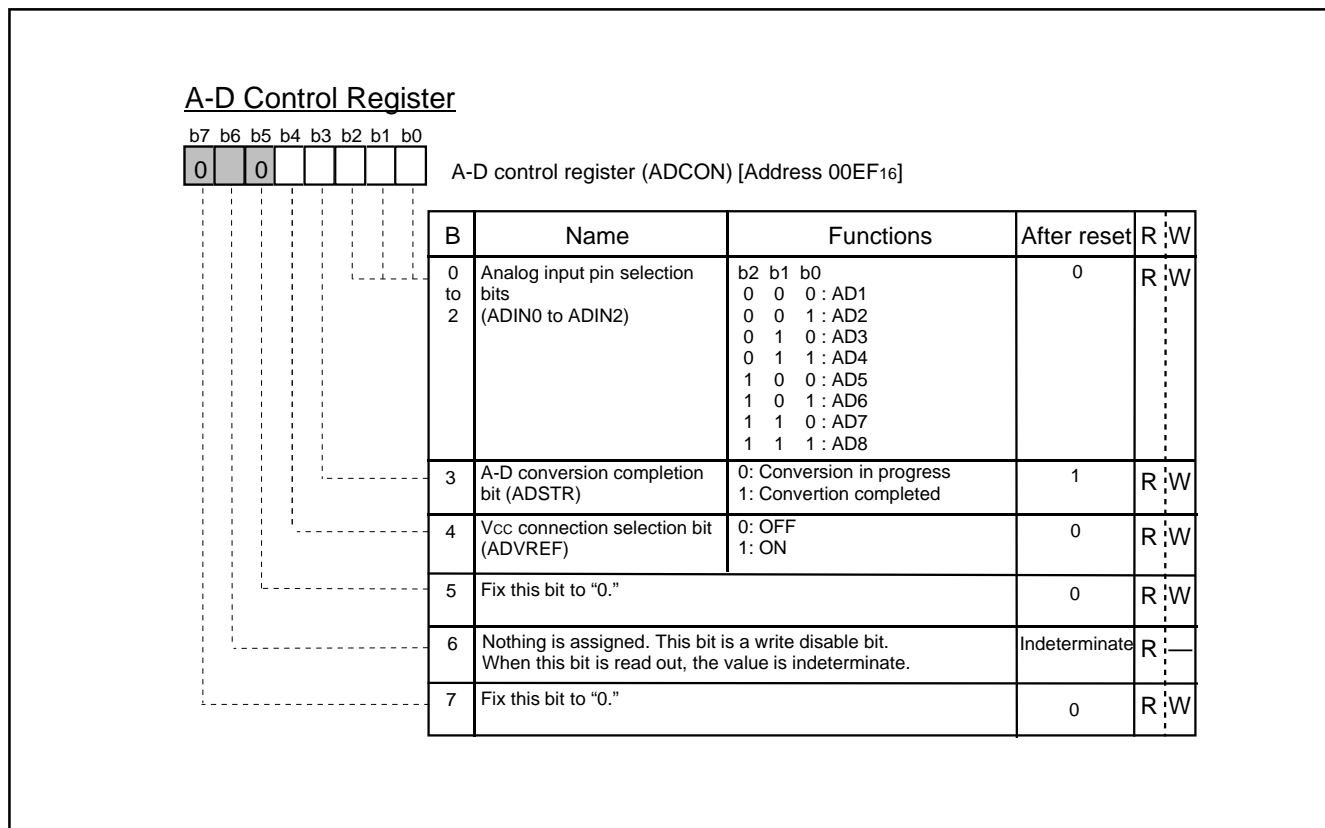


Fig. 8.8.2 A-D Control Register

8.8.6 Conversion Method

- ① Set bit 7 of the interrupt input polarity register (address 021216) to "1" to generate an interrupt request at completion of A-D conversion.
- ② Set the A-D conversion · INT3 interrupt request bit to "0" (even when A-D conversion is started, the A-D conversion · INT3 interrupt request bit is not set to "0" automatically).
- ③ When using A-D conversion interrupt, enable interrupts by setting A-D conversion · INT3 interrupt request bit to "1" and setting the interrupt disable flag to "0."
- ④ Set the VCC connection selection bit to "1" to connect VCC to the resistor ladder.
- ⑤ Select analog input pins by the analog input selection bit of the A-D control register.
- ⑥ Set the A-D conversion completion bit to "0." This write operation starts the A-D conversion. Do not read the A-D conversion register during the A-D conversion.
- ⑦ Verify the completion of the conversion by the state ("1") of the A-D conversion completion bit, the state ("1") of A-D conversion · INT3 interrupt request bit, or the occurrence of an A-D conversion interrupt.
- ⑧ Read the A-D conversion register to obtain the conversion results.

Note : When the ladder resistor is disconnect from VCC, set the VCC connection selection bit to "0" between steps ⑦ and ⑧.

8.8.7 Internal Operation

When the A-D conversion starts, the following operations are automatically performed.

- ① The A-D conversion register is set to "0016."
- ② The most significant bit of the A-D conversion register becomes "1," and the comparison voltage "Vref" is input to the comparator. At this point, Vref is compared with the analog input voltage "VIN."
 - ③ Bit 7 is determined by the comparison results as follows.
 - When $V_{ref} < V_{IN}$: bit 7 holds "1"
 - When $V_{ref} > V_{IN}$: bit 7 becomes "0"

With the above operations, the analog value is converted into a digital value. The A-D conversion terminates in a maximum of 50 machine cycles (12.5 μs at $f(X_{IN}) = 8$ MHz) after it starts, and the conversion result is stored in the A-D conversion register.

An A-D conversion interrupt request occurs at the same time as A-D conversion completion, the A-D conversion · INT3 interrupt request bit becomes "1." The A-D conversion completion bit also becomes "1."

Table 8.8.1 Expression for Vref and VREF

A-D conversion register contents "n" (decimal notation)	Vref (V)
0	0
1 to 255	$\frac{V_{REF}}{256} \times (n - 0.5)$

Note: VREF indicates the reference voltage (= Vcc).

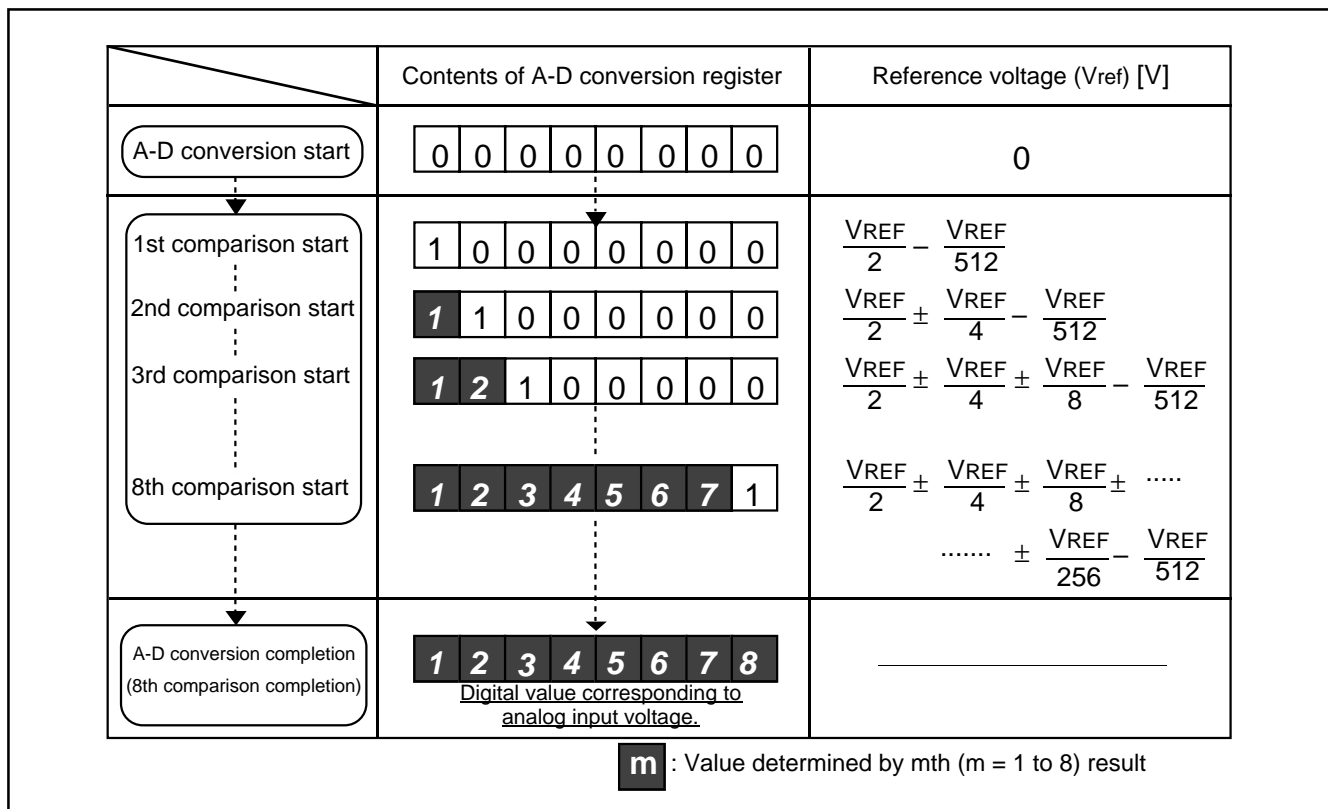


Fig. 8.8.3 Changes in A-D Conversion Register and Comparison Voltage during A-D Conversion

8.8.8 Definition of A-D Conversion Accuracy

The definition of A-D conversion accuracy is described below (refer to Figure 8.8.4).

(1) Relative Accuracy

•Zero transition error (V_{0T})

The deviation of the input voltage at which A-D conversion output data changes from "0" to "1," from the corresponding ideal A-D conversion characteristics between 0 and V_{REF}.

$$V_{0T} = \frac{(V_0 - 1/2 \times V_{REF}/256)}{1LSB} \quad [LSB]$$

• Full-scale transition error (V_{FST})

The deviation of the input voltage at which A-D conversion output data changes from "255" to "254," from the corresponding ideal A-D conversion characteristics between 0 and V_{REF}.

$$V_{FST} = \frac{(V_{REF} - 3/2 \times V_{REF}/256) - V_{254}}{1LSB} \quad [LSB]$$

• Non-linearity error

The deviation of the actual A-D conversion characteristics, from the ideal A-D conversion characteristics between V₀ and V₂₅₄.

$$\text{Non-linearity error} = \frac{V_n - (1LSB \times n + V_0)}{1LSB} \quad [LSB]$$

• EDifferential non-linearity error

The deviation of the input voltage required to change output data by "1," from the corresponding ideal A-D conversion characteristics between 0 and V_{REF}.

$$\text{Differential non-linearity error} = \frac{(V_{n+1} - V_n) - 1LSB}{1LSB} [LSB]$$

(2) Absolute Accuracy

• EAbsolute accuracy error

The deviation of the actual A-D conversion characteristics, from the ideal A-D conversion characteristics between 0 and V_{REF}.

$$\text{Absolute accuracy error} = \frac{V_n - 1LSBA \times (n + 1/2)}{1LSBA} \quad [LSB]$$

Note: The analog input voltage "V_n" at which A-D conversion output data changes from "n" to "n + 1" (n ; 0 to 254) is as follows (refer to Figure 8.8.4) :

$$1LSB \text{ with respect to relative accuracy} = \frac{V_{254} - V_0}{254} \quad [V]$$

$$1LSBA \text{ with respect to absolute accuracy} = \frac{V_{REF}}{256} \quad [V]$$

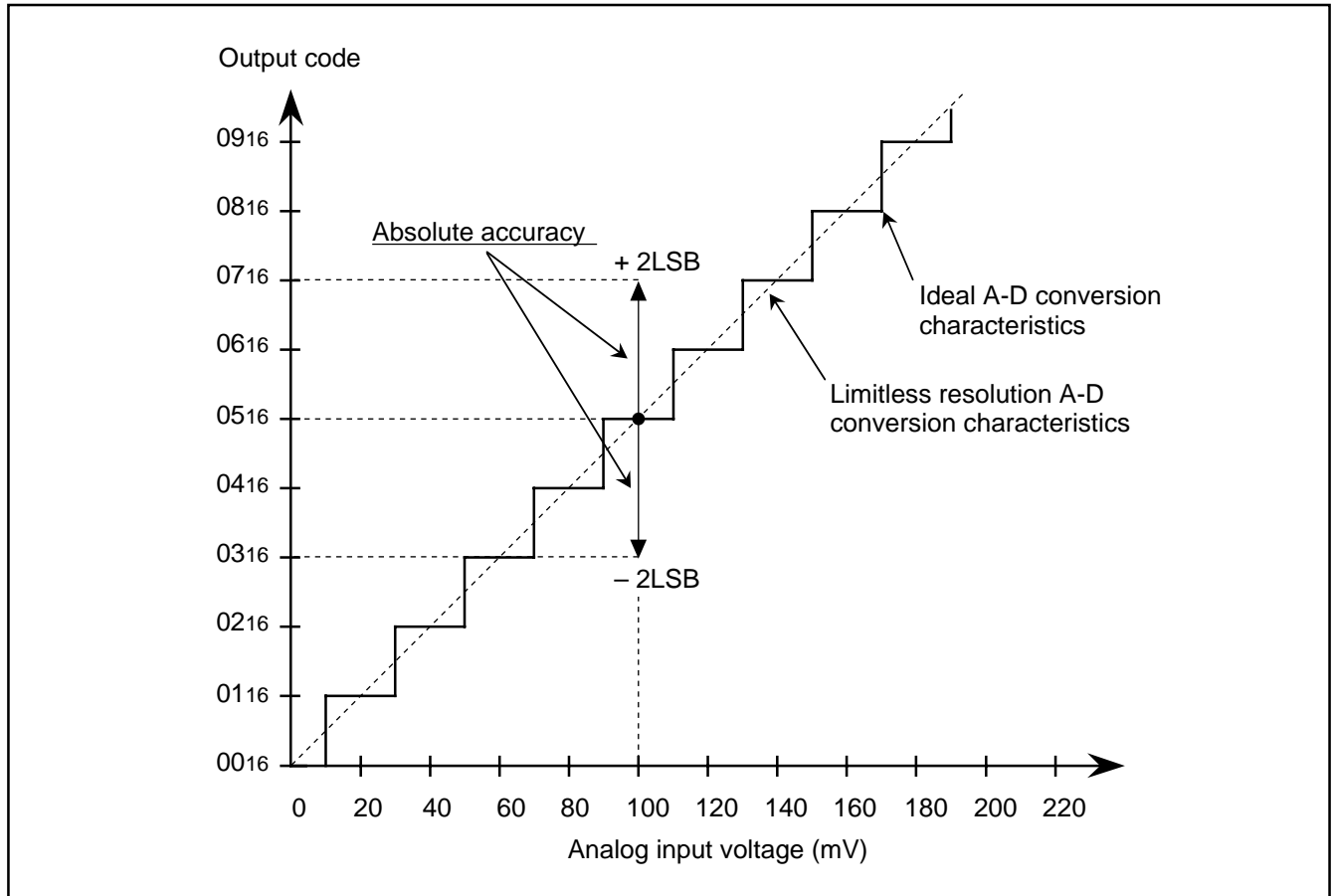


Fig. 8.8.4 Definition of A-D Conversion Accuracy

8.9 ROM CORRECTION FUNCTION

This can correct program data in ROM. Up to 2 addresses can be corrected, a program for correction is stored in the ROM correction vector in RAM as the top address. The ROM memory for correction vectors are vectors.

Vector 1 : address 02C0₁₆

Vector 2 : address 02E0₁₆

Set the address of the ROM data to be corrected into the ROM correction address register. When the value of the counter matches the ROM data address in the ROM correction vector as the top address, the main program branches to the correction program stored in the ROM memory for correction. To return from the correction program to the main program, the op code and operand of the JMP instruction (total of 3 bytes) are necessary at the end of the correction program. The ROM correction function is controlled by the ROM correction enable register.

- Notes**
- 1: Specify the first address (op code address) of each instruction as the ROM correction address.
 - 2: Use the JMP instruction (total of 3 bytes) to return from the correction program to the main program.
 - 3: Do not set the same ROM correction address to vector 1 and 2.
 - 4: For the M37280MKH-XXXSP and M37280EKSP, when using the expansion ROM (BK7 = "1"), the ROM correction function do not operate used for addresses 1000₁₆ to 1FFF₁₆. Note that on programming.

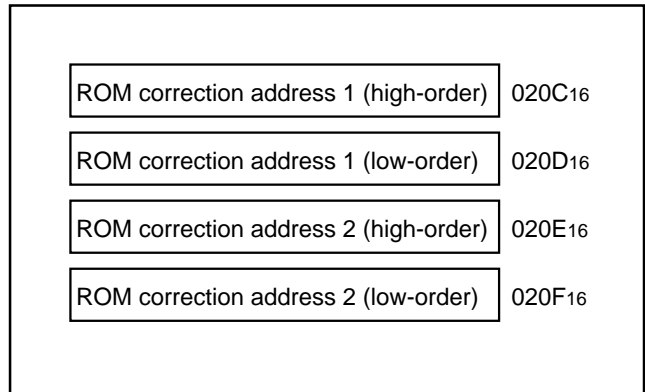


Fig. 8.9.1 ROM Correction Address Registers

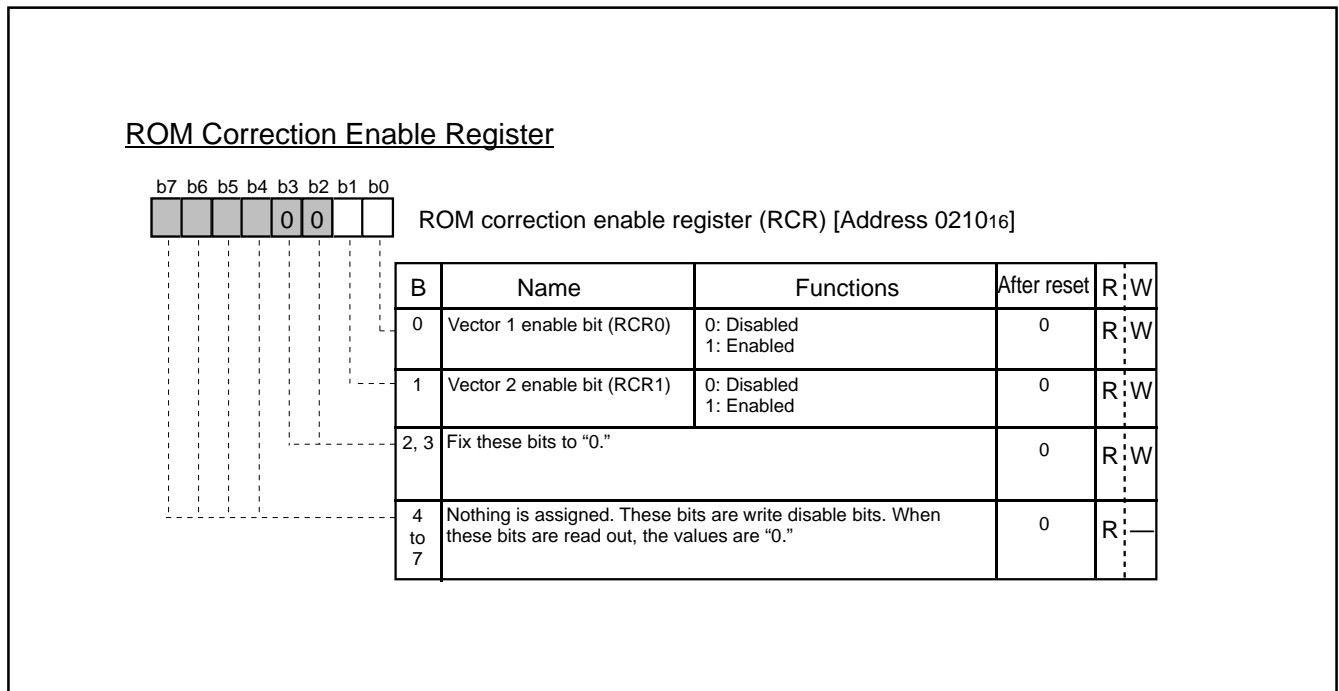


Fig. 8.9.2 ROM Correction Enable Register

8.10 DATA SLICER

This microcomputer includes the data slicer function for the closed caption decoder (referred to as the CCD). This function takes out the caption data superimposed in the vertical blanking interval of a composite video signal. A composite video signal which makes the sync chip's polarity negative is input to the CVIN pin.

When the data slicer function is not used, the data slicer circuit and the timing signal generating circuit can be cut off by setting bit 0 of the data slicer control register 1 (address 00E016) to "0." These settings can realize the low-power dissipation.

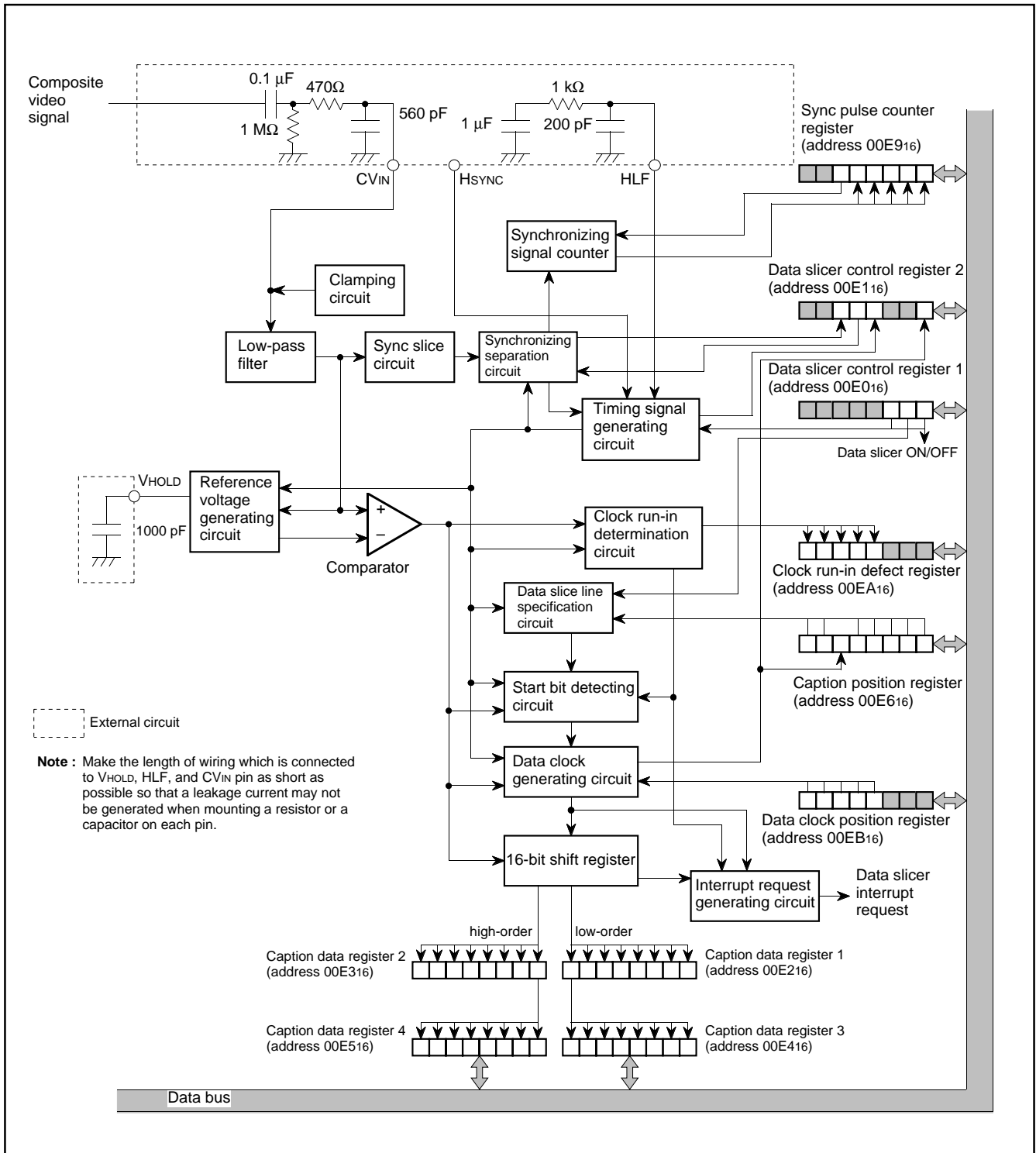


Fig. 8.10.1 Data Slicer Block Diagram

8.10.1 Notes When not Using Data Slicer

When bit 0 of data slicer control register 1 (address 00E016) is "0," terminate the pins as shown in Figure 8.10.2.

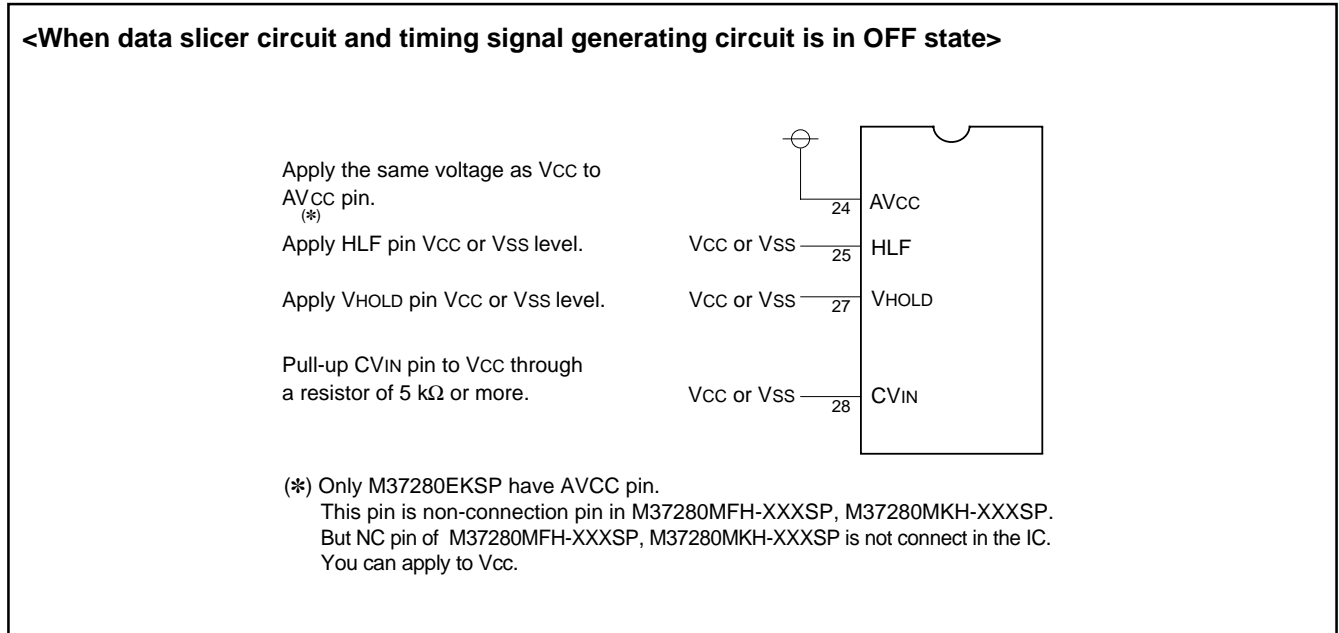


Fig. 8.10.2 Termination of Data Slicer Input/Output Pins when Data Slicer Circuit and Timing Generating Circuit Is in OFF State

When both bits 0 and 2 of data slicer control register 1 (address 00E016) are "1," terminate the pins as shown in Figure 8.10.3.

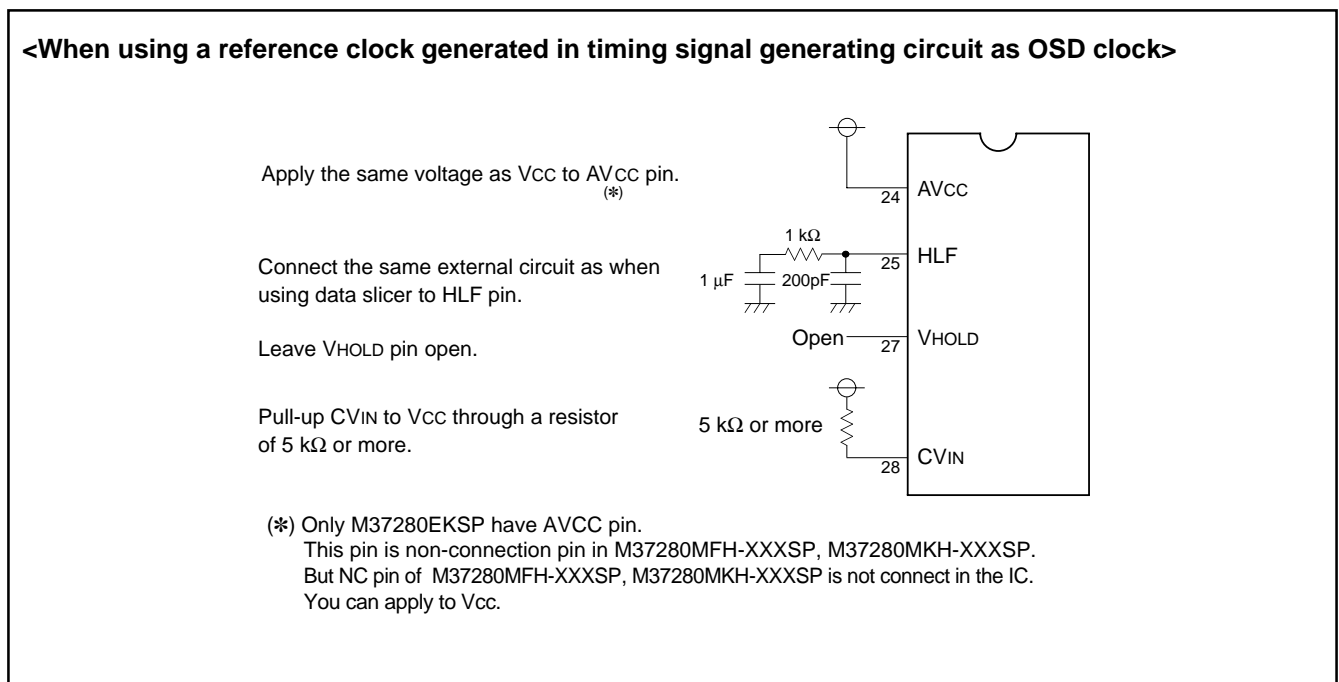


Fig. 8.10.3 Termination of Data Slicer Input/Output Pins when Timing Signal Generating Circuit Is in ON State

Figures 8.10.4 and 8.10.5 the data slicer control registers.

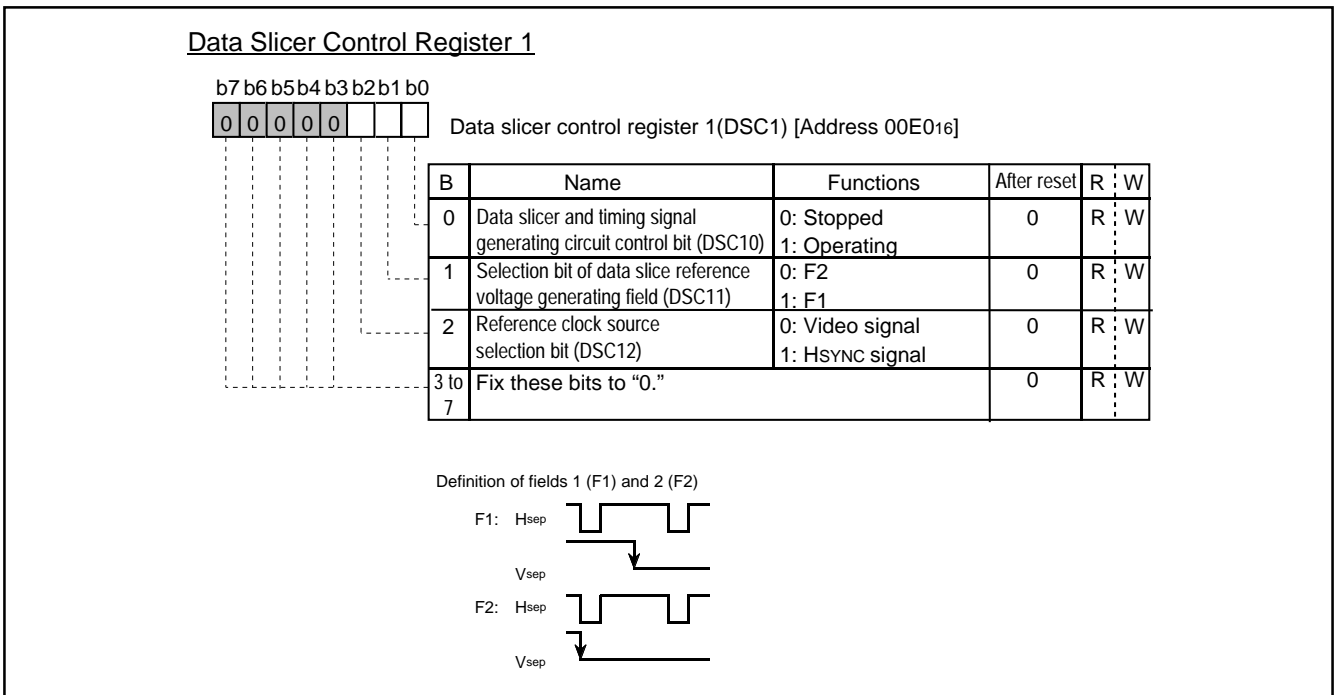


Fig. 8.10.4 Data Slicer Control Register 1

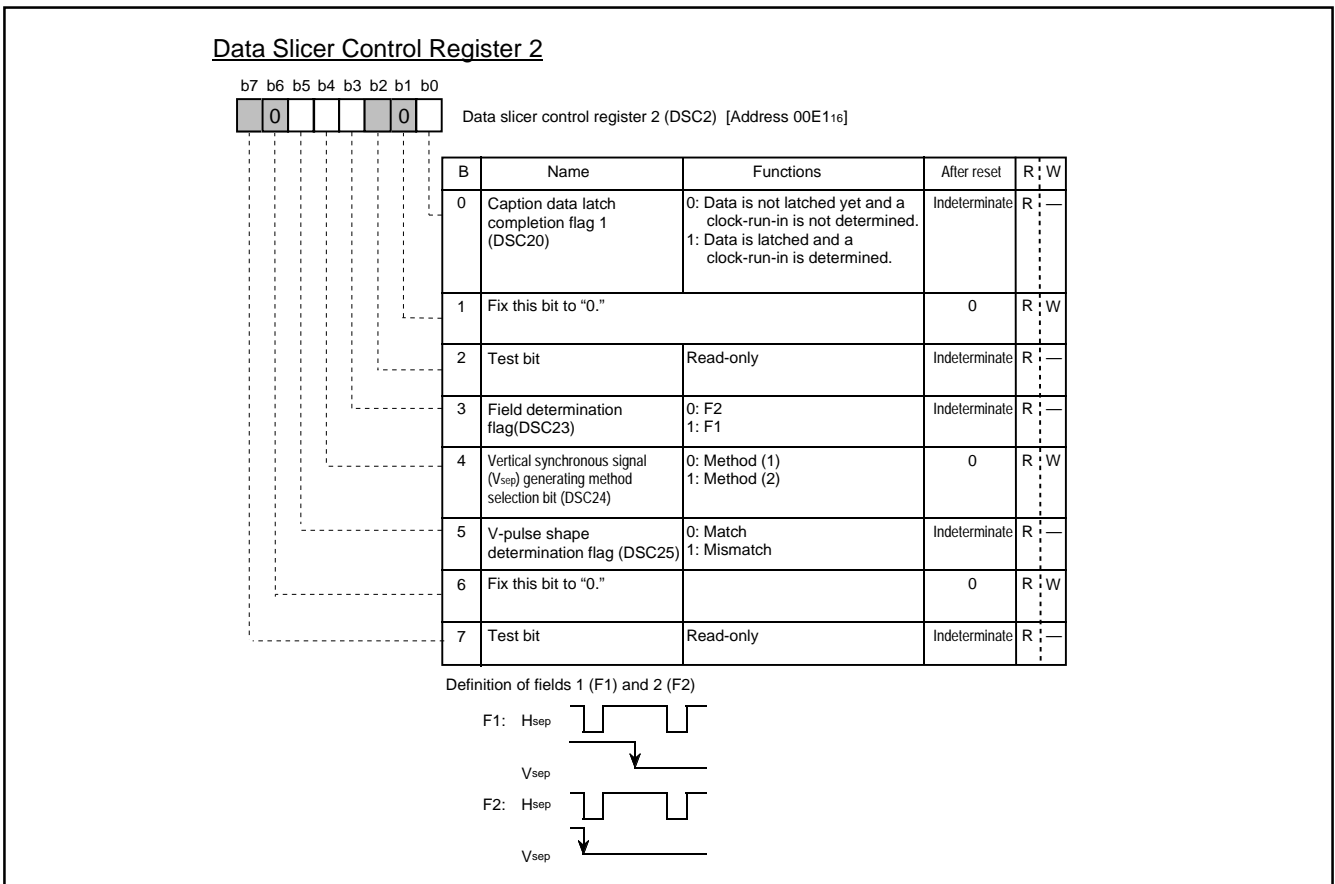


Fig. 8.10.5 Data Slicer Control Register 2

8.10.2 Clamping Circuit and Low-pass Filter

The clamp circuit clamps the sync chip part of the composite video signal input from the CVIN pin. The low-pass filter attenuates the noise of clamped composite video signal. The CVIN pin to which composite video signal is input requires a capacitor (0.1 μ F) coupling outside. Pull down the CVIN pin with a resistor of hundreds of kilohms to 1 M Ω . In addition, we recommend to install externally a simple low-pass filter using a resistor and a capacitor at the CVIN pin (refer to Figure 8.10.1).

8.10.3 Sync Slice Circuit

This circuit takes out a composite sync signal from the output signal of the low-pass filter.

8.10.4 Synchronous Signal Separation Circuit

This circuit separates a horizontal synchronous signal and a vertical synchronous signal from the composite sync signal taken out in the sync slice circuit.

(1) Horizontal Synchronous Signal (Hsep)

A one-shot horizontal synchronizing signal Hsep is generated at the falling edge of the composite sync signal.

(2) Vertical Synchronous Signal (Vsep)

As a Vsep signal generating method, it is possible to select one of the following 2 methods by using bit 4 of the data slicer control register 2 (address 00E116).

- Method 1 The "L" level width of the composite sync signal is measured. If this width exceeds a certain time, a Vsep signal is generated in synchronization with the rising of the timing signal immediately after this "L" level.
- Method 2 The "L" level width of the composite sync signal is measured. If this width exceeds a certain time, it is detected whether a falling of the composite sync signal exits or not in the "L" level period of the timing signal immediately after this "L" level. If a falling exists, a Vsep signal is generated in synchronization with the rising of the timing signal (refer to Figure 8.10.6).

Figure 8.10.6 shows a Vsep generating timing. The timing signal shown in the figure is generated from the reference clock which the timing generating circuit outputs.

Reading bit 5 of data slicer control register 2 permits determining the shape of the V-pulse portion of the composite sync signal. As shown in Figure 8.10.7, when the A level matches the B level, this bit is "0." In the case of a mismatch, the bit is "1."

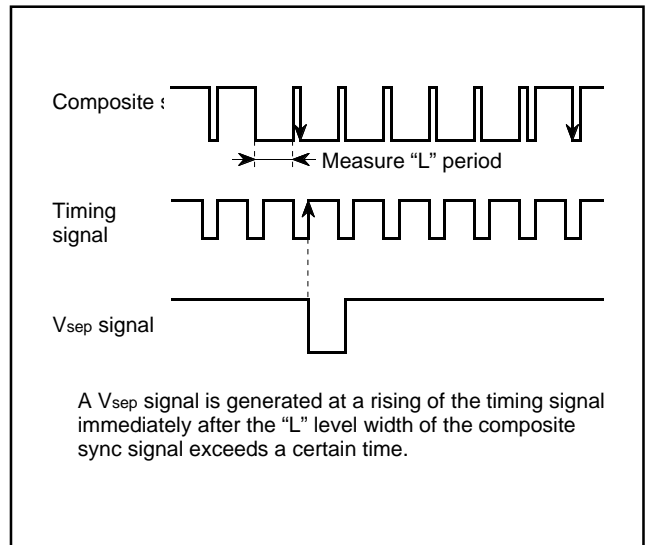


Fig. 8.10.6 Vsep Generating Timing (method 2)

8.10.5 Timing Signal Generating Circuit

This circuit generates a reference clock which is 832 times as large as the horizontal synchronous signal frequency. It also generates various timing signals on the basis of the reference clock, horizontal synchronous signal and vertical synchronizing signal. The circuit operates by setting bit 0 of data slicer control register 1 (address 00E016) to "1."

The reference clock can be used as a display clock for OSD function in addition to the data slicer. The HSYNC signal can be used as a count source instead of the composite sync signal. However, when the HSYNC signal is selected, the data slicer cannot be used. A count source of the reference clock can be selected by bit 2 of data slicer control register 1 (address 00E016).

For the pins HLF, connect a resistor and a capacitor as shown in Figure 8.10.1. Make the length of wiring which is connected to these pins as short as possible so that a leakage current may not be generated.

Note: It takes a few tens of milliseconds until the reference clock becomes stable after the data slicer and the timing signal generating circuit are started. In this period, various timing signals, H_{sep} signals and V_{sep} signals become unstable. For this reason, take stabilization time into consideration when programming.

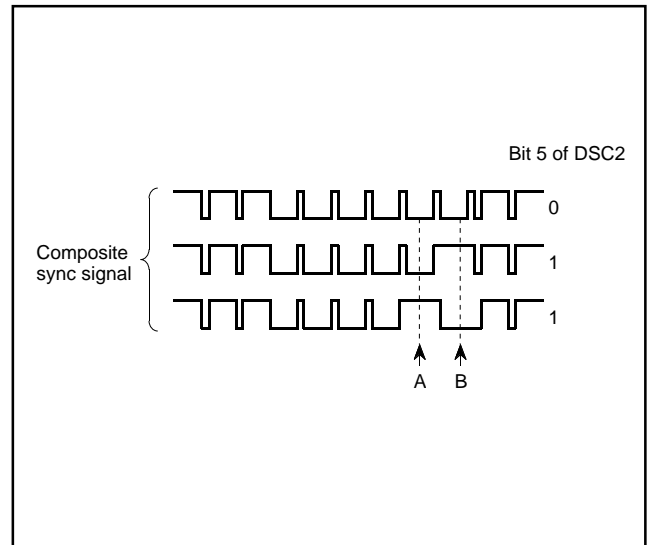


Fig. 8.10.7 Determination of V-pulse Waveform

8.10.6 Data Slice Line Specification Circuit

(1) Specification of Data Slice Line

This circuit decides a line on which caption data is superimposed. The line 21 (fixed), 1 appropriate line for a period of 1 field (total 2 line for a period of 1 field), and both fields (F1 and F2) are sliced their data. The caption position register (address 00E616) is used for each setting (refer to Table 8.10.1).

The counter is reset at the falling edge of V_{sep} and is incremented by 1 every H_{sep} pulse. When the counter value matched the value specified by bits 4 to 0 of the caption position register, this H_{sep} is sliced.

The values of "0016" to "1F16" can be set in the caption position register (at setting only 1 appropriate line). Figure 8.10.8 shows the signals in the vertical blanking interval. Figure 8.10.9 shows the structure of the caption position register.

(2) Specification of Line to Set Slice Voltage

The reference voltage for slicing (slice voltage) is generated for the clock run-in pulse in the particular line (refer to Table 7). The field to generate slice voltage is specified by bit 1 of data slicer control register 1. The line to generate slice voltage 1 field is specified by bits 6, 7 of the caption position register (refer to Table 8.10.1).

(3) Field Determination

The field determination flag can be read out by bit 3 of data slicer control register 2. This flag charge at the falling edge of V_{sep} .

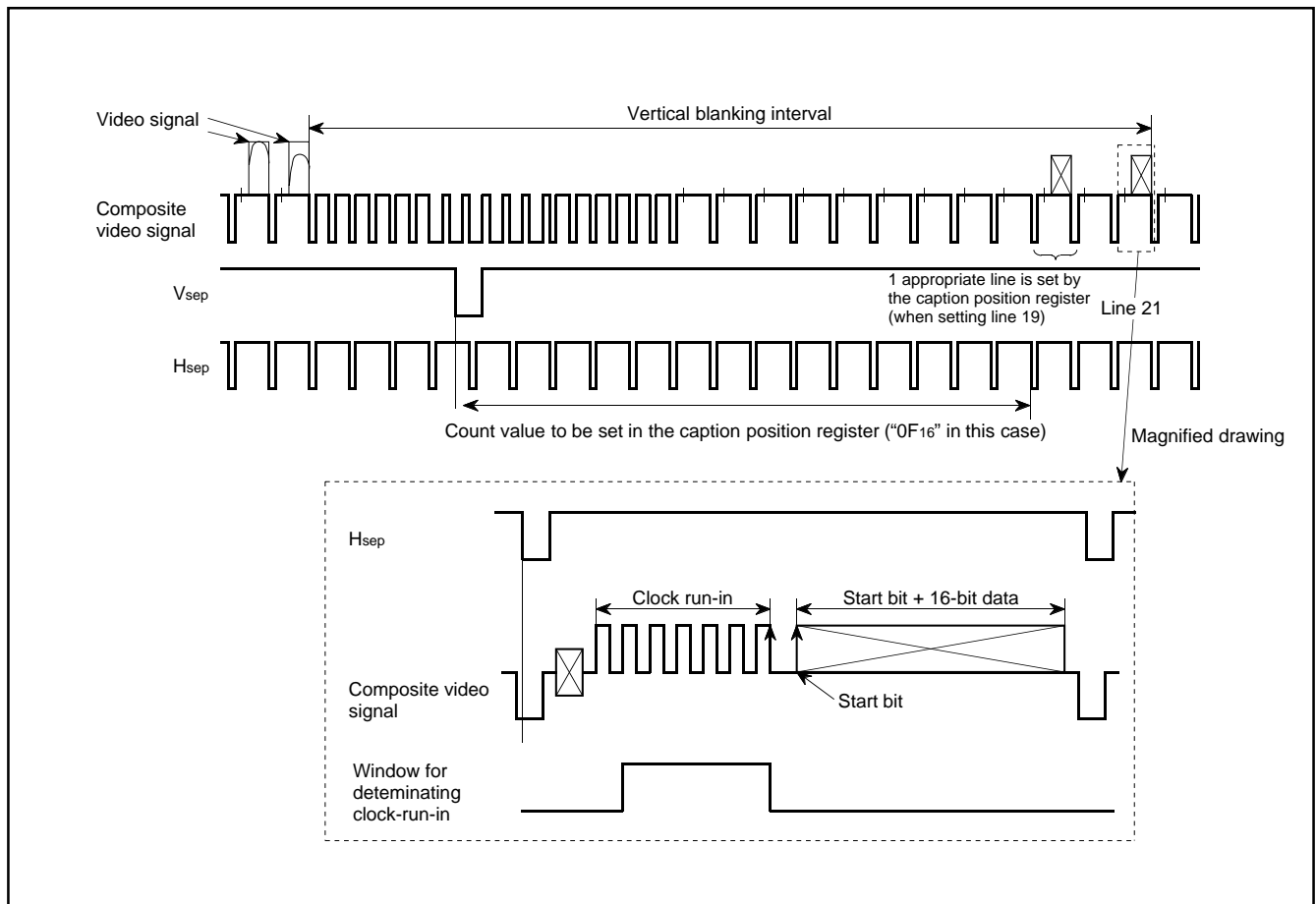


Fig. 8.10.8 Signals in Vertical Blanking Interval

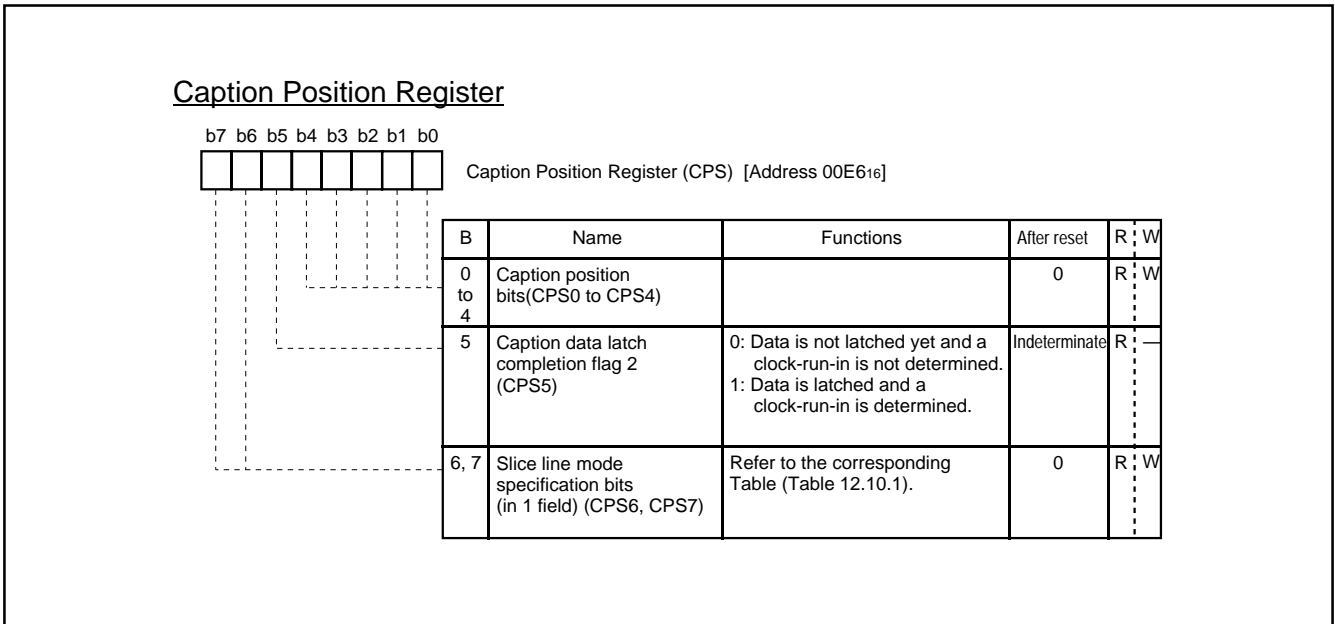


Fig. 8.10.9 Caption Position Register

Table 8.10.1 Specification of Data Slice Line

CPS		Field and Line to Be Sliced Data	Field and Line to Generate Slice Voltage
b7	b6		
0	0	<ul style="list-style-type: none"> • Both fields of F1 and F2 • Line 21 and a line specified by bits 4 to 0 of CPS (total 2 lines) (See note 2) 	<ul style="list-style-type: none"> • Field specified by bit 1 of DSC1 • Line 21 (total 1 line)
0	1	<ul style="list-style-type: none"> • Both fields of F1 and F2 • A line specified by bits 4 to 0 of CPS (total 1 line) (See note 3) 	<ul style="list-style-type: none"> • Field specified by bit 1 of DSC1 • A line specified by bits 4 to 0 of CPS (total 1 line) (See note 3)
1	0	<ul style="list-style-type: none"> • Both fields of F1 and F2 • Line 21 (total 1 line) 	<ul style="list-style-type: none"> • Field specified by bit 1 of DSC1 • Line 21 (total 1 line)
1	1	<ul style="list-style-type: none"> • Both fields of F1 and F2 • Line 21 and a line specified by bits 4 to 0 of CPS (total 2 lines) (See note 2) 	<ul style="list-style-type: none"> • Field specified by bit 1 of DSC1 • Line 21 and a line specified by bits 4 to 0 of CPS (total 2 lines) (See note 2)

Notes 1: DSC1 is data slicer control register 1.
 CPS is caption position register.
 2: Set "0016" to "1016" to bits 4 to 0 of CPS.
 3: Set "0016" to "1F16" to bits 4 to 0 of CPS.

8.10.7 Reference Voltage Generating Circuit and Comparator

The composite video signal clamped by the clamping circuit is input to the reference voltage generating circuit and the comparator.

(1) Reference Voltage Generating Circuit

This circuit generates a reference voltage (slice voltage) by using the amplitude of the clock run-in pulse in line specified by the data slice line specification circuit. Connect a capacitor between the VHOLD pin and the VSS pin, and make the length of wiring as short as possible so that a leakage current may not be generated.

(2) Comparator

The comparator compares the voltage of the composite video signal with the voltage (reference voltage) generated in the reference voltage generating circuit, and converts the composite video signal into a digital value.

8.10.8 Start Bit Detecting Circuit

This circuit detects a start bit at line decided in the data slice line specification circuit.

The detection of a start bit is described below.

- ① A sampling clock is generated by dividing the reference clock output by the timing signal.
- ② A clock run-in pulse is detected by the sampling clock.
- ③ After detection of the pulse, a start bit pattern is detected from the comparator output.

8.10.9 Clock Run-in Determination Circuit

This circuit determines clock run-in by counting the number of pulses in a window of the composite video signal.

The reference clock count value in one pulse cycle is stored in bits 3 to 7 of the clock run-in detect register (address 00EA16). Read out these bits after the occurrence of a data slicer interrupt (refer to "8.10.12 Interrupt Request Generating Circuit").

Figure 8.10.10 shows the structure of clock run-in detect register.

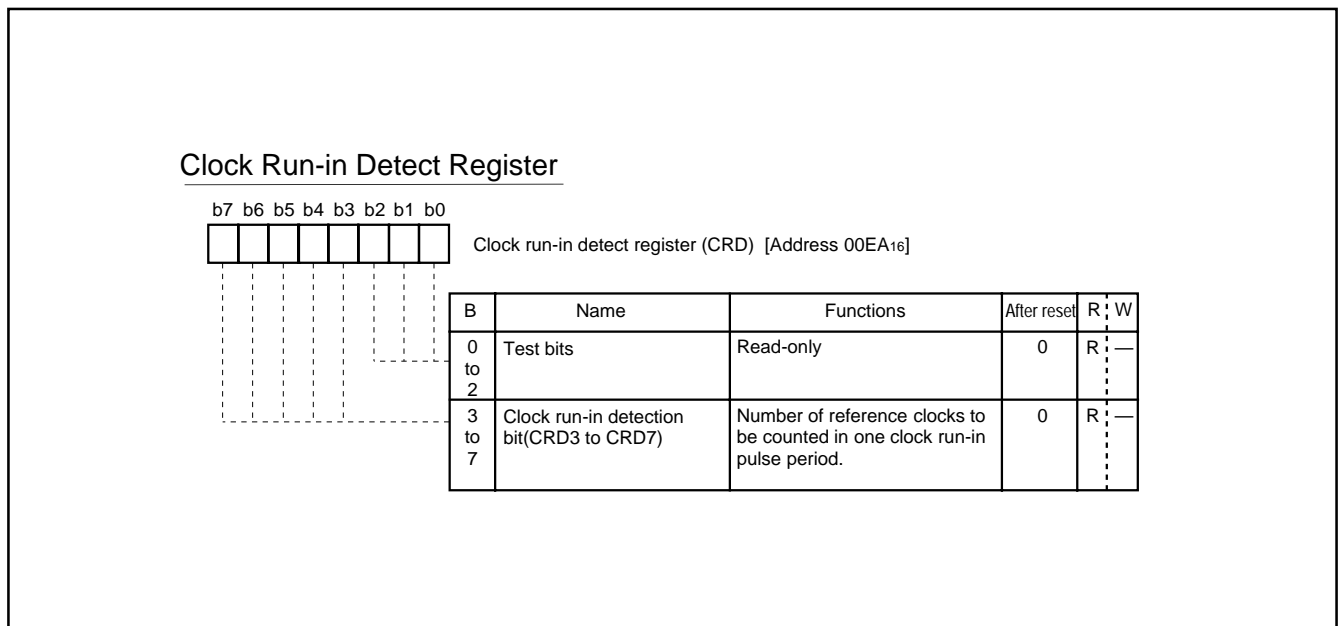


Fig. 8.10.10 Clock Run-in Detect Register

8.10.10 Data Clock Generating Circuit

This circuit generates a data clock synchronized with the start bit detected in the start bit detecting circuit. The data clock stores caption data to the 16-bit shift register. When the 16-bit data has been stored and the clock run-in determination circuit determines clock run-in, the caption data latch completion flag is set. This flag is reset at a falling of the vertical synchronous signal (V_{sep}).

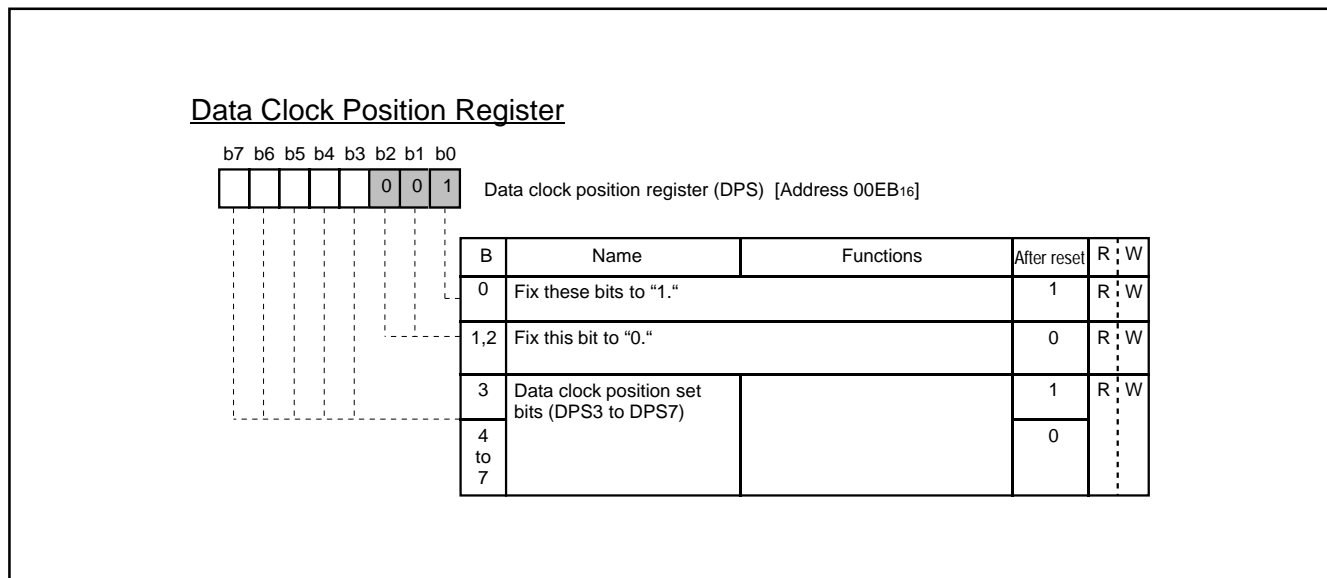


Fig. 8.10.11 Data Clock Position Register

8.10.11 16-bit Shift Register

The caption data converted into a digital value by the comparator is stored into the 16-bit shift register in synchronization with the data clock. The contents of the high-order 8 bits of the stored caption data can be obtained by reading out data register 2 (address 00E316) and data register 4 (address 00E516). The contents of the low-order 8 bits can be obtained by reading out data register 1 (address 00E216) and data register 3 (address 00E416), respectively. These registers are reset to "0" at a falling of V_{sep} . Read out data registers 1 and 2 after the occurrence of a data slicer interrupt (refer to "8.10.12 Interrupt Request Generating Circuit").

8.10.12 Interrupt Request Generating Circuit

The interrupt requests as shown in Table 8.10.3 are generated by combination of the following bits; bits 6 and 7 of the caption position register (address 00E616). Read out the contents of data registers 1 to 4 and the contents of bits 3 to 7 of the clock run-in detect register after the occurrence of a data slicer interrupt request.

Table 8.10.2 Contents of Caption Data Latch Completion Flag and 16-bit Shift Register

Slice Line Specification Mode		Contents of Caption Data Latch Completion Flag		Contents of 16-bit Shift Register	
CPS		Completion Flag 1 (bit 0 of DSC2)	Completion Flag 2 (bit 5 of CPS)	Caption Data Registers 1, 2	Caption Data Registers 3, 4
bit 7	bit 6				
0	0	Line 21	A line specified by bits 4 to 0 of CPS	16-bit data of line 21	16-bit data of a line specified by bits 4 to 0 of CPS
0	1	A line specified by bits 4 to 0 of CPS	Invalid	16-bit data of a line specified by bits 4 to 0 of CPS	Invalid
1	0	Line 21	Invalid	16-bit data of line 21	Invalid
1	1	Line 21	A line specified by bits 4 to 0 of CPS	16-bit data of line 21	16-bit data of a line specified by bits 4 to 0 of CPS

CPS: Caption position register

DSC2: Data slicer control register 2

Table 8.10.3 Occurrence Sources of Interrupt Request

Caption position register		Occurrence Sources of Interrupt Request at End of Data Slice Line
b7	b6	
0	0	After slicing line 21
	1	After a line specified by bits 4 to 0 of CPS
1	0	After slicing line 21
	1	After slicing line 21

8.10.13 Synchronous Signal Counter

The synchronous signal counter counts the composite sync signal taken out from a video signal in the data slicer circuit or the vertical synchronous signal V_{sep} as a count source.

The count value in a certain time (T time) generated by $f(X_{IN})/2^{13}$ or $f(X_{IN})/2^{13}$ is stored into the 5-bit latch. Accordingly, the latch value changes in the cycle of T time. When the count value exceeds "1F16," "1F16" is stored into the latch.

The latch value can be obtained by reading out the sync pulse counter register (address 00E916). A count source is selected by bit 5 of the sync pulse counter register.

The synchronous signal counter is used when bit 0 of PWM mode register 1 (address 020816).

Figure 8.10.12 shows the structure of the sync pulse counter and Figure 8.10.13 shows the synchronous signal counter block diagram.

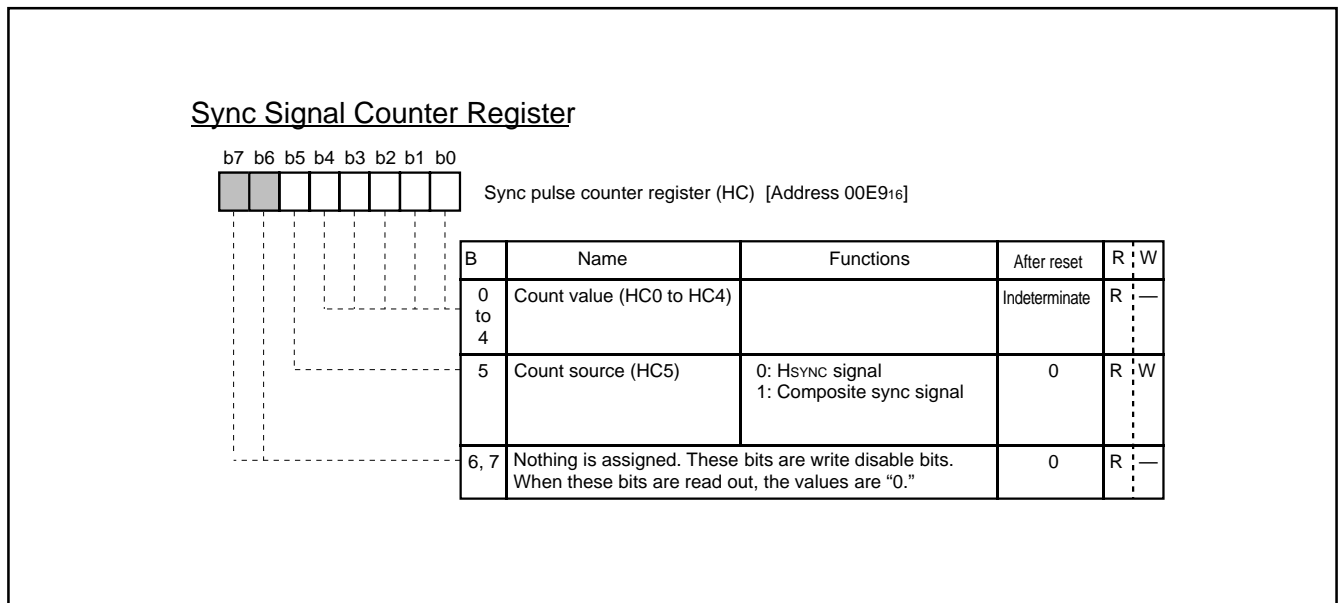


Fig. 8.10.12 Sync Pulse Counter Register

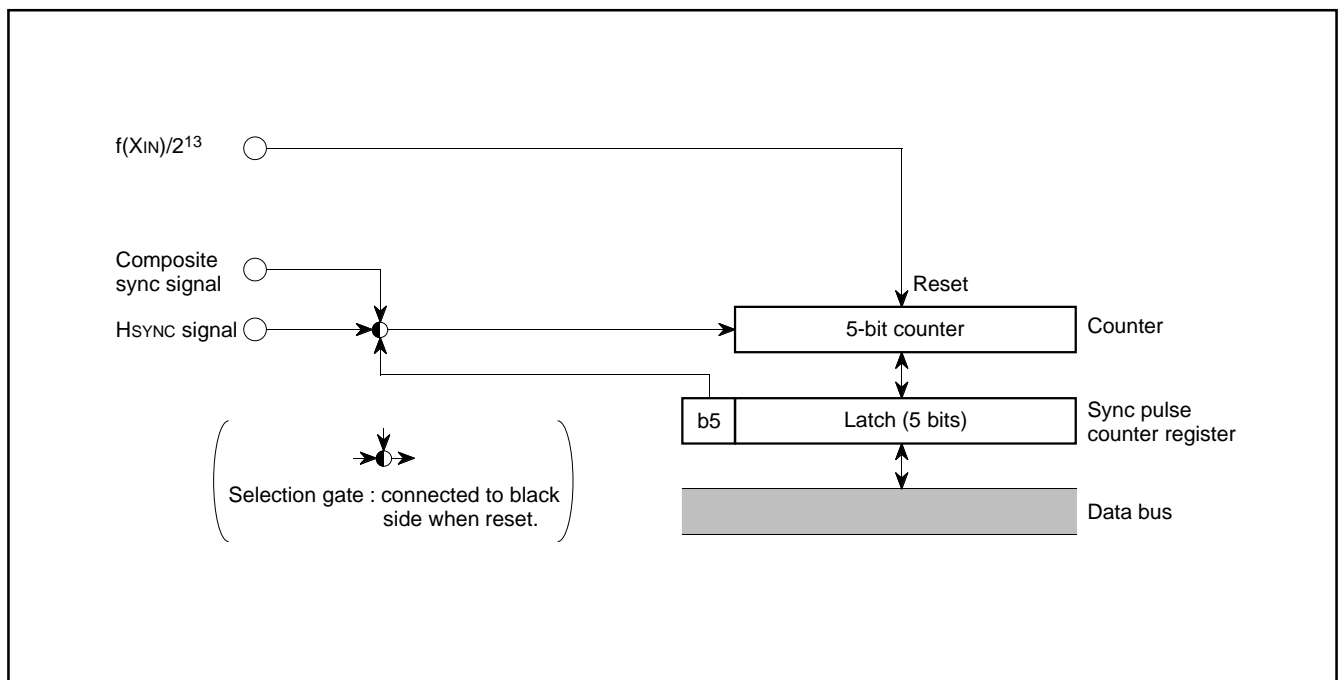


Fig. 8.10.13 Synchronous Signal Counter Block Diagram

8.11 OSD FUNCTIONS

Table 8.11.1 outlines the OSD functions.

This OSD function can display the following: the block display (32 characters X 16 lines), the SPRITE display. And besides, the function can display the both display at the same time. There are 3 display modes and they are selected by a block unit. The display modes are selected by block control register i (i = 1 to 16).

The features of each mode are described below.

Table.8.11.1 Features of Each Display Style

Display style Parameter	Block display			SPRITE display
	CC mode (Closed caption mode)	OSD mode (On-screen display mode)	CDOSD mode (Color dot on-screen display mode)	
Number of display characters	32 characters X 16 lines			1 character
Dot structure	16 X 20 dots (Character sidplay area: 16 X 26 dots)	16 X 20 dots	16 X 26 dots	16 X 20 dots
Kinds of characters	510 kinds		62 kinds	1 kind
Font memory	ROM			RAM
Kinds of character sizes	4 kinds	14 kinds		8 kinds
Pre-divide ratio (Note)	X 1, X 2	X 1, X 2, X 3		X 1, X 2
Dot size	1Tc X 1/2H, 1Tc X 1H	1Tc X 1/2H, 1Tc X 1H, 1.5Tc X 1/2H, 1.5Tc X 1H, 2Tc X 2H, 3Tc X 3H		1Tc X 1/2H, 1Tc X 1H, 2Tc X 2H, 3Tc X 3H
Attribute	Smooth italic, under line, flash	Border		
Character font coloring	1 screen: 8 kinds (per character unit) Max. 64 kinds	1 screen: 15 kinds (per character unit) Max. 64 kinds	1 screen: 8 kinds (per dot unit) 1 screen: 15 kinds (only specified dots are colored per character unit) Max. 64 kinds	1 screen: 8 kinds (per dot unit) Max. 64 kinds
Character background coloring	Possible (a character unit, 1 screen: 4 kinds, Max. 64 kinds)	Possible (a character unit, 1 screen: 15 kinds, Max. 64 kinds)		
Display layer	Layer 1	Layer 1 and layer 2		Layer 3 (with highest priority)
OSD output	Analog R, G, B output (each 4 adjustment levels : 64 colors), Digital OUT1, OUT2 output			
Raster coloring	Possible (a screen unit, max 64 kinds)			
Function	Auto solid space function	Triple layer OSD function, window function, blank funtion		
Display expansion (multiline display)	Possible			

Notes1: The divide ratio of the frequency divider (the pre-divide circuit) is referred as "pre-divide ratio" hereafter.

2: The character size is specified with dot size and pre-divide ratio (refer to "2.11.3 Dot Size").

The OSD circuit has an extended display mode. This mode allows multiple lines (16 lines or more) to be displayed on the screen by interrupting the display each time one line is displayed and rewriting data in the block for which display is terminated by software.

Figure 8.11.1 shows the configuration of OSD character display area. Figure 8.11.2 shows the block diagram of the OSD circuit. Figure 8.11.3 shows the OSD control register 1. Figure 8.11.4 shows the block control register i.

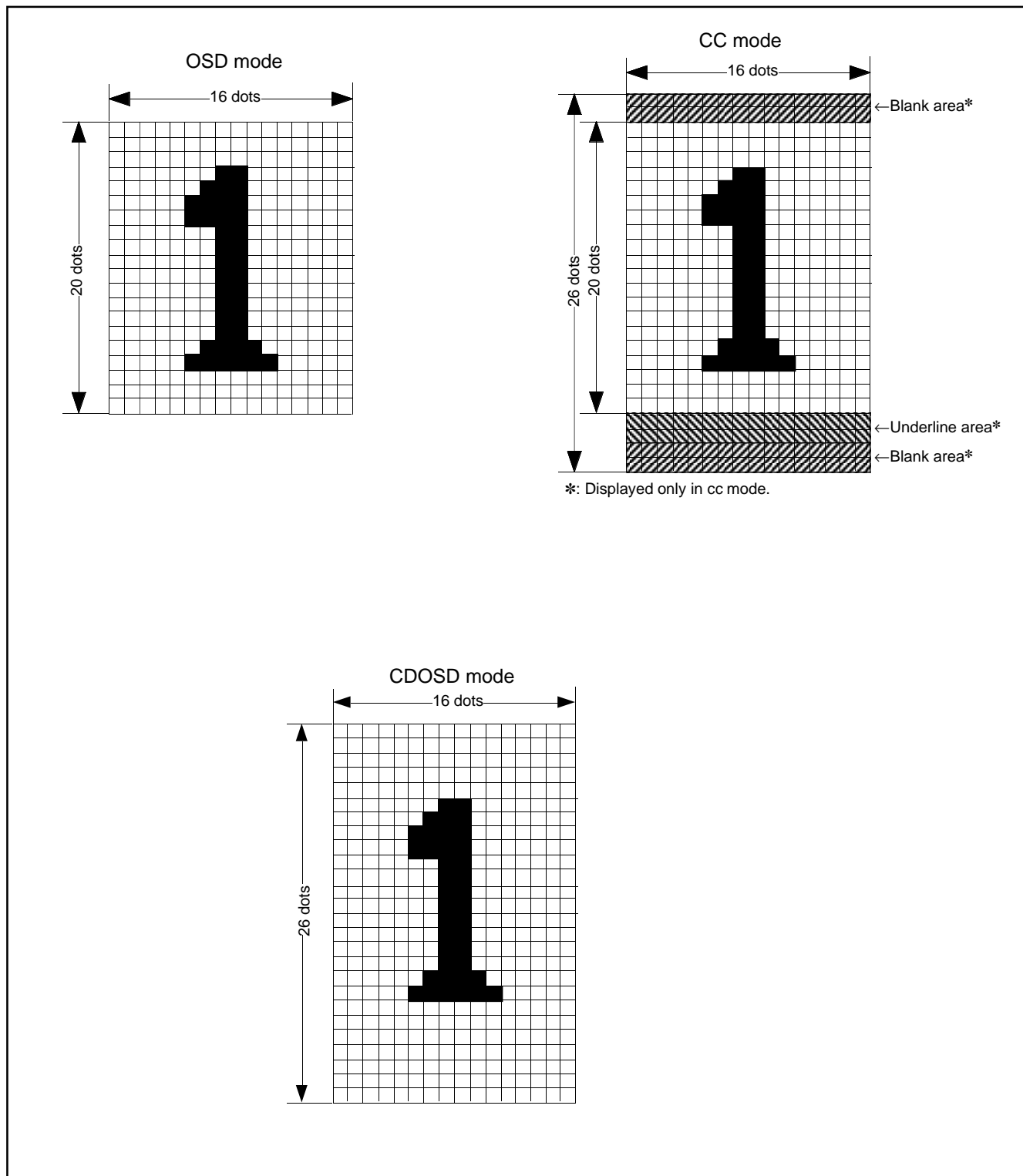


Fig. 8.11.1 Configuration of OSD Character Display Area

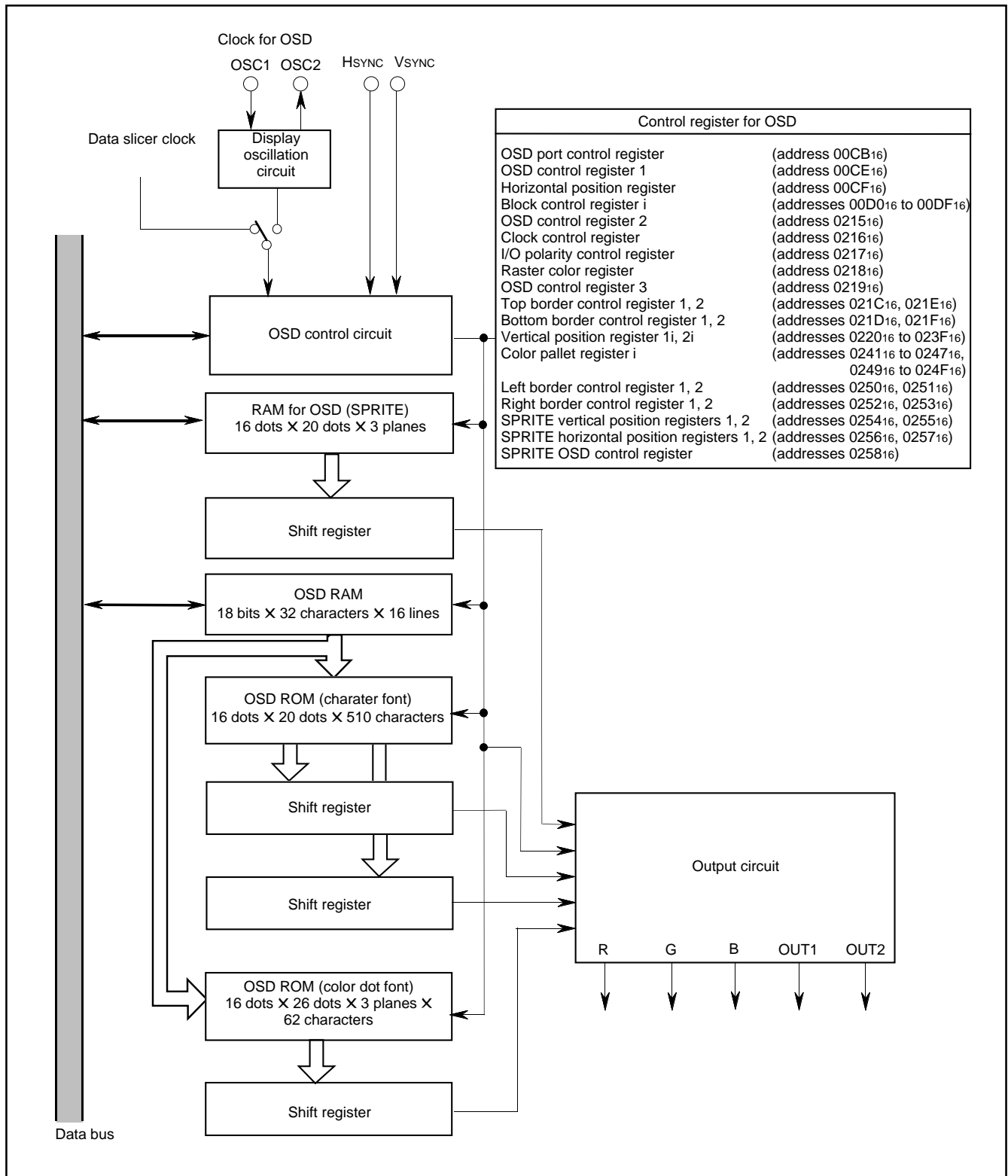


Fig. 8.11.2 Block Diagram of OSD Circuit

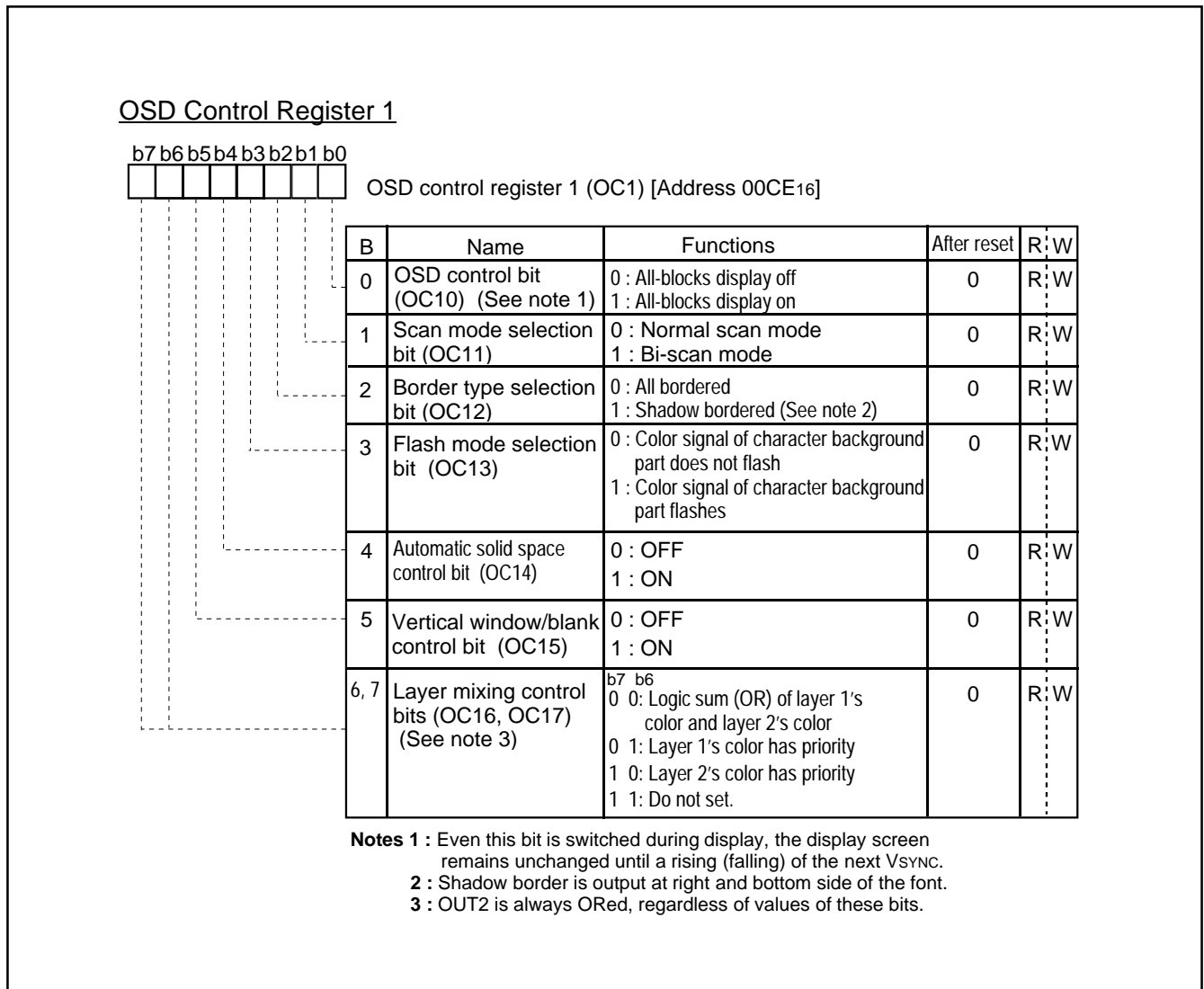
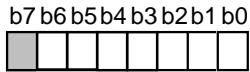


Fig. 8.11.3 OSD Control Register 1

Block Control Register i



Block control register i (BCi) (i=1 to 16) [Addresses 00D0₁₆ to 00DF₁₆]

B	Name	Functions				After reset	R;W		
0, 1	Display mode selection bits (BCi0, BCi1)	b1	b0	Functions		Indeterminate	R;W		
		0	0	Display OFF					
		0	1	OSD mode					
		1	0	CC mode					
		1	1	CDOSD mode					
2	Border control bit (BCi2)	0 : Border OFF 1 : Border ON				Indeterminate	R;W		
3, 4	Dot size selection bits (BCi3, BCi4)	b6	b5	b4	b3	Pre-divide ratio	Dot size	Indeterminate	R;W
		0	0	0	0	x 1	1Tc x 1/2H		
				0	1		1Tc x 1H		
		0	1	1	0	x 2	2Tc x 2H		
1	1			3Tc x 3H					
5, 6	Pre-divide ratio selection bit (BCi5, BCi6)	1	1	0	0	x 3	1.5Tc x 1/2H (See note 3)	Indeterminate	R;W
				0	1		1.5Tc x 1H (See note 3)		
		1	1	0	0	1Tc x 1/2H			
				0	1	1Tc x 1H			
		1	0	2Tc x 2H					
		1	1	3Tc x 3H					
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is indeterminate.				Indeterminate	R;—			

- Notes** 1: Tc : OSD clock cycle divided in pre-divide circuit
 2: H : HSYNC
 3: This character size is available only in Layer 2. At this time, set layer 1's pre-divide ratio = X 2, layer 1's horizontal dot size = 1Tc.

Fig. 8.11.4 Block Control Register i (i = 1 to 16)

8.11.1 Triple Layer OSD

Three built-in layers of display screens accommodate triple display of channels, volume, etc., closed caption, and sprite displays within layers 1 to 3.

The layer to be displayed in each block is selected by bit 0 or 1 of the OSD control register 2 for each display mode (refer to Figure 8.11.7). Layer 3 always displays the sprite display.

When the layer 1 block and the layer 2 block overlay, the screen is composed (refer to Figure 8.11.5) with layer mixing by bit 6 or 7 of the OSD control register 1, as shown in Figure 8.11.3. Layer 3 always takes display priority of layers 1 and 2.

- Notes 1:** When mixing layer 1 and layer 2, note Table 8.11.2.
2: OUT2 is always ORed, regardless of values of bits 6, 7 of the OSD control register 1. And besides, even when OUT2 (layer 1 or layer 2) overlaps with SPRITE display (layer 3), OUT2 is output.

Table 8.11.2 Mixing Layer 1 and Layer 2

Block	Block in Layer 1	Block in Layer 2	
Parameter			
Display mode	CC, OSD, CDOSD mode	OSD, CDOSD mode	
Pre-divide ratio	X 1, X 2 (CC mode)	Same as layer 1	
Dot size	X 1 to X 3 (OSD, CDOSD mode)		
	1Tc X 1/2H, 1Tc X 1H (CC mode)	Pre-divide ratio = X 1	Pre-divide ratio = X 2
		1Tc X 1/2H 1Tc X 1H	1Tc X 1/2H, 1.5Tc X 1/2H 1Tc X 1H, 1.5Tc X 1H
	1Tc X 1H, 1Tc X 1/2H, 2Tc X 2H, 3Tc X 3H (OSD, CDOSD mode)	<ul style="list-style-type: none"> • Same saize as layer 1 • 1.5Tc can be selected only when: layer 1's pre-divide ratio = X 2 AND layer 1's horizontal dot size = 1Tc. As this time, vertical dot size is the same as layer 1. 	
Horizontal display start position	Arbitrary	Same position as layer 1	
Vertical display start position	Arbitrary	Arbitrary	
	However, when dot size is 2Tc X 2H or 2Tc X 3H, set difference between vertical display position of layer 1 and that of layer 2 as follows.		
	<ul style="list-style-type: none"> •2Tc X 2H: 2H Units •3Tc X 3H: 3H Units 		

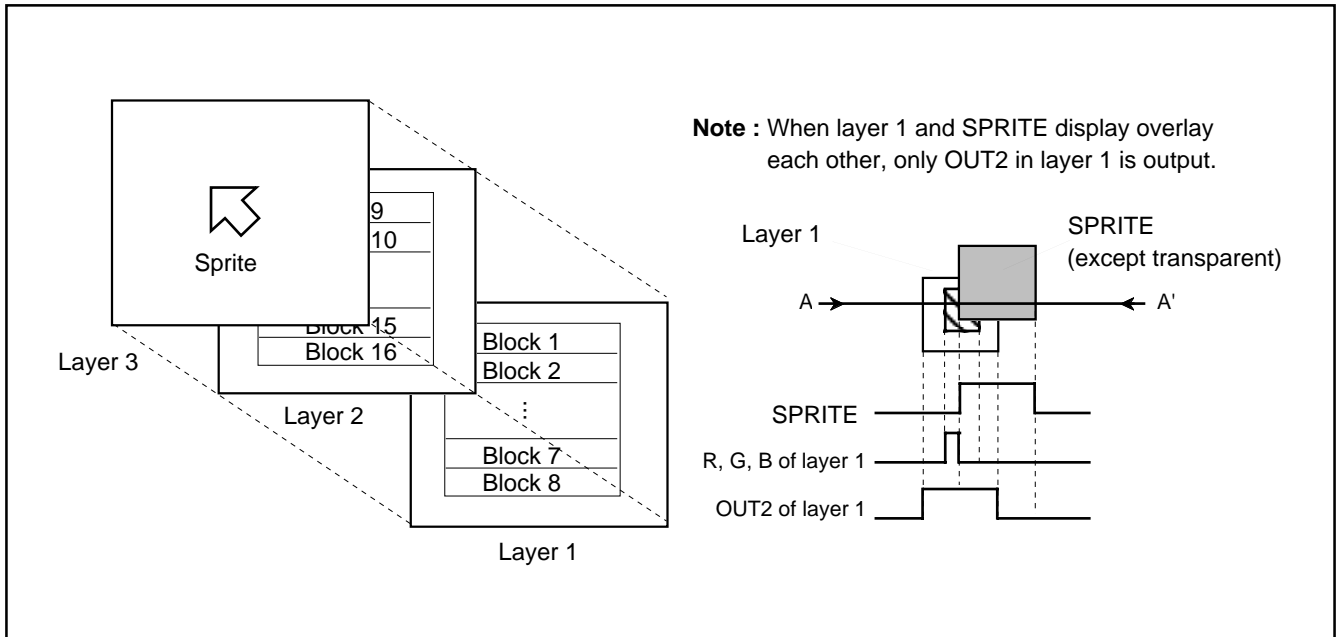


Fig. 8.11.5 Triple Layer OSD

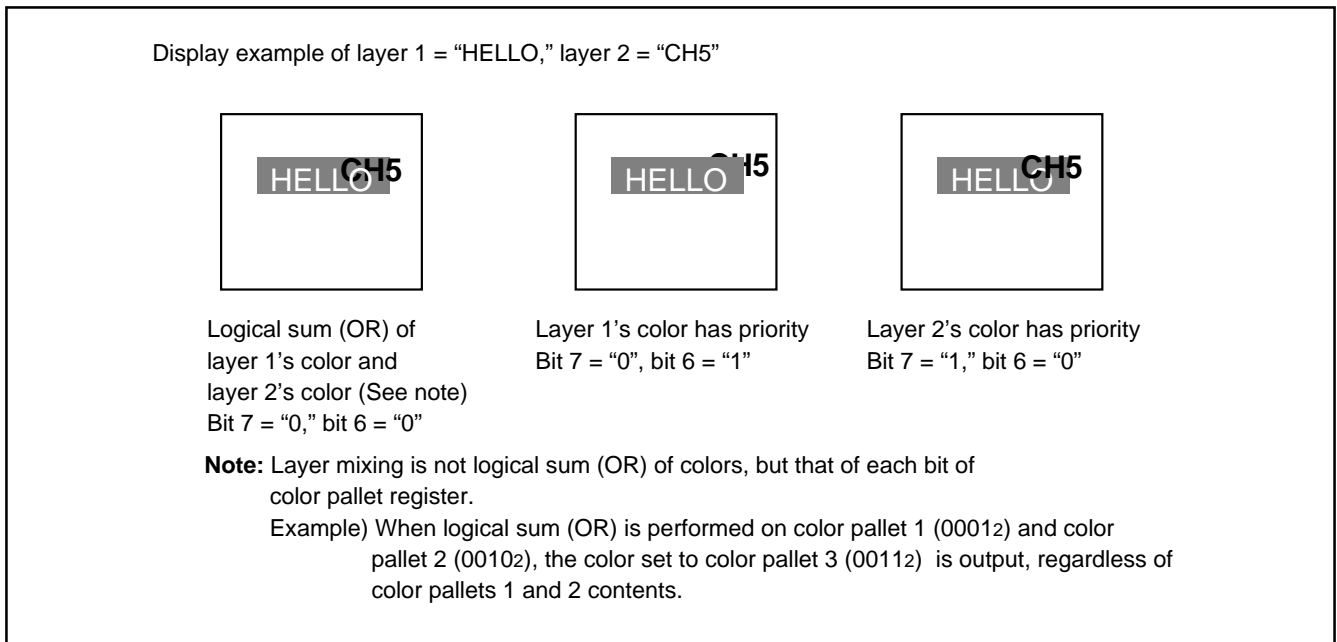


Fig. 8.11.6 Display Example of Triple Layer OSD

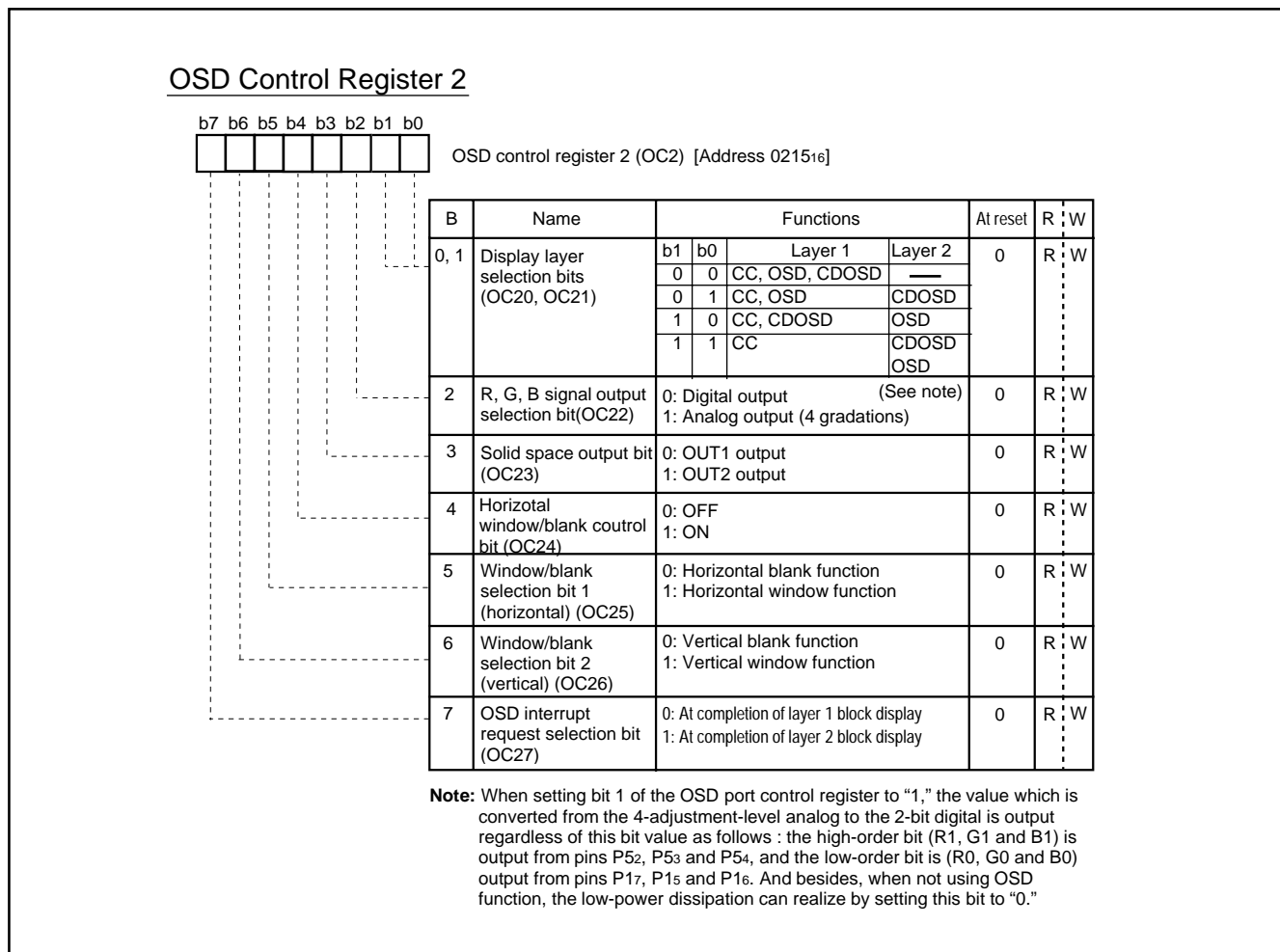


Fig. 8.11.7 OSD Control Register 2

8.11.2 Display Position

The display positions of characters are specified by a block. There are 16 blocks, blocks 1 to 16. Up to 32 characters can be displayed in each block (refer to "8.11.6 Memory for OSD").

The display position of each block can be set in both horizontal and vertical directions by software.

The display position in the horizontal direction can be selected for all blocks in common from 256-step display positions in units of 4 TOSC (TOSC = OSD oscillation cycle).

The display position in the vertical direction for each block can be selected from 1024-step display positions in units of 1 TH (TH = HSYNC cycle).

Blocks are displayed in conformance with the following rules:

- When the display position is overlapped with another block (Figure 8.11.8 (b)), a lower block number (1 to 16) is displayed on the front.
- When another block display position appears while one block is displayed (Figure 8.11.8 (c)), the block with a larger set value as the vertical display start position is displayed. However, do not display block with the dot size of 2Tc X 2H or 3Tc X 3H during display period (*) of another block.

* In the case of OSD mode block: 20 dots in vertical from the vertical display start position.

* In the case of CC or CDOSD mode block: 26 dots in vertical from the vertical display start position.

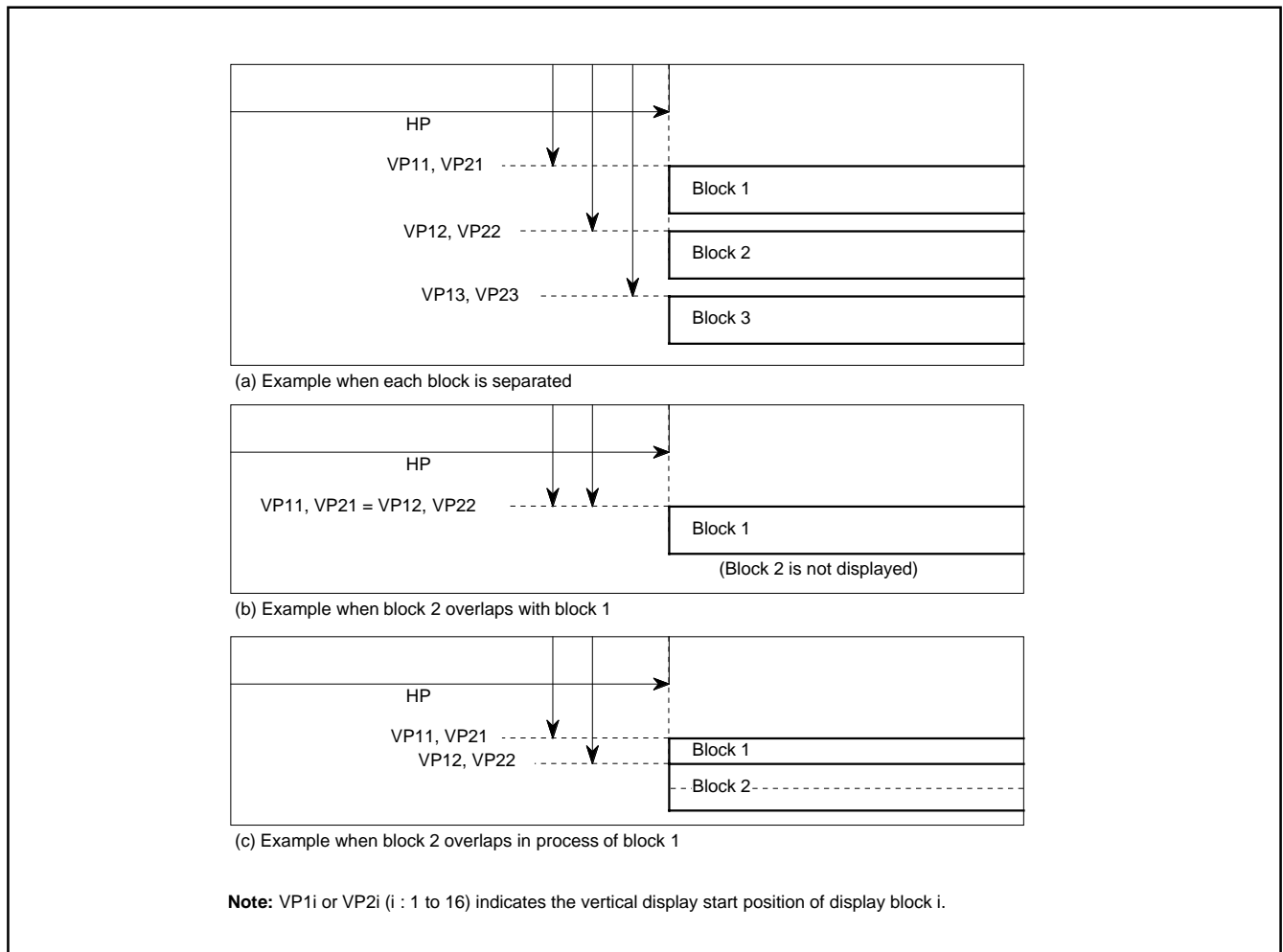


Fig. 8.11.8 Display Position

The display position in the vertical direction is determined by counting the horizontal sync signal (HSYNC). At this time, when VSYNC and HSYNC are positive polarity (negative polarity), it starts to count the rising edge (falling edge) of HSYNC signal from after fixed cycle of rising edge (falling edge) of VSYNC signal. So interval from rising edge (falling edge) of VSYNC signal to rising edge (falling edge) of HSYNC signal needs enough time (2 machine cycles or more) for avoiding jitter. The polarity of HSYNC and VSYNC signals can select with the I/O polarity control register (address 0217₁₆).

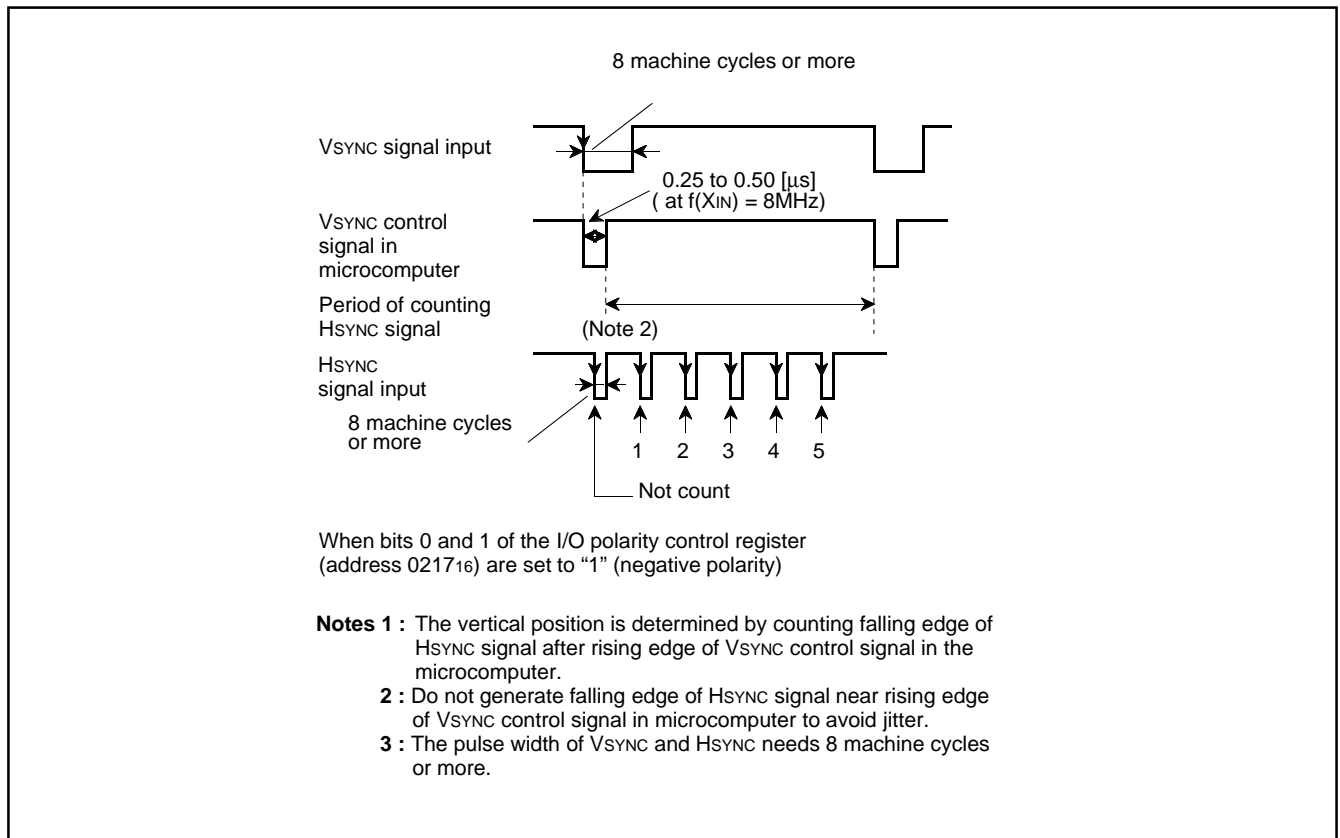


Fig. 8.11.9 Supplement Explanation for Display Position

The vertical position for each block can be set in 1024 steps (where each step is 1_{TH} (T_H: HSYNC cycle)) as values “00₁₆” to “FF₁₆” in vertical position register 1i (i = 1 to 16) (addresses 0220₁₆ to 022F₁₆) and values “00₁₆” to “03₁₆” in vertical position register 2i (i = 1 to 16) (addresses 0230₁₆ to 023F₁₆). The vertical position registers are shown in Figures 8.11.10 and 8.11.11.

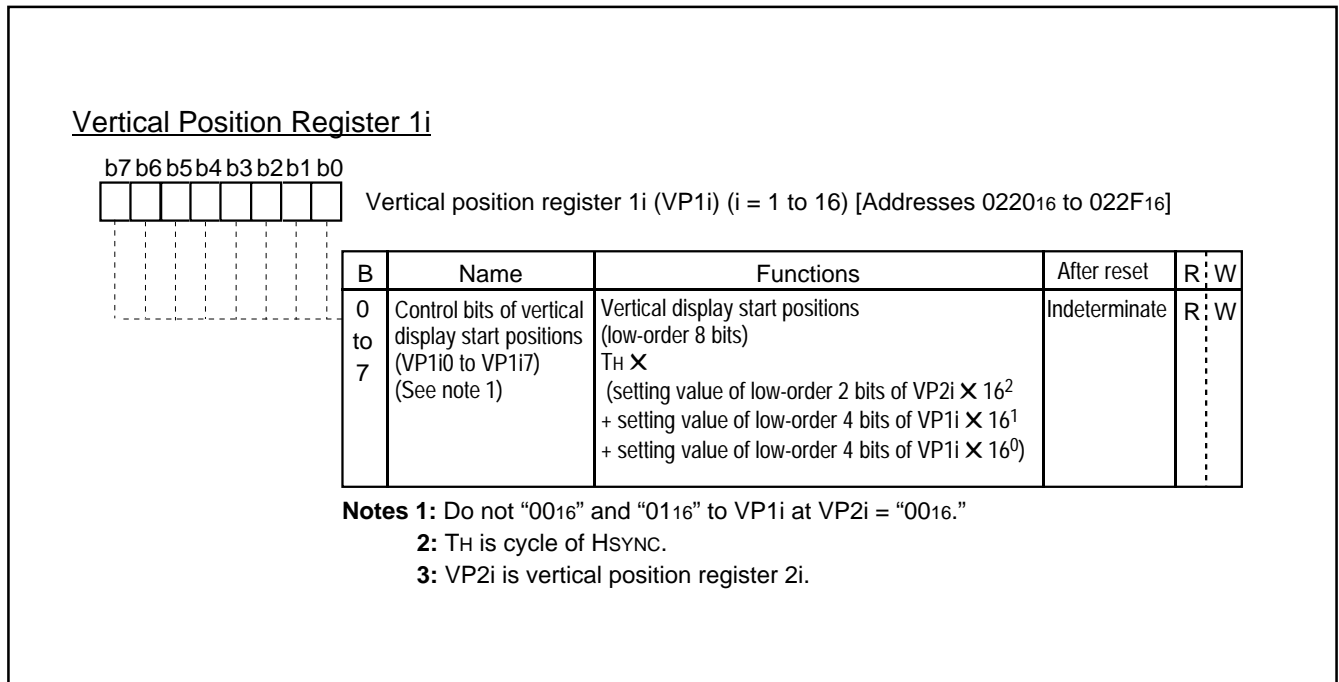


Fig. 8.11.10 Vertical Position Register 1i (i = 1 to 16)

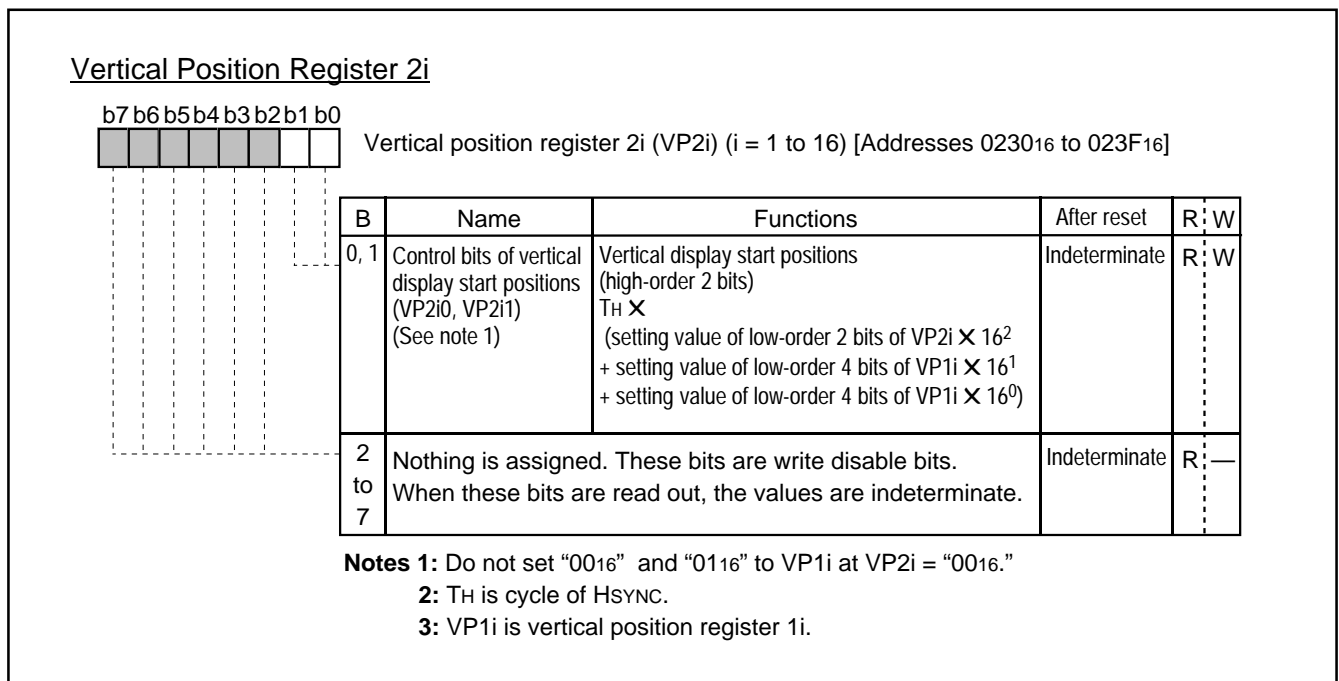


Fig. 8.11.11 Vertical Position Register 2i (i = 1 to 16)

The horizontal position is common to all blocks, and can be set in 256 steps (where 1 step is $4T_{OSC}$, T_{OSC} being the oscillating cycle for display) as values "00₁₆" to "FF₁₆" in bits 0 to 7 of the horizontal position register (address 00CF₁₆). The horizontal position register is shown in Figure 8.11.12.

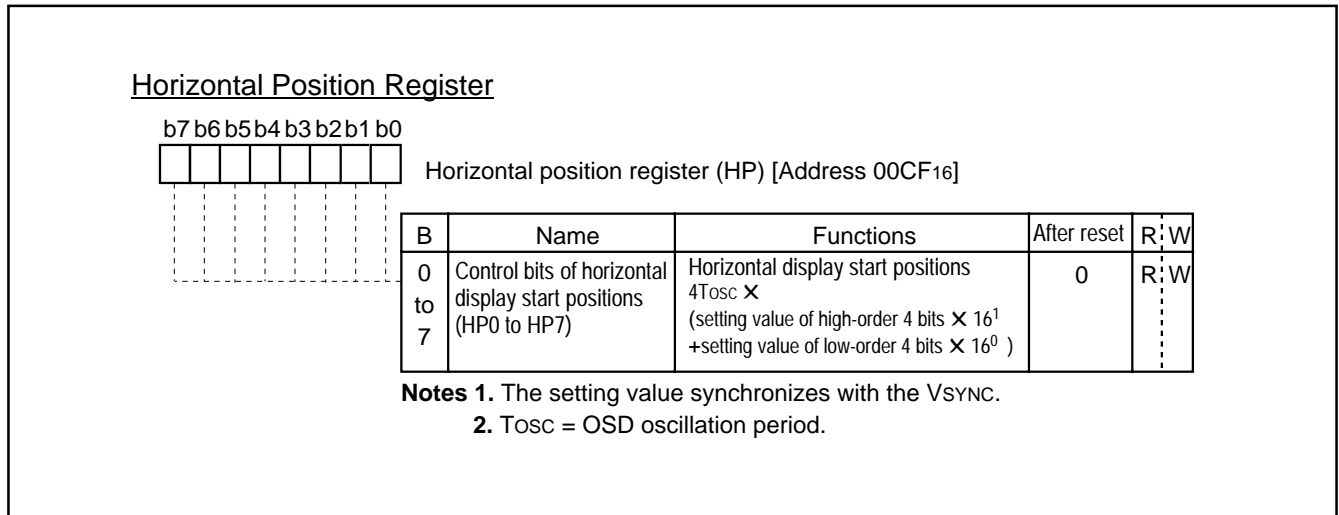


Fig. 8.11.12 Horizontal Position Register

Note : $1T_c$ (T_c : OSD clock cycle divided in pre-divide circuit) gap occurs between the horizontal display start position set by the horizontal position register and the most left dot of the 1st block. Accordingly, when 2 blocks have different pre-divide ratios, their horizontal display start position will not match.
Ordinally, this gap is $1T_c$ regardless of character sizes, however, the gap is $1.5T_c$ only when the character size is $1.5T_c$.

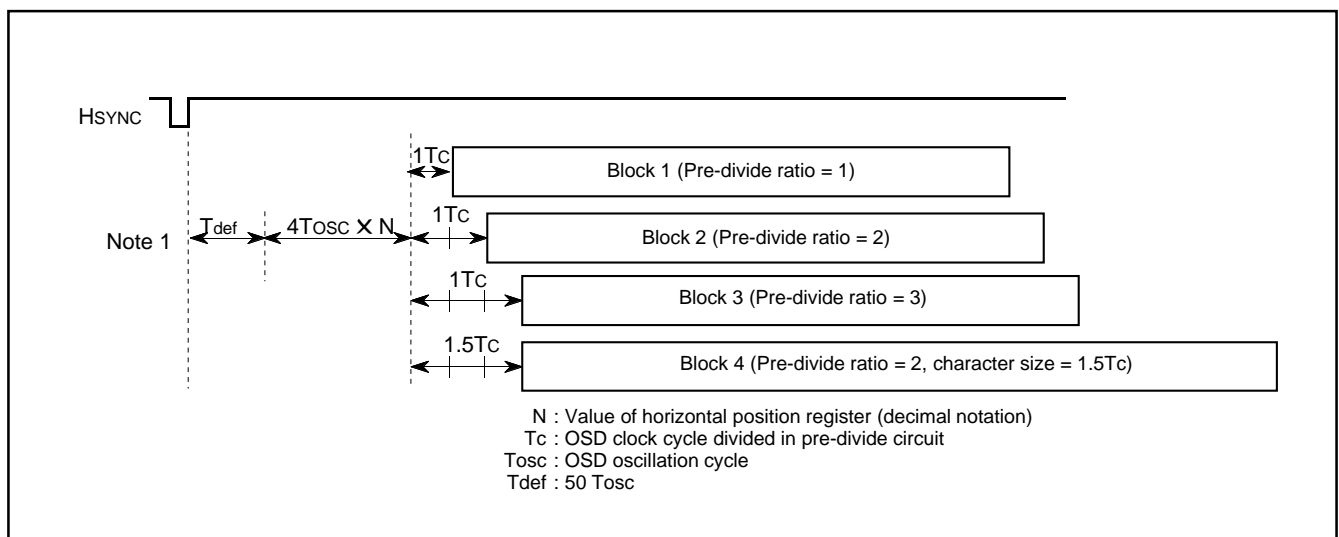


Fig. 8.11.13 Notes on Horizontal Display Start Position

8.11.3 Dot Size

The dot size can be selected by a block unit. The dot size in vertical direction is determined by dividing HSYNC in the vertical dot size control circuit. The dot size in horizontal is determined by dividing the following clock in the horizontal dot size control circuit : the clock gained by dividing the OSD clock source (data slicer clock, OSC1, main clock) in the pre-divide circuit. The clock cycle divided in the pre-divide circuit is defined as 1Tc.

The dot size is specified by bits 6 to 3 of the block control register.

Refer to Figure 8.11.4 (the block control register i), refer to Figure 8.11.6 (the clock control register).

The block diagram of dot size control circuit is shown in Figure 8.11.4.

- Notes 1:** The pre-divide ratio = 3 cannot be used in the CC mode.
- 2:** The pre-divide ratio of the layer 2 must be same as that of the layer 1 by the block control register i.
- 3:** In the bi-scan mode, the dot size in the vertical direction is 2 times as compared with the normal mode. Refer to "8.11.13 Scan Mode" about the scan mode.

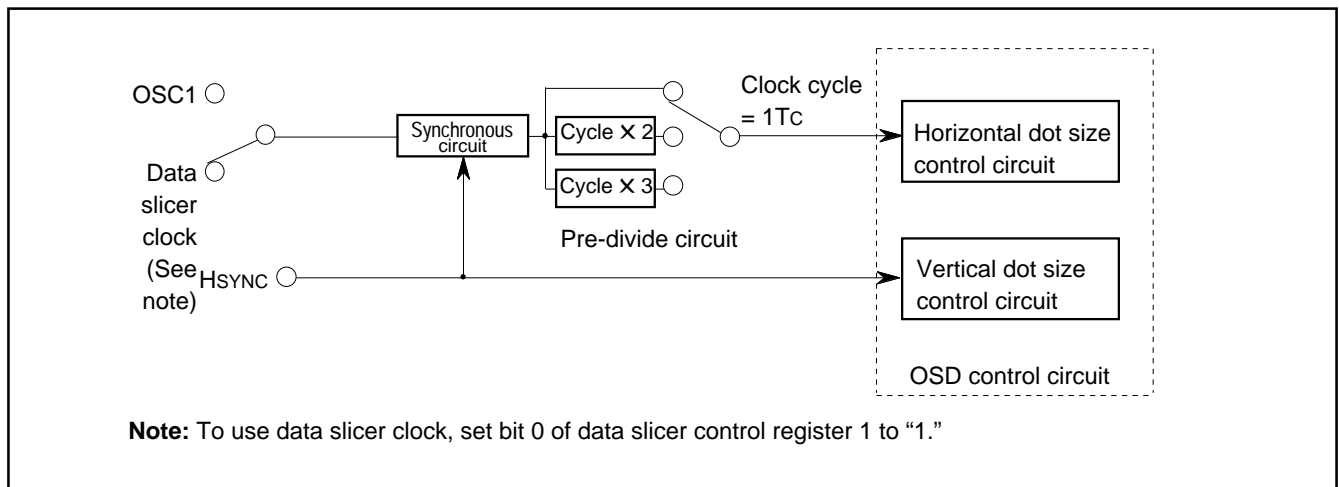


Fig. 8.11.14 Block Diagram of Dot Size Control Circuit

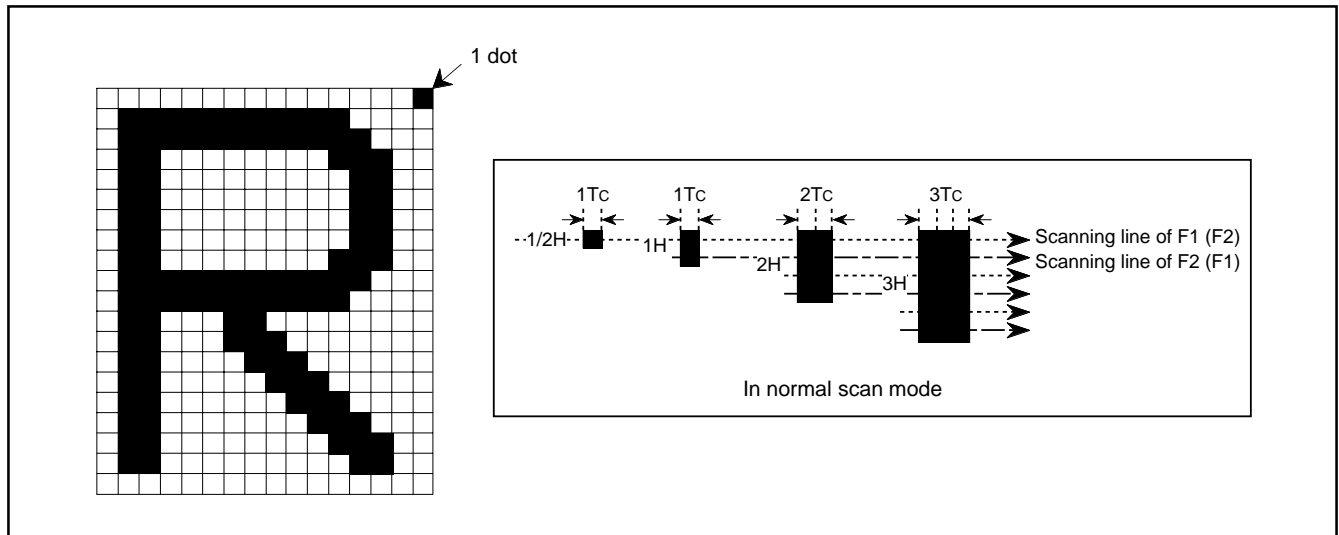


Fig. 8.11.15 Definition of Dot Sizes

8.11.4 Clock for OSD

As a clock for display to be used for OSD, it is possible to select one of the following 3 types.

- Data slicer clock output from the data slicer (approximately 26 MHz)
- Clock from the LC oscillator supplied from the pins OSC1 and OSC2
- Clock from the ceramic resonator or the quartz-crystal oscillator from the pins OSC1 and OSC2

The clock for display to be used for OSD can be selected by bit 7 of port P3 direction register, bit 2 and bit 1 of clock source control register (address 021616). If the pins OSC1 and OSC2 are not used as OSD clock input/output, these pins can be used as the sub-clock input/output, or port P6.

Table 8.11.3 Setting of P63/OSC1/Xcin, P64/OSC2/Xcout

Function	Clock input/output pins for OSD		Sub-clock input/output pins	Input port
Registers				
Bit 7 of Port P3 Direction Register	0		0	1
Clock Control Register	Bit 2	1	1	0
	Bit 1	0	1	0

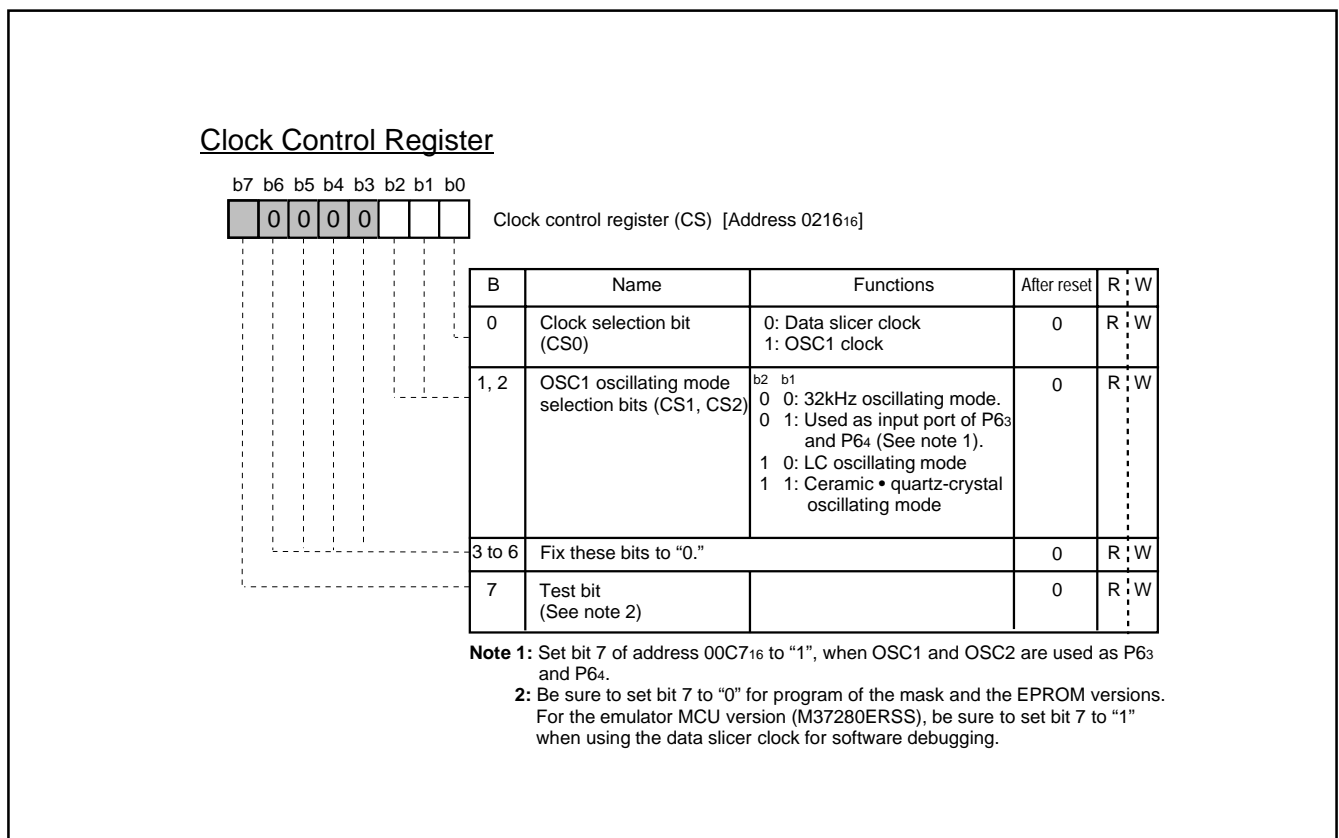


Fig. 8.11.16 Clock Control Register

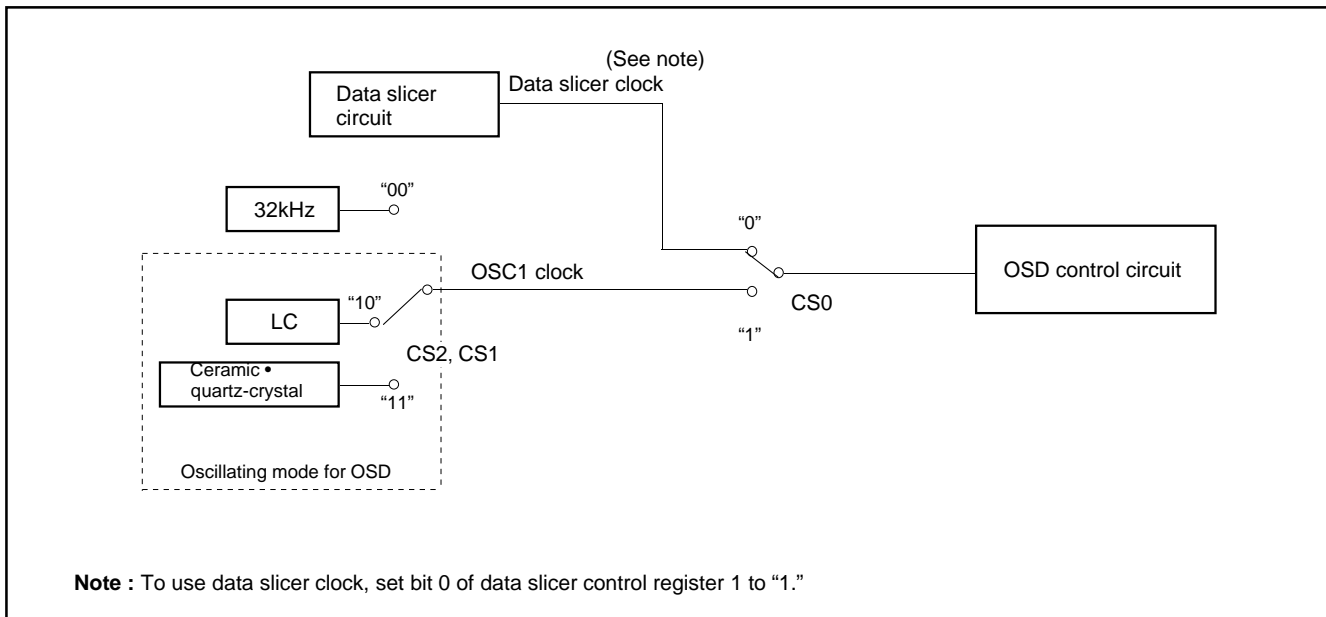


Fig. 8.11.17 Block Diagram of OSD Selection Circuit

8.11.5 Field Determination Display

To display the block with vertical dot size of 1/2H, whether an even field or an odd field is determined through differences in a synchronizing signal waveform of interlacing system. The dot line 0 or 1 (refer to Figure 8.11.19) corresponding to the field is displayed alternately.

In the following, the field determination standard for the case where both the horizontal sync signal and the vertical sync signal are negative-polarity inputs will be explained. A field determination is determined by detecting the time from a falling edge of the horizontal sync signal until a falling edge of the VSYNC control signal (refer to Figure

8.11.19) in the microcomputer and then comparing this time with the time of the previous field. When the time is longer than the comparing time, it is regarded as even field. When the time is shorter, it is regarded as odd field.

The field determination flag changes at a rising edge of VSYNC control signal in the microcomputer.

The contents of this field can be read out by the field determination flag (bit 7 of the I/O polarity control register at address 021716). A dot line is specified by bit 6 of the I/O polarity control register (refer to Figure 8.11.19).

However, the field determination flag read out from the CPU is fixed to "0" at even field or "1" at odd field, regardless of bit 6.

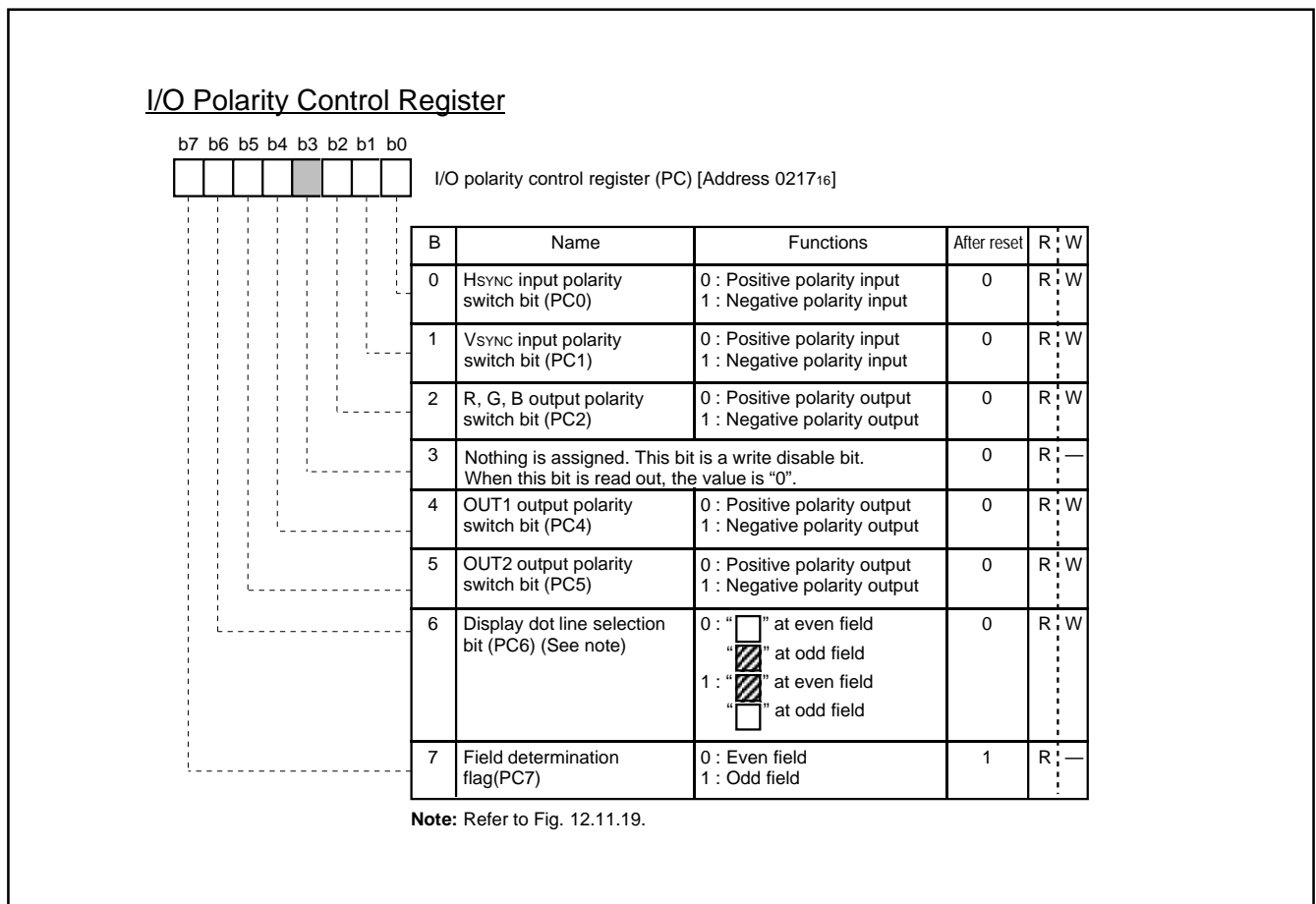
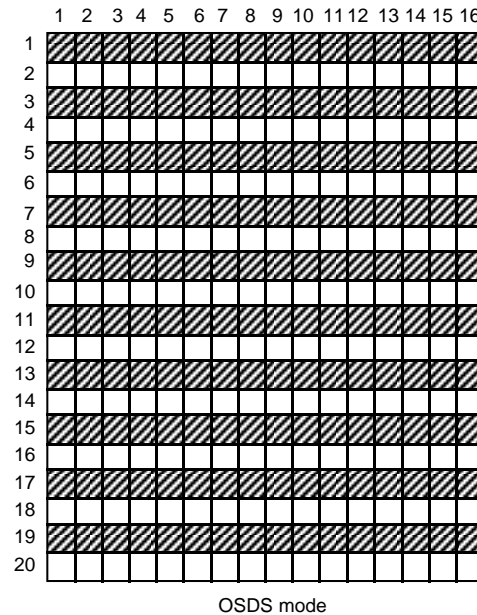
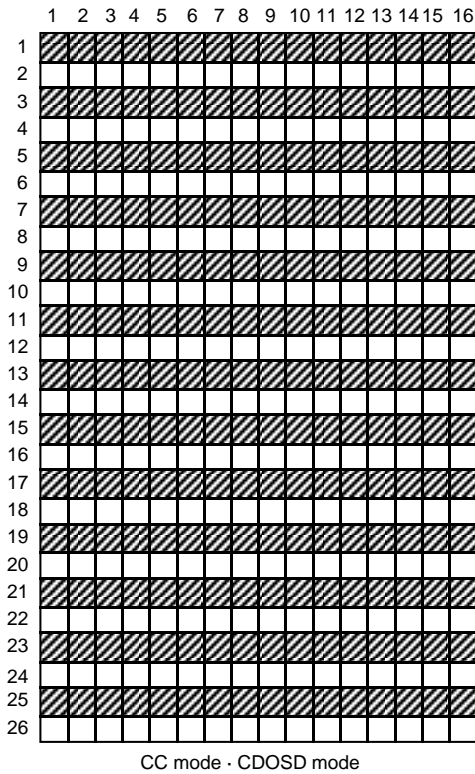


Fig. 8.11.18 I/O Polarity Control Register

Both HSYNC signal and VSYNC signal are negative-polarity input

HSYNC		Field	Field determination flag(Note)	Display dot line selection bit	Display dot line
VSYNC and VSYNC control signal in micro-computer		Odd	/	/	/
Upper : VSYNC signal		Even	0 (T2 > T1)	0	Dot line 1 <input type="checkbox"/>
Lower : VSYNC control signal in micro-computer		Odd	1 (T3 < T2)	1	Dot line 0 <input checked="" type="checkbox"/>
				0	Dot line 0 <input checked="" type="checkbox"/>
				1	Dot line 1 <input type="checkbox"/>

When using the field determination flag, be sure to set bit 0 of the PWM mode register 1 (address 020A16) to "0."



When the display dot line selection bit is "0," the font is displayed at even field, the font is displayed at odd field. Bit 7 of the I/O polarity control register can be read as the field determination flag : "1" is read at odd field, "0" is read at even field.

OSD ROM font configuration diagram

Note : The field determination flag changes at a rising edge of the VSYNC control signal (negative-polarity input) in the microcomputer.

Fig. 8.11.19 Relation Between Field Determination Flag and Display Font

8.11.6 Memory for OSD

There are 2 types of memory for OSD : OSD ROM (addresses 10800₁₆ to 157FF₁₆ and 18000₁₆ to 1ACFF₁₆) used to specify character dot data and OSD RAM (addresses 0700₁₆ to 07A7₁₆ and 0800₁₆ to 0FDF₁₆) used to specify the kinds of display characters, display colors, and SPRITE display. The following describes each type of memory.

(1) OSD ROM (addresses 10800₁₆ to 157FF₁₆, 18000₁₆ to 1ACFF₁₆)

The dot pattern data for OSD characters is stored in the character font area in the OSD ROM and the CD font data for OSD characters is stored in the color dot font area in the OSD ROM. To specify the kinds of the character font and the CD font, it is necessary to write the character code into the OSD RAM.

The modes are selected by bit 3 of the OSD control register 3 for each screen.

The character font data storing address is shown in Figure 8.11.20. The CD font data storing address is shown in Figure 8.11.21. The 510 kinds of character font and 62 kinds of CD font can be stored.

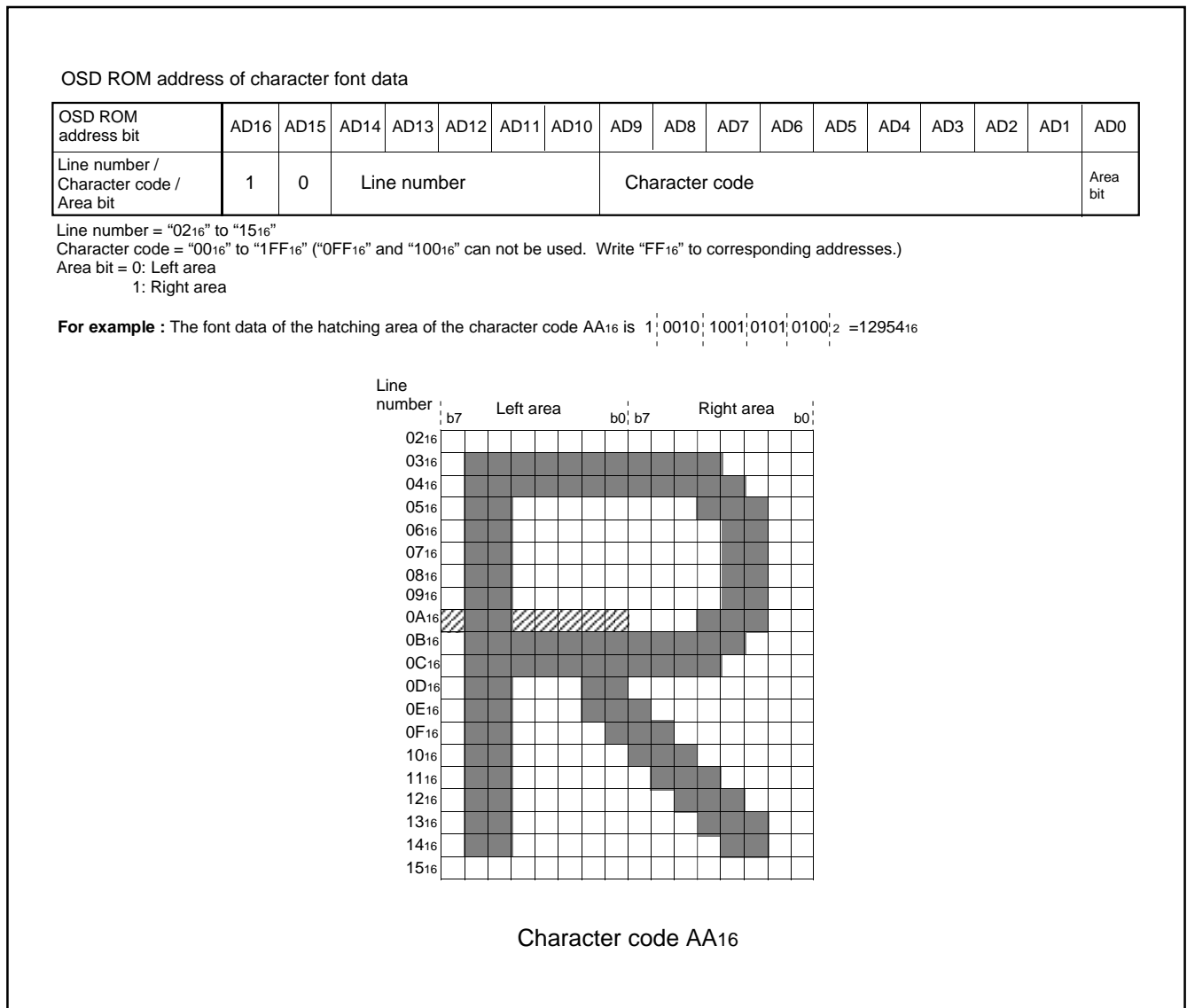


Fig. 8.11.20 Character Font Data Storing Address

OSD ROM address of CD font data

OSD ROM address bit	AD16	AD15	AD14	AD13	AD12	AD11	AD10	AD9	AD8	AD7	AD6	AD5	AD4	AD3	AD2	AD1	AD0
Line number/CD code/ Area bit	1	1	0	Plain selection bit			Line number				CD code					Area bit	

Line number = "0016" to "1916"

CD code = "0016" to "3F16" ("1F16" and "2016" cannot be used. Write "FF16" to the corresponding address.)

Area bit = 0 : Left area 1 : Right area

Example) "0316" is stored to address 1A77516 (Plain 2), "C016" is stored to address 1977516 (Plain 1), and "F816" is stored to address 1877516 (Plain 0) as the font data of the hatching area of the CD code 3A16.

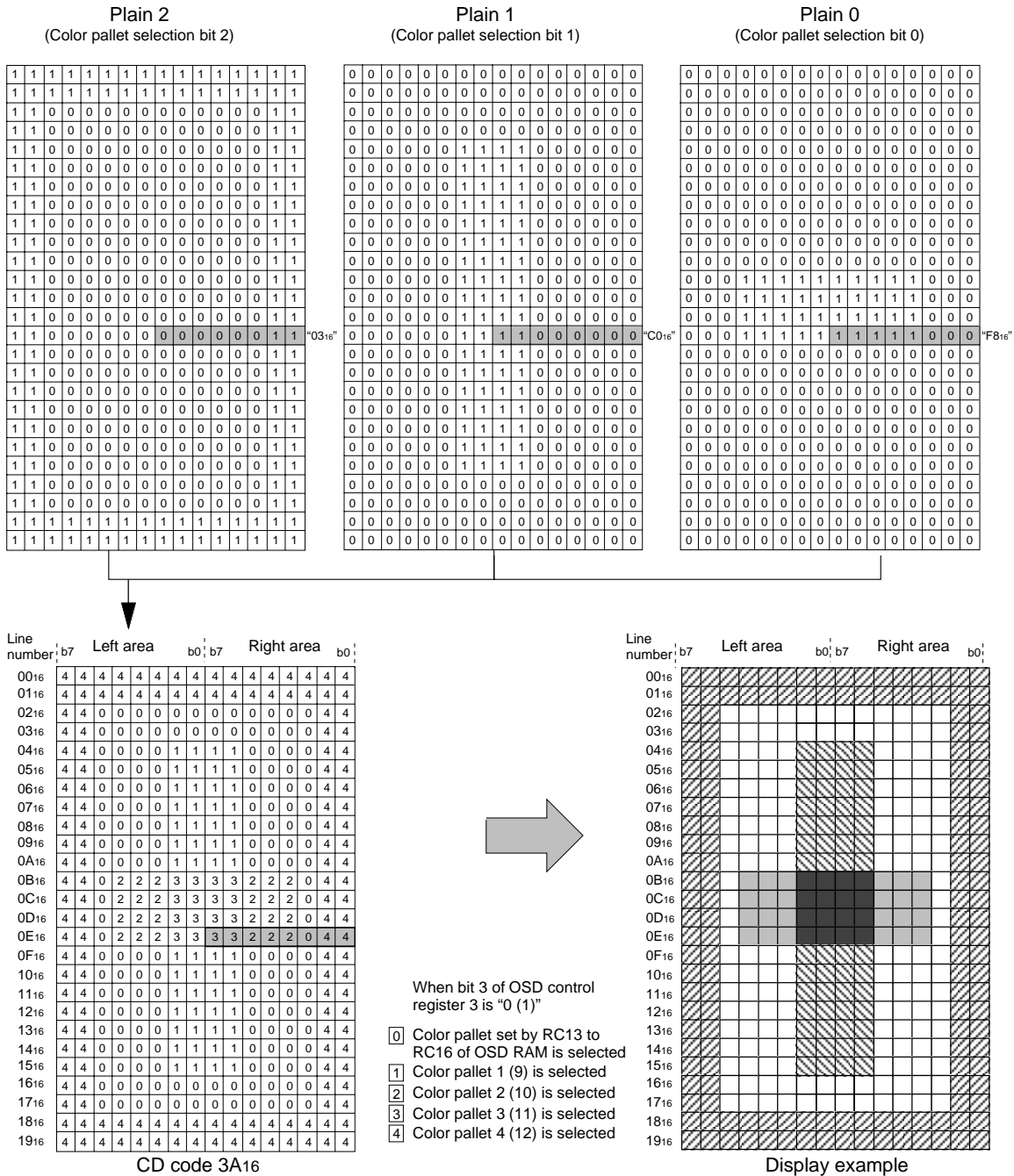


Fig. 8.11.21 Color Dot Font Data Storing Address

(2) OSD RAM (addresses 0700₁₆ to 07A7₁₆, 0800₁₆ to 0FFF₁₆)

The OSD RAM for SPRITE consisting of 3 planes, is assigned to addresses 0700₁₆ to 07A7₁₆. Each plane corresponds to each color pallet selection bit and the color pallet of each dot is determined from among 8 kinds.

The OSD RAM for character is allocated at addresses 0800₁₆ to 0FFF₁₆, and is divided into a display character code specification part, color code 1 specification part, and color code 2 specification part for each block. Tables 8.11.5 and 8.11.6 show the contents of the OSD RAM.

For example, to display 1 character position (the left edge) in block 1, write the character code in address 0800₁₆, write color code 1 at 0820₁₆, and write color code 2 at 0840₁₆. The structure of the OSD RAM is shown in Figure 8.11.23.

Note : For the layer 2 's OSD mode block with dot size of 1.5Tc X 1/2H and 1.5Tc X 1H, the 3nth (n = 1 to 10) character is skipped as compared with ordinary block (blocks with dot size of 1Tc X 1/2H, or blocks on the layer 1). Accordingly, maximum 22 characters are only displayed in 1 block. Blocks with dot size of 1Tc X 1/2H and 1Tc X 1H, or blocks on the layer 1

However, note the following:

- In OSD mode
The character is not displayed, and only the left 1/3 part of the 22nd character back ground is displayed in the 22nd's character area.
When not displaying this background, set transparent for background.
- In CDOSD mode
The character is not displayed, and color pallet color specified by bit 3 to 6 of color code 1 can be output in the 22nd's character area (left 1/3 part).

The RAM data for the 3nth character does not effect the display.
Any character data can be stored here (refer to Figure 8.11.22).

Table 8.11.4 Contents of OSD RAM (SPRITE)

Line (from top)	Dot (from left)	Plain 0 (Color pallet selection bit 0)	Plain 1 (Color pallet selection bit 1)	Plain 2 (Color pallet selection bit 2)
Line 1	Dots 1 to 8	0700 ₁₆	0740 ₁₆	0780 ₁₆
	Dots 9 to 16	0701 ₁₆	0741 ₁₆	0781 ₁₆
Line 2	Dots 1 to 8	0702 ₁₆	0742 ₁₆	0782 ₁₆
	Dots 9 to 16	0703 ₁₆	0743 ₁₆	0783 ₁₆
:	:	:	:	:
Line 19	Dots 1 to 8	0724 ₁₆	0764 ₁₆	07A4 ₁₆
	Dots 9 to 16	0725 ₁₆	0765 ₁₆	07A5 ₁₆
Line 20	Dots 1 to 8	0726 ₁₆	0766 ₁₆	07A6 ₁₆
	Dots 9 to 16	0727 ₁₆	0767 ₁₆	07A7 ₁₆

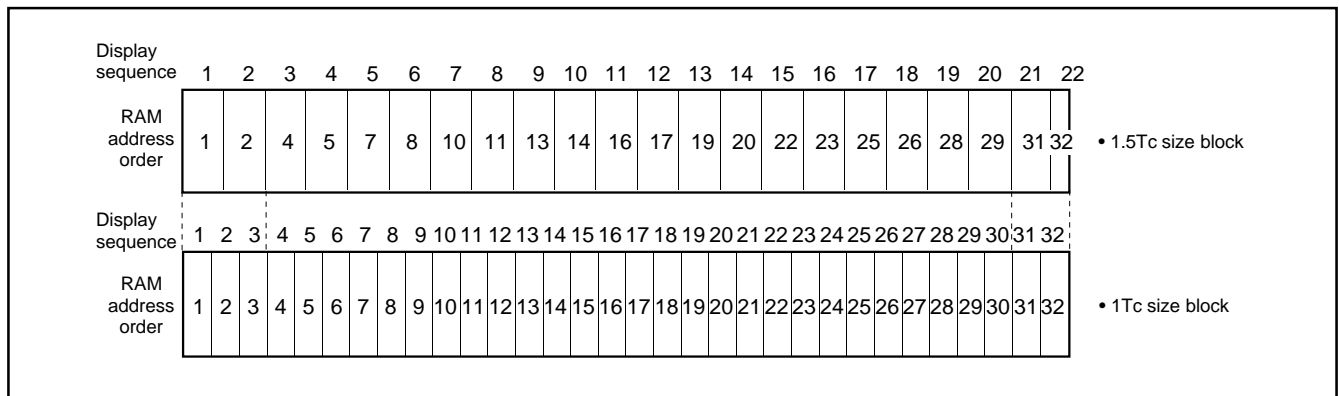
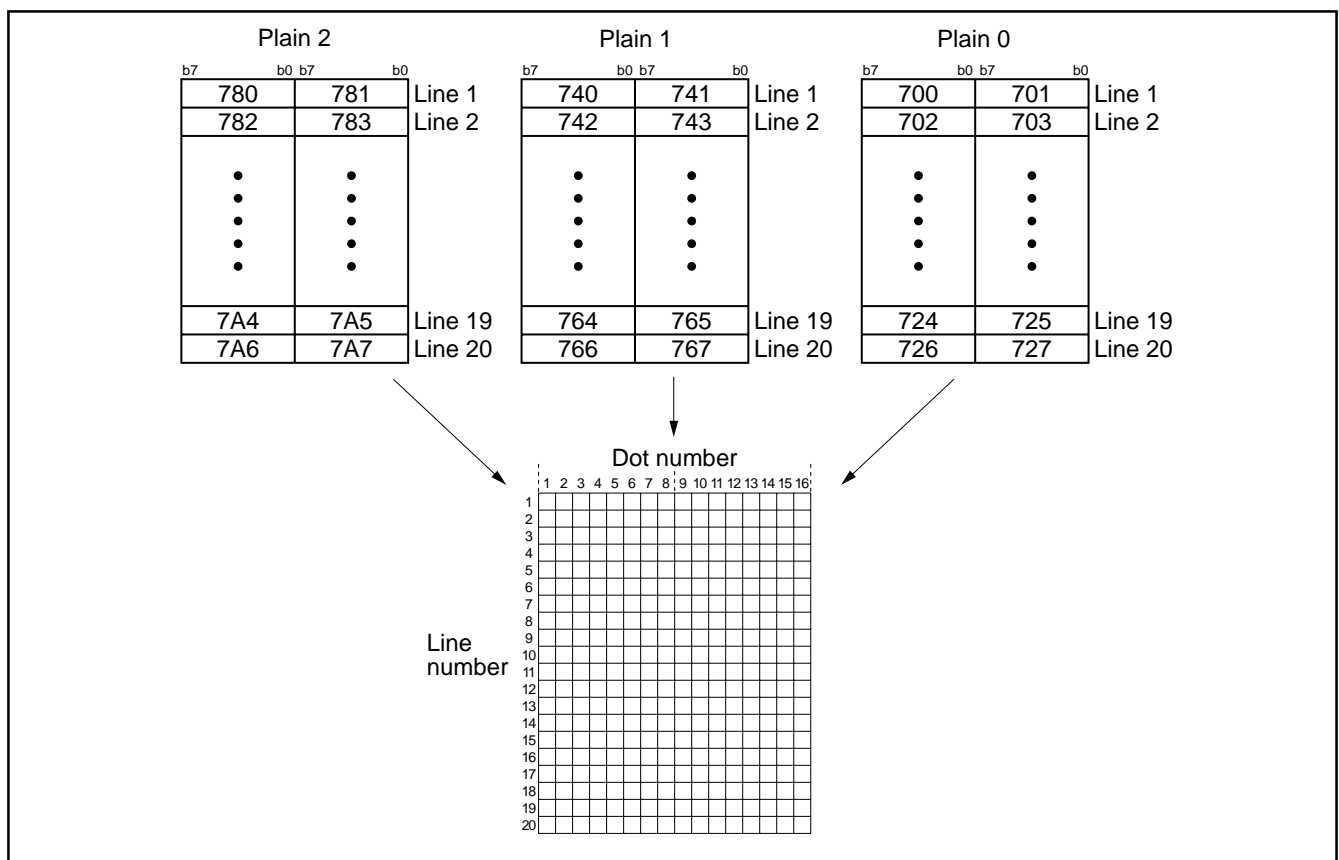


Fig. 8.11.22 RAM Data for 3nth Character

Table 8.11.5 Contents of OSD RAM (Character)

Block	Display Position (from left)	Character Code Specification	Color Code 1 Specification	Color Code 2 Specification
Block 1	1st character	0800 ₁₆	0820 ₁₆	0840 ₁₆
	2nd character	0801 ₁₆	0821 ₁₆	0841 ₁₆
	⋮	⋮	⋮	⋮
	31st character	081E ₁₆	083E ₁₆	085E ₁₆
Block 2	32nd character	081F ₁₆	083F ₁₆	085F ₁₆
	1st character	0880 ₁₆	08A0 ₁₆	08C0 ₁₆
	2nd character	0881 ₁₆	08A1 ₁₆	08C1 ₁₆
	⋮	⋮	⋮	⋮
Block 3	31st character	089E ₁₆	08BE ₁₆	08DE ₁₆
	32nd character	089F ₁₆	08BF ₁₆	08DF ₁₆
	1st character	0900 ₁₆	0920 ₁₆	0940 ₁₆
	2nd character	0901 ₁₆	0921 ₁₆	0941 ₁₆
Block 4	⋮	⋮	⋮	⋮
	31st character	091E ₁₆	093E ₁₆	095E ₁₆
	32nd character	091F ₁₆	093F ₁₆	095F ₁₆
	1st character	0980 ₁₆	09A0 ₁₆	09C0 ₁₆
Block 5	2nd character	0981 ₁₆	09A1 ₁₆	09C1 ₁₆
	⋮	⋮	⋮	⋮
	31st character	099E ₁₆	09BE ₁₆	09DE ₁₆
	32nd character	099F ₁₆	09BF ₁₆	09DF ₁₆
Block 6	1st character	0A00 ₁₆	0A20 ₁₆	0A40 ₁₆
	2nd character	0A01 ₁₆	0A21 ₁₆	0A41 ₁₆
	⋮	⋮	⋮	⋮
	31st character	0A1E ₁₆	0A3E ₁₆	0A5E ₁₆
Block 7	32nd character	0A1F ₁₆	0A3F ₁₆	0A5F ₁₆
	1st character	0A80 ₁₆	0AA0 ₁₆	0AC0 ₁₆
	2nd character	0A81 ₁₆	0AA1 ₁₆	0AC1 ₁₆
	⋮	⋮	⋮	⋮
Block 8	31st character	0A9E ₁₆	0ABE ₁₆	0ADE ₁₆
	32nd character	0A9F ₁₆	0ABF ₁₆	0ADF ₁₆
	1st character	0B00 ₁₆	0B20 ₁₆	0B40 ₁₆
	2nd character	0B01 ₁₆	0B21 ₁₆	0B41 ₁₆
Block 9	⋮	⋮	⋮	⋮
	31st character	0B1E ₁₆	0B3E ₁₆	0B5E ₁₆
	32nd character	0B1F ₁₆	0B3F ₁₆	0B5F ₁₆
	1st character	0B80 ₁₆	0BA0 ₁₆	0BC0 ₁₆
Block 10	2nd character	0B81 ₁₆	0BA1 ₁₆	0BC1 ₁₆
	⋮	⋮	⋮	⋮
	31st character	0B9E ₁₆	0BBE ₁₆	0BDE ₁₆
	32nd character	0B9F ₁₆	0BBF ₁₆	0BDF ₁₆
Block 11	1st character	0C00 ₁₆	0C20 ₁₆	0C40 ₁₆
	2nd character	0C01 ₁₆	0C21 ₁₆	0C41 ₁₆
	⋮	⋮	⋮	⋮
	31st character	0C1E ₁₆	0C3E ₁₆	0C5E ₁₆
Block 12	32nd character	0C1F ₁₆	0C3F ₁₆	0C5F ₁₆
	1st character	0C80 ₁₆	0CA0 ₁₆	0CC0 ₁₆
	2nd character	0C81 ₁₆	0CA1 ₁₆	0CC1 ₁₆
	⋮	⋮	⋮	⋮
Block 13	31st character	0C9E ₁₆	0CBE ₁₆	0CDE ₁₆
	32nd character	0C9F ₁₆	0CBF ₁₆	0CDF ₁₆

Table 8.11.6 Contents of OSD RAM (continued)

Block	Display Position (from left)	Character Code Specification	Color Code 1 Specification	Color Code 2 Specification
Block 11	1st character	0D00 ₁₆	0D20 ₁₆	0D40 ₁₆
	2nd character	0D01 ₁₆	0D21 ₁₆	0D41 ₁₆
	⋮	⋮	⋮	⋮
	31st character	0D1E ₁₆	0D3E ₁₆	0D5E ₁₆
Block 12	32nd character	0D1F ₁₆	0D3F ₁₆	0D5F ₁₆
	1st character	0D80 ₁₆	0DA0 ₁₆	0DC0 ₁₆
	2nd character	0D81 ₁₆	0DA1 ₁₆	0DC1 ₁₆
	⋮	⋮	⋮	⋮
Block 13	31st character	0D9E ₁₆	0DBE ₁₆	0DDE ₁₆
	32nd character	0D9F ₁₆	0DBF ₁₆	0DDF ₁₆
	1st character	0E00 ₁₆	0E20 ₁₆	0E40 ₁₆
	2nd character	0E01 ₁₆	0E21 ₁₆	0E41 ₁₆
Block 14	⋮	⋮	⋮	⋮
	31st character	0E1E ₁₆	0E3E ₁₆	0E5E ₁₆
	32nd character	0E1F ₁₆	0E3F ₁₆	0E5F ₁₆
	1st character	0E80 ₁₆	0EA0 ₁₆	0EC0 ₁₆
Block 15	2nd character	0E81 ₁₆	0EA1 ₁₆	0EC1 ₁₆
	⋮	⋮	⋮	⋮
	31st character	0E9E ₁₆	0EBE ₁₆	0EDE ₁₆
	32nd character	0E9F ₁₆	0EBF ₁₆	0EDF ₁₆
Block 16	1st character	0F00 ₁₆	0F20 ₁₆	0F40 ₁₆
	2nd character	0F01 ₁₆	0F21 ₁₆	0F41 ₁₆
	⋮	⋮	⋮	⋮
	31st character	0F1E ₁₆	0F3E ₁₆	0F5E ₁₆
Block 16	32nd character	0F1F ₁₆	0F3F ₁₆	0F5F ₁₆
	1st character	0F80 ₁₆	0FA0 ₁₆	0FC0 ₁₆
	2nd character	0F81 ₁₆	0FA1 ₁₆	0FC1 ₁₆
	⋮	⋮	⋮	⋮
Block 16	31st character	0F9E ₁₆	0FBE ₁₆	0FDE ₁₆
	32nd character	0F9F ₁₆	0FBF ₁₆	0FDF ₁₆

Note: Do not read from/write to the addresses in Table 8.11.7.

Table 8.11.7 List of Access Disable Addresses

0860 ₁₆ to 087F ₁₆	0C60 ₁₆ to 0C7F ₁₆
08E0 ₁₀ to 08FF ₁₆	0CE0 ₁₆ to 0CFF ₁₆
0960 ₁₆ to 097F ₁₆	0D60 ₁₆ to 0D7F ₁₆
09E0 ₁₆ to 09FF ₁₆	0DE0 ₁₆ to 0DFF ₁₆
0A60 ₁₆ to 0A7F ₁₆	0E60 ₁₆ to 0E7F ₁₆
0AE0 ₁₆ to 0AFF ₁₆	0EE0 ₁₆ to 0EFF ₁₆
0B60 ₁₆ to 0B7F ₁₆	0F60 ₁₆ to 0F7F ₁₆
0BE0 ₁₆ to 0BFF ₁₆	0FE0 ₁₆ to 0FFF ₁₆

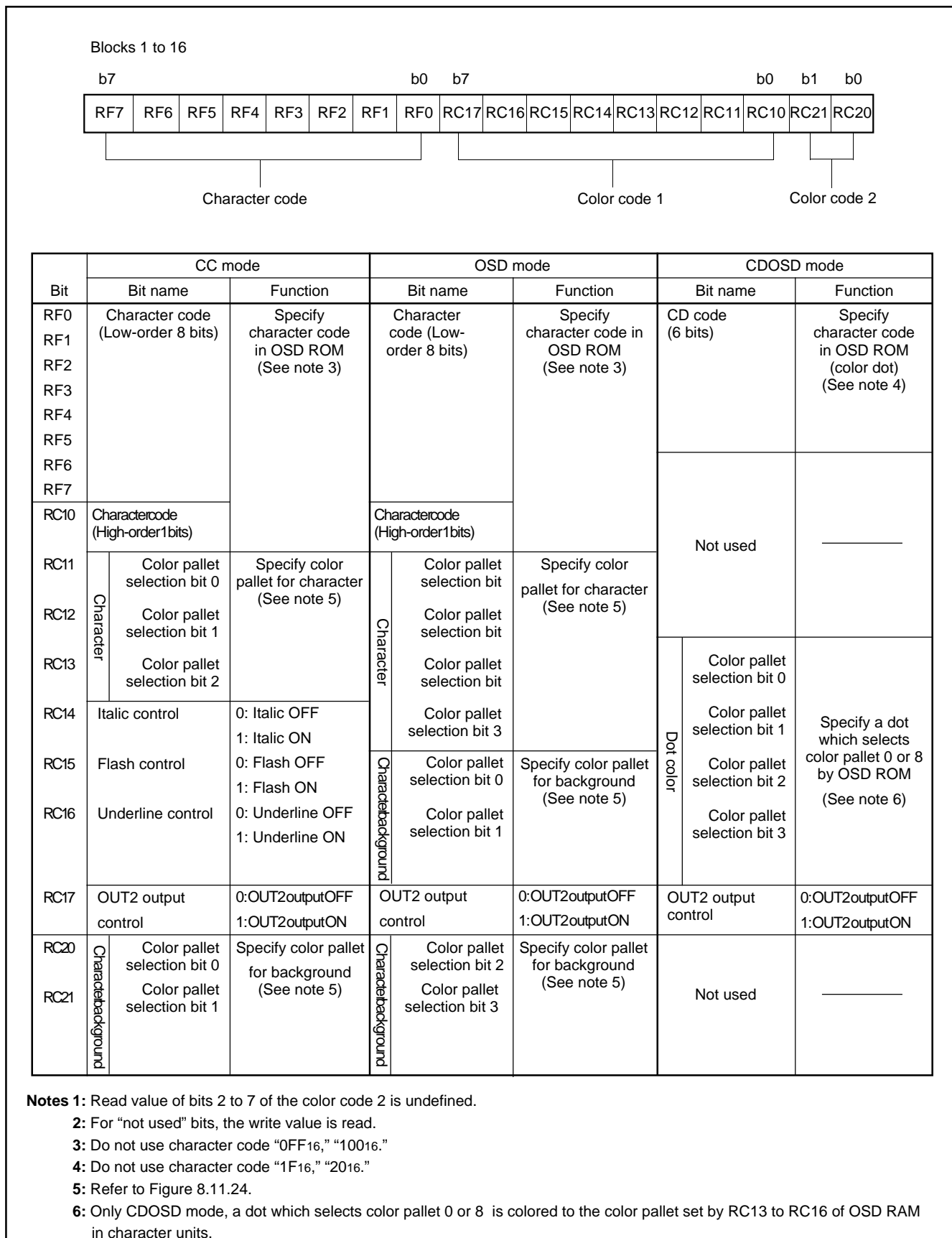


Fig. 8.11.23 Structure of OSD RAM

8.11.7 Character Color

As shown in Figure 8.11.24, there are 16 built-in color pallets. Color pallet 0 is fixed at transparent, and color pallet 8 is fixed at black. The remaining 14 colors can be set to any of the 64 colors available.

The setting procedure for character colors is as follows:

- CC mode 8 kinds
Color pallet selection range (color pallets 0 to 7 or 8 to 15) can be selected by bit 0 of the OSD control register 3 (address 021916). Color pallets are set by bits RC11 to RC13 of the OSD RAM from among the selection range.
- OSD mode 15 kinds
Color pallets are set by bits RC11 to RC14 of the OSD RAM.
- CDOSD mode 8 kinds
Color pallet selection range (color pallets 0 to 7 or 8 to 15) can be selected by bit 3 of the OSD control register 3 (address 021916). Color pallets are set in dot units according to the CD font data (the OSD RAM<color dot font> contents) from among the selection range.
Only in CDOSD mode, a dot which selects color pallet 0 or 8 is colored to the color pallet set by RC13 to RC16 of OSD RAM in character units.
- SPRITE display 8 kinds
Color pallet selection range (color pallets 0 to 7 or 8 to 15) can be selected by bit 4 of the OSD control register 3 (address 021916). Color pallets are set in dot units according to the CD font data (the OSD RAM<color dot font> contents) from among the selection range.

Notes 1: Color pallet 8 is always selected for bordering and solid space output (OUT 1 output) regardless of the set value in the register.

2: Color pallet 0 (transparent) and the transparent setting of other color pallets will differ. When there are multiple layers overlapping (on top of each other, piled up), and the priority layer is color pallet 0 (transparent), the bottom layer is displayed, but if the priority layer is the transparent setting of any other color pallet, the background is displayed without displaying the bottom layer (refer to Figure 8.11.26).

8.11.8 Character Background Color

The display area around the characters can be colored in with a character background color. Character background colors are set in character units.

- CC mode 4 kinds
Color pallet selection range (color pallets 0 to 3, 4 to 7, 8 to 11, or 12 to 15) can be selected by bits 1 and 2 of the OSD control register 3 (address 021916). Color pallets are set by bits RC20 and RC21 of the OSD RAM from among the selection range.
- OSD mode 15 kinds
Color pallets are set by bits RC15, RC16, RC20, and RC21 of the OSD RAM.

Note : The character background is displayed in the following part:
(character display area) – (character font) – (border).

Accordingly, the character background color and the color signal for these two sections cannot be mixed.

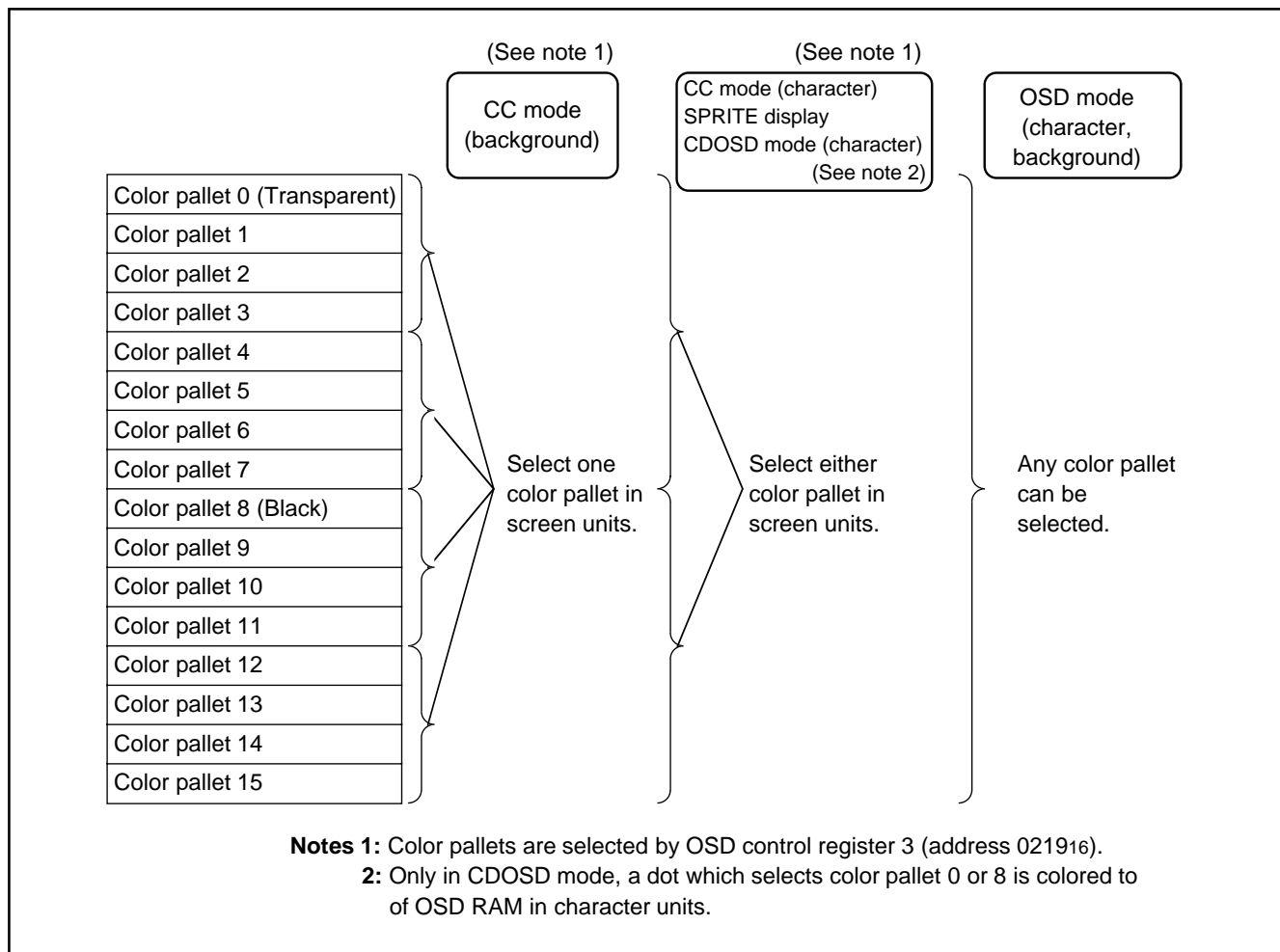


Fig. 8.11.24 Color Code Selection

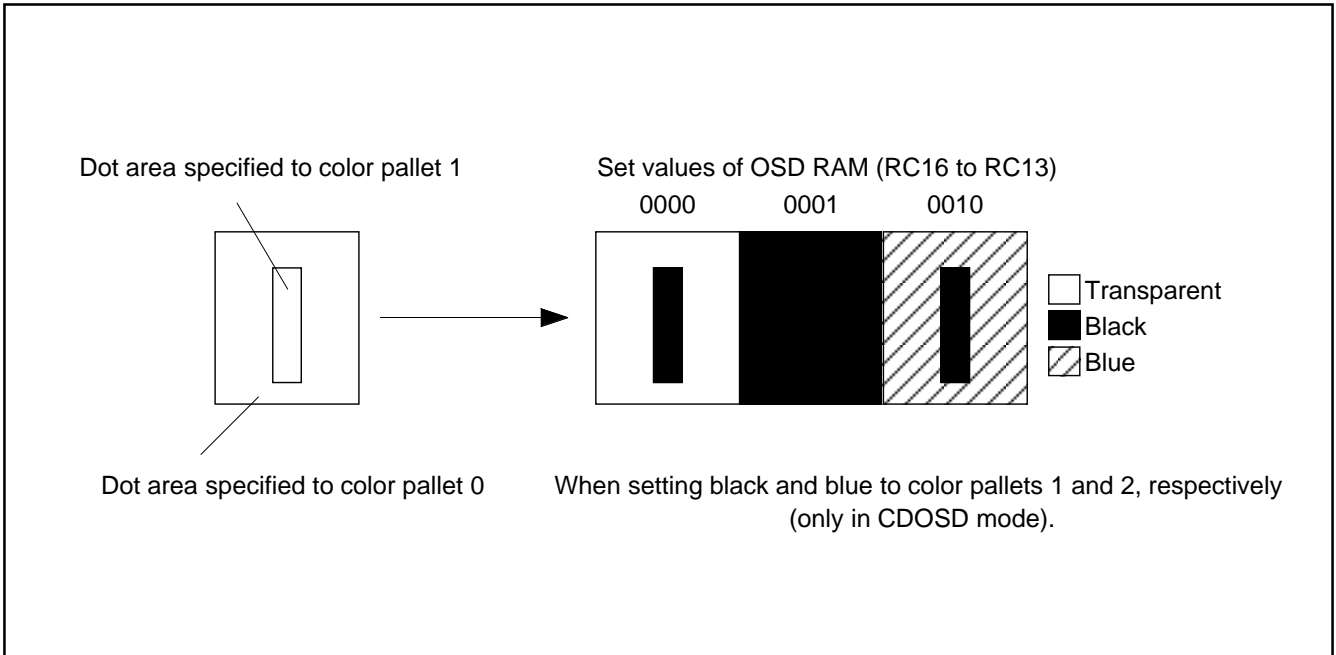


Fig. 8.11.25 Set of Color Pallet 0 or 8 in CDROM Mode

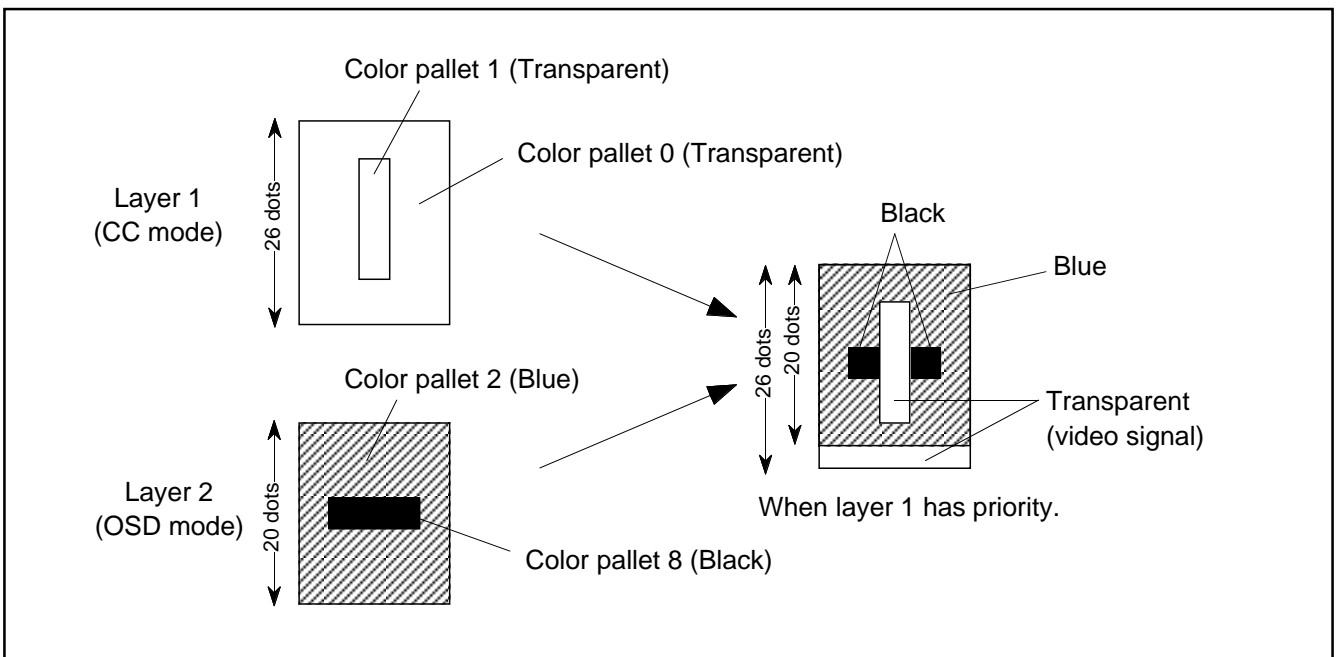


Fig. 8.11.26 Difference Between Color Code 0 (Transparent) and Transparent Setting of Other Color Codes

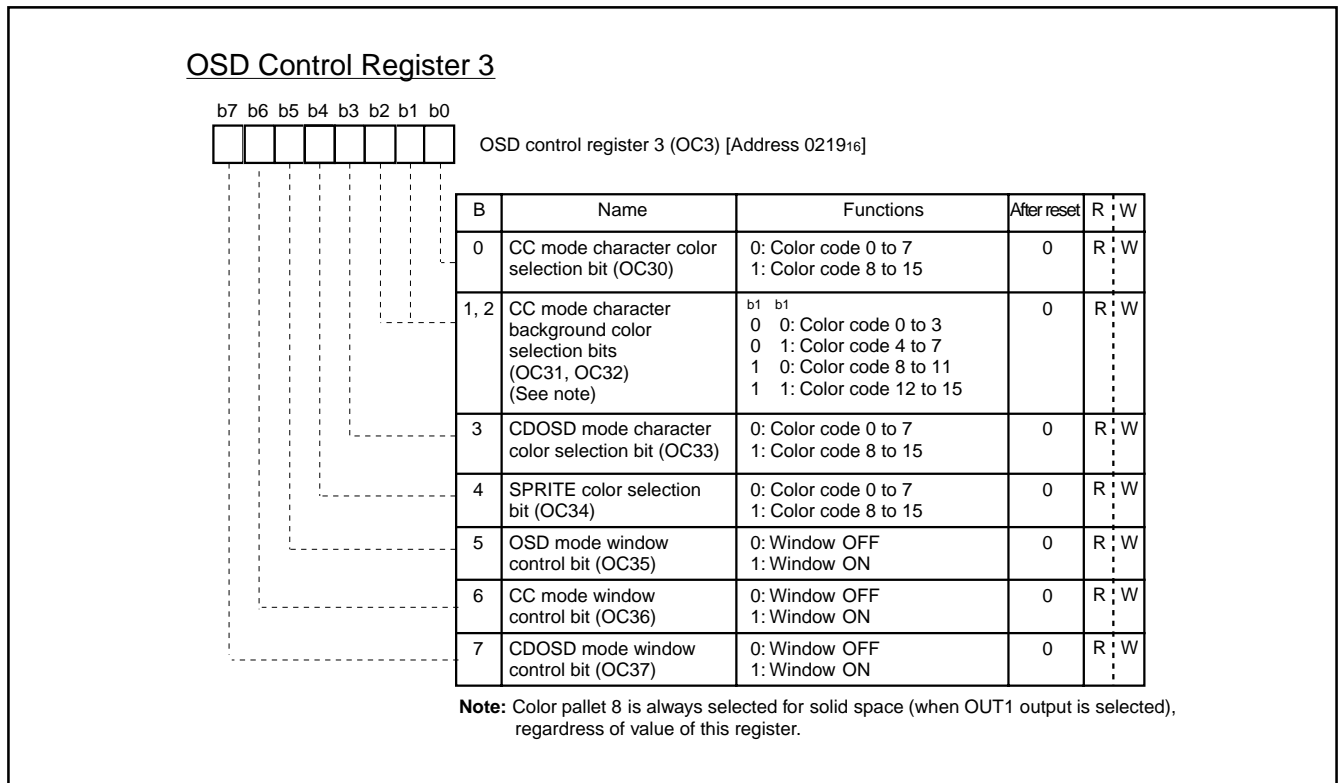


Fig. 8.11.27 OSD Control Register 3

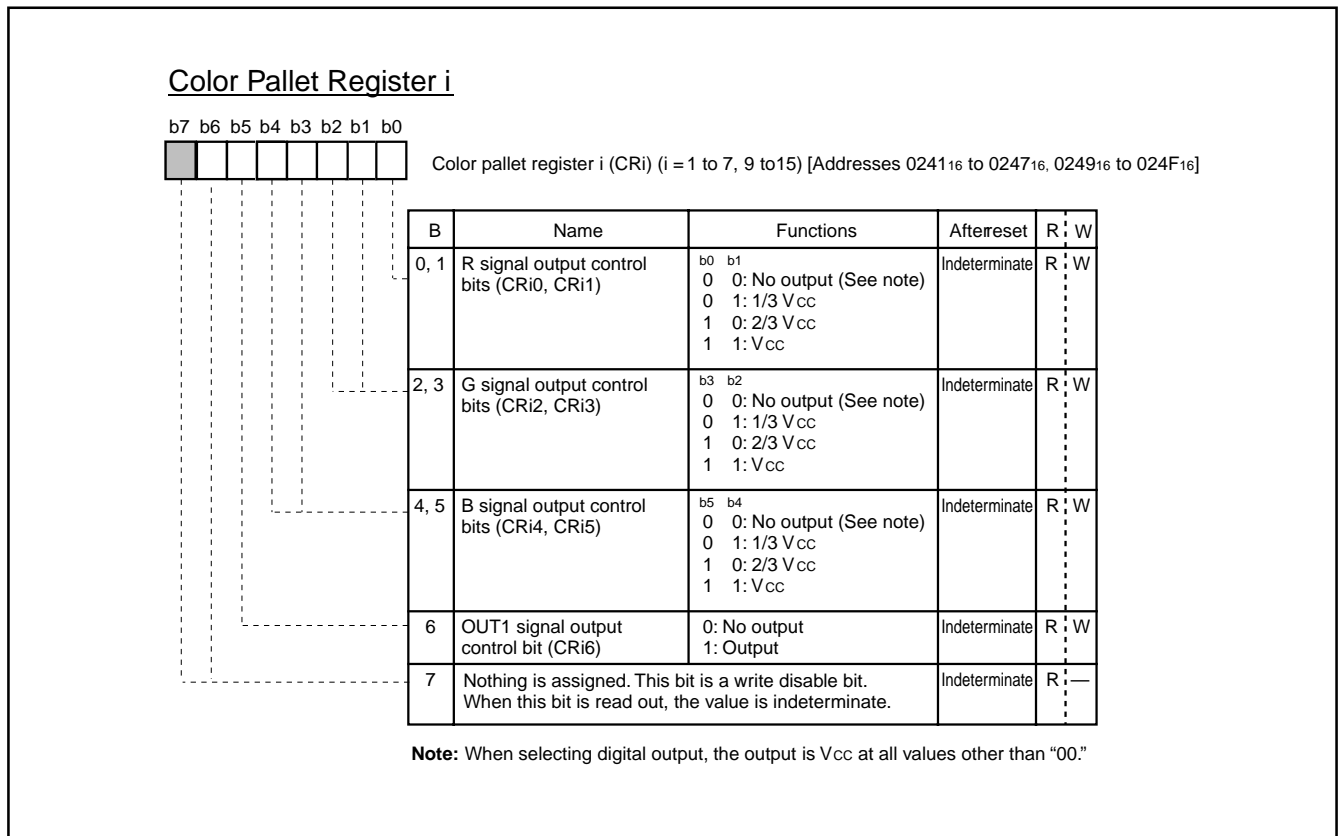


Fig. 8.11.28 Color Pallet Register i (i = 1 to 7, 9 to 15)

8.11.9 OUT1, OUT2 Signals

The OUT1, OUT2 signals are used to control the luminance of the video signal. The output waveform of the OUT1, OUT2 signals is controlled by bit 6 of the color code register i (refer to Figure 8.11.28),

bits 2 and 7 of the block control register i (refer to Figure 8.11.4) and RC17 of OSD RAM. The setting values for controlling OUT1, OUT2 and the corresponding output waveform is shown in Figure 8.11.29

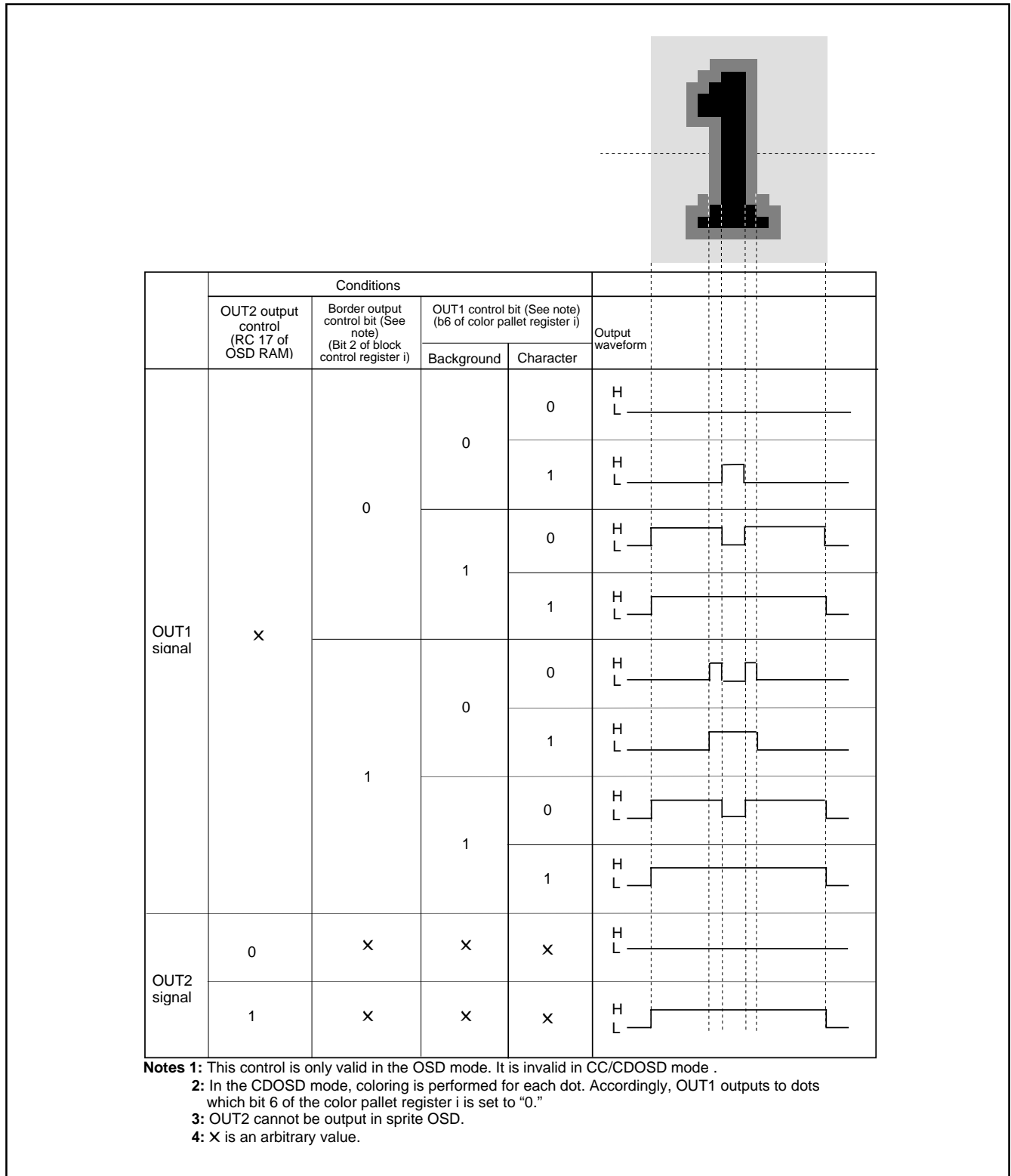


Fig. 8.11.29 Setting Value for Controlling OUT1, OUT2 and Corresponding Output Waveform

8.11.10 Attribute

The attributes (flash, underline, italic) are controlled to the character font. The attributes to be controlled are different depending on each mode.

CC mode Flash, underline, italic for each character
 OSD mode Border (all bordered, shadow bordered can be selected) for each block

(1) Under line

The underline is output at the 23rd and 24th lines in vertical direction only in the CC mode. The underline is controlled by RC16 of OSD RAM. The color of underline is the same color as that of the character font.

(2) Flash

The parts of the character font, the underline, and the character background are flashed only in the CC mode. The flash for each character is controlled by RC15 of OSD RAM. The ON/OFF for flash is controlled by bit 3 of the OSD control register 1 (refer to Figure 8.11.3). When this bit is "0", only character font and underline flash. When "1", for a character without solid space output, R, G, B and OUT1 (all display area) flash, for a character with solid space output, only R, G and B (all display area) flash. The flash cycle bases on the VSYNC count.

<NTSC method>

- VSYNC cycle X 48 ≈ 800 ms (at flash ON)
- VSYNC cycle X 16 ≈ 267 ms (at flash OFF)

(3) Italic

The italic is made by slanting the font stored in OSD ROM to the right only in the CC mode. The italic is controlled by RC14 of OSD RAM.

The display example of attribute is shown in Figure 8.11.31. In this case, "R" is displayed.

- Notes**
- 1: When setting both the italic and the flash, the italic character flashes.
 - 2: When a flash character (with flash character background) ajoin on the right side of a non-flash italic character, parts out of the non-flash italic character is also flashed.
 - 3: OUT2 is not flashed.
 - 4: When the pre-divide ratio = 1, the italic character with slant of 1 dot X 5 steps is displayed (refer to Figure 8.11.30 (c)). When the pre-divide ratio = 2, the italic character with slant of 1/2 dot X 10 steps is displayed (refer to Figure 8.11.30 (d)).
 - 5: The boundary of character color is displayed in italic. However, the boundary of character background color is not affected by the italic (refer to Figure 8.11.31).
 - 6: The adjacent character (one side or both side) to an italic character is displayed in italic even when the character is not specified to display in italic (refer to Figure 8.11.31).
 - 7: When displaying the 32nd character in the italic and when solid space is off (OC14 = "0"), parts out of character area is not displayed.
 - 8: When displaying the italic character in the block with the pre-divide ratio = 1, set the OSD clock frequency to 11 MHz to 14 MHz.

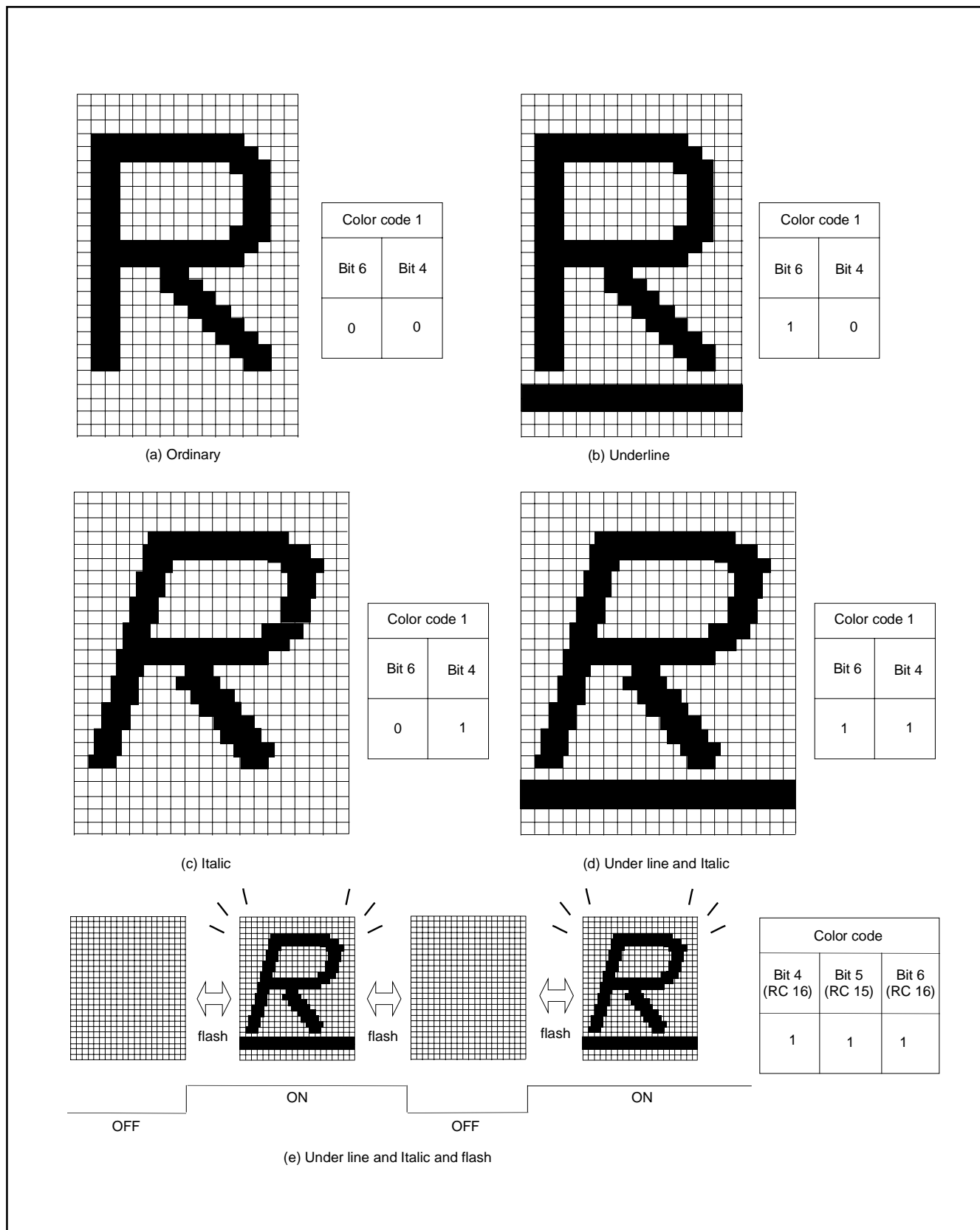


Fig. 8.11.30 Example of Attribute Display (in CC Mode)

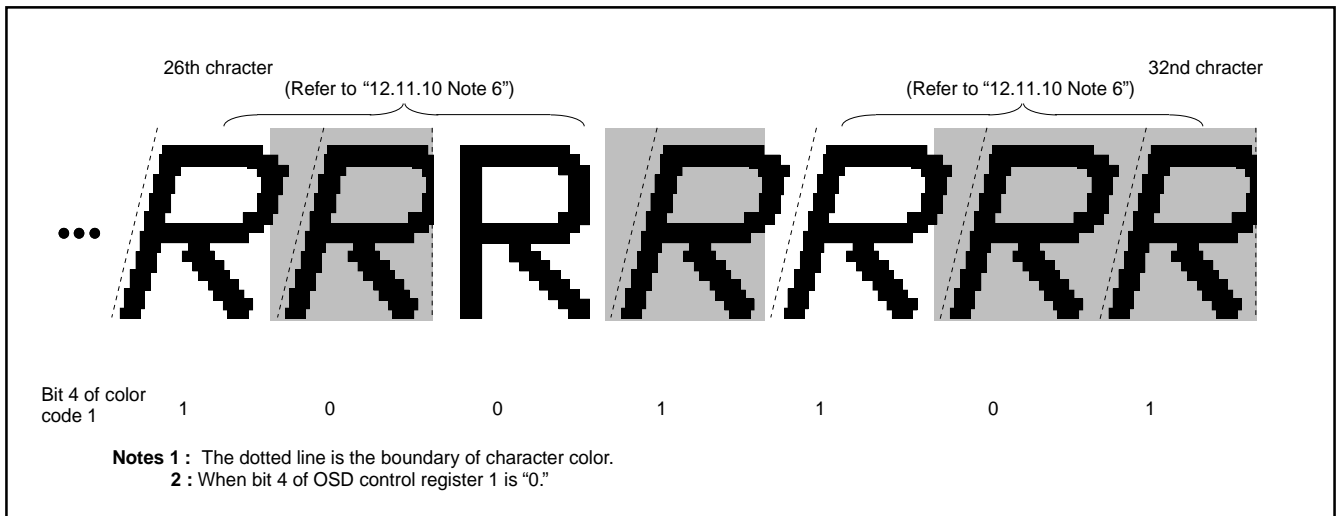


Fig. 8.11.31 Example of Italic Display

(4) Border

The border is output only in the OSD mode. The all bordered (bordering around of character font) and the shadow bordered (bordering right and bottom sides of character font) are selected (refer to Figure 8.11.31) by bit 2 of the OSD control register 1 (refer to Figure 8.11.3). The ON/OFF switch for borders can be controlled in block units by bit 2 of the block control register i (refer to Figure 8.11.4).

The OUT1 signal is used for border output. The border color is fixed at color code 8 (black). The border color for each screen is specified by the border color register i.

The horizontal size (x) of border is 1Tc (OSD clock cycle divided in the pre-divide circuit) regardless of the character font dot size. However, only when the pre-divide ratio = 2 and character size = 1.5Tc, the horizontal size is 1.5Tc. The vertical size (y) different depending on the screen scan mode and the vertical dot size of character font.

Notes 1: The border dot area is the shaded area as shown in Figure 8.11.34.

2: When the border dot overlaps on the next character font, the character font has priority (refer to Figure 8.11.35 A). When the border dot overlaps on the next character back ground, the border has priority (refer to Figure 8.11.35 B).

3: The border in vertical out of character area is not displayed (refer to Figure 8.11.35).

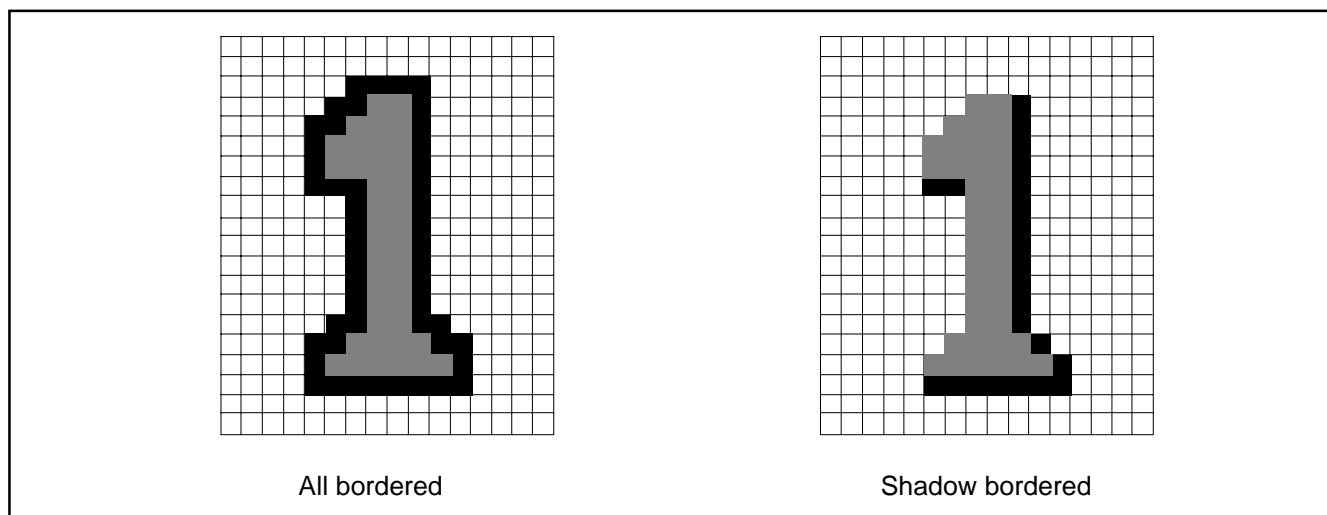


Fig. 8.11.32 Example of Border Display

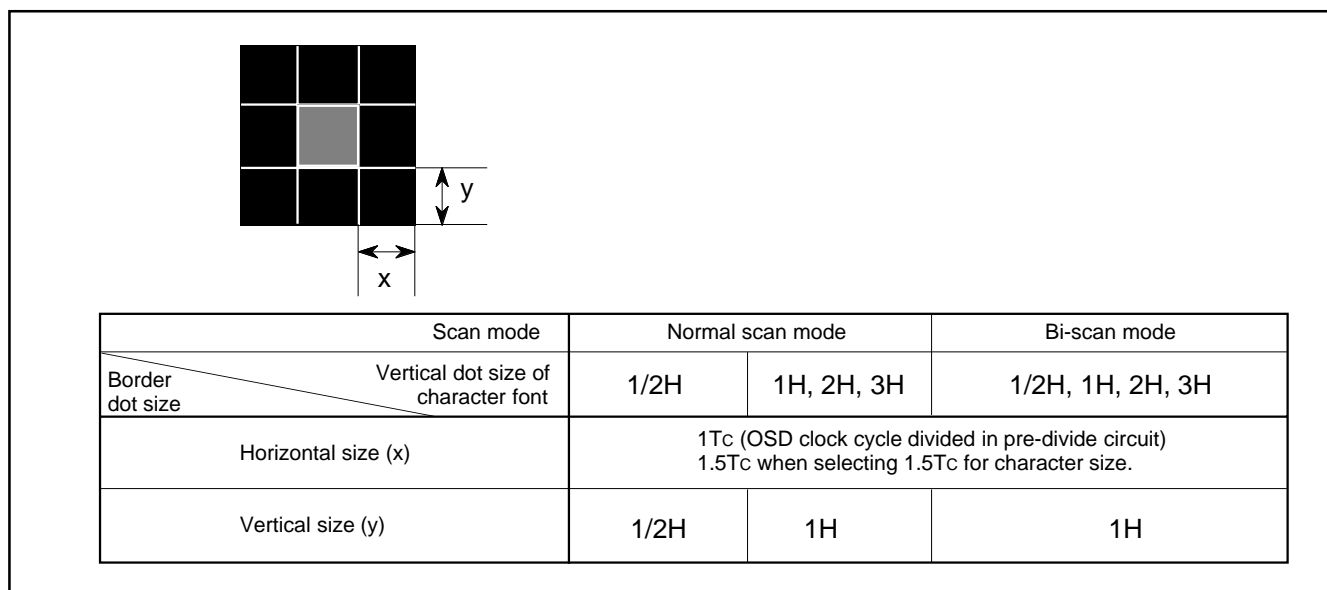


Fig. 8.11.33 Horizontal and Vertical Size of Border

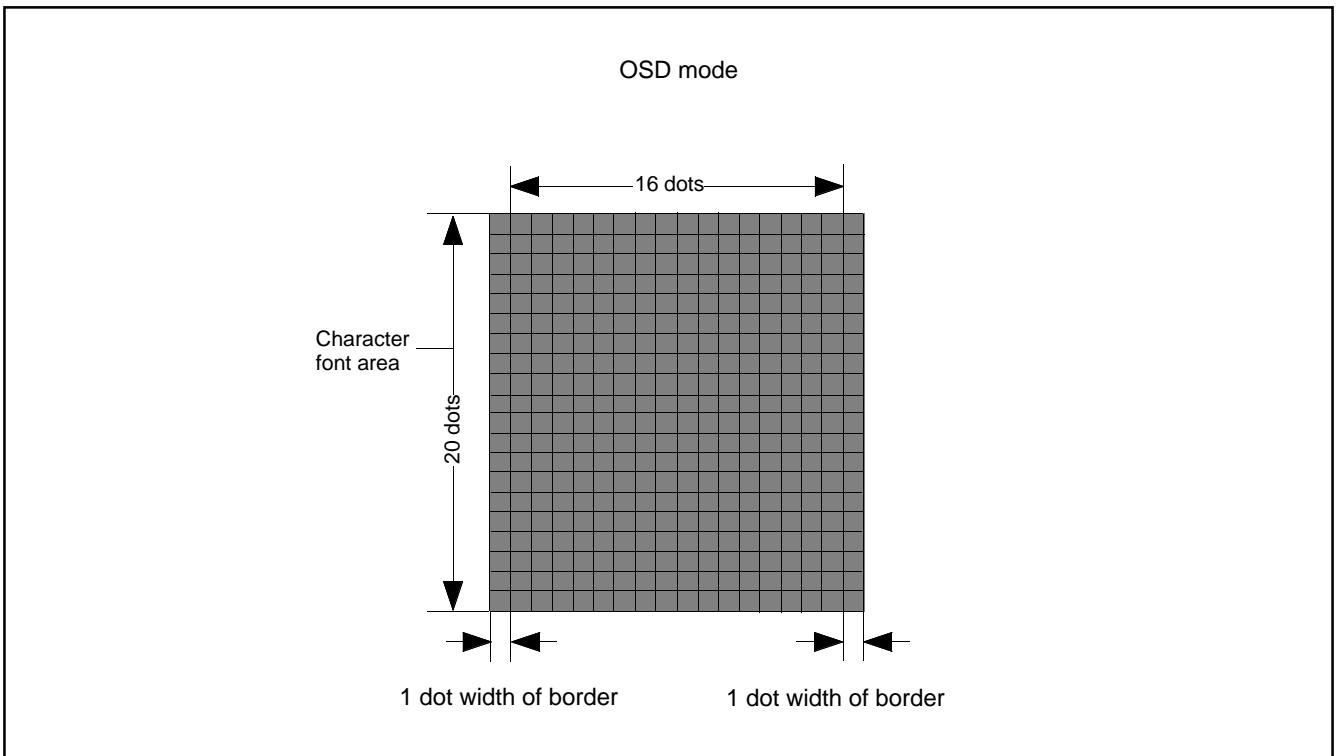


Fig. 8.11.34 Border Area

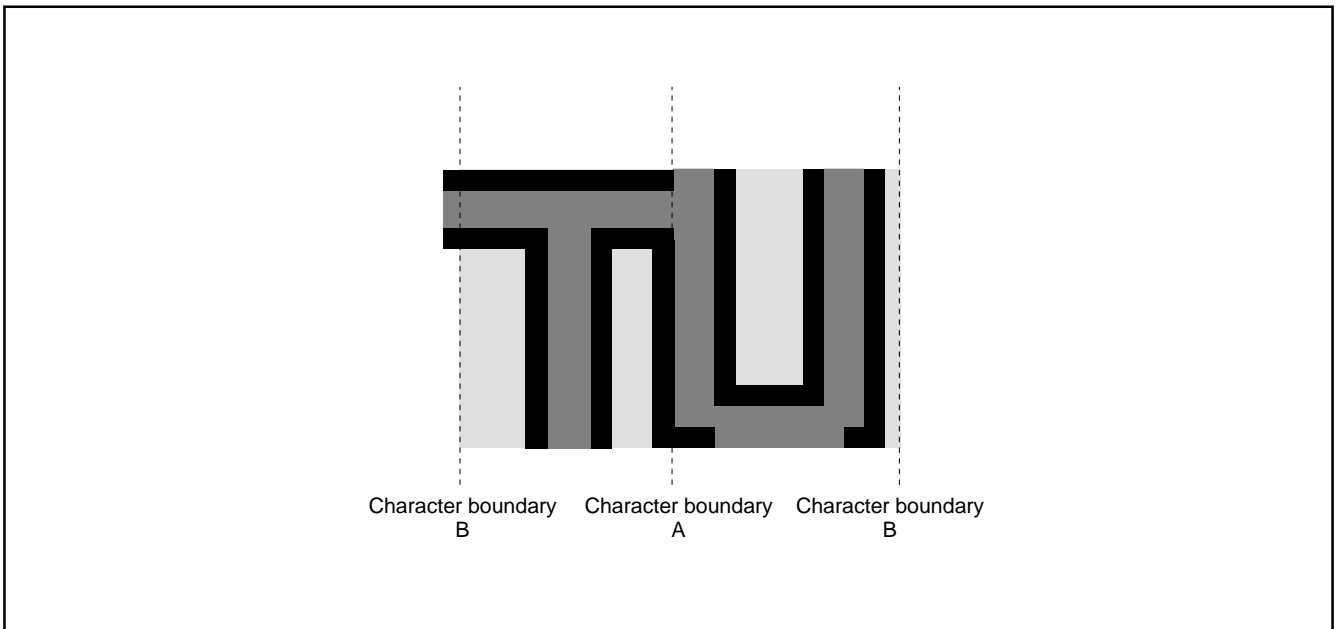


Fig. 8.11.35 Border Priority

8.11.11 Multiline Display

This microcomputer can ordinarily display 16 lines on the CRT screen by displaying 16 blocks at different vertical positions. In addition, it can display up to 16 lines by using OSD interrupts.

An OSD interrupt request occurs at the point at which display of each block has been completed. In other words, when a scanning line reaches the point of the display position (specified by the vertical position registers) of a certain block, the character display of that block starts, and an interrupt occurs at the point at which the scanning line exceeds the block. The mode in which an OSD interrupt occurs is different depending on the setting of the OSD control register 2 (refer to Figure 8.11.7).

- When bit 7 of the OSD control register 2 is “0”
An OSD interrupt request occurs at the completion of layer 1 block display.
- When bit 7 of the OSD control register 2 is “1”
An OSD interrupt request occurs at the completion of layer 2 block display.

- Notes 1:** An OSD interrupt does not occur at the end of display when the block is not displayed. In other words, if a block is set to off display by the display control bit of the block control register *i* (addresses 00D016 to 00DF16), an OSD interrupt request does not occur (refer to Figure 8.11.36 (A)).
- 2:** When another block display appears while one block is displayed, an OSD interrupt request occurs only once at the end of the another block display (refer to Figure 8.11.36 (B)).
- 3:** On the screen setting window, an OSD interrupt occurs even at the end of the CC mode block (off display) out of window (refer to Figure 8.11.36 (C)).

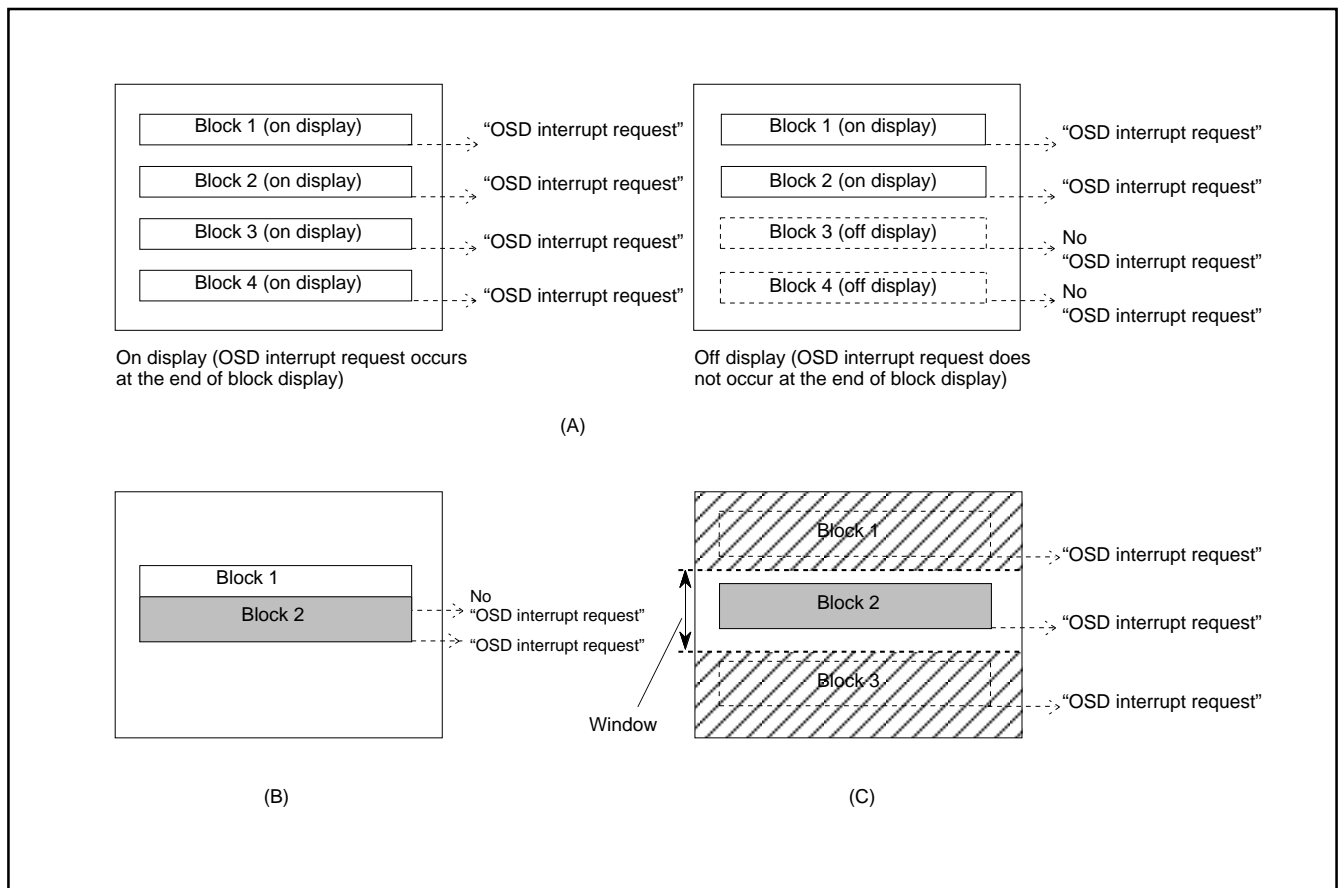


Fig. 8.11.36 Note on Occurrence of OSD Interrupt

8.11.12 Automatic Solid Space Function

This function generates automatically the solid space (OUT1 or OUT2 blank output) of the character area in the CC mode.

The solid space is output in the following area :

- Any character area except character code "009₁₆"
- Character area on the left and right sides of the above character

This function is turned on and off by bit 4 of the OSD control register 1 (refer to Figure 8.11.3).

And the OUT1 output or OUT2 output can be selected by bit 3 of OSD control register 2.

Note: When selecting OUT1 as solid space output, character background color with solid space output is fixed to color pallet 8 (black) regardless of setting.

Table 8.11.7 Setting for Automatic Solid Space

Bit 4 of OSD Control Register 1	0				1			
Bit 3 of OSD Control Register 2	0		1		0		1	
RC17 of OSD RAM	0	1	0	1	0	1	0	1
OUT1 Output Signal	•Character font area •Character background area		•Character font area •Character background area		•Solid space area		•Character font area •Character background area	
OUT2 Output Signal	OFF	•Character display area	OFF	•Character display area	OFF	•Character display area	OFF	•Solid space •Character display area

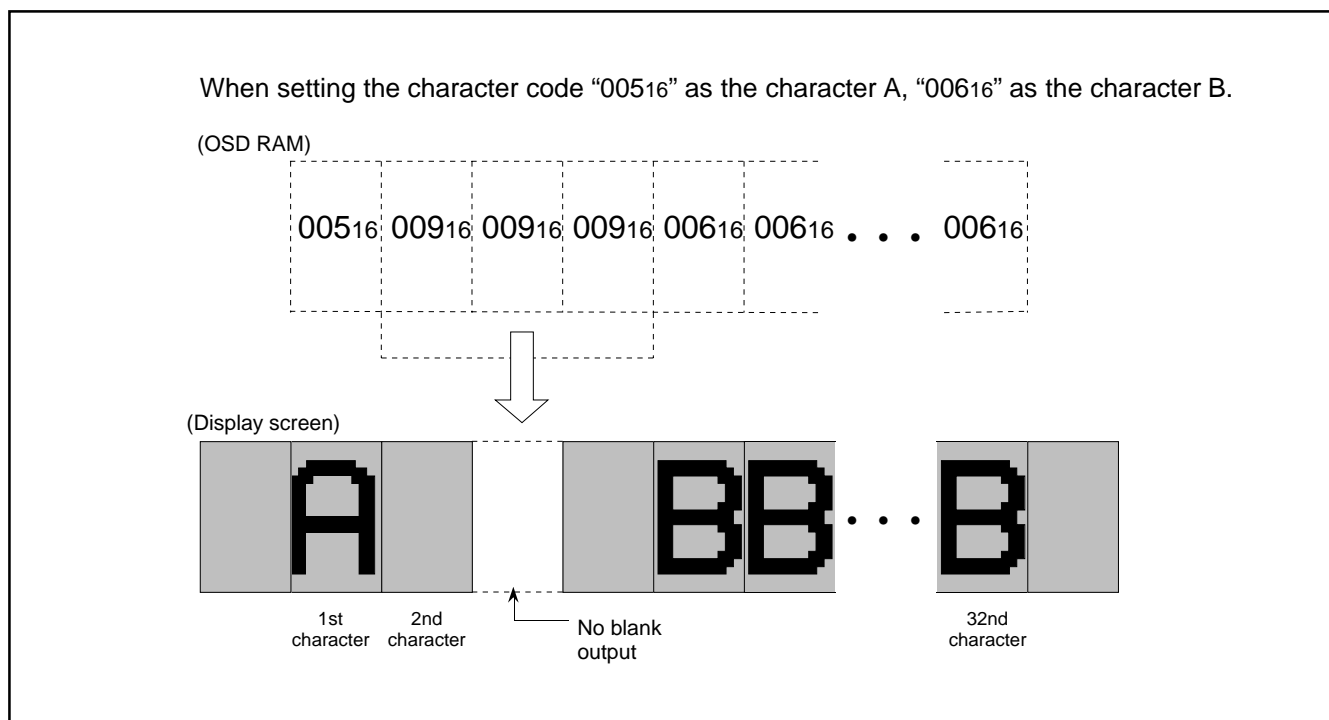


Fig. 8.11.37 Display Screen Example of Automatic Solid Space

8.11.13 Scan Mode

This microcomputer has the bi-scan mode for corresponding to HSYNC of double speed frequency. In the bi-scan mode, the vertical start display position and the vertical size is two times as compared with the normal scan mode. The scan mode is selected by bit 1 of the OSD control register 1 (refer to Figure 8.11.3).

Table 8.11.8 Setting for Scan Mode

Scan Mode	Normal Scan	Bi-Scan
Parameter		
Bit 1 of OSD Control Register 1	0	1
Vertical Display Start Position	Value of vertical position register X 1H	Value of vertical position register X 2H
Vertical Dot Size	1TC X 1/2H 1TC X 1H 2TC X 2H 3TC X 3H	1TC X 1H 1TC X 2H 2TC X 4H 3TC X 6H

8.11.14 Window Function

The window function can be set windows on-screen, and output OSD within only the area where the window is set.

The ON/OFF for vertical window function is performed by bit 5 of OSD control register 1 and is used to select vertical window function or vertical blank function by bit 6 of OSD control register 2. Accordingly, the vertical window function cannot be used simultaneously with the vertical blank function. The display mode to validate the window function is selected by bits 5 to 7 of OSD control register 3. The top boundary is set by top border control registers 1 and 2 (TB1, TB2) and the bottom boundary is set by bottom border control registers 1 and 2 (BB1, BB2).

The ON/OFF for horizontal window function is performed by bit 4 of OSD control register 2 and is used interchangeably for the horizontal blank function with bit 5 of OSD control register 2. Accordingly, the horizontal blank function cannot be used simultaneously with the horizontal window function. The display mode to validate the window function is selected by bits 5 to 7 of OSD control register 3. The left boundary is set by left border control registers 1 and 2 (LB1 and LB2), and the right boundary is set by right border control registers 1 and 2 (RB1 and RB2).

Notes 1: When using vertical window, do not set "0016" or "0116" to TB1 at TB2 = "0016."

2: When using horizontal window, do not set LB1 = LB2 = "0016."

3: Horizontal blank and horizontal window, as well as vertical blank and vertical window can not be used simultaneously.

4: When using horizontal window, set as follows:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.

5: When using vertical window, set as follows:
 $(TB1 + TB2 \times 16^2) < (BB1 + BB2 \times 16^2)$.

6: When the window function is ON by OSD control registers 1 and 2, the window function of OUT2 is valid in all display mode regardless of setting value of OSD control register 3 (bits 5 to 7). For example, even when make the window function valid in only CC mode, the function of OUT2 is valid in OSD and CDOSD modes.

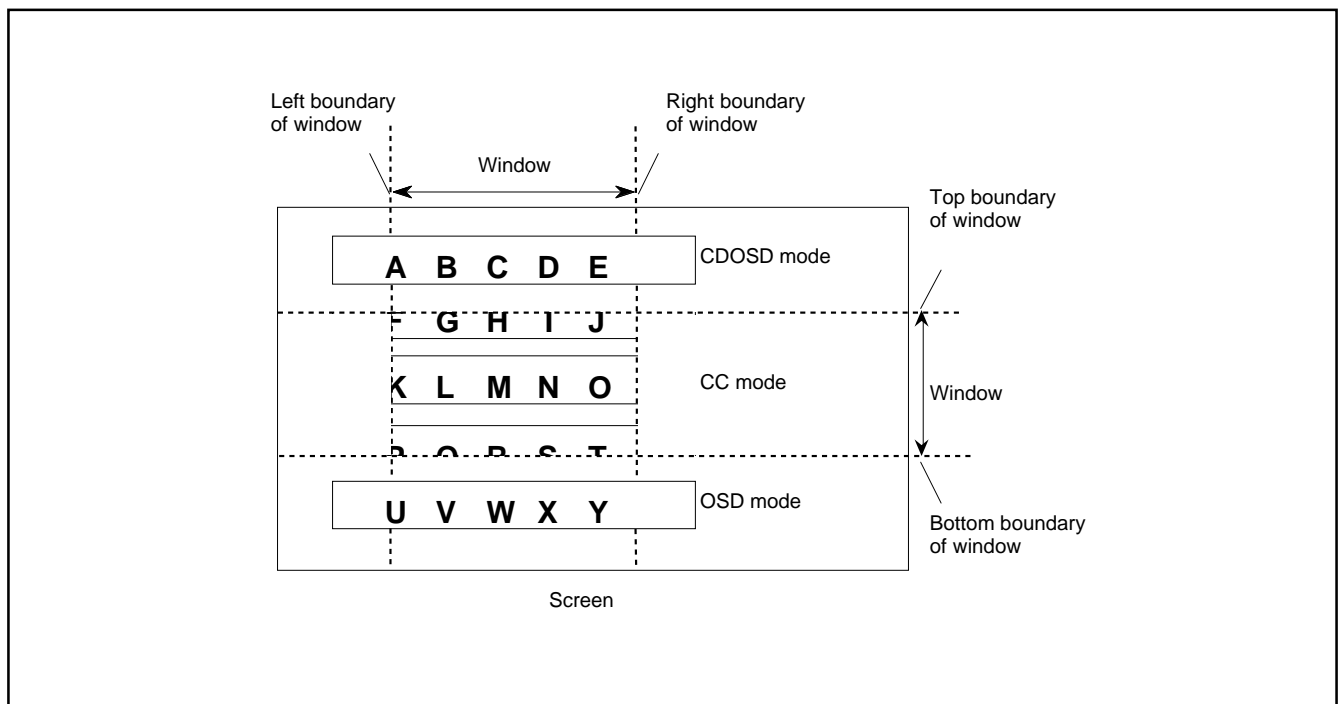
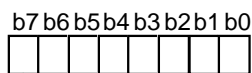


Fig. 8.11.38 Example of window function (When CC Mode Is Valid)

Top Border Control Register 1



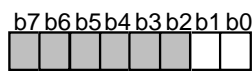
Top border control register 1 (TB1) [Address 021C16]

B	Name	Functions	After reset	R:W
0 to 7	Control bits of top border (TB10 to TB17)	Top border position (low-order 8 bits) $T_H \times$ (setting value of low-order 2 bits of TB2 $\times 16^2$ + setting value of high-order 4 bits of TB1 $\times 16^1$ + setting value of low-order 4 bits of TB1 $\times 16^0$)	Indeterminate	R:W

- Notes 1:** Do not set "0016" or "0116" to the TB1 at TB2 = "0016."
2: TH is cycle of Hsync.
3: TB2 is top border control register 2.

Fig. 8.11.39 Top Border Control Register 1

Top Border Control Register 2



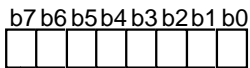
Top border control register 2 (TB2) [Address 021E16]

B	Name	Functions	After reset	R:W
0, 1	Control bits of top border (TB20, TB21)	Top border position (high-order 2 bits) $T_H \times$ (setting value of low-order 2 bits of TB2 $\times 16^2$ + setting value of high-order 4 bits of TB1 $\times 16^1$ + setting value of low-order 4 bits of TB1 $\times 16^0$)	Indeterminate	R:W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		Indeterminate	R:—

- Notes 1:** Do not set "0016" or "0116" to the TB1 at TB2 = "0016."
2: TH is cycle of Hsync.
3: TB1 is top border control register 1.

Fig. 8.11.40 Top Border Control Register 2

Bottom Border Control Register 1



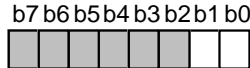
Bottom border control register 1 (BB1) [Address 021D16]

B	Name	Functions	After reset	R	W
0 to 7	Control bits of bottom border (BB10 to BB17)	Bottom border position (low-order 8 bits) $TH \times$ (setting value of low-order 2 bits of $BB2 \times 16^2$ + setting value of high-order 4 bits of $BB1 \times 16^1$ + setting value of low-order 4 bits of $BB1 \times 16^0$)	Indeterminate	R	W

- Notes 1:** Set values fit for the following condition:
 $(TB1 + TB2 \times 16^2) < (BB1 + BB2 \times 16^2)$.
2: TH is cycle of HSYNC.
3: BB2 is bottom border control register 2.

Fig. 8.11.41 Bottom Border Control Register 1

Bottom Border Control Register 2



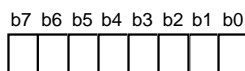
Bottom border control register 2 (BB2) [Address 021F16]

B	Name	Functions	After reset	R	W
0, 1	Control bits of bottom border (BB20, BB21)	Bottom border position (high-order 2 bits) $TH \times$ (setting value of low-order 2 bits of $BB2 \times 16^2$ + setting value of high-order 4 bits of $BB1 \times 16^1$ + setting value of low-order 4 bits of $BB1 \times 16^0$)	Indeterminate	R	W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		Indeterminate	R	—

- Notes 1:** Set values fit for the following condition:
 $(TB1 + TB2 \times 16^2) < (BB1 + BB2 \times 16^2)$.
2: TH is cycle of HSYNC.
3: BB1 is bottom border control register 1.

Fig. 8.11.42 Bottom Border Control Register 2

Left Border Control Register 1



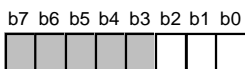
Left border control register 1 (LB1) [Address 0250₁₆]

B	Name	Functions	After reset	R	W
0	Control bits of left border (LB10 to LB17)	Left border position (low-order 8 bits) Tosc X (setting value of low-order 3 bits of LB2 X 16 ² + setting value of high-order 4 bits of LB1 X 16 ¹ + setting value of low-order 4 bits of LB1 X 16 ⁰)	1	R	W
1 to 7			0		

- Notes**
- 1: Do not set LB1 = LB2 = "00₁₆."
 - 2: Set values fit for the following condition:
(LB1 + LB2 X 16²) < (RB1 + RB2 X 16²).
 - 3: TOSC is OSD oscillation period.
 - 4: LB2 is left border control register 2.

Fig. 8.11.43 Left BorderControl Register 1

Left Border Control Register 2



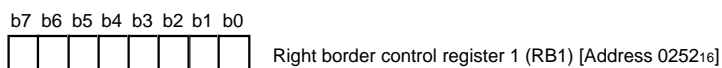
Left border control register 2 (LB2) [Address 0251₁₆]

B	Name	Functions	After reset	R	W
0 to 2	Control bits of left border (LB20 to LB22)	Left border position (high-order 3 bits) Tosc X (setting value of low-order 3 bits of LB2 X 16 ² + setting value of high-order 4 bits of LB1 X 16 ¹ + setting value of low-order 4 bits of LB1 X 16 ⁰)	0	R	W
3 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		0	R	W

- Notes**
- 1: Do not set LB1 = LB2 = "00₁₆."
 - 2: Set values fit for the following condition:
(LB1 + LB2 X 16²) < (RB1 + RB2 X 16²).
 - 3: TOSC is OSD oscillation period.
 - 4: LB1 is left border control register 1.

Fig. 8.11.44 Left Border Control Register 2

Right Border Control Register 1

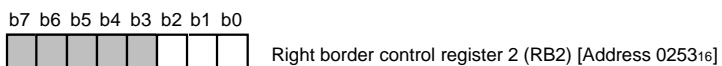


B	Name	Functions	After reset	R	W
0 to 7	Control bits of right border (RB10 to RB17)	Right border position (low-order 8 bits) Tosc X (setting value of low-order 3 bits of RB2 × 16 ² + setting value of high-order 4 bits of RB1 × 16 ¹ + setting value of low-order 4 bits of RB1 × 16 ⁰)	1	R	W

- Notes 1:** Set values fit for the following condition:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
2: T_{osc} is OSD oscillation period.
3: RB2 is right border control register 2.

Fig. 8.11.45 Right Border Control Register 1

Right Border Control Register 2



B	Name	Functions	After reset	R	W
0 to 2	Control bits of right border (RB20 to RB22)	Right border position (high-order 3 bits) Tosc X (setting value of low-order 3 bits of RB2 × 16 ² + setting value of high-order 4 bits of RB1 × 16 ¹ + setting value of low-order 4 bits of RB1 × 16 ⁰)	1	R	W
3 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0".		0	R	W

- Notes 1:** Set values fit for the following condition:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
2: T_{osc} is OSD oscillation period.
3: RB1 is right border control register 1.

Fig. 8.11.46 Right Border Control Register 2

8.11.15 Blank Function

The blank function can output blank (OUT1) area on all sides (vertical and horizontal) of the screen.

The ON/OFF for vertical blank function is performed by bit 5 of the OSD control register 1 and is used to select vertical window function or vertical blank function by bit 6 of the OSD control register 2. Accordingly, the vertical blank function cannot be used simultaneously with the vertical window function. The top border is set by the top border control registers 1 and 2 (TB1, TB2), and the bottom border is set by the bottom border control registers 1 and 2 (BB1, BB2), in 1H units.

The ON/OFF for horizontal blank function is performed by bit 4 of the OSD control register 2 and is used interchangeably for the horizontal window function with bit 5 of the OSD control register 2. Accordingly, the horizontal blank function cannot be used simultaneously with the horizontal window function. The left border is set by the left border control registers 1 and 2 (LB1, LB2) and the right border is set by the right border control registers 1 and 2 (RB1, RB2), in 1Tosc units.

The OSD output (except raster) in area with blank output is not deleted.

These blank signals are not output in the horizontal/vertical blanking interval.

- Notes 1:** When using vertical blank, do not set "0016" and "0116" to TB1 at TB2 = "0016."
- 2:** When using horizontal blank, do not set LB1 = LB2 = "0016."
- 3:** Horizontal blank and horizontal window, as well as vertical blank and vertical window can not be used simultaneously.
- 4:** When using horizontal blank, set as follows:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
- 5:** When using vertical blank, set as follows:
 $(TB1 + TB2 \times 16^2) < (BB1 + BB2 \times 16^2)$.
- 6:** When all-blocks display is OFF (bit 0 of OSD control register 1 = "0"), do not use vertical blank.

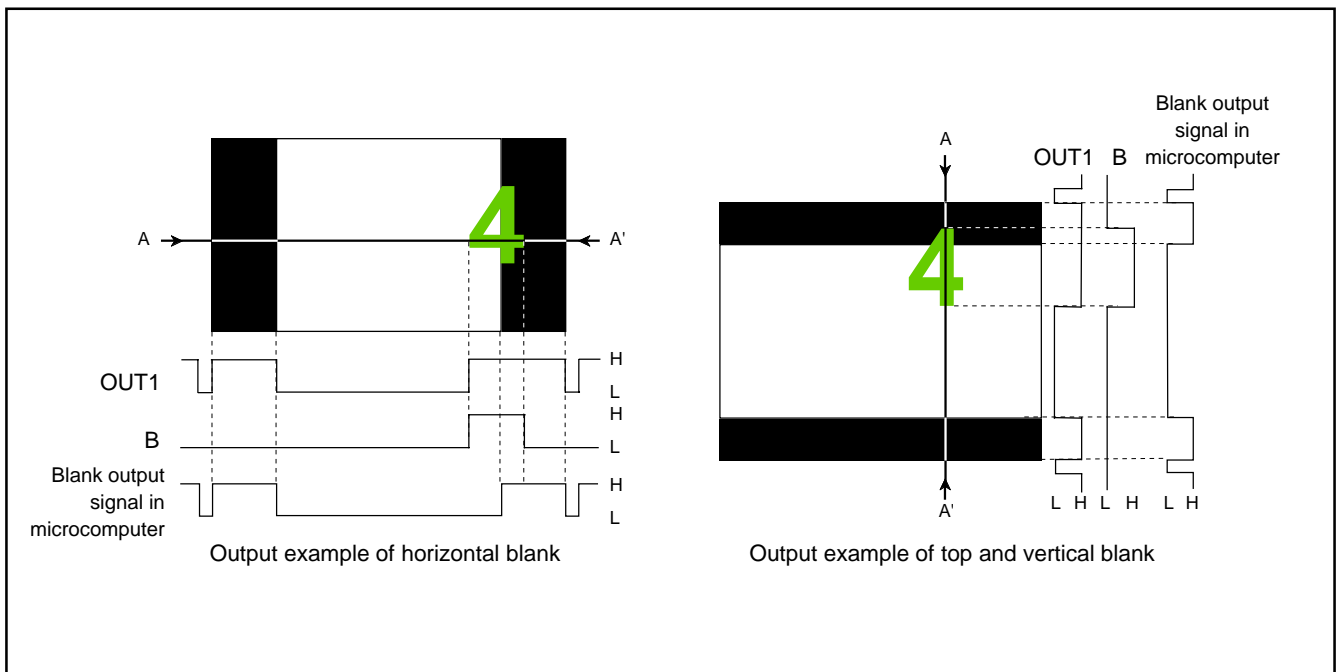


Fig. 8.11.47 Blank Output Example (When OSD Output is B + OUT1)

8.11.16 SPRITE OSD Function

This is especially suitable for cursor and other displays as its function allows for display in any position, regardless of the validity of other OSDs or display positions. The sprite font is a RAM font consisting of 16 horizontal dots 5 20 vertical dots, three planes, and three bits of data per dot. Each plane has corresponding color pallet selection bits, and 8 kinds of color pallets can be selected by the plane bit combination (three bits) for each dot. In addition, the selection range (color pallets 0 to 7 and 8 to 15) can be set, per screen, by bit 4 of the OSD control register 3. The color pallet is set in dot units according to the selection range and the OSD RAM (SPRITE) contents from among the selection range. It is possible to arbitrarily add font data by software for the RAM font in the SPRITE font.

The SPRITE OSD control register can control SPRITE display, dot size, interrupt position, and interrupt generation factors for the SPRITE OSD. The display position can also be set independently of the block display by the SPRITE horizontal position registers and the sprite horizontal vertical position registers. At this time, the horizontal position is set in 2048 steps in 1TOSC units, and the vertical position is set in 1024 steps in 1TH units. When SPRITE display overlaps with other OSDs, SPRITE display is always given priority. However, the SPRITE display overlaps with the OSD which includes OUT2 output, OUT2 in the OSD is output without masking.

- Notes 1: The SPRITE OSD function cannot output OUT2.
- 2: When using SPRITE OSD, do not set HS1 < "3016." at HS2 = "0016."
- 3: When using SPRITE OSD, do not set VS1 = VS2 = "0016."

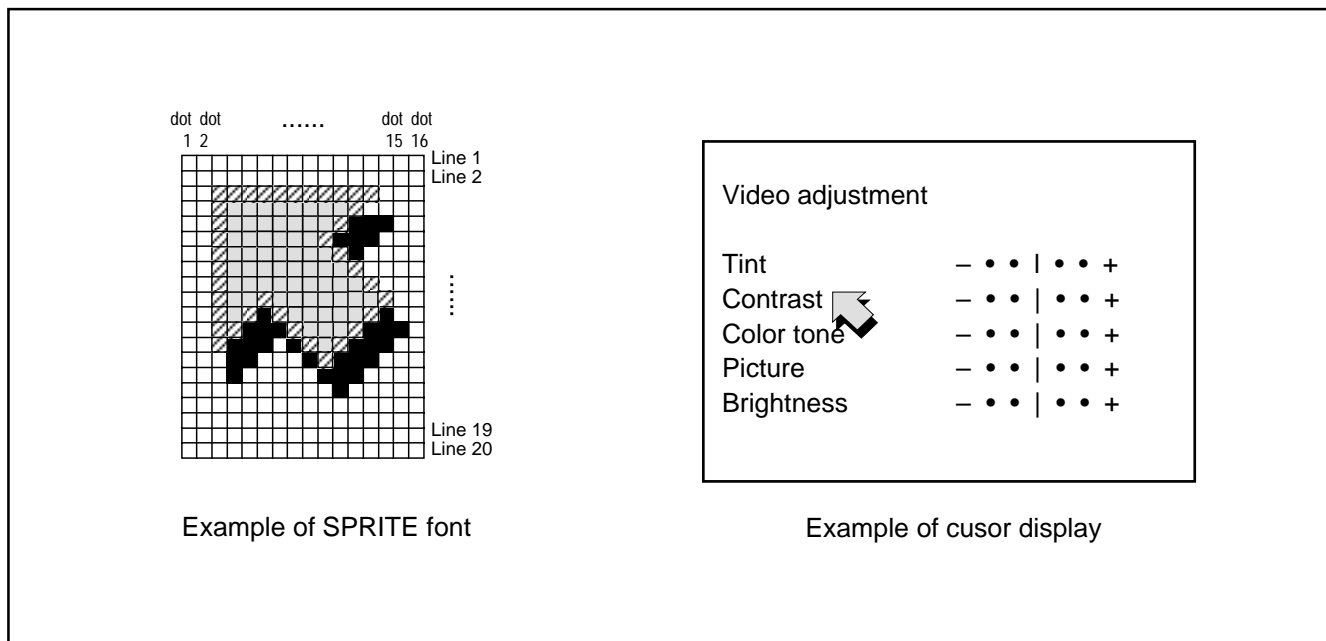


Fig. 8.11.48 SPRITE OSD Display Example

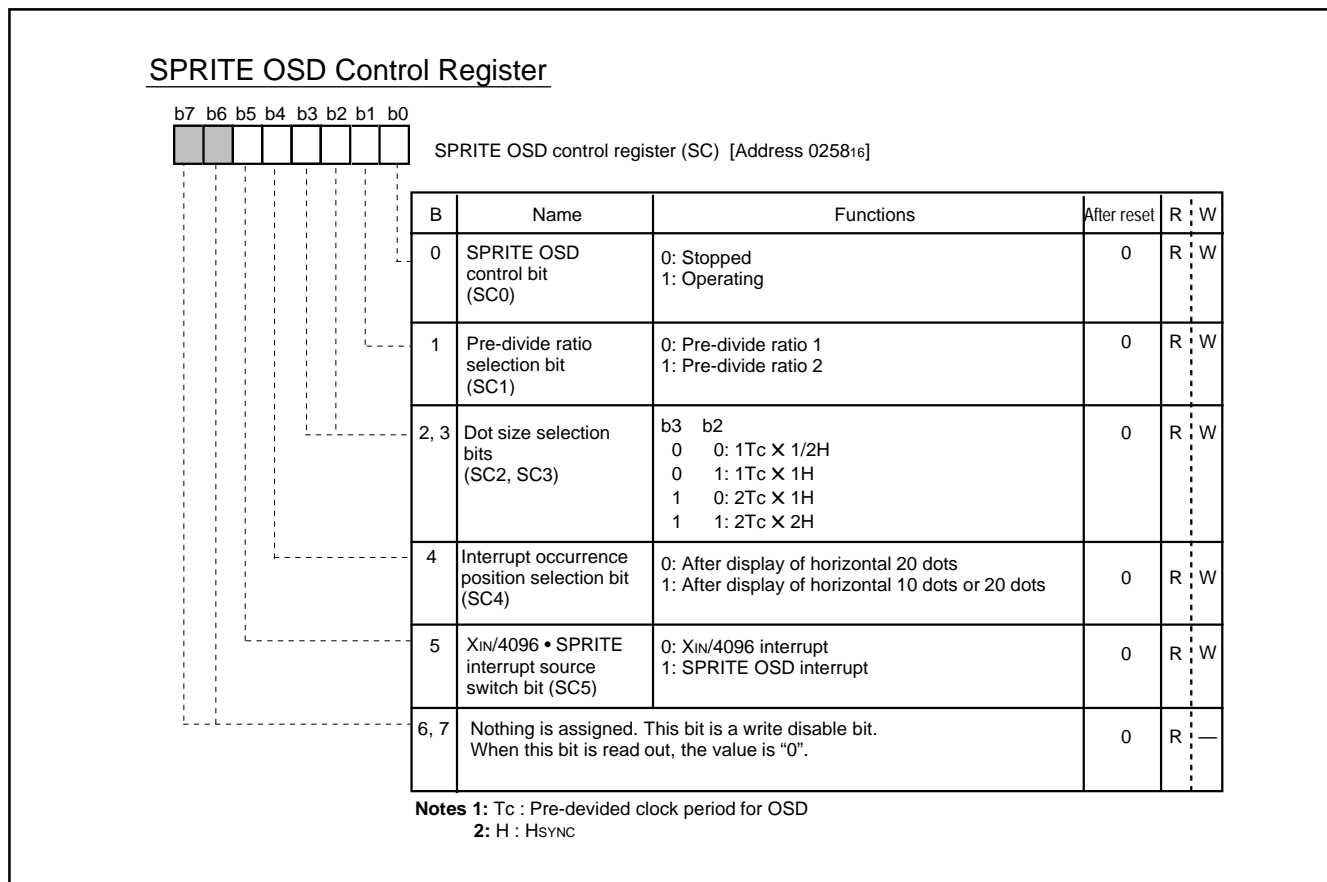
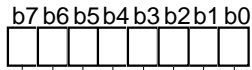


Fig. 8.11.49 SPRITE OSD Control Register

SPRITE Horizontal Position Register 1



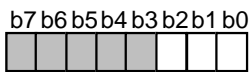
SPRITE horizontal position register 1 (HS1) [Address 0256₁₆]

B	Name	Functions	After reset	R ₁ W
0 to 7	Horizontal display start position control bits of SPRITE OSD (HS10 to HS17)	Horizontal display start position (low-order 8 bits) Tosc X (setting value of low-order 2 bits of HS2 × 16 ² + setting value of high-order 4 bits of HS1 × 16 ¹ + setting value of low-order 4 bits of HS1 × 16 ⁰)	Indeterminate	R ₁ W

- Notes 1:** Do not set HS1 < "30₁₆" at HS2 = "00₁₆."
2: Tosc is OSD oscillation period.
3: HS2 is SPRITE horizontal position register 2.

Fig. 8.11.50 SPRITE Horizontal Position Register 1

SPRITE Horizontal Position Register 2



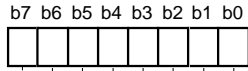
SPRITE horizontal position register 2 (HS2) [Address 0257₁₆]

B	Name	Functions	After reset	R ₁ W
0 to 2	Horizontal display start position control bits of SPRITE OSD (HS20 to HS22)	Horizontal display start position (high-order 3 bits) Tosc X (setting value of low-order 2 bits of HS2 × 16 ² + setting value of high-order 4 bits of HS1 × 16 ¹ + setting value of low-order 4 bits of HS1 × 16 ⁰)	Indeterminate	R ₁ W
3 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R ₁ —

- Notes 1:** Do not set HS1 < "30₁₆" at HS2 = "00₁₆."
2: Tosc is oscillation period.
3: HS1 is SPRITE horizontal position register 1.

Fig. 8.11.51 SPRITE Horizontal Position Register 2

SPRITE Vertical Position Register 1



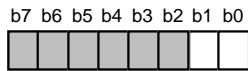
SPRITE vertical position register 1 (VS1) [Address 0254₁₆]

B	Name	Functions	After reset	R	W
0	Vertical display start position control bits of SPRITE OSD (VS10 to VS17)	Vertical display start position (low-order 8 bits) $T_H \times$ (setting value of low-order 2 bits of $VS2 \times 16^2$ + setting value of high-order 4 bits of $VS1 \times 16^1$ + setting value of low-order 4 bits of $VS1 \times 16^0$)	1	R	W
1 to 7			0		

- Notes** 1: Do not set "00₁₆" to the VS1 at VS2 = "00₁₆."
 2: T_H is cycle of Hsync.
 3: VS2 is SPRITE vertical position register 2.

Fig. 8.11.52 PRITE Vertical Position Register 1

SPRITE Vertical Position Register 2



SPRITE vertical position register 2 (VS2) [Address 0255₁₆]

B	Name	Functions	After reset	R	W
0, 1	Vertical start position control bits of SPRITE OSD (VS20, VS21)	Vertical display start position (high-order 2 bits) $T_H \times$ (setting value of low-order 2 bits of $VS2 \times 16^2$ + setting value of high-order 4 bits of $VS1 \times 16^1$ + setting value of low-order 4 bits of $VS1 \times 16^0$)	0	R	W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0".		0		

- Notes** 1: Do not set "00₁₆" to the VS1 at VS2 = "00₁₆."
 2: T_H is cycle of Hsync.
 3: VS1 is SPRITE vertical position register 1.

Fig. 8.11.53 SPRITE Vertical Position Register 2

8.11.17 OSD Output Pin Control

The OSD output pins R(R1), G(G1), B(B1) and OUT1 can also function as ports P52 to P55. Set the corresponding bit of the OSD port control register (address 00CB16) to "0" to specify these pins as OSD output pins, or set it to "1" to specify it as a general-purpose port P5 pin.

Pins R0, G0 and B0 can also function as ports P17, P15 and P16, respectively. Set bit 1 of the OSD port control register to "0" to specify these pins as a general-purpose output port P1 pin, or set it to "1" to specify it as OSD output pins. When "0," 4-adjustment-level analog output is output from pins R, G and B. When "1," the value which is converted from the analog to the 2-bit digital is output as follows: the high-order bit is output pins R1, G1 and B1 and the low-order bit is output from pins R0, G0 and B0.

The OUT2 can also function as Port P10. Set bit 0 of the port P1 direction register (address 00C316) to "1" (output mode). After that, set bit 6 of the OSD port control register to "1" to specify the pin as OSD output pin, or set it to "0" to specify as port P10 pin.

The input polarity of the HSYNC, VSYNC and output polarity of signals R, G, B, OUT1 and OUT2 can be specified with the I/O polarity control register (address 021716). Set a bit to "0" to specify positive polarity; set it to "1" to specify negative polarity (refer to Figure 8.11.18). The OSD port control register is shown in Figure 8.11.54.

Note: When using ports P52 to P54 as general-purpose pins, set bit 2 of OSD control register 2 (address 021516) to "0."

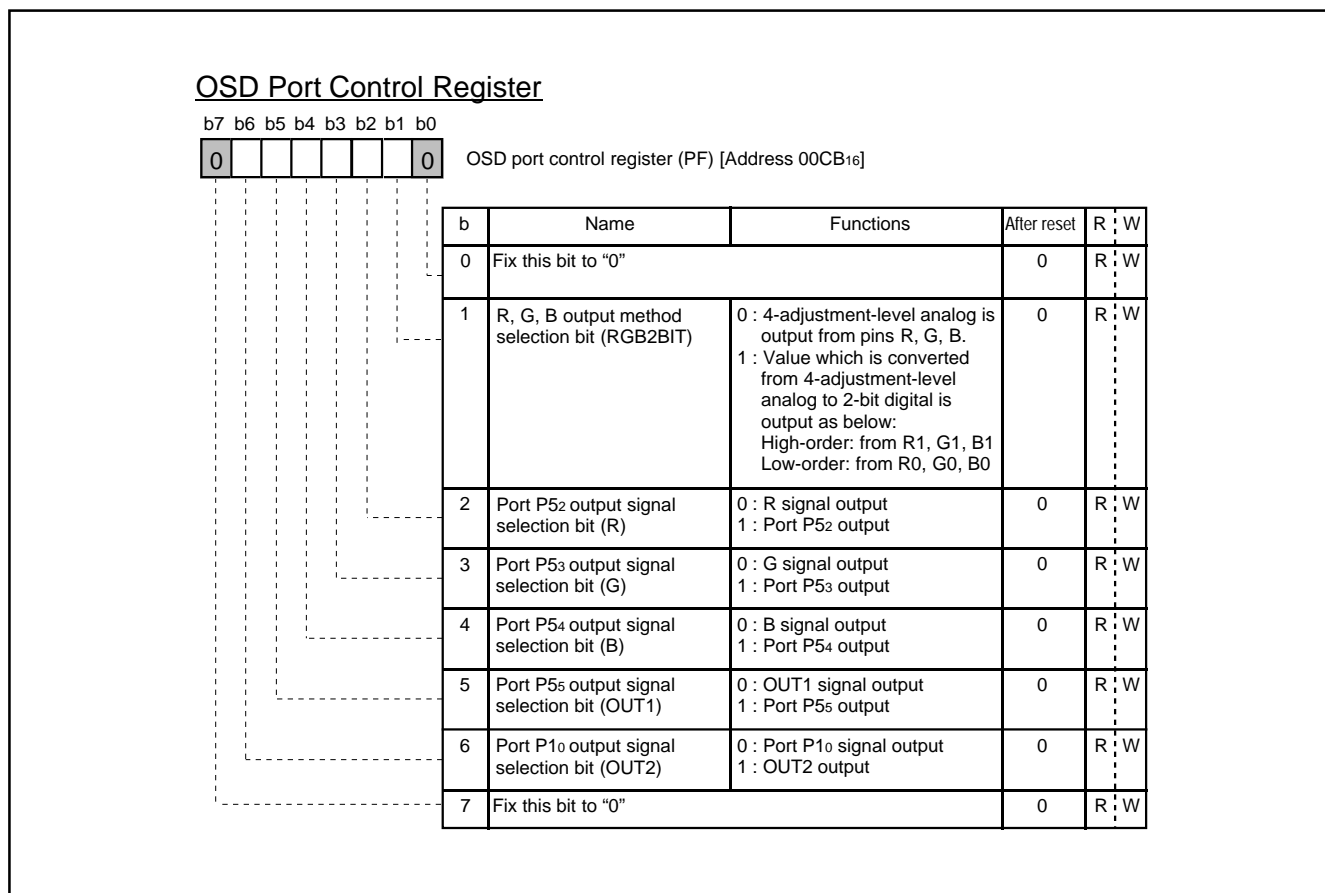


Fig. 8.11.54 OSD Port Control Register

8.11.18 Raster Coloring Function

An entire screen (raster) can be colored by setting the bits 6 to 0 of the raster color register. Since each of the R, G, B, OUT1, and OUT2 pins can be switched to raster coloring output, 64 raster colors can be obtained.

When the character color/the character background color overlaps with the raster color, the color (R, G, B, OUT1, OUT2), specified for the character color/the character background color, takes priority of the raster color. This ensures that the character color/the character background color is not mixed with the raster color.

The structure of the raster color register is shown in Figure 8.11.55, the example of raster coloring is shown in Figure 8.11.56.

Note : Raster is not output to the area which includes blank output.

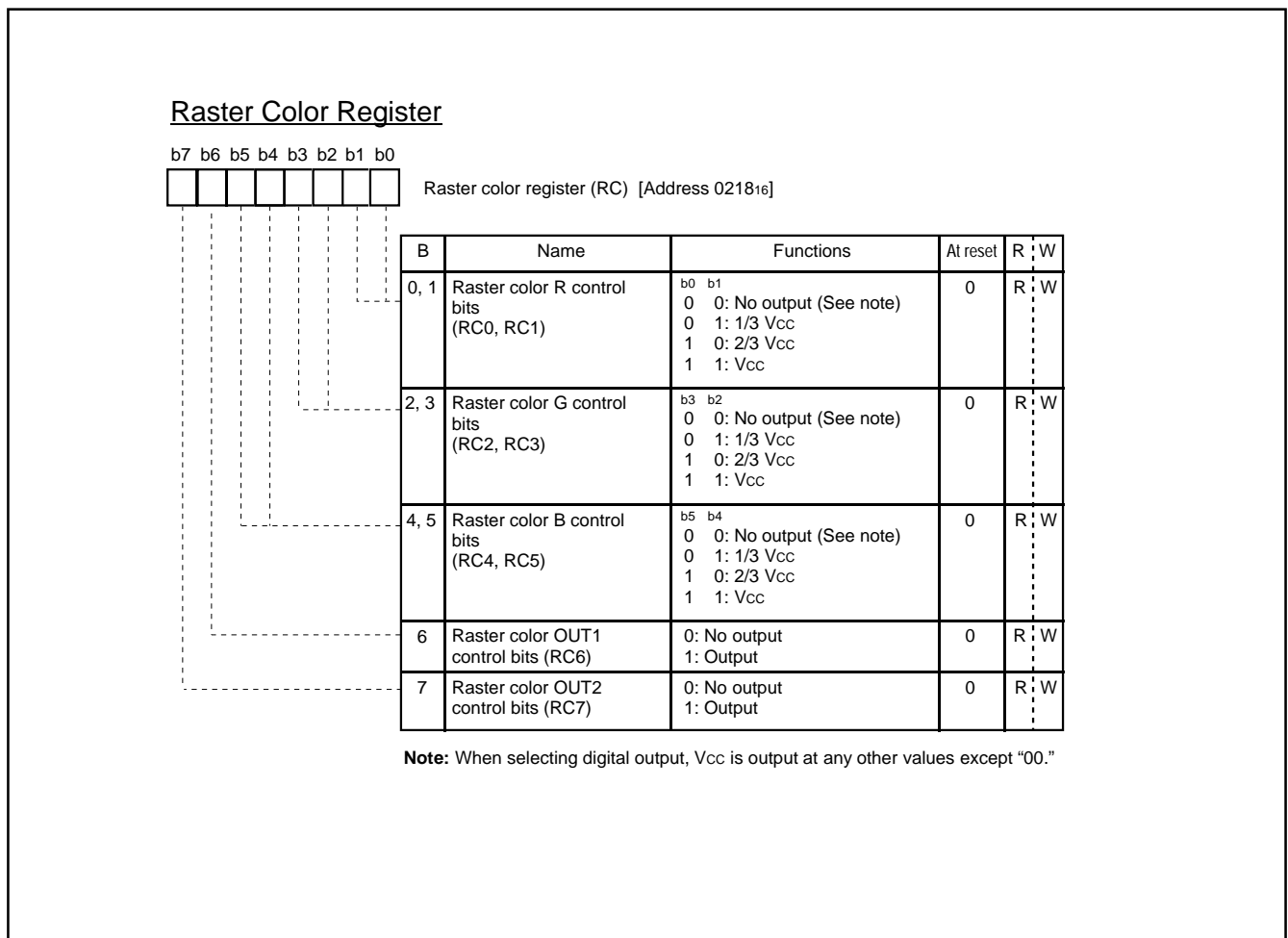


Fig. 8.11.55 Raster Color Register

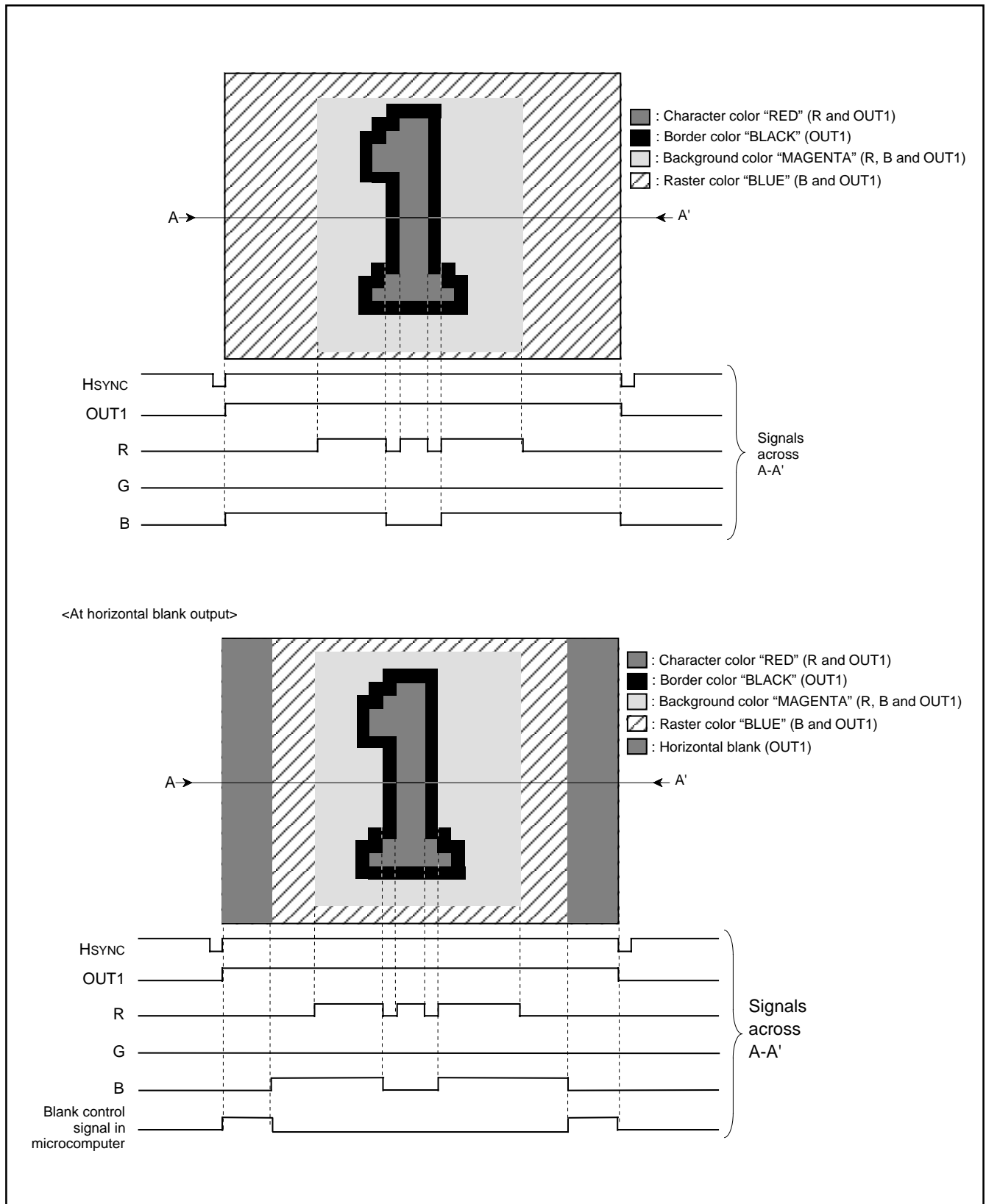


Fig. 8.11.56 Example of Raster Coloring

8.12 SOFTWARE RUNAWAY DETECT FUNCTION

This microcomputer has a function to decode undefined instructions to detect a software runaway.

When an undefined op-code is input to the CPU as an instruction code during operation, the following processing is done.

- ① The CPU generates an undefined instruction decoding signal.
- ② The device is internally reset because of occurrence of the undefined instruction decoding signal.
- ③ As a result of internal reset, the same reset processing as in the case of ordinary reset operation is done, and the program restarts from the reset vector.

Note, however, that the software runaway detecting function cannot be invalid.

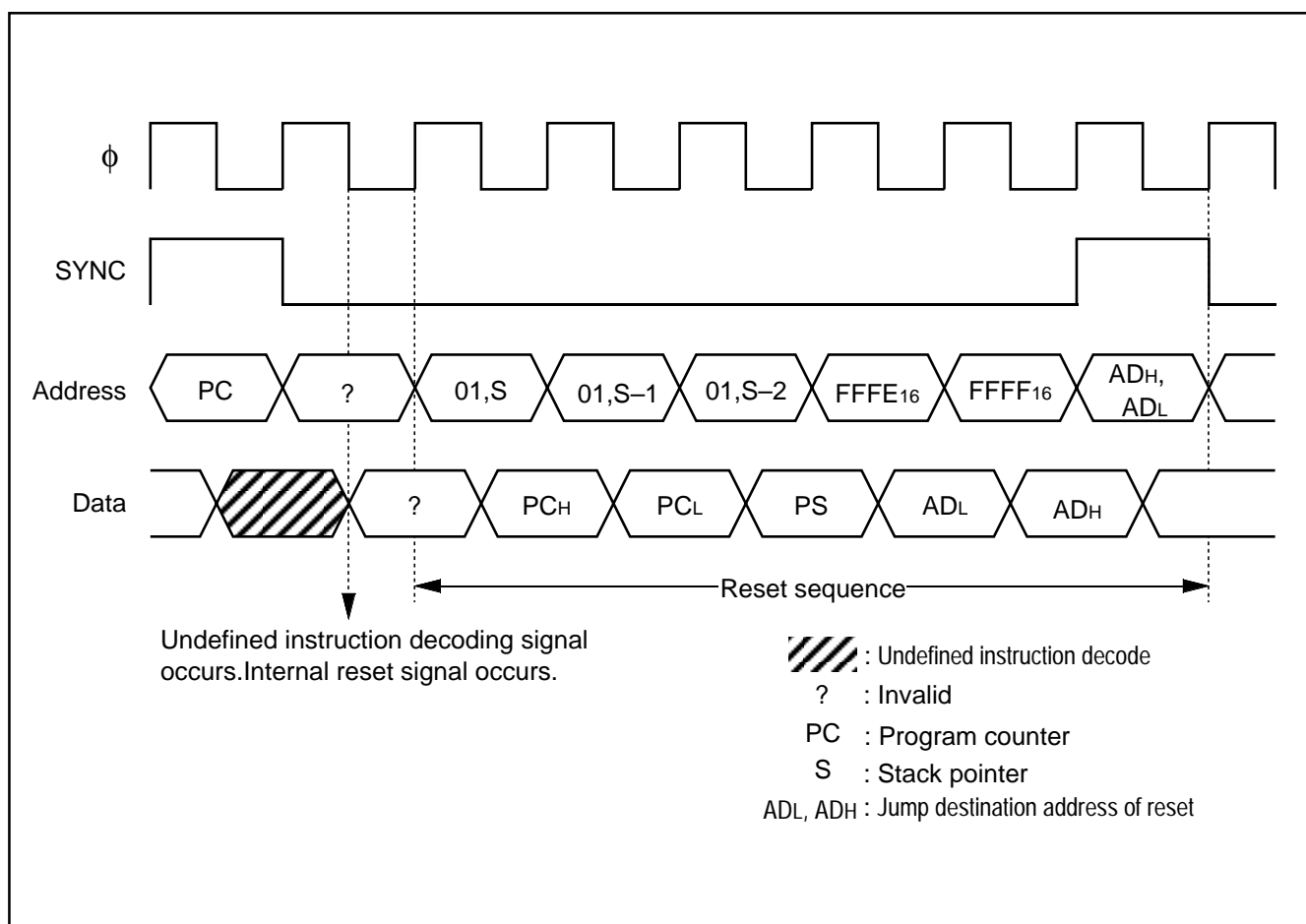


Fig.8.12.1 Sequence at Detecting Software Runaway Detection

8.13 RESET CIRCUIT

When the oscillation of a quartz-crystal oscillator or a ceramic resonator is stable and the power source voltage is $5\text{ V} \pm 10\%$, hold the $\overline{\text{RESET}}$ pin at LOW for $2\ \mu\text{s}$ or more, then return it to HIGH. Then, as shown in Figure 8.13.2, reset is released and the program starts from the address formed by using the content of address $\text{FFF}16$ as the high-order address and the content of the address $\text{FFFE}16$ as the low-order address. The internal state of microcomputer at reset are shown in Figures 8.2.2 to 8.2.7.

An example of the reset circuit is shown in Figure 8.13.1. The reset input voltage must be kept 0.9 V or less until the power source voltage surpasses 4.5 V.

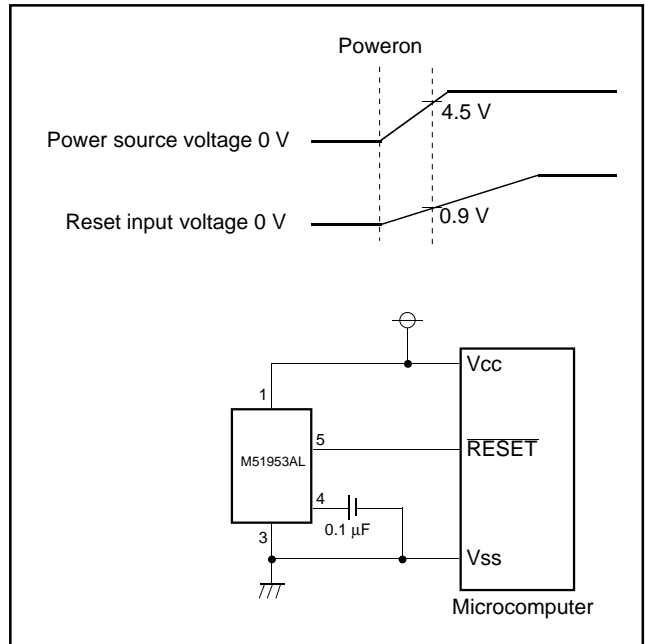


Fig.8.13.1 Example of Reset Circuit

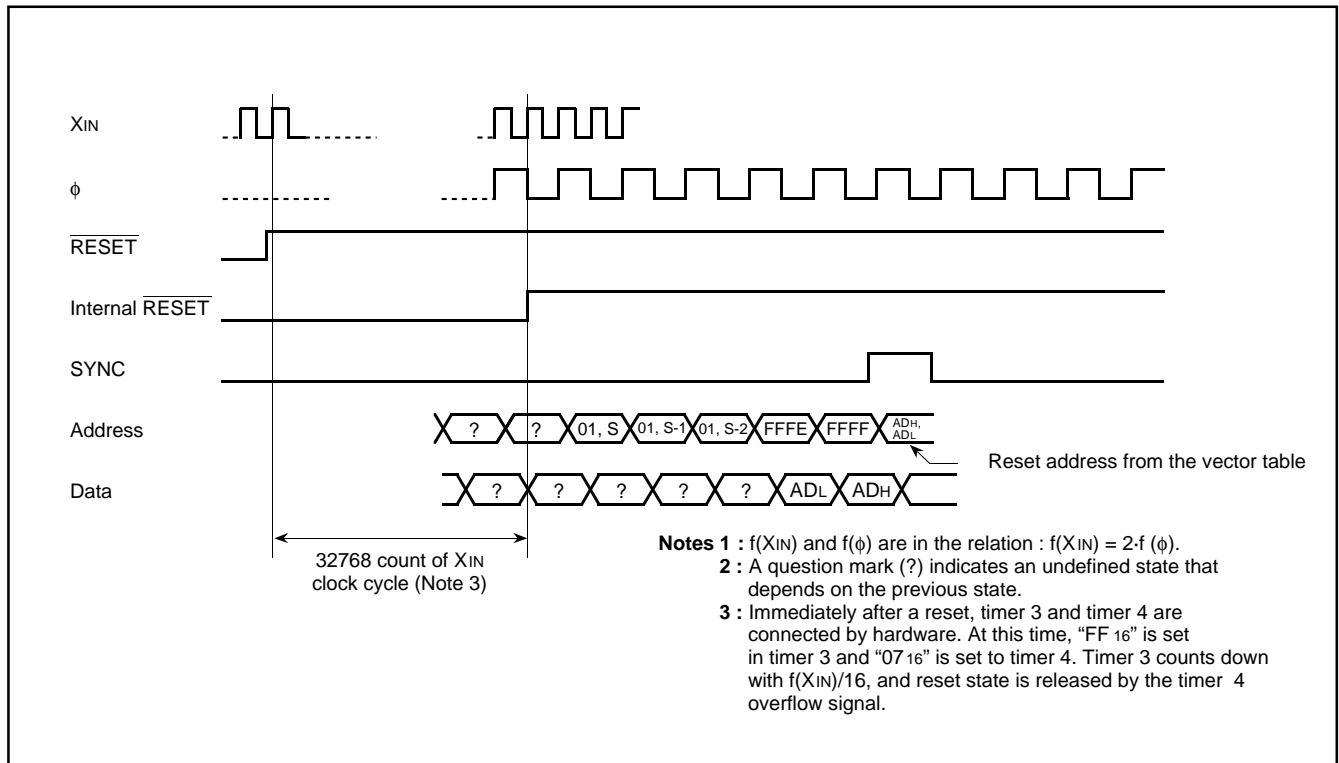


Fig.8.13.2 Reset Sequence

8.14 CLOCK GENERATING CIRCUIT

This microcomputer has 2 built-in oscillation circuits. An oscillation circuit can be formed by connecting a resonator between XIN and XOUT (XCIN and XCOUT). Use the circuit constants in accordance with the resonator manufacturer's recommended values. No external resistor is needed between XIN and XOUT since a feed-back resistor exists on-chip. However, an external feed-back resistor is needed between XCIN and XCOUT. When using XCIN-XCOUT as sub-clock, clear bits 5 and 4 of the clock source control register to "0." To supply a clock signal externally, input it to the XIN (XCIN) pin and make the XOUT (XCOUT) pin open. When not using XCIN clock, connect the XCIN to VSS and make the XCOUT pin open.

After reset has completed, the internal clock ϕ is half the frequency of XIN. Immediately after power on, both the XIN and XCIN clock start oscillating. To set the internal clock ϕ to low-speed operation mode, set bit 7 of the CPU mode register (address 00FB16) to "1."

8.14.1 OSCILLATION CONTROL

(1) Stop Mode

The built-in clock generating circuit is shown in Figure 120. When the STP instruction is executed, the internal clock ϕ stops at HIGH. At the same time, timers 3 and 4 are connected by hardware and "FF16" is set in timer 3 and "0716" is set in timer 4. Select $f(XIN)/16$ or $f(XCIN)/16$ as the timer 3 count source (set both bit 0 of the timer mode register 2 and bit 6 at address 00C716 to "0" before the execution of the STP instruction). Moreover, set the timer 3 and timer 4 interrupt enable bits to disabled ("0") before execution of the STP instruction. The oscillator restarts when external interrupt is accepted. However, the internal clock ϕ keeps its HIGH level until timer 4 overflows, allowing time for oscillation stabilization when a ceramic resonator or a quartz-crystal oscillator is used.

(2) Wait Mode

When the WIT instruction is executed, the internal clock ϕ stops in the HIGH level but the oscillator continues running. This wait state is released at reset or when an interrupt is accepted (Note). Since the oscillator does not stop, the next instruction can be executed at once.

Note: In the wait mode, the following interrupts are invalid.

- VSYNC interrupt
- OSD interrupt
- All timers interrupts using TIM2 pin input as count source
- All timers interrupt using TIM3 pin input as count source
- Data slicer interrupt
- Multi-master I²C-BUS interface interrupt
- $f(XIN)/4096$ interrupt
- All timer interrupts using $f(XIN)/2$ or $f(XCIN)/2$ as count source
- All timer interrupts using $f(XIN)/4096$ or $f(XCIN)/4096$ as count source
- A-D conversion interrupt
- SPRITE OSD interrupt

(2) Low-speed Mode

If the internal clock is generated from the sub-clock (XCIN), a low power consumption operation can be realized by stopping only the main clock XIN. To stop the main clock, set bit 6 (CM6) of the CPU mode register (00FB16) to "1." When the main clock XIN is restarted, the program must allow enough time to for oscillation to stabilize.

Note that in low-power-consumption mode the XCIN-XCOUT drivability can be reduced, allowing even lower power consumption. To reduce the XCIN-XCOUT drivability, clear bit 5 (CM5) of the CPU mode register (00FB16) to "0." At reset, this bit is set to "1" and strong drivability is selected to help the oscillation to start. When an STP instruction is executed, set this bit to "1" by software before executing.

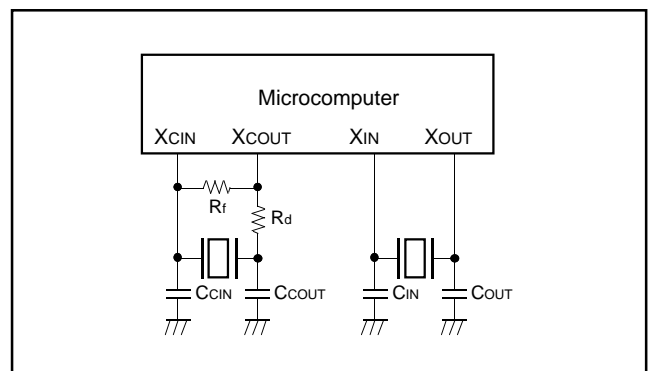


Fig.8.14.1 Ceramic Resonator Circuit Example

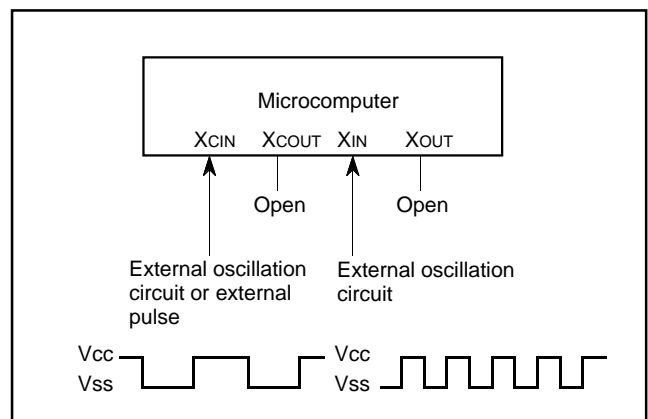


Fig.8.14.2 External Clock Input Circuit Example

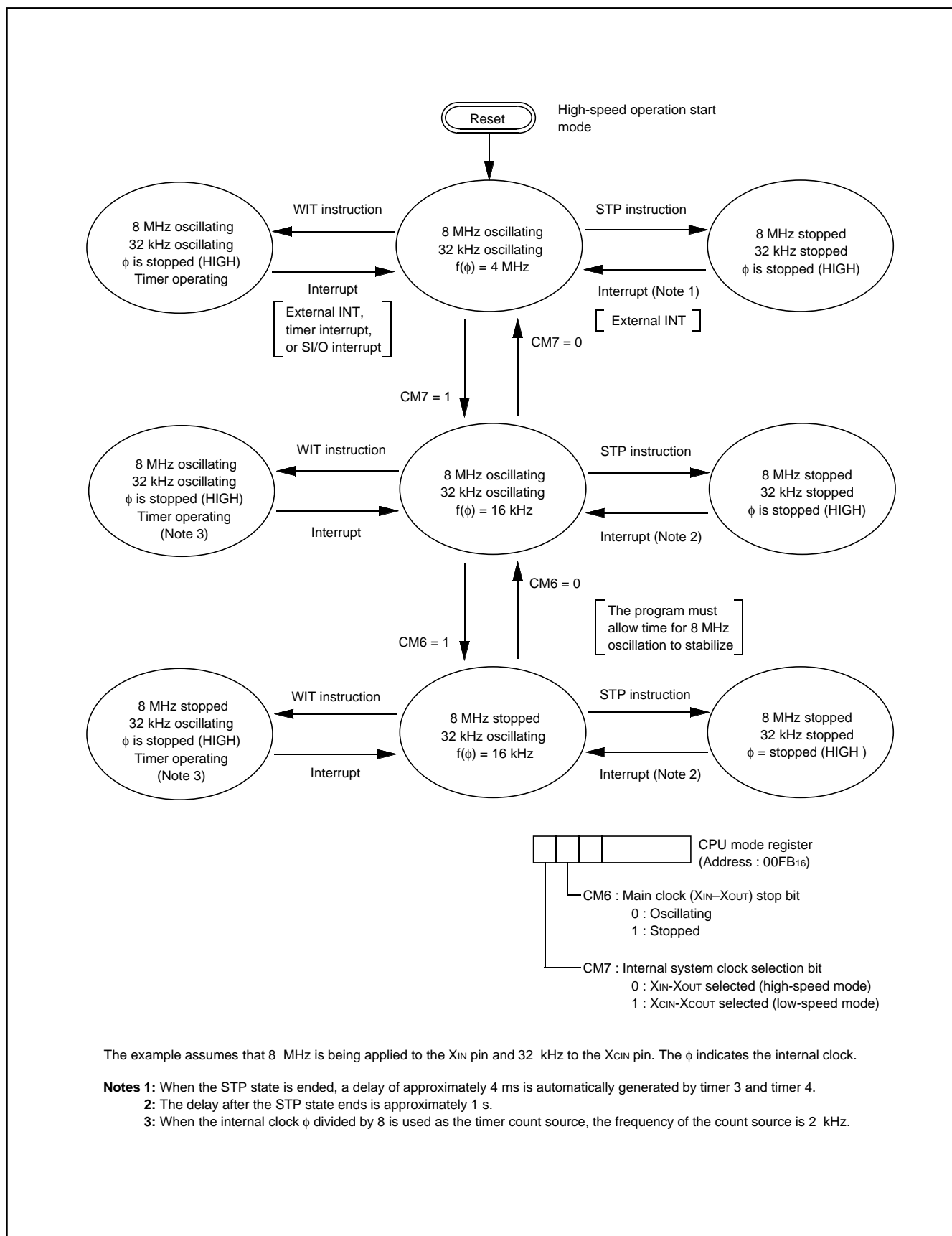


Fig.8.14.4 State Transitions of System Clock

8.15 DISPLAY OSCILLATION CIRCUIT

The OSD oscillation circuit has a built-in clock oscillation circuits, so that a clock for OSD can be obtained simply by connecting an LC, a ceramic resonator, or a quartz-crystal oscillator across the pins OSC1 and OSC2. Which of the sub-clock or the OSD oscillation circuit is selected by setting bits 5 and 4 of the clock control register (address 021616).

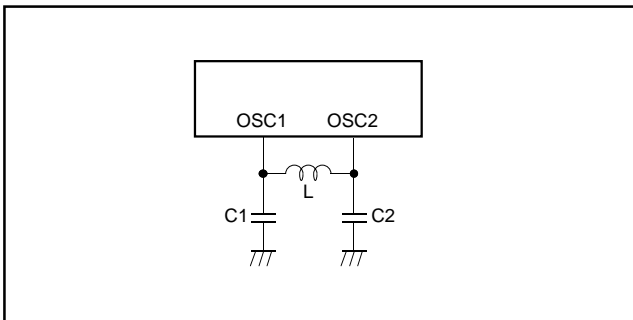


Fig.8.15.1 Display Oscillation Circuit

8.16 AUTO-CLEAR CIRCUIT

When a power source is supplied, the auto-clear function will operate by connecting the following circuit to the $\overline{\text{RESET}}$ pin.

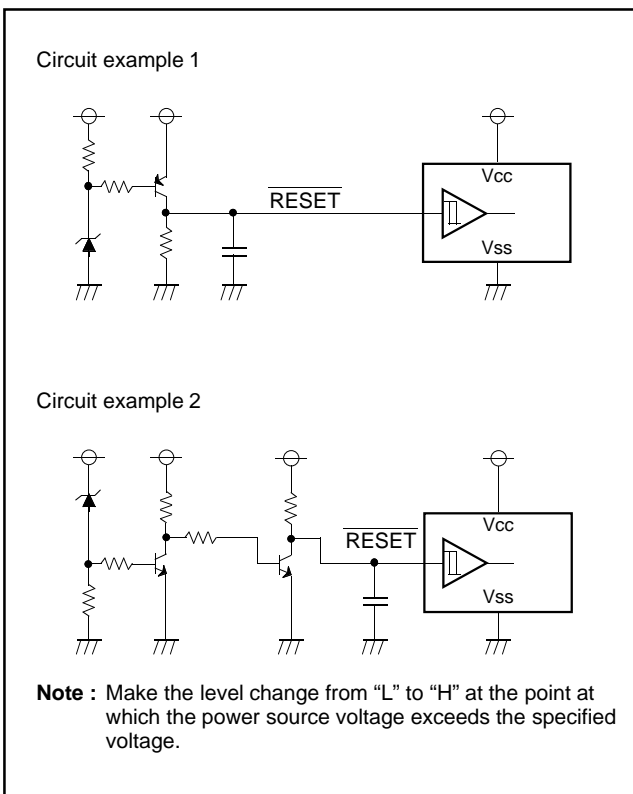


Fig.8.16.1 Auto-clear Circuit Example

8.17 ADDRESSING MODE

The memory access is reinforced with 17 kinds of addressing modes. Refer to SERIES 740 <Software> User's Manual for details.

8.18 MACHINE INSTRUCTIONS

There are 71 machine instructions. Refer to SERIES 740 <Software> User's Manual for details.

9. PROGRAMMING NOTES

- The divide ratio of the timer is $1/(n+1)$.
- Even though the BBC and BBS instructions are executed immediately after the interrupt request bits are modified (by the program), those instructions are only valid for the contents before the modification. At least one instruction cycle is needed (such as an NOP) between the modification of the interrupt request bits and the execution of the BBC and BBS instructions.
- After the ADC and SBC instructions are executed (in the decimal mode), one instruction cycle (such as an NOP) is needed before the SEC, CLC, or CLD instruction is executed.
- An NOP instruction is needed immediately after the execution of a PLP instruction.
- In order to avoid noise and latch-up, connect a bypass capacitor ($\approx 0.1\mu\text{F}$) directly between the VCC pin–VSS pin, AVCC pin–VSS pin, and the VCC pin–CNVSS pin, using a thick wire.

10. ABSOLUTE MAXIMUM RATINGS

Symbol	Parameter	Conditions	Ratings	Unit
V _{CC} (AV _{CC})	Power source voltage V _{CC} () ...M37280EKSP	All voltages are based on V _{SS} . Output transistors are cut off.	-0.3 to 6	V
V _I	Input voltage CNV _{SS}		-0.3 to 6	V
V _I	Input voltage P00-P07, P10-P17, P20-P27, P30, P31, P40-P46, P64, P63, P70-P72, X _{IN} , H _{SYNC} , V _{SYNC} , RESET		-0.3 to V _{CC} + 0.3	V
V _O	Output voltage P00-P07, P10-P17, P20-P27, P30-P32, P47, P50-P57, P60-P62, P65-P67, S _{OUT} , S _{CLK} , X _{OUT} , OSC2		-0.3 to V _{CC} + 0.3	V
I _{OH}	Circuit current P52-P55, P10, P03, P15-P17, P20-P27, P30, P31		0 to 1 (See note 1)	mA
I _{OL1}	Circuit current P52-P57, P10, P03, P15-P17, P20-P27, P65-P67, S _{OUT} , S _{CLK}		0 to 2 (See note 2)	mA
I _{OL2}	Circuit current P11-P14		0 to 6 (See note 2)	mA
I _{OL3}	Circuit current P00-P02, P04-P07, P32, P47, P50, P51, P60-P62		0 to 1 (See note 2)	mA
I _{OL4}	Circuit current P30, P31		0 to 10 (See note 3)	mA
P _d	Power dissipation	T _a = 25 °C	550	mW
T _{opr}	Operating temperature		-10 to 70	°C
T _{stg}	Storage temperature		-40 to 125	°C

11. RECOMMENDED OPERATING CONDITIONS (T_a = -10 °C to 70 °C, V_{CC} = 5 V ± 10 %, unless otherwise noted)

Symbol	Parameter	Limits			Unit
		Min.	Typ.	Max.	
V _{CC} (AV _{CC})	Power source voltage (See note 4), During CPU, OSD, data slicer operation () ...M37280EKSP	4.5	5.0	5.5	V
V _{CC} (AV _{CC})	RAM hold voltage (when clock is stopped) () ...M37280EKSP	2.0		5.5	V
V _{SS}	Power source voltage	0	0	0	V
V _{IH1}	HIGH input voltage P00-P07, P10-P17, P20-P27, P30, P31, P40-P46, P63, P64, P70-P72, H _{SYNC} , V _{SYNC} , RESET, X _{IN}	0.8V _{CC}		V _{CC}	V
V _{IH2}	HIGH input voltage SCL1, SCL2, SDA1, SDA2	0.7V _{CC}		V _{CC}	V
V _{IL1}	LOW input voltage P00-P07, P10-P17, P20-P27, P30, P31, P40-P46, P63, P64, P70-P72	0		0.4 V _{CC}	V
V _{IL2}	LOW input voltage SCL1, SCL2, SDA1, SDA2	0		0.3 V _{CC}	V
V _{IL3}	LOW input voltage (See note 6) RESET, X _{IN} , OSC1, H _{SYNC} , V _{SYNC} , INT1, INT2, INT3, TIM2, TIM3, S _{CLK} , S _{IN}	0		0.2 V _{CC}	V
I _{OH}	HIGH average output current (See note 1) P52-P55, P10, P03, P15-P17, P20-P27, P30, P31			1	mA
I _{OL1}	LOW average output current (See note 2) P51-P57, P10, P03, P15-P17, P20-P27, S _{OUT} , S _{CLK} , P47, P65-P67			2	mA
I _{OL2}	LOW average output current (See note 2) P11-P14			6	mA
I _{OL3}	LOW average output current (See note 2) P00-P02, P04-P07, P32, P47, P50, P51, P60-P62			1	mA
I _{OL4}	LOW average output current (See note 3) P30, P31			10	mA
f(X _{IN})	Oscillation frequency (for CPU operation) (See note 5) X _{IN}	7.9	8.0	8.1	MHz
f(X _{CIN})	Oscillation frequency (for sub-clock operation) X _{CIN}	29	32	35	kHz
f _{osc}	Oscillation frequency (for OSD) OSC1				MHz
		LC oscillating mode		27.0	
		Ceramic oscillating mode	25.5	26.5	27.5
RL	Load resistance During R,G,B analog output	20.0			
f _{hs1}	Input frequency TIM2, TIM3, INT1, INT2, INT3			100	kHz
f _{hs2}	Input frequency SCLK			1	MHz
f _{hs3}	Input frequency SCL1, SCL2			400	kHz
f _{hs4}	Input frequency Horizontal sync. signal of video signal	15.262	15.734	16.206	kHz
V _I	Input amplitude video signal CV _{IN}	1.5	2.0	2.5	V

12. ELECTRIC CHARACTERISTICS ($V_{CC} = 5\text{ V} \pm 10\%$, $V_{SS} = 0\text{ V}$, $f(XIN) = 8\text{ MHz}$, $T_a = -10\text{ }^\circ\text{C}$ to $70\text{ }^\circ\text{C}$, unless otherwise noted)

Symbol	Parameter		Test conditions		Limits			Unit	Test circuit
					Min.	Typ.	Max.		
I _{CC}	Power source current	System operation	$V_{CC} = 5.5\text{ V}$, $f(XIN) = 8\text{ MHz}$	CRT OFF Data slicer OFF		15	30	mA	1
				CRT ON (digital output) Data slicer ON		30	50		
				CRT ON (analog output) Data slicer ON		50	70		
			$V_{CC} = 5.5\text{ V}$, $f(XIN) = 0$, $f(XCIN) = 32\text{ kHz}$, OSD OFF, Data slicer OFF, Low-power dissipation mode set ($CM5 = "0"$, $CM6 = "1"$)		60	200	μA		
	Wait mode	$V_{CC} = 5.5\text{ V}$, $f(XIN) = 8\text{ MHz}$		2	4	mA			
		$V_{CC} = 5.5\text{ V}$, $f(XIN) = 0$, $f(XCIN) = 32\text{ kHz}$, Low-power dissipation mode set ($CM5 = "0"$, $CM6 = "1"$)		25	100	μA			
Stop mode	$V_{CC} = 5.5\text{ V}$, $f(XIN) = 0$ $f(XCIN) = 0$		1	10	V				
VOH	HIGH output voltage	P52–P55, P10, P03, P15–P17, P20–P27, P30, P31	$V_{CC} = 4.5\text{ V}$ $I_{OH} = -0.5\text{ mA}$	2.4			V	2	
VOL	LOW output voltage	SOUT, SCLK, P00–P07, P10, P15–P17, P20–P27, P32, P47, P50–P57, P60–P62, P65–P67	$V_{CC} = 4.5\text{ V}$ $I_{OL} = 0.5\text{ mA}$			0.4	V	2	
	LOW output voltage	P30, P31	$V_{CC} = 4.5\text{ V}$ $I_{OL} = 10.0\text{ mA}$			3.0			
	LOW output voltage	P11–P14	$V_{CC} = 4.5\text{ V}$	$I_{OL} = 3\text{ mA}$		0.4			
						0.6			
V _{T+} – V _{T-}	Hysteresis (See note 6)	RESET, HSYNC, VSYNC, INT1, INT2, INT3, TIM2, TIM3, SIN, SCLK, SCL1, SCL2, SDA1, SDA2	$V_{CC} = 5.0\text{ V}$		0.5	1.3	V	3	
I _{IZH}	HIGH input leak current	RESET, P00–P07, P10–P17, P20– P27, P30, P31, P40–P46, P63, P64, P70–P72, HSYNC, VSYNC	$V_{CC} = 5.5\text{ V}$ $V_I = 5.5\text{ V}$			5	μA	4	
I _{ZL}	LOW input leak current	RESET, P00–P07, P10–P17, P20–P27, P30, P31, P40–P46, P63, P64, P70–P72, HSYNC, VSYNC	$V_{CC} = 5.5\text{ V}$ $V_I = 0\text{ V}$			5	mA		
RBS	I ² C-BUS-BUS switch connection resistor (between SCL1 and SCL2, SDA1 and SDA2)		$V_{CC} = 4.5\text{ V}$			130	Ω	5	

Notes 1: The total current that flows out of the IC must be 20 or less.

2: The total input current to IC ($I_{OL1} + I_{OL2} + I_{OL3}$) must be 20 mA or less.

3: The total average input current for ports P30, P31 to IC must be 10 mA or less.

4: Connect 0.1 μF or more capacitor externally between the power source pins V_{CC} – V_{SS} (and AV_{CC} – V_{SS}) so as to reduce power source noise.

Also connect 0.1 μF or more capacitor externally between the pins V_{CC} – CNV_{SS} . () ...M37280EKSP

5: Use a quartz-crystal oscillator or a ceramic resonator for the CPU oscillation circuit. When using the data slicer, use 8 MHz.

6: P16, P41–P44 have the hysteresis when these pins are used as interrupt input pins or timer input pins. P11–P14 have the hysteresis when these pins are used as multi-master I²C-BUS interface ports. P17, P46 and P72 have the hysteresis when these pins are used as serial I/O pins.

7: When using the sub-clock, set $f_{CLK} < f_{CPU}/3$.

8: Pin names in each parameter is described as below.

(1) Dedicated pins: dedicated pin names.

(2) Double-/triple-function ports

• When the same limits: I/O port name.

• When the limits of functions except ports are different from I/O port limits: function pin name.

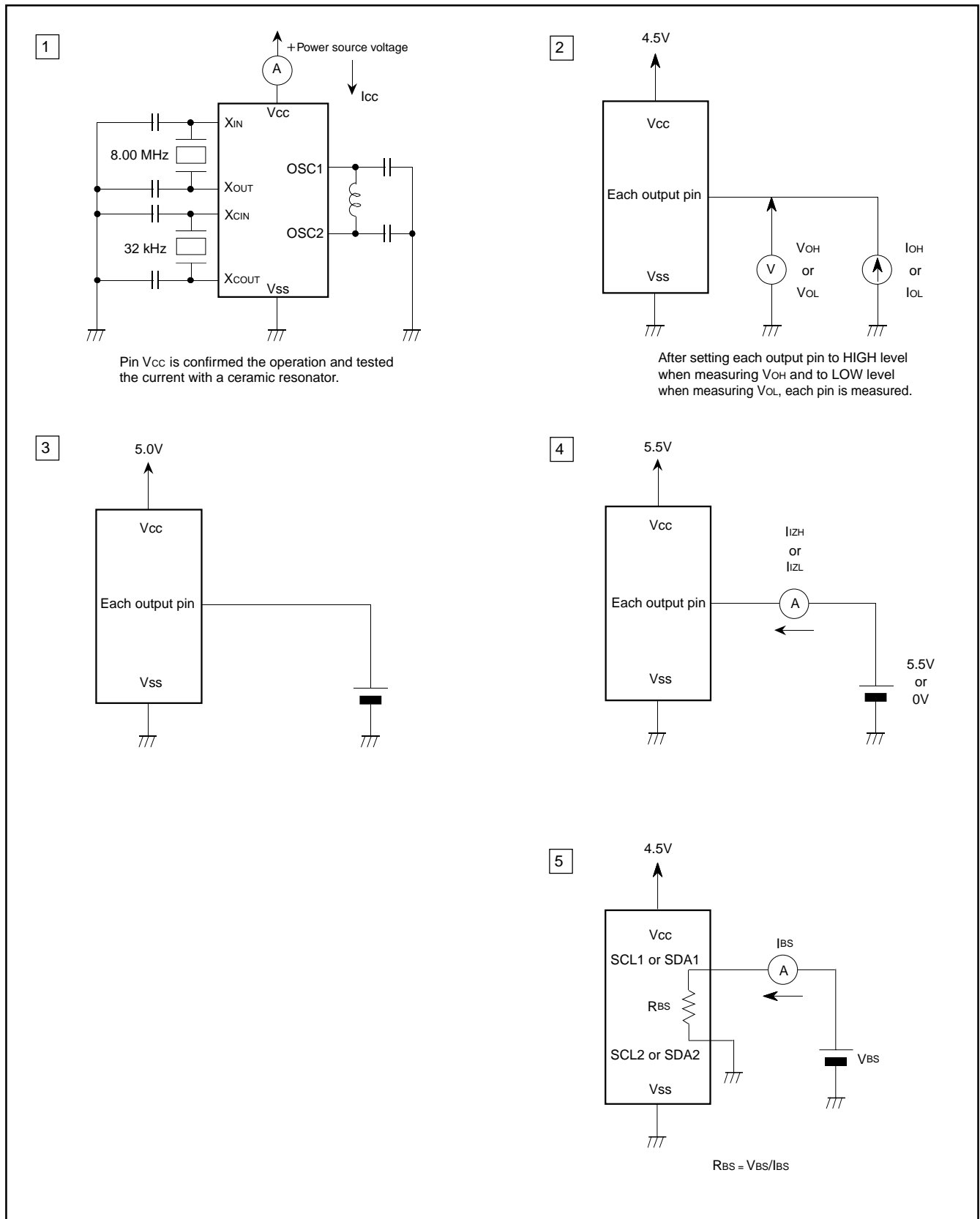


Fig.12.1 Test circuit

13. ANALOG R, G, B OUTPUT CHARACTERISTICS

(VCC = 5 V ± 10 %, VSS = 0 V, f(XIN) = 8 MHz, Ta = -10 °C to 70 °C, unless otherwise noted)

Symbol	Parameter	Test conditions	Limits			Unit
			Min.	Typ.	Max.	
RO	Output resistance	VCC = 4.5 V			2	kΩ
VOE	Output deviation	VCC = 5.5 V			±0.5	V
TST	Settling time	VCC = 4.5 V, load capacity of 10 pF, load resistor of 20 kΩ, 70 % DC level			50	ns

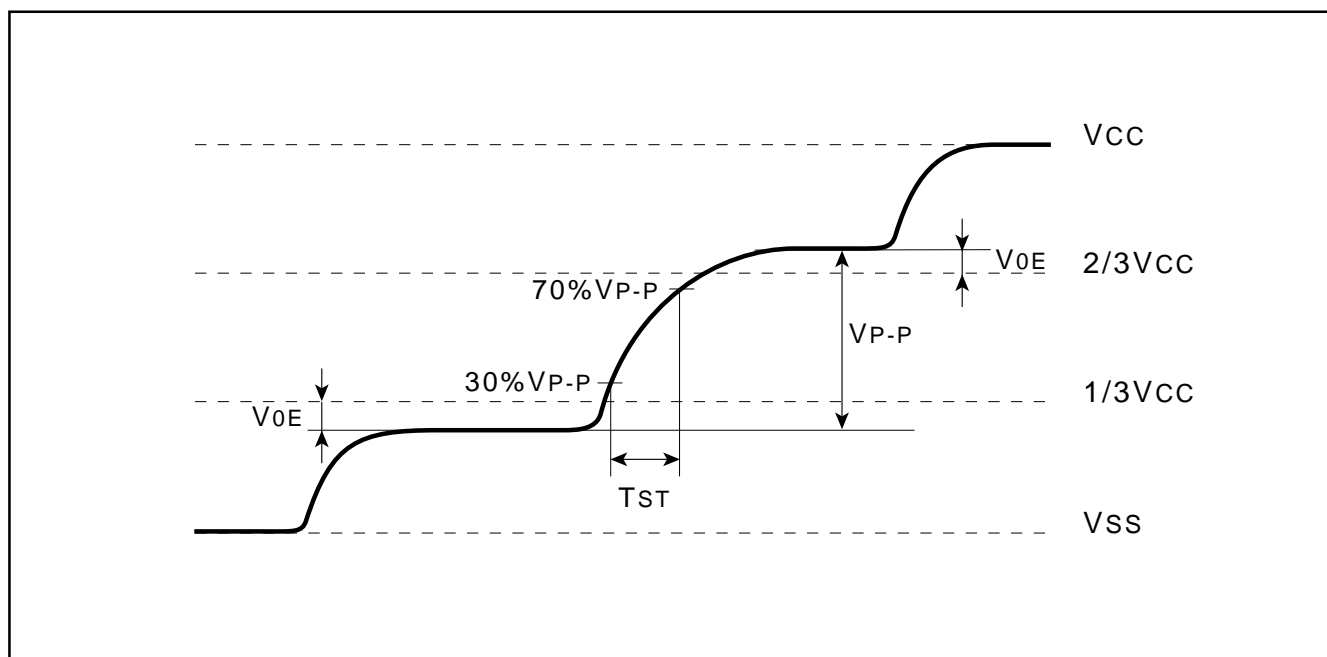


Fig.13.1 Analog R, G, B, Output Characteristics

14. A-D CONVERTER CHARACTERISTICS

(VCC = 5 V ± 10 %, VSS = 0 V, f(XIN) = 8 MHz, Ta = -10 °C to 70 °C, unless otherwise noted)

Symbol	Parameter	Test conditions	Limits			Unit
			Min.	Typ.	Max.	
—	Resolution				8	bits
—	Absolute accuracy (excludig quantization error)	VCC = 5 V			±2.5	LSB
TCONV	Conversion time		12.25		12.5	μs
RLADDER	Ladder resistor			25		kΩ
VIA	Analog input voltage		0		VREF	V

15. MULTI-MASTER I²C-BUS BUS LINE CHARACTERISTICS

Symbol	Parameter	Standard clock mode		High-speed clock mode		Unit
		Min.	Max.	Min.	Max.	
t _{BUF}	Bus free time	4.7		1.3		μs
t _{HD; STA}	Hold time for START condition	4.0		0.6		μs
t _{LOW}	LOW period of SCL clock	4.7		1.3		μs
t _R	Rising time of both SCL and SDA signals		1000	20+0.1C _b	300	ns
t _{HD; DAT}	Data hold time	0		0	0.9	μs
t _{HIGH}	HIGH period of SCL clock	4.0		0.6		μs
t _F	Falling time of both SCL and SDA signals		300	20+0.1C _b	300	ns
t _{SU; DAT}	Data set-up time	250		100		ns
t _{SU; STA}	Set-up time for repeated START condition	4.7		0.6		μs
t _{SU; STO}	Set-up time for STOP condition	4.0		0.6		μs

Note: C_b = total capacitance of 1 bus line

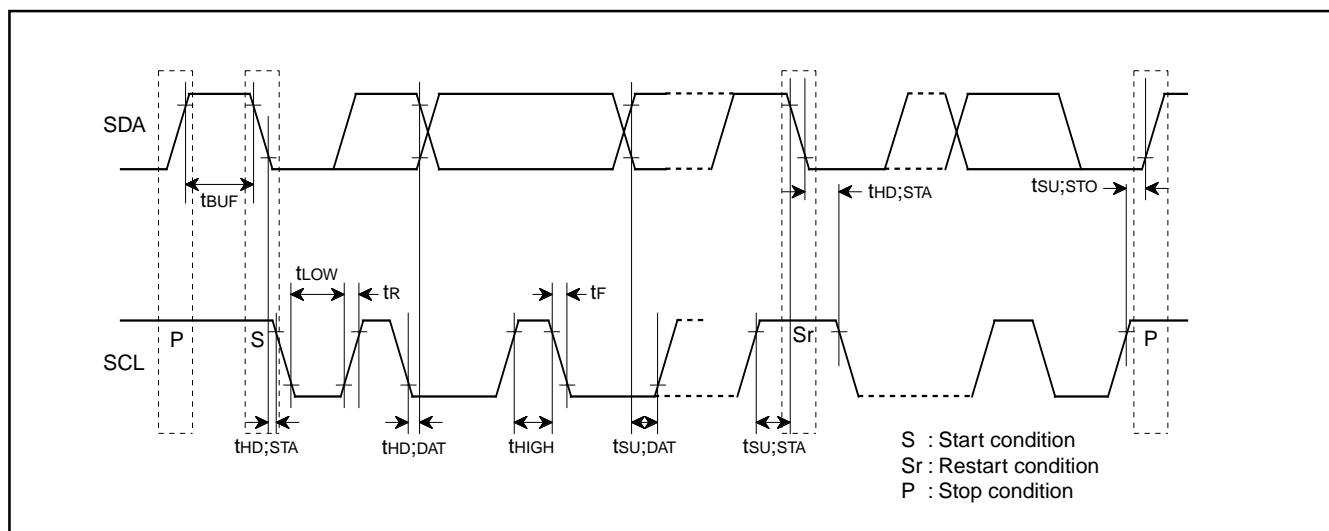


Fig.15.1 Definition Diagram of Timing on Multi-master I²C-BUS

16. PROM PROGRAMMING METHOD

The built-in PROM of the One Time PROM version (blank) and the built-in EPROM version can be read or programmed with a general-purpose PROM programmer using a special programming adapter.

Product	Name of Programming Adapter
M37280EKSP	PCA7401

The PROM of the One Time PROM version (blank) is not tested or screened in the assembly process nor any following processes. To ensure proper operation after programming, the procedure shown in Figure 29.1 is recommended to verify programming.

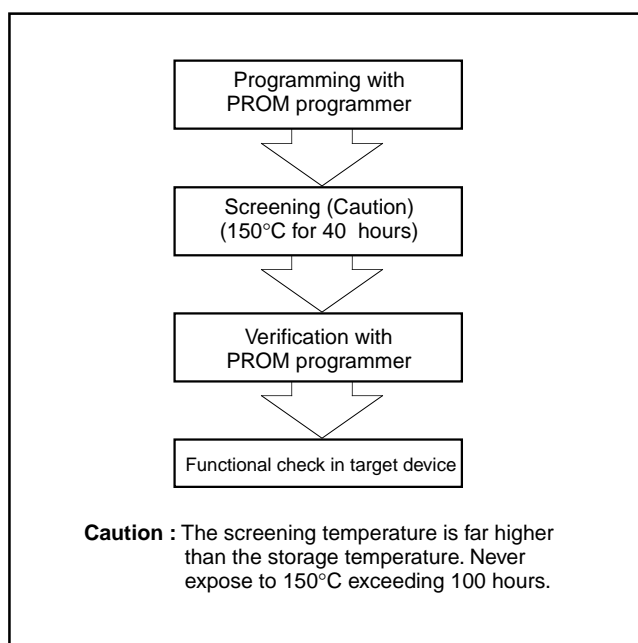


Fig. 16.1 Programming and Testing of One Time PROM Version

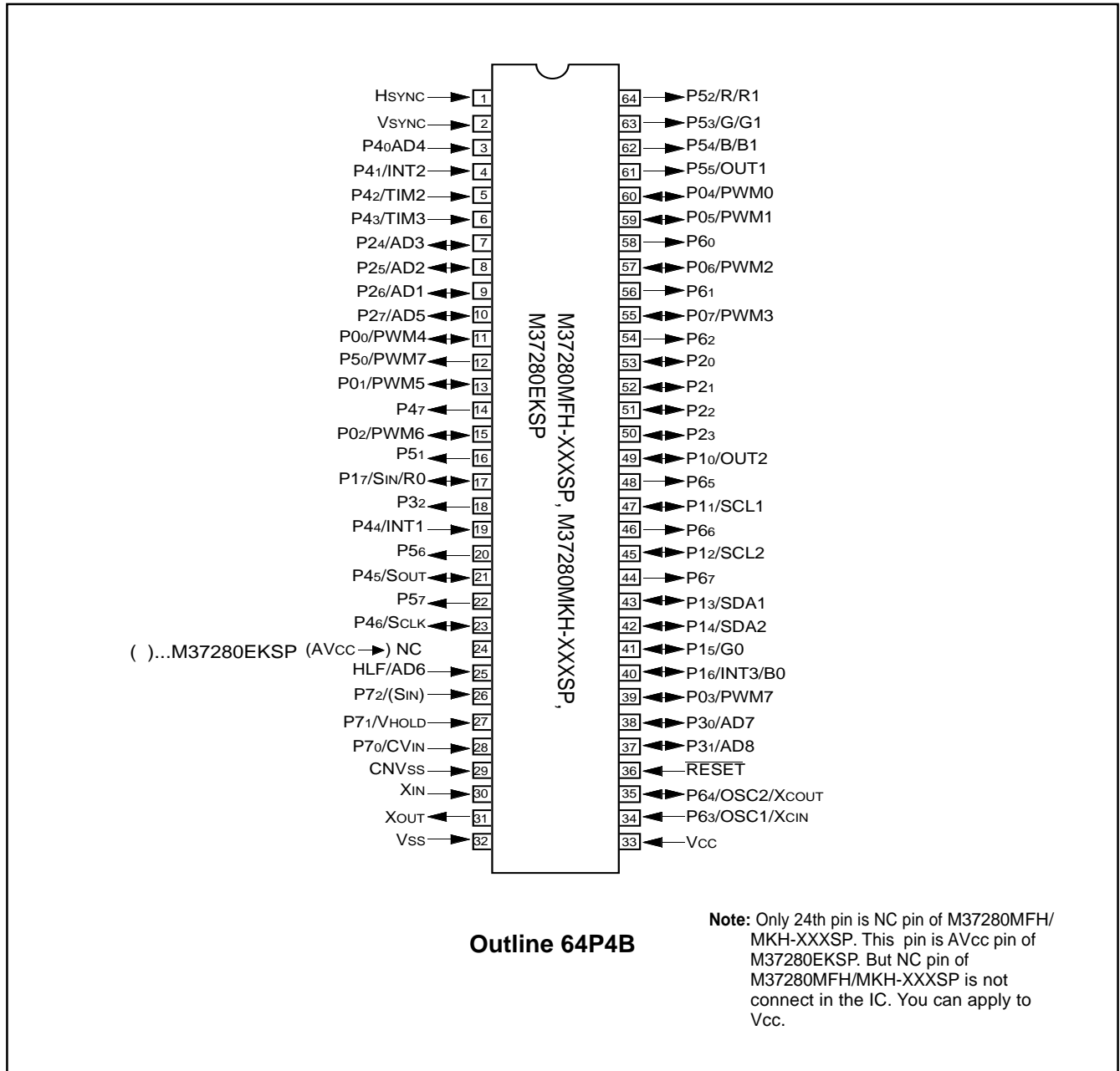
17. DATA REQUIRED FOR MASK ORDERS

The following are necessary when ordering a mask ROM production:

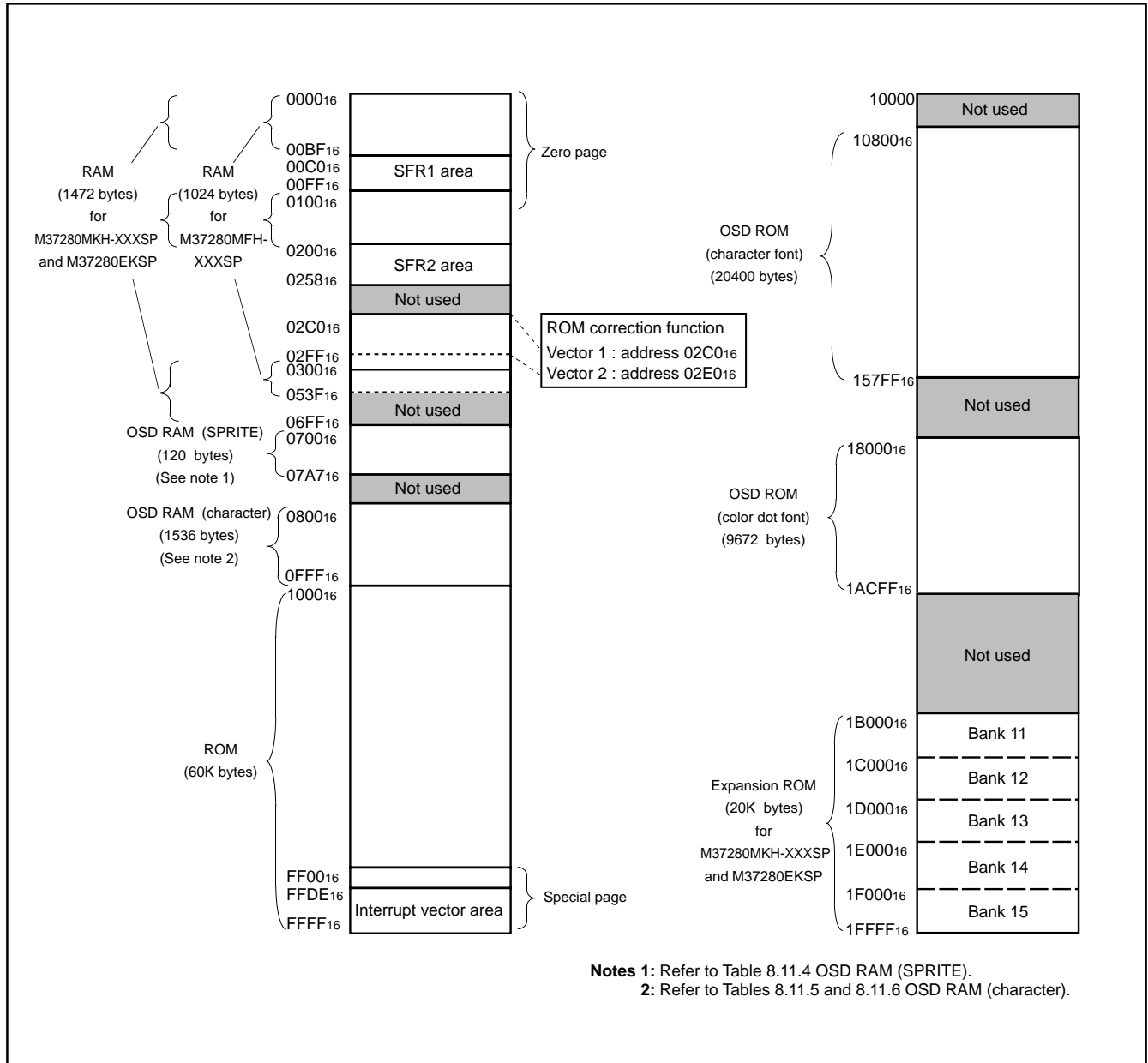
- Mask ROM Order Confirmation Form
- Mask Specification Form
- Data to be written to ROM, in EPROM form (32-pin DIP Type 27C101, three identical copies) or FDK

18. APPENDIX

Pin Configuration (TOP VIEW)



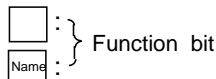
Memory Map



Memory Map of Special Function Register (SFR)

■ SFR1 area (addresses C0₁₆ to DF₁₆)

<Bit allocation>



■ : No function bit

0 : Fix to this bit to "0"
(do not write to "1")

1 : Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

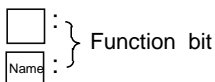
1 : "1" immediately after reset

? : Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset								
		b7							b0	b7							b0	
C0 ₁₆	Port P0 (P0)																?	
C1 ₁₆	Port P0 direction register (D0)																00 ₁₆	
C2 ₁₆	Port P1 (P1)																?	
C3 ₁₆	Port P1 direction register (D1)																00 ₁₆	
C4 ₁₆	Port P2 (P2)																?	
C5 ₁₆	Port P2 direction register (D2)																00 ₁₆	
C6 ₁₆	Port P3 (P3)																?	
C7 ₁₆	Port P3 direction register (D3)	P6IM	T3CS														00 ₁₆	
C8 ₁₆	Port P4 (P4)																?	
C9 ₁₆	Port P4 direction register (D4)								0								00 ₁₆	
CA ₁₆	Port P5 (P5)																?	
CB ₁₆	OSD port control register (PF)	0	OUT2	OUT1	B	G	R	RGB 2BIT	0								00 ₁₆	
CC ₁₆	Port P6 (P6)																?	
CD ₁₆	Port P7 (P7)									0	0	0	0	0	0	?	?	?
CE ₁₆	OSD control register 1 (OC 1)	OC17	OC16	OC15	OC14	OC13	OC12	OC11	OC10								00 ₁₆	
CF ₁₆	Horizontal position register (HP)	HP17	HP16	HP15	HP14	HP13	HP12	HP11	HP10								00 ₁₆	
D0 ₁₆	Block control register 1 (BC ₁)		BC _{1,6}	BC _{1,5}	BC _{1,4}	BC _{1,3}	BC _{1,2}	BC _{1,1}	BC _{1,0}								?	
D1 ₁₆	Block control register 2 (BC ₂)		BC _{2,6}	BC _{2,5}	BC _{2,4}	BC _{2,3}	BC _{2,2}	BC _{2,1}	BC _{2,0}								?	
D2 ₁₆	Block control register 3 (BC ₃)		BC _{3,6}	BC _{3,5}	BC _{3,4}	BC _{3,3}	BC _{3,2}	BC _{3,1}	BC _{3,0}								?	
D3 ₁₆	Block control register 4 (BC ₄)		BC _{4,6}	BC _{4,5}	BC _{4,4}	BC _{4,3}	BC _{4,2}	BC _{4,1}	BC _{4,0}								?	
D4 ₁₆	Block control register 5 (BC ₅)		BC _{5,6}	BC _{5,5}	BC _{5,4}	BC _{5,3}	BC _{5,2}	BC _{5,1}	BC _{5,0}								?	
D5 ₁₆	Block control register 6 (BC ₆)		BC _{6,6}	BC _{6,5}	BC _{6,4}	BC _{6,3}	BC _{6,2}	BC _{6,1}	BC _{6,0}								?	
D6 ₁₆	Block control register 7 (BC ₇)		BC _{7,6}	BC _{7,5}	BC _{7,4}	BC _{7,3}	BC _{7,2}	BC _{7,1}	BC _{7,0}								?	
D7 ₁₆	Block control register 8 (BC ₈)		BC _{8,6}	BC _{8,5}	BC _{8,4}	BC _{8,3}	BC _{8,2}	BC _{8,1}	BC _{8,0}								?	
D8 ₁₆	Block control register 9 (BC ₉)		BC _{9,6}	BC _{9,5}	BC _{9,4}	BC _{9,3}	BC _{9,2}	BC _{9,1}	BC _{9,0}								?	
D9 ₁₆	Block control register 10 (BC ₁₀)		BC _{10,6}	BC _{10,5}	BC _{10,4}	BC _{10,3}	BC _{10,2}	BC _{10,1}	BC _{10,0}								?	
DA ₁₆	Block control register 11 (BC ₁₁)		BC _{11,6}	BC _{11,5}	BC _{11,4}	BC _{11,3}	BC _{11,2}	BC _{11,1}	BC _{11,0}								?	
DB ₁₆	Block control register 12 (BC ₁₂)		BC _{12,6}	BC _{12,5}	BC _{12,4}	BC _{12,3}	BC _{12,2}	BC _{12,1}	BC _{12,0}								?	
DC ₁₆	Block control register 13 (BC ₁₃)		BC _{13,6}	BC _{13,5}	BC _{13,4}	BC _{13,3}	BC _{13,2}	BC _{13,1}	BC _{13,0}								?	
DD ₁₆	Block control register 14 (BC ₁₄)		BC _{14,6}	BC _{14,5}	BC _{14,4}	BC _{14,3}	BC _{14,2}	BC _{14,1}	BC _{14,0}								?	
DE ₁₆	Block control register 15 (BC ₁₅)		BC _{15,6}	BC _{15,5}	BC _{15,4}	BC _{15,3}	BC _{15,2}	BC _{15,1}	BC _{15,0}								?	
DF ₁₆	Block control register 16 (BC ₁₆)		BC _{16,6}	BC _{16,5}	BC _{16,4}	BC _{16,3}	BC _{16,2}	BC _{16,1}	BC _{16,0}								?	

■ SFR1 area (addresses E0₁₆ to FF₁₆)

<Bit allocation>



: No function bit

0 : Fix to this bit to "0"
(do not write to "1")

1 : Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

1 : "1" immediately after reset

? : Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset							
		b7				b0				b7				b0			
E0 ₁₆	Data slicer control register 1 (DSC1)	0	0	0	0	0	DSC12	DSC11	DSC10	00 ₁₆							
E1 ₁₆	Data slicer control register 2 (DSC2)		0	DSC25	DSC24	DSC23		0	DSC20	? 0 ? 0 ? ? 0 ?							
E2 ₁₆	Caption data register 1 (CD1)	CDL17	CDL16	CDL15	CDL14	CDL13	CDL12	CDL11	CDL10	00 ₁₆							
E3 ₁₆	Caption data register 2 (CD2)	CDH17	CDH16	CDH15	CDH14	CDH13	CDH12	CDH11	CDH10	00 ₁₆							
E4 ₁₆	Caption data register 3 (CD3)	CDL27	CDL26	CDL25	CDL24	CDL23	CDL22	CDL21	CDL20	00 ₁₆							
E5 ₁₆	Caption data register 4 (CD4)	CDH27	CDH26	CDH25	CDH24	CDH23	CDH22	CDH21	CDH20	00 ₁₆							
E6 ₁₆	Caption Position register (CPS)	CPS7	CPS6	CPS5	CPS4	CPS3	CPS2	CPS1	CPS0	0 0 ? 0 0 0 0 0							
E7 ₁₆	Data slicer test register 2	00 ₁₆								00 ₁₆							
E8 ₁₆	Data slicer test register 1	00 ₁₆								00 ₁₆							
E9 ₁₆	Sync signal counter register (HC)			HC5	HC4	HC3	HC2	HC1	HC0	0 0 ? ? ? ? ? ?							
EA ₁₆	Clock run-in detect register (CRD)	CRD7	CRD6	CRD5	CRD4	CRD3				00 ₁₆							
EB ₁₆	Data clock position register (DPS)	DPS7	DPS6	DPS5	DPS4	DPS3	0	0	1	09 ₁₆							
EC ₁₆										?							
ED ₁₆	Bank control register (BK)	BK7	BK6	0	0	BK3	BK2	BK1	BK0	00 ₁₆							
EE ₁₆	A-D conversion register (AD)									?							
EF ₁₆	A-D control register (ADCON)	0		0	ADVREF	ADSTR	ADIN2	ADIN1	ADIN0	0 ? 0 0 1 0 0 0							
F0 ₁₆	Timer 1 (T1)									FF ₁₆							
F1 ₁₆	Timer 2 (T2)									07 ₁₆							
F2 ₁₆	Timer 3 (T3)									FF ₁₆							
F3 ₁₆	Timer 4 (T4)									07 ₁₆							
F4 ₁₆	Timer mode register 1 (TM1)	TM17	TM16	TM15	TM14	TM13	TM12	TM11	TM10	00 ₁₆							
F5 ₁₆	Timer mode register 2 (TM2)	TM27	TM26	TM25	TM24	TM23	TM22	TM21	TM20	00 ₁₆							
F6 ₁₆	I ² C data shift register (S0)	D7	D6	D5	D4	D3	D2	D1	D0	?							
F7 ₁₆	I ² C address register (S0D)	SAD6	SAD5	SAD4	SAD3	SAD2	SAD1	SAD0	RBW	00 ₁₆							
F8 ₁₆	I ² C status register (S1)	MST	TRX	BB	PIN	AL	AAS	AD0	LRB	0 0 0 1 0 0 0 ?							
F9 ₁₆	I ² C control register (S1D)	BSEL	BSEL	¹⁰ BIT SAD	ALS	ESO	BC2	BC1	BC0	00 ₁₆							
FA ₁₆	I ² C clock control register (S2)	ACK	ACK BIT	FAST MODE	CCR4	CCR3	CCR2	CCR1	CCR0	00 ₁₆							
FB ₁₆	CPU mode register (CM)	CM7	CM6	CM5	1	1	CM2	0	0	3C ₁₆							
FC ₁₆	Interrupt request register 1 (IREQ1)		ADR	VSCR	OSDR	TM4R	TM3R	TM2R	TM1R	00 ₁₆							
FD ₁₆	Interrupt request register 2 (IREQ2)	0	TM56R	IICR	IN2R	CKR	SIOR	DSR	IN1R	00 ₁₆							
FE ₁₆	Interrupt control register 1 (ICON1)		ADE	VSCCE	OSDE	TM4E	TM3E	TM2E	TM1E	00 ₁₆							
FF ₁₆	Interrupt control register 2 (ICON2)	TM56S	TM56E	IICE	IN2E	CKE	SIOE	DSE	IN1E	00 ₁₆							

■ SFR2 area (addresses 200₁₆ to 21F₁₆)

<Bit allocation>

: } Function bit
 Name : }

: No function bit

0 : Fix to this bit to "0"
 (do not write to "1")

1 : Fix to this bit to "1"
 (do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

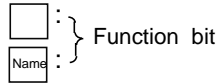
1 : "1" immediately after reset

? : Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset							
		b7							b0	b7							b0
200 ₁₆	PWM0 register (PWM0)																?
201 ₁₆	PWM1 register (PWM1)																?
202 ₁₆	PWM2 register (PWM2)																?
203 ₁₆	PWM3 register (PWM3)																?
204 ₁₆	PWM4 register (PWM4)																?
205 ₁₆	PWM5 register (PWM5)																?
206 ₁₆	PWM6 register (PWM6)																?
207 ₁₆	PWM7 register (PWM7)																?
208 ₁₆																	?
209 ₁₆																	?
20A ₁₆	PWM mode register 1 (PN)					PN4	PN3									PN0	00 ₁₆
20B ₁₆	PWM mode register 2 (PW)	PW7	PW6	PW5	PW4	PW3	PW2	PW1	PW0								00 ₁₆
20C ₁₆	ROM correction address 1 (high-order)																00 ₁₆
20D ₁₆	ROM correction address 1 (low-order)																00 ₁₆
20E ₁₆	ROM correction address 2 (high-order)																00 ₁₆
20F ₁₆	ROM correction address 2 (low-order)																00 ₁₆
210 ₁₆	ROM correction enable register (RCR)						0	0						RCR1	RCR0		00 ₁₆
211 ₁₆	Test register																00 ₁₆
212 ₁₆	Interrupt input polarity register (IP)	AD/INT3 SEL	POL3		POL2	POL1											00 ₁₆
213 ₁₆	Serial I/O mode register (SM)		SM6	SM5	SM4	SM3	SM2	SM1	SM0								00 ₁₆
214 ₁₆	Serial I/O register (SIO)																?
215 ₁₆	OSD control register 2(OC2)	OC27	OC26	OC25	OC24	OC23	OC12	OC21	OC20								00 ₁₆
216 ₁₆	Clock control register (CS)		0	0	0	0	CS2	CS1	CS0								00 ₁₆
217 ₁₆	I/O polarity control register (PC)	PC7	PC6	PC5	PC4		PC2	PC1	PC0								80 ₁₆
218 ₁₆	Raster color register (RC)				RC4	RC3	RC2	RC1	RC0								00 ₁₆
219 ₁₆	OSD control register 3(OC3)	OC37	OC36	OC35	OC34	OC33	OC32	OC31	OC30								00 ₁₆
21A ₁₆	Timer 5 (TM5)																07 ₁₆
21B ₁₆	Timer 6 (TM6)																FF ₁₆
21C ₁₆	Top border control register 1 (TB1)	TB17	TB16	TB15	TB14	TB13	TB12	TB11	TB10								?
21D ₁₆	Bottom border control register 1 (BB1)	BB17	BB16	BB15	BB14	BB13	BB12	BB11	BB10								?
21E ₁₆	Top border control register 1 (TB2)							TB21	TB20								?
21F ₁₆	Bottom border control register 1 (BB2)							BB21	BB20								?

■ SFR2 area (addresses 220₁₆ to 23F₁₆)

<Bit allocation>



☐ : No function bit

0 : Fix to this bit to "0"
(do not write to "1")

1 : Fix to this bit to "1"
(do not write to "0")

<State immediately after reset>

0 : "0" immediately after reset

1 : "1" immediately after reset

? : Indeterminate immediately after reset

Address	Register		Bit allocation								State immediately after reset	
			b7							b0	b7	b0
220 ₁₆	Vertical position register 1	1 (VP1 1)	VP1 _{1,7}	VP1 _{1,6}	VP1 _{1,5}	VP1 _{1,4}	VP1 _{1,3}	VP1 _{1,2}	VP1 _{1,1}	VP1 _{1,0}		?
221 ₁₆	Vertical position register 1	2 (VP1 2)	VP1 _{2,7}	VP1 _{2,6}	VP1 _{2,5}	VP1 _{2,4}	VP1 _{2,3}	VP1 _{2,2}	VP1 _{2,1}	VP1 _{2,0}		?
222 ₁₆	Vertical position register 1	3 (VP1 3)	VP1 _{3,7}	VP1 _{3,6}	VP1 _{3,5}	VP1 _{3,4}	VP1 _{3,3}	VP1 _{3,2}	VP1 _{3,1}	VP1 _{3,0}		?
223 ₁₆	Vertical position register 1	4 (VP1 4)	VP1 _{4,7}	VP1 _{4,6}	VP1 _{4,5}	VP1 _{4,4}	VP1 _{4,3}	VP1 _{4,2}	VP1 _{4,1}	VP1 _{4,0}		?
224 ₁₆	Vertical position register 1	5 (VP1 5)	VP1 _{5,7}	VP1 _{5,6}	VP1 _{5,5}	VP1 _{5,4}	VP1 _{5,3}	VP1 _{5,2}	VP1 _{5,1}	VP1 _{5,0}		?
225 ₁₆	Vertical position register 1	6 (VP1 6)	VP1 _{6,7}	VP1 _{6,6}	VP1 _{6,5}	VP1 _{6,4}	VP1 _{6,3}	VP1 _{6,2}	VP1 _{6,1}	VP1 _{6,0}		?
226 ₁₆	Vertical position register 1	7 (VP1 7)	VP1 _{7,7}	VP1 _{7,6}	VP1 _{7,5}	VP1 _{7,4}	VP1 _{7,3}	VP1 _{7,2}	VP1 _{7,1}	VP1 _{7,0}		?
227 ₁₆	Vertical position register 1	8 (VP1 8)	VP1 _{8,7}	VP1 _{8,6}	VP1 _{8,5}	VP1 _{8,4}	VP1 _{8,3}	VP1 _{8,2}	VP1 _{8,1}	VP1 _{8,0}		?
228 ₁₆	Vertical position register 1	9 (VP1 9)	VP1 _{9,7}	VP1 _{9,6}	VP1 _{9,5}	VP1 _{9,4}	VP1 _{9,3}	VP1 _{9,2}	VP1 _{9,1}	VP1 _{9,0}		?
229 ₁₆	Vertical position register 1	10 (VP1 10)	VP1 _{10,7}	VP1 _{10,6}	VP1 _{10,5}	VP1 _{10,4}	VP1 _{10,3}	VP1 _{10,2}	VP1 _{10,1}	VP1 _{10,0}		?
22A ₁₆	Vertical position register 1	11 (VP1 11)	VP1 _{11,7}	VP1 _{11,6}	VP1 _{11,5}	VP1 _{11,4}	VP1 _{11,3}	VP1 _{11,2}	VP1 _{11,1}	VP1 _{11,0}		?
22B ₁₆	Vertical position register 1	12 (VP1 12)	VP1 _{12,7}	VP1 _{12,6}	VP1 _{12,5}	VP1 _{12,4}	VP1 _{12,3}	VP1 _{12,2}	VP1 _{12,1}	VP1 _{12,0}		?
22C ₁₆	Vertical position register 1	13 (VP1 13)	VP1 _{13,7}	VP1 _{13,6}	VP1 _{13,5}	VP1 _{13,4}	VP1 _{13,3}	VP1 _{13,2}	VP1 _{13,1}	VP1 _{13,0}		?
22D ₁₆	Vertical position register 1	14 (VP1 14)	VP1 _{14,7}	VP1 _{14,6}	VP1 _{14,5}	VP1 _{14,4}	VP1 _{14,3}	VP1 _{14,2}	VP1 _{14,1}	VP1 _{14,0}		?
22E ₁₆	Vertical position register 1	15 (VP1 15)	VP1 _{15,7}	VP1 _{15,6}	VP1 _{15,5}	VP1 _{15,4}	VP1 _{15,3}	VP1 _{15,2}	VP1 _{15,1}	VP1 _{15,0}		?
22F ₁₆	Vertical position register 1	16 (VP1 16)	VP1 _{16,7}	VP1 _{16,6}	VP1 _{16,5}	VP1 _{16,4}	VP1 _{16,3}	VP1 _{16,2}	VP1 _{16,1}	VP1 _{16,0}		?
230 ₁₆	Vertical position register 2	1 (VP2 1)							VP2 _{1,1}	VP2 _{1,0}		?
231 ₁₆	Vertical position register 2	2 (VP2 2)							VP2 _{2,1}	VP2 _{2,0}		?
232 ₁₆	Vertical position register 2	3 (VP2 3)							VP2 _{3,1}	VP2 _{3,0}		?
233 ₁₆	Vertical position register 2	4 (VP2 4)							VP2 _{4,1}	VP2 _{4,0}		?
234 ₁₆	Vertical position register 2	5 (VP2 5)							VP2 _{5,1}	VP2 _{5,0}		?
235 ₁₆	Vertical position register 2	6 (VP2 6)							VP2 _{6,1}	VP2 _{6,0}		?
236 ₁₆	Vertical position register 2	7 (VP2 7)							VP2 _{7,1}	VP2 _{7,0}		?
237 ₁₆	Vertical position register 2	8 (VP2 8)							VP2 _{8,1}	VP2 _{8,0}		?
238 ₁₆	Vertical position register 2	9 (VP2 9)							VP2 _{9,1}	VP2 _{9,0}		?
239 ₁₆	Vertical position register 2	10 (VP2 10)							VP2 _{10,1}	VP2 _{10,0}		?
23A ₁₆	Vertical position register 2	11 (VP2 11)							VP2 _{11,1}	VP2 _{11,0}		?
23B ₁₆	Vertical position register 2	12 (VP2 12)							VP2 _{12,1}	VP2 _{12,0}		?
23C ₁₆	Vertical position register 2	13 (VP2 13)							VP2 _{13,1}	VP2 _{13,0}		?
23D ₁₆	Vertical position register 2	14 (VP2 14)							VP2 _{14,1}	VP2 _{14,0}		?
23E ₁₆	Vertical position register 2	15 (VP2 15)							VP2 _{15,1}	VP2 _{15,0}		?
23F ₁₆	Vertical position register 2	16 (VP2 16)							VP2 _{16,1}	VP2 _{16,0}		?

■ SFR2 area (addresses 240₁₆ to 258₁₆)

<Bit allocation>

: } Function bit
 Name : }

: No function bit

0 : Fix to this bit to "0"
 (do not write to "1")

1 : Fix to this bit to "1"
 (do not write to "0")

<State immediately after reset>

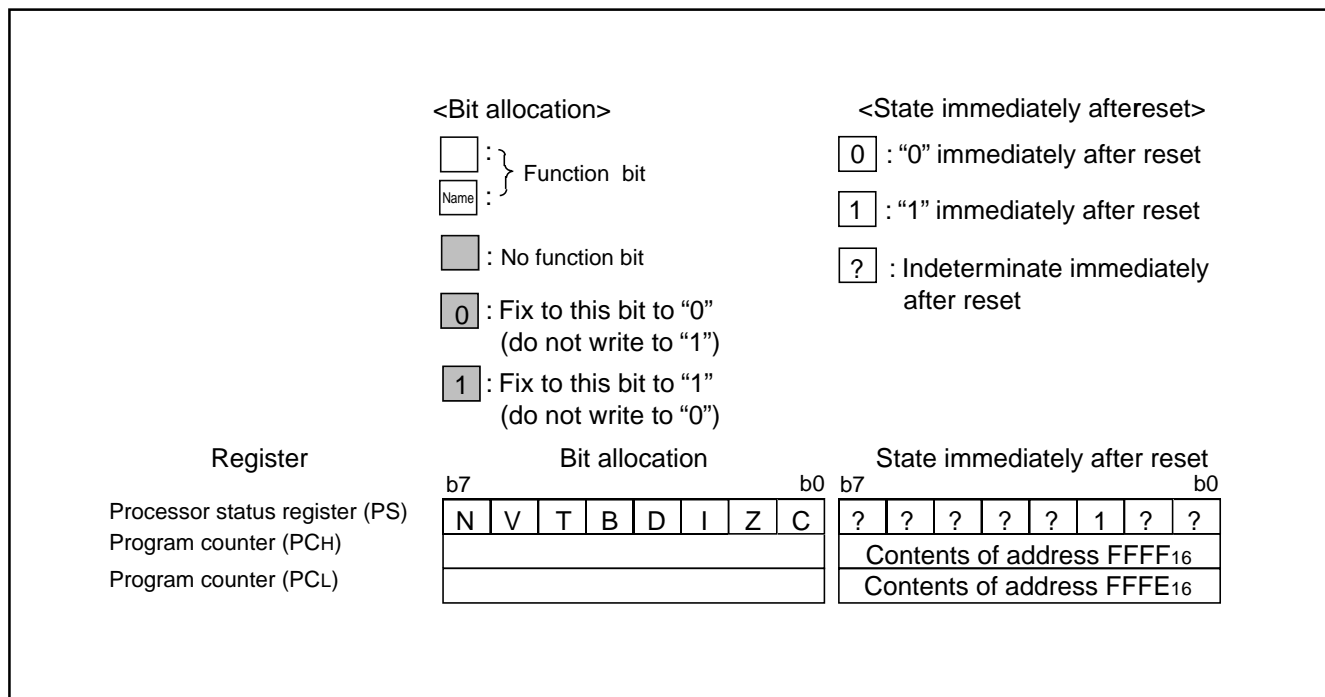
0 : "0" immediately after reset

1 : "1" immediately after reset

? : Indeterminate immediately after reset

Address	Register	Bit allocation								State immediately after reset							
		b7							b0	b7							b0
240 ₁₆										?							
241 ₁₆	Color pallet register 1 (CR1)		CR _{1,6}	CR _{1,5}	CR _{1,4}	CR _{1,3}	CR _{1,2}	CR _{1,1}	CR _{1,0}	?							
242 ₁₆	Color pallet register 2 (CR2)		CR _{2,6}	CR _{2,5}	CR _{2,4}	CR _{2,3}	CR _{2,2}	CR _{2,1}	CR _{2,0}	?							
243 ₁₆	Color pallet register 3 (CR3)		CR _{3,6}	CR _{3,5}	CR _{3,4}	CR _{3,3}	CR _{3,2}	CR _{3,1}	CR _{3,0}	?							
244 ₁₆	Color pallet register 4 (CR4)		CR _{4,6}	CR _{4,5}	CR _{4,4}	CR _{4,3}	CR _{4,2}	CR _{4,1}	CR _{4,0}	?							
245 ₁₆	Color pallet register 5 (CR5)		CR _{5,6}	CR _{5,5}	CR _{5,4}	CR _{5,3}	CR _{5,2}	CR _{5,1}	CR _{5,0}	?							
246 ₁₆	Color pallet register 6 (CR6)		CR _{6,6}	CR _{6,5}	CR _{6,4}	CR _{6,3}	CR _{6,2}	CR _{6,1}	CR _{6,0}	?							
247 ₁₆	Color pallet register 7 (CR7)		CR _{7,6}	CR _{7,5}	CR _{7,4}	CR _{7,3}	CR _{7,2}	CR _{7,1}	CR _{7,0}	?							
248 ₁₆										?							
249 ₁₆	Color pallet register 9 (CR9)		CR _{9,6}	CR _{9,5}	CR _{9,4}	CR _{9,3}	CR _{9,2}	CR _{9,1}	CR _{9,0}	?							
24A ₁₆	Color pallet register10 (CR10)		CR _{10,6}	CR _{10,5}	CR _{10,4}	CR _{10,3}	CR _{10,2}	CR _{10,1}	CR _{10,0}	?							
24B ₁₆	Color pallet register 11 (CR11)		CR _{11,6}	CR _{11,5}	CR _{11,4}	CR _{11,3}	CR _{11,2}	CR _{11,1}	CR _{11,0}	?							
24C ₁₆	Color pallet register 12 (CR12)		CR _{12,6}	CR _{12,5}	CR _{12,4}	CR _{12,3}	CR _{12,2}	CR _{12,1}	CR _{12,0}	?							
24D ₁₆	Color pallet register 13 (CR13)		CR _{13,6}	CR _{13,5}	CR _{13,4}	CR _{13,3}	CR _{13,2}	CR _{13,1}	CR _{13,0}	?							
24E ₁₆	Color pallet register 14 (CR14)		CR _{14,6}	CR _{14,5}	CR _{14,4}	CR _{14,3}	CR _{14,2}	CR _{14,1}	CR _{14,0}	?							
24F ₁₆	Color pallet register 15 (CR15)		CR _{15,6}	CR _{15,5}	CR _{15,4}	CR _{15,3}	CR _{15,2}	CR _{15,1}	CR _{15,0}	?							
250 ₁₆	Left border control register 1 (LB1)	LB17	LB16	LB15	LB14	LB13	LB12	LB11	LB10	0116							
251 ₁₆	Left border control register 2 (LB2)						LB22	LB21	LB20	0016							
252 ₁₆	Right border control register 1 (RB1)	RB17	RB16	RB15	RB14	RB13	RB12	RB11	RB10	FF16							
253 ₁₆	Right border control register 2 (RB2)						RB22	RB21	RB20	0716							
254 ₁₆	SPRITE vertical position register 1 (VS1)	VS17	VS16	VS15	VS14	VS13	VS12	VS11	VS10	?							
255 ₁₆	SPRITE vertical position register 2 (VS2)						VS21	VS20		0016							
256 ₁₆	SPRITE horizontal position register 1 (HS1)	HS17	HS16	HS15	HS14	HS13	HS12	HS11	HS10	?							
257 ₁₆	SPRITE horizontal position register 2 (HS2)						HS22	HS21	HS20	0	0	0	0	0	?	?	?
258 ₁₆	SPRITE OSD control register (SC)			SC5	SC4	SC3	SC2	SC1	SC0	0016							

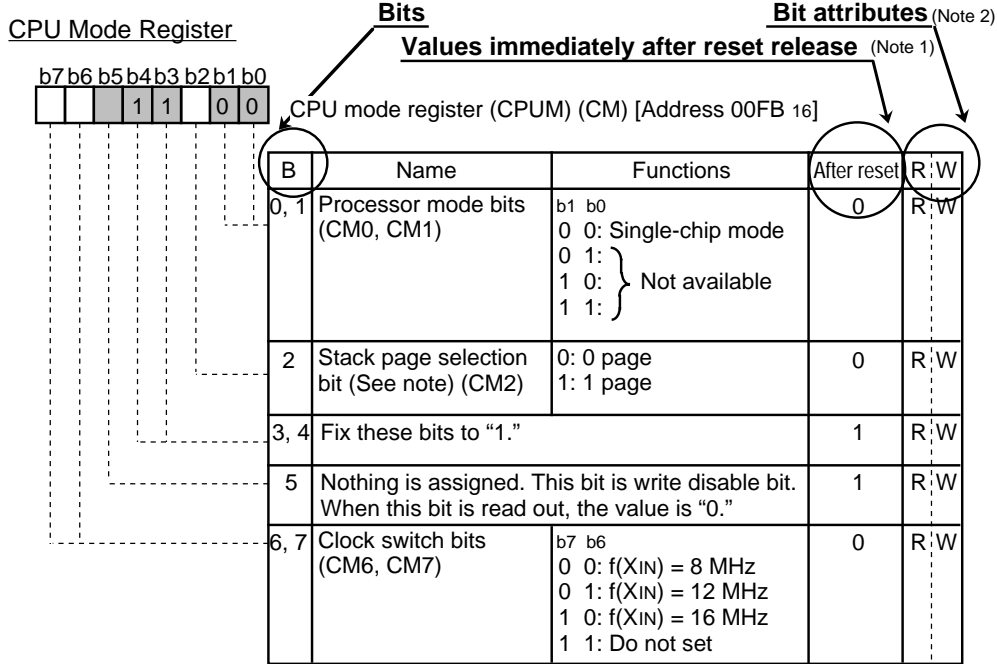
Internal State of Processor Status Register and Program Counter at Reset



Structure of Register

The figure of each register structure describes its functions, contents at reset, and attributes as follows:

<Example>

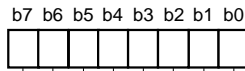


■ : Bit in which nothing is assigned

- Notes 1:** Values immediately after reset release
- 0 "0" after reset release
 - 1 "1" after reset release
 - Indeterminate... Indeterminate after reset release
- 2:** Bit attributes..... The attributes of control register bits are classified into 3 types : read-only, write-only and read and write. In the figure, these attributes are represented as follows :
- R.....Read
 - RRead enabled
 -Read disabled
 - W.....Write
 - WWrite enabled
 -Write disabled
 - * "0" can be set by software, but "1" cannot be set.

Address 00C1₁₆, 00C3₁₆, 00C5₁₆

Port Pi Direction Register

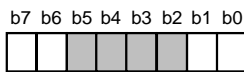


Port Pi direction register (Di) (i = 0,1,2) [Addresses 00C1₁₆, 00C3₁₆, 00C5₁₆]

B	Name	Functions	After reset	R	W
0	Port Pi direction register	0 : Port Pi ₀ input mode 1 : Port Pi ₀ output mode	0	R	W
1		0 : Port Pi ₁ input mode 1 : Port Pi ₁ output mode	0	R	W
2		0 : Port Pi ₂ input mode 1 : Port Pi ₂ output mode	0	R	W
3		0 : Port Pi ₃ input mode 1 : Port Pi ₃ output mode	0	R	W
4		0 : Port Pi ₄ input mode 1 : Port Pi ₄ output mode	0	R	W
5		0 : Port Pi ₅ input mode 1 : Port Pi ₅ output mode	0	R	W
6		0 : Port Pi ₆ input mode 1 : Port Pi ₆ output mode	0	R	W
7		0 : Port Pi ₇ input mode 1 : Port Pi ₇ output mode	0	R	W

Address 00C7₁₆

Port P3 Direction Register

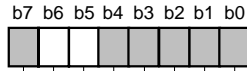


Port P3 direction register (D3) [Address 00C7₁₆]

B	Name	Functions	After reset	R	W
0	Port P3 direction register	0 : Port P3 ₀ input mode 1 : Port P3 ₀ output mode	0	R	W
1		0 : Port P3 ₁ input mode 1 : Port P3 ₁ output mode	0	R	W
2 to 5	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	—
6	Timer 3 count source selection bit (T3SC)	Refer to Timer section.	0	R	W
7	Ports P6 ₃ , P6 ₄ selection bits (P6IM)	Refer to clock control register (address 0216 ₁₆).	0	R	W

Address 00C9₁₆

Port P4 Direction Register

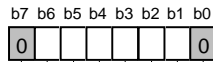


Port P3 direction register (D4) [Address 00C7₁₆]

B	Name	Functions	After reset	R	W
0	Fix this bit to "0"		0	R	W
1 to 4	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	W
5	Port P4 direction register	0 : Port P4 ₅ input mode 1 : Port P4 ₅ output mode	0	R	—
6		0 : Port P4 ₆ input mode 1 : Port P4 ₇ output mode	0	R	W
7	Nothing is assigned. This bit is write disable bit. When this bit is read out, the values is "0."		0	R	W

Address 00CB₁₆

OSD Port Control Register



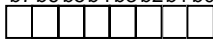
OSD port control register (PF) [Address 00CB₁₆]

b	Name	Functions	After reset	R	W
0	Fix this bit to "0"		0	R	W
1	R, G, B output method selection bit (RGB2BIT)	0 : 4-adjustment-level analog is output from pins R, G, B. 1 : Value which is converted from 4-adjustment-level analog to 2-bit digital is output as below: High-order: from R1, G1, B1 Low-order: from R0, G0, B0	0	R	W
2	Port P5 ₂ output signal selection bit (R)	0 : R signal output 1 : Port P5 ₂ output	0	R	W
3	Port P5 ₃ output signal selection bit (G)	0 : G signal output 1 : Port P5 ₃ output	0	R	W
4	Port P5 ₄ output signal selection bit (B)	0 : B signal output 1 : Port P5 ₄ output	0	R	W
5	Port P5 ₅ output signal selection bit (OUT1)	0 : OUT1 signal output 1 : Port P5 ₅ output	0	R	W
6	Port P1 ₀ output signal selection bit (OUT2)	0 : Port P1 ₀ signal output 1 : OUT2 output	0	R	W
7	Fix this bit to "0"		0	R	W

Address 00CE₁₆

OSD Control Register 1

b7 b6 b5 b4 b3 b2 b1 b0

OSD control register 1 (OC1) [Address 00CE₁₆]

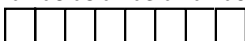
B	Name	Functions	After reset	R;W
0	OSD control bit (OC10) (See note 1)	0 : All-blocks display off 1 : All-blocks display on	0	R;W
1	Scan mode selection bit (OC11)	0 : Normal scan mode 1 : Bi-scan mode	0	R;W
2	Border type selection bit (OC12)	0 : All bordered 1 : Shadow bordered (See note 2)	0	R;W
3	Flash mode selection bit (OC13)	0 : Color signal of character background part does not flash 1 : Color signal of character background part flashes	0	R;W
4	Automatic solid space control bit (OC14)	0 : OFF 1 : ON	0	R;W
5	Vertical window/blank control bit (OC15)	0 : OFF 1 : ON	0	R;W
6, 7	Layer mixing control bits (OC16, OC17) (See note 3)	^{b7 b6} 0 0: Logic sum (OR) of layer 1's color and layer 2's color 0 1: Layer 1's color has priority 1 0: Layer 2's color has priority 1 1: Do not set.	0	R;W

- Notes 1 :** Even this bit is switched during display, the display screen remains unchanged until a rising (falling) of the next V_{SYNC}.
2 : Shadow border is output at right and bottom side of the font.
3 : OUT2 is always ORed, regardless of values of these bits.

Address 00CF₁₆

Horizontal Position Register

b7 b6 b5 b4 b3 b2 b1 b0

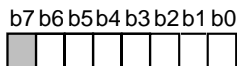
Horizontal position register (HP) [Address 00CF₁₆]

B	Name	Functions	After reset	R;W
0 to 7	Control bits of horizontal display start positions (HP0 to HP7)	Horizontal display start positions $4T_{osc} \times$ (setting value of high-order 4 bits $\times 16^1$ +setting value of low-order 4 bits $\times 16^0$)	0	R;W

- Notes 1.** The setting value synchronizes with the V_{SYNC}.
2. T_{osc} = OSD oscillation period.

Address 00D0₁₆ to 00DF₁₆

Block Control Register i



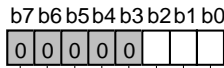
Block control register i (BCi) (i=1 to 16) [Addresses 00D0₁₆ to 00DF₁₆]

B	Name	Functions				After reset	R	W			
		b1	b0	Functions							
0, 1	Display mode selection bits (BCi0, BCi1)	0	0	Display OFF		Indeterminate	R	W			
		0	1	OSD mode							
		1	0	CC mode							
		1	1	CDOSD mode							
2	Border control bit (BCi2)	0 : Border OFF 1 : Border ON				Indeterminate	R	W			
3, 4	Dot size selection bits (BCi3, BCi4)	0	0	0	0	x 1	Indeterminate	R	W		
				0	1					1Tc X 1/2H 1Tc X 1H 2Tc X 2H 3Tc X 3H	
		0	1	0	0	x 2				1Tc X 1/2H 1Tc X 1H 2Tc X 2H 3Tc X 3H	
				0	1					1.5Tc X 1/2H (See note 3) 1.5Tc X 1H (See note 3)	
		1	1	0	0	x 3				1Tc X 1/2H 1Tc X 1H 2Tc X 2H 3Tc X 3H	
				0	1						
5, 6	Pre-divide ratio selection bit (BCi5, BCi6)	1	1	0	0	Indeterminate	R	W			
		1	1	0	1				1Tc X 1/2H 1Tc X 1H 2Tc X 2H 3Tc X 3H		
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is indeterminate.				Indeterminate	R	—				

- Notes 1:** Tc : OSD clock cycle divided in pre-divide circuit
- 2:** H : HSYNC
- 3:** This character size is available only in Layer 2. At this time, set layer 1's pre-divide ratio = X 2, layer 1's horizontal dot size = 1Tc.

Address 00E016

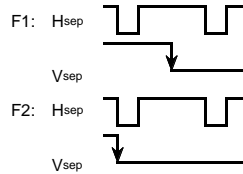
Data Slicer Control Register 1



Data slicer control register 1(DSC1) [Address 00E016]

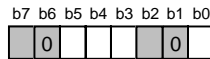
B	Name	Functions	After reset	R	W
0	Data slicer and timing signal generating circuit control bit (DSC10)	0: Stopped 1: Operating	0	R	W
1	Selection bit of data slice reference voltage generating field (DSC11)	0: F2 1: F1	0	R	W
2	Reference clock source selection bit (DSC12)	0: Video signal 1: Hsync signal	0	R	W
3 to 7	Fix these bits to "0."		0	R	W

Definition of fields 1 (F1) and 2 (F2)



Address 00E116

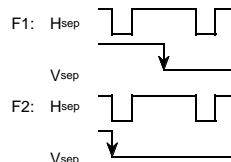
Data Slicer Control Register 2



Data slicer control register 2 (DSC2) [Address 00E116]

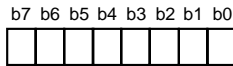
B	Name	Functions	After reset	R	W
0	Caption data latch completion flag 1 (DSC20)	0: Data is not latched yet and a clock-run-in is not determined. 1: Data is latched and a clock-run-in is determined.	Indeterminate	R	—
1	Fix this bit to "0."		0	R	W
2	Test bit	Read-only	Indeterminate	R	—
3	Field determination flag(DSC23)	0: F2 1: F1	Indeterminate	R	—
4	Vertical synchronous signal (Vsep) generating method selection bit (DSC24)	0: Method (1) 1: Method (2)	0	R	W
5	V-pulse shape determination flag (DSC25)	0: Match 1: Mismatch	Indeterminate	R	—
6	Fix this bit to "0."		0	R	W
7	Test bit	Read-only	Indeterminate	R	—

Definition of fields 1 (F1) and 2 (F2)



Address 00E6₁₆

Caption Position Register

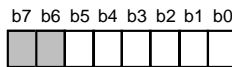


Caption Position Register (CPS) [Address 00E6₁₆]

B	Name	Functions	After reset	R	W
0 to 4	Caption position bits(CPS0 to CPS4)		0	R	W
5	Caption data latch completion flag 2 (CPS5)	0: Data is not latched yet and a clock-run-in is not determined. 1: Data is latched and a clock-run-in is determined.	Indeterminate	R	—
6, 7	Slice line mode specification bits (in 1 field) (CPS6, CPS7)	Refer to the corresponding Table (Table 12.10.1).	0	R	W

Address 00E9₁₆

Sync Signal Counter Register

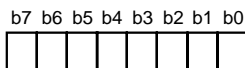


Sync pulse counter register (HC) [Address 00E9₁₆]

B	Name	Functions	After reset	R	W
0 to 4	Count value (HC0 to HC4)		Indeterminate	R	—
5	Count source (HC5)	0: H _{SYNC} signal 1: Composite sync signal	0	R	W
6, 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	—

Address 00EA₁₆

Clock Run-in Detect Register

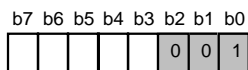


Clock run-in detect register (CRD) [Address 00EA₁₆]

B	Name	Functions	After reset	R	W
0 to 2	Test bits	Read-only	0	R	—
3 to 7	Clock run-in detection bit(CRD3 to CRD7)	Number of reference clocks to be counted in one clock run-in pulse period.	0	R	—

Address 00EB₁₆

Data Clock Position Register

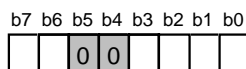


Data clock position register (DPS) [Address 00EB₁₆]

B	Name	Functions	After reset	R	W
0	Fix these bits to "1."		1	R	W
1,2	Fix this bit to "0."		0	R	W
3	Data clock position set bits (DPS3 to DPS7)		1	R	W
4 to 7			0		

Address 00ED₁₆

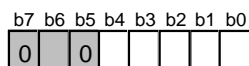
Bank Control Register



Bank control register (BK) [Address 00ED₁₆]

B	Name	Functions	After reset	R	W
0 to 3	Bank selection bits (BK0 to BK3)	Bank number is selected (bank 11 to 15)	0	R	W
4, 5	Fix these bits to "0".		0	R	W
6, 7	Bank control bits (BK6, BK7)	b7 b6 Bank ROM Address 1000 ₁₆ level access	0	R	W
		0 X Not used Read out from extra area (programmable)			
		1 0 Used Read out the data from area specified by the bank selection bits			
		1 1 Used Read out from extra area (data-dedicated)			

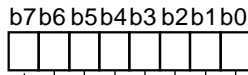
A-D Control Register



A-D control register (ADCON) [Address 00EF₁₆]

B	Name	Functions	After reset	R;W
0 to 2	Analog input pin selection bits (ADIN0 to ADIN2)	b2 b1 b0 0 0 0 : AD1 0 0 1 : AD2 0 1 0 : AD3 0 1 1 : AD4 1 0 0 : AD5 1 0 1 : AD6 1 1 0 : AD7 1 1 1 : AD8	0	R;W
3	A-D conversion completion bit (ADSTR)	0: Conversion in progress 1: Conversion completed	1	R;W
4	Vcc connection selection bit (ADVREF)	0: OFF 1: ON	0	R;W
5	Fix this bit to "0."		0	R;W
6	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is indeterminate.		Indeterminate	R;—
7	Fix this bit to "0."		0	R;W

Timer Mode Register 1



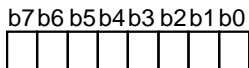
Timer mode register 1 (TM1) [Address 00F4₁₆]

B	Name	Functions	After reset	R	W
0	Timer 1 count source selection bit 1 (TM10)	0: f(X _{IN})/16 or f(X _{CIN})/16 (Note) 1: Count source selected by bit 5 of TM1	0	R	W
1	Timer 2 count source selection bit 1 (TM11)	0: Count source selected by bit 4 of TM1 1: External clock from TIM2 pin	0	R	W
2	Timer 1 count stop bit (TM12)	0: Count start 1: Count stop	0	R	W
3	Timer 2 count stop bit (TM13)	0: Count start 1: Count stop	0	R	W
4	Timer 2 count source selection bit 2 (TM14)	0: f(X _{IN})/16 or f(X _{CIN})/16 (See note) 1: Timer 1 overflow	0	R	W
5	Timer 1 count source selection bit 2 (TM15)	0: f(X _{IN})/4096 or f(X _{CIN})/4096 (See note) 1: External clock from TIM2 pin	0	R	W
6	Timer 5 count source selection bit 2 (TM16)	0: Timer 2 overflow 1: Timer 4 overflow	0	R	W
7	Timer 6 internal count source selection bit (TM17)	0: f(X _{IN})/16 or f(X _{CIN})/16 (See note) 1: Timer 5 overflow	0	R	W

Note: Either f(X_{IN}) or f(X_{CIN}) is selected by bit 7 of the CPU mode register.

Address 00F5₁₆

Timer Mode Register 2



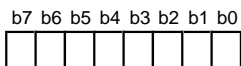
Timer mode register 2 (TM2) [Address 00F5₁₆]

B	Name	Functions	After reset	R	W
0	Timer 3 count source selection bit (TM20)	(b6 at address 00C7 ₁₆) ↓ b0 0 0 : f(X _{IN})/16 or f(X _{CIN})/16 (See note) 1 0 : f(X _{CIN}) 0 1 : } External clock from TIM3 pin 1 1 : }	0	R	W
1, 4	Timer 4 count source selection bits (TM21, TM24)	b4 b1 0 0 : Timer 3 overflow signal 0 1 : f(X _{IN})/16 or f(X _{CIN})/16 (See note) 1 0 : f(X _{IN})/2 or f(X _{CIN})/2 (See note) 1 1 : f(X _{CIN})	0	R	W
2	Timer 3 count stop bit (TM22)	0: Count start 1: Count stop	0	R	W
3	Timer 4 count stop bit (TM23)	0: Count start 1: Count stop	0	R	W
5	Timer 5 count stop bit (TM25)	0: Count start 1: Count stop	0	R	W
6	Timer 6 count stop bit (TM26)	0: Count start 1: Count stop	0	R	W
7	Timer 5 count source selection bit 1 (TM27)	0: f(X _{IN})/16 or f(X _{CIN})/16 (See note) 1: Count source selected by bit 6 of TM1	0	R	W

Note: Either f(X_{IN}) or f(X_{CIN}) is selected by bit 7 of the CPU mode register.

Address 00F6₁₆

I²C Data Shift Register



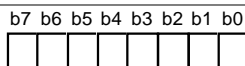
I²C data shift register 1 (S0) [Address 00F6₁₆]

B	Name	Functions	After reset	R : W
0 to 7	D0 to D7	This is an 8-bit shift register to store receive data and write transmit data.	Indeterminate	R : W

Note: To write data into the I²C data shift register after setting the MST bit to "0" (slave mode), keep an interval of 8 machine cycles or more.

Address 00F7₁₆

I²C Address Register

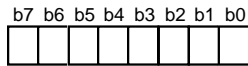


I²C address register (S0D) [Address 00F7₁₆]

B	Name	Functions	After reset	R : W
0	Read/write bit (RBW)	0: Read 1: Write	0	R : —
1 to 7	Slave address (SAD0 to SAD6)	The address data transmitted from the master is compared with the contents of these bits.	0	R : W

Address 00F8₁₆

I²C Status Register



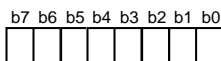
I²C status register (S1) [Address 00F8₁₆]

B	Name	Functions	After reset	R : W
0	Last receive bit (LRB) (See note)	0 : Last bit = "0" 1 : Last bit = "1" (See note)	Indeterminate	R : —
1	General call detecting flag (AD0) (See note)	0 : No general call detected 1 : General call detected (See note)	0	R : —
2	Slave address comparison flag (AAS) (See note)	0 : Address match 1 : Address mismatch (See note)	0	R : —
3	Arbitration lost detecting flag (AL) (See note)	0 : Not detected 1 : Detected (See note)	0	R : —
4	I ² C-BUS interface interrupt request bit (PIN)	0 : Interrupt request issued 1 : No interrupt request issued	0	R : W
5	Bus busy flag (BB)	0 : Bus free 1 : Bus busy	0	R : W
6, 7	Communication mode specification bits (TRX, MST)	b7 b6 0 0 : Slave receive mode 0 1 : Slave transmit mode 1 0 : Master receive mode 1 1 : Master transmit mode	0	R : W

Note : These bits and flags can be read out, but cannot be written.

Address 00F9₁₆

I²C Control Register

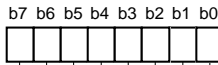


I²C control register (S1D) [Address 00F9₁₆]

B	Name	Functions	After reset	R : W
0 to 2	Bit counter (Number of transmit/recieve bits) (BC0 to BC2)	b2 b1 b0 0 0 0: 8 0 0 1: 7 0 1 0: 6 0 1 1: 5 1 0 0: 4 1 0 1: 3 1 1 0: 2 1 1 1: 1	0	R : W
3	I ² C-BUS interface use enable bit (ESO)	0: Disabled 1: Enabled	0	R : W
4	Data format selection bit(ALS)	0: Addressing format 1: Free data format	0	R : W
5	Addressing format selection bit (10BIT SAD)	0: 7-bit addressing format 1: 10-bit addressing format	0	R : W
6, 7	Connection control bits between I ² C-BUS interface and ports (BSEL0, BSEL1)	b7 b6 Connection port (See note) 0 0: None 0 1: SCL1, SDA1 1 0: SCL2, SDA2 1 1: SCL1, SDA1, SCL2, SDA2	0	R : W

Address 00FA₁₆

I²C Clock Control Register



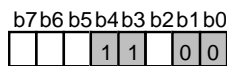
I²C clock control register (S2) [Address 00FA₁₆]

B	Name	Functions	After reset	R/W		
0 to 4	SCL frequency control bits (CCR0 to CCR4)	Setup value of CCR4-CCR0	Standard clock mode	High speed clock mode	0	R/W
		00 to 02	Setup disabled	Setup disabled		
		03	Setup disabled	333		
		04	Setup disabled	250		
		05	100	400 (See note)		
		06	83.3	166		
		⋮	500/CCR value	1000/CCR value		
		1D	17.2	34.5		
		1E	16.6	33.3		
		1F	16.1	32.3		
(at φ = 4 MHz, unit : kHz)						
5	SCL mode specification bit (FAST MODE)	0: Standard clock mode 1: High-speed clock mode	0	R/W		
6	ACK bit (ACK BIT)	0: ACK is returned. 1: ACK is not returned.	0	R/W		
7	ACK clock bit (ACK)	0: No ACK clock 1: ACK clock	0	R/W		

Note: At 400 kHz in the high-speed clock mode, the duty is as below.
 "0" period : "1" period = 3 : 2
 In the other cases, the duty is as below.
 "0" period : "1" period = 1 : 1

Address 00FB₁₆

CPU Mode Register



CPU mode register (CM) [Address 00FB₁₆]

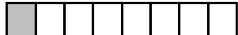
B	Name	Functions	After reset	R/W
0, 1	Processor mode bits (CM0, CM1)	b1 b0 0 0: Single-chip mode 0 1: } 1 0: } Not available 1 1: }	0	R/W
2	Stack page selection bit (CM2) (See note)	0: 0 page 1: 1 page	1	R/W
3, 4	Fix these bits to "1."		1	R/W
5	XcOUT drivability selection bit (CM5)	0: LOW drive 1: HIGH drive	1	R/W
6	Main Clock (XIN-XOUT) stop bit (CM6)	0: Oscillating 1: Stopped	0	R/W
7	Internal system clock selection bit (CM7)	0: XIN-XOUT selected (high-speed mode) 1: XcIN-XcOUT selected (low-speed mode)	0	R/W

Note: This bit is set to "1" after the reset release.

Address 00FC₁₆

Interrupt Request Register 1

b7 b6 b5 b4 b3 b2 b1 b0

Interrupt request register 1 (IREQ1) [Address 00FC₁₆]

B	Name	Functions	After reset	R	W
0	Timer 1 interrupt request bit (TM1R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
1	Timer 2 interrupt request bit (TM2R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
2	Timer 3 interrupt request bit (TM3R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
3	Timer 4 interrupt request bit (TM4R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
4	OSD interrupt request bit (OSDR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
5	VSYNC interrupt request bit (VSCR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
6	A-D conversion • INT3 interrupt request bit (ADR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is "0."		0	R	—

*: "0" can be set by software, but "1" cannot be set.

Address 00FD₁₆

Interrupt Request Register 2

b7 b6 b5 b4 b3 b2 b1 b0

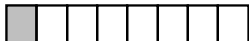
Interrupt request register 2 (IREQ2) [Address 00FD₁₆]

B	Name	Functions	After reset	R	W
0	INT1 interrupt request bit (IN1R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
1	Data slicer interrupt request bit (DSR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
2	Serial I/O interrupt request bit (SIOR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
3	f(X _{IN})/4096 • SPRITE OSD interrupt request bit (CKR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
4	INT2 interrupt request bit (IN2R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
5	Multi-master I ² C-BUS interrupt request bit (IICR)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
6	Timer 5 • 6 interrupt request bit (TM56R)	0 : No interrupt request issued 1 : Interrupt request issued	0	R	*
7	Fix this bit to "0."		0	R	W

*: "0" can be set by software, but "1" cannot be set.

Address 00FE₁₆Interrupt Control Register 1

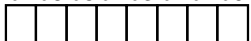
b7 b6 b5 b4 b3 b2 b1 b0

Interrupt control register 1 (ICON1) [Address 00FE₁₆]

B	Name	Functions	After reset	R	W
0	Timer 1 interrupt enable bit (TM1E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
1	Timer 2 interrupt enable bit (TM2E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
2	Timer 3 interrupt enable bit (TM3E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
3	Timer 4 interrupt enable bit (TM4E)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
4	OSD interrupt enable bit (OSDE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
5	VS _Y NC interrupt enable bit (VSCE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
6	A-D conversion • INT3 interrupt enable bit (ADE)	0 : Interrupt disabled 1 : Interrupt enabled	0	R	W
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is "0."		0	R	—

Address 00FF₁₆Interrupt Control Register 2

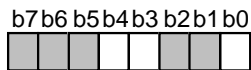
b7 b6 b5 b4 b3 b2 b1 b0

Interrupt control register 2 (ICON2) [Address 00FF₁₆]

B	Name	Functions	After reset	R	W
0	INT1 interrupt enable bit (IN1E)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
1	Data slicer interrupt enable bit (DSE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
2	Serial I/O interrupt enable bit (SIOE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
3	f(X _{IN} /4096 • SPRITE OSD interrupt enable bit (CKE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
4	INT2 interrupt enable bit (IN2E)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
5	Multi-master I ² C-BUS interface interrupt enable bit (IICE)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
6	Timer 5 • 6 interrupt enable bit (TM56E)	0: Interrupt disabled 1: Interrupt enabled	0	R	W
7	Timer 5 • 6 interrupt switch bit (TM56S)	0: Timer 5 1: Timer 6	0	R	W

Address 020A16

PWM Mode Register 1

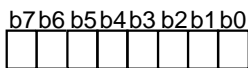


PWM mode register 1 (PN) [Address 020A16]

B	Name	Functions	After reset	R	W
0	PWM counts source selection bit (PN0)	0 : Count source supply 1 : Count source stop	0	R	W
1, 2	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	—
3	PWM output polarity selection bit (PN3)	0 : Positive polarity 1 : Negative polarity	0	R	W
4	P03/PWM7 output selection bit (PN4)	0 : P03 output 1 : PWM7 output	0	R	W
5 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	—

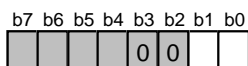
Address 020B16

PWM Mode Register 2

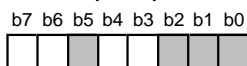


PWM mode register 2 (PW) [Address 020B16]

B	Name	Functions	After reset	R	W
0	P04/PWM0 output selection bit (PW0)	0 : P04 output 1 : PWM0 output	0	R	W
1	P05/PWM1 output selection bit (PW1)	0 : P05 output 1 : PWM1 output	0	R	W
2	P06/PWM2 output selection bit (PW2)	0 : P06 output 1 : PWM2 output	0	R	W
3	P07/PWM3 output selection bit (PW3)	0 : P07 output 1 : PWM3 output	0	R	W
4	P00/PWM4 output selection bit (PW4)	0 : P00 output 1 : PWM4 output	0	R	W
5	P01/PWM5 output selection bit (PW5)	0 : P01 output 1 : PWM5 output	0	R	W
6	P02/PWM6 output selection bit (PW6)	0 : P02 output 1 : PWM6 output	0	R	W
7	P50/PWM7 output selection bit (PW7)	0 : P50 output 1 : PWM7 output	0	R	W

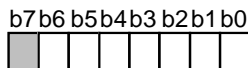
Address 0210₁₆**ROM Correction Enable Register**ROM correction enable register (RCR) [Address 0210₁₆]

B	Name	Functions	After reset	R	W
0	Vector 1 enable bit (RCR0)	0: Disabled 1: Enabled	0	R	W
1	Vector 2 enable bit (RCR1)	0: Disabled 1: Enabled	0	R	W
2, 3	Fix these bits to "0."		0	R	W
4 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	—

Address 0212₁₆**Interrupt Input Polarity Register**Interrupt input polarity register (IP) [Address 0212₁₆]

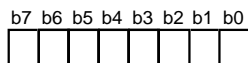
B	Name	Functions	After reset	R	W
0 to 2	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0."		0	R	—
3	INT1 polarity switch bit (POL1)	0: Positive polarity 1: Negative polarity	0	R	W
4	INT2 polarity switch bit (POL2)	0: Positive polarity 1: Negative polarity	0	R	W
5	Nothing is assigned. This bit is write disable bit. When this bit is read out, the value is "0."		0	R	—
6	INT3 polarity switch bit (POL3)	0: Positive polarity 1: Negative polarity	0	R	W
7	A-D conversion • INT3 interrupt source selection bit (AD/INT3SEL)	0: INT3 interrupt 1: A-D conversion interrupt	0	R	W

Serial I/O Mode Register

Serial I/O mode register (SM) [Address 0213₁₆]

B	Name	Functions	After reset	R	W
0, 1	Internal synchronous clock selection bits (SM0, SM1)	b1 b0 0 0: f(XIN)/8 or f(XCIN)/8 0 1: f(XIN)/16 or f(XCIN)/16 1 0: f(XIN)/32 or f(XCIN)/32 1 1: f(XIN)/64 or f(XCIN)/64	0	R	W
2	Synchronous clock selection bit (SM2)	0: External clock 1: Internal clock	0	R	W
3	Port function selection bit (SM3)	0: P11, P13 1: SCL1, SDA1	0	R	W
4	Port function selection bit (SM4)	0: P12, P14 1: SCL2, SDA2	0	R	W
5	Transfer direction selection bit (SM5)	0: LSB first 1: MSB first	0	R	W
6	SIN pin switch bit (SM6)	0: P17 is SIN pin. 1: P72 is SIN pin.	0	R	W
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is "0."		0	R	—

OSD Control Register 2

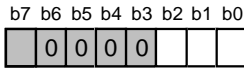
OSD control register 2 (OC2) [Address 0215₁₆]

B	Name	Functions	At reset	R	W		
0, 1	Display layer selection bits (OC20, OC21)	b1 b0	Layer 1	Layer 2	0	R	W
		0 0	CC, OSD, CDOSD	—			
		0 1	CC, OSD	CDOSD			
		1 0	CC, CDOSD	OSD			
		1 1	CC	CDOSD OSD			
2	R, G, B signal output selection bit(OC22)	0: Digital output (See note) 1: Analog output (4 gradations)	0	R	W		
3	Solid space output bit (OC23)	0: OUT1 output 1: OUT2 output	0	R	W		
4	Horizotal window/blank control bit (OC24)	0: OFF 1: ON	0	R	W		
5	Window/blank selection bit 1 (horizontal) (OC25)	0: Horizontal blank function 1: Horizontal window function	0	R	W		
6	Window/blank selection bit 2 (vertical) (OC26)	0: Vertical blank function 1: Vertical window function	0	R	W		
7	OSD interrupt request selection bit (OC27)	0: At completion of layer 1 block display 1: At completion of layer 2 block display	0	R	W		

Note: When setting bit 1 of the OSD port control register to "1," the value which is converted from the 4-adjustment-level analog to the 2-bit digital is output regardless of this bit value as follows : the high-order bit (R1, G1 and B1) is output from pins P5₂, P5₃ and P5₄, and the low-order bit is (R0, G0 and B0) output from pins P1₇, P1₅ and P1₆. And besides, when not using OSD function, the low-power dissipation can realize by setting this bit to "0."

Address 0216₁₆

Clock Control Register



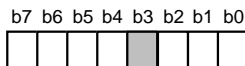
Clock control register (CS) [Address 0216₁₆]

B	Name	Functions	After reset	R W
0	Clock selection bit (CS0)	0: Data slicer clock 1: OSC1 clock	0	R W
1, 2	OSC1 oscillating mode selection bits (CS1, CS2)	^{b2 b1} 0 0: 32kHz oscillating mode. 0 1: Used as input port of P6 ₃ and P6 ₄ (See note 1). 1 0: LC oscillating mode 1 1: Ceramic • quartz-crystal oscillating mode	0	R W
3 to 6	Fix these bits to "0."		0	R W
7	Test bit (See note 2)		0	R W

- Note 1:** Set bit 7 of address 00C7₁₆ to "1", when OSC1 and OSC2 are used as P6₃ and P6₄.
- 2:** Be sure to set bit 7 to "0" for program of the mask and the EPROM versions. For the emulator MCU version (M37280ERSS), be sure to set bit 7 to "1" when using the data slicer clock for software debugging.

Address 0217₁₆

I/O Polarity Control Register



I/O polarity control register (PC) [Address 0217₁₆]

B	Name	Functions	After reset	R W
0	Hsync input polarity switch bit (PC0)	0 : Positive polarity input 1 : Negative polarity input	0	R W
1	Vsync input polarity switch bit (PC1)	0 : Positive polarity input 1 : Negative polarity input	0	R W
2	R, G, B output polarity switch bit (PC2)	0 : Positive polarity output 1 : Negative polarity output	0	R W
3	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is "0".		0	R —
4	OUT1 output polarity switch bit (PC4)	0 : Positive polarity output 1 : Negative polarity output	0	R W
5	OUT2 output polarity switch bit (PC5)	0 : Positive polarity output 1 : Negative polarity output	0	R W
6	Display dot line selection bit (PC6) (See note)	0 : " " at even field " " at odd field 1 : " " at even field " " at odd field	0	R W
7	Field determination flag(PC7)	0 : Even field 1 : Odd field	1	R —

Note: Refer to Fig. 12.11.19.

Address 0218₁₆

Raster Color Register

b7 b6 b5 b4 b3 b2 b1 b0

Raster color register (RC) [Address 0218₁₆]

B	Name	Functions	At reset	R	W
0, 1	Raster color R control bits (RC0, RC1)	b0 b1 0 0: No output (See note) 0 1: 1/3 Vcc 1 0: 2/3 Vcc 1 1: Vcc	0	R	W
2, 3	Raster color G control bits (RC2, RC3)	b3 b2 0 0: No output (See note) 0 1: 1/3 Vcc 1 0: 2/3 Vcc 1 1: Vcc	0	R	W
4, 5	Raster color B control bits (RC4, RC5)	b5 b4 0 0: No output (See note) 0 1: 1/3 Vcc 1 0: 2/3 Vcc 1 1: Vcc	0	R	W
6	Raster color OUT1 control bits (RC6)	0: No output 1: Output	0	R	W
7	Raster color OUT2 control bits (RC7)	0: No output 1: Output	0	R	W

Note: When selecting digital output, Vcc is output at any other values except "00."

Address 0219₁₆

OSD Control Register 3

b7 b6 b5 b4 b3 b2 b1 b0

OSD control register 3 (OC3) [Address 0219₁₆]

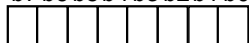
B	Name	Functions	After reset	R	W
0	CC mode character color selection bit (OC30)	0: Color code 0 to 7 1: Color code 8 to 15	0	R	W
1, 2	CC mode character background color selection bits (OC31, OC32) (See note)	b1 b1 0 0: Color code 0 to 3 0 1: Color code 4 to 7 1 0: Color code 8 to 11 1 1: Color code 12 to 15	0	R	W
3	CDOSD mode character color selection bit (OC33)	0: Color code 0 to 7 1: Color code 8 to 15	0	R	W
4	SPRITE color selection bit (OC34)	0: Color code 0 to 7 1: Color code 8 to 15	0	R	W
5	OSD mode window control bit (OC35)	0: Window OFF 1: Window ON	0	R	W
6	CC mode window control bit (OC36)	0: Window OFF 1: Window ON	0	R	W
7	CDOSD mode window control bit (OC37)	0: Window OFF 1: Window ON	0	R	W

Note: Color pallet 8 is always selected for solid space (when OUT1 output is selected), regardless of value of this register.

Address 021C₁₆

Top Border Control Register 1

b7 b6 b5 b4 b3 b2 b1 b0

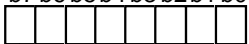
Top border control register 1 (TB1) [Address 021C₁₆]

B	Name	Functions	After reset	R	W
0 to 7	Control bits of top border (TB10 to TB17)	Top border position (low-order 8 bits) TH X (setting value of low-order 2 bits of TB2 × 16 ² + setting value of high-order 4 bits of TB1 × 16 ¹ + setting value of low-order 4 bits of TB1 × 16 ⁰)	Indeterminate	R	W

Notes 1: Do not set "00₁₆" or "01₁₆" to the TB1 at TB2 = "00₁₆."**2:** TH is cycle of HSYNC.**3:** TB2 is top border control register 2.Address 021D₁₆

Bottom Border Control Register 1

b7 b6 b5 b4 b3 b2 b1 b0

Bottom border control register 1 (BB1) [Address 021D₁₆]

B	Name	Functions	After reset	R	W
0 to 7	Control bits of bottom border (BB10 to BB17)	Bottom border position (low-order 8 bits) TH X (setting value of low-order 2 bits of BB2 × 16 ² + setting value of high-order 4 bits of BB1 × 16 ¹ + setting value of low-order 4 bits of BB1 × 16 ⁰)	Indeterminate	R	W

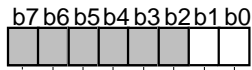
Notes 1: Set values fit for the following condition:

$$(TB1 + TB2 \times 16^2) < (BB1 + BB2 \times 16^2).$$

2: TH is cycle of HSYNC.**3:** BB2 is bottom border control register 2.

Address 021E16

Top Border Control Register 2



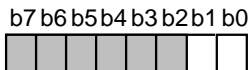
Top border control register 2 (TB2) [Address 021E16]

B	Name	Functions	After reset	R	W
0, 1	Control bits of top border (TB20, TB21)	Top border position (high-order 2 bits) $T_H \times$ (setting value of low-order 2 bits of TB2 $\times 16^2$ + setting value of high-order 4 bits of TB1 $\times 16^1$ + setting value of low-order 4 bits of TB1 $\times 16^0$)	Indeterminate	R	W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		Indeterminate	R	—

- Notes 1:** Do not set "0016" or "0116" to the TB1 at TB2 = "0016."
2: TH is cycle of HSYNC.
3: TB1 is top border control register 1.

Address 021F16

Bottom Border Control Register 2



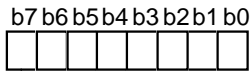
Bottom border control register 2 (BB2) [Address 021F16]

B	Name	Functions	After reset	R	W
0, 1	Control bits of bottom border (BB20, BB21)	Bottom border position (high-order 2 bits) $T_H \times$ (setting value of low-order 2 bits of BB2 $\times 16^2$ + setting value of high-order 4 bits of BB1 $\times 16^1$ + setting value of low-order 4 bits of BB1 $\times 16^0$)	Indeterminate	R	W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		Indeterminate	R	—

- Notes 1:** Set values fit for the following condition:
 $(TB1 + TB2 \times 16^2) < (BB1 + BB2 \times 16^2)$.
2: TH is cycle of HSYNC.
3: BB1 is bottom border control register 1.

Addresses 0220₁₆ to 022F₁₆

Vertical Position Register 1i



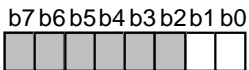
Vertical position register 1i (VP1i) (i = 1 to 16) [Addresses 0220₁₆ to 022F₁₆]

B	Name	Functions	After reset	R	W
0 to 7	Control bits of vertical display start positions (VP1i0 to VP1i7) (See note 1)	Vertical display start positions (low-order 8 bits) T _H X (setting value of low-order 2 bits of VP2i × 16 ² + setting value of low-order 4 bits of VP1i × 16 ¹ + setting value of low-order 4 bits of VP1i × 16 ⁰)	Indeterminate	R	W

- Notes 1:** Do not “00₁₆” and “01₁₆” to VP1i at VP2i = “00₁₆.”
2: T_H is cycle of Hsync.
3: VP2i is vertical position register 2i.

Addresses 0230₁₆ to 023F₁₆

Vertical Position Register 2i



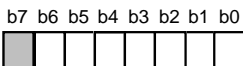
Vertical position register 2i (VP2i) (i = 1 to 16) [Addresses 0230₁₆ to 023F₁₆]

B	Name	Functions	After reset	R	W
0, 1	Control bits of vertical display start positions (VP2i0, VP2i1) (See note 1)	Vertical display start positions (high-order 2 bits) T _H X (setting value of low-order 2 bits of VP2i × 16 ² + setting value of low-order 4 bits of VP1i × 16 ¹ + setting value of low-order 4 bits of VP1i × 16 ⁰)	Indeterminate	R	W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		Indeterminate	R	—

- Notes 1:** Do not set “00₁₆” and “01₁₆” to VP1i at VP2i = “00₁₆.”
2: T_H is cycle of Hsync.
3: VP1i is vertical position register 1i.

Addresses 0241₁₆ to 0247₁₆, 0249₁₆ to 024F₁₆

Color Pallet Register i



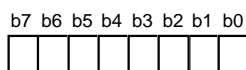
Color pallet register i (CRi) (i = 1 to 7, 9 to 15) [Addresses 0241₁₆ to 0247₁₆, 0249₁₆ to 024F₁₆]

B	Name	Functions	Afterreset	R	W
0, 1	R signal output control bits (CRi0, CRi1)	^{b0 b1} 0 0: No output (See note) 0 1: 1/3 V _{cc} 1 0: 2/3 V _{cc} 1 1: V _{cc}	Indeterminate	R	W
2, 3	G signal output control bits (CRi2, CRi3)	^{b3 b2} 0 0: No output (See note) 0 1: 1/3 V _{cc} 1 0: 2/3 V _{cc} 1 1: V _{cc}	Indeterminate	R	W
4, 5	B signal output control bits (CRi4, CRi5)	^{b5 b4} 0 0: No output (See note) 0 1: 1/3 V _{cc} 1 0: 2/3 V _{cc} 1 1: V _{cc}	Indeterminate	R	W
6	OUT1 signal output control bit (CRi6)	0: No output 1: Output	Indeterminate	R	W
7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is indeterminate.		Indeterminate	R	—

Note: When selecting digital output, the output is V_{cc} at all values other than “00.”

Address 0250₁₆

Left Border Control Register 1

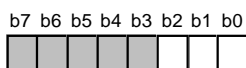
Left border control register 1 (LB1) [Address 0250₁₆]

B	Name	Functions	After reset	R	W
0	Control bits of left border (LB10 to LB17)	Left border position (low-order 8 bits) Tosc X (setting value of low-order 3 bits of $LB2 \times 16^2$ + setting value of high-order 4 bits of $LB1 \times 16^1$ + setting value of low-order 4 bits of $LB1 \times 16^0$)	1	R	W
1 to 7			0		

- Notes**
- 1: Do not set $LB1 = LB2 = "00_{16}"$.
 - 2: Set values fit for the following condition:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
 - 3: T_{osc} is OSD oscillation period.
 - 4: LB2 is left border control register 2.

Address 0251₁₆

Left Border Control Register 2

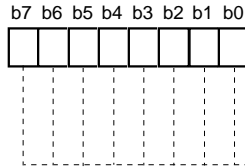
Left border control register 2 (LB2) [Address 0251₁₆]

B	Name	Functions	After reset	R	W
0 to 2	Control bits of left border (LB20 to LB22)	Left border position (high-order 3 bits) Tosc X (setting value of low-order 3 bits of $LB2 \times 16^2$ + setting value of high-order 4 bits of $LB1 \times 16^1$ + setting value of low-order 4 bits of $LB1 \times 16^0$)	0	R	W
3 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are indeterminate.		0	R	W

- Notes**
- 1: Do not set $LB1 = LB2 = "00_{16}"$.
 - 2: Set values fit for the following condition:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
 - 3: T_{osc} is OSD oscillation period.
 - 4: LB1 is left border control register 1.

Address 0252₁₆

Right Border Control Register 1



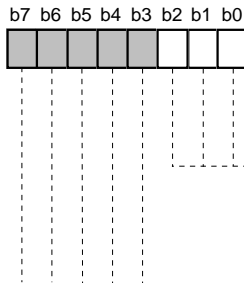
Right border control register 1 (RB1) [Address 0252₁₆]

B	Name	Functions	After reset	R	W
0 to 7	Control bits of right border (RB10 to RB17)	Right border position (low-order 8 bits) Tosc X (setting value of low-order 3 bits of RB2 × 16 ² + setting value of high-order 4 bits of RB1 × 16 ¹ + setting value of low-order 4 bits of RB1 × 16 ⁰)	1	R	W

- Notes 1:** Set values fit for the following condition:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
2: T_{osc} is OSD oscillation period.
3: RB2 is right border control register 2.

Address 0253₁₆

Right Border Control Register 2



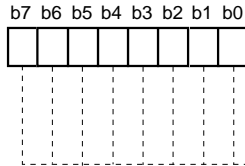
Right border control register 2 (RB2) [Address 0253₁₆]

B	Name	Functions	After reset	R	W
0 to 2	Control bits of right border (RB20 to RB22)	Right border position (high-order 3 bits) Tosc X (setting value of low-order 3 bits of RB2 × 16 ² + setting value of high-order 4 bits of RB1 × 16 ¹ + setting value of low-order 4 bits of RB1 × 16 ⁰)	1	R	W
3 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0".		0	R	W

- Notes 1:** Set values fit for the following condition:
 $(LB1 + LB2 \times 16^2) < (RB1 + RB2 \times 16^2)$.
2: T_{osc} is OSD oscillation period.
3: RB1 is right border control register 1.

Address 0254₁₆

SPRITE Vertical Position Register 1



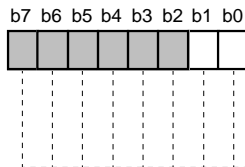
SPRITE vertical position register 1 (VS1) [Address 0254₁₆]

B	Name	Functions	After reset	R	W
0	Vertical display start position	Vertical display start position (low-order 8 bits)	1	R	W
1 to 7	control bits of SPRITE OSD (VS10 to VS17)	$T_H \times$ (setting value of low-order 2 bits of $VS2 \times 16^2$ + setting value of high-order 4 bits of $VS1 \times 16^1$ + setting value of low-order 4 bits of $VS1 \times 16^0$)	0		

- Notes** 1: Do not set "00₁₆" to the VS1 at VS2 = "00₁₆."
 2: T_H is cycle of Hsync.
 3: VS2 is SPRITE vertical position register 2.

Address 0255₁₆

SPRITE Vertical Position Register 2



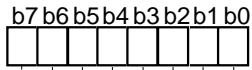
SPRITE vertical position register 2 (VS2) [Address 0255₁₆]

B	Name	Functions	After reset	R	W
0, 1	Vertical start position control bits of SPRITE OSD (VS20, VS21)	Vertical display start position (high-order 2 bits)	0	R	W
2 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are "0".	$T_H \times$ (setting value of low-order 2 bits of $VS2 \times 16^2$ + setting value of high-order 4 bits of $VS1 \times 16^1$ + setting value of low-order 4 bits of $VS1 \times 16^0$)	0		

- Notes** 1: Do not set "00₁₆" to the VS1 at VS2 = "00₁₆."
 2: T_H is cycle of Hsync.
 3: VS1 is SPRITE vertical position register 1.

Address 0256₁₆

SPRITE Horizontal Position Register 1



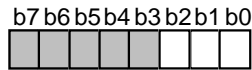
SPRITE horizontal position register 1 (HS1) [Address 0256₁₆]

B	Name	Functions	After reset	R	W
0 to 7	Horizontal display start position control bits of SPRITE OSD (HS10 to HS17)	Horizontal display start position (low-order 8 bits) Tosc X (setting value of low-order 2 bits of HS2 × 16 ² + setting value of high-order 4 bits of HS1 × 16 ¹ + setting value of low-order 4 bits of HS1 × 16 ⁰)	Indeterminate	R	W

- Notes 1:** Do not set HS1 < “30₁₆” at HS2 = “00₁₆.”
2: Tosc is OSD oscillation period.
3: HS2 is SPRITE horizontal position register 2.

Address 0257₁₆

SPRITE Horizontal Position Register 2

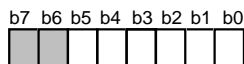


SPRITE horizontal position register 2 (HS2) [Address 0257₁₆]

B	Name	Functions	After reset	R	W
0 to 2	Horizontal display start position control bits of SPRITE OSD (HS20 to HS22)	Horizontal display start position (high-order 3 bits) Tosc X (setting value of low-order 2 bits of HS2 × 16 ² + setting value of high-order 4 bits of HS1 × 16 ¹ + setting value of low-order 4 bits of HS1 × 16 ⁰)	Indeterminate	R	W
3 to 7	Nothing is assigned. These bits are write disable bits. When these bits are read out, the values are “0.”		0	R	—

- Notes 1:** Do not set HS1 < “30₁₆” at HS2 = “00₁₆.”
2: Tosc is oscillation period.
3: HS1 is SPRITE horizontal position register 1.

SPRITE OSD Control Register



SPRITE OSD control register (SC) [Address 0258₁₆]

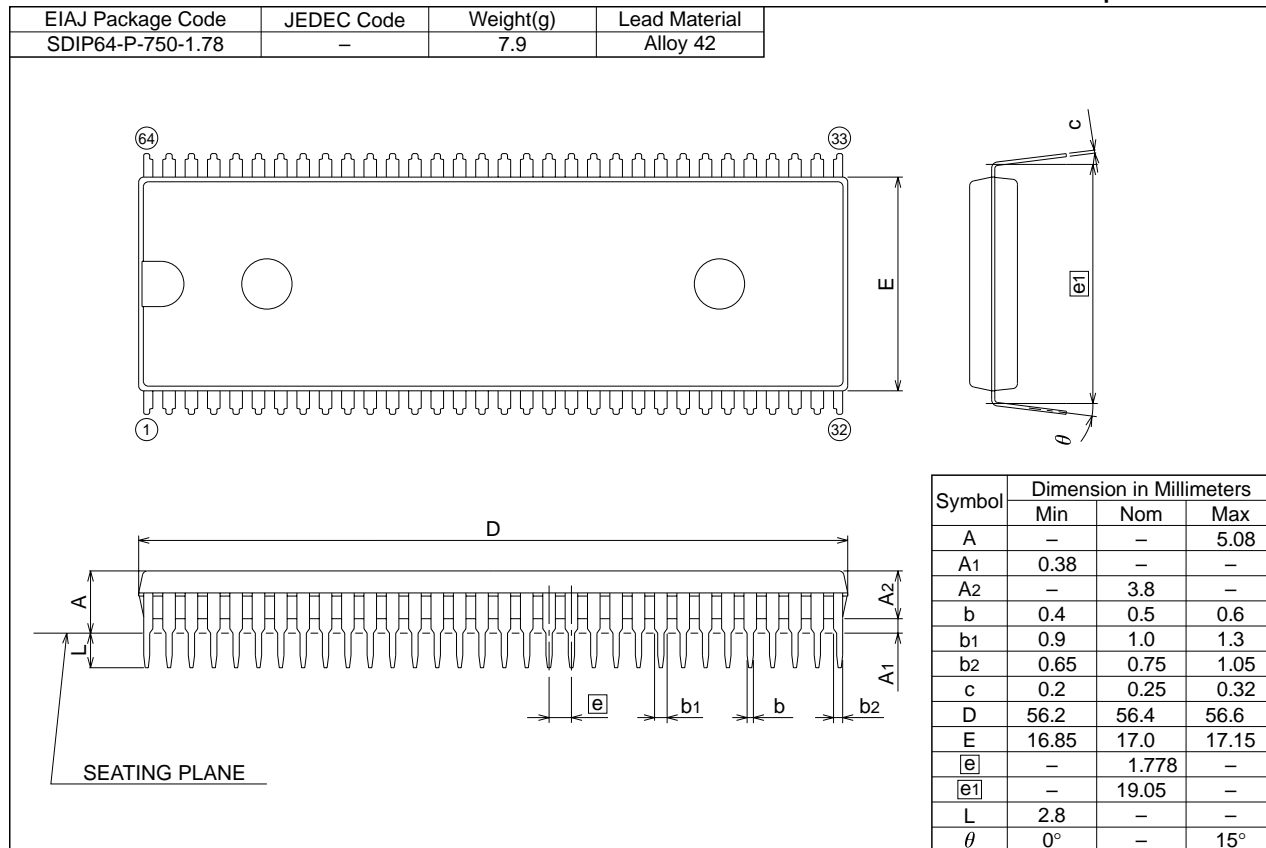
B	Name	Functions	After reset	R	W
0	SPRITE OSD control bit (SC0)	0: Stopped 1: Operating	0	R	W
1	Pre-divide ratio selection bit (SC1)	0: Pre-divide ratio 1 1: Pre-divide ratio 2	0	R	W
2, 3	Dot size selection bits (SC2, SC3)	b3 b2 0 0: 1Tc × 1/2H 0 1: 1Tc × 1H 1 0: 2Tc × 1H 1 1: 2Tc × 2H	0	R	W
4	Interrupt occurrence position selection bit (SC4)	0: After display of horizontal 20 dots 1: After display of horizontal 10 dots or 20 dots	0	R	W
5	X _{IN} /4096 • SPRITE interrupt source switch bit (SC5)	0: X _{IN} /4096 interrupt 1: SPRITE OSD interrupt	0	R	W
6, 7	Nothing is assigned. This bit is a write disable bit. When this bit is read out, the value is "0".		0	R	—

Notes 1: Tc : Pre-divided clock period for OSD
2: H : H_{SYNC}

19. PACKAGE OUTLINE

64P4B

Plastic 64pin 750mil SDIP



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